

Understanding the **CARO-KANN** **DEFENSE**

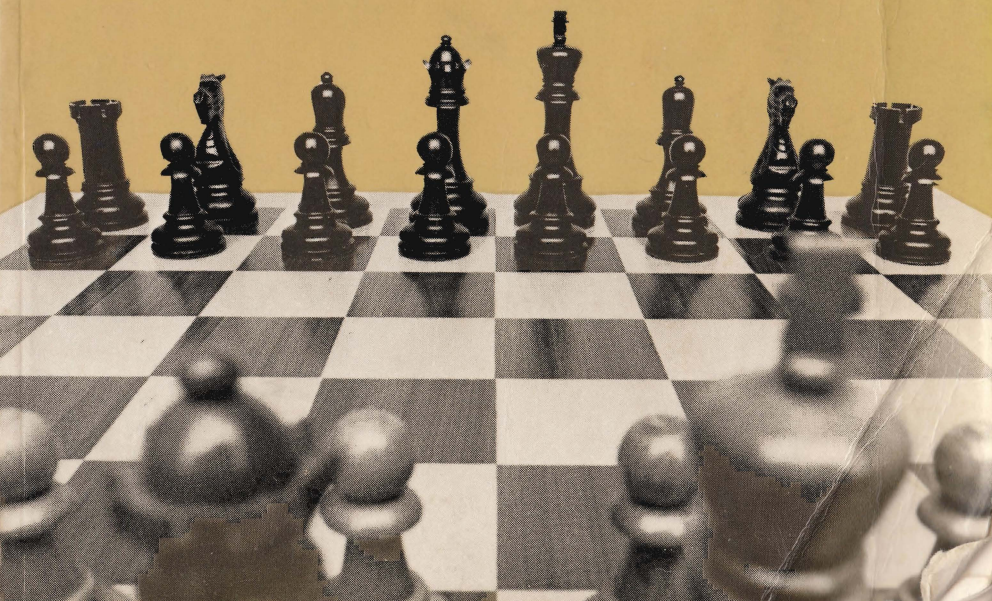
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CARO-KANN DEFENSE

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About This Book

Contrary to popular opinion, it is not difficult to play the opening reasonably well. The secret is to play reasonably.

This R.H.M. Press series, *Understanding the Chess Openings*, explains the logical basis of every move, idea, and variation in every important opening system, showing how each move plays its necessary part in the system's logical structure. The discussion, sometimes extending as far as the endgame, is presented in plain English, avoiding obscure move-analysis and imprecise symbols.

To permit this great depth and thoroughness, most openings will be treated in separate volumes. The largest systems—the Ruy Lopez and the Queen's Gambit, for example—will require two or more volumes each, and a few openings may be grouped in a single volume. If you would like to receive announcements of new volumes in this series as they are published, send your name and address to R.H.M. Press, 417 Northern Boulevard, Great Neck, New York 11021.

To find out how you can stay up to date on your favorite openings, read about the *R.H.M. Survey of Current Chess Openings*, described at the end of this book.

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A Note on Notation

Algebraic notation is a simple grid-reference system for recording chess moves. Each square on the board is identified by a single designation (in the “descriptive” notation system each square has two names), which may be seen in the accompanying diagram.

The two forms of algebraic notation are “long” algebraic, which names the square a piece moves from and the square it moves to, and “short” or “abbreviated” algebraic, which names only the arrival square. The short form is the most common one, and it is the system used in this book. A comparison of the accompanying diagrams and the sample game score will prove the efficiency and economy of algebraic notation over the descriptive system.

It should be noted that the world chess federation (FIDE) has urged all chess publishers now using descriptive notation to convert to the algebraic system by 1981. The universal use of algebraic notation also has a practical benefit to the buyer of R.H.M. chess books: by using a single notation system, we can offer our books to a worldwide audience, thus making it possible to keep retail prices down by printing large editions.

BLACK

(QH1) QH8	(QN1) QN8	(QB1) QB8	(K1) K8	(KB1) KB8	(KN1) KN8	(KR1) KR8
(QB2) QB7	(QN2) QN7	(QB3) QB6	(Q3) Q6	(K3) K6	(KB3) KB6	(KN3) KN6
(QB3) QB6	(QN3) QN6	(QB4) QB5	(Q4) Q5	(K4) K5	(KB4) KB5	(KN4) KN5
(QB4) QB5	(QN4) QN5	(QB5) QB4	(Q5) Q4	(K5) K4	(KB5) KB4	(KN5) KN4
(QB5) QB4	(QN5) QN4	(QB6) QB3	(Q6) Q3	(K6) K3	(KB6) KB3	(KN6) KN3
(QB6) QB3	(QN6) QN3	(QB7) QB2	(Q7) Q2	(K7) K2	(KB7) KB2	(KN7) KN2
(QB7) QB2	(QN7) QN2	(QB8) QB1	(Q8) Q1	(K8) K1	(KB8) KB1	(KN8) KN1
(QR1) QR8	(QR2) QR7	(QR3) QR6	(QR4) QR5	(QR5) QR4	(QR6) QR3	(QR7) QR2
(QR8) QR1	(QR7) QR2	(QR6) QR3	(QR5) QR4	(QR4) QR5	(QR3) QR6	(QR2) QR7

WHITE

BLACK

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

WHITE

Long algebraic			Algebraic		Descriptive	
1	e2-e4	e7-e5	1	e4 e5	1	P-K4 P-K4
2	Ng1-f3	Nb8-c6	2	Nf3 Nc6	2	N-KB3 N-QB3
3	Bf1-b5	a7-a6	3	Bb5 a6	3	B-N5 P-QR3
4	Bb5-a4	Ng8-f6	4	Ba4 Nf6	4	B-R4 N-B3
5	0-0	Nf6xe4	5	0-0 Nxe4	5	0-0 NxP
6	d2-d4	b7-b5	6	d4 b5	6	P-Q4 P-QN4
7	Ba4-b3	d7-d5	7	Bb3 d5	7	B-N3 P-Q4
8	d4xe5	Bc8-e6	8	dxe5 Be6	8	PxP B-K3
9	c2-c3	Bf8-c5	9	c3 Bc5	9	P-B3 B-QB4
10	Nb1-d2	0-0	10	Nbd2 0-0	10	QN-Q2 0-0
11	Bb3-c2	f7-f5	11	Bc2 f5	11	B-B2 P-B4
12	e5xf6	Ne4xf6	12	exf6 Nxf6	12	PxP e.p. NxPp/3
13	Nd2-b3	Bc5-b6	13	Nb3 Bb6	13	N-N3 B-N3
14	Nf3-g5	Be6-g4	14	Ng5 Bg4	14	N-N5 B-N5
15	Bc2xh7+	Kg8-h8	15	Bxh7+ Kh8	15	BxPch K-R1
16	Qd1-c2	Qd8-d6	16	Qc2 Qd6	16	Q-B2 Q-Q3
17	Bh7-f5	Nc6-e5	17	Bf5 Ne5	17	B-B5 N-K4
18	Nb3-d4	c7-c5	18	Nd4 c5	18	N-Q4 P-B4
19	Nd4-e6	Nf6-e4	19	Nde6 Ne4	19	N/4-K6 N-K5
20	Bf5xe4	Bg4xe6	20	Bxe4 Bxe6	20	BxN BxN
21	Be4xd5	Be6-f5	21	Bxd5 Bf5	21	BxP B-B4
22	Bd5-e4	Qd6-g6	22	Be4 Qg6	22	B-K4 Q-N3
23	Bc1-e3	Ra8-e8	23	Be3 Rae8	23	B-K3 QR-K1
24	Ra1-e1	Bf5xe4	24	Rae1 Bxe4	24	QR-K1 BxB
25	Qc2xe4	Ne5-f3+	25	Qxe4 Nf3+	25	QxB N-B6ch

SYMBOLS

- ! A good move.
- !! An excellent, beautiful or hard-to-find move.
- ? A poor move.
- ?? A very poor move or a blunder.
- !?! An interesting move, possibly involving some risk.
- ?! A dubious move.
- + Check.

Glossary

- BACKWARD PAWN:** A pawn whose neighboring pawns have advanced beyond their ability to protect it. Usually a weakness, especially on an open file.
- BISHOP PAIR:** In general, two Bishops are stronger than two Knights or a Bishop and a Knight. This advantage is especially pronounced in uncrowded positions.
- CENTER:** The four central squares on the chessboard—e4, e5, d4, and d5.
- CLOSED GAME:** Generally, a type of position typified by crowdedness and lack of mobility. Also, an opening that begins with a move other than 1 e4.
- DEVELOP:** To activate a piece, usually by moving it off the first rank.
- DOUBLED PAWNS:** Two pawns of the same color on the same file, the result of a pawn capture. Often a weakness because the pawns cannot protect each other.
- EN PASSANT:** When a pawn, on its first move, advances two squares and passes an enemy pawn on an adjacent file which has already advanced to its fifth rank, the enemy pawn may capture the first pawn as though it had advanced only one square; i.e., in passing (French: *en passant*). This optional capture may be played only on the first opportunity in each instance, not later.
- EN PRISE:** A French phrase describing a piece or pawn on an unprotected square and subject to capture without compensation.
- EXCHANGE, THE:** The difference in value between a Rook and a Knight or a Bishop. Usually spelled with a capital E to avoid confusion with “exchange” in its normal meaning.
- FIANCHETTO:** Italian for “on the flank.” The development of a Bishop on b2, g2, b7, or g7.
- GAMBIT:** The sacrifice of a pawn or two (sometimes a piece) in the opening to gain time or space or some other type of advantage.
- HANGING PAWNS:** “Hanging” is a colloquialism that means the same as EN PRISE. “Hanging pawns” is a special term to describe two adjacent pawns of the same color on their fourth rank and separated from other pawns. They are an important element in many typical middlegames, often requiring patient defense but also capable of dynamic action.
- HOLE:** A square in either side’s camp, usually on the third rank, that can no longer be protected by a pawn. Usually a weakness in the opening and middlegame.
- INITIATIVE:** The momentum of a continuing series of tactical or positional threats by the same player.

GLOSSARY

- ISOLATED PAWN:** A pawn separated by at least one file from other pawns of the same player.
- MINORITY ATTACK:** A characteristic attack by a small number of pawns (the minority) against a greater number of pawns (the majority), usually with the object of reducing the majority to a weak or isolated pawn.
- OPPOSITE-COLOR BISHOPS:** When each side has only one Bishop and the Bishops do not travel on the same color squares, very often a certain drawish tendency enters the game, especially as the endgame approaches.
- OPEN GAME:** Generally, a type of position typified by clear lines, relatively few pawns, and great mobility for the pieces. Also, an opening that begins 1 e4 e5.
- PASSED PAWN:** A pawn that has passed all enemy pawns capable of capturing it or otherwise stopping its progress to the eighth rank. A protected passed pawn is one protected by another pawn. Connected passed pawns are two or more passed pawns on adjacent files and thus capable of protecting one another.
- SACRIFICE:** A voluntary offer of material for the purpose of gaining an advantage in another form, such as attack, initiative, or position.
- SHARP:** Precise; usually said of a move or a position which requires great accuracy in timing and calculation and is therefore associated with some risk.
- TEMPO:** A unit of time equivalent to one move; used to measure the relative speed at which the forces are developed, the rate at which an attack is pursued and defended against, the rapidity of a passed pawn's advance and the opponent's efforts to stop it, etc.
- VARIATION:** Any line of play developing from a given position.
- WEAKNESS:** A square, a pawn, or a part of either player's position which is vulnerable to attack or occupation by the enemy.
- ZUGZWANG:** German for "compulsion to move." A situation akin to "your money or your life"—any move you make is bad, but you must move.

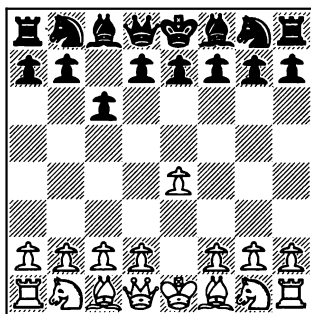
Part One

The Ideas Behind the Caro-Kann Defense

Raymond Keene

Two minor 19th century chess masters, Horatio Caro and Marcus Kann, go together like Tweedledum and Tweedledee. Individually, each of them is totally unmemorable. But together they have earned immortality as the joint originators of the Caro-Kann Defense. It begins like this:

White Black
1 e4 c6



At first sight 1 ... c6 seems an odd move. It does not develop a piece. Although it does open a line for the Black Queen to be developed on the d8-a5 diagonal, it is generally a bad idea to bring out the Queen early in the game, so that cannot be the justification for

the move either. So why does Black play 1 ... c6?

The answer is that 1 ... c6 is a useful preparatory move. Whatever White plays in reply Black will stake a claim in the center with 2 ... d5. Once he has staked this claim, there will be time enough for him to develop his pieces later.

If ... d7-d5 is a good idea for Black, you may ask why he doesn't simply play it on move one. In fact, Black sometimes does play 1 ... d5 in response to 1 e4, but Black's move suffers from disadvantages which can be avoided by playing 1 ... c6 and then 2 ... d5. After 1 e4 d5 2 exd5 Black has a not entirely pleasant choice. The immediate recapture of the pawn by 2 ... ♖xd5 brings out the Queen prematurely. White can play 3 ♖c3, threatening the Queen and developing the Knight with gain of time. If instead Black plays 2 ♖f6, planning 3 ... ♖xd5, White's 3 c4 makes it difficult for Black to regain the pawn.

Originally, the Caro-Kann was considered a little eccentric at best, downright bad at worst. But it achieved respectability when it was adopted by the renowned Cap-

CARO-KANN DEFENSE

ablanca, World Champion from 1921-1927. Since then, it has been taken up from time to time by most of the world's leading players and it now ranks as one of Black's most solid responses to 1 e4.

White's basic strategy in the Caro-Kann is to try to exploit the somewhat unambitious nature of 1 ... c6 in order to obtain a slight advantage in the early stages of the game, and then to press home this advantage in the later stages. In order to achieve this he should follow these general guidelines.

1) Stake a claim in the center with the pawns. White nearly always plays 2 d4 (after 1 e4 c6), and therefore will already have pawns on e4 and d4, two of the four central squares. Sometimes White plays e4-e5 and sometimes he allows his e-pawn to be exchanged for Black's d-pawn. It is normally not appropriate for White to move any other pawn in the early stages of the game (except sometimes the c-pawn) because such pawn moves often waste time that should be used more profitably by developing pieces.

2) Develop the pieces as rapidly as possible; that is, try to bring all the pieces to active squares where they will be ready for the coming battle. Normally, the most active squares are the ones nearest the center of the board. To develop all the pieces rapidly it is generally advisable not to move any piece

twice until all or most of the other pieces have been moved once. Sometimes, however, it is necessary to move a piece a second time, for instance to prevent its exchange or capture.

3) Once White has developed his pieces and staked his claim in the center he should form a specific long-range plan. The appropriate plan will of course depend on what Black has played, but the two most common plans are:

a) Kingside attack. If Black castles Kingside (as he usually does) White can gradually concentrate his pieces on that side and attempt to checkmate the Black King. But White must always be alert to the possibility that Black might launch a powerful counterattack in the center, which is the normal strong reaction to an attack on the flank.

b) Central play. This can take many forms. Two common ideas are to try to break down Black's defenses by playing c2-c4 followed by d4-d5, or f2-f4 followed by f4-f5.

Black's basic strategy in the Caro-Kann is less ambitious than White's. The advantage of having the first move in chess is somewhat akin to the advantage of the serve in tennis. So at the beginning Black should expect to be content with neutralizing White's slight advantage and only go on the offensive later. The following guidelines generally apply.

THE IDEAS BEHIND THE CARO-KANN DEFENSE

1) Black should stake a claim in the center with his pawns. Whatever White plays on the second move (after 1 e4 c6), Black's correct move is always 2 ... d5—it was, after all, the whole point of 1 ... c6. The Black pawn which occupies one of the four central squares will either remain on d5 or be exchanged for White's e-pawn. Unlike White, Black cannot aspire to placing a second pawn on one of the four central squares in this opening. In the Caro-Kann Black's e-pawn belongs on e6 rather than on e5, since on e5 the pawn would be under attack by White's pawn on d4 and perhaps also by a White Knight on f3. Generally, Black should not play ... e7-e6 until after he has developed his Bishop from c8, since otherwise that Bishop would be shut in. The central c-, d-, and e-pawns are usually the only pawns Black should move in the early stages of the game.

2) Black should develop his pieces as rapidly as possible. The same considerations apply here as in the case of White's overall strategy except that Black, in line with his object of neutralizing White's advantage, should be more willing to exchange pieces.

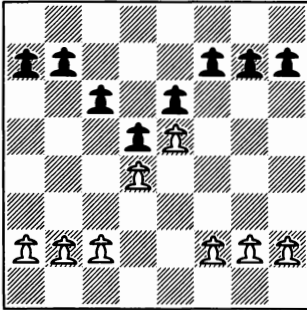
3) Black should then form a long-range plan. Since Black is the defender (because White moves first), his plan will nearly always be a response to White's plan. Thus it is important for Black to try to work out White's intentions. If it

becomes clear that White's plan is to attack Black's King, Black should make sure that he has enough pieces near his King to be able to beat off the attack. He should also be on the lookout for an opportunity to launch a counterattack in the center. By the same token, if White plays for a breakthrough in the center, Black must concentrate on neutralizing White's central play and must try to take over control of the center himself. Therefore, whether White plays for the center or for a Kingside attack, Black should concentrate on the center. Sometimes (especially if White wastes time or plays passively) Black can allow himself the luxury of playing on the Queenside, either instead of or in addition to play in the center. It is rare in the Caro-Kann for Black to undertake active operations on the Kingside.

Having briefly considered the strategy for both players in broad, general terms, let us now get down to a little more detail. In the chapters that follow, where the different variations of the Caro-Kann are considered, we will find that the strategic features of many variations are more or less the same, but in some they differ. Here I will try to explain the characteristics of each variation. In highlighting the differences, I will classify the variations according to the positions of the pawns rather than those of the pieces. This is

CARO-KANN DEFENSE

because pieces can move backwards and pawns can't, so the pawn "skeleton" is more permanent than that of the pieces. The pawns, therefore, tend to dictate the long-term considerations applicable to a position.



**Typical pawn structure
Advance Variation**

This pawn structure arises after the moves 1 e4 c6 2 d4 d5 3 e5 and later ... e7-e6—the Advance Variation (Part Two).

By playing e4-e5 White fixes the pawn center: now an exchange of White's e-pawn for Black's d-pawn is impossible. Whether this is better for White or Black is a matter of style. There are advantages and disadvantages for both sides. White obtains a long-term space advantage since he has a pawn in Black's half of the board whereas Black has no immediate prospect of placing a pawn in White's half. The pawn advance is rather committal, however, and leaves White's d-

pawn immobile and thus a potential target for Black to work against.

Generally, the most appropriate development for each side in this variation is as follows.

White King: Usually castles Kingside, only occasionally on the Queenside.

White Queen: d3 or e2, occasionally g4.

White Rooks: d1 and e1, or d1 and f1.

White King Bishop: d3, occasionally e2.

White Queen Bishop: d2, e3, f4, or g5. It is usually best to postpone the development of this piece until it is reasonably clear which square is most suitable.

White King Knight: f3 or e2.

White Queen Knight: c3.

White pawns: Except for the d- and e-pawns, none of the pawns should be moved in the very early stages of the game. The f-pawn is often advanced later.

Black King: Castles Kingside.

Black Queen: b6 or a5, sometimes followed by moving to a6.

Black Rooks: One Rook normally goes to c8. This is sometimes followed by ... Rc7 and then playing the other Rook to c8. This maneuver is called doubling Rooks.

Black King Bishop: e7.

Black Queen Bishop: f5.

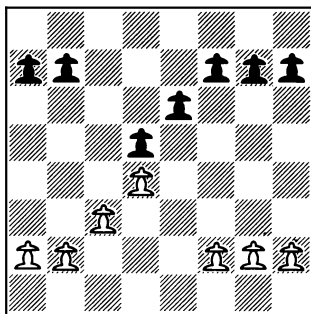
Black King Knight: e7 and then to f5 or g6. This Knight should be developed before the King Bishop to avoid a bottleneck on e7.

THE IDEAS BEHIND THE CARO-KANN DEFENSE

Black Queen Knight: d7 or (after ... c6-c5) c6.

Black pawns: The c-pawn and d-pawn having already moved, the only other pawn moves that should be considered in the early stages is the e-pawn (to e6!) and the c-pawn to c5. The moves ... h7-h5 and ... g7-g6 may be good later to restrain the advance of White's Kingside pawns.

White's general strategy in the Advance Variation is to attack on the Kingside, which is usually signalled by f2-f4-f5. Black's overall strategy is to undermine White's pawn center by preparing and playing ... c6-c5, and then to develop counterplay by making use of the half-open c-file on which his Rooks should be standing.



**Typical pawn structure
Exchange Variation**

This pawn structure arises after the moves 1 e4 c6 2 d4 d5 3 exd5 cxd5 4 ♖d3 ♜c6 5 c3 and later ... e7-e6—the Exchange Variation (Part Three).

Note that there are two half-open files. The e-file can be used by White, the c-file by Black. In this variation the most appropriate development for each side is as follows.

White King: Castles Kingside.

White Queen: b3 or e2.

White Rooks: e1 and d1, or e1 and f1.

White King Bishop: d3.

White Queen Bishop: f4 or g5.

White King Knight: f3, then e5.

White Queen Knight: d2 and then f3, replacing the King Knight which has moved to e5.

White pawns: After advancing the e- and d-pawns on the first two moves, no other pawns should be moved in the early stages. Later on, f2-f4 and perhaps g2-g4 may be useful as part of a Kingside attack.

Black King: Castles Kingside.

Black Queen: c7, b6, a5, or c8. The latter square may be appropriate for the Queen when the b7-pawn needs protection.

Black Rooks: b8, c8, e8, and f8 are all good squares. The specific choice will depend on White's development and the actual course of play.

Black King Bishop: d6 or e7.

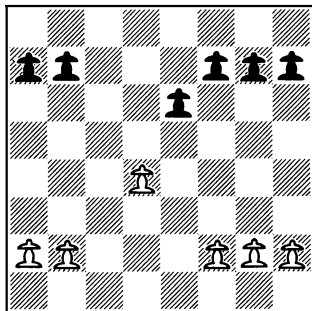
Black Queen Bishop: f5 or g4.

Black King Knight: f6.

Black Queen Knight: c6.

Black pawns: Except for the c-, d-, and e-pawns, none of the other pawns should be moved early in the game. Later on, the maneuver b7-b5-b4 is often useful.

White's general strategy is usually to attack on the Kingside. This may involve the moves ♖e1-e3-g3, h2-h3, f2-f4, and even g2-g4-g5 to force Black's Knight from its good defensive post at f6. Black's general strategy is to attack on the Queenside while preparing to defend against White's Kingside action.



**Typical pawn structure
Panov Attack**

This pawn structure arises after the moves 1 e4 c6 2 d4 d5 3 exd5 cxd5 4 c4 ♖f6 5 ♗c3 e6 followed later by the exchange of White's c-pawn for Black's d-pawn—the Panov Attack (Part Four). Although this is part of the Caro-Kann Defense, the identical pawn structure can arise in other openings (by different sequences, of course), including such diverse openings as the Queen's Gambit (1 d4 d5 2 c4) and the Sicilian Defense (1 e4 c5). Of course, the same strategical considerations apply to the pawn structure regardless of

which move order produces it.

The most crucial feature of this pawn structure is White's isolated d-pawn. Since an isolated pawn cannot be defended by another pawn but requires defense by the pieces, it is often considered a weakness. But as compensation, White has a slight advantage in space because his most advanced pawn is on his fourth rank while Black's most advanced pawn is only on his third rank. Such pawn positions provoke theoretical debates about whether White's active pieces and advantage in space are preferable to Black's counterplay against the isolated pawn. In this variation the normal development for each side is as follows.

White King: Castles Kingside.

White Queen: e2 or d3. The Queen should not go to d3 unless White has already played ♗d3 and then exchanged the Bishop or retreated it to c2 or b1, since otherwise the White Queen would get in the way of the Bishop.

White Rooks: e1 and either c1 or d1.

White King Bishop: d3.

White Queen Bishop: g5 and (if Black plays ... g7-g6) h6.

White King Knight: f3 and later e5.

White Queen Knight: c3.

White pawns: Except for the c-, d-, and e-pawns, none of the other pawns should be moved early in the game. However, a2-a3 is often a

THE IDEAS BEHIND THE CARO-KANN DEFENSE

useful move to prevent a Black Knight from reaching b4.

Black King: Castles Kingside.

Black Queen: a5, b6, or d6.

Black Rooks: c8 and either d8 or e8.

Black King Bishop: e7.

Black Queen Bishop: b7 (after ... b7-b6) or d7.

Black King Knight: f6, then usually d5. It is one of the disadvantages of White's isolated Queen pawn that once Black plants a Knight on d5, it cannot be driven away by a pawn. Once this blockade is established, Black's Queen Knight on c6, which attacks the White Queen pawn, can remain unmolested.

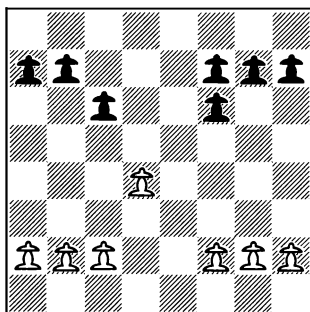
Black Queen Knight: c6, then sometimes to b4 and d5.

Black pawns: Except for the c-, d-, and e-pawns, no other pawn should be moved early in the game. Later on, ... b7-b6 may be useful, to allow the Queen Bishop to be developed on the long a8-h1 diagonal, a so-called fianchetto development.

White's normal strategy in the Panov Attack is to attack Black's King. One common maneuver is ♖d3, ♗c2 (or b1), ♗d3, and ♗g5, threatening the capture of Black's Knight followed by ♗xh7 mate (assuming, of course, that Black has castled on the Kingside). To prevent this, Black will be forced to play the weakening move ... g7-g6, and this will allow White to play his Queen Bishop menacingly to h6. White may continue with ♖e1-e3-g3 (or h3).

Sometimes White is able to break down Black's resistance by a sacrifice on f7 or g6, exposing the Black King.

Black's general strategy is to exchange as many pieces as possible, both to reduce the force of White's attack and to head for the endgame, where the vulnerability of White's isolated Queen pawn will be even more significant.



**Typical pawn structure
Tartakower Variation**

This pawn structure arises after the moves 1 e4 c6 2 d4 d5 3 ♖c3 dxe4 4 ♗xe4 ♗f6 5 ♗xf6+ exf6—the Tartakower Variation (Part Five).

In this variation Black voluntarily accepts the slight handicap of doubled pawns. In exchange for this impaired pawn structure, he is able to develop his pieces with greater freedom than in most variations of the Caro-Kann. The drawback (besides the doubled pawns themselves) is that he concedes to White a four-to-three pawn majority on the Queenside. White may be able to

CARO-KANN DEFENSE

exploit this in the endgame by creating a passed pawn.

In this variation the usual development for each side is as follows:

White King: Castles either on the Kingside or the Queenside. Queens are often exchanged early in this variation, and in that case the White King may be better left in the middle, where it is placed well for the endgame.

White Queen: e2.

White Rooks: e1 and d1.

White King Bishop: d3 or c4.

White Queen Bishop: f4 or e3.

White King Knight: e2 or f3.

White Queen Knight: Exchanged on move 5.

White pawns: The only reasonable pawn move besides e2-e4 and d2-d4 is c2-c4.

Black King: Castles Kingside, but if the Queens are exchanged very early, the King may be left in the middle.

Black Queen: e7, c7, b6, or a5.

Black Rooks: e8 and d8.

Black King Bishop: d6 or e7.

Black Queen Bishop: e6 or g4.

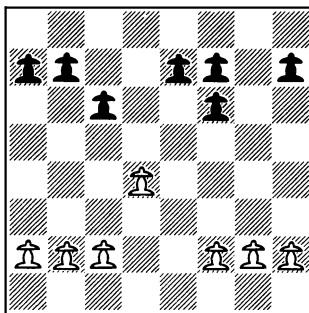
Black King Knight: Exchanged on move 5.

Black Queen Knight: d7.

Black pawns: None of the pawns should be moved early in the game, except the c- and d-pawns.

White's overall strategy in the Tartakower Variation is to exchange pieces and try to make use of his Queenside pawn majority to create a passed pawn. Since Black's f-pawns are doubled, his pawn majority on

the Kingside is crippled and it will therefore be much more difficult for him to create a passed pawn of his own. However, the point of the whole variation is Black's intention to prevent White from making use of his Queenside advantage by developing his pieces quickly and effectively.



**Typical pawn structure
Bronstein/Larsen Variation**

This pawn structure arises after the moves 1 e4 c6 2 d4 d5 3 c3 dxe4 4 dxex4 dxif6 5 dxixf6+ gxf6—the Bronstein/Larsen Variation (Part Six), which is also known as the Nimzovich Variation.

This time Black recaptures on f6 with his g-pawn. His doubled pawns are weaker here than in the Tartakower Variation (because here the Kingside pawns are separated) and the isolated h-pawn may also become a target for the White pieces. As compensation, Black not only has active piece play (as in the Tartakower Variation) but also a half-open g-file, which may be a very

THE IDEAS BEHIND THE CARO-KANN DEFENSE

useful avenue of attack if White castles on the Kingside—and White usually does castle there because otherwise his intended action on the Queenside would be too risky.

The usual development for each side in this variation is as follows.

White King: Castles Kingside.

White Queen: e2, b3, or d3.

White Rooks: e1 and d1.

White King Bishop: e2 or d3.

White Queen Bishop: f4 or e3.

White King Knight: f3.

White Queen Knight: Exchanged on move 5.

White pawns: In addition to the d- and e-pawns, the only other reasonable pawn moves early in the game are the c-pawn to c4 and the h-pawn to h3 in reply to ... ♟g4.

Black King: Castles Queenside, or is sometimes left in the middle. Kingside castling is unsafe in view of the open g-file.

Black Queen: c7.

Black Rooks: d8 and g8.

Black King Bishop: d6.

Black Queen Bishop: f5 or g4.

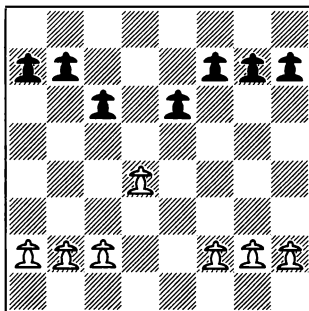
Black King Knight: Exchanged on move 5.

Black Queen Knight: d7.

Black pawns: Only the c-, d-, and e-pawns should be moved early in the game. A later advance of the h-pawn may be helpful when Black is attacking the White Kingside.

White's general strategy is to break open the center by d4-d5, which is often prepared by c2-c4. He may also try to attack Black's Kingside pawns.

Black should attack on the Kingside in this variation, making use of the open g-file. He may combine this with some sort of action in the center, usually beginning with ... e7-e5-e4 or ... c6-c5.



Typical pawn structure, Solid Lines

This pawn structure arises after the moves 1 e4 c6 2 d4 d5 3 ♟c3 dxe4 4 ♟xe4 when Black does not continue with an immediate 4 ... ♟f6 allowing his f-pawns to be doubled. It therefore occurs both in the Solid Lines (Parts Seven and Eight) and in the Queen Bishop Line (Part Nine).

White has a space advantage because he has a central pawn on his fourth rank whereas Black's most advanced central pawn is only on his third rank. However, Black has a solid position (whence the name of the variation) without any specially vulnerable points.

The best squares for the pieces in these lines are usually as follows.

White King: Castles Kingside or Queenside.

White Queen: e2 or d3.

White Rooks: d1 and e1.

White King Bishop: d3.

White Queen Bishop: d2 or g5.

White King Knight: f3 and later often e5.

White Queen Knight: c3, then to e4 and either g5 (Part Seven) or g3 (Part Eight).

White pawns: In the Queen Bishop Line White's h-pawn often goes to h5. In both the Solid Lines and the Queen Bishop Line the move c2-c4 is often useful. Otherwise, only the d- and e-pawns should be moved early.

Black King: Castles Kingside in the Solid Lines and Queenside in the Queen Bishop Line.

Black Queen: c7.

Black Rooks: d8 and sometimes e8.

Black King Bishop: b7 (after ... b7-b6) in the Solid Lines and f5 in the Queen Bishop Line.

Black King Knight: f6.

Black Queen Knight: d7.

Black pawns: In the Solid Lines, ... b7-b6 is often a good idea, to allow the fianchetto development of the Queen Bishop. In the Queen Bishop Line, ... h7-h6, to give the Queen Bishop a retreat square on h7, is necessary if White plays h2-h4. Otherwise, only the c-, d-, and e-pawns should be moved early.

By now you should have a rough idea of the kinds of positions that arise in the Caro-Kann. Do these kinds of positions appeal to you? Is the Caro-Kann the defense for you

when playing Black? Are you willing to face it as White or should you play something other than 1 e4?

The Caro-Kann will suit you if any of the following apply to you.

1) You like solid positions in which neither side needs to take great risks. The Caro-Kann is certainly much safer than such sharp attacking openings as the Sicilian Defense (1 e4 c5). If you play the Caro-Kann you are unlikely to score many rapid victories, but by the same token you are unlikely to suffer any quick disasters.

2) You are not too worried that you may only draw the game. The solid nature of the Caro-Kann means that it results in a higher proportion of draws than do more dynamic defenses, such as the Sicilian. It is therefore an ideal opening as Black against a stronger opponent when a draw would be satisfactory.

3) You have neither the time nor the inclination to memorize a lot of detailed variations. In some openings you can be crushed merely because your opponent has learned some detailed variation which you don't know. This rarely happens in the Caro-Kann. In this opening it is more important to understand the underlying ideas than to learn variations. If you understand the ideas you should have no difficulty improvising a reasonable plan even if your opponent plays an unexpected move.

Part Two

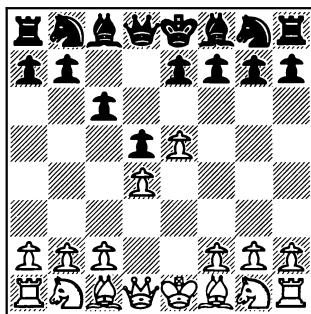
Advance Variation

Raymond Keene

White	Black
1 e4	c6
2 d4	d5

Black threatens to win a pawn with 3 ... dxe4. One simple way for White to meet this threat is to advance the attacked pawn.

3 e5



The main advantage of 3 e5 for White is that it gives him a space advantage on the Kingside; that is, more room to maneuver his pieces there. Extra space for White means less space for Black: the pawn on e5 has a cramping effect on Black's position and prevents his King Knight from going to its best square, f6.

The disadvantage of 3 e5 for White is that it is a very committal

move. Black no longer has to wonder how White may set up his central pawns; with the central pawn position fixed, Black knows the general character of the coming play and can plan the development of his pieces accordingly.

White's basic strategy in the Advance Variation is to complete the development of his pieces as rapidly and harmoniously as possible and then to try to make practical use of his Kingside space advantage. If Black castles on the Kingside (as he generally does), White normally plays for a Kingside attack. There are various ways to do this: (1) playing ♖g4 (after Black plays ... e7-e6) and attacking Black's pawn on g7; (2) maneuvering his King Rook to g3 or h3 via f1, e1, and e3, for on g3 or h3 the Rook is well placed for the attack against g7 or h7; (3) advancing his f-pawn to f4, f5, and, if possible, f6. All these attacking plans can be very dangerous and require careful defensive play by Black.

Black's basic strategy in this variation is to complete his development and then undermine White's pawn center with ... c6-c5 or (more rarely) ... f7-f6. After ... c6-c5 Black should make good use

of the c-file. A good example of this is the instructive game at the end of this chapter.

To summarize, White's main prospects in the Advance Variation are on the Kingside, Black's on the Queenside. But both players should remain flexible. If something does not go according to plan it may be necessary to switch suddenly from attack to defense, or vice versa.

Although it has been adopted by a number of very strong players (including former World Champion Tal), the Advance Variation is nowadays considered a fairly harmless continuation against the Caro-Kann Defense. If Black plays sensibly—i.e., follows the main line given in this chapter—he should have little trouble reaching a middlegame with equal chances.

3 ... ♗f5!

Black develops a piece on a good square and prepares ... e7-e6 followed by the mobilization of his Kingside pieces. The alternatives are clearly inferior.

1) The immediate 3 ... e6? unnecessarily incarcerates Black's Queen Bishop. Black thereby gets a position similar to the Advance Variation of the French Defense (1 e4 e6 2 d4 d5 3 e5) but with the important addition of the pointless move ... c7-c6.

2) Trying to undermine White's pawn center with 3 ... f6? is not a bad idea in principle, but this is the

wrong moment for it. After 4 ♗d3 fxe5? (consistent but bad) 5 ♖h5 + Black is in trouble, since 5 ... g6 allows 6 ♗xg6+! and if 6 ... hxg6 7 ♖xh8, winning the Exchange. Comparatively best for Black is 5 ... ♜d7, but this leaves his King dangerously exposed.

3) 3 ... c5? allows 4 dxc5!, and it will be difficult for Black to regain his pawn; e.g., 4 ... ♖xa5 + 5 ♗c3 ♖xc5 6 ♖xd5 and White remains a pawn up.

4 ♗d3

A natural developing move. White has a number of interesting alternatives:

1) 4 g4?. This crude attempt to harass Black's Bishop works to Black's advantage after 4 ... ♗e4! 5 f3 ♗g6 6 h4 h5! (not 6 ... e6? 7 h5! trapping Black's Bishop). After, say, 7 ♗d3 ♗xd3 8 ♖xd3 e6 9 g5 ♗e7 Black stands very well since White has overextended his Kingside pawns. The position is similar to the instructive game at the end of the chapter, where the shady sides of White's pawn advances are exposed.

2) 4 h4?. A sly move hoping for 4 ... e6? 5 g4! ♗e4 6 f3 ♗g6 7 h5 trapping Black's Bishop as in the previous note. But Black can avoid this with 4 ... h6!, giving the Bishop an escape square on h7. White achieves nothing with 4 h4 and the pawn may later become a weakness.

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3) 4 c4. This is not a bad move, but it is not dangerous for Black. He should continue 4 ... e6 (winning a pawn by 4 ... ♖xb1 5 ♔xb1 ♗a5+ 6 ♕d2 ♗xa2 is very risky since Black's Queen would be out of play and White would have a lead in development); e.g., 5 ♖c3 dxc4 6 ♕xc4 ♫d7 followed eventually by ... ♫b6, ... ♫e7, and ... ♫ed5. Black's well-posted Knight on d5, which can no longer be molested by any White pawn, assures Black good chances.

4) 4 ♖e2 e6 5 ♫g3 ♫g6 6 h4 is another harmless attempt to harass Black's Bishop. Again the correct antidote is 6 ... h6, after which Black has a satisfactory position.

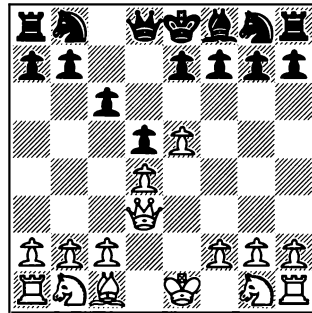
4 ... ♕xd3

Black cannot satisfactorily avoid this exchange of Bishops, but there is no reason to avoid it.

5 ♗xd3

5 cxd3 looks wrong since it is well known that doubled pawns are more often than not a disadvantage. However, the move is not entirely misguided. White reasons that Black generally plays ... c6-c5 in this variation, a move which would now allow White to undouble his pawns. Bearing this in mind, Black should be in no hurry to play ... c6-c5 after 5 cxd3. He should first complete his development with such moves as ... ♫e7, ... ♫f5, ... ♕e7, ... 0-0, and ...

♫d7. Only then (in the light of what White has been doing in the meantime) should he decide whether to play ... c6-c5 or whether an alternative plan such as ... f7-f6 might be more appropriate.



5 ... e6

Black prepares to develop his Kingside. He also prevents the positional pawn sacrifice 6 e6!, which would be a strong reply to 5 ... ♗b6, for instance. The point of 6 e6 is that if Black accepts the offered pawn by 6 ... fxe6 (in fact Black has no better continuation) he will find it difficult to develop his Bishop, and in the meantime White can rapidly build up an attack with such moves as ♫f3, 0-0, ♔e1, and ♫g5, soon recovering the pawn with advantage.

6 ♖c3

If 6 ♫f3, one satisfactory continuation for Black is 6 ... ♗a5+ followed by 7 ... ♗a6, leading to a position similar to the main line.

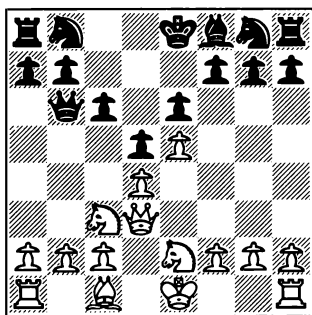
CARO-KANN DEFENSE

6 ... ♖b6!

It is often unwise to bring out the Queen so early in the game since it can become a target for attack by the opponent's minor pieces. However, in the present position Black has a specific reason for bringing out the Queen so early. All will be revealed next move!

7 ♖ge2

If 7 ♖f3 ♖a6! is again a good reply. With the text move White hopes to obtain a Kingside attack by 8 0-0 followed by such moves as ♖g3, f2-f4 and f4-f5. But Black can interfere with White's plans.



7 ... ♖a6!

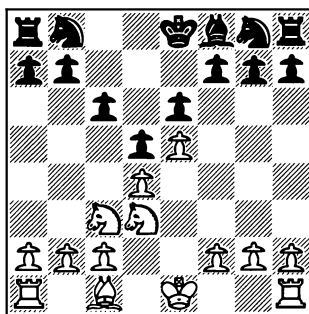
Now we see the point of Black's early Queen sortie. White must now either allow the exchange of Queens, after which he can hardly hope to obtain any advantage from the opening, or concede to the Black Queen undisputed control of the useful diagonal a6-f1.

7 ... ♖a6 is not the only good move. 7 ... c5 is also quite satisfactory for Black—see the instructive game at the end of this chapter, where 7 ... c5 is discussed in detail.

8 ♖f4

8 ♖xa6? ♖xa6 merely helps Black to develop his Queen Knight. Avoiding the exchange of Queens by, say, 8 ♖h3 leaves Black with slightly better chances after ... ♖e7 followed by ... ♖f5, ... ♖e7, ... 0-0, and ... c6-c5.

8 ... ♖xd3
9 ♖xd3



The exchange of Queens has slightly increased the likelihood of a draw, but there is still plenty of play in the position.

Black should complete his development with such moves as ... ♖e7, ... ♖f5, ... ♖e7, ... 0-0, ... ♖d7, and ... ♖ac8, and then start

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active operations on the Queenside with ... c6-c5.

White should complete his development with such moves as ♖d2 and 0-0 and then start active operations on the Kingside with f2-f4-f5. The chances are equal. All one can say is that, in practice, the better player is likely to win.

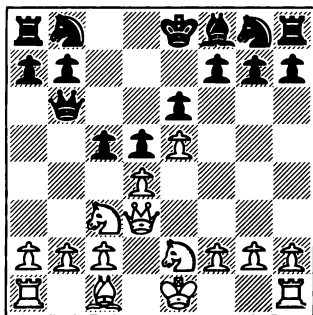
Instructive Game

White: A. Nimzovich

Black: J. Capablanca

New York 1927

1 e4	c6
2 d4	d5
3 e5	♗f5
4 ♗d3	♗xd3
5 ♖xd3	e6
6 ♗c3	♖b6
7 ♗ge2	c5



So far we have been following the moves given in the previous part. Now Capablanca varies by playing 7 ... c5 instead of 7 ... ♖a6. The two moves are of about equal merit, but

7 ... c5 is more ambitious since it does not offer the exchange of Queens. Black intends to exchange his c-pawn for White's d-pawn and White cannot prevent this. The exchange of pawns will help Black in two ways: (1) It undermines the support of White's advanced pawn on e5. Since this pawn will no longer be protected by the pawn on d4 White will probably have to protect it with the f-pawn instead. But f2-f4 has the drawback for White that his King will be slightly exposed after he castles on the Kingside. (2) Black obtains the use of a half-open file (the c-file will be open only from Black's side since White has a pawn on c2), which will be a useful avenue for Black's Rooks to enter the battle.

The exchange of pawns also helps White in two ways: (1) White obtains the strong d4-square for his pieces. The reason the square is strong is that it can no longer be attacked by any Black pawn. (2) White also obtains a half-open file—the d-file. This is not as useful as the c-file because White has only four squares on which to operate (d1-d4) whereas Black has five (c8-c4).

These advantages and disadvantages roughly balance out, so the chances after 7 ... c5 are about equal. But in the game Black makes better use of his chances and so emerges victorious.

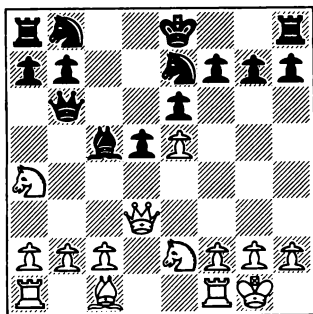
8 dxc5	♗xc5
9 0-0	

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Meeting the threat of 9 ... ♖xf2+. The move 9 ♖g3? is weaker in view of 9 ... ♘e7! threatening to harass the White Queen by 10 ... ♘f5. After 9 ♖g3 ♘e7 10 ♖xg7? would allow Black's Rook to enter the game with great force by 10 ... ♔g8 11 ♖xh7 ♔xg2.

If White defends the f-pawn by moving it (9 f4?) he will have difficulty castling on the Kingside because Black's Queen and Bishop control the g1-square, and castling on the Queenside would put the King on the c-file, where Black's Rooks will be operating.

9 ... ♘e7
10 ♘a4?



A better move is 10 a3!, threatening to trap Black's Bishop with 11 b4. If Black counters that threat with 10 ... a5, White obtains a strong square for his pieces on b5.

10 ... ♖c6
11 ♘xc5 ♖xc5
12 ♘e3 ♖c7
13 f4

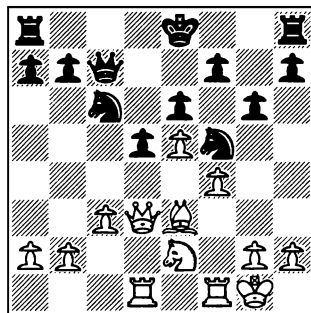
As predicted in the note after 7 ... c5, this move is needed to defend the pawn on e5. If White tries to defend the pawn by 13 ♘d4, Black can attack it further with ... ♘c6 and ... ♘g6.

13 ... ♘f5
14 c3?

14 ♔a1 is better, intending 15 c4 and the exchange of White's c-pawn for Black's d-pawn. The two half-open files (c and d) would become fully open files and the chances would be about equal.

14 ... ♘c6
15 ♔ad1 g6!

A cunning waiting move. Instead of playing the obvious 15 ... 0-0 Black sets a strategic trap . . .



16 g4?

. . . into which White falls! He succumbs to the temptation of dislodging Black's Knight from its

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powerful outpost on f5, but the price he has to pay is too high. It is always dangerous to advance the pawns in front of your King. This is especially so when your opponent has not yet castled, since he can avoid risk to his own King by castling on the opposite wing if necessary.

16 ... ♖xe3
 17 ♗xe3 h5!
 18 g5

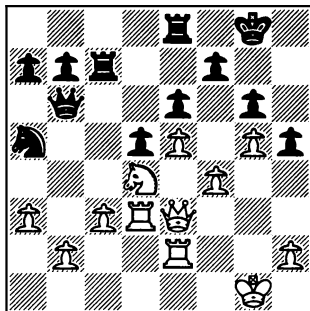
White is in a quandary. If 18 gxh5 ♗xh5 followed by 19 ... 0-0-0! and ... ♖dh8, or if 18 h3 hxg4 19 hxg4 0-0-0! followed by ... ♖h5 and ... ♖dh8, and in either case Black can start a dangerous offensive against White's King along the h-file while his own King is safely tucked away on the Queenside.

White chooses the lesser evil by blocking the Kingside pawn formation. But now Black can castle on the Kingside where his King will be quite safe; White's, on the other hand, lives in a rather drafty castle due to White's misguided pawn advances.

18 ... 0-0
 19 ♖d4 ♗b6
 20 ♖f2 ♖fc8
 21 a3 ♖c7
 22 ♖d3 ♖a5
 23 ♖e2 ♖e8!

This is aimed against White's threat of 24 f5 exf5 (or 24 ... gxf5 25 ♗h3 and 26 ♗xh5) 25 e6 with a

dangerous attack. Now 24 f5 exf5 25 e6 can be answered by 25 ... fxe6 and if 26 ♖xe6? ♖xe6! and White loses material.



24 ♗g2 ♖c6
 25 ♖ed2 ♖ec8
 26 ♖e2 ♖e7
 27 ♖ed2 ♖c4!

While White, unable to improve his position, has been forced to mark time, Black has gradually capitalized on his strategic advantage by making good use of the half-open c-file.

28 ♗h3 ♗g7
 29 ♖f2 a5
 30 ♖e2 ♖f5!

White's Knight on d4 is the strongpoint on which his entire defensive setup depends. So Black means to eliminate it by exchanging it for his own Knight.

31 ♖xf5+ gxf5
 32 ♗f3

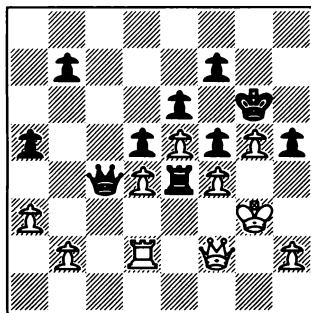
CARO-KANN DEFENSE

If 32 ♖xh5 ♜h8 33 ♖f3 ♜h4 and White's important pawn on f4 is lost. If that pawn goes, White's pawns on e5 and g5 will be fatally exposed.

32 ... ♖g6
33 ♜ed2 ♜e4!

Now that White's defensive Knight on d4 has been eliminated, Black is able to penetrate deeper into White's position.

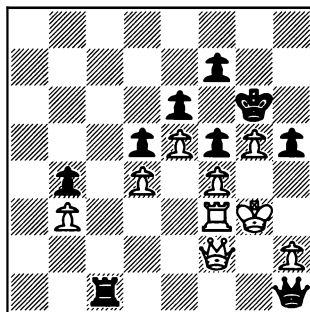
34 ♜d4 ♜cc4
35 ♖f2 ♖b5
36 ♖g3 ♜cx4
37 cxd4 ♖c4



Now Black's Queen joins in the assault!

38 ♖g2 b5
39 ♖g1 b4
40 axb4 axb4
41 ♖g2 ♖c1
42 ♖g3 ♖h1
43 ♜d3 ♜e1
44 ♜f3 ♜d1

45 b3 ♜c1!



Although Black does not have any immediate threats, any move White makes will fatally worsen his position—but still White must move! The usual chess term for this unpleasant necessity to move is the German word *zugzwang*.

46 ♜e3

There is no satisfactory alternative; e.g., 46 ♖h3 ♜c2! 47 ♖xc2 ♖xf3 + 48 ♖h4 ♖g4 mate.

46 ... ♜f1
White resigns

The following variations show why:

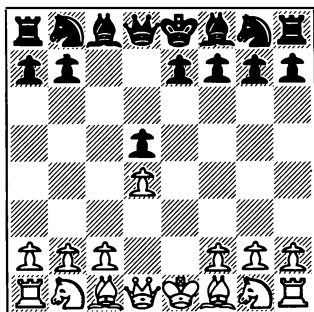
- 1) 47 ♖g2 ♜g1 wins the Queen.
- 2) 47 ♖e2 (or d2, c2, b2, or a2) 47 ... ♖g1 + 48 ♖g2 (if 48 ♖h3 or 48 ♖h4, then 48 ... ♖g4 mate) 48 ... ♖xe3 + wins a Rook.
- 3) Other moves simply allow 47 ... ♜xf2 winning the Queen.

Part Three

Exchange Variation

Edmar Mednis

White	Black
1 e4	c6
2 d4	d5
3 exd5	cxd5



The exchange in the center seems to give Black exactly what he strives for in the Caro-Kann: central parity. In fact, on a purely mathematical basis, it can be said that the exchange favors Black, since White's very valuable e-pawn is traded for Black's less valuable c-pawn.

Is White, then, trying to lose the game by making this exchange? Of course not! Very often in chess the dynamic characteristics of a position are more important than the purely static ones. For one thing, White's opportunities along

the half-open e-file will turn out to be worth more than Black's chances along the half-open c-file. Another factor—and a more important one—is that it is White's move; i.e., he has an advantage in time, which enables him to retain White's usual first-move advantage. The temporary stabilizing of the center does not hinder White's prospective plans.

4 ♘d3!

By far the most exact way of handling the Exchange Variation and the only way to keep the advantage. The Bishop is developed to a centrally active square, where it aims at Black's Kingside and at the same time takes the f5-square away from Black's Queen Bishop, which makes the useful development of that piece something of a problem for Black. Routine moves are harmless:

1) 4 ♘c3 ♙f5! 5 ♗f3 ♘c6 6 ♙b5 e6 7 ♗e5 ♙c7 gives equal chances since White has no way to increase the pressure.

2) 4 e3 ♙f5! 5 ♙f4 ♗f6 6 ♗f3 ♘c6 7 ♙b3 ♙c8 8 ♗bd2 e6 9 ♙e2 ♙e7 finds the opposing Bishops

symmetrically deployed, and the prospects are equal.

An excellent alternative to the text move is 4 c4!, starting an immediate attack against Black's center. This, the Panov Attack, is covered in detail in Part Four.

4 ♖f6

Developing this Knight to its preferred central location while attacking the d-pawn is Black's most logical plan. In practice, however, the order in which the Black Knights are developed is not significant; 4 ... ♖f6 serves equally well.

5 c3!

The most accurate. 5 ♖f3 allows Black to develop his Queen Bishop with gain of time by 5 ... ♗g4.

5 ... ♖f6

Developing the Knight immediately to its best location is faultless and should not be postponed. Other possible approaches are less logical:

1) 5 ... e6?! needlessly locks in the Queen Bishop while gaining nothing in return. White responds with 6 ♗f4, and whether or not Black plays 6 ... ♗d6, White will have the superior Bishop(s).

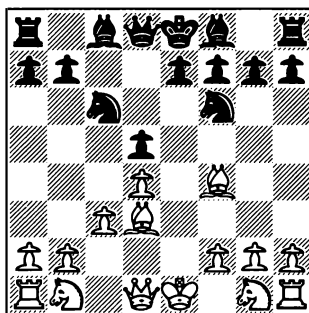
2) 5 ... e5?! leaves Black with an isolated d-pawn after 6 dxex ♖xe5 7 ♖e2 ♖e7 8 ♗b5+! for which

Black has no compensation.

3) 5 ... g6 usually transposes to positions reached after 6 ... g6, so the move has no independent significance here; see Black's 6th move.

4) 5 ... ♗c7 aims to prevent White's 6 ♗f4, but it only delays it for one move. After 6 ♖e2 e6 7 ♗f4 ♗d6 8 ♗xd6 ♗xd6 9 ♖d2! ♖f6 10 ♖f3 0-0 11 0-0 White has the clearly more active Bishop and thus the better chances.

6 ♗f4!



White's first objective in this variation is to develop his Bishops to their most active squares while preventing Black from doing the same. Therefore this Bishop move is the best: on f4 the Bishop stands actively, exerting control over the important e5-square and discouraging Black's King Bishop from settling on the excellent square d6.

The active-looking 6 ♗g5 is less successful: since Black's d5-square

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is secure, the attack on Black's King Knight is pointless and the long-term prospects for the Bishop would be uncertain. Black achieves approximate equality after 6 ... ♗g4 7 ♖b3 ♗d7 8 ♖e2 e6 9 ♖g3 ♖h5!.

6 ... ♗g4

Black has two sound plans to choose from: he can develop his Queen Bishop first (the text move) or he can develop his King Bishop first, with 6 ... g6 and 7 ... ♗g7. The two other plausible moves are strategically inferior:

1) 6 ... e6?! again needlessly locks in the Queen Bishop and leaves White with a comfortable plus after the normal 7 ♖f3 ♗d6 8 ♗xd6 ♖xd6 9 0-0.

2) The pseudo-active 6 ... ♖b6?! gives White a definite endgame advantage after 7 ♖b3! ♖xb3 8 axb3 due to his active Bishops and his pressure along the a-file.

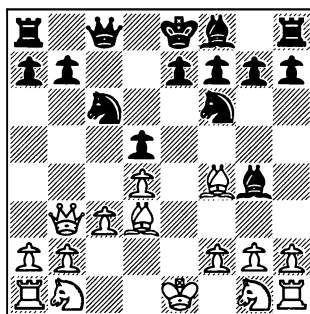
The move 6 ... g6 is sound, but after 7 ♖d2 ♗g7 8 ♖gf3 0-0 9 0-0 White is slightly better (as he is after the move in the main line) because of his control of e5 and his more active Bishops.

7 ♖b3!

The only good move. White must immediately try to exploit the weakness at b7 created by Black's last move, for otherwise his hopes of retaining the initiative will go up

in smoke. After either 7 ♖f3 ♖b6! or 7 ♖e2 e6 Black has no difficulties.

7 ... ♖c8

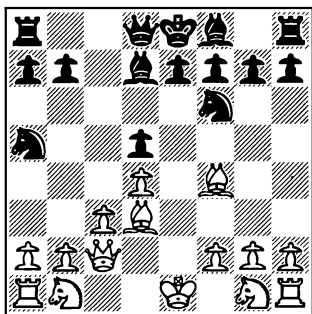


The b-pawn must be protected and this is the soundest way to do it. 7 ... ♖d7 may seem more logical, but it has the drawback that when White plays the inevitable ♖e5, he will do so with a gain of time by simultaneously attacking Black's Queen. For instance, 7 ... ♖d7 8 ♖d2! e6 9 ♖gf3 and whether Black plays 9 ... ♗xf3 10 ♖xf3 ♖h5 or 9 ... a6 10 0-0 ♗h5, in either case White has 11 ♖e5! and a comfortable advantage by virtue of his more active position.

If Black wants a more complicated position than the one that results after the text move, he may consider harassing the White Queen with 7 ... ♖a5, although it is a riskier move than 7 ... ♖c8. The interesting play after 7 ... ♖a5 could develop as follows: 8 ♖a4 +!

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virtually forces Black to “undevelop” the Bishop with 8 ... ♗d7, since 8 ... ♖c6?! voluntarily sets up an unpleasant pin and allows White’s Queen to remain on the active a4-square. After 8 ... ♗d7 White plays 9 ♜c2! and it is easy to appreciate what White’s Queen maneuver has accomplished: his Queen stands well on c2 whereas Black’s Queen Bishop and Queen Knight have both been shunted to unpromising locations. Black, of course, must develop his King Bishop somehow, but no matter what method he chooses, White is assured of the better chances.



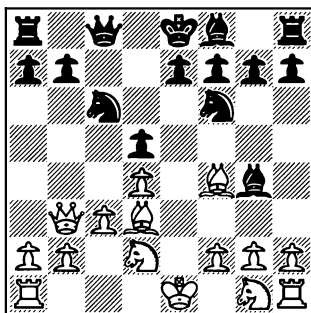
After 7 ... ♖a5 8 ♜a4+ ♗d7
9 ♜c2

1) 9 ... e6 10 ♖f3 ♜b6 11 a4! ♜c8 12 ♖bd2 ♖c6 13 ♜b1 will be looked at more closely in Instructive Game No. 1.

2) 9 ... a6 10 ♖f3 b5 11 ♖bd2 g6 12 0-0 ♗g7 13 ♜fel 0-0 gives White the more active Bishops, control of e5, prospects along the e-file, and perhaps even some chances

on the Queenside because of the early advance of Black’s pawns there.

8 ♗d2



White wants to develop his King Knight to its normal f3-square, but the immediate 8 ♖f3? allows the ruination of his Kingside pawn formation after 8 ... ♗xf3. The text move is a smooth preparation for ♖gf3.

8 ... e6

Now that the Queen Bishop has been brought out, this move does not lock it in and Black can develop his King Bishop normally.

9 ♖gf3

It would seem to be more useful for White to have his h-pawn on h3 rather than on h2: his King Bishop would then have a retreat square (h2) in case of Black’s ... ♖h5, and the h3-pawn would give White

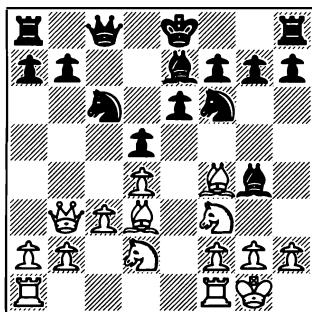
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control of the g4-square. If we consider only White's position, 9 h3 is a good move. However, Black's Bishop would be much better off on h5 than on g4! On h5 it would not be threatened by White's eventual $\text{d}e5$, and from h5 it could go to g6 to neutralize White's active Bishop on d3. The interpolation of 9 h3 $\text{d}h5$ is therefore not advisable for White: although 9 h3 improves White's position, 9 ... $\text{d}h5$ improves Black's even more!

9 ... $\text{d}e7$

The development of the Kingside pieces must be completed.

10 0-0



Hold your horses! It is usually a sound policy to exercise restraint until development is complete. Therefore, castling seems to me the most logical move. But to those who can't wait I can reveal that the immediate 10 $\text{d}e5$ $\text{d}xe5$ 11 $\text{d}xe5$ is also okay, with a slight edge for

White because of his more active position.

10 ... 0-0

Again on general principles I like castling here, although 10 ... $\text{d}h5$, getting ready for ... $\text{d}g6$, is good too. White then can make yet another developing move with 11 $\text{d}ae1$ or he can play 11 $\text{d}e5$, in either case with the slightly better chances.

11 $\text{d}e5$

White can prepare this with 11 $\text{c}c2$ or 11 $\text{d}ae1$, but there's no real reason not to start active play immediately.

In the course of further play White will, in general, try to make use of his slightly more active position by working up an attack on the Kingside. Black will have to take appropriate defensive measures on the Kingside while looking for counterplay on the Queenside, for which the half-open c-file will be particularly useful. The specific possibilities are discussed in greater detail in Instructive Game No. 2.

Instructive Game No. 1

White: Bobby Fischer

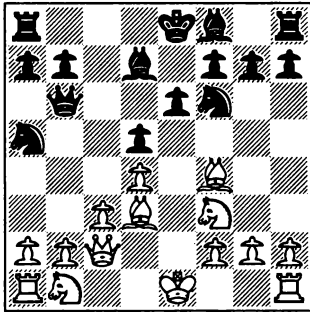
Black: Tigran Petrosian

Belgrade 1970

1 e4	c6
2 d4	d5

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3 exd5	cxd5
4 ♗d3!	♟c6
5 c3	♞f6
6 ♗f4	♞g4
7 ♟b3	♞a5
8 ♟a4+	♞d7
9 ♟c2	e6
10 ♞f3	♟b6



Black plans to exchange light-square Bishops, an idea that has been known at least since the Maroczy-Capablanca game at Lake Hopatcong 1926, where 11 ♞b2 ♞b5! equalized for Black. Black's main problem in this variation is that his light-square Bishop is hampered by his own pawns on light squares, so trading it for White's much more active light-square Bishop would be to Black's benefit. Not surprisingly, Fischer comes up with the correct strategy.

11 a4!!

It is of crucial importance to prevent the exchange of Black's passive Queen Bishop for White's active King Bishop. The weakening

of the b3-square is of cosmetic rather than fundamental importance. 11 ... ♟b3 12 ♟e2 ♞xa4?? is not feasible because of 13 ♞xa4! ♟xa4 14 ♞b5+. Nor is 11 ♞b3 12 ♞a2 any problem for White. So Petrosian continues his development.

11 ...	♞c8
12 ♞bd2	♟c6
13 ♟b1!	

Black threatened 13 ... ♞b4. The text prevents that and leaves the Queen well placed for the attack on h7.

13 ...	♞h5?!
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This serves only to misplace the Knight. A more solid plan is 13 ... g6 followed by 14 ... ♞g7 and 15 ... 0-0.

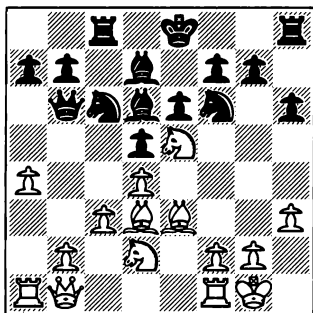
14 ♞e3	h6
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After 14 ... f5?, attempting to blunt White's Bishop on d3, White rips Black's Kingside apart with 15 g4! fxg4 16 ♞g5 and has an irresistible attack.

15 ♞e5!	♞f6
16 h3	♞d6
17 0-0	

White's development is complete and he has an active attacking position. Note the characteristically strong placement of the Knight on e5, which cannot be captured now because Black would lose material.

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17 ... ♔f8?

Black didn't like the position he would have after 17 ... 0-0 18 f4. As usual, however, leaving the King in the middle exposes it to an even stronger attack.

18 f4! ♘e8

The attempt to exploit White's pinned d-pawn with 18 ... ♖xe5? 19 fxe5 ♗xe5 is refuted by the *zwischenzug* (in-between move) 20 a5!

19 ♗f2! ♖c7

20 ♗h4! ♖g8

21 f5!

As Petrosian retreats, Fischer advances. From now on Black defends perfectly, but it is already too late: against Bobby Fischer such a position is hopeless.

21 ... ♖xe5

22 dxe5 ♗xe5

23 fxe6 ♗f6

24 exf7 ♗xf7

25 ♖f3!

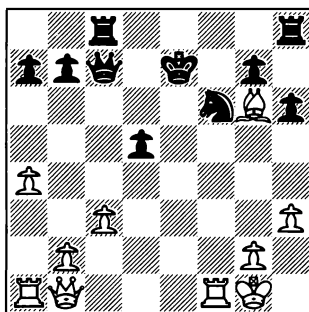
Bringing the Knight into active play. If now 25 ... g5 26 ♗f2 ♖g7 27 ♗d4 and the holes on Black's Kingside will be his undoing. Therefore Petrosian imaginatively decides to send his King to the other side.

25 ... ♗xh4

26 ♖xh4 ♗f6

27 ♖g6+ ♗xg6

28 ♗xg6 ♖e7!?



Leaving his King on f8 is not attractive because it would mean playing without the King Rook. But after the text move, White marshals his forces in the central area.

29 ♖f5 ♖d8

30 ♗ae1 ♖c5+

31 ♖h1 ♗f8

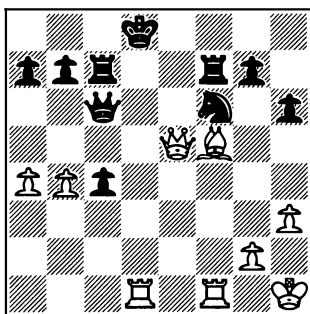
32 ♖e5! ♗c7

Black is helpless against the coming decisive line-opening in the

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center. However, after 32 ... ♖c7 White can choose a winning end game with 33 ♖xd5+! ♜xd5 34 ♜xf8+ ♜d7 35 ♜f7+ or a killing attack with 33 ♜xf6! gxf6 34 ♖xd5+.

33 b4! ♖c6
34 c4! dxc4
35 ♜f5! ♜ff7
36 ♜d1+



Winning material, since after 36 ... ♜d7 37 ♜fe1! the end is at hand.

36 ... ♜fd7
37 ♜xd7 ♜xd7
38 ♖b8+ ♜e7
39 ♜de1+! **Black resigns**

It's mate after 39 ... ♜f7 40 ♖e8.

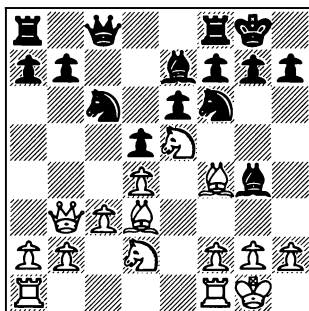
Instructive Game No. 2

White: W. Browne
Black: B. Larsen

San Antonio 1972

1 e4 c6
2 d4 d5

3 exd5 cxd5
4 ♜d3! ♜c6
5 c3 ♜f6
6 ♜f4 ♜g4
7 ♖b3 ♖c8
8 ♜d2 e6
9 ♜gf3 ♜e7
10 0-0 0-0
11 ♜e5



The Knight exerts annoying pressure on Black's position. The only two reasonable continuations are to retreat the Bishop to h5 (as in the game) or to capture the Knight with 11 ... ♜xe5 and after the active 12 dx5! to play 12 ... ♜d7. But after 13 ♖c2 the attack on h7 is difficult to cope with. If 13 ... h6, the Bishop on g4 is left high and dry with no safe retreat square. And after 13 ... g6 14 h3 ♜f5 15 ♜xf5 gxf5 16 ♜h6 ♜d8 17 ♜f3, White has attacking chances against Black's weakened Kingside and Black has nothing.

11 ... ♜h5

Considerably more solid than 11

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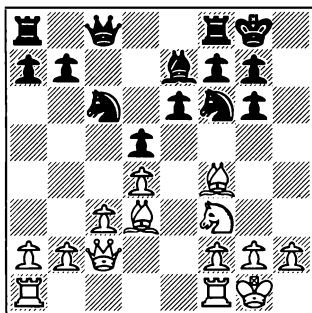
... dxe5 , although White retains a slight advantage.

12 c2! g6

Practically forced; otherwise it would be impossible for Black to shake off the pressure.

13 dxc6! hxg6

14 d3!



Black has weathered the first rain, but a dark cloud is visible on the far horizon: his doubled pawns—although they are as sound as doubled pawns can be—will make it easier for White to open lines on the Kingside, especially the f- and h-files. With the lines opened, White's Bishop pair will be very dangerous. Black, for his part, must generate some play on the Queenside, but this is easier said than done, since White's position is very sound there. Overall, though White has only a slight theoretical advantage, in practical play his position is very pleasant: he has good attacking

chances on the Kingside and faces no immediate danger on the Queenside.

14 ... d5

15 e3 c7

16 g3!

The freeing move 16 ... d4 must be prevented.

16 ... ac8?!

By threatening 17 ... b4 this move merely forces the White Queen to go where it wants to go anyway—to the Kingside. Browne recommends the more logical 16 ... ab8! , preparing the indicated counterplay with ... b7-b5 , ... a7-a5 , ... b5-b4 .

17 e2! a6

18 ae1 fe8

19 c1!

Protecting the Queenside while clearing the e-file for immediate action. The threat is 20 d5! and if 20 ... dxe5? 21 dxe5! leaving Black's King Knight stranded on h5. Therefore Black brings it back right away.

19 ... d6

20 g5

20 d5 is also good.

20 ... d6

21 f4! d7?!

Black's Kingside is as solid as it is

CARO-KANN DEFENSE

ever going to be. Therefore it is time to get started on the Queenside with 21 ... b5.

22 ♖f3

It is surely not a bad idea to transfer the Knight to e5, but more in the spirit of the position is 22 h4!, threatening the powerful 23 h5. If then 22 ... ♖f6 23 ♜g2! ♖e7 24 g4! and White is ready to attack along the h-file after ♜f3, ♖h1, and h4-h5.

22 ... ♖f8
23 ♖e5 ♖e7?!

Counterplay with 23 ... b5 is called for.

24 ♜g2 f6?

Black's Kingside was not too secure to begin with; the last thing he can afford is this new structural weakening there. The best he has is 24 ... b5.

25 ♖f3 ♖b8
26 h4!

The start of the decisive thematic attack.

26 ... b5
27 a3 ♖c6
28 ♜c2 ♖e7
29 ♜e2 ♜c6

30 ♖h1! a5
31 h5! b4
32 cxb4 axb4
33 a4!

This sacrifice is probably not necessary, but it's a good investment. It slows Black's progress on the Queenside and leaves White with a free hand on the Kingside.

33 ... ♜xa4
34 ♖h4! gxh5
35 ♜xh5 ♖fc8
36 f5! ♜b3

36 ... ♜e8 is met by 37 ♖g6.

37 fxe6 ♖xe6
38 ♜h7 +

Time pressure prevented White from finding the clear win that begins with 38 ♖xe6.

38 ... ♜f7
39 ♜h5 +

If now 39 ... ♜g8, reaching the position that occurred after Black's 37th move, White would again have the prosaic win 40 ♖xe6 ♜xd3 41 ♖xd6 ♖c2 + 42 ♜h3.

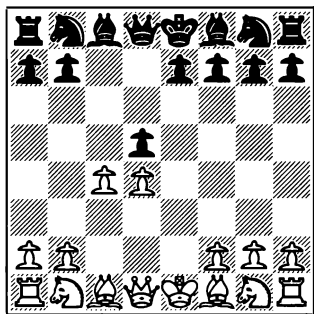
39 ... ♜f8
40 ♖g6 + ♜e8
41 ♖xe6 ♜d7
42 ♖xe7 +! ♖xe7
43 ♜f5 + **Black resigns.**

Part Four

Panov Attack

Edmar Mednis

White	Black
1 e4	c6
2 d4	d5
3 exd5	cxd5
4 c4	



The immediate strategical idea behind the Panov Attack (4 c4) is attack against Black's center. White has the slightly greater central influence because he has two pawns on the fourth rank while Black has only one. White can use this slight central superiority to gradually build up an attack against Black's Kingside, or, by playing an early c4-c5, he can establish a three-vs.-two pawn majority on the Queenside. White's initial goal in the latter case is to obtain a substantial space advantage on the

Queenside which in due course will lead to the creation of a healthy passed pawn.

Black's correct plan depends, of course, on which approach White chooses. After the early c4-c5, Black will want to challenge White's beachhead with ... b7-b6 and ... a7-a5, and will also try to obtain counterplay in the center. If White leaves the center pawns as they are or exchanges on d5, Black will try to get counterplay against White's isolated d-pawn. In this case, control of the d5-square becomes very important.

4 ... ♠f6

Developing the King Knight while protecting d5 is strategically perfect and preserves all Black's options for his next few moves. Although other reasonable fourth moves, such as 4 ... e6 or 4 ... dxc4, may work out satisfactorily in the long run, at this moment they are slightly less accurate than the text move.

5 ♘c3

Developing a new piece while

applying pressure against d5 is clearly White's most logical approach. Other moves make less sense. After 5 cxd5 ♖xd5! Black already has a good blockade in front of White's isolated d-pawn. 5 ♖f3 has no particular advantage over the text move and gives Black the option of playing 5 ... g6 under favorable conditions, since the d5-square is not under pressure.

5

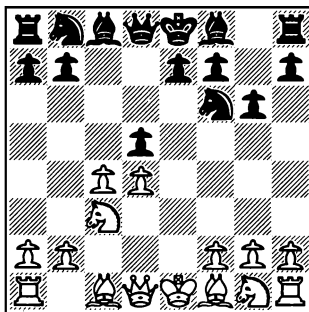
e6!

By far Black's soundest procedure in the Panov. The critical d5-point is now sufficiently protected to allow Black to complete his Kingside development easily with ... ♗e7 and ... 0-0.

If this is too tame for you, there are two other important variations you may consider. You should know, however, that these other variations require much greater technical and tactical mastery than the main line and that Black also runs the risk of landing quite suddenly in an unfavorable position.

1) Black fianchettoes his King Bishop with 5 ... g6.

The fianchetto development gives the King Bishop a good diagonal where it can influence the center, and it makes the Kingside more resistant to attack. Yet there is also an obvious and serious drawback: the move neglects the important d5-point (and pawn!) and White is

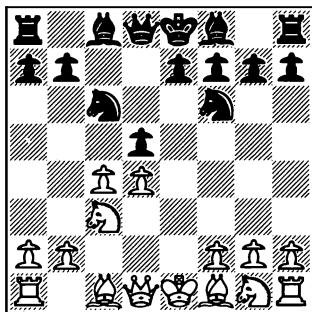


Position after 5 ... g6

able to gain the advantage in the following logical way: 6 cxd5! ♗g7 (Black generally refrains from trying to recapture the d-pawn until he has castled; after 6 ... ♖xd5, 7 ♗b3! is strong since after 7 ... ♖xc3 8 ♗c4! Black is forced to play 8 ... e6, locking in his Queen Bishop and weakening the dark squares. If instead of 7 ... ♖xc3 Black retreats with 7 ... ♖b6, then 8 d5! gains space in the center and gives White a clear advantage. A typical line is 8 ... ♗g7 9 ♗e3 0-0 10 ♖d1.) 7 ♗c4! 0-0 8 ♗ge2! (Since White's pawn on d5 prevents Black from developing smoothly, White should try to hold on to it.) 8 ... ♖bd7 9 ♗b3 ♖b6 10 ♗f4 ♗f5 11 a4! a5 12 0-0. Opening theoreticians usually give White only a slight edge here, and perhaps they are right—in theory. In practice the situation is different. Although White's d-pawns are doubled, he is, after all, a pawn ahead. Moreover, his extra pawn (on d5) exerts very unpleasant

pressure on Black's position. White has the two advantages of an extra pawn and more space—and Black has no compensation at all.

2) Black attacks White's center with 5 ... c6 .



Position after 5 ... c6

If White now plays the routine 6 f3 , Black's approach is vindicated: he pins the Knight with 6 ... g4! , planning to continue 7 ... e6 with fully equal chances. The most critical continuation is the following very sharp line: 7 cxd5 exd5 8 $\text{b3!?$ dxf3 9 gxf3 e6! (9 ... exd4?? loses a piece after 10 d5+) 10 xb7 exd4 11 d5+ exb5 12 c6+! (forcing Black to move his King) 12 ... e7 13 xb5 d7! 14 exd5+ exd5 . Because White's King is just as poorly placed as Black's, White has nothing better than the Queen exchange 15 exd5 exd5 . Considerable experience has shown that the resulting endgame offers equal chances.

To try for an advantage White must play the attacking 6 g5! . The point is that after 6 ... e6 7 cxd5 Black must recapture with 7 ... exd5 , giving himself an isolated pawn to match White's. Nevertheless, 6 ... e6 is Black's soundest plan. White will have only a minimal advantage based on his slightly more active position.

All other attempts at counterplay after 5 ... c6 6 g5 lead to a more serious advantage for White:

a) 6 ... g4?! 7 e2 xe2 8 gxe2 dxc4 9 d5! e5 10 0-0 and White's lead in development is very significant.

b) 6 ... dxc4?! 7 xc4 xd4 8 xd4! exd4 9 0-0-0 e5 10 f4! and despite the exchange of Queens, White's huge lead in development gives him a very strong attack.

c) 6 ... b6?! 7 cxd5 exd4 8 e3! e5 8 dxe6 c5 9 exf7+ e7 10 c4 and Black has no compensation for his missing pawn.

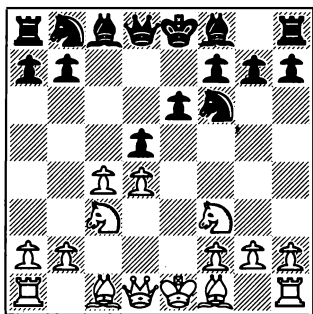
d) 6 ... a5 7 xf6 exf6 8 cxd5 b4 9 d2 xc3 10 bxc3 xd5 . White's better pawn formation gives him the advantage after either 11 f3 or 11 e2 0-0 12 f4 .

6 f3!

The best and most flexible move. It even sets a sophisticated strategical trap.

Of course, the immediate 6 g5 is playable, but it reduces White's options and actually helps Black to find his best move, 6 ... e7 .

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6 ... ♗e7!

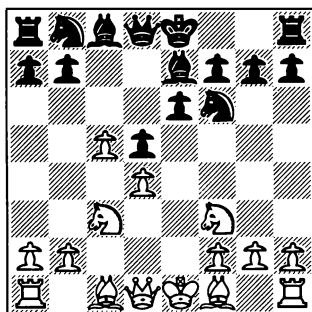
Black must get ready to castle soon and so the Bishop needs to be developed. This is the best place for it.

Even though Black's Queen Knight clearly stands best on c6 in most of the variations stemming from this position, the most accurate plan here is to complete Kingside development first. The immediate 6 ... ♖c6?! is a bit premature because if White chooses the setup with c4-c5, envisaging a pawn advance on the Queenside, Black's Queen Knight may lose time in being forced to move again after White's b2-b4-b5. Thematic play after 6 ... ♖c6?! is 7 c5! ♗e7 8 ♗b5 0-0 9 0-0 ♗d7 10 a3!. Now White is ready to play b2-b4, after which he will either return the Bishop to d3 and plan a timely b4-b5 or capture on c6 and continue with b4-b5 if Black recaptures on c6 with the Bishop. In these variations White has a small but steady initiative.

7 ♗g5

At this point White has three approaches, all objectively equivalent. The text move keeps the tension in the center and indirectly increases White's pressure on d5. The two good alternatives are:

1) Queenside advance with 7 c5.



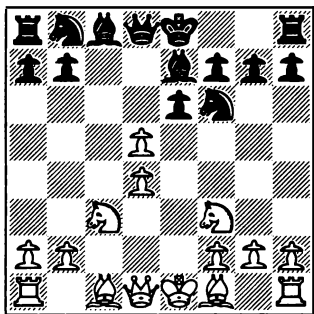
Position after 7 c5

Black must act quickly to challenge White's coming Queenside advance, but first his King must be safe and out of the way: 7 ... 0-0. The logical move now is 8 ♗d3 (White must continue his development; it's too early for 8 b4?! because of 8 ... ♖e4! 9 ♖c2 ♖c6! 10 a3 e5! with a strong initiative for Black in the center) 8 ... b6! (first challenge) 9 b4 a5! (second challenge!; since 10 a3? is not playable, White must counterattack or let his Queenside be destroyed) 10 ♖a4! ♖fd7! (the b6-point must be held; keeping the Queen Knight home at b8 prevents White's c5-c6). This wildly unbalanced position

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offers about equivalent prospects with best play on both sides (easier said than done!). A possible continuation is 11 ♖c2 ♜c6! 12 b5 ♜b4 13 ♘xh7+ ♗h8 14 ♗b1 bxc5 with continuing complications.

2) Clearing the center with 7 **cxd5**.



Position after 7 **cxd5**

So that White doesn't have to be concerned about a future ... dxc4, he makes the exchange himself. He can now complete the development of his pieces in the general direction of Black's Kingside. Black has two ways to recapture the pawn:

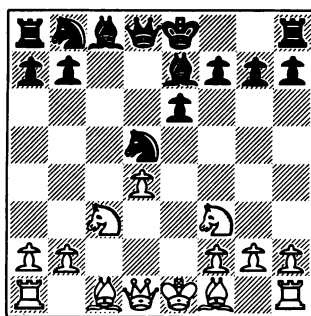
a) 7 ... **exd5** establishes central equality, including an isolated d-pawn. White can achieve a slight initiative after 8 ♘b5+ ♘d7 9 ♘xd7+ (9 ♗b3 is also good) 9 ... ♜bxd7 10 0-0 0-0 11 ♗b3 ♜b6 12 ♘g5 ♖e8 13 ♜fe1 with an edge for White.

b) 7 ... **♜xd5** is the more common recapture. Black accepts a slight central inferiority (White's

pawn on d4 compared to Black's on e6 gives White a little more space) but keeps his pawn formation intact so that he will be able to maneuver against White's isolated d-pawn.

The position after 7 ... **♜xd5** is very important in chess theory. It can arise not only in the Caro-Kann Defense, but also quite often in the Semi-Tarrasch Defense of the Queen's Gambit Declined, an extremely popular opening system. The normal move order of that variation is 1 d4 d5 2 c4 e6 3 ♜c3 ♜f6 4 ♜f3 c5 5 cxd5 ♜xd5 6 e3 cxd4 7 exd4 ♘e7 and presto, we have the same position!

Most books on opening theory consider this position when analyzing the Semi-Tarrasch Defense; we will examine it right here.



Position after 7 **cxd5 ♜xd5**

White's next order of business should be to find the proper place for his King Bishop. The two logical possibilities are:

i) 8 ♘c4 looks active, but the Bishop is not really well placed here

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for Kingside play and Black can equalize fairly easily with normal moves. One good suggestion is 8 ... ♖c6 9 0-0 0-0 10 ♙e1 ♜f6! adding the Bishop to Black's active play against the d-pawn. After 11 ♜e4, Black develops his other Bishop with 11 ... b6! 12 a3 ♜b7 and has a fully satisfactory position after, for instance, 13 ♜d3 ♜c8 14 ♜fg5 ♜xg5! (15 ♜xg5 ♜f6, or 15 ♜xg5 f6).

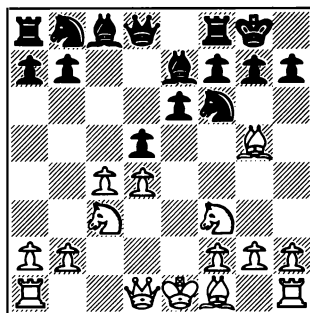
ii) 8 ♜d3 points the Bishop immediately at Black's Kingside and is White's most promising plan. Best play for both sides then can develop as follows: 8 ... ♖c6 9 0-0 0-0 10 ♙e1 (controlling various points along the half-open e-file and preparing for the Rook to participate in a Kingside attack under the proper circumstances) 10 ... ♜f6! (an effective double-purpose move, attacking the d-pawn and getting ready to use the Bishop for defending the Kingside after ... g7-g6 and ... ♜g7) 11 ♜e4! (placing the Bishop more actively and threatening to capture on d5 at the proper time) 11 ... ♜c7!. The keystone of Black's position is his strong control of d5, so it is important to reinforce that point. As a general rule, the most effective way to play against an isolated pawn is to control the square immediately in front of it (in this case d5) with the pieces. In that way the pawn's mobility is seriously restricted, which makes the pawn a fixed target.

Black's chances for full equality here are bright. This position is discussed further in the Instructive Game at the end of the chapter.

3) Continuing development with 7 ♜g5, our main line.

7 ...

0-0!



Again, the most efficient plan is to leave the Queen Knight at home until the other necessities have been carried out. After 7 ... ♖c6?! 8 ♜c1! 0-0 White can gain the advantage with 9 c5!, as in earlier ... ♜c6 variations. For instance, 9 ... ♜e4 10 ♜xe7 ♜xe7 11 ♜e2 ♜xc3 12 ♜xc3 e5 13 ♜xe5 ♜xe5 14 ♜e3!.

Note that Black doesn't want to play ... dxc4, either immediately or after 7 ... ♖c6?! 8 ♜c1. White's Bishop would then save time by developing to c4 while recapturing the pawn. To force White to spend a "useless" tempo, Black delays ... dxc4 until White has already moved his King Bishop.

8 ♖d3

There is nothing better than to complete Kingside development. On the temporizing 8 ♖c1 (hoping for 8 ... dxc4 and the time-saving 9 ♖xc4) Black achieves desirable exchanges with 8 ... ♖e4! and obtains an equal position.

If White tries Queenside play here with 8 c5, Black starts immediate counterplay with 8 ... b6! 9 b4 a5! 10 a3 ♖e4! and gets equal chances; for instance, 11 ♖xe7 ♗xe7 12 ♖xe4 dxe4 13 ♖e5 ♖d7! and in this complicated position Black's prospects are equal: he is ahead in development and has good chances to liquidate White's Queenside.

8 ... dxc4!

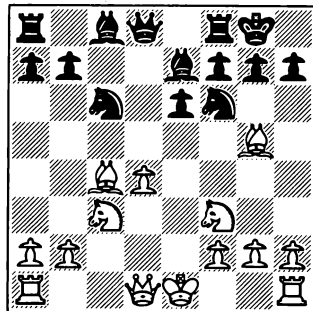
This is quite in order now, since White's Bishop must move again to recapture the pawn. With this exchange Black eliminates any possibility that White may try to set up Queenside pressure with c4-c5, and it also isolates White's d-pawn.

9 ♖xc4

The pawn structure is the same as the one in the 7 cxd5 ♖xd5 variation and the strategic benchmarks are similar. Using his slight central superiority, White will try to build up pressure against Black's Kingside and will try to make good use of the half-open e-

file. Black should aim for counterplay against the d-pawn and should keep steady control of the important d5-square. If Black relaxes his vigilance in either strategic area, he can easily get into trouble. A good example is the game Unzicker-Pomar, Leysin 1969: 9 ... b6 10 0-0 ♖a6?! (10 ... ♖b7 is correct, to watch the d5-square) 11 ♖xa6 ♖xa6 12 ♖e5! ♖b4 (trying to get to the right spot and preventing White's ♖c6, but White's active pieces foil the plan) 13 a3! ♖bd5 14 ♖c6! ♗d7 15 ♖xe7+ ♗xe7 16 ♖xd5! exd5 17 ♖e1 ♗d6 18 ♖xf6! ♗xf6 19 ♖e5!. White has a clear advantage because he controls the now fully open e-file and thus it is Black's isolated d-pawn, not White's, that is the real weakling.

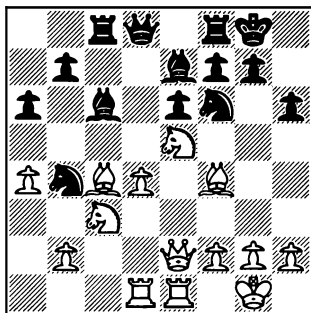
9 ... ♖c6!



By developing the Knight to its most active square, Black applies pressure against d4 and prevents White's King Knight from es-

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tablishing itself on the active e5-square. White again has to look for chances on the Kingside and Black must work against the d-pawn and keep control of the d5-square. The game might continue: **10 0-0 a6 11 a4** ♖d7 (it is important to develop all the minor pieces before undertaking active operations) **12 ♖e1** (the most active location for the King Rook is on the half-open e-file) **12 ... h6!?** (by forcing the Bishop to declare its intentions, Black gains a bit of space on the Kingside while risking nothing) **13 ♗f4** (keeping watch over the important e5-square) **13 ... ♖b4!** (getting ready to activate the Queen Bishop via c6 and establishing primacy over d5) **14 ♜e2** (allowing the Queen Rook to be developed to d1) **14 ... ♗c6 15 ♖ad1 ♖c8** (threatening 16 ... ♗xf3 to ruin White's pawn formation, since if 17 ♜xf3?? ♖xc4) **16 ♗e5!** (White has the active e5-square to compensate for Black's absolute control of d5).



The position remains in dynamic balance. Black has a choice between

the immediate blockade **16 ... ♗bd5** or Queen development with **16 ... ♜a5**.

Instructive Game

White: B. Spassky

Black: T. Petrosian

World Championship Match
Moscow 1966

1 e4	c6
2 d4	d5
3 exd5	cxd5
4 c4	♗f6
5 ♗c3	e6
6 ♗f3	♗e7
7 cxd5	

After 7 ♗d3, Black should proceed similarly to the main line analyzed earlier in this chapter; i.e., **7 ... dxc4! 8 ♗xc4 0-0 9 0-0 ♗c6**, with equal chances.

7 ...	♗xd5
8 ♗d3	♗c6
9 0-0	0-0
10 ♖e1	

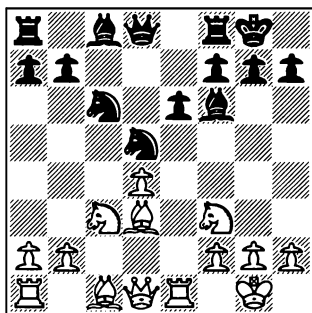
After other moves Black's task is quite easy. **10 a3** is best met by **10 ... ♗f6!**, and after **10 ♜e2** either **10 ... ♖cb4** or **10 ... ♖db4** is fine.

10 ... ♗f6!

This dual-purpose move, which attacks the d-pawn and prepares to defend the Kingside after ... **g7-g6** and ... **♗g7**, is the only certain equalizing method. On other moves

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White can expect to get a slight advantage and real attacking chances. An example: 10 ... ♖d7?! 11 a3! ♖c8 12 ♖c2 ♗xc3 13 bxc3 ♗a5 14 ♗d3 g6 15 ♖h6 ♖e8 16 ♗e5 ♖c6 17 ♗g3!.



11 ♖e4!

But here 11 a3 ♗xc3! 12 bxc3 b6 allows Black smooth development and equality. The text move increases the pressure on d5 while keeping the Bishop on the active b1-h7 diagonal.

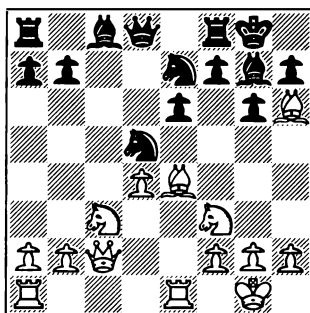
11 ... ♗ce7!

Remember: the key motif for Black is control of d5! Therefore, 11 ... ♗de7?! is inexact, for after 12 ♗d3 ♗g6 13 ♖e3 ♗d6 14 ♖ac1 ♖d8 15 ♖ed1! ♖d7 and now 16 d5! White advantageously opens the position.

12 ♗c2

After 12 ♗d3 or 12 ♗e5 Black plays the same 12 ... g6!.

12 ... g6!
13 ♖h6 ♗g7



Confronting White with a fundamental question: should he exchange his Bishop or retreat it?

14 ♖g5

Hoping to retain some pressure by keeping more pieces on the board. The alternative 14 ♖xg7 ♗xg7 does bring about a tiny weakening of Black's King position, but the exchange of Bishops lessens the force of any White attack. If then 15 ♗e5, Black develops his Bishop with 15 ... b6 and 16 ... ♖b7, or if 15 ♗b3 ♖f6! Black also reaches equality.

14 ... f6!

Petrosian, the defending World Champion in this match, has a particularly fine sensitivity to the difference between an apparent weakening and a real one. Though the text move looks like a weakening, White actually has no effective way

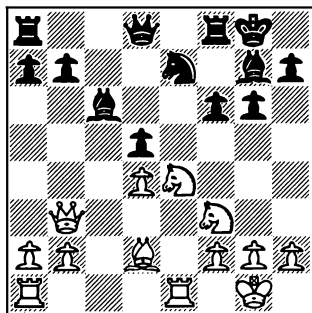
CARO-KANN DEFENSE

to attack Black's e-pawn or anything else.

15 ♖d2 ♘d7
16 ♜b3 ♘c6!

Control of d5 is again the key to correct play for Black. Since White sees no way of getting at Black's "weak" e-pawn, he decides to make use of a pin against Black's King to activate his Queen Knight.

17 ♗xd5!? exd5
18 ♖e4



It may look as if White is getting somewhere, but Black's reply demonstrates that everything is safe and sound in his camp.

18 ... ♗f7!
19 ♘c5 ♘f5
20 h3

An admission that there is nothing forcing available. Black now re-deploys his King Bishop to a more active diagonal and White sees nothing better than to exchange it off and head for a totally equal end-game.

20 ... ♗f8!
21 ♘e6 ♜d7
22 ♘xf8 ♗xf8
23 ♗b4 ♗fe8
24 ♗xe8+ ♗xe8
25 ♗e1 ♗xe1+
26 ♗xe1 Draw

Everything is nicely balanced and there is no advantage for either side.

Part Five

Tartakower Variation

Jack Peters

White	Black
1 e4	c6
2 d4	d5
3 �c3	

Occasionally White tries 3  d2. After 3  d2 dxe4 4  xe4 we have the same position that arises after 3  c3 dxe4 4  xe4. But the finesse 3  d2 appeals to players who fear 3  c3 g6, a variation of the Modern Defense (not covered in this book). After 3  d2 Black is less likely to play 3 ... g6, since 4  d3  g7 5 c3! sets up a barrier of pawns on the a1-h8 diagonal, blocking Black's fianchettoed King Bishop.

3 ... dxe4

This is an automatic move for Caro-Kann devotees, although there is a worthy alternative, 3 ... g6, that leads to the Modern Defense.

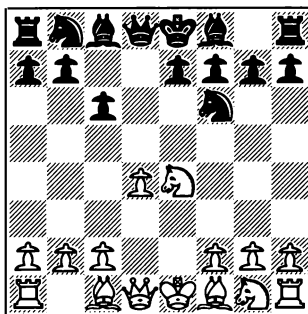
After 3 ... dxe4, Black has accomplished his goal of challenging White on the light squares by eliminating the important center pawn at e4. The diagonal of his Queen Bishop remains open, so he can develop it to an active post at f5 or g4. On the other hand, he has one less piece developed than

White, and his pawn at c6 is no match for White's center pawn at d4.

4  xe4

White recaptures the pawn. His Knight observes the whole board from the central square e4.

4 ...  f6



For years the most common move has been 4 ...  f5 (Part Nine), and 4 ...  d7 (Parts Seven and Eight) has also been very popular. Most masters used to consider 4 ...  f6 incorrect because White can double Black's f-pawns by 5  xf6+. But recently new ideas have been discovered which

bolster Black's position, and 4 ... ♖f6 is now an acceptable and even fashionable defense.

4 ... ♖f6 is the most direct of Black's possible fourth moves. He develops his Knight to a good square, attacks White's Knight, and dares White to double his pawns. When Horatio Caro first suggested the defense 1 ... c6 in the late nineteenth century, he recommended 4 ... ♖f6.

5 ♗xf6+

By far the most logical reply. White expects to demonstrate that Black's pawns will be weakened no matter which way he recaptures.

A modest alternative that was revived when the general opinion of 4 ... ♖f6 improved is 5 ♗g3. White removes his centralized Knight to a less active square but makes it more difficult for Black to develop his Queen Bishop (because ... ♗f5 is no longer playable). Black has three replies: 5 ... e5?!, 5 ... c5, and 5 ... g6?!

The tactical trick 5 ... e5?! 6 dxe5 ♖a5 + 7 c3 ♗xe5 + makes 5 ... e5 superficially attractive. It does make sense to eliminate White's d-pawn, leaving an almost symmetrical pawn structure. However, White can retain the more active pieces with 6 ♖f3! exd4 7 ♗xd4. In many variations White's Knights find a home on f5, which assures White of a slight edge.

Sounder is 5 ... c5. Black again exchanges White's d-pawn, but he retains his e-pawn so that he can keep White's Knights at bay with ... e7-e6. After 6 ♖f3 ♗c6 7 ♗e3 (7 dxc5 ♗xd1+ 8 ♗xd1 is not attractive for White because after 8 ... e6 9 ♗e3 ♗g4 Black will regain the pawn, and White's King is too exposed in the center) 7 ... cxd4, Black has no problems.

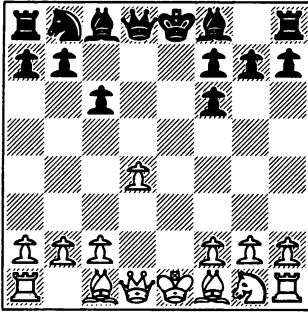
Another comfortable way for Black to continue after 5 ♗g3 c5 6 ♖f3 is 6 ... e6 7 ♗d3 ♗c6 8 dxc5 ♗xc5, with speedy development for both players. There could follow 9 0-0 0-0 10 a3 b6 11 b4 ♗e7 12 ♗b2 ♗b7, when every minor piece is well placed. The chances are close to even.

Still in the experimental stage is 5 ... g6?!. Unlike 5 ... c5 and 5 ... e5?!, Black makes no effort to exchange White's d-pawn. Instead, he plans to develop his pieces before he decides whether trying for ... c6-c5 or ... e7-e5 is appropriate. The g-pawn helps to restrict White's Queen Knight by keeping it off f5 and h5; sometimes White feels obliged to return it to e4 to get it back into action. I think White may get a small advantage by straightforward play: 5 ... g6!? 6 ♖f3 ♗g7 7 ♗c4 0-0 8 0-0 (8 h3 may be better, for it limits the scope of Black's Queen Bishop) 8 ... ♗g4 9 c3, but Black's solid position is certainly playable.

5 ...

exf6

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This move identifies the Tartakower Variation. For 5 ... gxf6, see Part Six.

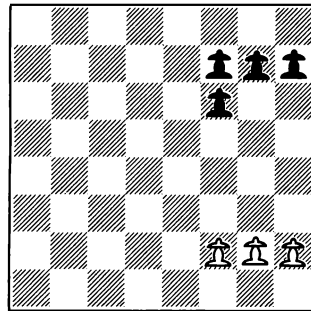
Although 5 ... exf6 was the original way of handling the Caro-Kann Defense, its drawbacks soon became apparent and it faded from favor. In the 1970's, the young Swedish Grandmaster Ulf Andersson resurrected it and achieved some success with a new way of treating the old variation. This spurred investigation by others (Andersson eventually abandoned it), and more new ideas were discovered. Korchnoi's adoption of the Tartakower Variation in his 1978 World Championship Match with Karpov has lent this once-shunned line the highest respectability.

Let's begin by discussing why this defense was discarded in the first place. After 5 ... exf6 we have a textbook case of pawn majorities of differing strengths. On the Queenside, White's majority of four pawns to three represents a potential passed pawn. By the

judicious advance of his c- and d-pawns, White can create a passed d-pawn. This is exactly what makes a pawn majority a useful force. In the endgame, translating a pawn majority into a passed pawn is the first step toward the creation of a new Queen.

But you don't get something for nothing! Doesn't Black have a pawn majority of his own on the Kingside? Literally he does, but his four-to-three majority doesn't display the same feature that makes White's majority dangerous: it can't make a passed pawn. Diagram A shows the problem.

Diagram A

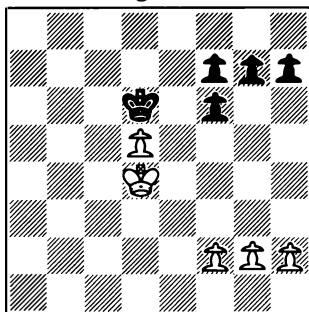


Black cannot create a passed pawn

After ... f6-f5-f4, White blocks with f2-f3. After the further ... f7-f5, ... g7-g5-g4, and ... h7-h5-h4, White answers h2-h3!, preventing a breakthrough with ... h4-h3. As long as White refuses to capture on g4, Black's pawn at f5 remains a useless statistic.

If we add a White d-pawn and a set of Kings, we have Diagram B.

Diagram B



White to play wins

This position can arise if White advances his Queenside majority and a series of exchanges leaves him with only one Queenside pawn. This King-and-pawn endgame is a win for White because his d-pawn is the "outside passed pawn." You will find it instructive to set up the position of Diagram B on your board and follow the two possible sequences.

If Black tries to use his Kingside pawns, the game could go like this: 1 ♖c4 f5 2 ♙d4 (just waiting for Black to use up his pawn moves, after which he will have to move his King) 2 ... g5 3 ♖c4 f4 4 f3 f5 5 ♙d4 h5 6 ♖c4 g4 7 ♙d4 h4 8 h3! (8 ♖c4?? h3 9 gxh3 g3! wins for Black!) 8 ... g3 9 ♖c4. Now that Black's pawn moves have been exhausted, his King must back-pedal, allowing White's King to feast on the Black pawns: 9 ... ♙d7 10 ♖c5 ♖c7 11 d6+ ♙d7 12 ♙d5 ♙d8 13 ♖e6 ♖e8 14 ♙xf5 ♙d7 15

♙xf4 ♙xd6 16 ♖g4, winning.

If Black leaves his pawns as they stand, where they seem less vulnerable, White wins this way: 1 ♖c4 ♙d7 2 ♖c5 ♖c7 3 d6+ ♙d7 4 ♙d5 ♙d8 5 ♖c6 ♖c8 6 d7+ ♙d8 7 ♙d6 (stalemating the Black King and forcing Black to push his pawns) 7 ... h5 8 ♖c6 h4 9 h3 g6 10 ♙d6 g5 11 ♖c6 f5 12 ♙d6 f4 13 f3! g4 (13 ... f5 14 ♖e6 g4 15 ♙xf5 is no better) 14 fxg4 f5 15 g5! (avoiding the trap 15 gxf5?? f3! 16 gxf3 stalemate!) 15 ... f3 16 gxf3 f4 17 ♖e6.

In both cases, the outside passed pawn is a decoy that diverts Black's King from the defense of his Kingside pawns, and *zugzwang* (the compulsion to move) forces Black to compromise his position.

From the fifth move of this variation, Black must be wary of exchanges that bring the game closer and closer to a King-and-pawn endgame, because such endings are usually lost for him. The constant fear that each exchange took another unwilling step toward disaster caused many players to abandon the 5 ... exf6 variation.

But Ulf Andersson has shown that Black's fear of a King-and-pawn endgame need not dissuade him from 5 ... exf6. Endgames in which each player has one or two pieces are tenable, so it will take many exchanges before Black slips into trouble. And Black gains some reliable advantages for the mid-game with 5 ... exf6. First, 5 ...

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exf6 helps Black develop his King Bishop; he won't have to waste a tempo on another pawn move in order to complete his development. Second, 5 ... exf6 opens the e-file for Black's Rooks. Also, the extra f-pawn on f6 provides added protection for Black's King after castling Kingside. Finally, Black can gain valuable space and control useful squares with a timely advance of his pawns on f6 and g7, while still reserving the pawns at f7 and h7 for defense. Usually, if a player advances two of the pawns in front of his King he exposes his King to attack; this danger is greatly reduced in the Tartakower Variation.

The modern interpretation of the Tartakower Variation resembles a gambit. Black "sacrifices" his chances in a King-and-pawn endgame for improved middlegame play. Viewed in this light, 5 ... exf6 makes a lot of sense. Black's middlegame chances are definitely worth something, and he is sacrificing very little.

Black has a wider range of options for developing his pieces in the Tartakower Variation than in the variation with 5 ... gxf6. Black's King Bishop usually goes to d6, but e7 is also possible; his Queen Knight usually goes to d7, but both a6 and c6 are important resources in certain positions; his Queen Bishop usually goes to e6, but f5 and g4 are possible too. Rarely is there any question about where Black should castle,

since the Kingside pawns provide far more shelter than the Queenside pawns.

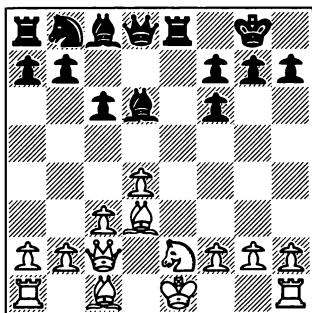
Sometimes Black's middlegame plan involves ... c6-c5, trading off White's d-pawn to open the center and increase the scope of Black's pieces. At other times Black's strategy may be to control d5 and c4 so that White can't easily make a passed d-pawn, and then to play actively on the Kingside (... f6-f5-f4, ... g7-g5). If White castles on the Queenside, Black may even consider a pawn storm there.

White's strategies are limited to direct attack on the Kingside and play in the center (intending either d4-d5 or transition to a favorable endgame). The c4-square is a fine post for his King Bishop on the a2-g8 diagonal, but his Queen Bishop is a problem. Its only active square, f4, is often controlled by Black (by ... ♘d6 and ... ♜c7). His Knight may go to f3, but it threatens little there. At e2 it supports the d-pawn just as well, and also helps the Queen Bishop get to f4. His Rooks belong on the d- and e-files. His King may castle on either wing. White's major obstacle is overcoming a certain middlegame passivity caused by Black's active pieces and his own less active ones. In addition, White may be reluctant to use his pawns aggressively for fear of damaging his potential endgame advantage.

On to specifics . . .

6 ♘c4

Rightly considered the main line. White makes the best developing move available. However, there is one other move that deserves consideration. With **6 c3**, White declares his intention to attack Black's castled King. If Black develops normally, White's plan becomes obvious. For example, **6 ... ♠d6 7 ♠d3 0-0 8 ♖e2 ♜e8 9 ♗c2!**. This is the point of White's system. White gains a tempo by the attack on the h-pawn, but, more important, he forces Black to weaken himself by advancing either ... g7-g6 or ... h7-h6.



Position after 9 ♗c2 (analysis)

There have been a few master games with **9 ... h6**. Aron Nimzovich tried it once in 1931, and won, but it doesn't suit most players. It's far more natural to close the diagonal of White's King Bishop with **9 ... g6**, which also keeps a hold on the f5-square. But if the positions after **9 ... g6** eventually prove too favorable for White, Black will investigate **9 ... h6** more closely. It does have the virtue of making it far more difficult for

White to open lines for attack.

After **9 ... g6**, White should react with **10 h4!**, bringing his King Rook into the attack. Black can't play **10 ... h5?** because of **11 ♗xg6! fxc6 12 ♗xg6+** with too many threats, and **10 ... f5?! doesn't** slow White down because with **11 h5** he threatens to reopen the b1-h7 diagonal with **g2-g4**. So Black must reply **10 ... ♞d7 11 h5 ♞f8**, creating a critical position for the evaluation of **6 c3**. In the illustrative game Kavalek-Andersson, White's attack won, but improvements for Black are possible.

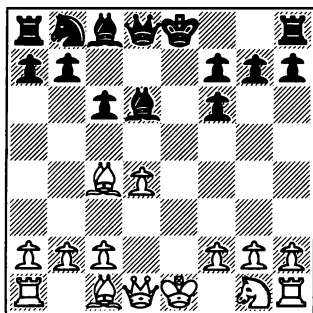
If submitting to a powerful attack doesn't appeal to Black, he should seriously consider **9 ... h6** or an early ... c6-c5. At move 6 or 7, the idea ... c6-c5 followed by ... ♖c6 introduces entirely new complications. If White responds d4-d5, he concedes e5 to Black's Knight. If he exchanges by dxc5, the center will be too open for White to pursue his idea of Kingside attack without allowing Black good counterplay.

Theory has not yet digested the bits of conflicting data on **6 c3**. My prediction is that White will return to the main line **6 ♠c4** because **6 c3** is too straightforward an attacking line to work against every defense.

6 ... ♠d6

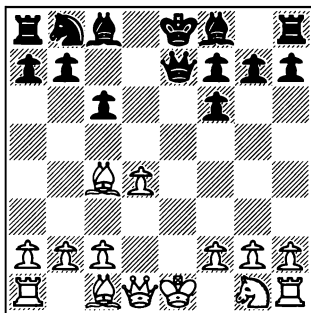
One would hardly question such a normal developing move, but there was a time when Black's results with it were poor. The new ideas popularized by Andersson (**6 ... ♗e7+!**) and Korchnoi (**6 ... ♞d7!?**)

TARTAKOWER VARIATION



lend credence to the suspicion that 6 ... ♗d6 is faulty. But we will call 6 ... ♗d6 the main line because there has been too little experience with the newer lines to allow reasonably secure judgments of their quality.

Andersson's specialty, 6 ... ♖e7+!, was played first by the Czech master Opcensky in the 1930's. It was resurrected in the 1970's by several players, but Andersson deserves the credit for popularizing it. Paradoxically, Black seems to invite the exchange of Queens that would bring White closer to the King-and-pawn endgame he desires!



Position after 6 ... ♖e7 +

The first idea behind 6 ... ♖e7+! is that 7 ♖e2 is almost forced. White can retreat with 7 ♗e2, but then 7 ... ♖c7 8 ♗f3 ♗d6 develops smoothly while White's King Bishop is ineffectively posted on e2. Even worse is 7 ♗e3?? or 7 ♗e2?? ♖b4+, winning a piece.

After 7 ♖e2, Black doesn't exchange Queens but plays 7 ... ♗e6!. If White tries 8 ♗xe6, then 8 ... ♖xe6 renews the possibility of a Queen trade, but in the process White would undouble Black's pawns. Because 9 ♗f4 ♗a6! 10 0-0-0 0-0-0 threatens 11 ... ♖xa2 or 11 ... ♗b4 followed by 12 ... ♖f5, White has little choice. For the continuation after ♖xe6+ fxe6, which gives Black equality (or more!), see the illustrative game Peters-Andersson.

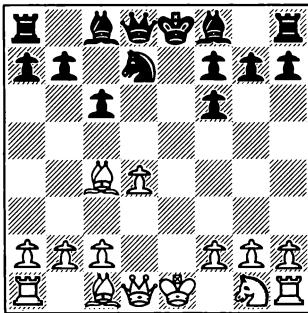
The above paragraph describes lackluster play by White. Instead of 8 ♗xe6, White should try 8 ♗b3!?, when Black's Queen hinders the development of his King Bishop. Perhaps 8 ... ♗a6 9 ♗f4 0-0-0 10 0-0-0 ♗b4 is Black's best, since the alternative 8 ... ♗xb3 9 axb3 ♖xe2 + 10 ♗xe2 ♗d6 11 ♗f4! gives White a small edge due to his healthier pawn majority, which can still produce a passed d-pawn.

Less incisive after 6 ... ♖e7+ 7 ♖e2 ♗e6 is 8 ♗d3, because Black can open the center after 8 ... c5! 9 ♗f3 ♗c6. After 10 dxc5 ♖xc5 11 0-0 ♗d6, Black will castle Kingside and have a fine position.

In none of these variations after 6

... ♖e7+ does White have much hope of reaching his ideal King-and-pawn endgame. In the middlegame, Black's active pieces are likely to force a concession or two from White (such as undoubling the f-pawns). If Black plays aggressively, he should be able to avoid a gradual drift into the bad type of endgame that frequently occurs after 6 ... ♘d6.

Korchnoi prefers 6 ... ♘d7!?



Position after 6 ... ♘d7

This is an attempt to avoid the difficulties of the main line, 6 ... ♘d6 7 ♖e2+!, for 6 ... ♘d7!? 7 ♖e2+ ♘e7 is quite satisfactory for Black. However, the Knight will have to move again to release the Queen Bishop, so Black's development will not be as effortless as it is after Andersson's 6 ... ♖e7+!

Very sensible is 6 ... ♘d7!? 7 ♗e2 ♘d6 8 0-0 0-0 (also possible is 8 ... ♖c7, preventing ♘f4; if White insists on having his Bishop on f4, he should play 8 ♘f4 instead of 8 0-0) 9

♘f4 ♗b6, as Korchnoi played against Karpov. In that game, White retreated with 10 ♘d3, allowing Black to gain control of c4 and d5 by 10 ... ♘e6, with equality. Later, Korchnoi's well-placed pieces (Rooks on the two center files, Queen on d6) stopped White's planned advance of his c- and d-pawns, but an error by Korchnoi let Karpov transfer his King Bishop to f3, where it exerted strong pressure on the a8-h1 diagonal and contested Black's grip on d5. Although the game ended in a draw, White should have won.

If White's Bishop retreats to b3 (instead of d3) at move 10, Black can play 10 ... c5!, destroying White's center because if 11 d5?? c4, trapping White's Bishop. After the exchange of Black's c-pawn for White's d-pawn, Black can continue with ... ♘e6, not fearing ♘xe6 since that would undouble his pawns with ... fxe6 and allow him to continue ... e6-e5. His Kingside majority would be powerful.

It's worth noting that Korchnoi delayed ... ♗b6 until White played ♘f4. If 6 ... ♘d7!? 7 ♗e2 ♗b6?! 8 ♘b3, Black should now avoid 8 ... ♘d6? because 9 c4! gains time by threatening c4-c5. Then 9 ... ♘c7 10 ♘f4 0-0 11 ♘xc7 ♖xc7 12 c5! prevents Black from striking in the center with ... c6-c5, although at the cost of a "backward" d-pawn. Neither 12 ... ♘d5 13 ♘xd5! cxd5 (now White's d-pawn is shielded by Black's d-pawn) 14 0-0 nor 12 ...

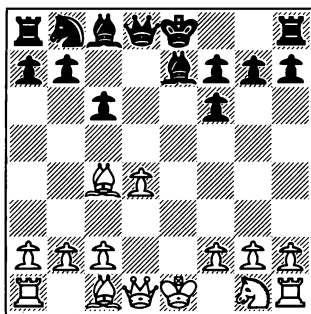
TARTAKOWER VARIATION

♠d7 13 0-0 b6 14 cxb6 axb6 15 ♖e1 gives Black equal chances. He has little active middlegame play, and the specter of that lost King-and-pawn endgame haunts his position. Instead of 8 ... ♗d6? in this line, Black should play 8 ... c5!

Korchnoi's innovation, 6 ... ♗d7!?, works well after 7 ♖e2 or 7 ♗e2+. But White will undoubtedly search for other ways to cause trouble. One of the most promising is 7 ♗h5!?. Black can parry the mate threat with 7 ... ♗e7+ 8 ♖e2, but his King Bishop remains at home. And 7 ... g6 8 ♗h4 ♖b6 9 ♗b3 c5 10 dxc5 ♗xc5, which looks ideal, runs into 11 ♗h6!. Black can no longer castle Kingside, and 12 ♗g7 is threatened. Perhaps Black can avoid this problem by castling on the Queenside: 6 ... ♗d7!? 7 ♗h5!? ♗e7+ 8 ♖e2 ♖b6 9 ♗b3 ♗e6 10 0-0 g6 11 ♗f3 (otherwise 11 ... ♗xb3 uncovers an attack on the Knight at e2) 11 ... 0-0-0. Because the Kings are on opposite wings, each player can consider an all-out pawn storm. If you like to venture into unexplored territory, 6 ... ♗d7!? is for you!

Black's third alternative to the main line is 6 ... ♗e7.

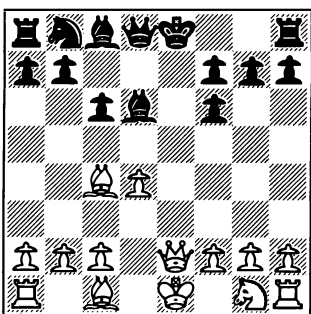
Black plans to develop his pieces smoothly while avoiding 6 ... ♗d6 7 ♗e2+!. He can also meet 7 ♗h5 easily with 7 ... 0-0. But 6 ... ♗e7 is not aggressive enough. After 7 ♖e2 0-0 8 0-0 ♗d7 9 ♗f4 or 9 c3, White's pieces reach their desired locations. Black cannot generate counterplay with 8 ... ♗e6? (instead of 8 ... ♗d7)



Position after 6 ... ♗e7

because of 9 ♗xe6 fxex6 10 ♖f4!, attacking the new weakness at e6. Perhaps the best is 8 ... ♗d6 and 9 ... ♗c7, which demonstrates the illogic of 6 ... ♗e7.

7 ♗e2+!



This is the only move that gives Black headaches! Instead, 7 ♖e2 ♗c7! (both controlling f4 and preventing 8 0-0 due to the threat to the h-pawn) 8 ♗g3 0-0 9 0-0 c5 10 dxc5 (10 d5 ♗d7 11 ♗e2 c4! artificially isolates White's d-pawn by

CARO-KANN DEFENSE

preventing c2-c4; Black will attack it with ... ♖b6 and ... ♗d8, or with ... b7-b5!?, ... ♗b7, ... ♖b6, and ... ♗ad8) 10 ... ♗xc5 11 ♗b3 ♖c6 develops harmoniously. Black will obtain enough counterplay in the middlegame to allay any fear of the endgame.

Besides 9 ... c5, Black has the options of 9 ... ♖d7 and 9 ... ♗e6, each of which should suffice for equality.

7 ... ♗e7

Unfortunately for Black, he has no comfortable answer to the check. The text move trades Queens, raising White's hope of achieving a won King-and-pawn ending. If 7 ... ♗e7, White proceeds with 8 ♖f3 0-0 9 0-0 ♗g4 (or 9 ... ♗d6 10 ♗e1!, preventing ... ♗f8-e8) 10 c3, followed by h2-h3, breaking the pin. Although there are no obvious targets in Black's position, he stands worse. He has less space, no direct threats, an inferior pawn structure for the endgame, and no good square for his Queen Bishop. White often pursues the Queen Bishop with h2-h3, g2-g4, ♖h4, and the threat of f2-f4-f5. If Black exchanges his Queen Bishop for White's Knight, White's remaining light-square Bishop will run wild.

8 ♗xe7+ ♗xe7!

This actually saves time compared to 8 ... ♗xe7, 9 ... 0-0, and 10 ...

♗e8. Black will develop his King Rook to e8 in one move instead of two, then step back to f8 with his King. With the Queens off the board, White has little prospect of a mating attack against Black's King, so the King can safely stay near the center at f8.

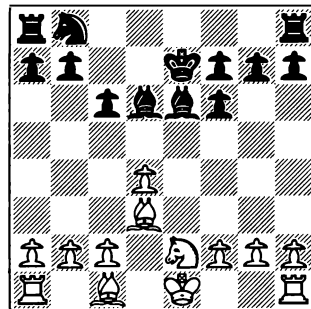
9 ♖e2

White retains more options with 9 ♖e2 than with 9 ♖f3. The Knight may hop to e4 via g3 or c3, or to f5 via g3. It also supports ♗f4. White wants to trade dark-square Bishops, since Black's King Bishop is his most effective minor piece.

9 ... ♗e6

Challenging White's King Bishop seems best. If 9 ... ♗e8 10 0-0 ♗f5 11 c3 ♗f8 12 ♗f4!, White avoids the threat of ... b7-b5 while carrying out his positional plan to exchange dark-square Bishops.

10 ♗d3

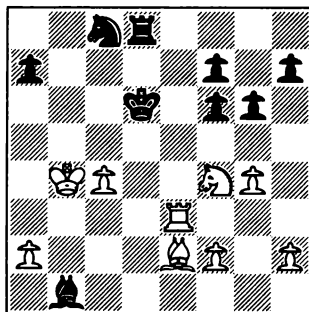


TARTAKOWER VARIATION

Also advantageous is 10 ♞b3 ♞d7 11 0-0 ♞he8 12 ♞e1 ♜f8 13 ♞f4! ♞xf4 14 ♞xf4 , forcing 14 ... ♞xb3 (or 14 ... ♞f5 , but the Bishop cannot remain on e6) 15 axb3 . White's Queenside majority can still produce a passed pawn, but Black's can't. With 10 ♞d3 , White keeps a small edge due to his threat to gradually exchange pieces and simplify the game to a winning ending.

We are following the game Matulovic-Smyslov, 1970. Former World Champion Smyslov, an endgame wizard, purposely risked this inferior position believing that he could outplay his opponent, who is known to be uncomfortable without Queens on the board. But the game continued 10 ... ♞d7 11 ♞f4! ♞b6 12 ♞xd6+ (step one: White eliminates Black's important King Bishop) 12 ... ♜xd6 13 b3! (step two: White prepares c2-c4, activating his Queenside majority) 13 ... ♜c7 14 c4 ♞ad8 15 ♞d2! (step three: White posts his King at c3, near the center) 15 ... ♞he8 16 ♞ae1 ♞c8 17 ♜c3 b6 (White might try ♞f4 , c4-c5 , ♞c4 , and b3-b4 , a2-a4 , and b4-b5 , so Black abandons passive defense) 18 ♞f4 g6 (White has to safeguard his h-pawn sooner or later; the moves ... g7-g6 and ... f6-f5 can't always be relied on to trap the Bishop on h7) 19 ♞e3! (step four: centralize the Rooks and drive the Bishop from e6) 19 ... ♞d7 20 ♞he1 ♞xe3 21 ♞xe3 ♞d6 22 b4 c5 (virtually forced, since White threatened 23 c5+ and 24 ♞c4) 23

♞xc5+ ♞xc5 24 ♞e2 cxb4+ + 25 ♜xb4 (step five: convert the Queenside majority into a passed pawn) 25 ... ♞f5 26 g4! ♞b1 .



White has made great progress. He now blundered with 27 c5+? ♜c7 28 ♞c4 , overlooking 28 ... ♞xa2! . If 29 ♞xa2 , then 29 ... ♞d4+ wins White's Knight. White managed to draw after 29 ♜c3 .

The correct continuation is 27 ♞d5! instead of 27 c5+? . Black cannot snatch the a-pawn because 27 ... ♞xa2? 28 ♞d3! traps his Bishop, and there is no defense to ♞a3xa2 . If 27 ... f5 , then 28 ♞c3! ♞c2 29 ♞b5+ ♜c6 (or 29 ... ♞d7 30 ♞d4 ♞b1 31 gxf5) 30 ♜c3! ♞b1 31 gxf5 ♞xf5 32 ♞d4+ ♜c7 33 ♞xf5 splits Black's Kingside pawns. White can pick off the pawns at f5 and h7, with a winning ending.

The conclusion is that 6 ... ♞d6 doesn't solve Black's problems if White finds 7 ♜e2+! , heading for a favorable endgame. Black should try 6 ... ♜e7+! or 6 ... ♞d7!? .

CARO-KANN DEFENSE

Instructive Game No. 1

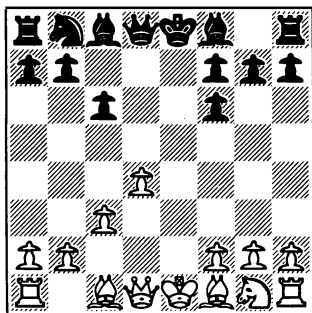
White: L. Kavalek

Black: U. Andersson

Volvo Grandmaster Match

Washington, D.C., 1978

- | | |
|---------|------|
| 1 e4 | c6 |
| 2 d4 | d5 |
| 3 ♖c3 | dxе4 |
| 4 ♗xe4 | ♗f6 |
| 5 ♗xf6+ | exf6 |
| 6 c3!? | |



This is a less common but dangerous alternative to the main line, 6 ♖c4. White makes no immediate attempt to exploit his Queenside majority but plans a direct attack on the Kingside, where Black will almost certainly castle.

- 6 ... ♗d6

Black follows a logical plan of development.

- | | |
|-------|------|
| 7 ♗d3 | 0-0 |
| 8 ♗e2 | ♖e8! |

A move with two purposes! Black seizes the e-file while vacating the fine defensive square f8 for his Knight.

- 9 ♗c2!

The only move that fits White's plan. If 9 0-0? ♗d7 10 ♗c2 ♗f8!, Black defends h7 without having to make any weakening pawn moves, and White has no target to attack.

- 9 ... g6

Black closes the b1-h7 diagonal, and even prepares ... f6-f5 (contesting the e4-square) in some cases. However, 9 ... g6 gives White the opportunity to open the h-file by advancing h2-h4-h5.

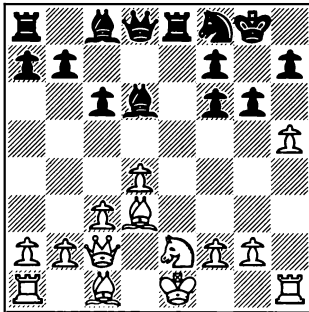
A safer choice that has not been tested enough in master play is 9 ... h6!?. Unless White can prepare a sacrifice on h6 with ♗e3, ♗d2, and 0-0-0, his Kingside attack is over and he should revert to the plan of advancing his Queenside pawn majority. White may also maneuver a Knight to f5 or h5; Black is less likely to risk ... g7-g6 after having played ... h7-h6 because then White would have serious possibilities of sacrificing a piece on g6 to expose Black's King.

- | | |
|--------|-----|
| 10 h4! | ♗d7 |
| 11 h5 | ♗f8 |

Black rushes his Knight to the Kingside just in time to stop the threat of 12 hxg6 hxg6 13 ♗xg6!

TARTAKOWER VARIATION

fxg6 14 ♖xg6+ ♔f8 15 ♖h7!, which would lead to checkmate. Notice that 11 ... f5? 12 hxg6 hxg6 13 g4! would renew the threat to sacrifice on g6.



12 ♖h6

Kavalek correctly looks to the Kingside to make progress. He menaces ♖xf8 followed by the familiar sacrifice on g6. Less effective is grabbing a pawn with 12 hxg6 fxg6! (keeping the h-file partly closed) 13 ♖b3+ ♖e6 14 ♖xb7 because of 14 ... ♖d5!. If White takes time out to defend his g-pawn with 15 ♔f1 or 15 0-0, Black can force a draw with 15 ... a6! (taking the flight square a6 away from White's Queen) 16 ♖f4 ♖b8 17 ♖xa6 ♖a8 18 ♖b7 ♖b8 19 ♖a6 ♖a8, repeating moves.

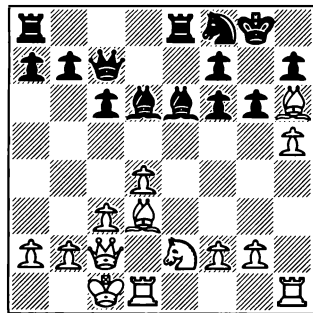
12 ... ♖c7

Andersson wants to defend along his second rank. Also playable is 12 ... ♖e6 13 0-0-0 b5! (preventing c3-

c4), since 14 hxg6 fxg6 15 ♖xf8 ♖xf8 16 ♖xg6? is unsound: 16 ... hxg6 17 ♖xg6+ ♖g7 18 ♖h7 (18 ♖h7+ ♔f8 19 ♖f4 ♖f7 survives) 18 ... ♖e7! (not 18 ... ♖d7? 19 ♖dh1 ♔f8 20 ♖f4 ♖g8? because of 21 ♖xf6+!! ♖xf6 22 ♖g6 mate!) 19 ♖dh1 (threatening 20 ♖h8 mate) 19 ... ♔f8 20 ♖h8+ ♖g8! and Black is safe. Variations like these are not for the squeamish, but they do demonstrate the resilience of Black's position.

Another option is 12 ... ♖e7!?, preparing to meet 13 0-0-0 with 13 ... ♖f5! 14 ♖xf5 ♖xe2, simplifying. Perhaps 13 ♔f1!? improves, though White may have trouble activating his Queen Rook.

13 0-0-0 ♖e6?



Black was so worried about his fragile Kingside that he forgot that White could augment his attack with threats in the center. The correct way to limit White's possibilities is 13 ... b5!, discouraging 14 c4. The sacrifice on g6 would still fail (14 hxg6 fxg6 15

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♙xf8 ♖xf8! 16 ♙xg6? hxg6 17 ♜xg6+ ♜g7 defends), so White should continue with 14 ♖h4, intending 15 ♖dh1, 16 hxg6, 17 ♙xf8, and 18 ♖xh7. White's powerful attack persists, but Black may have enough resources to hang on.

14 c4!

The winning move! White's idea is not to advance d4-d5 but to push c4-c5, forcing Black's King Bishop to e7, where it interrupts the Black Queen's defense of the Kingside.

14 ... ♖ad8

Hopeless, but 14 ... c5 15 d5 ♙d7 16 hxg6 fxg6 (or 16 ... hxg6 17 ♖h4! and 18 ♖dh1) allows 17 ♙xf8 ♙xf8 18 ♙xg6! hxg6 19 ♜xg6+ ♙g7 20 d6! ♜ moves 21 ♖h7, mating on g7. And 14 ... f5 15 hxg6 fxg6 16 c5! ♙e7 17 ♙f4! would lead to disaster on the a2-g8 diagonal, as in the game.

15 hxg6 fxg6

15 ... hxg6 could be met strongly by 16 ♖h4 and 17 ♖dh1, or by 16 ♜d2!, threatening 17 ♙g7! and 18 ♜h6.

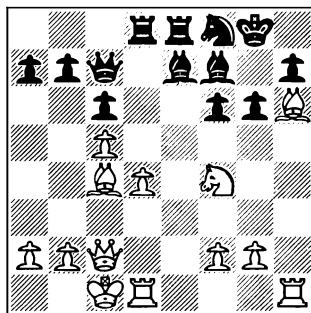
16 c5! ♙e7

17 ♙f4! ♙f7

18 ♙c4!

White threatens mayhem with 19 ♙xf7+ ♜xf7 20 ♜c4+. If 18 ...

♙xc4 19 ♜xc4+ ♜h8 20 ♜f7! ♙d6 21 ♙g7 is mate.



18 ... ♖d5

In desperation, Andersson gives up the Exchange. No better is 18 ... ♙d5 because of 19 ♜b3! (oh, that diagonal!) ♜d7 20 ♙xd5 cxd5 21 ♙b5, winning the Exchange in a different way.

19 ♖de1

White takes the e-file, knowing that Black's Rook can't retreat from d5.

19 ... ♖ed8

20 ♙xd5 cxd5

21 ♖e3!

White can still attack! Kavalek extracts every bit of advantage from his overwhelming position

21 ... ♖d7

22 ♖he1 g5

TARTAKOWER VARIATION

Otherwise, White infiltrates with
 23 ♖e2 ♘d8 24 ♙xf8 ♗xf8 25
 ♜e8+!

23 ♙xf8 ♘xf8
 24 ♜h1!

Once again, White uses the b1-h7
 diagonal.

24 ... h6
 25 ♖g6 ♙xc5

White answers 26 ... ♘g7 with 27
 ♜h1 and 28 ♗f5, threatening 29
 ♜e7.

26 ♜c3!

Of course, 26 dxc5 ♗g7 27 ♖f8!
 ♗xf8 28 ♜xh6 is sufficient to win,
 but White finds the most convincing
 crusher.

26 ... ♙d6!

Hoping for 27 ♜xc7? ♜xc7,
 regaining the Queen with chances to
 draw.

27 ♜xh6

Threatening 28 ♜h8+ ♗g7 29
 ♖f8! and 30 ♗h7 mate.

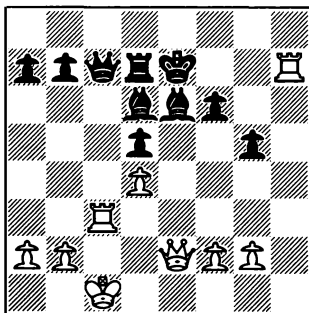
27 ... ♗g7
 28 ♖f8! ♗xf8

If 28 ... ♘g8, then simply 29
 ♖xd7 wins.

29 ♜h8+ ♗e7

Or 29 ... ♘g8 30 ♗g6!,
 threatening to capture on c7, g8, and
 f6.

30 ♗e2+ ♙e6
 31 ♜h7+! **Black resigns**



An elegant finish! White is not
 content with 31 ♜xc7, which leaves
 Black with two Bishops for the
 Queen. After 31 ♜h7+! ♗d8 32
 ♗xe6! ♜xh7 33 ♗g8+! or 31 ...
 ♗f8 32 ♜xc7 ♙xc7 33 ♗xe6! ♜xh7
 34 ♗c8+, Black gets only a Rook,
 which justifies resignation.

Instructive Game No. 2

White: J. Peters

Black: U. Andersson

National Chess League, 1978

1 e4	c6
2 d4	d5
3 ♖c3	dxe4
4 ♖xe4	♖f6
5 ♖xf6+	exf6
6 ♙c4	♗e7+

This move was a surprise to me. I

CARO-KANN DEFENSE:

had played against 6 ... ♖e7 and 6 ... ♘d7 but had never faced an opponent who was eager to exchange Queens and head for an endgame despite Black's inferior pawn structure.

7 ♖e2

If 7 ♖e2, then 7 ... ♜c7 8 ♘f3 ♙d6 develops normally.

7 ... ♙e6!

Not 7 ... ♜xe2+? 8 ♘xe2, which is ideal for White. Black is willing to exchange Queens only on his terms! His first "demand" is removal of White's King Bishop from the active diagonal a2-g8.

8 ♙xe6

Most challenging is 8 ♙b3!?. After 8 ♙d3 c5 9 ♘f3 ♘c6 10 dxc5 ♜xc5, Black easily completes development.

8 ... ♜xe6

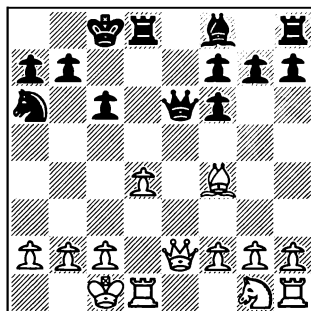
9 ♙f4 ♘a6!

Another surprise! Black's nasty threat of ... ♘b4 eventually provokes ♜xe6, straightening Black's Kingside pawns.

10 0-0-0 0-0-0

The games in the National Chess League are played by telephone, in this case between Washington, D.C.,

and Los Angeles. After ten moves, each player learned exactly how much time his opponent had spent. The times: White, 32 minutes; Black, less than one minute!



11 ♜xe6+ ♙xe6

12 h4!?

I could see that Black intended ... c6-c5, ... c5xd4, and ... e6-e5, transforming his "inferior" pawn structure into a superior one. 12 h4!? is an admission that I had been outplayed. I hoped to disrupt the smooth advance of Black's Kingside majority.

12 ... c5

13 ♙e3 cxd4

14 ♙xd4 ♙c5

15 ♘e2 e5!

Andersson calmly improves his position. His extra pawn on the Kingside is more of a threat to advance than White's extra Queenside pawn, which never gets going.

16 ♙xc5 ♘xc5

TARTAKOWER VARIATION

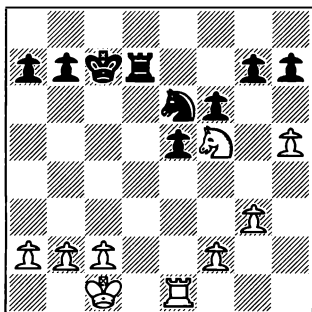
17 h5 ♖d7
18 ♖g3!

Headed for the fine square f5.

18 ... ♖hd8
19 ♖f5 ♖e6
20 g3 ♖c7!

Black keeps coming! I thought that I had achieved equality, but Andersson keeps finding ways to make progress.

21 ♖xd7+ ♖xd7
22 ♖e1?!



In the next few moves White repeatedly passes up chances to trade Rooks. I didn't want to allow Black's King to get to d5 or e6, where it would support the advance of his e- and f-pawns, and I thought my Rook might be able to bother his King with occasional threats. However, Black handles these threats with ease. The best defense for White is 22 ♖d1 g6 23 ♖xd7+ ♖xd7 24 hxg6 hxg6 25 ♖h4 g5 26

♖f5, followed by ♖d2-e3, when Black has only a small advantage.

22 ... g6

The first rumblings from his pawn majority.

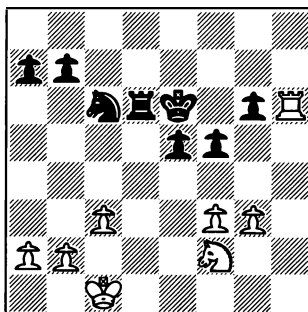
23 hxg6 hxg6
24 ♖e3 ♖d4
25 ♖g4 ♖d6
26 c3 ♖c6
27 f3 ♖d7!

Black's King crosses to the Kingside, while White's King remains marooned on the c-file. Notice how Black's Rook cuts off White's King. This is the main reason why White should now exchange Rooks with 28 ♖d1.

28 ♖h1 ♖e6
29 ♖f2

Preventing 29 ... ♖d3.

29 ... f5
30 ♖h6?



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Missing my last chance for 30 ♖d1, which would enable me to use my King. Black would still have excellent winning chances by maneuvering his Knight to f6, threatening ... e5-e4 and ... ♖h5xg3. Perhaps White could activate his Queenside majority as a diversion.

30 ... ♖f6
 31 ♖h7 ♖d8!
 32 ♖c2?!

White could maintain the Rook on the seventh rank with 32 ♖c7!.

32 ... ♖f7!

Confining the Rook and planning to drive it away with ... g6-g5 and ... ♖g6. Also, Black threatens 33 ... ♖g5! 34 ♖xb7 ♖xf3, when his passed e-pawn would win.

33 f4 e4

The fruits of Black's labor—a protected passed pawn.

34 ♖h1 ♖d8
 35 b3 g5!

Intending 36 ... gxf4, 37 ... ♖g8, and 38 ... ♖g2.

36 fxf4+ ♖xg5
 37 ♖h6+ ♖g7
 38 ♖h1 ♖f3!
 39 ♖d1

It's too late for 39 ♖d1 because of

39 ... e3! 40 ♖xd8 exf2 41 ♖d1 ♖e1+ 42 ♖ moves f1Q or 40 ♖d3 e2 41 ♖h1 ♖xd3! 42 ♖xd3 e1Q. White is lost.

39 ... ♖d2+
 40 ♖b1 ♖f6
 41 c4 ♖e5

Of course, 41 ... ♖g2 is also good.

42 ♖e3 ♖d3
 43 ♖d5 ♖g5
 44 g4!?

44 ♖g1 e3 advances inexorably.

44 ... fxg4
 45 ♖h5 ♖f5
 46 ♖e7+ ♖f6

46 ... ♖f4 47 ♖g6+ ♖f5 48 ♖e7+ only repeats moves.

47 ♖d5+ ♖xd5!

So ends White's hope to draw.

48 cxd5 g3
 49 ♖h4

Or 49 ♖h1 ♖f3 and ... g3-g2.

49 ... e3!
 50 ♖c2 e2

So that 51 ♖d2 loses to 51 ... ♖f3+.

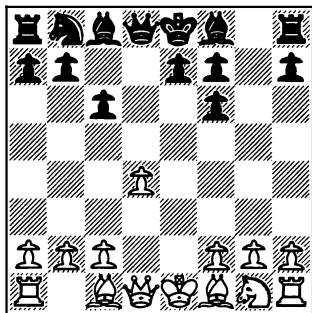
51 ♖h6+ ♖e5
White resigns.

Part Six

Bronstein-Larsen Variation

Jack Peters

White	Black
1 e4	c6
2 d4	d5
3 ♖c3	dxе4
4 ♗xe4	♗f6
5 ♗xf6 +	gxf6



This is the characteristic position of the Bronstein-Larsen Variation (also known as the Nimzovich Variation). As in the Tartakower Variation, 5 ... exf6 (Part Five), Black trades his King Knight for White's Knight at e4 and accepts the doubling of his f-pawns. However, by recapturing with the g-pawn instead of the e-pawn, Black creates a different pawn structure and an entirely different type of game than that which develops out of the Tartakower Variation.

Black's major goal, as in many other variations of the Caro-Kann Defense, is to develop his light-square Bishop "outside" the pawn structure; that is, he wants to post this Bishop on f5 or g4 before playing ... e7-e6. If he plays ... e7-e6 before moving the Bishop out, the Bishop will be locked in behind the pawns at b7, c6, and e6 and may never become active. This would be enough to give Black a seriously inferior position.

But Black's other goals in the Bronstein-Larsen Variation are not typical of the Caro-Kann. One of his most common plans is to attack on the Kingside. By placing a Rook on the half-open g-file, Black takes aim at g2. If White castles Kingside, Black might even double Rooks on the g-file. Or he could push his h- and f-pawns (as in Instructive Game No. 1) to open more lines for attack against h2 or f2.

The recapture ... gxf6 does not create pawn majorities on opposite wings: since Black's e-pawn is still on the e-file, White does not get a passed d-pawn after simplifying on the Queenside, as he often does in the Tartakower Variation. The recapture toward the center by ...

gxf6 actually strengthens Black's hold on the central squares. His pawns on c6 and e6 will exert influence on d5, his pawn at f7 will protect the pawn at e6, and his pawn at f6 guards the e5-square, preventing an invasion by a White Knight. Occasionally, Black advances his f- and e-pawns, but, because they serve useful purposes on e6, f7, and f6, this is not always a good idea.

Black's four pawns near the center challenge White's control of that sector. White's pawn at d4 is still the best center pawn because it is on the fourth rank while Black's most advanced pawns are only on the third, so Black controls less space. Also, White often advances his c-pawn to c4, where it joins in the fight for the center.

White's half-open e-file means little here, since Black's pawn on e6 will plug up the file; but Black's half-open d-file can become important. Black's Rook on d8 will attack White's pawn on d4. If White goes ahead with c2-c4, the pawn at d4 will no longer have a pawn to protect it and will need to be defended by pieces which should be performing more useful tasks. If he protects the d-pawn with c2-c3, he abandons the fight for control of d5, since the move c2-c4 is his strongest weapon in that fight.

Unlike other Caro-Kann variations, Black is not eager to exchange his c- or e-pawn for White's d-pawn. Rarely will the idea ... c6-

c5 succeed for Black in this variation, because the opening of more lines in the center will usually benefit only White. Sometimes ... e7-e5 is okay, but Black's followup should not be ... e5xd4 because that would leave Black with doubled and isolated f-pawns and would open the e-file for White's Rooks. Instead, Black should keep his pawns at f6 and e5, anticipating d4xe5, when ... f6xe5 would undouble the f-pawns. The drawbacks to the idea of ... e7-e5 are that Black's pawns lose all mobility, he weakens his grip on d5 (sometimes allowing d4-d5), and he gives White the a2-g8 diagonal and an excellent blockading square on f5. A White Knight on f5 would virtually cut the lines of communication between Black's Kingside and Queenside—the only “supply route” still available would be through f8.

Because Black wants his Rook on g8, it would be an error for Black to castle on the Kingside. His usual and best strategy is to castle Queenside. In many master games, Black has been successful with one logical sequence of moves: first, he develops his Queen Bishop to f5 or g4, then he bolsters his center with ... e7-e6, and finally he mobilizes his Queenside pieces with ... ♖c7, ... ♜d7, and ... 0-0-0. That completes the opening stage of the game, as far as Black is concerned.

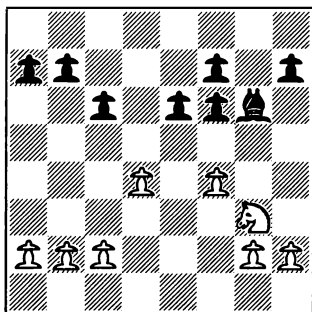
What should White be doing in the meantime? White has a broader

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range of possibilities. His King Bishop can be developed to any of three squares (e2, d3, c4), his Queen Bishop to two (e3 or f4), and his Knight to f3, e2, or g3 (via e2). His Queen can go almost anywhere. And he can castle either on the Kingside or the Queenside.

We can divide White's strategies into two groups: those in which he tries to harass Black's Queen Bishop and disrupt Black's normal course of development, and those in which he does something else.

Imagine Black's Bishop on f5 and his pawn on e6. Clearly, if White attacks the Bishop with ♖g1-e2-g3, Black will withdraw the Bishop to g6. Then f2-f4 or h2-h4 threatens the Bishop again. If Black allows f2-f4-f5 and answers ... e6xf5, his pawns will be ruined and the f-file will be opened for White's Rooks. White's half-open e-file will also become a fully open file. So Black must deal with the threat of f4-f5; the usual way is ... f6-f5.



Black should play ... f6-f5!

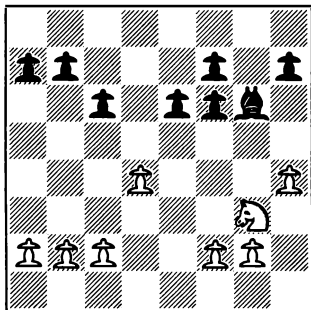
Certainly ... f6-f5 parries the threat. But it also appears to block the Bishop permanently. Isn't the Bishop in danger of becoming a "tall pawn" in the endgame? Even if Black tries ... f7-f6 and ... ♘e8, his pawns at c6 and e6 still restrict the Bishop. Yet Black has a fine game in this deceptive position.

When White advances f2-f4, he locks in his Queen Bishop just as Black does when he plays ... f6-f5. Unless he can push his d-pawn to the fifth rank, his pawn at d4 will cut off the other diagonal for his Bishop when it is developed at e3. The advance of each player's f-pawn also leads to Black's gaining control of e4. When Black continues with ... h7-h5-h4, he will chase White's Knight from g3, open a new diagonal for his Queen Bishop (h5-d1), and make possible ... ♖d7-f6-e4. If White stops ... h5-h4 with h2-h4, he gives up the g4-square to Black's Knight, weakens himself on the g-file, and makes his pawn at h4 a target which Black can attack easily with ... ♘e7. All these considerations explain why f2-f4 often hurts White more than ... f6-f5 hurts Black. For f2-f4 to be effective, White either has to exchange his dark-square Bishop or open a new diagonal for it by playing d4-d5, and he must also handle Black's extra threats on the Kingside (such as ... ♖d7-f6-e4 and ... ♘h5). In the middlegame, Black can often cause enough trouble to prevent White from reaching his

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ideal endgame, in which his Queenside pawn majority can produce a passed pawn while Black's impaired Kingside majority can't.

We've seen the problems with f2-f4. What if White pursues Black's Queen Bishop with h2-h4 instead?

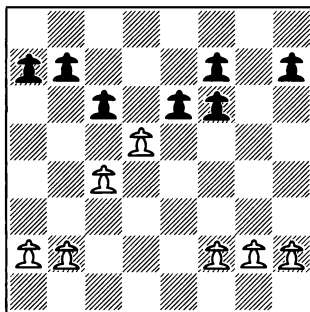


Black should play ... h7-h5

In this case, ... h7-h5 makes Black's Bishop quite safe, but White might go after Black's h-pawn with ♗e2. In my opinion, Black always gets fine play in exchange for the loss of his h-pawn, since he gets the use of another open file (the h-file), a target (White's pawn on h4), and the benefit of a significant gain of time: White has to spend two or three moves to capture Black's h-pawn and bring his pieces back into play.

If White chooses a strategy other than to harass Black's Queen Bishop, he must come up with a plan to break open Black's solid position.

The usual method is c2-c4 and d4-d5.



Pawn structure after d4-d5

If Black captures with the c- and e-pawns on d5 (Black will already have played ... e7-e6), the center is split wide open. The c- and e-files become avenues of attack, White's Bishops gain new diagonals (f3-b7, b3-f7, c3-f6, e3-a7), and Black's Kingside pawns become exposed weaknesses: his f-pawns are doubled and isolated and his isolated h-pawn is more easily attacked. If Black's King is in the middle or on the Queenside, it can be caught in the crossfire of White's active pieces.

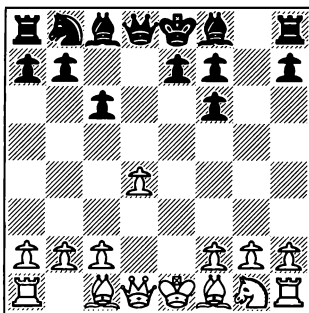
Black would like to prevent d4-d5 directly by protecting the d5-square so that d4-d5 would always cost White a pawn. Failing this, he wants to set up such a solid formation that he can answer d4-d5 with ... c6-c5. White's only way of opening the position then would be d5xe6, which would allow Black to undouble his f-pawns with ...

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f7xe6. This is Black's most realistic approach.

In practice, Black has fewer problems to solve in the early stages of the game than in the Tartakower Variation. White must make some tough decisions; careless play will give Black a ferocious Kingside attack. But for some reason this variation has never been very popular. Salo Flohr used it regularly in the 1930's and 1940's, but his cautious treatment of it led to so many draws that no one was inspired to follow his example. Soviet Grandmaster David Bronstein, a colorful character who enjoys risk-taking, picked up the variation in the late 1950's. But it was not until Danish Grandmaster Bent Larsen, the world's leading exponent of irregular openings, adopted the Caro-Kann as his main defense to 1 e4 that 5 ... gxf6 received the close scrutiny of the theoreticians. Recently U.S. Grandmaster Larry Christiansen and a few other young players have become converts. When aggressive players tire of the overanalyzed variations of the Sicilian Defense, they may turn to the still unexplored territory of 5 ... gxf6. It offers fresh middlegames, attacking chances for both players, and intricate pawn play.

Now let's analyze the main line, in which White chooses the plan with d4-d5.



After 1 e4 c6 2 d4 d5 3 Bc3 dxe4
4 Qxe4 Qf6 5 Qxf6+ gxf6

6 Qf3

The most natural move, but White has several alternatives. The most plausible ones are 6 Bc4, 6 Qe2, 6 c3, and 6 Qf4.

6 Bc4 looks stronger than it really is. If Black answers with 6 ... Qf5, he can continue with 7 ... e6, closing the a2-g8 diagonal of White's Bishop. Former World Champion Mikhail Tal once made the mistake of playing 6 ... Qc7? and after 7 Qh5! he was forced to shut in his Queen Bishop with 7 ... e6. But 6 ... Qf5 is much better, and removes all sting from 6 Bc4. For example: 7 Qe2 e6 8 Qg3 Qg6 9 h4 h5! 10 Qf4 Qd6 with equality, or 8 0-0 Qd6 (aiming at White's King and planning ... Qc7) 9 Qg3 Qg6 10 f4 f5!, with excellent chances for Black. In the latter variation, Black's threats of ... h7-h5-h4 and ... Qd7-f6-e4 or -g4 give him a strong attack. Black's Queen Bishop is no worse than White's Queen Bishop, and his

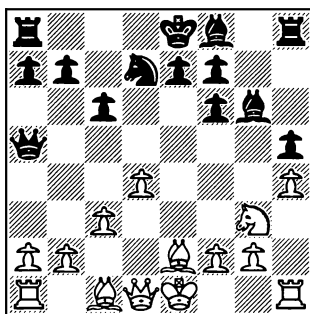
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other pieces are functioning efficiently. Worst of all for White is his lack of an active plan; he's no closer to d4-d5 than he was at move 6, and there are no other obvious ways to break open Black's position.

With 6 ♖e2, White tries to make it more difficult for Black to find a home for his Queen Bishop. After 6 ... ♗g4 7 ♜d3! (breaking the pin on the Knight and depriving Black's Bishop of the f5-square), White threatens to chase the Bishop by 8 ♖g3 and 9 h3. Black probably should exchange his Bishop for White's Knight with 7 ... ♗xe2, although 8 ♗xe2 leaves White ahead in development. 7 ... ♗h5 meets the threat, since 8 ♖f4 ♗g6 9 ♖xg6 hxg6 is quite solid for Black; but 7 ... ♗h5 allows a different tactical shot: 8 ♜b3! ♜b6 (the most obvious defense of the b-pawn) 9 ♜h3! with a double attack on h5 and c8. After 9 ... ♗xe2 10 ♗xe2 ♖d7 11 ♗h5! Black cannot castle Queenside without dropping his f-pawn, 11 ... e6? loses to 12 ♜xe6+, and 11 ... ♜xd4 12 0-0 threatens both 13 ♖d1 and 13 ♜b3. White stands much better.

More enterprising than 6 ... ♗g4 is 6 ... ♗f5!?. Black must be ready to sacrifice a pawn if White carries out his plan to harass the Bishop by 7 ♖g3 ♗g6 8 h4. After 8 ... h6?! 9 h5 ♗h7 the Bishop is safe, but White now sets his sights on the h-pawn with 10 ♗e3 (or ♗f4) and 11 ♜d2. Black has no convenient way to defend the pawn, since ... ♗g8

would deactivate the Bishop. Modern masters prefer 8 ... h5! 9 ♗e2 ♖d7 10 c3 (not 10 ♖xh5?? ♗xh5 11 ♗xh5 ♜a5+ and Black wins a piece) 10 ... ♜a5.



Position after 10 ... ♜a5

The realization that Black has fine prospects in this position is one of the main reasons for the rising popularity of the Bronstein-Larsen Variation! If White wants to win the pawn at h5, he must play 11 b4 ♜c7 12 ♖xh5. Now either 12 ... a5 or 12 ... 0-0-0 followed by 13 ... e5 will give Black an attack in return for the pawn. Whether White castles on the Kingside or the Queenside, his King's position will be unsafe because he has advanced his b- and h-pawns. In the middle, his King will be vulnerable to Black's Rook on the d-file after ... 0-0-0 and ... e7-e5. See Instructive Game No. 3 for a demonstration of Black's attacking chances.

Similar to 6 ♖e2 is 6 c3 ♗f5 7 ♖e2. Again, 7 ... e6 8 ♖g3 ♗g6 9 h4

h5!? offers a pawn. In fact, after 10 ♖e2 ♗a5 we have arrived at the same position we considered in the variation 6 ♖e2 ♗f5. Thus 6 c3, if answered aggressively, is just as risky as 6 ♖e2.

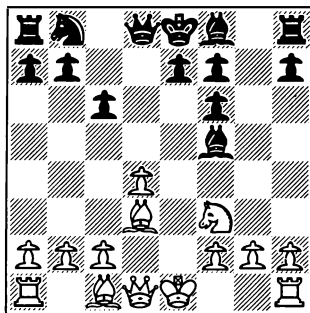
White can try to give 6 c3 ♗f5 independent significance by continuing 7 ♖f3 rather than 7 ♖e2. But 7 ... e6 8 ♗f4 (8 ♖h4 ♗g6 9 ♖xg6 hxg6! only strengthens Black's pawns) 8 ... ♗d6! challenges White's powerfully placed Bishop and enables Black to complete his development smoothly.

Finally, 6 ♗f4 hinders Black's standard plan of development by preventing ... ♗c7. But 6 ... ♗f5 followed by 7 ... e6 and 8 ... ♗d6! gives Black a comfortable position. As long as Black's "bad" Queen Bishop is safely developed outside his pawn structure, Black need not fear the exchange of his "good" King Bishop; his Queen Bishop, though still "bad," will then be no less effective than White's remaining "good" King Bishop.

6

♗g4

Slightly less accurate is 6 ... ♗f5?! because of 7 ♗d3!. Exchanging light-square Bishops leaves Black a bit more vulnerable on the light squares and makes it easier for White to achieve his goal of d4-d5. These small considerations can have a dramatic effect, as in the game Radulov-Larsen 1973, one of the Danish Grandmaster's few failures with this opening.



Position after 6 ... ♗f5 7 ♗d3

Larsen continued 7 ... ♗g6 (hoping for 8 ♗xg6 hxg6, uniting his pawns) 8 0-0 ♗c7 9 c4 ♖d7 10 d5! 0-0-0 11 ♗e3 (not 11 dxc6? because of 11 ... ♖c5!, pinning and winning the Bishop on d3) 11 ... e5 12 ♗e2! (neatly sidestepping the threatened fork 12 ... e4) 12 ... ♗b8 (closing the Queenside with 12 ... c5 reveals another point of 12 ♗e2!: White plays 13 ♖h4, intending either 14 ♗g4 and 15 ♗f5, which would stifle Black's Kingside play, or 14 f4!) 13 ♖c1 f5 14 c5!, and White's attack broke through. If 14 ... cxd5, White replies 15 c6! bxc6 16 ♗b5!, opening more lines for attack.

The punishment is less drastic after 7 ... ♗xd3 (instead of 7 ... ♗g6), but Black's game is still inferior. For example, 8 ♗xd3 ♖d7 9 0-0 e6 (9 ... ♗c7 allows 10 d5! immediately) 10 c4 (also tempting is 10 ♗f4, since now Black cannot easily oppose White's Bishop) 10 ... ♗c7 11 d5!. After 11 ... 0-0-0, Black's King is out of the line of fire, but after 12 dxe6 fxe6 13 ♗e2 Black's e-

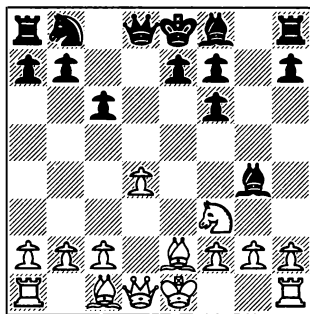
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pawn will be a target which White can attack again with ♞d4 or ♜fe1 . Black really misses his Queen Bishop! If Black plays ... e6-e5, White's Knight will settle on f5, the square formerly occupied by Black's Queen Bishop.

Notice that, instead of 13 ♝e2 , White has a double attack on a7 and e6 with 13 $\text{♝e3}!$?. However, Black can respond aggressively with 13 ... $\text{♞c5}!$ 14 ♝xe6 ♞de8 15 ♝f5 ♞e2 , and it's far from clear how White will utilize his extra pawn. Variations like this, in which Black offers material to obtain a big lead in development, may ultimately rehabilitate 6 ... ♞f5 7 $\text{♞d3}!$ ♞xd3 , but at the moment theory says that White should come out on top.

Black's Queen Bishop usually heads for f5. The main line with 6 ♞f3 is one of the few exceptions where Black's Bishop seems more useful on g4.

7 ♞e2



This natural developing move breaks the pin on White's Knight and

prepares 0-0. Already White plans quick development and an early breakthrough with d4-d5.

7 ... ♝c7

7 ... e6 is also quite playable. The text move has the advantage of keeping open the option of ... e7-e5, although Black rarely exercises this option. After 7 ... e6 8 h3 ♞h5 9 0-0, Black can follow a known path with 9 ... ♝c7 10 c4 ♞d7 or embark on his own with 9 ... ♞d6 .

8 h3!

A handy preparation for castling. If 8 0-0 $\text{♞g8}!$, White must reckon with the possible ... ♞h3 . The text move removes this worry without seriously weakening the Kingside. The usual drawback of h2-h3 is that it may give Black the opportunity to open a file by advancing his g-pawn to g4; but that is impossible here.

8 ... ♞h5

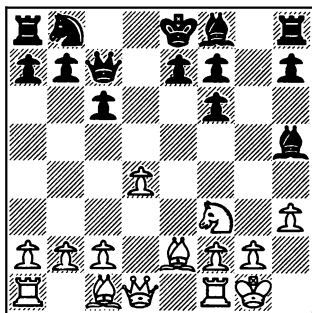
8 ... ♞xf3 9 ♞xf3 would help White break through with d4-d5. An uninvestigated possibility is 8 ... $\text{♞f5}!$?, which seems risky because of 9 ♞h4 ♞g6 10 0-0, with threats of 11 f4 f5 12 g4!?, as well as 11 c4 and 12 d5.

9 0-0

Again, the proper decision. White doesn't fear Black's counterplay on the half-open g-file because he plans

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to attack in the center with d4-d5 before Black can start his attack.



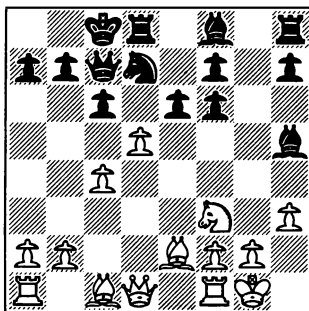
9 ... ♖d7?!

With this move Black concedes that d4-d5 is both inevitable and dangerous, and so he tries to minimize the damage to his position. Although this somewhat passive approach results in a reasonably solid position with only a small disadvantage, it is illogical: Black should strive for a sharp fight with chances for both players, as he does in the variations with 6 ♖e2 or 6 c3.

The move that fills the bill is an idea of Bent Larsen's. He recommends 9 ... e6 10 c4 ♖d7 11 d5! (at first sight, this appears even stronger than after the main-line 9 ... ♖d7?! 10 d5!, due to White's extra possibility of d5xe6) 11 ... 0-0-0!

Black simultaneously removes his King from the middle and places his Queen Rook on a file that is about to be opened. He can play ... c6-c5 to close the a7-e3 diagonal, but this is not absolutely necessary. Once

Black's King is safe, he can turn his full attention to the Kingside, where he has an open g-file leading to White's King. Therefore, White must act quickly.



After 9 ... e6 10 c4 ♖d7 11 d5! 0-0-0!

12 ♖d4 looks good. After 12 ... ♗xe2? 13 ♗xe2 Black's pawn at e6 is in trouble, and 13 ... cxd5 14 cxd5 exd5 is just what White wants. He would attack with 15 ♗e3!, threatening both 16 ♖ac1 and 16 ♖b5.

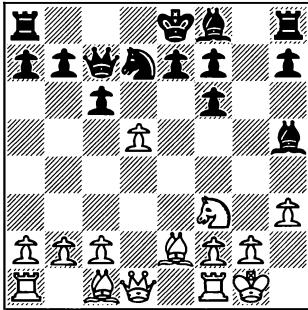
But Larsen discovered the resource 12 ... ♗g6!, preserving the Queen Bishop. White can't win a pawn with 13 dx6? because 13 ... ♖e5! pins the White Knight and Black would win it with ... c6-c5 or ... ♗c5 or ... ♗b6 or a combination of these moves. White must compromise with 13 ♗e3 or some other "quiet" move, allowing Black to repel the attack with 13 ... c5.

The position after 11 d5! 0-0-0! is critical for both players. If White refrains from 12 ♖d4 and tries 12 dxc6 bxc6, the game gets very complicated. Black's exposed King is

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surprisingly safe. If White plays 13 ♖a4, the reply 13 ... ♘c5! places the Bishop on an important diagonal and brings a new piece into play. Black can then use the d-file to neutralize White's threats, and the g-file to create threats of his own, such as 14 ... ♖hg8 and 15 ... ♗g3!. White will have trouble finding active posts for his Bishops. Overall, the chances are about even.

10 d5!



The culmination of White's opening plan.

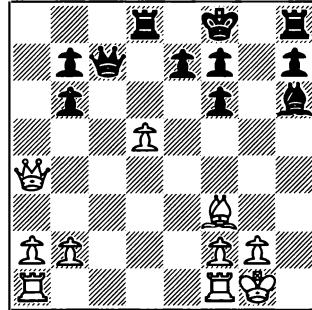
We are following a game between former World Champion Vasily Smyslov (White) and Grandmaster Ludek Pachman, played in Amsterdam in 1964.

10 ... ♖d8

It seems risky for Black to leave his King in the middle, but Pachman didn't like 10 ... 0-0-0 because of 11 ♗d4!, threatening both 12 ♗xa7 and 12 ♘f4. Although Black could

survive with 11 ... ♗b6 or even 11 ... cxd5! 12 ♗xa7 ♗b6!, his King would still be a target.

After 10 ... ♖d8, the game continued 11 c4 ♖b6! 12 ♘e3 ♘xf3 (very bad is 12 ... cxd5? 13 cxd5 ♗xd5? 14 ♘b5+!, or 13 ... ♖xd5? 14 ♘xb6! ♖xd1 15 ♘xc7, winning a piece) 13 ♘xb6! (13 ♘xf3? allows 13 ... ♗xc4) 13 ... axb6 (13 ... ♗xb6 is also good) 14 ♘xf3 cxd5 15 cxd5 ♘h6 16 ♗a4+ ♗f8, and White stood only slightly better.



Black's Rook at h8 is not functioning and his pawns at b6, b7, e7, and h7 are vulnerable, but White has no way to make immediate progress. The opposite-color Bishops help Black's defense, since Black controls almost all the dark squares while White controls almost all the light squares. If Black can activate his Rook with ... ♖h8-g8-g5 or by ... ♗g7 and ... ♖hd8, he will escape trouble.

Players who like Black's attacking chances in many of the lines stemming from the Bronstein-Larsen

BRONSTEIN-LARSEN VARIATION

Variation will not be satisfied with such a passive position. For them the sharp line suggested by Larsen at move nine is recommended.

Now let's examine a few games which show typical strategies of the Bronstein-Larsen Variation. The first game shows Black's Kingside attack in action.

Instructive Game No. 1

White: N. Bakulin

Black: D. Bronstein

Kiev 1965

- | | | |
|---|--------|-------|
| 1 | e4 | c6 |
| 2 | d4 | d5 |
| 3 | ♖c3 | dx e4 |
| 4 | ♗xe4 | ♗f6 |
| 5 | ♗xf6 + | gxf6 |
| 6 | ♗e3 | |

A harmless move. Black responds properly by placing his Bishop on a fine diagonal.

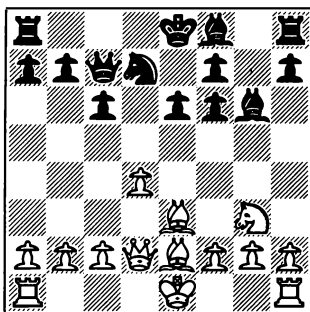
- | | | |
|---|-----|-----|
| 6 | ... | ♗f5 |
| 7 | ♗d2 | |

It seems that White is planning an early 0-0-0.

- | | | |
|----|-------|-----|
| 7 | ... | e6 |
| 8 | ♗e2 | ♗d7 |
| 9 | ♗g3 | ♗g6 |
| 10 | ♗e2?! | |

This was the moment for 10 0-0-0 ♗c7 11 ♗d3, with equality.

10 ... ♗c7



11 0-0?

A serious mistake. Perhaps White thought the Bishop on g6 would obstruct Black's attempts to make threats on the g-file. But Bronstein quickly shows that White's King is not safe on the Kingside. Instead of 11 0-0?, White should try 11 0-0-0 h5 12 ♗d3! or even 11 ♗h5!?, stopping ... h7-h5.

11 ... h5!

First, Bronstein uses the h-pawn as a battering ram to soften up White's defenses.

12 ♖fd1

The Rook vacates f1 for the Knight. White can't prevent ... h5-h4 by 12 h4? because of 12 ... ♗d6 13 f4 (13 ♗h1?? ♗h2 mate!) 13 ... f5!, when Black threatens ... ♗d8 followed by ♗xh4 and ... ♗f6-g4 or -e4.

CARO-KANN DEFENSE

12 ... h4
 13 ♖f1 h3!
 14 g3

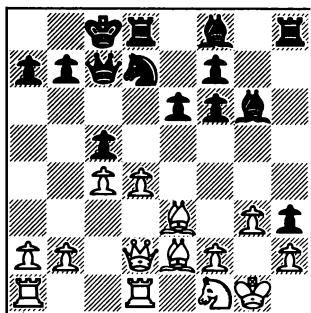
This is unpleasant, but allowing ... hxg2 is worse. Black could then attack on both the g- and h-files.

14 ... 0-0-0
 15 c4

White wants to open files for his Rooks on the Queenside by d4-d5 or by c4-c5 and b2-b4-b5.

15 ... c5!

Black doesn't mind the opening of the d-file, which might embarrass White's Queen.



16 d5?

The best chance now is a wild attack: 16 b4! cxb4 17 c5. Black would have to watch out for ♜xb4, a2-a3, and c5-c6.

16 ... e5!

Closing the center, thus ending White's attack.

17 ♖ac1

17 d6? costs the d-pawn after 17 ... ♜c6 18 f3 ♜b8! 19 ♜a5 ♜a6.

17 ... f5

The second wave of the assault.

18 b4 ♜d6!

Threatening 19 ... f4. Of course, 18 ... cxb4? 19 c5! revives White's attack.

19 f3

White gets nowhere with 19 bxc5 ♜xc5, so he concentrates on Kingside defense.

19 ... f4
 20 ♜f2

After 20 gxf4? exf4 Black's Rooks invade on the g-file.

20 ... ♖de8!

Black will increase the pressure with ... e5-e4.

21 ♜h1 ♖hg8
 22 ♖e1 e4!
 23 ♜xc5

There's nothing better. White is lost.

BRONSTEIN-LARSEN VARIATION

23 ... ♖xc5
24 bxc5 ♜xc5!

Every Black piece participates in the attack. White's immediate concern is 25 ... ♜f2.

25 ♖d1 ♜c7!

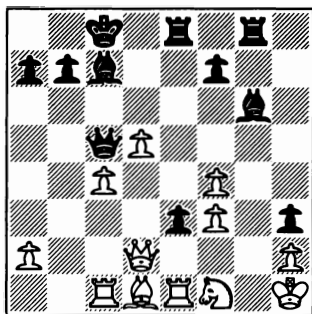
Intending 26 ... ♖b6 and 27 ... ♜g1 mate, as well as 26 ... ♖a5.

26 gxf4

Forced. White will meet 26 ... ♖a5 with 27 ♜e3!.

26 ... e3!

The first of a series of astonishing blows that shatter White's fragile formation.



27 ♜e2

Fatal are 27 ♜xe3 ♜xe3 28 ♜xe3 ♜xe3 29 ♖xe3 ♖xf4 30 ♜c3 ♜e8 and 27 ♖xe3 ♖xf4 28 ♜c3 ♜e5 and 29 ... ♜ge8.

27 ... ♖d3!!
28 ♜xd3 ♜g1+!!

Much clearer than 28 ... e2 29 ♖e3.

29 ♜xg1 e2+
30 ♖e3

If 30 ♜h1 ♜f2!, Black mates on g2 or f1.

30 ... ♜xe3
31 ♜f5+ ♜e6+!
32 ♜h1 ♜f2!

White resigns

Despite his extra Rook, White is helpless.

The next game demonstrates the power of White's attack when Black fails to get counterplay.

Instructive Game No. 2

White: I.A. Horowitz

Black: S. Flohr

U.S.A. - U.S.S.R. Radio Match
1945

1 e4	c6
2 d4	d5
3 ♖c3	dxex4
4 ♖xe4	xf6
5 ♖xf6+	gxf6
6 ♖e2	ff5
7 ♖g3	fg6
8 h4	h6

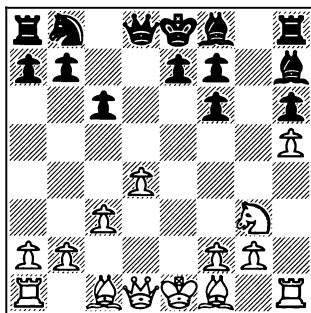
Not really bad, but 8 ... h5! calls a

CARO-KANN DEFENSE

halt to White's space-gaining maneuver and dares him to go after the h-pawn.

9 h5 ♖h7
10 c3

Another promising idea is 10 ♘f4 ♘d7 11 ♖d2, planning 0-0-0. But after 10 ♘f4 Black can try 10 ... ♗b6!, and White has no comfortable way to defend his b-pawn. Sacrificing it with 11 ♘d3!? ♗xd4 12 ♘e2 ♗xb2 13 0-0 would lead to a wild position.



10 ... ♗b6?

Now this has little point. Much stronger is 10 ... ♘d7! 11 ♘e3 ♗a5 (or 11 ... ♗c7) 12 ♗d2 0-0-0! 13 ♘h6 ♘xh6 14 ♗xh6 e5!, with plenty of compensation for the pawn.

11 ♘c4 ♘d7
12 a4!

Astute judgment! White rec-

ognizes that Black wants to castle Queenside, and he wastes no time in starting a pawn storm.

12 ... a5

A reasonable idea. 12 ... e6 13 a5 ♗c7 14 ♗f3 gives White a big space advantage and fine squares for his pieces. But now ... 0-0-0 has become less attractive because White can open lines against Black's King with b2-b4!, thanks to his 12th move.

13 ♗f3 e6
14 0-0 ♘c2

Understandably, Black does not relish 14 ... 0-0-0 15 b4! axb4 16 a5 ♗c7 17 a6!, and 14 ... ♘d6? 15 ♘xh6 drops a pawn without improving his position. So he tries an odd maneuver in the hope of exchanging White's King Bishop before White can prepare a sacrifice on e6.

15 ♘f4!

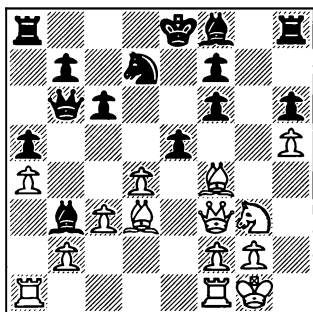
Proving that Black's 10th move did not tie White's Queen Bishop to defense of the b-pawn. 15 ... ♗xb2? would lose a piece because of 16 ♖a2!.

15 ... ♘b3
16 ♘d3 e5?!

Flohr feared ♘e4-d6. White might also have threatened to trap Black's Queen Bishop by c3-c4. Reluctantly,

BRONSTEIN-LARSEN VARIATION

Black weakens his light squares (notably e4 and f5) in the hope of answering these threats, but the weaknesses, combined with White's control of the d-file, turn out to be fatal. A little better is 16 ... 0-0-0 17 ♖e4 ♘d5!.



17 ♘e3 ♘d5
18 ♘e4!

Now White is eager to trade Bishops so that his Knight can camp unmolested on e4 or f5.

18 ... ♖b3
19 dxe5 fxe5
20 ♖ad1!

Naturally, White avoids 20 ♘d5? cxd5, which would strengthen Black's hold in the center. The text provokes Black to exchange Bishops, since 20 ... ♘c4 21 ♖fe1 ♖xb2? (hopeless, but there's no defense anyway) 21 ♘xc6! bxc6 22 ♖xc6 would tear down the barrier of pawns separating White's pieces from Black's King.

20 ... ♘xe4
21 ♖xe4 ♖e6

The Queen returns for defense. There's no future in pawngrabbing: 21 ... ♖xb2? 22 ♖xd7! ♖xd7 23 ♖d1+ ♖c8 (23 ... ♘d6 24 ♖xe5 ♖a3 25 ♘c5!) 24 ♖f5+! leads to checkmate.

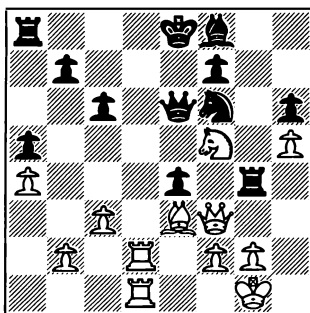
22 ♖d2!

The d-file, which Black generously allowed White to open (by playing 16 ... e5?!), will be his undoing.

22 ... ♖f6
23 ♖f3 ♖g8
24 ♖fd1 ♖g4

A futile attempt to stop ♖f5-d6.

25 ♖f5! e4



It appears that White's Queen must abandon the Knight, but Horowitz has seen further.

26 ♘b6!!

CARO-KANN DEFENSE

Threatening mate on d8! Black loses material in every variation: 26 ... ♖d5 27 ♜xg4; 26 ... ♙e7 27 ♜xg4! ♜xg4 28 ♜g7+; or 26 ... ♜c8 27 ♖d6+ ♙xd6 28 ♜xf6 ♙e7 (28 ... ♜xg2+ does not lead to perpetual check—White's King runs to e3 and takes the pawn at e4) 29 ♜h8+ ♙f8 30 ♙d8+. Flohr finds the best chance.

26 ... ♜xg2+
 27 ♜xg2 ♜xf5
 28 ♙d8+ ♙xd8
 29 ♙xd8+ ♜e7
 30 ♜g3!

Converting the advantage of the Exchange into a win might have been a difficult problem were it not for the fact that White can continue the attack against Black's King.

30 ... ♖d7
 31 ♙c7! ♜d5

If 31 ... ♜e6, then 32 ♙a8 threatens 33 ♙d8+.

32 c4! ♜g5

Trading Queens makes it easy for White, but 32 ... ♜d4 33 ♜h4+ f6 34 ♜g4, intending 35 ♜g6 and 36 ♜e8 mate, is no improvement.

33 ♜xg5+ ♜xg5
 34 ♙a8 ♜e6

Or 34 ... b6 35 ♙d8+ ♜e6 36 ♙xg5 and White wins.

35 ♙xa5 f5
 36 ♙c3 f4
 37 a5 g4
 38 b4 f3
 39 ♙d2!

Stopping Black's pawns and planning to push the h-pawn.

39 ... ♜f7
 40 ♙a7! g3
 41 ♙xb7 **Black resigns.**

Finally, here's an example of the "gambit" where Black sacrifices his h-pawn.

Instructive Game No. 3

White: M. Boskovic

Black: M. Rohde

New York 1979

1 e4 c6
 2 d4 d5
 3 ♖c3 dxe4
 4 ♖xe4 ♖f6
 5 ♖xf6+ gxf6
 6 ♖e2

White chooses the plan of harassing Black's Queen Bishop.

6 ... ♙f5
 7 ♖g3 ♙g6
 8 h4 h5!

Much more aggressive than 8 ... h6. In either case, White's most logical plan is to attack Black's h-pawn. Compare the previous game.

BRONSTEIN-LARSEN VARIATION

9 ♖e2 ♖d7
10 c3

By averting the check ... ♖a5, White now threatens to take the h-pawn.

10 ... ♖a5!

Black doesn't mind losing the pawn, but first he wants to provoke b2-b4, which weakens White's Queenside.

11 b4 ♖c7

Also playable is 11 ... ♖d5!?, trying to hang on to the h-pawn.

12 ♖xh5 ♖xh5

Rohde feared 12 ... a5 13 ♖f4, but Black would still get excellent compensation for the pawn.

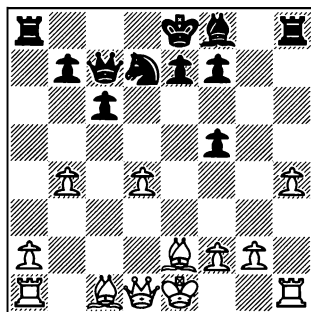
13 ♖xh5 a5
14 ♖g4

A sterner test of 12 ... ♖xh5 is 14 ♖e2 axb4 15 cxb4 e5 16 b5.

14 ... axb4
15 cxb4 f5!?
16 ♖e2

After 16 ♖xf5 e6 17 ♖e4 ♖xb4+, all Black's pieces are active. Notice that Black's King is quite safe in the middle while White's is not. But if White castles on the Kingside he loses his h-pawn, and Queenside

castling is out of the question because there are too many open lines.



16 ... ♖d6
17 ♖b3

Defending the d-pawn tactically by the skewer 18 ♖b2.

17 ... ♖b6
18 ♖b2 ♖a4!
19 ♖d1

After this White's d-pawn is doomed. Perhaps White had been counting on 19 d5, overlooking that 19 ... e5! would close the a1-h8 diagonal. If 20 dxe6? ♖xb4+ 21 ♖f1 ♖xb2 wins a piece.

19 ... ♖xb2
20 ♖xb2 ♖g7
21 a3 ♖d8
22 ♖c2 e6
23 ♖h3 ♖xd4

The pawn has fallen. Now with material equality restored, Black's attack continues.

CARO-KANN DEFENSE

24 h5 ♖f4!
25 ♗f3

Not 25 ♗c4? ♗xf2+! 26 ♖xf2?
because of 26 ... ♜xd1+, winning
the Queen.

25 ... e5!
26 ♜d2 e4
27 ♗d1 ♜g8

Every piece participates!

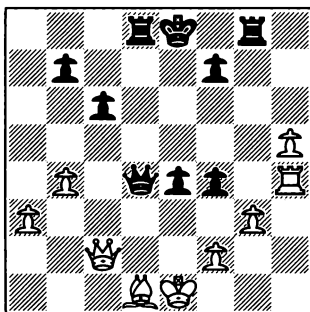
28 g3 ♖e5!
29 ♜e2

There is no good defense to the
two threats ... e4-e3 and ... ♗c3.

29 ... ♗c3+
30 ♖f1 ♖d4!

31 ♜e1 ♗xe1
32 ♖xe1 f4!
33 ♜h4

Desperately hoping for 33 ...
fxg3?? 34 ♜xe4+.



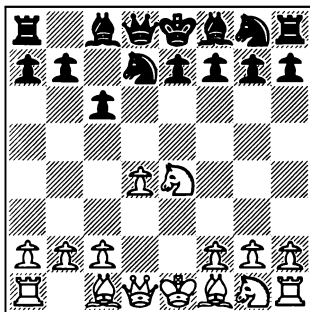
33 ... ♜xg3!
34 fxg3 ♖g1+
35 ♖e2 f3 mate!

Part Seven

Solid Line—White Attacks

Julio Kaplan

White	Black
1 e4	c6
2 d4	d5
3 ♖c3	♗xe4
4 ♖xe4	♞d7

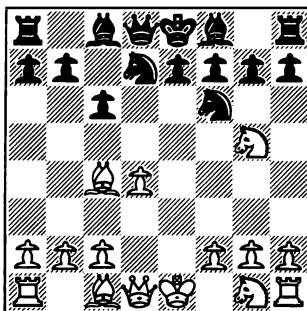


As in the Tartakower Variation (Part Five) and the Bronstein-Larsen Variation (Part Six), Black intends to challenge the centrally posted White Knight by playing ... ♗f6. In those variations, Black plays 4 ... ♗f6 at once and has to accept doubled pawns following 5 ♗xf6+ exf6 (Part Five) or 5 ... gxf6 (Part Six). The Solid Line, which concerns us in this chapter and the next, avoids the doubled pawns by linking the Knights together. Thus, for example, after 5 ♖f3 ♗gf6 6 ♗xf6+ ♗xf6 Black's

position appears quite comfortable. The exchange of Knights has eased Black's development; in particular, his Bishop on c8 is now free to move.

Which brings us to the negative side of this variation: if White refuses to exchange on f6, Black may experience some difficulties getting his pieces out of each other's way; in particular, his Bishop on c8 is hemmed in by his Knight on d7. This is the principal idea behind White's two main variations: 5 ♖f3 ♗gf6 6 ♗g3, which is covered in Part Eight, and 5 ♗c4 ♗gf6 6 ♗g5, which is the subject of the present chapter.

- 5 ♗c4 ♗gf6
6 ♗g5



CARO-KANN DEFENSE

White creates immediate tactical threats against f7. The underlying idea is that Black, in the process of meeting those threats, will be forced to play some moves that will make his development awkward or ineffective. Black's normal move here illustrates this perfectly.

6

e6

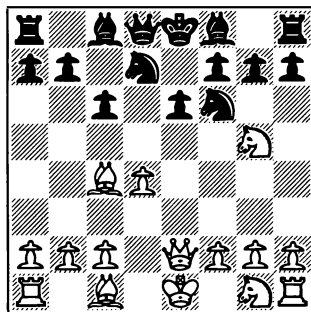
Black thus buries his Queen Bishop even more deeply: whereas the Knight on d7 could simply move away to allow the Bishop to be developed, the pawn on e6 has no place to go (White can easily prevent ... e6-e5 by playing ♞f3 , ♜e2 , ♝f4 , etc.), so it will obstruct the Bishop for a long time. For this reason, Black must eventually *fianchetto* on the Queenside. This word, from the Italian term for flank, denotes the development of a Bishop on the longest diagonal, in this case via ... b7-b6 and ... ♝b7 . Eventually Black will play ... c6-c5 to increase the Bishop's scope and to challenge White's d-pawn.

Thus we begin to discern a thread of ideas underlying the variation. White has forced Black to play 6 ... e6, making the development of his Queen Bishop harder. From this we deduce that Black will play ... b7-b6, ... ♝b7 , and ... c6-c5. This plan is sound but time-consuming; so during the next few moves White must proceed energetically to take advantage of his faster development. Failure to do so will cost

him dearly, for Black may achieve an excellent position without effort. See, for example, Instructive Game No. 3 at the end of this chapter.

White's best move here is to develop with a threat.

7 ♜e2!



White develops his Queen very early, in contravention of the well-known rule of thumb that says the Queen should not be brought out early in the game. But on e2 the Queen is not exposed to harassment by the opponent's pieces. More important, White creates the insidious threat of 8 ♞xf7! , which would win at once; for example, after 7 ... h6?? 8 ♞xf7! ♜xf7 9 ♜xe6+ ♜g6 10 ♝d3 mate.

Naturally, White does not expect Black to fall for this trap (although you never know!). But if you can set a trap while simultaneously making a good developing move, why not? However, there is a deeper purpose behind White's 7 ♜e2 , which will be seen as we follow the main line.

7

♞b6

This nullifies White's threats, for now the e-pawn is protected by the Bishop. But it introduces a new problem for Black, one that is hidden and subtle. As we have seen, there is hardly any chance that Black will be able to play ... e6-e5 soon, and thus his Queen Bishop will be unable to move freely. In such a predicament the normal procedure, as explained above, is to fianchetto the Bishop; that is, to develop it on the flank with ... b7-b6 and ... ♞b7. But now the drawback of 7 ... ♞b6 becomes apparent: the Knight on b6 blocks the b-pawn. This means that Black will have to go through further contortions before he can complete the mobilization of his forces.

As an added bonus, White can now hope to establish a Knight on the strong central square e5 without being concerned that the Knight might be subject to exchange by Black's Knight on d7.

So far we have seen White in firm possession of the initiative, the ability to dictate the course of events. He has forced Black to make two unattractive moves that will create persistent problems for the development of his Queenside. Why should Black let himself be pushed around like this?

The fact is, the pushing around is over. White has run out of immediate threats and his active pieces will have to lose ground in the next

few moves. Moreover, his development has not been a model of efficiency either: his Knight has taken three moves to get to g5 and will be driven back; his Bishop on c4 must either retreat or be exchanged; and the mobilization of his Kingside is laggard.

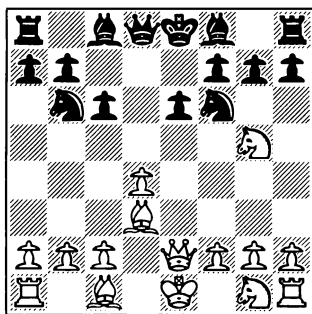
In addition to the negative aspects of White's position, Black can be encouraged by the positive aspects of his own position. He has created no discernible weaknesses, and his plan for the next few moves is clear: 1) he will complete the development of his Kingside and will castle there; 2) he will play ... c6-c5, exchanging off White's well-placed central pawn and opening the c-file for his Rooks and Queen; 3) he will develop his Queen Bishop on the long diagonal, either with ... ♞d7-c6 or, after moving the Knight from b6, with ... b7-b6 and ... ♞b7.

It is useful at this point to emphasize the quiet nature of Black's aspirations. He aims merely to complete his mobilization while denying White any concrete targets, and then to see what develops in the middlegame. This patient, unpretentious approach is typical of the Caro-Kann Defense in general, and of the 4 ... ♞d7 variations in particular.

8 ♞d3

Since the Bishop was originally developed on the a2-g8 diagonal, it

seems more natural to continue with 8 ♖b3; the retreat to d3 looks like an admission that 5 ♖c4 was wrong. In fact, for many years 8 ♖b3 was played almost exclusively in this position. But a little unprejudiced thinking indicates that 8 ♖d3 must be better. The Bishop fulfilled its mission on c4 when it forced the awkward 6 ... e6 and 7 ... ♟b6, hemming in Black's Queen Bishop. Now that the e6-square is solidly defended, White's Bishop has nothing to do on either c4 or b3. But from d3 it eyes the Kingside, where Black will most likely castle and where White hopes to build up an attack eventually. Thus the retreat is not an admission that 5 ♖c4 was wrong but rather a recognition that circumstances have changed in the last few moves.



8

h6

By means of an interesting trap, White hangs on to his d-pawn. On 8 ... ♟xd4? 9 ♟f3 ♟d8, Black will be unable to prevent ♟e5 followed by the capture of the f-pawn, leaving

the Black King's defense in ruins.

But wait! Can't Black play 8 ... ♟xd4 9 ♟f3 ♟b4+, gaining time for 10 ... 0-0 to defend the f-pawn? If 10 c3, Black replies 10 ... ♟xc3 + 11 bxc3 ♟xc3 + and 12 ... ♟xa1, winning. However, it is in this line that the true subtlety of White's trap shows up: 8 ... ♟xd4? 9 ♟f3 ♟b4+ 10 c3! ♟xc3+ 11 ♟f1!! ♟c5 12 bxc3, and now 12 ... ♟xc3 is not check, so Black loses a piece. (It is true that he gets three pawns for it, but in this position three pawns are not nearly enough. The Black pawns would need many moves to become dangerous; in the meantime, White's pieces are powerfully placed for an early attack. As long as White presses his advantage vigorously, without wasting time, he should win.)

Beyond the question of avoiding the trap, the timing of ... h7-h6 is important. If Black delays, White will be able to retreat his Knight to e4, where it will not be in the way of the other Knight, as it is on f3. Retreating the Knight to e4 now, after 8 ... h6, involves a dubious pawn sacrifice.

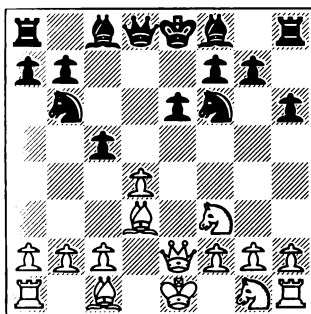
9 ♟5f3

Here the Knight interferes with the other Knight, but if 9 ♟e4 Black can take on d4: 9 ... ♟xd4 10 ♟f3 ♟d8, and now it is doubtful that White has enough compensation for a pawn. White would be ahead in development and

have some space advantage, but Black would have an extra pawn and his position would remain solid and with no obvious targets—a typical Caro-Kann setup.

9

c5!



An important pawn move. We have already seen its significance in connection with the development of the Queen Bishop: it begins the process of clearing the long diagonal with a view toward ... ♖d7-c6 or the fianchetto ... b7-b6 and ... ♗b7. Also, by exchanging his c-pawn for White's d-pawn, Black weakens White's grip on the c5-square, thus improving his chances of driving back the White Knight that is soon to appear there. And Black gains space: he will obtain the use of the c5-square for his Bishop or Knight and the half-open c-file for his Rooks and Queen.

There is only one major decision that remains to be made in this opening, and it belongs to White: should he castle on the Queenside

or the Kingside? In the former case, he would naturally try to attack by opening a file on the Kingside with g2-g4-g5 and mobilizing his Rooks on the open file. Because of this possibility, we may say that 8 ... h6 has weakened Black's Kingside: if the pawn were still on h7, it would be harder for White to open lines for his Rooks. With the Kings castled on opposite wings—White's on the Queenside, Black's on the Kingside—a game of attack and counterattack usually results, often with extreme complications. If White castles on the Kingside, the game is much quieter. In that case, White should try to make use of his pawn majority on the Queenside to create a passed pawn. Black should try to force the advance of his e-pawn, which would give him an advantage in the center and good chances of building a Kingside attack using his pawn majority there. It is not unusual for Black's attack to come late in the game, even in the endgame (see Instructive Game No. 2).

Instructive Game No. 1

White: Kirpichnikov

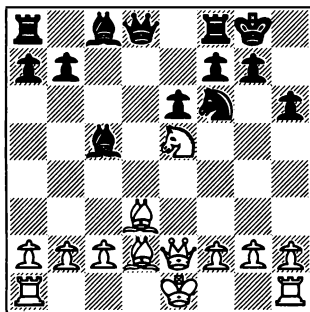
Black: A. Lein

U.S.S.R. 1974

- | | | |
|---|------|-----|
| 1 | e4 | c6 |
| 2 | d4 | d5 |
| 3 | ♖c3 | dx4 |
| 4 | Nxe4 | d7 |
| 5 | f3 | ♗c5 |
| 6 | ♗g5 | e6 |

CARO-KANN DEFENSE

- | | |
|---------|-------|
| 7 ♖e2 | ♠b6 |
| 8 ♘d3 | h6 |
| 9 ♗f3 | c5 |
| 10 dxc5 | ♗xc5 |
| 11 ♗e5 | ♠bd7! |
| 12 ♗gf3 | 0-0 |
| 13 ♘d2 | ♗xe5 |
| 14 ♗xe5 | |



14 ... ♗d4?

In later games this move was replaced by the far superior 14 ... ♗d5!. White can sacrifice a pawn with 15 0-0-0!? ♖xa2 16 c3, and indeed has won several times with this gambit in master play, but the position is far from clear and Black has many resources. In the text game, Lein gets essentially the same position but with a loss of two tempos—his Bishop moves from c5 to d4 and then back to c5. It is hard to say whether this is enough, by itself, to lose the game, but it certainly does land Black in enormous difficulties.

Against a knowledgeable opponent, this whole line requires precise handling by Black, as we can see.

- | | |
|-----------|------|
| 15 0-0-0! | ♗d5 |
| 16 f4 | ♖xa2 |
| 17 c3 | ♗c5 |
| 18 g4! | ♗d5 |
| 19 g5 | ♖a1+ |

Black would draw by perpetual check if after 19 ... ♗a3!? White continued 20 bxa3 ♖xa3+, but White could pause for defense with 20 ♗c4 and then continue his attack.

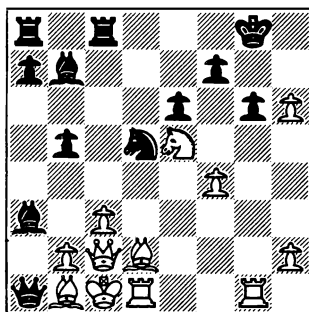
20 ♗b1 g6

Black tries to set up a defensive bastion on g6, but White will have no trouble destroying it.

- | | |
|---------|-------|
| 21 gxf6 | b5 |
| 22 ♖d3 | ♗a3!? |
| 23 ♖c2! | ♗b7 |

Notice how dearly Black's slow development has cost him: only now is he finally able to bring out his Queen Bishop and allow his Rooks to join the battle—but it's already too late.

24 ♖hg1! ♗fc8



SOLID LINE — WHITE ATTACKS

25 ♖xg6+!

Devastating. Capture of the Rook allows 26 ♜xg6+ and mate.

25 ...	♜f8
26 h7	♜e7
27 ♖g7	b4

(Or 27 ... ♜f8 28 ♜g6+! ♜f6 29 ♜x18 ♜xg7 30 h8♜+! ♜xh8 31 ♜h7 mate.)

28 ♖xf7+	♜d6
29 ♖d7+	♜c5
30 ♖xb7	Black resigns

White has an extra piece and an attack as well.

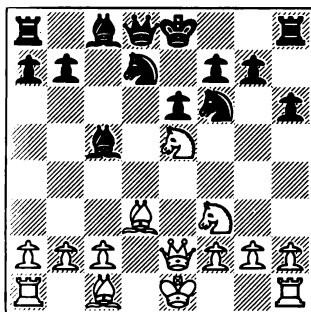
Instructive Game No. 2

White: V. Jansa

Black: R. Kholmov

Budapest 1975

1 e4 c6 2 d4 d5 3 ♖c3 dxe4 4 ♜xe4 ♜d7 5 ♜c4 ♜gf6 6 ♜g5 e6 7 ♜e2 ♜b6 8 ♜d3 h6 9 ♜5f3 c5 10 dxc5 ♜xc5 11 ♜e5 ♜bd7! 12 ♜gf3



So far as in Instructive Game No. 1. Now Black varies.

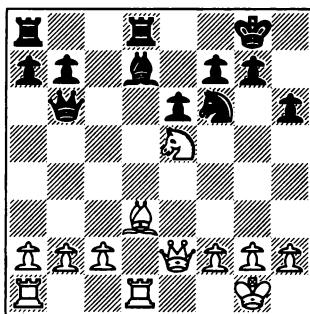
12 ... ♜c7!?

A clever move! By means of a trap, Kholmov prevents the aggressive development 13 ♜d2 and 14 0-0-0, for if now 13 ♜d2? ♜xe5 14 ♜xe5 ♜xf2+!! 15 ♜xf2 (if 15 ♜xf2 ♜xe5+) 15 ... ♜xe5! 16 ♜xe5 ♜g4+ and 17 ♜xe5, winning a pawn.

13 0-0	0-0
14 ♜f4	♜d6
15 ♜xd7	

Some exchanges are inevitable; they will allow Black to complete his development.

15 ...	♜d7
16 ♜xd6	♜xd6
17 ♜e5	♜fd8
18 ♖ad1	♜b6



19 ♜xd7

CARO-KANN DEFENSE

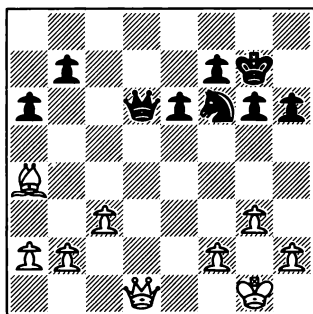
This makes Black's life easy, but also after 19 c4 White has no advantage, since his Queenside pawn majority would be hard to mobilize. Still, after 19 c4 he might have tried a maneuver like ♖d2-c3 with the subsequent advance of the pawns.

After Jansa's move the advantage passes slowly to Black. The White pawns are not going anywhere, and the disappearance of White's Knight gives Black good chances to mobilize his e-pawn.

19 ... ♜xd7
 20 c3 ♜ad8
 21 ♙c2 g6!

Not 21 ... ♖xb2?? 22 ♙xh7+! and 23 ♖xb2. But now the capture of the b-pawn is threatened.

22 ♙a4 ♜d6
 23 ♜xd6 ♜xd6
 24 ♜d1 a6
 25 g3 ♖g7
 26 ♜xd6 ♖xd6
 27 ♖d1



27 ... ♖c5!

Jansa has been seeking salvation in exchanges. The exchange of Rooks could not be avoided by Black, for if he had withdrawn his Rooks from the d-file they would have had no useful function. But now it is important for Kholmov to keep the Queens on the board. A Queen needs very little support to create a mating attack! Remember that Black's plan is to advance his e-pawn and, eventually, the whole mass of Kingside pawns. Clearly, that plan will be much stronger with Queens present, because Black will not only be able to create a passed pawn but will also get chances to attack White's King.

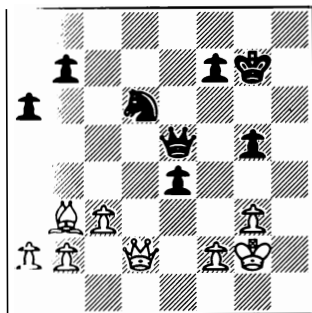
28 ♖d2 ♙e4
 29 ♖e2 ♙d6
 30 ♙b3 e5!
 31 ♖g2 e4
 32 ♖d2 ♖e5
 33 h4?

The best chance is 33 ♖d5, although after 33 ... ♖f6 34 ♖xe5 + ♖xe5 Black retains his advantage thanks to his strongly posted King.

33 ... g5!
 34 hxg5 hxg5

The triumph of Black's strategy: White has no counterplay while Black dominates the center and is ready to decide matters by pushing his f-pawn. Jansa now makes things worse by decentralizing his Queen, but it is doubtful whether the game can be saved in any event.

SOLID LINE — WHITE ATTACKS



- | | |
|---------|-----|
| 35 ♖e3 | b5 |
| 36 ♖a7? | a5! |
| 37 a3 | |

11 37 ♖xa5 Black wins with 37 ...
 38 fxe3 ♖e4. The White Queen
 and Bishop are mere spectators while
 the Black pieces dispose of the White
 King.

- | | |
|---------|-----|
| 37 ... | a4 |
| 38 ♗a2 | ♖f6 |
| 39 ♖e3 | ♗h6 |
| 40 ♗f1? | ♖f5 |

Thanks to Jansa's error, Kholmov
 does not need to advance his f-pawn
 after all. Of course, 41 ♖xe3?? loses
 immediately to 41 ... ♖xg3+.

- | | |
|--------|-----|
| 41 ♖a7 | e3! |
|--------|-----|

Stronger than 41 ... ♖xg3+,
 which is now an even more dev-
 astating threat.

- | | |
|-----------------------|-----|
| 42 ♖b8 | ♖d6 |
| White resigns. | |

Instructive Game No. 3

White: V. Simagin

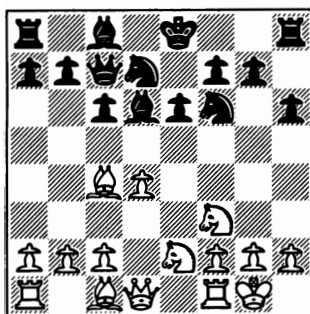
Black: V. Smyslov

Moscow 1963

- | | |
|--------|-------|
| 1 e4 | c6 |
| 2 d4 | d5 |
| 3 ♖c3 | dxex4 |
| 4 ♖xe4 | ♖d7 |
| 5 ♗c4 | ♖gf6 |
| 6 ♖g5 | e6 |
| 7 ♖e2 | |

A slow form of development that
 puts few problems in Black's path.
 See the next note.

- | | |
|-------|-----|
| 7 ... | h6 |
| 8 ♖f3 | ♗d6 |
| 9 0-0 | ♖c7 |



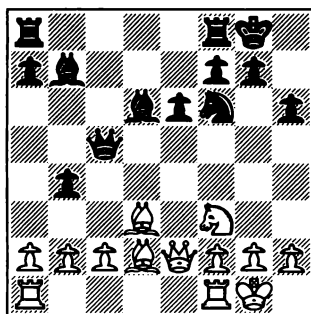
Notice that, thanks to White's
 passive 7th move, Black has not had
 to play ... ♖b6. Because of this, he
 has control of the important e5-
 square and is ready to develop his
 Queenside by advancing his b-pawn
 immediately.

CARO-KANN DEFENSE

10 ♖c3

A better move is 10 ♖g3, staying out of the way of Black's b-pawn. Now Smyslov is able to take the initiative in the grand manner.

10 ...	b5!
11 ♗d3	b4!
12 ♜e4	♜xe4
13 ♗xe4	♞f6
14 ♗d3	0-0
15 ♜e2	♗b7
16 ♗d2	c5
17 dxc5	♜xc5



A beautiful position for Black. He is somewhat better on the Queenside because his two pawns hold back White's three—in fact, White's c-pawn, backward and on an open file, is a bit of a weakness. He also has the better chances on the Kingside, for his Bishops and Queen are powerfully aimed in that direction and his e-pawn is ready to join in. Simagin's opening play has been a dismal failure.

18 h3 e5!

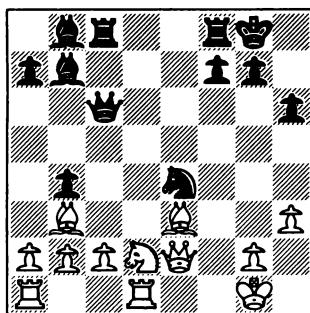
19 ♗e3	♜a5
20 ♗c4	♞ac8
21 ♞fd1	♗b8!

This not only removes the Bishop from an exposed post but also adds force to the coming ... ♜c7, with mating threats directed toward h2.

22 ♜d2

Sad, but White needs this Knight on f1 for protection against the above-mentioned maneuver. At f3 the Knight is subject to possible removal by Black's Queen Bishop.

22 ...	♜c7
23 ♗b3	♜c6!
24 f3	e4!
25 fxex4?	♜xe4



White should have tried 25 f4, although that would have added a passed e-pawn to Black's other assets. Now the White King is too exposed.

26 ♜f1	♜f6!
27 ♞d4	a5

SOLID LINE — WHITE ATTACKS

28 ♖ad1 ♜a6!

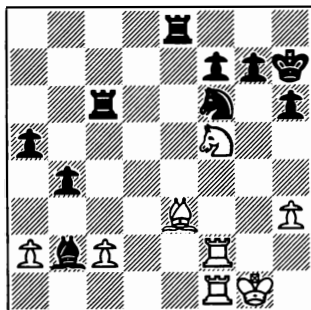
A beautiful example of an attack ranging all over the board! White cannot reply 29 ♜f2 because of 29 ... a4 and his Queenside pawns will fall. So he chooses a different way—and loses on the Kingside.

29 ♜f3 ♜xf3
 30 gxf3 ♜e2
 31 ♖e1 ♜xf3
 32 ♜a4

This leads to the loss of a second pawn, but one was enough to secure the win anyway.

32 ... ♜e5
 33 ♖d2 ♜xb2
 34 ♖f2 ♜c6
 35 ♜xc6 ♖xc6
 36 ♜g3 ♖e8

37 ♜f5 ♜h7
 38 ♖f1



38 ... ♖xe3!

A pretty finish. Black obtains a decisive pin.

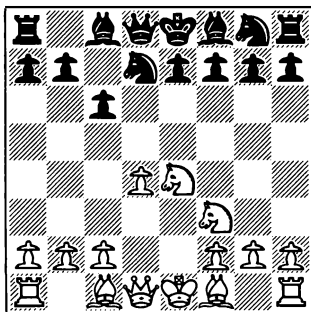
39 ♜xe3 ♜d4
 40 ♖e1 ♖e6
White resigns.

Part Eight

Solid Line—White Develops

Julio Kaplan

White	Black
1 e4	c6
2 d4	d5
3 ♖c3	dxе4
4 ♗xe4	♗d7
5 ♗f3	



Unlike the line in the previous chapter, in which White tried to impede Black's development by launching an immediate attack with 5 ♖c4 and 6 ♗g5, here White simply brings out another piece, intent on completing his own mobilization. Although this might seem to be a quiet approach, we shall see that most of the central themes are, in fact, the same as those in the 5 ♖c4 line. It's a good idea to study Part Seven before going any further; the lines have

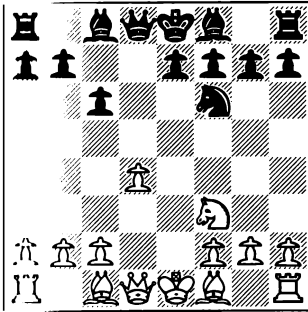
much in common, and their differences shed light on both.

The central problem here, as in other variations, is the development of Black's Queen Bishop, which has been made more difficult by Black's 4 ... ♗d7.

5 ...	♗g6
6 ♗g3	

White avoids exchanging on f6, since that would ease Black's game by unblocking his Queen Bishop. If Black now replies 6 ... ♗b6, intending 7 ... ♗g4, then White follows up with 7 ♗e5! and once again Black's Queen Bishop has no useful development. Notice that on g3 the Knight prevents 7 ... ♗f5. This is the main reason White usually prefers 6 ♗g3 to the retreat 6 ♖c3. On c3 the Knight keeps a better grip on the center but fails to carry out White's primary idea: to make it as difficult as possible for Black to develop his Queen Bishop.

We shall return to the main line 6 ♗g3 after we deal with an important deviation which seems quite innocuous but in reality is full of poison. The idea is introduced by the exchange 6 ♗xf6 + ♗xf6.



After 6 $dxf6 + dxf6$

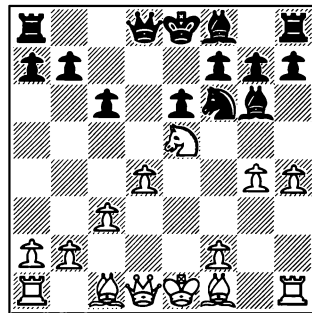
The exchange seems to have left Black without problems. He will complete his development with 7 ... $e7$ or with 7 ... $f5$ followed by ... $e7$, ... $e6$, ... $e7$, etc. White can set a trap with 7 $c4$ (this can also be used in the 5 ... $c4$ line: 5 ... $gf6$ 6 ... $xf6$ 7 $xf3$), and if 7 ... $g7?$ $xf7$! $xf7$ 9 $e5$ + $g8$ 10 $xf4$ and White is a pawn ahead. But Black gets a satisfactory game by sidestepping the trap with 7 ... $f5$ 8 $c3$ $e6$.

So Black seems to have an easy task ahead. But let's see what happens after 7 $e5$!

Violating an important principle of opening play, White moves his only developed piece instead of bringing a new piece into play. And yet the move is good. This is a perfect example of the limitations of such general rules of thumb as "never move a piece twice in the opening." If you have a concrete reason for breaking the rules, or if there is a clear purpose behind your

intended move, then by all means play it!

In this case, White's idea takes a few moves to unfold: 7 ... $f5$ 8 $c3$, threatening 9 $b3$! with a double attack against $b7$ and $f7$, virtually forces 8 ... $e6$, since 8 ... $d7$?! is met by 9 $xf7$! $xf7$ 10 $xf3$ $e6$ 11 $g4$, regaining the piece with the better game. But the piquancy of White's conception lies in the fact that Black's last two normal-looking moves actually land him in tremendous difficulties. Now White is ready to spring his surprise: 9 $g4$! $g6$ (9 ... $e4$? 10 $f3$ $d5$? 11 $c4$ wins the Bishop) 10 $h4$!



Analysis position after 10 $h4$

The point of White's maneuvers is now apparent: though Black's Bishop was allowed to come to $f5$, it is in danger of being trapped!

The obvious solution is 10 ... $h5$, but that leaves Black's pawns in a sorry state after 11 $xf6$ $xf6$: his e-pawn is isolated, his pawn on $g6$ doubled and weak. The defense of

CARO-KANN DEFENSE

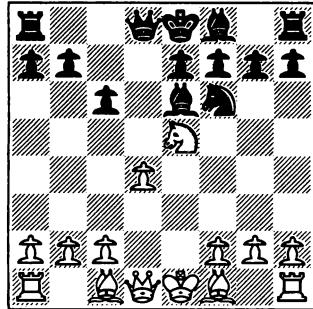
that g-pawn will in turn make ... ♖f7 necessary, thus exposing the King. These disadvantages add up to a probably lost game for Black. His problems are illustrated in the game Karpov-Hort, Bugojno 1978: 10 ... h5 11 g5 ♘d5 12 ♗xg6 fxg6 13 ♖c2! ♖f7 14 ♖h3! ♗e7 15 ♗c4 ♗f5 16 ♖f3 ♖d7 17 ♖xf5+! (for the small material investment of a Rook for a Knight and a pawn, White removes Black's only well-posted piece) 17 ... gxf5 18 ♖xf5+ ♖e7 19 ♖e4 ♖e8 20 ♗f4 ♖d8 21 ♖e5 ♖g8 22 0-0-0 g6 23 ♖e1 ♗g7 (Black completes his development just in time ... to get mated!) 24 ♖b8+ ♖e7 25 ♖xe6+!, Black resigned. He preferred not to see the pretty finish 25 ... ♖xe6 26 ♖c7+ ♖d7 27 ♗d6 mate.

Before you rush to advance your Kingside pawns and go Bishop-hunting, let me point out the dangers. The advance of the Kingside pawns loosens White's position. His King, in particular, is deprived of its normal refuge on the Kingside and will remain exposed to attack for several moves (although this need not be fatal). Karpov himself had an unpleasant experience early in his career, in the game Karpov-Zaitsev, U.S.S.R. Championship Semifinals, 1970: 10 ... ♗d6! (instead of 10 ... h5) 11 ♖e2! (not 11 h5 ♗e4! 12 f3 ♗xe5! 13 dxe5 ♖xd1+ 14 ♖xd1 ♗xf3+) 11 ... c5 12 h5? (after the game it was shown that 12 ♗g2! gives White the advantage) 12 ... ♗e4!

13 f3 cxd4! 15 ♖b5+?! ♗d7! and Black was winning; e.g. 16 ♗xd7 ♗c6! or 16 ♖xd7+ ♖xd7 17 ♗xd7 ♗xf3!.

We can state the following conclusions about the g2-g4 and h2-h4 idea: it is a powerful resource but one that can easily boomerang. If you are playing Black in this line, you should make sure that you have an effective antidote. If you are playing White, keep the idea in mind but embark upon it only if you are really sure of what you are doing.

Black has the option on his 7th move of sidestepping all the complications. Instead of 7 ... ♗f5 and 8 ... e6, he can play 7 ... ♗e6.



After 6 ♗xf6+ ♗xf6 7 ♗e5 ♗e6

This blocks the e-pawn and seems to go against all the principles of sound development. But there are two good reasons for Black to choose this move.

First of all, White has himself violated the rules of sound de-

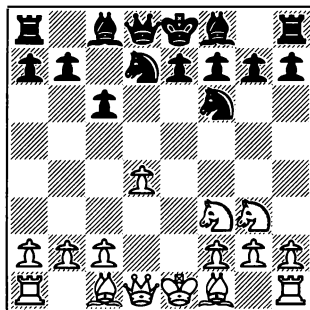
SOLID LINE — WHITE DEVELOPS

velopment by moving his Knight twice before developing his other pieces—as Alekhine once pointed out, an unusual move often requires an unusual reply. The concrete reason is even better: as we have seen, the normal development 7 ... ♘f5 is fraught with danger. And anyway, blocking the e-pawn is no disaster. Black can still develop his Kingside by means of ... g7-g6 and ... ♘g7, as you will see in Instructive Game No. 2 at the end of this chapter.

Notice, by the way, that ... ♘e6 is good only after White has moved his Knight to e5. Were the Knight still on f3, White could answer ... ♘e6 with ♔g5, threatening to capture on e6 and wreck Black's pawn formation.

Finally, we can consider the alternative 7 ... ♔d7, to exchange the troublesome Knight on e5. But after 8 ♔f4 ♔xe5 9 ♘xe5, the new creator is just as unpleasant. The Bishop attacks g7, so if Black ever wants to develop his King Bishop he will have to play ... f7-f6 at some point. This will leave his e-pawn backward (unprotectable by other pawns) on the open e-file controlled by White, and thus it will be a convenient target.

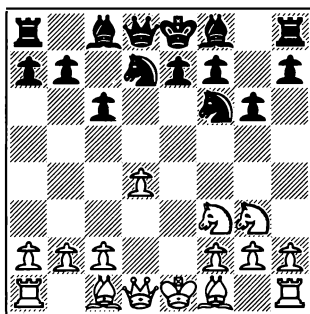
We have taken a long detour from the main line in order to analyze the idea 6 ♔xf6+ and 7 ♔e5. Now we return to the main line, 1 e4 c6 2 d4 d5 3 ♔c3 dxe4 4 ♔xc4 ♔d7 5 ♔f3 ♔g6 6 ♔g3.



6 ... e6

This is Black's normal reply, preparing to complete his development along the lines of the previous chapter: ... ♘e7 and ... 0-0. True, this shuts in the Queen Bishop, but it can be developed by means of ... b7-b6 and ... ♘b7. As compensation for this inconvenience, White's Knight has a poor position on g3, with nowhere to go.

As in many other variations of the 4 ... ♔d7 line, Black can develop in a totally different way, with 6 ... g6.



Position after 6 ... g6

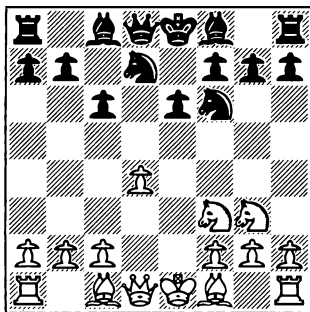
CARO-KANN DEFENSE

Black intends to continue with 7 ... ♗g7 and 8 ... 0-0; later the Knight will move from d7 and allow the Queen Bishop to be developed. This is a very important system of development, for it often allows Black to complete his mobilization in lines where ... e7-e6 fails. If you intend to play the 4 ... ♘d7 lines with Black, you will do well to study and understand the positions arising after 6 ... g6. This extra margin of safety may allow you to get a playable middlegame even against stronger or more booked-up opponents. For instance, in the variation 6 ♖xf6+ ♗xf6 7 ♘e5 we saw that Black can avoid dangerous complications by developing with 7 ... ♗e6 followed by ... g7-g6, etc.

In the diagram position, Black has a clear road ahead if White chooses normal development. For instance: 7 ♗c4 ♗g7 8 0-0 0-0 9 ♜e2 ♘b6! 10 ♘b3 ♗g4!, and after exchanging off his problem Bishop Black will achieve a comfortable game.

An aggressive player with the White pieces might try something like 7 h4!? ♗g7! 8 h5 0-0!. Black must not be afraid of White's attacking gestures but must castle and seek exchanges; e.g., 9 hxg6 hxg6 10 ♗c4 e5!. This last move is an important trick that may be useful in many openings. White wins a pawn, it seems, but after 11 dxe5 ♘xe5! 12 ♘xe5 ♜a5+! 13 c3 ♜xe5 Black has a fine game.

Thus we can conclude that 6 ... g6 is quite playable. Nevertheless, the most popular move is 6 ... e6.



7 ♗d3 c5!

Black can postpone this decision and play 7 ... ♗e7 first. But the advance of the c-pawn, as we have seen, is part of Black's plan, and in this position there is no good reason to postpone it, for it will help to clarify the situation in the center.

8 0-0 cxd4

Here, however, there is much to be said for 8 ... ♗e7, hoping White will initiate the trade of pawns himself, whereupon Black could recapture with the Knight on d7, activating his pieces. But there is nothing wrong with the text move.

9 ♘xd4 ♗c5

Black can leave the Knight undisturbed on d4 and play 9 ... ♗e7

SOLID LINE — WHITE DEVELOPS

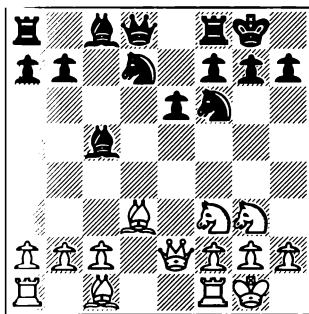
instead. The text move, in fact, may help White by provoking 10 ♖f3, since from f3 the Knight may eventually reach the strong e5-square. However, it is not reasonable to fault Black for forcing the Knight to withdraw.

10 ♖f3

On 10 ♖e3 ♖d5!, Black exchanges a few pieces and disentangles his Knights, thus solving all his opening problems.

10 ... 0-0

11 ♜e2



White controls more space, but Black has a solid position—a typical state of affairs in the 4 ... ♖d7 variations. White will develop with ♖f4 or perhaps with b2-b3 and ♖b2, whereupon he can either attack on the Kingside, since his Bishops are pointed in that direction, or try to create a passed pawn.

Black will develop with ... b7-b6 and ... ♖b7. As circumstances permit, he may try to gain dominance in the center by advancing his e-pawn and posting his pieces there, or he might try to attack on the Kingside—his Bishops are also pointed in that direction! In either case, the move ... ♜c7 will be handy; Black should play it now, before White can prevent it with 12 ♖f4. If he doesn't, he will face the kind of problems Vasiukov faces in our first illustrative game.

Instructive Game No. 1

White: M. Tal

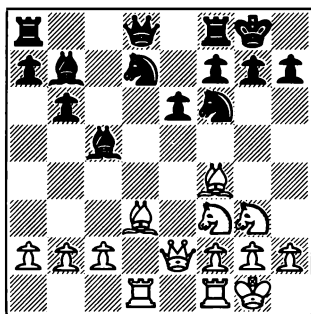
Black: Y. Vasiukov

U.S.S.R. Championship, Kiev 1965

1	e4	c6
2	d4	d5
3	♖c3	dxex4
4	♖xe4	♖d7
5	♖f3	♖gf6
6	♖g3	e6
7	♖d3	c5
8	0-0	cxex4
9	♖xd4	♖c5
10	♖f3	0-0
11	♜e2	b6
12	♖f4!	♖b7
13	♖ad1	

Now Black's Queen on d8 is in the line of fire of White's Rook, and the c7-square is unavailable. White threatens, for instance, 14 ♖e5 and if 14 ... ♖xe5? 15 ♖xh7+! wins. So Vasiukov decides to drive the Bishop away from f4.

CARO-KANN DEFENSE



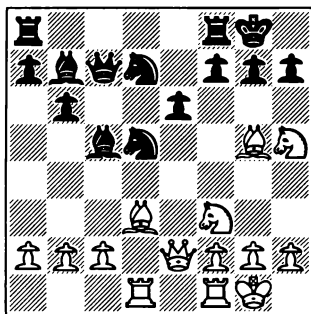
13 ... ♖d5
 14 ♗g5! ♗c7

Not 14 ... f6 because 15 ♙xe6 *check* wins a pawn.

What has happened in the last few moves? Black has installed a Knight in the center. Moreover, he has freed the f-pawn; its advance, in conjunction with that of the e-pawn, could give Black a preponderance of pawns in the center. Black's play has been logical. As we mentioned earlier, his pawn majority in the center is one of his main positional pluses.

The price that Black has had to pay for all this is the removal of his pieces from the Kingside. His Queen no longer controls f6, g5, or h4, and, more significantly, his Knight has moved away from f6. A Knight on f6 is a very efficient defender; its disappearance is almost always a great success for the attacker. Tal's next move emphasizes this point.

15 ♖h5!



A multipurpose move. In the first place, it prevents ... ♖f4, which would have forced some exchanges. It also controls f6: if Black wants to bring the Knight back to f6 now, he will have to accept doubled pawns in front of his King after White exchanges on that square. Also, by controlling the g7-square Tal has increased his chances of ending the game abruptly by sacrificing material to expose the Black King. Black has to be particularly alert. The dangers facing him are illustrated vividly by the following variation, given by Tal in his notes to this game: 15 ... ♜ae8 16 c4 ♖b4? 17 ♙xh7+!! ♜xh7 18 ♜xd7! ♙xd7 10 ♖e5! ♙d4 20 ♖f6+!! gxf6 21 ♙h5+. The Kingside has been taken by storm. After 21 ... ♜g8 22 ♙xf6 or 21 ... ♜g7 22 ♙h6+ ♜g8 23 ♙xf6, Black is powerless to prevent the mate on h8. A veritable cascade of sacrifices!

Returning now to the game, we will see one of the pluses for Black in this line of the Caro-Kann: the solidity of his position. Despite his

small errors, despite the dangers facing him, he maintains a basically sound position free of pawn weaknesses or other obvious targets. With a few accurate moves, Vasnikov demonstrates that his problems are by no means insoluble.

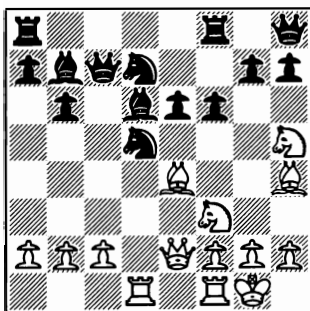
15 ... ♖h8!

This move prepares 16 ... f6, since now the e-pawn cannot be taken with check. But there is also a deep strategic purpose behind the move. If White chases Black's Knight from d5 back to f6 and then doubles Black's pawns there, Black will have at his disposal the move ... ♜fg8, defending his King and even starting an offensive against White's. For instance, 16 c4 ♘5f6 17 ♘xf6 gxf6 18 ♖h6 ♜g8!. This recalls our comments after White's 11th move, where we pointed out that Black's Bishops were aimed at the Kingside too, and nothing prevents him from starting an attack there (the game Timagin-Smyslov in Part Seven is another example). In the position after 18 ... ♜g8, it is White who must tread very carefully; e.g., 19 f3?? ♜xg3+! 20 hxg3 ♝xg3+ 21 ♖h1 (the f-pawn is pinned by the Bishop on c5) 21 ... ♘xf3+, etc.

16 ♗e4!

A deep move. Anticipating possible problems along the h1-a8 diagonal, as analyzed in the previous note, Tal prepares to exchange the light square Bishops.

16 ... f6!
17 ♖h4 ♗d6



This position sharply outlines the thematic ideas of this variation. White controls more space: his pieces can occupy many squares along the fourth and even the fifth ranks. He is slightly ahead in development—one of his Rooks is already in play. Black is making a powerful stand in the center (observe how his e-pawn helps to control the d5-square) and is ready for 18 ... ♘c5, to make use of the important square obtained by 7 ... c5 and 8 ... cxd4. In fact, if White doesn't do something energetic at once, 18 ... ♘c5 will force the retreat or exchange of the Bishop on e4, after which the advance of Black's e- and f-pawns will give Black a strong attacking game.

18 c4! ♗a6!

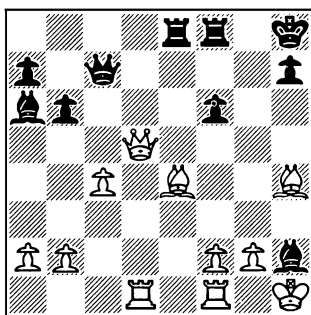
Another advantage of 7 ... c5 and 8 ... cxd4 shows up—Black's Queen is active on the open c-file.

19 ♘xg7!!

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Were it not for this surprise White would be in trouble! Tal's combination is deep; the smoke will not clear for several moves.

- | | |
|---------|-------|
| 19 ... | ♖xg7 |
| 20 ♖d4! | ♜c5 |
| 21 ♗g4+ | ♜h8 |
| 22 ♜xe6 | ♜xe6 |
| 23 ♗xe6 | ♜ae8! |
| 24 ♗xd5 | ♜xh2+ |
| 25 ♜h1 | |



Thanks to his combination, Tal has regained the advantage. Black's best now is to recover his pawn with 25 ... ♗xc4! 26 ♗xc4 ♜xc4 27 ♜fe1 ♜e5; White would retain some advantage because of Black's weak and isolated f- and h-pawns, but the game should probably end in a draw. Vasiukov is tempted by a move that appears very strong, but Tal has seen further.

- | | |
|---------|------|
| 25 ... | ♗f4 |
| 26 ♗h5! | ♗xe4 |

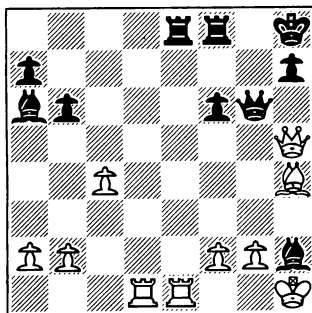
Black would like to take with the Rook, keeping the Bishop on h2

protected, but if 26 ... ♜xe4? 27 ♜d7! and mate on h7 is unstoppable.

- 27 ♜fe1?

The right idea but the wrong Rook. Tal wants to exchange his Rooks for Black's Queen because after 27 ... ♗xe1+? 28 ♜xe1 ♜xe1+ 29 ♗xh2 the Rooks, which are not very good in defense, would have trouble guarding Black's weakened King position. As the next note shows, however, the right move was 27 ♜de1.

- 27 ... ♗g6!



- 28 ♗xg6 hxc6??

Here Vasiukov can draw at once with 28 ... ♜xe1+! 29 ♜xe1 hxc6 30 ♗xh2 ♜xc4. If Tal had played 27 ♜de1 instead of 27 ♜fe1, Black would not have had this resource, since 28 ... ♜xe1 would not have been a check and White would have replied simply 29 ♜xf6+. The

SOLID LINE — WHITE DEVELOPS

importance of trading Rooks becomes apparent on the next move.

29 ♖xf6+!

Now if 29 ... ♜xf6? 30 ♜xe8+ wins. This is why it was essential to trade Rooks. Now Tal ends up a pawn ahead with a winning endgame.

29 ... ♜g8 30 ♜xe8 ♜xe8 31 ♜h2 ♖xc4 32 ♜d7 ♜e6 33 ♖c3 ♜xa2 34 ♜xa7 ♖c4 35 ♜g3 ♖d5 36 ♜f8 37 ♖d4 b5 38 ♜f4 ♖c4 39 ♜g5 ♜g8 40 ♜a8+ ♜f7 41 ♜a7+ ♜e8 42 b4 ♖d5 43 ♜a3 ♜f7 44 g4 ♜e2 45 ♖c5 ♜e5+ 46 ♜h6 ♜e6 47 ♜d3 ♖c6 48 ♜d8 ♜e8 49 ♜d4 ♜e6 50 f4 ♜e8 51 ♜g7 ♖e4 52 ♖b6! ♖f3 53 ♜d8+ ♜e7 54 ♜d3 ♖e2 (Black is in a mating net. If 53 ... ♖xg4 54 ♜d8+ ♜e8 55 ♖g5 and 56 ♜d8 mate.) 55 ♖d8+ ♜e8 56 ♜d2 ♜e3 57 ♖g5 ♖d3 58 f5, Black resigns.

Instructive Game No. 2

White: W. Browne

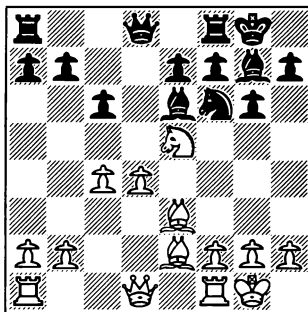
Black: K. Rogoff

U.S. Championship
Ann Arbor, Michigan, 1975

1 e4	c6
2 d4	d5
3 ♖c3	dxe4
4 ♖xe4	♜d7
5 ♜f3	♜gf6
6 ♖xf6+	♖xf6
7 ♖e5	♖e6
8 ♖e2	g6
9 0-0	♖g7

10 c4 0-0

11 ♖e3



This position is typical for the lines in which Black plays ... g7-g6. The struggle centers around the d-pawn: if White can advance it successfully, he will gain an advantage; otherwise it will become weak, since it is in the line of fire of Black's Bishop, Queen, and potentially his Rooks, and on d4 it cannot be protected by other pawns.

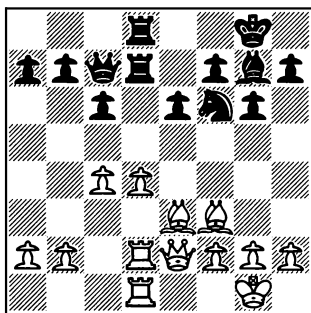
11 ...	♜c8!
12 ♖f3	♜d8
13 ♜e2	♜d7
14 ♖g4	♖xg4!

Otherwise the Bishop could be embarrassed by an eventual d4-d5.

15 ♖xg4	♜c7
16 ♜ad1	♜f6
17 ♖f3	e6
18 ♜d2	♜d7
19 ♜fd1	♜ad8

As we can see, both sides are keeping an eye on that d-pawn.

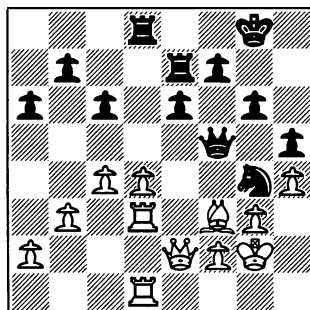
CARO-KANN DEFENSE



- | | |
|---------|------|
| 20 g3 | a6 |
| 21 b3 | ♙f8 |
| 22 ♗f4 | ♚a5! |
| 23 h4 | h5 |
| 24 ♗g5 | ♙f5! |
| 25 ♖d3 | ♗e7 |
| 26 ♝g2 | ♞g4! |
| 27 ♗xe7 | ♖xe7 |

Rogoff's careful play is succeeding. Unless White plays 28 d5 right away, his position may begin to deteriorate. Black will play ... ♖ed7 and then try to put his Queen on f6 and his Knight on f5 (via h6), subjecting the d-pawn to enormous

pressure. It is true that White has countermeasures against these maneuvers, but he would at least find himself on the defensive. So—



- | | |
|---------|------|
| 28 d5 | cxd5 |
| 29 ♖xd5 | ♖xd5 |
| 30 cxd5 | |

At this point the players agreed to a draw. The position is very double-edged, and the question of whether the d-pawn is strong (because it will be a passed pawn) or weak (because it is isolated) remains unresolved.

Part Nine

Queen Bishop Line

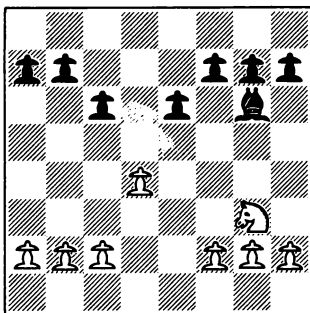
Andy Soltis

Historically, this is where the Caro-Kann grew up. The deployment of Black's Queen Bishop on f5 seemed a natural part of the opening when it was explored and tested at the grandmaster level in the decade following World War I. The early pioneers of the Caro-Kann—many of them adherents of the so-called Hypermodern movement which sought new paths in the opening—were looking for an improved version of the French Defense; that is, they wanted the solidity of the French but without the locked-in Bishop Black is afflicted with after 1 ... e6. The 4 ... ♗f5 variation of the Caro-Kann seemed the perfect solution.

Today, the Queen Bishop line (also known as the Classical Variation) has reached a comfortable middle age. Although it was once dreaded as the defense against which it was impossible to attack, it is now recognized as an extremely safe opening for Black, but also a not very enterprising one. Other variations—such as those featuring 4 ... ♗f6 or 4 ... ♗d7—now have the popularity that 4 ... ♗f5 once enjoyed. It is to those lines that players with the

Black pieces turn when they want a fighting Caro-Kann. But the Queen Bishop line remains a comfortable old shoe, an opening variation that is easy and relatively safe to play.

It is, in fact, the safest opening around. After 4 ... ♗f5 White must take unusual steps to inject some life into the game or he will find he has no targets for his pieces. One of the reasons novice players often have so much trouble with the White side of the Caro-Kann is simply that they don't know what to do in the middlegame; there is nothing to attack, and they soon find themselves just defending their own weakness, the d-pawn.



This is the distinctive piece and pawn placement of the Queen

Bishop line. Having developed his Queen Bishop, Black established a secure center with ... e7-e6. This makes it extremely difficult for White to open the game with d4-d5, while all Black's pawns are well protected by other pawns or by pieces. Black can pursue a middle-game plan that is both defensive and optimistic. By putting his Rooks on the d-file he impedes d4-d5 and at the same time prepares for ... c6-c5 to unleash his own counterplay. In short, he gives White nothing.

Of course, White has no great reason to worry. With c2-c3 his center can be made just as solid as Black's. He offers no easy targets to the enemy forces. But because White is presumed to have a slight advantage because he is the first to move, we expect him to be *doing something*. Black can just sit there and await developments, but White should have an active plan.

There is no shortage of plans, fortunately. White can play for a small edge by castling on the Kingside, putting his Rooks on d1 and e1, his Queen on d2, and his Knights on g3 and e5 and wait for the right moment to try for c2-c4 and d4-d5. Or he can trade off Black's Queen Bishop with ♗d3 and try to attack on the Kingside with ♖d3-g3.

Or White can play for a bigger edge with the provocative h2-h4-h5. This ensures that neither player will be able to house his King safely on the Kingside. It also means that

Black's Kingside pawns may be subjected to attack along the g-file or by a White Knight at e5. If Black captures that Knight at e5 and White recaptures with a pawn, the d-file will be opened and the new pawn at e5 will restrict Black's pieces.

While all this is going on, Black may feel compelled to play ... c6-c5 to obtain breathing space for his pieces. White can try to exploit that move aggressively, especially if Black has castled on the Queenside, since the position around the Black King may have been weakened by the pawn move.

Finally, White may even try to win in the endgame if Black plays ... c6-c5 and then exchanges his c-pawn for White's d-pawn. That exchange gives White the slight advantage of a majority of pawns on the Queenside. This majority eventually can be reduced from 3-2 to 2-1 and then to 1-0, meaning that White has created a passed pawn. Passed pawns can win endgames.

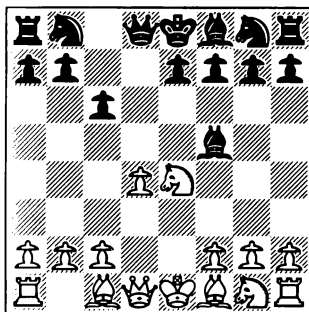
And the endgame is something for Black to think about because this opening often leads to exchanges. Eventually White will have to do something about that wonderful Bishop on g6 that cuts across the important squares f5, e4, d3, and c2. Whether he exchanges that Bishop for a Knight or for his own light-square Bishop, White usually gets rid of that piece sooner or later. Similarly, Black will have to do something about the Knight that White often puts on e5. Black has the

QUEEN BISHOP LINE

good d5-square for his own Knight, but it isn't quite as dominating as e5 is for White. Thus, exchanges of minor pieces are common, and both players must keep an eye out for endgame advantages.

The basic position of this variation is reached after these moves.

White	Black
1 e4	c6
2 d4	d5
3 ♖c3	♗xe4
4 ♗xe4	♞f5



This is the last aggressive move Black will play for some time. For the next several moves he is more likely to be getting his house in order by completing his development and meeting White's threats. A thankless task, it seems—until move 12 or so. Then the burden shifts to White, who has to find a plan. Black is trying only to equalize the chances, not to gain the advantage. Of course, he will happily exploit any error White may commit. But when the masters adopt 4 ... ♞f5 it is usually to *avoid losing* rather than to win at any cost.

5 ♗g3

This is White's *first* aggressive move of the game. He meets a threat (5 ... ♗xe4) with a threat (6 ♗xf5). Actually, White is not threatening to win material. Even if it were again White's move, Black could answer 6 ♗xf5 with 6 ... ♗a5+ and 7 ... ♗xf5. What he is really threatening is to exchange that Bishop for his Knight, which would give him a slight positional advantage. Until that pesky Black Bishop is neutralized, it humbles White's Knight at g3.

For this reason, White occasionally looks for an alternative to 5 ♗g3. Why take the Knight away from the center, he may ask, when the Knight can simply be protected or moved to an even more active square? Unfortunately for White, it's not that easy.

The natural method of protecting the Knight is 5 ♗d3, which adds another piece to White's development. But we can see the drawback immediately: White's only attackable unit is his pawn on d4, and 5 ♗d3 deprives it of the Queen's protection. After 5 ... ♗xd4! it is up to White to prove that his opening really is a clever gambit. He can justify 5 ♗d3 to some extent by replying to 5 ... ♗xd4 with 6 ♖f3 followed by ♗e2, ♗f4, and 0-0-0. The pawn sacrifice has opened the d-file for White and he will have a substantial lead in development. But with accurate play Black should be

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able to match that good development; e.g., 6 ... ♖d8! 7 ♗e2 ♠f6!, and now 8 ♠xf6+ gxf6 9 ♠xf5 ♖a5+ 10 ♠d2 ♖xf5 11 0-0-0 ♠d7 permits Black to keep his extra pawn and to prepare to castle safely with ... e7-e6 and ... 0-0-0. White's lead in development quickly runs out of steam. The same story unfolds after 8 ♠d6+ ♖xd6 9 ♠xf5 e6 and 10 ... ♠bd7. There is no basic difference between this position and other common Caro-Kann positions—except that White has lost a pawn.

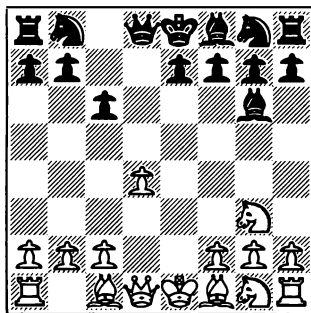
A more enterprising—and less costly—idea is 5 ♠c5. Bobby Fischer was one of the first players to draw attention to this Knight move. Certainly the Knight is more aggressively posted on c5 than on g3, and it threatens 6 ♠xb7. If Black defends b7 with 5 ... b6, White retreats his Knight to b3 and prepares to assault the long diagonal (with g2-g3 and ♠g2) that has been weakened by Black's 5 ... b6. But the Knight is also more vulnerable on c5 than on g3. Black can try to use this fact by defending b7 with his Queen and then following up with ... e7-e5; e.g., 5 ... ♖c7 6 ♠f3 e5 7 dxe5? ♠xc5. But White can anticipate ... e7-e5 with 6 ♠d3!. Then the Knight stops ... e7-e5, delays ... c6-c5, and prepares ♠f4. The Knight seems better on d3 than on g3.

Perhaps the real test of 5 ♠c5 is 5 ... e5!?, with the idea of meeting 6 ♠xb7 with 6 ... ♖e7 followed by 7

... ♖xb7 or 7 ... exd4+. It is certainly worth considering.

5 ... ♠g6

Black has time to play a developing move instead, since 6 ... ♠xf5 can be met by 6 ... ♖a5+ and 7 ... ♖xf5. But what other move is better than retreating the Bishop? On g6 it commands a fine diagonal and can only be disturbed at risk to White.



6 h4!

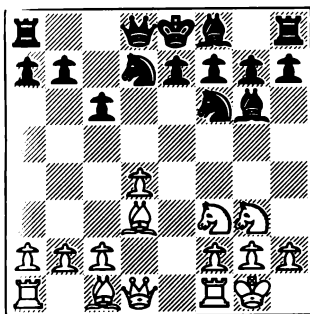
White can postpone this bayonet thrust against the enemy Kingside, but there isn't an adequate substitute. The reason for this is basically the rock-solid nature of Black's defensive formation. Let's see how difficult it is to penetrate Black's security through normal-looking moves.

The most normal-looking of the lot is 6 ♠f3. To prevent the White Knight from settling on the fine e5-square, Black replies 6 ... ♠d7. What does White do now? He can choose between two basic schemes—putting his Bishop on d3

QUEEN BISHOP LINE

and offering to exchange Bishops, or putting it on b3 (by means of ... c4 b3) or e2. In either case, White looks toward c2-c4 as a source of middlegame play. It doesn't really matter very much what he does with his other pieces—but he must at least think about c2-c4 and d4-d5. His Queen Bishop can go to f4 or be fianchettoed at b2, his Queen can end up on e2, d2, or c2 (after ... d3), and his Rooks can pick just about any files. But without ... c2-c4, ... d4-d5 and preparing ... d4-d5, White simply doesn't have a middlegame plan.

Consider, for example, 7 ... d3 8 0-0!



After 6 ... d3 7 ... d7 7 ... d3 8 0-0

Black need not rush to exchange light-square Bishops, for he has no reason to dread ... xg6. Black's pawns may be theoretically weakened after ... hxg6 but in practical terms they are quite strong. The mass of Black pawns at g7, g6, f7, and e6 defy an attack by the White

pieces. The only mating idea that White would have any chance of carrying out is to play ... g5, swing his Queen to the h-file, and draw Black's Knight away from f6 so that the move ... h7 would be deadly. But this is too hard to achieve because Black can ease the defense by exchanging pieces. Even if White plays 7 ... h4 and 8 ... xg6 he gets nothing in the way of an advantage after 8 ... hxg6 because of the stronghold Black has built for his King.

In the diagram we see that Black can take his time completing his development. He can play 8 ... e6 followed by ... e7 (or ... d6) and ... c7 and toy with the idea of castling on the Queenside. White, on the other hand, will have to think hard about his next several moves. Because all the Kingside squares are amply covered by Black's pieces, and because the Queenside is too far away for most of White's pieces to reach quickly, he must look toward the center.

The most reasonable method of continuing after 8 ... e6 is either 9 e1 or 9 c4; for instance, 9 e1 e7 10 c4 0-0. Now after 11 b3 c7 12 b2 ead8! Black has an easy position to handle because he can take his time and play ... c6-c5 when he is ready. White, meanwhile, has *no pawn-break of his own to increase the scope of his pieces*. Even if he tries to stop ... c7 by playing 11 ... f4 (instead of 11 b3 and ... b2), Black will be able

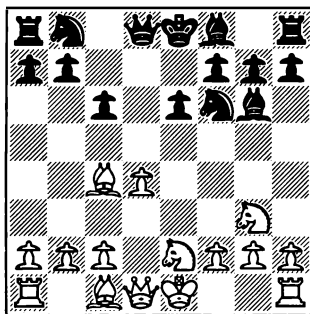
to play ... c6-c5 effectively. He simply waits for White to move his Queen off the d-file so that White cannot meet ... c6-c5 with d4-d5; for example, 11 ♖f4 ♔e8! 12 ♜xg6 hxg6 13 ♗c2 c5! and now Black has a fine game (14 ♖ad1 cxd4 15 ♝xd4 ♚b4!).

Notice that Black has as many forceful options as White has with this kind of piece formation. If Black wants to play more aggressively, he has ... ♘d6 (instead of ... ♘e7) and ... 0-0-0; then the move ... c6-c5 leads to the opening of the d-file when Black already has a Rook on d8.

The absence of a White "pawn-break" (a move that opens lines for his pieces) is why White has a solid game rather than an aggressive one. Black's ... c6-c5, on the other hand, gives him good chances.

Of course, after 6 ♖f3 ♘d7 White can transpose into our main line with a belated 7 h4. But he can also try to find another arrangement of his forces that does not include ♖f3. The chief alternative is 6 ♘c4 followed by bringing a Knight to f4 via e2 or h3. For example, 6 ♘c4 e6 7 ♖1e2 ♖f6.

If White is not prevented from playing ♖f4 and h2-h4, those moves will give him a powerful grip on the Kingside due to his threat to push his h-pawn to the fifth rank. It is not good for Black to meet h2-h4 with ... h7-h6 in that position because ♜xg6



After 6 ♘c4 e6 7 ♖1e2 ♖f6

would ruin Black's pawns: his e-pawn would be isolated and subject to attack along the c4-e6 diagonal and the e-file, and his pawn on g6 would be the target of ♘d3 and eventually ♗c2.

But Black has time to parry the positional threat of ♖f4 and h2-h4-h5. After 8 ♖f4 he can choose between 8 ... ♘d5 and 8 ... ♗c7 9 h4 ♘d6!. Attacking White's Knight as soon as it gets to f4 is sufficient to blunt White's plan. After 8 ♖f4 ♘d5 9 ♜xg6, for example, Black recaptures with his h-pawn and enjoys a solid game (9 ... hxg6 10 ♚b3 ♗h4 followed by ... ♘d7-f6 and ... ♘d6-f4 with helpful exchanges).

In these and similar lines, White's Bishop is actually misplaced on c4 because it allows Black to occupy his best outpost square, d5, without fear of an immediate c2-c4. The Bishop butts against the strongly supported pawn on e6 and accomplishes nothing on c4 that it wouldn't accomplish on e2 (which isn't a particularly good square either). In

QUEEN BISHOP LINE

short, White needs a more active plan. And that means a pawn-break.

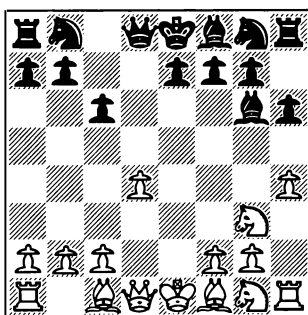
In the position diagrammed above, White can play **8 0-0** and **9 f4** with the idea of advancing the pawn to f5 supported by the Rook on f1. If Black must play ... **exf5** when that pawn-break comes, White's Bishop on e4 will no longer be frustrated by the pawn on e6 but can begin to probe the more sensitive f7-square. Also, White can recapture on f5 with the Knight on g3, which so far has had little to do but would now actively join the fray. However, the f2-f4 plan can be met by active counterplay. After **8 0-0** Black can play **8 ... h6** and then meet **9 f4** with **9 ... h5!** **10 g4** **10 ... d3** **c5!**. The moment White opens the diagonal leading to his own King with f2-f4, Black should try to seize control of it. With **10 ... c5** he threatens not only to take over that diagonal but also to play **11 ... e4** to trap White's Bishop. This pawn action by Black gives him time to play ... **g7** and ... **h8** (or ... **h4** and ... **g5**) before White can do any damage with f4-f5.

So, since the alternatives promise little, it seems that White must try to trade off the Black Bishop on g6. To derive the most benefit from that exchange, White first forces a weakening of Black's Kingside pawns with **6 h5**.

6 ... h6

To meet the threat of **7 h5** Black needs a flight square for his Bishop.

The least inconvenient way of giving the Bishop a retreat is this one-square advance of the h-pawn. By advancing it two squares with **6 ... h5**, Black sets up a target at h5 that is readily subject to attack. White can play **7 h3!** and **8 f4** and either win the h-pawn or rupture Black's Kingside pawns with **h3xg6**. Another drawback of **6 ... h5** is that it gives White's minor pieces the use of the g5-square. White's Queen Bishop usually has no better square than d2 in this variation, so it will be very happy to have the use of g5.



7 h3

The addition of **h2-h4** and ... **h7-h6** changes the situation markedly. It's important to assess the differences between this position and the one after **5 ... g6**.

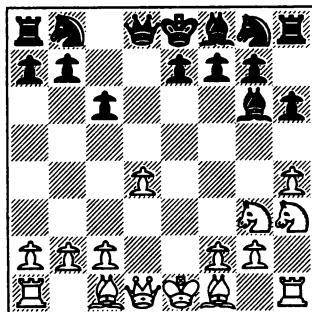
Notice first of all that both White and Black have damaged their respective Kingsides. Because of this, neither player will feel happy castling on the Kingside. However, Black could live more easily with his King on g8 than White could with his King

on g1. That's because White's h-pawn is much more vulnerable at h4 than Black's is at h6. Perhaps more important is that after White's h-pawn goes, his Kingside can be penetrated along the h-file from h5 to h1. The only direct express route to the Black Kingside is the d3-h7 diagonal, which is much less dangerous. All things considered, the two players will feel safer if they castle on the Queenside. And with the Kingsides weakened, each side will have targets to strike at in the enemy camp. Therefore, both attacking and defending considerations dictate castling on the Queenside.

A second important difference is this: if White can capture on g6 now, Black's skeleton of pawns will be seriously damaged. In positions we considered previously, Black wasn't concerned about ♖d3xg6 or ♗e2-f4xg6 because in some ways his position would actually have been strengthened by ... hxg6 (for instance, White would not have been able to open the g-file easily). After ... h7-h6 the situation is changed because now ... hxg6 is impossible. Therefore Black will most likely avoid the exchange on g6. When White plays ♖d3, Black will initiate the exchange by playing ... ♗xd3. But Black now has reason to worry about ♗e2 or ♖h3 because White then threatens to put the Knight on f4 and to play ♗xg6.

Since 7 ♖d3 would simply leave the d-pawn hanging (7 ... ♗xd4),

let's put off consideration of the ♖d3 idea until it is more appropriate. That leaves the Knight maneuver, which can come about by way of 7 ♖h3.



After 7 ♖h3

The position becomes more tactical than strategic after 7 ... ♖f6 8 ♖f4 ♖h7 9 ♖c4! because White can make threats against the Black King. With two minor pieces bearing down on the e6-square, White may even sacrifice one of them in exchange for two pawns and the exposure of Black's King. For instance, 9 ... e6 10 0-0 ♖d6, which works smoothly when the two h-pawns are still on their original squares, now risks a mating attack after 11 ♖xe6 (if White does not make the sacrifice now, Black will castle into safety with 11 ... 0-0) 11 ... fxe6 12 ♖xe6.

After the piece sacrifice White has reasonable chances of making his attack work. He can play a Rook to e1 on his next move, threatening a discovered check by moving his Bishop. He can move his Knight

menacingly to h5, where it threatens f6 and g7 and also threatens to trade off Black's Knight on f6, thereby exposing Black to ♖h5+.

But Black won't die from a mere check. For example, after 12 ... ♜c7 13 ♙e1 ♜bd7!, White finds he has a really powerful discovered check along the e-file. After 14 ♜g8+ ♜f8 15 ♜xh7 ♜xh7 Black should survive, and he may do better than that by making his extra material count. A better future is offered to White by 13 ♜h5, but the issue remains loaded—maybe the attack will succeed, maybe it won't.

The advantage of the 7 ♜h3 line (with ♜f4 and ♜c4) is that it leads to more forceful play than is usually found after 7 ♜f3, and this can spell danger to the Black Kingside. But it also removes from White's arsenal the e2-c4 idea and the occupation of e5 by a Knight. The possibility of getting a Knight to e5 may not seem so dramatic as the sacrificial line with ♜f4xe6, but it should lead to a small advantage for White no matter what Black does. On the other hand, although White may be winning after ♜f4xe6 or ♜g3-h5 in the 7 ♜h3 line, he may also be losing!

7 ... ♜d7!

Black must play this sooner or later, and it might as well be now, to forestall 8 ♜e5 and 9 ♜xg6. Notice that Black does not have to bring out his King Knight quickly, now that he is considering castling on the other

wing. In fact, Black will even postpone his other natural developing move, ... e7-e6, for a while longer.

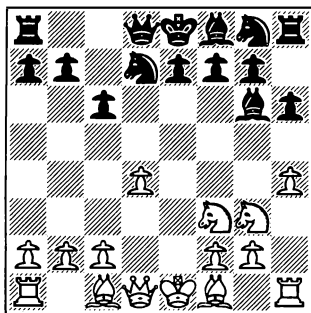
As we will see, Black has plenty of leeway for altering his move order. He can play ... ♜c7, ... e7-e6, and ... ♜f6 in almost any sequence he chooses. But at this moment accuracy is essential. After 7 ... e6 White gains too much time by forcing Black's Bishop on g6 to move again; e.g., 8 ♜e5 ♜h7 9 ♜d3 and if 9 ... ♜xd4? 10 ♜xf6! (for if 10 ... ♜xf7 11 ♜g6+! wins the Queen), or if 9 ... ♜xd3 10 ♜xd3 ♜f6 11 ♜d2 ♜bd7 12 ♜g6! (for if 12 ... fxg6 13 ♜xg6+ ♜e7 14 ♜b4+ wins). Black can defend better in these lines (for example, 10 ... ♜d7 instead of 10 ... ♜f6), but basically he has lost a move (8 ... ♜h7).

Black's need to play ... ♜d7 to stop ♜e5 is eliminated if White has already played h4-h5. This is because h4-h5 forces Black's Bishop back to h7 too soon, so White's later ♜e5 does not threaten to capture on g6 and therefore does not gain time, as it does in the line discussed above. True, a White Knight on e5 is obnoxious to Black. But when it makes no immediate threat Black can take the time to prepare the maneuver ... ♜d7xe5.

8 h5

Having pushed the h-pawn to the fourth rank White must decide whether it really belongs one square

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farther up the board. He can move the pawn to h5 "for free": whether Black's Bishop is on g6 or h7 (after 9 h5 ♗h7), Black will almost automatically meet ♗d3 with ... ♗xd3. After 8 ♗d3 we can count on 8 ... ♗xd3 9 ♖xd3 ♗c7 10 ♗d2 e6 11 0-0-0 ♗g6. This is actually the main line of the variation, but there are important differences when 8 h5 is added.

One of them is the possibility for White to bring his King Rook into the game by way of the h4-square. This is a highly unusual maneuver in most other openings, but here it may be the best way to activate this piece. The Rook may be useful on c4 or g4 if Black castles on the Queenside, and it can be useful on h4 to support ♗f4. (There is an interesting battle shaping up for control of the diagonal from g3 to b8. More on this shortly.)

The most important feature of the position with the pawn on h5 rather than h4 is the weakness of Black's Kingside pawns. After 8 h5 Black's g-pawn will not be able to advance

without weakening one of its comrades. If White attacks the pawn at g7 (with a subsequent ♖h4-g4 or ♗g4 or, after a few exchanges, even ♗d3-h7), Black will either have to leave his King Bishop or King Rook behind to protect it or will need another piece to support its advance to g6. But after ... g7-g6 White will play hxg6, and if Black recaptures with a piece, he leaves himself with a weak, isolated h-pawn that will be attacked by White's Queen Bishop and King Rook. But if Black recaptures on g6 with his f-pawn, he leaves his e-pawn isolated and the target of an even more violent assault by the White pieces along the e-file.

There is, of course, a drawback to 8 h5. There almost always is a drawback to advancing a pawn after the first few opening moves. In this case it is the weakening of White's own h-pawn. At h5 this pawn will be constantly watched by Black's Knight on f6 (or, if that Knight gets traded, by its brother Knight arriving from d7). The pawn on h5 is, at the moment, protected by the Rook on h1 and the Knight on g3. But the Rook can't spend the entire game supporting that pawn, and the Knight can be traded off by ... ♗d6xg3. So not only Black but also White must watch out for the safety of their pawns.

Here's the bottom line: experience tends to favor 8 h5 over 8 ♗d3. The advance of the pawn sharpens the game because of the weakening of the respective pawns, and this is in

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White's interest since he is "morally" bound to avoid drawish positions. There are good theoretical arguments in support of both 8 h5 and 8 ... d3, but so far 8 h5 has been winning the practical battles.

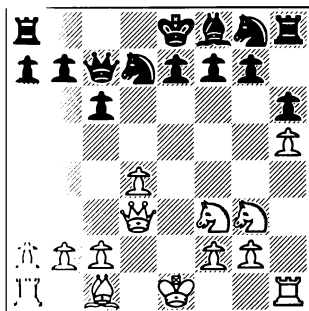
8 ... ♖h7
9 ♗d3

Now is the time. Posting the Bishop on c4 makes no more of an impact on Black's position now than on the positions without h2-h4. Now, at least, thanks to ... h7-h6 and h4-h5, the Black Kingside is more vulnerable.

9 ... ♗xd3

If Black does not exchange, White will simply play ♗xh7 and reorganize Black's pieces—neither Black's Rook nor his Knight will be well placed on h7 after recapturing here. This helps to explain why ♗d3 is so much more useful with the h-pawns advanced.

10 ♖xd3 ♖c7



Black's Queen finds an ideal square at c7. There it will permit Queenside castling, support ... c6-c5, and watch White's outpost square, e5. It is e5 that White counts on to be the launching pad for aggression against Black's Kingside.

Also, on c7 Black's Queen prevents White from taking control of the g3-b8 diagonal with ♗f4. There's a little controversy about whether this is absolutely true. After some other developing move—say 10 ... e6—the move 11 ♗f4 usually accomplishes nothing more than a transposition into the main line: on 11 ... ♖a5 + 12 ♗d2 ♖c7 the Queen ends up on c7 anyway (after a detour) and White's Bishop ends up on d2. So Black still controls the g3-b8 diagonal. If White doesn't want to transpose into the main line he must meet the check with a move other than 12 ♗d2—but that's his most useful response. Exchanging Queens with 12 ♖d2 (after 10 ... e6 11 ♗f4 ♖a5 +) or retreating the Knight to d2 is not consistent with White's strategical goals, and 12 c3 allows Black to keep his Queen on a5, where it prevents White from castling on the Queenside (because of ... ♖xa2) and on the Kingside (because of ... ♗f6xh5).

Although 10 ... e6 will probably transpose into the main line most of the time, there's no reason to give White extra options when you can play 10 ... ♖c7.

11 ♗d2

We mentioned earlier that there are times when White may opt for $\text{R}h4$ to get his King Rook into action. One of the most likely moments to try this idea is right now: **11 $\text{R}h4$** .

The reason has much to do with the mini-battle for control of the g3-b8 diagonal. If White *insists* on challenging Black for that diagonal even after the accurate $10 \dots \text{B}c7$, the best immediate method is **11 $\text{R}h4$** and **12 $\text{B}f4$** . After **11 $\text{R}h4$ e6 12 $\text{B}f4$ $\text{B}a5+$** , for example, White may even play $13 \text{Q}f1!$. After all, what need is there to castle if you can get your Rook into play by way of $\text{R}h5$ and your King to safety by $\text{Q}f1$? And by avoiding c2-c3, White keeps the option of pushing the pawn to c4. With a nice Bishop running down to c7 and b8, White would have excellent prospects if Black should castle on the Queenside, and since his Rook on h4 can easily shift over to g4, he would have equally good chances if Black castled on the other wing.

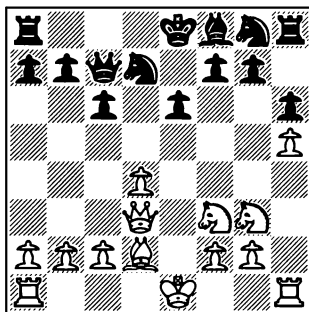
However, **11 $\text{R}h4$ e6 12 $\text{B}f4$** can also be met by **12 ... $\text{B}d6!$** . The exchange of Bishops may leave Black weaker on some of the dark squares (d6, for example), but it will be very difficult for White to exploit this. For example, $13 \text{B}xd6 \text{B}xd6$ $14 \text{Q}e4 \text{Q}e7!$ (not $14 \dots \text{Q}c7?$ $15 \text{B}a3!$ and $16 \text{Q}d6+$). Black will trade off another set of minor pieces with ... $\text{Q}f6$, thereby reducing the significance of his slight weaknesses.

In fact, after $15 0-0-0 \text{Q}g6$ he will meet $16 \text{Q}xf6+$ by recapturing with

the pawn! This excellent idea keeps White's Knight out of e5 and thus permits Black to take control off other key central squares with ... $\text{Q}d6-d5$ and ... $\text{Q}b6-c4$. Black's f-pawns, although technically weaker because they are doubled, are actually harder to attack now that $\text{Q}e5$ has been prevented, and $\text{R}g4$ doesn't attack anything.

In short, **11 $\text{R}h4$** is an interesting idea, but it is not forceful enough to gain an edge. White is better off letting Black keep his King Bishop for a while. Remember: *In general White wants to keep material on the board.*

11 ... e6



12 0-0-0

Nowadays White never really considers castling on the Kingside in this variation. His choice here is between castling on the Queenside and beginning his middlegame plan immediately with **12 $\text{Q}e2$** . Of course, $12 0-0-0$ does nothing to deny White

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the opportunity to follow up with 13 ♜e2, and so it may be regarded as the most flexible move at White's disposal. Yet the immediate 12 ♜e2 has been attracting just as much attention as 12 0-0-0 since Boris Spassky introduced the Queen move in the late 1960's.

The Queen move, whenever it is played, has several benefits for White. It takes the Queen off the d-file and therefore avoids confronting Black's Queen Rook after ... 0-0-0. White's Queen might otherwise be embarrassed by a move like ... c6-c5 or ... ♖c5 or ... ♗e5 after Black castles on the Queenside. For example, 12 0-0-0 ♗g6 13 ♗e4 0-0-0 f4 g3 (to support ♗f4) 14 ... ♖c5! would help Black by forcing the trade of Knights (15 dxc5 loses the Queen).

In addition, the Queen move reinforces White's pressure on e5, a crucial square in his middlegame plans. He wants to play ♗e5 even though it leads to more exchanges, because the recapture dxe5! will restrict Black's remaining forces. For example, after 12 ♜e2 0-0-0 13 ♗e5!, a likely continuation is 13 ... ♗xe5 14 dxe5 ♗e7 15 f4 or 15 0-0-0 e5 16 f4. White's pawn at e5 prevents Black's Knight from using the f6-square, where it would watch the e4-square and attack White's h-pawn. This in turn enables White to bring his own remaining Knight out of the Siberia of g3 and back into action at e4. It will also enable him to attack the Black Kingside with his pieces or

pawns. His Queen can go to g4 or his Knight to e4 combined with ♗h3-g3. His pawns can go to f4 and g4 and he might continue with either g4-g5 or f4-f5 backed up by a Rook or two. Then White will be able to force open a Kingside file for his heavy pieces. Yet another plan for White after dxe5 and ♗e4 is to exchange the dark-square Bishops and then occupy d6 with his Knight. White has plenty of choices.

So does Black, but he has no clear road to equality. If he tries to forestall 13 ♗e5 with 12 ♜e2 ♗d6, he encourages 13 ♗e4! ♗f4 (there's no better place for the Bishop now) 14 ♗e5! anyway. Now if 14 ... ♗xe5 15 ♗xf4!, or if 14 ... ♗xe5 15 dxe5 ♗xe5 (15 ... ♜xe5? 16 ♗c3) 16 ♗b4! followed by ♗d6+ (or f2-f4!), or, finally, if 14 ... ♗xd2+ 15 ♗xd2 ♗xe5 16 dxe5 White gets the favorable pawn center he seeks, with the added advantage of having exchanged Bishops (so that ♖c4-d6 is on tap).

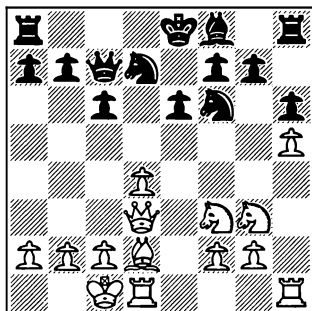
We'll come back to the ♜e2 plan shortly, but it is important here to appreciate the strength of the ♗e5 idea and that White can begin to prepare for it even before Black has castled. (And Black's castling on the Queenside adds some strength to White's plan because his Knight on e5 will attack an undefended f7-square.)

12 ... ♗g6

There is no pressing need for Black

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to castle yet. He can use the time saved to control e4 and prepare to exchange Knights on that square if White should play ♖g3-e4.



Here at the dawn of the midgame, we can see the inherent security of Black's opening. He has no obvious targets to defend. His King, though potentially vulnerable on the Queenside, will be secure there because White would have to expose his own King if he used his Queenside pawns as battering rams. White could try to attack without advancing those pawns, but it is hard to imagine that this would succeed. All Black has to do to stop most mating ideas by White is to put a Knight on d5.

It can be argued, in fact, that White is more burdened with targets than Black is. White's h-pawn will become a more glaring target as pieces are gradually traded off because he will have fewer pieces to defend it. Black will gain some time with ... ♗d6, combining his plan of exchanging pieces and the idea of

undermining the h-pawn's support. Then ... ♗xg3 will be threatened, not merely to win a pawn after fxg3 and ... ♗xg3 but also to remove the best defender of White's h-pawn. And if White moves the Knight from g3, Black may continue with ... ♗f4 with an exchange of Bishops that will ease Black's defense.

Black also has the only readily available pawn-break. With ... c6-c5 he can create some tension with the possibility of an exchange of pawns. White, on the other hand, has only c2-c4 and d4-d5 as a pawn-break, but this will be very hard to achieve since Black covers the d5-square with two pawns and a Knight and will soon have a Rook on d8 after ... 0-0-0. For example, after 13 ♖b1, a useful waiting move that averts exchanges after ... ♗f4 and clears the way for White's use of the c-file after c2-c4 and d4-d5, Black will simply castle. Then 14 c4 can be met by 14 ... c5! hoping to liquidate White's center. After 15 ♗c3 cxd4 16 ♗xd4 Black will stop White's tactical plans (♗b5, for example) with 16 ... a6 and then continue to work on the dark squares with ... ♗d6 and ... ♗c5. The exchange of White's d-pawn—whether it is initiated by Black with ... cxd4 or by White with dxc5—gives Black good breathing space for his minor pieces and a future for his Queen Rook.

White can stop the ... c6-c5 idea only by making concessions. For example, 13 c4 0-0-0 14 c5? simply loses a pawn to 14 ... ♗xc5!. Even if

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White moves his Queen off the d-file before playing c4-c5, there are still serious problems with that move: it surrenders permanent control of the f6 square to the Black pieces because that square can never again be controlled by a White pawn. And the pawn at c5 is subject to attack by ... b7-b6, after which White would have to think very carefully about whether he should denude his King position to support c5 with b2-b4. There *are* checks for White.

But let's remember that the most optimistic plan for White involves ... e5! He can begin laying the foundation for that with **13 ♖e2**. Black has nothing better than **13 ... 000**, and then White follows up with **14 ♘e5**. This creates Black's first real dilemma of the game. Should he leave the Knight on e5 and concentrate on preparing ... c6-c5, or should he exchange Knights?

The exchange is tempting for Black because it assures him of an open d-file that will permit further piece exchanges, especially Rooks. White's superiority in the center, in the form of the d-pawn that supports the e5 outpost for his pieces, would be reduced. But the powerful new pawn on e5 will keep Black's pieces from their favorite squares. Black's Bishop won't be able to get to d6 and his Knight will have to vacate f6. After White reinforces his e-pawn with f2-f4 he can continue with ♘e4 and establish an excellent harmony of pieces and pawns in the center. This is the kind of advantage that

stays with White into the late middle-game and even the endgame.

The alternative is to let the Knight stay at e5. Perhaps Black will be able to undermine that outpost piece with ... c6-c5 or pile up pressure against the White d-pawn. Instructive Game No. 1 shows the Black strategy of not exchanging the Knight. Later, after some slight inaccuracies by his opponent, Black ends up in a position where the exchange on e5 is favorable for him. Black's expert handling of the position then permits him to seize control of the d-file.

Instructive Game No. 2 shows a less forcing attitude by White. He makes all the precautionary moves—getting his King to b1 and his Queen off the d-file—before he begins to think of aggression. This quiet treatment provokes Black into a premature bid for counterplay, which in turn gives White a target—the Black Queenside—just when White's placement of his own pieces is at its best.

Instructive Game No. 1

White: K. Maeder

Black: M. Podgaets

World Student Team Championship
Dresden 1969

1	e4	c6
2	d4	d5
3	♘c3	dx e4
4	♘xe4	♙f5
5	♘g3	

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A rare idea, but not a particularly strong one, is 5 ♖f3 with the intention of castling quickly while avoiding ♔g3. White doesn't really gain time with the Queen move because Black will play ... e7-e6 at some point anyway. After 5 ... e6 6 ♗e3 Black can simply develop with 6 ... ♔d7 and 7 ... ♔g6, which will force White to do something about his Knight on e4. If White goes ahead with his plan of 0-0-0, he may find that his King is highly insecure after ... ♗a5.

5 ... ♔g6
6 h4

Earlier we considered 6 ♗c4 with a subsequent ♔h3-f4 (or ♗e2-f4). But White can start with the Knight rather than the Bishop. After 6 ♔h3 ♔f6 7 ♔f4 he is already planning 8 h4 and 9 h5, a move ahead of the other variation.

This suggests that Black must be prepared to meet the problem a move earlier than usual. For instance, 6 ♔h3 can be answered by 6 ... e6 7 ♔f4 ♗d6 followed by ... ♗c7 to force White to make a decision about his attacked Knight. (The Knight on f4 cannot be defended easily; e.g., ♖f3 is met by ... ♗xc2!).

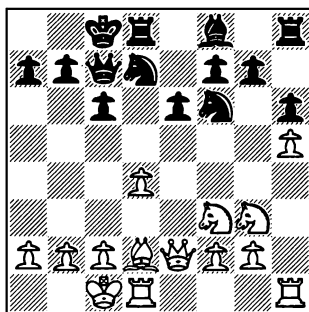
6 ... h6
7 ♔f3

We've mentioned White's problem in finding a way to open the position. Here we can mention a simple plan involving the advance of the f-pawn.

It's true that Black can stop f2-f4-f5 if his Queen Bishop keeps watch over the f5-square. But then White may decide to drop his King Knight onto e5 and recapture with the f-pawn if the Knight is ever taken.

This is what could happen: 7 f4 e6 8 ♔f3 ♔d7 and now 9 ♗e5? permits 9 ... ♗xe5 10 fxe5 ♗e7 and White's h4-square will be a serious problem (even after 11 h5). White can do better with 9 ♗c4, but after 9 ... ♗e7 followed eventually by castling on the Queenside, Black will have pressure against the d-pawn as well as the h4-square. White simply doesn't get enough compensation for the weakening of his Kingside after 7 f4.

7 ... ♔d7
8 h5 ♗h7
9 ♗d3 ♗xd3
10 ♖xd3 ♖c7
11 ♗d2 e6
12 ♖e2 ♔g6
13 0-0-0 0-0-0



By a slight transposition (12 ♖e2 instead of 12 0-0-0) we have arrived

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at a typical position of the main line. This position has been known for more than eighty years and from the beginning has been considered to be about equal (whether White's pawn is at h4 or h5).

14 ♖e5 ♜b6!?

The Knight is not poorly placed on b6, because it can jump to c4 or d5 when appropriate. Black protects the threatened f7-square with his Queen and prepares to undermine White's knight on e5 by attacking its base of support with ... c6-c5. For instance, 15 c3 c5! 16 ♖b1 ♘d6 gives Black a solid game. He can exchange pawns on d4 and then play ... ♖b8, or he can secure the d5-square for his pieces with ... c5-c4!?, stopping c2-c4.

15 ♘a5

This unusual move is also very old, having originated before World War I. White tries to dissuade Black from playing ... c6-c5 by tying down the Black Knight on b6. If Black plays 15 ... c6-c5, for example, White can try 16 ♘a5! so that on 16 ... ♜xd4 17 ♜xd4 ♘d4 18 ♖b1 he threatens 19 c5! (19 ... ♘xc5 20 ♜c1 and ♖e5-d3 or ♖e2-b5, with murder on the open c-file). Black must avoid this kind of crisis on the c-file, which means he must be very careful about ... c6-c5.

15 ... ♜d5!

An outpost square, in this case d5, can be used by any piece. Knights are usually best, but here the Rook works well, forcing White to meet the threat of ... ♜xa5. If White supports the Bishop with his b-pawn he creates a possibly serious weakness; for instance, 16 b4 ♜xa5! 17 bxa5 ♘a3+ 18 ♖b1 ♖a4 (threatening ... ♜c3+) followed by ... ♘b4, ... ♜c3+, or ... ♜xa5 with a swarm of Black pieces around the White King.

16 ♜xb6 ♜xb6

Capturing toward the center is forced (16 ... ♜xb6 17 ♜xf7), but it is not particularly damaging to Black's pawns and gives him attacking chances along the a-file. It also keeps the White pieces off c5 and permits Black to contest c2-c4 eventually with ... b6-b5.

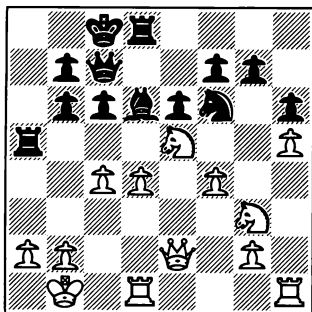
17 c4! ♜a5

This is a strange square for the Rook, but it doesn't turn out badly.

18 ♖b1 ♘d6
19 f4 ♜d8

If Black had retreated his Rook along the d-file at move 17, he would not have been able to play both of his last two developing moves. Now all his pieces are in play and he can challenge the White center at an appropriate moment. Still, White's powerful Knight on e5 gives him a slight advantage.

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20 dxe4

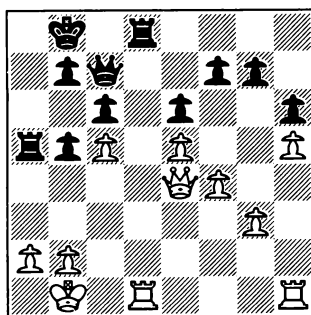
There is sound thinking behind this move. White eliminates the only Black piece left for defense on the Kingside and prepares a raiding party directed at g7. White's Knight wasn't doing much at g3 anyway.

However, the following exchange of Knights, like almost all exchanges in this variation, eases Black's task. Now Black will be able to trade pieces on e5 and also eliminate White's other Knight. It is important for him to do both, for otherwise White's remaining Knight will have much better prospects than Black's. For instance, after a solid move such as 20 Bd2 , Black should avoid 20 ... b5 because 21 c5! Qxe5 22 fxe5 Qd5 would lead only to a bad game for Black. He would have a powerful Knight at d5, but White would get an even more dangerous one at d6 after 23 Qe4 .

20 ...	Qxe4
21 Qxe4	Qb8
22 g3	b5!

The Rook at a5 serves the function of watching over b5 so that Black doesn't have to meet 23 cxb5 with 23 ... cxb5 , weakening the Black King's position. Now White must either surrender pawn control of d5 or weaken his King's position (with 23 b3 bxc4).

23 c5	Qxe5
24 dxe5?	



This is White's first serious error. Although his earlier moves were not always the most accurate ones, at this point he could still have retained equal chances in the endgame after 24 Qxe5! . But now Black is enabled to use his heavy pieces to gain control of the Queenside and the d-file.

24 ... Ba4

This strong move begins Black's seizure of the open lines. White must avoid Bxd8+ because in recapturing with the Queen Black will gain control of the most important unobstructed line, the d-file. After

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25 ♖h7, the move White was counting on to attack the g-pawn, Black ignores the attack on his weakened Kingside and plays 25 ... ♜a5!, threatening to exchange Rooks on the d-file and to continue with ... ♜xa2 and ... ♜a1+. This would force White's King out into the open where it would not have the help of the distant Queen to defend it. To stop this threat to a2, White would have the unpleasant choice between weakening his pawns (26 a3 b4!) and surrendering the open file (26 ♜xd8 + ♖xd8 followed by 27 ... ♜d5 or 27 ... ♖d3+).

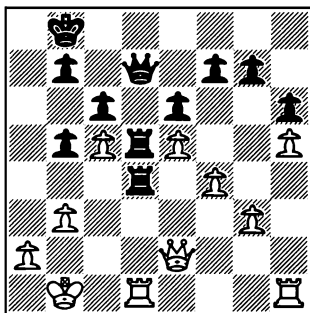
25 ♖e3 ♜d5!

Now the d-file is plugged up and Black can reinforce his control of it with ... ♖d8. Also, Black's Rook on the d-file no longer requires the Queen's protection (as it did on d8), so the Queen is free to join the assault on a2 with ... ♖a5. And although after 26 ♜xd5! cxd5 White's c-pawn would suddenly become a target, that would be the lesser evil.

26 b3? ♖d7!

White's last move was a tactical slip: he failed to realize that now 27 ♜xd5 ♖xd5 would threaten his other Rook at h1. Notice that as the heavy pieces are exchanged, White's pawn weaknesses become more and more vulnerable, a result of their having advanced so far.

27 ♖e2 ♜ad4!



A graphic demonstration of centralization. Usually it is White who profits from the exchange on e5 that opens the d-file. Here it is Black. The squares d2 and d3 defy defense, as do others. Eventually, d1 will also be Black's.

28 ♜xd4 ♜xd4
29 ♜c1 ♖d5!

This is more exact than the immediate ... ♜d2 because now the White Queen is denied access to squares such as e4. The threat of 30 ... ♜d2 and 31 ... ♖d4 or 31 ... ♖g2 is much stronger.

30 ♜c2 ♜d1+
31 ♖b2 ♖d4+
32 ♖a3 ♜d3

The centralized power of Black's pieces is crushing. He can go after pawns on the Kingside (g3, for example) or White's King on the

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Queenside. White's pieces are confined to the first two ranks.

33 g4 b4+
 34 ♖a4 ♜c3!

This wins the c-pawn at the very least. White cannot exchange Rooks because Black would recapture with the pawn and push it to the eighth rank without serious opposition.

35 ♜f2 ♜d3!

A final demonstration of the power of the open file. Black threatens the Rook on c2 and, more important, mate on b5. The only ways to stop the mate are 36 ♜e2 and 36 ♜xb4, either of which costs the Rook. So . . .

White resigned.

Instructive Game No. 2

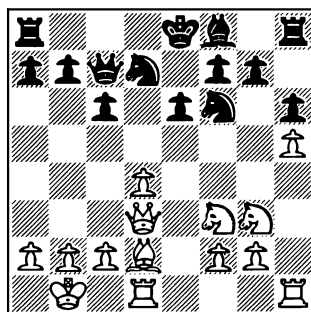
White: B. Kurajica

Black: V. Bagirov

Titovo Uzice 1978

1 e4	c6
2 d4	d5
3 ♘d2	dxex4
4 ♘xe4	♙f5
5 ♘g3	♙g6
6 ♘f3	♘d7
7 h4	h6
8 h5	♙h7
9 ♙d3	♙xd3
10 ♜xd3	♘gf6
11 ♙d2	♜c7
12 0-0-0	e6

13 ♖b1



This is something of a high-class waiting move. White doesn't yet know whether he wants to exchange Knights with ♘e4 or ♘e5 and he's not ready to commit himself to c2-c4. (Perhaps he's waiting for Black to play ... ♘d5 so that he can get in c2-c4 as a "free" move, since it will then gain time by attacking the Knight.) In other words, White makes this generally useful King move because he doesn't want to make any irreversible decision. The King is well placed on b1 because if there is an exchange of pawns in the center with ... c6-c5xd4, White may be able to use the c-file after c2-c4-c5-c6! The King on b1 also averts the exchange of Bishops after Black plays ... ♙f4. And it may be important for White's pawn at a2 to be protected.

13 ... 0-0-0
 14 ♜e2

Though this is usually played in connection with an early ♘e5, it has

QUEEN BISHOP LINE

other uses as well. Its purpose here is partly to encourage ... c6-c5, a move that grants Black counterplay but also gives White some tactical possibilities against the Black King.

14 ... ♔d6

There is no reason for Black to rush into ... c6-c5 when he can gain time with this move (which threatens to win a pawn at g3).

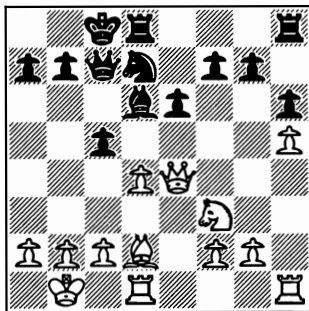
15 ♖e4 ♗xe4
16 ♜xc4

This is the position White was aiming for. Although he appears to control more space and seems to have the more active pieces, he does not have any specific threats. But he has another kind of trump up his sleeve. He has made it hard for Black to find a good move. If Black gains time with 16 ... ♗f6, White will retreat his Queen to e2 and then play ♖c5!. With Black's Knight gone from d7, White's Knight move will be more effective. Moreover, if Black follows up with 17 ... c6-c5 he will find that, because White has not played c2-c4, White has the advantage of being able to use the c4-square for his pieces. For example, 16 ... ♗f6 17 ♜e2 c5 18 dxc5! will be followed by ♖h4-c4. This is a delayed version of that Rook maneuver we mentioned in the notes to move 11 in the analytical part of this chapter.

Something similar happens in the

game. Therefore, perhaps Black has nothing better than the noncommittal 16 ... ♜b8 so that after 17 c4 (occupying the c4-square) Black can play 17 ... c5 under safer circumstances.

16 ... c5?



17 dxc5! ♗xc5
18 ♜c4!

White's avoidance of c2-c4 permits this annoying move, which will be followed by ♗e3 and perhaps even b2-b4. The fact that Black's Queen and King are lined up on a partly open file cannot be comforting to him. Had he taken the time to play ... ♜b8 earlier, he would have been safer on the file but he would have had to face other dangers on the g3-b8 diagonal.

18 ... ♖he8

Black's moves have been logical. All his pieces are developed and are fairly well coordinated. Yet he has

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paid the price of exposing weaknesses that were well shielded when his c-pawn was still on c6.

When you have more than one weakness, there is always the possibility that a combination or some forcing series of moves will enable the enemy to attack the targets alternately, shifting back and forth until he has built up a decisive initiative. Here, for example, Black might play 18 ... e5 to keep the White pieces out of d4 and e5, but then 19 ♖e3! would be strong because of the threat to win material with 20 ♜xd6 followed by 21 ♝xc5. If Black met that threat with 19 ... b6 he would permit 20 ♘xc5 ♘xc5 21 ♝g4+ and 22 ♝xg7—capturing Black's other weakness, the pawn at g7. (Note that the a-pawn may be still another weakness.)

19 ♖e3!

Once again White threatens ♜xd6, removing the prime defender of Black's Knight on c5. The Knight, unfortunately, has no safe move except to a6 or d7, either of which would be met by 20 ♝d4! with a double attack on the pawns at a7 and g7. That leaves Black with a choice between 19 ... b6, which weakens the King position and encourages a raid by the Knight (♘d4-b5), and a retreat by his Bishop, which cedes the g3-b8 diagonal.

19 ... ♘f8

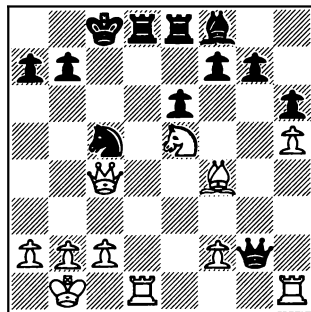
20 ♘f4!

Capturing this diagonal is one of the important themes of this entire variation, as we mentioned in the analysis section. Here Black clearly cannot challenge the Bishop with 20 ... ♘d6 because of two exchanges on d6 followed by b2-b4, winning the pinned Knight (21 ♘xd6 ♜xd6 22 ♜xd6 ♝xd6 23 b4, etc.)

20 ... ♝c6

Again, Black's Queen cannot leave the c-file because b2-b4 would win the pinned Knight on c5.

21 ♘e5 ♝xg2



Of course, it is hazardous at this critical time to run off to the other side of the board with so valuable a defensive piece. But Black has no convenient alternative. After 21 ... ♝c7 White would need only to move his Knight, attacking the enemy Queen with his Bishop. Of the many possible Knight moves, the best is 22 ♘d7!; for instance, 22 ... ♝c6 23

QUEEN BISHOP LINE

♞xf8 ♜xf8 24 ♜e3. With no Bishop to defend c5, Black would have to move his Knight. White would then exchange Queens, grab the a-pawn with his Bishop, and trade Rooks on the c-file, with a winning endgame because of White's big majority of Queenside pawns.

22 b4!

With White's active pieces aimed at the Queenside, the b-pawn decides the issue. Black can only grasp at straws to save his Knight.

22 ... f6
23 ♜g6

The Knight protects the Bishop. It would do that also on d3, but then 23 ... ♞e4 24 ♞c3 ♜xd3 and 25 ... ♞xf4 would complicate matters. After 23 ♜g6, however, 23 ... ♞e4 24 ♞c3 maintains the pin along the c-file and wins the Knight on c5.

23 ... ♞f3
24 ♜de1

Now 24 ... ♜xd1+ is averted. There is nothing else Black can attack without giving back the extra pawn he captured on move 21. But

even the following pawn sacrifice is only a temporary stay of execution.

24 ... b5
25 ♞xb5

Threatening mate on b8.

25 ... ♞b7

It's true that Black can move the Knight now that the pin on the c-file has been lifted. But 25 ... ♞b7 is met by 26 ♞c4+, and 25 ... ♞d7 runs into 26 ♜h3! followed by 27 ♜c3+ (if 26 ... ♞xh3 27 ♞c6 mate).

26 ♞c4!

The pin is reimposed and this time it can't be broken.

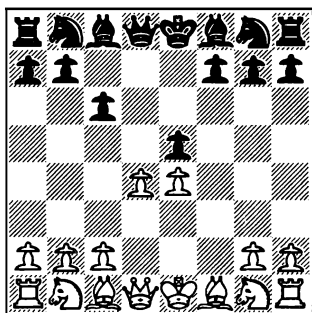
26 ... a5
27 c3 ♞a6
28 ♜e4! ♞b7
29 bxc5 ♞xc4
30 ♜xc4 e5
31 c6+ ♞c7
32 ♜e3 f5
33 ♞xf8 ♜xf8
34 ♜g1 ♜f7
35 ♜g6 ♜b8+
36 ♞c2 Black resigns

The easiest winning plans involve ♜c5-d6+ or ♜c5xa5.

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and threats. When Mikhail Botvinnik was faced with 3 f3 in one of his World Championship match games he quietly responded 3 ... e6 and didn't even try to refute his opponent's opening. With 3 ... e6 Black indicates his willingness to play the French Defense (1 e4 e6 2 d4 d5) or something very similar. For example, 4 d3 d6 5 e5 d7 6 f4 c5 produces a position that frequently arises in the French (by a different move order).

4 fxe4 e5



The point: Black threatens 5 ... ♖h4+ (6 g3 ♗xe4+ and 7 ... ♗xh1). There is only one way for White to stop the check and also protect his threatened d-pawn.

5 d3 e6!

The reason this variation is sometimes called a gambit is 5 ... exd4 6 d4!. White sacrifices a pawn to try to exploit the diagonal leading to f7 as well as the f-file

that is open from his side. Normally in the Caro-Kann, Black never has to worry about threats to f7 because ... c7-c6, ... d7-d5, and later ... e7-e6 serve to protect that most sensitive square. But after 5 ... exd4 6 d4 Black the f7-square can become a target; for example, 6 ... ♗b4+? 7 c3 dxc3 8 ♗xf7+! ♕xf7 9 ♗xd8! cxb2+ 10 ♕e2 bxa1Q, and even though Black gets a new Queen, he loses the game after 11 ♖g5+, 12 ♗e8+, 13 ♗f1+, etc. The possibilities after 5 ... exd4 6 d4 can become quite wild (a better move than 6 ... ♗b4+ is 6 ... d6).

But 5 ... e6! protects the diagonal leading to f7 and holds the e-pawn through tactical means (6 ♗xe5 releases the defense White had set up to stop that Queen check at h4, and 6 dxe5 ♗xd1+ 7 ♕xd1 d7 gives Black a fine lead in development which he can increase with ... 0-0-0). At the same time, Black renews his positional threat to capture on d4.

6 c3

The capture on d4 is a positional threat that must be respected. The reason is that after, say, 6 d4 exd4 7 ♗xd4 (7 dxd4 ♗h4+) 7 ... ♗xd4 8 dxd4, White's isolated pawn at e4 can be easily attacked along the e-file, and, perhaps more important, Black can post a piece (his Queen Knight; for example) on e5 without fear of harassment by enemy pawns.

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With 6 c3 White prepares to recapture on d4 with a pawn to maintain control of the e5-square.

6 ... ♟f6

With his last move White denied himself the use of c3 for his Queen Knight, and Black immediately demonstrates why the absence of ♟c3 is bad for White. White now has to concern himself with defending that e-pawn he wanted so much and, as a result, he gets a rather constricted position—hardly what he was hoping for when he played 3 f3.

7 ♟d3 ♟bd7!

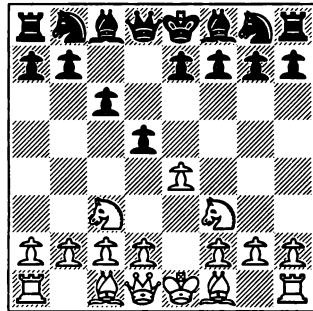
Black's game is without serious weakness and his pieces coordinate well. The e-pawn is not hanging, because Black can meet 8 dxe5 with 8 ... ♟g4 and 9 ... ♟gxex4, not only regaining the pawn but also obtaining the excellent e5-square for his Knights.

White does better to leave the center pawns untouched for the time being. He should continue his development along the lines of 8 ♟e2 ♟d6 9 ♟bd2 followed by Kingside castling. Even then, however, Black has an easy position to play, with the potential to attack White's compromised center with ... exd4 and ... c6-c5 at some point. Or he can castle on the Queenside, since after 9 ... ♟e7 10 0-0 0-0-0 White's e-pawn requires constant attention by White

while Black can continue developing with ... ♟g4 and ... ♟he8, for example.

B. Two Knights Variation

- | | | |
|---|-----|----|
| 1 | e4 | c6 |
| 2 | ♟f3 | d5 |
| 3 | ♟c3 | |



The Two Knights Variation meets the Black central strategy by avoiding 2 d4, a move which eliminates the d-pawn as a potential defender of the e4-square. True, 2 d4 permits much more freedom for the White pieces, although it carries the slight disadvantage of weakening e4. But with 2 ♟f3 and 3 ♟c3 (or 2 ♟c3 and 3 ♟f3) White retains the option of playing d2-d3 so that he can keep a pawn at e4. Of course, he can change his mind later and play d2-d4 if circumstances warrant.

3 ... ♟g4

This is the most popular third move in the Two Knights line

because it solves the problem of Black's Queen Bishop immediately. Now Black will play for control of the dark squares in the center with ... e7-e6, ... ♘d6, and ... ♗c7. Meanwhile, White will cover the light squares with pawns at e4 and d3. Black would like to coax White into playing e4-e5 and d2-d4 so that he can get counterplay with ... c6-c5 and ... ♗b6. But White should not willingly advance those pawns.

There are other ways for Black to play, although they rarely get the attention they deserve. There is nothing wrong with 3 ... dxe4, for example, provided Black does not let the White Knights do their thing. Note that after 4 ♖xe4 ♘f5?! 5 ♖g3 ♘g6 6 h4 h6 7 ♖e5! White has gained time compared to the similar variation in Part Nine because he has not used a move to advance his d-pawn. Now Black must not allow ♖xg6, but 7 ... ♘h7 8 ♗h5! g6 9 ♘c4! (threatening mate) gives White time to retreat his Queen to e2 on his next move. White can then develop smoothly while Black, in sharp contrast, has entombed his Queen Bishop. Note further that 9 ... e6 10 ♗e2 also threatens 11 ♖xf7! ♗xf7 12 ♗xe6+ and mates.

But Black can play better with 4 ... ♖f6, for instance, hoping to transpose into a line in which it is not necessarily to White's advantage that his Knight has already been committed to f3 (see Parts Five and Six). In those lines White

may prefer to put his King Knight on e2 instead of f3. Black can also play 4 ... ♖d7, seeking to transpose into Part Seven or Eight. In those more normal lines White gets no benefit from playing d2-d3 rather than d2-d4. The reason he plays d2-d3 in the Two Knights Variation is to recapture on e4 with a pawn. But if that recapture is impossible—as it is after 3 ... dxe4 4 ♖xe4—there is little point to the one-square advance of the d-pawn. The text move, 3 ... ♘g4, treats the Two Knights Variation on its own strategic terms.

4 h3

♗xf3

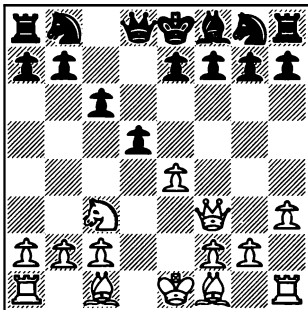
Black is willing to trade a Bishop for a Knight—usually a slightly unfavorable transaction—because he will set up a pawn structure that is generally immune to attack by White's light-square Bishop. After Black plays ... e7-e6, White's King Bishop will not have a good post; in fact, it may turn out to be a very bad Bishop if White plays d2-d3 and g2-g4. Those moves may help the other pieces but will only suffocate the King Bishop.

It would seem that 4 ... ♘h5 is the more conservative way of playing. But the retreat of the Bishop gives White the chance to seize the initiative with a series of attacking moves based on the fact that the Bishop has been diverted from the Queenside. After 5 exd5 cxd5 6 ♘b5+ Black must play 6 ...

♖c6 (6 ... ♖d7? 7 ♖xd5). But then White will continue to make threats with 7 g4 ♗g6 8 ♖e5! followed by d2-d4, ♜e2, and Queenside castling. White can also play h3-h4 with the threat of h4-h5 at some point. That would force Black to advance his f-pawn or h-pawn to provide an escape route for his Queen Bishop—but then ♖xg6 would seriously damage Black's Kingside pawns.

White gets a substantial lead in development after 4 ... ♗h5. It is only Black's natural solidity that avoids a clear disadvantage at an early stage. With ... e7-e6 followed by ... ♗b4 and ... ♖e7 or ... ♖f6 Black may weather the storm. He may even get more counterplay than he usually gets in the Caro-Kann because 5 exd5 gives him a half-open c-file (that is, it is open from his side) along which he can use his heavy pieces, especially his Rooks. In short, 4 ... ♗h5 is a sharper alternative to 4 ... ♗xf3.

5 ♜xf3



5 ...

♖f6

This is the most flexible and accurate move. It is accurate because, although Black will play ... e7-e6 on his next move anyway, he grants White extra options if he plays 5 ... e6 immediately. It is flexible because the Knight move reveals nothing about Black's future plans. He may even decide to fianchetto his remaining Bishop with ... g7-g6 and ... ♗g7.

As to accuracy, let's compare the Knight move with 5 ... e6. If White answers 5 ... e6 with 6 d3, Black can return to the main line by bringing his Knight to f6. But suppose White decides to play 6 d4. After all, Black has exchanged his Bishop for White's Knight on the last move, so White should be happy to play aggressively with his pawns, hoping that some of them will be exchanged (fewer pawns, better Bishops). After 6 d4 Black can play 6 ... dxe4, which not only attacks White's Queen as it captures a pawn but also uncovers an attack on the d-pawn (7 ... ♜xd4!). White's best bet in that case is to sacrifice a pawn: 7 dxe4! ♜xd4 8 ♗d3 and now 8 ... ♖f6 9 ♗e3 with a good lead in development for White; for example, 9 ... ♜d8 10 ♖xf6+ ♜xf6 11 ♜g3, or 9 ... ♗b4+ 10 ♜e2! (10 c3 ♗xc3+ 11 bxc3 ♜xc3+ forks the King and Rook) 10 ... ♜d8 11 ♖hd1 followed by ♜g3. In either case, White has annoying threats against

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the Queenside and the Kingside. Black can also try to win a second pawn with 9 ... ♝xb2, but White's chances of penetrating Black's position with his Queen and Rooks would be even better after 10 0-0 and 11 ♖ab1.

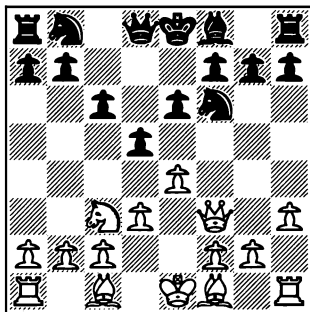
After 5 ... ♔f6, however, the gambit offered by 6 d4 dxe4 7 ♗xe4 is more risky for White. Black accepts the pawn with 7 ... ♝xd4 and after 8 ♘d3 continues with 8 ... ♗bd7!. The differences are: (1) Black is not vulnerable on the Queenside because his pieces there are developed and coordinated; (2) he doesn't fear an exchange on f6 because his Knight is protected by the other Knight; (3) he threatens immediately to reduce White's attack force by ... ♗e5xd3.

6 d3

This makes much more sense than the 6 d4 gambit and is more flexible than 6 e5 or some other move that gives up the possibility for White to recapture on e4 with a pawn. After 6 d3 White's center is solid and he has good prospects because of his two Bishops. If Black should ever advance his d-pawn or exchange it on e4, White's light-square Bishop may suddenly grow in strength because of its greater freedom of movement. But first the Bishop must free itself from its own restricting pawn structure!

6 ... e6

The center situation is in balance. White doesn't want to limit the scope of his Bishops by playing e4-e5, and Black doesn't want to weaken himself in the center with ... d5-d4, ... c6-c5, or ... e6-e5. Eventually some of those moves may become necessary, but both players would rather avoid them.



White's choice of plans includes Queenside castling combined with g2-g4-g5 and h2-h4-h5. Then, with ♗h3 and g5-g6 White's Bishop will come to life with an attack on e6. Another strategy—a more conservative one—calls for ♗e2 and ♝g3 with Kingside castling. White then will need some pawn action to release the energy of his pieces, and this may be provided by f2-f4-f5.

Meanwhile, Black can wait for White to commit himself. If White rushes to castle Queenside, Black will be ready to play ... d5-d4 followed by ... ♝b6 and ... ♗a6-c5-a4 or ... c6-c5-c4!, with an attack on White's King. If White postpones deciding where to put his King, Black can play ... ♗d7 and ... ♗d6

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followed by a Queen move. The Queen can be useful on any of several squares, including c7, e7, and b6. Black would like to exchange the dark-square Bishops, perhaps by means of 7 ... ♘b4 8 ♙d2 d4!, so that he can set up his pawns at e5, d4, and c5, blocking the center. White's light-square Bishop would then be restricted by his own pawns at d3, e4, and perhaps also at f5 or g4. But if White tries to open the position with c2-c3xd4 or f2-f4xe5, Black will be able to recapture on d4 or e5 with a Knight, which would then be excellently placed.

All in all, the position is well balanced and difficult to assess.

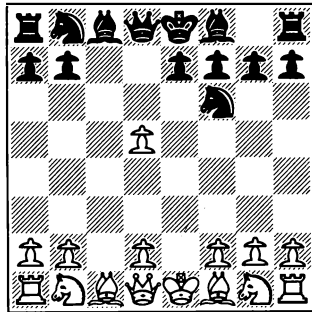
C. Modern Exchange Variation

- | | | |
|---|----|----|
| 1 | e4 | c6 |
| 2 | c4 | |

With this unusual second move White tries to accelerate the timing and the ideas of the Panov Attack (Part Four). By exchanging pawns in the center at the earliest possible moment (assuming Black plays 2 ... d5), he hopes to gain time; if Black recaptures on d5 with his Queen, White develops quickly with ♘c3 and may further harass the Queen while advancing his own development. Or if Black postpones his final recapture on d5 (as in the main line below), White hopes to give Black some other kinds of development problems. White doesn't mind having an isolated d-

pawn—a result of exchanging his e- and c-pawns—but for his plan to succeed he depends on the much faster development of his forces.

- | | | |
|---|------|------|
| 2 | ... | d5 |
| 3 | exd5 | cxd5 |
| 4 | cxd5 | ♞f6 |



White will get that extra bit of time if Black plays 4 ... ♜xd5. Then with 5 ♘c3 White will be able to complete his development at least a move or two ahead of Black. For example, 5 ... ♜a5 6 ♙c4 ♞f6 7 ♞f3 and White continues by castling, playing d2-d4, and placing his Queen and Rooks on the e- and c-files. Black's position resembles that of the Center Counter Game except that here it is hard for him to develop his Queen Bishop early: White can meet 6 ... ♙f5 or 7 ... ♙g4 with ♜b3!, attacking b7 and f7.

- 5 ♙b5 +

While Black takes his time regaining the pawn on d5, White rushes in with moves designed to

The moves ... $\text{d}7$ and ... $\text{a}7\text{-a}6$ are useful to Black anyway, but White's $\text{b}5+$ has only a short-term tactical point in its favor. This means White must be careful to avoid getting a bad game by falling behind in development. If he plays $7 \text{ a}4$, for instance, to maintain the pin on Black's Knight ($7 \dots \text{axb}5? 8 \text{ xa}8$), Black breaks the pin with another simple move that may come in handy later, $7 \dots \text{b}8!$. White can't then retreat the Bishop to $\text{c}4$ because of $8 \dots \text{b}5$, and so he has to accept a loss of time with the humble $8 \text{ e}2 \text{ b}5 9 \text{ d}4 \text{ b}6$ followed by ... $\text{b}7$ and ... $\text{d}5$.

Nor can White maintain the pin with $7 \text{ a}4$ (or $7 \text{ c}4$) because again Black develops his Queenside with a gain of time and thus ensures the favorable recapture of the d-pawn: $7 \text{ a}4 \text{ b}5! 8 \text{ b}3 \text{ b}6$, then $9 \dots \text{b}7$ and $10 \dots \text{b}5$. With a Knight on $\text{d}5$ Black would have an excellent outpost in the center supported by the Bishop on $\text{b}7$ and the subsequent ... $\text{e}7\text{-e}6$. Black's pieces would be working very well together.

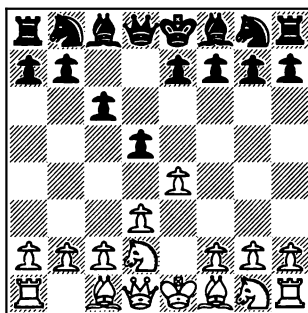
There is one other possible answer to $6 \dots \text{a}6$ that deserves attention: the attempt to hold on to the extra pawn by all available means. After $7 \text{ xd}7+$ Black plays $7 \dots \text{xd}7!$, keeping the d-pawn under attack and clearing the way for ... $\text{b}7\text{-b}5$ and $\text{b}7$. For example, $8 \text{ f}3 \text{ b}5 9 \text{ d}6$ can be met by $9 \text{ b}7$ and then taking the d-pawn. Also, the Black Queen on $\text{d}7$ can jump to $\text{g}4$ to try to take advantage of White's laggard

development. After $8 \text{ b}3 \text{ g}4!$ followed by ... $\text{b}7\text{-b}5$ Black should have no difficulty getting back his pawn and obtaining a strong Kingside attack to boot.

The verdict appears to go against White in this variation. After $1 \text{ e}4 \text{ c}6 2 \text{ c}4 \text{ d}5 3 \text{ exd}5 \text{ cxd}5$ White's best is probably $4 \text{ d}4!$, leading back into the Panov Attack of Part Four.

D. Closed System

- | | | |
|---|-------------|-------------|
| 1 | $\text{e}4$ | $\text{c}6$ |
| 2 | $\text{d}3$ | $\text{d}5$ |
| 3 | $\text{d}2$ | |



A bit of history may help in the appreciation of White's strategy here. The so-called Hypermodernist masters of the first two decades of this century were especially fond of the Caro-Kann as Black because it conformed to their philosophy of avoiding weakness in the center and restraining premature aggression. But one of the Hypermodernists, the Hungarian Gyula Breyer, wondered what would happen if Black were

confronted with the Black philosophy as played by White! He suggested the formation d2-d3, ♖b1-d2, and ♜g1-f3, followed either by the fianchetto of White's King Bishop or by its development at e2.

This is "Hypermodern" in the sense that White avoids commitment in the center and keeps his pieces flexible. White's plan has the advantage of not ceding pawn control of any key squares, since the d-pawn protects e4. This is similar to the Two Knights Variation discussed in this chapter, but it has the important difference that here Black does not get an early chance to solve the "problem" of his Queen Bishop (as he does in the Two Knights Variation after 1 e4 c6 2 ♖f3 d5 3 ♜c3 ♜g4!). Instead, White keeps his forces compact and in a sort of holding action until Black commits himself. Breyer's idea is "counter-Hypermodern"!

Surprisingly, this strategy creates real problems for Black. Without any specific threats to meet and with an opponent who is content to maneuver only in his own half of the board, Black may find that although he has a broad choice of plans, he has no easy path to equality. This is because he must make a decision about how to complete his development now, before he knows what role, if any, will be played by the problem piece of this opening, the Black Queen Bishop. The Bishop can't go to f5, because White's second move has reinforced the

pawn on e4. And it may not be able to go to g4 unless Black is prepared to give it up in exchange for a Knight, losing time in the process.

Until the problem of the Queen Bishop is solved, Black must temporize in the center. He doesn't want to play ... e7-e6, as he does in so many other lines, because here it would only lock in the Queen Bishop.

3 ... g6

This is a quiet response. But against so mild a plan as 2 d3 and 3 ♜d2 Black may well look for something more active, more "punishing." Since White is playing the opening as if he were Black—that is, defensively—Black can play as if he were White—that is, aggressively!

Since White has made no serious demands on the center, Black might first consider 3 ... e5. If he can post his Knights at f6 and d7 and his King Bishop at d6 he will have a solid center with no apparent weakness. But White can disrupt this plan with 4 ♜gf3, threatening the e-pawn. White intends to castle quickly, bring a Rook to bear on the target pawn with ♖e1, and then open the game with d3-d4. He can even play for the center exchange immediately with 4 ♜gf3 ♜d7 5 d4!. White will end up with a lead in development and clear domination of the center after 5 ... dxe4 6 ♜xe4 exd4 7 ♖xd4. He would enjoy a good position also after 5 ... exd4 6 exd5! cxd5 7 ♜xd4 because

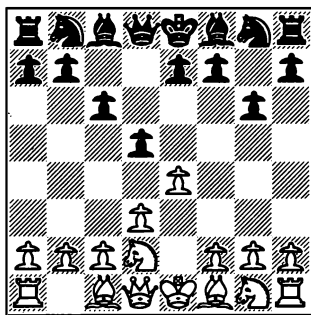
Black's d-pawn can become a target. Similarly, after 5 ♖g3 ♘d6 White can break open the center with 5 d4, although 5 g3 ♗e7 6 ♘g2 is also good for him. In this last variation, White must be prepared to shake up the center at some point—with d3-d4 or with exd5 followed by c2-c4—in order to breathe life into his Knights and King Bishop.

This kind of favorable liquidation for White suggests that Black might attempt to avoid danger by forcing matters with 3 ... dxe4 before White gets the chance for d3-d4 or exd5. However, this exchange has the disadvantage of acting in the center before White has revealed how he will deploy his King Bishop. After 4 dxe4 White can abandon his plan to fianchetto that Bishop and instead bring it out along its natural diagonal, f1-c4. For instance, after 4 dxe4 e5 5 ♖g3 ♗c7 6 ♘c4 ♗e7 7 h3!, Black can't play ... ♘g4 and is left with that "problem-Bishop" on c8. Black can try the tactical trick 5 ... ♘c5 (instead of 5 ... ♗c7), with the idea of meeting 6 ♗xe5 with 6 ... ♘xf2+ and 7 ... ♗d4+ to regain the piece on e5. But White can reply to 5 ... ♘c5 with the good move 6 c3, threatening ♗xe5 (now that ... ♗d4+ is impossible), or with 6 ♘c4.

Finally, there is 3 ... ♗f6 with the idea of meeting 4 ♖g3 with 4 ... ♘g4 to solve the Queen Bishop problem. But White has two reasonable methods of continuing. On 5 h3 ♘xf3 6 ♗xf3 White has the same position as in the Two Knights

Variation except that his Knight is slightly better placed on d2 than on c3 (where it runs into ... d5-d4 and ... ♘b4). White will continue with g2-g3, ♘g2, and Kingside castling, followed perhaps by f2-f4-f5.

Also, after 4 ♖g3 ♘g4 White can play more ambitiously with 5 e5!? ♗fd7 6 e6 in order to disrupt Black's development by creating a bottleneck at e6. For example, 6 ... ♗xe6 7 ♗d4 followed by ♗xe6, g2-g3, ♘h3, and ♗e2 creates strong pressure against the weakened light squares around Black's King. If 6 ... fxe6 7 h3 ♘h5 8 g4 followed by ♖g5, d3-d4, and ♗e2 gives White similar opportunities. Black may be able to keep his extra pawn but it will take him a long time to castle and to complete his development—and in the meantime White may obtain a decisive advantage.



4 ♖g3 ♘g7
5 g3 e5

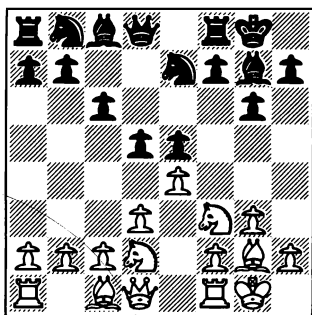
Although this sets up a target for White's pieces, it is the best way of

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mobilizing Black's forces. If Black brings the King Knight out to f6 without first playing ... e7-e5, there is a danger that White will advance with e4-e5 and d3-d4. This would severely restrict Black's pieces and give White the possibility of c2-c4 to open lines for his Queen Rook and King Bishop.

Black could also play ... dxe4 at some point and *then* bring his Knight out to f6 when d3-d4 is impossible. But Black should realize that nine times out of ten the d-file will turn out to be a weapon for his opponent if it is opened so early in the game. Also, ... dxe4 permits White to post his Queen Knight, which now has little to look forward to, on the excellent c4-square.

6 ♖g2		♗e7
7 0-0		0-0



The position is very much in flux. White can pile up on the enemy e-pawn with his Queen, his King Rook, and even his Queen Bishop (by way of the fianchetto 8 b3 or 8 b4!?). As

the following game shows, Black must avoid not only the loss of his e-pawn but also the dynamic d3-d4 move by White that will lead to the removal of all four center pawns.

Black, meanwhile, must figure out how to complete his development without giving up his hold on the center. The c-pawn stands where he would like his Queen Knight to be, but he can't advance that pawn without undermining his own d-pawn. At some point he will have to give serious consideration to ... d5-d4 followed by ... c6-c5. That would clear a square for his Queen Knight and prepare the strategic plan of ... c5-c4 to open the c-file.

Instructive Game

White: V. Ciocaltea

Black: J. Kozma

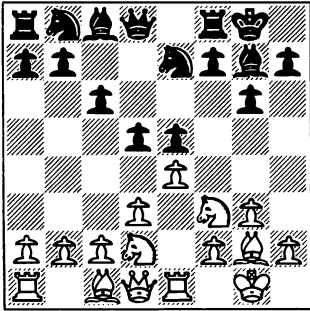
Satu Mare 1977

1 e4		c6
2 d3		d5
3 ♗d2		g6
4 ♗gf3		♗g7
5 g3		e5
6 ♗g2		♗e7
7 0-0		0-0
8 ♖e1		

White's piece and pawn formation is normally called a King's Indian Reversed. That's because White is playing the moves that Black normally plays in the King's Indian Defense. White would like Black to play ... d5-d4 to stabilize the center;

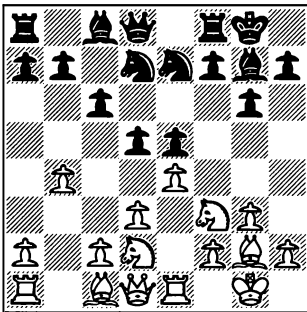
CARO-KANN DEFENSE

then White can attack it from the wings with ♞h4 or ♜e1 and f2-f4 . In that case, though, his Rook is better off on f1 , where it supports the advance of the f-pawn . Therefore, 8 ♝e2 may be preferable here.



But 8 ♜e1 may make sense if White decides he doesn't need f2-f4 for counterplay. In this game, White has another plan for attacking Black's center, as his next move reveals.

8 ... ♞d7
9 b4!?



White will increase the pressure on the enemy e-pawn when he fian-

chettoes his Queen Bishop at b2 . But he can do that just as well with 9 b3 . Why is the b-pawn advanced two squares?

The answer lies in White's prospects on the Queenside. If Black should play ... d5-d4 White will strike at the d-pawn with c2-c3 . But if Black can then reinforce his center with ... c6-c5 , White will have gained nothing but the option of opening the c-file . However, the c-file can easily turn out to be more useful for Black than for White; indeed, if Black can ever manage to occupy the c3-square with a minor piece, White could be in real trouble.

With b2-b4 White can outflank Black's effort to reinforce the center. Now he can meet ... c6-c5 with bxc5 and then shift his Rooks to the b- and c-files . Since Black will be slightly behind in development (because of the time it will take him to find squares for his Knights), this opening of the Queenside could be deadly.

9 ... a5

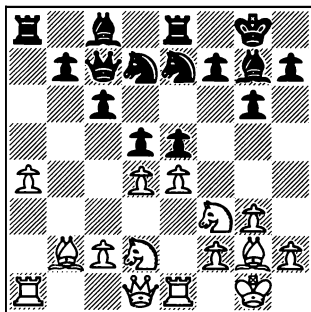
This busts up White's Queenside and ensures that White's a-pawn will be isolated. (White cannot avoid that with 10 a3 because of $10 \dots \text{axb4}$ 11 axb4?? ♜xa1 .) On the other hand, $9 \dots \text{♝c7}$ 10 ♞b2 leaves Black without a good move, since $10 \dots \text{d4}$ plays right into White's hands: 11 c3! dxc3 12 ♞xc3 followed by ♞c4 or d3-d4 .

10 bxa5 ♝xa5
11 ♞b2 ♝c7

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Black had to meet the threat 12 exd5 (12 ... cxd5 13 ♗xe5 or 12 ... ♖xd5 13 ♖c4). But he can't maintain the status quo in the center forever. Meanwhile, White gains some space on the Queenside.

12 a4! ♖e8
13 d4!



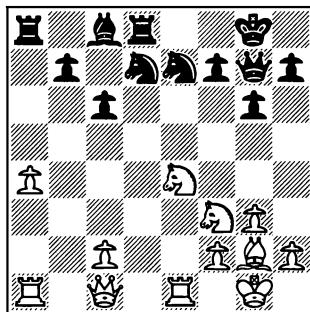
Not 13 exd5 cxd5 14 d4 because of 14 ... e4!, sealing up the center and giving Black's pieces the use of c6 and f5. The strength of White's 13 d4 lies in the rapid liquidation of all the pawns in the center, leaving White with an excellent King Bishop directed at the Queenside and Black with a weakened Kingside after the exchange of dark-square Bishops.

13 ... dxe4
14 ♖xe4 ♖d8
15 ♗c1! exd4
16 ♗xd4 ♗xd4
17 ♖xd4 ♗e5

White was ready to march against the weakened dark squares with ♗a3

(threatening ♗xe7 or ♖d6) or ♗g5. Black's Knights have no good squares (17 ... ♖d5 18 c4!), but he must defend his Kingside against the gradual incursion of White's Queen and Knights to f6, h6, and e7. So he uses his Queen as a defender.

18 ♖f3 ♗g7



19 c4 ♖f6
20 ♖fg5 ♖xe4
21 ♖xe4 ♗f5?

This leaves the b-pawn unprotected and, more important, takes away the Black Knight's best square. It's a common story when White successfully breaks open the center. Black's deployment after move eight looked impressive, but that was due only to his strong pawn center. Once the pawns were swept away, Black's Knights and Queen Bishop were seen to be virtually inactive, and his only piece with a good future—the King Bishop—was soon exchanged.

A better defensive try is 21 ...

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♞f5, but then 22 ♖f4 keeps Black's pieces in limbo.

22 ♞c5!

This is, in effect, the decisive move. Black's Knight is attacked by the Rook, and the b-pawn, which holds Black's Queenside together and keeps the White Bishop from raking the long diagonal, is doomed.

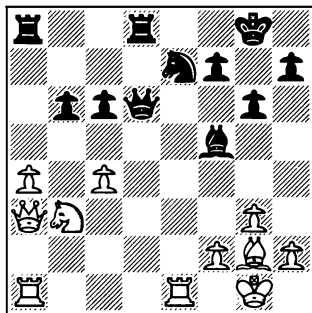
22 ... ♖d4

Black can fight only with his working pieces. Here he sets a trap: 23 ♞xb7 will permit 23 ... ♖d7, catching the Knight.

23 ♖a3! b6

Black's Queen temporarily holds his game together. But inevitably the Queen will be driven away from d4.

24 ♞b3! ♖d6



This sets another trap of sorts. White can win a piece with 25 ♖xe7,

but Black gets counterplay after 25 ... ♖xa3 26 ♖xa3 ♖d1 + 27 ♞f1 ♞h3 28 ♞d2 ♖d8.

25 ♖xd6 ♖xd6

26 c5

Getting fancy. The simple win is 26 ♖xe7 ♞c2 27 ♖e3.

26 ... bxc5

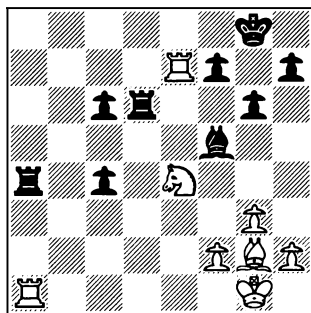
Black can limit his losses with 26 ... ♖e6 but after 27 cxb6 he would be helpless against a steamroller of Queenside pawns: b6-b7 and a4-a5-a6.

27 ♖xe7 c4

On 27 ... ♖xa4!? White wins easily with 28 ♖xa4 ♖d1 + 29 ♞f1 ♞h3 30 ♖a1.

28 ♞c5 ♖a5

29 ♞e4 ♖xa4!



The last trap: after 30 ♖xa4 ♖d1 + 31 ♞f1 ♞h3 32 ♞d2 Black

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suddenly gets real counterplay with
32 ... c3!.

30 ♖e1!

This puts an end to the mating
tricks directed against White's first
rank. With that tactical idea
exhausted, Black has nothing to
show for the loss of his Knight.

30 ...	♙xe4
31 ♖7xe4	♖d2
32 ♖4e2	♖xe2
33 ♖xe2	♖a1+
34 ♙f1	c3
35 ♖c2	♖a3
36 f4	♗f8
37 ♗f2	♗e7
38 ♗e3	♗d6
39 ♗d3	♖a1
40 ♙g2	Black resigns.

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