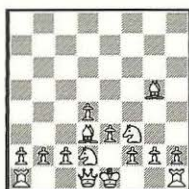


OPENING SYSTEMS FOR COMPETITIVE CHESS PLAYERS

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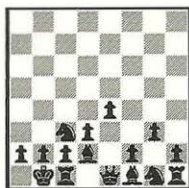
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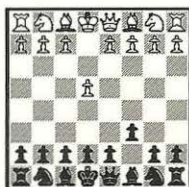
Torre Attack setup

A complete system as White :
The Torre Attack
Book # 1



Tartakower's
Legacy setup

As Black vs. all setups except 1.e4 :
Tartakower's Legacy
Book # 2



The Caro Kann
Defense

As Black vs. 1.e4 :
The Caro Kann Defense
Book # 3

by USCF Senior Master

JOHN HALL

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Edited by Lou Hays and Ken Artz

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***OPENING SYSTEMS
FOR
COMPETITIVE
CHESS PLAYERS***

JOHN HALL

USCF Senior Master

Edited by Lou Hays and Ken Artz

Hays Publishing

Dallas, Texas

chesstouring.com

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Editors: Lou Hays and Ken Artz

Book design and typeset: Lou Hays

File Creation: Ken Artz

Proofreaders: John Hall, David Sewell, David King, Luis Salinas

Illustrative game computer files built on *Zarkov 2.5* (Created by John Stanback and Distributed by Chess Laboratories) and *ChessBase 3.0* (Distributed by Chessbase, U.S.A). Diagrams created on *Zarkov 2.5* and *Diagram 2.01* (*Diagram 2.01* created by Steve Kelly). Special thanks to WindowDOS Associates, Arlington, Texas for their *WindowDOS 3.5* software, which makes all of our computer tasks easier and faster.

First printing March, 1992

Reprinted March, 1994

PRINTED IN THE UNITED STATES OF AMERICA

Hays Publishing

P.O. Box 797623

Dallas, Texas 75379

ISBN 1-880673-87-8 Softcover

INTRODUCTION

Opening Systems for Competitive Chess Players is a practical book for all strengths of chess players. It is designed for one purpose: **To provide the serious chess player with a sure-fire set of openings which can be learned in a minimum amount of time.** You can immediately benefit by learning openings which rely more on *proper piece placement* than on memorized variations. The nice thing about these openings is that together they form a UNIVERSAL SYSTEM and can be played against virtually anything the opponent throws at you! Best of all, you are *forcing* your opponent into opening lines you *know and understand*. You will be able to play the Torre Attack (Book 1) and the Tartakower Legacy Systems (Book 2) almost immediately as you learn the proper piece setups and go over a few main line games. The Caro Kann Defense (Book 3) will require more study of variations, as do all defenses to 1.e4, but the opponent is forced into *your game* on move one! Stronger players will be able to delve deeper into the extensive notes to the illustrative games and be on the cutting edge of critical lines played by the some of the world's strongest players right into the 1990's. These openings can become the advanced player's "stock" systems, or serve as valuable "second string" systems to be used for variety or surprise value against opponents who are well-prepared for his regular openings.

HOW TO USE THIS BOOK

NOVICE, CLASS E AND D PLAYERS:

1) Carefully read the introduction to each book. **2)** Learn the ideal piece setups as explained at the start of the section. **3)** Play through each main line game at least twice to get a feel for the opening. You will be absorbing ideas which will repeat themselves over and over again as you play these openings. **4)** After familiarizing yourself with the main lines, you should immediately go to the Caro Kann section (Book 3) and begin work on the secondary level (of the lines you choose to play) games. These are the ***bold faced and italicized*** games within the notes. Know the results of these openings and be familiar with the

evaluations given at the end of the variations. As Black against 1.e4 you will be required to know more critical lines. Do not, however, attempt to memorize *all* of the variations given, as this will only cause confusion at this point. **5)** Play the illustrative games completely through. This will give you a feel for the types of middlegame and endgame positions you will be getting into. **6)** Begin playing these openings immediately. Utilize the systems, playing as many tournament, skittles and blitz games as you possibly can. Since these systems are based on correct piece placement, you will find that your openings play themselves much more smoothly with less risk of getting into trouble early. You will very quickly have a trustworthy opening system, so as a lower rated player, you can devote the majority of your time to other more important aspects of your game (tactics!). **7)** As your overall game becomes stronger you can begin to go deeper into the variations.

FOR CLASS C AND CLASS B PLAYERS

You should follow the instructions for the lower rated players, but you must go deeper into the analysis of the lines you choose. Begin to play through the secondary (bold faced and italicized) lines as well as the main lines in all three books. It is still not necessary for you to memorize *all* of the lines, but know the basic piece setups and be familiar with the ideas and lines which you see cropping up again and again.

FOR CLASS A, EXPERT AND MASTER PLAYERS

The great benefit of this opening repertoire to the more advanced player is that the ideas will be clear and understandable from the first day. Many of the variations in this book go very deep and show recent critical variations played by the world's top players. Strong players can choose to utilize these openings as main weapons or as "second string standbys" to provide greater variety in their repertoire.

FOR ALL PLAYERS: DOUBLE DIAGRAMS

The double diagrams (seeing positions from both players' point of view) used in this book provide you with two unique possibilities. **1)** As you play through the games, you can see the diagramed positions from YOUR OPPONENT'S point of view, and **2)** You can study the openings where you have the Black pieces as they will actually appear to you at the board. This should be beneficial from the practical point of view, as well as the psychological.

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BOOK 1

THE TORRE ATTACK

A complete system for playing the White pieces

INTRODUCTION TO THE TORRE ATTACK

The Torre Attack is named after Carlos Torre, the brilliant and enigmatic Grandmaster whose chess career was brief but impressive. The Torre is our chosen system for the White pieces because it combines both solid and dynamic qualities. The solidity comes from the formidable triangle of pawns placed on c3, d4 and e3. This complex stakes out control of important dark squares in and near the center, while allowing all of White's minor pieces to develop fluidly to active positions. The main dynamic quality of the Torre emanates from the possibilities of attack inherent in the cooperation between the pawn triangle and the total development of all four minor pieces (in many other opening systems only three of the four minor pieces are actively deployed in the beginning stages) early in the game.

The King Knight is always placed on f3 from where it controls the central e5 square while its partner, the Queen Knight, goes to d2 to control the e4 square. The White King Bishop is normally placed on d3 (though in some instances c2 will be chosen) from where it reaches its influence along the b1-h7 diagonal. This is often a useful idea for attacking operations. The deployment of the Queen Bishop to g5 is the most definitive part of the Torre pattern.

The normal move order of the Torre is 1.d4 followed by 2.Nf3 and 3.Bg5. The Queen Bishop is developed early so that the impending pawn move to e3 does not lock the Bishop inside the pawn triangle.

There are various defensive structures Black can play against the Torre. In the following series of illustrative games we shall demonstrate how to conduct the Torre against these various approaches - from the opening to the middlegame and through the endgame.

THE TORRE TACKLES e5

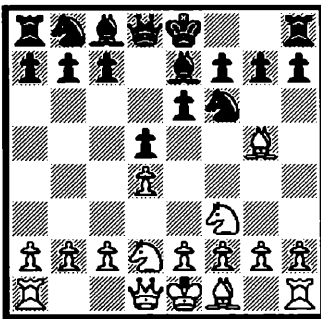
In most opening systems, certain key squares are critical to the proper conduct of strategy. When Black defends against the Torre Attack with systems involving ...d5 and ...Nf6, the e5 square is slightly weakened. This is because the f-pawn can't go to f6 because of the Nf6, while the d5 pawn has given up the option of ...d6. Consequently, White can use e5 as an important central base for aggressive operations. The following game is a fine illustration of this.

ILLUSTRATIVE GAME ONE

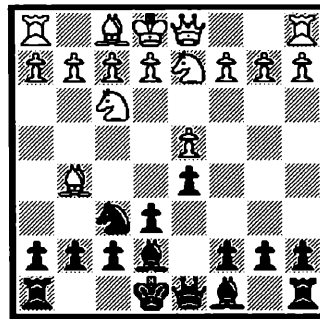
White: Zs. Polgar Black: A. Dive

Wellington 1988

1.d4 Nf6 2.Nf3 e6 3.Bg5 Be7 4.Nbd2 d5



White's view



Black's view

Black adopts a perfectly sound defensive setup. However, as mentioned in the introduction, e5 can become a strong outpost square for White if Black does not proceed accurately.

5.e3 O-O

Believe it or not, this is a slight inaccuracy. Black should retain the option of castling Queenside in certain cases. A fine example comes from the seventh match game for the 1966 World Chess Championship, between Boris Spassky (White) and Tigran Petrosian. This game began **1.d4 Nf6 2.Nf3 e6, 3.Bg5 d5 4.Nbd2 Be7 5.e3 Nbd7 6.Bd3 c5 7.c3 b6 8.O-O Bb7** (Note that Black has avoided castling Kingside) **9.Ne5** (going after e5) **9...Nxe5** (Black must trade now or face f4 after which ...Nxe5 is met by fxe5 with strong pressure down the f-file) **10.dxe5 Nd7 11.Bf4?!** (A subtle inaccuracy. White has assumed Black must castle Kingside). **11...Qc7 12.Nf3 h6!** (Now Black's intention is surfacing. He wants to play ...g5 which gains a tempo while threatening to unseat the White pieces which protect the e5 pawn outpost. Also, this pawn advance in conjunction with the push of the h-pawn, will constitute a "pawn wave" attack against White's Kingside castled King. This pawn attack is possible because Black has retained the option of tucking his King away on the Queenside. Obviously if Black castled Kingside, this aggressive use of his Kingside pawns would only lay open his King to a devastating attack by White's pieces). **13.b4 g5 14.Bg3 h5 15.h4 gxh4 16.Bf4 O-O-O** and Black utilized his excellent attacking chances on the g-file to gain victory.

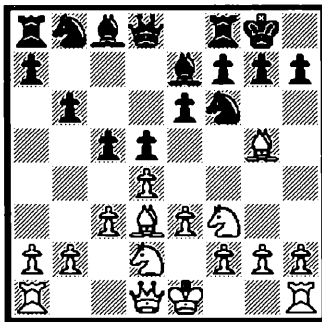
Fortunately, White has a better plan. Instead of 11.Bf4?! correct is **11.Bxe7 Qxe7 12.f4**. For example, the game Spassky-A. Sokolov, Bugojuno, 1985, continued **12...f6** challenging the e5 pawn. If Black castles Kingside he will come under pressure there largely because of the e5 pawn. The game Estevez-Siero, Cuba 1984, continued **12...O-O 13.Qh5! g6 14.Qh6 Rfd8 15.Rf3 Nf8 16.Rh3 f6 17.exf6 Qxf6 18.Rf1!** (bringing up the reserves) **18...Qg7 19.Qh4** with a big advantage for White. **13.exf6 gxf6** (On 13...Nxf6 14.Bb5+ Nd7 15.Qh5+! g6 16.Qg5! is excellent for White since 16...Qxg5 17.fxg5 gives White the f-file and a fine outpost at e5 - after a subsequent Bxd7) **14.e4!** (White's "other" e-pawn moves forward to control e4) **14...O-O-O 15.Qe2** (with the strategic threat 16.exd5! Bxd5 17.Be4 and White's use of e4 and c4 - due to the forced removal of Black's d-pawn gives

him excellent play). **15...d4 16.a4!** (to open lines for attack with a5). **16...e5 17.f5** (necessary, otherwise 17...exf4 clears an excellent outpost for the Black Knight at e5). **17...Nb8.** (since his own pawns at c5, e5 and f6 block the Knight, he retreats in order to place the Knight on the more active square c6). **18.a5 Nc6 19.axb6 axb6 20.Ba6** and White has a powerful attack.

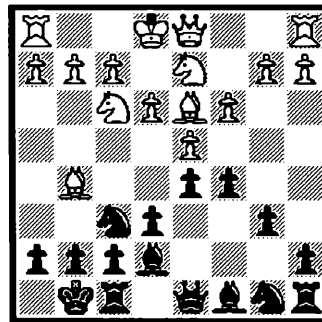
6.Bd3 c5 7.c3

Reinforcing d4 and allowing the Bd3 to remain on the important b1-h7 diagonal if Black plays c4 (7...c4 8.Bc2 or 8.Bb1). The move c4 is a strategic error in such positions because it relaxes the pressure on White's stalwart d4 pawn.

7...b6



White's view



Black's view

8.Ne5!

The key move for White's strategy. The Knight at e5 radiates power against Black's position, and more specifically, provides a basis for a dangerous Kingside attack.

8...Bb7 9.Qf3!

The Queen rushes forward to coordinate with the minor pieces in the brewing Kingside attack.

9...Nbd7 10.Rd1

Centralizing the Rook while awaiting events. Now if 10...Nxe5 11.dxe5 Nd7 then White can force a weakening in Black's castled position with 12.Qh3! and after 12...h6 (12...g6 13.Bf4 leaves Black weak on f6 and h6) 13.Bf4 Qc7 14.Qg3 (Threatening 15.Bxh6) 14...Kh8 15.h4! (Preparing to lift the King Rook into the attack via h3) 15...c4 16.Bb1 Nc5 17.Rh3! (Threatening 18.Bxh6! gxh6 19.Qf4 Kg7 20.Rg3+ or 19...f5 20.Qxh6+ Kg8 21.Rg3+ Kf7 22.Qg6 mate) 17...Ne4 18.Qg4 with the idea of 19.Qh5 threatening 20.Bxh6 gxh6 21.Qxh6+ Kg8 22.Rg3+! Nxc3 23.Qh7 mate. This is a good example of the terrific attacks which can spring from the Torre Attack formation.

10...cxd4

This only helps White by opening the central e-file.

11.exd4 a6

Hoping for counterplay on the Queenside with ...b5 and ...b4, but this is too little, too late.

12.O-O Re8

Preparing to overprotect h7 with ...Nf8. However, the passive nature of this plan highlights the difficult nature of Black's game.

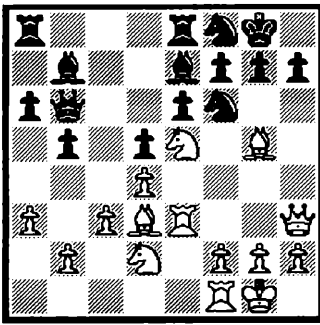
13.Rde1!

Switching to the newly opened e-file.

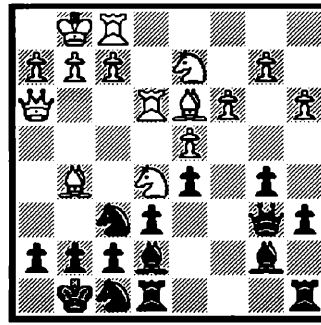
13...Nf8 14.Qh3

White's next few moves are an assault pattern aimed at Black's h7.

14...b5 15.a3 Qb6 16.Re3!



White's view



Black's view

Now Black faces Qh4 and Rh3 against which there is no good defense.

16...a5 17.Qh4 b4

Black's Queenside attack is no match for White's Kingside attack since White's target is the Black King. If Black tries 17...h6, then the sacrifice 18.Bxh6! crashes through: 18...gxh6 19.Rg3+ Ng6 (or 19...Kh8 20.Qxh6+ and 21.Qg7 mate) 20.Bxg6 fxg6 21.Rxg6+ Kh8 22.Qxh6+ Nh7 23.Qg7mate.

18.Rh3

Threatening simply 19.Bxf6 Bxf6 20.Bxh7+. Note that 18...g6 is not possible because of 19.Bxf6, while 18...h6 again loses to 19.Bxh6.

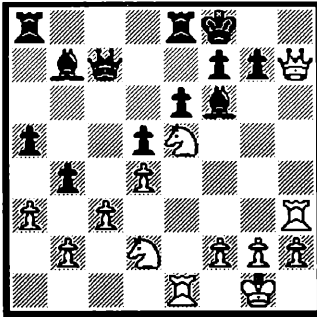
18...Qc7

Black can only be fatalistic.

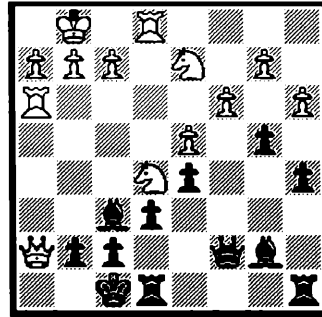
19.Bxf6 Bxf6 20.Bxh7+ Nxh7

Of course not 20...Kh8 because of 21.Qh5 followed by 22.Bg6+.

21.Qxh7+ Kf8 22.Re1



White's view



Black's view

Now with an extra pawn and attacking chances, White's game is a technical win.

22...bxa3 23.bxa3 Ba6 24.Rf3

Threatening 25.Rxf6! gxf6, 26.Ng6+ fxc6 (forced) and 27.Qxc7.

24...Ke7

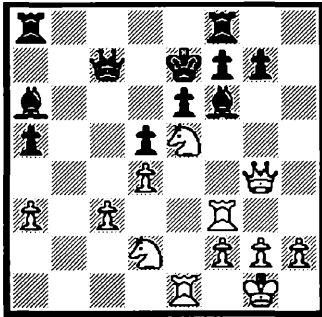
The King runs for his life since 24...Qe7 allows 25.Qh8 mate, while 24...Qd8 fails to 25.Rxf6! gxf6 (25...Qxf6 26.Nd7+) 26.Qxf7 mate.

25.Qh5 Rf8.

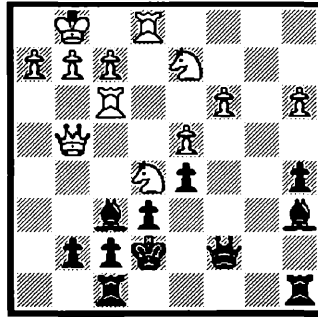
On 25...g6 there follows 26.Qh7 threatening 27.Qxf7+ and 27.Nxg6+.

26.Qg4!

More tactics; now White threatens 27.Ng6+! fxc6 28.Qxe6+ Kd8 29.Qxd5+ and 30.Qxa8+.



White's view



Black's view

26...Qd6 27.a4 Bc8 28.c4!

To open more lines for attack.

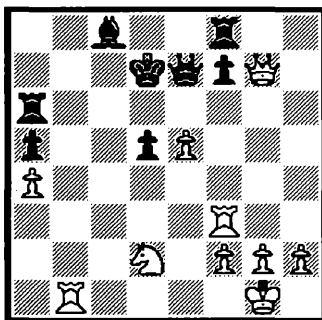
28...Bxe5

Trying to pare down White's attackers, though the task is hopeless.

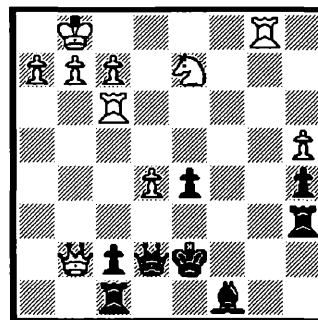
29.dxe5 Qb4 30.Qg5+ Kd7 31.cxd5 exd5 32.Rb1!

Now if 32...Qxa4 then 33.e6+! Kxe6 (or 33...Kd6 34.Qxg7 among other moves that win handily). 34.Re3+ Kd6 35.Qe7+ Kc6 36.Rc3+ is simply crushing.

32...Qe7 33.Qxg7 Ra6



White's view



Black's view

Black should resign, but prefers to struggle on for a few more moves.

34.Qg4+ Qe6 35.Qd4 Rc6 36.Rf6

Now on 36...Qe7, (or 36...Qe8) 37.Qxd5+ leaves no doubt.

Black Resigns.

CARLOS TORRE AT MOSCOW 1925

For those who wonder how the name of the Mexican Grandmaster Carlos Torre became appended to our 1.d4, 2.Nf3, 3.Bg5 sequence, we offer the following games - one in our main line illustrative game, the other presented in the notes. Torre defeated the great Emanuel Lasker in a celebrated game which was soon published in virtually every chess magazine around the world. To defeat one of the greatest defensive players in history was certainly a remarkable feat. In the notes to this game, we give another of Torre's sparkling efforts against the redoubtable German Grandmaster Fritz Samisch (His name is given to the Samisch Variation of the King's Indian and Nimzo-Indian defenses), who had many fine results in tournaments consisting of world-class players.

In both of these games Black adopts a Queen's fianchetto defensive formation while carefully avoiding ...d7-d5 in order to give the Bb7 full scope. However, without a d5 pawn, White has greater access to both e4 and c4 for his minor piece maneuvers. Also important is the fact that Black trades ...cxd4 early on. After this exchange, the correct recapture is exd4, in order to use the half-open e-file for pressure against the center and Kingside.

ILLUSTRATIVE GAME TWO

White: Torre Black: Dr. Lasker

Moscow 1925

1.d4 Nf6 2.Nf3 e6

If Black hopes to escape the pinning 3.Bg5 by omitting an early ...e6, White can still obtain the edge. For example the game Ye Rongguang-Rahman, Asian Team Championship, 1991 began **1.d4 d5 2.Nf3 Nf6 3.Bg5 Ne4 4.Bh4 c6 5.e3 Qb6 6.Qc1 Bf5** (At first glance it may seem that Black's deployment is "free and easy",

however, the real truth is that Black's occupation of e4 so early is a bit overambitious) **7.Bd3 Nd7 8.0-0 e6** and now instead of the actually played 9.b3, Ye Rongguang recommends 9.Rd1 and after 9...Bd6 10.c4 dxc4 11.Bxc4 0-0 12.Nc3 with slightly better play for White (White has a two-to-one pawn majority in the center).

3.Bg5 c5 4.e3 cxd4

Black hopes to use the half-open c-file for pressure against White's Queenside. After a later White c2-c3, Black can, after completing development, launch the famous minority attack, involving the pawn move ...b5-b4, and then follow with ...b4xc3, leaving White with a weakened pawn structure no matter if White recaptures on c3 with a piece or a pawn. On the other hand, White now gains the e-file for operations in the center and Kingside.

Since a Kingside attack's target is the opposing King, its success clearly outweighs a Queenside victory. Hence White, more often than not, emerges the winner from such structures.

5.exd4 Be7 6.Nbd2 d6

As mentioned, in this line, Black omits ...d5 in order to have an unobstructed diagonal for his Queen Bishop from a8 to h1.

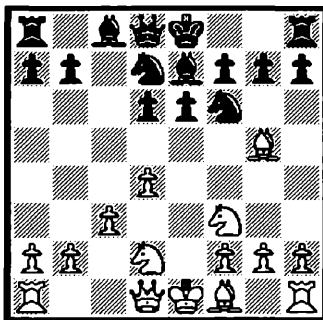
7.c3

Quite possible is 7.c4, but this lies outside our Torre formation.

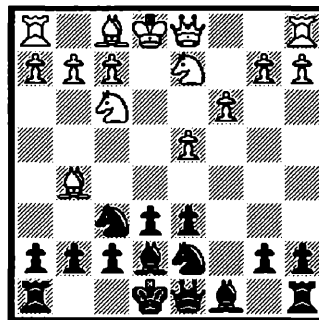
7...Nbd7

On d7, (as opposed to c6) the Queen Knight does not block the a8-h1 diagonal. The development of the Nc6 is however playable. We give the game Torre-Samisch as an example of the type of play which can result. **1.d4 Nf6 2.Nf3 e6 3.Bg5 c5 4.e3 Nc6 5.Nbd2 b6 6.c3 Bb7 7.Bd3 cxd4 8.exd4 Be7 9.Nc4** (This maneuver is made possible by Black's omission of d5) **9...Qc7**

10.Qd2! (Now, on ...h6, the Bishop can go to f4 attacking the Qc7 and thus gaining a tempo) **10...Rc8 11.O-O h6 12.Bf4 d6 13.Rfe1 Nd8?!** (Threatening 14...Bxf3 15.gxf3 to wreck White's Kingside pawns, but this is easily met) **14.Qd1 Nd5 15.Bg3 O-O 16.Nh4!** (Now if 16...f5, then 17.Ng6 Rf7 18.Nxe7+ and 19.Nxd6 wins) **16...g5?** (This radical cure soon rebounds on Black's head) **17.Qh5! Kg7 18.Rxe6!** (Crushing. Now if 18...gxh4, then 19.Qxh6+ Kg8 20.Qh7 is mate, while 18...fxe6 fails to Qg6+ and 20.Qh7 mate) **18...Nxe6 19.Nf5+ Kg8 20.Nxh6+** and **Black resigned** in view of 20...Kg7 21.Nf5+ Kg8 22.Qh7 mate.



White's view



Black's view

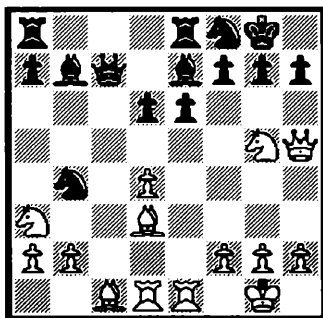
8.Bd3 b6

If 8...a6 (intending an extended fianchetto by 9...b5) then 9.a4 restrains Black's ambitions.

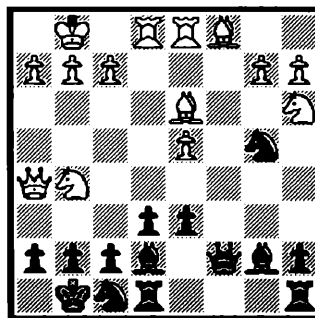
9.Nc4 Bb7 10.Qe2 Qc7 11.O-O O-O

Both sides have completed their minor piece development and castled Kingside, leaving White with a space advantage in the center (the d4 pawn) as well as the possibility of building up a Kingside attack. White definitely has the advantage in this position.

18.Qh5



White's view



Black's view

Going for the throat - typical of Torre's style.

18...Bxg5

Lasker rightly surrenders the Bishop rather than weaken his pawns with 18...g6, after which 19.Qh6 (with the threat of Re3-h3) would be dangerous.

19.Bxg5 Nxd3

Removing the dangerous light-squared Bishop.

20.Rxd3 Qa5

Threatening not only the obvious 21...Qxe1 mate, but also 21...h6 since the Bg5 can not move without dropping the Queen.

21.b4!?

Torre mixes it up, hoping that Lasker will go astray.

21...Qf5?

Which he does! Right was 21...Qd5, threatening mate at g2. Then 22.Rg3 loses material after 22...h6 23.Bf6 Ng6 24.Qxd5 Bxd5, since the Bf6 has no good square for retreat.

22.Rg3 h6 23.Nc4!

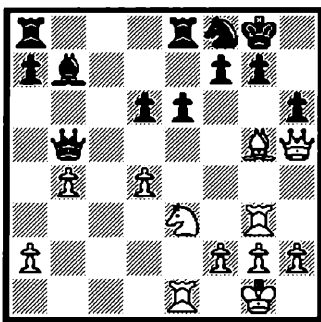
Another clever tactic, threatening to capture on d6.

23...Qd5

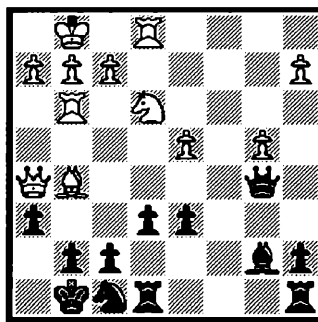
Lasker, possibly confused by his resourceful opponent, again errs. Best was 23...hxg5 and after 24.Nxd6 Qg6 25.Qxg6 Nxg6 26.Nxb7 Reb8 27.Nc5 Rxb4 28.Rxg5 Rxd4, the position is even.

24.Ne3 Qb5

A critical mistake which loses to a fine combination. The last saving chance here was 24...Qxd4, though after 25.Bxh6 Ng6 26.Bg5 (with the idea of Rh3) he would still face an attack.



White's view



Black's view

25.Bf6!!

With a double attack against g7 and b5

25...Qxh5

He might as well take the Queen and hope for a miracle, since otherwise 26.Rxg7+ wins anyway.

26.Rxg7+ Kh8 27.Rxf7+

The powerful battery of Bf6 combined with the Rook sweeps aside all resistance.

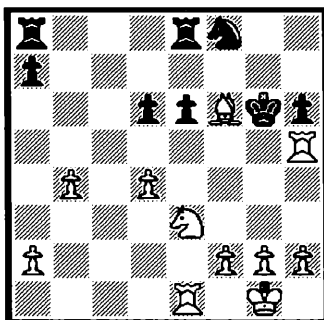
27...Kg8 28.Rg7+ Kh8 29.Rxb7+

Due to the power of the discovered check, the Rook cleans out Black's second rank.

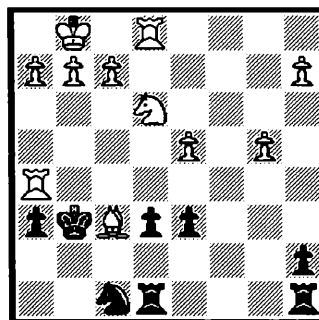
29...Kg8 30.Rg7+ Kh8 31.Rg5+

Winning back the Queen.

31...Kh7 32.Rxh5 Kg6



White's view



Black's view

This double attack regains the piece, but now White is many pawns ahead and even Lasker's endgame prowess is useless here.

33.Rh3 Kxf6 34.Rxh6+ Kg5 35.Rh3

The rest is simple.

35...Reb8

Hope springs eternal.

**36.Rg3+ Kf6 37.Rf3+ Kg6 38.a3 a5 39.bxa5 Rxa5 40.Nc4 Rd5
41.Rf4 Nd7**

A blunder which drops the e-pawn, but the game was obviously lost in any event.

42.Rxe6+ Kg5 43.g3

Black Resigns.

GREED DOESN'T PAY

Due to the early deployment of the Queen Bishop to g5 in the Torre Attack, the White b-pawn is left unprotected. A sharp and obviously ambitious system Black can adopt is based on an early Queen move to b6 which threatens to win the unprotected pawn at b2. White can respond with solid protection via Qc1, but on the principle of meeting boldness with more boldness, we recommend gambiting the b-pawn in order to seize a lead in development. It should be borne in mind that Black's early pawn grabbing expedition not only costs valuable tempi, but also takes the Queen out of play.

ILLUSTRATIVE GAME THREE

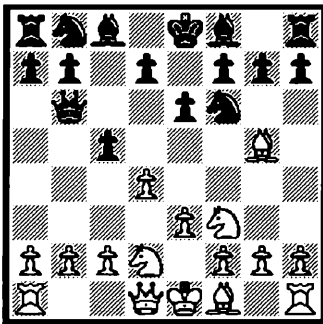
White: McCambridge Black: Bonin

Philadelphia 1985

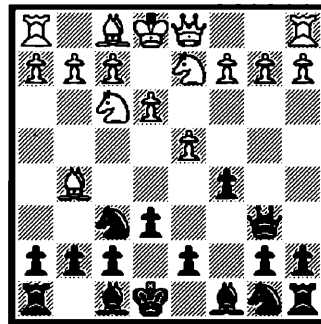
1.d4 Nf6 2.Nf3 e6 3.Bg5 c5 4.e3 Qb6

Demonstrating a desire to grab the b-pawn.

5.Nbd2!



White's view



Black's view

The best response. Solid and safe is 5.Qc1, but this is an awkward displacement for the White Queen and is unnecessary.

5...Qxb2

Taking the bait is the only logical consequence of 4...Qb6.

6.Bd3

Now all four of White's minor pieces are developed compared to Black's Queen, whose development is a mixed blessing.

6...Nc6

In a game Nei-Mikenas, USSR 1967, Black pulled his Queen back immediately with 6...Qb6. There followed **7.O-O cxd4 8.exd4 Be7 9.Re1 Qc7 10.c4 b6 11.Rc1 d6 12.Bb1 Nbd7 13.Nf1** (White calmly regroups on inner lines confident of the strong cooperation between his pieces and pawns) **13...h6 14.Bh4 Bb7 15.Ne3! 0-0?**, and now White played the surprising shot **16.Nd5!** After **16...Qd8 17.Nxe7+ Qxe7 18.d5!**, White's pressure was worth more than a pawn.

In the game Alexseyev-Balashov, USSR 1972, Black tried another Queen move - **6...Qc3**, but after **7.O-O d5 8.Re1 c4 9.Bf1 Nc6 10.Bxf6 gxf6 11.e4!**, White's strong central play gave him the advantage.

7.O-O cxd4

This pawn trade helps White by opening up the e-file. More solid is 7...d5.

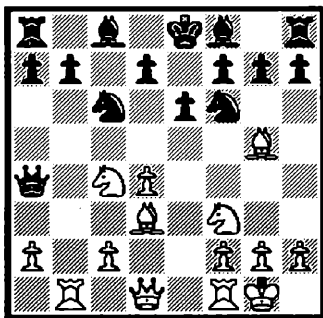
8.Nc4!

Bringing the Knight into active play with a tempo-gaining attack on the Black Queen - again, thematic for this line of play.

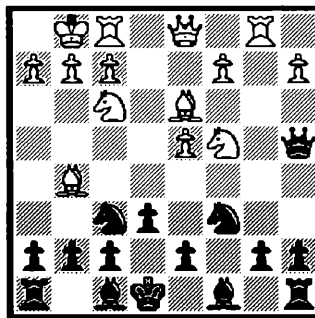
8...Qb4 9.Rb1

Still more time and development is gained at the expense of the Black Queen.

9...Qa4 10.exd4



White's view



Black's view

10...Be7 11.Bxf6!

A fine idea. White gives up the two Bishops in order to use his d-pawn dynamically.

11...Bxf6 12.d5 Nb4

Playing to keep lines closed since 12.exd5 is more than risky.

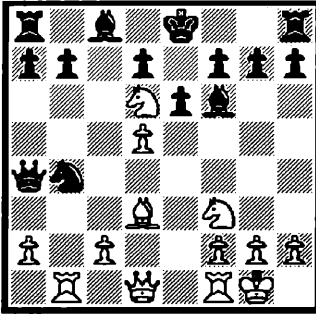
13.Nd6+ (see next diagram)

13...Kf8

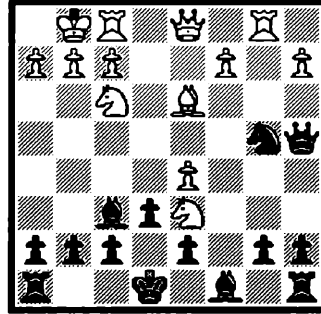
And now, to add to Black's troubles, his King can no longer castle.

14.Bb5

Again the Queen is victimized to gain time and to control important squares.



White's view



Black's view

After 13.Nd6+

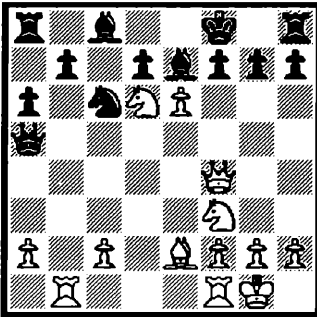
14...Qa5

No better is 14...Qa3, because 15.Rb3 forces the Queen back to a5 anyway.

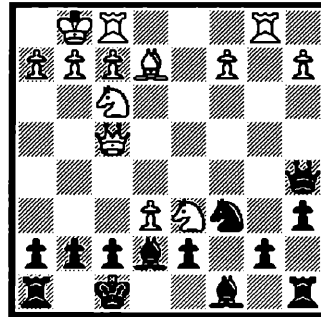
15.Qd2 a6

The Knight cannot move.

16.Be2 Be7 17.dxe6 Nc6 18.Qf4!



White's view



Black's view

This mating threat maintains the initiative.

18...f6 19.Nc4!

PUTTING THE QUESTION TO THE BISHOP

*The legendary chess genius Aron Nimzowitsch coined a phrase to describe a pawn move which attacks a pinning Bishop - he called this, "Putting the question to the Bishop." In the Torre move order **1.d4 Nf6 2.Nf3 e6 3.Bg5**, Black can immediately test the Bishop's intentions with **3...h6**. There are two reasonable responses: **4.Bh4** or **4.Bxf6**. The first is seemingly logical since it maintains the pin. However, after **4.Bh4**, Black can gain a good game by chasing the Bh4 with **4...g5 5.Bg3 Ne4**. The game Petrosian-Botvinnik, USSR Championship 1951, continued **6.Nbd2 Nxc3 7.hxc3 Bg7 8.c3 d6 9.e3 Nc6 10.Bd3 Bd7** (An original conception, Black intends to castle Queenside) **11.Qc2 Qe7 12.O-O-O a5!** (Stealing Queenside squares) **13.e4 a4 14.a3 Na5 15.Rde1 O-O-O** and Black's Bishop pair and Queenside incursion gave him fine chances. By playing **4.Bxf6** however, White has good chances for the initiative. The loss of the Bishop pair is amply compensated by the exposed position of the Black Queen at f6 (after **4.Bxf6 Qxf6**) and the gain of central space by **5.e4**.*

ILLUSTRATIVE GAME FOUR

White: Piket Black: Fernandez

Groningen 1985

1.d4 Nf6 2.Nf3 e6 3.Bg5 h6

"Putting the question." (Nimzowitsch)

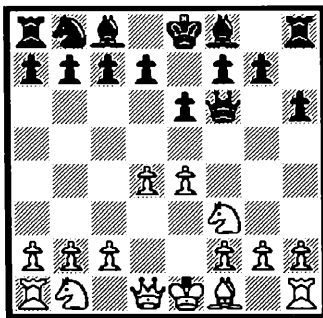
4.Bxf6

Giving the answer.

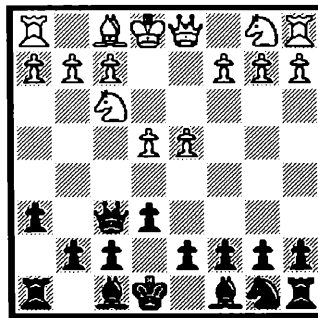
4...Qxf6

Of course not 4...gx6, which is too weakening.

5.e4



White's view



Black's view

An immediate positive consequence of 4.Bxf6 is the seizure of central space.

5...d6

Intending to restrain e5 while preparing to place his own e-pawn forward to fight for pawn control of the center. After **5...Nc6 6.c3 d5 7.Nbd2 Bd7 8.Bd3 O-O-O 9.e5!** (Closing the center in preparation for a Queenside attack) **9...Qe7 10.b4 g5 11.Nb3 g4 12.Nfd2** White's chances of attack are superior to Black's, from the game Vaganian-Psakhis, USSR Championship 1983. Another approach is **5...b6**. The game Korchnoi-Karpov, Hastings 1971/72, continued **6.Bd3 Bb7 7.Nbd2 a6 8.Qe2 d6 9.O-O-O Nd7 10.Kb1 e5 11.c3 Be7 12.Nc4 O-O 13.Bc2 Rfe8 14.d5!** (As in the above example, White closes the center in preparation for a flank attack) **14...c5?** (Better was 14...c6) **15.Ne3 Bf8 16.g4!** (A pawn move to open lines. Observe that 3...h6 has provided a target for this) **16...Qd8 17.g5! h5** (On 17...hxg5, White has 18.Rdg1

followed by 19.h4 with a crushing attack.) **18.g6! fxxg6 19.Rhg1 Qf6 20.Ng5** and White had a winning position.

In the game Ermenkov-Burger, New York 1980, Black played **5...d5**. There followed **6.e5** (Also quite good is 6.Nbd2) **6...Qd8 7.Nbd2 c5 8.c3 Qb6** (Attacking d4 in the fashion of the Nimzowitsch Variation of the French Defense - 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 - but in our position, Black has clearly lost tempi by the Queen shuffle from d8 to b6) **9.Qb3!** (Now if 9...Qxb3, then 10.axb3! is right, obtaining the a-file for Queenside pressure and a slight pull) **9...Bd7 10.Be2 Nc6 11.O-O Be7 12.dxc5 Bxc5 13.Rae1** with an edge for White due to the cramping pawn at e5 and possibilities of occupying d4 with a Knight at some point later in the game.

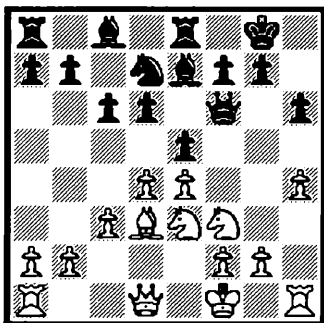
6.Nbd2 Nd7 7.c3 e5 8.h4!

This peculiar looking move can be an overture to a later attack via g4 and g5 (much like the previously mentioned Korchnoi-Karpov game).

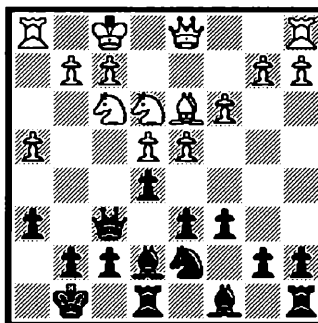
8...c6 9.Bd3 Be7 10.Nc4

A good maneuver - the Knight is heading for e3 from which it will observe the fine squares d5 and f5.

10...O-O 11.Ne3 Re8 12.Kf1!



White's View



Black's View

A further refinement. The King can tuck itself away if need be by g3 and Kg2. Also, White wishes to keep the King Rook on the h-file for possibilities of attack.

12...Bf8 13.g3 Qd8

Trying to get in ...d5 (e.g. if now 14...d5, then White cannot respond 15.exd5, since then 15...e4 wins material).

14.d5!

As we have seen in the notes to earlier moves, closing the center is indicated before proceeding with attacking intentions. Also, this prevents the threat of 14...d5.

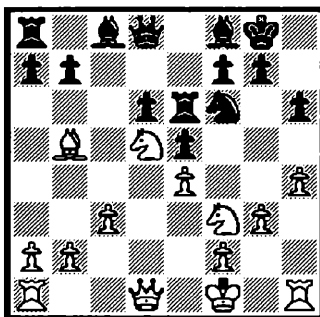
14...cxd5?

A tactical error which allows White a powerful initiative. Better was 14...Nf6, though after 15.c4, White still retains favorable chances.

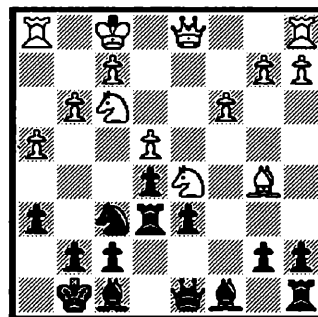
15.Nxd5 Nf6 16.Bb5!

Now if 16...Bd7, then 17.Nxf6+ is tremendous, and forces the horrible 17...gxf6.

16...Re6



White's view



Black's view

17.Ng5!

A nice tactical shot. Note that h4 and the position of the Rh1 are emphasized in this continuation.

17...hxg5

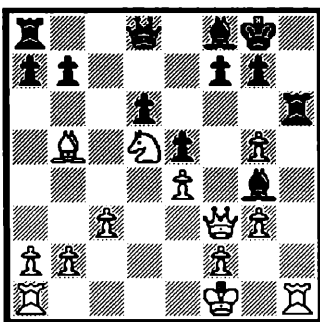
Forced, as the Re6 is attacked.

18.hxg5 Ng4

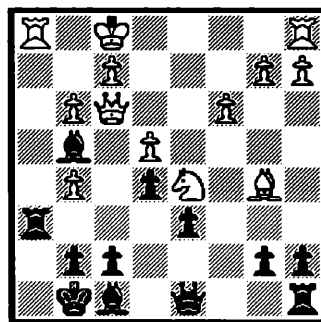
If 18...Nxd5 or 18...Nxe4, then 19.Qh5 is decisive.

19.Qxg4 Rh6 20.Qf3 Bg4?

A tempting tactic which meets with a startling refutation.



White's view



Black's view

21.Qxg4!!

The main point of the sacrifice is seen after 21...Rxh1+ 22.Kg2 Rxa1 23.g6!! and if 23...fxg6 then 24.Bc4!! with the overwhelming threat of 25.Nf6+ (or 25.Ne7+) Kh8 (or h7) 26.Qh3 mate. If 24...Kf7 then 25.Nf4+ wins: 25...d5 26.Qe6 mate or 25...Ke8 26.Bb5+ Ke7 (or Kf7) 27.Qe6 mate. Also, if Black meets 23. g6!! with 23...Rc8 (To prevent Bc4) then 24.gxf7+ Kxf7 25.Qf5+ Kg8 26.Bd7! (threatening 27.Be6+ Kh8 28.Qh5 mate) 26...g6 27.Qxg6+ Kh8 (Or 27...Bg7 28.Be6+ Kh8 29.Qh5+ Bh6 30.Qxh6 mate) 28.Be6

and Black cannot stop mate since 28...Be7 allows 29.Qh6 mate, while 28...Bg7 loses to 29.Qh5+ and mate in one.

21...Rxf1+ 22.Kg2 Rh7

Trying to avoid the brilliant tactical shots seen in the previous note.

23.Rh1!

Excellent. Bad was the tempting 23.g6 because after 23...fxg6 24.Qxg6 Rh6!, and Black can defend. The text removes the defending Rook.

23...Rxf1 24.Kxf1

Black is helpless because of White's perfect coordination between the Bishop, Knight, Queen and g5 pawn.

24...Qc8

Or 24...Rc8 25.Bd7 Rc4 26.Nf6+! gxf6 (26...Kh8 27.Qh5 mate) 27.gxf6+ Kh7 (27...Kh8 also leads quickly to mate) 28.Bf5+ Kh8 29.Qh5+ Kg8 30.Qh7 mate. Or 27...Kh8 28.Qh5+ Kg8 29.Bf5 and mate to follow.

25.Bd7 Qc4 26.Ne3

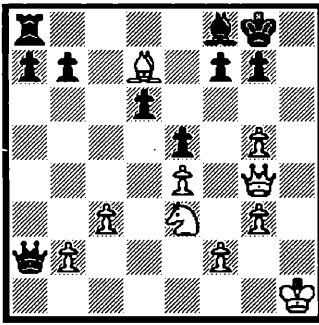
Also convincing is 26.Nf6+ gxf6 27.fxg6+ Kh8 28.Qh3+ Kg8 29.Bf5 Bh6 30.Kg2! (To stop 30...Qf1+) and 31.Qxh6 followed by mate.

26...Qxa2 (see next diagram)

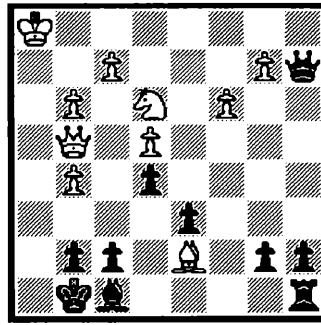
27.g6!

Prying open the light-squared diagonal with decisive effect.

27...Be7 28.Nd5



White's view



Black's view

After 26...Qxa2

Cutting off the Queen's defense of f7.

28...Bf6 29.Qh3

Threatening 30.Qh7+ Kf8 31.Qh8 mate.

29...Qb1+

A spite check.

30.Kh2

Now if 30...fxg6, then 31.Be6+ Kf8 32.Qh8 mate.

Black Resigns.

TRAP ON MOVE FIVE (5.d5!)

In researching a variety of openings, it is easy to find a number of traps which lie in wait for the uninitiated. Usually these traps are tactical in nature. Material is won or checkmate is effected. Occasionally the trap is of a positional nature, for example, a vital square is seized unexpectedly (typically, tactics are interwoven in this type of trap, but no material is won or checkmate accomplished.) In the following game, Black adopts a defense involving an early Queenside fianchetto while delaying d5, in order not to obstruct the Queen Bishop's a8-h1 diagonal. However, the position involves a subtle drop of strategic poison, backed by some neat tactics.

ILLUSTRATIVE GAME FIVE

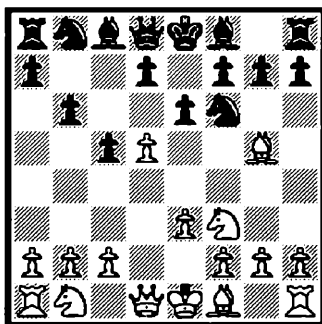
White: Chernin Black: Kudrin

Mendoza 1985

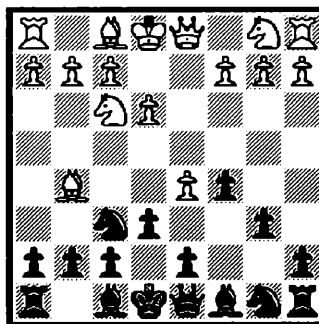
1.d4 Nf6 2.Nf3 e6 3.Bg5 c5 4.e3 b6?!

Here it is! This outwardly logical move allows White to gain a strategic bind by a pawn thrust to d5.

5.d5!



White's view



Black's view

This seizure of an advanced central square is made possible by background tactics.

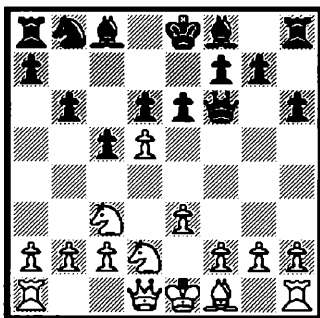
5...h6

The direct 5...exd5 runs into 6.Nc3 Bb7 7.Bxf6 Qxf6 8.Nxd5! Bxd5 9.Qxd5 Qxb2 10.Rd1 (Black's Ra8 is under attack but now the natural defense 10...Nc6 fails to 11.Qxd7 mate) 10...Qb4+ 11.c3! (A fine point) 11...Qxc3+ 12.Ke2! Qb2+ 13.Rd2 Qb5+ 14.Rd3! Qb2+ 15.Nd2! and White wins material. Despite these tactical gymnastics, it should be borne in mind that the prime aim of 5.d5! is to acquire more central space. Black doesn't have to play 5...exd5 and submit to the above line. Furthermore, at move six of the above line, Black can play the better move 6...Be7 (instead of 6...Bb7) then play can proceed 7.Nxd5 O-O 8.Bc4! and White retains a clear positional advantage because of the control and occupation of d5 as well as pressure against Black's backward d-pawn.

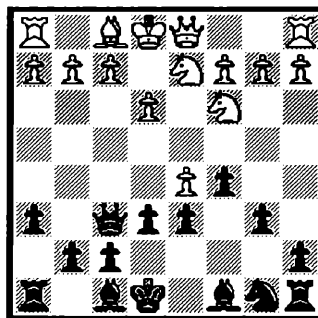
6.Bxf6 Qxf6 7.Nc3

Locking onto d5. Now if 7...exd5, then 8.Nxd5 is obvious and strong.

7...d6 8.Nd2!



White's view



Black's view

A nice strategic retreat focusing on e4 - in other words, White's major opening strategy revolves around the domination of d5 and e4. Another point behind 8.Nd2 is that now the f-pawn can be used aggressively.

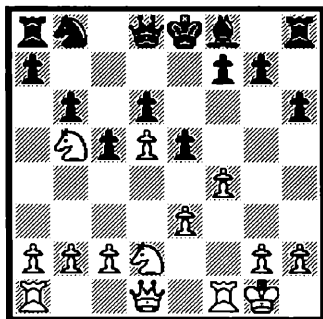
8...e5 9.Bb5+!

Another strategic nuance. Black is induced to give up his Bishop pair since 9...Nd7 10.Bc6 leaves Black badly tied up.

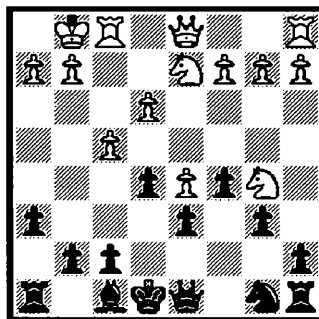
9...Bd7 10.O-O

Also good is 10.a4, but the text emphasizes rapid completion of development.

10...Bxb5 11.Nxb5 Qd8 12.f4!



White's view



Black's view

A keenly calculated pawn thrust. Now if 12...exf4, White will not play the automatic recapture 13.exf4, as after 13...Be7 and 14...O-O, the game is roughly even. Instead, after 12...exf4, White would play 13.Qg4! (Preventing 13...Be7 in view of 14.Qxg7 while if Black continues to capture pawns with 13...fxe3, then 14.Rae1 gives White an overwhelming attack - Black's King is a sitting duck in the center.) If 13.Qg4! is answered by 13...Qd7, then White has 14.Qxf4! since 14...Qxb5 is refuted by 15.Qxf7+ Kd8 16.Qb7 and Black is mashed. (Based on analysis by Chernin.)

12...a6 13.Nc3 Nd7

Again, 13...exf4 is strongly countered by 14.Qg4!

14.f5!

Another strategic move gaining more space on the Kingside while insuring the White Knights an excellent central base at e4, since now Black can never effect ...f5.

14...Be7 15.Nce4 Nf6

Trying to take away some of the pressure by trading down. But the net result is that White will have the long-term positional advantage of a Knight versus a bad Bishop.

16.Nxf6+ Bxf6 17.Qh5 Ke7

Black shows acumen by leaving his King behind the barricaded center. Castling Kingside would eventually lead to a powerful attack for White based on the pawn storm g4-g5 (after proper preparation).

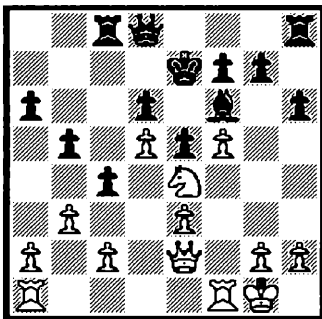
18.Ne4 b5

Trying to gain some space for counterplay, though this effort eventually falls into White's plans. Nonetheless, complete passivity was hardly palatable.

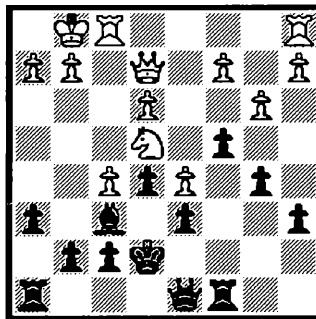
19.b3

With the idea of engaging Black's pawns. For example, White might play c4 and then if Black responds with ...b4 to keep lines closed, a3 comes with the opening of the a-file.

19...c4 20.Qe2 Rc8



White's view



Black's view

21.c3!

Now White envisions b4 followed by a4. Subsequently, axb5 will gain the a-file as an invasion route.

21...Qb6 22.b4 Qb7

If Black tried 22...a5, then 23.bxa5 Qxa5 24.Rfb1 followed by Rb4, and then, Qb2 would put great pressure on the b-pawn.

23.Rfd1 Qd7 24.g4 Ra8

Not 24...h5 because 25.g5 wins material.

25.Qf2

With thoughts of 26.h4, threatening g5.

25...Kd8

Now 26.h4 can be met with 26...Qe7.

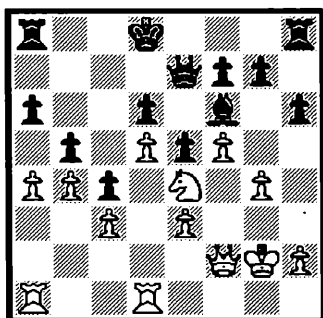
26.Kg2

Threatening to play 27.h4, then if 27...Qe7, then 28.Rh1.

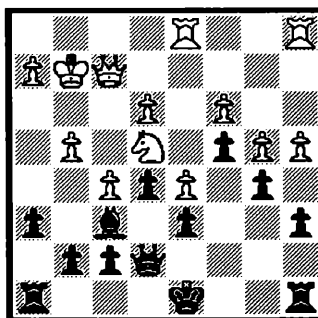
26...Qe7

Stopping h4, but now White switches to the Queenside to increase the pressure.

27.a4!



White's view

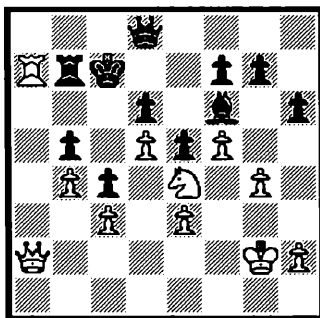


Black's view

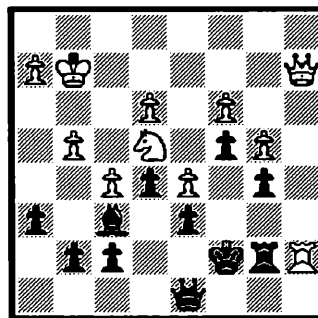
27...Kc7 28.Ra2

White doubles on the a-file to insure that he is in full control of it before trading pawns at b5.

28...Rhb8 29.Rda1 Qd8 30.axb5 axb5 31.Ra7+ Rxa7 32.Rxa7+ Rb7 33.Qa2



White's view



Black's view

Threatening 34.Qa5+ Kc8 35.Ra8+ winning Black's Queen.

33...Qd7 34.Qa5+ Kc8 35.Ra8+

Now 35...Rb8 allows 36.Qa6+ Kc7 (36...Qb7 37.Nxd6+) 37.Ra7+ bringing down the house.

Black Resigns.

PROFFERED PARING PROVIDES PERDITION

In the Torre Attack, White's King Bishop almost always seeks the d3 square from which it surveys the fine b1-h7 diagonal. Attacking chances routinely spring from this Bishop's cooperation with its cohorts as pressure builds against Black's Kingside bulwarks. Hence a stratagem designed to remove this Bishop from the board early on has gained occasional attention from defenders against the Torre. In this game we see Black seeking a trade of his Queen Bishop for White's dreaded Bd3. Former World Champion Boris Spassky demonstrates, however, that the loss of time involved in this procedure can allow White to gain central space which is deftly transformed into a strong Kingside attack. In his efforts to avoid the worst, Black falls prey in a peculiar type of ending featuring White's Queen and pawns versus an immobilized array of Black's remaining pieces.

ILLUSTRATIVE GAME SIX

Boris Spassky-Lev Alburt

Hollywood 1985

1.Nf3

Yes, it will be a Torre.

1...Nf6 2.d4 e6 3.Bg5 c5 4.e3 Be7

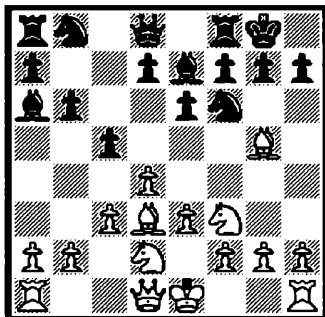
No one can blame Alburt for avoiding the bold 4...Qb6 (aiming to grab the undefended b-pawn) since Spassky has shown from the early days of his illustrious chess career that he is a super-class attacking player.

5.Nbd2 b6 6.c3 O-O

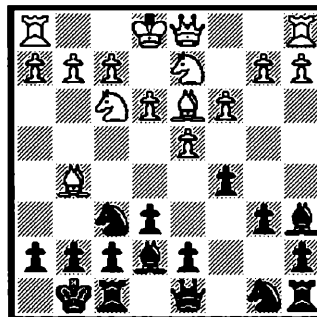
chesstouring.com

Black could try 6...Ba6 immediately, but he waits since he knows that White will soon invest a tempo by moving his King Bishop to d3.

7.Bd3 Ba6



White's view



Black's view

This is the "proffered paring." However, after the ensuing exchange of Bishops, the Black Queen Knight will be shifted offside, implying a loss of time. This loss of time will be used by Spassky to create an enduring initiative.

8.Bxa6 Nxa6 9.Qe2 Nb8

To be considered is 9...Nc7.

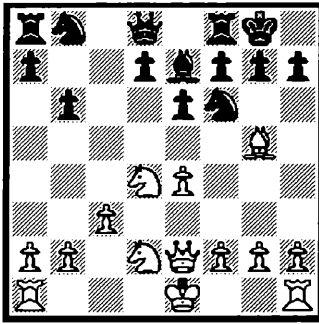
10.e4!

Going for increased central space control. This motif is often good against Black defensive systems which avoid an early d5.

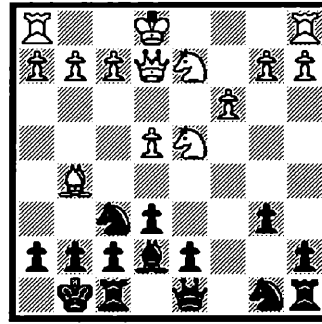
10...cxd4

Hoping for counterplay along the c-file.

11.Nxd4!



White's view



Black's view

This recapture shows profound positional judgment. The Knight assumes a centralized post while unblocking the f-pawn for further territorial gains.

11...d6

Circumspect, but the more direct 11...d5 allows White to play 12.Bxf6 Bxf6 13.e5 Be7 14.f4, with excellent prospects largely because of the pawn break at f5. Note the limited prospects for the Nb8 in this line. Also, if 11...Nc6, then White has 12.Nxc6 dxc6 13.O-O-O!, with fine chances of attack coupled with strong pressure down the central d-file.

12.f4 Nfd7

Hoping to reduce White's pressure by exchanging pieces. The natural developing move 12...Nbd7 loses a piece after 13.Nc6 Qe8 14.Nxe7+ Qxe7 15.e5.

13.N2f3

Bringing the Queen Knight to a more active post. Of course, anti-thematic would be 13.Bxe7, exchanging to no effect and thereby squandering White's prospects for real pressure.

13...a6

After 13...h6 14.Bxe7 Qxe7 15.O-O-O!, White has fine attacking prospects, especially since the h6 pawn invites a line-opening pawn thrust g4-g5.

14.O-O

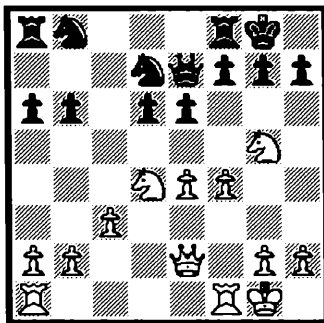
Also possible was 14.O-O-O, but Spassky realizes that 14.O-O is safer while still giving very good attacking chances.

14...Bxg5

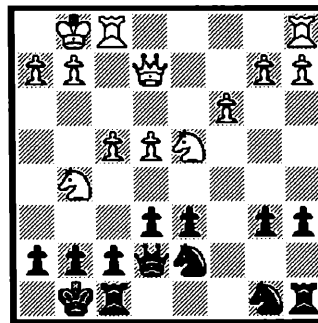
Trying to unravel his stunted position by trading.

15.Nxg5 Qe7

Protecting e6. Poor is 15...h6 because of 16.Ngx6 fxe6 17.Nxe6 Qe7 18.Nxf8 Qxf8 19.Qc4+ Kh8 20.Qc7 with a Rook and two pawns as well as strong bind on Black's position.



White's view



Black's view

16.e5!

Threatening 17.Qe4, attacking both the point h7 and the Ra8.

16...Ra7 17.Qd3

He must retreat since 21...Qxd6 drops the Queen to 22.Nxf7+.

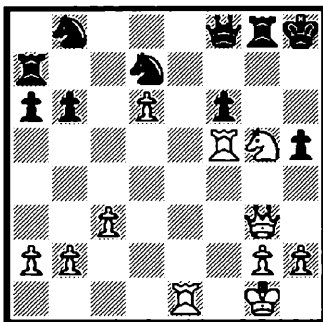
22.f5!

With all of White's pieces poised forward of Black's compromised defensive structure, it is not very surprising to see a dynamic breakthrough.

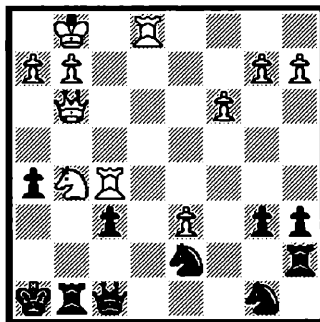
22...gxf5 23.Nxf5!

Blasting through Black's defensive wall. On 22...exf5 there follows 23.Nxf5 just the same.

23...exf5 24.Rxf5 f6



White's view



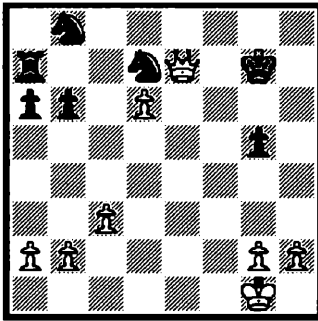
Black's view

If 24...Qg7, then 25.Qf3 is still the move, with threats of 26.Qxh5+ as well as 26.Nxf7+

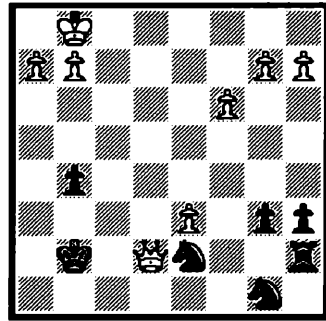
25.Qf3 Rxc5 26.Rxc5 fxc5 27.Qxh5+ Kg8

On 27...Kg7 28.Qxc5+, play proceeds similarly to the actual game, only with Black minus his g-pawn.

28.Re8 Qxe8 29.Qxe8+ Kg7 30.Qe7+



White's view



Black's view

With Black's pieces mired on the Queenside, White's Queen and armada of pawns sail to victory.

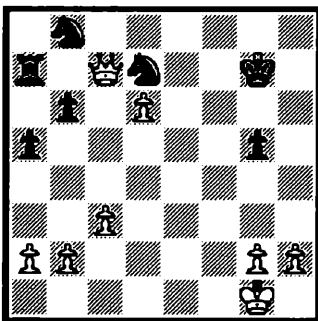
30...Kh6 31.Qe6+ Kg7

If 31...Kh5 then 32.h3! threatening 33.g4+ Kh4 34.Kh2 (or g2) and 35.Qh6+ wins.

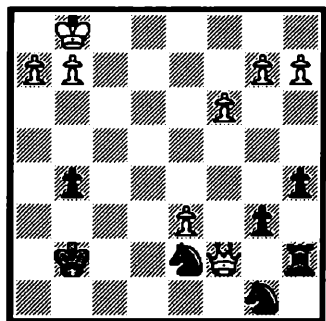
32.Qc4!

Preventing black from unraveling his Queenside with 32...Nc6. Also he threatens the brilliant tactic 33.Qc7!!, since after 33...Rxc7 34.dxc7 the c-pawn promotes, while 33...Ra8 allows 34.Qb7 winning the Rook.

32...a5 33.Qc7!



White's view



Black's view

33...Ra6 34.a4

Now Black is tied hand and foot.

34...Kf6 35.Kf2 Ke6 36.Ke3

The White King eagerly presses forward.

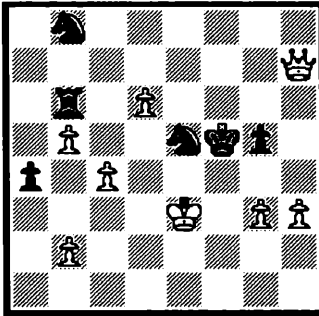
36...b5

Desperation.

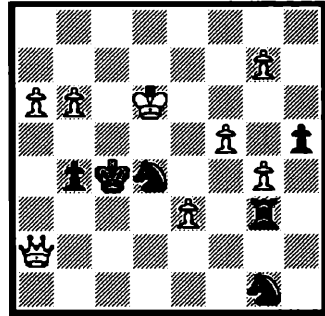
37.axb5 Rb6 38.c4 a4 39.h3

Black is left with no good moves.

39...Kf5 40.g3 Ne5 41.Qh7+



White's view



Black's view

Now on 41...Ke6 42.Qe7+ Kf5 43.g4+ wins the Ne5.

Black Resigns.

THE TORRE TAKES ON THE KING'S INDIAN

Many adherents of the Torre Attack feel quite comfortable when confronting classical-type defensive formations, i.e., formations without a Kingside fianchetto. However, the King's Indian Defense structure presents new issues of strategy and tactics. Since the King's Indian pattern involves playing the d-pawn to d6 early on, attempts to dominate e5 are ruled out. Also, the fianchetto formation on Black's Kingside (pawns on f7, g6 and h7) precludes most standard attack plans which depend on the action of the Bd3 along the b1-h7 diagonal. Consequently, the White King Bishop is often placed on e2 or c4 instead of d3.

In the King's Indian formation, Black will aim for a ..d6, ...e5 central pawn configuration. If we stick with our usual Torre pawn pattern (c3, d4, e3), then Black can gain Kingside chances by advancing the e5 pawn to e4. In order to stop this idea, we shall utilize a precise move order designed to enforce an early e4, hence blockading Black's e5 pawn. In addition, the pawn exchange dxe5 (requiring Black to recapture ...dxe5 to maintain a pawn at e5) will muffle the action of Black's fianchettoed King Bishop since there will be no possibility of Black playing ...exd4 to create pressure against our d4 square (Note that since our e-pawn will be on e4 in these lines, the overprotection of our d4 pawn with e3 does not occur). After these events, White can strive to gain Queenside territory by advancing b2-b4. In addition, with our Queen Knight on d2, the maneuver Nc4 will allow us to pressure Black's e5 pawn. The following game by the current World Champion Garry Kasparov, is a good example of the stratagems outlined above.

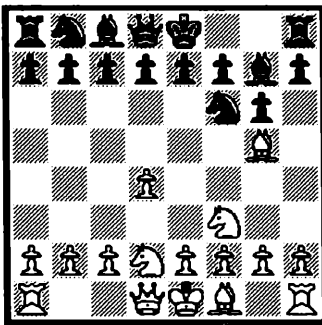
ILLUSTRATIVE GAME SEVEN

White: Kasparov Black: Martinovic

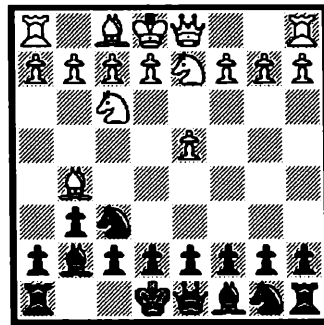
Baku 1980

1.d4 Nf6 2.Nf3 g6 3.Bg5 Bg7 4.Nbd2!

This is the precise move order mentioned in our introduction to this game. With 4.Nbd2, White intends to play for e4 rather than e3.



White's view



Black's view

4...d6

This is the pure King's Indian reply. If Black plays 4...d5 to stop e4, we have a Gruenfeld Defense formation which will be covered in our next game.

An important alternative to 4...d6 is **4...c5 5.Bxf6 Bxf6 6.Ne4** (The point behind 5.Bxf6, Black cannot retain his Bishop pair without disadvantage) **6...Qb6** (Best. After 6...Bxd4 7.Nxd4 cxd4 8.Qxd4 0-0 9.Nc3 Nc6 10.Qd2 Qb6 11.h4!? Qxb2 12.Rb1 Qa3 13.h5, White has attacking chances in an unclear position) **7.Nxf6+ Qxf6 8.c3 b6** (If 8...cxd4, then 9.Qxd4! Qxd4 10.cxd4 d5 11.e3 Nc6 12.Rc1 - the c-file is occupied first by White - 12...Bd7 13.Kd2! (Best. With the Queens off, the King can stay active in

the center) 13...e6 14.h4 h6 15.Bb5 and White retained a slight edge in the ending (Lein-Grubisic, Vrbas 1979) and now **9.e4** gives White more central space and a very slight plus.

5.e4

This is our recommended central configuration against the King's Indian. Now after Black plays e5, White can exchange dxe5, and when the Black d-pawn recaptures at e5, the Bg7 will be impeded, since the e5 pawn can not be easily cleared from that square.

5...0-0

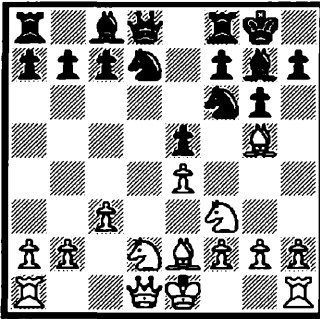
Another, sharper plan involves trying to trade the Black King Knight for the Bg5. For example, the game Salov-Smirin, USSR Championship 1988, began **1.d4 Nf6 2.Nf3 g6 3.Bg5 d6 4.Nbd2 Nbd7 5.e4 h6 6.Bh4 g5** (To corner the Bishop, but the weakening of Black's Kingside pawns is double-edged) **7.Bg3 Nh5 8.Nc4 Bg7 9.c3 e6 10.Nfd2!** (Black was trying to inconvenience the Bg3 with f5-f4, but the text forces a clarification) **10...Nxc3 11.hxc3 Qe7** (Black plans to play ...Nf6, ...Bd7 and ...0-0-0) **12.Ne3 Nf6 13.Qb3!** (Pressing against b7 and thereby preventing ...Bd7 and ...0-0-0) **13...c6 14.O-O-O e5?!** (If Black tries 14...d5, then 15.e5 Nd7 16.f4 f5 17.g4! gxf4 18.Nxf5!! exf5 19.gxf5, and the advanced pawn duo at e5 and f5 are more than enough compensation for the piece) **15.dxe5 dxe5 16.Ndc4!** and the threat of Nd6+ gives White a clear advantage. If 16...Nxe4, then 17.Qc2! Nf6 - if 17...f5, then 18.Bd3 and the attack on e4 and indirectly on f5, gives White excellent play - 18.Nd6+ Kf8 19.Bc4 Be6 20.Nef5, with great advantage for White, whose Knights have galloped into Black's weakened squares at d6 and f6.

6.c3 Nbd7 7.Be2

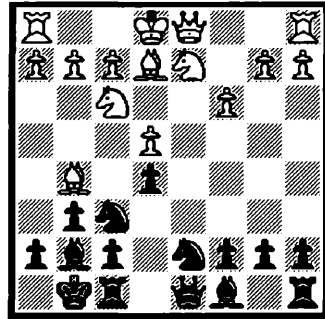
As mentioned in our introduction, the King Bishop is better placed at e2.

7...e5 8.dxe5 dxe5

Slightly better was 8...Nxe5 so that after 9.Nxe5 dxe5, the pressure is reduced somewhat by simplification.



White's view



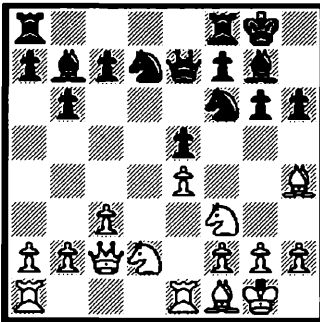
Black's view

9.O-O b6 10.Re1

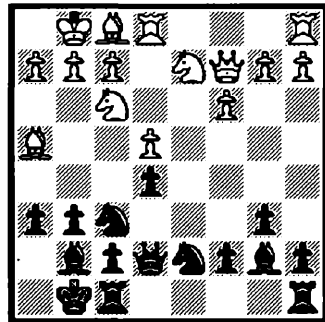
Preparing a regrouping to overprotect the e-pawn.

10...Bb7 11.Qc2 h6 12.Bh4 Qe7 13.Bf1

Securing the e-pawn and freeing the Nd2 for maneuvering.



White's view



Black's view

13...Rfe8

After 13...*Rfd8*, the game Balashov-Sax 1979, continued **14.Nc4 Qe6 15.Nfd2 Qg4 16.Bxf6! Bxf6 17.Ne3 Qe6 18.Bc4** (The results of 16.Bxf6! are the tempo-gaining maneuvers 17.Ne3 and 18.Bc4) **18...Qd6 19.Rad1 c6 20.Nf3 Qe7 21.Ng4! Bg7 22.Qd2 Kh7 23.Qd6** with a terrific position. The move 13...*Rfe8* protects the e-pawn so that the Bxf6 trade can be met by ...*Nxf6*, maintaining pressure on White's e4 and hence restricting his maneuvering possibilities.

14.b4!

But White has other means of pursuing a positional initiative. The text is a useful gain of space.

14...a6

After 14...a5 15.a3 Ra7, White continues 16.Bd3 Rea8 17.Qb2 and retains an edge.

15.Nc4 Rac8

This move causes problems. Best was 15...Qe6, and after 16.Nfd2 c5 17.Ne3 cxb4 18.cxb4 Rac8 19.Qb1 with only a small edge for White.

16.a4!

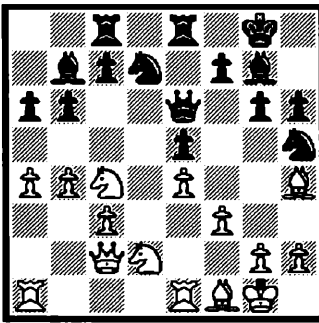
Now 16...c5 allows 17.b5!, stifling Black's attempts to open the c-file for counterplay.

16...Qe6 17.Nfd2 Nh5

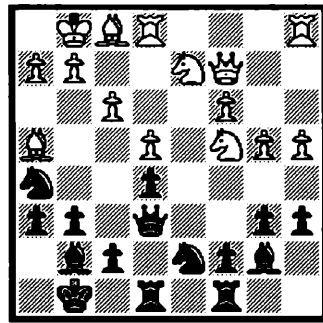
Hoping to drum up play on the Kingside.

18.f3! (see next diagram)

A fine consolidating move which reinforces e4 and allows the Bh4 to return to play via f2.



White's view



Black's view

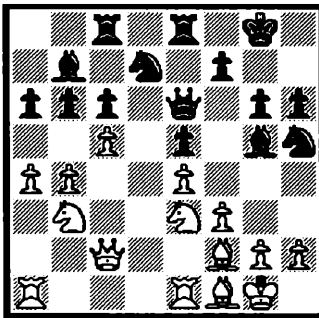
18...Bf6 19.Bf2 Bg5 20.Ne3!

Preparing not the obvious Bc4, but instead, a fine strategically motivated advance of the c-pawn.

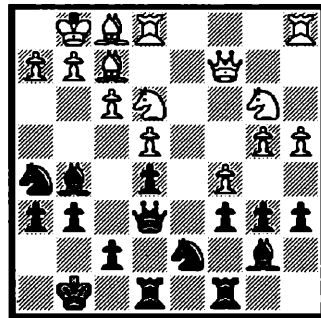
20...Ndf6 21.c4 c6

To prevent Nd5, but now d6 is weakened and the Bb7 is hemmed in.

22.Nb3 Nd7 23.c5



White's View



Black's View

Tightening the blockade of Black's Queenside.

23...b5 24.Red1

Aiming at d6.

24...Be7 25.Nc4!

The invasion of d6 is accomplished by tactical means. Now 25...bxc4 is met effectively by 26.Bxc4 Qf6 27.Rxd7.

25...Rc7 26.Nd6 Rb8 27.axb5 cxb5

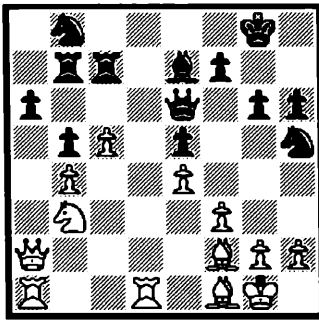
On 27...axb5 there comes 28.Ra7 Bd8 (Otherwise 29.Na5 wins) 29.Nxb7 Rbxb7 30.Rxb7 Rxb7 31.Rd6 and 32.Rxc6.

28.Nxb7 Rbxb7

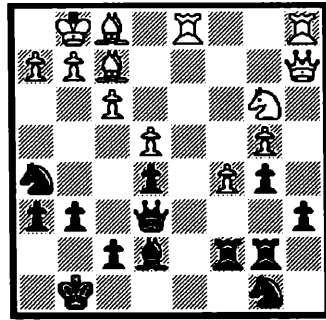
Now White targets the backward a-pawn.

29.Qa2 Nb8

On 29...Ra7, 30.c6 attacks d7 and a7.



White's View



Black's View

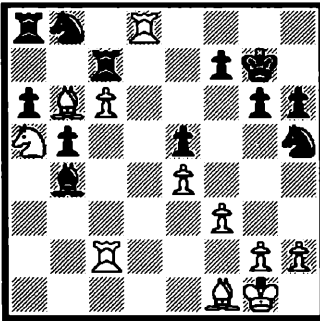
30.Na5 Qxa2 31.Rxa2 Ra7 32.c6!

Tying Black up completely.

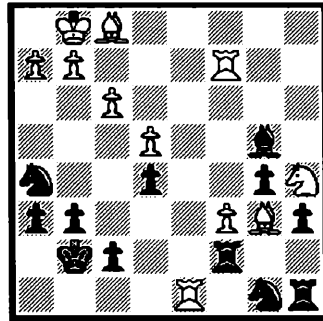
32...Ra8 33.Rc2

Threatening 34.Bb6 Rc8 35.c7, winning the Nb8.

33...Bxb4 34.Rd8+ Kg7 35.Bb6



White's view



Black's view

The finishing touch. Black, in serious time pressure, stumbles forward.

35...Bxa5 36.Bxa5 Rxc6

On 36...Rca7, 37.c7 decides.

37.Rxb8 Rxb8 38.Rxc6 b4 39.Bc7

Black Resigns.

TAMING THE GRUENFELD

The Gruenfeld Defense formation is another non-classical formation often played against the Torre. Unlike the King's Indian, the Gruenfeld pushes the d-pawn to d5 to contest the light squares e4, c4 and d5. We shall respond with our standard Torre pawn triangle at c3, d4 and e3. Then Black can play for a quick central break by ...Re8 and ...e5 (as in the game below) or defer in favor of development of the Queen Bishop via b6 and Bb7 or Bg4. Both will be examined in the notes to this game.

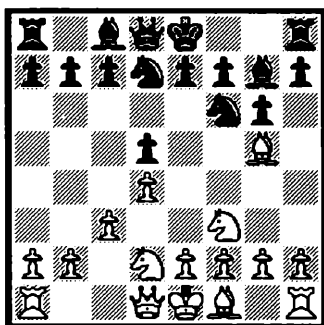
ILLUSTRATIVE GAME EIGHT

White: Ye Rongguang Black: Tseshkovsky
Belgrade 1988

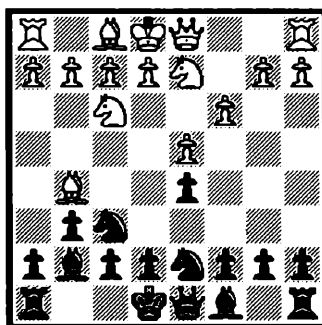
1.d4 Nf6 2.Nf3 g6 3.c3

A slightly different route to our Torre pattern.

3...Bg7 4.Bg5 d5 5.Nbd2 Nbd7



White's view

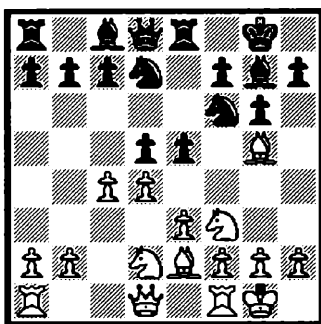


Black's view

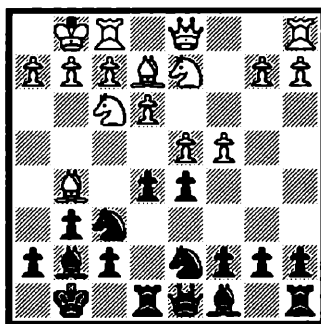
This early development of the Queen Knight is often a signal that Black intends to play for the central pawn break at e5. Another more sedate method is **5...0-0 6.e3 b6 7.Be2 Bb7** as in the game Seirawan-Kudrin, U.S. Championship 1988. That game continued instructively with **8.b4!** (Gaining space on the Queenside. In particular, White intends to play b5 which will pin down Black's c7 pawn. If Black moves his c-pawn forward after b5, then White trades his b-pawn for Black's c-pawn, leaving a single White a-pawn. Then White can initiate the minority attack by pushing a4-a5. Then if Black trades ...bxa5, he is left with a backward isolated a-pawn, while if he does nothing, White plays a5xb6 and Black is still left with a backward isolated pawn whether he recaptures on b6 with the a-pawn or a piece.) **8...Nbd7 9.0-0 Qe8** (Trying for e5) **10.Bxf6 Bxf6** (Not 10...Nxf6, since Black wants to play e5. White played 10.Bxf6 in order to give Black less pieces with which to seek central and Kingside play while he pursues his Queenside aims.) **11.b5 a6 12.a4 e5 13.dxe5 Nxe5 14.Nxe5 Bxe5** (If 14...Qxe5 then White plays 15.Nf3!, since 15...Qxc3 is strongly met by 16.Rc1 Qa5 17.Rxc7) **15.Qb3 axb5 16.axb5 d4** (Trying to unblock the diagonal of the Bb7 while opening up the position for his Bishop pair. However, White is soon able to trade his Be2 for the Bb7 eliminating the two Bishops. Also note that Black's backward c-pawn is a chronic weakness: the result is a small, but definite advantage for White) **17.cxd4 Bxd4 18.Rxa8 Bxa8 19.Bf3! Bxf3 20.Nxf3** and Seirawan went on to grind out a win.

If Black brings his Bishop out to g4, he is virtually conceding the Bishop pair to White. For example, the game E. Torre-Zuger, Biel 1988, began **1.d4 Nf6 2.Nf3 g6 3.Bg5 Bg7 4.Nbd2 d5 5.e3 0-0 6.b4** (Rightly seeing that c3 need not be played first in such positions) **6...Bg4 7.Be2 Nbd7 8.h3 Bxf3 9.Bxf3 c6 10.0-0 e5 11.c3 a5 12.b5 Qb6 13.bxc6 bxc6 14.Rb1** and by controlling the b-file as well as the light squares (as a result of 8...Bxf3) White attained excellent play.

6.e3 O-O 7.Be2 Re8 8.O-O e5 9.c4!



White's view



Black's view

A sudden change in the pawn structure which gives White the edge. Now if 9...c6, then 10.Rc1 aiming at pressure on the c-file is good. Also, if 9...exd4 10.Nxd4 centralizes, again with very good play for White's minor pieces. Observe Black's backward development here (Bc8).

9...e4

The pawn structure is identical to the Advance (or Nimzowitsch) Variation of the French Defense (with colors reversed); e.g. 1.e4 e6 2.d4 d5 3.e5. In such positions, White wants his King Bishop developed to d3 to pressure h7 - especially since the e5 pawn forestalls the normal protection of h7 by a Nf6. Conversely, in the position after 9...e4, Black would like to have his King Bishop on the b8-h2 diagonal; clearly the Bg7 is misdirected in this case. Also note that White's Queen Bishop is outside his pawn chain as opposed to the Black Queen Bishop in the French Defense.

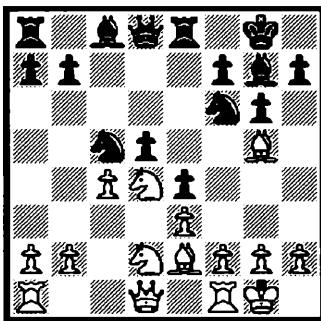
10.Ne1 c5

Instead of the solid (passive?) reaction like 10...c6, Black continues to play very aggressively. However, White has a good reply.

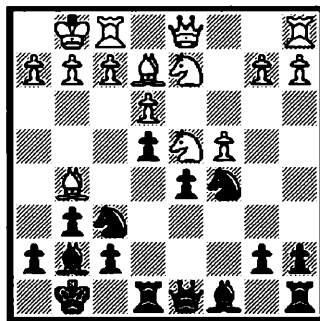
11.Nc2!

The Knight achieves contact with the central d4 square.

11...cxd4 12.Nxd4 Nc5



White's view



Black's view

13.Bh4!

To avoid 13.Rc1 Ne6 (attacking both the Nd4 and the Bg5) 14.Nxe6 Bxe6, and Black has developed actively with reasonable chances.

13...dxc4

Now 13...Ne6 is answered by 14.N2b3, and if 14...Nxd4, then 14.Nxd4 and the Bc8 has no active square since the White Nd4 and Be2 control e6, f5 and g4.

14.Nxc4 b6

Hoping to place the Queen Bishop on a6.

15.Bg3!

A fine response. Now on 15...Ba6 16.Nd6! is strong, e.g.. 16...Bxe2 17.Qxe2 Rf8 18.h3! (To keep the powerful Nd6 protected. Now 18...Nh5 is calmly met by 19.Bh2) and White is clearly better.

15...Bd7

Trying to protect c6. As we shall see, White's plans are to utilize this square as an outpost in the open c-file.

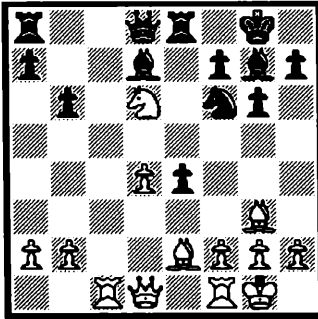
16.Rc1 Ne6

Seeking to ease pressure on his position by exchanging.

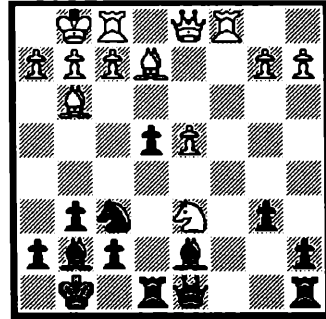
17.Nd6

The occupation of this post in the heart of Black's position is clear proof of the superiority of White's position.

17...Nxd4 18.exd4!



White's view



Black's view

The correct way to recapture. Now White has a strong centralized passed pawn.

18...Re7 19.d5!

Passed pawns must be pushed!

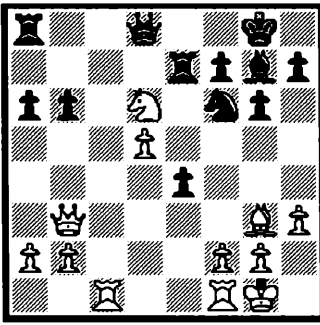
19...a6

To prevent Ba6 or Bb5.

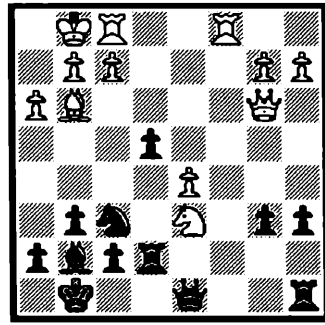
20.Qb3 Bg4

Now c6 is gravely weakened, but it was difficult to find any better idea.

21.Bxg4 Nxd4 22.h3 Nf6



White's View



Black's View

23.Rc6!

Occupying the advanced outpost and pressuring the b-pawn.

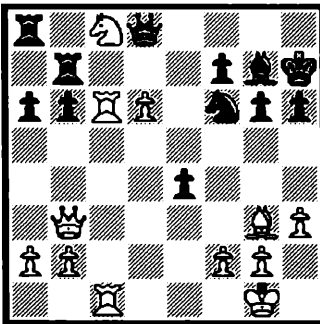
23...h6

If 23...b5, then 24.Rfc1 (Threatening 25.Rc8) 24...Qd7 25.Nc8! Re8 26.Nb6 wins material.

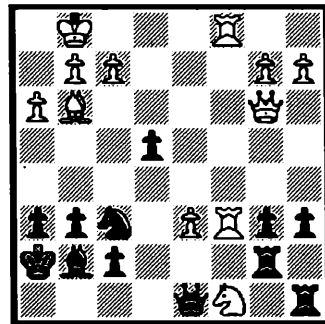
24.Rfc1 Kh7 25.Nc8

Not 25.Rxb6 Nxd5

25...Rb7 26.d6!



White's view



Black's view

Relentless. Now 26...Ng8 is met by 27.Rc7! (Note the consistent use of the c-file) 27...Rxc7 28.Rxc7 Rxc8 29.Qxf7 Rxc7 30.dxc7 Qc8 (Or 30...Qe7 31.Qc4! and the c-pawn promotes) 31.Be5 Qf8 32.Qxf8 Bxf8 33.c8=Q.

26...Nh5 27.Ne7!

Threatening f7.

27...Nxc3 28.fxc3 Bd4+ 29.Kh2 Kg7 30.Qd5

A powerful centralization of the Queen which breaks Black's resistance.

30...Bxb2

There is nothing better: 30...Rxe7 31.Qxd4+ Kh7 32.Rc8! Rxc8 33.Rxc8 Qxc8 34.dxe7 and 35.Qd8, promoting the e-pawn. On 30...Bc5 31.R6xc5 bxc5 32.Qxb7.

31.Rc8 Rxc8 32.Rxc8 Qd7 33.Rg8+!

The finishing touch.

33...Kf6 34.Rf8

Now 34...Qe6 loses the Rb7, and otherwise White's breakthrough on f7 is annihilating.

Black Resigns.

BOOK 2

TARTAKOWER'S LEGACY

**A complete system for playing the
Black pieces against everything except 1.e4**

HOW TO PLAY BLACK AGAINST WHITE SYSTEMS NOT INVOLVING 1.e4

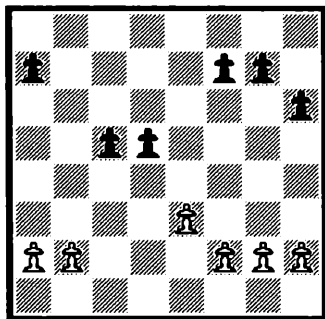
In this section, we shall consider how to meet the Queen's Gambit, English, Catalan, Reti and King's Indian Attack formations by using a very solid pattern of development for Black. Our system will consist of the following moves (with occasional diversion in particular cases): **1...Nf6 2...e6 3...d5 4...Be7 5...O-O 6...b6**. In this manner, we anchor a pawn at d5 to control e4 and d5 and on the Queen's flank, c4. The Nf6 provides sturdy defense of the Kingside while the Be7 will be available for reinforcement. The problem of developing the Queen Bishop is simply and logically solved by playing ...b6 and ...Bb7. As usual, our format will consist of ILLUSTRATIVE GAMES with comprehensive notes to explain the ideas inherent to each structure.

TARTAKOWER'S LEGACY

Saviely Tartakower was one of the most remarkable of a group of world caliber chess players in the earlier decades of this century. One of the best chess players in the world in his heyday, he is credited with devising an excellent method of defense against the Queen's Gambit. The basic line begins 1.d4 Nf6 (Also possible is 1...d5, but 1...Nf6 is more circumspect) 2.c4 e6 3.Nc3 d5 4.Bg5 Be7 5.e3 O-O 6.Nf3 h6 7.Bh4 b6. After Tartakower's successful adoption of this defense, the Soviet players Makoganov and Bondarevsky added valuable contributions to it in the '40s and '50s. Subsequently, this line has numbered among its adherents a myriad of world class Grandmasters, including Garry Kasparov, Anatoly Karpov and Boris Spassky to name just a few. Another remarkable aspect of this defense is its quality as a universal system which can be adopted against the English, Reti and King's Indian Reversed opening systems. Each of these lines will be examined in separate games.

THE DYNAMIC DUO

One of the typical pawn structure changes in the Tartakower Defense involves the creation of so-called hanging pawns. Hanging pawns (sometimes referred to as the isolated pawn couple) are two pawns side by side on the fourth rank, neither of which has a pawn on the file immediately next to it. As a result, the pawns are more vulnerable to pressure by the opposing forces. For example, consider the diagrammed position.



The plus side of the hanging pawns is the array of squares controlled in front of them (in this case b4 ,c4, d4, e4) Note that one of the Black pawns

is a center pawn. (Also note that White has no true center pawn - i.e. a pawn on d4, e4, d5 or e5). In this sort of position, White will try to pressure these hanging pawns in order to force one of them to advance. This is done to create strong points for White pieces to occupy. For example, if Black is forced to advance the c5 pawn to c4, then d4 is weakened. Then a White piece (often a Knight, but in principle any piece may do) can entrench itself at d4 with no fear of being driven off by a Black pawn.

On the other hand, Black can often find a moment to favorably advance one of the pawns for tactical reasons. This possibility gives a dynamic character to such positions. Also, Black can utilize the b-file in order to build pressure against the b-pawn.

In our first ILLUSTRATIVE GAME, we shall see the great Bobby Fischer demonstrating how pressure down the b-file can give Black excellent play.

ILLUSTRATIVE GAME ONE

White: Bertok Black: Fischer

Stockholm 1962

1.d4 d5

The most direct, but 1...Nf6 is more flexible.

2.c4 e6 3.Nc3 Be7

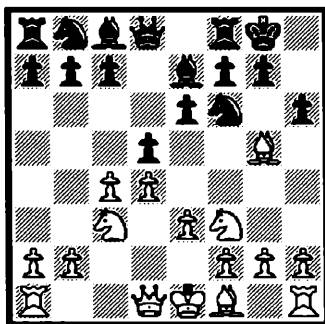
An old move of Charousek's which limits White's options for developing the King Knight. After the standard 3...Nf6 4.Bg5 Be7 5.e3 O-O, White can play 6.cxd5 exd5 7.Bd3 followed by 8.Nge2. The text is a waiting move designed to restrain this option.

4.Nf3

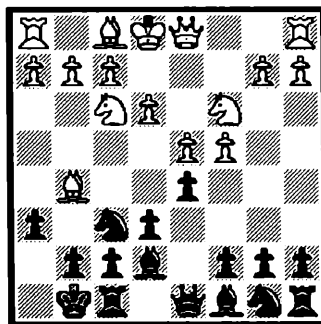
Most usual. If White is stubborn he can still play for Nge2 after the moves 4.cxd5 exd5 5.Bf4 c6 6.e3 Bf5 7.Nge2, but this is no great threat for Black. The pawn trade cxd5, exd5, constitutes the Exchange variation of the Queen's Gambit which we shall examine in detail in ILLUSTRATIVE GAME FIVE.

4...Nf6 5.Bg5 O-O 6.e3 h6

This is Tartakower's finesse. The main idea is to remove the h-pawn from h7, which often comes under pressure along the b1-h7 diagonal (for example, if White's King Bishop is on d3 and the Queen goes to c2, then Bxf6 would be threatened, removing the guard of the h7 pawn).



White's View



Black's View

7.Bh4

Another possibility is **7.Bxf6 Bxf6 8.Rc1**. Now we recommend the peculiar pawn move **8...a6!?**. The idea is to play ...dxc4 and after Bxc4 to respond ...b5 and ...Bb7. For example, after **8...a6!?**, the game Mikalchisin-Lputian, Lvov 1986, continued **9.Bd3 dxc4 10.Bxc4 Nd7 11.O-O b5 12.Be2 Bb7 13.Qc2 c5** with good play for Black. White continued with **14.dxc5 Nxc5 15.Nxb5?!** (Better was 15.Rfd1, but after 15...Qb8 Black is fine) **15...axb5 16.Qxc5 Rxa2** and Black had at least equal play. In another game Rajna-Bonsch, White tried **9.cxd5 exd5**. The idea is to prevent

Black from obtaining an opening of the a8-h1 diagonal for his Queen Bishop by dxc4. There followed **10.Bd3 Re8 11.O-O c6 12.Na4** (Heading for the outpost at c5) **12...Nd7 13.b4** (Aiming for the minority attack) **13...Be7 14.Qb3 Bd6!** (The Bishop has maneuvered to a fine active diagonal with intentions of building a Kingside attack) **15.Nc5 Nf6 16.Rfe1 Qe7 17.a3 Ne4** (Black establishes his own advanced outpost in the half-open e-file) **18.Bxe4** (Understandably trying to get rid of the annoying Ne4, but the pawn which replaces it forces the Nf3 to pull back at a loss of time. In addition, Black now has the two Bishops against the two Knights in an open position, this often being a great advantage in itself) **18...dxe4 19.Nd2 Bf5 20.Nc4 Rad8!** (Now if White eliminates Black's Bishop pair with 21.Nxd6, then 21...Rxd6 allows the Rook to swing across to the King's side via the third rank). **21.a4 Bg4 22.Nd2** (Rushing back to defend the Kingside) **22...Qh4 23.Nf1** (But not 23.g3, because of 23...Qh3, threatening 24...Bf3 and mate at g2) **23...Bc8 24.b5** (White pursues his minority attack as his Kingside seems to be secure, but Black decides the game with a fine combinative blow). **24...Bxh2+! 25.Nxh2 Rd5** (Threatening 26...Rh5) **26.f4 Rh5 27.Nf1 Qh1+ 28.Kf2 Bh3!** (The long-range power of the Bishops is amply demonstrated here) **29.Re2** (on 29.gxh3 Qf3+ 30.Kg1 Rxh3 31.Nh2 Rg3 mates) **29...Qxg2+ 30.Ke1 Qxf1+ 31.Kd2 Qf3 32.Nxb7** (White is winning on the Queenside, but Black is really winning because his attack encompasses the King) **32...Bg4 33.Rce1 axb5 34.Nd6 Rf8 35.axb5 Rd5 36.Nc4 Rxb5 37.Qa2 Rfb8** (Adding insult to injury; now the Black Rooks control the Queenside too) **38.Kc3** (Trying to prevent Rb3) **38...Be6 39.Qa3 Qh5** (Threatening 40...Bxc4 41.Kxc4 Qd5+ 42.Kc3 Rb3+) **40.Nd2 Qd5** and **White resigned.**

7...b6

Completing Tartakower's formation.

8.cxd5

A logical idea. White trades in order to use the c-file to create pressure against the Black Queenside, especially the c-pawn. For other eighth move alternatives, see ILLUSTRATIVE GAME FOUR.

8...Nxd5

The right recapture. Black offers to trade two pairs of minor pieces in order to defuse White's attempts to build a significant initiative.

9.Bxe7

If White tries to avoid exchanges with 9.Bg3, then Black can equalize with 9...c5 and on 10.Bd3 cxd4 11.exd4 Bb7 12.O-O Nd7 13.Rc1 N7f6 and black has completed development with no problems. The main reason White has nothing in this line is because 9.Bg3 is basically a passive, tempo-losing retreat.

9...Qxe7

Inferior would be 9...Nxe7, which decentralizes the Knight and removes the option of simplifying further with Nxc3.

10.Nxd5

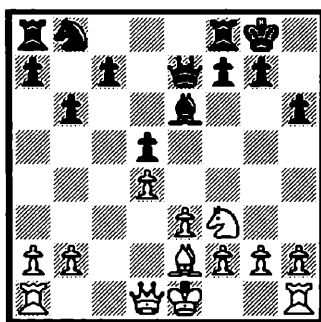
White is trading in order to install a pawn at d5 which blocks the a8-h1 diagonal for Black's Bb7. Also, since the Black c-pawn is backward on the open file, c7-c5 is necessary, but then after dxc5, bxc5, we have the hanging pawn duo. An alternative is **10.Rc1**. This, however, shouldn't pose any serious problems for Black. For example, the game Filip-Fischer, Curacao 1962, continued **10...Nf6** (Unblocking the a8-h1 diagonal while avoiding further simplification through 11.Nxd5) **11.Be2 Bb7 12.0-0 Nbd7 13.Qa4 c5 14.Qa3 Rfc8 15.Rfd1 Qf8** (Unpinning the c5 pawn) and Black has fully equal play.

10...exd5 11.Be2

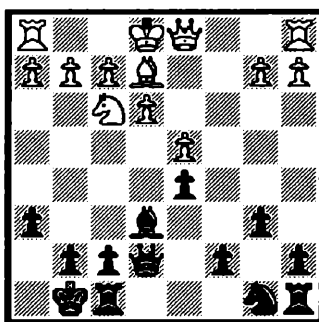
Rather sedate, but after the more direct 11.Rc1, Black still has adequate resources. For a thorough discussion of this possibility, see ILLUSTRATIVE GAME TWO.

11...Be6!

An important finesse discovered long ago by Tartakower. After the coming ...c5, White will trade dxc5, and after ...bxc5, Black will have the b-file. In this case, the Black Queen Bishop on b7 would only obstruct play on the b-file. Hence the right place for the Queen Bishop is e6.



White's View



Black's View

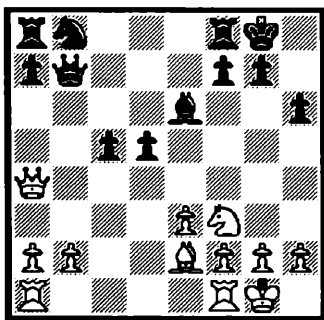
12.O-O

Another idea is to advance the Knight to e5, but this gives Black no worries. For example, the game Larsen-Thorstens, Reykjavik 1985, continued **12.Ne5 c5 13.O-O Nd7 14.Nxd7** (Inferior is 14.Nd3. After 14...c4! 15.Nf4 b5 16.Bf3 Nf6, Black has the edge because he has obtained a mobile Queenside pawn majority. This is another reason why White trades dxc5 so soon - otherwise Black can often play c4 obtaining the 3 to 2 pawn majority). **14...Qxd7 15.dxc5 bxc5 16.Qd2 Qb7** and Black's position is fine.

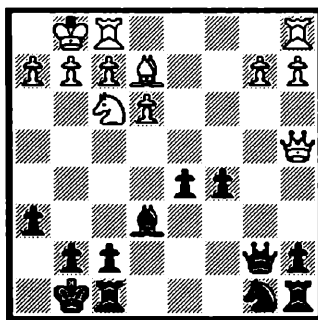
12...c5 13.dxc5

As will be seen, giving Black hanging pawns in this position is not best! Better was **13.b3** (to prevent c4). There could follow **13...Rc8 14.Rc1 a5!** (A good stratagem. Now ...a4 and ...axb3 is a possibility, leaving White with an isolated pawn while opening up the a-file for the Ra8. For example, the game Najdorf-Georghiu, Lugano 1968, continued **15.Bb5** [To stop a4] **15...Nd7 16.Qd3** [With an important idea in mind which Black must be alert to] **16...Ra7!** [A neat concept; Black will double his Rooks on the c-file] **17.dxc5 Nxc5!** [This is a case where Black should eschew the hanging pawns recapture 17...bxc5, as White replies 18.e4!. Then 18...dxe4 19.Qxe4 leaves the c5 pawn vulnerable, while 18...d4 is met by 19.Nxd4 as 19...cxd4 fails to 20.Rxc8+ and 19...Ne5 (To protect the Rc8) is answered by 20.Qg3)] **18.Qd4 Rac7 19.Qb2 Ne4** (Black's pressure down the c-file and active Ne4 are at least sufficient compensation for the isolated d5 pawn) **20.Bd3** (If 20.Ne5 then 20...Qf6! pinning the Nd4 and threatening 21...Rxc1 22.Rxc1 Rxc1+ 23.Qxc1 Qxf2+ demonstrating the power of the c-file and Ne4) **20...Rc1 21. Rxc1 Rxc1+ 22.Qxc1 Qc5!** Black continues to play vigorously. Now if 23.Qxc5 bxc5 24.Bxe4 dxe4 25.Nd2 f5 and Black's Bishop is stronger than White's Knight; obviously this line holds no problems for Black.

13...bxc5 14.Qa4 Qb7!



White's View



Black's View

Beginning to exert pressure on the b-file.

15.Qa3 Nd7 16.Ne1

After 16.Ba6 Qb6 17.Rac1 Rfb8 18.b3 Qb4! Black holds the edge, since the hanging pawns can not be successfully pressured, while Black will be able to play ...a5-a4, targeting White's Queenside pawns. For example, 19.Qxb4 Rxb4 20.Rfd1 Rb6 21.Be2 a5, followed by ...a4.

16...a5!

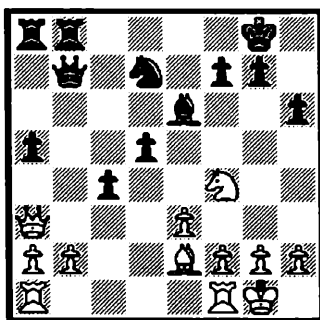
Another fine move. Now after a subsequent ...Qb4, White cannot trade Queens because the reply ...axb4 gives strong pressure down the a-file.

17.Nd3

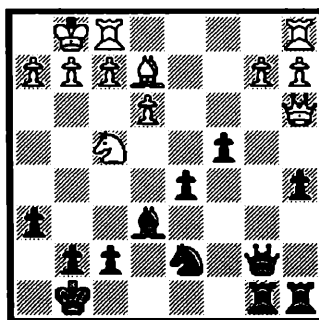
Stopping Qb4 and inducing ...c4, but as we shall see, Black will hold the initiative because of his use of the b-file.

17...c4 18.Nf4 Rfb8

Note the harmony among Black's pieces; also the ...c4 advance restrains White from protecting the b-pawn by b3.



White's View



Black's View

19.Rab1

This is not good, but reasonable alternatives are hard to find. Probably best was 19.Nxe6 fxe6 20.Bg4 Ra6 21.b3 cxb3 22.axb3 axb3 23.Qxb3 23.Qe7 Ne8 24.Ra3 with drawing chances.

19...Bf5! 20.Rbd1 Nf6 21.Rd2

Not 21.Bf3 Qxb2 22.Qxb2 Rxb2 23.Nxd5 Nxd5 24.Bxd5 (Or 24.Rxd5 Be6 25.Rc5 Rc8! 26.Rxa5 c3 27.Rc1 c2 28.Be4 Rb1! winning since 29.Rxb1 cxb1=Q+ 30.Bxb1 allows 30...Rc1 mate) 24...Rc8 25.e4 Be6 and Black has a winning advantage due to his passed c-pawn and Rook on the seventh rank.

21...g5!

A cute shot which wins quickly.

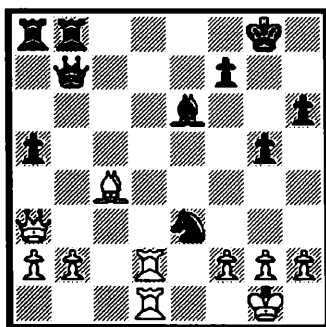
22.Nxd5

Desperation. After 22.Nh5 Ne4!, Black has an overwhelming position.

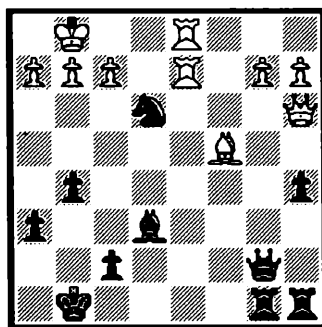
22...Nxd5 23.Bxc4

On 23.Bf3, simply 23...Bd3 shuts White down.

23...Be6 24.Rfd1 Nxe3!



White's View



Black's View

Winning more material.

25.Qxe3 Bxc4 26.h4 Re8 27.Qg3 Qe7 28.b3

Playing on out of sheer inertia.

28...Be6 29.f4 g4 30.h5 Qc5+ 31.Rf2 Bf5

White Resigns.

GELLER'S PAWN SAC

Efim Geller has been one of the world's premier Grandmasters since the early 50's. His excellent knowledge of opening theory has been demonstrated against the finest players. He has plus scores against Botvinnik, Smyslov, Fischer and Petrosian!

In the next game, Geller shows an excellent innovation in a line played between Fischer (White) and Spassky, in the 6th Match game for the 1972 World Chess Championship. Strangely enough, even though Geller stated that he had shown this innovation to Spassky, Boris didn't use it at the critical moment.

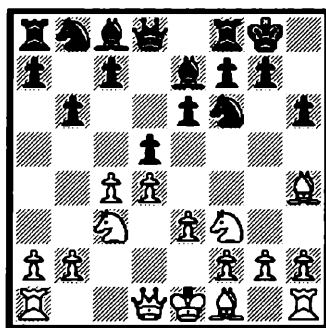
ILLUSTRATIVE GAME TWO

White: Timman Black: Geller

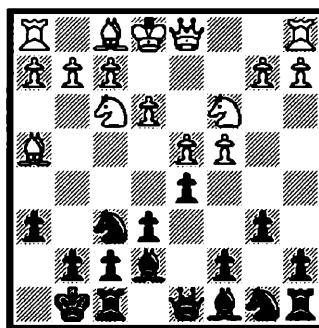
Hilversum 1973

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 O-O 6.e3 h6 7.Bh4 b6

Reaching our standard position.



White's view



Black's view

8.cxd5 Nxd5 9.Bxe7 Qxe7 10.Nxd5 exd5 11.Rc1

Also interesting is 11.Bd3, though Black can equalize. For example, 11.Bd3 c5 12.dxc5 bxc5 13.O-O Be6! (Again Black avoids blocking the b-file) 14.e4!? (A thematic attempt to break up Black's hanging pawns, but with active piece play, Black is able to hold his own) 14...Rd8! 15.exd5 Bxd5 16.Qe2 Qf6 (Naturally Black avoids the ending since his c5 pawn is then vulnerable) 17.Rfd1 Nc6! (Focusing on d4) 18.Be4 Nd4 with completely equal play for Black according to Grandmaster Miroslav Filip.

11...Be6

Very poor is 11...Qb4+ 12.Qd2 Qxd2+ 13.Kxd2, since then the c-pawn is very weak and White's King is well placed for the ending.

12.Qa4

Preparing to pressure Black's c-pawn after it advances to c5. In the game Vaganian-Gheorghiu, Baden Baden, 1980, White played **12.Qd2**. The idea behind this move is to play b4 in order to restrain Black's projected ...c5. Gheorghiu conveniently held equal chances by **12...a5!** (Stopping 13.b4) and after **13.Bb5 Rc8 14.O-O c6 15.Be2 c5**, the players agreed to a draw.

12...c5 13.Qa3 Rc8 14.Bb5

This move was Fischer's choice against Spassky in their World Championship Match. The idea behind 14.Bb5 is to tempt Black into kicking the Bb5 by a6, but this weakens Black's Queenside. Geller had examined this position in detail after an unpleasant experience against Furman, the originator of the 14.Bb5 move. He concluded that a dynamic pawn sacrifice would give Black excellent play. The more sedate 14.Be2 is well met by **14...a5 15.O-O Qa7!** (Getting out of the pin on the a3-f8 diagonal) **16.b3 Nd7** with equal chances, Karpov-Kavalek, Linares 1981.

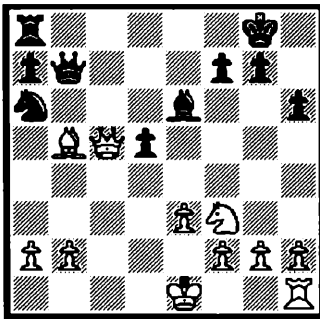
14...Qb7!

The main idea behind this move is to take advantage of the fact that White has not castled.

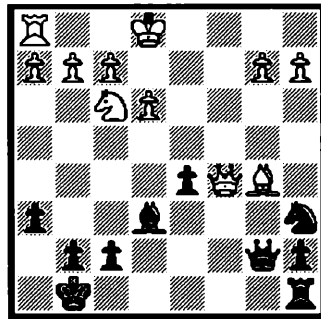
15.dxc5

Otherwise 15...c4 cuts off the Bishop's retreat while creating a strong Queenside pawn majority.

15...bxc5 16.Rxc5 Rxc5 17.Qxc5 Na6!



White's view



Black's view

Although Knight moves to the edge of the board are often considered to be poor, this is definitely an exception. Now if White continues 17.Qc6 then 17...Qxc6 18.Bxc6 Rb8! (On 18...Rc8 White can play 19.Ba4 to meet 19... Rc1+ with 20.Bd1; the text move wins the b-pawn, since if White defends it by 19.b3, he blocks the a4-d1 diagonal and hence 19...Rc8 wins material-20.Ba4 Rc1+; or 20.Bb7 [or b5] again 20...Rc1+) and Black is much better.

18.Bxa6 Qxa6

Now White's King is caught in the center and Black threatens to win immediately by 19...Rc8.

19.Qa3 Qc4 20.Kd2

A bold step which leads to serious trouble. After the better move 20.Qc3, Black regains the advantage by 20...Rb8! (threatening 21...Qxc3 22.bxc3 Rb1+)

20...Qg4

With the King stuck in the center, the Queen raids vulnerable points in White's position.

21.Rg1 d4!!

A brilliant sacrifice of another pawn to open up more lines for the attack.

22.Nxd4

On 22.exd4, Geller intended 22...Rb8! with the idea of 23...Bd5 (Note how the Bishop uses the newly cleared central square d5) threatening 24...Bxf3 25.Qxf3 Qxd4+ and ...Rxb2.

22...Qh4!

Attacking both f2 and h2.

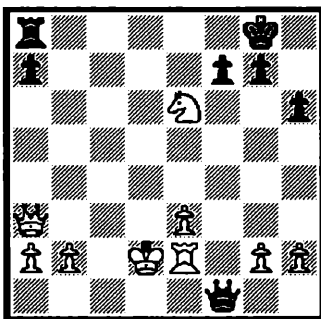
23.Re1!

On 23.Ke2 Qxh2 is powerful, since 24.Kf1 fails to 24...Bc4+, while 23.Rf1 loses to 23...Bc4 24.Ne2 Rd8+ 25.Ke1 Bxe2 26.Kxe2 Qc4+ 27.Ke1 Qc1+ 28.Ke2 Rd2+ and 29...Qxf1.

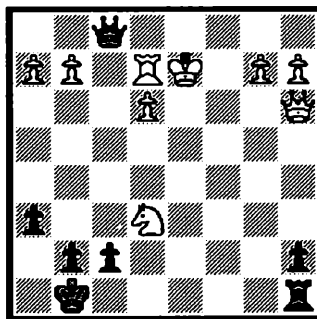
23...Qxf2+ 24.Re2 Qf1 25.Nxe6! (see next diagram)

Removing the dangerous Bishop, but Black's Queen and Rook in action against the exposed King prove to be decisive.

25...fxe6 26.Qd6



White's view



Black's view

After 25.Nxe6!

Otherwise 26...Rd8+ is crushing.

26...Kh8 27.e4 Rc8

Keeping the King hemmed in.

28.Ke3 Rf8 29.Rd2

If 29.Kd2, then 29...e5! (as played on the next move) is still powerful.

29...e5!

Preparing to play 30...Qf4+ 31.Kd3 Rf6, with a relentless attack.

30.Qxe5 Qe1+ 31.Re2 Qg1+ 32.Kd2 Rd8+.

White's King is soon in a mating net.

TOO MUCH FINESSE LEADS TO LESS

In our next game we again see Grandmaster Geller launching an assault against the enemy King caught in the center. Geller's opponent, former USSR Champion Lev Psakhis, adopts an opening finesse based on the idea of preventing Black from achieving the important advance of the c-pawn to c5. Geller, with his unerring instinct for attack, discovers that with White's King lagging in the center, ...c5 can be effected as a pawn sacrifice in order to pry open avenues of attack. This scenario is, of course similar to the previous game against Timman. In this game, however, Geller has many more pieces to work with and he makes them dance into intricate and instructive patterns on the road to an uncompromising victory.

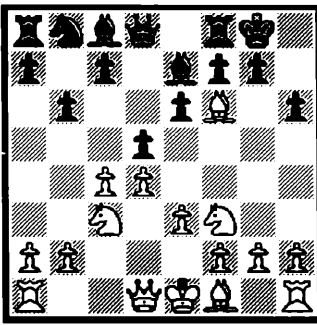
ILLUSTRATIVE GAME THREE

White: Psakhis Black: Geller

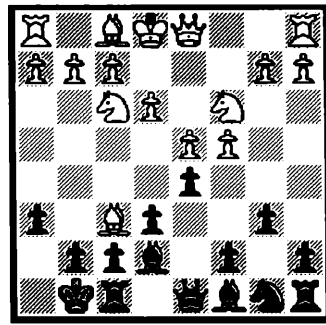
Erevan 1982

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 h6 6.Bh4 O-O 7.e3 b6 8.Bxf6

A positional idea, first explored by ex-World Champion Tigran Petrosian. The idea is to remove Black's Nf6 so that cxd5 can not be answered by ...Nxd5 with the simplification we saw in ILLUSTRATIVE GAMES ONE and TWO. Of particular importance is the removal of the Nf6, which weakens Black's control over d5. This fact will be exploited by White's following moves, all designed to prevent Black from playing c5 because of the indirect pressure exerted against d5 after the pawn exchange dxc5.



White's view



Black's view

8...Bxf6

One drawback to White's plan is obvious: Black acquires the two Bishops.

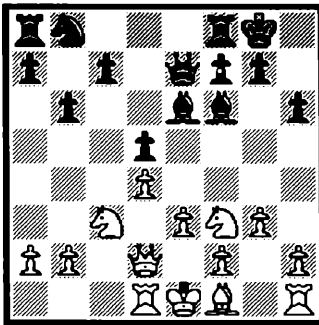
9.cxd5 exd5 10.Qd2 Be6 11.Rd1

All according to the plan outlined above.

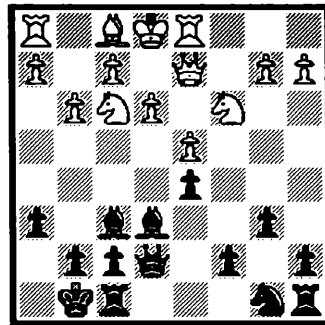
11...Qe7!

A fine concept. Black clears the d-file for his Rook, while exerting veiled pressure along the e-file towards White's uncastled King.

12.g3



White's view



Black's view

Intending to fianchetto the King Bishop in order to keep pressure on Black's d5. In the game Georgadze-Geller, played earlier in the same tournament, Geller continued his development with **12...Nd7**. There followed **13.Bg2 Rfd8 14.O-O Rac8 15.Rc1 c5**, and the players agreed to a draw. In the meantime, Geller, a most creative opening theoretician, found a way to take advantage of White's King in the center by a series of pawn sacrifices.

12...c5!

Playing the impossible move.

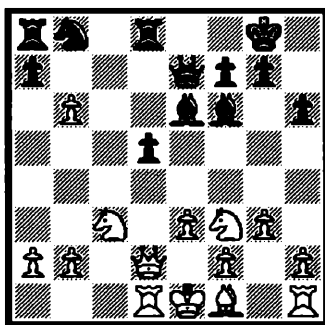
13.dxc5

Unwisely calling Black's bluff. Unfortunately for Psakhis, it isn't a bluff.

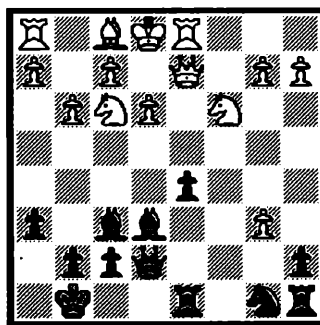
13...Rd8!

Preparing to blow open the center with still another pawn sacrifice.

14.cxb6



White's view



Black's view

This places White in a critical position. After **14.Bg2 bxc5 15.O-O Nc6**, Black would be somewhat better, but not winning.

14...d4!

After seeing his game against Timman, one wonders if Geller could patent this move.

15.Bg2

On 15.Nxd4, Black wins with 15...Bxd4 16.exd4 Bd5+, since the Rh1 falls. Remarkable variations follow 15.Ne4. Geller intended 15...Bd5! (Exploiting the clutter of unprotected pieces on the diagonal) 16.Nxf6+ Qxf6 17.Qxd4 Qxf3 18.b7 (Suddenly it seems Black has miscalculated since 18...Bxb7 loses the Rd8) 18...Rd7!! 19.Qa4 (After 19.bxa8=Q, Black wins with 19...Bxa8 20.Qa4 Rxd1+ 22.Kxd1 Bxh1) Qxd1+!! 20.Qxd1 (Or 20.Kxd1 Bxb7+ and 21...Bxh1 with Black gaining a material advantage while retaining excellent attacking chances) 20...Bxh1 21.f3 (21.Qb3 Rxb7) 21...Rxd1+ 22.Ke2!? (Hoping to Queen after 23.bxa8) 22...Rd2+!! (Bursting White's bubble) 23.Kxd2 Bxf3 24.bxa8=Q Bxa8 and Black is a piece ahead. If White (Instead of 19.Qa4) tries 19.Bb5, then Black wins with 19...Qxh1+ 20.Kd2 (Or 20.Ke2 Bf3+ 21.Kd2 Qxd1+, etc) 20...Qxd1+!! 21.Kxd1 Bf3+ 22.Kc2 Rxd4 23.bxa8=Q Bxa8 24.exd4 and Black remains a piece up. Fantastic variations!

15...Nc6

Not 15...dxc3 because of 16.Qxd8+ Qxd8 17.Rxd8+ Bxd8 18.b7 cxb2 19.O-O Bd5 20.bxa8=Q Bxa8 21.Rb1 Bf6 22.Nd4 and White comes out on top

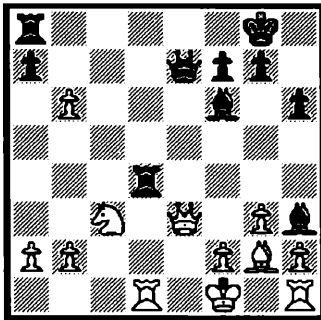
16.Nxd4 Nxd4 17.exd4

After 17.Bxa8 Rxa8 18.exd4 Bd5+ 19.Qe2 Bxh1, Black is much better, though this seems preferable to the text.

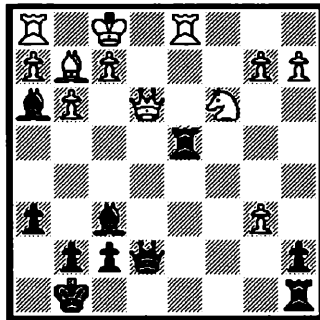
17...Bh3+ 18.Kf1 Rxd4

Note how Black's Bishop pair have exerted great pressure on White's position after the game has been opened up.

19.Qe3



White's view



Black's view

19...Qb7!

This nice crosspin seals White's fate.

20.f3

Also losing was 20.Rg1 Rxd1+ 21.Nxd1 Rd8! 22.Nc3 Bxg2+ 23.Rxg2 Bxc3+ (Again note the Bishop's influence) 24.bxc3 Qa6+! 25.Ke1 (25.Qe2 Rd1 mate) 25...Qxa2 25.Qc1 Re8+ 26.Kf1 (26.Kd1 Qe2 mate) 26...Qe2+ 27.Kg1 Qe1+ and mate on the next move.

20...Rxd1+ 21.Nxd1 Qa6+ 22.Kg1

Not 22.Qe2, because of 22...Bxg2+.

22...Rd8 23.Nf2

Not 23.Bxh3 Bd4, winning the Queen:

23...Bd4 24.Qe1 Bxf2+

Now after 25.Kxf2 (25.Qxf2 Rd1+) 25...Qxb6+ 26.Kf1 (26.Qe3 Rd2+ wins) 26... Bc8! and the threat of Ba6+ is crushing.

White Resigns.

KARPOV vs. KASPAROV

The epic struggles for the World Chess Championship between Garry Kasparov and Anatoly Karpov have always been in the public view. Characteristic of their encounters at the highest level is a rigorous examination of specific opening variations in game after game. Both as White and Black, Kasparov and Karpov have shown a preference for the Tartakower Variation. In the game below, we will examine their approach in a line of the Tartakower in which White plays an early b4. The idea behind the early b4 is to meet Black's ...c7-c5 with bxc5, and after ...bxc5, the b-file is open. A very important finesse, however, precedes this pawn trade. White delays the otherwise routine central pawn trade (cxd5) until Black has placed his Queen Bishop on b7. Then by playing Bxf6 (To prevent ...Nxd5 after White's cxd5) and only then cxd5, White rules out Black's preferred option of ...Be6. Then White plays b4, anticipating ...c7-c5; now, the opening of the b-file occurs with the Black Queen Bishop on the unfavorable b7 square blocking Black's play there. Play often enters a highly technical endgame phase with White sometimes holding a slight edge. Although most ordinary players will not opt for this sort of super-refined play, we shall nevertheless examine the resulting positions.

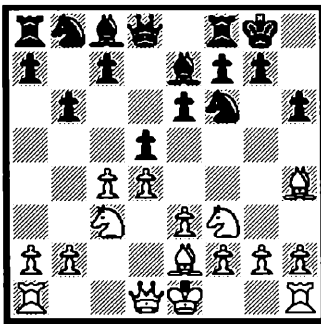
ILLUSTRATIVE GAME FOUR

White: Karpov Black: Kasparov

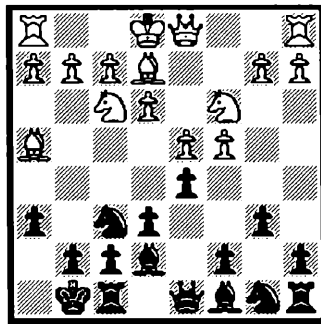
12th Match Game, Moscow 1984/85

1.Nf3 d5 2.d4 Nf6 3.c4 e6 4.Nc3 Be7 5.Bg5 O-O 6.e3 h6 7.Bh4 b6 8.Be2

Varying from our previously examined 8.cxd5. The main idea is to wait for Black to play ...Bb7 and only then play Bxf6 followed by cxd5.



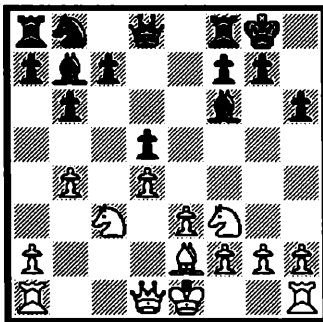
White's view



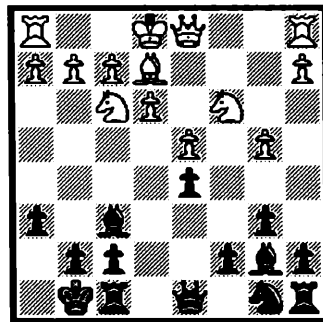
Black's view

8...Bb7 9.Bxf6 Bxf6 10.cxd5 exd5 11.b4

Intending to open the b-file after ...c5 with bxc5. Another move is simply **11.O-O**. Then Black can rule out b4 by playing **11...Qe7**. The game Veingold-Tal, Tallin 1983, continued **12.Qb3 Rd8 13.Rad1** (A vain attempt to restrain ...c5 by indirectly pressuring d5) **13...c5! 14.dxc5 Bxc3** (Removing the pressure from d5 just in time) **15.Qxc3** (After 15.bxc3 Qxc5, White's c-pawn is at least as weak as Black's d-pawn) **15...bxc5 16.Rc1 Nd7**, and Black had a perfectly sound game.



White's view



Black's view

11...c5

Also possible is the less active **11...c6** and after **12.O-O Qd6**, the game Christiansen-Gudmundsson, Grindavik, 1984, continued **13.Qb3 Re8 14.Rfd1 Nd7 15.Rab1 a5!** (Getting some

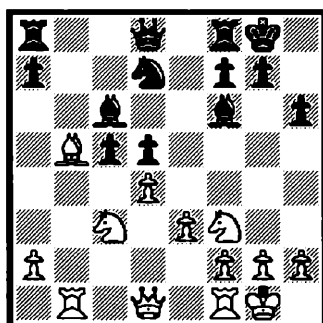
compensatory space on the Queenside. Now if 16.b5, then 16...c5 17.dxc5 Nxc5 bumps the White Queen with sufficient piece activity to easily offset the isolated d-pawn) **16.bxa5 Rxa5 17.a4 Ba6!** (Getting rid of the hemmed in Bishop) **18.Bxa6 Rxa6 19.Rdc1 Rea8** and play was about even.

12.bxc5 bxc5 13.Rb1

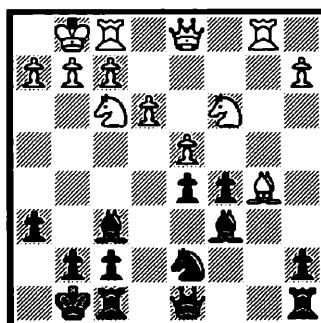
Another feature arises. White is first to occupy the b-file.

13...Bc6 14.O-O Nd7 15.Bb5

A logical move to exchange one of Black's Bishops while weakening the protection of d5.



White's view



Black's view

15...Qc7

Poor is 15...Bxb5 16.Rxb5, which would only activate White's Rook.

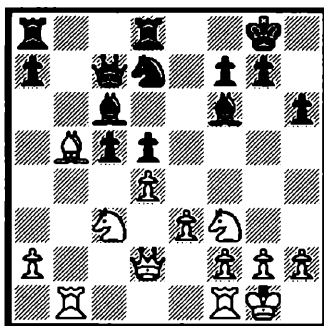
16.Qd2

Two other deployments of the White Queen have been tried. In the 42nd Match Game 1984/85, Kasparov as White played **16.Qc2**. There followed **16...Rfc8 17.Rfc1** (Both sides vie for the

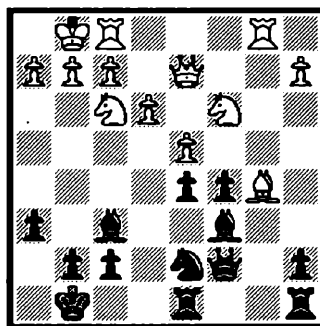
c-file) **17...Bxb5 18.Nxb5** (To retain control of d4. After 18.Rxb5 cxd4 19.Nxd4 Bxd4 20.exd4, the position is a dead draw) **18...Qc6 19.dxc5 Nxc5 20.Qf5 Qe6 21.Nfd4 Qxf5 22.Nxb5 Ne6 23.Rxc8+ Rxc8 24.Nxa7 Rc2** (Recovering the pawn with an easy draw) **25.Nb5 Rxa2 26.h3 Ra5** and the players agreed to a draw. In the 8th Match Game, 1985, Karpov with Black, bolstered d5 with **16...Rfd8**. After **17.Rfd1** (Better than 17.Qf5 as in the game Didisko-Vladimirov, Moscow 1983. Black responded 17...cxd4 18.exd4 g6 19.Qh3 (On 19.Nxd5, Bxd5 20.Qxd5 Ne5! 21.Qe4 Nxf3+ 22.Qxf3 Bxd4, it's dead even) 19...Bxb5 20.Nxb5 Qf4 with an easy game) **17...Rab8** (Black simply eases his pieces into play. White has only the tiniest of an advantage due to his slightly better pawn structure) **18.Bxc6 Qxc6 19.Rxb8 Rxb8 20.dxc5 Bxc3 21.Qxc3 Qxc5 22.Qxc5 Nxc5 23.h3** (Of course not 23.Rxd5??, allowing mate after 23...Rb1) **23...Ne4** (Active defense, though the stodgy 23...Rd8 was probably tenable) **24.Rxd5 Rb1+ 25.Kh2 Nxf2 26.Rd8+ Kh7 27.Rd7 a5 28.Rxf7** (White has won a pawn, but this is virtually impossible to convert into a win) **28...Rb2 29.a4 Nd1 30.Re7 Rb4 31.Nd4** and now 31...Rxa4! gives equal chances after 32.Nf5 Kg6 33.g4 Kf6. In the actual game Kasparov played **31....Nxe3?!**, but still managed to draw.

16...Rfd8

Indirectly reinforcing the d5 pawn.



White's view



Black's view

17.Rfc1 Rab8

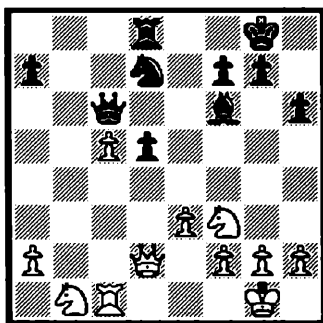
Both sides have completely disposed their forces. White has only the hint of an advantage.

18.Bxc6

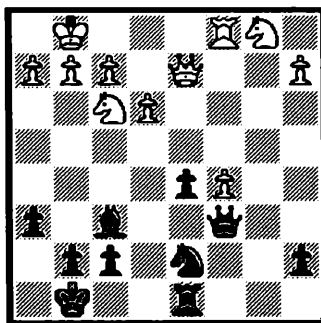
Trading in order to weaken d5.

18...Rxb1 19.Nxb1 Qxc6 20.dxc5

Leaving Black's d-pawn isolated.



White's view



Black's view

20...Nxc5 21.Qc2

And in view of the reduced material, the players here agreed to a draw.

1/2 - 1/2

THE QUEEN'S GAMBIT DECLINED, EXCHANGE VARIATION

*After the initial moves **1.d4 d5 2.c4 e6 3.Nc3 Nf6**, White can go for the stabilizing center pawn trade **4.cxd5 exd5**. This is the so-called Exchange variation of the Queen's Gambit Declined, a favorite line of many of the world's top Grandmasters for over 60 years. Originally, the main idea behind this line was for White to have the option of playing the minority attack against Black's Queenside pawn structure. Nowadays, additional plans involving the timely advance of the central and/or Kingside pawns are in favor. Also critical are lines in which White castles Queenside in order to freely use his Kingside pawns as battering rams against Black's Kingside castled position. In our next game, we will look at various strategies and tactics emanating from these possibilities.*

ILLUSTRATIVE GAME FIVE

White: Hort Black: Georgadze

Porz 1981/82

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5

Also of theoretical importance is the line in which White stations this Bishop at f4. This usually occurs when Black adopts Charousek's move order (1.d4 d5 2.c4 e6 3.Nc3 Be7) then after 4.cxd5 exd5 5.Bf4, we reach a position which was initially explored by the great Mikhail Botvinnik forty years ago. In particular, Botvinnik's eclectic thrust of the g-pawn to g4 in response to Black's development of his Queen Bishop at f5 set new problems for both players. In the present day, Karpov and Kasparov have engaged in this line. For example, the 21st Match Game 1984/85 between Kasparov (White) and Karpov began **1.d4 d5 2.c4 e6 3.Nc3 Be7 4.cxd5 exd5 5.Bf4 c6 6.e3 Bf5 7.g4!?** (Trying to gain

chesstouring.com

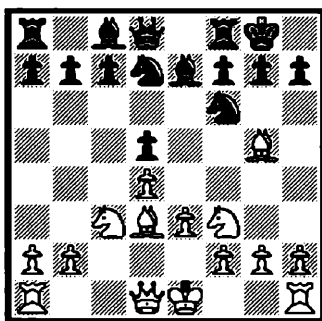
both space and time at the expense of the Bf5, but even so, the advance is highly committal and double-edged) **7...Be6** (On 7...Bg6, White plays 8.h4! and now if 8...Bxh4, then 9.Qb3! is strong after 9...b6 10.Nf3 Be7 11.Ne5!, and Black is in a very difficult position. Better is 8...h5, though the further advance 9.g5 gives White a clear space advantage, e.g., 9...Bd6 10.Nge2 Ne7 11.Bxd6 Qxd6 12.Nf4 with an edge) **8.h4 Nd7** (Now if 8...Bxh4, then White plays 9.Qb3! again with the better prospects after 9...g5!? 10.Bh2 Qb6 11.Nf3 Qxb3 12.axb3 Bxg4 13.Nxh4 gxh4 14.Bxb8 Rxb8 15.Rxa7. However, a very interesting idea of Belyavsky's is quite playable: 8...c5! - meeting White's Kingside pawn thrusts with a central reaction is fully in accordance with the classic rules of chess strategy - 9.dxc5 Bxc5 10. Nge2 Ne7 [10...Bxg4 11.Qxd5] 11.Nd4 Nbc6 12.Nxe6 fxe6 [White gains the Bishop pair, but Black's active development combined with pressure on the f-file gives him good play] 13.Bg2 O-O 14.O-O Ng6 15.Bg5 Be7 16.h5!? Bxg5 17.hxg6 hxg6 18.f4 Be7 19.Nxd5!? So far as in the game Flear-Belyavsky, Szirak 1987. Now best is 19...g5! and if 20.f5, then 20...exd5 21.Bxd5+ Kh8 22.Kg2 Rf6! to meet 23.Rh1+ with 23...Rh6 and Black wins, or 20.Nxe7+ Qxe7 with about even chances) **9.h5 Nh6!?** (Karpov's innovation. After the previously played 9...Qb6, White gained better chances after 10.Rb1 Ngf6 11.f3 O-O 12.Bd3 c5 13.Nge2) **10.Be2** (10.Bxh6 is inferior since Black retains a strong dark-squared Bishop and the g-file, while the doubled h-pawns cannot be attacked.) **10...Nb6 11.Rc1** (And now Karpov recommends 11...Nc4! bringing the Knight into play with about equal chances.)

After 7.g4!? Be6, White has two other tries besides the already examined 8.h4. In the game Botvinnik-Petrosian, World Championship 1963, there occurred **8.h3**. Play proceeded **8...Nf6 9.Bd3 c5!** (Again the strategical theme is to counter White's Kingside flank operations with counter pressure in the center) **10.Nf3 Nc6 11.Kf1!** (An original idea of Botvinnik's. The King is to be tucked away on g2) **11...O-O, 12.Kg2 cxd5** (Also quite feasible is 12...Rc8 13.dxc5 [On 13.Rc1 a6 is equal] 13...Bxc5 14.Ne2 Ne4 with unclear play, Bronstein-Kuijpers, Amsterdam 1968) **13.Nxd4 Nxd4 14.exd4 Nd7** (14...Rc8 deserves attention)

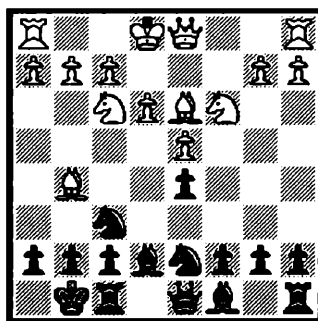
15.Qc2 Nf6 (Avoiding Kingside pawn moves. For example, 15...g6 allows 16.Bh6 Re8 17.f4 with good chances while 15...h6 16.Qd2 Bg5 17.Bxg5 hxg5 18.Rae1 also favors White according to Romanovsky) **16.f3 Rc8 17.Be5 Bd6 18.Rae1 Bxe5 19.Rxe5** (Not 19.dxe5 d4!) **19...g6** (Playable now since White doesn't have Bh6) **20.Qf2 Qd6** and White's advantage is truly inconsequential.

Still another choice is **8.Bd3**. The game Miles-Georgadze, Porz 1981/82, continued **8...Nd7 9.h3 h5!?** (Fighting back on White's territory) **10.Qf3** (On 10.gxh5 Ndf6 11.h6 Nxh6 12.Qc2 Qd7 13.Nf3 Bf5, Black's position is satisfactory) **10...Qb6 11.O-O-O hxg4 12.hxg4 Rxh1 13.Qxh1 g5!** (Blocking White from gaining more space with g5, while preparing to grab the g4 pawn. 13...Bxg4 immediately can be answered by 14.f3, followed by Qh8 attacking both g7 and Ng8) **14.Bg3 Bxg4 15.Rd2!** and now correct is **15...Ngf6** (Instead of the move played, 15...Be6. Note that 15...O-O-O loses to the clever shot 16.Nxd5!, since 16...cxd5 allows 17.Rc2+) protecting d5 against the Nxd5 shot, with unclear play and roughly equal chances.

5...Be7 6.e3 O-O 7.Bd3 Nbd7 8.Nf3



White's view



Black's view

An important alternative is the development of the King Knight to e2. A good example of play in this line is the game Hulak-Spassky, Toluca Interzonal, 1982. It began **1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Bg5 Be7 5.cxd5 exd5 6.e3 O-O 7.Bd3 Nbd7 8.Qc2 Re8 9.Nge2**

(This post for the King Knight was first recommended by Alekhine who used it to win a World Championship game against Capablanca in 1927.) **9...c6 10.h3** (Preparing to castle Queenside and follow up with the aggressive pawn advance g4. A more solid procedure is 10.O-O Nf8 11.Rab1 a6 12.b4 Be6 13.Na4 (Or 13.a4 with the idea of b5 which is more straightforward. Once White plays b5, Black cannot avoid a permanent weakening of the the Queenside pawn structure. For example, if from the position before 13.Na4, White has pawns at a4 and b5 and he threatens bxc6. Then if Black recaptures on c6 with the b7 pawn, he is saddled with a backward c6 pawn on the half-open c-file, while if Black recaptures with a piece on c6 [Imagine Black has a Bishop at d7] then the d5 pawn is isolated and the b7 pawn is also subject to pressure on the b-file. This is the essence of the Minority Attack) 13...N6d7 14.Bxe7 Qxe7 15.Nc5 Nxc5 16.bxc5 Rad8 17.Rb2 g6 18.Rfb1 and White held a slight plus - from the game Portisch-Yusupov, Bugojno 1986). **10...Nf8 11.O-O-O a5!** (Thematic. Black creates attacking chances by advancing his a and b-pawns.) **12.Kb1 b5 13.g4 a4 14.Ng3 a3 15.b3 Qa5 16.Rhg1 Kh8 17.Nce2 Bd7 18.Nf5** (A poor idea. Best was 18.Bf5 Rac8 19.Nf4) **18...Bxf5** (The invading Knight must be removed) **19.gxf5 Rac8 20.Nf4 N8d7 21.Qe2 c5!** (Threatening c4 and forcing open lines for attack. Taking the b5 pawn is too dangerous.) **22.dxc5 Nxc5 23.Bxf6** (23.Qe1 was a better try) **23...Bxf6 24.Nxd5 Na4!** (A nice tactic. Now 25.bxa4 bxa4 would allow Black an annihilating attack on the b-file) **25.Rc1 Nc3+ 26.Nxc3** (26.Rxc3 was the only chance) **26...Rxc3** (Now the pressure of the Bf6 is decisive) **27.Rgd1 Qb4** (Threatening 28...Rxb3+) **28.Bc2 Rcx3!** (To open the deadly h8-a1 diagonal) **29.Qd2** (On 29.fxe3 Qc3 wins) **29...Rc3 30.Re1 Rxe1 31.Qxe1 h6 32.Rd1 Kh7 33.Qe2 Rxh3 34.Qe1 Qc5 35.Kc1 Rxb3! 36.axb3** and White gave up.

8... c6 9.Qc2 Re8 10.h3 Nf8

Clearing the path to e6 for the Queen Bishop.

11.Bf4

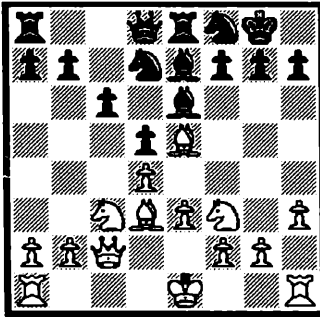
Hoping to avoid exchanges.

11...Be6 12.Be5

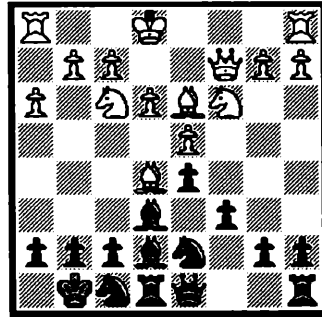
Repositioning and aiming at the Black King's position.

12...N6d7!

A good maneuver to chase back the menacing Bishop.



White's view



Black's view

13.Bg3 a6 14.Rd1

Centralizing and awaiting events.

14...Rc8 15.O-O Qb6 16.Qb1

Getting off the c-file in view of the veiled pressure of the Rc8.

16...g6

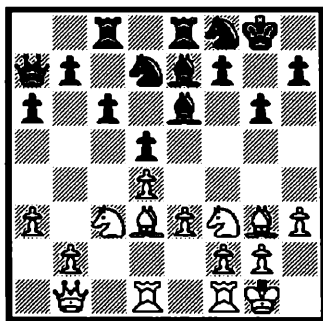
Strengthening resistance along the b1-h7 diagonal and considering posting a piece at f5 in some contingencies.

17.a3

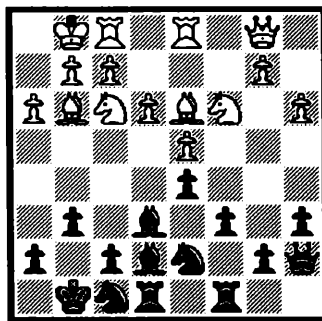
Feinting a Minority Attack.

17...Qa7!

A clever Queen retreat to free the advance of the b-pawn.



White's view



Black's view

18.Bf4

Looking at h6. Both sides are maneuvering on inner lines while waiting for the opponent to commit.

18...b5!

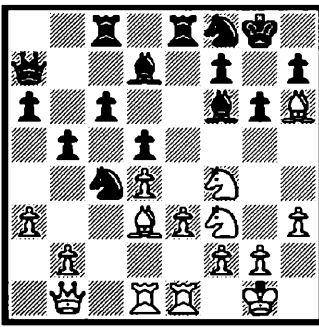
With the idea of creating a strong point on c4 for the Nd7.

19.Rfe1 Nb6 20.Bh6 Nc4 21.Ne2 Bf6 22.Nf4 Bd7 (see next diagram)

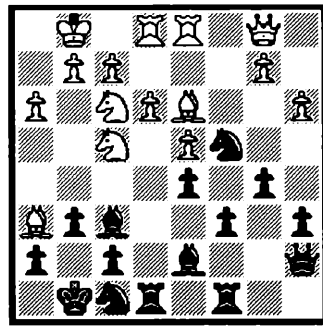
There is no reason to give up the Bishop for a Knight.

23.Qc1

Protecting the a3 pawn in order to oust the Knight with b3.



White's view



Black's view

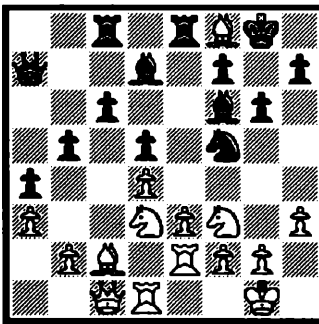
After 22...Bd7

23...Nd6 24.Re2 a5

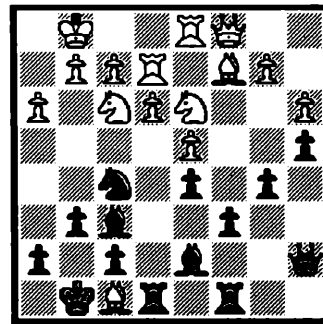
In order to play ...a4, which will prevent the b-pawn from going to b3. The idea is to make c4 a permanent outpost square.

25.Bc2 a4 26.Nd3 Nf5 27.Bxf8

If 27.Bf4 to try and retain the Bishop, then 27...Ne6!, and then 28.Bh2? fails to 28...N6xd4! 29.Nxd4 Nxd4 30.exd4? Rxe2.



White's view



Black's view

27...Rxf8

Slightly better was 27...Kxf8, leaving the Rook on the e-file.

28.Nc5 Nd6 29.Bd3 Rfe8

Black watches the center, since White might try to open up play by e3-e4.

30.Rde1 Re7!

Now if 30.e4, then 30...dxe4 31.Bxe4 (On 31.Qf4 Bxd4! 32.Qxd6 Bxc5 is good for Black) 31...Bf5! 32.Bxf5 Nxf5 is quite convenient for Black.

31.Nd2 Rce8

A picturesque standoff on the e-file.

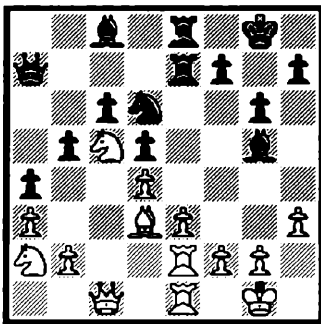
32.Nb1

Heading for b4 to put pressure on c6.

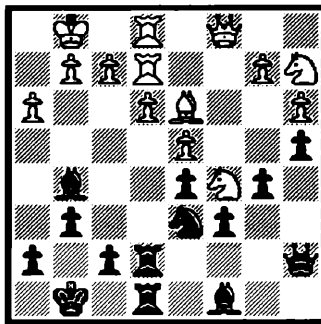
32...Bc8 33.Nc3 Bg5

Both sides maneuver their pieces into more active positions.

34.Na2



White's view



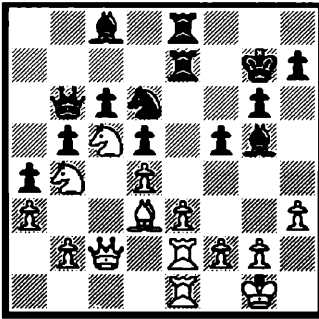
Black's view

34...f5!

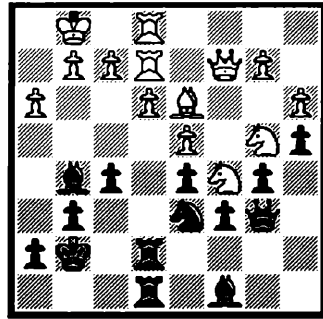
Clamping down on e4 and holding the possibility of ...f5-f4 at some point.

35.Nb4 Qb6 36.Qc2 Kg7?

A blunder which goes unnoticed. Correct was 36...Bf6 with equal play. Probably time pressure is playing a part.



White's view



Black's view

37.b3?

Returning the favor. White should have played 37.Nxc6! since 37...Qxc6 loses the Queen to 38.Ne6+.

37...axb3 38.Qxb3 Nb7 39.Qc3 Bf6 40.Nb3 Bd7

The backward c-pawn is easily defended.

41.Qc1 Re6 42.g3 Be7

And still with many possibilities, both players decide to call it a day.

1/2 - 1/2

MEETING THE ENGLISH, RETI, AND KING'S INDIAN ATTACK

The English opening today enjoys great popularity at all levels of play. This is partly due to its flexible, transpositional nature. For example, after 1.c4 Nf6 2.Nf3 e6, White can go for a Catalan formation with 3.d4 (See ILLUSTRATIVE GAME SEVEN) or a Reti via 4.b3. In any event we shall go for our Tartakower formation (even though technically speaking, there is no "official" nomenclature for this defensive pattern against these systems, we still regard it as Tartakowerian in nature).

Against the King's Indian Attack (K.I.A.) we recommend a slightly modified approach used by Karpov (Black) against Portisch at Moscow 1977: **1.Nf3 Nf6 2.g3 b6 3.Bg2 Bb7 4.O-O e6 5.d3 d5** (Reaching the Tartakower pattern by transposition) **6.Nbd2 Nbd7!** (An important finesse. After the routine 6...Be7, White can play 7.e4! since 7...dxe4 8.dxe4 Nxe4? fails to 9.Ne5! Nd6 10.Bxb7 Nxb7 11.Qf3 attacking both b7 and f7) **7.Re1 Bc5!** (Karpov's innovation which takes aim at f2 in order to discourage 8.e4. For example: 8.e4 dxe4 9.dxe4 Ng4 10.Rf1 Ba6 11.c4 leaves White with gaping weaknesses at d3 and d4 on the open d-file) **8.c4** (Switching plans, but this gives Black no problems at all) **8...0-0 9.cxd5 exd5 10.Nb3 Bb4 11.Bd2 a5** and Black had at least equal chances.

Our next game shows Karpov outplaying Jonathan Speelman in a typically positional Reti opening. However, the later stages of the game feature some intricate tactical maneuvers.

ILLUSTRATIVE GAME SIX

White: Speelman Black: Karpov

Belfort 1988

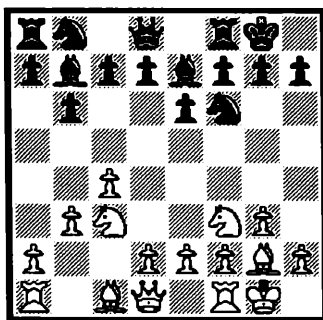
1.Nf3 Nf6 2.c4 b6

A transition to the Tartakower formation.

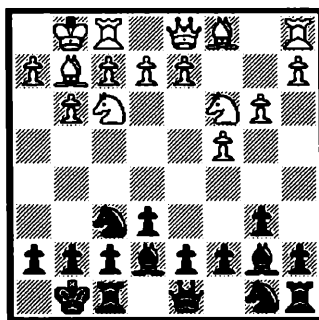
3.g3 e6 4.Bg2 Bb7 5.O-O Be7

If 5...d5 immediately, then 6.Qa4+! Nbd7 7.Ne5 presses on c6.

6.Nc3 O-O 7.b3



White's view



Black's view

Possible is 7.d4, which transposes into a Queen's Indian, which lies beyond the scope of the present volume. A sample line nonetheless: **7.d4 Ne4 8.Qc2** (Or 8.Nxe4 Bxe4 9.Ne1 Bxg2 10.Nxg2 d5 11.Qa4 dxc4 12.Qxc4 c5 13.dxc5 Bxc5 with equality, Averbakh-Furman, USSR Championship 1964) **8...Nxc3 9.Qxc3 f5 10.d5** (Or 10.b3 Bf6 11.Bb2 a5 12.Qd2 Na6 13.Rad1 Qe8 14.Ne1 Bxg2 15.Kxg2 g5 16.Rfe1 Qg6 with about even chances) **10...exd5 11.Ne1 d4 12.Qxd4 Bxg2 13.Nxg2 Nc6 14.Qd5+ Rf7 15.Be3 Bf6**, with equal play.

7...d5 8.cxd5 Nxd5

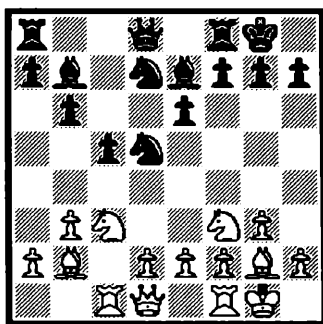
Playable is 8...exd5, but the text keeps the Bb7's diagonal open.

9.Bb2 c5

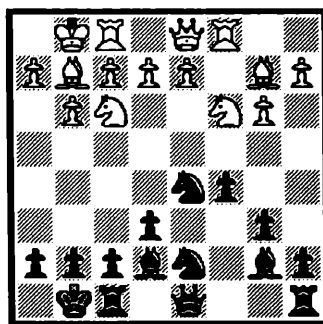
Advancing the backward c-pawn and staking out a share of d4.

10.Rc1 Nd7

Black has developed with simple, logical moves and can already claim equality.



White's view



Black's view

11.Nxd5 Bxd5 12.d4

Possible is 12.d3, but this is too passive to create any difficulties for Black.

12...Rc8

Also perfectly sound was 12...Bf6.

13.Qd2 cxd4

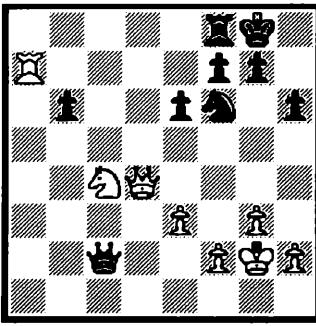
Liquidating the tension in the center.

14.Rxc8?!

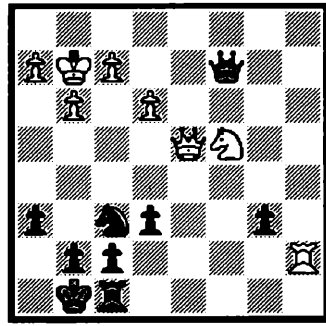
This is a slight inaccuracy. Better was 14.Qxd4.

14...Qxc8 15.Qxd4 Nf6 16.Rc1

This obvious move leads to problems. Correct was 16.Qe5.



White's view



Black's view

The idea is to play Ne4, attacking f2.

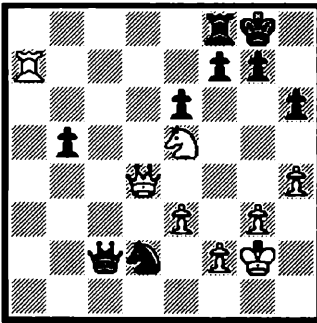
26.Ne5

If 26.Nxb6, then 26...Ne4 27.Kf3 Qxf2+ 28.Kxe4 Qf5 mate.

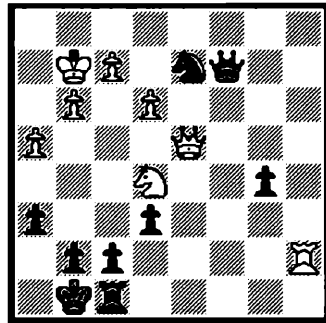
26...Ne4 27.Nd3 Nd2 28.Ne5 b5!

Now the pawn can safely advance.

29.h4



White's view



Black's view

On 29.Qf4, Black has 29...g5! 30.Qf6 Qb1! (Threat: 31...Qf1 mate) 31.h4 (Not 31.h3 Qe4+! 32.Kh2 Qxe5! 33.Qxe5 Nf3+) 31...Qe4+ 32.Kh3 b4 33.Rd7 Qh1+ 34.Kg4 Qd1+ 35.f3 Ne4! 36.Qe7 (On 36.Qxh6 Qa1! 37.Ng6 Nf6+ 38.Kxg5 Qa5+ 39.Kxf6

fxg6+ and Black is winning) 36...Qb1! and now if 37.fxe4, then 37...Qxe4+ and 38...Qxe5 wins, while 37.Rd8 loses after 37...Nf6+!! 38.Qxf6 Qf5+ 39.Qxf5 exf5+ 40.Kxf5 Rxd8. An extraordinary set of variations which will repay careful study.

29...Ne4!

Back again.

30.Nd3 Qc4!

This move is made possible by 28...b5!

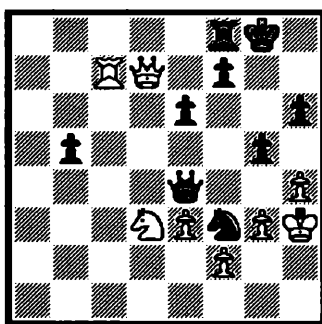
31.Qd7

After 31.Qxc4 bxc4, winning the ending easily for Black.

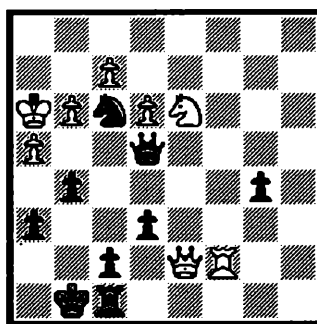
31...Nd2

Threatening to invade the weak light squares around White's King.

32.Rc7 Qe4+ 33.Kh2 Nf3+ 34.Kh3 g5



White's view



Black's view

Black encircles the hapless King with a minimum of attacking units.

35.hxg5 hxg5

Now if 36.g4 (To stop 36...g4+ 37.Kg2 Ne5+ and Nxd7) then 36...Nh4 (Threatening 37...Qg2 mate) 37.Ne1 Qh1+ picks up the Ne1.

White Resigns.

TARTAKOWER VS. TARTAKOWER

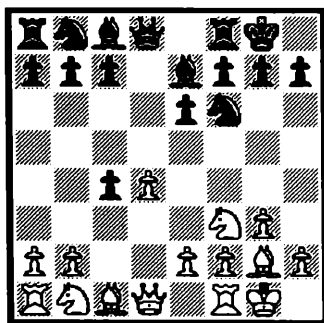
Next we consider the Catalan Opening, characterized by the moves d4, c4, and g3. Ironically, none other than Tartakower himself was responsible for introducing the Catalan Opening. Named after the Catalonia region in Spain, the Catalan's main strategy is to exert pressure on the center and Queenside along the long diagonal from h1 to a8. One method of countering this strategy is to bring the Black Queen Bishop to the a8-h1 diagonal via b7 or c6 (after ...Bd7). In the game below, Black adapts the latter procedure. In a complex middlegame, White's classical pawn center is broken up by a timely thrust of Black's f-pawn. Combined with strong attacking possibilities against White's Kingside, this proves to be White's undoing.

ILLUSTRATIVE GAME SEVEN

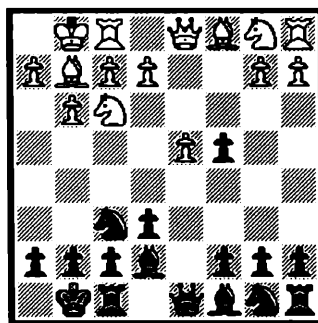
White: Korchnoi Black: Hjartarson

8th Match Game 1985

1.c4 Nf6 2.d4 e6 3.g3 d5 4.Bg2 Be7 5.Nf3 O-O 6.O-O dxc4



White's view



Black's view

Our preferred procedure. Now White will have to lose some time to recover the pawn. Also, this trade clears the long diagonal for Black's Queen Bishop to face-off against the White Catalan Bishop on g2.

7.Qc2

Interesting complications arise after the move **7.Na3!?**. For example, Morozov-Caturjan, correspondence game, 1989, continued **7...Bxa3 8.bxa3** (White hopes the Bishop pair plus the newly opened b-file will provide good compensation for the pawn) **8...Bd7 9.Ne5 Bc6 10.Nxc6 Nxc6 11.Bb2 Nd5 12.Rb1 Nb6 13.e4 Qd7** (Preparing to strike in the center) **14.Qd2 Rad8 15.Rfd1 Rfe8 16.Ba1 e5! 17.d5 Qd6** and Black had the edge. If White tries to recover the c-pawn by 7.Nbd2, then 7...b5 is good. Now 8.a4 c6 9.e4 Bb7 gives Black a good position with a solid extra pawn. Still another attempt is **7.Ne5**, but then Black has the surprising retort **7...Nc6!**. Black gives back the pawn in order to get quick piece development. For example, 8.Nxc6 bxc6 9.Bxc6 Rb8 10.Nc3 Nd5 11.Qa4 Nb4 12.Bg2 a6 13.a3 Bd7 14.Qd1 Nc6 with about even chances. White can play 8.Bxc6 in order to win a pawn, but giving up the light-squared Bishop while Black retains his gives Black very good play. For example, Chekov-Agzamov, USSR 1979, continued: **8.Bxc6 bxc6 9.Nxc6 Qe8 10.Nxe7+ Qxe7 11.Qa4 e5!** (Opening up lines) **12.dxe5 Qxe5 13.Nc3 Qe6** and Black has good chances.

7...a6

A good idea. Now if White plays 8.Qxc4, then 8...b5! is quite satisfactory for Black. There could follow 9.Qc2 Bb7. Now if White plays 10.Bf4, then 10...Nd5 is quite satisfactory for Black, while 10.Bd2 (to answer 10...Bb7 with the annoying pin 11.Ba5) is satisfactorily met by 10...Nc6, and after 11.Nc3 Nxd4 12.Nxd4 Bxg2 13.Nxe6 Qc8 14.Nxf8 Qh3! 15.Bg5 Bxf1 16.Rxf1 Rxf8 the position is even.

8.a4 Bd7

Since White has prevented b5 and Bb7, the Bishop approaches the a8-h1 diagonal by the other route.

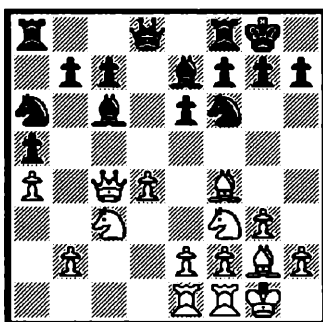
9.Qxc4 Bc6 10.Bf4

After 10.Nc3, Black has the sharp reply 10...b5! since 11.axb5 axb5 attacks both the Qc4 and the Ra1.

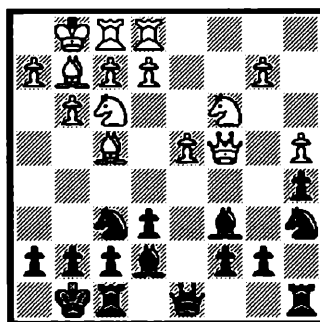
10...a5

An important positional move, nailing down the weakness of White's b4.

11.Nc3 Na6 12.Rae1



White's view



Black's view

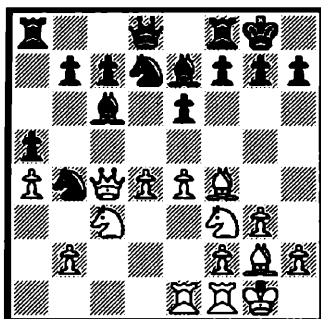
Intending to build a classical pawn center with e4, but as will be seen, Black's active minor pieces are well placed to meet it.

12...Nb4

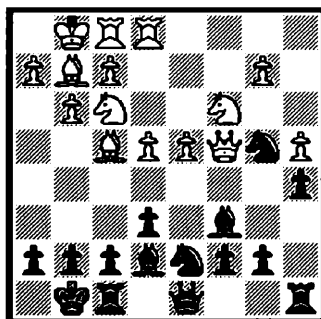
A slight error. Best was the centralizing move 12...Bd5!, as after 13.Nxd5 exd5 14.Qb5 Qc8 followed by ...c6, Black's coming pawn barrier (pawns on b7, c6, d5) would effectively neutralize the Catalan Bg2 and chances would be even.

13.e4 Nd7!

Threatening 13...Nb6 14.Qb3 Nd3 followed by 15...Nxf4 wrecking White's pawn structure and acquiring the two Bishops.



White's view



Black's view

14.Ra1

To defend the a-pawn after Black plays ...Nb6, but this retreat shows White's plan to be poor. The right move was 14.Re2!, as after 14...Nb6 15.Qb3, White retains an edge. Note that 14.Re2! would forstall Black's 15th move.

14...Bd6

Another strong regrouping move threatening 15...Bxf4. If now 16.Bxd6 cxd6 gives Black play on the c-file, while promoting the c7 pawn to a central pawn.

15.Be3 Nc2 16.Bg5

To retain the Bishop.

16...Nb6

It is clear that Black's minor pieces are using the exposed position of White's Queen to good effect.

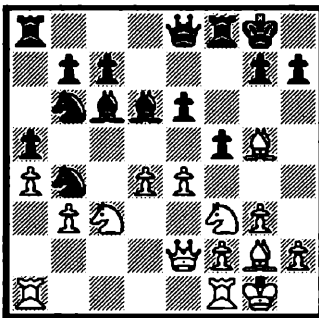
17.Qd3

Not 17.Qe2 because of the clever shot 17...Nxd4 (e.g. 18.Nxd4 Qxg5).

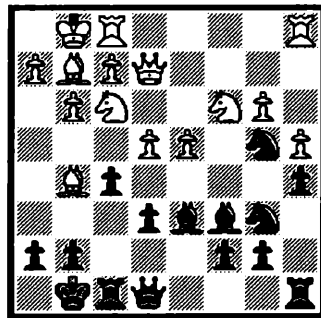
17...Nb4 18.Qe2 Qe8!

Gaining time by pressuring White's a-pawn. Black also has in mind ...f5 followed by ...Qh5 with pressure against White's center and Kingside.

19.b3 f5!



White's view



Black's view

The beginning of a strong initiative for Black. This move removes White's e-pawn, thus allowing Black to use the central d5.

20.Rac1 h6 21.Be3 Qh5 22.d5?!

A sharp attempt to regain the initiative which rebounds. Better was 22.Nd2.

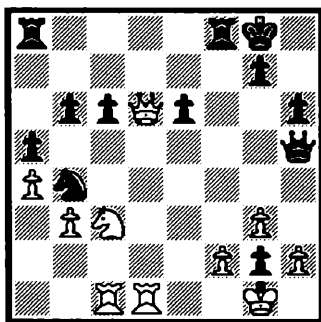
22...fxe4 23.dxc6?

But this will lose. White had to try 23.Nxe4 and after 23...N6xd5, Black would be only slightly better.

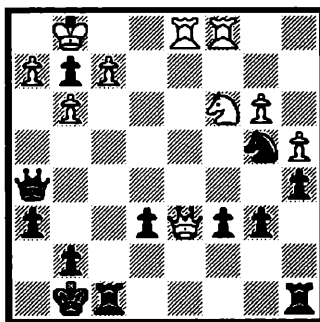
23...exf3 24.Qd1 bxc6

Of course not 24...fxg2?, because of 25.Qxh5.

25.Bxb6 cxb6 26.Qxd6 fxd2 27.Rfd1



White's view



Black's view

There is no good way to defend. If 27.Qxe6+, then 27...Kh8 28.Kxg2 Rae8! wins, since 29.Qd6 Qf3+ 30.Kg1 Nd3! 31.Rc2 Ne1 threatens mate at g2. Also, if 29.Qh3, then Black wins with 29...Qf3+ 30.Kg1 Nd3 31.Rc2 Nf4!. Another line is 27.Qxe6+ Kh8 28.Rfd1, but then Black crashes through with a Rook sacrifice: 28...Rxf2!! 30.Kxf2 Qxh2 (Threatening 31...g1=Q discovered +) 31.Ke3 (If 31.Rg1, then 31...Nd3+ is winning) 31...Qxg3+ 32.Ke2 (If 32.Ke4 then 32...Rf8 [threatening 33...Qf4 mate] 33.Qe5 Qg4+ 34.Ke3 Rf3+ 35.Kd2 Rd3+ 36.Ke1 g1=Q mate) 32...Rf8 and now on 33.Ne4 Qf3+ 34.Kd2 Qd3+ 35.Ke1 g1=Q mate, or 33.Qe3 Qg4+ 34.Kd2 Rd8+ 35.Ke1 g1=Q+ and wins.

27...Qf5

Now with two pawns in hand and a strong attack, Black is clearly winning.

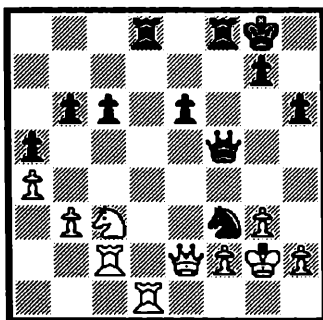
28.Qd2 Nd3!

Now 29.Qxd3 fails to 29...Qxf2 mate.

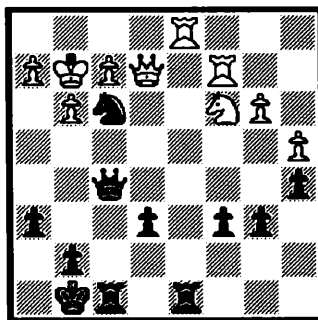
29.Rc2 Ne5

Quite sufficient, but 29...Rad8 was even stronger.

30.Qe2 Rad8 31.Kxg2 Nf3!



White's view



Black's view

This invasion at f3 is made possible by the position of the Rc2. If 32.Rxd8 Rxd8 33.Qxf3, then 33...Qxc2 and wins.

32.Rxd8 Rxd8

Now White faces two threats, 33...Nd4 and 33...Qxc2! 34.Qxc2 Ne1+ and 35... Nxc2.

33.Rc1 Nd4 34.Qe3 c5 35.Rd1 Qc2

Raiding the weak Queenside pawns. .

36.h4

A better try was 36.Qd3, when 36...Qxb3 allows 37.Rb1 with counterplay. Of course 36...Qxd3 would be winning in this case anyway.

36...Rf8 37.Rc1

Allows a quick finish.

37...Rxf2+ 38.Qxf2 Qxc1

White Resigns.

BOOK 3

THE CARO KANN DEFENSE

A complete system for Black against 1.e4

WINNING WITH THE CARO KANN DEFENSE

In this final section of the book, we shall analyze the Caro Kann as our defense against White's 1.e4. We pick the Caro Kann for several reasons. First of all, it is perfectly sound, having been frequently used by several World Champions - Capablanca, Botvinnik, Smyslov, Petrosian, Karpov and Kasparov. In addition, it combines fundamental solidity with possibilities for active counterplay in many of the main variations. A number of years ago the Caro Kann was regarded as a rather dull, passive attempt to draw, but this misconception has been dispelled by the dynamic possibilities unearthed in recent years. In the United States, Grandmasters Seirawan and Christiansen have both adopted it often and with success.

The basic move order of the Caro Kann is **1.e4 c6 2.d4 d5**. Now White has a few choices. The most frequent are 3.Nc3 or 3.Nd2 defending the e-pawn with a developing move. Also popular and quite sharp is 3.e5 seeking to establish a cramping pawn wedge. An older line is 3.exd5 cxd5 4.Bd3 (the Exchange variation) which received some renewed attention after Bobby Fischer defeated Tigran Petrosian with it in 1970. Black's play has been shown to be fully satisfactory in subsequent games. Another plan after **1.e4 c6 2.d4 d5** is **3.exd5 cxd5 4.c4**, the Panov-Botvinnik Attack, but again, Black still has solid chances. Yet another topical move sequence is **1.e4 c6 2.c4**, which will often transpose into the Panov-Botvinnik attack. We give a special defense against this line beginning with **2...e5**. White can avoid an early d4 with the move order 1.e4 c6 2.Nc3 d5 3.Nf3. This move order, however, holds no special problems for Black after 3...Bg4. Finally, White can adopt the King's Indian Attack vs. the Caro Kann by the "sneaky" move order **1.e4 c6 2.d3**, but again Black can reach satisfactory positions.

After **1.e4 c6 2.d4 d5 3.Nc3** (or 3.Nd2) **3...dxe4 4.Nxe4**, Black can choose among various moves such as the old but solid 4...Bf5, 4...Nf6 (Bronstein-Larsen), and our choice, **4...Nd7**. The older 4...Bf5 is perfectly playable but often leads to positions where White has the initiative for a long time. Bronstein's 4...Nf6 is very sharp if after 5.Nxf6+ Black recaptures 5...gxf6, however, White has had good results against this line lately. The alternative recapture 5...exf6 is solid but essentially passive, therefore we reject it. We choose 4...Nd7 because it prepares to play 5...Ngf6 after which 6.Nxf6+ can be answered with 6...Nxf6, maintaining the integrity of Black's pawn structure. Also, it supplies Black with possibilities for active counterplay, especially if White plays without energy or purpose.

ON THE ROAD TO KASPAROV

Our first ILLUSTRATIVE GAME is between Andrei Sokolov and ex-World Champion Anatoly Karpov. This game was the third in their Superfinal Candidates Match at Linares, 1987. Winning this match enabled Karpov to eventually meet his nemesis, Garry Kasparov in still another World Title Match. Since Sokolov had a well-deserved reputation as an attacking player, Karpov steered into the bomb-proof Caro-Kann in each of the games beginning 1.e4 (which was the move chosen by Sokolov every time he had White!). Our main ILLUSTRATIVE GAME is the third match game between these two players. We also include the fifth game in our notes. In both these games Sokolov adopted the move order 1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Nd7 5.Nf3. After he achieved nothing with 5.Nf3, he switched to 5.Bc4 in the seventh game which is seen in ILLUSTRATIVE GAME TWO.

ILLUSTRATIVE GAME ONE

White: A. Sokolov Black: Karpov

Candidates Match Game Three, Linares 1987

1.e4 c6 2.d4 d5 3.Nd2

This move has largely replaced 3.Nc3. The reason is that after 3.Nc3, Black can essay Gurgienidze's concept 3...g6, whereas after 3.Nd2 this idea is less active since 3...g6 can be met with 4.e5 and as White's c-pawn is not blocked by the Queen Knight, the move c3 is available to limit the activity of Black's Bg7.

3...dxe4

Definitely the best. Inferior is 3...Nf6, allowing the strong push 4.e5.

4.Nxe4 Nd7 5.Nf3

Sharper is 5.Bc4, which will be examined in our next game. The bizarre-looking sortie 5.Ng5 can prove dangerous if Black is unaware of the proper replies. The main early danger behind 5.Ng5 lies in the possibilities of sacrifices on f7 or e6.

For example: **5.Ng5 Ndf6** (This move allows the Queen Bishop to get into play early on. Also playable are 5...Nb6 and 5...Ngf6. To be avoided is 5...h6?! in view of 6.Ne6! Qa5+ 7.Bd2 Qb6 8.Bd3 fxe6? (Better is 8...Ngf6 9.Nxf8 Nxf8 10.Nf3, though White has a plus) 9.Qh5+ Kd8 10.Ba5 and Black Resigned in the game Nunn-Kir. Georgiev, Linares, 1988) **6.Bc4** (For 6.Bd3 see the note to White's 5th move in ILLUSTRATIVE GAME TWO) **6...e6** (To be considered is 6...Nh6!? After 6...Nd5 the game Spassky-Karpov, Belfort, 1988 continued 7.N1f3 g6 8.0-0 Bg7 9.Re1 h6 10.Ne4 Bg4 11.a4 Ngf6 12.Nxf6+ Bxf6 13.Ra3 Kf8 14.h3 Bxf3 15.Rxf3 with better chances for White) **7.N1f3** (On 7.Ne2, best is 7...c5 8.0-0 h6 9.Nf3 a6 10.a4 cxd4 11.Nexd4 Bd6 12.Qe2 Ne7 13.Ne5 Qc7 14.Ndf3 0-0 with about even chances) **7...h6 8.Nh3 Bd6 9.Qe2 Ne7 10.Bd2 Qc7 11.0-0-0 b5** (A characteristic motif in the "modern" Caro Kann, Black gains Queenside territory while restraining the move c4, this allowing the Black pieces to access the d5 square) **12.Bd3 a6 13.Rhe1 Bd7 14.g3 c5 15.dxc5 Qxc5** and Black's position is satisfactory, Hubner-Karpov, Belfort 1988.

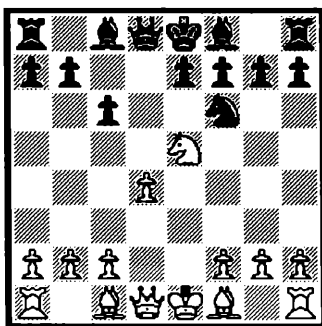
Finally, White can try 6.N1f3. Then Black's best is 6...Bg4! Now if White "goes for broke" with 7.Nxf7, then comes 7...Bxf3 8.Nxd8 Bxd1 9.Ne6 Bh5 10.Nc7+ Kd7 leading to obscure complications, but we feel Black's game is satisfactory here. After 6...Bg4, White might try 7.Bc4 and on 7...e6 8.Nxf7 (THAT sac again!) 8...Bxf3 (of course not 8...Kxf7 9.Ne5+) 9.Nxd8 Bxd1 10.Nxe6 Bxc2 11.Nc7+ Kd7 12.Nxa8 Bd6 and Black is better.

5...Ngf6

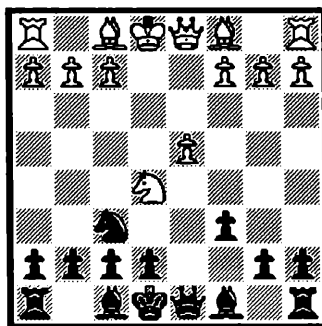
6.Nxf6+

Another move is **6.Ng3**, losing time but avoiding simplification. Against this plan we recommend the Kingside fianchetto 6...g6. This move restricts the Ng3 from approaching Black's Kingside via f5 or h5, while giving the King Bishop a fine diagonal. For example, the game Chandler-Rodgers, Edinburgh, 1985 proceeded **6...g6 7.Bc4 Bg7 8.0-0 0-0 9.Re1 Nb6 10.Bb3 Bg4** (The only active square for the Queen Bishop, but quite decent since now the Nf3 can not reach its natural outpost at e5. The loss of the Bishop pair is fairly compensated by this factor) **11.c3 a5 12.h3 Bxf3 13.Qxf3 a4 14.Bc2 Re8 15.b3 axb3 16.Bxb3 Nbd5 17.c4 Nc7 18.Bb2 Ra6!** (Defending c6 and also preparing for b5) **19.Rad1 e6 20.Ne2 b5!** (Removing White's c-pawn wins important squares for Black's pieces) **21.Nc3 Qa8 22.Bc1 bxc4** and Black had a good game.

6...Nxf6 7.Ne5



White's view



Black's view

A finesse designed to take away the best squares for Black's Queen Bishop, while immediately occupying the e5 outpost in the half-open e-file. After other routine moves the Black Queen Bishop goes to g4. For example, **7.c3 Bg4 8.Be2 e6 9.h3 Bh5 10.Ne5 Bxe2 11.Qxe2 Bd6 12.Bg5 Qc7 13.0-0 Nd7** with a perfectly good game for Black, Pilnik-Petrosian, Amsterdam 1956.

7...Be6

An invention of the Soviet theorist Razuvaev. The main idea is to prevent White's King Bishop from reaching c4 with effect. In the fifth match game, Sokolov again played 7.Ne5, but Karpov decided to vary from 7...Be6 just in case Sokolov had worked out an improvement. That game continued **7...Nd7** (The main idea is simple: to trade off the intruding Ne5) **8.Be3** (In the game Karpov-Sosonko, Amsterdam 1980, Karpov tried to avoid simplification by playing 8.Nd3, but after 8...g6 9.c3 Bg7 10.Bf4 Qa5 11.Qd2 0-0 12.Be2 e5!, Black had no problems. Also, if White reinforces e5 by 8.Bf4, then Black should proceed 8...Nxe5 9.Bxe5 Bf5 10.Bc4 e6 with good play) **8...Nxe5 9.dxe5 Bf5!** (Too risky is 9...Qa5+ 10.Qd2 Qxe5, since after 11.0-0-0 White has dangerous attacking chances) **10.Qxd8+ Rxd8 11.Bxa7 Bxc2 12.Bb6 Ra8 13.Bc4 e6 14.f3** (Otherwise Black could play ...Be4-d5) **14...Ra4!** (To induce a weakening of White's Queenside dark squares) **15.b3 Bb4+ 16.Ke2 Ra3 17.Bd4** (Rushing back to b2 to break the blockade, otherwise White's a-pawn is a sitting duck) **17...0-0 18.Bb2 Raa8 19.a3 Be7 20.Rhc1 Bg6 21.Rd1 Rfb8** (Simply 21...Rd8 is dead even, but Karpov is stretching things out hoping for poor endgame play from Sokolov) **22.b4** (In order to free the Queen Rook from guarding the a-pawn) **22...Kf8 23.Bb3 Ke8 24.Rd4 b5 25.Rdd1 Rc8 26.Rdc1 c5** (Just in time to prevent 27.Bd4 and Bc5) **27.bxc5 Rxc5 28.Rxc5 Bxc5 29.a4 bxa4 30.Bxa4+ Kf8 31.Bc3 h5 32.Bc6 Rxa1 33.Bxa1 Bg1** (Both sides play on out of sheer stubbornness since the position is hopelessly drawn) **34.h3 Bh2 35.Ke3 Bc2 36.f4 Bg1+ 37.Ke2 Bb3 38.Bc3 1/2-1/2.**

8.Be2

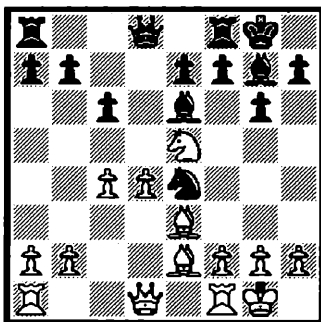
The move 8.c4 will normally transpose into our game. The restrained **8.c3** gives Black no problems after **8...g6 9.Bd3 Bg7 10.0-0 0-0 11.Qe2 c5!** (A timely thrust at White's center pawn) **12.dxc5 Qc7 13.c6** (If 13.b4 then 13...Nd5 attacking both the Ne5 and c3 is very good) **13...bxc6 14.Re1 Rab8**, Timoshcenko-Razuvaev, Vilnius 1971.

8...g6

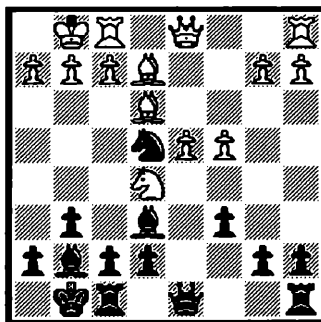
It is worth noting that our Caro-Kann has become in essence a sort of Gruenfeld Defense(!).

9.O-O Bg7 10.c4 O-O 11.Be3 Ne4!

A Karpov refinement. Black intends to maneuver ...Ne4-d6-f5 pressuring White's d-pawn.



White's view



Black's view

12.Qc2

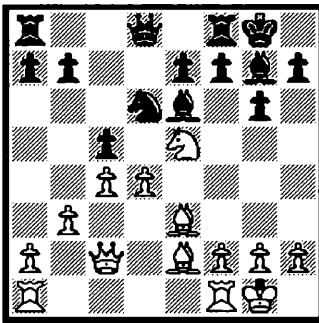
The more aggressive looking 12.Qb3 is well met by 12...Bxe5! 13.dxe5 Nd2 14.Bxd2 Qxd2 and White has nothing.

12...Nd6 13.b3

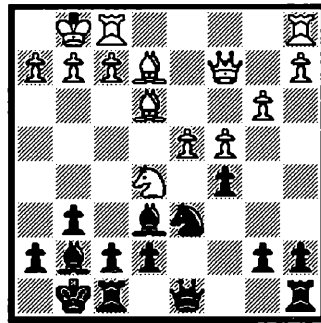
Preferable was 13.Rad1 to prevent Black's next move.

13...c5!

A fine thematic strike at the d-pawn which denies White any hope for the initiative.



White's view



Black's view

14.Rad1

After 14.dxc5 Nf5! 15.Qc3 Qc7 16.f4 g5!, Black has a dangerous initiative based on the precarious position of the Ne5.

14...Nf5

Pressing on d4 and threatening to exchange off the valuable dark-squared Be3.

15.d5

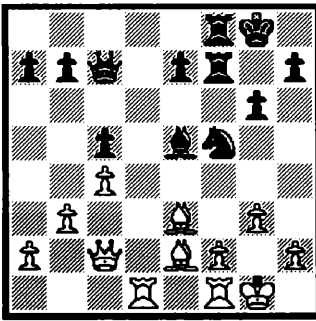
If White attempts to win a pawn by 15.dxc5, Black replies 15...Nxe3 16.fxe3 Qc7 17.Nd3 Bh6 18.Qc1 Bf5 19.b4 (Black threatened 19...Bxd3 and 20...Qxc5) 19...a5 20.a3 axb4 21.axb4 Ra2 22.Bf3 Rd8 with good compensation for the pawn (Black has two active Bishops and a Rook on the seventh).

15...Bxe5 16.dxe6 Qc7 17.exf7+

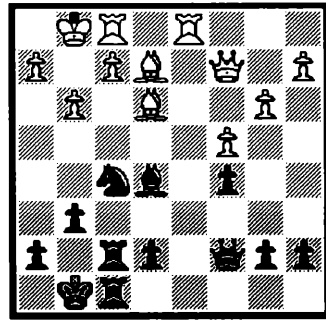
After 17.Rd7 Bxh2+ 18.Kh1 Qe5 19.Rd5 Nxe3 20.fxe3 Qc7, White has obtained nothing.

17...Rxf7 18.g3 Raf8

Even simpler was 18...Bxg3! 19.hxg3 Nxe3 20.fxe3 Qxg3+ 21.Kh1 Qh3+ 22.Kg1 Qg3+ with perpetual check.



White's view



Black's view

19.Bg4 Nxe3 20.fxe3 Rxf1+

Now after 21.Rxf1 Rxf1+ 22.Kxf1, the balanced pawn structure combined with opposite colored Bishops make a draw inevitable.

1/2 - 1/2

A TIMELY DIVERSION

Below, we give the seventh game in the Sokolov-Karpov match. After having tried 5.Nf3 against Karpov's Caro-Kann with little success, Sokolov switches to the aggressive development of the King Bishop to c4. From there it eyes the f7 square which is often vulnerable to sharp tactical operations. Black counters by barricading the a2-g8 diagonal with e7-e6. Next Black endeavors to remove White's imposing d4 pawn by advancing c6-c5. In the ensuing struggle, White develops rapidly while establishing a strong Knight outpost on e5. Black counters this policy by quick deployment of his minor pieces, tempered by judicious exchanges of White's pieces to reduce any active possibilities of the first player. In particular, at move seventeen, Karpov utilizes a clever tactical diversion to trade off pieces and reach a convenient endgame. While it is true this game is a draw, many sharp possibilities are seen lying below the surface ready to strike at the unwary. Only top-class GM's can so routinely negotiate such positions into technical draws.

ILLUSTRATIVE GAME TWO

White: Sokolov Black: Karpov

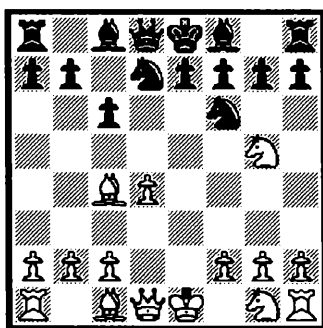
Candidates Match Game 7, Linares 1987

1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Nd7 5.Bc4

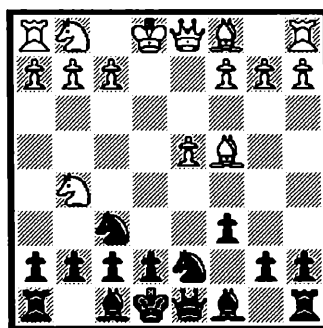
Trying a new tack. Another possibility is **5.Bd3**, which can lead to tense and complex play early on. The game Riemersma-Van der Weil, Netherlands 1987, continued **5...Ndf6** (Better than **5...Ngf6**, which leaves the Queen Bishop locked in) **6.Ng5** (White avoids exchanges while observing f7 and e6 as possible points for a sacrificial attack) **6...Bg4 7.N1f3 Bh5** (The immediate **7...h6** allows White to strike against f7 with **8.Nxf7!**, since **8...Kxf7** loses after **9.Ne5+ Ke6 [9...Ke8 allows 10.Bg6 mate]** **10.Nxg4** while the

interpolation of 8...Bxf3 fails to 9.Bg6!! threatening 10.Ne5 mate. After 7...e6 White can still try 8.Nxf7!? which now leads to unclear complications after 8...Bxf3 [Of course not 8...Kxf7 9.Ne5+ and 10.Nxg4] 9.Nxd8 Bxd1 10.Nxe6 Ke7! [Best. Not 10...Kf7 because of 11.Ng5+ and 12.Kxd1 or 10...Kd7 11.Nxf8+ Rxf8 12.Kxd1] 11.Nxf8 Bh5 12.Nxh7 Nxh7 and White has three pawns for the piece - Black, however, has a hair the better of it. After 7...e6, the game Nunn-Christiansen, Szirak Interzonal 1987, continued 8.h3 Bxf3 9.Nxf3 Bd6 10.0-0 Qc7 [Preparing to trade off White's Bishop pair by Bf4, also the trade of a pair of minor pieces reduces White's chances for the initiative] 11.Qe2 Bf4 12.Bxf4 Qxf4 13.Rad1 Ne7 14.Ne5 Rd8 [Not 14...Qxd4 15.Nxf7! Kxf7 16.Bg6+ wins the Queen] 15.c3 Ng6 16.g3 Qg5 17.Kh2 Nxe5 18.dxe5 Nd7 and White's plus was very small - the game was drawn at 40 moves) **8.c3** (With the idea of meeting 8...e6 with 9.Qb3, and if 9...Qb6, then 10.Ne5, since 10...Qxb3 11.axb3 gives White the a-file with a considerable endgame advantage.) **8...Qc7 9.Qc2 h6 10.Ne6!?** (A sharp attempt to attack, which Black cleverly sidesteps) **10...Qd6!** (After 10...fxe6 11.Bg6+ Bxg6 12.Qxg6+ Kd8 13.Ne5 Kc8 14.Qf7 Qd8 15.Ng6 White wins) **11.Nxf8 Bxf3! 12.Ng6! Bxg2 13.Rg1 Qxh2 14.Rxg2 Qxg2 15.Nxh8 Qh1+** and Black has sufficient compensation for the piece - two pawns plus attacking chances. In fact, after **16.Bf1?** (Better was 16.Ke2 after which Black draws with 16...Qh5+) **16...Qe4+**, Black went on to win after **17.Qxe4** (Better was 17.Kd1) **17...Nxe4 18.Bc4 e6 19.Bf4 Ke7.**

5...Ngf6 6.Ng5



White's view



Black's view

The exchange 6.Nxf6+ gives White nothing. For example, **6.Nxf6+ Nxf6 7.Nf3 Bf5** (Not 7...Bg4 because of 8.Bxf7+ Kxf7 9.Ne5+ and 10.Nxg4. Black must always be alert to possible sacrifices at f7 and e6) **8.Ne5** (Or 8.Qe2 e6 9.Bg5 Be7 10.0-0 Bg4! with equality, Fischer-Petrosian, Bled, 1961) **8...e6 9.0-0 Bd6 10.Qe2 0-0 11.Bg5 Qc7 12.Rad1 b5!** (The advance of the b-pawn can often provide good counterchances in this line) **13.Bd3 Nd5** with equal chances, Spassky-Illivitsky, Sochi 1965.

6...e6 7.Qe2

Threatening to sacrifice at f7: 8.Nxf7 Kxf7 9.Qxe6+ Kg6 10.Bd3+ Kh5 11.Qh3 mate. Another possibility is 7.Ne2. Play can then proceed with 7...h6 8.Nf3 Bd6 9.0-0 Qc7 10.Re1 0-0 11.Nc3 b5! (Filip's recommendation) and Black is equal.

7...Nb6 8.Bd3

Also possible is **8.Bb3**. Then best is **8...a5!** (Gaining useful Queenside space while harassing the White Bishop) **9.a3 h6 10.N5f3 a4 11.Ba2 Be7 12.c3 c5** (It is important to challenge the d-pawn since it is the basis of White's central operations) **13.Ne5 cxd4 14.Qb5+ Bd7 15.Nxd7 Qxd7 16.Qxd7+** (If 16.Qxb6, then Black has 16...Ra6! 17.Qxd4 Rd6 with a winning attack; 18.Qe3 Rd1+ 19Ke2 Bc5! 20.Qf3 Ng4! [the Queen must guard d3 to prevent mate] and White is busted. **16...Kxd7** and the game Mestel-Speelman, London 1986, was soon drawn.

8...h6

Avoiding the trap. The obvious grab 8...Qxd4 is powerfully met by 9.N1f3 Qd5 10.Ne5! since after 10...Qxg2 11.Rf1 Be7 12.Nef3! (Threatening to trap the Queen with 13.Rg1) 12...Qg4 13.Nxf7! White is winning (13...Kxf7 14.Ne5+).

9.N5f3 c5 10.dxc5

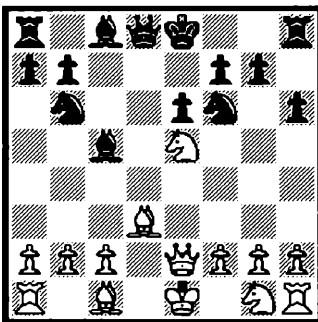
After **10.Be3** Black should respond with **10...a6!** as now 11.dxc5 is well met by 11...Na4! (Weak is 11...Nbd7 12.c6! bxc6 since Black's pawns are scattered.) 12.b4 b6!, while **11.0-0-0 c4!** (A fine pawn sacrifice which gives Black good attacking chances) **12.Bxc4 Nxc4 13.Qxc4 b5 14.Qf1 Bb7 15.Ne2 Rc8 16.Kb1 Qc7 17.Rc1 Bd6** gave Black at least equal chances, Tshkovsky-Razouvaev, USSR 1977.

10...Bxc5

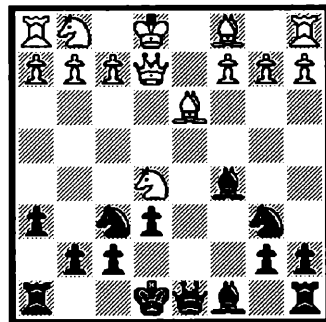
Another possibility is 10...Nbd7!? which allows White the option of 11.b4!?. After 11.b4 b6 12.Nd4 bxc5?, White wins brilliantly with 13.Nc6! Qc7 14.Qxe6+! as 14...fxe6 allows 15.Bg6 mate. Better than 11...b6 is 11...Nd5 and if 12.Bd2 then 12...a5 with murky play. Karpov's move is clearly preferable.

11.Ne5

The occupation of the e5 outpost in the half-open e-file is a typical maneuver. Also, now the Ng1 can develop easily to f3 while reinforcing the outpost.



White's view



Black's view

11...Nbd7

Logically challenging the Ne5.

12.Ng3 Qc7 13.O-O

In the game Suetin-Kholmov, Budapest 1976, White tried **13.Bd2** in order to castle Queenside, but was shocked after **13...Nxe5 14.Nxe5 Bxf2+!! 15.Kxf2** (15.Qxf2 Qxe5+) **15...Qxe5** since now 16.Qxe5 allows 16...Ng4+ and Nxe5.

13...O-O 14.Bd2

The more aggressive looking **14.Bf4** is answered by **14...Bd6 15.Nxd7** (After 15.Rfe1 b6 16.Nxd7 Bxd7 17.Bxd6 Qxd6 18.Ne5 Rfd8 19.Rad1 Qc7, Black had no problems, Korchnoi-Kholmov, Moscow 1975) **15...Bxd7 16.Bxd6 Qxd6 17.Ne5 Rfd8 18.Rad1 Qb6 19.c3 Be8 20.Rd2 Rd5!** and Black is equal (from Adorjan-Navarovsky, Budapest 1977). Note Black's use of simplifying exchanges in these examples.

14...Bd6 15.Nxd7 Bxd7 16.Rae1

Trying to retain control of e5.

16...Rfd8 17.Ne5

Again establishing the Knight outpost on e5, but now Black cuts short White's aggressive intentions with a piquant tactical sequence designed to trade off White's best pieces.

17...Bb5! 18.Bxb5 Bxe5

The point. Black takes advantage of White's Bd2.

19.Qxe5 Qxe5 20.Rxe5 Rxd2

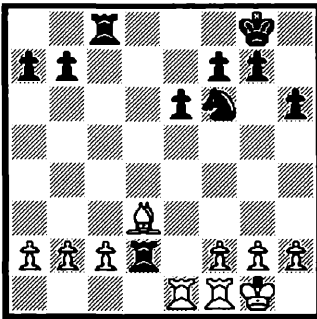
And suddenly we have an endgame in which White has the advantage of a Queenside pawn majority. Also, his Bishop is minutely better than the Knight as is usually the case with pawns on both sides of the board. Black has equal chances however, because of his Rook on the seventh rank and the ability of the

Knight to nimbly maneuver to the right place at the right time. This evaluation required Black to calculate the possibilities from this position at least eight(!) moves ahead.

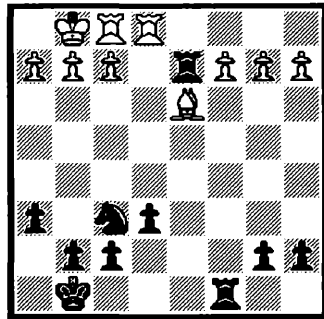
21.Bd3

Trying to hem in the Rook with visions of trapping it later by eventually moving the King to e1.

21.... Rc8 22.Ree1



White's view



Black's view

A crucial moment. White could try to take advantage of the position of Black's Rd2 by playing 22.g3!? (The idea is to prevent the Knight from reaching either f4 or b4 by way of d5. If 22.Ra1 immediately, then 22...Nd5 23.a3 Nf4! or 23.g3 Nb4! frees the Rook in time) and if now 22...Nd5, then 23.a3 b5 (The only chance, otherwise 24.Ra1 followed by Kf1-e1 wins the exchange) 24.Ra1 b4 25.Kf1 b3 26.Ke1 winning material. However, there is another way to get at the Bd3 with the Knight. After 22.g3 Black would play 22...Nd7! 23.Re4 Nc5 24.Rc4 Rc6! (Unpinning) and Black is fine.

22...b5 23.Rd1 Rxd1 24.Rxd1 Nd5

The strong centralized position of this Knight supported by the e-pawn, gives Black fully equal play. Note that 22...b5 prevents White from dislodging the Nd5 by c2-c4.

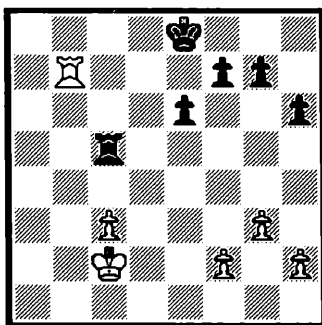
White harbors lingering hopes of advancing the passed pawn, but Black's King and Rook are quite up to the task of neutralizing this.

34...Kf8 35.Kc4 Ra8 36.Kb3 Rb8+ 37.Kc2 Rc8

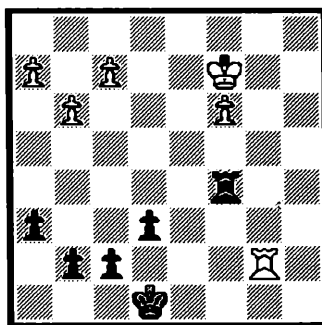
Preventing 38.c4 at least for the moment.

38.Rd7 Ke8 39.Rb7 Rc5!

With the idea of 39...Rf5 40.f4 g5!. White decides to call it a day.



White's view



Black's view

40.Rb8+ Ke7 41.Rb7+ Ke8

1/2 - 1/2

THE ADVANCE VARIATION

After **1.e4 c6 2.d4 d5**. White can push into enemy territory with the pawn advance **3.e5**. Obviously the intention here is to cramp Black's position, especially the Kingside. But this procedure has a defect: the Black Queen Bishop can immediately develop to f5, ready to meet its counterpart (the White King Bishop) when it reaches its normal post at d3. This line first achieved popularity when Tal used it several times against Botvinnik in their World Championship match of 1961. In the first three games against this line, Botvinnik played the inferior **3...c5** (The idea is to transpose into an improved French Defense since the Black Queen Bishop is not locked in by a pawn on e6). Soon it became clear that **3...Bf5** is Black's best reply. Currently this variation is regularly seen in games between some of the strongest Grandmasters in the world: Seirawan, Short and Timman.

ILLUSTRATIVE GAME THREE

White: Short Black: Timman

2nd Match Game, Hilversum 1989

1.e4 c6 2.d4 d5 3.e5 Bf5

Botvinnik's **3...c5?!** allows White to gain a clear advantage with **4.dxc5! e6 5.Be3!** (Boleslavsky's recommendation) **5...Ne7 6.c3 Nf5 7.Bd4 Qc7 8.Bd3 Bxc5 9.Bxc5 Qxc5 10.Bxf5! exf5 11.Nf3 Nc6 12.0-0 0-0 13.Nbd2**. White has a strong point at d4 and Black is saddled with a poor Bishop as well as weak pawns.

4.c3

Solidifying the center while keeping open options for minor piece development. White has several other important alternatives which we will now analyze.

The direct development of White's King Bishop to d3 allows Black to trade off White's better Bishop. Also, the simplification involved somewhat lowers the value of White's spatial plus - the leading motif of the 3.e5 variation. For example, the game Hellers-Ivanchuk, Biel 1989, continued **4.Bd3 Bxd3** (Not 4...Bg6 which allows the powerful shot 5.e6!; e.g., 5...Bxd3 6.exf7+ Kxf7 and Black's King is displaced or 5...fxe6 6.Bxg6 hxg6 and Black's pawn structure is devastated.) **5.Qxd3 e6 6.Nc3 Ne7** (Improving on an old Nimzowitsch-Capablanca game which continued 6...Qb6 7.Nge2 c5 8.dxc5 Bxc5 9.0-0 Ne7 10.Na4 [Correctly exchanging off the dark-squared Bishop, since White's Queen Bishop will now have excellent scope without its competitor] 10...Qc6 11.Nxc5 Qxc5 12.Be3 Qc7 13.f4 Nf5 and now instead of Nimzowitsch's 14.c3, correct was 14.Bf2! [Retaining the strong Bishop] 14...h5 15.Rac1 Nc6 16.c4! and the opening of the c-file gives White very good chances) **7.Nge2** (Also possible is 7.Nf3. The text is played to allow the f-pawn to advance without losing a tempo by having to move Nf3) **7...Nd7 8.0-0 a6 9.Nd1!?** (Heading for e3 to fight for control of f5 and allowing the d-pawn to be reinforced by c2-c3) **9...c5 10.c3 Rc8** (This position is essentially a French Defense formation in which Black has traded off his problem Queen Bishop) **11.Ne3 h5!** (An important strategic device typical of such positions; the idea is to restrain White from expanding on the Kingside by g4-f4-f5) **12.Bd2 g6** and Black has a fully satisfactory position which he unfortunately lost by later errors.

White can also use the c-pawn more aggressively by playing 4.c4 instead of 4.c3. After 4.c4, Black should play ...dxc4 in order to clear a strong square for his pieces at d5. On the other hand, White's strategy involves using the e4 square (which is no longer patrolled by Black's d-pawn after ...dxc4) for a base of operations. The game van der Wiel-van der Sterren, Lyon Zonal, 1990, continued **4.c4 e6 5.Nc3 dxc4** (Also possible is 5...Ne7 postponing the exchange dxc4) **6.Bxc4 Nd7 7.Nge2** (The King Knight aims for g3 to harass Black's Bf5 and to focus on e4) **7...Nb6 8.Bb3** (After 8.Bd3 Bxd3 the exchange of minor pieces reduces White's chances for building up an attack) **8...Ne7 9.0-0**

Ned5 (Worthy of consideration is 9...Bg6 in order to clear f5 for the Ne7) **10.Ng3 Bg6 11.Nce4 Be7 12.h4!?** (An aggressive thrust, characteristic of van der Wiel's attacking style) **12...h5** (Necessary, to block h4-h5. Poor is 12...Bxh4 allowing penetration to d6: 13.Nd6+ Kf8 14.Nxb7 Qc7 15.Nc5 with a big advantage for White.) **13.Qf3** (White wants to wait for Qc7, which blocks the c7 square for the maneuver Nd5-c7-b5 with pressure on White's d-pawn.) **13...Qc7** (The immediate 13...Nc7 is met by 14.Rd1 and now 14...Nb5 is answered by 15.Bg5!, since 15...Bxg5 16.Nxg5 Nxd4 17.Qe3 c5 18.N3e4 Bxe4 19.Nxe4 Qxh4 20.Nd6+ Kf8 21.Nxb7 with favorable play for White.) **14.Bg5 0-0-0 15.Rfe1** (After the obvious 15.Nd6+ Bxd6 16.Bxd8 Qxd8 17.exd6 Qxh4, Black obtains a piece and a pawn for the exchange combined with a very solid position) **15...Kb8 16.a3 Bxg5!** (Clearing e7 for the Queen, which in turn clears c7 for the Nd5) **17.Nxg5** (After 17.hxg5 Black has the active reply 17...h4) **17...Qe7 18.N3e4 f6!?** (To be considered was the consistent 18...Nc7 and if 19.Nd6 then 19...Nb5! 20.Nxb5 cxb5 and the open c-file is helpful to Black. Nonetheless 18...f6!? is also reasonable. The main idea behind 18...f6!? is to oust the Ng5 while opening lines on the Kingside to later have possibilities against White's King) **19.exf6** (Another point of 18...f6!? appears: the proud e5 pawn must go, since on 19.Nh3, Black has 19...fxe5 20.dxe5 Qxh4) **19...gxf6 20.Nh3** (Very bad is the attempt to win a pawn by 20.Qg3+ Ka8 21.Nxe6 Qxe6 22.Qxg6 as then 22...Rdg8! traps White's Queen) **20...Ka8 21.a4** (Threatening 22.a5 and a6 loosening up Black's protective pawns) **21...a6 22.a5 Nd7!** (Staying in contact with the central e5 square.) **23.Nf4** (On 23.Bxd5 cxd5 24.Nc3 Qd6 25.Nf4 Bf7 Black's compact center pawns and well placed pieces give counterchances in a complex position) **23...Nxf4 24.Qxf4 e5!** (A fine centralized reaction) **25.dxe5 Bxe4!** (Not 25...fxe5 because of 26.Qg5! with better play for White) **26.Qxe4** (If 26.exf6 then 26...Nxf6 27.Bc2 Rd4! 28.f3 Qc5! wins for Black due to the nasty discovered checks on the g1-c5 diagonal) **26...Nxe5** (Bringing the Knight into the center. Now 27.f4? is answered effectively by 27...Qc5+) **27.Red1 Qc5** (Pressuring White's a-pawn) **28.Qf5** (Returning the favor by targeting Black's weak Kingside pawns) and now Black erred with **28...Rd4?**, allowing **29.Rxd4 Qxd4**

30.Qxf6. Instead of 28...Rd4?, correct was 28...Ka7! and if 29.Rxd8 Rxd8 30.Qxh5 then 30...Rd2! 31.Rf1 Rxb2 32.Bd1 Qxa5 33.Qf5 and according to van der Wiel, play is unclear. Black's extra pawn balances against White's passed h-pawn.

After 3...Bf5 White often chooses to develop with **4.Nc3**. The game Sokolov-Karpov, Linares 1987, 9th match game, continued **4...e6 5.g4** (This ultra-aggressive line aims to rush forward with the g and h-pawns, while taking advantage of the Bishop's position) **5...Bg6 6.Nge2 c5!** (As usual, a flank attack is well countered by a central reaction) **7.h4** (Another possibility is 7.Be3. The game Andrash-Klaus, Budapest 1986 continued 7...Nc6 8.dxc5 Nxe5 9.Nd4 Nd7 with satisfactory play for Black) **7...h6** (To preserve the Bishop. after 7...Nc6 8.h5 Be4 9.Nxe4 dxe4 10.c3 cxd4 11.Nxd4 and White holds the advantage. If 11...Nxe5, then 12.Qa4+ Nd7 13.Bg2 favors White) **8.Be3** (White can also try 8.h5. The game Yudasin-Seirawan, Jacksonville, 1990 continued 8...Bh7 9.Be3 Nc6 [White's policy is to seize a central and Kingside space advantage. Black counters by hammering back in the center] 10.dxc5 - White opens lines to try to seize the initiative, but Seirawan demonstrates the resiliency of Black's position - 10...Nxe5 [note that White has given up both of his center pawns while Black's are still solidly present] 11.Nd4 Nf6 12.Bb5+ Nfd7! [A provocative move] 13.f4? [Just what Black wanted. Seirawan gives as better 13.Qe2 a6 14.Ba4 Bxc5 15.Nxe6 fxe6 16.Bxc5 b5! 17.Bd4 bxa4 18.Bxe5] 13...a6! 14.fxe5? [Better was 14.Be2 according to Seirawan] 14...axb5 15.Ndxb5 Nxc5 16.Qd4?. [Preferable was 16.Nd6+ Bxd6 17.exd6, though after Seirawan's intended 17...Ne4! Black is fine]. 16...Ne4! A powerful centralizing move. Black stands clearly better and went on to win). **8...Qb6 9.Qd2** (On 9.h5 Bh7 10.dxc5 Bxc5 11.Bxc5 Qxc5 12.Qd4 Qa5, Black has an excellent game) **9...Nc6** (Grabbing the b-pawn is too risky. After 9...Qxb2 10.Rb1 Qxc2 11.Qxc2 Bxc2 12.Rxb7 c4 13.Ng3, White can follow up with f4-f5 obtaining a strong initiative. Note Black's pieces are immobilized and uncoordinated) **10.0-0-0** (Sharper is 10.h5 Bh7 11.0-0-0 c4 12.f4 Qa5 13.f5 b5 with mutual chances in an unclear position) **10...h5!** (Indirectly fighting for control of f5) **11.dxc5 Bxc5 12.Bxc5 Qxc5** and Black had a fine

game. Another important game occurred between Spassky (White) and Seirawan. This game was played at the Bankers Trust challenge and pitted the U.S. against the Rest of the World. Although each player had only 15 minutes for the game, the opening was quite accurately played. It began **1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Be2 Ne7** (A new idea here. Black will play his King Knight to c6) **6.0-0 Nd7 7.c3 c5** (the usual attack against the d-pawn) **8.Be3 Nc6 9.Nbd2 Be7 10.Re1 0-0 11.a3 c4** (Again a thematic move. White threatened to expand by b2-b4. Black also takes control of a number of important light squares in the enemy position) **12.b4 cxb3 e.p. 13.Qxb3 Na5** (Beginning operations against the backward c-pawn) **14.Qa2 Rc8 15.c4 dxc4**. Getting rid of the weakened c-pawn, but now Black has a clear advantage, which he eventually converted into a win.

Another game (Played under normal time limits) between Nunn (White) and Seirawan at Wijk aan Zee, 1991 saw White trying to use his c-pawn more aggressively. (This is similar to the line with 4.c4 which we examined earlier in this note). The game began **1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Be2 Nd7 6.0-0 Ne7** (by transposition identical to the Spassky-Seirawan game) **7.Nbd2 Bg6** (Preparing to play ...Nf5) **8.c4 Nf5 9.cxd5** (Not 9.c5 because of 9...b6! undermining, since 10.b4 allows 10...a5 and White's pawn chain crumbles) **9...cxd5** (The correct recapture. After 9...exd5 White gains a dangerous four-to-three Kingside pawn majority - a later mobilization of the f-pawn [f4 and eventually f4-f5; g4 is often required to control f5] gives White attacking chances) **10.Nb3 Rc8** (Black ensures a good game for himself by quickly occupying the c-file) **11.Bd2** (11.Be3 is possible, but Nunn prefers to retain the Bishop pair while avoiding simplification). **11...Be7 12.Na5** (Another point behind 11.Bd2 supporting a Knight raid against the Black Queenside; but Black's position is perfectly sound) **12...0-0 13.Qa4** (13.Nxb7 allows 13...Qb6 14.Na5 Qxb2 with an excellent game for Black) **13...Nb6 14.Qb3 Bh5!** (The Bishop shifts to a pinning mode and threatens d4 after Bxf3) **15.Bc3 Rc7 16.Rfe1 Qd7 17.Bb5 Qc8 18.Be2 Qd7 19.Bb5** (White has nothing and so readily agrees to a draw by repetition) **19...Qc8 20.Be2 1/2-1/2**.

The 1991 Candidates Match between Anand and Karpov saw some interesting new developments. The fifth match game (Anand playing White) began **1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Be2 Nd7 6.0-0 Ne7 7.c3 h6 8.Na3!?** (An interesting new idea) **8...a6** (After 8...c5, White would play 9.Nb5 and on 9...Nc6 10.c4! forces an opening of lines favorable to White according to Anand) **9.Nc2 Bh7 10.Nce1!** (A fine regrouping; from d3 the Knight will survey the important c5 and f4 squares) **10...c5 11.Bd3 Bxd3 12.Nxd3 Ng6** (Preventing Nf4 while guarding c5) **13.g3 Be7 14.h4 h5 15.Re1 Rc8 16.Be3 c4** (Opening the c-file with 16...cxd4 17.cxd4 would only favor White since his Rooks could seize it much quicker with Black's King Rook left in the corner) **17.Nc1 Rc6!** (with the idea of ...f6 and ...Kf7) **18.Qc2 Nb6!** (Another fine maneuver intending ...Qd7, ...Bd8, and ...Nc8-e7-f5) **19.Ne2 Qd7 20.Ng5 Bd8 21.Nh3 Nc8 22.Nef4 Nxf4 23.Nxf4 Ne7 24.Qd1** (Forcing the weakening ...g6) **24...g6** and White held a small plus, although Black can defend himself. (The game was eventually drawn).

The 7th match game between the same players (Anand as White) went **1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Be2 Nd7 6.0-0 Ne7** and now White went for the Bishop pair with **7.Nh4!** After **7...Bg6 8.Nd2 c5 9.c3 cxd4 10.cxd4 Nf5 11.Nxg6 hxg6 12.Nf3 Be7 13.Bd3**, White held a minute edge. Lest these two recent examples cause undue concern for the reader, please bear in mind that many main line opening variations give White a slight "pull." This is only a natural order of things, as White does begin play with an extra tempo. Nevertheless, the positions examined are full of possibilities (both strategically and tactically) for both players. The task of the reader is to be thoroughly familiar with these positions to maximize his chances. Normally Black can equalize completely with accurate play.

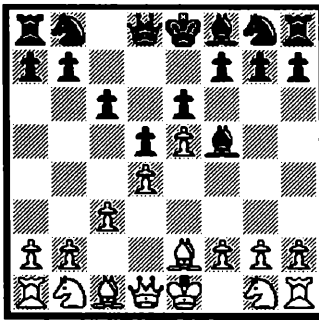
In the Reggio Emilia "Super" Grandmaster Tournament 1991/92, Anand again played the White pieces against Karpov in an Advance Caro Kann. This time however, Karpov demonstrated a better method for Black. After **1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Be2**, Karpov struck against the White d4 pawn with **5...c5**. There

followed **6.0-0 Nc6 7.c3 Bg4!** (Karpov is willing to give up this Bishop to remove the King Knight. This weakens White's protection of d4, and by simplifying reduces White's chances for initiative) **8.Nbd2 cxd4 9.cxd4 Nge7 10.h3 Bxf3 11.Nxf3 Nf5 12.Rb1 Qb6 13.Be3 Be7 14.b4 0-0** and Black had a perfectly sound position. The game was drawn in 27 moves.

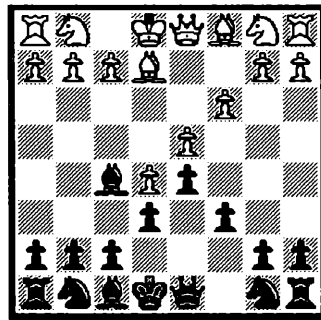
4...e6

Now Black has a sort of improved French formation, since his Queen Bishop isn't locked in behind the e6 pawn. On the other hand, the undermining thrust with c5 is a tempo down, since we started with 1...c6.

5.Be2



White's view



Black's view

White rightly avoids trading the light-squared Bishops with 5.Bd3, preferring to keep more tension in the position and hoping to exploit the position of the Black Queen Bishop.

5...c5 6.a3

Restraining Black's pieces and threatening to expand on the Queenside with b4. After **6.Nf3 Nc6 7.0-0 Rc8 8.a3 c4 9.Nbd2 Nh6 10.b3 cxb3 11.Qxb3 Rc7 12.Bb2 Be7**, both sides have chances, Short-Hjartarson, Manila, 1990.

6...c4!

This reaction is almost always the best against White's a3. Now after b4, (or as happens in this game - b3) Black plays ...cxb3, leaving White with a backward c-pawn on the half-open c-file. Compare this to the Spassky-Seirawan game mentioned at the end of the note to White's fourth move.

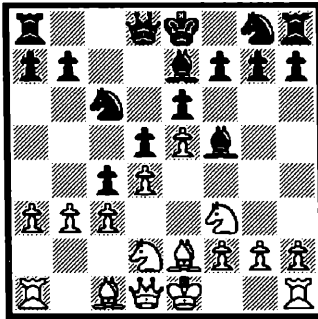
7.Nd2 Nc6

After 7...Ne7, White could try 8.g4!?, e.g., 8...Bg6 9.h4 h6 10.Nh3. After 7...Nc6, this line is no longer possible, as Black could play 10...Qxh4.

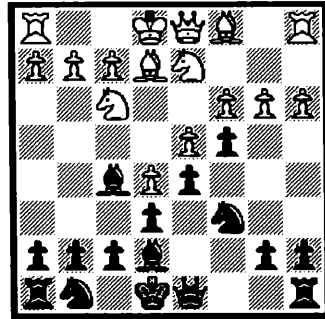
8.Ngf3 Be7

At first sight this looks awkward, but Timman plans to deploy his King Knight to h6.

9.b3!?



White's view



Black's view

Fighting for Queenside space. An ambitious and double-edged program in view of the aforementioned consideration.

9...cxb3 10.Nxb3 Nh6 11.a4 O-O 12.a5

Best. On 12.0-0 Na5, Black's Queenside play gives him good counterplay.

12...Rc8

Logical, but Timman has previously preferred 12...f6.

13.O-O f6

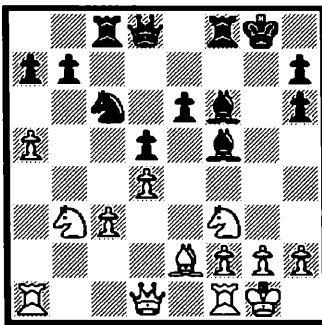
Black challenges White's central pawn wedge.

14.Bxh6

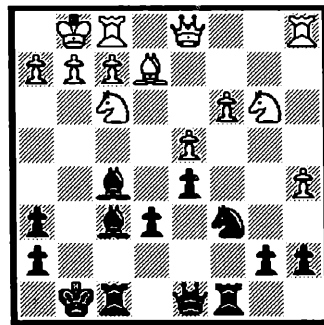
Otherwise the Knight could drop back to f7 with even more pressure on the important e5 square.

14...gxh6 15.exf6 Bxf6

Black's Bishop pair and generally active pieces are sufficient compensation for the weakened pawn structure.



White's view



Black's view

16.Re1 Kh8 17.Qd2 Bg7 18.Qe3 Rc7 19.a6 b6 20.Bb5

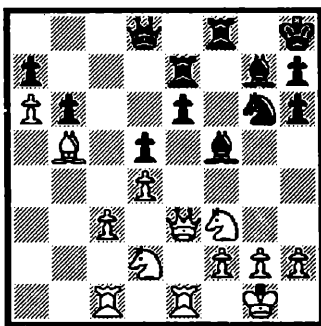
Increasing the pressure on the e-file by unblocking the Re1.

20...Ne7 21.Nbd2

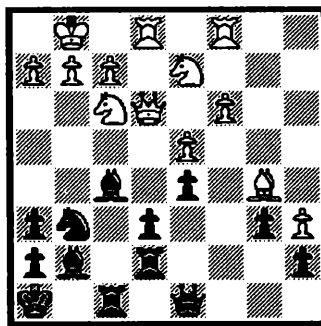
After 21.Nh4, Timman gives 21...Bc2 22.Nd2 Bf6 23.Nhf3 Nf5 with favorable play.

21...Ng6 22.Rac1 Re7!

Black prepares to open the center with e5, a guarantee that play will become more critical. Timman has always been noted for his courageous, active style.



White's view



Black's view

23.Bd3

To exchange off one of Black's dangerous Bishops.

23...e5 24.dxe5 Nxe5 25.Bxf5 Rxf5 26.Nd4!

Best. The natural move 26.Kh1 (To forestall 26...Nxf3+ and followed by 27...Rxe3) is strongly met by 26...Qd6! 27.g3 (Black threatened 27...Nxf3! 28.Qxe7 Qxh2 mate) 27...Ref7. The text is a clever sacrifice of the Queen for Rook, Knight and tactical counterplay. With best play, it should lead to an equal game.

26...Nf3+ 27.N2xf3 Rxe3 28.Rxe3 Rf7 29.Rce1

Threatening to win with 30.Re8+.

29...Qd6 30.Re8+ Rf8 31.g3

The foray 31.Nf5 is well met by 31...Qg6.

31...Kg8!

After 31...Qa3 White gains a strong attack by 32.Nf5! Qxc3 33.N3d4 (Timman).

32.Nh4

Short falters in a critical position. Necessary was 32.R1e7 and after 32... Bxd4 33.Nxd4 Rxe8 34.Rxe8+ Kf7 35.Ra8 Qc7 36.Nb5 Qc5 37.Rxa7+ Kg6 38.Ra8! Qxb5 39.a7 Qb1+ 40.Kg2 Qe4+ and Black gives perpetual check.

32...Bxd4 33.cxd4 Qf6

Now with the remaining White Knight out of play, Black's Queen proves superior.

34.Rxf8+ Kxf8 35.Re5 Qc6 36.Nf5

Too little, too late.

36...b5 37.Ne7 Qxa6 38.Nxd5 Qa1+

Picking up the d-pawn. The rest is a mop up.

(see diagram next page)

OLD BUT DANGEROUS

After **1.e4 c6 2.d4 d5** the e-pawn is clearly being questioned. While guarding it by a move of the Queen Knight or advancing it are by far the most common responses, there is another possibility which has been known for quite some time. The move is **3.f3**, maintaining the central pawn duo and intending to obtain some dangerous attacking possibilities if Black proceeds inaccurately. An indication of the respectability of **3.f3** is Smyslov's adoption of it on several occasions. After **1.e4 c6 2.d4 d5 3.f3** Black can essay **3...g6** or **3...Nf6**, the latter transposing into a French Defense after **4.e5 Nfd7 5.f4 e6**. However, our recommendation is the more direct **3...dxe4 4.fxe4 e5!**, striking back in the center and envisioning rapid development. In our next game, Grandmaster Yasser Seirawan, one of the world's strongest exponents of the Caro-Kann, gives a fine illustration of Black's play in this line.

ILLUSTRATIVE GAME FOUR

White: Murei Black: Seirawan

New York Open 1985

1.e4 c6 2.d4 d5 3.f3

Murei, a player who loves sharp play and has a deserved reputation as a leading opening theoretician, often sends play into offbeat channels.

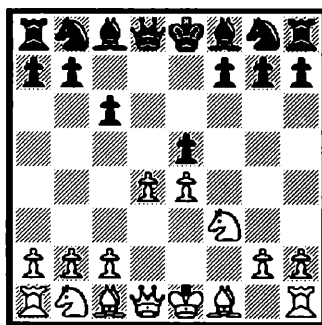
3...dxe4

Also quite feasible is **3...e6**, but Black must beware of pawn grabbing. A good illustration of the dangers involved is shown in Smyslov-Gereben, Moscow 1949: **1.e4 c6 2.d4 d5 3.f3 e6 4.Be3 dxe4** (This is dangerous. Correct was the developing move

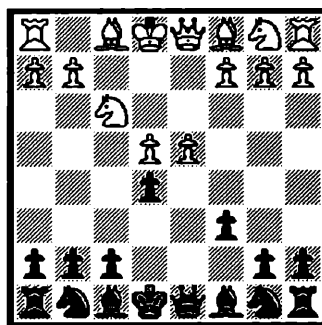
4...Nf6) **5.Nd2!** (Entering the gambit mode) **5...exf3 6.Ngxf3 Nf6 7.Nc4 Nd5 8.Bd2 Be7 9.Bd3 Bh4+** (Dubious, as it merely loses time) **10.g3 Bf6 11.Qe2 a5 12.a3 0-0 13.h4!** (Already threatening 14.Bxh7+! Kxh7 15.Ng5+ Bxg5 16.hxg5+ Kg8 19.Qh5 f5 20.g6 and mate at h8) **13...Be7 14.Ng5** (But not 14.Bxh7+? Kxh7 15.Ng5+ Kg8 16.Qh5 because now Black has 16...Nf6) **14...Nf6** (Trying to avoid any further weakening of his Kingside pawns) **15.Ne5! b5** (Black rightly avoids 15...Qxd4 because after 16.Bc3 the White Queen Bishop aims at the heart of Black's castled position) **16.Rf1!** (With the terrible threat of 17.Rxf6, removing the main defender) **16...h6** (Trying to avoid attacks at h7, but now the storm breaks) **17.Rxf6! gxf6** (Or 17...Bxf6 18.Bh7+ Kh8 19.Nxf7+ wins Black's Queen) **18.Qh5 fxe5 19.Qxh6 f5 20.Qg6+ Kh8 21.hxg5 Bxa3 22.Ke2! Qd5 23.Nf3** and **Black resigned** in view of the threat of Rh1 mate.

4.fxe4 e5 5.Nf3

A tricky idea. Now if 5...exd4, then 6.Bc4! aims menacingly toward f7. Note that with the open f-file, we have a sort of King's Gambit position.



White's view



Black's view

5...Be6

Best, taking away the c4-f7 diagonal from White's King Bishop.

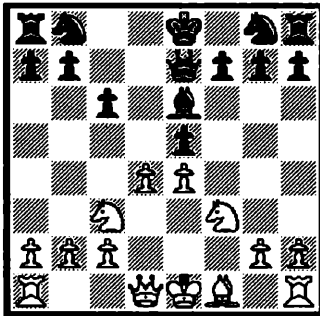
6.Bg5

Perhaps somewhat better was **6.c3**, maintaining the pawn center. There could follow **6...Nf6 7.Bd3 Nbd7 8.O-O Bd6 9.Nbd2 O-O 10.Qe1 Re8** with complex play and mutual chances, Ozsvath-Flesch, Budapest 1967.

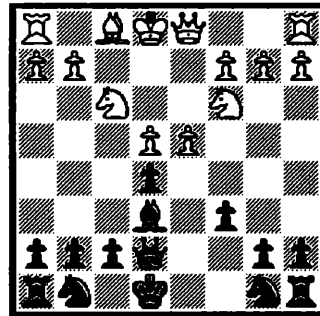
6...Be7 7.Bxe7

The trade of dark-squared Bishops has only helped Black. In general, when one has a pawn center, piece trades should be avoided.

7...Qxe7 8.Nc3



White's view



Black's view

Not 8.Nxe5 because of 8...Qh4+ and if 9.g3 then 9...Qxe4+. Also poor is 8. dxe5 as after 8...Nbd7 and 9...0-0-0, Black obtains a strong initiative.

8...Bg4!

Avoiding 8...exd4 9.Qxd4, centralizing White's Queen and allowing the possibility of Queenside castling.

9.Bc4 Nd7

Tempting but weak would be 9...Bxf3 10.gxf3 Qh4+ 11.Ke2 as the opened g-file and strengthened e4 only help White's chances.

10.d5

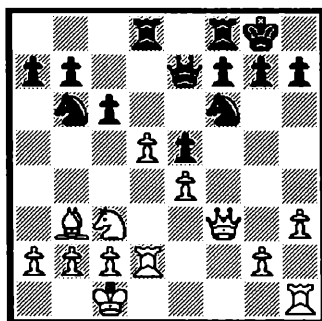
To avoid an eventual isolated e-pawn after ...exd4.

10...Ngf6 11.h3 Bxf3 12.Qxf3 Nb6 13.Bb3 O-O 14.O-O-O

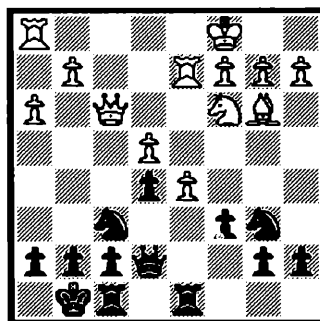
True to his style, Murei tries to obtain the initiative, but with two pairs of minor pieces removed, this becomes a difficult proposition.

14...Rad8 15.Rd2

The pawn trade 15.dxc6 bxc6 was possibly better, as now Black can construct a classic dark-square blockade while harrying the White Bishop.



White's view



Black's view

15...c5!

Creating a fine blockading square at d6 for the King Knight and also threatening the Bishop with c5-c4. Also note that now the d5 pawn is a permanent obstruction to the White pieces.

16.Qe2 Ne8 17.Qb5

Desperately trying to hinder Black's plans. Now 17...Nd6 is not possible because of 18.Qxc5.

17...Qc7

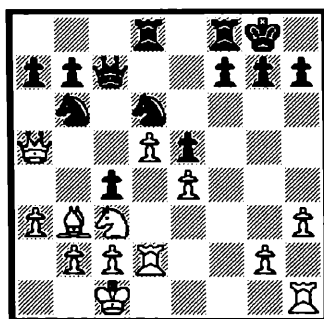
Protecting c5 and preparing Nd6.

18.a3

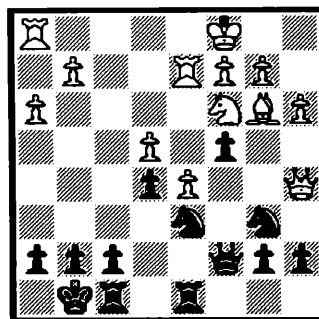
A necessary escape hatch for the Bishop.

18...Nd6 19.Qa5 c4

Now the poor Bishop is entombed and White can only watch as Black increases his grip on the position.



White's view



Black's view

20.Ba2 Rc8 21.Re1 Nd7

Happily entering a completely won ending.

22.Qxc7

Not 22.Qxa7, since after 22...Nc5!, White's Queen is helpless against the coming Ra8.

22...Rxc7 23.Re3 Nc5 24.b4

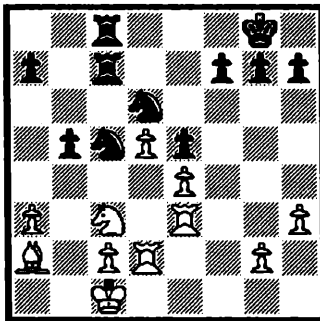
A bid for some freedom, but the newly opened c-file will only be useful to Black. However, doing nothing was even more cheerless.

24...cxb3 e.p. 25.Bxb3

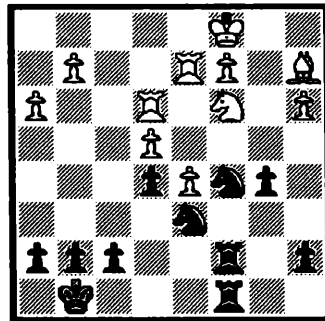
Not 25.cxb3 Ncxe4 winning material, as the Nc3 is pinned.

25...Rfc8 26.Ba2 b5!

Threatening ...a5 and ...b4, which will break through White's last resistance.



White's view



Black's view

27.Rde2 a5 28.Kd1 Kf8

Avoiding any back rank mates and preparing a tactical breakthrough.

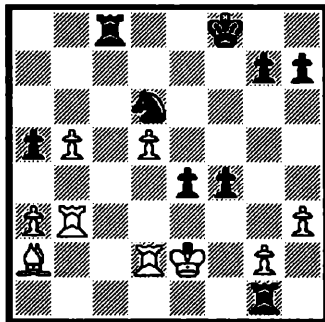
29.Nb1 Ncxe4!

Cashing in on his advantage.

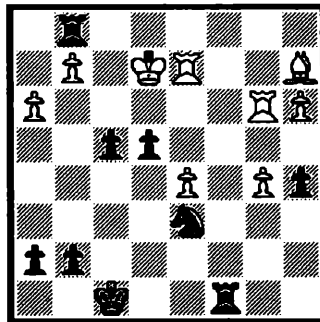
30.c4

After 30.Rxe4 Nxe4 31.Rxe4 Rxc2 32.Re2 Rxe2 33.Kxe2 Rc2+ and 34...Rxa2, Black wins in a walk.

30...f5 31.Nd2 Nxd2 32.Rxd2 e4 33.cxb5 Rc1+ 34.Ke2 f4 35.Rb3 Rg1



White's view



Black's view

Now 36.Kf2 Rcc1, threatening both 37...e3+ and 37...Rgf1+ 38.Ke2 Rce1 mate, is too much to handle.

White Resigns.

THE EXCHANGE CARO KANN

After **1.e4 c6 2.d4 d5**, White has the ancient option of **3.exd5** and after **3...cxd5 4.Bd3**, placing the Bishop on an active diagonal. It is interesting to note that this formation is in essence a Queen's Gambit Exchange Variation with colors reversed (!). For example: **1.d4 d5 2.c4 e6 3.cxd5 exd5** gives us the characteristic pawn structure of this line. Naturally, White enjoys an extra tempo in the Caro version of the Exchange variation, but this offers little against accurate opening play by Black.

ILLUSTRATIVE GAME FIVE

White: Hort Black: Bellon

Montilla 1978

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3

This move not only places White's King Bishop on an active diagonal, but prevents Black's Queen Bishop from achieving a good diagonal from f5.

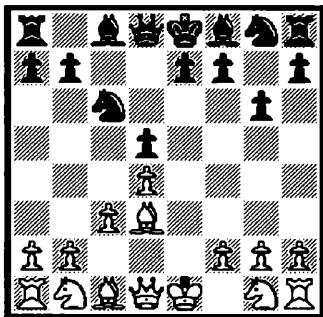
4...Nc6 5.c3

Protecting the d-pawn and preventing ...Nb4, which would harass the Bd3.

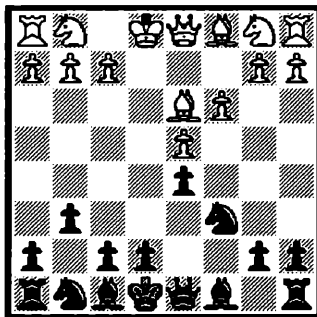
5...g6!

We prefer this move which blunts the scope of the Bd3. However, the more natural developing move **5...Nf6** is also quite sound. For example, **5...Nf6 6.Bf4** (If 6.Nf3 immediately, then the pinning move 6...Bg4 gives Black a convenient game) **6...Bg4 7.Qb3 Na5 8.Qa4+ Bd7 9.Qc2 Qb6 10.Nf3 e6** (The immediate attempt to

trade off Black's bad Queen Bishop with 10...Bb5 runs into 11.Bxb5+ Qxb5 12.Na3! Qb6 13.Qa4+ Nc6 14.0-0 e6 15.Nb5 Rc8 16.Nd6+ Bxd6 17.Bxd6 Nd7 18.Ba3 Qa5 19.Qb3 and Black still has problems because of his inability to castle, Romanovsky - Konstantinopolsky, USSR 1945) **11.a4!?** (After the routine 11.0-0 Black can now effectively play 11...Bb5! The game Maroczy-Capablanca, Lake Hoptacong 1926 continued 12.Nbd2 Bxd3 13.Qxd3 Rc8 with a good game for Black) **11...Qb3!** (Better than 11...Rc8 as played by Petrosian against Fischer at the 1970 USSR vs. the World match) **12.Qe2 Nc4! 13.Bc1** (After 13.Bxc4 dxc4! Black has excellent play) and now solid is **13...a5** (Preventing 14.a5 followed by Nbd2) while the dynamic pawn sacrifice **13...Bd6!?** **14.a5 Ne4! 15.Bxe4 dxe4 16.Qxe4 Bc6** is promising for Black.



White's view



Black's view

6.Nf3 Bg7 7.O-O Nh6!?

This lateral deployment for the King Knight envisions an aggressive central action after ...f6, ...Nf7, and ...e5.

8.Re1 O-O 9.Bf4 Kh8

Before advancing in the center, the King is moved off the potentially dangerous a2-g8 diagonal.

10.Nbd2 f6!

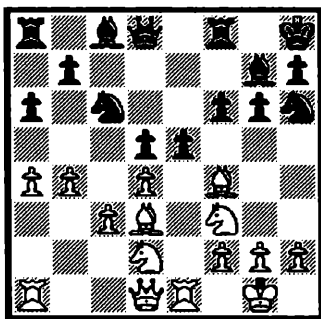
Preparing to mobilize his two to one central pawn majority.

11.b4

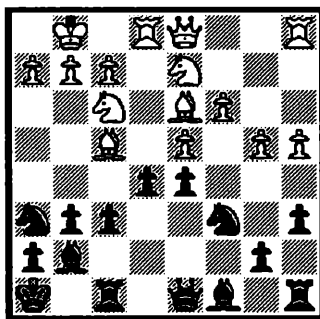
White strives to gain space on the Queenside, but in doing so, he ignores the center. Also, the weakening of c3 will soon be felt.

11...a6 12.a4 e5!

Probably Hort felt that this move was unplayable since it appears White wins the e-pawn by 13.dxe5 fxe5 14.Bxe5, but then 14...Nxe5 15.Nxe5 Qc7! attacking both e5 and the backward c3 pawn gives Black the much better game.



White's view



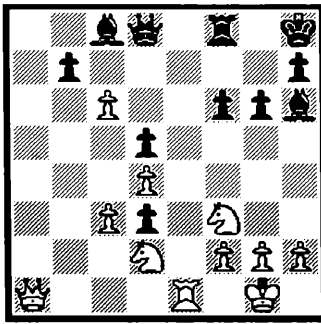
Black's view

13.Bxh6 Bxh6 14.b5

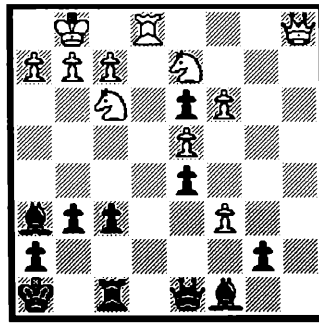
And again the exchange at e5 fails: 14.dxe5 fxe5 15.Nxe5 Nxe5 16.Rxe5 Bg7 and c3 is in trouble again.

14...axb5 15.axb5 Rxa1 16.Qxa1 e4! 17.bxc6 exd3

Now Black has obtained the two Bishops against the two Knights in an open position - a definite positional advantage.



White's view



Black's view

18.cxb7 Bxb7 19.Nb3 Bc8!

Maneuvering against White's Kingside.

20.Rd1

(But this is weak. Also poor is 20.Nc5 d2 21.Rd1 Bg4! 22.Nb3 Bxf3 23.gxf3 f5!, since the d2 pawn is taboo (24.Nxd2? Bxd2 25.Rxd2 Qg5+ and 26...Qxd2). Relatively best was 20.Qd1, though after 20...Bf5 21.Nc5 Qa5 (Again c3 is weak) Black retains an edge.

20...Bg4

Now on 21.Rxd3, Black has 21...Bf5 22.Rd1 Bc2 winning material.

21.h3 Bxf3 22.gxf3 Qd7

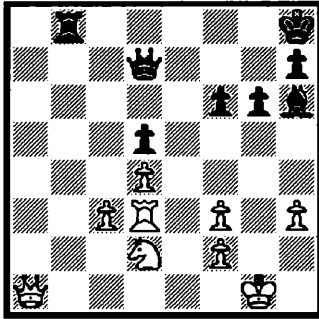
Now White's weakened Kingside is the target.

23.Rxd3

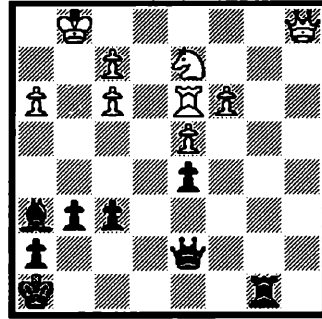
Finally annexing the pawn, but now Black begins to work on White's loose set-up.

23...Rb8! 24.Nd2?

The final mistake which leads to defeat. Necessary was 24.Nc5 and if 24...Qxh3 25.Qf1, though even here 25...Qf5 retains the better position for Black.



White's view



Black's view

24...Qf5! 25.Qf1

Also losing is 25.Qa7 Bf4 26.Re3 Qxh3 27.Nf1 Bh2+!! 28.Nxh2 Rb1+ and mates.

25...Bxd2

Now White loses a Rook after 26.Rxd2 Qg5+ and 27...Qxd2.

White Resigns.

THE TWO KNIGHTS ATTACK

Another system sometimes used against the Caro-Kann is the Two Knights' Attack. This system arises after the move order **1.e4 c6 2.Nc3 d5 3.Nf3**. Now we recommend the pinning move **3...Bg4**. This has the advantage of getting the Queen Bishop out to an active square before continuing with e7-e6. White's only try for advantage rests with an immediate **4.h3**. Previously it was thought that **4...Bh5** was in White's favor after the sharp follow up **5.exd5 cxd5 6.g4 Bg6 7.Bb5+ Nc6 8.Ne5 Rc8**, but current theory holds Black's chances to be equal. We recommend **4...Bxf3** after **4.h3**. The resulting simplification naturally helps defuse White's normal aggression while removing an important defender of the d4, e5, g5 and h4 squares. In the following game we see Black instituting a dark-square blockade which becomes the prelude to an ingenious Kingside attack.

ILLUSTRATIVE GAME SIX

White: Zahariev Black: Stefanov

Bulgarian Championship 1985

1.e4 c6 2.Nf3

Or **2.Nc3 d5** amounting to the same thing.

2...d5 3.Nc3 Bg4 4.h3

The only way to try for the initiative. Insuper is **4.exd5 cxd5 5.d4**, and Black has a superior form of the Queen's Pawn Opening, since White's Queen Knight blocks his c-pawn.

4...Bxf3

The simplest.

5.Qxf3

The anti-positional recapture **5.gxf3?!** was once played by Tal against Botvinnik in their 1960 World Championship contest. After **5...e6 6.d4 Nd7 7.Bf4 Bb4 8.h4 Ngf6 9.e5 Nh5 10.Bg5 Qa5 11.Bd2 Qb6 12.a3 Be7 13.Be3 g6**, Black's superior pawn structure gave him a clear advantage.

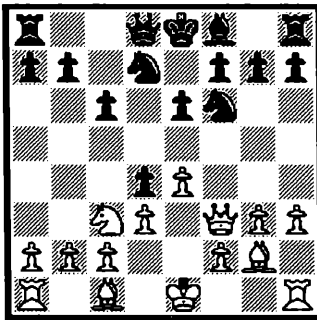
5...e6

Also quite playable is 5...Nf6 immediately.

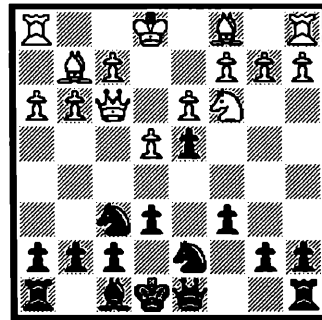
6.d3 Nf6 7.g3

An alternative is 7.a3 (To restrain ...Bb4). This line, however is not dangerous to Black. For example, 7.a3 Be7 8.g4 (The most aggressive. In the game Boleslavsky-Bagirov, USSR 1959, **8.g3** was played. After **8...0-0 9.Bg2 Ne8!** [A sophisticated blockading move]10.0-0 f5 11.Qe2 Nc7 12.Bd2 Nd7 13.Rae1 Bf6, Black had a fully satisfactory position).

7...Nbd7 8.Bg2 d4!



White's view



Black's view

A characteristic strategic device: Black gains central space with a tempo.

9.Nb1

On 9.Ne2, Bb4+ forces 10.Bd2 with a favorable trade of Bishops since 10.c3 fails to 10...Ne5 followed by 11...dxc3 and 12...Nxd3+.

9...Bb4+ 10.Nd2

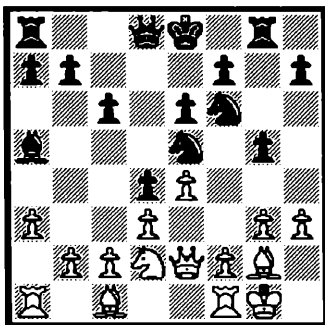
Correctly avoiding the trade of his better Bishop.

10...g5!

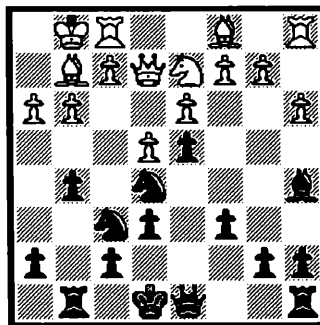
A sophisticated blockading move designed to restrain White from effectively expanding on the Kingside by Qe2 and f4.

11.a3 Ne5 12.Qe2 Ba5 13.O-O Rg8!

Another fine move which restrains f4. On f4, ...gxf4 gives Black a strong attacking instrument on the g-file.



White's view



Black's view

14.b4

Thwarted on the Kingside, White tries to gain Queenside territory.

14...Bb6 15.Nb3 g4!

Now Black's strategy has shifted from restraint to attack.

16.h4

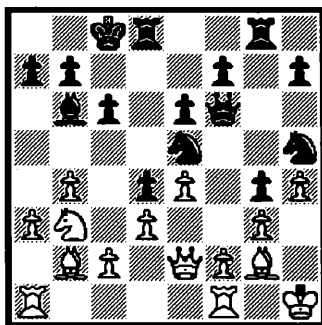
Naturally White tries to keep lines closed.

16...Nh5!

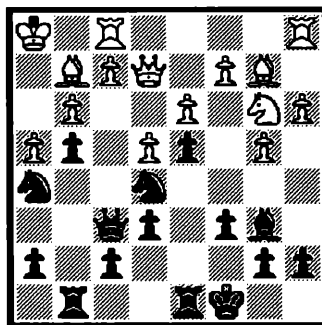
With the idea of a timely sacrifice by ...Nf4. A sophisticated tactical motif well worth remembering (see move 21).

17.Kh1 Qf6 18.Bb2 O-O-O

Now everything is set for a determined assault against White's barricaded Kingside.



White's view



Black's view

19.a4 a6 20.b5

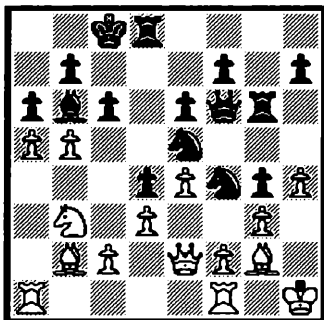
The only defense is to counterattack.

20...Rg6

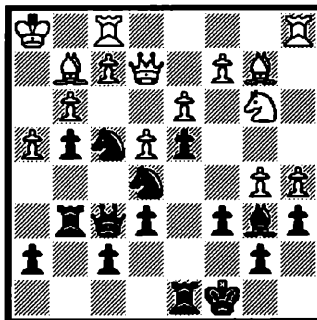
Black steadily piles up the heavy artillery.

21.a5 Nf4!!

A fine sacrifice. Now on 22.gxf4 Qxh4+ 23.Kg1 Nf3+ 24.Bxf3 gxf3+ is curtains.



White's view



Black's view

22.Qd2 Rh6 23.Qxf4

Virtually forced since Black threatened mayhem with 23...Rxh4+ 24.gxh4 Qxh4+ 25.Kg1 Nf3+ 26.Bxf3 gxf3 and mate is inevitable.

23...Rxh4+!

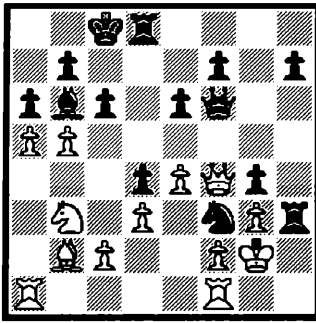
Breaking into White's defenses, since gxh4 loses the Queen.

24.Bh3

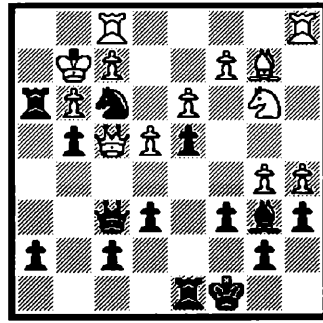
Forced. After 24.Kg1 there follows 24...Qxf4! 25.gxf4 Nf3+ 26.Bxf3 gxf3 and 27...Rg8+ will be deadly.

24...Rxh3+ 25.Kg2 Nf3!

Another unpleasant surprise - now mate by 26...Rh2 is threatened.



White's view



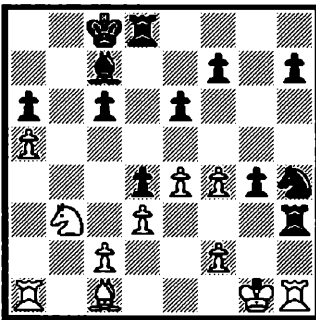
Black's view

26.Rh1 Nh4+ 27.Kg1 Qxf4 28.gxf4 Bc7

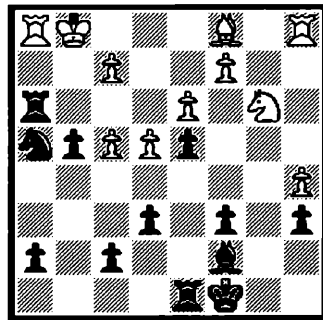
Amazingly, Black's attack is still virulent even after the exchange of Queens.

29.bxa6 bxa6 30.Bc1

White can't take on d4: 30.Nxd4 Rxd4 and 31...Nf3+ wins the Bishop.



White's view



Black's view

30...Nf3+ 31.Kg2 Rxh1 32.Kxh1 Rg8

The other Rook throws itself into battle. Black makes admirable use of his few remaining pieces to force the victory.

33.Ra4 g3!

If 34.fxg3, then 34...Rxc3 and there is no defense to Rg1 mate.

34.Kg2 Nh4+

Now after 35.Kg1 g2 36.Nd2 Bxf4, White can not prevent 37...Bxd2 and a deadly Knight invasion at f3, insuring that the g-pawn promotes.

White Resigns.

THE PANOV-BOTVINNIK ATTACK

One of the traditional enemies of the Caro-Kann is the famous Panov-Botvinnik Attack. The definitive move sequence involved is **1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4**. The basic result is a position strongly resembling a Queen's Gambit. White can then maintain the pawn at c4 for several moves (giving Black the option of creating an isolated d-pawn by ...dxc4) or White can opt for an early c5 creating a Queenside pawn majority. In any event, play tends to be complex, giving excellent winning chances in the practical struggle.

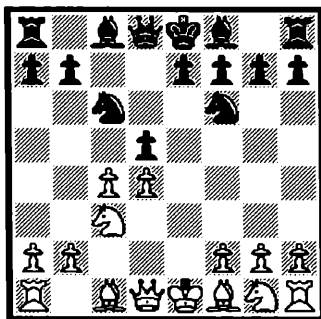
ILLUSTRATIVE GAME SEVEN

White: Rantanen Black: E. Vladimirov

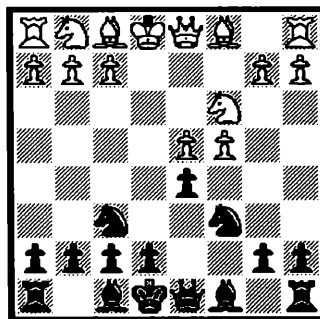
Helsinki 1990

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6 5.Nc3 Nc6

Black continues with simple and logical developing moves.



White's view



Black's view

6.Nf3

A major alternative is 6.Bg5. We recommend in reply the move 6...Be6!?, an old recommendation of Salo Flohr. For example, after **6.Bg5 Be6**, the game Sax-Miles, Wijk aan Zee 1989 continued **7.Bxf6 gxf6 8.Nf3 Qd7 9.c5 Bg4!** (Black plays to undermine the protection of White's d-pawn) **10.Be2 Bxf3 11.Bxf3 e6** (Note that Black's d-pawn is solidly protected by the e-pawn, whereas White's is clearly vulnerable) **12.0-0 Bg7 13.Be2** (To be considered was 13.Ne2 trying to shore up the d-pawn) **13...a6!** (Preventing Bb5, which would pin the Nc6 and thus reduce the pressure on White's d4) **14.Qa4 0-0 15.Rfd1 f5 16.Rd3 Qc7 17.Rad1 b6!** (Now on 18.cxb6 Qxb6 only piles up more pressure on d4) **18.b4 bxc5 19.dxc5** (On 19.bxc5 Rfb8 threatening Rb4, White's position is poor) **19...a5!** (Completely undermining White's Queenside) **20.b5 Nb4 21.Rg3 Qxc5 22.Qb3 f4 23.Rh3 Rfc8 24.Na4 Qc2** and Black has much the better of it.

If White responds to 6...Be6 with **7.Nf3**, then Black has **7...Ne4!** and after **8.Nxe4 dxe4 9.d5 exf3 10.dxe6 Qa5+ 11.Bd2 Qe5+ 12.Be3 Qxe6**, play is even (from Estrin-Flohr, USSR, 1960)

6.... Be6

Black can also try the complex alternative, **6...Bg4**. For example, **6...Bg4 7.cxd5** (7.Be3 is inferior - 7...e6 8.h3 Bxf3 9.Qxf3 Qb6 10.0-0 Bb4 11.c5 Qa5 12.Nb5 0-0 13.Kb1 Ne4 and Black is clearly better, Larsen-Trifunovich, Belgrade 1964. Also, if 8.c5, then 8...Ne4 9.h3 Bxf3 10.Qxf3 Nxc3 11.bxc3 Be7 is equal according to an old analysis by Botvinnik). **7...Nxd5 8.Qb3** (Definitely the sharpest. After 8.Bb5 Rc8 9.h3 Bxf3 10.Qxf3 e6 11.0-0 a6 12.Bxc6+ Rxc6 13.Nxd5 Qxd5 14.Qxd5 exd5 15.Re1+ Re6!, Black is fine, Jiksic-Vukic, Yugoslavia 1976) **8...Bxf3 9.gxf3** and now **9...Nb6** is most popular. White can play either 10.Be3 or 10.d5. After **10.Be3 e6 11.0-0-0 Be7 12.d5 exd5** (Not 12...Nxd5 13.Qxb7 Qc8 14.Ba6!) **13.Bxb6 Qxb6 14.Qxb6 axb6 15.Nxd5 0-0**, and the ending is even.

On **10.d5**, play may proceed with **10...Nd4 11.Qd1** (Or 11.Bb5+ Nd7 12.Qa4 Nxb5 [12...Nxf3+ 13.Ke2 Nfe5 14.Bf4 is also possible])

13.Qxb5 g6 14.Bg5 h6 15.Bh4 Bg7 16.d6!? g5 17.Bg3 0-0 18.h4 Rc8 with a wild position and chances for both sides.) **11...e5 12.dxe6 e.p. fxe6** (Worth considering is 12...Qf6 13.Bb5+ Nxb5 14.Nxb5 Bb4+ 15.Kf1 0-0 16.Qd4 fxe6 17.Qxf6 Rxf6 18.Be3 Nc4 with about even chances, Puhm-Kozma, Milan, 1974) **13.Be3** (Also of interest is 13.Bg2!? Play can then proceed 13...Be7 14.0-0 0-0 15.f4 Qd7 16.Qd3 Rad8 - White has the two Bishops but Black is ahead in development and the Nd4 is strong. This makes for a balanced position - 17.Qe4 Bf6! 18.Qxb7 Qxb7 19.Bxb7 Nc2 20.Rb1 Na3 21.bxa3 (otherwise Black can draw by repetition after 21.Ra1 Nc2) 21...Bxc3 22.Be3 so far as in the game Kindermann-C. Muller, Germany, 1991. Now instead of the actually played 22...Rf7?, Black should have played 22...Nc4! and on 23.Rfc1, Nxe3 24.Rxc3 Nd5, play is equal since White's extra pawn is doubled and isolated. After 25.Bxd5 Rxd5, a Rook and pawn ending arises with the "usual" drawing tendencies) **13...Bc5 14.b4** (Perhaps stronger is 14.Bg2!? and after 14...0-0 15.0-0 e5 16.Ne4 Nd7 17.Nxc5 Nxc5 18.f4 White was better, Romero Holmes-Boersma, Amsterdam, 1987. In this case Black can decide on 12...Qf6 instead of 12...fxe6) **14...0-0!? 15.bxc5** (On 15.Bg2, Black has 15...Nxf3+ 16.Bxf3 Bxe3 17.fxe3 Qf6! winning. Also, if 15.f4 then 15...Bxb4! wins) **15...Nxf3+ 16.Ke2 Qf6 17.cxb6 Rad8 18.Qc2 Nd4+ 19.Bxd4 Qxd4 20.Ne4** (If 20.Ke1, then 20...Rxf2! crashes through) **20...Qxa1 21.Bg2 Qe5 22.bxa7 Qb5+ 23.Ke3** with a truly unfathomable position, L. Hansen-Kuijk, Graested 1990. These lines are certainly not for the faint hearted!

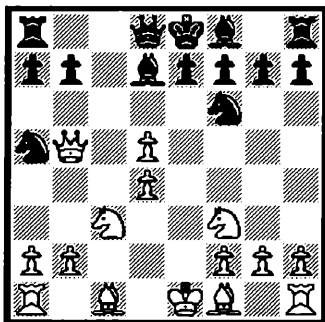
7.Qb3

An important alternative is 7.c5. The game Anand-Miles, Wijk aan Zee 1989, continued **7...g6 8.Bb5! Bg7 9.Ne5 Bd7 10.Bxc6 bxc6 11.0-0 0-0 12.Re1 Be8! 13.h3 Kh8 14.Bf4 Ng8 15.b4 f6** (Black's Bishop pair and central pawn majority form the basis of his counterplay) **16.Nf3 Qd7 17.a4 a6 18.Bh2 g5!** with a very sharp game and chances for both sides.

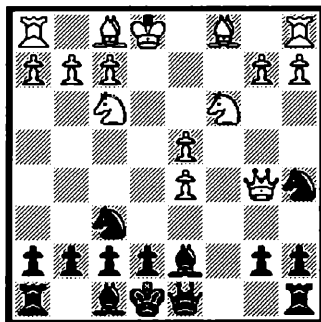
7...Na5

Vladimirov says that 7...dxc4 is best and after 8.Bxc4 (8.Qxb7 Rc8) 8...Bxc4 9.Qxc4 e6, the position is even.

8.Qb5+ Bd7 9.cxd5!



White's view



Black's view

An audacious Queen sacrifice, but as we shall see, Black's resources are quite adequate.

9...Bxb5 10.Bxb5+ Nd7

Not 10...Nc6 11.dxc6 and the threats of 12.c7+ and 12.cxb7+ are too strong.

11.Ne5 Qc7!

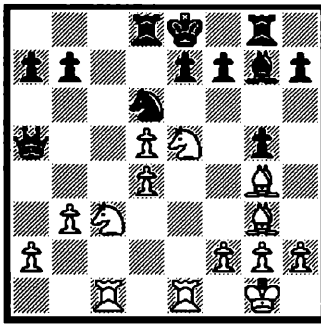
The only good defense. If instead 11...Qb6 then 12.Nxd7 Qxd4 13.Nb6+ Kd8 14. Nxa8 is very good for White.

12.Bxd7+ Kd8 13.Bh3 Ke8

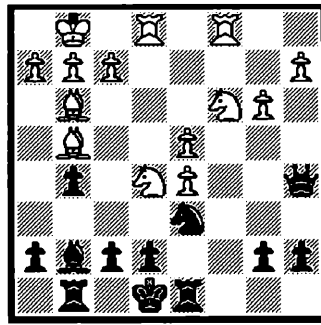
Again best. If 13...e6 then 14.dxe6 fxe6 15.Bxe6 is quite strong.

14.O-O

Too ambitious. After 14.Bd7+ Kd8, a draw by repetition could occur.



White's view



Black's view

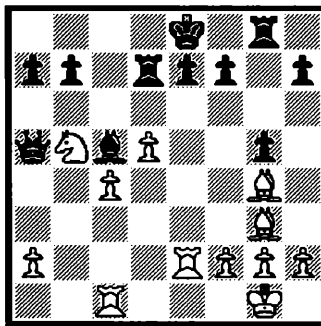
21.Nc4?

A poor choice. Necessary was 21.Re2 with ongoing complications.

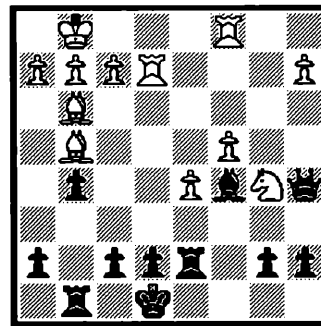
21...Nxc4 22.bxc4 Bxd4

Picking up the vital d-pawn.

23.Nb5 Bc5 24.Re2 Rd7



White's view



Black's view

A key consolidation. Now White's game goes downhill rapidly.

25.Be5

On 25.Bxd7+ Kxd7, Black easily wins by attrition.

A MODERN VARIANT

Recently, a popular way of playing against the Caro-Kann has become **1.e4 c6 2.c4**. The basic idea is to break down Black's traditional strong point - the pawn at d5. After 1.e4 c6 2.c4, if Black plays 2...d5, then there follows 3.exd5 cxd5 4.cxd5 and Black's pride and joy - the d5 pawn - is no more. This type of position is still quite playable, but we recommend another method against this line. After 1.e4 c6 2.c4, we examine **2...e5**. The advance of the e-pawn strikes at the weakened d4 square (a consequence of White's combination of c4 and e4) while freeing the King Bishop for rapid deployment. In our next game, Grandmaster Anthony Miles demonstrates some fine points in this line of play.

ILLUSTRATIVE GAME EIGHT

White: Sax Black: Miles

Lugano 1989

1.e4 c6 2.c4 e5

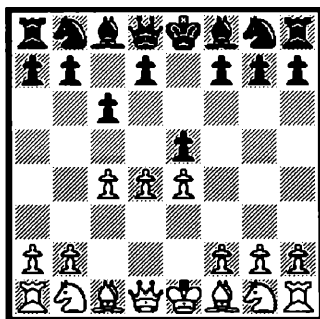
A virtue of this line is that it forces play into Black's favorite channels, as most White players going in for the 2.c4 Caro-Kann in expect the usual 2...d5.

3.d4 (see next diagram)

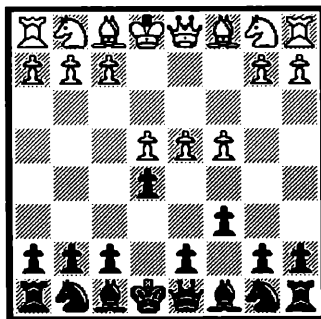
The most incisive. After 3.Nf3 d6 4.d4, Black has the nice option of 4...Bg4 with satisfactory play. Also interesting after 3.Nf3 is 3...Qa5!? with unexplored complications.

3...Bb4+

Another possibility is 3...d6, transposing into the Old Indian Defense. The text, however, is more vigorous.



White's view



Black's view

After 3.d4

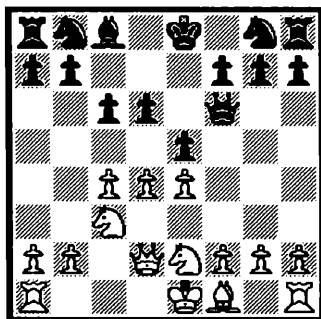
4.Bd2 Bxd2+ 5.Qxd2 d6

Now if 6.dxe5 dxe5 7.Qxd8+ Kxd8 and we have a typical ending in which Black has convenient play. Black has traded off his slightly bad King Bishop for White's good Queen Bishop and the d4 square beckons to his pieces.

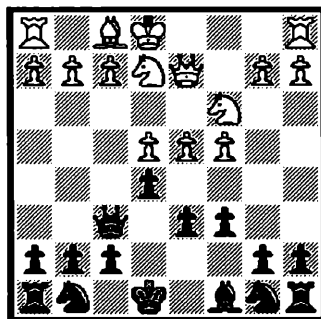
6.Nc3 Qf6!

A creative innovation which promptly pressures White's d4. In the game Tal-Neu, Parnu 1971, Black essayed **6...Nf6**, but after **7.f4 0-0 8.Nf3 exd4 9.Qxd4 c5 10.Qd2 Nc6 11.0-0-0**, White's position was only slightly better.

7.Nge2



White's view



Black's view

After 7.d5 c5 the pawn structure is stabilized in favor of Black's good Queen Bishop versus White's hampered King Bishop. If White tries 7.Nf3 then 7...Bg4 is annoying. An alternative is 7.0-0-0.

7...Ne7

White has more space, but the early trade of a pair of minor pieces has neutralized his potential for real pressure.

8.0-0-0 0-0

Of course not 8...Qxf2 because of 9.dxe5, and if 9...dxe5 10.Qd8 mate.

9.f4

White continues to expand his spatial plus, but such a policy can rebound if not handled correctly.

9...Bg4 10.f5

To be considered is 10.g3, maintaining the tension. After 10.h3 Bxe2 11.Nxe2, Black can try 11...c5, enhancing his control of the dark squares.

10...Nc8!?

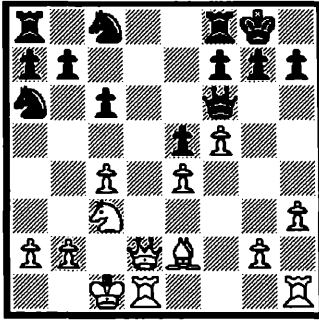
A bizarre retreat, but it has its own logic. Soon White will play for the large scale pawn advance on the Kingside with g4, h4 and g5 - so Black wants to be able to pull his Queen off of the exposed position at f6. Also, he can meet this pawn storm with ...f7-f6 after ...Qe7, giving Black a well fortified position.

11.dxe5?!

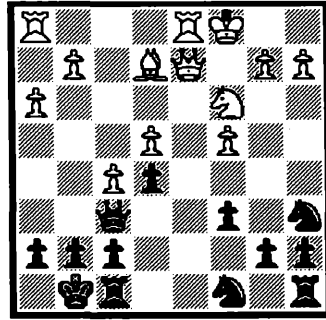
This seems dubious. Closing the center with 11.d5 is better, with the chances about even.

11...dxe5 12.h3 Bxe2 13.Bxe2 Na6

Notice how Black builds his game around the weakened dark squares.



White's view



Black's view

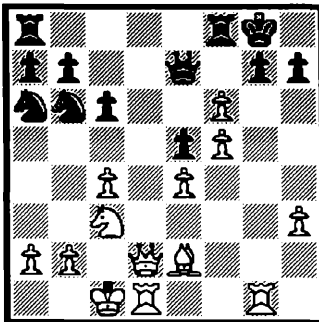
14.g4

The consequent continuation.

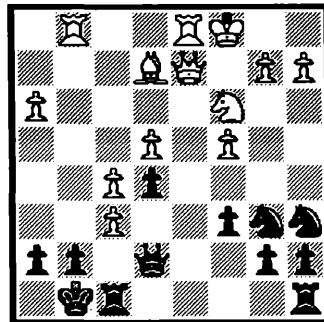
14...Qe7

Ducking out of the way of the onrushing pawns.

15.g5 f6 16.Rhg1 Nb6 17.gxf6



White's view



Black's view

Black should play 26...c5, tightening his grip on the dark squares and further limiting the scope of White's bad Bishop.

26...Nd7 27.Re7 Rd8 28.c5?!

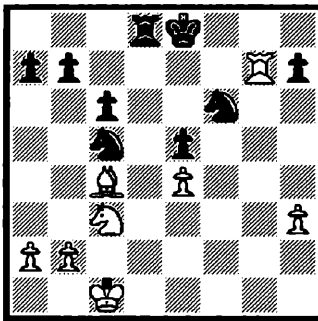
Logically trying to increase the scope of the Bishop, but nonetheless a mistake.

28...Kf8 29.f6 Naxc5! 30.Bc4

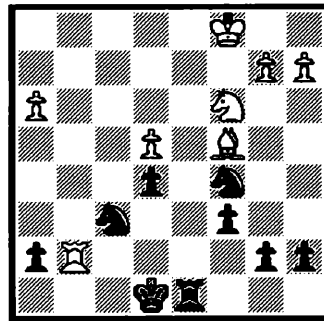
Of course not 30.fxg7+ Kxe7.

30...Nxf6 31.Rf7+ Ke8 32.Rxg7

The White Rook on the seventh is not quite enough for the pawn since Black's Rook and Knights are very active.



White's view



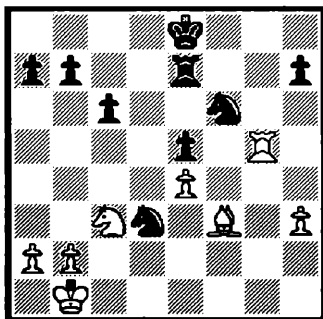
Black's view

32...Rd4

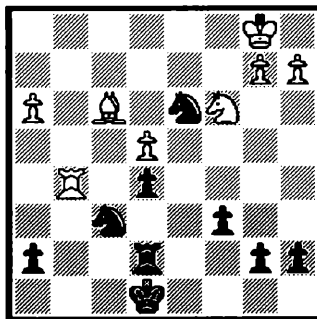
More accurate seems 32...Rd7, immediately winning White's e-pawn. This lapse was probably caused by time pressure.

33.Be2 Rd7 34.Rg5 Re7 35.Bf3 Nd3+ 36.Kb1

Not 36.Kc2 Ne1+.



White's view



Black's view

36...Nf4 37.h4 h6 38.Rf5 Kf7 39.Ne2 Nxe2 40.Bxe2 Kg7 41.Bd3 Nd7 42.Rf1 Nc5

Black inexorably maneuvers into a better position.

43.Bc2 a5

Restraining b4 and thereby securing the Knight's position.

44.a3 Rf7 45.Rg1+

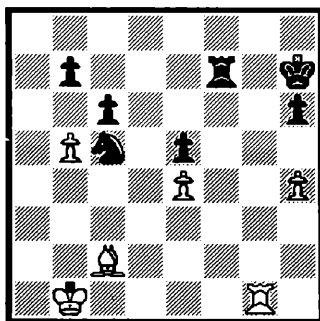
Naturally White must avoid the exchange of Rooks.

45...Kh7 46.b4

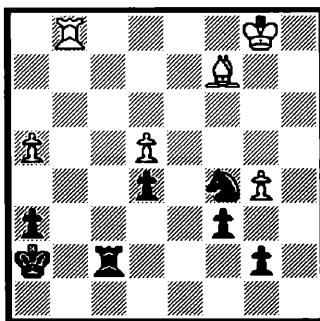
Now this pawn is only a target anyway.

46...axb4 47.axb4 Na6 48.b5 Nc5!

Keeping the Bc2 limited and therefore better than 48...cxb5.



White's view



Black's view

49.h5

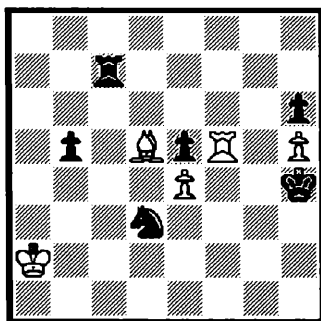
A better try was the obvious 49.bxc6.

49...cxb5 50.Rg6 Rc7 51.Rb6 Rc6!

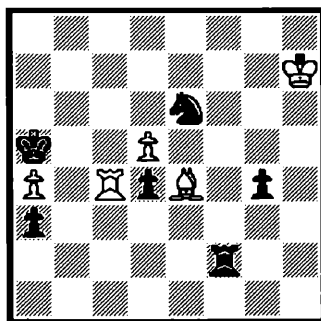
The point of this Rook maneuver is to remove White's control of the sixth rank to allow Black's King to move forward.

52.Rxb5 Kg7 53.Bb3 Kf6 54.Bd5 Rc7 55.Rb2 Kg5 56.Rf2 Nd3 57.Rf5+ Kh4 58.Ka2 b5

With the advance of the passed pawn, the end is nearing.



White's view

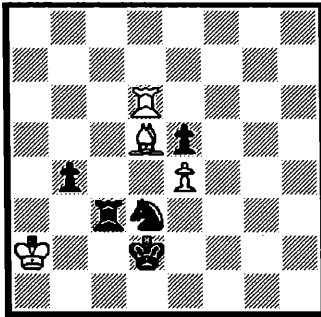


Black's view

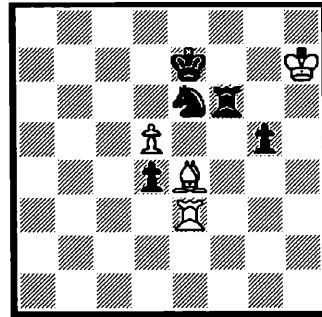
59.Kb3 Rc1 60.Rf6

White strives desperately for counterplay.

60...Kxh5 61.Bf7+ Kg5 62.Rg6+ Kf4 63.Rxh6 b4 64.Bd5 Rc3+ 65.Ka2 Ke3 66.Rd6 Kd2



White's view



Black's view

The noose tightens.

67.Bb3 Rc7 68.Kb1 Kc3 69.Bc2 Nc5 70.Rd5 b3! 71.Kc1

If White tries to draw by eliminating all the pawns, he is soon enlightened: 71.Bxb3 Nxb3 72.Rxe5 Ra7 and the mating threat at a1 wins.

71...Kb4

But not 71...bxc2, since 72.Rxc5+! draws.

72.Bd1 Nxe4+ 73.Kb2 Nc3 74.Rd3 Nxd1+

Now after 75.Rxd1 Rc2+ 76.Kb1 Kc3 wins easily.

White Resigns.

THE CARO KANN MEETS THE "SNEAK" KING'S INDIAN ATTACK

The King's Indian Attack (K.I.A.) is a thoroughly modern system characterized by White's moves *Nf3, g3, Bg2, 0-0, d3, Nbd2* and *e4*. In most cases when White wishes to essay the K.I.A., the first move will be *1.Nf3*. A sneaky transposition, however, can lead to the K.I.A. after *1.e4*. For example, after *1.e4*, we answer *1...c6*, expecting the usual response *2.d4*, but White can instead choose *2.d3* meeting our *2...d5* with *3.Nd2* (preventing a premature trade of Queens if Black plays *...dxe4*). Subsequently, White simply "fills in" the typical K.I.A. pattern with *Ngf3, g3, Bg2*, etc. Note that this sneak move order prevents our standard Tartakower pattern of defense to the K.I.A. covered in the previous section. Fortunately, Black has a quite reliable response based on building a classical pawn center with *3...e5*, followed by simple and sound minor piece development.

ILLUSTRATIVE GAME NINE

White: Hubner Black Kharitonov

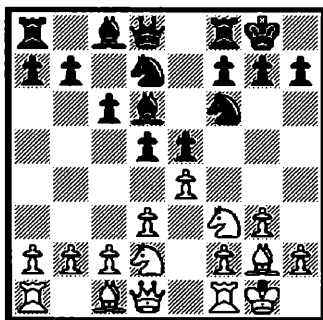
Solingen 1991

1.e4 c6 2.d3 d5 3.Nd2 e5

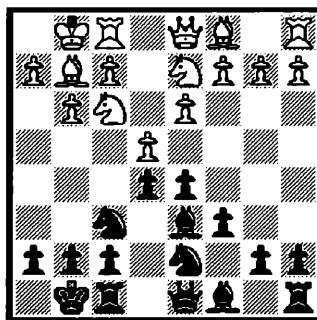
Seizing the center in the classical style. It is interesting to compare this central pawn structure (White's pawns at *e4* and *d3* vs. Black's at *d5, e5* and *c6*) with the Ruy Lopez! Note after *1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Na5 10.Bc2 c5 11.d4* the pawn position is very similar (though colors are reversed). The pawns on *d4* and *e4* in the Ruy confer lasting pressure on Black's position. With colors reversed, however, Black is playing this pawn strategy a tempo down. Because of the missing tempo, Black must not try to emulate White's pressure policy, as this could easily rebound. Instead,

solid development without pretension is indicated. Black then has a secure future.

4.Ngf3 Bd6 5.g3 Nf6 6.Bg2 O-O 7.O-O Nbd7



White's view



Black's view

Black's scheme is to develop while "overprotecting" (Nimzowitsch's terminology - see *My System - 21st century Edition*) the vital center pawn structure. Notice the "Caro pawn" at c6 both reinforces d5 while countering White's Bg2 on the long diagonal. After **7...Re8 8.Re1**, the game Ljubojevic-Seirawan, Rotterdam, 1989 continued **8...Bg4**. There followed **9.h3 Bh5 10.Nf1 Nbd7** (Or 10...Na6!? 11.g4 Bg6 12.Ng3 dxe4 13.dxe4 Nc7 with the idea of maneuvering toward the weakened f4 square by ...Ne6 - Seirawan) **11.g4 Bg6 12.Ng3 dxe4 13.dxe4 Bc5 14.Nd2!** (With the Knight retreat, White controls h5, hence giving greater impetus to g4-g5) **14...Nf8 15.g5 N6d7 16.h4 h6!** with complex play and mutual chances.

8.Re1 Re8 9.c3

Hoping to gain a Queenside space advantage with b4.

9...a5!

Which Black promptly prevents.

10.d4

Having been thwarted on the Queenside, White decides to strike in the center, but Black's pieces are just as well placed as White's in this region.

10...exd4 11.Nxd4

Insipid is 11.cxd4, since 11.Nxe4 12.Nxe4 dxe4 13.Ng5 Nf6 (Of course not 13...f5??, because of 14.Qb3+ winning instantly) 14.Nxe4 Nxe4 Bxe4 leaves White with an isolated d-pawn.

11...dxe4

Black simply clears out the center by exchanges.

12.Nxe4 Nxe4 13.Rxe4

On 13.Bxe4, simply 13...Nf6 is quite adequate.

13...Rxe4 14.Bxe4 Nf6 15.Bg2 Bg4 16.Qa4

With the idea of 17.Bg5 threatening 18.Nxc6 bxc6 19.Bxf6 Qxf6 20.Qxg4.

16...Qb6

Now 17.Bg5 is well answered by 17...Qxb2.

17.Qb3

Admitting that he has nothing.

17...Bc5 18.Qxb6

And the players agreed to a draw, as the position is dead even.

1/2 - 1/2

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