

The
DYNAMIC CARO-KANNIN

RO-KANNIN



The
**BRON-
STEIN
LARSEN**

And The Original Caro Systems

IM JEREMY SILMAN

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IMMORTALIZERS

The Dynamic Caro Kann
The Bronstein-Larsen
and
The Original Caro Systems

by

IM Jeremy B. Silman

A handwritten signature in black ink, appearing to read 'J. Silman', with a long, sweeping flourish extending upwards and to the right.

Summit Publishing

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*To my wife Gwen,
who reluctantly allowed me to research this book by stacking
piles of games
on the living room and
kitchen floors,
the bathroom walls,
under our bed,
in the bathtub,
etc, etc.*

*I would also like to thank IM Jack Peters,
who spent so much time looking this over
that he probably never wants to see
another doubled f-pawn.*

Table of Contents

Preface	I
Part One/Bronstein-Larsen System	1
Chapter 1/Strategic Themes and Introduction	2
White Strategies	3
Black Strategies	5
Other Ideas	9
Chapter 2/Analysis of Variations	14
Lines with 6 g3	14
Lines with 6 Be3	16
Lines with 6 Qd3	17
Lines with 6 Bc4	20
Lines with 6 Bf4	26
Lines with 6 Be2	28
Lines with 6 Ne2	33
Lines with 6 Nf3	40
Lines with 6 c3	56
White Fianchetto System	65
Pawn Sacrifice Variation	78
Chapter 3/Annotated Games	88
Game 1 Westerinen-Tisdall	88
Game 2 Grunfeld-Hickl	89
Game 3 Seitaj-Skembris	91
Game 4 Surjonsson-Hodgson	93
Game 5 DeFirmian-Wilder	94
Game 6 Kaplan-Larsen	96
Game 7 Root-Silman	98
Game 8 Subramanian-Silman	101
Part Two/Original Caro-Kann System	107
Chapter 1/Strategic Themes and Introduction	108
White Strategies	108
Note For The Less Advanced Player	111
Black's Strategic Goals	111
Chapter 2/Analysis of Variations	117
Lines with 6 Be2	117
Lines with 6 Ne2	118
Lines with 6 Be3	118
Lines with 6 g3	119

Lines with 6 Nf3	121
Lines with 6 Bc4	124
Lines with 6 c3	137
Chapter 3/Annotated Games	154
Game 1 Pilnik-Najdorf	154
Game 2 Buchanan-Lein	156
Game 3 Gaprindashvili-Andersson	158
Game 4 Carleton-Keene	159
Game 5 Kudrin-King	161
Game 6 Hort-Pfleger	162
Part Three/Alternatives To Capturing The Knight	165
Lines with 5 Bd3	165
Lines with 5 Ng5	166
Lines with 5 Qd3	167
Lines with 5 Ng3	167
Index of Variations	181

Preface

The moves 1 e4 c6 2 d4 d5 3 Nc3 [or 3 Nd2] 3...dxe4 4 Nxe4 lead to the starting position of the main line Caro-Kann. In general, Black tends to play 4...Bf5 or 4...Nd7, leading to solid positions in which White has perhaps a very slight edge. Several books have been written on both these lines, thus making the theory on them readily available to the public.

In this book we will ignore these main line systems and instead turn our attention to Black's most dynamic possibility, 4...Nf6!?

There are three parts to this book. The first part comes about after 5 Nxf6+ gxf6 and is called the "Bronstein-Larsen Variation." This name is given to it because two immortal grandmasters, David Bronstein and Bent Larsen, used it often and with great success.

The second part comes about after 5 Nxf6+ exf6. Though this line has never been given an official name, most players like to call it the "Original Caro-Kann" simply because this was the way the Caro-Kann was originally handled.

The third and final part of the book concerns the less critical alternatives to 5 Nxf6+. Particular attention is given to 5 Ng3.

Though 4...Nf6 is very popular among non-professional players and is used on occasion by Larsen, Christiansen, Hodgson and many other grandmasters, very little has been written about it. Of course, it can be found in the general opening books, but the coverage here is usually very incomplete and prejudiced towards one side or the other.

Realizing that a book on these lines was desperately needed, I next had to decide what class of player the book would be written for. This is a serious question! Players of class "B" and below don't want loads of analysis that they will never get around to looking at. Instead they want simple ideas, plans and instructive tidbits. Experts and class "A" players don't mind lots of analysis, but they often have trouble really understanding the ideas of the opening they are studying. It is quite typical of that class of player to memorize a bunch of moves and never come to terms with endgames and pawn structures in relation to their opening as a whole.

When we consider players of Master, International Master, and Grandmaster strength we come to a whole different set of problems. These players want a comprehensive survey of all known lines. Often they like to pick an opening to pieces and scan rejected or inferior lines for improvements. This can only be accomplished if all known material is available to them.

Is it possible to make everyone happy? I decided to give it a try by catering to the different classes in the following ways:

- 1) For those of "B" strength and below, I have written a section on the strategic implications of both ...gxf6 and ...exf6. All pertinent ideas, set-ups, and plans are discussed in a clear and simple way. At the end of Parts One and Two, I have added a section on illustrative games. These games are annotated in a "conversational" way so that the essence of each plan will be easy to understand for the weaker player.

It is my contention that players in this category need only study the strategic and game sections...this will enable them to play these lines with confidence while using a minimal amount of time in their assimilation.

- 2) For the "A" and Expert class player, I have been very careful to explain the ideas and goings on in each line of analysis. By going through the strategic, games, and analytic sections, you should be able to formulate a detailed idea of the lines in question, whether you wish to play them for White or Black.
- 3) For the Grandmaster, I have put together the most intense and thorough analysis ever seen on these particular systems. All new, pertinent games have been added, and all sources have been consulted.

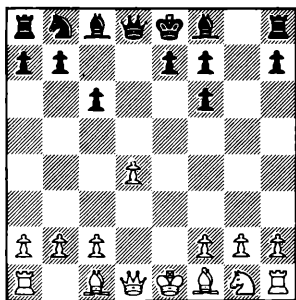
I certainly hope that this book brings these lines to life for you. Criticisms or recommendations are always welcome and can be sent to Summit Publishing.

Jeremy B. Silman
International Master

Part One

The Bronstein-Larsen System

With the moves 1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Nxf6+ gxf6 we reach the beginning position of the Bronstein-Larsen.



After 5...gxf6 we will first look at the strategic themes that

this position contains. Having acquainted ourselves with the basic ideas, we will next go into a detailed analysis of all the possibilities. Our study of the Bronstein-Larsen will end with a selection of annotated games.

Thus the layout is:

Chapter 1:

Strategic Themes And Introduction

Chapter 2:

Analysis Of Variations

Chapter 3:

Annotated Games Of Instructive Value

Chapter 1 Strategic Themes And Introduction

Pioneered by Aron Nimzovich, this extremely dynamic opening never really became popular until Grandmasters David Bronstein and Bent Larsen started winning game after game with it. Now a favorite on the club level, only a few professional players have taken it into their repertoires. The heroes of the line, past and present, are: Nimzovich, who was the first to see the potential in the pawn structure obtained; Salo Flohr, who used it frequently in the 1930's and 1940's, yet, as Jack Peters points out, "his cautious treatment of it led to so many draws that no one was inspired to follow his example"; Konstantinopolsky, who considerably sharpened Black's play, though whether this inspired or scared people is difficult to say; Bronstein (were his victories due to the opening, or could he play anything and win?); Larsen, whose wins over such players as Tal and Spassky finally gave the line respectability; Miles whose win over Karpov is recommendation enough; and Seirawan, who commented, "I don't really trust it, but since I keep winning, how can I give it up?" Speelman, Short, Botvinnik, Tal, Christiansen, Chandler, Benjamin, Keene, and Huebner have used it as an occasional surprise weapon.

Seirawan's innate distrust, though, makes one wonder just how sound the line really is. Is it only good for surprise, or can it stand up as a player's main answer to 1 e4? When the immortal Bobby Fischer saw a friend use the line, he pointed, wrinkled his nose, and said, "Inferior!" What an indictment! Was he serious? Let's see what this line is all about and decide for ourselves.

In the Caro-Kann, White has certain advantages - a bit more space, a nice square on e5 for a Knight, and certain attacking chances on the Kingside. Black's two main plans involve White's pawn on d4: Put pressure on it, or eradicate it entirely by the liberating ...c6-c5 advance. Unfortunately all this tends to produce a dry equality that makes a Black victory rather hard to achieve.

After 5...gxf6, however, the position has undergone a profound change. True, White can say that Black's h7 pawn is weak. True, White can say that Black's whole Kingside is ruined. It is even possible for White to say that most endgames will now be advantageous. To say them, though, does not make them true. A deeper look must be taken if we are to understand what attracted the many great players who have used this line.

The simple truth of the matter is that Black has accepted certain potential weaknesses in exchange for certain dynamic possibilities. Because of the doubled pawn, he now has a half-open g-

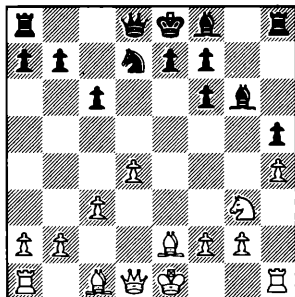
file that proves very useful when he wants to mate the White King. The pawn on f6 is also extremely nice, since it prevents White from using the e5 square. Finally, the pawn that once stood passively on g7 now stands on f6. It is now a central pawn and can take a more active role in the game. Thus, aside from preventing a White piece from landing on the e5 square, Black can often bypass the typical ...c6-c5 advance in favor of a strike in the middle with ...e7-e5.

As far as development goes, there are no problems whatsoever. Moves like ...Bc8-f5 (or in some cases ...Bc8-g4), ...Nb8-d7, ...Qd8-c7, ...0-0-0, etc. are easy to make and also highly effective.

White Strategies

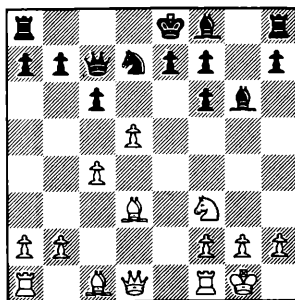
White has four basic ideas:

1) He can chase Black's Bishop when it comes to f5 by Ng1-e2-g3 and h2-h4. This usually forces Black to answer by placing his own h-pawn on h6 or h5. White can then go pawn hunting by Bc1-e3 and Qd1-d2 (if the pawn stands on h6) or by Bf1-e2 (if the pawn stands on h5). In the next diagram, White has a Knight on g3, a Bishop on e2 and a Queen on d1 all bearing down on the poor pawn!



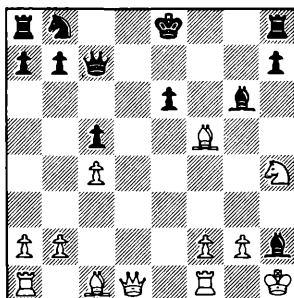
Another strategy that can come up in this or any of the following cases is that of light-square domination. Often Black will play the ...e7-e5 advance. The one great flaw of this move is that it weakens the f5 square. If White manages to entrench a Knight on that point, then Black's game is usually on its way down. Let's see how this can arise from the last diagram: 10...Qa5 11 b4 Qc7 12 Nxh5 [As planned, White has won the pawn.] 12...e5 [Black strikes at the White center in a bid for compensation. Note how the f5 square has become a gaping hole.] 13 Ng3 0-0-0 14 h5 Bh7 15 0-0 Bd6? [Allowing White to implement his plan of White square domination and control of f5. Either 15...f5!? or 15...Kb8 gives Black adequate compensation for the sacrificed pawn. After the complacent text, White gets things all his own way.] 16 Bg4! e4 17 Nf5 Bh2+ 18 Kh1 Bf4 19 Bxf4 Qxf4 20 g3 Qc7 21 Re1 Rde8 22 Kg2 Kb8 23 Qc2 and Black is completely lost, Tarjan-Benjamin, U.S. Championship, South Bend 1981.

2) White can castle Kingside, followed by a central break with c2-c4 and d4-d5. After 5...gxf6 6 Nf3 Bf5 7 Bd3 Bg6 8 0-0 Qc7 9 c4 Nd7 10 d5!, we have a typical case in which White grabs the initiative by a quick break in the center.



Note how in the following moves Black is not given time to consolidate his position: 10...0-0-0 11 Be3 e5 12 Be2 Kb8 13 Rc1 f5 14 c5 Nxc5 15 Bxc5 e4 16 Bd4 exf3 17 Bxh8 fxe2 18 Qxe2 Bd6 19 Bf6 Bxh2+ 20 Kh1 Bf4 21 Rc4!, 1-0, Radulov-Larsen, Hastings 1972/73. This is perhaps Larsen's worst loss ever with the Bronstein-Larsen Caro-Kann!

So we can see that Black must always be on guard against a d4-d5 break in the center. This is particularly dangerous if Black is not ready to castle and get his King out of the middle: 5...gxf6 6 Be2 Bf5 7 Nf3 e6 8 0-0 Qc7 9 c4 Bd6? 10 d5 c5 11 Nh4! Bxh2+ 12 Kh1 Bg6 13 dxe6 fxe6 14 Bg4 f5 15 Bxf5!

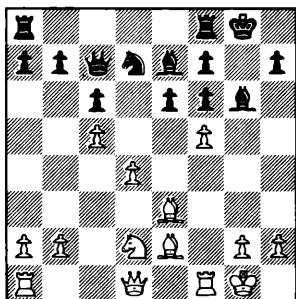


This sacrifice allows the White army to penetrate to the Black King. After 15...exf5 16 Re1+ Be5 17 Bf4, Black was getting crushed, Matulovic-Flesch, Yugoslav-Hungary Match 1964.

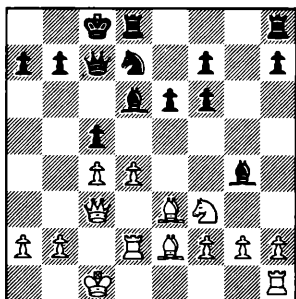
3) White castles Kingside and plays for a Queenside pawn storm by c2-c4, b2-b4, a2-a4, etc. At times White might even play c4-c5 before advancing his b-pawn. The pawn at c5 restricts Black's pieces and prevents Black from playing ...c6-c5. The flaw, of course, is that c4-c5 gives Black complete control of the d5 square.

The moves 5...gxf6 6 Be2 Bf5 7 Nf3 e6 8 0-0 Qc7 9 c4 Nd7 10 Be3 lead to a typical position in this opening. After Black castles Queenside, White will advance his pawns there in an effort to mate, while Black goes all out on the Kingside. Unfortunately for Black, he chose this moment to make a mistake: 10...Bd6? [This allows White to gain space on the Queenside with gain of time.] 11 c5! Be7 12 Nd2! 0-0? [It was better to go to the other side by 12...0-0-0, though

White's attack is still very dangerous after 13 Qa4 Kb8 14 b4!.] 13 f4 Bg6 14 f5!



Qc7 8 Be3 Nd7 9 c4 e6 10 Qd2 0-0-0 11 Qc3 c5 12 0-0-0 Bd6 13 Rd2



White is not in a peaceful mood! He blasts through the Black position so viciously that Black never really knows what hit him. The rest of the bloodbath went as follows: 14...Bxf5 15 Rxf5! exf5 16 Bd3 Rfe8 17 Bxf5 Nf8 18 Ne4! Kh8 19 Qh5 Ng6 20 Rf1 Rg8 21 Rf3 Qa5 22 Qxh7+, 1-0, Browne-Bellon, Las Palmas 1977. After 22...Kxh7 23 Rh3+ Kg7 24 Bh6+, Black will be mated.

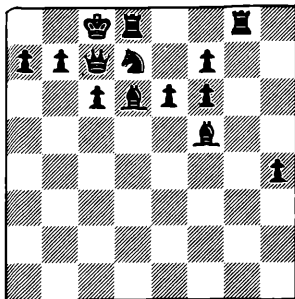
With his King safe and any Black counterplay a long way off, White prepares to dominate the soon-to-be-opened d-file. After the further 13...Rhg8 14 g3 Qc6 15 d5 Qa6 16 dxe6 fxe6 17 Rhd1, Kholmov-Seoev, USSR 1979, White had nullified Black's play on the g-file, left Black with weak pawns at e6, f6, and h7, placed his pieces on safe, logical squares, and doubled his Rooks on the board's only open file.

4) White castles Queenside and uses a policy of restraint, i.e. preventing Black's ...c6-c5 and ...e6-e5 breaks. The idea is that, if he can nullify Black's counterplay, his advantages in space and pawn structure will eventually be significant. Naturally this whole plan is very difficult to implement because Black has many different active possibilities at his disposal. Quiet but strong play by White is well illustrated in the following example: 5...gxf6 6 Nf3 Bg4 7 Be2

Black Strategies

Black has four main piece configurations:

1) Black plays for a Kingside attack. Moves like ...Bc8-f5, ...e7-e6, ...Qd8-c7, ...Bf8-d6, ...Nb8-d7, ...0-0-0, and either ...Rh8-g8 or ...h7-h5-h4 are simple to play and often quite effective.

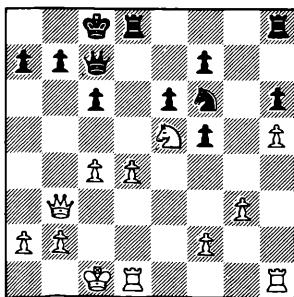


This position is strong for Black. He has excellent attacking chances against a White King castled on the Kingside. He is also ready to counterattack in the center with either ...c6-c5 or ...e6-e5.

This type of attack will be illustrated several times in the examples that follow under the other piece configurations and plans.

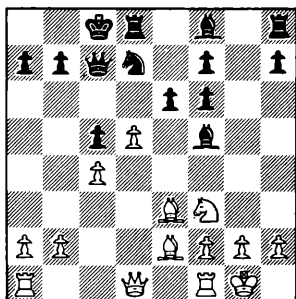
2) Black breaks in the center with a ...c6-c5 advance. This is usually done after most of the pieces are developed and Black is castled.

Our next diagram illustrates this theme very well.



Though it may appear to some players that White is doing fine, in reality he is experiencing some difficulties. His pawn on h5 needs protection, and the Black Knight is always threatening to jump to g4 or e4. White could stop these threats with f2-f3, but this would leave him with a new weakness at g3. On top of this, Black is putting pressure on the White pawn on d4. Black chooses this moment to play a ...c6-c5 advance since the attack on the d4 pawn also challenges the support of the Knight on e5. Once the c5 pawn trades itself for the d4 pawn, White's pawn on c4 will also come under pressure. 20...c5! 21 Nf3 cxd4 22 Rxd4 Rxd4 23 Nxd4 Rd8 24 Nb5 [White cannot contest the d-file with 24 Rd1 because the h5 pawn would hang.] 24...Qc5 [Now the f2 pawn is also coming under attack!] 25 f3 a6 26 Na3 Qe5 [All of the White Kingside pawns are undergoing a severe depression. It's the g-pawn's turn now.] 27 f4 Qe2 [Now the h-pawn is ready to fall. Worse still, Black's Knight now has the e4 and g4 squares permanently under its control.] 28 Qc2 Qf3 29 Qh2 Ne4 [Back to tormenting the poor g-pawn.] 30 Rg1 Qe3+ 31 Kb1 Nd2+ 32 Ka1 Nf3, 0-1, Kaugars-Silman, San Francisco 1981.

The ...c6-c5 push is also a very important defensive theme for Black. After the moves 5... gxf6 6 Be2 Bf5 7 Nf3 e6 8 0-0 Qc7 9 c4 Nd7 10 d5 0-0-0 11 Be3, Black plays the very instructive 11...c5!.

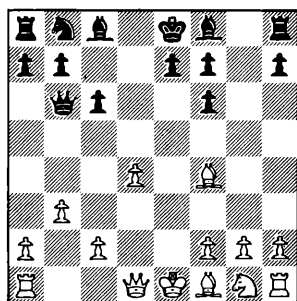


This move not only blocks White's dark-squared Bishop and keeps the White Knight out of d4, but it also deadens White's Queenside pawn storm. White continued to batter away at the Queenside with 12 b4, but Black just ignored it and built up his own Kingside counterattack with 12...Rg8 13 bxc5?! Bxc5 [Black now has permanent control of the very useful c5 square. If White takes the Bishop on c5, then the Knight would take its place. Realizing that his attack has been stalled, White sacrifices the exchange, but Black's attack still bursts through.] 14 Nd4 Bh3 15 g3 Bxf1 16 Bxf1 Ne5 17 Rb1 Ng4 18 Bc1?! h5! 19 Rb3 h4 20 Ba3 hxg3 21 hxg3 f5 22 Bxc5 Qxc5 23 Rb5 Qd6 24 Qb3 f4 25 Rxb7 fxg3 26 Rxa7 gxf2+ 27 Kg2 Qh2+ 28 Kf3 Qh1+ 29 Kg3, and now 29...Nh2+ or 29...Ne3+ wins at once, Spassky-Larsen, Buenos Aires 1979.

If even a player like Spassky has trouble stopping the Black attack, imagine how hard it is for the average player to cope!

3) Black breaks in the center with the advance ...e7-e5. This can be done after all the pieces have been developed, though it is not unusual for Black to play this break early.

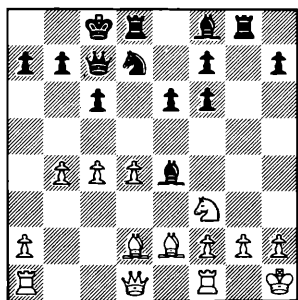
The next diagram is reached by the moves 5...gxf6 6 Bf4 Qb6!? 7 b3?!



White has badly weakened the dark squares on the Queenside. To take full advantage of this, Black decides on an immediate strike in the center: 7...e5! 8 dxe5 fxe5 [Black's central majority is now healthy. The next step is to make sure that it is properly supported and that the often-weak f5 square is well covered.] 9 Bd2 Bf5 10 Qh5 Qd4 11 c3 Qe4+ 12 Qe2 Qd5 13 Rd1 Nd7 14 Bg5 Qe6 15 Qd2 Qg6 16 Nf3 Rg8 17 h4 f6 18 h5 Qf7 19 Be3 0-0-0 20 Rh4 Bc5 21 Bxc5 Nxc5 22 Qe3 Rxd1+ 23 Kxd1 Rd8+ 24 Ke1 Nd3+ 25 Bxd3 Rxd3 26 Qc1 Qd5. Black's strong Bishop, his control of the d-file, and the unfortunate condition of the White King all conspire to give White a lost game. The conclusion

was: 27 Ra4 Kb8 28 Ke2 b5 29 Rh4 Qc5 30 c4 Rd8 31 Nd2 Bd3+ 32 Ke1 f5 33 Nf1 Qb4+ 34 Nd2 Qe7 35 Rh3 e4 36 Qb2 f4 37 Nb1 Qg5 38 cxb5 Bxb1 39 Qxb1 Qxg2, 0-1, Bell-Silman, Portland 1984.

We can see that the ...e7-e5 advance causes quite a commotion in the center. If White has a Queenside pawn storm brewing, then the idea of a central disruption is a very important concept to understand. The old rule, "the best reaction to an attack on the wing is a counterattack in the center," still holds true today. The ...e7-e5 advance is often the tool that helps you implement this advice.



In the diagram Black has his Kingside attack well underway. With this in mind, White realizes that he must be quick with his own attack on the Queenside. White chose 13 c5 because he saw that the more natural 13 b5 gets nowhere after 13...c5!, when White's attack is already on the wane. 13 c5 prevents this possibility and prepares to open up the Black King with a b4-b5 advance. Black re-

sponds 13...e5!. This well-timed strike in the center leaves the White army in a state of shock and allows the Black Rook on d8 to take an active part in the game. It's amazing that White lasts only a few more moves before capitulating! 14 Rg1 exd4 15 Nxd4 Nxc5 16 Be3 Ne6 17 f3 Qe5 18 fxe4 Nxd4 19 Bg4+ Kc7, 0-1, W. Morris-Silman, Chicago 1980.

4) Black castles Kingside, using his Bishops on g6 and g7 as cover for his King. After a later ...f6-f5 advance, the Bishop on g7 aids Black in an overall counterattack against the White pawn on d4.

The plan of fianchettoing the King Bishop is considered rather passive, and, as a result, has not become very popular. Yet it is a sound choice against some of the White setups. One can only call it dubious when White is able to quickly react in the center: 5... gxf6 6 Nf3 Bf5 7 Be2 e6 8 0-0 Bg7 9 c4! 0-0 10 Be3 Nd7 11 d5! Bg6, and now 12 dxc6 bxc6 13 Qd6 Ne5 14 Rfd1 would be quite uncomfortable for Black, according to Ivkov.

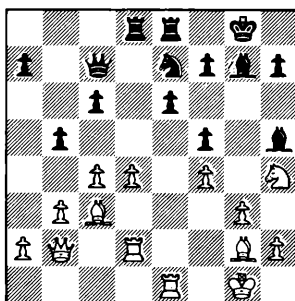
On the other hand, if White ignores this advice, Black should find himself with a good game: 5... gxf6 6 Nf3 Bg7 7 Bd3?! Bg4 8 c3 [White obviously has no intention of playing for a central break.] 8...Nd7 9 Bc2 e6 10 Bf4 Qb6 11 Rb1 0-0-0 [It's rather unusual for Black to castle long after ...Bf8-g7, but White's passive play has inspired him to press for the initia-

tive.] 12 h3 Bh5 13 0-0 Ne5! 14 g4 Nxf3+ 15 Qxf3 Bg6 16 Bxg6 hxg6 17 Bh2 f5 18 Qg3 Bf8 19 Qe3? Bd6, Santos-Smyslov, Lugano 1968. The weakening of the White Kingside has left Black with a clear advantage. A simple plan for Black would be to trade Bishops and double Rooks on the h-file.

If White plays an early c2-c3 (which is one of White's most popular systems), then Black's plan of ...Bf8-g7 and ...0-0 has a greater chance of working out, as White cannot play for a quick c2-c4 and d4-d5. For example: 5 ... gxf6 6 c3 Bf5 7 Nf3 Nd7 8 g3 Bg7!? 9 Bg2 e6 10 0-0-0 Qc3 11 Be3 Nb6 12 Qc1 Nd5 13 Bh6 Bg6 14 Bxg7 Kxg7 15 c4 Ne7 16 Qc3 Qb6 17 Rad1 a5, and Black is all right, as his Kingside is solid and a White d4-d5 advance has been carefully held back, de Firmian-Seirawan, Philadelphia 1987.

Note that if White had deviated from the last example with 11 c4, intending to play d4-d5, then Black must play 11...Nb6, stopping White dead in his tracks. The game Sherzer-Ball, Saint John 1988, continued 12 b3 Re8 13 Bb2 Qd7 14 Qd2 Rad8 15 Rfe1 Nc8 16 Rad1 Ne7 17 Bc3 Bg6 18 Qb2 Qc7 19 Nh4 f5 20 f4 Bh5 21 Rd2 b5.

This position deserves a diagram since it is a nice portrait of what Black is trying to accomplish in this line - sturdy control of d5, pressure against White's pawn on d4, and a solid Kingside.

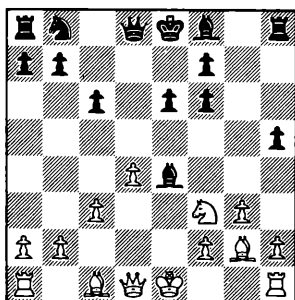


Disjointed ideas which do not qualify as coherent systems:

a) If White fianchettoes his King Bishop, Black can play his Queen to d5 and then to c4 or b5. The idea is to prevent White from castling. Other ways to go about this are ...Qd8-b6 or ...Qd8-a5, followed by ...Qa6 or ...Qb5.

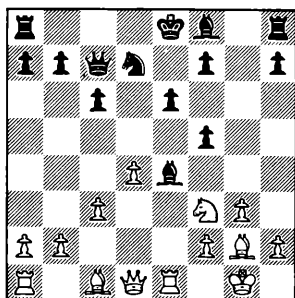
A typical example of this is 5... gxf6 6 c3 Bf5 7 g3 Qd5! 8 Nf3 Nd7 9 Bg2 Qc4 10 Qb3 Qxb3 11 axb3 e6 12 b4 Be4 13 0-0 Nb6 14 Re1 Bd5 15 Nd2 Bxg2 16 Kxg2 a6 17 Ne4 Be7 18 Bh6 Rg8 19 Kf3 f5 20 Nc5, 1/2-1/2, Campora-Chandler, Yugoslavia 1981.

b) If White fianchettoes his King Bishop Black can play his Bishop on f5 to e4 to challenge the White Bishop on g2. This is quite an effective plan if done properly. However, a small slip in move order can easily lead to disaster for Black. First let's take a look at the correct move order: 5...gxf6 6 c3 Bf5 7 Nf3 e6 8 g3 h5 9 Bg2 Be4!



Note that Black has left his Knight on b8 so that he can have the option of playing it to c6 after a ...c6-c5 advance. Another point of the system is that, by playing an early ...f6-f5 and ...Bf8-e7, Black will be able to make the important ...h5-h4 advance a reality. 10 0-0 Be7 11 Re1 f5 12 Bf1? c5! [Black already has the more comfortable position.] 13 Be3 Nc6 14 Bb5 h4!? 15 Nd2 hxg3 16 fxg3 Qb6 17 Qa4 0-0-0!! 18 Nc4 Qc7 19 Bf4? [Begging for retribution! 19 dxc5 Rdg8 gives Black a strong attack, but 19 Bxc6! bxc6 20 Bf4 Qb7 is not clear, according to Pieterse.] 19...Qxf4! 20 gxf4 Rdg8+ 21 Kf1 Rxh2 22 Nd6+! Bxd6 23 Rxe4 fxe4 24 Re1 Be7! 25 Re2 Rh1+ 26 Kf2 cxd4 27 cxd4 Rh2+ 28 Kf1 Rh1+ 29 Kf2 Rh2+ 30 Kf1 Rh1+ 31 Kf2 Rh2+? and 1/2-1/2 by repetition of moves, Riemersma-Pieterse, Hilversum 1987. Black could have won by 31...Rh3! 32 Rxe4 Rh2+! 33 Kf3 Bh4 or 32 Rc2 Bh4+ 33 Kf1 [33 Ke2 Rh2+ 34 Kf1 Rh1+ 35 Ke2 Rg2+ 36 Ke3 Rh3+] 33...Rh1+ 34 Ke2 Rg2+ 35 Ke3 Rh3+ 36 Kxe4 f5 mate. Analysis by Pieterse.

Now that we have seen what can go right for Black, it's time to send out a warning and show what can go wrong! After 5...gxf6 6 c3 Bf5 7 Nf3 Qc7 8 g3 e6 9 Bg2 Nd7 10 0-0, Black thinks that it is a perfect time to implement the above plan with the Bishop. Thus 10...Be4? 11 Re1 f5, and he might feel quite pleased with himself. However, who would have guessed that Black is on the edge of extinction? Those that get sick at the sight of blood should avert their eyes.



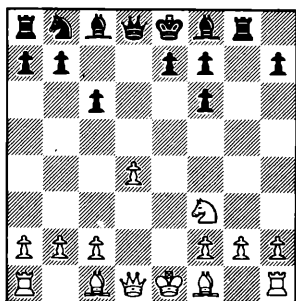
12 Ng5! Bxg2 13 Qh5! [Campana-Ballicora, Buenos Aires 1982 saw an even sharper move in 13 Rxe6+! Be7 14 Kxg2 Nf6 15 Re5 h6 16 Nh3 0-0-0 17 Qf3 Nd5 18 Qxf5+ Rd7 19 Nf4 Nxf4+ 20 Bxf4 Bd6 21 Re4 Bxf4 22 Rxf4 Re8 23 Rd1 Kb8 24 Re4, 1-0.] 13...Bd5 14 Qxf7+ Kd8 15 Nxe6+ Bxe6 16 Rxe6, and Black can resign.

We can see that this plan is not safe to use in every situation. Basically the message is, "Do it right or don't do it at all!"

c) Black can play a quick

...Rh8-g8, hoping to make it difficult for White to develop his King Bishop.

Though this idea is possible against many different moves, the most common place for it is after 5... gxf6 6 Nf3 Rg8!?

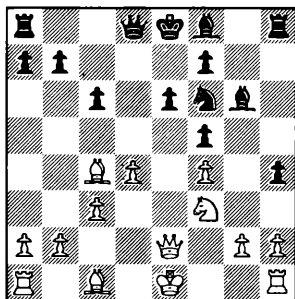


White naturally has many reactions to this, some good and some bad. 7 Qd3 is what we will look at here, but it is very greedy and thus tends to justify Black's play. 7...Qd5 8 Qxh7 Rg6 9 Be3 Nd7 10 h4 Nb6 11 h5 Rg4 12 Qd3 Bf5 13 Qb3 Qxb3 14 cxb3 Nd5 15 Bd2 e6 16 h6 0-0-0 17 0-0-0 Bh7 18 a3 c5 19 dxc5 Bxc5 20 Be1 Rh8 21 g3 Be4 22 Be2 Kb8 23 Nd2 Nc3!!, and White is dead, Povah-Basman, London 1977.

I personally don't think that 6...Rg8 will stand up as a mainstay in someone's repertoire, but it is good as an occasional surprise weapon.

d) Even though Black's Bishop may stand on g6, Black will often play his pawns to e6 and f5, followed by ...Nb8-d7-f6.

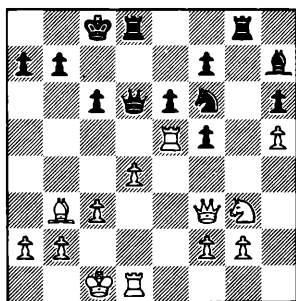
This gives Black strong control of both the e4 and d5 squares. Note that the Bishop on g6 can easily come back to life by moving to h5. This is illustrated quite nicely in the diagrammed position.



Since White's Knight threatens to take up a strong post on e5, Black uses this moment to bring his Bishop back into play by 14...Bh5. Black realizes that he will have to capture on f3 at some point and give White the two Bishops, but this does not concern him since he feels that his Knight is easily as strong as either White Bishop. The continuation of the game bore this out. 15 Bd2 Bd6 16 Bd3 Qc7 17 Bxf5 Bxf3 18 gxf3 0-0-0 19 Bh3 Bxf4, Ciocaltea-Pachman, Moscow 1956. White's position is awful. Black's Knight is superior to White's light-squared Bishop, and White's pawn structure has been devalued to such a degree that it is now actually inferior to Black's.

At times, Black's light-squared Bishop will not be able to activate itself on h5. Other factors,

though, may make this unimportant. The diagram comes about after the moves 5...gxf6 6 Bc4 Bf5 7 Ne2 e6 8 Bf4 Bd6 9 Bxd6 Qxd6 10 c3 Nd7 11 Ng3 Bg6 12 Qf3 0-0 13 0-0-0 Nb6 14 Bb3 f5 15 Rhe1 Nd5 16 Re5 Nf6 17 h4 h6! 18 h5 Bh7.

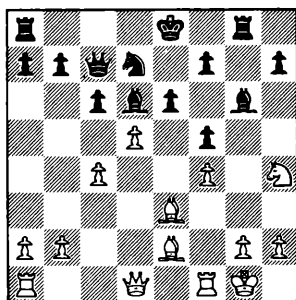


Black's Bishop seems completely entombed at h7. However, the White pawn on h5 is weak, and Black will have strong pressure on the half-open g-file. Black's Knight is also exceptionally "gifted" as it can jump to d7, d5, e4, g4, or h5 at a moment's notice. As for the "poor" Bishop on h7...an advance of the f5 pawn to f4 is always in the air, when the Bishop becomes a fire-breathing dragon! 19 a4 Rhg8 20 a5 a6 21 Bc4 Rg5 22 b4 Nd7 23 Ree1 Rdg8 24 Bf1 Rxg3! 25 fxg3 Rxg3 26 Qf2 Rxc3+ 27 Kd2 Qxb4 28 Ke2 Qb5+, 0-1, Lawless-Silman, San Francisco 1980.

e) Black need not fear White getting the two Bishops with Nf3-h4xg6 since, by ...h7xg6, Black repairs his pawn formation and

opens the useful h-file for his Rook. In some cases, this repaired pawn mass can even become active with ...f6-f5-f4 or even ...g6-g5.

After 5...gxf6 6 Be2 Bf5 7 Nf3 e6 8 0-0 Qc7 9 c4 Nd7 10 d5 Rg8 11 Nh4 Bg6 12 Be3 Bd6 13 f4 f5, we reach the position in the diagram.



White felt that, by capturing on g6, he could close the g-file and thus nullify the Black Rook on g8. However, after 14 Nxg6 hxg6 15 dxc6 bxc6 16 Bf3, Black utilized his sleeping pawn mass by 16...g5!. White's game went rapidly downhill: 17 c5 Bxf4 18 Bxf4 gxf4 19 Qa4 Rc8 20 Qc4 Nf6 21 b4 e5 22 Rad1 e4 23 Rd6 Nd5, and White was being humiliated, Iskov-Lein, New York 1981.

f) The remaining Black Knight is a very flexible piece. As stated earlier, it can go to d7 and f6 for control of the d5 and e4 squares. It can also go to d7 and b6, where it may gain time by attacking a White Bishop on c4. One final

idea is to play the Knight to a6 and c7, where it controls the important b5, d5 and e6 squares.

This Knight maneuver is a key idea against a little-known but tricky White line that begins 5...gxf6 6 Qd3. The point is to prevent Black from playing his usual ...Bc8-f5. However, the Queen is vulnerable on d3, and this fact makes 6...Na6! work out well. After 7 Bd2 (to prevent ...Na6-b4), Black can quietly retreat the Knight to c7 or he can make an attempt to get it to b4:

f.1) 7...Nc7 8 Nf3 Bg4 9 Be2 Qd7 10 Qb3 Nb5! 11 c4? [11 c3 Nd6 12 0-0-0 0-0-0 is equal, according to Larsen.] 11...Bxf3 12 cxb5 Bxg2 13 Rg1 Bd5 14 bxc6 bxc6 is better for Black, Shishov-Zagoriansky, Riga 1953.

f.2) 7...Qb6 8 0-0-0 Nb4! 9 Qb3 Nd5 10 c4 Qxb3 11 axb3 Nc7, with equality in Lederman-Murey, Netanya 1977, as both 12 Ne2 h5 13 h4 Bg4 14 f3 Bf5 and 12 Bf4 Na6 13 Bd3 Nb4 14 Bb1 h5, followed by 15...Bh6, are comfortable for Black.

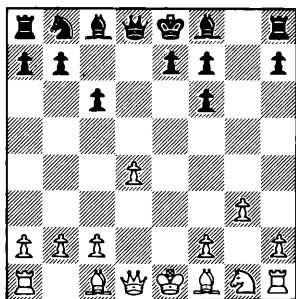
Chapter 2

Analysis Of Variations

1 e4 c6 2 d4 d5 3 Nc3 dxe4
4 Nxe4 Nf6 5 Nxf6+ gxf6

We will examine the lines in the following order: A. 6 g3; B. 6 Be3; C. 6 Qd3; D. 6 Bc4; E. 6 Bf4; F. 6 Be2; G. 6 Ne2; H. 6 Nf3; I. 6 c3. Of great importance are two lines that arise after 6c3. They are named "White Fianchetto System" and the "Pawn Sacrifice Variation." Due to their tremendous popularity, each will be given a separate section. These sections can be found at the end of the I. 6 c3 section.

A. 6 g3



This fianchetto idea is one of White's best setups vs. the Bronstein-Larsen. However this particular move order is not White's most accurate, and Black should be able to achieve a satisfactory game without difficulty. The best

way to play the fianchetto system is with 6 c3 first - see the chapter on the "White Fianchetto System".

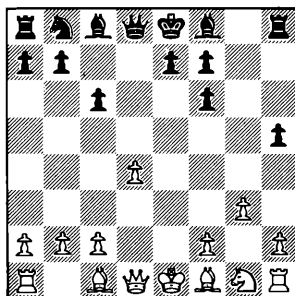
6 ... Qd5

Very dynamic, though other moves may also prove interesting:

1) 6...c5 7 Nf3 cxd4 8 Qxd4 Nc6 [8...Qxd4 9 Nxd4, with the idea of Nd4-b5 and Bf1-g2, leaves Black under some pressure.] 9 Qxd8+ Kxd8 10 Be3 Kc7 11 Nd4 Nxd4 12 Bxd4 e5 leaves Black with a comfortable position.

2) 6...Bf5!? [This does not try to take advantage of White's move order and allows White to transpose into lines seen in 'I'.] 7 Bg2 e6 8 Nf3! [Harmless is 8 Ne2 Qc7 9 Nf4 Nd7 10 0-0 0-0-0 11 Qe2 e5!.] 8...Nd7 9 0-0 Bg7 10 Nh4 Bg6 11 f4 f5 12 Re1 Nb6 13 c3 Qc7 14 Qb3 0-0-0. According to Chess Digest, Black has adequate play. Plans where Black fianchettoes his Bishop on g7 are explored in more detail in the section on strategic themes.

3) 6...h5!?



A sensible idea. Black would love to play ...h5-h4 and rid himself of the potentially weak h-pawn. Other attractive points are the activation of the h8 Rook, the ability to place the Bishop on g4 instead of f5, and the weakening of the White Kingside.] 7 Nf3 [Certainly the most natural move, but 7 Bg2!? is also possible. The game Aratovsky-Mih. Ceitlin, USSR 1988, continued 7...Bg4 (7...h4!?) 8 Qd3 e6 9 Bf4 Bd6 10 Bxd6 Qxd6 11 Nf3 Nd7 12 Nh4!? e5 13 h3 Be6 14 0-0-0 0-0-0 15 Qe3 Nb6 16 dxe5, and now Black can equalize by drawing the White King away from the center: 16...Qb4! 17 a3 (17 b3 Na4! 18 bxa4 Bxa2 is strong for Black.) 17...Qc4 18 b3 Qa6 19 Kb2 Qb5 20 Ka2 Qxe5. Instead Black played the immediate 16...Qxe5, and White got some advantage after 17 Rxd8+ Rxd8 18 Qxe5 fxe5 19 Re1 Nd7 20 b3 Kc7 21 Nf3 f6 22 Nd4 Bf7 23 Nf5 a5 24 Rd1 Rh8 25 h4.] 7...Bg4 8 Bg2 h4 9 0-0 Qd7 10 Qd3 hxg3 [10...h3!? 11 Bh1 Na6 might also be considered.] 11 fxg3 Na6 12 c3 0-0-0 13 b4 e5 [This seems to be a little too frisky. The simple 13...Nc7 appears to be a sane move.] 14 Qc4 exd4 15 Nxd4 Nxb4 16 Rb1 Nd5, and now 17 Nxc6! is rather strong, as 17...bxc6? 18 Qa6+ wins the Black Queen and 17...Qxc6 18 Qxg4+ is clearly in White's favor.

7 Nf3

7 Qf3 Qxf3 8 Nxf3 Bg4 9

Bg2Nd7 is comfortable for Black.

7 ... Bf5

Inferior is 7...Bg4 8 Bg2Nd7 9 0-0 e5 10 h3 Bxf3 11 Bxf3 Qd4 12 Qe2 Nb6 13 Be4, when White's two Bishops and strong initiative far outweigh the sacrificed pawn, Simagin-Jansen, corr. 1968. Also found lacking was 7...Na6 8 c3! [And not 8 Bg2 Qe4+ 9 Be3 Nb4 10 Rc1 Bf5.] 8...Bg4 9 Bg2 0-0-0 10 h3 Bf5 11 0-0 Qd7 12 Kh2 e6 13 Nh4 Bg6 14 b4 Nc7 15 Qb3 Be7 16 a4 e5 17 dxe5 fxe5 18 Nxc6 fxg6 19 Be3 Kb8 20 b5, with a huge advantage for White in van der Wiel-Hofland, Dutch Team ch. 1980.

8 c4

First it should be noted that 8 Bg2? loses a pawn to 8...Qe4+ and 9...Qxc2, unless White wants to venture 9 Kd2. In Fletcher-Gligoric, Venice 1949, White played 8 c3, but Black gained equality after 8...Nd7 9 Bg2 Qc4 [9...Qe4+!?.] 10 Be3 Nb6 11 Nd2 Qa6 12 Bf1 Qa5 13 Be2 Nd5.

8 ... Qe4+

9 Qe2

9 Be3 e6 10 Bg2 Qd3 [10...Bb4+ 11 Ke2 is not as good.] 11 Qa4 [11 Qxd3 Bxd3 12 Nd2 Bb4!] 11...Nd7 12 Rd1 Nb6! 13 Rxd3 Nxa4 14 Rd2 leads to a level ending.

9 ... Na6
10 a3

Preventing the threatened
10...Nb4.

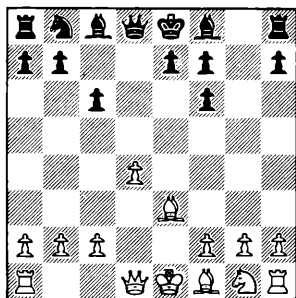
10 ... 0-0-0
11 Be3

11 Bg2 e5! 12 Qxe4 [12 Be3? exd4 13 Bxd4 Rxd4 14 Nxd4 Qxd4 15 Qe8+ Qd8 gives White nothing.] 12...Bxe4 13 dxe5, Lilienthal-Tolush, USSR 1945, and now 13...fxe5 would leave Black with a slight edge.

11 ... e5!
12 d5 cxd5
13 Bg2 Qd3
14 cxd5 Kb8

Equal chances. Campora-Wilder, Lone Pine 1981.

B. 6 Be3



This move is not very well motivated and can actually be looked at as a rather mindless developing move. The trouble with

it is that, aside from putting no pressure on Black, it develops the Bishop before its correct location can be ascertained. However, to be fair to White's sixth move, the e3 square is not particularly bad and White can often transpose into other lines, albeit ones that are no threat to Black.

6 ... Bf5

6...Qd6 7 c3 Bf5 8 Qb3 simply favors White. More interesting is 6...Qb6!? 7 Qc1 Bf5 8 Ne2 e6 9 Ng3 Bg6 10 Be2 [Chess Digest considers this position fine for Black.], and now Domnitz-Kagan, Netanya 1969, went 10...c5?! 11 dxc5 Bxc5 12 Bxc5 Qxc5 13 Qf4, with advantage for White. Better was 10...h5!? 11 h4 Bd6, with good play for Black.

7 Ne2

Here 7 Be2, followed by 8 Nf3, transposes into lines explored in another section. Other moves are:

1) 7 Bd3 Bg6 [Or 7...Bxd3!? 8 Qxd3 Qa5+ 9 Bd2 Qa6 10 Qb3 Nd7 11 0-0-0 e6 12 f4? c5 13 Nf3 c4 14 Qe3 Qxa2 15 Bc3 Nb6 16 Qe4 Nd5, and White was getting crushed in L.Steiner-Samisch, 1927.] 8 Ne2 [White achieves nothing by 8 h4 due to 8...Qd5! 9 Nf3 e6 10 c4 Qa5+ 11 Bd2 Qc7, and Black has a very comfortable position. The game Kaugars-Silman, San Francisco 1981, con-

cluded 12 Qe2 Nd7 13 0-0-0 0-0-0 14 h5 Bxd3 15 Qxd3 h6 16 Qb3 f5 17 g3 Nf6 18 Bf4 Bd6 19 Be5 Bxe5 20 Nxe5 c5 21 Nf3 cxd4 22 Rxd4 Rxd4 23 Nxd4 Rd8 24 Nb5 Qc5 25 f3 a6 26 Na3 Qe5 27 f4 Qe2 28 Qc2 Qf3 29 Qh2 Ne4 30 Rg1 Qe3+ 31 Kb1 Nd2+ 32 Ka1 Nf3, 0-1.] 8...Na6! 9 Qd2 [Also useless for White is 9 Bxa6 Qa5+ 10 Qd2 Qxa6 11 0-0 e6 12 Ng3 0-0-0 13 Qc3?! (An interesting variation suggested by Levenfisch is 13 f4 h5! 14 f5 h4 15 fxg6 hxg3 16 hxg3 Be7 17 gx7 Rdf8, followed by ...Rf8xf7-h7, and White's King is in danger. Perhaps 13 b4!? is best - Chess Digest.) 13...h5 14 Rfe1 Qa4! 15 Re2h4 16 Nf1 Qb5!, and after White defends his Rook on e2 (Note that 17 Re1 and 17 Rd2 are both impossible due to 17...Bb4), Black will seize the initiative on the K-side with 17...h3 and ...Qb5-d5 or ...Rd8-g8. Thus Black is better.] 9...Nc7 10 0-0-0 Nd5. The position is unclear, according to Larsen.

2) 7 Qd2 e6 8 Ne2 Nd7 9 Ng3 Bg6 10 Be2 [100-0-0 Qc7 11 Bd3, with a level game, is best, according to Chess Digest.] 10...Qc7 [=] 11 0-0?! [11 0-0-0 or 11 Nh5!?, to prevent ...h7-h5, were both better tries, according to Chess Digest.] 11...h5! 12 Rfd1 h4 13 Nf1 h3! 14 g3 0-0-0 15 c4 c5! [Black has the edge.] 16 d5 [16 b4!? cxb4 17 c5, followed by Qd2xb4, is White's best course. The move played allows Black a free hand.] 16...e5! 17 Rac1 f5 18 b4 Bd6! 19 f3 f4 20

Bf2 Rde8 21 Kh1 Rhg8 22 Re1 e4! 23 Bxc5 Nxc5 [Black has a winning position.] 24 bxc5 Qxc5 25 Bd1 Bc7! 26 gxf4 e3! 27 Qe2 Bd3!! 28 Qxd3 Rg1+! 29 Kxg1 e2+ 30 Ne3 Rxe3 31 Qf5+ Re6+! 32 Kh1 Qf2!, 0-1, Bakulin-Bronstein, Kiev 1965.

7 ... Nd7

7...h5 8 h4 Nd7 9 Ng3 Bg6 10 Bd3 Bxd3 11 Qxd3 Qa5+ 12 c3?! 0-0-0 13 0-0 e6 14 b4 Qc7 15 b5 cxb5 16 Qxb5 f5 17 Ne2 Bd6, Clerk-Donner, 1957, and now R. Schwartz suggests 18 f4 or 18 Rab1, with a slight edge for White in both cases.

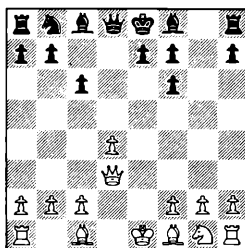
8 Qd2 Nb6

8...e6 9 Ng3 Bg6 10 Be2 Qc7 11 0-0-0 [11 0-0?! h5] 11...0-0-0 leads to a complicated position with chances for both sides.

9 Ng3 Bg6
10 c4 h5
11 h4 e6
12 Be2 Bd6

Black stands quite well, Matanovic-Bronstein, Hastings 1953/54.

C. 6 Qd3



This move stops Black from playing his Bishop to the natural f5 square. Though the White Queen is not ideally placed on d3, the surprise value of 6 Qd3 often causes unprepared Blacks to pick inferior moves in reply.

6 ... Na6!

Considered best by theory, though other moves are often tried:

1) 6...Bg4!? [This has a very bad reputation, but perhaps the worth of the move needs to be revised.] 7 Be2 [7 Ne2 is also good and transposes into lines with 6 Ne2-see Variation 'G'.] 7...Bxe2? [This does not turn out well, but 7...Qd7! seems all right: 8 Bf4 Na6 9 a3 (9 c3 gives Black more problems.) 9...0-0-0!? (9...Bf5 10 Qd2 Nc7 can also be considered, while 9...Bxe2 10 Nxe2 0-0-0 is also worth a look.) 10 Qxa6 Bh6! 11 Bg3 bxa6 12 Bxa6+ Qb7 13 Bxb7+ Kxb7, and Black has excellent compensation for the pawn since 14 c3 c5! 15 dxc5? Rd2 16 b4 Rhd8 is very dangerous for White. A better try is 15 f3 Bf5 16 Ne2, when Black gets good play with either 16...Bd3 or 16...c4!?, intending 17...Rd5, followed by 18...Rb5 or 18...e5.] 8 Nxe2 Nd7 9 c4 e6 10 0-0 Bd6 11 Rb1 [White stands better.] 11...Qe7 [11...c5!?] 12 c5 Bc7 13 b4 f5 14 b5 Qh4 15 g3 Qe4 16 Qxe4 fxe4 17 bxc6 bxc6 18 Rb7, and Black's game is very bad, Panchenko-Lerner, USSR 1980.

2) 6...Nd7!? [Strangely enough White has not yet been able to prove an advantage against this rather ponderous plan.] 7 Ne2 Nb6 8 Nf4 [8 Ng3 h5! 9 h4 Bg4 10 Bd2 Qc7 is equal, according to Larsen.] 8...e5 9 dxe5 fxe5 10 Qe4 Qe7 11 Nd3 Bg7 12 Bd2 Be6 13 Bb4 Qg5 14 h4 Qf5, and Black had equalized in Maric-Susic, Vrnjacka Banja 1966;

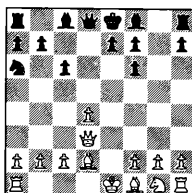
3) 6...Qb6?! 7 Be2 Bg7? [7...Na6] 8 Qg3 Rg8 9 Bd3!. According to Larsen, Black is already in terrible trouble.

4) 6...Qc7? 7 Ne2 h5 8 h4 e5 9 dxe5 fxe5 10 Ng3 Be6 11 Bg5 Nd7 12 Ne4 f5 13 Ng3, and Black must now play 13...e4, when his position becomes badly overextended, Maric-Marovic, Belgrad 1961.

5) 6...Qd5 7 c4 Qf5 8 Bd2 Qxd3 8 Bxd3 Bg4 10 h3 Bh5 11 f4 e6 12 g4 Bg6 13 f5 exf5 14 gxf5 Bh5 15 Kf2! leaves White with a clear advantage in the endgame.

7 a3

White's main alternative is 7 Bd2.



Black has tried the following moves:

1) 7...Nc7 8 Nf3 [8 0-0-0!?.] 8...Bg4 9 Be2 Qd7 10 Qb3 [Better is 10 0-0-0 =] 10...Nb5! 11 c4? [11 c3 Nd6 12 0-0-0-0-0 is equal, according to Larsen.] 11...Bxf3 12 cxb5 [12 Qxf3 or 12 Bxf3 is met by 12...Nxd4] 12...Bxg2 13 Rg1 Bd5 14 bxc6 bxc6 is better for Black, Shishov-Zagoriansky, Riga 1953.

2) 7...Qb6 8 0-0-0 Nb4! [Only this seems to guarantee Black equality. In Torre-Chandler, Bochum 1981, Black tried 8...Bg4, but after 9 Be2 Bxe2 10 Nxe2 e6 11 Qf3 Be7 12 c4 Nc7 13 Kbl 0-0-0 14 Qh5, White had an edge. No better is 8...Be6 9 a3 0-0-0 10 Nf3 Bd5 11 Be3 e6 12 c4 Bxf3 13 gxf3 c5 14 d5 Bd6 15 f4 f5 16 Bg2, with advantage for White in Bakulin-Konstantinopolsky, Moscow 1966, due to White's Bishop pair and advantage in space.] 9 Qb3 Nd5 10 c4 Qxb3 11 axb3 Nc7, with equality in Lederman-Murey, Netanya 1977, as both 12 Ne2 h5 13 h4 Bg4 14 f3 Bf5 and 12 Bf4 Na6 13 Bd3 Nb4 14 Bb1 h5, followed by 15...Bh6, are comfortable for Black.

3) 7...Be6 8 Nf3 [8 0-0-0 Qd6 9 c4 0-0-0 10 Ne2 h5 11 h4 Nc7 12 Qc2 Bh6 (Grunfeld gives 12...Kb8!.) 13 Nc3 Bxd2+ 14 Rxd2 Kb8 15 g3 led to a position in which both sides had chances in Lederman-Y.Grunfeld, Israel 1984. Needing tests is 8 Ne2!?

with the idea of Nf4.] 8...Qd6 9 c4 Bg4 10 Be2 0-0-0 11 0-0-0 e6 12 Qb3 Nc7 13 h3 Bh5 14 Kbl Bg6+ 15 Ka1 h5 16 Rhe1 h4 17 Ba5 Rd7 18 d5! cxd5 19 cxd5 Nxd5 20 Nd4 Bh6 21 Bb5! Bf4 22 Bxd7+ Qxd7 23 Qc4+ Kb8 24 Nxe6 fxe6 25 Qxf4+ Ka8, when simply 26 Qd4 should win, Gheorghiu-Basman, 14th Olympiad.

4) 7...Bg4? 8 h3 Bh5 9 f4 e6 10 g4 Qd5 11 Rh2 Bg6 12 f5 exf5 13 Re2+ Kd8 14 c4 Qd7 15 Qf3! Kc7?! 16 Bf4+ left Black suffering in Lederman-Pasman, Israel 1978.

7 ... Nc7

In this position, 7...Bg4 is also quite reasonable: 8 Be2 [Ideas like 8 h3 Bh5 9 f4? fail to 9...Bg6 10 f5? Qa5+] 8...Qd7 9 Be3 Nc7 10 Nf3 h5 11 c4 Bh6 12 Bxh6 Rxh6 13 Qe3 Rg6 14 h3 Be6 15 Nh4 Rg8 16 f4 0-0-0 17 0-0-0 f5=, Matulovic-Chandler, Vrsac 1981.

8 Ne2 h5
 9 h4 Bg4
 10 f3 Be6
 11 Nf4 Qd7
 12 Nxe6 Qxe6+
 13 Qe4 0-0-0
 14 Qxe6+ Nxe6
 15 c3 Bh6!

Destroying White's hopes of combining the action of the two Bishops by adopting the usual plan-trade one off.

16 Bxh6 Rxh6
17 Bc4 Nc7

The chances are now even.

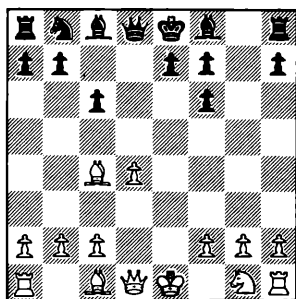
18 Kf2

18 Bxf7? e6 19 g4 hxg4 20 fxg4 Rf8 21 Bh5 f5! 22 Rf1 Nd5 is uncomfortable, as Black threatens both ...Nd5-e3 and ...Nd5-f6xh5.

18 ... f5
19 Rae1 e6
20 Re5 Rg6
21 Rg1 Kd7
22 f4 Rg7
23 Ree1 Ke7
24 Be2 Nd5
1/2-1/2

Barczay-Bronstein, Tallinn 1981.

D. 6 Bc4



Very popular at one time, but now superseded by 6 c3.

6 ... Bf5

Natural and best. Black has tried the following alternatives, but his results have not been encouraging:

1) 6...Rg8? 7 Qh5 Rg7 8 c3 [8 Ne2? is a mistake: 8...Bg4 9 Bxf7+? Kd7 10 Qh4 Bxe2 11 Kxe2 Rxf7, and Black wins. Analysis by Chess Digest.] 8...e6 [Now 8...Bg4 is weak: 9 Bxf7+ Kd7 10 Qh4 Bf5 11 Bb3 Rxg2 12 Ne2, with a clear advantage to White, according to Chess Digest.] 9 Bh6 Rg6 10 Bxf8 Kxf8 11 Qxh7, and Black has great difficulties meeting the advance of the h-pawn.

2) 6...Qc7? 7 Qh5 e6 8 Ne2 Na6 9 Bf4 Qb6 10 Bb3 Nb4 11 0-0 Bd7 12 Bg3! Qb5 13 Qf3 Qg5 14 a3 Na6 15 Nc3 f5 16 Bf4 Qg6 17 Nb5, and White has a winning advantage, Jamieson-Tal, Nice 1974. It's clear that Black should not allow White to play his Queen to h5. Thus Black's next try...

3) 6...h5?! [Hort enjoyed playing this for awhile, but a couple of bad losses forced him to give it up.] 7 Qd3! [Preventing ...Bc8-f5. Black has an easier time after 7 Ne2 Bg4 8 h3 (This weakens the Kingside somewhat. In Rigo-Hort, Lugano 1983, White played 8 c3 e6 9 Bd3 Bxe2 10 Bxe2, but Black got a good game by 10...h4 11 h3 Nd7 12 Be3 f5 13 Qb3 Qb6 14 Qc2 Qc7 15 0-0-0 0-0-0 16 Qa4 a6 17 c4 Nf6 18 Kb1 Bh6!]. Hort gives 9 Bf4 as being slightly in White's favor. I can't agree with this be-

cause the simple 9...Bd6 should be quite acceptable for Black.) 8...Bf5 9Ng3 Bg6 10h4 e6 11 Bf4 Be7 12 Ne2 Nd7 13 Bd3 Nf8 14 Qd2 Bxd3 15 Qxd3 Ng6 16 0-0-0 a5 17 Kb1 a4 18 c4 Qa5 19 Bd2 Qa6 20 Nf4 Nxf4 21 Bxf4 0-0-0 22 Qc2 a3 23 b3 Rd7 24 Rd3 Rhd8 25 Rhd1 Qa5 26 Bd2 Bb4 27 Bxb4 Qxb4 28 Qd2 Qb6 29 Qf4 f5 30 Kc2 Rg8 31 Rg3 Rgd8 32 Rgd3 Rg8 33 Rg3, 1/2-1/2, Unzicker-Hort, Bundesliga 1984.] 7...Qd6 [No better is 7...Nd7 8 Nf3 Nb6 9 Bb3 Bg4 10 Nh4 Nd5 11 h3 Be6 12 Bd2 Qd7 13 0-0-0 b5?! 14 f4 Bh6 15 Kb1! Nc7 16 Bxe6 Nxe6 17 Nf5! (White is clearly better.) 17...Ng7 18 Nxb6 Rxb6 19 f5 Rh8 20 Rhf1 h4 21 Rf3 Qd5 22 Bb4 Rd8 23 b3 Rb8 24 a3 Rb7 25 Ka2 Rh5 26 c4 bxc4 27 bxc4 Qd7 28 g4 hxg3 29 Rxc3 Rh7 30 Re1! Qc8 31 Bc5 Kf8 32 Reg1 Kg8 33 Qf3 Kh8 34 Qg2 Qf8 35 Qxc6 Rb8 36 Qd7 Qe8 37 Qxe8+ Rxe8 38 Rf1 Rh5 39 Rgf3 a6 40 d5!, and White won in Hort-Miles #1, London 1983.] 8 Ne2 Be6 9 Bb3 Na6 10 0-0 Nb4 11 Qc3! Nd5 12 Qf3 Bg4 13 Qd3 Nb4 14 Qe4 [Once again White has a big advantage.] 14...f5 15 Qe3 Bh6 16 Nf4 h4 17 h3 Bh5 18 Re1 Rg8 19 Kf1! e6? 20 Bxe6! Nxc2 [20...Bxf4 21 Qxf4 Qxf4 22 Bxf5+ wins for White.] 21 Bxf7+! Kf8 22 Ne6+! Kxf7 23 Qxh6 Nxe1 24 Ng5+Ke7 25 Qh7+! Kf6 26 Qxh5! Rg6 27 Qxh4 Qd5 28 Nf3+Kg7 29 Nxe1 Rh8 30 Qe7+, 1-0, Miles-Hort # 2, London 1983.

7 Ne2

7 Nf3 and 7 c3 can transpose to 6 Nf3 and 6 c3 lines. An independent line with 7 Nf3 is: 7 Nf3 e6 [7...Qc7 8 Nh4 Bg6 9 Qf3 Nd7 10 Bf4 Qa5+ 11 Bd2 Qa4 12 Nxc6 hxg6 13 Qd3 Bh6 14 Bxh6 Rxh6 15 0-0-0 e6 16 Qe3 Rh8 17 Bb3 Qa5 18 d5 cxd5 19 Rxd5 Qb6 is equal, according to Boleslavsky.] 8 Qc2 [8 Bf4 is met by 8...Nd7 and ...Nd7-b6.] 8...Qc7 [8...Bg7? 9 Nh4! Bg6 10 c3 Nd7 11 Bd2 Nb6 12 Bb3 Qc7 13 g3 a5 14 a3! is bad for Black, Formanek-Ciric, 1975/76.] 9 0-0 Bd6 10 a4 Nd7. Chess Digest calls this position equal. I certainly can't disagree.

Another natural move for White is 7 Bf4!?, when 7...e6 or 7...Nd7 should prove adequate for Black. In Tal-Larsen, Las Palmas 1977, Black answered 7 Bf4 with 7...Qb6!? 8 Bb3 a5 9 a4 Nd7 10 Nf3 Qa6!? 11 Nh4! Bg6 12 Qg4 e6 13 Bc7 f5 14 Qf4 Bg7 15 h3 0-0 [A reasonable alternative is 15...c5!? 16 d5 e5! or 16 dxc5! Bxb2 17 Bc4 Qc6 18 Bb5, with an unclear position, according to Tal.] 16 0-0-0 Rac8 17 g4 c5! 18 gxf5 c4 19 Ba2 exf5 20 c3, and now 20...Qc6! 21 Bd6 Rfe8 22 Rhe1 Nb6, followed by ...Nb6-d5, gives Black good chances.

A silly-looking possibility is 7 Bd3!?, offering the d-pawn: 7...Qxd4 8 Nf3 Qd7 9 Bxf5 Qxf5 10 0-0, and White has some chances for the sacrificed pawn. I get the impression that a true materialist like GM Larry Evans would not hesitate to win such a pawn. However, a more prudent

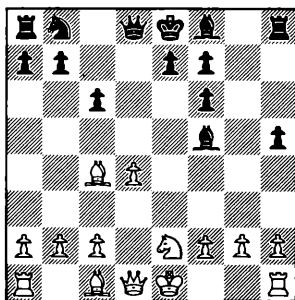
Black player might continue his development with 7...Nd7 or 7...Rg8, answering 8 Bxf5 with 8...Qa5+.

7 ... e6

The tried and true move, though in the last few years Blacks have been experimenting with other ideas. The first of these is 7...Nd7, though Black has yet to prove that he can gain equality with it: 8 0-0 [Worthy of serious consideration is 8 Nf4!? e6 9 g4 (White can also try 9 Qh5 Qe7 10 Bb3 0-0-0 11 Be3 followed by 12 0-0-0.) 9...Bg6 10 h4 Qb6? (According to Doncevic, 10...Nb6 11 Bb3 Be4 12 f3 Bd5 and 11...Bd6 12 h5 Be4 13 f3 Bd5 are both unclear.) 11 c3 0-0-0 12 Qe2 e5 13 h5 Bh6? 14 hxg6 hxg6 15 Nxc6 Bd2+ 16 Kxd2 Rxh1 17 Ne7+ Kb8 18 Kc2 Qc7 19 Nf5, and White went on to win, Doncevic-Hickl, Luxemburg Open 1988. Not so critical is 8 Bb3 of Ivanovic-Peters, Lone Pine 1980. Though lacking in theoretical importance, the game is a good example of the type of slugfest that usually result from this opening: 8...e6 9 Bf4 h5 10 h4 Nb6 11 0-0 Qd7 12 a4 Nd5 13 Bg3 0-0-0 14 Qd2 Bd6 15 Bxd5 cxd5 16 a5 Kb8 17 Rfe1 Qc7 18 Bxd6 Qxd6 19 Nc3 Qc6 20 Na4 Qxc2 21 Qb4 Qc4 22 Qe7 Qc7 23 Qxf6 Rhg8 24 Ra3 Rg6 25 Qe5 Qxe5 26 dxe5 Rg4 27 Nc5 Rc4. Black has taken the initiative, and he went on to win in 84 moves.] 8...Nb6 9 Bb3 Qd7 10 c4 Bg7 [Perhaps Black

should try 10...0-0-0!? 11 Be3 e5 12 d5 cxd5 13 cxd5 Kb8 14 Nc3 Bb4!. 12 a4! might be a stronger try for White.] 11 Be3 0-0 12 Qd2 Bg6 13 Rfd1 Nc8!, P. Popovic-Seirawan, Sarajevo 1987, and now 14 Ng3 Nd6 15 d5 or 14 f3 Nd6 15 Bf2 are both a little better for White, according to P. Popovic.

With the failure of 7...Nd7, creative players started giving 7...h5! a try.



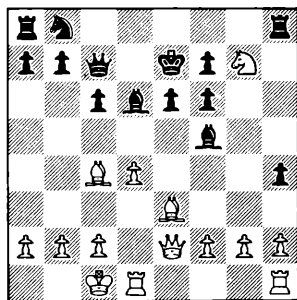
This has become a very popular alternative to 7...e6. White has now tested the following moves:

1) 8 Ng3 Bg4! [8...Bg6 9 h4 e6 10 Be2 goes into the critical pawn sacrifice lines that are studied later in the book.] 9 f3 h4! and Black is doing very well.

2) 8 h4 Nd7 9 Bb3 e6 10 Bf4 a5! 11 a4 Nb6 12 c4 Rg8 13 Ng3 [13 g3 Be4 and...Qd8-e7 is unclear-Skembris] 13...Rg4 14 Nxc5 Qe7 15 c5 Nd7 16 Bd6 Qd8 17 Ng3 Bxd6 18 cxd6 Qb6 19 Nxf5 exf5 20 0-0 0-0-0, J. Mihaljcisin-Skembris, Banjaluka 1987. Ac-

according to Skembris, Black stands slightly better.

3) 8 Be3 [White has scored some impressive victories with 8 Be3, and it is no surprise that P.Popovic has a high opinion of this move.] 8...Nd7 [In Przewoznik-Radzepagic, Naleczow 1987, Black tried 8...e6 9 Nf4 h4 (It may be better to play 9...Bg4 10 f3 Bf5, when nothing seems to be wrong with the Black position.) 10 Qe2 Bd6?! (And here 10...Bh6, followed by ...Qd8-e7, ...Nb8-d7 and ...0-0-0, is the indicated course, according to Przewoznik.) 11 0-0-0 Qc7? 12 Nh5! Ke7 13 Ng7!



13...Bh7?! (Black loses quickly after 13...Be4 14 Nxe6 fxe6 15 Qg4. The critical continuation was 13...Bg6 14 Qg4 Rg8 15 Nxe6 Qc8! 16 Rhe1!, and now:

A) 16...fxe6 17 Bxe6 Qxe6 18 Bg5! Be5 19 Rxe5! and 18...Bf7 19 Rxe6+ Bxe6 20 Re1 Bf4+ 21 Qxf4 Rxf5 22 Qe4 both win for White - Przewoznik.

B) 16...Bxc2 17 Bg5!! Bxd1 18 Nf8+! Kd8 19 Bxf6+ Kc7 20 Qxc8+! Kxc8 21 Re8+ Kc7 22 Bd8+ Kc8 23 Bb6 mate-Przewoznik.

C) 16...Bd3!? 17 Bg5!! (Przewoznik) 17 ... Bxc4 {17...fxg5 18 Nxf5+ Kd8 19 Nxf7+ Kc7 20 Qxc8+ Rxc8 21 Bxd3 also wins for White.} 18 Bxf6+! Kxf6 {18...Kd7 19 Nf8+! Kc7 20 Qxc8+ Kxc8 21 Re8+ Kc7 22 Bd8+ and mates.} 19 Qxh4+, and Black is under a very strong attack.)

14 Qg4 Rf8 15 Bh6 Nd7 16 Rhe1 Nb6 17 Bxe6! fxe6 18 Qxe6+ Kd8 19 Ne8! Bf4+ 20 Kb1!, 1-0.] 9 Nf4! Nb6 [Or 9...h4 10 Bb3 (10 d5 Ne5.) 10...e6 11 Qf3 Qa5+ 12 c3 0-0-0 13 0-0 e5?! 14 Nd5 Bd3 15 Nxf6 Bxf1 16 Rxf1 Nxf6 17 Qxf6 Bd6 18 Qxf7 Kb8 19 Re1 Rhf8 20 Qh5 Rh8 21 Qg5 Qc7 22 dxe5 Bxe5 23 Bxa7+ Kxa7 24 Rxe5 h3 25 g3 c5 26 Rxc5 Rhe8 27 Kf1 Qd6 28 Ra5+ Kb8 29 Qf4 Qxf4 30 gxf4 Rd2 31 Re5 Rxe5 32 fxe5 Rxb2 33 Be6 Kc7 34 Bxh3 Rxa2 35 Be6 Rc2 36 c4 Kd8 37 h4 Ke7 38 Bd5, 1-0 in 49, Hellers-Alber, Berlin 1988.] 10 Bb3 Bg4 [A logical move. In the game Kindermann-Plachetka, Stary Smokovec 1987, Black decided to sacrifice the pawn on h5 by 10...a5 11 a4 Nd5 12 Nxf5, but the continuation of the game did not justify this decision: 12...Qd7 13 Ng3 Nxe3 14 fxe3 Bg4 15 Qd3 Qc7 16 Qe4! Rg8 17 0-0 Rg6 18 Rf4 Qd7 19 Nf5 Bxf5 20 Rxf5 e6 21 Raf1

Be7 22 Rh5 Rg8 23 Rh7 Qd6 24 Qh4 Rf8 25 Qh5 f5 26 c3 Bd8? 27 Rxf5, 1-0. An unfortunate oversight, but Black's game was already beyond redemption. P.Nikolic has suggested 10...Qd7!, calling it unclear. Thus far, the move remains untested. Another possibility is 10...h4 11 Qe2 e6 12 0-0-0, intending g2-g4.] 11 f3 Bf5 12 Qe2 Qc7 13 0-0-0 Bh6! 14 g3 0-0-0 [14...h4 was preferable and leads to approximate equality.] 15 Ng2! [15 Bxf7? Bxf4 16 Bxf4 e5 would lose a piece.] 15...Bxe3+ 16 Nxe3 Bg6 17 Ng2! e5 [17...e6 18 Nh4, and next f3-f4, is good for White.] 18 dxe5 fxe5 19 f4! Rde8?! [19...e4 20 Ne3 or 20 Nh4 is terrible for Black. However, 19...c5!? 20 c3 c4 21 Bc2 Bxc2 22 Qxc2 retains some drawing chances and leaves White with only a small advantage.] 20 Rhe1, Popovic-Skembris, Pucarevo 1987, and now 20...Bf5! 21 Qf2 Bg4 is Black's best try. Instead the game continued 20...f6 21 fxe5 fxe5 22 Nh4 Qh7 23 Qf2! Rhf8 24 Qc5! e4 25 Qg5! Bf5 26 Nxf5 Qxf5 27 Rd8+! Rxd8 28 Qxf5+ Rxf5 29 Be6+ Kc7 30 Bxf5 Rf8 31 Bxe4, and White's extra pawn led to eventual victory.

4) 8 Nf4 h4 9 c3 [9 Bd3? Qxd4 10 Bxf5 Qe5+ is a bad idea for White.] 9...e6 10 Qe2 Bd6 11 d5 cxd5 12 Nxd5 Nd7 13 Bf4 Bxf4 14 Nxf4 Qc7! 15 Nd5 [15 Nxe6 fxe6 16 Bxe6 0-0-0! favors Black, while 15 Bxe6 fxe6 16 Nxe6 Qa5! 17 0-0-0 Rc8 is unclear. Skembris

gives 18 Rd5 Rxc3+ 19 bxc3 Qxc3+ 20 Kd1 Qa1+ 21 Kd2 Qxa2+ 22 Ke1 Qxe2+ 23 Kxe2 Bxe6, winning.] 15...Qe5! 16 Qxe5 Nxe5 17 Bb5+ Kf8 18 Ne3 h3!, and Black has a clear advantage, Rigo-Skembris, Rome 1984.

8 Ng3

White has many possibilities here:

1) 8 0-0 Bd6 [8...h5 9 Re1 Bd6 10 Ng3 Bg6 11 Ne4 led to a clear advantage for White in Koc-Savon, USSR 1962. More interesting is 8...Nd7 9 Re1 Qc7 10 Bf4 (10 Ng3 Bg6 11 Qf3 0-0-0 12 c3 h5 [12...Bd6 allows 13 Bh6!, tying down the Black h-pawn] 13 Bf4 Bd6 14 Bxd6 Qxd6 15 Ne4 Bxe4 16 Rxe4 f5 17 Ree1, Arnason-Vasyukov, Reykjavik 1980, and now 17...Nf6 would have given Black at least equal chances.) 10...Bd6 11 Bxd6 Qxd6 12 Ng3 (White begins an attempt to destroy Black. The quiet 12 c3, as seen in Arnason-Janek, Prague 1978/79, should not give Black any special difficulties.) 12...Bg6 13 d5 Ne5!! (13...Nb6 14 Bb3 cxd5 15 c4 Rd8 16 cxd5 Nxd5 17 Qf3 0-0 18 h4 [18 Rad1 is best.] 18...Nf4 19 h5 Bd3 20 Ne4 Qe5 21 g3 Bxe4 22 Rxe4 Qxb2 23 Rae1 Nh3+ 24 Kg2 Ng5 25 Qg4 h6 26 R1e2 Rd2 27 Rxd2 Qxd2 28 Re2 Qd3 29 Bc2 Qd5+ 30 Be4 Qd1 31 Bc2 Qd6 32 f4 f5 33 Qh4 Qd5+ 34 Kf2 Qf3+ 35 Ke1 Ne4 36 Bxe4 fxe4 37 Qf6 Rc8 38 Qb2 e3 39 Rg2 Qxh5 40

Rh2 Qxh2, 0-1, Arne-Silman, San Francisco 1980.) 14 Bb3 cxd5 15 f4 Nc6 16 Qxd5 (16 f5 0-0-0 17 fxg6 hxg6 gives Black more than enough compensation for the piece.) 16...Qxf4 17 Nh5 Qd4+ 18 Qxd4 Nxd4 19 Nxf6+ Ke7 20 Nd5+ Kf8 21 Nf4? Bxc2 22 Rac1 Bxb3 23 axb3 Nc6, and Black's material advantage led to the win in Subramaniam-Silman, San Francisco 1980.] 9 Ng3 [9 Re1 Qc7! is very comfortable for Black. A sterner test of Black's setup is 9 Bf4 Qc7 (9...h5 is better and should equalize.) 10 Bxd6 Qxd6 11 a4 Nd7 12 a5 h5?! (12...a6 is best, with White only slightly better.) 13 Bd3 Bxd3 14 Qxd3 h4 15 c4 0-0-0 16 a6 b6 17 Qf3 Rdg8 18 Nc3 (18 b4!?) 18...f5 19 b4 Rg4 20 c5 Qc7 21 cxb6 Nxb6, Sisniega-Groszpeter, NY Open 1988, and now 22 h3! Rg6 23 Rfc1 is quite strong for White.] 9...Bg6 10 f4 [10 Re1 Qc7 11 d5?! cxd5 12 Bxd5 Nc6, followed by ...0-0-0, is clearly better for Black, according to Minev.] 10...f5, with equality.

2) 8 c3 Qc7 9 Bf4 Bd6 10 Bxd6 Qxd6 11 Qd2 Nd7 12 0-0-0 Nb6 13 Bb3 a5 14 Qf4 Qxf4 15 Nxf4 Ke7 led to an edge for Black in Bobolovil-Konstantinopolsky, Moscow 1966.

3) 8 Bf4 Bd6 9 Bxd6 Qxd6 10 c3 Nd7 11 Ng3 Bg6 12 Qf3 0-0-0 13 0-0-0 Nb6 14 Bb3 f5 15 Rhe1 Nd5 16 Re5 Nf6 17 h4 h6! 18 h5 Bh7 19 a4 Rhg8 20 a5 a6 21 Bc4

Rg5 22 b4 Nd7 23 Ree1 Rdg8 24 Bf1 Rxc3! 25 fxg3 Rxc3 26 Qf2 Rxc3+ 27 Kd2 Qxb4 28 Ke2 Qb5+, 0-1, Lawless-Silman, San Francisco 1980.

8 ... Bg6
9 h4

9 f4?! is premature: 9...f5 10 c3 Be7 11 Qe2 h5!, with a Black initiative. 9 0-0 Bd6! is also good for Black.

However, 9 c3 is possible, when Black can try 9...h5!? [9...Bd6? 10 Bh6 is bad for Black.] 10 h4 Bd6 11 Be2 Qc7 12 Nxb5 Nd7, followed by 13...0-0-0, with sufficient compensation for the sacrificed pawn. The pawn sac lines coming about after 9...Nd7 10 h4 h5 11 Be2 Qa5 [or 11...Bd6 12 Nxb5 Qc7] should be fine for Black, too, as he is a tempo up on the regular lines. Note that White has wasted a move by playing his Bishop first to c4 and then to e2. After 11...Qa5, the game Unzicker-Miles, West Germany 1985, continued 12 b4 Qd5?! [Better is 12...Qc7 13 Nxb5 (13 Bd2 Bd6! 14 Nxb5 a5! 15 bxa5 Rxa5 16 g4 Bxb5 17 gxh5 is unclear.) 13...a5 14 Nf4 axb4 15 Nxc6 fxg6 16 cxb4 (16 Qd3?! 0-0-0 favors Black, but 16 Qb3!? 0-0-0 17 cxb4 e5 18 Be3 is far from clear.) 16...Bxb4+ 17 Kf1 =.], when White got the better game with 13 0-0 [13 Bf3 Qc4] 13...Nb6?! [13...a5 14 c4 Qd6 15 c5 also favors White. A natural move for Black is 13...0-0-0, but after 14 c4 (Also good is

14 a4 e5 15 Be3, intending 16 c4.), Black's game is uncomfortable: 14...Qd6 15 c5 Qd5 16 b5 cxb5 17 Bf3 Qc4 18 Be3.] 14 a4 Qd8?! [Makes matters worse, but on 14...0-0-0 15 b5! c5 16 a5 Nd7 17 Qa4, followed by Be2-f3, Black would still be in big trouble.] 15 b5 f5?! [The stronger 15...c5 would be answered by 16 Bf3, with a great advantage for White.] 16 bxc6 bxc6 17 Bf3 Rc8 18 a5 Nd5 19 c4 Nb4 20 Bg5 Be7 21 Bxe7 Qxe7 22 Qd2 Rd8 23 Qc3 0-0 24 Rfe1 Rfe8, and now 25 Rad1 leaves the Black position riddled with weaknesses.

All this should be compared to lines in the section on the Pawn Sacrifice Variation.

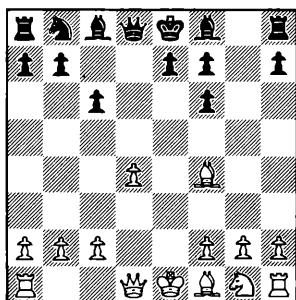
9 ... h5
10 Bf4

Once again, 10 Be2 transposes into the Pawn Sacrifice Variation with that extra tempo for Black.

10 ... Bd6
11 Qd2 Qc7
12 Bxd6 Qxd6
13 0-0-0 Nd7
14 Rhe1 0-0-0

According to Larsen, the game is even.

E. 6 Bf4



This can easily transpose into other lines if, after 6 Bf4 Bf5, White follows up with 7 c3 or 7 Nf3.

6 ... Bf5

On 6...Qb6!?, White does best to sacrifice a pawn for quick development and subsequent attacking chances by 7 Nf3 Qxb2 8 Bd3, as in Poulsen-Larsen, Copenhagen 1973. In Bell-Silman, Portland 1984, White saved his b-pawn with 7 b3, but this wastes time and weakens the dark squares: 7 b3?! e5 8 dxe5 fxe5 9 Bd2 Bf5 10 Qh5 Qd4 11 c3 Qe4+ 12 Qe2 Qd5 13 Rd1 Nd7 14 Bg5 Qe6 15 Qd2 Qg6 16 Nf3 Rg8 17 h4 f6 18 h5 Qf7 19 Be3 0-0-0 20 Rh4 Bc5 21 Bxc5 Nxc5 22 Qe3 Rxd1+ 23 Kxd1 Rd8+ 24 Ke1 Nd3+ 25 Bxd3 Rxd3 26 Qc1 Qd5 27 Ra4 Kb8 28 Ke2 b5 29 Rh4 Qc5 30 c4 Rd8 31 Nd2 Bd3+ 32 Ke1 f5 33 Nf1 Qb4+ 34 Nd2 Qe7 35 Rh3 e4 36 Qb2 f4 37 Nb1 Qg5 38 cxb5 Bxb1 39 Qxb1 Qxg2, 0-1.

7 Bc4

It's this mixture of Bf1-c4 and Bc1-f4 that gives this line an individual flavor.

7 ... e6

The alternative is 7...Qb6 8 Bb3 a5 9 a4 Nd7 [Lau-Keene, Clare Benedict 1979 went 9...Bg7!? which may be good enough to equalize: 10 Nf3 0-0 11 0-0 Na6 12 Re1 e6 13 Nh4 Bg6 14 Be3 (14 Nxc6 hxg6 15 Rxe6 fxe6 16 Bxe6+ Rf7 17 Qg4 Re8 is nothing for Black to fear.) 14...Qc7 15 Nxc6 hxg6 16 c3 c5 17 dxc5 Nxc5 18 Bc2 f5 19 h4 Rad8 20 Qe2 f4 21 Bc1 (Not 21 Bd2 due to 21...f3 22 gxf3 Rd5!- Keene.) 21...Rd5 22 Qg4 Bh6 23 g3 fxg3! 24 Qxg3! (24 Bxh6 gxf2+ 25 Kxf2 Qh2+ 26 Kf1 Qxc2 27 Bxf8 Qh2 28 Bxc5 Rxc5 29 Re2 Rf5+ 30 Qxf5 Qh1+ 31 Kf2 Qxh4+, and Black wins-analysis by Keene.) 24...Qxg3+ 25 fxg3 Bxc1 26 Raxc1 Nd3 27 Bxd3 Rxd3 28 Kf2. Black's active Rooks and control of the open d-file give him a tiny edge, but, with proper play, White should draw.] 10 Nf3 Qa6 11 Nh4! Bg6 12 Qg4 e6 13 Bc7 [13 Bxe6 fxe6 14 Qxe6+ Kd8 15 0-0-0 c5 16 d5 Qc4 17 Bc7+ Kc8 favors Black.] 13...f5 14 Qf4 Bg7 15 h3 [15 0-0-0! is a better choice.] 15...0-0 [15...c5!? 16 d5 e5 is unclear, according to Tal] 16 0-0-0 Rac8 17 g4 c5 18 gxf5 c4 19 Ba2 exf5 20 c3, Tal-Larsen, Las Palmas 1977, and now 20...Qc6!? 21 Bd6 Rfe8 22 Rhe1 Nb6! heads for the wonderful d5 square and reaches a tense position with

chances for both sides. The actual game continued: 20...Rfe8 21 Rhe1 Qc6? 22 d5 Qxa4 23 Qxc4 Qxc4 24 Rxe8+ Rxe8 25 Bxc4 Re4 26 Nxc6 Rxc4 27 Ne7+ Kh8 28 Bxa5 Bh6+ 29 Kbl Rf4 30 Nc8 Rxf2 31 Nb6 Ne5 32 c4 Be3 33 d6 Nc6 34 d7 Bg5 35 Bc3+ Kg8 36 Rg1, 1-0.

8 Nf3

8 Qd2 Bd6 9 Ne2 Qc7 100-0-0 h5! 11 Rhe1 Nd7 is nothing for White.

8 ... Na6

Though 8...Na6 has a good reputation, 8...Bd6 is also played and has gotten adequate results: 8...Bd6 9 Bg3 Qc7 [9...Qe7!? 10 0-0 Nd7, followed by ...0-0-0, is given by Chess Digest as equal.] 10 Qe2 Bg4 [In the game London-Dlugy, US Junior ch.1982, Black lost a tempo by 10...Qe7 and still achieved an acceptable position after 11 Nh4 Bg6 12 0-0 Nd7 13 Rad1 0-0-0 14 a4 f5 15 Bxd6 Qxd6. The game continued 16 a5 Rhg8 17 b4?! Qxb4 18 Rb1 Qxa5 19 Ra1 Qb6 20 Rfb1 Qxd4 21 Nf3 Qe4 22 Rxa7 Qxe2 23 Bxe2 Nc5 24 Ne5 Kc7 25 Nd3 Nxd3 26 Rxb7+ Kd6 27 Bd3 Ra8 28 Rxa8 Rxa8 29 f4 f6 30 h4 Rf8 31 Kf2 Rf7 32 Rb8 Bh5 33 Rd8+ Ke7 34 Ra8 Bg4 35 Ke3 Kd6 36 Rd8+ Rd7 37 Rf8 Ke7 38 Rc8, 1/2-1/2. White was very fortunate to draw this game.] 11 Qe4 [11 0-0-0!? Nd7 12 d5 has been recommended.] 11...f5 12 Bxd6

Qxd6 13 Qe5 Qxe5 14 Nxe5 Nd7, Bednarsky-Hort, Budva 1963, and now 15 Nd3 gives White some advantage due to his better pawn structure and the uncomfortable placing of the Bishop on g4. Black's chances after 8...Bd6 should prove satisfactory because of the possibility of 9...Qe7.

Finally, we can take a glance at Larsen's suggestion of 8...Rg8!? 9 0-0 Bd6 10 Bxd6 Qxd6 11 Nh4 Bg6 12 f4 f5 13 c3 Nd7 14 Qe2 0-0-0. Larsen says the game is equal. Be that as it may, I have some doubts about 8...Rg8. Moves like 8...Na6 or 8...Bd6 seem much more productive at this stage of the game, and Larsen's variation seems to go a bit easy on Black. For example, 9 Bg3!? or 10 Bg3!? puts some pressure on the Black position, though of course his game is playable.

9 0-0

Naturally 9 Bxa6? is met by 9...Qa5+ 10 Qd2 Qxa6.

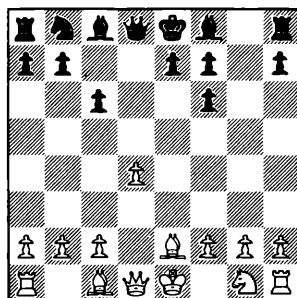
9 ...	Nc7
10 Bg3	Bd6
11 Re1	Qd7
12 Nh4	Bg6
13 c3	0-0-0
14 Qf3	f5!
15 Be5	Bxe5
16 Rxe5	Rhe8
17 Rae1	Qd6

Equal chances. The game Tal-Larsen, Riga 1979, continued 18 b4?! Kb8 19 g3 Nd5 20 b5 Nb6 21

Bd3 Nd7 22 R5e2 Nf6 23 Nxc6 hxc6 24 bxc6 Qxc6 [Black's versatile Knight gives him a tiny edge here.] 25 Qxc6 bxc6 26 Rb2+ Kc7 27 Reb1 Rb8 28 Rxb8 Rxb8 29 Rxb8 Kxb8 30 f3 Kc7 31 Kf2 Kd6 32 Ke3 Nd5+ 33 Kd2 c5 34 Bc4 cxd4 35 cxd4 f4 36 Kd3 fxg3 37 hxg3 g5 38 Bb3 Nf6 39 Ke3 Nh5 40 g4 Nf4 41 Ke4 Ne2 42 Ke3 Nc3 43 Kd3 Nd5 44 Bxd5 Kxd5 45 Kc3 e5 46 dxe5 Kxe5 47 Kd3 Kf4 48 Ke2 Kg3 49 Ke3 f6 50 Ke2 Kg2 51 Ke3 Kg3, 1/2-1/2.

It should be clear that 6 Bf4 mixed with Bf1-c4 poses very little threat to the Black setup.

F. 6 Be2



First played in Lasker-Nimzovich, St. Petersburg 1914. White intends to develop normally with Ng1-f3, 0-0, and Bc1-e3. The point of White's move order (playing Bf1-e2 before Ng1-f3) is that he avoids ...Bc8-g4 by Black.

6 ... Bf5

Other moves are also quite acceptable:

1) 6...Rg8 [Given "!" by Chess Digest.] 7 Bf3 e5 [7...Be6 8 Qd3 Bd5 9 Bf4 e6 10 Qxh7 Rxc2! 11 Qd3 (11 Bxc2 Bxc2 or 11 Bxd5 Qxd5 12 Bg3 Rxf2! leaves White's Rook at h1 in jeopardy.) 11...Rg8 12 c4 Bxf3 13 Nxf3 Nd7 14 0-0-0 Qa5 15 Kb1 0-0-0 16 Qc2 Qh5, Bednarsky-McKenzie, Lugano 1968. White's broken pawns give Black the better chances.] 8 Ne2 Bg4 9 Bxc4 Rxc4 10 0-0 Qd5 11 f3 Rg6 12 b3 Nd7 led to complex play with mutual chances in Timman-Bellon, Amsterdam 1978. 6...Rg8 seems to be an excellent choice against the move order chosen by White.

2) 6...Qc7 [A useful move that waits for White to play Ng1-f3 so that Black can develop his Bishop to g4.] 7 Nf3 Bg4 8 c4 e6 9 0-0 Nd7 10 d5 0-0-0 11 dxe6 Ne5 12 Nd2 Bxe6 13 Qa4 Rg8 14 Ne4? Bxc4, and White is lost, as 15 Bxc4 Nf3+ mates for Black, Chiburdanidze-Short, Dortmund 1983.

3) 6...Na6 7 Nf3 [7 c3 Nc7 8 Nf3 Bg4 9 Nh4 Bxe2 10 Qxe2 Qd5 11 0-0-0-0-0 12 Be3 Qe4 posed no problems for Black in Matulovic-Ciric, Yugoslavia 1964.] 7...Bg4 8 0-0 Nc7 9 c4 Qd7 10 Be3 [10 Bf4!?] 10...Bg7 [10...h5? 11 Qb3 b6 12 d5 c5 13 Rad1 Qd6 14 Rfe1 Bg7 15 Nh4 is a disaster for Black, Matulovic-Hort, Sarajevo 1965.]

11 Nh4?! [11 Qb3, followed by 12 Rfd1, gives White a small plus, according to Varnusz.] 11...f5! 12 h3 Bxe2 13 Qxe2 f4 14 Bxf4 Ne6 15 Be3 Nxd4 16 Qh5 0-0-0, Jangarberg-Kopilov, USSR 1968. Chances are even.

7 Nf3

On occasion, White plays his Bishop to f3, but this has not proven to be very effective: 7 Bf3 e6 8 Ne2 h5 9 0-0 h4 10 Nf4 Nd7 11 Re1 Bd6 [11...Qc7!?] 12 Nh5 Kf8. The game is unclear, with both sides having chances, Alexandria-Bagirotv, Tbilisi 1974.

In the stem game Lasker-Nimzovich, Black sacrificed a pawn with 7...Qa5+ 8 c3 h5!? 9 Bxh5 Nd7 10 Bg4 Bxc4 11 Qxc4 0-0-0 12 Ne2 e6 13 Bf4 Qb5 14 0-0-0 Nb6. Black had more than enough compensation, although the game was eventually drawn.

Another method for Black that deserves exploration was seen in Mrdja-Ljubisavlievic, Italy 1983: 7...e5!? 8 Be3 Nd7 9 Ne2 e4 10 Bh5 Bg6 11 Nf4 Bd6 12 0-0 Qc7 13 g3 Rg8 14 Kh1 f5 15 c4 Nf6 16 Be2 h5 17 c5 Bxf4 18 Bxf4 Qd7 19 b4 Nd5 20 Bd6 f4 21 Qb3 f3 22 Bc4 Qh3 23 Rg1 Nf6 24 Bf1 Ng4!, 0-1.]

7 ... e6

This move can be held back for quite some time: 7...Qc7 8 0-0 Nd7 9 c4 0-0-0! 10 Qa4 Kb8 11 Be3 [Or 11 b4 Rg8 12 Nh4 Bg4 13

f3 Bh3 14 Be3 Nb6 15 Qb3 e5 16 dxe5 fxe5 17 f4 Bg4 18 Bxg4 Rxxg4 19 g3 Bh6 20 Ng2 exf4 21 Nxf4 Bg7 22 Rad1 Be5, 1/2-1/2, Kosten-Chandler, London 1981.] 11...e6 12 Rfd1 [The immediate 12 d5 is answered by 12...Nb6.] 12...Bd6 13 d5 c5 14 dxe6 fxe6 15 Rd2 e5 16 Rad1 Nb6 17 Qa5 Nc8 18 Qa3 [White should play 18 Qxc7+, with equal chances.] 18...Be6 19 g3 h6 20 Nh4 f5, Black has good attacking chances with the lever ...f5-f4. The game Martynovich-Ciric, Yugoslavia 1973, continued 21 f3 Rhg8 22 Kh1 f4 23 gxf4 exf4 24 Bf2 b6 25 Qc3 Be5 26 Qc2 Rxd2 27 Qxd2 Nd6 28 b3 Nf7 29 Bf1 Ng5 30 Qc2 Nh3 31 Bxh3 Bxh3 32 Rg1 Rxxg1 + 33 Bxxg1 Qg7 34 Qd2 Kc7. Black has a great advantage due to his two Bishops, his chances against the White King, and the poor position of the White Knight on h4.

8 0-0

In Yee-Dlugy, US Junior ch. 1982, White tried 8 c4 Qc7 9 Qa4 Nd7 10 Be3 Bd6 11 Nh4 Be4 12 Bf3 Bd3 13 Qb3 Bg6 14 g3 0-0-0 15 0-0-0 c5 [The game is level.] 16 Nxxg6 hxxg6 17 Kxb1 cxd4 18 Bxd4 Bc5 19 h4 Kb8 20 Qe3 Bxd4 21 Rxd4 Ne5 22 Be2 Rxd4 23 Qxd4 Rd8 24 Qf4 f5 25 h5 gxxh5 26 Rxxh5 Qc5 27 b3 Kc8 28 g4 Ng6 29 Qe3 Qa5 30 Bd3 Ne5 31 Be2 Qe1+ 32 Kc2 Nc6, 0-1.

This sensible move prepares to castle Queenside. In Kavalek-Bronstein, Szombathely 1966, Black played 8...Nd7, which is also fine. But after 9 c4, Black wasted a critical tempo with 9...Bg6?. This allowed White to take the initiative with 10 d5! e5 11 Nd2 Qc7 12 Nb3 Bd6, when 13 dxc6 bxc6 14 Be3 Rd8 15 Qe1! would have left White with a clear advantage. Instead, White played 13 Bh6? c5 14 h4 f5! 15 f4 e4 16 h5 f6 17 g3 0-0-0 18 Rf2 Rdg8 19 hxxg6 hxxg6 20 Rh2 Rh7 21 Kg2 Rgh8 22 Qh1 Bf8, and it was Black who held an edge.

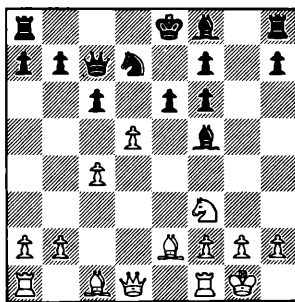
The plan of fianchettoing the King Bishop has been tried on a few occasions, but it does not have a good reputation because White is able to react quickly in the center: 8...Bg7 9 c4 [9 Re1 0-0 10 Bf4 Qb6 11 Qc1 Nd7 12 a4 c5 13 Be3 Qc7 allowed Black to equalize without trouble in Ciocaltea-Botvinnik, Hamburg 1965.] 9...0-0 10 Be3 Nd7 11 d5! Bg6 12 Qb3? [Here is where Ivkov begins to stray. After 12 dxc6 bxc6 13 Qd6 Ne5 14 Rfd1, White would stand much better.] 12...Qc7 13 Rfd1 c5 14 Nh4 Rad8 15 Rd2 b6 16 Rad1 Rfe8 17 Qa4 Nf8 18 dxe6 Nxe6! 19 Rd7?! Qe5! 20 Nf3 Qxb2 21 Rxd8 Rxd8 22 Rxd8+ Nxd8 23 Bf1 Ne6 24 Qxa7 Bf8 25 Qb8 Kg7 26 a4 Qb4 27 Bd2 Qb1 28 a5 bxa5, 1/2-1/2, Ivkov-Donner, Santa Monica 1966.

8 ... Qc7

9 c4 Nd7

It is very important that Black prepares to castle Queenside. Developing moves like 9...Bd6 are too slow: 10 d5 c5 11 Nh4! Bxh2+ 12 Kh1 Bg6 13 dxe6 fxe6 14 Bg4 f5 15 Bxf5 exf5 16 Re1+ Be5 17 Bf4. Black is getting squashed, Matulovic-Flesch, Yugoslavia vs Hungary 1964.

10 d5



White's only effective plans are a central break based on the move d4-d5 or an advance of all the Queenside pawns and a subsequent attack on the Black King. Since I suspect that 10 d5 allows Black definite equality, other moves must be given serious consideration:

1) 10 Bd2!?, planning 10...0-0-0 11 Qa4 Kb8 12 Ba5!?, is interesting but has thus far led only to misery for White: 10...0-0-0 [In Kaplan-Larsen, San Antonio 1972, Black delayed castling and instead developed his forces by 10...Bd6 11 Kh1 Rg8. Now White mistak-

enly played 12 c5?, which led to an advantage for Black after 12...Be7 13 Qc1 Be4 14 Bf4 Qa5 15 Bg3 h5 16 Rg1 f5.] 11 b4 [White declines to test 11 Qa4 Kb8 12 Ba5 and instead opts for an immediate pawn assault against Black's King.] 11...Rg8 12 Kh1 Be4 13 c5 [13 b5 c5! favors Black.] 13...e5! 14 Rg1 exd4 15 Nxd4 Nxc5 16 Be3 Ne6 17 f3 Qc5 18 fxe4 Nxd4 19 Bg4+ Kc7, 0-1, Morris-Silman, Chicago 1980.

2) 10 Be3 is given an "!" by Varnusz, who suggests the untried 10...Be7!?. Clearly inaccurate is 10...Bd6?! 11 c5 Be7 [11...Bf4 12 Qd2! Bxc3 13 Qxe3, followed by Nf3-d2-c4, leaves the d6 square highly vulnerable.] 12 Nd2! [An important move which prevents ...Bf5-e4-d5.] 12...0-0? [If 12...0-0-0, then 13 Qa4 Kb8 14 b4! is troublesome] 13 f4! Bg6 14 f5! Bxf5 15 Rxf5! exf5 16 Bd3 Rfe8 17 Bxf5 Nf8 18 Ne4! Kh8 19 Qh5 Ng6 20 Rf1 Rg8 21 Rf3 Qa5 22 Qxh7+, 1-0, Browne-Bellon, Las Palmas 1977. This game is a great illustration of how White can steamroll the Black setup.

Hort-Hodgson, Lugano 1983, continued 10 Be3 0-0-0!? 11 Qa4 Kb8 12 b4 [12 c5!? also comes into consideration.] 12...Bd6!? 13 c5 Bf4 14 Qa5 [Hort mentions 14 Rfc1!?, intending Rc1-c3-a3.] 14...Be4 15 g3 Rdg8! [Hort judges this position as slightly better for Black.] 16 Qxc7+ Bxc7 17 Nd2 Bd5 18 Bc4 Bxc4 19 Nxc4 h5 20 Rab1 f5 21

Rb3 f4?! 22 Bd2 h4 23 Nd6 Bxd6 24 cxd6 fxg3 25 fxg3 hxg3 26 hxg3 f5?[Equality follows 26...f6! 27 Re1 Re8 28 Rbe3 Nf8 29 Rf3 Nd7 30 Rfe3- Hort.] 27 Re1 Rg6 28 Bf4 b5 29 Rbe3, and White won in 55 moves.

In Groszpeter-Pasman, Groningen 1977/78, Black varied with 12...Rg8 13 Rfd1 Bh3?! [Black should play 13...Be4.] 14 g3 f5? 15 Ng5! Bh6 16 d5!, and his position fell apart. Larsen showed the way Black should handle this position, using counterplay against White's King mixed with a break in the center: 12...Rg8 13 Kh1 Be4 14 Ne1 Nb6 15 Qb3 e5! [Black is already slightly better.] 16 Rd1 exd4 17 Bxd4 Bxb4!? 18 f3?! Bg6 19 Nc2 Be7 20 c5 Nd5 21 Nb4 Nxb4 22 Qxb4 Rd5 23 Bf2 Rh5 24 f4 Rf5 25 g3 Rd5 26 Rxd5 cxd5 27 Bf3 Rd8 28 Re1 Bf8 29 Qd4 Be4 30 Bxe4 dxe4 31 Qxf6 Re8 32 Bd4 Qd7 33 Rc1 e3 34 c6 bxc6 35 Kg1 e2 36 Kf2 Bb4 37 Be5 Kb7 38 Bc3 Bc5+, 0-1, Kavalek-Larsen, Tilburg 1979. While 10 Be3! is certainly White's best try, it is far from clear if White can actually achieve an advantage.

10 ... Rg8

10...0-0 may not be the most accurate move since White seems to get a tiny edge with 11 Nd4! Bg6 12 Be3 [12 dxe6 Ne5 is good for Black.] 12...e5 13 Nb3 Kb8 [13...Rg8? 14 Rc1 e4 15 c5 cxd5 16 Nd4 Ne5 17 c6 proved strong for White in Matulovic-

Pedersen, Yugoslavia 1981.] 14 Qe1 Rg8 15 dxc6 Be4 16 f3, Ciric-Dlugy, Manchester 1981. White's game is perhaps a bit preferable.

Less effective is 11 Be3 c5! 12 b4 Rg8 [12...Bd6 13 Kh1 a6 14 a4 h5 (14...Kb8) 15 a5 cxb4 16 c5 Nxc5 17 Rc1 Kb8 18 Nd4 Qxa5 is another possibility.] 13 bxc5?! Bxc5 [Black stands clearly better.] 14 Nd4 Bh3 15 g3 Bxf1 16 Bxf1 Ne5 17 Rb1 Ng4 18 Bc1?! h5! 19 Rb3 h4 20 Ba3 hxg3 21 hxg3 f5 22 Bxc5 Qxc5 23 Rb5 Qd6 24 Qb3 f4 25 Rxb7 fxg3 26 Rxa7 gxf2+ 27 Kg2 Qh2+ 28 Kf3 Qh1+ 29 Kg3, and now 29...Nh2+ or 29...Ne3+ wins at once, Spassky-Larsen, Buenos Aires 1979.

Also lacking bite is 11 dxc6 bxc6 12 Be3 Bc5 13 Qc1 Rhg8 14 Rd1 Qb6[=] 15 Bxc5 Nxc5 16 Qe3 e5 17 Nh4 Bc2 18 Rdc1 Be4 19 b3 f5 20 Rd1 Ne6 21 Bf3 Qxe3 22 fxe3 Bxf3 23 Nxf3 f6 24 Nh4 f4 25 Nf5 Kc7 26 exf4 Nxf4 27 g3 Ne2+ 28 Kf2 Nc3 29 Rxd8 Rxd8 30 Ke3 a5, Kavalek-Larsen, Solingen 1970. The game was drawn in 49 moves.

11 dxe6

Alternatives:

1) 11 Nh4 Bg6 12 Be3 Bd6 13 f4 f5 14 Nxg6 hxg6 15 dxc6 bxc6 16 Bf3 g5 17 c5 Bxf4 18 Bxf4 gxf4 19 Qa4 Rc8 20 Qc4 Nf6 21 b4 e5 22 Rad1 e4 23 Rd6 Nd5 24 Bh5 Kf8 25 Qd4 Qe7 26 Rxc6 Rxc6 27 Qxd5 f3 28 g3 Rf6 29 Re1

Qc7 30 Kf2 Rh8 31 Qd4 Kg7, 0-1, Iskov-Lein, New York 1981. White's play in this game does not bear repeating.

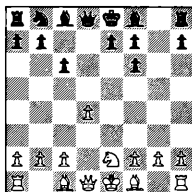
2) 11 Be3 Be4 12 dxe6 fxe6 13 Qd4 Rg4 14 Ne1, Timman-Speelman, London 1980, and now 14...c5! 15 Qd2 Rg8 gives Black active play to compensate for his loose position. Black's game would then be slightly preferable.

3) 11 Nd4 Bh3 12 Bf3 Ne5 13 Bf4 Nxf3+ 14 Qxf3 Bxg2!- Speelman.

11 ...	Bxe6
12 Kh1	0-0-0
13 Qa4	Kb8
14 Be3	c5
15 Rad1	Bd6
16 Rd2	f5
17 Qd1	Ne5
18 Nxe5	Bxe5
19 Rxd8+	Rxd8
20 Qc2	Bd4
21 Rd1	Bxe3
22 fxe3	Rxd1+
23 Qxd1	a6
24 Qd2	Qe5

Black is slightly better, though the game was eventually drawn, Horvath-Chandler, Keszthely 1981.

G. 6 Ne2



Black now has the following possibilities: G.1. 6...Qb6; G.2. 6...Bg4; G.3. 6...h5; G.4. 6...Bf5. Inferior are 6...c5 7 d5 and 6...e5 7 Be3 Be6 8 Ng3, when White has the advantage in both cases. Also hard to justify is 6...e6?! 7 Ng3 c5 8 Be3 cxd4 9 Qxd4 Qxd4 10 Bxd4 e5 11 Be3, Estrin-Bagirov, Baku 1958. The ending is highly favorable for White.

G.1. 6 ... Qb6

This temporarily prevents the development of the White Queen Bishop, but by c2-c3, Ne2-g3, Bf1-d3, Qd1-e2, and Bc1-e3, White can show that the Black Queen is misplaced.

7 c3

7 Qd3!? also looks good.

7 ...	Bf5
8 Ng3	Bg6
9 f4	

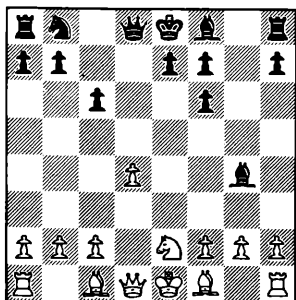
Under normal circumstances, the f2-f4 advance is not particularly desirable for White. This case turns out to be an exception because the following forced moves allow White to gain a considerable amount of time for his plans.

9 ...	f5
10 Bd3	e6
11 Qe2	Be7
12 Be3	Qa5

Lutikov-Larsen, Radio Game

1970, and now 13 h4 h5 14 Nf1, followed by Nf1-d2-f3 or Nf1-d2-c4, leads to an edge for White.

G.2. 6 ... Bg4!?



At one time, this move was very highly thought of, with Schwarz and other authors going so far as to give it an exclamation point. More recently, though, 6...Bg4 has come under a cloud, and it is not uncommon to see it given a dubious mark or even a disdainful question mark. Is this new judgment fair? Perhaps not; it seems to me that 6...Bg4 may still be alive and kicking.

7 Qd3!

Breaking the pin in this way is White's only real try for advantage. Useless is 7 f3 Bf5 8 Ng3 Bg6 9 f4 e6 10 f5? [10 c3 Bd6 gives Black a small advantage] 10...Bxf5! 11 Nxf5 Qa5+ 12 Bd2 Qxf5 13 Bd3 Qd5, and White does not have nearly enough for the

pawn, Euwe-Van den Hoek, 1942. Two other lame continuations for White are 7 c3 Nd7 8 Qb3 Qb6 9 Qc2 e5 10 Be3 0-0-0 11 Ng3 exd4 12 Bxd4 Be5, with a slight edge to Black, Westerinen-Bronstein, Tallinn 1971, and 7 h3 Bh5 8 g4 Bg6 9 Ng3 f5!, with equal chances according to Larsen.

7 ... Bh5

Black hurries to get his Bishop to g6 before White cuts off its path by Ne2-g3. Other moves:

1) 7...Bxe2 8 Bxe2 e6 9 0-0 h5 10 c4 Nd7 11 Rd1 Bd6 12 d5 exd5 13 cxd5 c5 14 Qf5 proved to be rather depressing for Black in A. Ivanov-Mendoza, Mexico 1980.

2) 7...Qc7? 8 Qg3! gives White the better game due to his superior pawn structure. After 7...Qc7, some books say that White must avoid 8 Bf4 because of 8...Bxe2 9 Qe3?? Qa5+, but 9 Bxc7 Bxd3 10 Bxd3 favors White for the same reasons as 8 Qg3. In this case, though, White has the added bonus of the two Bishops. It should be evident that 7...Qc7 is simply an error.

3) 7...e6?! 8 Ng3 e5 9 Be3 Nd7 10 f4 exf4 11 Bxf4 leads to grave difficulties for Black.

4) 7...Nd7 8 h3 [8 Ng3 seems a natural alternative.] 8...Bxe2 9 Bxe2 Qc7 10 Be3 e6 11 0-0 Bd6 12

c4 0-0-0 13 d5 is a bit better for White, Browne-Kavalek, USA ch. 1971.

8 Qb3!

The only move that puts any pressure on Black. On 8 Nf4, Black gets an easy game with 8...Bg6 9 Nxc6 hxc6 10 Bd2 [10 Be3 Nd7 11 0-0-0 e6 12 Be2 Qa5 was equal in Vukovic-Toth, Yugoslavia ch. 1957.] 10...Nd7 11 0-0-0 Qc7 12 g3 0-0-0 13 h4 e6 14 Be2 f5 15 Bg5 Bh6 16 Bxh6 Rxb6 17 Qe3, Bakulin-Razuvaev, Moscow 1971, and now 17...f4 and 17...Rhh8 are both comfortable for Black. Also lame is 8 f4 Bg6 9 Qb3 [Naturally 9 f5?? Qa5+ allows Black to win a pawn.] 9...Qb6 10 c4 e6 11 Bd2 Qxb3, with equality.

8 Qc7!

The future of 6...Bg4 may depend on this move. The alternatives have not led to happy memories for Black:

1) 8...Bxe2 9 Bxe2 Qc7? 10 Bh5! Qa5+ 11 Bd2 Qxh5 12 Qxb7 is winning for White, Maric-Toth, Yugoslavia ch. 1957.

2) 8...Qb6 9 Qh3! Bxe2 10 Bxe2 Nd7 11 Bh5! Bg7 12 0-0 Nf8 13 Be3 is clearly better for White, Maric-Krzisnik, Vukovar 1966.

3) 8...Qc8 9 Nf4 Bg6 10 Bc4 e6 11 0-0 Na6 12 Re1 [White has

already built up an impressive attacking position.] 12... Be7 [12...Nc7!?-Peters] 13 Nxe6! fxe6 14 Bxe6 Qc7 15 Bh6 Kd8, Bednarsky-Ermenkov, Varna 1972, and now Minev suggests 16 Rad1 Qb6 17 d5!, with a strong attack.

9 Bf4

Most annotators have rejected 8...Qc7 out of hand, saying that 9 Bf4 is too strong. However, what follows does not substantiate this assessment. Perhaps 9 Nf4 needs to be examined, though it has now lost some of its bite since the Black Queen potentially defends the f7 pawn.

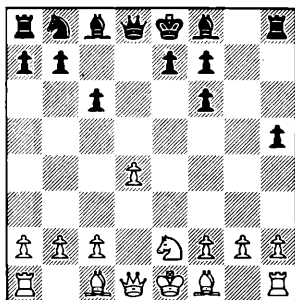
9 ...	e5
10 Bg3	Nd7
11 0-0-0	0-0-0
12 f3	Bg6
13 Nc3	Qb6!
14 Qxb6	Nxb6
15 dxe5	Bh6+!
16 Kb1	Rxd1+
17 Nxd1	fxe5
18 Bxe5	Rd8
19 Bd3	

Else Black will bring his Rook to d2.

19 ...	Bxd3
20 cxd3	Rxd3

Black has no problems whatsoever, Sydor-Smyslov, 1966.

G.3.	6 ...	h5!?
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A suggestion of Vladimir Simagin. Now 7 N_g3 is strongly met by 7...h4.

7 Qd3!

This testing move confronts Black with some difficult problems. White has also tried most other reasonable moves, but without any real success:

1) 7 h4 Bg4 8 Qd3 e5! 9 Be3 Na6 [Or 9...Nd7 10 Ng3 Qa5+ 11 Qd2 Qxd2+ 12 Kxd2 0-0-0, with an edge for Black in Zagorovsky-Sikolsky, 1950] 10 a3?! [Both 10 c4 and 10 c3 seem better.] 10...Qa5+! 11 Bd2 Qb6 12 dxe5 Nc5 13 Qe3 0-0-0! 14 b4 [14 0-0-0 Bh6 15 f4 fxe5 16 Qxe5 Rhe8 17 Qf6 Re6 is winning for Black.] 14...Bh6 15 f4 Rxd2!! 16 Qxd2 [A sad necessity. 16 Kxd2 Rd8+ 17 Ke1 Nd3+ wins the White Queen, while 16 bxc5 Qb2 is also quite awful for White.] 16...Ne4 17 Qd4 Qxd4 18 Nxd4 Bxf4, Mikalchischin-Speelman, France 1979, and now 19 Be2 Bd2+ 20 Kf1 Ng3+ is hopeless for White. The actual

game continued 19 Nf3 Ng3 20 Rh3 Bxh3 21 gxh3 Nxf1 22 Kxf1 fxe5 23 Ng5 Rg8! 24 Nxf7 e4 25 Ng5 Bxg5 26 hxg5 Rxg5 27 Re1 [27 Kf2 a5! 28 Ke3 Rg3+ 29 Kxe4 Rxh3 is winning for Black, according to Makarichev.] 27...Rg3 28 Rxe4 Rxh3 29 Ke2 Rxa3 30 Rh4 Ra4 31 Kd3 b6 32 c3 a5 33 Kc4 axb4 34 Kb3 Ra5 35 Kxb4 Rg5 36 c4 Kb7 37 Rf4 Rg4 38 Rf7+ Ka6 39 Kb3 Rg3+ 40 Kb4 c5+ 41 Ka4 Rc3 42 Rf4 Rxc4+!, 0-1.

Also unpromising is 7 h4 Bg4 8 c3 Nd7 9 Qb3 Nb6 10 Bf4 Qd7 11 0-0-0 Be6 12 Qc2 a5 13 Ng3 Qd5 14 a3 Qa2, and Black's position is preferable, Yanofsky-Larsen, Dallas 1957.

2) 7 Bf4 Bf5 8 Ng3 Bg6 9 h4 Nd7 10 Be2 e5 11 dxe5 [11 Be3 Qa5+ 12 c3 0-0-0 (According to Larsen, Black has a clear advantage.) 13 b4 Qc7 gives Black a very good version of the gambit variation.] 11...fxe5 12 Bg5 Qa5+ 13 c3 f6 14 Be3 0-0-0 15 b4?! [Very greedy. According to Simagin, 15 Qb3 and 16 0-0 is correct.] 15...Qc7 16 Bxh5 Bxh5 17 Nxh5 f5 18 Bg5 Nf6 19 Qxd8+ Qxd8 20 Bxf6 Qd3! 21 Rh3 Qe4+ 22 Re3 Qxg2 23 Bxh8 Qg1+ 24 Ke2 Qxa1, and Black won, Baturinsky-Simagin, Moscow 1964.

3) 7 c4 Bg4 8 h3 Bf5 9 Nc3 Qc7 10 Qf3 e6 11 Bf4 Qa5 12 Bd3 Na6 =.

4) 7 Nf4 Bg4 8 Qd3 e6 9 Be3

Bd6 10h3 Bf5 11 Qd2 Nd7 12 Be2 h4, Garcia-Smyslov, 1964, and now 13 0-0-0 is best, with equal chances.

5) 7 Nc3 Bg4 8 Be2 Rg8 9 Be3 e6 10h3 Bxe2 11 Qxe2 Qa5=, Kopaev-Bronstein, USSR 1947.

6) 7 Be3 Qb6 [7...Bg4 is also adequate.] 8 b3 h4?! [Black will not experience any difficulties after the usual 8...Bg4.] 9 Qd2 Qc7 10 Nf4 e5 11 Nd3 Bf5 12 dxe5 fxe5 13 Nc5 b6 14 Bd3! Bxd3 15 Nxd3 Nd7 16 0-0-0-0-0 17 Kb1 Nf6 18 Qe2 Nd5 19 Bd2 Re8 20 c4 Nf6 21 Bc3 Bd6 22 Rhe1 Rhg8 23 Qf3 Rg6 24 Nxe5 Bxe5 25 Bxe5, 1-0, Klován-Dzyuban, USSR 1986.

7 ... Qa5+

Chess Digest feels that the attack White gets after this is too potent and instead suggests 7...Qb6 8 Nf4 Na6 9 a3 Bd7 [9...Bg4!?] 10 Be2 0-0-0 11 Be3 h4 12 0-0 Qc7 13 Qb3 e5 14 Bxa6 bxa6 15 de5 fxe5 16 Nd3 Rg8, which they assess as leading to chances for both sides.

Personally I feel that 7...Na6!? deserves a look. A comparison should be made with Chapter 'C' if one would like to get an idea of the type of play that could result.

8 Bd2 Qf5
9 Qb3! Bh6
10 0-0-0

10 Bxh6 Rxh6 11 Ng3 Qe6+ is equal, according to Larsen.

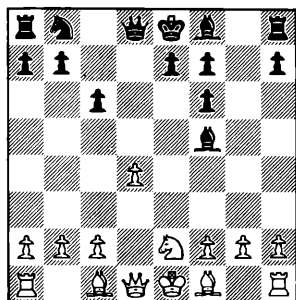
10 ... Qxf2
11 Bxh6 Rxh6
12 Nc3 e6
13 Be2 Qf4+
14 Kb1 Qc7?!

Much more accurate is 14...Nd7!, when White's Knight cannot immediately go to e4. A sequence like 15 Rhf1 Qd6 16 Ne4 Qe7 17 Qe3 Rh8 improves on the game, as Black has added the useful ...Nb8-d7 in return for a move (Rh1-f1) that White may not have wished to play. However, even in this case, White's compensation for the pawn is considerable.

15 Ne4 Qe7
16 Qe3 Rh8

Vander Berg-Pachman, Beverwijk 1965. Varnusz says that this position is unclear with chances for both sides. I feel that White has more than enough compensation for the pawn. For example, 17 Qf4 [17 c4 was played in the game.] 17...Nd7 [17...f5 18 Nd6+ Kd7 19 Nc4 is dismal for Black.] 18 Nd6+ Kf8 19 c4, when Black is under a lot of pressure and will have real difficulties obtaining counterplay.

G.4. 6 ... Bf5



This normal move is critical since the all-important pawn sacrifice variation can be reached in this way.

7 Ng3 Bg6

7...e6 8 Nxf5 Qa5+ 9 c3 Qxf5 10 Bd3 Qd5 11 0-0 Rg8 12 g3, followed by 13 Qe2, favors White.

8 h4 h6

The main move is 8...h5 and can be found in the chapter titled "Pawn Sacrifice Variation."

9 h5

9 c3 e6 10 Bd3 Bxd3 11 Qxd3 Qa5 12 Qf3 Nd7 13 Nh5 f5 14 bf4 0-0-0, with equality, Ilyin Zhenevsky-Kan, USSR 1931.

9 ... Bh7
10 c3

10 Bf4 Nd7[10...Qb6!?] 11 Qd2 12 0-0-0 0-0-0 13 Bc4 e5 14 Be3 Bb4 left Black with active

play in Hort-Simagin, Moscow 1960.

10 ... e6

Black will eventually lose his pawn on h6, and he must decide now what he can do to get maximum compensation. 10...Qb6? has been tried but the results have not inspired other players: 11 Bc4 Nd7 12 a4 a5 13 Qf3 e6 14 0-0 Bc2 [14...0-0-0 15 b4 axb4 16 a5 Qc7 17 a6! gives White a very strong attack.] 15 Bf4 Bb3 16 Bd3 e5 17 Be3 Bd5 18 Be4. White has a clear advantage, Flohr-Horowitz, USSR vs. USA 1945.

Larsen suggested 10...Nd7 as an improvement and said if White continues with the direct Bc1-e3 and Qd1-d2, then ...0-0-0 comes a move earlier, followed by ...e7-e5! in one move. This is true, but when Huebner tried this, White immediately improved with 11 Bd3! [Not as effective is 11 Be2 Qa5 12 0-0 0-0-0 13 Bf4 e5 14 Be3 Nb6 15 Bd3 Bxd3 16 Qxd3 Rg8 17 Qh7 Bd6 18 Qxf7 exd4 19 Bxd4 Nd5 20 Rad1 Kb8 21 c4 Nf4 22 Be3 Qe5 23 Rfe1 Rxc3 24 fxc3 Nh3+ 25 gxh3 Qxc3+ 26 Kf1 Qxh3+ 27 Ke2 Qg2+ 28 Bf2 Qe4+ 29 Kf1 Qh1+ 30 Bg1 Qf3+ 31 Bf2 Qh1+ 32 Ke2 Qe4+ 33 Be3 Qg2+ 34 Bf2, 1/2-1/2, DeFirmian-Benjamin, Lone Pine 1981.] 11...Bxd3 12 Qxd3 Qc7 13 Qf3! e6 14 Bf4 Qa5 [14...Bd6 15 Bxd6 Qxd6 16 Ne4 Qd5 (16...Qe7 17 Qf4!) 17 Nxf6+ Nxf6 18 Qxf6 Rg8 19 0-0-0 also

leads to a great advantage for White.] 15 0-0 Qd5 16 Qe2 Bd6 17 Bxd6 Qxd6 18 Rad1 0-0-0 19 c4 Kb8 20 Ne4 Qc7 21 d5! f5 22 dxe6 fxe6 23 Nd6, and Black is in big trouble, Adorjan-Huebner #6, Bad Lauterberg 1980.

Attempts to give this line new life by 12...e6 have not been encouraging for Black: 13 Bf4 [13 Be3 Qa5 14 0-0 0-0-0 15 b4 Qc7 16 b5 c5 17 a4 f5 18 a5 c4? 19 Qb1 Bd6 20 d5 Bc5 21 Bxc5 Qxc5 22 dxe6 fxe6 23 Ra4 Ne5 24 Qb4 Rd5 25 Ne2 Qxb5 26 Qxb5 Rxb5 27 Nd4 Rb2, 1/2-1/2, though the position is very much in White's favor after 28 Nxe6, P.Grey-Silman, San Francisco 1981.] 13... Qa5 14 0-0 0-0-0 15 Rfd1 Nb6 16 c4 Rg8 17 a3 is simple and strong for White, Schutt-Silman, San Francisco 1981.

Perhaps the most severe blow to this line was the game Mateo-Skembris, Prokoplje 1987, in which White played a move order that left him a whole move down on the lines we have just seen. [Black getting in both...Nb8-d7 and ...e7-e6.] Nevertheless, Black still failed to equalize! The game and move order was 1 e4 c6 2 d4 d5 3 Nd2 dxe4 4 Nxe4 Nf6 5 Nxf6+ gxf6 6 Bc4 Bf5 7 Ne2 Nd7 8 Ng3 Bg6 9 h4 h6 10 h5 Bh7 11 Bd3 Bxd3 12 Qxd3 e6 13 Bf4 Qa5+ 14 c3 0-0-0 15 0-0 Nb6 16 c4 Qa6 17 b3 c5?! [17 Be7] 18 d5! Rxd5 [18...Nxd5? 19 Rfd1 favors White.] 19 Qc3 Rd7 20 Qxf6 Rh7 21 Ne4! Bg7 22 Qh4 Bxa1 23 Rxa1 Qa5 24 Qg3! Rh8 25 Nd6+

Rxd6 26 Bxd6 Rd8 27 Bf4 Nd7 28 Qg7! f6 29 Bxh6, and the extra pawn on h5 led to a win for White.

11 Be3

Intending to win the h-pawn with Qd1-d2 and Be3xh6. Also possible is 11 Bd3, as in Adorjan-Huebner, but here...e7-e6 instead of ...Nb8-d7 has been played. This allows Black the possibility of ...Qd8-d5. Thus 11 Bd3 Qd5!? 12 0-0 Nd7 13 Be2 Rg8 14 Bf3 [14 Bf4!?] 14...Qd6 15 c4 0-0-0 16 c5 Qc7 17 b4 Ne5, and Black had excellent play. The game Antonov-Stefanov, Bulgaria ch. 1984, continued in exciting fashion, with the chances going back and forth: 18 Be2 f5 19 f4 Ng4 20 Rf3 Bg7 21 Rd3 Qe7 22 Bb2 Bh8 23 b5 Qh4 24 bxc6 Qh2+ 25 Kf1 Nf6 26 Qb3 bxc6 27 Qa4 Kd7 28 d5 Nxd5 29 Bxh8 Rxc3 30 Rxc3 Qxc3 31 Bf3 Qxf4 32 Qxf4 Nxf4 33 Be5 Nd5 34 Rb1 Ke8 35 Rb7 f6 36 Bd6 Rd7 37 Rb8+ Kf7 38 Be2 f4 39 Ba6 Ne7 40 Bxf4 e5 41 Bxh6 Rd4 42 Rf8+ Ke6 43 Bg7 Nd5 44 g4 Rd2 45 Ke1 Rg2 46 h6 Ke7 47 Bc4 Ne3 48 Rf7+ Ke7 49 Rf8+, 1/2-1/2.

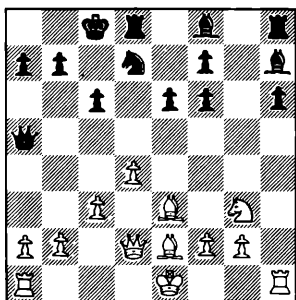
Thus it can be seen that Black can often deliberately postpone ...Nb8-d7 in favor of ...e7-e6. Though this may lose a tempo if he later advances ...e6-e5, it also keeps open the option of ...Qd8-d5.

11 ... Nd7

Worth a try is 11...Qd5!? 12

Be2 Nd7.

12 Qd2 Qa5
13 Be2 0-0-0

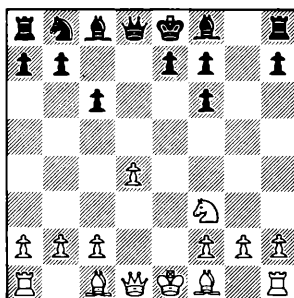


A critical position. Will Black get enough compensation for the loss of the pawn at h6? Most theorists seem to feel that Black gets some, but not quite enough, compensation. For example, 14 Bxh6 [Or 14 0-0 e5!] 14...Bxh6 [Perhaps 14...Bd6!? can be given a try. Then 15 Bf4 is strongly met by 15...e5 16 dxe5 Nxe5.] 15 Qxh6 Bd3 [Black should be trying to open up the position. Larsen gives 15...e5! 16 Qd2 as better, but he was not sure if Black has full compensation. The game Roos-Ciric suggests that perhaps Black is all right after all: 16...f5 17 dxe5 Qxe5 18 Rh4 Nc5 19 Qe3 Qxe3 20 fxe3 Rhg8 21 Nf1 Rxc2 22 Rd4 Re8 23 Rd6 Ne6 24 Rd2 Ng5 25 Bd1 Rxd2, 1/2-1/2.] 16 Qe3 Bxe2 17 Qxe2 f5 18 a3 Rdg8 19 0-0-0, Mecking- Larsen, San Antonio 1972. As usual, Black has some, but not enough, compensation for the sacrificed pawn.

Conclusion: No final word

can be given on 8...h6!?. While White has done well in practice, there are still many unanswered questions, and Black may yet be able to prove the soundness of his position. If one wants to test this line, it should be useful to keep in mind that 10...e6 is more accurate than 10...Nfd7, since Black keeps open the possibility of ...Qd8-d5 if White decides on an early Bf1-d3.

H. 6 Nf3



A very natural move against which Black has the following interesting possibilities: H.1. 6...Bg7; H.2. 6...Rg8; H.3. 6...Bf5; H.4. 6...Bg4. Not so good is 6...h5 7 Bf4 Bg4 8 h3!? Bxf3 9 Qxf3 Qxd4 10 Bd3, with a great lead in development for White.

H.1. 6 ... Bg7

There is little experience with this move here. However the plan of ...Bf8-g7, followed by ...Bc8-f5-g6, usually leads to a solid but somewhat passive position, and

there is no reason to think that this should not be the case here also.

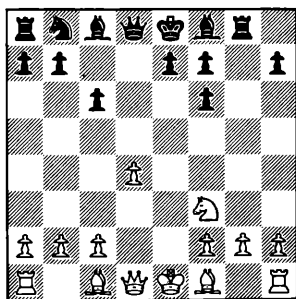
7 Bd3?!

Simple chess by 7 Be2 Bf5 8 0-0 e6 9 c4 gives White better chances of getting a small edge.

7 ...	Bg4
8 c3	Nd7
9 Bc2	e6
10 Bf4	Qb6
11 Rb1	0-0-0

White's passive play has led to Black having a dynamic position. The advantage already lies with the second player. The game continued: 12 h3 Bh5 13 0-0 Ne5! 14 g4 Nxf3+ 15 Qxf3 Bg6 16 Bxg6 hxg6 17 Bh2 f5 18 Qg3 Bf8 19 Qe3? Bd6, with a clear advantage to Black in Santos-Smyslov, Lugano 1968.

H.2. 6 ... Rg8!?



An interesting move that has been recommended by several British masters. Black's idea is to make it difficult for White to de-

velop his K-Bishop. Whether this plan has real merit or just amounts to a momentary inconvenience for White has not yet been determined.

7 Qd3

While this attempts to punish Black for leaving his pawn on h7 undefended, White illogically allows himself to fall behind in development. A safe, intelligent alternative is 7 g3 Qd5 8 Bg2 Bg4 9 Be3 Nd7 10 Qe2 e5, which led to highly unclear play in Tringov-Bellon, Lugano 1968. The game continued 11 h3 Be6 12 0-0 e4 13 Nd2 f5 14 c4 Qd6 15 Nb3 Qb4 16 Rac1 Nf6 17 d5! cxd5 18 cxd5 Nxd5 19 Bc5 Bxc5 20 Nxc5 Rg6 21 Qh5, and White had the initiative.

7 Bf4!?, followed by 8 Bg3, comes strongly into consideration. One source gave the cryptic 7 Be3 "with a slight edge for White," but this does not address White's problem concerning the development of his King Bishop.

In the game Andersson-Day, 1970, White took the bull by the horns and played 7 Bc4!?. After 7...Bg4 8 Qd3 Qa5+ 9 Bd2 Qh5 10 Qb3 b5 11 a4! Bd7 12 Be2 Qf5 13 Be3, White was much better. A much sterner test of 7 Bc4 is 7...Rxc2!?, when 8 Nh4?, intending Qd1-h5, is well met by 8...Rg4.

7 ...	Qd5
8 Qxh7	Rg6
9 Be3	

9 Nh4? Rg4 10 Be2 Rxd4 11 0-0 Bg4 is given in some books, but 11...Qe4! is extremely embarrassing for White.

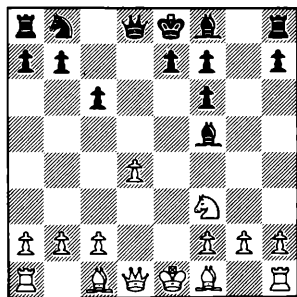
9 ...	Nd7
10 h4	Nb6
11 h5	Rg4
12 Qd3	Bf5
13 Qb3	Qxb3
14 cxb3	Nd5

Threatening 15...Nxe3 16 fxe3 Bh6 .

15 Bd2	e6
16 h6	0-0-0
17 0-0-0	Bh7
18 a3	c5
19 dxc5	Bxc5
20 Be1	Rh8
21 g3	Be4
22 Be2	Kb8
23 Nd2	Nc3!!

White is dead, Povah-Basman, London 1977.

H.3. 6 ... Bf5



7 Bd3

7 Be2 transposes to main lines with 6 Be2. Jack Peters believes that 6...Bf5 is less accurate than 6...Bg4 due to 7 Bd3. "Exchanging light-squared Bishops leaves Black a bit more vulnerable on the light squares and makes it easier for White to achieve his goal of d4-d5." However, Raymond Keene disagrees and feels that Black can improve over Larsen's play in the Radulov game. An improvement may indeed be possible, but, as we shall see, Keene's idea fails, and thus salvation must be looked for elsewhere.

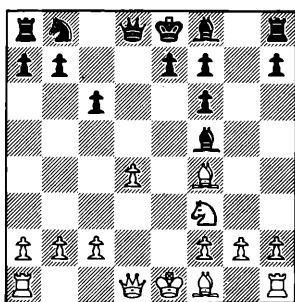
Other moves are also commonly seen:

1) 7 Bc4 Qc7 [7...Rg8?! 8 Bf4 e6 9 0-0 Bd6 10 Bg3!, with a slight edge for White, is stronger than 10 Bxd6 Qxd6 11 Nh4 Bg6 12 f4 f5, which gives Black no problems at all.] 8 Nh4 [8 Be3 Nd7 9 Qd2 e6 10 Bf4 Bd6 11 Bxd6?! Qxd6 12 0-0-0 0-0-0 13 Nh4 Bg6 14 h3 Nb6 15 Bb3 Rd7 was a little better for Black in Savage-Larsen, Washington 1972.] 8...Bg6 9 0-0 [9 Qf3 Nd7 10 Bf4 Qa5+ 11 Bd2 Qa4 12 Nxc6 hxc6 13 Qd3 Bh6 14 Bxh6 Rxh6 15 0-0-0 e6 16 Qe3 Rh8 17 Bb3 Qa5 18 d5 cxd5 19 Rxd5 Qb6. The Chess Digest pamphlet considers this position equal.] 9...e6 10 f4 f5 11 Qe1 Bg7 12 Be3 Nd7 13 Nf3 0-0 14 Ne5 Nf6 =, Garcia Gonzalez-Hebert, Malta 1980.

An excellent alternative to 7...Qc7 is 7...e6: 8 Qe2 [Or 8 0-0 Qc7 9 Nh4 Bg6 10 Qe2 Nd7 11

Be3 0-0-0, with good play.] 8...Bg7?! [8...Be7 9 Nh4 Bg6 10 f4 f5 and 8...Qc7 9 0-0 Bd6 10 a4 Nd7 are both equal, according to Chess Digest.] 9 Nh4! Bg6 10 c3 Nd7 11 Bd2 Nb6 12 Bb3 Qc7 13 g3 a5 14 a3! a4 15 Ba2 Qd7 16 0-0-0 Nc8 17 Nxcg6 hxg6 18 h4 Ne7 19 h5! g5 20 f4 Nf5 21 Qf3 Qe7 22 Rde1 gxf4 23 Bxf4 Bh6 24 Bxh6 Nxb6 25 d5! cxd5 26 Bxd5 0-0-0 27 Rh4! b5 28 Bxe6+ fxe6 29 Qc6+ Qc7 30 Qxb5 Qb7 31 Qc4+ Kb8 32 Qxc6 Ng4 33 Rxc4 Rxb5 34 Rb4 Rb5 35 Qxf6, 1-0, Formanek-Ciric, Reggio Emilia 1975-76. Black played very poorly in this game.

2) 7 Bf4



This move has achieved a reasonable amount of popularity and can be considered White's main alternative to 7 Bd3. After 7 Bf4, Black has tried:

2.a.) 7...Rg8 8 Bd3 Qa5+?! 9 b4! Qd5 10 0-0 Bg4 11 Be2 Nd7 12 c4 Qe4 13 Bg3 was better for White in Malevinsky-Kirpich-

nikov, USSR 1975.

2.b.) 7...e6 8 Bc4, and now:

A) 8...Rg8 9 0-0 Bd6 10 Bxd6 Qxd6 11 Nh4 Bg6 12 f4 f5! 13 c3 Nd7 14 a4 0-0-0 15 a5 Nf6 16 a6 b6 17 Qb3 Nh5 18 g3 c5, and Black had counterplay, Sokolsky-Konstantinopolsky, USSR 1950.

B) 8...Nd7 9 0-0 Nb6 10 Bb3 Bg7 11 Re1 Nd5 12 Bg3 0-0 13 Nh4 Bg6 14 Nxcg6 hxg6 15 c3 Bh6 16 Bc2 Kg7 17 Qg4? f5 18 Qh3 Rh8 19 Be5+ f6 20 Qg3 fxe5, 0-1 in 28, Patterson-Keene. U.S. Master Bobby Ferguson says that Botvinnik's idea of ...Bf8-g7 and ...0-0 is often quite effective against the Bc1-f4 setup;

C) 8...Bd6 9 Bg3 Qc7 10 Qe2 Bg4 11 0-0-0 Nd7 12 d5! cxd5 13 Bxd5 Bf4+ 14 Kb1 Bxc3 15 hxg3 0-0-0 16 Bxb7+ Qxb7 17 Qc4+ Kb8 18 Qxc4 Qb6 19 Qg7 Qxf2 20 Rd2 Qe3 21 Rxd7 Rxd7 22 Qxh8+ Kb7 23 Qxf6 Qe2 24 Nd4, 1-0, Westerinen-Rosenlund, 1978.)

D) 8...Na6 9 0-0 Nc7 10 Bg3 Bd6 [=] 11 Re1 Qd7 [11...Bg4!?] 12 Nh4 Bg6 13 c3 0-0-0 14 Qf3 f5! 15 Be5 Bxc5 16 Rxc5 Rhe8 17 Rae1 Qd6 18 b4 Kb8 19 g3 Nd5 20 b5?! Nb6 21 Bd3 Nd7 22 R5e2 Nf6 23 Nxcg6 hxg6 24 bxc6 Qxc6 25 Qxc6 bxc6, and Black's chances were preferable in Tal-Larsen, Riga 1979.]

However, 8 Be4 gives Black more chances than 8 Be2. For example, 8 Be2 Bd6 9 Bg3 Qc7 10 0-0 Nd7 11 c4 0-0-0 12 b4 Bxc3 13 hxg3 Bg4 14 Qb3 favored White

in Klovans-Konstantinopolsky, corr. 1968/69. In Davies-Muse, Solingen 1988, Black tried 8...Na6, but after 9 0-0 Nc7 10 c4 Bd6 11 Bg3 Qd7 12 Re1 Bxg3 13 hxg3 0-0-0 14 Qa4 Kb8 15 Rad1 Rhg8 16 b4 h5 17 Qb3 Bg4 18 a4 Qd6 19 b5 c5 20 Qe3 cxd4 21 Rxd4, White enjoyed a clear advantage.

2.c.) 7...Qb6!? is possible, when White does best to sacrifice a pawn by 8 Bd3! Bxd3 9 Qxd3 Qxb2 10 0-0, with a huge lead in development. This position would be extremely difficult for Black.

3) 7 Nh4 Bg6 [7...Be4!? 8 f3 Bg6] 8 Nxg6 hxg6 9 Be2 e6 10 Bf4 Bd6 gives Black no problems. More interesting was Murey-Pasman, in which Murey made a serious attempt to achieve an edge after 7 Nh4 Bg6 8 g3 Qd5 9 Bg2 Qc4 10 Nxg6 hxg6 11 d5. However, Pasman defended ingeniously with 11...Rh5 12 b3 Qa6 13 c4 cxd5 14 Bxd5 Nc6 15 0-0 0-0-0 16 Qf3 Ne5 17 Qc3 e6 18 Be4 Bc5 19 Be3 Rd3!. Eventually the game was drawn in 113 moves. It seems clear that the strengthening of Black's pawn formation compensates him for the loss of the two Bishops.

4) 7 c3 Qc7 8 Bc4 e6 9 Qe2 Be7 10 Nh4 Bg6 11 f4 f5 12 Nf3 Bh5 13 Qf2 Bxf3 14 Qxf3 h5 is comfortable for Black.

5) 7 g3 Qd5 8 Be2 Bh3 9 Be3 e6 10 c4 Qe4?! [10...Bb4+ 11 Bd2

Bxd2+ 12 Qxd2 Qe4 offers Black an easy game.] 11 Qb3 Na6 12 0-0-0 Bf5?? 13 Nd2, 1-0, Ernst-Pirrot, Lugano 1987.

7 ... Bg6

Black's main alternative, and the subject of some confusion, is 7...Bxd3. The confusion is easy to understand... many analysts say that Black must play 7...Bg6, while others say that 7...Bxd3 is a perfectly acceptable way to play the position! After 7...Bxd3 8 Qxd3 Nd7 [Or 8...Qc7 9 Be3 e6 10 0-0-0 Nd7 11 c4 0-0-0 12 Kb1 Kb8 13 Qc2 h5 14 g3 Bh6 15 Rhe1 Nb6 16 b3, when White has a small but nagging edge, Raaste-Ceitlin, Lodz 1980.] 9 0-0 e6 10 c4 Qc7 11 d5! 0-0-0 12 dxe6 fxe6 13 Qe2, Peters says, "Black's King is out of the line of fire, but Black's e-pawn will be a target which White can attack again with Nf3-d4 or Rf1-e1. Black really misses his Queen Bishop! If Black plays ...e6-e5, White's Knight will settle on f5, the square formerly occupied by Black's Queen Bishop." Unfortunately, there are few examples of practical play from this position. In fact, in Barczay-Plachetka, this position was reached and Plachetka did play ...e5 and agreed to a draw. This certainly did nothing to clarify the situation! However, the game Trepp-Rosenlund, Copenhagen 1982, reached the position after 13 Qe2 e5, and White succeeded in showing the superiority of his position: 14 Nh4 Nc5 15 Qf3

Qf7 16 Be3 Ne6 17 Bxa7 c5 18 Qf5 Kc7 19 Nf3 Rg8 20 b4 cxb4 21 Nxe5 Qe7 22 Nf3 b6 23 a4 bxa3 24 Rfe1 Qg7 25 Bxb6+ Kxb6 26 Rxe6+Bd6 27 Rb1+Kc7 28 Qa5+ Kd7 29 Rxd6+ Kxd6 30 Qd5+ Ke7 31 Re1+ Kf8 32 Qxd8+ Kf7 33 Re7+ Kg6 34 Qd3+, 1-0.

Instead of 13 Qe2, White could also play 13 Qe3, but now Peters believes that Black can get counterplay by 13...Bc5! 14 Qxe6 Rde8 15 Qf5 Re2, "and it's far from clear how White will utilize his extra pawn." - Peters. Thus 13 Qe3 is less accurate than 13 Qe2. I must conclude that 7...Bxd3 does indeed lead to an advantage for White.

Does the inferiority of 7...Bxd3 mean that Black is forced to play 7...Bg6? No, he can give serious consideration to the rarely tried 7...Nd7!. Now 8 Bxf5 Qa5+ is comfortable for Black, while 8 0-0 Bg4 should prove adequate. It should be noted that, after 8 c3 Bxd3 9 Qxd3 Qc7, White has been prevented from implementing his most critical plan based on c2-c4 and d4-d5. Similar thought goes behind 8 Bf4 e6 9 Qd2 Bxd3 10 Qxd3 Qa5+ 11 Bd2 Qc7 12 0-0-0 0-0-0, with equal play. As a final thought, Black can even consider 7...Rg8!?

8 0-0

Alternatives have all led to nothing for White:

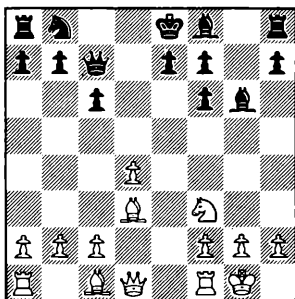
1) 8 Bf4 e6 9 Qd2 Bd6 10

Bg3 Qc7 11 0-0-0 Nd7 12 Rhe1 0-0-0=.

2) 8 Be3 Nd7 9 Qd2 Qc7 [9...Bh5!] 10 0-0-0 e6 11 Bf4 Bd6 12 Bxd6 Qxd6 13 Kb1 0-0-0=, Kholmov-Bronstein, USSR 1980.

3) 8 Bxg6 hxg6 9 Qd3 Na6 10 Bd2 Qd7 11 0-0-0 0-0-0=, Simic-Chandler, Vrsac 1981.

8 ... Qc7



Or 8...e6 9 c4, when 9...Na6 is an improvement suggested by Larsen in lieu of 9...Bd6 10 d5! Qc7 11 dxe6 fxe6 12 Re1 Bf7 13 Bf5 e5 14 Qd3, with a rotten game for Black, Bitman-Rosanov, USSR 1962. After 9...Na6, Larsen says, "with ...Qd8-d7 and ...0-0-0, in some cases ...Bg6-h5 later, with strong threats against d4. Often ...Na6-c7 is also played, defending everything." This sounds very nice, but... 10 Be3 Qd7 11 a3 Nc7 12 Qc2 0-0-0 13 Rfd1 Kb8 14 b4 Bxd3 15 Qxd3 h5 16 Rab1 Qe7 17 a4 a6 18 d5! exd5 19 b5! axb5 20 axb5 cxb5 21 cxb5 Bh6 22 Bxh6!

Rxh6 23 Nd4 Rg6 24 Nc6+ bxc6
25 bxc6+ Kc8 26 Rb8+ Kxb8 27
Qb3+Nb5 28 Qxb5+Kc7 29 Qb7+
Kd6 30 Qb4+, 1-0, Radulov-Mak-
ropoulos, Athens 1981. This game
took the luster off of 9...Na6.

Black was successful with
8...Nd7 9 Bf4 [Usual and good is 9
c4.] 9...Qa5 [9...Bg7!?, with the
idea of ...0-0, may be worth a try
here.] 10 c3 0-0 11 b4 Qh5 12 b5
c5 13 Bxg6 hxg6 14 Qa4 e5 15
dxe5 fxe5 16 Bg3 Bd6 17 Qxa7
Bb8 18 Qa4 f5, 0-1, in Hodgson-
Bronstein, quick play tournament,
London 1976. However, White's
play here was quite awful, and we
must not attach too much impor-
tance to a "blitz" game.

9 c4 Nd7
10 d5! 0-0-0
11 Be3

11 dxc6?? Nc5! wins for
Black.

11 ... e5

11...c5 was given an excla-
mation mark in some Russian
magazines, but no supporting
analysis was offered.

12 Be2 Kb8
13 Rc1 f5

Keene believes that Black
can improve with 13...c5 14 Nh4
f5 15 f4, while Varnusz, Peters
and others all say that White has a
clear advantage. However, Keene
says that Black has an excellent

position after 15...Be7. I'm afraid
the majority wins in this case, since
16 Qe1! remains quite unpleasant
for Black. I showed 15...Be7 to
Peters, who liked 16 g3! Bxh4 17
gxh4 Rhg8 18 Kh1, when the
threats of 19 h5 and 19 fxe5 are
very strong.

14 c5! Nxc5

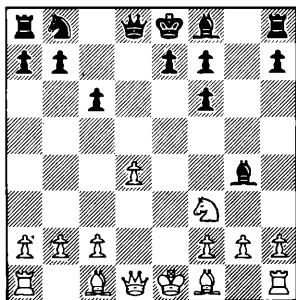
14...cxd5 15 c6! bxc6 16 Bb5
d4 17 Rxc6 Qa5 18 Nxd4 leads to
a winning attack for White, and
14...f4 15 d6 Qc8 16 Bd2 Be4 17
Ng5 Bd5 18 Bf3 is also hopeless.
Analysis by Minev.

15 Bxc5!

White has a won game. Radu-
lov-Larsen, Hastings 1972/73,
continued 15...e4 16 Bd4! exf3 17
Bxh8 fxe2 18 Qxe2 Bd6 19 Bf6
Bxh2+ 20 Kh1 Bf4 21 Rc4!, 1-0.

To sum up 6...Bf5, I can say
that 7 Bf4 offers White some
chances for a small advantage. If
White plays the theoretically criti-
cal 7 Bd3, Black should avoid
7...Bxd3, which appears dubious.
The other main choice, 7...Bg6,
may hold White to just a small
advantage, due to 11...c5!?, but if
I had to cast a vote, it would go to
7...Nd7!. In that case Black should
be able to achieve a reasonable
position. Thus the often maligned
6...Bf5 is not as bad as it has been
made out to be.

H.4. 6 ... Bg4



The most popular and widely recommended move.

7 Be2

The sanest response. Many other moves are possible, though:

1) 7 Bf4 Bxf3 8 Qxf3 Qxd4? 9 Rd1 Qb6 10 Bd3 Nd7 11 0-0 0-0 12 Qh5! e5 13 Bg3 Bd6 14 Bf5!, 1-0. Black does not need to be so greedy, though.

2) 7 Be3 Na6 [Black can also play 7...Nd7 8 Bc4 e6 9 Qd2 Nb6 10 Bb3 Nd5 11 0-0-0 a5 12 a3 a4 13 Ba2 h5, with advantage to Black in Dubinin-Flohr, Moscow 1944, or 7...e6 8 Be2 Nd7 9 0-0 Rg8 10 Kh1 Qa5 11 c4 0-0-0 12 c5! e5 13 Qb1!, Kr. Georgiev-Quendro, Thessaloniki 1988, and now, instead of 13...exd4? 14 b4 Qc7 15 Nxd4 Nc5 16 f3, which led to a clear advantage for White, Black should play 13...f5! 14 b4 Qc7, with chances for both sides- Kr. Georgiev.] 8 Bc4 e6 9 h3 Bh5 10 Qd2?! Bxf3 11 gxf3 Nc7, and

Black has the preferable position, Hoen-Vranesic, Malta 1980.

3) 7 c3 gives Black good play with either 7...Qc7 8 Bd3 e6 9 Be3 Nd7 10 h3 Bh5 11 g4 Bg6 12 h4 0-0-0, Kenalin-Nimzovich, or 7...Nd7 8 Bc4 Nb6 9 Bb3 Qc7! 10 Qc2 Bg7 11 Qe4 f5 12 Qf4 Qxf4 13 Bxf4 Bxf3 14 gxf3 Nd5 15 Bxd5 cxd5, Ciocaltea-Szabo, 1954.

Black also stands comfortably after 7...e6 8 Qb3 [Or 8 Bc4 Bd6 9 Be3 Nd7 10 Qe2 Qa5 11 0-0-0 0-0-0 12 h3 Bh5 13 g4 Bg6 14 Nd2? Qxc3+! 15 bxc3 Ba3 mate, Romanovsky-Zubarev, USSR 1930. An amusing little helpmate!] 8...Qb6 9 Be2 Bd6. The continuation was: 10 c4 Nd7 11 Be3 0-0-0 12 Qxb6 axb6 13 a3 Rhg8 14 g3 Bc7 15 0-0-0 f5 16 h3 Bh5 17 d5 Nc5 18 Bxc5 bxc5 19 dxc6 bxc6 20 Rxd8+ Rxd8 21 Rd1 e5 22 Rxd8+ Kxd8 23 Kd1 Ke7 24 Nh4 Bg6 25 Nxc6 hxc6 26 h4 e4 27 h5 Kf6 28 hxc6 fxc6 29 b4 Ke5 30 Ke1 Kd4 31 Kf1 g5 32 bxc5 g4 33 Kg2 Kxc5 34 a4 Kb4 35 Bf1 c5 36 Be2 Kxa4 37 Bf1 Kb4 38 Be2 Kc3 39 Kf1 Kd2, 0-1, Kengis-Ermenkov, Riga 1981.

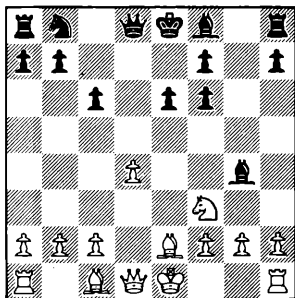
4) 7 Bc4 Rg8 0-0 e6 [Larsen suggests 8...Qc7! =] 9 Bf4 Bd6 10 Bg3 f5 11 Qd3 Bxf3 12 Qxf3 Bxg3 13 hxc3 Qxd4 14 Qb3!, with compensation, Boleslavsky-Khavin, USSR 1940.

5) 7 g3 e6 8 Bg2 Nd7 9 0-0 Bg7! [9...Nb6? 10 Qd3 Nd5 11 a3

Bd6 12 Re1 Ne7 13 b4 a5 14 b5 Bf5 15 Qe2 cxb5 16 Nh4 Qd7 17 d5! is bad for Black, Romanovsky-Flohr, USSR 1945.] 10 Re1 0-0 11 Be3 Re8 12 Qc1 Nf8 =, Konstantinopolsky-Flohr, Moscow 1945.

After 7 Be2, Black has H.4.a. 7...e6 and H.4.b. 7...Qc7.

H.4.a. 7 ... e6



Larsen's recommendation of 7...Na6!? transposes into lines from the Chapter discussing 6 Be2. After 7...Na6, the continuation could be 8 0-0 Nc7 9 c4 Qd7 10 Qb3!, Bronstein-Flohr, Kiev 1944, with the idea of Bc1-e3 and an eventual d4-d5 advance. Instead the game Jangarber-Kopilov, USSR 1968, continued 10 Be3 Bg7 11 Nh4 f5 12 h3 Bxe2 13 Qxe2 f4! 14 Bxf4 Ne6 15 Be3 Nxd4 16 Qh5 0-0-0 17 Qxf7 Ne2+ 18 Kh1 Bxb2 19 Rae1 Rdf8 20 Qh5 Nf4 21 Qg4 Qxg4 22 hxg4 Ng6 23 g3 Ne5 24 Bxa7 Rhg8 25 Nf5 Rxg4 26 Ne3 Rg6 27 Re2 Nf3 28 Kg2 Nh4+ 29 Kh3 Nf3 30 Rh1 Bd4 31 Bxd4 Nxd4, and

the game was soon drawn.

8 Bf4

A delicate moment for White, who has tried many different continuations in his never-ending quest for advantage:

1) 8 c3 Nd7 [8...Bd6 9 Bh6 Nd7 10 Qd2 Qc7 11 h3 Bh5 12 0-0-0 Bg6 13 Nh4 Qa5 14 Bc4 0-0-0 15 Bf4 Bxf4 16 Qxf4 Qg5, and Black held the ending in Rozentalis-Brestian, Trnava 1988.] 9 Nh4 Bxe2 10 Qxe2 Qa5 11 0-0 0-0-0 12 Be3 Rg8 13 a3 f5 14 Nf3 Qd5, with a complicated game with chances for both sides, Yanofsky-Szabo, Dallas 1957.

2) 8 Be3 Nd7 9 0-0 Bd6?! [9...Qc7, with the possibility of quick Queenside castling, is more flexible.] 10 c4 f5? [Leaving the King in the center like this when White is ready for a d4-d5 break is very risky.] 11 d5! cxd5 12 cxd5 e5 13 Nd2! Bxe2 14 Qxe2 Qe7 15 Qh5! Qf6 [Completely mistaken is 15...f4 16 Bxf4 exf4 17 Rfe1 Ne5 18 Nf3 Rg8 19 Nxe5 Rg5 20 Qxg5 Qxg5 21 Nf3+, winning-Sokolsky.] 16 f4! Qg6 17 Qh3 e4 18 Nc4 Bc7 19 Bd4 Rg8 20 Ne3 Bb6 21 Bxb6 Qxb6 22 Rac1! Nf6 23 Kh1 Ng4 24 Nxc4 Rxc4 25 Qc3 Kf8 26 Qe5! Qg6 27 d6 Re8 28 Qh8+ Qg8 29 d7!!, 1-0, Sokolsky-Bronstein, Moscow 1944. An instructive game from White's point of view.

3) 8 0-0 Bd6 [Inaccurate is 8...Nd7 9 c4! Nb6 10 b3 Bg7 11 Be3 Qc7 12 Nh4 Bxe2 13 Qxe2 f5?! 14 Rad1 0-0-0 15 Nf3 h5?! 16 a4! Nd7 17 d5! e5 18 Ng5 Nf6 19 d6! with a winning game for White in Matulovic-Duckstein, Le Havre 1977.] 9 c4 [9 h3 h5!?- Larsen.] 9...Rg8! 10 Kh1 [A good illustration of Black's chances was seen in the game Westman-Walter, Havana Olympiad 1966: 10 Re1 Qc7 11 d5 Na6 12 Be3 0-0-0 13 Qa4 Bh3 14 Bf1 exd5 15 cxd5 Rg4! 16 Qc2 Rdg8 17 dxc6 Bxh2+ 18 Nxh2? (18 Kh1 is forced.) 18...Rxc2+ 19 Bxc2 Rxc2+ 20 Kf1 Rxf2+ 21 Kxf2 Qxh2+ 22 Kf3 Qxc2 23 Rac1 Qg2+ 0-1.] 10...Nd7 [Black must anticipate White's d4-d5 advance, since failure to do so can easily lead to disaster: 10...f5 11 d5 cxd5 12 cxd5 e5 13 Nxe5 Bxe5 14 Re1, Matanovic-Szabo, Portoroz 1958.] 11 d5 Nc5 12 Nd4 f5 13 Bxc4 Rxc4 14 h3 Qf6 15 Nf3 Rxc4 16 dxc6 Ne4 17 cxb7 Rb8 with a very complicated and unclear position, Tringov-Smyslov, Havana 1965.

4) 8 h3! [Recommended by Larsen in ECO as White's strongest continuation] 8...Bh5 9 0-0 Bd6 [9...Bg7 10 Bf4 0-0 11 c4 is good for White. 9...Qc7!?, followed by ...Nb8-d7 and ...0-0-0 seems better.] 10 Be3 Nd7 11 c4 Bg6 [Once again Black should play 11...Qc7!? and ...0-0-0.] 12 d5! exd5 [12...cxd5 13 cxd5 e5 14 Qb3 b6 15 Bb5 is good for White-Tringov.] 13 cxd5 c5 14 Bh6 Qa5

15 Nd2 0-0-0 16 Nc4 Qc7 17 Qa4. White's advantage is clear, Tringov-Opocensky, Bratislava 1957. I see no reason why 8 h3 should grant White the great advantage that so many theorists say it does. If Black prepares for quick queen-side castling, he should have reasonable chances for equality.

8 ... Bd6

Less natural but playable is 8...Nd7 9 0-0 [Or 9 Qd2 Nb6 10 0-0 Nd5 11 Bh6 Bxh6 12 Qxh6 Bxf3 13 Bxf3 Qe7! =.] 9...Nb6 10 Re1 [10 Bg3 h5?! (10...Bd6=) 11 h3 Bxf3 12 Bxf3 h4 13 Bh2 Bd6 14 Bxd6 Qxd6 15 c3 0-0-0 16 a4 is a tad better for White, Varnusz-Bilek, Hungary ch. 1958.] 10...Bd6 11 Bg3! Bxc3 12 hxg3 Qd5 13 c3 h5 14 Qc1! 0-0-0 15 a4 Bxf3 16 Bxf3 Qg5 17 a5 Qxc1 18 Raxc1 Nd5 =, Bronstein-Flohr, USSR 1945.

9 Qd2

9 Bg3 Qc7 10 Nd2 [10 0-0 Nd7 11 c4 Bxc3 (11...0-0-0 offers equal play, according to Konstantinopolsky.) 12 hxg3 0-0-0 13 Qa4 Kb8 14 c5! f5?! 15 b4! Nf6 16 b5, with an attack in Martin-Bellon, Spain ch. 1976. Better was 14...e5!, with even chances.] 10...Bf5 11 Nc4 Bxc3 12 hxg3 Nd7 13 Bd3 Bxd3 14 Qxd3 0-0-0 15 0-0-0 Ne5!, with equality in Averbakh-Simagin, USSR 1946.

9 ... Qc7

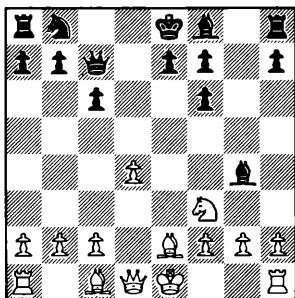
Not as good is 9...Bxf4 10 Qxf4 Bxf3 11 Bxf3 Nd7 12 0-0 Qb8 13 Qh4, and White's well-placed Queen and strong Bishop gives him an edge, Gurgenedze-Bagirov, Tbilisi 1972.

10 Bxd6 Qxd6
11 c4 Nd7
12 0-0 0-0!
13 Rad1 Kh8

Larsen evaluates this position as unclear.

One gets the impression that Black should be able to equalize after 7...e6 with careful play.

H.4.b. 7 ... Qc7



Given as best by many sources.

8 Be3

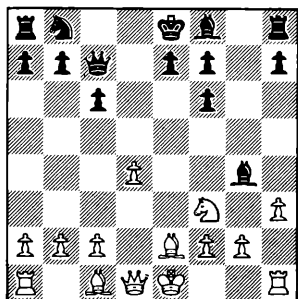
It's hard to point to one move and call it the "main" line since many different moves have been tried here with great frequency:

1) 8 c3 Nd7 9 Qa4 e6 10 Bd2 [10 0-0 Rg8 11 Be3 Nb6 =.] 10...Rg8 11 0-0-0 Bf5! 12 Nh4 [12 Rde1 Rg4! 13 h3 Re4 14 Qb3 (14 g4 Bg6 15 Nh4 Nc5! 16 Qd1 Rxe2 17 dxc5 Rxd2 18 Qxd2 Rd8 19 Qe3 Rd3! is winning for Black.) 14...0-0-0 15 Be3 c5! and Black has a clear advantage.] 12...Be4 13 f3 b5! 14 Qb3 Bd5 is unclear, with chances for both sides, Levenfish-Konstantinopolsky, USSR 1947.

2) 8 Nh4 Bxe2 9 Qxe2 Nd7 [A little risky but perhaps playable is 9...Qa5+ 10 Bd2 (The simple 10 c3, guarding d4, makes more sense.) 10...Qd5 11 Bf4 Nd7 12 0-0 Qxd4 13 Bg3 0-0-0 14 Rfd1 Qc5 15 b4 Qxb4 16 Qh5 Qc4 17 Qa5 e5 18 Qxa7 Bc5 19 Qa8+ Kc7 20 Rxd7+ Kxd7 21 Qxb7+ Ke6 22 Qxc6+ Rd6 23 Qf3 Qxc2 24 Qg4+ f5 25 Qh5 Rhd8, 0-1, Barczay-Karlsson.] 10 0-0 [10 Qh5 Qd6 11 0-0 Qd5 is nothing for White. A dubious idea with his King still in the center is 10 g3 0-0-0 11 Qh5, as it creates light-square weaknesses and wastes time. After 11...e5!, Black already takes over the initiative. The game Mengarini-Remlinger, NY 1985, continued 12 Qxf7 exd4 13 0-0 c5 14 Re1 Qc6 15 Nf5 Ne5 16 Rxe5 fxe5 17 Bg5 Qd7 18 Qxd7+ Rxd7, and Black won in a few more moves.] 10...e6 11 c4 0-0-0 12 g3 [12 Nf3 Rg8 13 Bd2 c5 14 Be3 Qc6 15 g3 Qe4 16 Nd2 Qg4 led to equality in Hecht-Smyslov, Hamburg 1965. Also adequate for Black is 12 Rb1 c5! 13 dxc5 Nxc5 14 Be3 Rg8 15

b4 Ne4 16 Qc2 f5.] 12...h5 [12...Rg8 13 d5! Qe5 14 Qf3 cxd5 15 Bf4 was clearly in White's favor in Matanovic-Ciric, Yugoslavia 1962.] 13 d5 Re8 14 Bf4 Bd6 15 Bxd6 Qxd6 16 dxc6 Qxc6 17 b4 Ne5 18 c5 Rd8, Gurgenzidze-Savon, USSR ch. 1962. "Unclear" is the usual assessment here.

3) 8 h3

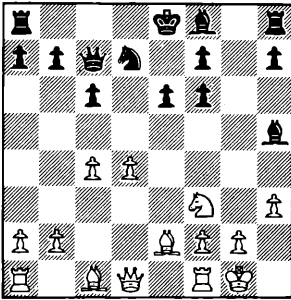


A very popular move that demands accurate play from Black. Let's first deal with 8...Bf5, Black's weakest alternative. Peters says 8...Bf5 is "risky due to 9 Nh4 Bg6 10 0-0 with threats of 11 f4 f5 12 g4!?" as well as 11 c4 and 12 d5." Actual examples with 8...Bf5 are 9 c4 [9 Bd3 Rg8 10 Bxf5 Qa5+ 11 b4 Qxf5 12 Qe2 e6 13 Kf1 b5 14 c4 bxc4 15 Qxc4 Bd6 16 Ne1 Qd5 17 Qxd5 cxd5 favored Black in Prandstetter-Plachetka, but White's play was rather lame.] 9...Nd7 10 0-0 Rg8? 11 Nh4 Bg6 12 Nxg6 hxg6 13 d5 with a significant advantage for

White in Smyslov-Ratner, USSR 1945.

With 8...Bf5 thrown by the wayside, we can inspect a much more sensible move, namely 8...Bh5. White has gained the free move h2-h3, but in some cases this could amount to a weakening of the White Kingside. A good example of White's strategy is 9 c3 Nd7 10 Nh4 Bxe2 [10...Bg6!? seems quite reasonable here.] 11 Qxe2 e6 12 0-0-0-0 13 Be3 Rg8 [13...Bd6 or 13...Be7, followed by ...f6-f5, looks better.] 14 c4 f5 15 d5! c5? [15...Bc5.] 16 Rad1 Be7 17 Nf3 e5 18 d6! Bxd6 19 Qd3 Qc6 20 Qxf5 turned out very poorly for Black in Rizzo Marina-Ciric, Volksbank Open 1988. For Black, we will sneak a peek at 9 Be3 Nd7 10 Qd2 e6 11 0-0-0-0-0 12 Rhe1 Nb6 13 c4 Bg6 14 Nh4 a6 15 Nxg6 hxg6 16 Qa5 Be7 17 Kb1 Rd7 18 Rc1 Rhd8 19 Red1 f5 20 b4 f4 21 Bxf4 Qxf4 22 Qxb6 Rxd4 23 Rxd4 Rxd4 24 Rc2 Qxf2 25 c5? Qe1+, 0-1. Neither of these lines of play are critical, but they do illustrate some typical plans for both sides. The Rizzo Marina game demonstrates a typical central breakthrough by White in conjunction with play against the weakened light squares in Black's camp after the trade of light-squared Bishops. The second example with 9 Be3 shows how Black can generate play against White's pawn at d4.

An important position for the theory of 6...Bg4 arises from 8...Bh5 9 0-0 e6! 10 c4 Nd7.



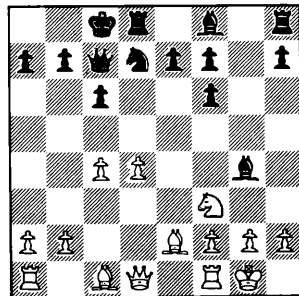
Now the central break 11 d5 0-0-0! is critical. If 12 Nd4 Bg6 13 dxc6?, then 13...Ne5! wins material for Black. On 12 dxc6 bxc6, Peters assesses the position as equal. In McKelvie-Benjamin, White delayed the d4-d5 advance and played 11 Be3 instead. That game went 11...0-0-0 12 Qa4 Kb8 13 b4 Rg8 14 Rfd1 Bd6 15 Rd3 Nb6 16 Qb3 Bf4 17 b5 Bxe3 18 Rxe3 c5 19 dxc5 Qxc5 [Black has a good position here, but he goes on to overreach and lose.] 20 a4 Nd7 21 Rd1 Bxf3 22 Rxf3 Ne5 23 Rxd8+ Rxd8 24 Rxf6 Rd2 25 Bf1 Qd4 26 Qg3 Rd1 27 Rxf7 a5 28 b6 Rxf1+ 29 Kh2 Qxb6 30 Qxe5+ Ka7 31 Rf8 Rc1 32 Qb8+ Ka6 33 Rd8 Rxc4 34 Rd6 Rc6 35 Qa8+ Qa7 36 Rc6+ bxc6 37 Qxc6+ Qb6 38 Qa8+ Qa7 39 Qxa7+ Kxa7 40 g4 Kb6 41 g5 Kc5 42 h4 Kd5 43 Kg3, 1-0.

Inferior to 9...e6! is 9...Nd7?! 10 d5! Rd8 [10...0-0-0 11 Qd4 c5 12 Qa4 and 13 Bf4 is strong for White-Larsen.] 11 c4 Nb6 12 Be3 Bxf3 13 Bxb6 axb6 14 Bxf3 cxd5 15 cxd5 Bh6 16 Qa4+ Kf8 17

Rfe1, Smyslov-Pachman, Amsterdam 1964. White's Rooks are more active. Add this to the poor state of Black's pawns and the uncomfortable state of his King, and it becomes clear that White has a very comfortable advantage.

The best reply to 8 h3 may be 8...Bxf3! 9 Bxf3 Nd7, which allows Black to develop quickly. For example: 10 c4 0-0-0 11 0-0 Ne5! 12 Be2 Ng6 13 Qa4 Rg8 14 Qxa7 Nh4 15 g4 h5 16 Bd2 hxg4 17 hxg4 Bh6! 18 Bxh6 [18 Ba5 Qf4 gives Black a strong attack.] 18...Rh8 19 d5 [19 Be3? Nf5! wins for Black.] 19...Rxb6 20 Rfd1 Ng6 21 Bf3 Qh2+ 22 Kf1 Qh3+ 23 Bg2 Qxg4 24 Qa8+ Kc7 25 Qxd8+?? [25 Qa5+ draws.] 25...Kxd8 26 dxc6+ Kc7 27 Rd7+ Kb6 28 cxb7 Rh8, 0-1, Popovic-Campora, Vrsac 1981.

4) 8 0-0 Nd7 9 c4 0-0-0 has failed to garner any advantage for White. The possibilities:



4.a.) 10 d5 Rg8 11 Be3 c5 12 Nh4 Ne5 [Black has good

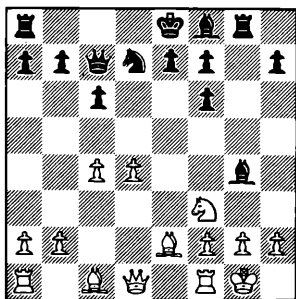
chances.] 13 Bf4 Bd7 14 Bg3 f5 Qd2 e6 16 Rfd1 Bd6 17 Kh1 Ng4 18 dxe6 Ba4! 19 e7 Rd7 20 Bxg4 Bxg3 21 Qg5 Rxc4 22 e8=Q+ Qd8 23 Qxd8+ Kxd8 24 Rxd7+ Bxd7 25 Nf3?! Rxc4 26 hxg3 Rxc4 27 Rd1 f6 is winning for Black.

4.b.) 10 Be3 Rg8 11 Qa4 Kb8 12 Rfd1 e6 13 b4 f5 14 d5 c5, and Black is all right, Goldenov-Konstantinopolsky, USSR 1937.

4.c.) 10 Qa4 Rg8 11 Kh1 Kb8 12 Be3 e6 13 b4 f5! 14 g3 Nf6 15 Rfd1 Ne4 16 Rac1 Bd6, with plenty of counterplay for Black, Loko-shko-Somov, corr. 1976-78.

4.d.) 10 h3 Bh5 11 Qa4 Kb8 12 Be3 e6 13 b4 f5! 14 Rad1 Bd6 15 Rd3 Nf6, with chances for both sides.

Black can also try 9...Rg8.

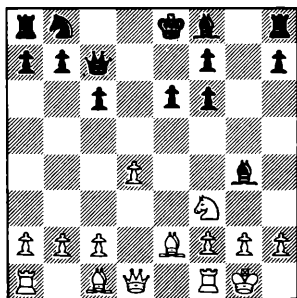


When Black postpones...e7-e6, White's advanced d4-d5 usually gains in strength. In this case, though, Black intends ...e7-e5. In Matanovich-Pachman, Vienna

1957, Black managed to equalize after 9...Rg8 10 d5 e5 11 Nh4 Bxe2 12 Qxe2 cxd5 13 cxd5 Nb6 14 Be3 Qc4. If White varies with 10 Kh1, Black gets good play by 10...0-0-0 11 Qa4 Kb8 12 Be3 f5 13 d5 c5 14 b4 e5 15 Rab1 f4. Finally, 10 Be3 0-0-0 11 Qa4 e5? 12 Rfe1 e4 13 Nh4 Bd6 14 g3 Bh3 15 Bf1 favored White in Levenfish-Konstantinopolsky, USSR 1949, but Black should answer 11...Kb8 12 Rfd1 e6, transposing to the Goldenov-Konstantinopolsky game quoted above.

Nor can White achieve much with alternatives to 8 0-0 Nd7 9 c4. Black meets 9 h3 by 9...h5!, while 9 Nh4 Bxe2 transposes to lines with 8 Nh4. And 9 Re1 e6 10 Nh4 Bxe2 11 Qxe2 0-0-0 12 c4 Rg8 13 Bd2 f5, followed by ...Nd7-f6-e4, is also satisfactory for Black.

It is less accurate for Black to answer 8 0-0 with 8...e6.



Although 9 h3 Bf5 10 c4 Nd7 11 d5 0-0-0 12 Qa4 Kb8 13 dxc6 Nc5! 14 Qb4 Rg8 15 Kh1 Qxc6 16 Bf4+ e5 17 Be3 Ne6 18 Qb5 Qc8

19 Ng1 Nd4 was clearly better for Black in Zaitsev-Konstantinopolsky, USSR 1952, White can improve by 9 Nh4!, when 9... Bxe2 10 Qxe2 Nd7 11 c4 0-0-0 12 g3! [12 Be3 Be7!? plans ...f6-f5] Kb8, Jansa-Skembris, Bor 1983, is a little better for White after 14 Rfd1 Bd6 15 d5!, according to Jansa.

After 8 0-0 e6, the natural 9 c4 worked well in Mujic-Cajzler, Pula 1987: 9...Bd6 10 h3 Bh5 11 Bd2 Nd7 12 Re1 0-0 13 Qb3 b6 14 Ne5! Bg6 15 Nxd7 Qxd7 16 Bh6 Rfe8 17 h4 Kh8 18 Bg4 [Black is positionally squashed. The finish is instructive, though.] 18...f5 19 Bf3 f6 20 h5 Bf7 21 Qc3 Bf8 22 Bf4 Rac8 23 h6 Be7 24 Rad1 Rg8 25 Rd2 Rg6 26 Rde2 Rcg8 27 d5 cxd5 28 cxd5 e5 29 Rxe5! Bd6 30 Re6! Bxe6 31 dxe6 Qe7 32 Bxd6 Qxd6 33 e7 Re8 34 Qc6!, 1-0. However, 9...Nd7 10 c5 0-0-0 11 b4 Rg8 gives chances for both sides. And 9...Nd7 10 d5 can be answered by 10...c5!? 11 Be3 Bd6 12 h3 h5 13 Qc2 0-0-0 14 Rad1 Bf5 15 Bd3 Bxd3 16 Qxd3 Ne5 17 Nxe5 Bxe5, with equality, Michimata-Campora, 1981, or by 10...0-0-0 11 dxe6 Ne5 12 Nd2 Bxe6 13 Qa4 Rg8 14 Ne4? Bxc4!, and White is lost, as 15 Bxc4? Nf3+ mates, Chiburdanidze-Short, Dortmund 1983.

5) 8 Qd2 Nd7 9 Qf4 Qxf4 10 Bxf4 Nb6 is a rather lame plan that offers White nothing at all, Arnstein-Semenov, USSR 1962.

6) 8 Qd3 e6 9 Nd2 Bxe2 [9...h5! is much stronger.] 10 Qxe2 h5 11 h4?! Nd7 12 Nc4 0-0-0 13 Bd2? Nb6 14 Nxb6+ Qxb6 15 Bc3 Bb4 16 Bxb4 Qxb4+17 c3 Qa5 18 0-0 Rdg8 19 b4 Qf5 20 f3 Qf4 21 b5 cxb5 22 a4 b4 23 Rfc1 Kb8 24 Rab1 Rc8! 25 Qb5 Rxc3! 26 Rd1 Rg8, and Black won without difficulty, S. Rubin-Silman, American Open 1986.

8 ... Nd7

Simplest, though Black can also play 8...e6: 9 c4 [9 Qd2 Bd6 10 0-0-0 Nd7 11 Kb1 0-0-0 12 h3 Bh5 13 g4 Bg6 14 Nh4 f5! 15 gxf5 exf5 16 Ng2 Nf6 17 Bf3 Ne4, Yates-Nimzovich, 1910. Black stands well.] 9...Bb4+. [9...Nd7 transposes back to our main lines beginning with 8...Nd7.] 10 Kf1!? [an idea of Larsen.] 10...Nd7?! [Black should bring the Bishop home by 10...Be7, when his position must be all right.] 11 c5 Qd8 12 a3 Ba5 13 b4 Bc7 14 Qb3. White has the edge here.

9 c4

Other moves don't offer much:

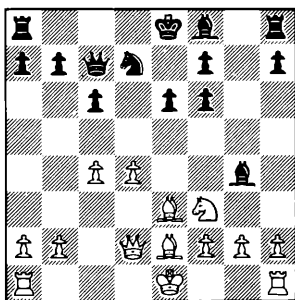
1) 9 h3 Bf5 10 Nh4 Bg6 11 Bc4 e6 12 Qe2 0-0-0 13 0-0-0, Keres-Konstantinopolsky, USSR ch. 1952, 13...Nb6 14 Bb3 Nd5, with chances for both sides, is much better than the actual game continuation of 13...Be4 14 Bb3! Be7 15 f3 Bg6 16 g4 f5 17 Ng2

fxg4 18 hxg4 Bd6 19 Qd2, when White had a clear advantage.

2) 9 Qd2 0-0-0 10 0-0-0 Rg8 11 Bf4 Qb6 12 Qd3 Be6, unclear, Gufeld-Bronstein, USSR 1959.

3) 9 c3 e6 10 Nd2 Bxe2 [10...Bf5!?] 11 Qxe2 0-0-0 [11...Qa5!, with the idea of 12 Nc4 Qd5 or 12 a4 Rg8, is interesting.] 12 0-0-0 Qa5 13 Kb1 Be7 [And here 13...h5 seems to be more accurate.] 14 Nb3 Qf5+ 15 Ka1 Rhg8 16 g3 was just a tad better for White in Prieditis-R.Larsen, corr. 1974-76.

9 ... e6
10 Qd2



White plans to castle Queen-side and slowly utilize his advantage in space. Kingside castling in this position is rather double-edged, since White would be castling right into Black's attack: 10 0-0 Rg8 11 Re1 Bd6 [It is probably more accurate to play 11...0-0-0 first, since in that case White will not gain a later tempo by attacking

Black's Bishop with c4-c5.] 12 g3 0-0-0 13 c5 Be7 14 b4? [14 Qa4 looks good.] Ne5 15 Bf4?? Nxf3+ 16 Kh1 [Not what White originally had in mind, but 16 Bxf3 is met by the crushing 16...Qxf4!] 16...e5 17 Bxf3 Bxf3+ 18 Qxf3 exf4, and White uselessly played on for awhile before resigning in Oswald-Roos.

Another plan is for White to trade the light-squared Bishops and then try to demonstrate that Black has some weaknesses on the light squares: 10 Nd2 Bxe2 11 Qxe2 f5 12 d5 [On 12 g3, Black should play 12...Nf6] 12...0-0-0 13 Bd4 Rg8 14 dxe6 fxe6 15 0-0-0 e5!, Taimanov-Flohr, USSR ch. 1948. Black has pressure on g2, and his center pawns grab space and contain the White minor pieces. On the other hand, White hopes to show that these same center pawns are weaknesses. I would say the chances are dynamically balanced.

Besides 10 Qd2, which, as I have said earlier, prepares Queen-side castling and prevents 10 ...Bb4+, White can try two other Queen moves with the same basic goals, though White can always revert to the old plan of a Queen-side attack if he so wishes:

1) 10 Qb3 0-0-0 11 Rc1!?! [11 0-0-0 is usual.] 11...Qb6?! [A passive reply. Better is 11...Bd6! 12 d5 Ne5, with sharp play, according to Voronkov.] 12 Qxb6 axb6 13 Nd2! Bxe2 14 Kxe2 Be7 15 Rhd1. This ending offers chances only to White, due to his superior

pawn structure, Taimanov-Flohr, USSR 1948.

2) 10 Qa4 [On top of its other virtues, this move also temporarily prevents Black from castling Queenside.] 10...Rg8 11 h3 Bh5 12 0-0 Bd6 13 b4 Bf4 14 Qb3 0-0-0 15 a4 f5 16 Rfb1 Rg7 17 Bd1 Rdg8 18 Ne1 Bxe3 19 Qxe3 f4 20 Qb3 Bg6 21 Rb2 Be4 22 Bf3! f5 23 Re2 Nf6 24 Rd1 Rg5, and Black's threat of ...Qc7-g7 or even ...Rg8-g6 and then ...Qc7-g7 leaves White with serious problems to solve, Abroshin-Konstantinopolsky, corr. 1952-1954.

10 ... 0-0-0
11 Qc3 c5?!

I don't like this. Black should play 11...Rg8!. Then 12 0-0-0 f5 13 g3 Nf6 is adequate.

12 0-0-0 Bd6
13 Rd2 Rhg8
14 g3 Qc6

Peters suggests 14....f5!?, intending 15...f4

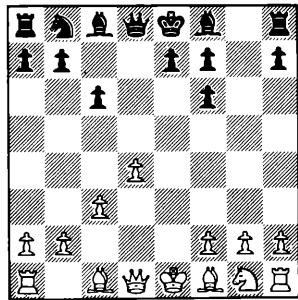
15 d5 Qa6
16 dxe6 fxe6
17 Rhd1

Black's position is under pressure, Kholmov-Seoev, USSR 1979.

The opinion of many players is that 6 Nf3 makes life easy for Black. The variations just given, though, show that Black must

overcome several positional hurdles. The various White plans based on a quick d4-d5 advance, a trade of light-squared Bishops followed by a strategy of light square domination, or simple development with the hope of making use of his space advantage, are all dangerous in their own way. In all these cases, Black must tread very carefully if he is to gain equality.

I. 6 c3



This move was originally recommended in 1930 by Nimzovich, and today it is considered White's most flexible choice. By playing 6 c3, White keeps his options open for certain types of Ng1-f3 systems, the pawn sacrifice line, and most importantly serves as an accurate method of entering systems with g2-g3 and a Kingside fianchetto.

6 ... Bf5

The move usually seen, but Black can also try many other ideas:

1) 6...e5? 7 Bc4 exd4 8 Qb3 Qe7+ 9 Ne2 b5 10 Bd3 Be6 11 Qc2 is much better for White, according to Nimzovich. Black's King has nowhere safe to run, and he is behind in development.

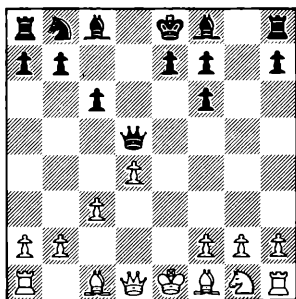
2) 6...e6? 7 Ne2 Nd7 8 Ng3 Nb6 9 Bd3 Qd5 10 0-0 h5 11 Be4 Qd8 12 Nxf5 f5 13 Bf3 Bd6 14 g3. Black does not have any compensation for his lost pawn, Bronstein-Flohr, Groningen 1946.

3) 6...Qc7? 7 Bc4 [7 Qh5!?] 7...e6 [Or 7...Bf5 8 Qf3 Qd7 9 Ne2 Rg8 10 Nf4 Bg4 11 Qe4 Qf5 12 f3 Qxe4 13 fxe4 e5 14 h3! Bd1 15 dxe5 fxe5 16 Nd3 Bh5 17 g4 Bg6 18 Nxe5, and Black was losing in Bonch Osmolovsky-Konstantinopolsky, USSR 1949.] 8 Qh5 c5 9 d5 e5 10 Ne2 Bd6 11 f4 Nd7 12 0-0 a6 13 b3 Nb6 14 fxe5 fxe5 15 Ng3 Nxc4 16 bxc4 b6 17 Ne4 Ra7 18 Rxf7, 1-0, Kaplan-Rossolimo, Puerto Rico 1967.

4) 6...Nd7?! 7 Nf3 [Probably better than 7 Bd3 Nb6 8 Ne2 Bg4 9 0-0 e6 10 Qc2 Bd6.] 7...Nb6 8 g3 Qd5 9 Bg2 Qe4+ 10 Qe2 Qxe2+ 11 Kxe2 [White has the more comfortable endgame.] 11...Bf5 12 b3 0-0-0 13 c4 Be4 14 Be3 e6 15 Nh4 Bxg2 16 Nxc2 Bg7 17 Rad1 f5 18 Nf4 Rhe8 19 Rd3! Bh8 20 Nh5 Nd7 21 Bg5 f6 22 Bh4 Rf8 23 f4!, and Black is under considerable pressure, Bajkov-Zaharov, USSR 1978.

does not pose Black any particular problems: 7...Bg4 8 Be2 Bxe2 9 Qxe2 Qd5 10 Nf3 Rg8 11 c4 Qf5 12 g3 e6 13 Bd2 Nd7 14 0-0-0, and now 14...b5! is strong, since 15 d5 is answered by 15...bxc4 16 dxc6 Nc5, and the upcoming check on d3 will prove rather embarrassing for White.] 7...Nd7 [7...Bf5? is ravaged by 8 Qb3!.] 8 Ne2 Nb6 9 Bb3 [9 Bd3!? Bg4 10 f3.] 9...Bg4 10 h3 Bxe2 [10...Bf5 11 Nf4 h4 12 d5! cxd5?! 13 Nxd5 e6? 14 Ba4+ Nxa4 15 Qxa4+ Qd7 16 Nc7+ is winning for White.] 11 Qxe2 [White has the edge] e6 12 Be3 Qc7 13 0-0-0 h4 14 Qf3 f5 15 g4 hxg3 16 fxg3 Bh6 17 Bxh6 Rxh6 18 g4 fxg4 19 hxg4 Rxh1 20 Rxh1 0-0-0 21 Rh7 Rd7 22 Kb1, Black will suffer for a long time, Wedberg-Eising, Amsterdam 1984.

6) 6...Qd5!?



This is the first 6th move alternative that bears repeating! Now White has:

5) 6...h5?! 7 Bc4! [7 h4?!

6.a.) 7 Nf3 Rg8! 8 Be3 Nd7

9 g3 Nb6 10 b3 Bg4 11 Bg2 e5! 12 dxe5 fxe5 13 h3 Bh5 14 Qxd5 Nxd5 15 Bd2 0-0-0 16 0-0 f6, with the superior position for Black, Ristic-Pasman, Groningen 1977-78.

6.b.) 7 Be3 Rg8 8 Nf3 [White tried to crush Black in the game Filipowicz-Bukic, Banja Luka 1983 by sacrificing some pawns: 8 Ne2 Bg4 9 h3 Bxe2 10 Qxe2 e6 11 0-0-0?! Qxa2 12 Qh5 h6 13 d5 Qa1+ 14 Kc2 Qa4+ 15 Kb1 cxd5 16 Bd3 Nd7 17 Rhe1 Qc6 18 Bd4 Rg5 19 Qc2 0-0-0 20 Bb5 Qc7 21 Bxa7 Bc5 22 Bxd7+ Rxd7 23 Bxc5 Qxc5 24 g4 Rd6 25 f4 Rg8, and White somehow managed to hold on and draw this terrible position in 52 moves. White's idea is not likely to be repeated, though.] 8...Nd7 [This is the same position reached above with 7 Nf3. Now White deviates from 9 g3.] 9 Qb3 Nb6 10 c4?! Qh5 11 0-0-0 Bh6 12 Re1 Be6! 13 Qb4 0-0-0 14 b3 Rd7 15 Nd2 Rgd8, and once again Black had the edge, Kagan-Basman, Birmingham 1977.

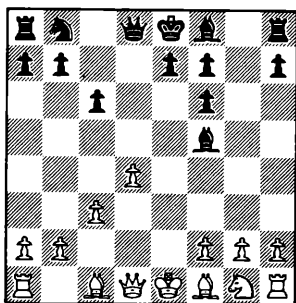
6.c.) 7 Qb3!? Qe4+?! [The simple 7...Nd7 is better, when 8 Bc4? Qxg2 9 Bxf7+ Kd8 wins for Black. The ending after 7...Nd7 8 Qxd5 cxd5 should prove satisfactory.] 8 Ne2 Nd7 9 Be3 Nb6 10 Ng3 Qg6 11 c4! f5 12 Bd3 Bg7 13 0-0-0, and White was way on top in Leonhardt - Nimzovich, Carlsbad 1907.

6.d.) 7 Ne2!? is a very logical

reply to 6...Qd5, but, so far, has not been tried. Black might play 7...e5 [7...Bg4!?] followed by ...Bc8-e6 and ...Nb8-d7, with a complicated position. Interestingly enough, right after I wrote these words, the following was played in Spassky - Seirawan, Barcelona 1989: 7 Ne2 e5 8 Be3 Be6 9 Qc2 Nd7 10 a3 0-0-0 11 0-0-0 Nb6 12 dxe5 Qxd1+ 13 Qxd1 Rxd1+ 14 Kxd1 fxe5 15 Ng3 f5 16 Bd3 e4 17 Be2 c5 18 Nh5, 1/2-1/2. It is clear that Black achieved an excellent position from the opening. To this date, 6...Qd5 has not been refuted, and might prove an excellent way for original players to avoid the main lines that arise after 6...Bf5.

7) 6...b6?! [This is a suggestion of Voronkov. Though the Queen Bishop is rarely placed on the a8-h1 diagonal, Black can achieve a solid position if White does not play aggressively.] 7 Qf3! [Dynamically eyeing the potential weaknesses on f6 and c6. Less good is 7 Nf3 Bb7 8 Bf4 e6 9 Be2 Bd6 10 Bg3 Qc7, when Black stands comfortably.] 7...Qd7 [White answers 7...Qd5!? with 8 Bd3, threatening 9 Be4. The ending after 8...Qxf3 9 Nxf3 is in White's favor, but this may be the best Black has.] 8 Bd3 Ba6 9 Be4, followed by Bc1-f4, with a clear advantage for White.

Now we return to the position after 6...Bf5.



We will take a look at the following White possibilities:

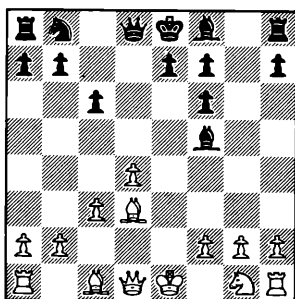
I.1. 7 Qf3; I.2. 7 Bd3; I.3. 7 Qb3; I.4. 7 Bc4; I.5. 7 g3; I.6. Bf4; I.7. 7 Nf3.

White's two most critical ideas will each be given an independent study. For 7 Nf3 followed by g2-g3, see the chapter titled "The White Fianchetto System." For 7 Ne2, see the chapter "The Pawn Sacrifice Variation."

I.1. 7 Qf3 e6
8 Ne2 h5
9 h3 Qd5

Equality. Wade-Pachman, Havana 1963.

I.2. 7 Bd3



In the section on 6 Nf3, this move is an excellent reaction to 6...Bf5, since White intends to blast open the center with the advance c2-c4 and d4-d5. Here 7 Bd3 is not dangerous, since White has played c2-c3, thus ending his hopes of a quick central breakthrough.

7 ... Bg6

At first glance, it looks very attractive to play 7...Qd5. However after 8 Nf3 [Much better than 8 Bxf5 Qxf5 9 Qf3 Qxf3 10 Nxf3 Nd7 11 Bf4 0-0-0 12 0-0 Nb6, Bogolubov-Duras, Mannheim 1914. By continuing with ...e7-e6 and ...Nb6-d5, Black will have no worries at all.] 8...Rg8 9 Bf4!, Black will find it hard to succeed on the Kingside before White uses the exposed position of the Black Queen to gain time for a central breakthrough. The game Zeitlin-I. Ivanov, USSR 1976, continued 9...Nd7 10 0-0 Bg4 11 Be2 0-0-0 12 Bg3h5 13 c4Qf5 14 d5 Bxf3 15 Bxf3 h4! 16 Bxh4 Ne5 17 Be2 e6 18 Qb1! Qf4 19 Bg3 Rxg3 20 hxg3 Qh6 21 dxe6 Bc5 22 Qf5, and Black's threat of 22...Rh8 has been neatly parried by 23 e7+ Kc7 24 Bh5! Bxe7 25 g4.

8 h4?!

This turns out poorly. The sound move is 8 Nf3, with an equal position.

8 ... Qd5!

9 Bxg6 hxg6
 10 Qf3 Bg7
 11 Be3 Nd7
 12 Qxd5 cxd5

S.Nedeljkovic-Bronstein,
 Yugoslavia vs USSR 1957. Black
 has all the chances.

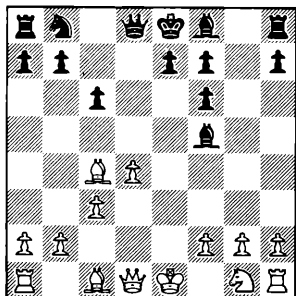
I.3. 7 Qb3 Qc7
 8 Bc4

The only real justification
 to 7 Qb3 would be 8 Bf4. How-
 ever, it simply does not work! e.g.
 8 Bf4?? Qxf4 9 Qxb7 Bh6 10 Nf3
 0-0 11 Qxa8 Qc7 12 d5 Qb6 13
 Bc4 Bc8, Fuderer-Szabo, Gote-
 borg 1955. White is completely
 lost. This relegates 7 Qb3 to the
 "completely harmless" category.

8 ... e6
 9 Nf3 Nd7

Black has no problems.

I.4. 7 Bc4



A reasonable move. If White
 wishes, he will have some oppor-
 tunities to transpose into lines re-

lated to the Pawn Sacrifice Vari-
 ation. It's unclear, though, why he
 would go out of his way to enter
 this line a tempo down via Bf1-c4-
 e2. White's immediate threat is 8
 Qb3, with a simultaneous attack
 on the b- and f-pawns.

7 ... e6
 8 Ne2

The White Queen is not well
 placed after 8 Qf3?!. The game
 Ivanovic-Bronstein, Tallinn 1979,
 continued 8...Nd7 9 Ne2 h5 10
 Nf4 h4 11 Be3 Qc7 12 0-0-0
 0-0-0 13 g4 hxg4 14 hxg3 [14 fxg3
 maintains equality] 14...Rxf1! 15
 Qxf1 [On 15 Rxf1, Bronstein
 gives 15...c5 16 d5 Ne5 17 Qe2
 Be4, winning material, or 16 dxc5
 Ne5 17 Qe2 Qc6, and Black's
 pieces are very well coordinated.]
 15...Qa5! 16 Nd3 Nb6 17 Bb3 Nd5
 18 Qe1 Bg4 19 Rd2 Bd6 20 Kb1
 Rh8 21 Bd1 Bf5, and Black was in
 control of the game.

8 ... h5

Both 8...Bd6? 9 Ng3 Bg6 10
 Bh6, Ujtumen-Hort, Palma de
 Mallorca 1970, and 8...Be4? 9 0-0
 Bd5 10 Bd3 c5 11 c4 Bc6 12 d5!
 exd5 13 cxd5 Qxd5 14 Nf4 are
 miserable for Black. The natural
 8...Nd7 is, of course, quite play-
 able: 9 Ng3 Bg6 10 0-0 [10 h4 h5
 11 Be2 is the pawn sacrifice line
 with a tempo more for Black. 10
 Qf3 Qa5 11 0-0-0-0-0 12 Re1 (12
 Bf4 Be7 {12...h5!}) 13 b4 Qb6 14
 a4 a5! is all right for Black, while

12 Ne4 Bxe4 13 Qxe4 f5 14 Qe2 Bd6 is clearly no threat to the second player.) 12...Bd6 13 Bh6 Rhg8 14 h4 Bxg3 15 fxg3 Bf5! is equal, according to Chess Digest.] 10...Qc7, Pohla-Bronstein, Parnu 1971, and now 11 f4 f5!, with equality, is best. Instead, Black got an edge after 11 a4? 0-0-0 12 Qe2 h5.

9 Ng3 Bg6

Some sources recommend 9...Bg4, but 10 f3 h4 11 fxg4 hxg3 12 h3 is good for White.

10 Qe2

10 h4 is the old pawn sac a tempo down again. Black can make use of this tempo by 10...Bd6 11 Be2 Qa5 12 b4 Qc7 13 Nxb5 Nd7, intending ...a7-a5 or ...0-0-0. Larsen says "unclear." Black must have good compensation in this position.

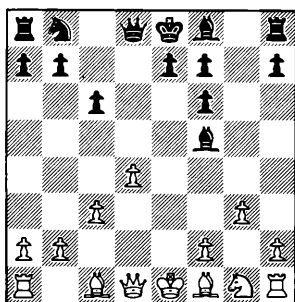
10 ... Nd7
 11 f4 f5
 12 Nf1 h4
 13 Nd2 Nf6
 14 Nf3 Bh5
 15 Bd2 Bd6
 16 Bd3

Larsen gives 16 0-0! Qc7 17 Qe1 Bxf3 18 Rxf3 0-0-0 as equal.

16 ... Qc7
 17 Bxf5 Bxf3
 18 gxf3 0-0-0
 19 Bh3 Bxf4

Ciocaltea-Pachman, Moscow 1956. White's position is awful. Black's Knight is superior to White's light-squared Bishop, and White's pawn structure has been devalued to such a degree that it is now actually inferior to Black's.

I.5. 7 g3



This allows Black the possibility of ...Qd8-d5.

7 ... Qd5!

Naturally, Black can transpose into various lines from the fianchetto chapter with moves like 7...e6, 7...Nd7 or 7...h5. The text, though, attempts to prove that White has played a slightly inaccurate move order.

8 Nf3 Nd7
 9 Bg2 Qc4

Interesting is 9...Qe4+!? 10 Be3 Qd3 11 Qxd3 Bxd3 12 0-0-0 Be4 13 Rhe1 e6 14 Bf4 Bd5 15 b3 b5 16 Kb2 0-0-0? [A clear improvement is 16...Nb6!, when 17

Re3 is met by 17...c5!, and now neither 18 Bf1 c4 nor 18 dxc5 Bxc5 is attractive for White.] 17 Re3! Nb6 18 Bf1 Bg7 19 Nd2. Black is in big trouble since the threat of c3-c4 is very powerful, Zapata-Korchnoi, Titograd 1984.

Untried is 9...Qb5!?, when 10 a4 Qd3 11 Qxd3 Bxd3 is similar to the variation with 9...Qe4+, but without the developing Bc1-e3.

10 Qb3 Qxb3
11 axb3

One would think that White has a small edge here, but evidently Black does not agree; he manages to equalize without much difficulty.

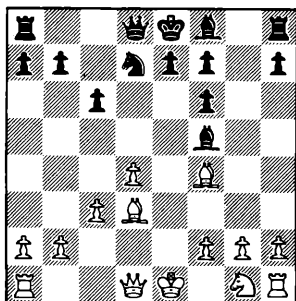
11 ... e6
12 b4 Be4
13 0-0 Nb6
14 Re1 Bd5
15 Nd2 Bxg2
16 Kxg2 a6
17 Ne4 Be7
18 Bh6 Rg8
19 Kf3 f5
20 Nc5

1/2-1/2, Campora-Chandler,
Yugoslavia 1981.

I.6. 7 Bf4 Nd7

Naturally 7...e6, intending ...Bf8-d6, is also possible.

8 Bd3



This combination of moves is new, but not particularly effective.

8 ... Bg6
9 Ne2 Nb6
10 0-0 e6
11 Bg3 Bd6
12 b4 Qc7
13 a4 Nd5
14 Qd2 Rd8
15 Rab1 0-0
16 c4 Ne7
17 Rb3 Kg7
18 Bb1 b6
19 Bxd6 Qxd6
20 Rh3 Ng8

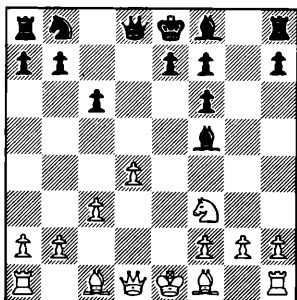
This prevents 21 Qh6+, but places the Knight on a very passive square. However, the White Rook on h3 is also awkwardly placed.

21 Ba2 Rfe8

The chances are about even. The game Short-Larsen, Hastings 1988/89, continued: 22 Rh4 c5 23 bxc5 bxc5 24 d5 Rb8 25 Nc3 Qc5 [Very risky. According to Keene,

25...Rb4 is a stronger move.] 26 f4 Qd4+ 27 Qxd4 cxd4 28 Nb5 d3 29 d6 a6 30 Nc7 Red8? [Larsen pointed out after the game that 30...Rec8 was much better, when Black might actually have the edge in a very complicated position.] 31 c5 Bf5 32 Bc4 [Now White is clearly better] 32...Rb4 33 Bxa6 Rxa4 34 Rd1 Ra5 35 Bb5 h5 36 c6 Kf8 37 d7 Ke7 38 g4! Bxg4 39 Rxd3 Ra1+ 40 Kf2 Nh6 41 Na6 Ra2+ 42 Ke1 Ra1+ 43 Kd2 Rd1+ 44 Kc3 Rxd3+ 45 Bxd3 Ra8 46 Bb5, 1-0.

1.7. 7 Nf3



7 ... Nd7

As usual, 7...Bg7 leads to a solid but somewhat passive position for Black: 8 Bc4 Qc7 9 Nh4 Bg6 10 Qf3 e6 11 0-0 Nd7 12 Bf4 Qd8 13 Rfe1 0-0 14 Rad1 Nb6 15 Bb3. White stands a bit better. The game G.Hernandez-Christiansen, Saint John 1988, continued 15...Nd5 16 c4 Nxf4 17 Qxf4 Qd7 18 Qg3 [Possible is 18 d5 cxd5 19 cxd5 e5, followed by ...f6-f5, with a tough struggle ahead.] 18...a5 19

a3 a4 20 Ba2 Rfe8, and now White fell apart with 21 f4 Rad8 22 f5? exf5 23 Nxxg6 Rxe1+ 24 Qxe1 hxg6 25 c5 Re8 26 Qg3 g5 27 d5 Re5, and Black went on to win.

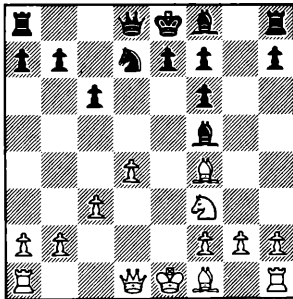
Naturally, 7...e6 is a good alternative, meeting 8 Bf4 with 8...Bd6, when 9 Bh6 is nothing to worry about due to 9...Nd7, followed by ...Qd8-c7 and ...0-0-0. After 8...Bd6, White will play 9 Bg3 Qe7 10 Be2 Nd7 11 0-0, with perhaps a slight advantage for White since his Queenside attack, with b2-b4 and a2-a4, will come rather fast.

To prevent White's Bc1-f4, Black can play 7...Qc7. Now classical play by White leads nowhere: 8 Bc4 [8 Nh4 Bg6 9 Qf3 Nd7 10 g3 e6 11 Bg2 f5 12 Bg5 Bg7 13 0-0 0-0, with equality, Neikrich-Bronstein, Gotta 1957.] 8...e6 9 Qe2 Be7! [Bad is 9...Nd7 10 Nh4 Bg6 11 f4 f5 (11...0-0-0 12 f5! exf5 13 0-0 Bd6 14 g3 Rg8 15 Ng2 favors White, according to Boleslavsky.) 12 Bxe6 fxe6 13 Nxxg6 hxg6 14 Qxe6+] 10 g3 [10 Nh4 Bg6 11 f4 f5! is equal.] 10...Bg4 11 h3 Bh5 12 Bh6 Bf8[=] 13 Bxf8 Rxf8 14 0-0-0 Nd7 15 Qe3 0-0-0 16 Be2 Qa5, and Black had the preferable position in Salm-Konstantinopolsky, corr. 1958-61.

This would lead one to believe that 7...Qc7 is Black's proper move. However, after 7...Qc7, White should play 8 g3, going into the White fianchetto system where Black has been forced to play a setup that may not be to his liking. See the analysis on the White Fi-

anchetto System for a complete rundown on the variations in question.

8 Bf4



A strong system that bears a resemblance to Lines in H.3. with 7 Bf4. Here Black should be better off since White has played an early c2-c3 which makes it harder for White to get a quick central break with c2-c4 and d4-d5.

8 ... Qb6!?

The reasonable looking 8...Nb6 9 Be2 e6 10 0-0 Nd5 11 Bg3 Bh6 12 c4 Nf4 13 Bxf4 Bxf4 14 d5! led to great difficulties for Black in Boleslavsky-Flohr, USSR ch. 1944.

9 Bd3!

The earlier game Karpov-Miles, Bath 1983, went 9 b4 e5! 10 Bg3 [10 dxe5 fxe5 11 Nxe5 Bg7 gives Black too much activity. 10...0-0-0 also gives good play.] 10...0-0-0 11 Be2 h5 12 0-0

Be4 [12...Bg4!?, with the idea of 13 Bh4 Bxf3 14 Bxf3 exd4, leads to an unclear position, according to Miles.] 13 Nd2 Bd5 [Good alternatives are 13...Bg6 14 Nf3 14...Be4, repeating, and 13...Bxg2!? 14 Kxg2 h4 15 Bf4! exf4, with chances for both sides.] 14 Bxh5 exd4 15 c4 Be6 16 a3 [The position is very complex, with either side ready to take over at the smallest mistake by the opponent.] 16...Ne5 17 Re1 d3 18 c5 Qb5 19 Rb1 [19 Bxe5! fxe5 20 Bg4! Rh6 21 Rxe5! Bg7 22 Bxc6+ fxe6 23 Re4 Bxa1 24 a4 Qa6 25 Qxa1 gives White good compensation for the exchange.] 19...Bh6 20 a4 Qa6 21 f4 Nc4 22 b5 cxb5 23 Rxb5 Na3! 24 Rb2 Nc2 [24...Bf8!, intending ...Bf8xc5+ and ...Na3-c2, is stronger.] 25 Bf3 Bd5 26 Re7 Bf8 27 Bxd5 Rxd5 28 Rbxb7? [28 Rxb7 Bxc5+ 29 Bf2! Bb6!? keeps matters very unclear.] 28...Bxe7 29 Rxe7 Qc6! 30 Rxf7, and now 30...f5! wins for Black.

9 ... Bxd3

10 Qxd3 Qxb2!

11 0-0

11 Rb1 Qxa2 12 Rxb7 Qd5, with the idea of ...Nd7-b6, is unclear. The immediate 12...Nb6!? is also possible.

11 ... Qa3!

12 Rfb1 Nb6

13 Bc7

13 Nd2 Nd5! is fine for Black.

13 ... Bh6!
 14 Bxb6 axb6
 15 Rxb6 Ra7
 16 Rab1 0-0
 17 Rxb7 Qxa2
 18 g3 e6
 19 Kg2 Ra3

Karpov gives 19...Rxb7 20 Rxb7 Qd5 as equal, but 21 c4 still seems a little better for White.

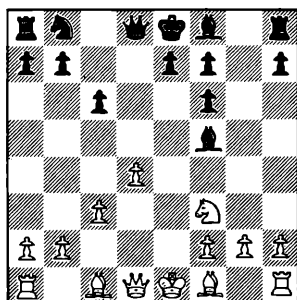
20 Rd7!

White has a slight but definite edge due to his superior pawn structure and the weakened Black King position. Black is by no means lost, though - he can still put up very tough resistance! The game continued 20...Be3 21 Rf1 Bh6 22 Re1 Qb3 23 d5! exd5[or 23...cxd5 24 Rxe6!] 24 Qf5 Qxc3 25 Ree7 Qd3 26 Qxf6 Qg6! 27 Qxg6+! hxg6 28 Ne5 Bg5?? [Black can keep White's advantage to a minimum by 28...Bg7 29 Nxc6 Bf6 30 Re2 Rc8 31 Nb4.] 29 Rxf7 Rxf7 30 Nxf7! Bf6 31 Nh6+ Kh8 32 Rd6 Bg7 33 Nf7+ Kg8 34 Ng5 Ra8 35 Rxc6 d4 36 Rxc6 Kh8 37 Rd6 Re8 38 Nf3, 1-0. Karpov-Miles, Oslo 1984.

These systems with Ng1-f3, Bf1-e2, and Bc1-f4 can be quite uncomfortable for unprepared Blacks.

The White Fianchetto System

6 c3 Bf5
 7 Nf3



A good move order for White. In this way, he can fianchetto his King Bishop without having to worry about an immediate ...Bc8-g4. White's plan is to fianchetto his King Bishop, castle Kingside, and launch a Queenside attack with b2-b4 and a2-a4, etc. The pawn on g3 blunts the power of a Black Bishop on d6 and a Black Rook on g8.

Black's main plans are as follows:

1) Black aims at the rapid exchange of light-squared Bishops. He will play a quick ...Qd8-d7 and ...Bf5-h3. This takes a lot of time, though, and places the Queen on a square that is usually reserved for the Black Knight.

2) Black attempts to blunt the fianchettoed Bishop by putting his own Bishop on e4. This has turned into one of Black's most promising plans, in particular with the plan of striking at White's center with a ...c6-c5 advance. Black must use great care in the move order he selects, though, since the slightest

error in this respect can lead to a catastrophe.

3) Black attempts to take advantage of the light-squared weaknesses on the Queenside with ...Qd8-d5-b5 or ...Qd8-b6-a6.

4) Black essentially ignores White's plan and develops normally via ...Bf8-d6, ...Qd8-c7, ...0-0-0, ...h7-h5-h4, etc. This turns matters into a race for mate, a race that White has won in the majority of games.

5) Black plays ...Bf5-g4 and attempts to slow White's development and take advantage of the pinned Knight via ...h7-h5-h4 or ...e7-e5. Black will castle Queenside, as usual, and attack in as forceful a manner as possible.

6) Black once again plays ...Bf5-g4, but this time he avoids castling and leaves his King in the center for awhile.

7) Black fianchettoes his King Bishop and castles short.

We will break down ideas in the following way:

A) Black plays 7...Na6, followed by a quick ...Qd8-d7, and ...Bf5-h3.

B) 7...Nd7 and 8...Nb6, followed once again by ...Qd8-d7 and ...Bf5-h3. Besides 8...Nb6, we will also look at 8...Be4?!, 8...Qb6 and

8...Qa5, and finally 8...Bg7.

C) 7...Qc7, followed by ...e7-e6, ...Nb8-d7, and ...0-0-0. Also examined is a plan based on Black leaving his King in the center after 7...Qc7, 8...e6, 9...Nd7, and 10...Bg4.

D) 7...e6 g3 Qd5 and 8...h5 9 Bg2 Be4!

A) Black Plays 7...Na6 Followed By A Quick ...Qd8-d7 and ...Bf5-h3.

7 ... Na6

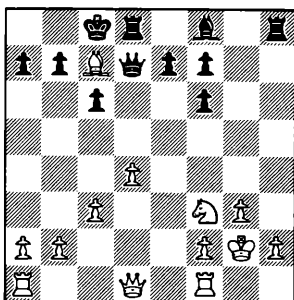
After 7...Qd7, moves like 8 Bf4 or 8 Be2 give up White's aspirations to play the Fianchetto Variation, but they succeed in making 7...Qd7 look rather strange and out of place.

8 g3	Qd7
9 Bg2	Bh3
10 0-0	Bxg2
11 Kxg2	0-0-0

11...e6 may be better. In De-Firmian-Wilder, New York 1982, Black tried 11...Nc7? 12 c4 h5 13 Bf4! Bh6 [13...Ne6 14 Be3 gives White a nice edge.] 14 Bxc7! [Now White has a superior minor piece.] 14...Qxc7 15 d5 0-0-0 16 Qa4 cxd5 17 cxd5 Kb8? [17...Rxd5! 18 Qxa7 Ra5 19 Qd4 Rd8 20 Qe4 f5 21 Qe2 is just a little better, for White.] 18 Rad1 Rdg8 19 Rd4 f5 20 Rfd1 Rg4 21 Qb3 Rd8 22 h3 Re4 23 R4d3 Ka8 [23...f4 is better, but 24 Nd4 is

still strong.] 24 Nd4 f4 25 d6!!
exd6 26 Nb5 f3+ 27 Rxf3 Qc6 28
Nd4 Qc5 29 Rxf7 Rb8 30 Ne6,
1-0.

12 Bf4 Nc7
13 Bxc7



The American Master Larry Remlinger prefers 13 Qa4, intending c3-c4, Rf1-d1, and Ra1-c1. He feels that, after this exchange, Black should be all right. Many authorities, though, feel that this exchange gives White a superior minor piece and thus is favorable to the first player.

Personally, I feel that both sides can argue their case. Without doubt, White gets a more flexible minor piece, but Black also gains something positive from this trade - his King feels more secure after several exchanges. This is quite important, since, if Black is allowed just a little breathing space, he will start a fairly potent counterattack.

13 ... Qxc7
14 b4 e6

15 Qb3 h5
16 c4 Be7

16...h4 17Nxb4 Rxd4 18Nf3
Rd8 19 Rfd1 Bd6 or 19...Be7, and
...f5-f4, is better, according to
Remlinger.

17 Rfd1 f5
18 d5 Bf6

18...f4!? is more active: 19
dxe6 fxe6 20 Re1 [20 c5 Rd5!]
20...fxg3 21 fxg3 h4, when White
has some worries: 22 Rxe6 hxg3
23 hxg3 Rhg8. The tournament
bulletin gives 18...Kb8 19 dxe6
fxe6 20 Re1, but even here
20...Bf6 21 Rad1 e5 leaves Black
doing well. Analysis by Remlinger.

19 Rab1 e5

19...h4!? 20 b5 c5 21 b6 axb6
22 Qxb6 Rd6! 23 Qb3 e5, when
...e5-e4, ...Bf6-e5, and ...Rd6-g6
gives Black a good attacking position - Remlinger.

20 b5 cxd5

Black's best chance still
seems to be 20...c5 21 b6 axb6 22
Qxb6 Rd6! - Remlinger.

21 b6 axb6

21...Qxb6 22 Qa3! Qa6 23
Qxa6 bxa6 24 cxd5 is strong for
White.

22 cxd5 Kb8

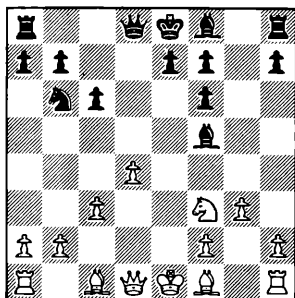
23 Rdc1 Qe7
 24 Rc6! e4
 25 Nh4
 1-0

Lein-Plachetka, Copenhagen 1984. Both 25...bxc6 26 Qxb6+ Kc8 27 dxc6 and 25...Bxh4 26 Rxb6 Rd7 27 d6 win for White.

There has not yet been enough experience with this plan to determine its ultimate worth. It seems eminently playable though!

B)7...Nd7 8g3Nb6. Followed by ...Od8-d7 and...Bf5-h3. Also, Alternatives to 8...Nb6.

7 ... Nd7
 8 g3 Nb6

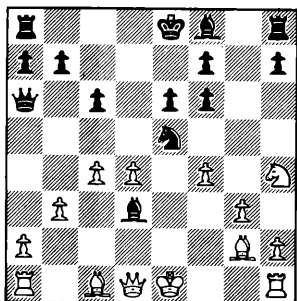


With this move, Black signals his intention to continue with ...Qd8-d7 and ...Bf5-h3. If this plan does not appeal to you, then some of the following alternatives may be worthy of attention:

1) 8...Be4?! [This is not good with the Knight on d7.] 9 Bg2 e6

10 0-0 f5 [10...Be7 11 Re1 f5 12 Bf1 Bxf3 13 Qxf3 h5 14 Bf4 Nf6 15 Be5 Qd5 16 Qd3 0-0-0 17 Bg2 Qd7 18 b4 Rhg8 19 b5 left White way on top in Ernst-Sehner, Malmo 1985/86. Also inadequate is 10...Bg7 11 Re1 Bxf3 (11...f5? 12 Ng5! Bxg2 13 Qh5! is the type of thing Black must avoid.) 12 Qxf3 0-0 13 Bf4 Re8 14 Rad1 Qb6 15 Qe2 Rad8 16 c4 e5? (16...Nf8 and ... Nf8-g6 keeps Black alive, but White is still much better.) 17 dxe5 fxe5 18 Bg5 f6 19 Be3 Qc7 20 Be4! Nf8 21 Qh5 Rxd1? 22 Bxh7+! Kh8 23 Rxd1, 1-0, Mokry-Brestian, Tmava 1988.] 11 Re1 Be7 12 Bf4 Nf6 13 a4 Nd5 14 Bh6 Qc7 15 a5 0-0-0 16 a6 b6 17 Ne5 Bxg2 18 Kxg2 Bf8 19 Bd2 Bg7 20 Qf3 Bxe5 21 Rxe5 Qd7 22 c4! [Black is already lost.] 22...Ne7 23 Bg5 Ng6 24 Ree1 Rde8 25 Bf6 Rhg8 26 b4 Kb8 27 Kg1 Rc8 28 Rad1! f4 29 Qh5 fxg3 30 hxg3 Ka8 31 Qxh7 b5 32 cxb5 Nf4 33 Be5 Nd5 34 Rc1 cxb5 35 Rc5 Rxc5 36 bxc5 Rc8 37 Qd3 Qc6 38 Qf3 Qd7 39 Rb1 f6 40 Bd6 Rc6 41 Rxb5 Rc8, 1-0, Chandler-Bellon, Indonesia 1982.

2) 8...Qb6 9 Bg2 [9 Qe2!?, as played in the next line, seems reasonable.] 9...Qa6 10 Nh4 Bd3?! [Going too far. The natural 10...Bg6 was better.] 11 b3 e6 12 c4 Ne5!? [Black is trying to confuse the issue. On 12...Bb4+ 13 Bd2 Qa5 14 Bxb4 Qxb4+ 15 Qd2 Qxd2+ 16 Kxd2 Bg6, White could claim a clear advantage with 17 f4!.] 13 f4!



[Creating a comic picture. The greedy 13 dxe5? loses to 13...Qa5+ 14 Bd2 Qxe5+ 15 Be3 Bb4+. The passive 13 Bd2 allows 13...Ng6, when Black is alive and well.] 13...0-0-0 14 Be3! [Still not in any hurry. The hasty 14 fxe5 Rxd4 allows Black attacking chances, while 14 dxe5? Qb6! really leaves White under the gun.] 14...Bc5 [Black must keep mixing things up, but now White can finally start taking stuff.] 15 fxe5 Bxd4 16 Bxd4 Rxd4 17 Qd2 fxe5 18 0-0-0 Bxc4 19 Qb2 Bd3 20 Nf3 Rd5 21 Nxe5 Rc5+ 22 Nc4 Rd8 23 Qc3 Qxa2 24 Rxd3 Qxg2 25 Rxd8+ Kxd8 26 Qf6+ Kc8 27 Rd1 Rd5 28 Qxf7 Rxd1+ 29 Kxd1 Qg1+ 30 Kc2 Qxh2+ 31 Kb1 Qg1+ 32 Ka2 Qg2+ 33 Ka3 Qd5 34 Qg8+ Kc7 35 Qxh7+ Qd7 36 Qe4, 1-0, Popovic-Damljanovic, Novi Sad 1985.

3) 8...Qa5 9 Qe2 [9 Bg2 is not bad and transposes into the previous line (8...Qb6) after 9...Qa6.] 9...0-0-0 [Fernandez-Marovic went 9...Qd5 10 Bg2 Qe4 11 Be3 Qd3 12 Qxd3 Bxd3 13 Rd1 Bc2 14

Rc1 Be4 15 0-0 e6 16 c4 c5 17 Rfd1 0-0-0 18 dxc5 Nxc5 19 Rxd8+ Kxd8, and eventually was drawn.] 10 Bg2 Bg7 11 0-0 Rhe8 [Black prepares to counter White's upcoming Queenside attack by central counterplay based on ...e7-e5.] 12 Nh4 Bg6 13 a4 e5 14 Nxg6 hxg6 15 Qc4 Re6 16 b4 Qc7 17 a5 f5 18 d5 cxd5 19 Qxc7+ Kxc7 20 Bxd5 Re7 21 Be3 Nf6 22 Bc4 Kb8 23 Bc5 Red7 24 Bb5 Rd2 25 a6 b6 26 Bc3 R2d6 27 Bg5 Rc8 28 Rfd1 Rxd1+ 29 Rxd1 Rxc3 30 h4 Rc8 31 Kg2 Ne4 32 Rd7 Rc7 33 Rd8+ Rc8 34 Rd7 Rc7, 1/2-1/2, Westeren-Tisdall, Brighton 1983.

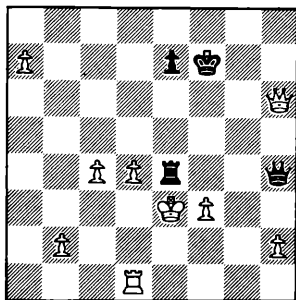
4) 8...Bg7!? [Leads to the usual solid but somewhat passive positions in which Black hopes to provoke White to premature action. This plan holds up better here than against some of the other White systems. In particular, if White plays c3-c4, Black can get a good deal of pressure on the White pawn at d4.] 9 Bg2 e6 10 0-0 0-0 11 Re1! [11 Be3 Nb6 12 Qc1 Nd5 13 Bh6 Bg6 14 Bxg7 Kxg7 15 c4 Ne7 16 Qc3 Qb6 17 Rad1 a5 offers both sides chances, de Firmian-Seirawan, Philadelphia 1987. Black was also all right after 11 c4 Nb6 12 b3 Re8 13 Bb2 Qd7 14 Qd2 Rad8 15 Rfe1 Nc8 16 Rad1 Ne7 17 Bc3 Bg6 18 Qb2 Qc7 19 Nh4 f5 20 f4 Bh5 21 Rd2 b5 22 Nf3 a5 23 Qa1 Bxf3 24 Bxf3 Qa7 25 Kh1 b4 26 Bb2 a4 27 Qd1 axb3 28 axb3 Rd7 29 Qa1 Qxa1 30 Rxa1 Red8 31 c5 Kf8 32 Ra4 Bxd4 33 Rxb4 Bxb2 34 Rxb2 Rd2

35 Rxd2 Rxd2 36 Rb8+ Kg7 37 b4 Rb2 38 Rb7 Rf2 39 Rxe7 Rxf3 40 Kg2 Rb3, 1/2 in 60, Sherzer-Ball, Saint John 1988.] 11...Qb6!? [With the idea of 12 Qe2 a5 13 Be3 Qa6. 11...Nb6 and 11...Bg4!? both deserve serious consideration, according to Tisdall.] 12 Nh4 Bg6 13 Be3? Qxb2 14 Nxb6 hxg6 15 Rb1, and now 15...Qxc3 16 Rxb7 Nb6 17 Qe2 Nd5 18 Rc1 Qa3 19 Rxc6 Nxe3 is good for Black, according to Tisdall.

9 Qe2

A good move, but there may be no need to play it at this moment. More to the point is 9 Bg2 Qd7 10 0-0 Bh3 11 Re1!? [A very straightforward plan is 11 Bxh3 Qxh3 12 a4. The game Popovic-Korchnoi, Titograd 1984, went 12...Qh5 13 a5 Nc4 14 b3 Nd6 15 c4 e6 16 Ba3?! (16 Re1 is given by Popovic as leading to a clear White advantage. He offered no further analysis to support that claim, however.) 16...Rd8 17 a6 b6 18 Qe2 Be7 19 Rfe1 0-0 20 Bb2 Rfe8 21 Kg2 Bf8. White's game is still a bit more comfortable, but with careful play Black managed to equalize: 22 h3 f5 23 Ne5 Qxe2 24 Rxe2 Rc8 25 f3 Red8 26 g4 Bg7 27 Rf1 b5!?! [=] 28 c5 Ne8 29 gxf5 exf5 30 Kh2 Kf8 31 Rg1 Bh6 32 Nd3 Nc7.] 11...Bxg2 12 Kxg2 0-0-0 13 a4 h5 [It might be better to play 13...a6.] 14 a5 Nd5 15 a6 b6 16 c4 Nc7 17 Re4 Bg7 18 Qe2 Ne6 19 Rh4 Nf8 20 Re4 Ng6 21 Nh4 f5 22 Nxb6 fxe4 23 Nxb8 Rxb8 24

Bf4 f5 25 Rd1 h4 26 f3 hxg3 27 Bxg3 f4 28 Bxf4 Qh3+ 29 Kf2 Rf8 30 Qxe4 Qh4+ 31 Ke3 Rxf4 [Just when it looks like Black's attack has won the day, White's counter-attack sets in.] 32 Qxc6+ Kd8 33 Qa8+ Kd7 34 Qxa7+ Ke6 35 Qxb6+ Kf7 36 a7 Bh6 [Does Black bust through after all?] 37 Qxh6! [Excellent! White's Queen gives herself up (knowing that she will reincarnate immediately) for one of the last Black attackers. It looks like Black is out of ammunition.] 37...Re4+!



[By giving up his Rook, he gains the critical tempo needed to stop the enemy passed pawn on a7.] 38 fxe4 Qxh6+ 39 Kd3 Qa6 40 Rf1+ Ke8 41 Rc1 Qxa7 42 c5 Kd7 43 c6+ Kc7 44 d5 Qb6 45 Rc2 Qb3+ 46 Kd2 Qh3 47 Rc4 Qxh2+ 48 Kc3 Qg3+ 49 Kb4, 1/2-1/2, Campora-Roos, 1983. A very exciting game that shows attacking ideas for both sides.

9 ...	Qd7
10 Bg2	0-0-0
11 0-0	Bh3

12 a4 Bxg2
13 Kxg2 h5?!

This allows White to clamp down on the Queenside with 14 a5 and 15 a6. Liberzon says that Black can equalize with 13...a6.

14 a5 Nd5
15 a6 b6
16 c4 Nc7
17 Bf4 Ne6

17...Bh6 improves, though 18 Bxc7 is still somewhat better for White because the White Knight is superior to the Black Bishop.

18 Be3 Bh6
19 d5! cxd5?
20 cxd5 Qxd5
21 Bxh6 Nd4

Black cannot survive 21 ...Rxxh6 22 Rac1+ Kb8 23 Rfd1 Qb3 24 Qe4 or 23...Qf5 24 Qxe6!.

22 Rac1+ Kb8
23 Bf4+ e5
24 Bxe5+ fxe5
25 Qxe5+ Qxe5
26 Nxe5

White is on the verge of winning. This became even more apparent after 26...Rd5 27 Rfe1 f6 28 Nc6+Nxc6 29 Rxc6 Rf8 30 b4 Rd7 31 Ree6 Rdf7 32 Kf3 f5 33 Kf4, 1-0, 51, Liberzon-Pasman, Beer Sheva 1982.

The plan of 7...Nd7, 8...Nb6, 9...Qd7 and ...Bc8-h3 appears to

be playable, perhaps just a bit better for White. Of the alternatives, 8...Be4 is poor. The Queen moves 8...Qb6 and 8...Qa5 are interesting, though, while 8...Bg7 has shown in several games that it is a solid choice.

C) The Bloodlust Variation ... Black Develops, Castles Long, and Prepares a Vicious Kingside Attack. White Attempts to Nuke the Queenside.

7 ... Qc7
8 g3 e6

It is possible for Black to dispense with this move altogether and play for an immediate ...e7-e5 advance: 8...Nd7 9 Bg2 0-0-0 10 0-0 e5!? 11 Re1 [It may be better to play 11 Be3 or even the immediate 11 Nh4] 11...Bd6 12 a4 h5 13 b4 and now 13...Bg4, intending ...e5xd4, is quite reasonable for Black.

9 Bg2 Nd7

9...Bg4!? is also possible, though after 10 h3 Bh5 11 Qb3 Bd6 12 c4 Nd7 13 c5 Be7 14 0-0-0 15 Qa3 Kb8 16 b4, White has his usual easy Queenside attack. The game Arnason-Hodgson, Brighton 1983, saw Black try to counterattack in the center, but White shifted the play there himself: 16...e5 17 Re1 Rhe8 18 Bb2 Bf8 19 Qe3 Bg6 20 Rad1 e4 21 Nh4 f5 22 Bc1 Nf6 23 Qg5 Nh5 24 Nxf5 Rd5 25 Rxe4 Red8 26 g4.

Black's game is falling apart, and he eventually lost after a long resistance.

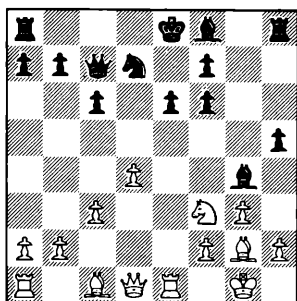
Rxh5 Bxh5 28 Qb4! a6 29 Qf4+ Ka8 30 Nc7+ Ka7 31 Nd5 Qc5 32 Nxf6 Rg6 33 Qe3!, 1-0] 11...h5!

10 0-0

Black should not be overly worried about 10 Bf4 due to 10...e5 [10...Bd6 is also quite all right] 11 Ba3 0-0-0 12 0-0, and now both 12...Bg4!? and 12 ...c5!? should be adequate for Black. Instead, the game Durasevic-Hort, Marianske Lazne 1962, continued 12...Kb8 13 Nh4 Be6 14 Qc2 Nb6 15 Rad1 Nc4 16 Bc1 exd4 17 Bf4 Bd6 18 Rxd4 Bxf4 19 Rxf4 Rd2 20 Qc1 Rhd8 21 Nf3, and White's superior pawn structure guarantees him the better game. 12...Kb8 is evidently too slow.

10 ... 0-0-0

The most common move, but Skembris has been successful with a plan that involves leaving his King in the center: 10...Bg4! 11 Re1 [Hecht-Miltner, Bundesliga, West Germany 1985/86, varied with 11 Bf4 Bd6 12 Bxd6 Qxd6 13 Qb3 0-0-0?! (13...Qd5 14 Nd2 Qxb3 15 axb3 leaves White with the smallest of advantages, while 13...Bxf3 14 Bxf3 0-0-0 offers chances to both sides.) 14 Nd2 h5 15 h3 Bf5 16 Nc4 Qc7 17 Rad1 Rdg8? (17...Kb8, 17...Nb6, 17...Rhg8, and 17...h4 are all better choices!) 18 Qa3 h4 19 Nd6+ Kb8 20 g4 Bg6 21 c4 Nb6 22 d5 exd5 23 cxd5 Nxd5 24 Bxd5 cxd5 25 Rxd5 Rh5? 26 Nb5 Qb6 27



[Black refuses to clarify the exact location of his King. Instead, he hastily prepares his own counterattack.] 12 Bf4 [12 h3 Bxf3 13 Bxf3 h4 14 Bh5 hxg3 15 Rxe6+ Kd8! 16 Bxf7 gxf2+ should be avoided by White.] 12...Bd6 13 Bxd6 Qxd6 14 h3 Bxf3 15 Qxf3 h4 16 b4 hxg3 17 fxg3 Ke7 18 Re3 Rag8 19 Rf1 Rg6 20 Kh2 Nb6, and Black was a little better. The game Seitaj-Skembris, Kavala 1985, continued 21 Rd3 Nd5 22 c4 Nxb4 23 Rb3 Rhg8 24 Qf2?! [According to Skembris, White could keep Black's advantage to a minimum by 24 c5! Qc7 25 Rxb4 Rxg3 26 Qxf6+ Kf8 29 Qxf7+] 24...b6 25 c5 Qc7 26 cxb6 axb6 27 Be4 f5 28 Qe1 Kd8 29 Bg2 Na6 30 Rff3 Nb8 31 Qb1 Nd7 32 Rfc3 c5 33 dxc5 Nxc5 34 Rxb6 Rxg3 35 Rb8+ Ke7 36 Rxg8 Rxc3+ 37 Kg1 Nd3 38 Bf1 Qc5+ 39 Kh1 Nf2+ 40 Kg2 Nxb3 41 Kh2 Qe5+ 42 Kh1 Nf2+ 43 Kg1 Ng4, 0-1.

While 10...Bg4 gets high marks, 10...Be4? does not get passing grades at all: 11 Re1 f5?? 12 Ng5 Bxg2 13 Qh5! [Campora-Balticora, Buenos Aires 1982, saw an even sharper move in 13 Rxc6+! Be7 14 Kxg2 Nf6 15 Re5 h6 16 Nh3 0-0-0 17 Qf3 Nd5 18 Qxf5+ Rd7 19 Nf4 Nxf4+ 20 Bxf4 Bd6 21 Re4 Bxf4 22 Rxf4 Re8 23 Rd1 Kb8 24 Re4, 1-0.] 13...Bd5 14 Qxf7+ Kd8 15 Nxe6+ Bxe6 16 Rxe6, and Black can resign. This should serve as a rather important warning since the ...Bf5-e4 plan is one of Black's very best ideas, if played in just the right sequence. If you play it out of sequence, though, you might very well find yourself on the receiving end of a quick execution.

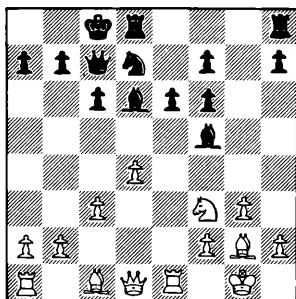
11 Re1

This stops Black from playing ...Bf5-e4. After 11 b4, Black gets to play this very useful move: 11...Be4 12 Qe2 f5 13 a4 h5 14 b5 Bd6 15 Ba3 Rdg8 16 Bxd6 Qxd6 17 Nh4 Bxg2 18 Kxg2 Rg4 19 Qf3 Rhg8 20 bxc6 Qxc6 21 Qxc6+ bxc6[=] 22 Kf3 Nf6 23 Rfc1 Ne4 24 Ke2 Rxh4 25 gxh4 Rg2 26 Rg1 Rxf2+ 27 Ke3 Rxh2 28 Rh1 Rc2 29 Rac1 Rg2 30 Rcg1 Rc2 31 Rc1 Rg2 32 Rcg1 Rc2 33 Rg7? Rxc3+ 34 Kf4 f6 35 Rh2 Rd3 36 Rc2 Nc3 37 Rxc3 Rxc3 38 Rxa7 Rh3 39 Rf7 Rxh4+ 40 Ke3 Rh3+ 41 Ke2 Ra3 42 Rxf6 Rxa4 43 Rxe6 Kd7 44 d5 Re4+, 0-1, Iskov-Hodgson, 1981.

Another way to stop ...Bf5-

e4 is 11 Qe2, but then White is not able to play attacking moves like Qd1-a4. After 11 Qe2, Black must try to get the ...h7-h5-h4 advance in as fast as possible: 11...Bg4! 12 Be3 h5 13 c4?! [The wrong reaction. 13 h3 would clarify matters on the Kingside.] 13...h4 14 b4 hxg3 15 fxg3 f5 16 d5 c5, and Black stands well. The continuation of the game Sigurjonsson-Hodgson, Brighton 1983, was 17 dxe6 fxe6 18 a3? Bd6 19 bxc5 Nxc5 20 Rab1 Ne4 21 Qb2 Bc5 22 Rfe1 b6 23 Qe5 Bxf3 24 Qxe6+ Kb8 25 Bxf3 Nd2 26 Bxc5 Qxc5+ 27 Kg2 Rxh2+! 28 Kxh2 Qf2+, 0-1.

11 ... Bd6



White's Queenside attack comes very quickly now. It's not clear, though, if any other move is better. Naturally 11...Bg4 suggests itself, and this lead to head-splitting complications after 12 b4 h5 13 Qa4 Bxf3 14 Bxf3 Kb8 15 Bf4 Bd6 16 Bxd6 Qxd6 17 Rad1 h4. The game de Firmian-Conquest, London 1986, continued in excit-

ing fashion: 18 c4 Rdg8 19 Bg2 hxc3 20 hxc3 f5 21 c5 Qc7 22 b5 f4 23 bxc6 fxg3 24 f4 Qxf4 25 Re2 Nf6 26 Rb1 Rh4 27 c7+ Kc8 28 Bxb7+Kxc7 29 Be4 Rb8 30 Qxa7+ Kc8 31 Rf1 Qh6 32 Qa6+ Kd8 33 Qd6+ Kc8 34 Bg2 Rb4 35 Qa6+ Kd7 36 d5 Rhd4 37 dxe6+ Kc7 38 Qc6+ Kb8 39 Qa8+ Kc7 40 Qa7+ Kc8 41 Bh3 fxe6 42 Bxe6+ Kd8 43 Qa8+ Ke7 44 Bc4+ Kd7 45 Qa7+, 1-0. White's attack always seemed more real in this game, though any improvement could certainly alter the result.

11...c5? is a recommendation of Chess Digest that attempts to redirect play towards the center and away from the wings. However, the opening of the h1-a8 diagonal for the fianchettoed White Bishop is too high a price to pay: 12 Bf4 Bd6 13 Bxd6 Qxd6 14 Nh4 Bg6 15 Qf3 Qc7 "holds," according to Chess Digest. This is certainly not the case, since White can play simply 16 dxc5, when both 16...Nxc5 17 Qxf6 and 16...Ne5 17 Qxf6 leave Black a pawn down for nothing.

12 b4 e5!?

This seems shaky, but it may be Black's best chance. The usual 12...Bg4 doesn't inspire confidence: 13 Qa4 Bxf3 14 Bxf3 h5 [The saner-looking 14...Kb8 leaves White way ahead after 15 c4, followed by c4-c5 and b4-b5. Seeing this, Black chooses to go for "all or nothing." By sacrificing the a-pawn, Black will gain a

couple of important tempi for his own attack.] 15 Qxa7 h4 16 b5 cxb5 17 Rb1 hxc3 18 hxc3 Rdg8 19 Qa8+ Nb8 20 Rxb5 b6 21 Bg2. White is a pawn ahead, his attack will soon be very dangerous, and Black's attack has no decisive continuation. Black is in big trouble, de Firmian-Miles, Oslo 1984.

13	Qa4	Kb8
14	dxe5	fxe5
15	Be3	c5
16	Rad1	Nb6
17	Qa5	Nc4
18	Qxc7+	Kxc7
19	Bg5	Rde8
20	Bf6	Rhg8
21	bxc5	Bxc5
22	Nxe5	Nb2

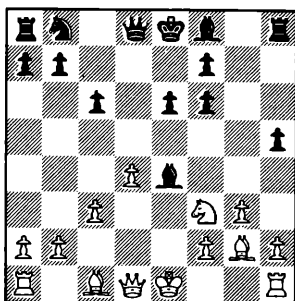
Black is using every tactical trick she can to survive. The game Winslow-Ford, USA 1982, continued 23 Rd2 Rg6 24 Bd8+ Rxd8 25 Rxd8 Kxd8 26 Nxc6 Bxc6 27 Bxb7 Nd3 28 Re2 Bb6 29 Kg2 Kc7 30 Be4 Nc1 31 Re1 Nxa2 32 Bxc6 hxc6 33 Re7+ Kd6 34 Rxf7 Ke6 35 Rf3 a5 36 Kf1 Bd8 37 Ke2, and White eventually won this ending, though Black should have been able to draw.

There are still many unanswered questions in this 7...Qc7 variation. Black's best bet is probably 10...Bg4(!), while 8...e5!?, with central counterplay, could also use some tests. Even with these possibilities, however, White's chances must be deemed at least slightly superior after 7...Qc7.

D) Counterattack On The a6-f1 Diagonal Via ...Qd8-d5-c4. Also Black's Latest Antidote To The White Setup: 7...e6, 8...h5, and 9...Be4!

7 ... e6
8 g3 Qd5

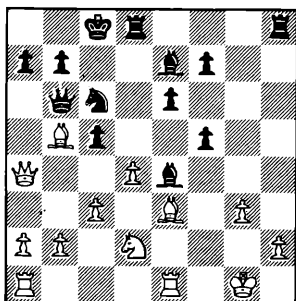
The plan that has taken some of the sting out of the fianchetto variation is 8...h5 9 Bg2 Be4!



The Bishop on e4 is at least as good as its counterpart on g2. The dangers of this type of plan were shown earlier, but in this case Black is quite safe because White no longer has Qd1-h5 available, and because, in certain variations, Black can still play his Knight to c6 after a ...c6-c5 advance. Another point of the system is that, by playing an early ...f6-f5 and ...Bf8-e7, Black will be able to make the important ...h5-h4 advance a reality. After 9...Be4, play usually continues 10 0-0 Be7 11 Re1 [Intending Bg2-f1. However, this plan is shown to be faulty here, so White does best to give up on it and play for central restraint

with 11 Bf4 f5 12 Qe2 h4 13 Rfd1 hxg3?! 14 hxg3 Nd7 15 c4 Nf6 16 Ne5 Bxg2 17 Kxg2 Rg8!, and White was a little better, Van de Oudeweetering-Pieterse, Amstelveen 1986/87. Since the open h-file might easily fall into White's hands, Black would do well to hold off on the ...h4xg3 capture. Such a trade can always be made if Black feels the need to do so. However, in not doing so right away, he also keeps his options open for moves like ...h4-h3 at some point.] 11...f5 12 Bf1? [12 Be3 or 12 Bf4 is better. Black is now able to make a strong strike in the center.] 12...c5! [Black already has the more comfortable position.] 13 Be3 [Ernst-Sehner, Copenhagen 1986, saw the game take a completely different course: 13 Bg2 h4 (13...Nc6!? seems very natural here.) 14 dxc5 Qxd1 15 Rxd1 h3! (With an edge. Instead, 15...hxg3 16 hxg3 Bxc5 is only equal.) 16 Bh1 Bxc5 17 b4?! (17 Nd4) 17...Bb6 18 a4 Nc6 19 a5 Bd8 20 Be3 a6 21 Nd4 Bxh1 22 Kxh1 Ne5?! (22...Rc8 is still in Black's favor.) 23 Nb3! Nd7 24 Nc5? (24 Bc5 is not clear.) 24...Nxc5 25 Bxc5 Rg8 26 Rd3 Bf6 27 Rad1 Rd8 28 Kg1 f4 29 Kh1 f3! 30 Kg1 Rg5 31 Rxd8+ Bxd8 32 Kf1 Rd5 33 Rxd5 exd5, and Black had a clear advantage in the endgame.] 13...Nc6 [13...Nd7!? 14 Bb5 a6 15 Bxd7+ Qxd7 16 Ne5 Qc7 also gives Black good play.] 14 Bb5 h4!? 15 Nd2 hxg3 16 fxg3 Qb6 17 Qa4 [17 Nxe4 Qxb5 18 Nxc5 Bxc5 19 dxc5

Qxb2 20 Re2 Qxc3 21 Rc1 Qf6 22 Qb3 0-0-0 leads to unclear play-
[Pieterse.] 17...0-0-0!!



[Lines like 17...cxd4 18 Bxd4 Bc5 19 Nxe4 Bxd4+ 20 cxd4 fxe4 21 Rxe4 and 17...a6 18 Nxe4 Qxb5 19 Qxb5 axb5 20 Nxc5 are in White's favor.] 18 Nc4 Qc7 19 Bf4? [Begging for retribution! 19 dxc5 Rdg8 gives Black a strong attack, but 19 Bxc6! bxc6 20 Bf4 Qb7 is not clear, according to Pieterse.] 19...Qxf4! 20 gxf4 Rdg8+ 21 Kf1 Rxh2 22 Nd6+! Bxd6 23 Rxe4 fxe4 24 Re1 Be7! 25 Re2 Rh1+ 26 Kf2 cxd4 27 cxd4 Rh2+ 28 Kf1 Rh1+ 29 Kf2 Rh2+ 30 Kf1 Rh1+ 31 Kf2 Rh2+?, and 1/2-1/2 by repetition of moves, Riemersma-Pieterse, Hilversum 1987. Black could have won by 31...Rh3! 32 Rxe4 Rh2+! 33 Kf3 Bh4 or 32 Rc2 Bh4+ 33 Kf1 [33 Ke2 Rh2+ 34 Kf1 Rh1+ 35 Ke2 Rg2+ 36 Ke3 Rh3+] 33...Rh1+ 34 Ke2 Rg2+ 35 Ke3 Rh3+ 36 Kxe4 f5 mate. Analysis by Pieterse.

Black must be careful to come up with a complete system against the Fianchetto Line, since

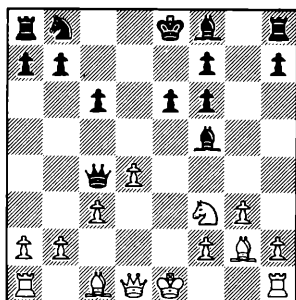
simple development without a clear plan usually leads to disaster: 8...Bd6 9 Bg2 Nd7 10 0-0 Qc7 11 Nh4 Bg6 12 a4 0-0 13 a5 a6 14 Re1 Rfe8 15 Qb3 Rab8 16 Bh3 Qf8 17 Bd2 f5 18 c4 Qg7 19 Bc3, and Black is getting squeezed to death. The game Kir. Georgiev-Orr, 1986, continued 19...Qh6 20 Bg2 f4 21 Rad1 Bh5 22 Rd2 Be7 23 Nf3 Bf6 24 Re4 fxg3 25 hxg3 Bg6 26 Re1 Qg7 27 Ne5 Bxc5 28 dxe5 Nf8 29 Bb4 Qh6 30 Re3 b5 31 Bxc6 Rec8 32 Rd6 Bf5 33 c5 Rxc6 34 Rxc6 Ng6 35 Rd6 Qg5 36 c6 Rc8 37 Bd2, and White won in a few more moves.

9 Bg2

White can also prevent Black's plan by 9 Qe2!?. After 9...Nd7 10 Bg2 Be4 11 0-0 Nb6 12 b3 Bg7, White sacrificed a pawn by 13 c4 Bxf3 14 Bxf3 Qxd4. His compensation seemed no more than adequate, though, until Black finally fell apart: 15 Bb2 Qc5 16 a4 Nd7 17 Bh5 Qe7 18 Bf3 Ne5 19 Bg2 0-0 20 f4 Ng6 21 Ba3 c5 22 f5 Ne5 23 Be4 Rad8 24 Rae1 Bh6 25 Qh5 Bd2 26 Re2 Kh8 27 Kh1 Rg8 28 fxe6 fxe6 29 Bxc5 Qg7 30 Rxf6 Bg5 31 Rf1 b6 32 Ba3 h6 33 Bb2 Rg8 34 Rfe1 Bf6 35 Ba3 Rg8 36 Rf1 Bg5 37 Bg2 Bf6 38 Bc1 Ng4 39 h3 Nh2 40 Bxh6, 1-0, Fedorowicz-Davies, 1981.

Instead of sacrificing the pawn by 13 c4, White should consider 13 Bb2 first, with 14 c4 to follow.

9 ... Qc4



Now White is prevented from castling.

10 Nh4

10 Bf1 Qd5 11 Bg2 would lead to a draw if White wants it. This is hardly discouraging for Black, though. Also leading to rather easy play for Black is 10 Be3 Nd7 11 Nh4 Bg6 12 Nxc6 hxc6 13 Qd2 Rd8 14 b3 Qb5, Am. Rodriguez-Hickl, Dubai Olympiad 1986, and now 15 c4 Qb4 16 Qxb4 Bxb4+ 17 Ke2 is a little better for White, according to Rodriguez, though a plan similar to the actual game continuation should prove adequate for Black. Black could also answer 15 c4 with 15...Qh5, when the position remains complicated. Instead, the game continued 15 0-0-0 Qa5 16 Kb1 Nb6 17 c4 Qxd2+ 18 Rxd2 Bb4 19 Rdd1 Kf8 20 h4 f5 21 Kc2 Nc8 22 Bf3 Be7 23 Rd3 Kg7 24 Rhd1 a6 25 a4 Rd7 26 Bg2, 1/2-1/2.

A reasonable idea for White

is to redirect his Knight to the more aggressive e4 square with gain of tempo: 10 Nd2 Qa6 [Bad is 10...Qd3 11 Qb3.] 11 Ne4 Nd7 12 g4?! [Hyper-aggressive. 12 Bf4 is slightly better for White, according to Pieterse. Play could continue 12...0-0-0 13 Qe2!, and White is more comfortable.] 12...Bg6 13 h4 h5 14 gxh5 Bxh5 15 Bf3 Bxf3 16 Qxf3 Be7 [The immediate 16...f5 also deserves consideration.] 17 Bf4 f5 [17...0-0-0? 18 Bd6.] 18 Ng5 [Better is 18 Nd6+ Bxd6 19 Bxd6 0-0-0, with an unclear position - Hickl.] 18...Nb6 [Black now has an edge.] 19 Qe2 Qa5 20 Qe5 Qxe5 21 dxe5 Rd8 22 Ke2 Na4! 23 Rab1 Rd5 24 Kf3? Nc5 25 Rbe1 Nd3 26 Re2 Rh5! 27 Be3 Nxe5+ 28 Kg2 Ng6 29 Nf3 e5 30 Kf1 e4 31 Ne1 Rxh4 32 Rxh4 Bxh4 33 Bxa7 Nf4 34 Re3 Rd2 35 f3 Rf2+ 36 Kg1 Nh3+ 37 Kh1 Bg3 38 Rxe4+ fxe4 39 Bxf2 Bxf2, 0-1, Grunfeld-Hickl, Munich 1987.

10 ... Bd3
11 Qd2 Bg6

This doesn't lead to such a bad game, but Kholmov calls it dubious. Instead, he suggests that 11...a5 is an improvement. Then 12 b3 Qa6 13 c4?? Bb4 wins for Black, of course. However, instead of the gross blunder 13 c4, White should play 13 Bb2 Nd7 14 c4 Bb4 15 Bc3 Bxc3 16 Qxc3 Bg6, and now 17 0-0, followed by 18 d5!, must be in White's favor.

12 Nxc6 hxc6

13 b3 Qb5
 14 Bb2 Bh6
 15 Qc2 Nd7
 16 c4 Qa5+
 17 Bc3 Qh5
 18 f4 Bg7

18...0-0-0!? 19 d5 exd5 20 cxd5 c5! offers both sides chances. Kholmov says that White can maintain a slight edge after 18...0-0-0 with 19 Qe2.

19 Qd3 f5
 20 Bf3 Qh6
 21 Qe3

21 h4 0-0-0 22 0-0-0 e5! - Kholmov.

21 ... a5
 22 a4 Bf6
 23 h4 Qg7
 24 0-0-0

Kholmov-Bronstein, Moscow 1983. White stands much better. Kholmov now gives 24...0-0 25 h5 Rfe8!, with the idea of ...c6-c5, as Black's best chance.

The plan of 8...Qd5 is quite playable, maybe just a shade better for White. Extremely interesting is 8...h5, followed by ...Bf5-e4. This idea has achieved such good results for Black that the popularity of the White Fianchetto System has actually been fading.

The Pawn Sacrifice Variation

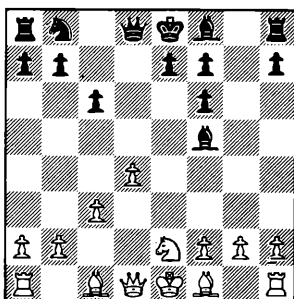
This extremely critical line usually comes about after 6c3 Bf5

7 Ne2 Nd7 8 Ng3 Bg6 9 h4 h5 10 Be2. Also typical, though, is the move order 6 Ne2 Bf5 7 Ng3 Bg6 8 h4 h5 9 Be2 Nd7 10 c3, reaching the same position.

For lines in which Black answers h2-h4 with ...h7-h6, see the 6 Ne2 Bf5 lines found in Chapter G.4.

Here we will examine the move order starting with 6 c3.

6 c3 Bf5
7 Ne2



Now Black's main move is

7 ... Nd7

but before we look at the "main lines," Black's various alternatives must also be understood:

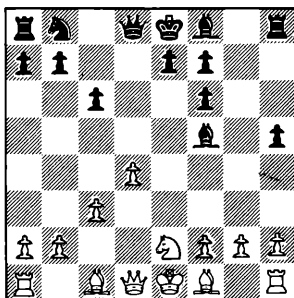
1) 7...e5 8 Ng3 Be6 9 Be3 Qc7 10 Bd3 [The e4 and f5 squares are now in White's hands. Black's game is already very bad.] 10...Nd7 11 0-0 0-0-0 12 Qf3 [12 Qh5 also looks very good.] 12...h5 13 Bf5. White's huge advantage is not in question.

2) 7...e6 [This loses a tempo for Black in some lines, since he must now take two moves to get his pawn to e5. However, this move also has another point - by not playing 7...Nd7, Black has kept the option of putting his Queen on d5. For example, 8 Ng3 Bg6 9 h4 h6 10 h5 Bh7 11 Bd3 Qd5!?. For a more detailed discussion on this point, look at section G.4. (6 Ne2 Bf5).] 8 Ng3 Bg6 9 h4 [In the game Brooks-Maki, Santa Barbara 1988, White didn't bother pushing his h-pawn to h4 since he had no intention of implementing a plan based on winning the enemy h-pawn. Instead, he wanted to castle Kingside and give his King as much protection as possible while he went all-out for a knockout punch on the Queenside. All this sounds impressive for White, but Black demonstrates that his counterplay is not to be underestimated. 9 Be2 Qa5?! (This just speeds up White's attack.) 10 0-0 Nd7 11 a4 0-0-0 12 b4 Qc7 13 a5 a6 14 Qb3 h5 15 h4 e5 16 Be3 Bd6 17 b5 cxb5 18 c4 exd4 19 Bxd4 b4 20 Ba7 Bc5 21 Bxc5 Qxc5 22 Ra4 Ne5 23 Rxb4 Nc6 24 Rxb7 Nxa5 25 Rb8+ Kc7 26 Qb4 Qxb4 27 Rxb4 Nc6 28 Ra4 a5 29 Bf3 Rd4 30 Ne2 Rxh4 31 g3 Ne5 32 Bd5 Rg8 33 Nc3 Bd3 34 Rc1 Rhg4 35 Rxa5 h4, and Black is doing well, though eventually 1-0 due to a major blunder.] 9...h5 10 Be2 Qa5 11 a3!?. [A rather cryptic move. 11 b4 is clearly the critical move. Then 11...Qc7 (11...Qd5 12 Bf3 Qc4 13 Qb3 Qa6 14 Be2 Qb6 15 Be3 Qc7 16 Qd1 a5

17 b5! cxb5 18 Bxb5+ Nd7 19 Ne2 Be4 20 0-0 is good for White.) 12 Nxf5 Bxf5 13 Bxf5 a5! is unclear, according to Dorfman. Ferguson does not agree, and says that 14 Qe2! is hard to meet. The move is annoying. One must conclude that 11 b4 gives White good chances for advantage.] 11...Nd7 12 b4 Qc7 13 Bxf5 Bxf5 14 Nxf5 0-0-0 15 g3 Qd6! 16 Nf4 e5 17 Ng2 exd4 18 cxd4 Ne5! 19 0-0 Qd5 20 Nf4 Nf3+ 21 Kh1 Qe4 22 Qe2 f5 23 Qxe4 fxe4 24 Kg2 Be7 25 h5 Nxd4, 1/2-1/2, Petrushin-Dorfman, USSR 1980.

If you intend to answer h2-h4 with ...h7-h6 and perhaps a later ...Qd8-d5 [as in Chapter G.4.], then 7...e6 may be playable. Otherwise, it just amounts to a loss of time.

3) 7 ... h5



A very interesting move. If this works, then Black can comfortably avoid the Pawn Sacrifice Variation! After 7...h5, White probably does best to copy Black with 8 h4. Not so effective is 8 Nf4?! h4! 9 Qf3 [Or 9 Bd3 Bxd3

10 Qxd3 Qc7 11 Be3 e6 12 0-0-0 Nd7 13 g3 0-0-0 14 Ng2 Qa5 15 Kb1 hxg3 16 hxg3 Rxh1 17 Rxh1 Qd5, with equality, Fink-Abrasin, 1959.] 9...Nd7 10 g4? hxg3 11 fxg3 [11 hxg3 is refuted by the surprising 11...Bg4! 12 Qg2Ne5!] 11...e5! 12 g4 Bh7 13 Ne2 exd4 14 cxd4 Bb4+ 15 Kf2 Qe7 16 Bg2 0-0-0 17 a3? [17 Be3 should be played - Schwartz.] 17...Bc5! 18 Be3 (Black is winning on either 18 dxc5 Ne5! 19 Qg3 Rd3 20 Be3 Nc4 or 18 Qe3 Ne5! 19 h3 Bb6 20 Rd1 Qd7 21 Kf1 Rhe8. Analysis by Schwartz.) 18...Ne5! 19 dxe5 Rd3 20 Qxf6 Qxf6+ 21 exf6 Rxe3 22 Rhe1 Bb6 23 Bf3 Be4 24 Bxe4 Rxe4+, 0-1, Bilek-Bronstein, Budapest 1955.

White's other natural alternative to h4 is 8 Ng3, when 8...Bg6 again transposes to our main Pawn Sacrifice lines. Less explored is 8...Bg4 9 f3 [Bad is 9 Qb3 h4! 10 Qxb7? hxg3 11 Qxa8 Rxh2 12 Rg1 Qb6, and White is in poor shape. The game Milka-Yankov, 1976, concluded 13 f3 Bc8 14 Bc4 e5 15 a4 exd4 16 a5 Qc7 17 cxd4 Rh4! 18 Be3 Bc5 19 dxc5 Rxc4 20 Rh1 Qe5 21 Kd1 Qxc3 22 Rh8+ Ke7 23 Qxa7+ Nd7, 0-1. Also comfortable for Black is 9 Be2 Bxe2 10 Qxe2 Qd5 11 0-0 (Both 11 Ne4 Nd7 12 f3 0-0-0 and 12 Bf4 Qe6 13 0-0 f5 14 Ng3 Qxe2 15 Nxe2 e6 16 Nc1 Be7 17 Nd3 are equal, according to Chess Digest) 11...Nd7 12 Rd1 h4 13 c4! Qe6 14 Qxe6 fxe6 15 Ne4 Rh5 16 a4 e5 17 d5 Rc8, with equality. Analysis by Chess Digest.] 9...Be6 [9...h4 10

fxg4 hxg3 11 h4! is bad for Black.] 10 Bf4 [It's also good to play 10 Bd3 Qc7 (10...h4 or 10...Qa5.) 11 Ne2 Bh6 12 Bxh6 Rxh6 13 Qd2 Rh8 14 Nf4 Qd6 15 0-0, with an edge to White, Muchnik-Vorotnikov, USSR 1957.] 10...Qa5 11 Bd3 h4 12 Ne4 Nd7 13 0-0 Qh5 14 c4 Bh6 15 Qd2 Rd8 [15...0-0-0 is a recommendation of Kotkov which leads to an unclear position, according to Chess Digest.] 16 b3 Nb6 17 Bxh6 Qxh6 18 Qf2. White's edge in space gives him the better prospects, Estrin-Stecko, USSR 1974.

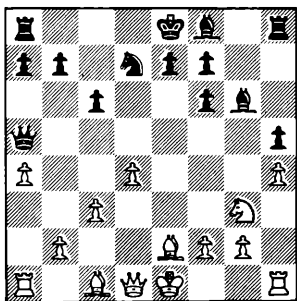
Interesting is 8 h4 Nd7 9 Nf4 Bg4 [Sacrificing a pawn by 9...Qc7!? is worth consideration: 10 Nxb5 0-0-0 11 Qf3 Bg6 12 Nf4 e5 13 Nxb6 fxg6 14 Bd2 exd4 15 0-0-0 dxc3 (15...Bc5! may give Black equality - Ferguson. Now White's Bishops eat Black alive.) 16 Bxc3 Bh6+ 17 Kc2 Qf4 18 Qxf4 Bxf4 19 Bd3 Rhg8 20 Bc4 Rgf8 21 h5 gxh5 22 Rxh5 Rde8 23 Bb4 c5 24 Bb5 Re7 25 Bxd7+ Rxd7 26 Rxc5+ Kd8 27 Rc4, 1-0, Doncev-Plachetka, Trnava 1982.] 10 f3 Bf5 11 Nxb5 Rxh5 12 g4 Bxg4 13 fxg4 Rg8 14 Bc4 e6 15 Qf3 Qb6 16 Qf2 c5 17 Be3 Qc6? [17...cxd4! 18 Bxd4 Qc6 should be fine for Black.] 18 0-0-0 cxd4 19 Qe2! a6 20 Bxd4, and White was considerably better in Kaminsky-Vorotnikov, USSR 1972.

The routine 8 h4 Nd7 9 Ng3 again permits Black to return to the Pawn Sacrifice Variation by 9...Bg6. Or, Black may vary with 9...Bg4 10 Be2 Bxe2 11 Qxe2

a5 or...e7-e5.

11 b4

White pushes the Black Queen away so that he can win the pawn on h5. A completely different idea is 11 a4!



The thought behind this move is that White envisions a game in which both sides will be attacking each other's King; White's attack will be on the Queenside, Black's on the Kingside. If this is the case, then why take the pawn on h5, which both loses time and opens lines to White's own King? With 11 a4!, White totally forgoes any designs on the h-pawn, and instead uses the position of Black's Queen to gain time for a pawn storm on the Queenside. Personally, I feel this is White's most dangerous plan. There is little experience with it so far, but, up to this date, White has scored well. 11...0-0-0 [11...e5 and the subsequent opening up of the center is always risky when one's King is

still in the middle. After 12 0-0 exd4 13 b4 Qd5 14 cxd4 Bxb4 15 Bf3, White has more than enough for the sacrificed pawn.] 12 b4 Qc7 13 a5 e5 [Perhaps 13...a6 first, and only then ...e7-e5, is better.] 14 a6 b6 15 0-0 e4 [Ugly but logical. The idea is to prevent White from playing Be2-d3, with domination of the light squares. If White doesn't find something active, Black will roll White up with ...f6-f5-f4. In the game Am. Rodriguez-Pieterse, Dieren 1987, Black tried the unimaginative 15...Bd6, but this allowed White to follow through with his idea of light-square domination by 16 Bd3! exd4 17 cxd4 Bxb4 18 Bc3 Kb8 19 Rc1 Ba3?! (19...Ne5? fails to 20 Bxg6 Nxc6 21 Qa4. Perhaps Black should try 19...Bd6, but White's game is already superior.) 20 Rc2 Ne5? 21 Bxg6 Nxc6 22 Qf3! Rd5 23 Ne4 Be7 24 Rfc1 Nxh4 25 Qh3 Ng6 26 Rxc6 Qd7 27 Qg3+ Ka8 28 Rc7 Qe6 29 R1c6, 1-0. An untested alternative is 15...f5!? 16 dxe5 Nxe5, with a sharp game.] 16 b5 c5 17 Qb3 Kb8 [17...f5!?, when 18 Qd5 Nf6 19 Qa8+ Kd7! is fine for Black.] 18 Bc4 Rh7 19 Ne2 [Bad is 19 Bd5 f5 20 f3? Qxc3 21 fxe4 Bd6.] 19...Bd6 20 g3 Rc8 21 Ra4? [The first real error, since the Rook will prove to be very poorly placed here. Correct was 21 Bd5, when it is very hard for Black to untangle his pieces.] 21...Bf5! [All of a sudden, all of Black's pieces are aimed at the weakened White Kingside, while White's bunched up army looks rather silly.] 22 Nf4

lowed by ...e7-e5, when Black should have adequate compensation. Another possibility is 13...a5 14 Be3 Nb6!?, followed by ...Nb6-d5.

2) 12 Rh3!? An interesting idea. White will take the pawn, but only after he improves the position of his King somewhat. White also hopes that the Rook will find some activity on the third rank. 12...a5 [Natural, but 12...0-0-0, followed by ...e7-e5, is preferable. Black's King would then be safe on the Queenside, and the Rook on h3 would not get into play as easily as in this game.] 13 Kf1 e6 14 Bxh5 Bxh5 15 Nxh5 axb4 16 cxb4 Bxb4 17 Rb3 [Black has recovered his pawn, but there is no truly safe haven for his King. White's concept of activating his Rook along the third rank has been vindicated.] 17...Bd6 18 Qf3, G.Sanchez-Silman, San Jose 1981, and now 18...0-0-0 is indicated, though White's game would still be superior. 12 Rh3 deserves more tests!

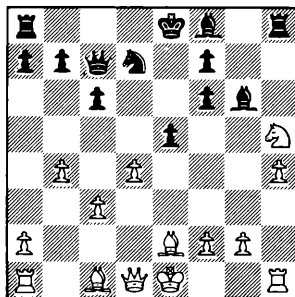
12 ... a5

With this move, Black disrupts White's pawn formation, creating targets to attack on b4 and d4. The flaw with 12...a5 is that it makes the Queenside a little less safe for the Black King to run to.

A move with the same ideas as 12...a5 is 12...Bxh5!?. After the recapture 13 Bxh5, Black contin-

ues 13...a5 but now does not have to worry about a Nh5-f4 maneuver by White. The game Boskovic-Rohde, USA 1979, went 14 Bg4?! axb4 15 cxb4 f5 16 Be2?! [Better is 16 Bxf5 e6 17 Be4 Bxb4+ 18 Bd2, with equal chances.] 16...Qd6 17 Qb3?! [17 b5 is a better try.] 17...Nb6! 18 Bb2? Na4! 19 Rd1 [19 d5 e5 20 dxe6 Qxb4+ 21 Kf1 Nxb2 22 exf7+Kd7 is winning for Black.] 19...Nxb2 20 Qxb2 Bg7 21 a3 Rd8 22 Qc2 e6 23 Rh3 Bxd4 24 h5 Qf4 25 Bf3 e5! 26 Rd2 e4 27 Bd1 Rg8 28 g3 Qe5 29 Re2 Bc3+ 30 Kf1 Qd4 31 Re1 Bxe1 32 Kxe1 f4 33 Rh4 Rxg3! 34 fxg3 Qg1+ 35 Ke2 f3 mate, 0-1. Instead of 14 Bg4?!, which gives Black a tempo, it is better to play 14 Be2! axb4 15 cxb4 e5 16 b5!, when White is slightly better, according to Byrne and Mednis. This assessment has yet to be tested, but it is interesting to note that nobody has cared to repeat 12...Bxh5.

The move that has seemingly taken precedence over 12...a5 is 12...e5!.



This move makes a lot of

sense. Black keeps his Queenside firm, as he intends to castle there soon. Since he must open up the position to get compensation for the sacrificed pawn, he chooses to do so in the center. Another nice point of 12...e5 is that White is unable to play 13 Nf4 and snap the Bishop at g6. Due to this, Black can often keep this active Bishop. The Peters-Seirawan game below is a good example of what this Bishop is capable of doing. 13 Ng3 [Bringing the Knight back into play and aiming at the weakened f5 square. It is a mistake to play 13 dxe5, since, after the forced moves 13...Bxh5 14 Bxh5 Qxe5+ 15 Be2 Bxb4, Black has regained his material plus an extra pawn. In Gipslis-Seirawan, Saint John 2nd Int. 1988, White attempted to improve previous play with 13 Be3 0-0-0 14 0-0. However, after 14...Be7 15 f4 Nb6 16 Rc1 Nd5 17 Bf2 exf4 18 b5 Ba3, White was reduced to desperation. The game concluded 19 Ng7 Bxc1 20 Qxc1 Rdg8 21 Bg4+ Kb8 22 Nf5 Bxf5 23 Bxf5 f3 24 g4 Ne7, 0-1.] 13...0-0-0 14 h5 Bh7 15 0-0 [A very intelligent move, as is 15 Bg4, gaining a grip on f5. White would then be better after 15...Kb8 16 Be3 exd4?! 17 Qxd4 Nc5 18 Bf4! Nd3+ 19 Qxd3+, etc. Black can improve, though, with 16...Nb6! followed by ...Nb6-d5, with a very unclear position.

Playable is 15 Qb3?!, but after 15...Nb6, White should definitely not follow with 16 b5?, since after 16...c5, Black is al-

ready breaking through the White center. The game Peters-Seirawan, USA ch., Berkeley 1984, continued 17 dxc5 (17 dxe5?? c4! 18 Qb2 Na4 is rather embarrassing for White.) 17...Bxc5 18 a4?! (Going for the attack, but Black's pieces are much more active than White's. In other words, Black is going to mate first. More prudent was 18 Ba3, hoping to trade some pieces with 19 Bxc5 Qxc5 20 Qb4.) 18...Rhg8 19 a5 Nd5 20 b6 axb6 21 a6 bxa6 22 Bxa6+ Kb8 23 Bc4 Nf4 24 Kf1 Qb7 25 Rh2 b5 (Immediately decisive was 25...Nxc2! 26 Rxc2?! Qf3 27 Be2 Bd3 28 Bxd3 Rxc3!.) 26 Be2 Nxe2 27 Nxe2 Be4 28 f3 Bd3 (Good enough, but 28...Bxf3! 29 gxf3 Qxf3+ 30 Ke1 Rg1+! 31 Nxc1 Qg3+ 32 Ke2 Qxh2+ 33 Kf3 Qh1+! is more incisive.) 29 Ke1 Bc4 30 Qc2 Rd3 31 h6 Qd5 32 h7 Rd8 33 Bg5 Bb3 34 Qxd3 Qxd3 35 h8Q Rxh8 36 Rxh8+ Kb7 37 Bd2 Bc4 38 Ng3 e4! 39 Rh5 Bd6, 0-1. If White must go in for 15 Qb3 Nb6, then he should continue with 16 dxe5 fxe5 17 Bg5 or 16...Qxe5 17 Be3, in both cases with a complicated game with mutual chances.] 15...Bd6? [Black needs to show more imagination if he is to answer White's threat of a light-squared bind. 15...Kb8! prevents 16 Bg4, due to the answer 16...exd4 17 Qxd4? Ne5. Another idea is 15...f5!?, when Black's whole army becomes very active.] 16 Bg4 e4 17 Nf5 Bh2+ 18 Kh1 Bf4 19 Bxf4 Qxf4 20 g3 Qc7 21 Re1 Rde8 22 Kg2 Kb8 23 Qc2. White

is clearly in charge. The concluding moves in the game Tarjan-Benjamin, USA ch., South Bend 1981, were: 23...Nf8 24 Rxe4 Ne6 25 Qe2 Reg8 26 Rh1 Bxf5 27 Bxf5 Nf4+ 28 Rxf4 Qxf4 29 Qf3 Qd2 30 a4 Rd8 31 a5 a6 32 Qe3 Qa2 33 h6 Qd5+ 34 Qf3 Qd6 35 h7 Rde8 36 Rh4 Ka7 37 Re4 Qf8 38 Rxe8 Qxe8 39 Qe3 Qd8 40 d5+ Kb8 41 Qf4+, 1-0.

13 Rh3?!

13 Nf4 axb4 14 Nxc6 fxc6 15 Qd3! [15 cxb4 e5! gives Black good compensation. For example 16 Rb1 (Or 16 b5 Bb4+ 17 Bd2 Qd6!, with equal chances) 16 ... 0-0-0 17 b5 Nc5 18 bxc6 Qxc6 19 Bf3 e4 20 Be2 Nd3+ 21 Bxd3, Sindik-Kristiansen, 20th Olympiad, Skopje 1972, and now 21...Rxd4 is good.] 15...bxc3? [This turns out to be a bad idea simply because the Black King will not find happiness wandering around the middle of the board. White's passed pawn will also turn out to be a major factor. Much better is 15...0-0-0 16 cxb4 e5 17 Rb1 Nb6!? (17...exd4?! 18 Qxd4 Ne5 19 Qc3 favors White.) 18 Qxc6 (18 Be3 f5!) 18...Nd5!. In this position, Black is supposed to have compensation for the sacrificed pawns, but Peters feels that 19 Bd2 favors White. I'm not so sure. After 19...exd4, the position is messy. Let's feed it to Deep Thought!] 16 Qxc6+ Kd8 17 g3 [17 h5 is even stronger.] 17...e6 18 0-0 Ba3 19 Bc4 Re8 20 Re1 Qd6,

Liberzon-Pasman, Beer Sheva 1984, and now 21 Qxe8+ Kxe8 22 Rxe6+ Qxe6 23 Bxe6 Ke7 24 Bb3 b5 25 h5 Bxc1 26 Rxc1 b4 27 Kg2 is winning for White.

13 ... axb4

14 cxb4 e6

15 b5

A complete answer to 15 Bd2 is 15...Qb6.

15 ... c5!?

Larsen says he was trying to complicate when he made this move, otherwise he would have played the objectively sounder 15...Bxh5 16 Bxh5 Qa5+, with an edge to Black.

16 Nf4!

Clearly best. A couple of blunders that White could easily make are 16 dxc5? Bxh5 17 Bxh5 Qe5+ and 16 Be3? cxd4 17 Bxd4 Bxh5 18 Bxh5 Bb4+ 19 Kf1 Rxh5! 20 Qxh5 Qc4+, etc.

Larsen's policy of "complicate at all costs" paid off in Bellon-Larsen, Las Palmas 1976, since White chose this moment to play weakly: 16 Bf4? Bd6! 17 Bg3? cxd4 18 Qxd4 e5! 19 b6 Qc6 20 Nxf6+ Nxf6 21 Bxe5 Bxe5 22 Qxe5+ Kf8 23 Kf1 Rxa2! 24 Rd1 Qxb6, and Black was winning.

16 ... cxd4

17 Nxc6 fxc6

18 Qxd4 Bc5

19 Qe4 Kf7
20 h5 gxh5
21 Bxh5+ Ke7

According to Varnusz, the chances are even.

The Pawn Sacrifice Variation represents a real try by White of refuting the Black sys-

tem. Strangely enough, all the lines are largely unexplored, and thus offer a fertile ground for research by both sides. At this point, the lines in which White takes the pawn on h5 seem to offer Black good play. Highly dangerous, though, is 11 a4(!), a move which fights very hard for the initiative.

Chapter 3

Annotated Games Of Instructive Value

All games start with the moves **1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Nxf6+ gxf6.**

GAME 1

Westerinen-Tisdall, Brighton
1983.

6 c3

This very flexible move has become White's most common reply to Black's system. The d4 pawn is now firmly defended and White has kept most possible modes of development open. The only problem with 6 c3 is that it takes away any possibilities White may have had for a quick central break with c2-c4 and d4-d5.

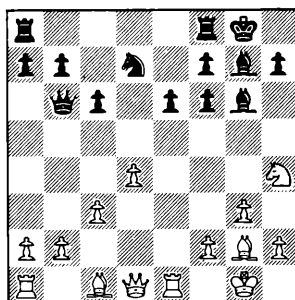
6 ...	Bf5
7 Nf3	e6
8 g3	Bg7?!

White's best reaction to this Bishop move is to play for a quick central battle with c4 and d5. However, since White has already played c2-c3, this would now lose a tempo, and as a result, also its effectiveness. It is surprising that ...Bf8-g7 is not used more often against 6 c3.

9 Bg2	Nd7
10 0-0	0-0
11 Re1	Qb6!?

Intending to meet 12 Qe2 with 12...a5, 13...Qa6, and a subsequent trade of Queens. Moves like 11...Nb6 and 11...Bg4 also merit serious consideration.

12 Nh4 Bg6



13 Be3?!

White has failed to achieve any advantage from the opening, so he decides to gamble. This decision is not quite correct, but it is typical of Westerinen's temperamental style. "If it's not correct, then why does he do it?," you may ask. Such sacrifices are played in the hopes that they will have a disorienting effect on the opponent. In other words, they are psychological in nature. If you have made no mistakes and your position is good, then you must keep your confidence and not let your opponent's attempt at "changing

the pace" of the game affect you.

13 ... Qxb2
 14 Nxg6 hxg6
 15 Rb1 Qxa2?

A mistake which gives White the chances he was looking for. The wonderful thing about being material ahead is that you can give it back at the right time to achieve other types of gains. With 15...Qxc3 16 Rxb7 Nb6 17 Qe2 Nd5 18 Rc1 Qa3 19 Rxc6 Nxe3 20 fxe3 Rab8!, Black would return the extra material but gain the initiative, due to the inferior White pawn structure and less secure White King.

16 Rxb7 Nb6
 17 Qa1!

Avoiding 17 Bxc6 Rac8, when Black is back in the driver's seat.

17 ... Qc4

White would stand better after 17...Qxa1 18 Rxa1 because he would have the two Bishops and two targets at a7 and c6, compared to White's one weakness on c3.

18 Bf1 Qa4
 19 c4 f5
 20 Qxa4 Nxa4
 21 Ra1 Nc3
 22 Rxa7 Rxa7
 23 Rxa7 Nd1!

Black looks for salvation in Bishops of opposite colors.

24 Rc7 Nxe3
 25 fxe3 Bh6
 26 Kf2 Rb8

An important rule in these endings: Always make sure that your Rook is active!

27 Rxc6 Rb3
 28 d5 Bxe3+
 29 Ke2 exd5
 30 cxd5 Kf8!
 31 d6 Ke8
 32 Rc7 Bg5
 33 Bg2 Rb2+
 34 Kf1 Rb1+
 1/2-1/2

GAME 2

Grunfeld-Hickl, Munich 1987.

6 c3 Bf5
 7 Nf3 e6!?

At the moment, it is not clear which setup of pieces White will use. One system of development that is considered promising for White is Bc1-f4, followed by Bf1-e2 and 0-0. To prevent this, Black can play 7...Qc7, but then White can play the fianchetto system (as he does in this game), and Black would be forced to play lines with ...Qd8-c7 against it. Because these lines with 7...Qc7 8 g3 may not be to Black's taste, Black avoids them

and allows White to go ahead with 8 Bf4, if he so chooses. This type of second-guessing your opponent's intentions and using care to avoid inferior transpositions is typical of modern opening theory.

8 g3

A completely different story is 8 Bf4 Bd6 9 Bg3 Qe7 10 Be2 Nd7 11 0-0, with perhaps a slight advantage for White, though of course Black's game is perfectly playable. Players of the White pieces would do well to look into this line further. See I.7. of Chapter Two for a complete analysis of the line with Bc1-f4.

8 ... Qd5

A reasonable line, but White can take a draw since 9 Bg2 Qc4 10 Bf1 is a perpetual on the Queen.

9 Bg2

It's also possible to play 9 Qe2 first, so that Black cannot move his Queen to c4.

9 ... Qc4

Black's idea is quite simple - he wishes to prevent White from castling. Naturally White can get castled, but he will have to go through some gyrations in order to accomplish it. The trouble with Black's plan is that it tends to be defensive in nature; it tries to stop White's plans, but does not ag-

gressively attempt to accomplish anything in particular. Of course, if White does nothing, Black will develop, castle Queenside, and break open the center. However, White has no intention of sitting idly by.

10 Nd2

White uses the odd placement of the Black Queen to gain a tempo while he maneuvers his Knight to a better post.

10 ... Qa6

On 10...Qd3, White would play 11 Qb3, with an attack on b7.

11 Ne4 Nd7
12 g4?

White gets carried away with feelings of grandeur and recklessly weakens his Kingside. The simple and obvious 12 Bf4 eyes the d6 square, and should grant White a slight edge, according to Pieterse. Simple moves that build up your position are always a good idea. Moves like 12 g4 go into the "beat yourself" category. Remember, one of the main strategies in chess is to create attackable weaknesses in your opponent's camp. Try to avoid doing it to your own position!

12 ... Bg6
13 h4 h5
14 gxh5 Bxh5
15 Bf3 Bxf3

16 Qxf3 Be7

The immediate 16...f5 may well be stronger, denying White the option of Ne4-d6.

17 Bf4 f5

A mistake is 17...0-0-0? due to 18 Bd6, when White would win a pawn.

18 Ng5

According to Hickl, it would be better to play 18 Nd6+ Bxd6 19 Bxd6 0-0-0, with chances for both sides.

18 ... Nb6

Black has the superior chances because White's King is in the open and the pawn on h4 is weak.

19 Qe2 Qa5
20 Qe5 Qxe5
21 dxe5 Rd8
22 Ke2 Na4!
23 Rab1 Rd5
24 Kf3?

A blunder which loses material. After 24 Nf3 Nc5, Black's advantage would be almost negligible.

24 ... Nc5
25 Rbe1 Nd3
26 Re2 Rh5!

Threatening to win a piece by

27...Nxf4 28 Kxf4 Bxg5+.

27 Be3 Nxe5+

White is quite lost. He is a pawn down, his h-pawn is still weak, and Black's center pawns will soon be on a roll.

28 Kg2 Ng6
29 Nf3 e5
30 Kf1 e4
31 Ne1 Rxh4
32 Rxh4 Bxh4
33 Bxa7 Nf4
34 Re3 Rd2
35 f3 Rf2+
36 Kg1 Nh3+
37 Kh1 Bg3

Threatening mate on h2, which can only be averted by a great loss of material.

38 Rxe4+ fxe4
39 Bxf2 Bxf2
0-1

GAME 3

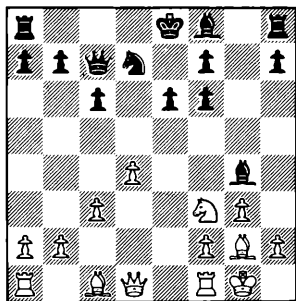
Seitaj-Skembris, Kavala 1985.

6 c3 Bf5
7 Nf3 Qc7!?

Black does not allow White to play the Bc1-f4 systems. He also does not mind going into the g2-g3 lines with ...Qd8-c7, since he has a new idea in mind.

8 g3 e6

9 Bg2 Nd7
10 0-0 Bg4!



This is the idea. Black is willing to go out of his way to trade his Bishop for White's Knight so that he can get in the thematic ...h7-h5-h4 advance. When that is done, White's g-pawn will be weakened and the h-file will be opened.

11 Re1 h5!
12 Bf4

12h3 Bxf3 13 Bxf3 h4 14. Bh5 hxg3 15 Rxe6+ Kd8! 16 Bxf7 gxf2+ shows a high degree of self-destructiveness on White's part. Note how the move h2-h3 weakens White's Kingside and makes the Black advance with ...h5-h4 all the more potent.

12 ... Bd6
13 Bxd6 Qxd6
14 h3 Bxf3
15 Qxf3 h4

Though Black has left his King in the center, he has actively

eradicated his weak h-pawn and opened up lines to the White King. Black has achieved a good game out of the opening.

16 b4

White anticipates that Black will castle Queenside. However, Black has a surprise in store.

16 ... hxg3
17 fxg3 Ke7!

This is it! Black avoids the ready-made Queenside attack that White has set up and uses his King to help defend the f6 pawn so that his Knight can be free to do other things. Black now stands better.

18 Re3 Rag8
19 Rf1 Rg6
20 Kh2 Nb6
21 Rd3 Nd5
22 c4

White sacrifices a pawn in an effort to open up the center and get to Black's King before Black breaks through on the Kingside.

22 ... Nxb4
23 Rb3 Rhg8
24 Qf2

24 c5! Qc7 25 Rxb4 Rxg3 26 Qxf6+ Kf8 27 Qxf7+ Qxf7 28 Rxf7+ Kxf7 29 Rxb7+ Kf6 30 Bxc6 Ra3 is just a little better for White, according to Skembris. However, 26...Ke8! is stronger, because White's Rook would not

be able to capture on f7 with check.

24 ... b6
 25 c5 Qc7!
 26 cxb6 axb6
 27 Be4 f5
 28 Qe1

Naturally not 28 Rxb4?
 Rxc3!.

28 ... Kd8!
 29 Bg2 Na6
 30 Rff3 Nb8
 31 Qb1 Nd7
 32 Rfc3 c5
 33 dxc5 Nxc5

White has not been able to generate sufficient compensation for the sacrificed pawn. White's next move compounds his problems.

34 Rxb6? Rxc3
 35 Rb8+ Ke7
 36 Rxc8 Rxc3+
 37 Kg1 Nd3
 38 Bf1 Qc5+

Black's attack proves quickly decisive.

39 Kh1 Nf2+
 40 Kg2 Nxh3
 41 Kh2 Qe5+
 42 Kh1 Nf2+
 43 Kg1 Ng4
 0-1

GAME 4

Sigurjonsson-Hodgson,
 Brighton 1983.

6 c3 Bf5
 7 Nf3 Qc7
 8 g3 e6
 9 Bg2 Nd7
 10 0-0 0-0-0
 11 Qe2

White wishes to stop Black from playing a possible ...Bf5-e4, but he goes about it in the wrong way. Since Black has castled on the Queenside, White must attempt to attack him as fast as he can. To that end, moves like Qd1-a4 are attractive in the not-too-distant future. 11 Qe2 takes away that possibility from White. Correct was 11 Re1, stopping ...Bf5-e4 and keeping the Queen free for the dance of death on the Queenside.

11 ... Bg4!

Black is well aware that whoever gets there first will win. He loses no time in preparing the ...h7-h5-h4 advance so that he can open up lines to the White King.

12 Be3 h5
 13 c4?!

13 h3 would be better, forcing some sort of clarification on the Kingside.

13 ... h4

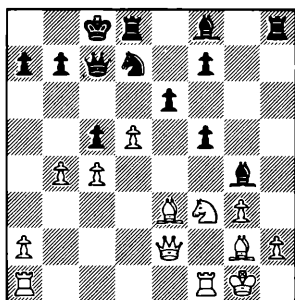
14 b4

Better late than never... White finally starts an attack on the Queenside. Naturally he has no fear of 14...Bxb4, as it opens up lines to the Black King. After 15 c5, Black's dark-squared Bishop would be stuck on the hostile side of the board, and White would be able to generate an attack there with time-gaining moves like Ra1-b1.

14 ... hxc3

15 fxg3 f5

16 d5 c5!



A common and instructive way to stall the White attack. White's passed d-pawn means nothing at this point in the game. Note that if White wants to open the b-file with b4xc5, he will have to give the very useful c5 square permanently to Black. With White's attack more or less nullified, Black is free to seek his own fortunes in the center and on the Kingside.

17 dxe6 fxe6

18 a3?

Black already stood better, but this is a serious waste of time.

18 ... Bd6

19 bxc5 Nxc5

20 Rab1 Ne4

21 Qb2 Bc5

22 Rfe1 b6

White realizes that his attack is at an end, and, in a state of panic, he attempts to trade Queens.

23 Qe5 Bxf3!

Now 24 Qxc7+ Kxc7 25 Bxf3 Nd2 wins material for Black. Due to this, White goes on an adventure and indulges in a spite check. Things only get worse, though.

24 Qxe6+ Kb8

25 Bxf3 Nd2

26 Bxc5 Qxc5+

27 Kg2 Rxh2+!

The open h- file finally takes its toll. White will be mated.

28 Kxh2 Qf2+

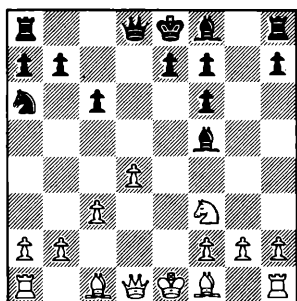
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GAME 5

De Firmian-Wilder, New York 1982.

6 c3 Bf5

7 Nf3 Na6



An interesting concept. Black intends to place his Knight on c7, where it eyes the delicate d5 and b5 squares. Another point is that, as the Knight will no longer be going to d7, the Black Queen can take up residence there, where she will back up the light-squared Bishop in preparation for ...Bf5-h3.

- 8 g3 Qd7
- 9 Bg2 Bh3
- 10 0-0 Bxg2
- 11 Kxg2 Nc7?!

More accurate is 11...e6, when 12 Bf4 can be met by 12...h5 and 13...Bd6, followed by ...Na6-c7. After 11...Nc7?!, White gets to demonstrate an instructive positional concept.

12 c4

First White prevents Black from playing his Knight to d5. Naturally White also has visions of a central breakthrough.

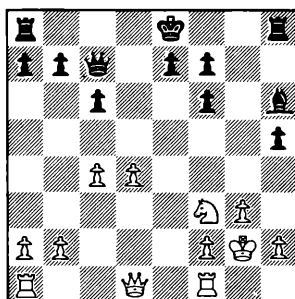
12 ... h5

Black sees that 12...e6 13 Bf4 Bd6 allows 14 Bh6, when his Kingside pawns are frozen in place.

13 Bf4! Bh6

No better is 13...Ne6 14 Be3 when Black's Knight is poorly placed. After moves like Qd1-a4 and Ra1-d1, White would be ready for a strong central push with d4-d5.

14 Bxc7! Qxc7



The point of White's play. Black's Bishop on h6 is not nearly as flexible as the White Knight. The theme of the superior minor piece is a critical idea in all openings, middlegames, and endgames.

15 d5!

White plays with great energy! Besides gaining space and fixing the Black pawn on e7 as a possible target, 15 d5! makes possible a Knight jump to d4 in some variations. If Black does not do something quickly, White will play

Qd1-a4, Ra1-d1, and Rf1-e1, with intense pressure on the Black position.

15 ... 0-0-0
16 Qa4 cxd5
17 cxd5 Kb8

This is not radical enough to offset White's advantage. Compulsory is 17...Rxd5! 18 Qxa7 Ra5 19 Qd4 Rd8 20 Qe4 f5 21 Qe2, when Black's pieces are active. However, his weakened pawn structure should still assure White an edge.

18 Rad1 Rdg8
19 Rd4!

Another excellent move. White defends against ...Rg8-g4 and simultaneously prepares to overprotect his advanced d-pawn with Rf1-d1.

19 ... f5
20 Rfd1 Rg4
21 Qb3 Rd8
22 h3 Re4
23 R4d3 Ka8?

23...f4 is better, but 24 Nd4 would still be strong. Now Black's position collapses like a house of cards. Note how his Bishop just sits on h6, useless.

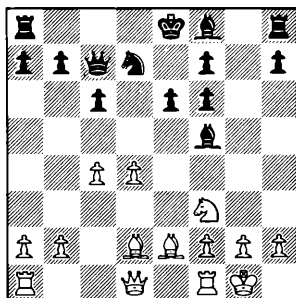
24 Nd4 f4
25 d6!! exd6
26 Nb5 f3+
27 Rxf3 Qc6
28 Nd4 Qc5

29 Rxf7 Rb8
30 Ne6
1-0.

GAME 6

Kaplan-Larsen, San Antonio 1972.

6 Nf3 Bf5
7 Be2 Qc7
8 0-0 Nd7
9 c4 e6
10 Bd2



Black has nothing to fear from 10 d5 0-0-0 11 Nd4 Bg6 12 dxe6, as 12...Nc5 wins a piece for Black. The point of Bd2 is to play Qd1-a4 and Bd2-a5 after Black castles Queenside. Though it's not clear if this idea is effective, Larsen decides to delay castling and go about his preparations for a Kingside attack. In this way, there is no target on the Queenside for White to attack.

10 ... Bd6
11 Kh1 Rg8

12 c5?

Though this gains space and prepares for an advance on the Queenside with b2-b4-b5, Black's newly-gained control of the d5 square must also be taken into account. At times this idea can be effective, but here White is not in a position to follow up with a thematic idea that is associated with the c5 advance, namely Nf3-d2-c4. We can conclude that mixing Bf1-d2 with c4-c5 is not an efficacious idea.

12 ... Be7
13 Qc1 Be4

This move is very important for Black to be aware of. On this square, Black keeps an eye on d5 and also indirectly pressures the g2 point.

14 Bf4 Qa5
15 Bg3 h5!
16 Rg1 f5
17 Nd2 h4!
18 Bd6?

18 Nxe4 would at least get rid of the troublesome Bishop.

18 ... Bd5
19 Bxe7 h3!
20 f3 hxg2+
21 Rxg2 Rxg2
22 Kxg2 Kxe7

A mate is highly doubtful, but White's pawn structure is now inferior to Black's - with targets

on d4, f3 and h2, an endgame is a good idea for Black.

23 Nc4 Bxc4
24 Bxc4 Nf6

Another case of the superior minor piece. The Black Knight is a wonderful piece. Besides the d5 square, Black may also be able to get to f4, where it will torment the White King. Another important point is the well known rule: "In endgames, Queen and Knight are often superior to Queen and Bishop." This makes sense; the Queen already moves like a Bishop but the Knight is unique, and its powers often cause Queens quite a bit of trouble.

25 Qf4 Rd8
26 a3 b6
27 b4 Qa4
28 Ra2 bxc5
29 dxc5 Qd1

Black allowed White to rid himself of the weakling on d4 in exchange for complete domination of the now fully-opened d-file.

30 Bf1 Rg8+
31 Kf2 Nd5
32 Qd2 Qb3

It's hard for White to move any of his pieces. In order to gain some measure of activity, he sacrifices a pawn.

33 Rb2 Qxa3

34 Ra2 Qxb4
 35 Rxa7+ Kf6
 36 Qxb4 Nxb4
 37 Rb7 Nd5
 38 Bc4 Rc8

So the sacrifice turns out to be in vain. It's just a matter of technique now.

39 Kg3 f4+
 40 Kf2 Ne3
 41 Bd3 Rh8
 42 Rc7 Nd5!
 43 Rxc6 Nb4
 44 Rd6 Nxd3+
 45 Rxd3 Rxh2+
 46 Kg1 Rc2
 47 Rd4 Rxc5

The game is now as good as over, since 48 Rxf4+ Rf5 forces a winning King and pawn ending or the loss of White's last pawn. White plays on, for some reason, but there is no hope.

48 Kf2 Rc2+
 49 Kf1 Kg5
 50 Rd8 Kh4
 51 Rg8 f5
 52 Rg6 e5
 53 Re6 e4
 54 fxe4 fxe4
 55 Rxe4 Kg3
 56 Re8 Rc1+
 0-1

"In this variation, many endings are won with the aid of the seemingly humble center pawns." - Larsen.

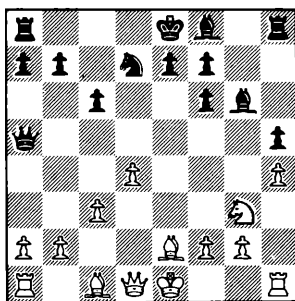
GAME 7

Root-Silman, American Open 1986.

6 c3 Bf5
 7 Ne2 Nd7
 8 Ng3 Bg6
 9 h4 h5

After 9...h6 10 h5 Bh7, White will play Bc1-e3 and Qd1-d2, when the h-pawn is still a sitting duck.

10 Be2 Qa5



Black defends the h5 pawn. Now, if White wants to win it, he must weaken his Queenside by 11 b4 Qc7 12 Nxb5, when 12...e5, followed by 13...0-0-0, gives Black excellent compensation due to his active pieces, pressure in the center and White's lack of a truly safe haven for his King. Instead, White decides to ignore the h-pawn altogether - after all, removal of this pawn just opens lines to White's own King. White's plans are now more aggressive than greedy; he intends to go all out for a Queen-

side assault. In other words, it's not material White wants, it's the initiative!

11 a4! 0-0-0
 12 b4 Qc7
 13 a5 e5

Black might consider 13...a6!?. Instead, he opts for an immediate attack on White's center.

14 a6 b6
 15 0-0 e4

Ugly but logical. 15...exd4 16 cxd4 Bxb4 opens lines to Black's own King. However, if Black does nothing, White can play Be2-d3 and dominate the e4 and f5 squares. The point of 15...e4 is to prevent both Be2-f3 and Be2-d3. If White is then unable to attack, Black will roll White up with ...f6-f5 -f4. An untried alternative is 15...f5!? 16 dxe5 Nxe5, with a sharp game.

16 b5 c5
 17 Qb3 Kb8

Inferior is 17...f5 18 Qd5 Nf6? 19 Qa8+ Qb8 20 Qc6+, when White wins the Knight.

18 Bc4 Rh7

Another indignity, but worse in appearance than in reality. The f7 pawn is defended, and Black will soon be ready to switch to a counterattack.

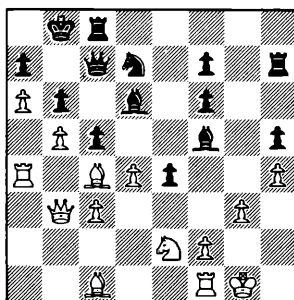
19 Ne2

Suicidal is 19 Bd5 f5 20 f3? Qxg3 21 fxg4 Bd6. Instead White logically prefers to blockade the f4 square.

19 ... Bd6
 20 g3 Rc8
 21 Ra4?!

The first real error, as White's Rook is very poorly placed here. Correct is 21 Bd5, when White's game is perhaps somewhat preferable.

21 ... Bf5!



All of a sudden, all of Black's pieces are aimed at the weakened White Kingside, while White's bunched-up army looks rather silly.

22 Nf4

22 Bxf7 Nf8!, followed by 23...Rg7, would accelerate Black's attack.

22 ... Rg7

23 Nd5

Avoiding a little trap: 23 Nxf4?? Rh7 24 Nf4 Bxf4! 25 Bxf4 Qxf4! 26 gxf4 Rg8+ 27 Kh1 Rxh4 mate.

23 ... Qd8

Before I played this obvious move, I used up a lot of valuable time on the Queen sacrifice 23...Bxg3 24 Nxc7 Bxc7+. All very interesting, but I ultimately chickened out!

24 Bf4 Bxf4**25 Nxf4 Qc7****26 Kh2 Rg4**

26...Rcg8 threatens 27...Qxf4! 28 gxf4 Rg2+ 29 Kh1 R2g4, mating, but 27 Bxf7! seems to favor White. Now time trouble started to raise its ugly head.

27 Nd5!

Black threatened to win by 27...Rxf4. On 27 Ng2, Black could play 27...Rcg8, intending 28...Rxc3!

27 ... Qd6**28 Ne3!**

With 27 Nd5, White initiated a very deep plan. I thought I had seen further than my opponent, but I was in for a surprise.

28 ... Rxh4+**29 Kg1 Bh3**

Completely mistaken is 29...Bg4 30 gxh4 Bf3, since, after 31 Rb1, White's King escapes to e1.

30 Bxf7!

Not 30 gxh4?? Rg8+ 31 Kh1 Qf4, winning.

30 ... Bxf1**31 Nf5!**

The point of White's play, and a rude awakening to me. I thought that I had finally got him, and now the battle flares up with renewed vigor. Not a happy occurrence for someone with less than a minute on his clock!

31 ... Qc7**32 Nxf4 Bd3****33 Bg6**

Else Black could open up the White Kingside with 33...e3.

33 ... cxd4**34 Rxd4 Nc5!**

It was possible to play 34...Ne5, but after 35 Bxe4 Qxc3 36 Qxc3 [Not 36 Qd5 Qe1+] 36...Rxc3 37 Bxd3 Rxd3 38 Rxd3 Nxd3 39 Nf5, intending Nf5-g7xh5xf6, Black's pawns fall faster than White's.

35 Qb4 Qe5**36 Ng2 Rg8??**

With only 8 seconds left to

get to move 40, I finally go berserk. Interesting is 36...Qg5 37 Bxe4! Bxe4 38 Rxe4 Nxe4 39 Qxe4 Qc1+ [39...Qg7 40 c4 and 41 Ne3 gives White too much pressure.] 40 Kh2 Rc7 41 Qe8+ Rc8 42 Qd7 Rc7 43 Qd8+ Rc8 44 Qd6+ Rc7 45 Nf4 Qxc3 46 Ne6 Qe5 47 Qxe5, and White wins the pawn ending. Correct was 36...Rh8, when the game would be equal.

- 37 Bf7 Rf8
- 38 Rd5 Qc7
- 39 Bxh5 f5
- 40 Nf4 Rd8?
- 41 Qd4 Rxd5??
- 42 Nxd5 Qd7

Only at this point did I realize that I had made the time control. Alas! I've ruined my position.

- 43 Qh8+ Qc8
- 44 Qe5+ Ka8
- 45 Nc7+ Kb8
- 46 Ne6+ Ka8
- 47 Qd5+ Kb8
- 48 Qd6+ Ka8
- 49 Be8
- 1-0

An exciting game in which White's cool defense finally broke me.

GAME 8

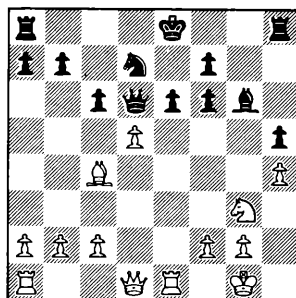
The following is not really one annotated game, but several. It is an abridged version of an article that appeared in Chess Life

in August, 1981. It is given here because it not only illustrates various themes of this opening for both sides, but it also demonstrates to the reader how new moves and ideas are born.

I started playing the 5...gxf6 Caro-Kann on a dare. I was told it was terrible, and, though I was not inclined to play it, I felt it could not be that bad. Due to this challenge, I first played it against an International Master in an important first place game. Imagine my delight when I won in just 19 moves! After that success, I continued to employ the line, and had achieved a 10-0 score when the following game took place.

Subramaniam-Silman, USA
1981.

- 6 Bc4 Bf5
- 7 Ne2 e6
- 8 0-0 Nd7
- 9 Re1 Qc7
- 10 Bf4 Bd6
- 11 Bxd6 Qxd6
- 12 Ng3 Bg6
- 13 h4 h5
- 14 d5!



The moves played here are

typical, if not the most accurate. White's imaginative idea is to take advantage of Black's uncastled King. In this opening, Black must always be wary of the possibility of a central break by White.

14 ... Nb6?

Also good for White is 14...cxd5?! 15 Bxd5 Qc7 16 Be4!.

15 Bb3 cxd5

16 c4! Rd8

Black would like to castle long, but then 17 c5! Qxc5 18 Rc1 Nc4 19 Bc2, followed by b2-b3, wins a piece. Note how White is doing his utmost to keep Black's King in the center.

17 Qf3?!

17 cxd5! Nxd5 18 Qf3 would put Black under great pressure.

17 ... dxc4!

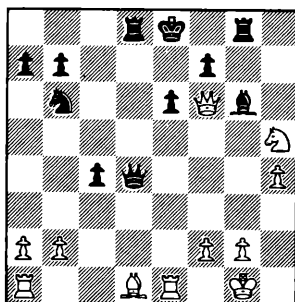
18 Qxf6 Rg8?

I was disconcerted by the way the game was going, so I missed 18...0-0! 19 Bd1 Qd4.

19 Bd1 Qd4?

The start of complete mental collapse. Best is 19...Qe7, though 20 Qf4 is still good for White. Black simply cannot do well with his King stuck in the middle like this.

20 Nxh5!



White, a good attacking player, smells blood. With his jaws set in my position, he never lets go.

20 ... Qd2?

Also leading to immediate loss is 20...Bxh5 21 Rxe6+! fxe6 22 Bh5+ Kd7 23 Qxd4+ , and Black would resign. The last chance was 20...Qxf6 21 Nxf6+ Ke7 22 Nxg8+ Rxg8, though this is hardly appealing.

21 Bf3 Qh6

22 Rxe6+! fxe6

23 Qxe6+ Kf8

24 Re1! Rd7

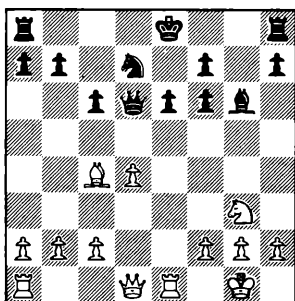
25 Qf6+ Rf7

26 Qd8 mate

My first printable thought after the game was, "What if someone tries this against me again?" I went home, glanced at it, and noticed that, instead of 14...Nb6?, I could play 14...Ne5!, when 15 Bb3 cxd5 16 f4 Nc6 17 f5 Qxg3 18 fxg6 0-0-0 is good for

Black. "Of course," I said to myself, "I'll probably never see this position again..." However, in the first round of the very next tournament, I got a little surprise...

Arne-Silman, USA 1981. As before up to move 13:



13 d5!

He deleted h2-h4. I noticed that my intended 13...Ne5 14 Bb3 cxd5 15 f4 Nc6 16 f5 now loses a piece since the Knight on g3 is guarded. So...

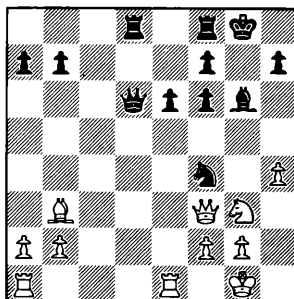
13 ... Nb6
 14 Bb3 cxd5
 15 c4 Rd8
 16 cxd5! Nxd5
 17 Qf3 0-0!

I had learned my lesson. Nothing was going to make me leave my King in the center again! Naturally lines like 17...Qe7 18 Rad1 Nb6 19 Rxd8+ Kxd8 20 Rc1 had no interest for me.

18 h4?!

White can retain some chances with 18 Rad1.

18 ... Nf4!



Now Black's pieces become very active.

19 h5 Bd3
 20 Ne4?!

Best is 20 Qxb7!, though Black would have an excellent game after 20...Rd7 21 Qf3 f5, intending ...Rf8-d8, ...Qd6-b8, and ...Rd7-d4.

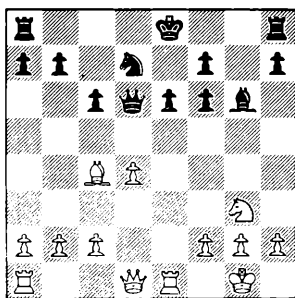
After 20 Ne4?!, Black shows some tactical fast footwork and picks up more material.

20 ... Qe5!
 21 g3 Bxe4!
 22 Rxe4 Qxb2
 23 Rae1 Nh3+
 24 Kg2 Ng5
 25 Qg4 h6

Now the threat is 26...f5. White, two pawns down, is completely lost.

26 R1e2 Rd2
 27 Rxd2 Qxd2
 28 Re2 Qd3
 29 Bc2 Qd5+
 30 Be4 Qd1
 31 Bc2 Qd6
 32 f4? f5
 33 Qh4 Qd5+
 34 Kf2 Qf3+
 35 Ke1 Ne4
 36 Bxe4 fxe4
 37 Qf6 Rc8
 38 Qb2 e3
 39 Rg2 Qxh5
 40 Rh2 Qxh2!
 0-1

After the game, I found out that Subramaniam had recommended this line of play to Arne. Due to the White possibility of 18 Rad1, I was still unsatisfied. This time IM John Grefe, Steve Brandwein, and I sat down and looked at the line in detail. During our study, we found a very interesting piece sacrifice. Though the line was fascinating, Grefe insisted that I would never meet this variation again. Shortly afterwards, I played in another tournament and once again got paired with Subramaniam. First 12 moves as in other games:



13 d5 Ne5!!

Didn't I say that this loses a piece? Well, it does! However, I was tired of getting pushed around, and the piece sacrifice I had prepared puts the initiative firmly in Black's hands.

14 Bb3 cxd5
15 f4 Nc6!

At first, Grefe thought that 15...0-0-0 16 fxe5 fxe5 was good, but then Brandwein pointed out that 17 Qf3! threatens 18 Qc3+ and 19 Qxe5. If 17...Kb8, 18 Qf6 is good for White.

16 Qxd5?

Taken by surprise, Subu tries to avoid the obviously prepared sacrifice. The critical line is 16 f5 0-0-0 17 fxg6 hxg6 18 Nf1 Kb8, and White's game is not easy. His pieces have no support points or objects of attack. Black will continue with ...f6-f5-f4, ...Rh8-h4 ...Rd8-h8, and perhaps ...Nc6-e5.

16 ... Qxf4

It's rather shameful, but we had not even considered 16 Qxd5, thinking that White had to take the piece.

17 Nh5 Qd4+?!

After a long think, I play a stupid move! I spent most of my time looking at lines like 17...Qg5

18 Rxe6+ fxe6 19 Qxe6+ Ne7 20 Nxf6+ Kf8 21 Rf1 Nf5 [21...Qc5+ 22 Rf2! Kg7 23 Ne4!] 22 Nxf7+! Rxf7 23 Qg8+ Ke7 24 Qe6+, with a draw. Also risky is 19...Kf8 20 Qd6+ Ne7 21 Re1 f5 22 Nf6.

I became so absorbed in this insanity that I overlooked the simple and strong 17...Bxh5! 18 Qxh5 0-0 19 Rf1 Qg5, with an extra pawn and a good position.

18 Qxd4 Nxd4
19 Nxf6+ Ke7
20 Nd5+ Kf8
21 Nf4?

21 Ne3 holds the pawn, but after 21...Kg7 and ...Nd4xb3, Black will have a superior pawn structure and a Bishop vs. Knight in an open position. Black would have a clear advantage in the resulting endgame.

21 ... Bxc2
22 Rac1 Bxb3
23 axb3 Nc6
24 b4 a6

With his extra pawn, Black has one of those pesky "matter of technique" positions.

25 Rc5 Rd8
26 b5 axb5
27 Rxb5 Rd7
28 Re3 Nd4
29 Rc5 Ke7
30 Rh5 Kf6

31 Reh3 Nf5!

Black temporarily returns the extra pawn in order to regain the initiative. Remember, this opening aims for activity, and you must do everything you can in order to retain that activity.

32 Rxf7 Rxf7
33 Rxf7 e5
34 Nh3 Rd1+
35 Kf2 Rd2+
36 Kf3 Rxb2
37 Nf2 Kg6
38 Rh8 Nd4+
39 Kg3 f5
40 Nh3 Rb3+!
41 Kf2 f4
42 Rd8 Rb2+
43 Ke1 f3
44 gxf3 Nxf3+
45 Kd1 Rxf2
46 Ng1 Rh1
47 Ke2 Nxf3+
48 Kf2 Nh3+
49 Kg2 Rg1+
50 Kxh3 Kf5
and 0-1 in 66

These games should have conveyed to the reader the importance of the fight for the initiative! Both sides are involved in a life and death battle to force their own plans and ideas upon the other player. This is in stark contrast to Part Two of this book, which explores a very placid, positional line.

The
DYNAMIC CARO-KANN



The
BRON-
STEIN
LARSEN

And The Original Caro Systems

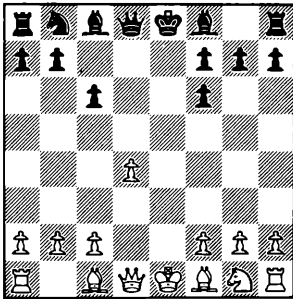
IM JEREMY SILMAN

IMMORTALIZERS

Part Two

The Original Caro-Kann System

The diagramed position is reached after **1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Nxf6+ exf6.**



As before, the breakdown will be:

- Chapter 1:**
Strategic Themes And Introduction
- Chapter 2:**
Analysis
- Chapter 3:**
Annotated Games

Chapter 1

Strategic Themes And Introduction

One of Black's original ideas in the Caro-Kann (hence the name "The Original Caro"), this line was largely rejected by 20th century theorists on the grounds that it gives White a sound Queenside majority without offering Black any compensating counterchances.

Of course, this has turned out to be too simplistic a view. True, if we take off all the pieces except the Kings and pawns, Black would indeed have a lost endgame. However, such a pure endgame is a long way off. In the meantime, Black can attempt to make use of the following positive features:

1) Black is able to develop his pieces quickly and efficiently.

2) Black's pawn mass on the Kingside offers his King a large degree of safety.

3) If allowed to safely advance, Black's Kingside pawn mass can become quite threatening. It can even lead to an attack against the White King.

4) Black's doubled pawns deprive the White Knight from using the advanced and highly desirable e5 square as an outpost.

Naturally these factors tend

to be static. This means that Black does not intend to be the immediate aggressor, and instead will usually be content with a more defensive posture. Indeed, when playing 5...exf6, Black makes it more or less apparent that he would be satisfied with a draw. Thus this line can be an excellent choice against a stronger, theoretically well-versed opponent. When playing for a win against a weaker player, though, it tends to be an unsuitable choice.

Never very popular, the Original Caro-Kann is now enjoying a small renaissance. This was brought about by the repeated adoption of Ulf Andersson in the late 70's and early 80's. Today such aggressive players as Christiansen, Hodgson, and King have added it to their repertoires. It is considered a sound but conservative system that addresses many interesting strategic questions, though highly tactical situations may also arise if White is willing to take some risks in his quest for victory.

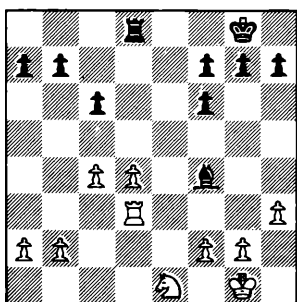
White Strategies

White has two basic winning themes:

1) He can play for a winning endgame. Because of Black's doubled pawns, White has the ability to create a passed pawn, by c2-c4 and d4-d5, while Black does not. Because of this, White is in essence a "half-pawn" up. Though

Black can usually hold most multi-piece endings, other tiny factors (such as gaining the two Bishops) could easily upset the balance.

It should be realized that such a plan puts Black in a rather unenviable position - the best he can hope for is a draw. In other words, White is playing completely without risk.



In the diagrammed position, Black has no gaping weaknesses and both his pieces are well-placed. One gets the impression that he should be able to hold a draw without too much difficulty. However, White's Queenside majority will always make life difficult for Black:

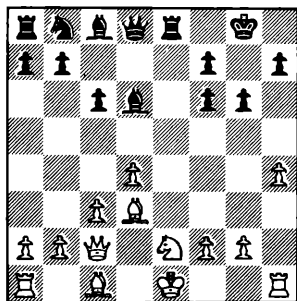
22 Kf1 f5 23 Ke2 g6 24 b4 a6 25 Nc2 Kf8 26 a4 h5 27 Rb3 Ke7 28 c5 [White fixes the Black Queenside pawns and prepares the b4-b5 advance. White's Knight can actually prove to be more useful than Black's Bishop, since play will be focused on only one side of the board. Due to this, the Bishop's long-range abilities will not be as useful as the Knight's ability to

control both light and dark squares.] 28... Kd7 29 b5 axb5 30 axb5 Ra8 31 Ra3 [Black's Rook was about to penetrate, so White feels compelled to trade. Note how White will never allow Black any counterplay at all.] 31 ...Rxa3 32 Nxa3 Bc1 33 bxc6+ bxc6 34 Nc2 Bf4 35 Kd3 Bc7 36 Kc4 [White is now winning. His Knight is a superior piece, his King dominates its Black counterpart, and White can create a passed pawn by d4-d5 whenever he wishes.] 36... Bh2 37 d5 Bg1 38 f3 cxd5+ 39 Kxd5 Bh2 40 Nd4 Bg3 41 Nc6 Be1 42 Ne5+ Ke7 43 Nd3 Ba5 44 Kc6 Ke6 45 Nf4+ Ke5 46 Nd5 Kd4 47 Kd6 Bd8 48 Ne7 Ke3 49 Nc6 Bh4 50 Ne5 Ke2 51 c6 Bd8 52 Kd7, 1-0, Vogt-Mohring, East German ch. After 52...Ba5 53 Nc4, White will get a new Queen.

At times, the White Queenside pawns can become active in the middlegame: 6 Nf3 Bd6 7 Be2 0-0 8 0-0 Bf5 9 Be3 Qc7 10 Qd2 Re8 11 c4 c5? 12 dxc5 [It is very important to realize that White does not want to play 12 d5, since the passed pawn is well-blockaded, and Black's pieces will be very active after 12...Nd7 and 13...Ne5.] 12... Bxc5 13 Bxc5 Qxc5 14 b4! Qc8 15 Nd4 Nc6 16 Bf3 Ne5 17 c5!, and White's Queenside majority is making itself felt, Espig-Dietze, East Germany 1971.

2) White can play for a direct Kingside attack. This plan comes about in two ways. Firstly, White can play for it right from the open-

ing by 6 c3 Bd6 7 Bd3 0-0 8 Ne2
Re8 9 Qc2 g6 10 h4:

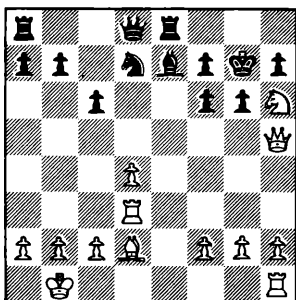


White's intentions are certainly not subtle! He intends to follow up with Bc1-h6, 0-0-0, and h4-h5xg6, prying open the h-file. After h4-h5-xg6, Black must be very careful not to allow a decisive Bishop sacrifice on g6. This plan has scored many nice wins for White, and is quite threatening. However, with White's King on the Queenside, Black can launch a dangerous counterattack by ...b7-b5, ...Qd8-a5, and ...Bc8-e6. It is important to keep in mind that, though White is trying for a quick KO, Black might knock White out instead. Thus White is taking a risk by this method, something he can avoid with other lines of play.

Let's take a look at a typical White attack that can be generated from the diagrammed position: 10... f5 11 h5 Qf6? [11...Be6! is correct, with mutual chances.] 12 hxg6 fxg6 13 Qb3+! Kh8 14 Bg5! Qg7 [14... Qxg5?? loses immediately to 15 Qf7.] 15 0-0-0, and it is already clear that White is in control. The

continuation of Sznepik-Plachetka, Bratislava 1983, was 15 ...Be6 16 d5! [White smells blood and hastens to open the position so that his pieces can achieve maximum activity.] 16...Bxd5 17 Bc4!, and now the variation like 17...Rxe2 18 Bxd5 cxd5 19 Qxd5 Nc6 [On 19...Be7, 20 Qd8+! wins immediately.] 20 Rxh7+! shows just how bad Black's position is.

White can also get a Kingside attack if he can get control of the f5 and h5 squares. This actually poses a bit of a problem for Black, since, if he guards these points with ...g7-g6, the h6 square becomes weak. For example: 6 Be3 Bf5 7 Bd3 Bg6?! [7...Bd6! equalizes, as 8 Bxf5 is met by 8...Qa5+] 8 Qe2! Be7? [It was better to accept fate and play 8...Bxd3 9 Qxd3 Bd6 10 0-0-0, with a slight edge to White.] 9 Nf3 Nd7 10 0-0-0 Qa5 11 Kb1 Bxd3 12 Rxd3 0-0 13 Bd2 Qd8 14 Nh4 [Black has played so passively that White feels that the time has come to go after Black's King. With his Rook, Bishop, Knight, and Queen aimed at the Kingside, White's decision is most certainly justified!] 14...g6 15 Nf5! Re8 [15...gxf5 16 Qh5 (Threatening 17 Rh3) 16...Re8 (To answer 17 Rh3 with 17...Nf8) 17 Rg3+ Kh8 18 Qxf7 Rg8 19 Rxc8+ Qxc8 20 Qxe7, and Black is lost.] 16 Nh6+ Kg7 17 Qh5!:



Now White has the superior pawn structure and a strong Kingside attack. The game continued 17...Nf8 18 Qh3 Qd7 19 g4, and White eventually won.

Our final example of the f5 square falling into White's hands also has another warning attached to it: Black must not allow his King to become trapped in the center! After 6 Nf3 Be6?! 7 Bd3 Na6 8 c3 Nc7 9 0-0 b5? 10 Re1 Bd6 11 Qc2, Black felt compelled to play 11...Kf8 [11...g6 12 Be4 Qd7 13 Bh6 is also unpleasant.]. White now jumped onto the f5 square with 12 Nh4 Qd7 13 Nf5, and it became clear that Black's opening play was a complete disaster, Mikhalchishin-Djuric, USSR vs. Yugoslavia 1977.

Note For The Less Advanced Player

Naturally, various other types of themes and plans appear as the game progresses and mistakes are made. Don't get into a state of mind where you feel you have to

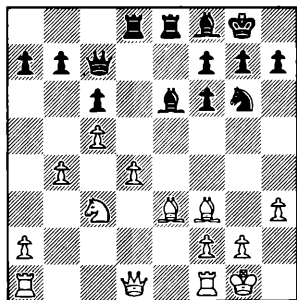
make one of the previously mentioned plans work at all costs. Be flexible; things can change at any moment. For example, after 6 Bc4 Qe7+ 7 Qe2 Be6 8 Bxe6, White expects Black to answer with 8...Qxe6, when 9 Nf3 Qxe2+?! 10 Kxe2 allows White to safely try to make use of his superior pawn structure. Instead, Black makes an immediate mistake with 8...fxe6?. White can no longer play one of the two basic plans, but he should be delighted nonetheless! He will play 9 Nf3, followed by 0-0 and Rf1-e1, with strong pressure against Black's backward pawn on e6. As a general rule, Black should only allow this backward pawn to be formed if he can safely advance it or if the Queens have been traded. Thus, after 8 Bxe6 Qxe6!, Black does not mind 9 Qxe6+ fxe6, since his King will sit comfortably on f7, quite safe without the ravenous Queens roaming the board.

Black's Strategic Goals

First and foremost, Black relies on easy development, subsequent active pieces, and good central control to give him compensation for the deficiencies in his pawn structure. These factors will usually suffice to hold the balance, though at times poor play by White will allow Black's activity to overrun him:

6 Be2!? Bd6 7 Bf3 0-0 8 Ne2 Re8 9 0-0 Qc7 10 h3 Nd7 11 c4

Nf8 12 Nc3 Ng6 13 c5? Bf8 14 b4 Be6 15 Be3 [15 d5? is strongly met by 15...cxd5 16 Nxd5 Qe5, threatening both 17...Qxa1 and 17...Rad8.] 15...Rad8.



[Black's forces work together very well. The Rooks exert strong pressure down the d- and e-files, the Bishop at e6 eyes both sides of the board, the Knight can threaten White's Kingside at any moment with ...Ng6-h4, and the Queen also looks in the direction of the White King.] 16 Qa4 Nh4 17 Be2 Bxh3!, 0-1, Ernst-Berg, Malmo 1988. White resigned because, after 18 gxh3, Black crashes through with 18...Rxe3!.

Other plans that Black can utilize are:

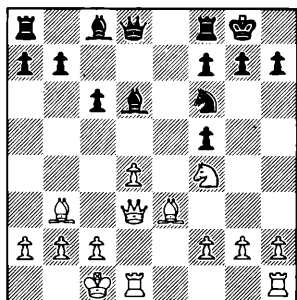
1) The Black Knight can go via a6 to c7, where it stops a d4-d5 advance by White and also allows Black to intensify the pressure against White's pawn at d4 by a later ...Nc7-e6.

2) At times, Black's Kingside

pawn-mass can become active. With its safe advance comes great gains in space, so White must be very careful not to allow this to happen.

The following example is a good illustration of Plans 1) and 2): 6 Nf3 Bd6 7 Be2 Na6! [Victor Korchnoi was the first to point out this move's strength.] 8 0-0 [Naturally 8 Bxa6? is answered by 8...Qa5+ and 9...Qxa6.] 8...Nc7 9 c4 0-0 10 Be3 Re8 11 Qd2 Bf5 12 Rad1 Be4. [This is a typical idea in this opening. From e4, the Bishop pressures the Knight, guards the d5 square (thus making it hard for White to advance his pawn to d5), and makes way for his Kingside pawns to advance.] 13 Qc1?! h6 14 Nd2 Bh7 15 Bf3 ["White is trying for a thematic advance with d4-d5. Now one grasps the prophylactic significance of Black's positioning of his Queen's Knight." - Keene.] 15...f5! 16 Nb3 g5!, and Black's active pieces and advanced Kingside pawns give him a clear advantage. The continuation was: 17 Na5? g4! 18 Be2 Bb4! 19 Nxb7 Qc8 20 Nc5 f4 21 Bxg4 Qxg4, and Black had won a piece and eventually won the game, Torre-Korchnoi, Buenos Aires 1978.

3) If White castles Queenside, Black can often launch a dangerous counterattack with ...b7-b5:



The Kings are castled on opposite sides, but, while the Black King is quite safe, White's monarch can be attacked by a general advance of Black's Queenside pawns: 12...Qc7 13 g3 a5 14 a3 b5 15 d5 [White counterattacks in the center, but this only makes matters worse.] 15...c5! [Excellent! If White takes the pawn on b5, Black will get the open b-file for his Rooks. In the meantime, White's pawn on d5 is not only going nowhere, it actually serves as a hindrance to White's own army, as it blocks White's Bishop at b3, Knight, Queen and Rook!] 16 Qxb5 a4 17 Ba2 Bd7 18 Qd3 Rfb8, and Black had a strong attack on the Queenside. The game Westerinen-Lein, New York 1977, continued 19 c3 Rb6 20 Rd2 Rab8 21 f3 Qb7 22 Qe2 Bb5 23 Qf2 Nd7 24 Rhd1 Qa6 [Black can quietly build up his attack since White is not able to generate active play elsewhere.] 25 Rc2 Bc4 26 Bxc4 Qxc4 27 Kb1 Ne5 28 Qe2 Qb3 [Threatening to crush White with 29 ...Nc4.] 29 Bxc5 Bxc5 30 Qxe5 Bxa3 31 Nd3 Bd6 32 Qxf5 a3 33

Nc1 Qc4 34 b3 Rxb3+ 35 Nxb3 Qxb3+ 36 Kc1 a2 37 Kd2 Qb1 38 Qd7 Qxd1+ 39 Kxd1 a1Q+, and White resigned in a few more moves.

4) Black will often attack White's center with ...c6-c5. The following can then happen:

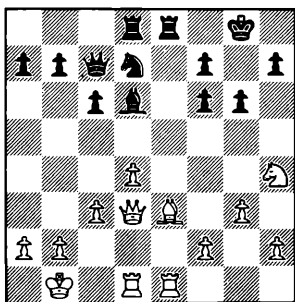
4.a.) If White then pushes d4-d5, Black will blockade the pawn and make use of the weakened e5 square. See the example for Plan 3).

4.b.) If White takes on c5, then Black will get play on the open d-file and half-open c-file. In this case, Black will often launch a minority attack against White's Queenside pawns via ...b7-b5-b4 in an effort to turn White's once-strong Queenside majority into a weak target.

4.c.) If White defends his d-pawn with c2-c3, then Black can consider playing ...c5-c4, blocking the center and giving White a passed pawn. The justification is that Black hopes to place a Knight on d5 and a Bishop on d6. His pieces would then exert great pressure.

Let me repeat an important concept: Do not worry about White creating a passed d-pawn early in the game if you feel that you can successfully blockade it! Black's active pieces will prove to offer more than sufficient compensation.

The next example is a fine illustration of this concept:

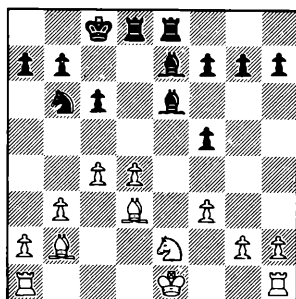


White has not managed to come up with an active plan of campaign. On the other hand, Black's pieces are nicely posted in the center and are screaming for a move that gives them more scope. Thus 15...c5! is completely natural. Now White decided not to activate Black's pieces with 16 dxc5, and instead played 16 Nf3 a6 17 h4?, but this allowed Black the chance to close the center and lay claim to the d5 square: 17...c4 18 Qc2 Nb6 19 h5 Nd5 [It's not hard to see how powerful the Black Knight is on this square. Now Black's army aims in both directions and he can play for a Queenside pawn storm with ...b7-b5-b4 or later Kingside expansion with ...f6-f5-f4, eradicating his doubled pawns.] 20 hxg6 fxg6 21 Bc1 Qd7! 22 Nd2 b5 23 Nf1 Rxe1 24 Rxe1 Re8 25 Rxe8+ Qxe8 26 f3 f5 27 Qf2 Kf7 28 Bd2 [White would love to trade off Black's strong Knight, but the immediate 28 Ne3 loses a pawn after 28...Nxe3 29

Bxe3 Bxg3!.] 28...h5 29 Kc1 f4 30 gxf4 Qe6! [White's Kingside pawn structure is now ruined, while Black has created a very strong passed h-pawn.] 31 f5 Qxf5 32 Ng3 Qd3 33 Ne4 Bf4 34 Bxf4 Nxf4 35 Qd2 Qf1+ 36 Kc2 Nd3 37 b3 Qa1 38 bxc4 Ne1+ 39 Kb3 Qb1+ 40 Qb2 Qd1+, 0-1, Ivanovic-Matulovic #5, Belgrade 1985.

5) Black can hold fast in the center and go into a Queenless middlegame/endgame in which White's Queenside majority will not prove to be quite enough to win. Of course, this is very passive, but it is useful as a defense of last resort. Our following example should be looked at several times by those who wish to play the Black side of this opening. It is imperative that you fully understand its subtleties!

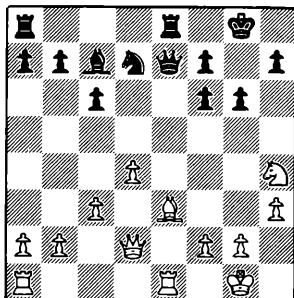
6 Bc4 Qe7+ 7 Qe2 Bg4 8 Qxe7+ Bxe7 9 Ne2 Nd7 10 Bd3 Nb6 11 c4 0-0-0 12 f3 Be6 13 b3 Rhe8 14 Bb2 f5



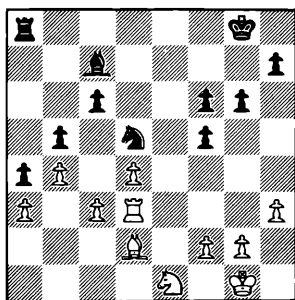
["Black handles this position in solid fashion, simply seeking

exchanges and not bothering whether White creates a passed pawn so long as the Black King is at hand in the center to deal with it. Although this procedure is not very imaginative it suffices to hold the balance" - Keene.] 15 Kf2 Bf6 16 Rab1 Kc7 17 Rhd1 Bc8 18 a4 g6 19 Bc2 Bg5 20 Bc1 Bxc1 21 Rbxc1 a5 [Note how Black waited until the dark-squared Bishops were traded before doing this. If these Bishops were still on the board, White would be able to attack this pawn by Bb2-c3.] 22 Rd3 Nd7 23 Nc3 Nb8 24 Re1 Rxe1 25 Kxe1 Na6 26 Bb1 Kd7 27 Rd2 Ke7 28 f4 c5 [Black gives White what he has desired most, a protected passed pawn. However, Black knows that if he can blockade this pawn, it will prove to be useless.] 29 d5 Nc7 [Black wastes no time in moving his Knight to the blockading post on d6.] 30 Re2+ Kf8 31 Kf2 Ne8 32 h3 Bd7 [Now if White ever plays Nc3-b5, Black would snap it off with his Bishop. Then Black's remaining minor piece on d6 would be superior to White's on b1.] 33 Re1 Nd6 34 Rg1 h5 35 Bd3 Re8 36 g3 Re7 37 Be2 Ne4+ 38 Nxe4 Rxe4 39 Bf3 Re8 40 Rd1 b6 41 d6 Rd8, 1/2-1/2, Matanovic-Markland, Bath 1973. White cannot make any progress at all.

6) On rare occasions, Black might be able to dominate the light squares on the a2-g8 diagonal, thus giving himself the c4 and d5 squares as posts for his pieces.



Black, who has a very comfortable position, now decides to fight for the c4 and d5 squares: 16...Nb6 17 Qd3 [And not 17 Bf4?, which loses two Rooks for a Queen after 17...Bxf4 18 Qxf4 Qxe1+] 17...f5 18 Nf3 Qe4 19 Rad1 Qxd3 20 Rxd3 f6 [Taking away the e5 and g5 squares from White's pieces.] 21 b3 Nd5 22 Bd2 a5 23 a3 Rxe1+ 24 Nxe1 a4 25 b4 b5, Buchanan-Lein, US Open, Phoenix 1978.



This is a dream position for Black from this opening. White's Queenside majority has been completely nullified. Note also that Black's pieces are completely su-

perior to their White counterparts. Black's Knight dominates the board, White's Bishop is "bad" and inactive, and White's Rook is also poorly placed. Such an ending should be won for Black because the White pawns are now targets. For example, a maneuver like ...Nd5-b6-c4 leaves the a3 pawn loose. Even if White man-

ages to trade the Knights, Black's King can come to d5, where it threatens to take matters into its own hands by ...Kd5-c4-b3. Finally, Black's Kingside pawns can prove very useful in gaining space and restricting the movement of White's pieces after ...f5-f4, ...g6-g5, ...h7-h5, and ...g5-g4.

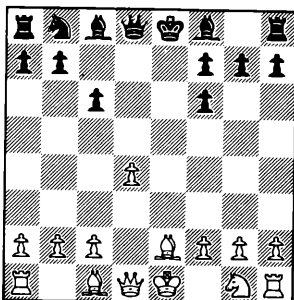
Chapter 2

Analysis

1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Nxf6+.

After 5...exf6, we will analyse the following moves: A. 6 Be2!? B. 6 Ne2; C. 6 Be3; D. 6 g3; E. 6 Nf3; F. 6 Bc4; G. 6 c3.

A. 6 Be2!?



A little-used move. On the next move, White can play Ng1-f3 and transpose back into more common lines, but here we will only concern ourselves with the plan of placing this Bishop on f3. Originally a suggestion of Vasyukov, it has only recently been given a tryout. Unfortunately for White, the results have been very dismal.

6 ...	Bd6
7 Bf3	0-0
8 Ne2	Qc7

A later game went 8...Re8 9 0-0 Qc7 10 h3 Nd7 11 c4 Nf8 12 Nc3 Ng6 13 c5? Bf8 14 b4 Be6

15 Be3 [15 d5? is strongly met by 15...cxd5 16 Nxd5 Qe5, threatening both 17...Qxa1 and 17...Rad8.] 15...Rad8 16 Qa4 Nh4 17 Be2 Bxh3!, 0-1, Ernst-Berg, Malmo 1988. White resigned because of 18 gxh3 Rxe3!, with a rout.

9 h3	Be6
10 0-0	Nd7
11 c3	Rfe8
12 b3	Nf8
13 c4	Rad8

Black has achieved an excellent position with straightforward developing moves.

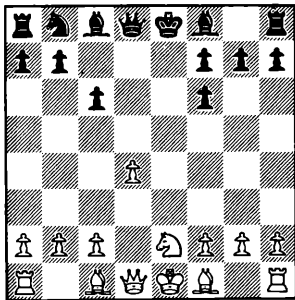
14 Qc2	Ng6
15 Bd2	Qc8
16 Be4	Bxh3
17 gxh3	Qxh3
18 f4	Qg4+
19 Kf2	Nxf4
20 Bxf4	Bxf4
21 Nxf4	Qxf4+
22 Bf3	Rxd4
23 Rad1	Qh2+

0-1

M. Hansen-Hodgson, Seville Open 1987. White did not wish to suffer through the indignity of 24 Bg2 Rf4 mate. These games do not give a good impression of the Be2-f3 plan.

Is the failure of this line a surprise? No, not at all. Black's position is so solid that it takes incisive play on White's part to gain anything at all. Ponderous plans like Be2-f3 will never bother Black's solid system!

B. 6 Ne2



An interesting but little-used idea. The Knight is heading for g3, where it will eye the e4, f5 and h5 squares in preparation for a possible assault on the Black Kingside.

6 ... Bd6
7 Ng3 0-0

The game Schmit-Agafonov, Riga 1978, saw Black try to contain White's Knight with 7...f5 8 Qf3 Be6 9 Bd2 g6 10 c4 Na6 11 0-0-0 Qh4, but he had neglected his King. After 12 d5!, White grabbed the initiative and, after a few errors, also the game: 12...Bd7 13 Qe3+ Qe7 14 Bc3 0-0 15 dxc6 Qxe3+ [15...Bxc6 loses immediately to 16 Qd4.] 16 fxe3 Bxg3 17 Rxd7 Nc5 18 cxb7 Rab8 19 Rd5 Bf2 20 Bb4 Bxe3+ 21 Kc2 Ne4 22 Bxf8 Kxf8 23 Bd3 Nf6 24 Rb5 Ne8 25 Re1 Bg5 26 c5 Nc7 27 c6!, 1-0.

8 Be3 f5
9 Qf3 Qc7

A reasonable alternative is 9...Be6.

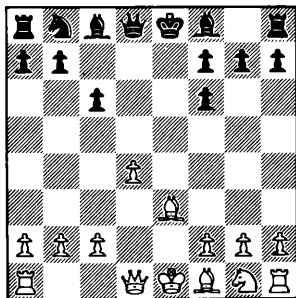
10 Nh5

Note that 10 Nxf5?? loses to 10...Qa5+.

10 ... g6
11 Bf4! Bxf4
12 Nxf4 Re8+
13 Be2

Romanovsky-Ilyin Zhe-nevsky, USSR 1920. Now best is 13...Qa5+! 14 c3 Nd7 15 0-0 Nf6 16 Bc4 Bd7 17 Rfe1 Re4!, and Black's active pieces and solid position offset White's superior pawn structure. The game is equal.

C. 6 Be3



This just amounts to a solid developing move. Such a lack of imagination cannot threaten Black.

6 ... Bf5

Also playable is 6...Bd6 7 Bd3 0-0 8 Nf3 Na6 [8...Bf5 trans-

poses back into the main column.] 9 h4?! [White switches to an aggressive stance. The Knight on f3 and the Bishop on e3 are not well placed for such a plan, though.] 9...Re8 10 c3 Nc7 11 Qc2 h6 12 0-0-0 Nd5 13 Bd2 b5! 14 Rdg1 h5, Terpugov-Khavin, Minsk 1953. White's attack is stalling, while the Black position has a beautiful balance to it. Black holds the advantage.

7 Bd3 Bb6!

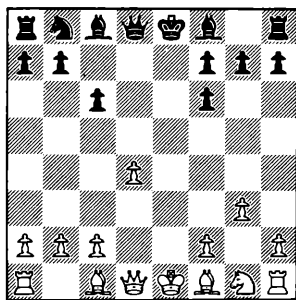
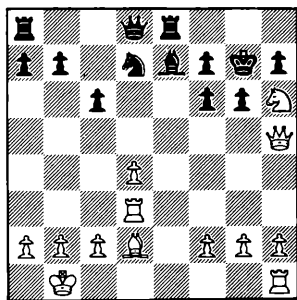
Black does not want to play too slowly here: 7...Bg6 8 Qe2! Be7? [It was better to accept fate and play 8...Bxd3 9 Qxd3 Bd6 10 0-0-0, with a slight edge to White.] 9 Nf3 Nd7 10 0-0-0 Qa5 11 Kb1 Bxd3 [So Black trades after all, but in much worse circumstances than if he had done so at move 8.] 12 Rxd3 0-0 13 Bd2 Qd8 14 Nh4 g6 15 Nf5! Re8 16 Nh6+ Kg7 17 Qh5!!

pawn structure, he has a vicious Kingside attack also! 17...Nf8 18 Qh3 Qd7 19 g4 Bd6 20 Rg1 Ne6? 21 Nf5+ Kg8 [Capturing the Knight is completely hopeless: 21...gxf5 22 Qh6+ Kh8 23 Qxf6+ Ng7 24 gxf5 Rg8 25 Bh6 Bf8 26 Rdg3.] 22 d5! cxd5 23 Rxd5 gxf5 24 gxf5+ Ng5 25 Qd3 Qe7 26 Rxd6 Rad8 27 Rxd8 Rxd8 28 Qc3 Qd6 29 Bc1 Kf8 30 h4 Ne4 31 Bh6+ Ke7 32 Re1 Qd1+ 33 Bc1 Rd4 34 f3, 1-0, Ivanovic-Matulovich #1, Belgrade 1985. Black did nothing but suffer in this game.

- 8 Nf3 0-0
- 9 Bxf5 Qa5+
- 10 Qd2 Qxf5
- 11 0-0 c5
- 12 c4 Rd8
- 13 Rfd1 Nc6

Equal chances. Ivanovic-Matulovich # 3, Belgrade 1985.

D. 6 g3



Not exactly what Black had in mind when playing 5...exf6. Not only does White have the superior

As in the line with Bf1-e2-f3, White wishes to place the Bishop on the h1-a8 diagonal. What makes

6 g3 and Bf1-g2 more logical than Bf1-e2-f3 is that the White Bishop is more securely placed on g2, and the pawn on g3 serves to blunt a Black Bishop on d6 while also taking away squares from a Black Knight on g6.

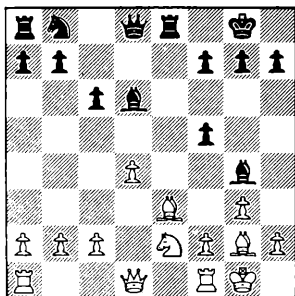
Once again, though, this method of development puts no real pressure on Black, so White should not count on any advantage.

6 ... Qd5

Most active. White seems to get a slight edge against 6...Be6: 7 Bg2 Be7 [7...Bd6 8 Ne2 0-0 9 0-0 is a little better for White, according to Boleslavsky.] 8 Ne2 Bd5 9 Bxd5 cxd5 10 Nf4 Nc6 11 c3, Vasyukov-Rodriguez, Quito 1976. Black's game is uncomfortable.

Black does have two good alternatives, though:

1) 6...Bd6 7 Bg2 0-0 8 Ne2 Re8! 9 0-0 Bg4! [Not as forceful is 9...Bf5 10 c4 Na6 11 Nc3 Qd7 12 a3 Bh3 13 Be3, with advantage to White, Rauzer-Rabinovic, USSR ch. 1933.] 10 Be3 f5! [=].



[Intending to destroy the White Kingside with ...f5-f4, a plan that is difficult to stop.] 11 Qd2 [On 11 Re1, Black can get adequate counterplay against the White King with 11...f4! 12 Bxf4 Bxf4 13 gxf4 Na6 14 c3 Qe7 15 Qd2 Bxe2 16 Bf1 Qh4 17 Bxe2 Re4! 18 Bxa6 Qg4 +, with a perpetual check.] 11...Bxe2 12 Qxe2 f4 13 gxf4 Bxf4 14 Qf3 Bc7 15 Rfe1 Nd7 16 c3? [Too passive. After 16 Bf4 Rxe1+ 17 Rxe1 Bxf4 18 Qxf4 Nf6, chances would be approximately equal.] 16...Re6 [Now Black gets attacking chances.] 17 Bf4 Bxf4 18 Qxf4 Rg6 19 Kh1 Nf8! 20 Qe3 Qh4 21 f4! Rh6 22 h3 Re6 23 Qd2 Rae8 24 Rxe6 Rxe6 25 f5 Re8 26 c4! [Intending to distract Black by the creation of a passed pawn.] 26...Nd7 27 d5 c5 28 b3 h6 29 d6 b6 30 Rf1 Qg3 31 Rd1 Re3 32 Kg1! [=] Ne5 33 Qf2 Nf3+ 34 Kf1 Nh2+ 35 Kg1 Nf3+ 36 Kf1 Nh2+ 37 Kg1 Nf3+, 1/2- 1/2, Dzevlan-Mirkovic, Yugoslavia 1987.

2) 6...c5!? 7 Nf3 Bd6 [7...Nc6 8 Be3 Bf5 (8...Bg4!?) 9 Bg2 Nb4 10 0-0 Bxc2 11 Qd2 Be4, 1/2-1/2, Razuvaev-Filip, Polanica Zdroj 1979.] 8 Be3 Qc7 9 dxc5 Bxc5 10 Bxc5 Qxc5 11 Qe2+, Tal-Lechtynsky, Tallinn 1979. Now Lechtynsky gives 11...Kf8! 12 Bg2 Nc6 13 0-0 g6, with equality. Instead, the actual game went 11...Be6?, but after 12 Bh3! 0-0 13 Bxe6 Re8 14 0-0-0 fxe6 15 Nd4 Na6 16 Rhe1 Nc7 17 Rd3 Rac8 18 Red1 Qc4 19 Rb3! Qxe2 20 Nxe2

b6 21 Rd7 Red8 22 Rbd3 Nd5 23 Rxa7! Rxc2+ 24 Kxc2 Nb2+ 25 Kc3 Nxd3 26 Nd4 Nc5 27 Kc4, White had achieved a considerable advantage in the endgame.

7 Nf3 Bd6

7...b6?!, followed by ...Bc8-b7, has been recommended in some sources. The fact that nobody has tried it pretty much sums up the value of the move.

8 Bg2

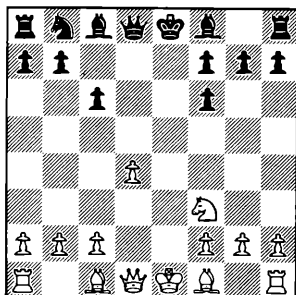
A big mistake would be 8 c4? Bb4+.

8 ... 0-0
9 0-0 Qh5
10 c4 Bg4

According to Boleslavsky, the chances are even.

It seems that Black has three good replies to 6 g3. Personally, I feel that 6...Bd6 is the most dependable.

E. 6 Nf3



White plays good classical developing moves like Ng1-f3, Bf1-e2, and 0-0 with the hope that eventually he can make use of his superior pawn structure. However, the dynamic potential of Black's position once again rears its ugly head, and White has been unable to gain anything tangible. Once quite popular, this White setup is now only rarely employed.

6 ... Bd6

Black should try to castle as soon as possible. 6...Be6?! is illogical since this piece may wish to go to f5 or g4 instead. After 7 Bd3 Na6 8 c3 Nc7 9 0-0 b5? [9...Bd6 10 Qc2 g6 11 Bh6 Bf8 is a better try.] 10 Re1 Bd6 11 Qc2 Kf8 [11...g6 12 Be4 Qd7 13 Bh6 is also very nasty.] 12 Nh4 Qd7 13 Nf5, it became clear that Black's opening play could be dismissed as a disaster. The game Mikhailchishin-Djuric, USSR vs. Yugoslavia 1977, continued 13...h5 14 a4 b4 15 Nxd6 b3 16 Qe2 Qxd6 17 Qf3 Qd7 18 Be4 Bd5 19 Bxd5 cxd5 20 Ra3 h4 21 h3 Rd8 22 Rxb3 Qxa4 23 Ra3 Qc6 24 Rxa7 Qb6 25 Ra4 g6 26 Bf4 Ne6 27 Bd6+! Qxd6 28 Qxf6 Rh5 29 Rxe6 Qxe6 30 Qxd8+ Kg7 31 Ra8, and White won on the 47th move.

7 Be2

This Bishop can also go to d3 and c4:

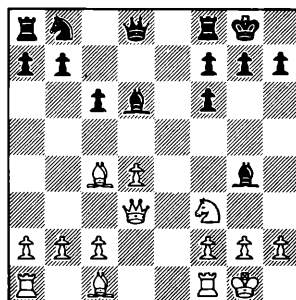
1) 7 Bd3 Bg4 is considered

dubious for Black due to 8 h3 Bh5? 9 g4 Bg6 10 Nh4 Nd7 11 Nf5 Bxf5 12 Bxf5 g6?! 13 Qe2+ Qe7 14 Bxd7+! Kxd7 15 Be3 Rae8 16 d5, and the Black King is not happy roaming around the center, Pillsbury-Caro, Vienna 1898. Tartakower, however, felt that 7...Bg4 was all right due to 8 h3 Qe7+!. I still like White after 9 Be3 [and not 9 Be2 or 9 Qe2 because of 9...Bxf3.] 9...Bh5 10 g4 Bg6 11 Nh4 Bf4 12 Qd2 Bxe3 13 fxe3 Bxd3 14 Qxd3, when 14...Qb4+ is risky because of 15 c3 Qxb2 16 0-0.

Safer is 7 Bd3 0-0 8 0-0 Bg4 9 Be3 Nd7 10 c4 c5 11 Be2 [Correctly avoiding 11 d5 Ne5 12 Be2 Bxf3!.] 11...Qc7 12 h3 Bh5, Kuijpers-Flohr, Amsterdam 1963. Black's pieces are harmoniously placed and his position is quite comfortable.

2) 7 Bc4 0-0 8 0-0 Bg4! [According to ECO, the game is already equal.] 9 c3 Nd7 10 h3 Bh5 11 Be2 Re8 12 Re1 Bc7 13 Nh4 Qe7 14 Be3 Bxe2 15 Qxe2 g6 16 Qd2 Nb6 17 Qd3 f5 18 Nf3 Qe4, and Black has easy play. The game Buchanan-Lein, US Open, Phoenix 1978, continued 19 Rad1 Qxd3 20 Rxd3 f6 21 b3 Nd5 22 Bd2 a5 23 a3 Rxe1+ 24 Nxe1 a4 25 b4 b5 26 Nc2 Kf7 27 Bc1 f4 28 Ne1 g5 29 Nf3 h5, and Black had a clear advantage in the endgame.

After 7 Bc4 0-0 8 0-0 Bg4 9 Qd3, we have an important position.



In Timman-Boersma, Netherlands 1985/86, Black did very well with 9...Nd7 10 Bb3 a5 11 c4? Nc5! 12 Qc3 [If White tries 12 dxc5 Bxh2+ 13 Nxh2 Qxd3 14 Nxc4, Black would retain a clear advantage with 14...Qd4 or 14...a4.] 12...Ne4 [12...Nxb3 is also good for Black.] 13 Qd3 Re8 14 Bc2 f5 15 b3? Qf6 16 Ne5 Bxe5 17 dxe5 Qxe5 18 Ba3 Nxf2!, and White was getting squashed because 19 Kxf2 Be2! 20 Qd2 Rad8 is crushing. This all seems very nice, but White can improve. After 9...Nd7, White has 10 h3!, when 10...Bh5 11 Nh4 is very unpleasant for Black.

Does this mean that the diagrammed position is in White's favor? No. Instead of 9...Nd7, Black has 9...Qd7!. Now 10 h3 Bf5 is nothing for White. In Gufeld-Silman, Los Angeles 1987, the rest of Black's plan came to light after 10 Re1 a5! 11 a4 Na6 12 c3 Nc7 13 Bd2 Bf5, 1/2-1/2. Black could have played on, as 14 Qf1 Rfe8 leaves Black the more comfortable position.

Finally, instead of moving his

Bishop on f1, White could anticipate Black's desire to play ...Bc8-g4 and try 7 h3. Though perfectly all right, it's too slow to cause Black any distress: 7...0-0 8 Be2 Re8 9 0-0 Nd7 10 Be3 Nf8 11 Qd2 Ng6 12 c4 f5!, with equality, Sergyan-Varnusz, Hungary 1975.

7 ... Na6!

It was Victor Korchnoi who first pointed out this move's usefulness. Previously 7...0-0 had been played, and it must be admitted that this is a playable alternative for Black. After 7...0-0, play usually continues in the following vein: 8 0-0 Re8 [8...Bf5 has often been called a mistake due to examples like this: 9 Be3 Qc7 10 Qd2 Re8 11 c4 c5? 12 dxc5 Bxc5 13 Bxc5 Qxc5 14 b4! Qc8 15 Nd4 Nc6 16 Bf3 Ne5 17 c5! Bd3 18 Be2!, and White's Queenside majority is making itself felt, Espig-Dietze, East Germany 1971. However, instead of 11...c5, Black can play 11...Be4, with a perfectly reasonable position. If neither 8...Re8 or 8...Bf5 appeal to you, then 8...Qc7 9 c4 Rd8 10 Be3 c5 is possible. This is an untried suggestion of Konstantinopolsky.] 9 Re1 [Or 9 Be3 Bg4 10 Re1 Nd7 11 Qd3 (11 Nh4 may be stronger.) 11...Qc7 12 g3 Nf8 (12...f5! is very nice for Black.) 13 Nd2 Qd7 14 d5 Bxe2 15 Rxe2 Ng6 16 dxc6 Qxc6 17 Qc4 Qd7, with equality, Keres-Flohr, AVRO 1938.] 9...Bf5 10 Be3 Nd7 11 h3 Be4, and Black has achieved equality, Karpov-

Hort, Tilburg 1979. The game continued 12 Nd2, when Black should have retained his Bishop with 12...Bg6. Instead, he allowed White to take it with 12...f5 13 Nxe4 fxe4, and after 14 c4 Qc7 15 Bf1 Bh2+ 16 Kh1 Bf4 17 Qd2 Bxe3 18 Qxe3, White had a very tiny advantage.

8 0-0

Naturally, 8 Bxa6? is answered by 8...Qa5+ and 9...Qxa6.

8 ...	Nc7
9 c4	0-0
10 Be3	Re8
11 Qd2	Bf5
12 Rad1	Be4

This is a typical idea in this opening. From e4, the Bishop pressures the Knight, guards the d5 square (thus making it hard for White to advance his pawn to d5), and makes way for his Kingside pawns to advance.

13 Qc3

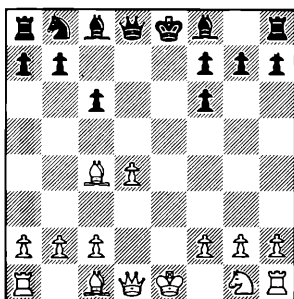
In the original game with 7...Na6, Torre-Korchnoi, Buenos Aires 1978, White moved his Queen to an inferior square: 13 Qc1?! h6 14 Nd2 Bh7 15 Bf3 ["White is trying for a thematic advance with d4-d5. Now one grasps the prophylactic significance of Black's positioning of his Queen's Knight." -Keene.] 15...f5! 16 Nb3 g5!, and Black had a clear advantage. The continuation was:

17 Na5? g4! 18 Be2 Bb4! 19 Nxb7 Qc8 20 Nc5 f4 21 Bxg4 Qxg4, and Black had won a piece and eventually won the game.

13 ...	h6
14 Rfe1	a5
15 a3	a4
16 Nd2	Bg6
17 Bf3	f5
18 Nf1	f4
19 Bc1	

Equal chances. Wedberg-Lechtynsky, Malta 1980. The continuation was 19...Rxe1 20 Rxe1 Qf6 21 c5! Bf8 22 Qb4 Rb8 23 Qxa4 Rd8 24 Rd1 [24 Qb4 Ne6! 25 Qxb7 Nxd4 gives Black good compensation for the pawn, according to Lechtynsky.] 24...Ne6 25 d5 cxd5 26 Rxd5 Nxc5 27 Qxf4 Qxf4 28 Bxf4 Rxd5 29 Bxd5 Nd3 30 Bd2 Nxb2 31 Bxb7 Bxa3, and the game was drawn in a few more moves.

F. 6 Bc4



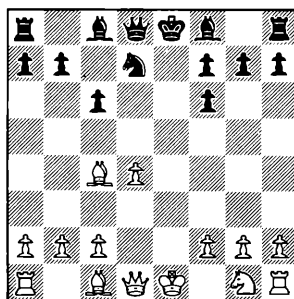
This move was once considered White's best try for advan-

tage. As the world changes, so does chess theory. Nowadays, 6 Bc4 is considered to lead to drawish positions, and is no longer used as a winning attempt. After 6 Bc4 Black has the following possibilities: F.1. 6...Be6?!; F.2. 6...Nd7; F.3. 6...Be7; F.4. 6...Bd6; F.5. 6...Qe7+!.

F.1.	6 ...	Be6?!
	7 Bxe6	fxe6
	8 Qh5+	g6
	9 Qe2	Kf7
	10 Nf3	Bg7
	11 0-0	Re8
	12 Re1	

leads to a small but pleasant edge for White, Matanovic-Lange, Hamburg 1955. In general, Black should avoid positions in which he has a permanently backward pawn at e6 unless he can trade Queens. In that case, the weakness is not so serious.

F.2. 6 ... Nd7



Realizing that 6...Qe7+ leads to very drawish positions, Korchnoi

started playing 6...Nd7 in an attempt to keep the position alive.

7 Ne2

7 Qh5!? g6 8 Qe2+ Be7 9 Bh6 is a suggestion of Liberzon. Since this position is in White's favor, Black should consider answering 7 Qh5 with 7...Qe7+, when 8 Be3 and 8 Ne2 both lose to 8...Qb4+, and 8 Qe2 Nb6 9 Qxe7+ Bxe7 10 Bb3 a5 11 a4 Be6 offers White very little.

7 ... Bd6

7...Nb6 8 Bb3 Bd6 9 c4 Bc7 10 Bf4 0-0 11 Bxc7 Qxc7 12 c5 is good for White because he has more space and healthier pawns. Note that Black is unable to take advantage of the weakening of the d5 square. The game Spassky-Pfleger, Munich 1979, continued in dramatic fashion: 12...Nd7 13 0-0 b6 14 cxb6 axb6 15 Re1 Bb7 16 Ng3 Rfe8 17 Bxf7+! Kxf7 18 Qh5+ g6 19 Qxh7+ Kf8 20 h4!!, 1-0. Black has no good answer to the threat of 21 h5 gxh5 22 Nf5.

8 0-0 0-0

Inferior is 8...Qc7? 9 Ng3 0-0 10 Qh5 Nb6 11 Bd3 g6 12 Qh4, when White has a strong attack brewing, Barczay-Ciric, Warsaw 1979.

9 Bf4

A good alternative is 9 Ng3

Nb6 10 Bb3 f5? [The quiet 10...Re8 keeps White's advantage to a bare minimum.] 11 Re1 a5 12 a4 Nd5 13 Qf3 Qh4 14 Bxd5 cxd5 15 Qxd5 Ra6 16 Bd2 g5 17 h3 Bxg3 18 fxg3 Qxg3 19 Ra3 Qh4 20 Rae3 Re6 21 Bxa5 Rxe3 22 Rxe3 f4 23 Re5 h6 24 Bb4 f3 25 Bxf8 Bxh3 26 Bxh6 f2+ 27 Kf1 Be6 28 Rxg5+ Kh7 29 Rh5, 1-0, Zapata-Boersma, Amsterdam 1986.

9 ... Nb6 10 Bd3

White seems to keep a small advantage with 10 Bb3 Bg4 11 f3 Bxf4 [Or 11...Be6 12 Bxe6 fxe6 13 c3 Re8 14 Qb3, with an edge to White, Shirazi-Peters, Lone Pine 1981.] 12 Nxf4 Bf5 13 c3, Liberzon-Korchnoi, Lone Pine 1979.

10 ... Be6 11 c3 Nd5 12 Bxd6 Qxd6 13 Qd2 Rad8 14 Rfe1 g6 15 Rad1 Kg7 16 Be4 Nc7 17 b3 Rfe8 18 Bb1

Black gets active play after 18 Bf3 h5! 19 h3 Bc8, followed by ...Nc7-e6-g5.

18 ... Bg4 19 h3

19 f3!? is also possible.

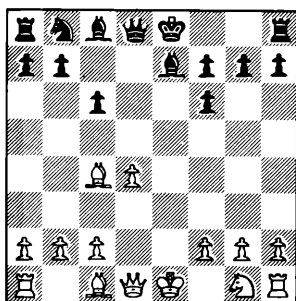
19 ... Bxe2

20 Rxe2 Rxe2
 21 Qxe2 Nd5
 22 Qd2

Now, instead of 22...Nf4? 23 Be4 f5 24 Bf3, Karpov-Korchnoi #20, Baguio City 1978, which allowed White's Bishop to reach a position where it could help White make use of his Queenside majority, correct was 22...f5!, with counterchances.

The evidence says that Black cannot quite equalize with 6...Nd7. However, it does lead to playable positions, and might appeal to certain players. A comparison with F.3. 6...Be7 will prove useful to those who wish to test 6...Nd7.

F.3. 6 ... Be7



Black wants to castle quickly, but he avoids 6...Bd6 because he fears 7 Qe2+. The trouble with 6...Be7 is that the Bishop is passively placed and will have to use another tempo to get to the more active d6 square. On the other hand,

Black's pawn at f6, will be defended if he plays ...g7-g6, and the Bishop does not obstruct the Black Queen's "view" of the White d-pawn.

7 Ne2

White gets nothing with 7 Nf3 0-0 8 0-0 Bd6 [Another idea is 8...Qc7 9 h3 c5! 10 Qe2 Nc6 11 c3 cxd4 12 cxd4 Bf5 13 Ba3 Rad8 14 Rac1 Qb8, with equality, Smyslov-Chekhov, U.S.S.R. 1945. Also coming into consideration are 8...Nd7 and 8...Bg4] 9 Re1 [9 h3 Qc7 10 Bb3 Rd8 11 Qe2 Nd7 12 c4 b6 13 Be3 Nf8 14 Rad1 Ba6 Rfe1 Ng6 is equal, Bole-slavsky-Sokolsky, U.S.S.R. ch. 1944.] 9...Qc7 10 Qd3 Rd8 11 Qe4 Nd7 12 Bd2 Nf8 13 Bd3 Ng6 14 c4 c5 15 dxc5 Bxc5 16 b4 Bf8, with equality, Suetin-Sokolsky, U.S.S.R. 1959.

If White is really in a belligerent mood, he can try 7 Qh5, but one gets the feeling that this is a bit too crude to work. Black should reply with the calm 7...0-0 [7...g6 is not good, since Black's Bishop can no longer use the h5 and g6 squares: 8 Qd1 0-0 9 Nf3 Nd7 (9...Na6!?) 10 0-0 Nb6 11 Bb3 Re8 12 h3! favored White in Najdorf-Stahlberg, Buenos Aires 1941.] 8 Ne2 c5 [Very interesting is 8...g6. This is better here than a move earlier, since the White Queen has no good square to go to: 9 Qh6 (Or 9 Qf3 Be6!, when 10 Bxe6 fxe6 11 Nf4 is met by 11...Qxd4!). Other moves, like 11

Qe4, also accomplish nothing after 11...Qd5) 9...Bf5 10 Bb3 c5! [Countering in the center, the correct reaction to a wing attack.] This is a particularly good idea with White's Queen off on the side and his King in the center.] 11 Be3 Nc6 12 0-0-0 c4! 13 Bxc4 Nb4, with compensation. For example: 14 Bb3 Rc8 (14...a5! is even stronger). 15 Nc3 Qa5 16 Kb1? (16 Bd2 is correct) 16...Rxc3! 17 bxc3 Bxc2+, 0-1, Mnacakanjan-Simagin, U.S.S.R. 1965.) 9 Be3 Qa5+ 10 Bd2 [10 c3 Nc6 11 Bd3 g6 12 Qh4 f5 13 Qg3 cxd4 14 Nxd4 Bf6 is equal, Bronstein-B o l e s l a v s k y , U S S R 1952.] 10...Qc7 11 Bf4 Qa5+ 12 c3 g6 13 Qh4 cxd4 14 Nxd4 Qc5, Matulovic-Kurajica, Skopje 1969. Black has no problems.

7 ... 0-0

Also plausible is 7...Nd7 8 Nf4 [It's probably better to continue simply with 8 0-0 Nb6 9 Bb3 0-0 10 Be3 Nd5 11 Bd2, Levenfish-Chekhov, U.S.S.R. Ch., Tbilisi 1937, and now 11...b5 is no more than slightly better for White. 10..Be6! has been suggested as an improvement, but 11 Bxe6 fxe6 12 Nf4 must be at least a little better for White.] 8...0-0 9 Be3 f5 10 Qd3 Nf6 11 Bb3 Bd6 12 0-0-0 Qc7 13 g3 a5 14 a3 b5 15 d5 c5! 16 Qxb5 a4 17 Ba2 Bd7 18 Qd3 Rfb8, and Black has a strong attack on the Queenside. The game Westerinen-Lein, NY 1977, continued 19 c3 Rb6 20 Rd2 Rab8 21

f3 Qb7 22 Qe2 Bb5 23 Qf2 Nd7 24 Rhd1 Qa6 25 Rc2 Bc4 26 Bxc4 Qxc4 27 Kb1 Ne5 28 Qe2 Qb3 29 Bxc5 Bxc5 30 Qxe5 Bxa3 31 Nd3 Bd6 32 Qxf5 a3 33 Nc1 Qc4 34 b3 Rxb3+ 35 Nxb3 Qxb3+ 36 Kc1 a2 37 Kd2 Qb1 38 Qd7 Qxd1+ 39 Kxd1 a1Q+ 40 Kd2 Bf8 41 Qc6 Rb1 42 Ke3 Qa7+ 43 Kf4 Rb6 44 Qe8 Qc7+ 45 Kg4 Rb8 46 Qe4 Qd7+, 0-1.

8 0-0 Nd7
9 Bb3

Alternatives are:

1) 9 Ng3 Nb6 10 Bb3 Qc7 11 Re1 Bd6 12 Qh5 Nd5 13 Ne4 Bd7 14 c4 Bb4 15 Rd1 f5 16 Ng3 Nf6, and Black has managed to get a good position, Goldenov-Sokolsky, U.S.S.R. 1963.

2) 9 c3 Nb6 10 Bd3 Re8 11 Qc2 g6 12 Bh6 Nd5 13 Rfe1 is the usual minimal advantage for White, Bronstein-Hodos, U.S.S.R. 1963. Nothing for Black to be particularly afraid of.

3) 9 Re1 c5!? [9...Nb6 is the usual move.] 10 c3 cxd4 [This gives White use of the c3 square. Interesting is 10...Nb6 11 Bd3 c4 12 Bc2 Bd6 13 Nf4 Bxf4 14 Bxf4 Nd5.] 11 cxd4 Bb4 12 Nc3 Nb6 13 Bb3 Bf5 14 d5, and White's passed pawn is a bit of a nuisance, Stein-Bronstein, Amsterdam 1964.

4) 9 Bf4 Nb6 10 Bb3 Nd5 11 Bg3 b5 is supposed to be equal,

but I prefer White after 12 Nf4, when Black must contend with both 13 Nxd5 cxd5 14 Bxd5 and 13 Nd3, followed by 14 c3. Instead of 10...Nd5, Black might consider 10...c5!?

9 ... Re8

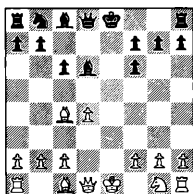
Possible is 9...Nb6 10 c4 Be6 11 Qd3, but White's position is a bit more pleasant to play.

10 Nf4 Nf8
11 Re1 Bd6
12 Rxe8 Qxe8
13 Be3 Qe4
14 Qd2

Ljublinsky-Sokolsky, corr. 1965. After 14...Ng6! 15 f3 Qf5 16 Nxc6 hxc6 17 c4, White's superior pawn structure gives him a small, but permanent, edge.

6...Be7 leads to tense positions in which Black is not doing too badly. White gets a theoretical edge, but if you are playing for a win, then 6...Be7 may be worth a try. I would say that 6...Be7 is roughly equivalent to 6...Nd7 in worth - they do not equalize, but complications can be stirred up!

F.4. 6 ... Bd6



Black hopes to simply castle and play as in F.3., the difference being that his Bishop is already on the active d6 square.

7 Qe2+!

An excellent move! Black now has nothing better than to retreat his Bishop with 7...Be7, which is a psychological victory for White, or allow a somewhat inferior endgame with 7...Qe7. White has also tried several other moves, but they have not offered White anything special:

1) 7 Qf3 0-0 8 Ne2 Nd7 9 0-0 Nb6 10 Bd3 Nd5 11 c4 Ne7 12 Bf4 Ng6 13 Bxd6 Qxd6 14 Rfe1 c5 15 Rad1 cxd4 16 Bxc6 hxc6 17 Nxd4 Qa6, with equality, Robatsch-Flohr, Amsterdam 1966.

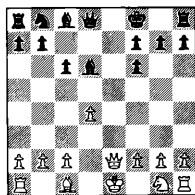
2) 7 Qh5 0-0 8 Ne2 Nd7 [8...g6? 9 Qf3 Re8 10 Bh6 Bf5 11 0-0-0 led to a strong attacking position for White in Keres-Mikenas, Buenos Aires 1939.] 9 0-0 c5 10 dxc5 Bxc5 11 Bf4 g6 12 Qh4 Nb6 13 Bb3 Be6 14 Bh6 Re8, with equality, Gheorghiu-Donner, Hamburg 1965. With the center blasted open, Black's pieces are very active, and White has no chance for a successful attack.

3) 7 Ne2 0-0 [More accurate is 7...Qc7!, which prevents White from castling short right away: 8 Be3 0-0 9 Qd2 Nd7 (The accurate move is 9...Re8!, which forces White to declare where his King

will live. After 10 0-0-0, Majeric-Mirkovic, Yugoslavia 1988, Black should play 10...Nd7!, with equal chances.) 10 Bb3? (White should jump at the chance to exchange Bishops with 10 Bf4!) 10...b5 11 Ng3 a5 12 c3 Nb6 13 Ne4 a4 14 Bc2 Nc4, Tarrasch-Tartakower, Teplitz Schonau 1922. Black has achieved a dream position and clearly stands better.] 8 0-0 [White should castle while he can, since after a move like 8 Be3, Black plays 8...Qc7, and once again White is stuck. A continuation could be 9 Qd2 Re8 10 0-0-0 Nd7 11 Bf4 Nb6 (11...Rxe2? 12 Bxd6 Rxd2 13 Bxc7 Rxf2 14 Rhe1 Nf8 15 Re8 b5 16 Rde1 is quite strong for White, according to Pachman.) 12 Bxd6 Qxd6 13 Bd3 Be6, Black has a good game.] 8...Qc7 9 Ng3 Nd7 10 Re1 c5 11 Nf5, and now Black should play 11...Nb6, and not 11...Bxh2+? 12 Kh1 Nb6 13 Ne7+ Kh8 14 Qh5 Nxc4 15 Re4 [Threatening 16 Qxh7+ Kxh7 17 Rh4 mate.] 15...Bg3 16 fxg3, and Black is busted, Kaplan-Donner, San Juan 1969.

7 ... Be7

On rare occasions Black will try 7...Kf8?!



Black's idea is to castle by hand with ...h7-h5, ...g7-g6, and ...Kf8-g7. However, it is clear that 7...Kf8 is not inspiring. After 7...Kf8, White has tried the following moves:

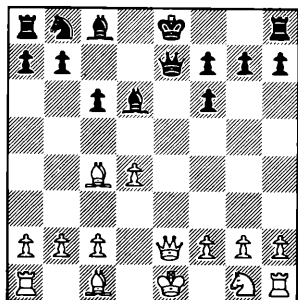
1) 8 Be3 h5 9 0-0-0 b5 10 Bb3 a5 11 a3 Ba6 12 Qf3 Qc7 13 g4 hxg4 14 Qxg4 was good for White in Matulovic-Johansson, Halle 1967.

2) 8 Nf3 h5 9 Be3 [9 Bd2 g6 10 0-0-0 Nd7?! 11 Rhe1 Nb6 12 Ba5 Kg7 13 Kb1 Qc7 14 h3 Bd7 15 Nd2 favored White in Petroviki-Varnusz, Athens 1976.] 9...g6 10 0-0-0 b5 [10...Nd7 and ...Nd7-b6 is steadier.] 11 Bb3 a5 12 a4 Ba6 13 Qd2 bxa4 14 Bxa4 Kg7 15 d5 c5 16 Bf4, when Black's various pawn weaknesses and White's strong passed pawn give the first player a clear advantage, Fink-Zhdanov, corr. 1961.

3) As good as the other two lines may look, the real reason that Black has given up on 7...Kf8 is 8 Qh5! Qe7+ [Worse is 8...Qc7 9 Ne2 Be6 10 Bb3 a5 11 0-0 a4 12 Bxe6 fxe6 13 Bd2, with advantage to White, Ilyin Zhenevsky-Silich, 1931] 9 Ne2 Be6 [Black must be careful that he does not trick himself with 9...Bxh2? 10 Qxh2! Qb4+ 11 Bd2 Qxc4 12 Qc7 Qe6 13 Qd8+, when White wins.] 10 Bb3 [10 Bxe6 Qxe6 11 Be3 Na6 is nothing for White.] 10...Bxb3 11 axb3, and White is clearly better because Black has

no positional pluses at all. His only active try fails: 11...Qe4? 12 c3! Qxg2 13 Rg1, and now both 13...Qxh2 and 13...Qd5 lose to 14 Qg4, with the dual threat of 15 Qxg7+ and 15 Qc8+.

With the failure of 7...Kf8, Black is left with only one option to 7...Be7, namely 7...Qe7.



Even though Black can probably hold the game after this, defending inferior positions is not to everyone's taste, especially when a draw is the very best one can hope for. However, since White seems to get a significant advantage against 7...Kf8 and the superior game vs. 7...Be7, it would appear that 7...Qe7 may be the objectively best move. After 7...Qe7, White is naturally quite happy to go into the endgame with 8 Qxe7+ Kxe7 9 Ne2 [White gains nothing with 9 Nf3 Be6 10 Bd3 Nd7 11 Nd2 c5 12 dxc5 Nxc5 13 Be2 Bf5, with equality, Antoshin-Flohr, USSR 1952. Also ineffective is 9 Be3 Be6 10 Bd3 Nd7 11 Ne2, Stein-Ciric, 1965, and now 11...c5 equalizes.] 9...Be6 [Certainly better than 9...Re8 10 0-0

Bf5 11 c3 a5 12 Ng3 Bg6 13 f4 b5 14 Be2 h6 15 f5 Bh7 16 Ne4, with a clear advantage for White, I.Zaitsev-Gercikov, USSR 1966.] 10 Bd3 [10 Bb3 allows Black to equalize comfortably with 10...a5! 11 c3 a4 12 Bc2 Nd7 - Konstantinopolsky. Less accurate is 10...Nd7 11 0-0 Rhe8 12 Re1 Kf8 (Zaitsev recommends moving the King to c7) 13 Bf4 Bxf4 14 Nxf4 Bxb3 15 axb3 f5 16 f3 Rxe1+ 17 Rxe1 Re8 18 Ra1 a6 19 Kf2, when White had a tiny edge, Kurajica-Kholmov, Skopje 1969.] 10...Nd7 [10...c5 11 Be3 c4 12 Be4 Nd7 13 0-0-0 Rab8 14 Rhe1 Nb6 15 Nc3 Bd7 16 Bf3 is good for White, since Black cannot gain control of the d5 square, Klovans-A.Zaitsev, USSR 1969. Possible, though, is 10...Rd8 11 0-0 a5 12 Re1 Na6 13 a3 h6 14 Bd2 Nc7 15 Nf4 (15 c4!?) 15...Bxf4 16 Bxf4, Matanovic-Bronstein, Portoroz 1958, which is a little better for White, according to ECO. Varnusz gives 16...Nb5 as equal, evidently with the idea of 17 c3 Nxd4! 18 cxd4 Rxd4. Naturally 16...Bxb5 17 cxb5 is drawn, so Varnusz seems to be right.] 11 Bf4 Nb6?! [11...b5 12 a4 a6 13 Be4 Bd5 14 Bxd5 cxd5 15 axb5 axb5 16 Kd2 is definitely good for White, Byhovskiy-Goldenberg, USSR 1963, but 11...Rhe8! is best, according to Varnusz. Then 12 0-0-0 f5 13 Rhe1 Nf6 14 Bxd6+ Kxd6 15 Nf4 was Klovans-Kholmov, USSR 1966. Varnusz now says Black can equalize with 15...Bd7 16 Bc4 Re4! 17 Nd3 Rxd4 18 Bxf7 Rf8. However, Peters

points out that White can improve with 17 Rxe4 Nxe4 18 f3 Ng5 19 d5!, with the threat of 20 h4] 12 Bxd6+ Kxd6 13 b3! Kc7 14 c4 Rad8 15 Kd2 Rhe8 16 Rae1 Nc8 17 Kc3, Matulovic-Smyslov, Siegen 1970. White has the usual type of advantage, but it is far from easy to turn it into the full point.

It seems that if the safety of a draw is where you want to go, then 7...Qe7 will get you there.

8 Nf3

8 Be3 0-0 9 0-0 b5 10 Bb3 a5 11 a4 bxa4 12 Bxa4 Be6 13 Nf3 Qd6 left Black with a strong attack on the Queenside, Asztalos-Tartakover, Vienna 1917. Also harmless is 8 Qd3 0-0 9 Ne2 Bd6 10 0-0, Klovans-Selesniev, USSR 1966, and now 10...Qc7 11 g3 b5 12 Bb3 c5 13 Bd5 Nc6!? 14 dxc5 Bxc5 15 Qxb5 Nb4! 16 Bxa8 Ba6 gives Black good compensation, according to Boleslavsky. Instead of taking this course, the Klovans game went 10...Nd7 11 Bf4 Nb6 12 Bb3 Bg4 13 Bxd6 Bxe2 14 Qxe2, and White had the usual small but unpleasant edge.

8 ... 0-0

Alekhine played 8...Bg4? on a couple of occasions, but in the second game his opponent came prepared, and the world champion never tried it again. After 8...Bg4?, play continued 9 c3 Nd7 10 h3! [This was the improvement. In the

first game, White tried 10 0-0?!, and proceeded to play very weakly: 10...Nb6 11 Bb3 0-0 12 Rfe1 Bd6 13 Bc2? Bh5 14 Qd3 (14 b3, followed by 15 Bb2 and 16 c4, makes more sense.) 14...Bg6 15 Qd1 Bc7 16 Bxg6 hxg6 17 Nd2 f5 18 Nf1 Qh4! 19 Qf3 Rfe8 20 g3 Qh3 21 Bf4 Bxf4 22 Qxf4 Nd5 23 Qf3 Nf6! 24 Re3 Rxe3 25 Nxe3 Re8 26 Rd1 Ne4 27 Rd3? Ng5! 28 Qg2 Qh5! 29 Kf1 Nf3 30 h3 f4! 31 gxf4 Qb5! 32 c4 Qxc4! 33 Qxf3 Qxd3+ 34 Kg2 Qxd4 35 f5 gxf5, 0-1, Blumich-Alekhine, Poland 1941.] 10...Bh5 11 g4 Bg6 12 Nh4 Nb6 13 Bb3 Nd5 14 Bd2! [White gains nothing by 14 f4 f5 15 Nxf5 Bxf5 16 gxf5 0-0.] 14...Qd6? 15 Nf5! Bxf5 16 gxf5 g6 17 0-0-0 0-0 18 Qf3 g5 19 Rhe1 Rhe8 20 Re4 Bf8 21 Rxe8! Rxe8 22 Qh5! Qd7 23 Qxh7 Re4 24 Qh8 Qd8 25 Qh5 Qd7 26 Qh8 Qd8 27 Re1, and White went on to win, Bogoljubov-Alekhine, Salzburg 1942. We learn from this game, that if you are going to play ...Bc8-g4, it is best to do so only after White has castled short!

9 0-0 Bd6

Even though White has castled short, 9...Bg4 still does not seem to give real chances of equality: 10 c3 Re8 [10...Nd7 11 Re1 Bd6 12 h3 Bh5 13 Bd3?! Nb6 14 Bd2 Qd7 15 Qe4 Bg6 16 Qe2 Bh5 led to a draw in an Andersson-Rytov game, but 13 g4 Bg6 14 Nh4 was much more ambitious.] 11 Re1 Nd7 12 h3 Bxf3 13 Qxf3,

Kurajica-Kholmov, Skopje 1969. White's two Bishops and superior pawn structure will make life very difficult for Black.

Much more likely to do the job is 9...Re8 10 Re1 Nd7 11 c3 Nf8 12 Bf4 [12 Be3 Be6 (Now 12...Bg4!? is worth a serious look.) 13 Rad1 Bd5?! 14 b3 Ng6 15 Bxd5! Qxd5 16 c4 Qh5 17 Bc1 Kf8 18 Ne5! was quite good for White in Akhsharumova-Zaitseva, USSR 1976.] 12...Be6 13 Bb3 [On 13 Bd3, Black might try 13...Bd5. 13 Rad1!? - Varnusz.] 13...Bxb3 14 axb3 a5! 15 Qc2 Ne6 16 Bd2 Bd6 17 Re2 Qb6 18 Rae1 Red8 19 Re4 Bf8 20 Be3 Qc7, with equality Konstantinopolsky-Simagin, USSR 1965.

10 Re1 Bg4

Both 10...Qc7 11 h3! and 10...b5 11 Bd3 Na6 12 a4 Nb4 13 axb5 Nxd3 14 Qxd3 cxb5 15 Qxb5 Qc7 16 Qd3 Bb7 17 c4! favor White, according to Konstantinopolsky.

11 Qe4 f5?!

Not good. Also leading to a disaster is 11...Bh5 12 Nh4! Nd7 13 Qf5! Nb6 [13...Bg6 14 Nxc6 hxg6 15 Qxg6, or 13...g6 14 Qh3, with the threat of 15 g4, is overwhelming.] 14 Qxh5 Nxc4 15 Bh6! Qd7? [15...Re8! 16 Qg4 leaves White with only a positional advantage - Varnusz] 16 Bxc7 Kxc7 17 Nf5+ Kh8 18 Re4! Bxh2+ 19 Kh1!, 1-0, Ragozin-Boleslavsky,

USSR 1942. Best is 11...Bxf3, but of course this also favors White.

12 Qd3 Bxf3
13 Qxf3 Qh4
14 Qxf5

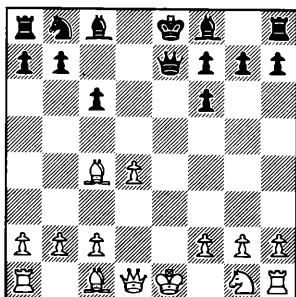
Not the only move. 14 h3 Qxd4 15 Bd3 f4 16 Bd2 Nd7 17 Bc3, was much better for White in Suetin-Mohring, Sochi 1979. Also good for an edge is 14 g3 Qxd4 15 Bd3 Qg4 16 Qxf5, with two good Bishops.

14 ... Qxh2+
15 Kf1 Qh4
16 Be3 c5
17 g3

Novopashin-Kuvaldin, USSR 1966. White's two Bishops and lead in development give him a considerable advantage.

To sum up: After 6...Bd6 7 Qe2+, Black has real problems after 7...Kf8?! and 7...Be7. His best chance is 7...Qe7, which leads to a slightly inferior but drawable endgame.

F.5. 6 ... Qe7+!



This is clearly the best move as far as theory is concerned. With best play, White should not be able to obtain any advantage.

7 Qe2

Usually given as the only move, since 7 Ne2 and 7 Be3 both lose a piece to 7...Qb4+. However, since White can't count on anything with 7 Qe2, he might as well give 7 Be2!? a try. The idea is to transpose into systems with 6 Nf3 and 7 Be2, the difference being that Black is no longer able to play the excellent maneuver ...Nb8-a6-c7 due to the unfortunate placement of his Queen. In spite of this, Black should still be able to achieve a reasonable game with 7...Qc7 8 Nf3 Bd6 9 0-0 0-0 10 Be3 Nd7 [Also quite good is 10...Bf5 11 Qd2 Nd7 12 c4 Rfe8, followed by 13...Be4, with equality.] 11 c4 Re8 12 Qd2 Nf8 13 h3 Ng6 14 Rfe1 Bf5 15 Bd3 Qd7 16 Bxf5 Qxf5, and Black has approximate equality, Vogt-Mohring, East German ch.

After 7 Be2, Black can also try 7...Bg4, when 8 Be3 Bxe2 9 Nxe2 [9 Qxe2 Qe6! =] 9...Qb4+ 10 c3 Qxb2 11 Rb1 Qxa2 12 Rxb7 Bd6 appears to be playable. Of course, if White is not in the mood for this type of adventure, then quiet moves like 8 h3 Bh5 9 c3 Nd7 10 Be3 are also possible, when the position of Black's Queen is the source of some concern.

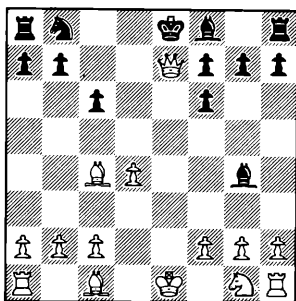
7 ... Be6

Black's most promising move. Also very playable, though, is 7...Bg4, when White has:

1) 8 f3 Be6 9 Bxe6 Qxe6 10 Bf4 Be7 [Or 10...Na6 11 0-0-0 0-0-0 12 Qxe6+ fxe6 13 Ne2 Bd6 14 Bxd6 Rxd6 15 c3, 1/2-1/2, Parma-Andersson, Dortmund 1973.] 11 Qxe6 fxe6 12 Bxb8 Rxb8 13 0-0-0 Kf7 14 Ne2 Rbd8 15 f4 Rd7 16 g3, 1/2-1/2, Dely-Ribli, Kecskemet 1972.

2) 8 Qe3 Nd7 9 Ne2 Nb6 10 Bb3 Nd5 11 Qxe7+ Bxe7 12 Nf4 Nxf4 13 Bxf4 Be6 14 c4, 1/2-1/2, Ljubojevic-Andersson, London 1982.

3) 8 Qxe7+



[The critical move. White goes into an ending where his healthy Queenside pawns give him all the winning chances. Unfortunately for White, experience has shown that these winning chances are rather small. Since all of nothing does not equal much, a draw has been the typical result.]

8...Bxe7 9 Ne2 Nd7 10 Nf4 [A good move that stops Black from opposing Bishops with ...Bg4-e6. Instructive is the following game which shows that, despite White's extra "half-pawn", Black need not despair: 10 Bd3 Nb6 11 c4 0-0-0 12 f3 Be6 13 b3 Rhe8 14 Bb2 f5 15 Kf2 Bf6 16 Rab1 Kc7 17 Rhd1 Bc8 18 a4 g6 19 Bc2 Bg5 20 Bc1 Bxc1 21 Rbxc1 a5, with equality, Matanovic-Markland, Bath 1973.] 10...Nb6 11 Bb3 [11 Be2 Bxe2 12 Kxe2 0-0-0 13 Rd1 Rhe8 14 Kf1 c5 15 Ne2 f5 16 Bf4, Stein-Andersson, Las Palmas 1972, and now 16...Bf6! 17 c3 (17 dxc5 Na4!) 17...cxd4 18 cxd4 Kd7! is suggested by Andersson. Black's well-posted pieces neutralize White's passed pawn.] 11...Rd8 [11...a5!?] 12 h3 Bf5 13 Be3 0-0 14 0-0-0. White has managed to obtain a small edge, but making inroads into the Black position is extremely difficult, Ostojic-Stanojevic, Yugoslavia 1980.

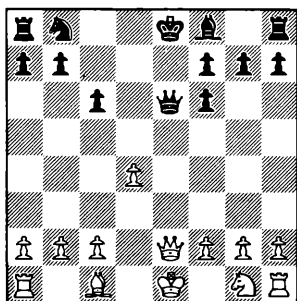
8 Bb3

Hort once gave 8 Be3 Bxc4 9 Qxc4 Qe6 10 Qb3, with advantage for White, but 8...Qb4+ just wins a piece! Since Black now threatens to win a piece with both 8...Qb4+ and 8...Bxc4, White is compelled to make a Bishop move. Though 8 Bb3 is our main line, the two other possibilities are no less important:

1) 8 Bd3 c5! [The most straightforward move. Less purposeful is 8...Qc7 9 Qf3 Bd6 10

Ne2 0-0 11 Ng3 Re8 12 0-0 Nd7 13 Bd2 c5? (According to Hort, 13...Bd5! is unclear.) 14 c3 Rad8 15 Rfe1 Nb6? (Black has been playing good positional moves, but he underestimates White's tactical possibilities.) 16 Nh5! Be7 17 Rxe6! fxe6 18 Qg4 Bd6 19 Nxf6+ Kh8 20 Nxe8 Rxe8 21 Bxh7, 1-0, Lechtynsky-Novak, Luhacovice 1973. Interesting, but as yet untried, is 8...g6!?, followed by 9...Bg7 and ...0-0.] 9 dxc5 [The natural 9 Nf3 sparks complications after 9...c4! 10 Be4 f5 11 Bg5 Qc7 (And not 11...f6?? 12 Bxb7!) 12 Bxf5 Qa5+ 13 c3 Qxf5 14 d5! Qxd5 15 Rd1 Qa5 16 Rd8+ Qxd8 17 Bxd8 Kxd8 18 0-0 Bc5, Trabance-Novarro, 1971. Materially Black is very happy, but his King is uncomfortably placed, and White can mix things up with 19 Ng5. My overall assessment is that Black's chances are only slightly preferable to White's. If Black wishes to avoid this for some reason, then 9 Nf3 Nc6 is possible, when 10 dxc5 Qxc5 transposes back into lines with 9 dxc5.] 9...Qxc5 10 Nf3 Nc6 11 0-0 Bd6 12 h3 0-0 13 Be3 Qa5, Black has no worries. In the game Jovic-Andersson, Titovo Uzice 1978, Black succeeded in completely outplaying his opponent: 14 Bd2 Qh5 15 Nd4 Qxe2 16 Nxe2 Ne5 17 Bf4 Rfc8 18 Be4 Rc4 19 Bxb7 Rb8 20 Rfd1 Bc7 21 Ba6 Ra4 22 Bd3 Rxb2 23 a3 g5 24 Bg3 f5 25 Nc3 Ra5 26 Bh2 Kg7 27 Kh1 h6 28 Rf1 f4 29 Bg1 Nxd3 30 cxd3 Be5 31 Rfc1 Rb3, 0-1.

2) 8 Bxe6 Qxe6



Black states that he does not mind a Queen trade if White is willing to straighten out his pawns. In the meantime, Black's Queen is quite comfortable on e6, and the rest of his pieces have no difficulties finding good squares.

White's most aggressive plan is 9 Nh3, intending to play Nh3-f4 and force Black's Queen off its perch. The trouble with the move is that 9...g5!? leaves the Knight temporarily stranded on a rather silly looking square: 10 f4 [10 Bd2!? - Keene.] 10...g4 11 Nf2 f5 12 h3 g3 13 Nd3 Nd7 14 b3 0-0-0 15 Qxe6 fxe6 16 Bb2 Nf6 17 Ke2 Rg8 18 Kf3 Ne4 [=] 19 Rhe1 Nd2+ 20 Ke3 Ne4 21 Rad1 Bg7 22 c3 b6 23 b4 Rd7 24 Kf3 Bf6 25 Rxe4 fxe4+ 26 Kxe4 Rf7 27 Bc1 Kc7 28 Be3 Be7 29 a3, 1/2-1/2, Matanovic-Wade, Skopje 1972. For those who don't like to play "weakening" moves like 9...g5, it is also possible to allow White to carry out his plan: 9 Nh3 Nd7 10 Nf4 Qxe2+ 11 Nxe2 0-0-0 12 Be3 Nb6, and White has nothing in

particular, Matulovic-Radulov, Yugoslavia 1977.

White has frequently tried 9 Bf4 Na6 10 c3 [Also leading to nothing is 100-0-00-0 11 c4 (Or 11 Qxe6+ fxe6 12 Ne2 Nb4 13 c3 Nd5 14 Bg3, with equality, Smit-Bronstein, USSR 1970.) 11...Qxe2 (I would prefer 11...Bd6, when 12 12 Qxe6+ fxe6 13 Be3 c5 and 12 Be3 Rhe8 13 d5 cxd5 14 cxd5 Qe4 lead to equality.) 12 Nxe2 Bd6 13 Be3 Rhe8 14 Nc3 Nc7 15 d5! cxd5 16 Nxd5 b6 17 Kc2 f5, Dzevlan-Despotovic, Yugoslavia 1987. Black should not find it hard to hold the draw in this position.] 10...0-0-0 11 Qxe6+ fxe6 [=] 12 Ne2 [Hodgson-Wade, London 1978, saw White commit suicide with 12 0-0-0 c5 13 Nf3 cxd4 14 Nxd4?? e5 15 Ne6 Re8 16 Nxf8 exf4, and Black won a piece and the game.] 12...c5 13 Be3 Bd6 14 0-0-0 Rhe8 15 Kc2 Bf8 16 Rhe1 b6! 17 dxc5 Nxc5 18 Rxd8+ Kxd8 19 Nd4 a6 20 b4 Nd7 21 a4 e5 22 Nb3 Kc7 23 Rd1 f5 24 f3 Re6 25 Nd2 Be7 26 Nc4 h6, Gaprindashvili-Andersson, Dortmund 1978. Black's Kingside majority is just as good as White's majority on the Queenside.

8 ... Na6

I don't have much faith in this, but what is Black's best move? When we ask that question, we run into some differences of opinion. In an article on this variation, Raymond Keene spoke very highly of 8...Nd7 as a winning attempt: 9

Bf4 Nb6 10 0-0-0 Nd5 11 Bd2 [Inferior is 11 Bg3?! g6!? (11...b5!?) 12 Nf3?! (12 c4 Bh6+ 13 Kb1 Nf4 {13...Nb4 with the idea of ...Bf5 is also interesting.} 14 Bxf4 Bxf4 15 d5 Bf5+ 16 Bc2 Bxc2+ 17 Qxc2 0-0 18 Ne2 Be5 is unclear, according to Keene.) 12...Bh6+ 13 Kb1 0-0 14 Rhe1 (14 Bxd5 cxd5 15 h4 Rac8 16 h5 Rxc2!! 17 Qxc2 Bf5 18 Rd3 Rc8 19 Qb3 Qe2, and Black wins.) 14...Rfe8 15 Qe4 Qd7 16 Qh4 Bg7 (Threatening 17...g5.) 17 h3! a5 18 a3 b5, Carleton-Keene, British Team ch., London 1978. While White has nothing on the Kingside, Black's upcoming attack on the other wing is very strong. Black has a clear advantage.] 11...b5 [11...0-0-0 is also possible.] 12 Nf3 Qd7 13 Ne1 Be7 14 Nd3, Tal-Bronstein, USSR 1974. Now 14...a5 keeps the Black Q-side mobile and offers Black good chances. Instead Black played 14...0-0?, which allowed White to clog things up with 15 Ba5!. The game continued 15...Rfe8 16 Qd2 Nb6 17 Nc5 Bxc5 18 dxc5 Qxd2+ 19 Rxd2 Nc4 20 Bxc4 Bxc4 [20...bxc4!? - Tal] 21 b3 Bd5 22 f3 h5 23 Rhd1 h4 24 h3 Rac8 25 Rd4 Re2 [25...g5! - Tal] 26 R1d2 Rxd2 27 Kxd2 g5 28 Kd3 Kf8? [28...Be6! is just a tiny bit better for White.] 29 a4 a6 30 axb5 axb5 31 Rxd5! cxd5 32 Kd4 Ke7 33 Kxd5 Kd7 34 b4 Re8 35 c6+ Kc8 36 c4 Re5+ 37 Kd4 bxc4 38 Kxc4 Re2 39 b5 Rc2+ 40 Kd5 Ra2 41 Bc3 Rxc2 42 b6 Rf2 43 b7+ Kb8 44 Bxf6, 1-0.

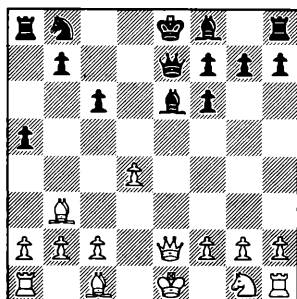
These examples give the impression that 8...Nd7 is excellent for Black. However, in all the modern games in which the position after 8 Bb3 occurs, Black makes a point of avoiding it. Why? Could it be because of something like 9 Be3!?. This is much more logical than 9 Bf4, which allows Black to gain a tempo by ...Nd7-b6-d5. After 9 Be3, Black has many possibilities. 9...a5!? appears good at first glance, but 10 d5! Bxd5 11 Bxd5 cxd5 12 0-0-0 gives White excellent attacking chances. Black's other tries after 9 Be3 are 9...g6!?, followed by ...Bf8-g7 and ...0-0, and 9...Nb6 10 Nf3 [10 c4?? Nxc4!], and now 10...Qd7 11 0-0 Be7 12 c4 is good for White, so Black should play 10...Nd5. Tests are needed to shed light on the worth of 9 Be3.

Aside from 8...Na6 and 8...Nd7, Black also has two other possibilities:

1) 8...Bxb3?! [This has a bad reputation. It can often transpose into lines from 8...Na6.] 9 axb3 Qxe2+ 10 Nxe2 Bd6 11 Bf4 Bxf4 12 Nxf4 Na6 13 c3 0-0-0 14 b4?! [14 0-0! is stronger. White feels that his King belongs in the center, but this just turns out to give Black counterplay.] 14...Kb8 15 Kd2 [Keene says that White has a slight advantage. This was definitely true a couple of moves ago, but now Black can sacrifice a piece and gain enough counterplay to come close to equality.] 15...Nxb4!? 16 cxb4 Rxd4+ 17 Nd3 Rhd8 18 Ra3

Rxb4 19 Kc2 Rc4+ 20 Rc3 Re4 21 Re1 f5. Black should be able to hold the game, Kuijpers-Lechtinsky, Nice 1974.

2) 8...a5!?



I feel that this is Black's best choice. White has yet to pose Black any problems at all. 9 Nf3 [9 Bxe6 Qxe6 10 a4 Na6 11 c3 Qxe2+ 12 Nxe2 Bd6 13 Bf4 Bxf4 14 Nxf4 Nc7, 1/2-1/2, Mokry-Lechtynsky, Bratislava 1983.] 9...a4 10 Bxe6 Qxe6 11 a3 [11 Be3 Be7 12 0-0 0-0 13 c4 Na6 14 Rfd1 Rfd8 15 Rac1 Bf8 16 h3 h6 17 a3 Nc7, with equality, Geller-King, Bern 1987.] 11...Nd7 12 Be3 Bd6 13 0-0 0-0, Prandstetter-Mokry, Bratislava 1983. Black has a comfortable position.

9 c3

White gains nothing by 9 Be3 Bxb3 10 axb3 Qe6 11 Nf3 Bd6 12 0-0 0-0 13 Rfd1 Rfe8 14 Qd2 Nb4. The game Sznepik-Lechtynsky, Decin 1979, finished abruptly: 15 c4 [15 c3 may be preferable.] 15...a5! 16 d5? cxd5 17

cx d5 Qf5 18 Bb6 Ra6! 19 Bxa5? Rea8 20 Bxb4 Rxa1 21 Bxd6 Rxd1+ 22 Qxd1 Qxd5!, 0-1.

9 ... Bxb3
10 axb3 Nc7

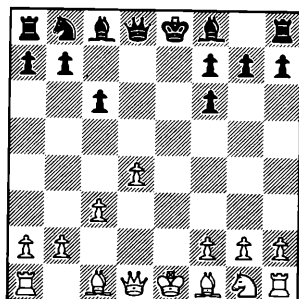
10...Qxe2+ 11 Nxe2 Bd6 12 Bf4 Bxf4 13 Nxf4 transposes into the Kuijpers-Lechtinsky, Nice 1974, game given earlier from 8...Bxb3?!

11 Bf4 Nd5
12 Bg3 a6
13 Kd2 Qxe2+
14 Nxe2 0-0-0
15 Rhe1

White has a small advantage, Keres-Smyslov, Amsterdam 1971.

It is clear that 8...Na6 and 8...Bxb3 are both pleasant for White. Unclear is 8...Nd7, but 8...a5 seems like a clean equalizer.

G. 6 c3



This little pawn move is the start of a plan that causes Black some major headaches. With moves like Bf1-d3, Qd1-c2, Ng1-

e2, and Bc1-e3 or Bc1-h6, White gains a dangerous attack. Naturally, the Queenside is not exactly a safe place for the White King, and this means that Black will have chances for a successful attack also. However White tends to score a lot of nice wins, and it's become clear that, if a refutation of 5...exf6 exists, then this line is it!

6 ... Bd6

For a while, the attempt to stop White from posting his attacking Bishop on d3 was tried. Thus 6...Bf5 became somewhat popular, until Nunn ended all interest in the move with 7 Ne2! [White has also been successful with 7 Bd3 Bg6 (7...Bxd3 keeps White's advantage to a bare minimum.) 8 Bf4 Bd6 9 Qe2+ Kf8 10 Be3!, with a clear advantage, Popovic-Matulovic, Vrsac 1981. A happy moment for 6...Bf5 came in the game Ivanovic-Matulovic #5, Belgrade 1985: 7 Nf3 Bd6 8 Bd3 Bxd3 9 Qxd3 0-0 10 Be3 (10 0-0 c5 is equal.) 10...Nd7 11 0-0-0 (11 0-0 Qc7 12 Rfd1 Rad8, as in Blumenfeld-Silman, corr. 1986, is nothing for White.) 11...Qc7 12 g3?! Rad8 13 Nh4?! (13 h4!?, planning h4-h5 and Nf3-h4-f5, makes more sense.) 13...g6 14 Rhe1 Rfe8 15 Kbl c5 (Black now has a slight edge.) 16 Nf3 a6 (16...c4 is better.) 17 h4? (17 dxc5 maintains equality.) 17...c4 18 Qc2 Nb6 19 h5 Nd5, and Black has achieved the type of position he dreams of when playing

5...exf6.] 7...Bd6 8 Ng3 Bg6 9 Bc4 0-0 [9...Qc7 10 0-0 0-0 11 f4 is in White's favor.] 10 0-0 Re8?! [10...Bxg3 11 hxg3 Nd7 has been called an improvement by Nunn, but of course White's position is much superior to Black's.] 11 f4 b5 [11...Qd7 12 f5 Bxg3 13 fxg6 loses for Black, while both 11...h6 12 f5 Bh7 13 Nh5 and 11...f5 12 Bd3, intending Qd1-c2, are merely bad.] 12 Bb3 Be4 13 Qh5! Qd7 [13...g6 14 Bxf7+!] 14 Nxe4 Rxe4 15 Bc2 g6 16 Qh4 Re8 17 f5 Be7 18 Rf3 g5 19 Qh5 Bd8 20 Bxg5!, 1-0, Nunn-K. Arkell, London 1987.

Another possibility for Black is 6...Be6!?, a move that has been employed by Mirkovic with reasonable results.

In reply White has tried the following moves:

1) 7 Nf3 Bd6 8 Bd3 Nd7 [8...0-0!? looks good.] 9 Qc2 Qc7 10 Be3 c5?! [10...g6!?, 10...0-0!?] 11 dxc5 Nxc5 12 Bb5+ Bd7 13 Bxd7+Nxd7 14 Rd1, and White stands better, Mije-Kovacevic, Belgrade 1978.

2) 7 Bf4 Be7 8 Bd3 0-0 9 Ne2 c5 10 0-0 Nc6 11 dxc5 [On 11 Be3, Black can try 11...c4, with mutual chances.] 11...Bxc5 12 Qc2 g6 13 Bh6 [Or 13 Rad1 Qe7 14 Ng3 Ne5! 15 Rfe1 (15 Be2 h5 is quite nice for Black.) 15...Nxd3 16 Rxd3 Rad8 17 Rxd8 Rxd8 18 h3 f5, and Black's two Bishops give him the edge, Stummer-Mirkovic, Pula 1988.] 13...Re8 14 Nf4 Ne5! 15 Nxe6 [15 Be4 Ng4! 16 Nxe6 Rxe6

17 Bf4 Qe7 18 Bd3 Rd8, with the idea of 19...Nxf2, is good for Black. Also in Black's favor is 15 Bb5 Re7 16 Rad1 Qb6 17 Be2 Qc6.] 15...Rxe6 16 Be2 f5 17 Rad1 Qe7, and Black's strong Knight and pressure on the e-file make his position preferable.

3) 7 Bd3 seems to be natural and best: 7...Bd6 8 Ne2 Qc7 9 Qc2 Nd7 10 h3 0-0-0 11 c4! Bb4+ 12 Bd2 Qa5 13 Bxb4 Qxb4+ 14 Qd2 Qxd2+ 15 Kxd2 f5! 16 Kc3 Nf6 17 Nf4 g5 18 Nxe6 fxe6 19 Rhe1 Rhe8 20 Re5 Nd7 21 Re2 Nf6 22 Rae1 Kd7 23 b4, Mokry-Mirkovic, Belgrade 1988, and now 23...a6! 24 a4 Ra8 is only slightly better for White, according to Mirkovic.

Varnusz has suggested 6...Qe7+, when he points out that 7 Qe2 is met by 7...Be6. However, I don't really see what he has in mind if White plays the obvious 7 Be3.

7 Bd3

Illogical is 7 Bc4 0-0 8 Ne2 Qc7 9 h3 Bf5 10 Bd3 Bg6 11 0-0 Nd7 12 Re1 Rfe8 13 Bxg6 hxg6 14 Qd3 f5 15 Qf3 Nf6 16 Bg5 Ne4 17 Bf4 Re7 18 Bxd6 Qxd6 19 Qf4 Rae8, with advantage to Black, Fuentes-Silman, San Francisco 1981.

7 ... 0-0

7...Qc7?! is possible, but it has not really attracted any followers: 8 Ne2 [8 Be3 is unneces-

sarily committal. After 8...Nd7 9 Ne2 0-0 10 Qc2 g6 11 h4 Re8 12 h5 Nf8, Black had already equalized. The game Chandler-Shamkovich, Lugano 1985, continued 13 0-0-0 b5 14 Rh4?! g5 15 Rhh1 Rb8 16 Kbl h6 17 Nc1 Ne6! 18 Nb3 Ng7 19 Nc5 f5, and Black had the superior position.] 8...Bg4 9 Be3 Nd7 10 Qd2 Bxe2 11 Qxe2 0-0-0 12 0-0-0 Kb8 13 Kbl Nb6 14 g3 Ka8 15 Qf3 Nd5 16 Bc1 Ne7 17 Bc4 Nc8 18 Rhe1 h6 19 h4 h5 20 Bb3. Black has a long, hard defensive task ahead of him, Karpov-Smyslov, Tilburg 1979.

Playable, but rarely tried, is 7...c5 8 Ne2 Nc6 9 Be3 Qe7 10 dxc5 Bxc5 11 Bxc5 Qxc5 12 Qc2 Be6 13 0-0, and White is a little better simply because of his Queen-side majority, Gurgeniidze-Kholmov, USSR ch. 1967.

8 Ne2

Rather blatant is 8 Qh5 g6 [Also fine is 8...Re8+ 9 Ne2 g6 10 Qh4 c5 11 0-0 Nc6 12 Be3 cxd4 13 Nxd4 Ne5 14 Bb5 Bd7 15 Bxd7 Qxd7 16 h3 (16 Qxf6? is well met by 16...Ng4, while 16 Rad1 Be7 17 Qe4 Bf8! is fine for Black.) 16...f5 17 Rad1 Be7 18 Qg3 Bf6. Black stands very well - Konstantinopolsky. Vukovic's recommendation of 8...f5!? has never been tested.] 9 Qh4 c5 10 Ne2 Nc6 11 Bh6 Re8 [Black should avoid trying to get tricky with 11...f5?, since 12 Bg5 Qb6 13 0-0 cxd4 14 cxd4 Re8 15 Bc4 led to a very strong attacking position for White

in Pilnik-Najdorf, Mar del Plata 1952.] 12 dxc5 Bxc5. Black has a comfortable position.

Not regarded as highly is 9...Nd7, since after the the usual freeing move ...c6-c5, Black's Knight will stand better on the c6 square. The game Medina-Donner, Beverwijk 1965, saw White obtain a clear advantage after 10 Ne2 c5 11 0-0 Qb6 12 Bc4 cxd4 13 cxd4 f5 14 Nc3 Qb4 15 Bb3 Be7 16 Bg5. However, instead of 10...c5, Vukovic gives a completely different idea, namely 10...Be7! 11 0-0 f5 12 Qg3 Nf6 with a reasonable position for Black. Untested!

8 Qc2 will usually transpose into the main lines. One exception might be 8 Qc2 Re8+ 9 Be3 Bf4?! [9...g6, followed by ...Nb8-d7-f8, should be quite adequate.] 10 Bxh7+ Kh8 11 Bd3 Bxe3 12 fxe3 Rxe3+ 13 Ne2, and, according to Larry Christiansen, White has the advantage.

8 ... Re8

Black may also try to prove that this Rook move is unnecessary by 8...Qc7!?. The idea has not brought Black any happiness, though: 9 Qc2 g6?! 10 h4 Be6 [Even more horrible was 10...Nd7 11 h5 f5 12 hxg6 hxg6 13 Bg5 c5 14 Bxf5 f6 15 Be6+, 1-0, Bronstein-Rytov, Tallinn 1978.] 11 h5 f5 12 Bh6 Re8 13 0-0-0 Nd7 14 hxg6 fxg6 15 g4 Nf8 16 gxf5 Bxf5 17 Bxf5, and Black's opening can be seen to be a complete failure,

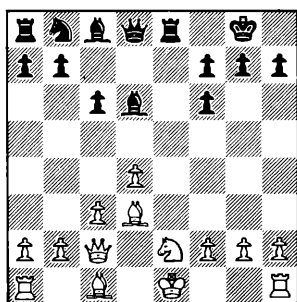
Suetin-Andersson, Sochi 1973.

Since 9...g6?! seems to get slaughtered, Black does much better to try 9...h6! 10 Be3 Rd8!? [Naturally 10...Re8 11 0-0-0 Nd7 transposes into the main lines of G.1.b., thus proving that 8...Qc7 is not completely bad. Less good is 10...c5 11 dxc5 Bxc5 12 Bf4 Qb6 13 0-0 Nc6 14 Bg3 Ne5 15 Bh7+ Kh8 16 Be4 Be6 17 Nf4 Rad8 18 Nxe6 fxe6 19 Bxe5 fxe5 20 Rae1, and White held a substantial advantage. The game Kudrin-Martynovskiy, National Open, Las Vegas 1988, continued 20...Rd7 21 Re2 Rd7 22 g3 a5 23 Kg2 Qa6 24 Rd2 Be3 25 Re2 Bc5 26 h4 b5 27 Qd1 Qc8 28 Rd2 Be3 29 Rc2 Qc4 30 f3 Bb6 31 Rd2 Qxa2 32 Qe2 Qc4 33 Bd3 Qc6 34 Bxb5 Qc5 35 Bd3 g5? (35...Qc6 is better, though still lost for Black.) 36 hxg5 hxg5 37 Qe4 Re7 38 Bc4, and White eventually won.] 11 Ng3 c5 12 dxc5 Bxc5 13 Bxc5 Qxc5 14 0-0-0 Nc6 15 Ne4 Qa5 16 Bc4 Bf5 17 f4 Rac8 18 g4 Nd4 19 Rxd4 Rxd4 20 cxd4 Bxe4 21 Qxe4, and now Black went berserk with 21...Qxa2?? 22 Qe8+! Rxe8 23 Bxa2, and White won, Tolnai-La Rota, World Chess Festival, Saint John 1988. Of course, Black should have played 21...Rxc4+ 22 Kb1 Qd8, though 23 Rd1 is still very good for White due to his powerful passed pawn.

Another move that has "enjoyed" uniformly bad results is 8...Nd7!?. Then 9 Qc2 h6 [9...Kh8 10 Bf4 Bxf4 11 Nxf4 Re8+ 12 Ne2 Nf8 13 0-0 was just a little better

for White in Chiburdanidze-Utasi, Havana 1985.] 10 Bf4 Bxf4 11 Nxf4 c5 12 0-0-0 Qa5 13 Kb1 Nb6 14 d5! left White with a very strong passed pawn in Hort-Pfleger, London 1979. See the section on annotated games for the instructive finish.

9 Qc2



The key position for this line. The threat to Black's pawn on h7 forces one of three moves: G.1. 9...h6; G.2. 9...Kh8; G.3. 9...g6.

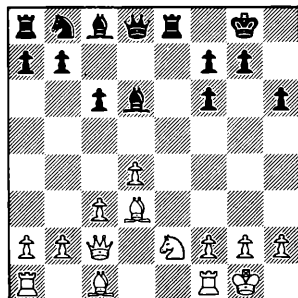
G.1. 9 ... h6

This move is much safer than 9...g6, since it does not allow White the possibility of the file-opening h2-h4-h5. The trouble with 9...h6 is that Black's Kingside pawns are more or less stuck on their present squares. Thus the f5 square is weak and vulnerable to invasions such as Ne2-g3-f5. White can also continue in typical "mate" consciousness with Bc1-e3, 0-0-0, g2-g4, h2-h4, and g4-g5.

Nevertheless, White has yet to prove a significant advantage against 9...h6.

After 9...h6 White usually plays either: G.1.a. 10 0-0 or G.1.b. 10 Be3.

G.1.a 10 0-0



This is too quiet a continuation to offer White much chance for a concrete advantage.

10 ... Qc7
11 Ng3

11 h3 [Though this saves the h-pawn and restricts the Bishop at c8, it also weakens the g3 square which acts as a very important launch pad for the White Knight.] 12 dxc5 Qxc5 13 Be3 Rxe3 14 fxe3 Qxe3+ 15 Kh1 Nd7 16 Rad1 Qc7 17 Nf4 Nb6 18 Rde1, and Black does not have enough compensation for the sacrificed exchange. The game continued 18...Qd8 19 Qd2 Bd7 20 Bh7+ Kxh7 21 Qxd6 Bc6 22 Qxd8 Rxd8 23 Rd1 Rc8 24 b3 Be4 25 c4 f5 26 Nh5 g6 27 Nf6+ Kg7 28 Nxe4 fxe4 29 g4 Rc5 30 Rf4 Re5 31 Rdf1 f5 32 gxf5 g5 33 f6+ Kf7 34 Rf5 Re6 35 Rc5,

1-0, Timman-Chernin, OHRA, Holland 1987.

11 Nd7

11...c5?! still seems a bit early: 12 dxc5 Bxc5 13 Nh5 Bg4 14 Bf4, and White has a slight advantage, Hazai-Lechtynsky, Halle 1981.

12 Bd2

In Van der Wiel-Pedersen, Arhus 1983, White tried to add some spark to his Kingside attack by bringing the Queen there. Black reacted calmly, though, and after 12 Qd1 Nf8 13 Qh5 Bf4 14 Ne4 Nh7 15 Qh4 Bxc1 16 Raxc1 f5 17 Nd2 Nf6 18 Rfe1 Be6 19 Re3 Ng4 20 Rf3 g6 21 Nf1, the game was agreed drawn. From this example, we can see that if Black can activate his Kingside pawns, then his troubles should be behind him.

12 ... Nf8
13 Rae1 Bd7
14 Bc4 Rxe1
15 Rxe1 Re8
16 Rxe8 Bxe8
17 a4 c5

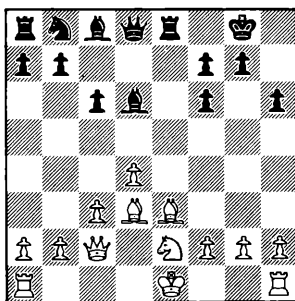
Holding firm with 17...a5!? also comes into consideration.

18 dxc5 Qxc5
19 Qb3 Qc7
20 Be3 Nd7
21 a5!

White has the usual tiny ad-

vantage based on his Queenside majority of pawns. However, by careful play, Black should be able to eventually equalize the chances. The game Plachetka-Bellon Lopez, Metz 1987, was a pretty clear example of this: 21...Nc5 22 Qa2 Bf4 23 Nf1 Bxe3 24 Nxe3 Ne4 25 Bd5! Qf4 26 Bxe4 Qxe4 27 b4, and now 27...f5! 28 Qc2 Qe5, with the idea of ...f5-f4, equalizes, according to Plachetka.

G.1.b. 10 Be3!



This is much more popular than 10 0-0. White keeps open the option of Queenside castling and a subsequent Kingside pawn storm.

10 ... Nd7

Most common, but Black has also tried two other ideas:

1) 10...Be6?! 11 0-0 Qc7 12 h3 Nd7 13 c4 Nf8 14 Nc3 Rad8 15 Rfd1 Bf4, with equal chances, Kramer-Golombek, 1951. After 10...Be6, White should try 11 Qd2! [Threatening Be3xh6.], when

11...Nd7 12 0-0 Qc7 13 Nf4 is good for White. Since Black does not want to give White the two Bishops, he should avoid an early ...Bc8-e6, which puts the Bishop on a vulnerable square.

2) 10...Na6!? 11 0-0 [11 0-0 Qa5 gives Black a quick and easy attack.] 11...Nc7 [11...b5!? 12 a4 Nc7 is an untried suggestion of Christiansen.] 12 c4 Bd7? [Better is 12...Ne6.] 13 Ng3 Ne6 14 Rad1 Qa5? [According to Christiansen, 14...Qc7 gives Black a playable game.] 15 Qb3 [Or 15 d5 cxd5 16 Bh7+ Kh8 17 Rxd5 Qc7 18 Rfd1 Bxg3 19 Rxd7 Bxh2+ 20 Kh1 Qe5 21 R1d5 Qb8 22 Rxf7 Bf4, and Black somehow stays alive - Christiansen.] 15...Qc7 16 Bb1 Ng5? [16...Rad8 keeps Black in the game.] After 16...Ng5, White should play 17 f4! Nh7 18 c5 Be7 19 f5, and Black's army is totally restricted - Christiansen. Instead, White played the mistaken 17 Qd3?!, and Black made a comeback in the game Chandler-Christiansen, Bundesliga, West Germany 1988: 17...f5! 18 c5 Bxg3 19 hxg3 Be6 20 Bf4 Qd7 21 f3 f6 22 g4 Qf7 23 b3 g6 24 Bd6 Kg7 25 d5 cxd5 26 Qd4 fxc4 27 fxc4 Bd7! 28 Bf4! Bc6 29 Bc1 Re6 30 Bd3 Qe7 31 b4 a6 32 Bb2 Rf8 33 Qf4 Ne4 34 Bc2 Bb5 35 Bd3 Bc6 36 Bd4 [36 Bc2 is still equal.] 36...Ba4 37 Rde1 Bb5! 38 Bxb5 axb5 39 Rd1 Ra8 40 Ba1 Rxa2 41 Rxd5 Rxa1! 42 Rxa1 Nc3 43 Qd2? Nxd5 44 Qxd5 Re1+ 45 Rxe1 Qxe1+ 46 Kh2 Qe5+ 47 Qxe5 fxe5 48 Kg3

Kf6 49 Kf3 h5 50 gxh5 gxh5 51 Ke4 h4, 0-1. It speaks well for the Black system that he can play so many inaccurate moves and still be in the game.

11 0-0-0

White decides to go for Black's throat. Other moves have not made any impression on Black's solid position:

1) 11 0-0 Qc7 12 h3 Nf8 13 Rae1 Bd7! [=] 14 c4 c5 15 d5 [Avoiding 15 Nc3? cxd4 16 Nd5 Qa5!.] 15...b6 16 Nc3 Be5 17 Bd2 [17 f4 Bxc3 18 Qxc3 f5, followed by ...Nf8-g6, is all right for Black.] 17...Bh2+ 18 Kh1 Bf4 19 Qc1 Bxd2 20 Qxd2 f5 21 f4 Ng6 22 g3 Qd6 23 Qc2 Qf6 24 Kg2 Kf8 25 h4, Matulovich-Ciric, Yugoslavia 1982, and now 25...Rxe1 26 Rxe1 Re8 27 Rxe8+ Kxe8 28 h5 Ne7 29 Qe2 Qd4! 30 Bb1 Kd8 31 Qe5 Qd2+ 32 Qe2 is equal, according to Ciric.

2) 11 Qd2 Qc7 12 Ng3 Bf4 13 0-0 Bxe3 14 fxe3 Nf8 15 Rf2 Qe7 16 e4, Asztalos-Nimzovich, Bled 1931, and now 16...c5! gives Black play, since 17 d5? Ng6 favors Black.

11 ... Qc7

Also interesting is 11...Qa5!? 12 Kb1 b5 [12...Nf8!]? 13 g4 [13 Bh7+!? Kh8 14 Be4 Qc7 15 Ng3 Nb6, with mutual chances, was Kavalek- Backwinkel, Bundes-

liga, West Germany 1983.]
 13...Nb6, but White's attack seems to come first: 14 h4 Nd5?! [14...Be6] 15 g5 Nxe3 16 fxe3 fxg5 17 hxg5 hxg5 18 e4 [White's advantage is now obvious.] 18...Be6 19 b3 Bg4 20 e5 Bxe5 21 dxe5 Rxe5 22 Bh7+ Kf8 23 Be4 Kg8 24 Nd4 Bxd1 25 Qh2 f6 26 Bg6 Kf8 27 Qh8+ Ke7 28 Qxg7+ Kd8 29 Rh8+ Re8 30 Rxe8 mate, Jansa- Pedersen, Arhus 1983.

12 Qd2

12 Ng3!?, with the idea of Ng3-f5, deserves attention, as does 12 g4!?.

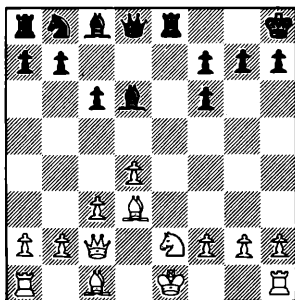
12 ... b5
 13 Bc2? Nf8
 14 Nf4 Re7

14...Bg4!/? 15 Rde1 Rad8, with the idea of ...c6-c5, is also quite reasonable.

15 h3 Bd7
 16 Kb1 Rae8
 17 Bd3 Ne6
 18 Nh5 Ng5!

Black has the advantage. The game Duckstein-Bellon Lopez, Zurich 1984, continued in exciting fashion: 19 Qc1 Qa5 20 h4 Ne4 21 Bxe4 Rxe4 22 Bxh6 Be6 23 d5 Bf5! 24 Nxc7 Bh7 25 Nxe8 Ra4+ 26 Qc2 Bxc2+ 27 Kxc2 Be5 28 f4 Bxc3! 29 bxc3 Rxa2+, and Black eventually won.

G.2. 9 ... Kh8!/?



Konstantinopolsky has recommended this move, and the late 1980's has seen some interest in it. However, 9...Kh8 was played as long ago as 1909! The aim of this rather strange-looking move is to avoid giving White the pawn target that occurs after ...g7-g6 or ...h7-h6. Black accomplishes this by stepping out of a check on h7 and defending his pawn by ...Nb8-d7-f8. Naturally, if White captures on h7, his Bishop will be entombed by ...g7-g6, though it is true that White can then sacrifice it for most of Black's remaining Kingside pawns.

There is still relatively little experience with 9...Kh8, but most players don't seem to have that much faith in it. This opinion could change at any time, though, especially since Black's results have not been particularly bad.

10 Be3

The trouble with this move is that it allows Black to carry out

his plan by giving him time to play ...Nb8-d7-f8. The alternatives tend to be more forceful, but not clearly better:

1) 10 Bxh7 g6 11 Bxg6 fxg6 12 Qxg6 is interesting, though perhaps not more than a perpetual.

2) 11 0-0 Qc7 [10...Nd7!?] 11 Ng3 g6 12 c4 f5 [More prudent is 12...Nd7.] 13 Bg5 Be6 14 Qd2 Nd7 15 d5! cxd5 16 cxd5 Bxd5 17 Bxf5 Bc6 18 Rad1! Bxg3 [18...gxf5 19 Qxd6 Qxd6 20 Rxd6.] 19 Bxd7 Bxh2+ 20 Kh1 Be5 21 Bxe8 Rxe8 22 Rfe1 [White is better, but not by as much as some might imagine. Black's two Bishops and extra pawn keep him very much in the game.] 22...Qc8! 23 Kg1 Qg4 24 f4 Bc7 25 Rxe8+ Bxe8 26 Bd8! Bxf4? [A big mistake. Much better is 26...Bxd8 27 Qxd8 Kg7.] 27 Bf6+ Kg8 28 Re1! Bd7 29 Qa5 Bh2+ 30 Kh1 b6 31 Qd5 Bb8 32 Re7, 1-0 J. Horvath-Hodgson, Sochi 1987.

3) 10 h4 h6 11 Be3 Be6 12 Qd2 h5 13 0-0-0? Bxa2 14 g4 Bd5 15 gxh5 Qa5 16 Rhg1 Qa1+ 17 Kc2 Qa4+ 18 Kc1 Qa1+ 19 Kc2 Qa4+ 20 Kc1 b5 21 Rxg7 Qa1+ 22 Kc2 Bb3+!, 0-1, Lukacs-Mohring, Trnava 1986.

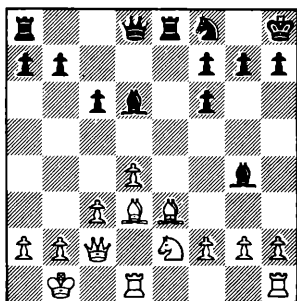
10 ... Nd7
11 0-0-0 Nf8
12 Kb1 Be6

12...Qc7 some testing, but this is a bit premature since it is not yet clear if the Black Queen belongs on this square: 13 h3 Be6 14 c4 c5 15 Rhe1 a6 16 Bc1? [16 dxc5 is better] 16...b5 17 d5 Bd7 18 f4 bxc4 19 Bxc4 Bb5 20 g3 Nd7 21 Bd3 c4 22 Bxh7 Nc5! 23 Qf5 g6 24 Bxg6 fxg6 25 Qxf6+ Kh7? [25...Qg7! gives Black good winning chances, since 26 Qxd6? is met by 26...Nd3.] 26 f5 gxf5 27 Rd4 Kg8 28 Qxf5 Re7 29 Bh6 c3! 30 Qg6+ Kh8, Conquest-Berg, Bundesliga, West Germany 1988, and now 31 Bg5 gives White a great advantage.

Or 12...Qc7 13 Ng3 Bg4 14 Rde1 c5 15 Nf5 c4 16 Be4 Bxf5 17 Bxf5 b5 18 Bd2 g6 19 Bg4 Ne6 20 h4 Nf4 21 h5 Nd3 22 Ref1 Rab8 23 Rh3 Re7 24 Rxd3 cxd3 25 Qxd3 Bf4 26 g3 Bxd2 27 Qxd2 Rbe8 28 Bf3 [White has good compensation for the exchange because Black is unable to penetrate with his Rooks.] 28...Qd6 29 Rh1 f5 30 Kc2 Qf6 31 Qd3 a6 32 a4 bxa4 33 Ra1 Qb6 34 Rxa4 a5 35 c4 Ra7 36 c5 Qf6 37 d5 Rc8 38 c6 Qd6?? 39 Qd4+, 1-0, Gelfand-M.Hansen, European Jr. Ch. 1988.

A much more meaningful move is 12...Bg4!, with the intention of trading off White's strong attacking Bishop via ...Bg4-h5-g6.

Played in the original 9...Kh8 game! In 1988, Black gave



The game Mestel-Wells, Swansea 1987, continued 13 Rd2 Bh5 14 h4 Qd7 15 c4 Qg4 16 g3 Rad8, and Black's well centralized army guarantees him good chances. The finish was 17 Nc3 Bg6 18 Bxg6 Nxc3 19 h5 Qf3 20 Rdd1 Ne7 21 h6 g6 22 d5 cxd5 23 Nxd5 Nxd5 24 cxd5 Be5 25 Qb3 b6 26 Rhe1 Rd7 27 Bf4 Qxf2 28 d6 Rxd6 29 Qxf7? Qxb2 mate, 0-1. It is somewhat surprising that 12...Bg4 has not gotten some more tryouts.

13 Nf4?!

13 Nc1 and 13 c4 are better moves.

13 ... Bxf4!
 14 Bxf4 Qd5
 15 b3 Qxg2
 16 Rhg1 Qf3
 17 Be3 Bg4!
 18 Rde1 Bh5
 19 Rg3 Qd5
 20 f4

20 Reg1 Bg6 21 f4 Bxd3 22 Qxd3 [22 Rxc7 Bg6.] 22...Qe4 23

Qxe4 Rxe4 24 Rxc7? Ng6 is winning for Black.

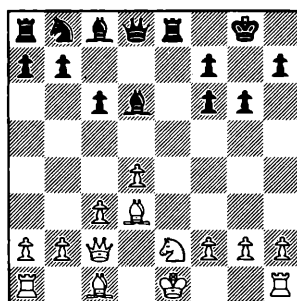
20 ... Re7
 21 Reg1 Rae8
 22 c4 Qd6
 23 Qf2 g6
 24 d5?

After this, the game ends rather abruptly. 24 f5 or 24 Bc1, followed by Bc1-b2, still seems to give White good chances.

24 ... Nd7
 25 Bd4 Re2!!
 26 Be5 Qxe5
 0-1

Forgacs-Duras, St. Petersburg 1909.

G.3. 9 ... g6



There have been many exciting games with this popular move. White tends to score many crushing victories, but just when you think things are looking theoretically bad for Black, he comes back with some new ideas and collects a few scalps himself. As Larry

Christianson has said, "This variation is dangerous for both sides!"

Black's move does some commendable things. He blunts the diagonal of the Bishop at d3, and takes away the f5 and h5 squares from the White pieces. The negative side of 9...g6 is also easy to understand - Black has weakened the dark squares around his King and allowed White the simple plan of h2-h4-h5, opening the h-file and setting up a winning Bishop sacrifice on g6.

10 h4

White prepares to blast his way through to the Black King. After many nightmarish results, Black has found that only two moves seem playable: **G.3.a. 10...Nd7** and the modern **G.3.b. 10...Be6**.

Dubious is the central counterattack of 10...c5?!, since White is in a position to ignore it and go about his business of mating the Black King: 11 h5 f5 [On 11...cxd4?, White breaks through with 12 hxg6 hxg6 13 Bxg6!.] 12 hxg6 hxg6 13 g4! [Still trying to bash his way through! Also possible is 13 Be3 f4 14 Bxg6, and now Black must avoid 14...fxe3? 15 Bxf7+ Kxf7 16 Rh7+, which led to a winning attack for White in Zelevinsky-Goldberg, USSR 1961. Correct is 14...Qf6!, with unclear complications.] 13...f4 [13...Qc7 14 Bg5 is strong for White.] 14 Bxg6 Qf6 15 Be4!

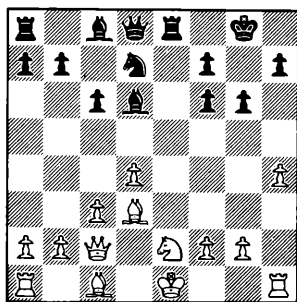
[Previously, Maric had given 15 Bh7+ Kf8, with an unclear position. With 15 Be4, White intends to complete his development and then finish off the Black King.] 15...cxd4 16 Bd2 Nc6 17 0-0-0 Bd7 18 g5 Qe5 19 Bh7+ Kg7 [19...Kf8 is strongly met by 20 Bxf4, when the Bishop on d6 goes with check.] 20 Nxf4 Nb4 21 Qb3 Bf5 22 g6! fxg6 23 Bxg6! Bxg6 24 Rdg1 Qxf4 25 Rxg6+ Kxg6 26 Bxf4 Nd3+ 27 Kb1 Nxf4 28 cxd4 Rad8 29 Qxb7, Vogt-Mohring, Halle 1981. White's extra pawns and, in particular, the vulnerable state of Black's King conspire to make Black's defense hopeless.

Another move that has not proven effective in stemming the White assault is 10...f5. This has a bad reputation, but it is playable if Black answers 11 h5 with 11...Be6!, transposing into the Kudrin-King game in G.3.b. Less good is 11...Qf6? [This is the real culprit!] 12 hxg6 fxg6 13 Qb3+! Kh8 14 Bg5! Qg7 15 0-0-0, and it is already clear that White is in control. The continuation of Sznapiik-Plachetka, Bratislava 1983, was 15...Be6 16 d5! Bxd5 17 Bc4! Be7 [Tempting but bad is 17...Rxe2 18 Bxd5 cxd5 19 Qxd5 Nc6 (On 19...Be7, 20 Qd8+! wins immediately.) 20 Rxh7+!, and Black is finished. Also strong for White is 17...Bxc4 18 Qxc4 Be7 19 Bh6! Qf6 20 Be3! Qg7 21 Rxh7+!, and the game is over. Analysis by Sznapiik.] 18 Bh6! Qf7 19 Rxd5! cxd5 20 Bxd5 Qf6 21 Be3 Nd7 22 Bd4 Ne5 23 f4 Bd6 24

Qxb7 h5 25 Qa6 Rab8 26 fxe5?!
 [A bit of preparation first by 26
 Kbl would have won immedi-
 ately.] 26...Qg5+ 27 Kbl Bxe5 28
 Qxa7 Rbd8 29 Bf3 Bxd4 30 Nxd4
 Qd2 31 a4! Rb8 32 Bb7 Qd3+ 33
 Ka1 Qg3 34 Bc6 Re3 35 Qf7 Rxc3
 36 Rxb5+! gxh5 37 Qxb5+ Kg8 38
 Bd5+, 1-0.

At this point, potential prac-
 tioners of this Black system must
 feel like they have looked death in
 the face! On the other hand, 1 e4
 players probably have an ecstatic
 grin etched onto their lips. Don't
 panic!! Black's chances are much
 better than these examples would
 suggest. Let's move on to correct
 Black play.

G.3.a. 10 ... Nd7



This move makes a lot of
 sense. Black rushes his Knight to
 f8, where it will defend the sensi-
 tive g6 and h7 squares. Black hopes
 that, once his Kingside is fortified,
 he can swing over to a Queenside
 or central counterattack.

11 h5

11 Bh6 Bf8 12 Bxf8 Nxf8 13
 0-0-0 was Vogt-Bobzin, Eger
 1987. 11 Bh6 actually has no inde-
 pendant significance, since Black
 can play 11...Nf8 12 h5 Be6 with
 direct transposition into our main
 column lines.

11 ... Nf8

Black must continue with his
 plan of Kingside fortification.
 11...f5? allows White to bust
 through with the usual hammer
 blows: 12 hxg6 hxg6 13 g4 fxg4
 14 Bxg6 Qf6 15 Bh7+ Kf8 16
 Bh6+ Ke7 17 Rh5 Qh8 18 0-0-0
 Nf6 19 Bg5 Be6 20 Rh6 Kd7 21
 Bxf6 Qf8 22 Rh5 Bxa2 23 Bf5+
 Kc7 24 Rh8, 1-0, Plachetka-
 Pronold, Oberwart 1988. Another
 horror story!

12 Bh6

The alternative is 12 hxg6
 fxg6, but the newly-acquired use
 of the f7 square can only help
 Black. The following examples
 have demonstrated the viability of
 the Black position:

1) 13 Qb3+ Be6 14 Qxb7
 Bd5 15 Kf1, Szabo-Flohr, Gronin-
 gen 1946, and now 15...a6 16 c4
 Rb8 17 Qxa6 Ra8 is a draw, ac-
 cording to Boleslavsky. In the
 actual Szabo game, Black played
 15...Re7!?, and after 16 Qa6 Qd7
 17 Bc4! [17 c4? Bxg2+! 18 Kxg2
 Qg4+ 19 Kf1 Qf3 simultaneously
 attacks the pieces on h1 and d3.]
 17...Rae8 18 Bxd5+ cxd5 19 Be3

Ne6 20 Qd3 Ng5 21 c4! Ne4, Black had compensation for the sacrificed pawn.

2) 13 Bd2 Qe7 14 0-0-0 Be6 15 Kb1 b5 16 Rde1 Qf7 17 Nc1 Rab8 18 Rh4 Bd5 19 f3 Rxe1 20 Bxe1 f5, Suetin-Augustin, Sochi 1979. With his Kingside nicely protected by the Knight and the Queen, Black's chances are as good as White's.

3) 13 Kf1 Be6 14 Bh6 Qe7 15 Re1 Qf7 [With equality. We are beginning to see why 12 hxc6 is inaccurate. Black's ability to use the f7 square for his Bishop or Queen makes his Kingside quite solid.] 16 b3 Qc7 17 c4 Qd7 18 Nc3 Bb4! 19 Rh4 Bf5 20 Rxe8 Rxe8 21 Be3! [21 Bxf5 Bxc3! is nothing for White.] 21...Bxd3+ 22 Qxd3 Bxc3 23 Qxc3 Qf5 [According to Mohring, best is 23...g5! 24 Rh3 Qf5 25 Rf3 Qb1+ 26 Qc1 Qxa2 27 Qd1 Kg7 28 d5, with unclear play.] 24 d5! Qb1+?! [24...cxd5 25 Rf4 Qb1+ 26 Ke2 Qxa2+ 27 Kf3 dxc4 28 Qxc4+ Kg7 29 Qc7+ Kg8! is equal, according to Mohring] 25 Qc1! Qxa2 26 Qd1!! Qa6 27 Kg1 Rd8 28 d6 Ne6 29 Re4 Kf7 30 c5 b6 31 d7? [Better is 31 b4, when Black plays 31...Qa2! - Mohring] 31...Nf8! 32 Bd4! Rxd7 33 Qf3 f5 34 g4, Gurgidze-Mohring, Hradec Kralove 1977/78, and now 34...Ne6! 35 gxf5 Nxd4! is winning for Black, since 36 fxg6+ Kg7 37 Rxd4 is refuted by 37...Qa1+.

4) 13 Bh6 Qe7 [Or 13...Be6 14 0-0-0 f5 15 Kb1 b5 16 Nc1 Qf6 17 f4 Bd5 18 Rh3 Ne6, with chances for both sides, Pilnik-Golombek, Amsterdam.] 14 0-0-0 Be6 15 Rh4 Qf7 16 Rdh1 f5, Bednarsky-Mohring, Kecskemet 1982, and now 17 Ng1!? Bd5 is unclear, according to Mohring. Instead, White played 17 Nf4, and after 17...Bc4!, Black was all right.

12 ... f5

It is not clear what Black's best move is. He has also tried:

1) 12...Be6 13 0-0-0 Qa5 [Robert Byrne recommends 13...b5, stopping White from advancing c3-c4. He then assesses the position as slightly better for White.] 14 a3 Qc7 15 hxc6 [I think White would do better to play 15 c4!, with favorable play similar to that which arises after 12...Qc7.] 15...fxg6 16 Rh4 Qf7 [Peters recommends 16...g5!?, when 17 Rhh1 must be answered by 17...Re7. Even though the Black position would then look like swiss cheese, I see no obvious winner for White.] 17 Rdh1 f5 18 Nf4 Bb3? [Much stronger is 18...Bc4!, with approximate equality.] 19 Qd2 Re7 20 g4 Bxf4 21 Bxf4 fxg4 22 Rxg4 Be6 23 Rgh4 Bf5 24 Bd6 Rd7 25 Be5 Re8 26 f4 c5 27 Kb1 c4 28 Bc2 Qe6 29 Ka1 b5 30 Bxf5 Qxf5 31 Qg2 Rf7 32 Rh5 Qe6 33 Rf1 Rd8 34 f5! Qd5 35 Qg4 Qc6 36 Rg1 Rfd7 37 Qh4! Qf3 38 fxg6 hxg6 39 Rh8+ Kf7 40 Qe1, 1-0, de Fir-

mian-Odendahl, World Open, Philadelphia 1988.

2) 12...Qc7?! [This has led to repeated successes for White.] 13 0-0-0 Be6 [Perhaps it is better to hold back White's c3-c4 advance by 13...b5!?.] 14 c4! [Not at all clear is 14 Rh4 g5!?, Peters-Koploy, Los Angeles 1984.] 14...Rad8 [14...c5 15 d5 Bd7 16 hxg6 fxg6 17 Bxf8 (Byrne and Mednis give 17 Rh4! as leading to a clear advantage for White.) 17...Bxf8? (Black should play the very surprising 17...Kxf8!, when 18 Rxh7? is shocked by 18...Ba4!.) 18 Bxg6 hxg6 19 Qxg6+ Bg7 20 d6! Qd8 21 Rh7 Re7 22 Rdh1 wins.

Another possibility is Keene's 14...b6!?, but White's position remains superior. For example: 15 Qd2! Rad8 16 Rh4 f5 17 Rdh1, Huergo-G.Cabrera, Cuba 1988, and now 17...Be7 18 Bg5 Bxg5 19 Qxg5 Qe7 20 Qg3 is clearly better for White, according to Huergo.] 15 hxg6! fxg6 [15...hxg6 16 Qd2 threatens 17 Bg7!- Diesen.] 16 c5! Be7 17 Nf4 Bf7 18 Bc4 [White is on the verge of decisively breaking through Black's Kingside barricades.] 18...Rd5 [18...Bd5 19 Nxd5 cxd5 20 Qe2!?- Diesen] 19 Rde1! Red8 20 Bxd5 [20 Qe2!? Rxd4 21 Bxf7+ Kxf7 22 Ne6! Nxe6 (22...Rd1+ 23 Kc2!!) 23 Qxe6+ Ke8 24 Qg8+ Kd7 25 Rxe7+ is also winning. Analysis by Diesen] 20...cxd5 21 Re3 Rd7 22 Rhe1 g5 23 Bxf8 Bxf8 24 Rh1 h6 25 Ng6! Bxc5 [Des-

peration, but 25...Bg7 26 Rhe1, followed by Qc2-f5, is also hopeless.] 26 Rc3 Bd6 27 Rxh6 Kg7 28 Nf8! Kxf8 29 Rh8+ Ke7 30 Qe2+ Be6 31 Rh7+, 1-0, Kavalek-Andersson #7, Washington 1978.

3) Varnusz feels that Keene's suggestion of 12...Qe7 may be best, with the intention of meeting 13 0-0-0 with 13...Bf5. This has yet to be tried.

13 0-0-0 Qf6
14 hxg6

Not as good is 14 f4 b5 15 d5 Bc5 16 hxg6 fxg6 17 Rh2 a6 18 Rdh1 Ra7 19 dxc6 Qxc6 20 g4 Re3!, and Black is better. In the game Ernst-Pedersen, Sweden vs. Denmark Match 1984, White completely fell apart after 21 gxf5 Rxd3 22 Nd4 Qe4 23 fxg6 Nxg6 24 f5 Bxf5 25 Nxf5 Qxf5 26 Rh5 Qe4 27 Qb3+ Kh8 28 Bg5 Be3+ 29 Bxe3 Rxe3, 0-1.

14 ... hxg6

Black is always in trouble after this. Better is 14...fxg6!, when Black will be all right if he is allowed to follow up with ...Bc8-e6. White's attempts at refutation are not convincing: 14...fxg6 15 Qb3+ Ne6 16 Nf4 b5 17 Rde1 [17 d5? Nc5.] 17...Bd7, followed by ...Qf6-f7, and Black is doing well.

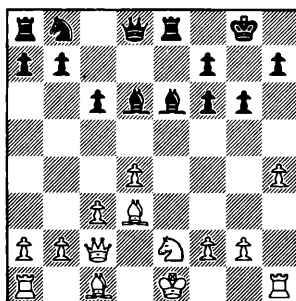
15 Qd2 Be6
16 Bg5 Qg7
17 Bh6 Qf6

18 Bg5 Qg7
 19 Ng3 Bxa2
 20 Rh4

White's attack on the open h-file is extremely dangerous. In the game Tisdall-Chandler, Brighton 1981, Black was very fortunate to get a draw after 20...Ne6 21 Bh6 Qf6 22 Rdh1 Bd5 23 f4 c5 24 c4 Nxd4 25 Bg5 Qg7 26 Rh8+ Qxh8 27 Rxxh8+ Kxh8 28 Bf6+ Kg8 29 Bxd4 cxd4 30 cxd5 Rac8+ 31 Kb1 Rc5 32 Ne2 Rxd5 33 Bc4 d3 34 Bxd3 a5 35 Qc2 Bb4 36 Qa4 Re3 37 Bc4 b5 38 Bxb5 Rd2 39 Bc4 Rxe2 40 Bxe2 Rxe2 41 Qc6 Re4 42 Qc7, 1/2-1/2.

So it appears that Black has a playable game after 10...Nd7. However, the fact that the slightest slip by Black can lead to a horrible death made 9...g6 a chancy proposition until the whole line was resuscitated by 10...Be6. Once again, players, mostly the young British masters, flocked to the Black banner. Unfortunately, some recent reversals have left a big question mark over this new move. Is 10...Be6 just a flash in the pan, or is it here to stay? Let's take a look at the G.3.b lines and decide for ourselves.

G.3.b. 10 ... Be6



Black develops and plans an early ...f6-f5 advance, blunting the Bishop at d3 and often allowing his Knight to go to the more aggressive f6 square.

11 Bh6

Black has enjoyed some good results against this move, so the critical line is now considered to be 11 h5 f5 12 hxg6 fxg6? [According to IM David Norwood, this is a serious mistake. He claims that 12...hxg6 was better, and gives 13 Bh6 (13 g4 looks premature due to 13...Bd5) 13...Nd7 14 g4 Bd5 15 0-0-0 Bxh1 16 Rxh1 Bf8 17 Bd2 fxg4 18 Bxg6 fxg6, and Black's defences are adequate. More critical is 17 Bxf8 Nxf8 18 gxf5, and White gets good compensation for the exchange, although Black's position is far from hopeless. White can also continue more quietly with the immediate 14 0-0-0, but this is less critical, since Black obtains counterplay with 14...Qa5 15 b3 Nf6. - Nor-

wood.] 13 Bh6 Nd7 [13...Qf6 is more accurate, since then White would not be able to rip the position open with g2-g4.] 14 g4! Bd5 [14...fxg4 15 Bxg6 is clearly bad. Norwood gives 14...Qf6 15 gxf5 Bxf5 16 Bxf5 Qxf5 17 Qxf5 gxf5 18 Rg1+ Kf7 19 Rg7+ Ke6 20 Rxb7 Nf6 21 Rg7 Rh8 22 Bd2, and says that this would avoid an immediate catastrophe. However, nobody in his right mind would willingly play into this position.] 15 0-0-0! Bxh1 [Speelman feels this is much too greedy and gives 15...Bf8 as superior, keeping some control of the light squares. Then 16 Bd2 fxg4 17 Bxg6 hxg6 18 Qxg6+ Bg7 is not clearly decisive for White.] 16 Rxh1 Bf8 17 Bd2! fxg4? [More resilient is 17...Nb6 (17...Nf6!? is a Speelman suggestion. This looks better than 17...Nb6, since Black's King would then have an extra defender around it.), with the idea 18 gxf5 Qd5 19 Ng3 Qxa2, but after 20 Bf4, Black's position still looks untenable. - Norwood. Perhaps, but if Black had played 17...Nf6 instead of 17...Nb6, then Black could answer 18 gxf5 Qd5 19 Ng3 Qxa2 (19...Nh5!?) 20 Bf4 Nh5, with the idea of destroying the defender of White's Rook.] 18 Qb3+ Kg7 19 Rxh7+! Kxh7 20 Qf7+ Kh8 21 Nf4, 1-0, Kudrinking, England 1988. A big win for White, and one that thoroughly upset the advocates of 10...Be6. However, many possible improvements have been noted, and I am sure that Black will get to argue his

case in a future game.

11 ... f5!
12 0-0-0

12 h5?? g5! 13 Qd2 f4 was seen in Abramovic-Hodgson, Haringey Masters 1988. White's Bishop is not getting out alive.

12 ... Nd7
13 Kb1 Qa5
14 Nc1 Nf6!

The game is equal.

15 h5!?

15 Nb3 Qc7 16 c4 Bf4 17 Bxf4 Qxf4 is comfortable for Black.

15 ... Nxh5
16 Rxh5 gxh5
17 Rh1

White has adequate compensation for the exchange. Andrew Martin now gives 17...f6, followed by ...Bd6-f8, when Black is all right. Instead, the game Chandler-Hodgson, Great Britain ch. 1988, continued 17...f4?! 18 Bxb7+ Kh8 19 Be4? [19 f3! is strong, with a clear advantage to White.] 19...Bg4! 20 f3 Re6! 21 Nb3 Qd8 22 fxg4 Rxb6 23 gxh5 Qg5 24 Bf3 Re8 25 Nd2 Rhe6 26 a4? Bf8! 27 Nc4 Bg7 28 Ka2 b5! 29 Na5 c5! 30 axb5 cxd4 31 c4 a6! 32 Qa4 axb5 33 Qxb5 Re5 34 Bd5 d3! 35 h6 Bf6 36 Nb3 Re2 37 Rb1 Qe5 38 Nc1 Rb8! 39 Nxd3 Rxb5

40 Nxe5 Ra5+ 41 Kb3 Bxe5 42
Kb4 Rxd5 43 cxd5 Rxb2+ 44 Rxb2
Bxb2, 0-1.

The "modern" 10...Be6 is
still alive and kicking.

Chapter 3

Annotated Games

All games start **1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Nxf6+ exf6.**

GAME 1

Pilnik-Najdorf, Mar del Plata 1942.

6 c3 Bd6
7 Bd3 0-0
8 Qh5

White immediately makes his intentions known. At this point, the one reaction Black must avoid is panic. How can he be worse? He is ahead in development and White's King is still sitting in the center.

8 ... g6
9 Qh4 c5

Simple and good. Black answers White's wing attack with a counterattack in the center. This pawn move also allows Black's Knight to take up a strong position on c6.

10 Ne2 Nc6
11 Bh6 f5?

Trying to be tricky, but 11...Re8 was better and offered equal chances. The trouble with 11...f5 is that it weakens the dark

squares around Black's King, most notably the g5 and f6 squares.

12 Bg5! Qb6

It would be logical to get rid of White's strong Bishop with 12...Be7, but after 13 Bxe7 Nxe7 14 dxc5 Qxd3 15 Qxe7, Black has lost a pawn and has nothing to show for it. Very weakening is 12...f6 13 Bc4+ Kh8 14 Bh6.

13 0-0 cxd4
14 cxd4 Re8

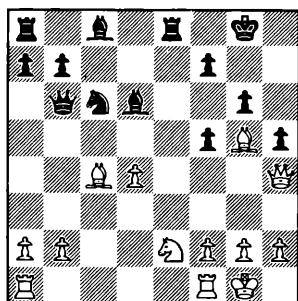
Only the suicidal would consider 14...Qxb2?, which forces White to further activate his army: 15 Rfb1 Qa3 16 Rb3 Qa5 17 Bf6 Re8 18 Bc4, and White has a strong attack. Analysis by Vukovic.

Many commentators thought that 14...Be6 was a better try, but Vukovic shows in the following analysis how White crashes through: 15 Bf6 Rfe8 [15...h5 16 Qg5 Kh7 17 d5 Bxd5 18 Bxf5, threatening 19 Qxh5+] 16 Nf4! Nxd4 17 Nh5 Nc6 18 Bc3 Be5 19 Nf6+ Bxf6 20 Bxf6 h5 21 Qg5 Kh7 22 Be2, followed by Be2xh5, winning for White.

15 Bc4

Now Black must worry about 16 Bxf7+.

15 ... h5



Black should make a point to avoid this type of position! True, he has pressure against White's pawns on b2 and d4. However, his Kingside is riddled with holes, and King-busting ideas such as Ne2-f4xg6 and Ne2-f4xh5 are always in the air.

16 Rae1?

White misses the best continuation of the attack. Stronger is 16 Bf6!:

1) 16...Be6 17 d5 Bxd5 18 Bxd5 Rxe2 19 Qg5 Kf8 20 Rae1! Qb5 21 Bf3 Rxe1 22 Rxe1 Ne5 23 Qh6+ Ke8 24 Bxe5 and 25 Qh8+.

2) 16...Be7 17 Qg5 Bxf6 18 Qxg6+.

3) 16...Re4 17 Qg5 Kf8 18 Nc3!, and now 18...Rxd4 is inadequate due to 19 Rae1, while 18...Rg4 falls to 19 Qh6+ Ke8 20 Bxf7+ Kxf7 21 Qg7+ Ke8 22 Rae1+, and mate follows - Vukovic.

It is instructive to closely

follow the analysis of this game since it shows how this type of King position can be overrun. Breakthroughs on f7, g6 and h5 wait for Black around every corner.

16 ... Re4!

Now Black gets just enough counterplay to hold the game.

**17 Nf4 Qxd4
18 Rxe4 fxe4?**

The decisive mistake, after which White follows through with relentless accuracy. 18...Qxe4 19 Nxc6 Qxc4 20 Nxc4 Be6 21 Bd3 f4 would have salvaged a draw, since Black threatens both the a-pawn and ...Kg8-g7, followed by ...f7-f6 - Vukovic.

**19 Nxc6! gxc6
20 Bf6! Qc5**

20...Qxc4 21 Qxc4 leads to mate on h8.

21 Rd1!

Threatening 22 Rd5! Qxc4 23 Qxc4, with mate to follow.

21 ... Kf8

21...Be6 does not stop White's threat: 22 Rd5! Qxc4 23 Qg5+ Kf8 24 Rxd6 mates.

22 b4!!

A very nice deflecting move. As usual, Black's Queen must continue to defend the h5 pawn, so the Bishop on c4 is immune from capture: 22...Qxc4 23 Qxh5 Ke8 24 Rxd6 Qc1+ 25 Rd1, and Black loses his Queen.

22 ... Nxb4
23 Qg3! Bg4

Of course, not 23...Bxg3??
24 Rd8 mate.

24 Rxd6 Nd3

Once again, 24...Qxc4 25 Qf4 mates.

25 Bxd3 Qc1+
26 Bf1 Rc8

Threatening to mate White with 27...Qxf1+! 28 Kxf1 Rc1+.

27 h3 Qxf1+
28 Kh2! Qc1

Else White would penetrate into Black's position with 29 Qf4.

29 hxg4 hxg4
30 Qxg4 Qh6+
31 Kg3 Rc3+
32 f3
1-0

GAME 2

Buchanan-Lein, US Open, Phoenix 1978.

6 Nf3 Bd6
7 Bc4 0-0
8 0-0 Bg4!

Black already has a comfortable game.

9 c3 Nd7
10 h3 Bh5
11 Be2 Re8
12 Re1 Bc7

Threatening ...Qd8-e7-d6.

13 Nh4 Qe7!
14 Be3 Bxe2
15 Qxe2 g6
16 Qd2 Nb6

Now 16...Qd6 would only force White to bring his offside Knight back into the game with 17 Nf3. With 16...Nb6, Black starts a plan based on controlling the c4 and d5 squares so that his Knight will be guaranteed a good post later in the game.

17 Qd3 f5
18 Nf3 Qe4

Black has no problems at all. White's Queenside majority is not going anywhere, and Black's pieces are very active.

19 Rad1 Qxd3
20 Rxd3 f6

Taking away the g5 and e5 squares from White's Bishop and Knight.

21 b3 Nd5
22 Bd2

Avoiding 22 c4? Nb4 23 Rd2 f4, trapping the Bishop on e3. Note the usefulness of Black's "crippled" Kingside pawns.

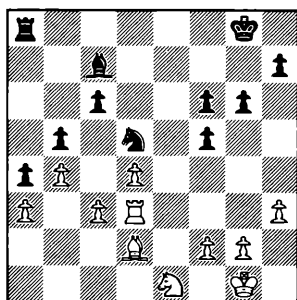
22 ... a5!
23 a3?

A big mistake. White should have fought to keep his pawns mobile by 23 c4, when 23...Nb4 can be met by 24 Bxb4 axb4 25 Rxe8+ Rxe8 26 Re3.

23 ... Rxe1
24 Nxe1 a4
25 b4

Horrible, but 25 c4 Nb6 is also very much in Black's favor.

25 ... b5



A position that Black always dreams of and White should never allow to happen. Aside from the fact that every Black piece is superior to its White counterpart,

White's once-proud Queenside majority is now reduced to a worthless string of light-squared holes.

26 Nc2 Kf7
27 Bc1

White would love to trade Knights, but 27 Ne3 is embarrassed by 27...Nf4, when White's Rook is caught.

27 ... f4!

Preventing Nc2-e3. It is important to understand the role of Black's Kingside pawn-mass in this game. At first they restricted White's pieces by controlling such critical squares as e4, e5 and g5. Now they are going even further and depriving White of his own e3 square! By following up with ...g6-g5, ...h7-h5, and ...g5-g4, the nasty Black pawns will even start to menace the White King!

28 Ne1 g5
29 Nf3 h5

The pawns start their space-gaining advance. Note how White's Knight is still deprived of the e5 square.

30 Nd2 Re8
31 Kf1 Nb6

White threatened to gain some freedom with c3-c4. Black now allows this, but only at the cost of new weaknesses in the White camp. However, if White

sits around and does nothing, he would be hopelessly tied up by the King march ...Kf7-e6-d5.

32 c4 bxc4
33 Rc3 Ke6
34 Nxc4 Nxc4
35 Rxc4 Kd6
36 Rc2 Bb6
37 Bb2 Kd5

White is lost. He has no space, no active plans, and a big weakness on d4.

38 Rd2 g4
39 hxg4 hxg4
40 f3 f5
41 Rd3 Re3
42 Rxe3 fxe3
43 fxg4 fxg4
44 Ke2 Bxd4
45 Bc1 Ke4
0-1

GAME 3

Gaprindashvili-Andersson,
Dortmund 1978.

6 Bc4 Qe7+!

Clearly the best move.

7 Qe2

If White does not want to retreat his Bishop to e2, then this is forced, since 7 Ne2 or 7 Be3 loses a piece to 7...Qb4+.

7 ... Be6
8 Bxe6 Qxe6

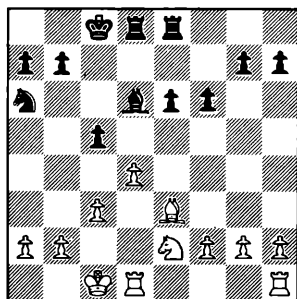
9 Bf4

On 9 Qxe6+ fxe6, Black will follow up with ...Ke8-f7, with no problems at all.

9 ... Na6
10 c3 0-0-0
11 Qxe6+ fxe6
12 Ne2 c5

Black has already achieved complete equality.

13 Be3 Bd6
14 0-0-0 Rhe8



It is clear that both sides have comfortable positions. This means that the hard part of the game is just beginning; each player must continue to improve his (or her) position and try to create some sort of clear plan. Most likely this will revolve around the fact that White at some point will capture d4xc5 and create mutual pawn majorities. When this happens, the winner will be the one who can show that he owns the more effective majority.

15 Kc2 Bf8
 16 Rhe1 b6!
 17 dxc5 Nxc5
 18 Rxd8+ Kxd8

White gains some chances after 18...Rxd8?! 19 Nf4! e5 20 Bxc5 Bxc5 [20...exf4? is refuted by 21 Bxf8 Rxf8 Re7] 21 Ne6.

19 Nd4 a6
 20 b4 Nd7

Bad is 20...Na4? 21 Kb3 b5 22 c4.

21 a4 e5

Black must get his Kingside majority moving.

22 Nb3 Kc7
 23 Rd1 f5
 24 f3 Re6
 25 Nd2 Be7
 26 Nc4 h6
 27 Kb3 Bf8
 28 a5 b5
 29 Nb6 Rd6
 30 Rxd6 Bxd6
 31 Nd5+ Kc6
 32 c4 e4

Both sides have played well, and the game is balanced.

33 f4 Nf8

Also quite good is 33...bxc4+ 34 Kxc4 Nf8, intending ...Nf8-e6-c7, with a probable draw-Gaprindashvili.

34 cxb5+! Kxd5??

Poor Andersson must have been the victim of some terrible miscalculation! Correct was 34...Kxb5! 35 Nc3+ Kc6 36 Kc4 Ne6 37 g3 Nc7, and the game would be drawn.

35 bxa6

White's pawns cannot be stopped.

35 ... Ne6

On 35...Kc6, the White pawns storm through with 36 b5+! Kc7 37 b6+ Kc6 38 a7 Kb7 39 a6+.

36 a7 Nc7
 37 b5
 1-0

GAME 4

Carleton-Keene, British Team ch., London 1978.

6 Bc4 Qe7+!
 7 Qe2 Be6
 8 Bb3

This is White's best try for advantage, but, with accurate play, Black should not have any particular difficulties.

8 ... Nd7

This is the move Black should choose if he is playing for a win.

However, I feel that if you must win as Black, then the 5...exf6 line is not the right opening for the occasion! Most reliable is 8...a5, with eventual equality.

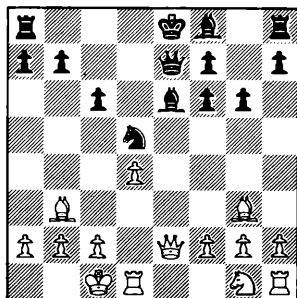
9 Bf4

In my opinion, 9 Be3!? is a more dangerous move.

9 ... Nb6
10 0-0-0 Nd5
11 Bg3?!

Better is 11 Bd2, allowing the Bishop to eye both sides of the board.

11 ... g6!?



Very interesting. Black intends to deploy the Bishop on h6. 11...b5!? is also possible.

12 Nf3?!

12 c4 Bh6+ 13 Kb1 Nf4 [13...Nb4, with the idea of ...Be6-f5+, is also interesting.] 14 Bxf4 Bxf4 15 d5 Bf5+ 16 Bc2 Bxc2+ 17

Qxc2 0-0 18 Ne2 Be5 is unclear, according to Keene.

12 ... Bh6+
13 Kb1 0-0
14 Rhe1

White must avoid 14 Bxd5 cxd5 15 h4 Rac8 16 h5 Rxc2!! 17 Qxc2 Bf5 18 Rd3 Rc8 19 Qb3 Qe2, and Black wins - Keene.

14 ... Rfe8
15 Qe4 Qd7

Black has the superior position.

16 Qh4 Bg7

Threatening 17...g5.

17 h3! a5
18 a3 b5

While White has nothing on the Kingside, Black's upcoming attack on the other wing is very strong.

19 Nd2 a4
20 Ba2 b4
21 axb4 a3!

Black plays as energetically as possible. He will do everything he can to open up the Queenside.

22 Bb3 g5!

Forces the Queen to h5, where it will prove to be out of play.

23 Qh5 axb2
 24 Kxb2 Nxb4
 25 Kc3?

This has a suicidal feel to it, but 25 Nc4 Bxc4 26 Rxe8+ Rxe8 27 Bxc4 Qb7 28 Bb3 c5! 29 Bd6 c4 is also hopeless for White - Keene.

25 ... Na2+
 26 Bxa2 Rxa2
 27 Ra1 Rxa1
 28 Rxa1 c5
 29 Nb3 Bxb3
 0-1

GAME 5

Kudrin-King, England 1988.

6 c3 Bd6
 7 Bd3 0-0
 8 Ne2 Re8
 9 Qc2

This system represents the greatest challenge to the Original Caro. White wants nothing but mate!

9 ... g6

Safer is 9...h6!?

10 h4 Be6

The modern method. Previously 10...Nd7 11 h5 Nf8 was played, and, of course, this "old" method is still an important alternative to 10...Be6.

11 h5 f5
 12 hxg6 fxg6!?

According to IM David Norwood, this is a serious mistake. He claims that 12...hxg6 was better, and gives 13 Bh6 [13 g4 looks premature due to 13...Bd5] 13...Nd7 14 g4 Bd5 15 0-0-0 Bxh1 16 Rxh1 Bf8 17 Bd2 fxg4 18 Bxg6 fxg6, and Black's defences are adequate. More critical is 17 Bxf8 Nxf8 18 gxf5, when White gets good compensation for the exchange, although Black's position is far from hopeless. White can also continue more quietly with the immediate 14 0-0-0, but this is less critical since Black obtains counterplay with 14...Qa5 15 b3 Nf6. Analysis by Norwood.

So it seems that 12...hxg6 is playable, but in this line the usual move for Black *is* to recapture by f7-xg6, so is this really an error here?

13 Bh6 Nd7?!

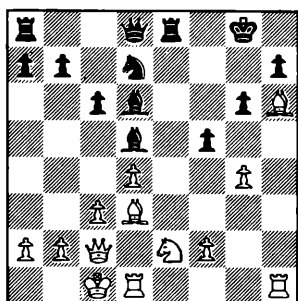
Speelman calls this dubious. The reason for this assessment is that it allows White to play g2-g4 when ...f5xg4 is impossible due to Bd3xg6. With that in mind, Black would be well advised to first play 13...Qf6!, and only thereafter ...Nb8-d7. In that case, the game would be unclear, with chances for both sides.

14 g4! Bd5!?

It's not clear if Black has

anything better. 14...fxg4 15 Bxg6 is clearly bad. Norwood gives 14...Qf6 15 gxf5 Bxf5 16 Bxf5 Qxf5 17 Qxf5 gxf5 18 Rg1+ Kf7 19 Rg7+ Ke6 20 Rxh7 Nf6 21 Rg7 Rh8 22 Bd2 as a way to avoid immediate catastrophe, but this is hardly inviting for Black.

15 0-0-0!?



White goes for broke. Once Black takes the Rook, the light squares in his camp will become very weak.

15 ... Bxh1!?

Speelman feels this is much too greedy. He says that 15...Bf8 keeps some control of the light squares. After 16 Bd2 fxg4, neither 17 Bxg6 hxg6 18 Qxg6+ Bg7 nor 17 Rxh7 Kxh7 18 Bxg6+ is clearly good for White - Speelman.

16 Rxh1 Bf8
17 Bd2! fxg4?

Many commentators have

recommended 17...Nb6, with the idea 18 gxf5 Qd5 19 Ng3 Qxa2, but after 20 Bf4, Black's position still looks untenable - Norwood. Best is Speelman's 17...Nf6!?, when 18 gxf5 Qd5 19 Ng3 Qxa2 20 Bf4 can be met by 20...Nh5!. While Black is still in the game after 17...Nf6, he gets squashed after 17...fxg4?.

18 Qb3+ Kg7
19 Rxh7+! Kxh7
20 Qf7+ Kh8
21 Nf4
1-0

GAME 6

Hort-Pfleger, London 1979.

6 c3 Bd6
7 Bd3 0-0
8 Ne2 Nd7?!

This committal move takes away the possibility of ...Bc8-e6, and is quite unnecessary at this point.

9 Qc2 h6

This is safer than 9...g6, since White cannot open up the h-file with h2-h4-h5. The problem with the move is that the light squares f5 and h5 can easily end up as posts for White's pieces.

10 Bf4

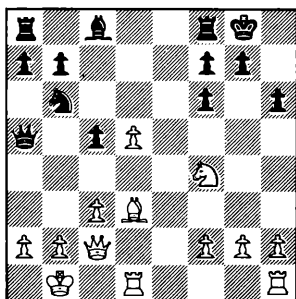
White decides to give the

game a positional bent and trades off Black's active Bishop. This would not have been possible if Black had played the correct 8...Re8.

10 ... Bxf4
11 Nxf4 c5?!

There is no reason not to throw in 11...Re8+ and force one of White's pieces onto the less active e2 square.

12 0-0-0 Qa5
13 Kb1 Nb6
14 d5!



White has created a passed pawn. What makes it good in this position is that Black cannot easily blockade it. The other problem Black faces is that, even if he manages to block the feisty pawn, White will still retain attacking chances against Black's King, while Black will have very little active play himself.

14 ... Bd7
15 Bf5

Attempting to get rid of Black's last guardian of the light squares.

15 ... Bb5
16 Rhe1 Nc4

Threatening to win with ...Bb5-a4.

17 Qc1 Qb6
18 Ka1 Nd6

So Black has managed to blockade the enemy pawn. White's attacking chances still remain, though.

19 Bb1 Rfe8
20 Nh5!

Now the pawn at g7 becomes White's new target.

20 ... Rxe1
21 Rxe1 Re8
22 Re3 Rxe3

Black cannot allow the White Rook to go to g3 and aid in the attack against the Black King.

23 Qxe3 Ne8?!

Much too passive. 23...Kf8 is better, though White's game would still remain clearly preferable, thanks to White's passed pawn. Note that Black's compromised pawn structure does not allow him to create a passed pawn out of his own majority.

24 Ng3 Qc7
 25 c4 Bd7
 26 Qe7 Ba4?

Loses immediately, but his game was already highly unpleasant.

27 Qxc7 Nxc7
 28 Bf5!

Simple but very effective. White deprives Black's Bishop of the d7 square and intends to escort his passed pawn to a touchdown.

28 ... b6

Trying to block the pawn again with 28...Ne8 fails to 29 b3, and Black's Bishop has nowhere to run.

29 b3 Be8
 30 Bc8!
 1-0

The pawn will finally take its toll. For example, 30...Kf8 31 d6 Ne6 32 d7.

Part Three

Alternatives To Capturing The Knight

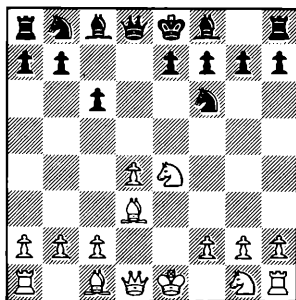
Let's start this part of the book in simple terms... White's only real hope of gaining the advantage is with 5 Nxf6+. Now that I have made that statement, I should say that these 5th move alternatives are popular with people who feel that Black is better prepared theoretically than they are. Why play into something that Black knows very well when you can avoid it altogether and start the game off on an equal footing?

While I can understand the feelings of players who think this way, there is one very good reason to try for more with the 5th move Knight capture - with White, you should try for an advantage! Anything else should make Black happy.

1 e4 c6 2 d4 d5 3 Nc3 dxe4
4 Nxe4 Nf6

Let's take a closer look at White's individual choices :A. 5 Bd3; B. 5 Ng5; C. 5 Qd3; D. 5 Ng3. Of these possibilities, only Line D forces Black to play with some degree of accuracy.

A. 5 Bd3



This little developing move is actually employed from time to time by crazed attacking players who are happy to sacrifice a pawn for any kind of attacking chances.

5 ... Qxd4!?

If Black has to win or if he feels like punishing White, then this is the logical thing to do. After all, is White *really* going to get enough to compensate for the loss of an important central pawn? As far as theory goes, 5 Bd3 can be thrown out the window, since 5...Nxe4! 6 Bxe4 Bf5 leads to immediate equality for Black.

6 Nf3 Qd8
7 Qe2 Nxe4

Avoiding the selfmate
7...Nbd7?? 8 Nd6 mate!

8 Qxe4!

An improvement on 8 Bxe4 Nd7 9 0-0, and now 9...g6 leaves White with insufficient compensation for the pawn. Instead, the game Alekhine-Winter, Hastings 1936/37, saw Black play the time-wasting 9...Nc5?, and after 10 Rd1 Qc7 11 Ne5! Nxe4 12 Qxe4 Be6 13 Bf4 Qc8 14 Nc4!, Black found it very difficult to complete the rest of his development.

8 ... Nd7
9 Qh4 Ne5

Shamkovich gives 9...Nc5 10 Bc4 Be6 11 Be3 and 10...e6 11 Bg5 Be7 12 Rd1, with superior development for White in both cases.

10 Nxe5 Qa5+
11 c3 Qxe5+
12 Be3 Bf5
13 0-0-0 e6
14 Bxf5 Qxf5
15 Qg3!

Threatening 16 Qc7. Weaker is 15 Bxa7? Qa5 16 Qd4 Qd5! - Shamkovich.

15 ... Rc8
16 Rd2 h5
17 h4 Qg4
18 Qxg4 hxg4

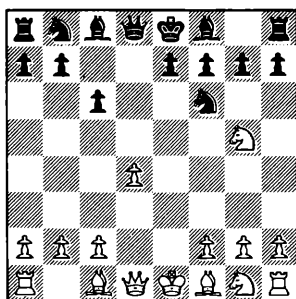
19 Rhd1 Be7
20 Rd7! Bxh4
21 Rxb7 Rh5?

Better is 21...0-0 22 g3 Bf6 23 Rxa7, but the passed pawn at a2 still gives White good chances - Shamkovich.

22 g3 Bg5??
23 Bxg5 Rxg5
24 Rh1!
1-0

Zelcic-M.Tseitlin, Belgrade 1988. A surprise win against a strong opponent. Only more tests will determine if taking the pawn is too dangerous for Black. In the meantime, 5...Nxe4 6 Bxe4 Bf5 can be considered a complete answer to 5 Bd3.

B. 5 Ng5

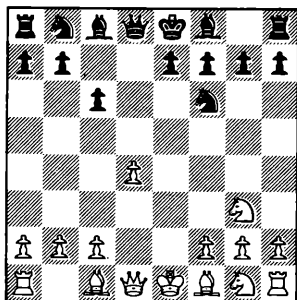


An extravagant move that loses time because this Knight has to hop all over the place without any real purpose.

5 ... Bf5

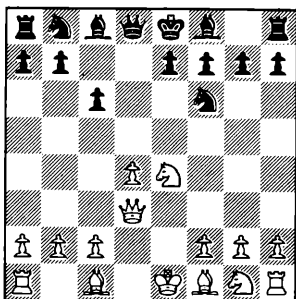
Also possible is 6...e6 7 f4!?
 Bd6 8 Bc4 0-0 8 Ne2 Nbd7 9 0-0
 Nb6 10 Bb3 c5, with equal
 chances, Ossichansky-Kirichenko,
 correspondence 1968.

- 6 Ne2 h6
- 7 Nf3 e6
- 8 Ng3 Bh7
- 9 Bd3 Bxd3
- 10 Qxd3 Bd6
- 11 Bd2 Nbd7



Kupreichik-Zhuravlev,
 USSR 1974. Black has a very com-
 fortable position.

C. 5 Qd3



So lame that nobody ever
 plays it. The simplest solution to
 Black's "problems" is:

- 5 ... Nxe4
- 6 Qxe4 Qd5

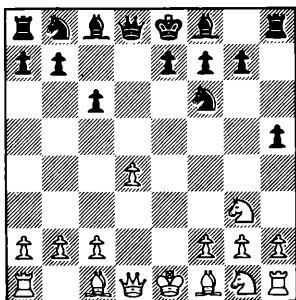
Black already has a fully
 equal game by move six!

D. 5 Ng3

This move is based on some
 intelligent considerations. Aside
 from not wanting to go into Black's
 "special" preparation (which, of
 course, may not exist at all!),
 White hopes to avoid exchanges
 and slowly build up his forces for
 an eventual Kingside attack. While
 this is somewhat dangerous after 1
 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4
 Nd7 5 Nf3 Ngf6 6 Ng3, in this
 position Black has not yet blocked
 his Queen Bishop with his Knight,
 and, thus, has quite a few extra
 options that should guarantee him
 a relatively easy time.

Aside from D.1. 5...h5!; D.2.
 5...g6; D.3. 5...e5; D.4. 5...Bg4;
 D.5. 5...c5!, we will also offer a
 cursory examination of D.6.
 5...Nbd7 as a service to the reader,
 even though I really don't feel that
 it belongs in the confines of this
 particular book.

D.1. 5 ... h5!?



A very disrespectful continuation! Black hopes to take advantage of the g3 Knight's awkward position by pushing it around with ...h7-h5-h4. On the positive side, it fights for the initiative, gets your opponent out of book lines, and often acts as a surprise! The negative side of the move is that it weakens Black's Kingside structure. The g5 square in particular can become vulnerable. Both sides will have to solve original problems.

6 h4

A pretty trap is 6 Bg5 h4 7 Bxf6?? hxg3 8 Be5 Rxh2 9 Rxh2 Qa5+ 10 Qd2 Qxe5+! 11 dxe5 gxh2, and Black's Queen reincarnates with an extra piece in his pocket.

Untried is 6 h3, but Black should stand quite well after 6...h4 7 N3e2 Ne4!, followed by ...Bc8-f5.

6 ... Qc7!?

Another sharp possibility is 6...e5!? 7 Qe2 [7 Nf3!?-

Mirkovic.] 7...Qxd4 8 Nf3 Bb4+ [8...Qd5 is equal, according to Mirkovic.] 9 c3 Bxc3+ 10 bxc3 Qxc3+ 11 Qd2 Qxa1, Dimitrijevic-Mirkovic, Yugoslavia 1988, and now 12 Bc4! gives White compensation - Mirkovic. The possibility of 8...Qd5 seems to make 6...e5 an excellent choice.

Black's original answer to 6 h4 was 6...Bg4, but this has always had a bad reputation. I am not quite sure that this disdain is justified, though: 7 Be2 e6!? [Not so good is 7...Bxe2 8 N1xe2 e6 (8...Nbd7 9 Qd3 was the game Spielmann-Alekhine, Karlovy Vary 1911, and also led to a White advantage.) 9 Bg5 Be7 10 Qd2 Nbd7 11 c3 Qc7 12 0-0 0-0 13 b4, and White has the superior game, Marrigan-Silman, San Francisco 1981. If we are to believe Skembris in an upcoming main line note (reached after 6...Qc7 7 Be2 Bg4), Black should play 7...Qc7. See the main line, White's 7th move note.] 8 Bxg4 [Or 8 Nf3!? Nbd7 9 Bg5 Qc7 10 Nd2 0-0-0 11 c3 e5 12 Qa4 Kb8 13 0-0-0 exd4 14 Bxg4 hxg4, and Black stands better, Wierzbza-Silman, San Francisco 1981.) 8...Nxg4 (8...hxg4! takes away the f3 square from White's Knight, and should give Black a good game.) 9 Bf4 Qb6?! [9...Nd7 10 Nf3 Ndf6, followed by...Bf8-d6, gives better chances for equality.] 10 Nf3!, and White's lead in development gives him the edge, Holzhausen-Tartakower, 1926. If Black didn't have excellent moves

in 6...e5 and 6...Qc7, the old 6...Bg4 would deserve a second look.

7 Bc4

Here we have a bit of a mystery. On 7 Be2, Skembris gives 7...Bg4! 8 Bxg4 Nxg4, when he actually claims that Black is slightly better! This assessment seems a bit exuberant to me, since in that case Black could just play 6...Bg4 7 Be2 Qc7! and be better. Real life is rarely so easy! While I certainly won't say that Black has the advantage after 8...Nxg4, I will admit that it all seems playable. Tests are desperately needed to shed some light on this subject! Note that 9 Nxh5? loses to 9...Qa5+.

7 ... Bg4
8 N1e2 e6
9 f3 Bd6!

The unimaginative 9...Bf5 10 Nxf5 Qa5+ 11 Bd2 Qxf5 is good for White.

10 Nf1

10 Kf2 Nbd7 11 fxg4 Nxg4+ 12 Kf3 0-0-0 threatens 13...Bxg3 14 Nxg3 Ne5+, and gives Black a dangerous attack.

10 ... Bf5
11 Bg5 Nbd7
12 Qd2 Nd5
13 0-0-0 f6
14 Be3 0-0-0

14...Nb4 15 Nf4! is unclear, according to Kupreichik.

15 Kb1 Kb8
16 Bf2 N7b6
17 Bd3 Bxd3
18 Qxd3 c5!

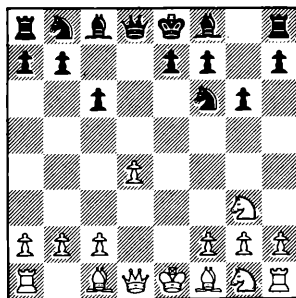
Black is now a bit better.

19 c3 e5!
20 dxe5 Bxe5
21 Qb5?

Kupreichik-Skembris, Zenica 1985, and now 21...Nxc3+! 22 Nxc3 Bxc3 23 Rxd8+ Qxd8 24 bxc3 Qd1+ 25 Kb2 Na4+ 26 Ka3 Nxc3 27 Qxc5 Qa4+ 28 Kb2 Nd1+ is winning for Black. Analysis by Skembris.

I must admit that 5...h5 seems to be an excellent move, especially since all three of Black's replies to 6 h4 appear to equalize.

D.2. 5 ... g6



When Larsen started using this move, it became the "in" thing to do. However, though it is definitely playable, Black's game is a

tad passive because he often has some difficulties getting in the freeing pawn break ...c6-c5. Admittedly, Larsen did not even bother with trying to play ...c6-c5 until very late in the game. But that is Larsen! I've seen too many class "A", "B", and "C" players find themselves with nothing active to do and lose miserably. Don't misunderstand me! 5...g6 is a perfectly good move. It is just too difficult for the average player to handle! For this reason, I cannot recommend 5...g6 to anyone under Master class.

6 Nf3 Bg7
7 Be2

Also possible is 7 Bc4, but the Bishop can turn out to be a bit loose here: 7...0-0 [7...Bg4? runs into 8 Bxf7+! with advantage to White.] 8 h3 [80-0 Bg4 9 c3 Nbd7 10 Re1 (10 h3 Bxf3 11 Qxf3 allows Black to free himself with 11...e5) 10...Nb6 11 Bb3 a5, Kan-Ragozin, and now 12 a4 is a bit better for White.] 8...c5! 90-0 cxd4 9 Nxd4 a6 10 a4 Qc7 11 Qe2 [11 Bb3?? Rd8 wins a piece.] 11...b6 12 Re1 Bb7 13 c3 [Not falling for 13 Qxe7?? Nfd7!, when Black wins a piece.] 13...Nbd7 14 Ba2 e6 15 Bg5 Nc5 16 Bb1 Nd5 17 Ne4?! e5 18 Nf3 Ne6, Black holds a great advantage. The finish to Bletz-Dlugy, 1982, was 19 Ba2 f5 20 Ned2 Kh8 21 Bh4 e4 22 Nd4 Nxd4 23 cxd4 Bxd4 24 Nb3 Be5 25 a5 Nb4 26 axb6 Qxb6 27 Nd2 Bf6 28 Nc4 Qc5 29 Bg3 Rad8 30 Bb1

Nd3 31 Bxd3 exd3 32 Qe6 Bd5 33 Bd6 Qxc4, 0-1.

7 ... 0-0
8 0-0 Qb6

"A nice move, disturbing White's development." - Larsen.

9 b3

A typical example of planless, weak play by Black is 9 c3 Nbd7 10 Re1 Re8 11 Bc4 Nf8 12 Ng5! e6 13 Qf3 Qd8 14 N3e4 h6? 15 Nxf6+ Qxf6? 16 Qxf6 Bxf6 17 Ne4 Bg7 18 Bxh6!, and White won without difficulty, Powell-Silman, USA 1980.

9 ... Bg4

The alternative is 9...a5!? 10 a4 Na6 11 h3 Nb4 [11...Qc7! - Larsen.] 12 Re1 Qc7 13 Bb2 b6 14 Qd2 Bb7 15 c3 Nbd5 16 c4 Nb4 17 Bc3 Rad8 18 Rad1 e6! 19 Qb2 [19 Bxb4 axb4 20 Qxb4 c5 gives Black good compensation for the pawn, according to Larsen.] 19...Nd7 20 Ne4 Rfe8 [Larsen says that 20...c5 is equal.] 21 c5!? Nd5 22 cxb6 Qxb6 23 Nd6 Nxc3 24 Qxc3 Rf8 25 Nxb7 [Best is 25 Ne5!, with equality, according to Larsen.] 25...Qxb7 26 Qxa5 Qxb3 27 Rb1 Qa3 28 Ra1 Qd6 29 Red1 Ra8 30 Qd2?! c5! 31 Ra2 cxd4 32 Nxd4 Nc5 33 Qb4 Qd5! 34 Ra3 Qe5 35 Bf3 Rab8 36 Qa5 Rfd8 37 Re3 Qg5 38 Nb3 Rxd1+ 39 Bxd1 Bf8! 40 Nd2? Qd8!, 0-1, Sax-Larsen, Tilburg 1979.

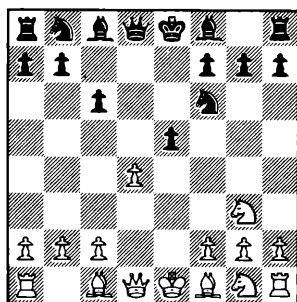
- 10 Bb2 a5
 11 a4 Nbd7
 11...Na6!?.
 12 h3 Bxf3
 13 Bxf3 Rad8
 14 Qe2

According to Matanovic, White is slightly better because of his two Bishops. Larsen does not agree, though!

- 14 ... Rfe8
 15 Rfe1 Nf8
 16 Qc4 Ne6

At this point, Larsen writes, "Karpov is not satisfied with his position." Whether this is true or not, Karpov did decide on a rather "unKarpovian" choice... he sacrificed the exchange! 17 Rxe6!? fxe6 18 Qxe6+ Kh8 19 Re1? [19 h4 is better.] 19...Qb4 20 h4! Qd6? [Larsen gives 20...Rd6! 21 Qe2 b5, with clear advantage for Black.] 21 Qh3! e6 22 h5 gxh5 23 Re5 Re7 24 Qh4 Rf8 25 Nxb5 Nxb5 26 Rxb5 Bf6 27 Qe4 Rd8 28 Rxa5 Bxd4 29 Bc1 Rf7 30 Rh5 Bf6 31 Be3 Bd4 32 Bg5 Rg8 33 Kf1 c5 34 Bc1 Qa6+ 35 Kg1 b5 36 Bf4 bxa4 37 Be5+ Bxe5 38 Qxe5+ Rgg7 { Chances are still even.} 39 Rg5 ab3?? 40 Qb8+, 1-0, Karpov-Larsen, Tilburg 1979.

- D.3. 5 ... e5



This is an attempt by Black to secure immediate equality. The fact that the move is no longer popular is also a statement that it does not quite succeed.

- 6 Nf3 exd4
 7 Nxd4

Harmless is 7 Qxd4 Qxd4 8 Nxd4 Bc5 9 Ndf5 0-0 10 Be3 Bxe3 11 Nxe3 Be6 12 0-0-0 Nbd7, with equality, Alekhine-Capablanca, New York 1927.

- 7 ... Be7

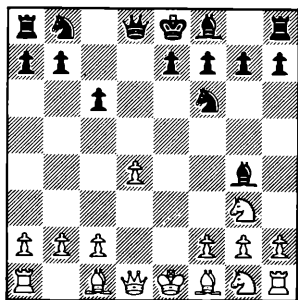
A mistake is 7...Bc5?, since White can take the initiative by 8 Qe2+! Be7 [8...Qe7 9 Qxe7+ Bxe7 10 Ndf5 is in White's favor.] 9 Be3 c5? [Trying to stop White from castling long, but Black only succeeds in driving White's Knight to a strong attacking post. Instead, 9...0-0 (According to Peters, 9...Qa5+ 10 c3 0-0 may be an improvement for Black.) 10 0-0-0 Qa5 11 Kb1 Nd5 was necessary.] 10 Ndf5 0-0 11 Qc4 Re8 [11...b6 12 Rd1 and Qc4-h4 - Alekhine.] 12 Bd3 b6 13 0-0-0 Ba6 14 Nh6+!!

gxf6 15 Bxh7+Nxh7 [On 15...Kh8 16 Qxf7 is decisive.] 16 Qg4+ Kh8 17 Rxd8 Rxd8 18 Qe4 Nc6 19 Qxc6 Bf8 20 Nf5 Bc4 21 Bxh6 Bd5 22 Qc7 Rac8 23 Qf4 Rc6 24 Bxf8 Rxf8 25 Qe5+Nf6 26 Nd6!, 1-0, Alekhine-Tartakower, Kecskemet 1927.

8 Ndf5 Qxd1+
 9 Kxd1 Bf8
 10 Bc4 Be6
 11 Re1 Kd7
 12 Bxe6+ fxe6
 13 Ne3

White's superior pawn structure gives him all the winning chances in the ensuing ending. Analysis by Boleslavsky.

D.4. 5 ... Bg4



Most sources say this leads to equality. The following examples will show that this is not true.

6 Qd3

A good response. White intends to demonstrate that Black's Bishop is actually misplaced and is an

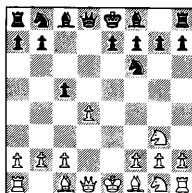
object of attack. Also promising is the sharp 6 f3 Be6 7 N1e2 Na6 8 Nf4 Bd7 9 c3 Qb6 10 Bc4 e6 11 Qe2 Nc7 12 Nd3, and White has a clear advantage. The remainder of the game Verlinsky-Makogonov, Odessa 1929, was well played by White: 12...Be7 13 Ne5 Rd8 14 0-0 c5 15 Nxd7 Rxd7 16 dxc5 Bxc5+ 17 Kh1 a5 18 f4 0-0 19 f5 exf5 20 Nxf5 Re8 21 Qf3 Ne4 22 Nxg7! Kxg7 23 Qg4+ Qg6 24 Qxd7 Re7 25 Qh3 Nf2+ 26 Rxf2 Bxf2 27 Bd2 Qd6 28 Bd3 h6 29 Qf5 Qg6 30 Qxf2 Qxd3 31 Bxh6+Kh7 32 Qf6, 1-0.

The game that most books quote is Unzicker-Lein, South Africa 1979, which was a minor success for Black: 6 Be2 Bxe2 7 N1xe2 e6 8 Qd3 Nbd7 9 0-0 Be7 10 c4 0-0 11 b3 Re8 12 Bb2 Qa5 13 Qf3 Rad8 14 Rfd1, and now 14...Ba3! would equalize.

6 ... Nbd7
 7 h3 Bh5
 8 Nxh5 Nxh5
 9 Nf3 e6
 10 g3

Spielmann-Capablanca, New York 1927. White's two Bishops give him a slight advantage.

D.5. 5 ... c5!



This is the clearest way for Black to get equality.

6 Nf3

At one point, Ravi Kumar said that White could force a slight advantage with 6 dxc5 Qa5+ 7 Bd2 Qxc5 8 Nf3 Bg4 9 Be2 e6 10 Bc3. However, Matulovic showed that with 6...Qxd1+, Black could count on enough counterplay to equalize the game: 7 Kxd1 e6 8 b4 a5 9 c3 Nd5 10 Bd2 axb4 11 cxb4 Nc6 12 Rb1 Rxa2 13 Nf3 Ra3, =, Ivanovic-Matulovic, Yugoslavia 1980.

6 ... Nc6

Also adequate is 6...e6 7 Bd3 Nc6 8 dxc5 Bxc5 9 a3 0-0 10 0-0 b6 11 b4 Be7 12 Bb2 Bb7, =, Spielmann-Honlinger, Vienna 1929.

7 Be3

7 dxc5 Qxd1+ 8 Kxd1 e6 9 Be3 Ng4 gives Black excellent play.

7 ... Qb6

Black has two other good moves:

1) 7...cxd4 8 Nxd4 Qa5+!
[Less good but still adequate is 8...Nxd4 9 Bxd4 Bd7 10 c3 Bc6 11 Qb3 e6 12 0-0-0 Qa5 13 Bc4 Be7 14 Rhe1 0-0 15 Re5, Rajna-Varnusz, Budapest 1977, and now

15...Qa4! equalizes.] 9 c3 Bd7, with equality, according to Bole-slavsky. Later the game Scholer-Schmitzer, Bad Worishofen 1988, tested this. The continuation was 10 Qb3 Nxd4 11 Bxd4 Qc7 [And not 11...Bc6 12 Bc4 e6 13 Bxe6!.] 12 Bc4 e6 13 0-0 Be7 14 Rfe1 0-0 15 Nf5 Bc5 16 Nh6+?! [16 Bxc5 Qxc5 17 Nd4 is equal.] 16...Kh8 17 Bxf6 gxf6 18 Ng4 Bc6 19 Ne3 Rg8 20 Bf1 f5 [Black now stands better.] 21 Qc4 Bd6 22 Qh4 Rg6 23 Nc4 Bf4 24 g3 Rh6! 25 Qxf4 Qxf4 26 gxf4 Rg8+ 27 Bg2 Rxcg2+ 28 Kf1 Rhxh2 29 Ke2 Rxf2+ 30 Ke3 Rf3+ 31 Kd4 Rxf4+ 32 Kc5 Bd5 33 Nd6 b6+ 34 Kb5 Rxb2+, 0-1. Why did White wait so long before resigning? Black must have been in time pressure.

2) 7...Nd5 8 Be2 e6 9 0-0 Be7 10 Bc1 0-0 11 dxc5 Bxc5, and Black has no difficulties left to face, Cvetkov-Sokolsky, Moscow 1947.

8 Bd3

8 Be2 e6 9 0-0 Bd7 10 c4 cxd4 11 Nxd4 Bc5 is more comfortable for Black, Madsen-Konstantinopolsky, corr. 1955.

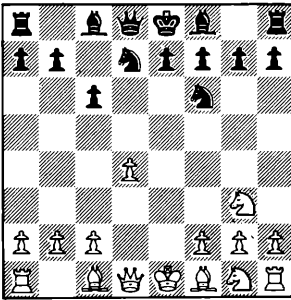
8 ... e6
9 0-0 Bd7
10 dxc5

10c3 Qxb2! favored Black in Tarrasch-Reti, Bad Kissingen 1928.

10 ... Bxc5
 11 Bxc5 Qxc5
 12 c3

Equal chances. There is no advantage to be found for White after 5...c5!

D.6. 5 ... Nbd7



5...Nbd7 is playable and transposes into Caro lines from 4...Nd7 5 Nf3 Nng6 6 Ng3, which lead to eventual equality for Black. Though a detailed study of this 4...Nd7 transposition is outside the scope of the present book, we will look at lines in which Black plays 5...Nbd7 with the idea of following up with a quick ...c6-c5 and, if it is suitable, ...g7-g6, thus going into play that can be similar to 5...g6 lines [See D.2.]. We will finish with a quick look at Black playing 5...Nbd7 and ...e7-e6. The Zapata-Dlugy game will provide a clear, if somewhat condensed, example of this method of play.

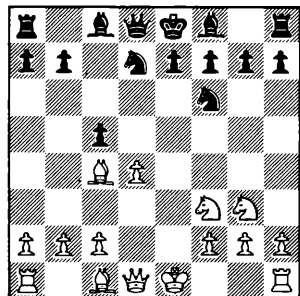
6 Nf3 c5!

It is possible for Black to first play 6...g6, 7...Bg7, and 8...0-0. However, by then it may well be difficult for Black to get in the freeing advance ...c6-c5. By playing the important ...c6-c5 advance right away, Black can safely follow up with ...g7-g6, unless White's reply promises Black something even better. White now has the following possibilities: D.6.a. 7 c3; D.6.b. 7 Bc4; D.6.c. 7 dxc5; D.6.d. 7 d5?!; D.6.e. 7 Bd3.

D.6.a. 7 c3 e6

This transposes into the Zapata-Dlugy game given below, though 7...cxd4, followed by 8...g6, is also fully playable.

D.6.b. 7 Bc4



The trouble with this move is that the Bishop is on a rather vulnerable square and can be attacked by ...Nd7-b6.

7 ... Nb6!

7...cxd4 8 Nxd4 g6 can also be considered.

8 Bb5+ Bd7
 9 Bxd7+ Nbx7
 10 0-0 e6
 11 Re1 Be7
 12 Qe2 cxd4

Not so good is 12...0-0 13 Nf5, with an edge for White.

13 Nxd4 0-0
 14 c4 Rc8
 15 Rd1 Qc7
 16 b3 a6
 17 Bg5 h6
 18 Be3 Bd6

Black has completely equalized, Deep Thought-Silman, Software Toolworks, Long Beach 1988.

D.6.c. 7 dxc5

Very rarely played. This should pose no problems to Black.

7 ... e6

Also possible is 7...Qa5+ 8 c3 Qxc5 9 Be3 Qc7 10 Bd3 e6 11 0-0 Bc5.

8 c6

On 8 b4, Black regains the pawn with 8...b6.

8 ... bxc6
 9 Be2 Be7
 10 0-0 0-0

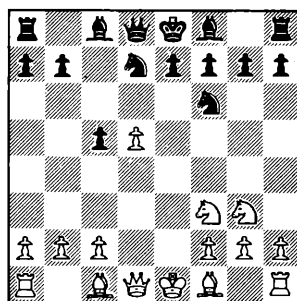
11 c4 Qb6
 12 Qc2 c5

Black has good control of the central squares, pressure down the b-file, and good squares for his pieces.

13 Rd1 Bb7
 14 Ng5 Rfd8
 15 Be3 h6
 16 Nf3 Ng4
 17 Bf4 Nf8
 18 Ne5 Nxe5
 19 Bxe5 Ng6
 20 Bc3 Nf4

Black had an excellent position in Lengyel-Berg, Holland 1983.

D.6.d. 7 d5?!



The pawn willingly allows itself to become vulnerable.

7 ... Nb6
 8 Bb5+ Bd7
 9 Bxd7+ Qxd7
 10 c4 Nxc4

Black has won a pawn, and White must think about somehow mustering enough compensation.

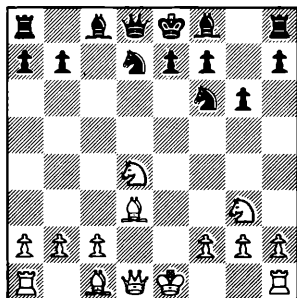
11 0-0 g6
12 Qe2 Nd6
13 Be3 Bg7

Black returns the pawn in order to speed his development.

14 Bxc5 0-0

Black had a good game in Tal-Savon, USSR 1970.

D.6.e. 7 Bd3 cxd4
8 Nxd4 g6



Having effected the freeing exchange of pawns with ...c6-c5xd4, Black is able to comfortably fianchetto his King Bishop and castle. His long-range plan is to eventually make use of his central majority.

9 Bg5?!

This turns out to be a mistake. Also dubious is 9 h4?! Bg7 10 h5

Nxh5 11 Nxh5 Bxd4 12 Bxg6 hxg6 [12...Qa5+! is also very strong.] 13 Qxd4 e5! 14 Ng7+ Ke7 15 Qb4+ Kf6, when Black should win.

Best is the simple 9 0-0! Bg7 10 Re1 0-0, with equality. The game Plachetka-Meduna, Trnava 1982, continued 11 c3 h6 12 Bc2 e5 13 Nb5 Ne8 14 Be3 a6 15 Na3 Qc7 16 Qd2 h5 17 Bh6 Ndf6 18 Bb3 h4 19 Ne4 Bf5 [Black stands very well here.] 20 Nxf6+ Nxf6 21 Bxg7 Kxg7 22 Nc4 Rad8 23 Qe3 Ng4 24 Qb6 Qxb6 25 Nxb6 e4 26 f3 Nf6 27 Rad1, 1/2-1/2.

9 ... Bg7
10 0-0 0-0
11 Re1

11 Qd2? Nc5 favors Black.

11 ... h6!
12 Bc1

Not what White wanted to do, but there is nowhere else to go: 12 Bxf6 Bxf6 gives Black the two Bishops, and 12 Bf4? e5! wins material for Black. Finally 12 Be3 Nd5 and 12 Bd2 Nc5 are both in Black's favor.

12 ... Nc5
13 Bc4 Bg4
14 f3 Bd7
15 Be3 Rc8
16 Qd2 Kh7
17 c3 a6
18 Nb3 Na4
19 Bd3 b5
20 Rad1 e6

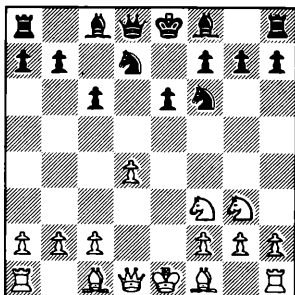
21 Bd4 Bc6

Black has a solid position with good play on the Queenside. The game Tal-Spiridonov, Albena 1984, continued 22 Be5 [Best was 22 Nc5! Nxc5 23 Bxc5 Re8 24 Qf2 Qc7, with equal chances.] 22...Bd5 23 Qe2 Qb6+ 24 Kh1 Nd7 25 Bxg7 Kxg7 26 Be4 Bc4 27 Bd3 Bd5 28 Bb1 Nf6 29 Rd4 Qc7 30 Qd2 Rcd8 31 f4 Nb6 32 Nc1 Nc4 33 Qe2 h5! 34 b3 Na5, and Black's safe Kingside and pressure against White's weak pawns on c3 and f4 gave Black a clear advantage.

Black Answers 5 Ng3 Nbd7 6 Nf3 with 6...e6

We finish the book with the following game which serves as a basic illustration of play following 5 Ng3 Nbd7 6 Nf3 e6. Zapata-Dlugy, Tunis 1985.

- 1 e4 c6
- 2 d4 d5
- 3 Nc3 dxe4
- 4 Nxe4 Nf6
- 5 Ng3 Nbd7
- 6 Nf3 e6



Starting a simple system of development. Black's King Bishop can go to e7, while his Queen Bishop can be actively deployed after ...c6-c5, ...b7-b6, and ...Bc8-b7. Naturally, the ...c6-c5 advance is a critical part of Black's plans, since he must get some central counterplay in order to distract White from his plans on the Kingside. Once Black's c-pawn is exchanged for White's d-pawn, Black will have a central majority of pawns to counter White's Queenside majority. In general, a central majority is a bit more valuable than a Queenside majority in a middlegame, while the Queenside majority becomes most effective in endgames.

7 Bd3

Other moves are:

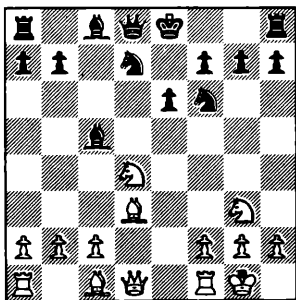
1) 7 Be2 c5 8 0-0 cxd4 9 Qxd4 Be7 10 Bf4 0-0 11 c4 b6 12 Ne4 Bb7 13 Nc3, Westerinen-Christiansen, Wijk aan Zee 1976, and now 13...Nc5 gives Black equality. Note that White avoided 13 Nd6??, as 13...Bxf3! 14 Bxf3 e5! is winning for Black.

2) 7 Bc4 Nb6! [7...c5 8 dxc5 Bxc5 9 0-0-0 10 Qe2 is supposed to favor White.] 8 Bb3 c5 9 c3 Qc7 10 dxc5 [10 0-0 c4 gives Black good play due to his control of the d5 square.] 10...Nbd7 [Konstantinopolsky gives 10...Bxc5 11 0-0-0 12 Qe2 Bd7 as leading to equality.] 11 Qe2 Nxc5 12 Bc2 Be7 13

Ne5 0-0 14 0-0 b6, and Black has a comfortable position.

7 ... c5
8 c3

White's main alternative is 8 0-0 cxd4 9 Nxd4 Bc5.



Here White has some attacking chances and a Queenside majority, but Black's solid position and extra center pawn should balance the chances. After 9...Bc5, White has the following possibilities:

1) 10 Be3?! 0-0 11 Qe2 Nd5 12 Rad1 Nxe3 13 fxe3 g6 14 Ne4 Be7 favored Black in Cherepkov-T. Petrosian, USSR 1960.

2) 10 Nf3 0-0 11 Qe2 [Or 11 a3 Be7 12 Qe2 Re8 13 b4 b6 14 Bb2 Bb7 15 Ng5 Qc8 16 Rad1 a5, with equal chances in Ivkov-Larsen, Bled 1965.] 11...b6 [Also quite playable is 11...Qc7 12 Ne4 Be7 13 Bg5 b6 14 Nxf6+ Nxf6, since White gains nothing by 15 Bxf6 Bxf6 16 Qe4 g6 17 Qxa8

Bb7 18 Qxa7 Ra8 19 Qxa8+ Bxa8 etc.] 12 Bf4 [12 Ne4 Be7 13 Bf4 Bb7 is fine for Black, since 14 Nd6?? Bxf3! 15 Qxf3 e5 16 Nb7 Qc7 leaves White with a doomed Knight on b7.] 12...Bb7 13 Rad1 Nd5! 14 Bc1 [Better is 14 Bg5! Qc7 15 Nh5, with an unclear position, according to Speelman.] 14...Qc7 15 Ng5 N5f6 16 Kh1 Rad8 17 N5e4 Nxe4 18 Nxe4 Be7 [Black has completely equalized.] 19 f4 g6 20 b3 Nf6 21 Nxf6+? Bxf6 22 Ba3 Rfe8 23 Bb5 Rxd1 24 Qxd1? [24 Rxd1 Rxd8 is only slightly better for Black.] 24...Rd8 25 Qe2 Rd5 26 Bd3 Ra5 27 Bb4 Rxa2, and Black was winning in Ivanovic-Speelman, Thessaloniki Olympiad 1984.

3) 10 c3 Bxd4 [Simply 10... 0-0, with 11...Qc7 and ...b7-b6 to follow, is also possible.] 11 cxd4 0-0 12 Bf4 [On 12 Bg5, Tal's recommendation of 12...Qa5 13 Bd2 Qd5 looks good. Instead, the game Tal-Flesch, Lvov 1981, continued 12...h6 13 Bf4 Nb6 14 Bc2 Nbd5 15 Be5 Qb6 16 Qd3! Nb4 17 Qd2! Nxc2 18 Bxf6! Nxa1 19 Nh5 e5! 20 dxe5 g5! 21 e6! Qxe6 22 h3!, and now Tal gives 22...b6 23 Re1! Qf5! 24 g4 Qc2 25 Qd6 Bb7 26 Bc3 Qg6 27 Nf6+ Kh8 as leading to a draw.] 12...Nb6 13 Re1 Bd7 14 Nh5 Bc6 15 Be5 Nbd7 16 Nxf6+ Nxf6 17 Re3 g6 18 Rh3 Re8! 19 Rc1 [19 Qd2 allows 19...Ng4.] 19...Rc8 20 Rxc6 Rxc6 21 Qf3 [Or 21 Bb5 Rc8 22 Bxe8 Nxe8, with a good game for Black.] 21...Nd7 22 Qxf7+! Kxf7 23 Rxh7+, 1/2-

1/2, Plachetka-Meduna, Hradec Kralove 1981.

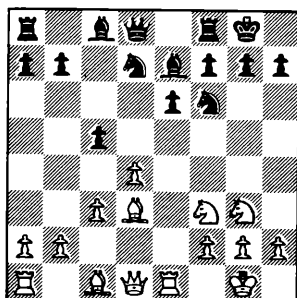
4) 10 Nb3 Bb6 [10...Be7 is also reasonable.] 11 Qe2 [Also leading to nothing is 11 Nh5 Nxb5 12 Qxb5 Nf6 13 Qh4 Bd7 (=) 14 Nd4 h6 15 Nf3 Bc7 16 Rd1 Qe7 17 Be3 Nd5 18 Qxe7+ Kxe7, as in Bilek-Smyslov, Tel Aviv Olympiad 1964.] 11...0-0 12 Bd2 [The continuation 12 c4 was seen in the game Aseev-Vyzhmanavin, Lvov 1984, a game that proved to be extremely exciting: 12...a5 13 Bc2 Qc7 14 Re1 Ba7 15 a4 Bb8 16 Nd4 b6 17 b3 Bb7 18 Ba3 Nc5 19 Rad1 h6 20 Bb2 Ncd7 21 Qf1? Qc5 22 Nb5? Bxg3! 23 hxg3 Ng4 24 Rxd7 Qh5 25 Qd3 Qh2+ 26 Kf1 Qxg2+ 27 Ke2 Qxf2 + 28 Kd1 Bf3+ 29 Re2 Bxe2+ 30 Qxe2 Rfd8 31 Qxg4 Rxd7+, 0-1.] 12...a5 13 a4 Qc7 14 Rfe1 Re8 15 Ne4 e5 16 Qf3 Nxe4 17 Rxe4 Nf6 18 Rh4 Bd7 19 Bc3 h6 20 Nd2 Bc6 21 Ne4 Nxe4 22 Bxe4 Bxe4 23 Rxe4 Bd4, 1/2-1/2, Lechtinsky-Meduna, Tmava 1982.

8 ... Be7

Also good is 8...cxd4 9 Nxd4 Bc5 10 Bc2 0-0 11 0-0 Qc7 12 Re1 Rd8 13 Be3 b6 14 Qe2 [Speelman mentions that 14 Nh5 Bb7 15 Bg5 Bxd4 16 cxd4 Qc6 is fine for Black. However he seems to feel that White can gain a tiny advantage with 14 Ne4! Bb7 15 Bg5 Bxd4 16 cxd4 (16 Qxd4 Nxe4! 17 Bxd8 Rxd8 18 Bxe4 Nc5 favors Black.) 16...Rdc8 17 Rac1 Nxe4 18 Bxe4

Qb8 19 Rxc8 Qxc8 20 d5. But after 20...Nc5, White's edge is very small indeed: 21 Bf3 h6 22 Bf4 Bxd5 23 Bxd5 exd5 24 Qxd5 Qd8, and White doesn't have anything to speak of. Going back to 14 Ne4, I really don't see White having anything after 14...Nxe4 15 Bxe4 Bb7 either, and this may well be the best way for Black to play after 14 Ne4.] 14...Bb7 15 Rad1 a6 16 Bb1 [16 Nh5 Nxb5 17 Qxb5 Nf8 was probably better, with equal chances.] 16...Rac8 17 Qc2 Nf8! 18 Qe2 Rd7 19 Nf3 [Black is also a little better after 19 Bg5 Bxd4 20 cxd4 Nd5.] 19...Bxe3 20 Qxe3 Rcd8 21 Rxd7 Rxd7 22 Nd4 Nd5 23 Qc1 Nf4 24 Be4? [White had to try 24 f3, though 24...e5 would still be in Black's favor.] 24...Rxd4! 25 cxd4 Qxc1 26 Rxc1 Bxe4. Black has won 2 pieces for a Rook, and he went on to win in Thipsay-Speelman, Brighton 1984.

9 0-0 0-0
10 Re1



Or 10 Qe2 b6 11 Rd1 Bb7 12

Ne5 cxd4 13 cxd4 Rc8 14 a3 Qc7, with equal chances. The game Tse-shkovsky-Meduna, Sochi 1983, continued 15 Bd2 Rfd8 16 Bf4 Bd6 17 Re1 Bxe5 18 dxe5 Nc5 19 Bc4 Nfe4 20 Nf1 b5 21 Bxb5 Nb3 22 Rad1 Nd4 23 Rxd4 Rxd4 24 Be3 Rd5 25 f3 Nc5 26 b4 Nb3 27 Ba4 Nd4 28 Qf2 Qxe5, and Black eventually won.

10 ... b6
11 Qe2 Qc7

I should note here that I have changed the move order of this game to allow a comparative study of all the lines. The actual moves were 6...c5 7 c3 e6 8 Bd3 Qc7 9 Qe2 Be7 10 0-0 0-0 11 Re1 b6.

12 Bg5?!

12 Ne5 cxd4 13 cxd4 Qd6 is given by Dlugy as being a little better for Black. Best is 12 Ne4 Bb7, with equality.

12 ... h6!
13 Bd2 Bb7
14 Rad1 Bd5!
15 Bb1 Qb7

A typical idea in this line. Black must make great things happen on the a8-h1 diagonal. Black now has an edge.

16 Nh4 cxd4
17 cxd4

17 Bxh6 gxh6 18 Ngf5 exf5

19 Nxf5 Bd8 20 Qd3 Kh8, with the idea of ...Bd5-e4, is bad for White.

17 ... Rfe8
18 Qd3 Nf8
19 f4? Rad8

Black's pieces all have excellent posts, and White's isolated pawn on d4 is a permanent liability. White's only hope is to commence a mating attack, but Black's position is just too solid for this to succeed.

20 Bc3 b5!
21 b3 Bc6
22 Nf3 Ng6
23 f5 Nf4
24 Qf1 b4
25 Ne5 Nxg2
26 fxe6 fxe6
27 Bb2?

A much better try was 27 Nxc6 Qxc6 28 Qxg2 Qxg2+ 29 Kxg2 bxc3 30 Rxe6 Nd5!, though Black would end up with a winning ending.

27 ... Nxe1
28 Rxe1 Bd6
29 Bg6 Bxe5
30 Rxe5 Rf8
31 Rxe6 Bd5
32 Qa6 Qc7
33 Re2 Ng4
34 Qd3 Rf3
35 Rc2 Rxd3
36 Rxc7 Rd1+
37 Nf1 Rf8

0-1

Index of Variations

1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Nxf6+
5...gxf6

6 g3.....	14
6 Be3.....	16
6 Qd3.....	17
6 Bc4.....	20
6 Bf4.....	26
6 Be2.....	28
6 Ne2.....	33
6... Qb6.....	33
6... Bg4.....	34
6... h5!?	35
6... Bf5.....	37
6 Nf3.....	40
6... Bg7.....	40
6... Rg8.....	41
6... Bf5.....	42
6... Bg4.....	46
6... Bg4 7 Be2.....	47
7... e6.....	48
7... Qc7.....	50
6 c3.....	56
6... Bf5.....	56
7 Qf3.....	59
7 Bd3.....	59
7 Qb3.....	60
7 Bc4.....	60
7 g3.....	61
7 Bf4.....	62
7 Nf3.....	63

Fianchetto Systems:

6 c3 Bf5 7 Nf3 with the idea of 8 g3.....	65
7... Na6 8 g3 Qd7.....	66
7... Nd7 8 g3 Nb6.....	68
7... Qc7 8 g3 e6.....	71
7... e6 8 g3 Qd5.....	75
8 ... h5.....	75

Pawn Sacrifice Variation:

6 c3 Bf5 7 Ne2 Nd7 8 Ng3 Bg6 9 h4 h5 10 Be2 Qa5.....	81
11 b4.....	82
11 a4!.....	82
5... exf6	
6Be2.....	117
6Ne2.....	118
6Be3.....	118
6g3.....	119
6Nf3.....	121
6Bc4.....	124
6... Be6?!.....	124
6... Nd7.....	124
6... Be7.....	126
6... Bd6.....	128
6... Qe7+!.....	132
6c3.....	137
6... Bd6 7 Bd3 0-0 8 Ne2 Re8 9 Qc2.....	138
9... h6.....	141
10 0-0.....	141
10 Be3!.....	142
9... Kh8.....	144
10... Nd7.....	148
10... Be6.....	151
1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6.....	165
5 Bd3.....	165
5 Ng5.....	166
5 Qd3.....	167
5 Ng3.....	167
5... h5!?.....	167
5... g6.....	169
5... e5.....	171
5... Bg4.....	172
5... c5!.....	172
5... Nbd7.....	174
6 Nf3 c5!.....	174
7 c3.....	174
7 Bc4.....	174
7 dxc5.....	175
7 d5?!.....	175
7 Bd3.....	176
6... e6.....	177