A Practical Guide for Black

ANDREW (MARTIN

THE ESSENTIAL CENTER COUNTER

Andrew Martin international master

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2004

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SYMBOLS

Some or all of the below symbols are used throughout this book.

- ! = a good move
- !! = a very good move
- ? = an error
- ?? = a blunder
- !? = an interesting move
- ?! = a dubious move
- \odot = Zugzwang
- \Box = the only move
- +- = White is winning
 - \pm = White is better
 - \pm = White is a bit better
- -+ = Black is winning
 - \mp = Black is better
 - $\overline{\mp}$ = Black is a bit better
 - = equality
- $\overline{\overline{\infty}}$ = with compensation
- - ^ = with the initiative
- \Rightarrow = with an attack
- \oplus = time trouble
- N = a novelty—new move
- RR = editorial comment
 - \triangle = a better move is
 - \approx = an equivalent move is
 - \triangle = with the idea of

PREFACE

Tspend most of my time feeling knackered. Fourteen years Lof full-on childcare and earning a living from chess, mostly teaching in schools, seems to have reduced me to rubble. Between 1990 and 2000 it got so bad that I hardly felt like writing at all. Just looking at a chessboard was enough to exhaust me. Thankfully, things are gradually getting better as the kids have become more independent. And playing chess... well... difficult again. What use are the ideas and the talent when you can't back them up with energy? Please dry your tears now as, like me, you've surely discovered that there are many in the same boat! Those who love chess and want to carry on but at the same time cannot find the answer to the enthusiasm of youth and the allembracing knowledge of the database! Enter the Center Counter, a practical answer and a practical weapon! You will not find a more economical answer to 1. e4 nor a comparable opening which will furnish such good results in so short a time. When I'm worn out and playing a young hotshot I turn to the Center-Counter to blunt the attack. When I'm playing a theoretical boffin or a ChessBase nerd, 1...d5 takes away the strain. Finally, when I don't want to think too hard or analyze long variations the solid position that this opening affords me enables me to stay cool under pressure. The Essential Center-Counter dispenses with stifling detail, concentrating only on the necessary information to get you up and running with this excellent opening. You'll see the latest games and plans discussed in a very user-friendly way. By the time you have finished you will have a repertoire in your hands to use as you see fit against anyone of any strength. Hey, the energy is returning already!

Andrew Martin September 2004

PART ONE

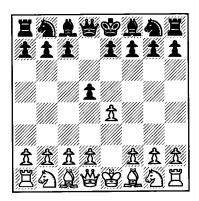
White does not like the Center Counter at all

ONE

SCANDINAVIAN OR CENTER-COUNTER?

What's in a name? Well, quite a lot actually if we are to prevent our game from drying up. Computers seem to be seeing to that anyway. Perhaps the title 'Scandinavian' is appropriate to some but I don't like it. The color and the vibrancy of Black's first counterattacking move is lost for one thing.

1. e4 d5.



A central counter after all! So we will stick with <u>Center Counter</u> in this book and I hope the wider chess

brotherhood will agree. With the greatest of respect to our Scandinavian friends, it's just a much better name.

WHY THE CENTER COUNTER?

I hope that this book will be useful on many levels for players of all standards. For the Grandmaster or Master the Center Counter is an ideal surprise weapon to have in the locker. Used infrequently and at the right moment it provides an effective and very easy-to-learn counter to 1. e4. Botvinnik was the one who said that every strong player should have two or three ideas against each of 1. e4 and 1. d4. 1. e4 d5 fits in very nicely at number three on the list. Below Master level down to the club player I think this is where the opening has fantastic practical advantages. In the weekend tournament, the important match, or after a long, hard day's work economy of energy is the most crucial factor of all when it comes to winning the game. The Center Counter offers everyone the chance to learn an opening quickly and to assimilate the themes and ideas in the shortest possible time. I think one can turn up and play 1. e4 d5 after only a few hours study and for the most part get it right! Theoretical excellence isn't exactly at a premium here; what is crucial is understanding of ideas. I hope this is what this book will provide.

THE IDEAS OF THE OPENING

1. e4 d5

There is no other move like 1... d5! For starters, Black limits White's choice quite appreciably and that is an advantage not to be sneezed at. Naturally this limitation applies to both colors and I think it's only this narrow focus which prevents the opening from becoming more popular at the highest level. In order to win a game there flexibilty and complexity are crucial.

2. exd5

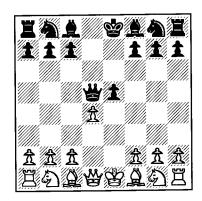
90% of players are going to capture but several other moves need to be mentioned: 2. \$\frac{1}{2}\$; 2. e5; 2. \$\frac{1}{2}\$c3; 2. d4. Of these 2. \$\frac{1}{2}\$c3 is the only decent idea, a logical developing move with aggressive intentions. Nevertheless, I'll show you easy ways for Black to defuse the bomb.

2... **公xd5 3.** 公c3

Still following the main track. 3. \$\sigma f3!\$ has attracted quite a following recently as White has become increasingly disenchanted with the main

lines. It's dangerous. White delays &b1-c3, hoping to build up with &e2, 0-0, d4 and c2-c4! first, gaining central space. I hope I can show that with 3... &f6! Black has plenty of ideas of his own with his tout, counterpunching stance.

3. d4 is the final alternative to 3. ②c3, but 3... e5! is the complete counter; a challenge in the center which quite takes the wind out of White's sails.



3... ₩a5

4. d4



Now the way splits. White may delay the 'obvious' 4. d4 or play it immediately.

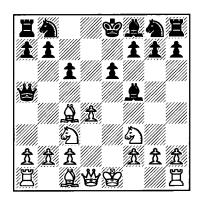
There are several alternatives: 4. \(\(\frac{1}{2} \) c4; 4. \(\frac{1}{2} \) f3; 4. g3; and 4. b4. Where possible, and for simplicity's sake, I am going to recommend Black plays an early c7-c6 and develops his pieces roughly in this order: ...**⊉**f5, ...e6, ...**⊉**d7, ...**⊉**b4, ... gf6, etc. Light-squared pressure is the initial order of the day and flexibilty is maintained with castling. I will obviously closely consider variations where Black must adjust his opening strategy to suit the specific needs of the position. However, the above sequence is an important one to keep in mind. If White develops

without a plan (and plenty do) then this scheme comes into its own.

4... c6! 5. 4 f3

5. Qc4 Qf5 6. Qd2 is an important modern line. Maybe this is the one variation where an early ... Af6 is the only good way.

5... **Q**f5 6. **Q**c4 e6



And as you can see, Black is well on the way to setting up his/her desired formation. To close this brief introduction, a couple of games. The first is from the recent Women's World Championship. White clearly has only the vaguest idea of theory and so decides to adopt 'natural methods,' bringing out the pieces in apple-pie order and expecting something to turn up. When it doesn't, she

has to start struggling and in the end has to sweat for a draw. The second shows Black whipping up a lethal attack when White miscalculates.

(1)

Kosintseva, N (2425)– Zhukova, N (2471)

FIDE WCh Women KO Elista, Russia May 25, 2004

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 c6!

An accurate way, sidestepping various White tries with an early \(\(\t \) d2 followed by discovered attacks from the \(\t \)/c3. Black delays ... \(\t \) f6 until he or she is ready.

5. \$\alpha\$ f3 \$\alpha\$ f5 6. \$\alpha\$ c4 e6 7. 0-0 \$\alpha\$ f6

It's fine now that White has castled short taking outright attack out of the equation.

8. 쌀e2

There is nothing to fear from 8. 2d2 for instance: 8... 2d5 2d6 2d8 10. 2xf62d6 (10. 2d6=) 2xf6= (10... 2xf6!? 11. 2g5 2g6 12. 23 2g4 ∞).

8... \(\mathbb{Q}\) b4

Again quite regular. Black is happy to surrender the dark-squared Bishop in order to gain control of the central light squares and to facilitate a queenside pawn advance. 8... \$\displace{0}bd7 9. \$\displace{0}h4 \times g6 10. \$\displace{0}xg6 hxg6 11. \$\displace{0}e4 \displace{0}xe4 12. \$\displace{0}xe4 0-0-0 also seems good.

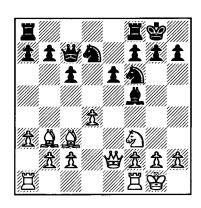
9. **\\ \Delta** b3

A complete waste of time.

9... 0–0 10. **⊈**d2 �bd7

10... **쌀**c7 11. **ᡚ**b5!

11. a3 **△** xc3 12. **△** xc3 **偿** c7=

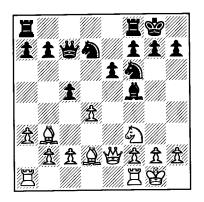


Lots of strong players would be looking at the two Bishops, expecting an advantage as of right. But, it's really tough for White to get the dark-squared Bishop going and often, if Black plays \$\frac{2}{3}f6-d5, White will just have to surrender the other Bishop, forfeiting any hope of attack.

13. **♣d2**

The following fragment is a good example of what I mean: 13. 買fel 買fd8 14. 買adl a5 15. 買cl 🖶b6 16. 幻e5 幻xe5 17. 曾xe5 幻d5! 18. **点**xd5 cxd5= Kerbrat, J-Kovarcik, G/France 2003. Perhaps Black is even for choice.

13... c5!



An unusual counter, but in this instance, with the \(\tilde{\pi}/b3\), completely correct. Black activates at just the right moment, before White is allowed to sit on his trumps.

14. \ ac1

14. c3? **\b**b6∓.

14... 🗒 ac8 15. c4 🚨 g4

15... ₩b6! was an active deployment: 16. **②**c2 (16. **₩**e3 **Q**e4! 17. dxc5 **⟨Q**xc5 18. **(Q**c2)

₩xb2 19. 🚉 c3 ₩a2 20. 🚨 xf6 **Q**xc2 21. **Q**xg7 **Q**xg7 22. **當**c3† f6 23. **☐**xc2 **當**b3 24. **** xb3 \(\sigma\) xb3\(\frac{\pi}{2}\) cxd4 17. \(\sigma\) xf5 exf5 18. b4 耳fe8 19. 世d3 幻e5 **益**g5 罩d5.

16. dxc5 ⑤xc5 17. Qc2 營c6 18, b4

The only danger to Black comes from the queenside pawn majority, but Zhukova is active enough to at least keep a balance.

18... (a) ce4

18... **△**xf3 19. **₩**xf3 *(19.* gxf3 \$\cd7 \ 20. \ \ \ \ \ fd1 \ b6∞) 19... 對xf3 20. gxf3 買fd8! 21. \$\d3∞.

19. ⊈xe4

A lazy move. White tires of even the thought of complications and heads for quieter waters. 19. 2f4, keeping some tension, was the way to play for a win, but of course White risks more. 19... 2xf3 (19... 閏fd8) 20. 對xf3 對xc4 21. 買fel 公c3 22. Qd3 曾d5. 19... ᡚxe4 20. ₤f4 ᡚd6 21.

Qxd6 \\ xd6 22. \\ e4 \(\Q xf3 \) 23. 公xf3 b6 24. 以fd1 公e5=

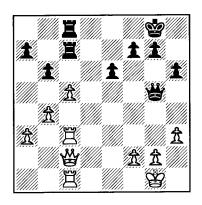
Black must keep the Queens

on for as long as it takes to adjust Rook endings in his favor. With the \(\mathbb{Z}/\cl r\) eady to support the advance of the c-pawn it might look as though White is better, but practically, in view of the weakness of White's apawn, chances are equal.

25. h3

All roads seem to lead to equality: 25. 還d7?? 還xc4; 25. 覺d3 還c7 26. h3 h6 27. 覺d6 覺xd6 28. 還xd6 罩fc8=; 25. 覺g3 覺f6 26. c5 bxc5 27. bxc5 罩c6 28. h3 罩fc8 29. 還d7 a6=.

25... 宮c7 26. 宮c3 h6 27. 宮dc1 宮fc8 28. 公d3 公g5 29. 公d6 宮c6 30. 公d7 宮6c7 31. 公d3 公e5 32. 公c2 公g5 33.

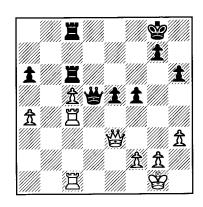


Without this advance, White cannot win.

33... bxc5 34. bxc5 罩c6 35. 罩c4 쌀e5 36. a4 쌀g5 37. 쌀c3 쌀d5 38. 쌀b4 쌀e5 39. 쌀a5

White has to attack or create a second weakness—the c-pawn cannot win alone. In this case there is no weakness to be found.

39... a6 40. 쌀b4 쌀d5 41. 쌀c3 e5 42. 쌀e3 f5!



Just reminding White about her own majority.

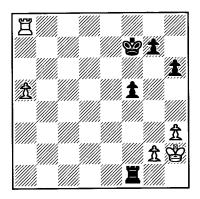
43. 三4c3 三g6 44. f3 三gc6 45. 三1c2 三d8 46. 當h2 當d4!

Progress has been made, the c-pawn might be weak so off come the Queens.

Chapter One

white King so remote, Black is slightly better.

48. 莒d3 莒d5 49. 莒c4 莒cxc5 50. 莒xc5 莒xc5 51. 莒xd4 a5 52. f4 當f7 53. 莒d7† 當f6 54. 莒a7 莒c4 55. 莒a6† 當f7 56. 莒xa5 莒xf4 57. 莒a8 莒f1 58. a5. ½—½



Black's opening play is very good. By delaying ... f6 a lot of aggressive and dangerous White tries are avoided. I believe it was GM Wahls who suggested this approach. Since c7-c6 and c8-f5 have to be played anyway, why not play them first? The story of this game, well... White got nothing with her straightforward piece shunting; she even had to work really hard to make a draw. Who is to say that your opponents will display such

tenacity?

(2)

Klinova, M-Stefanova, A

Elista Women's Olympiad
1998

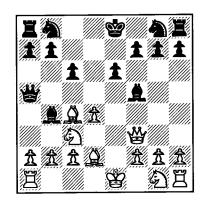
1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 c6 5. 登c4 登f5 6. 登d2 e6

The ultra-modern way is to delay ... \$\delta f6\$ for as long as possible although maybe 6... \$\delta f6\$ is the wisest choice here, as we'll see later.

7. 公f3

7. **\delta** f3, is not especially good.

7... **Qb4**



Black had better get on with development rather than doing something silly like capturing on c2!

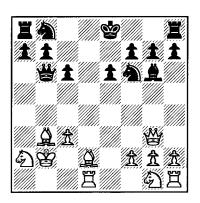
8. **쌀g3**

I guess this was the main point of 7. 營f3 but what is the Queen really doing here? Black's next easily covers g7. 8... 公g6! 9. 0-0-0 分f6 10. a3?

A miscalculation. Either of 10. ②ge2 or 10. ②f3 were okay.

10... **≜**xa3! 11. **∮**d5

Panic! White frantically looks around for the best chance. *Deep Fritz* gives an ugly variation: 11. ②a2! 營a4 12. ②b3 ②xb2† 13. ③xb2 登xd4† 14. c3 營b6.



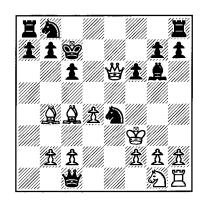
Rather a mess where it is impossible to predict an accurate result. With three pawns for the piece and a wide-open white King, I would rather be Black.

11... **Qb4! 12. 公c7**†

There is no solace to be

found. 12. 黛xb4 introduces a brief tactical sequence which wins for Black: 12... 營al† 13. 營d2 ②e4† 14. 營el 營xdl† 15. 營xdl ②xg3 16. ②c7† 營d7 17. hxg3 營xc7-+; 12. ②xf6† gxf6 13. 黛xb4 營xb4 leaves Black a clear pawn up.

12... 當d7 13. <u>Q</u>xb4 營a1† 14. 當d2 ②e4† 15. 當e3 營xd1 16. 營e5 營c1† 17. 當f3 f6 18. 營xe6† 當xc7



It won't always go this smoothly.

19. **公h3 當xc2 20. d5 置e8 21.** d6† 當d8. 0-1

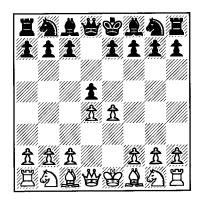
You've seen the trailer and now it's time for the main feature. Set up the chess set and let's get going!

TWO

1, e4 d5

Strangely, we begin at the beginning by considering plausible second moves for White apart from 2. exd5. I will cover.

- 2. **\$\f3**—tricky, but poor.
 - 2. e5—timewasting.
- 2. ②c3—the best of the rest. Finally,
- 2. d4—the infamous and rather generous Blackmar-Diemer Gambit. I must say that I am delighted to see these moves as Black because I understand that my opening choice has been successful.



White is wriggling already! I think it's important to study the lines here carefully for it is precisely these odd second moves that will be frequently played at a lower level. Masters cannot ignore this chapter either and particularly 2. ©c3 which is not a bad move at all. Nevertheless, I show that Black equalizes easily and maybe, a little more.

(3)

Rivas Pastor, M (2424)— Gonzalez Merino, F (2171) [A06]

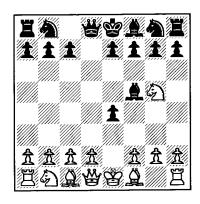
Spanish Team Championship Cala Galdana October 18, 2001

1. \$\inf3 d5 2. e4?

I think White is seriously underestimating his opponent.

2. \$\sigma f3\$ might be a good move for blitz but, with ample time for reflection, Black should be delighted to see this move.

2... dxe4 3. ♠g5 ♣f5!

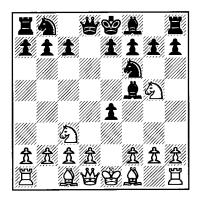


In general, if we can play \(\triangle c8-f5\) we will!

4. 4)c3

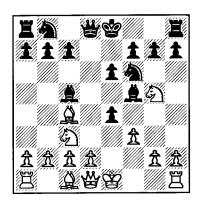
There are independent 'hacking' lines after 4. \triangle c4, all of which are poor: 4. \triangle c4 e6 5. g4 (5. h4 h6 6. g4 hxg5! 7. gxf5 exf5 \mp) \triangle g6 6. h4 h6 \mp .

4... **(2)** f6



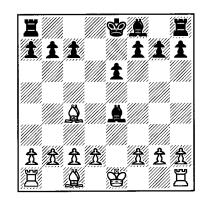
5. 龄e2

5. \(\) c4 carries on in the same free-thinking, but ultimately rubbishy, style. With due care Black just obtains a very good postion indeed. 5... e6 6. \(\) c5! a strong move, suggested by GM Matthias Wahls.

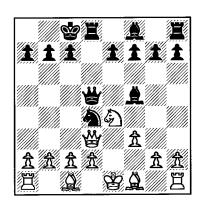


7. fxe4 **Q**xe4! 8. **Q**gxe4 **Q**xe4 9. **Q**xe4 [9. **Q**b5† c6 10. **Q**xc6† **Q**xc6 11. **Q**xe4 **W**h4†

12. ②g3 闰d8∓] 當h4†∓) ②c6! 7. ③gxe4 ③xe4 8. ③xe4 ②d4! 9. 當d3□ 當h4∓ 10. 當xd4 當xe4† 11. 當xe4 皇xe4. Black wins a pawn.



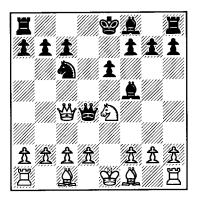
5... 公c6 6. 公c4?



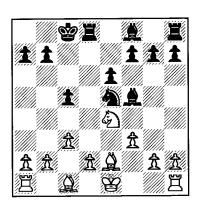
Black has a clear advantage

in development and much the easier game.

6... e6 7. ∮gxe4 ∮xe4 8. ∮xe4 ≌d4!∓



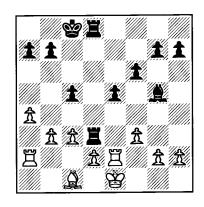
With simple, clear ideas, Black has revealed White's play as artificial. In particular, I would draw your attention to the use of the d4-square; Black often puts either a Knight or his Queen there to jam up the works.



Nailing down the **★**/d2. **13. b3 △**e7 **14. △**f2 **△**d3†

I like 14... ≝d7 intending to double up.

15. 公xd3 Qxd3 16. 買f1 e5 17. 買f2 Qg5 18. Qxd3 買xd3 19. 買e2 f6 20. a4 買hd8 21. 買a2



White's passive development is comical, but I can see that Rivas intends to ride out the storm and win later on. However, the strategy of waiting for the opponent to make a mistake is a losing one; ceding the initiative deliberately at an early stage, even to a much weaker player, is ridiculous.

21... **Q**h4† 22. **含**d1 **三**xc3 23. **三**c2 **三**xb3 24. **三**xc5† **含**b8

That's it! Black is a pawn up for nothing. Goodnight

Charlie!

25. 莒c4 皇g5 26. 當c2 莒bd3 27. h4 皇f4 28. h5 皇g5 29. 莒ce4 莒3d5 30. 莒c4 莒8d6 31. 當d1 a6 32. 當c2 b5 33. axb5 axb5 34. 莒g4 莒c5† 35. 當d1 莒a6! 36. 莒xg5 莒a1. 0-1

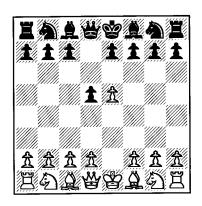
I hope I've shown that 2. \$\sigma f3\$ is tricky and nothing else. Sticking to his guns with 3... \$\sigma f5!\$ and keeping an eye on d4 ensures Black an excellent game.

(4)

Dyrda, A-Wojtow, A

Befama Memorial correspondence 1986

DOWN AND DIRTY 1. e4 d5 2. e5?!



Branded as weak in many

opening textbooks I'm quite sure that you wouldn't find many masters playing 2. e5. However, there are some interesting ideas connected to this move and Black must play with a clear plan of campaign. The first key move is to take the center and look to develop the \(\(\Delta / c8 \) early.

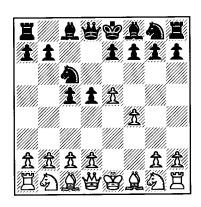
2... c5!

Intending ac6 and ... ac6 f5, or ... ac6 g4, followed by e7-e6. Black aims to get a very good French with his Bishop outside the pawn chain.

3. f4

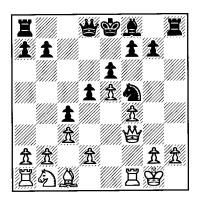
A decent way for White to handle his pawn structure but pushing the pawn to e5 was a committment and it's a target that Black can latch onto.

3... \$\overline{2}\c6



4. c3

Upon 4. \triangle f3, 4... \triangle g4! is good: 5. \triangle e2 (5. h3 \triangle xf3 6. \triangle xf3 e6 7. c3 g5! is given by Wahls, detonating White's center.) e6 6. 0–0 \triangle ge7 7. \triangle g5 \triangle xe2 8. \triangle xe2 \triangle d4 9. \triangle d1 h6 10. \triangle f3 \triangle ef5= 11. \triangle c3 (after 11. c3 Black demonstrates how easy his position has become: 11... \triangle xf3† 12. \triangle xf3 (12. \triangle xf3 c4 \mp) c4! \mp .



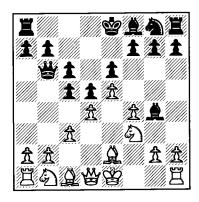
A nice move securing full equality at least.) <u>Qe7</u> 12. d3 0-0 13. <u>Qe2</u> <u>Qxf3† 14. <u>Exf3</u> <u>Ec8 Johansen</u>, A-Tandrup, M/Copenhagen 2003. One cannot ask more of the opening than this. Black has full development and is ready to take the initiative with either a queenside pawn assault or even f7-f6. Perhaps White's most ra-</u>

tional approach now is to play 15. ②g3 and try to trade down and make a draw. What sort of message is that?

4... ⊈f5 5. ₺f3 e6 6. d4 ⊈g4!?

He felt it was even worth a tempo to play ... g4. The trouble with White's idea is that his center is cumbersome and the d4-square is easy to attack quickly.

7. Qe2 \b6!



Already Black is better. He has no problems with any of his pieces and a clear target to aim at on d4. What is White to do? He's spent so much time pushing his pawns and now he can't even defend them!

8.0-0

In a correspondence game this type of move would be sent

with a second-class stamp. 8. $dxc5 \triangle xc5 \mp$.

8... **Q**xf3 9. **E**xf3 cxd4

Winning a pawn. The rest should be easy.

10. 當h1 幻h6 11. 莒h3 幻f5 12. Qd3 g6?!

13. 鼻xf5 exf5 14. 異d3 鼻c5 15. b4 鼻e7 16. a3 0-0 17. cxd4 營a6 18. 鼻b2 呂ac8 19. 身c3

White's back in the game but as this is not strictly relevant to our opening discussion, I will let the remaining moves pass...

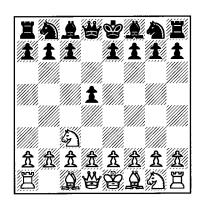
19... 曾c4 20. ②e2 a5 21. bxa5 ②xa5 22. 黛c3 ②c6 23. ②e1 買fd8 24. h3 h5 25. 買b1 買d7 26. 買c3 曾a6 27. 曾d3 買a8 28. 曾xa6 買xa6 29. 買a1 買a4 30. 買b3 ③xd4 31. ④xd4 買xd4 32. e6 fxe6 33. ②c3 買xf4 34. 買ab1 d4 35. ③d2 買f2 36. 買d1 買e2 37. 曾g1 ②c5 38. 曾f1 買e5. 0-1 I apologize for presenting some real low-quality chess but that is what the variation with 2. e5 drags us down to. Not many people are going to even think about this pawn advance let alone play it! To those that do like pawn pushing, you can confront them with the simple and very effective c7-c5, following up with speedy queenside development and possible pressure on d4.

(5)

Hoffmann, A (2290)– Kacheishvili, G (2598) [A00]

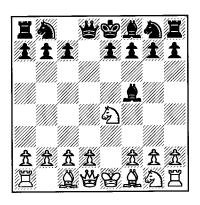
97th New York Masters New York March 30, 2004

NOT THE CARO-KANN 1. ②c3 d5



We come to a very important section because lots of people are going to play 2. ②c3; at least they do against me! They don't want to get involved in your favorite opening and because the Center Counter narrows White's focus there aren't that many decent moves left apart from 2. exd5. Quite obviously there's nothing wrong with 2. ②c3, but I will show you the simplest of ways to obtain a good game.

2. e4 dxe4 3. 2xe4 2f5!

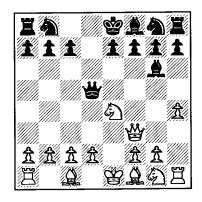


I recommended 3... a description of variety here's another good move! As I will demonstrate, this is most definitely NOT the Caro-Kann. In some lines Black plays c7-c5 in one move, creating problems for White in

the center.

4. **②g3**

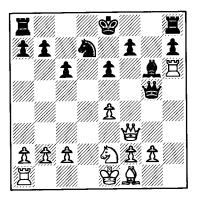
- 4. ₩f3 is a little tricky. Black should play solidly and defend f7. 4... ♣g6! Now there are several tries: 5. h4 The latest move; not as scary as it looks.
- a) 5. Qc4 包d7! 6. d4 (6. 包g5 e6 7. d4 c5! 8. dxc5 Qxc5 9. 營xb7 買b8 10. 營a6 h6 11.
- b) 5. ②c5 c6! 6. ②xb7 營b6
 7. 營b3 ③d7 8. ⑤f3 置b8 9.
 營xb6 axb6 10. ②a6 置a8 11.
 ②c4 罝a7-+; 5... c6. (I prefer the much more combative 5...
 營d5! after which I start to like Black.



With ... ②f6† not working White has no other threats to speak of. 6. d3 [6. ②c3 營e6†! 7. ②ge2 ②c6 8. d3 ②f6; 6.

Chapter Two

益d3 幻d7!] 幻c67. 幻c3 營xf3 8. 幻xf3 幻f6) 6. 幻g5 e6 7. d3 幻f6 8. h5 点f5 9. h6 幻bd7 10. 幻e4 幻xe4 11. dxe4 点g6 12. 幻e2 gxh6 13. 鱼xh6 点xh6 14. 旦xh6 營g5∞.



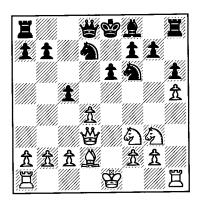
Even here, is Black really worse? It is quite unlikely that the $\Delta/g6$ will be shut out of play and meanwhile Black has plenty of activity.

4... **Qg6 5. 公f3**

5. 黛c4 ⑤d7 6. h4 h5 (6... h6! looks fine too: 7. h5 黛h7 8. 營f3 e6 9. 營xb7 [9. d3 c6 10. 黛f4 營a5† 11. c3 ⑤e5=] 黛xc2∞) 7. d4 c6 (7... ⑤gf6 8. ⑥f3 e6) 8. 黛b3 ⑤gf6 9. ⑤h3 營a5† 10. 營d2 營xd2† 11. ②xd2 c5 12. c3 cxd4 13. cxd4 e6 14. ⑤f4 黛e4 15. 0−0 黛c6 16. 莒fe1 0−0−0 17. ⑤h3 黛d6 18. ⑤g5 莒df8 19. 莒ac1 ঔb8

20. **a**f1 **a**d5 ½–½, *Soetewey, S–Barzeele, R/Belgium 2004.* **5... a**d7 **6. a**c4

Hoffman mentions in a recent interview how important it is to make the opponent think at the earliest stage of the game. That is his original style. Fair enough, but you must choose your weapons and your opponents carefully White may plod on down the main line of what he THINKS is the Caro-Kann, unaware of the difference: 6. h4 h6 7. h5 \$\tilde{\tilde}\$h7 8. d4 \$\tilde{\tilde}\$gf6 9. \$\tilde{\tilde}\$d3 \$\tilde{\tilde}\$xd3 10. \$\tilde{\tilde}\$xd3 e6 11. \$\tilde{\tilde}\$d2 c5!



This is it! Black has an extra tempo, hits at the center and reveals the white Queen as exposed: 12. 0-0-0 營c7 13. 用hel.

a) 13. De4 0-0-0 14. Dxf6

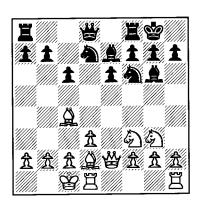
⑤xf6 15. 閏h4 爲d6=;

b) 13. c4? He might even make this mistake: 13... cxd4 14. 2xd4 (14. 2b1 $0-0-0\mp$; 14. 2xd4 $2c5\mp$) $2e5\mp$; 13... 0-0-0=.

6... e6 7. d3

Perhaps blunting the Bishop on g6. Kacheishvili does not worry about this detail, and continues to get his pieces out!

7... ♠gf6 8. ₩e2 ♠e7 9. ♠d2 0-0 10. 0-0-0 c6



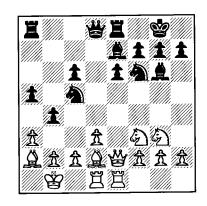
Somehow I prefer Black here. The <u>\$\alpha\$</u>/c4 seemed primed to be attacked by pawns and White's King could well come under fire too!

11. 當b1 莒e8

Safety first in a quick game and leave White thinking about b7-b5. The threat is stronger

than the execution. Why not 11... b5, there was nothing wrong with that move?

12. **□** he1 b5 13. **②** b3 a5, 14. a3 **⑤** c5 15. **②** a2 b4



One glance shows White's problem; he has no counterplay to offset Black's strong attack.

16. De5 bxa3 17. Dxg6

It's all gone horribly wrong for Hoffman. He gave the run of the game to far too strong a player. 17. 公xc6 is equally disastrous: 17... 當b6 18. 公xe7† 三xe7 19. b3 (19. 总c3 三c8) 公xd3! A crunching blow! 20. cxd3 公xb3.

17... hxg6 18. b3 營d4

I do believe that Black is starting to enjoy this game.

19. 龄e5

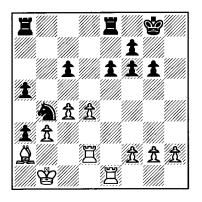
The only move.

19... 曾xe5 20. 日xe5 幻d5

20... a4! lets the big 煮/a2 out of jail, but Black has other assets too: 21. b4 買ab8 22. 當a1 公cd7 23. 買a5 What else? 23... 公xb4 24. 買xa4 公xd2 25. 買xd2 買a8 26. 買xa8 買xa8∓.

21. d4 ♠d7 22. ♯ee1 ♠b4 23. ♠e4

23. c4 **Q**xd2 24. **E**xd2 **公**f4 25. f3 a4 26. bxa4 **E**eb8†∓. 23... **公**7f6 24. **公**xf6† gxf6 25. c4 **Q**xd2 26. **E**xd2 **公**b4



You have to laugh sometimes—look at that <u>Q</u>/a2!
27. **含a1 日a728. <u>Q</u>b1 日d8**29. **日ed1 日ad730. <u>Q</u>e4 f5**31. <u>Q</u>f3 **含g732.** h3 e5—+

Completing the demolition job. Black wins more material.

33. d5 e4 34. **Q**e2 cxd5 35. cxd5 **∃**xd5 36. **∃**xd5 **∃**xd5.

0-1

Summarizing, I would say that 2. ②c3 is completely defused by the ideas suggested here. 2... dxe4 3. ③xe4 ②f5 is the introduction to a good, solid plan and very logical too. Black attacks the exposed white Knight! So, long may 2. ③c3 continue to be popular. Just make sure that I am Black.

(6) Klett, A–Sawyer, T [D00]

BDG Thematic Correspondence New York 1996

1. d4

It is going to happen to you one day, someone is going to play the Blackmar-Diemer Gambit! I have never seen an opening with so much propaganda attached to it. Books, websites, articles in magazines hammering away with the message that White has a fantastic attacking game. Rubbish! In most lines of the Blackmar-Diemer White's just a pawn down for nothing and

I'm going to show you here just how to take and live.

1... d5 2. e4 dxe4 3. ⑤c3 ⑤f6 4. f3 exf3 5. ∰xf3?!

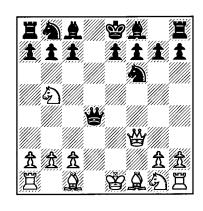


This is the Ryder Gambit although Tim Sawyer's massive book on the *BDG* doesn't tell us how this strange name came about. I love the idea: White sets a few cheapos and against awful defense will probably win. I recommend taking the second pawn on offer; indeed, here is Sawyer himself demolishing his own favorite opening!

What can I say, White has open lines for his pawns? Black has to be careful but if this opening was so good, everyone would be playing it! Let's take a look at some other

attacking tries:

6. **公**b5. Some maniacs might try this one.

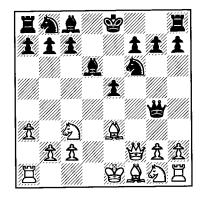


6... **₩**b6 7. **②**e3 c5 8. **③**f4 (8. \\ a g 3 \\ a a 6 9. 0−0−0 \\ a d 7! 10. \$\dagger c3 \\dagger c7!\operat\) \$\dagger a6 9. a4 ②g4∓; 6. ②ge2 \b6 7. ②e3 **数**xb2 8. **對b1 数**xc2 9. **其**xb7 c6 10. \(\mathbb{Z}\)xa7 \(\mathbb{Z}\)xa7 11. \(\mathbb{Q}\)xa7 ⑤fd7 12. \delta e3 e6∓; 6. \delta f4 e5 7. **②**ge2 **쌀**c5∓; 6. **②**d3 **②**c6 7. திb5 🗳d8 8. 🗳g3 e5 9. 💆e3 a6∓. Black's position is simply too solid to fall victim to the immediate outright assault. He uses his extra pawns to cover the sensitive spots! So White must probably place his faith in 6. \(\textsquare{2}\)e3, which isn't too great either.

6... **当g4** 7. **当f2** e5!

Why not? Black takes the center and threatens $\dots \underline{\triangle} b4$.

8. a3



Considered by both Sawyer and Schiller to be Black's strongest move.

9. 幻f3 皆f5!

With ideas of ... $\triangle g4$ and ...e4.

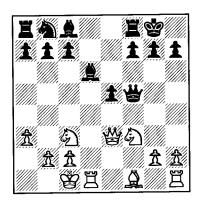
10.0-0-0

10. **Q**d3 e4 11. **②**xe4 **③**xe4 12. **쌀**h4 **쌀**a5†-+; 10. **⑤**b5 **⑤**g4! 11. **쌀**e2 **⑤**xe3 12. **쌀**xe3 0-0 13. **Q**d3 **쌀**h5∓.

10... **公g4 11. 公d2 公xe3 12.**

₩xe3 0--0.

It's official, White is lost.



13. 曾b1 ②c6 14. Qd3 曾g4 15. 闰hg1 Qe6 16. h3 曾f4 17. 曾f2 f5 18. ②e2 曾h6 19. ②d2 e4. 0-1

I've devoted a fair bit of time and space to this unsound gambit because this is the sort of thing that crops up quite often at the club level and one doesn't want to be left floundering. However, the Ryder Gambit is utterly unsound, and I hope I've shown why.

(7)

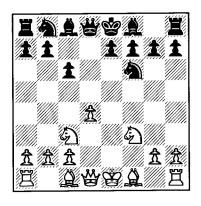
Rodriguez, A-Bricard, E (2450) [D00]

> CEIT Open Toulouse 1998

So low is the status of the

Blackmar-Diemer Gambit among master players that it doesn't merit a single mention in the latest Volume D of the Encyclopaedia of Chess Openings! Nunn's Chess Openings gives a fleeting reference. I'm all for attacking free-flowing chess, long live the gambit, etc., but really, the truth is that the BDG isn't sound. Our chosen weapon will be the Ziegler Defense, presumably named after some guy named Ziegler who one day found the c-pawn in his hand. Black takes the second pawn and sets up a formation very similar to the main line Center Counter, except this time with an extra pawn!

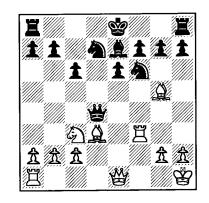
1. d4 ② f6 2. ② c3 d5 3. e4 dxe4 4. f3 exf3 5. ② xf3 c6!



A very good waiting move, keeping options open with the \$\times_/c8\$. According to circumstances, either \$\times_c8\$-f5 or ...\$\times_g4\$ will be to hand.

6. ⊈c4

6. \bigcirc d3 is the other logical Bishop development, but 6... \bigcirc g4! is now a very good counter. Really, the variations are quite simple. 7. 0-0 (7. h3 \bigcirc xf3 8. \bigcirc xf3 \bigcirc xd4 \mp) e6 8. \bigcirc e1 (8. \bigcirc e3 \bigcirc bd7 9. \bigcirc e1 \bigcirc xf3 10. \bigcirc xf3 \bigcirc d6 \mp ; 8. \bigcirc e2 \bigcirc bd7 9. c4 \bigcirc d3 \mp) \bigcirc e7 9. \bigcirc g5 \bigcirc xf3 10. \bigcirc xf3 \bigcirc xd4 \dagger 11. \bigcirc h1 \bigcirc bd7 \mp .



6... **⊈**f5

Not 6... $\triangle g4$ now due to 7. $\triangle xf7\dagger!$

7. ♠e5 e6 8. 0-0 ♣g6!

Noting the threat of $\triangle xf7!$ and positioning the Bishop

very solidly indeed.

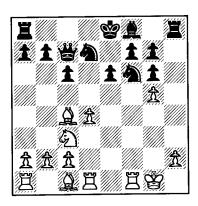
9. g4

To me this type of move is indicative of White's desperation. Seeing no weaknesses, he tries to create one. Naturally Bricard sees his way clearly through the tactics, as most strong players will.

9... **幻bd7**

It may well be that 9... ♠xc2 was a heavy duty tactical shot but Black prefers normal development, refusing to get involved. 10. ♣d2 ♠g6 11. g5 ♠fd7∓.

10. ♠xg6 hxg6 11. g5 \c7!



This was Bricard's point. Suddenly White is forced to think about his own weaknesses.

12. \(\textstyle f4 \) \(\textstyle d6 13. \) gxf6

13. **≜**xd6 **쌀**xd6 14. **呂**f2

ଦ୍ରh7! 15. ବ୍ରିe4 ୱ୍ରଂe7 16. ୱ୍ରଂg4 ବ୍ରିb6 17. **ଦ୍ରି**b3 ବ୍ରିd5∓.

13... <u>△</u>xf4 14. fxg7 <u>△</u>e3†.

0 - 1

Against the BDG, Black can play along the lines of the Slav, Caro-Kann, and Scandinavian by setting up a white-squared strategy prefaced by 5... c6 and led by his Queen's Bishop on either f5 or g4. There will be a few tactics to overcome, usually on f5 or f7, but these are easily sidestepped. The BDG can only work against weak defense. You should be very happy to face it.

OUTRO

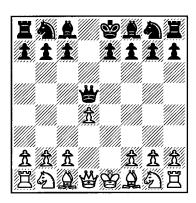
1. e4 d5

Summarizing, early deviations by White on his second move aren't dangerous. I reckon 2. (2) c3 will be most frequent, 2. d4 occasional and the others rarer than a Penny Black. Learn the lines suggested in this chapter and you may face them all with confidence.

THREE

Third move alternatives for White are hard to come by. After 1. e4 d5 2. exd5 \widetards xd5 there just aren't that many good moves! Let's take a look at the two most common tries:

A: 3. d4



I recommend the central strike 3... e5! now, hitting White hard before he develops any of his pieces.

B: 3. **(a)**f3!
A move which has become popu-

lar recently as results with 3.
© c3 have fallen off. White plans © e2 and 0-0, then he'll take a look around to see what is going on. Very often he will follow up with d4 and c4 and Black must pay respect to this very logical sequence.

My own particular experience against 3. \$\sigma f3\$ has been interesting. I have tried 3... \$\sigma f6\$ in two games, against GM Rowson and IM Ferguson, and I recommend this cagey move to you here.

Before moving on let's just mention 3. 營f3 and 3. c4?! in passing. What can one do if a guy offers the Queen exchange on move 3? Just 3... ⑤f6 and it's dead level already. Meanwhile 3. c4 營e4† 4. 營e2 營xe2† 5. ⑥xe2 e5章 isn't everything one's little heart could wish for out of the opening.

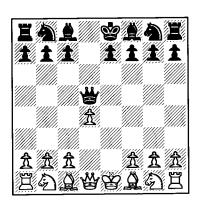
A

(8)

DeFirmian, N (2575)— Granda Zuniga, J (2610)

> Donner Memorial Amsterdam August 28, 1996

1. e4 d5 2. exd5 營xd5 3. d4?!

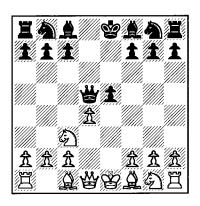


Who could possibly believe that such a natural move could be wrong at this early stage? White takes the center and lets all his pieces out. Yet, by acting energetically and exploiting his developmental advantage, Black can wrest the initiative from White.

3... e5! 4. dxe5?!

I am amazed how many games have gone this way. For a measly pawn which can't even be kept in most cases, White cedes the initiative; a very poor practical decision. There are other moves here too but Black is comfortable against all of them. Here's how to do it:

4. ②c3.

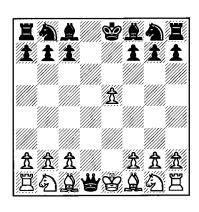


Tricky. Let us not be greedy—concentrate on development. 4... 单b4! (4... 曾xd4 5. 曾xd4 exd4 6. ⑤b5 exposes Black to unnecessary risk.) 5. ⑤f3 exd4 6. ⑥xd4 ⑥e7! 7. ⑥db5 (7. ⑥e3 ⑥xc3† 8. bxc3 0-0 9. ⑤b5 曾c6 10. c4 ⑥f5=; 7. 曾d2 曾e5†! 8. ⑥e2 0-0=) 曾xd1† 8. 曾xd1 ⑤a6 9. ⑥f4 0-0! 10. ⑥xc7 ⑥xc7 11. ⑥xc7 ⑤f5 12. ⑥d3 ⑥xd3 13. cxd3 ☐ac8 14. ⑥b5 a6 15. ⑥d6 ⑥xd6 ☐c7! threatening ... ☐d7 or ... ☐d8.

4. **a**f3 exd4! 5. **a**xd4 (5.

4. ②e3 ③c6! 5. c4 (5. ⑤f3 ③g4 6. ②e2 exd4 7. ⑤c3 ⑤h5 8. ⑤xd4 ②xe2 9. ⑥xe2 ⑥xd4 11. ⑤xd4 0-0-0=) ⑥a5†! 6. ②d2 ②b4 7. d5 ②xd2† 8. ⑥xd2 ⑤d4=. One might shy away from a long string of analysis but here the play is logical and easy to understand. Black concentrates on simple, aggressive, central development which at least maintains the balance.

4... **公xd1**†

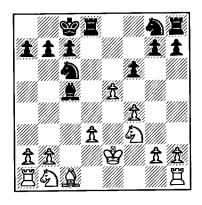


4... 營xe5† may or may not equalize, but who wants to play

an endgame already when one can sacrifice a pawn and get on to an early attack? These opportunites don't come around too often as Black. If they are playable, one should take the chance!

5. 🕸 xd1 🗟 c6

5... ②c5 is an interesting and little-used option. After 6. f4 ③c6 7. ⑤f3 ②f5 8. ②d3 0-0-09. ⑤e2 ②xd3† 10. cxd3 f6≅ Dochev, D-Panbukchian, V/Plovdiv 1994. Black had pretty good compensation for the pawn.



6. f4

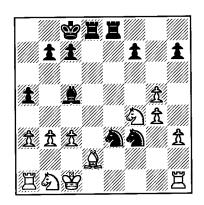
Others: 6. \$\textstyle{\textstyle{0}}\textstyle{0}\textst

6. \$\alpha f3 \textit{Q}g4 7. \textit{Q}f4 \alpha ge7 8.

②b5 0-0-0† 9. ⑤bd2 ②xf3†
10. gxf3 ⑤xe5 11. ③xe5 □d5
12. ②c4 □xe5 13. ②xf7 ⑤c6
14. f4 □e7 15. ②d5 ⑤b4 16. ③c4 g6 17. c3 ⑤c6 18. □e1
□xe1† 19. ⑤xe1 ②h6 20. ⑤e4 ③xf4 21. h3 ½-½, Orel, O-Marinsek, T/Bled op/1993.

6... ⊈f5

6... 魚g4†!? 7. 魚e2 0-0-0†
8. 魚d2 ၍h6 9. h3 魚xe2† 10.
⑤xe2 ⑤f5 11. g4 ⑤e3† 12.
⑤c1 魚c5 13. c3 a5 14. b3 g5!
15. fxg5 ⑤xe5 16. ⑤f4 ⑤f3 17.
a3 嶌he8→ was Graf-Hardy,
England 1990.

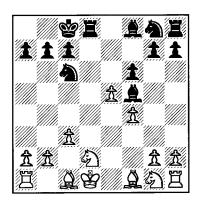


White is in for a drubbing. 7. c3

7. ⑤f3 0-0-0† 8. ⑥d2 ⑥c5! 9. ⑥b5 ⑤ge7 10. ⑥c3 ⑥d4 11. ⑥xd4 ⑥xd4 12. ⑥c1 g5! 13. fxg5 ⑥xe5 14. 闰e1 ⑥g6 15. h3 a6 16. ⑥c4 闰d7 17. g4 ⑥e6. Black has ongoing compensation as it's difficult to develop the 骂/a1.

7... 0-0-0† 8. **g**e1

8. ②d2 f6! is thematic.



with White all jumbled up Black opens the game. 9. exf6 公xf6 is natural and with threats of ...公g4 and ...公c5 followed by a swift ...当he8, Black has a wonderful position.

8... f6! 9. \(\(\Delta\) b5?!

9. 分f3!? 莒e8 10. 点b5 点d7 11. 点xc6 点xc6 12. 分bd2 fxe5 13. fxe5 点d6! 14. 分c4 点xf3 15. gxf3 点xe5 16. 分xe5 三xe5† 17. 當f2=.

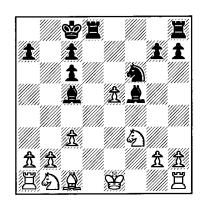
9... fxe5

9... **≜**e4!?

10. **Q**xc6 bxc6 11. fxe5 **Q**c5 12. **分**f3

12. b4!? Ftacnik. 12... 2xg1

(12... **△**e7 13. **△**f3±) 13. **△**xg1 **△**e8 14. **△**f4 **△**e7∞. **12... △**f6!



A superb idea. White cannot take the Knight.

13. **⊈g**5

13... h6 14. **△** h4

14. **△**xf6 gxf6 15. **⑤**bd2 fxe5∓.

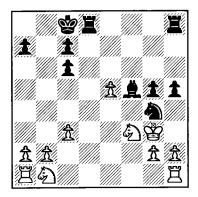
14... g5 15. **△** f2

Chapter Three

15... 💆 xf2† 16. 🗳 xf2 🔄 g4†
17. 🗳 g3

17. 當el 買he8-+.

17... h5!

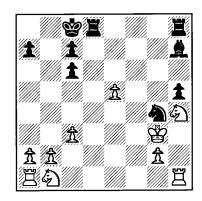


Both 17... Ahe8 or 17... Ad3 regain the pawn, but Black is out for bloodier fare. One admires the spirit of the decision and this courage is fully justified by the end result.

18. h4

18... gxh4† 19. 🖨 xh4

19... **△**h7!?



20. 5 f3

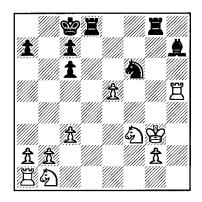
20. ⑤a3 ⑤xe5₹.

20... 買hg8 21. 買xh5

A desperate man clutches at any straw. One just cannot survive such a position with the King so exposed.

 選*f1† 27. 当e5* 選*d5#)* 選xb2† 26. 当g1 選d1† 27. 当h2 選xh1† 28. 当xh1 選xb1†-+.

21... \$\f6\†



22. 買 g5

22. 當h4 ⑤xh5 23. 當xh5 鬥dl-+.

22... **⑤e4†23. 貸h4**

23. 曾f4 幻xg5 24. 幻xg5 闰df8† 25. 曾g4 闰f5-+.

23... 公xg5 24. 公xg5 買d1 25. e6 買g1 26. 公d2 買xa1 27. 公df3 Qe4 28. 公d4 c5 29. 公b3 買g1. 0-1

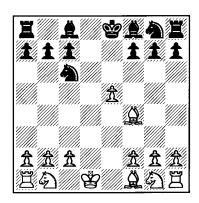
3... e5 seems like a lot of fun for Black if we are to believe the overall flow of this game. My thanks to Psakhis, Petursson and Emms for help with the notes.

(9)

Movsesian, S (2659)— Istratescu, A (2593)

French Team Championships May 10, 2003

1. e4 d5 2. exd5 營xd5 3. d4 e5 4. dxe5 營xd1† 5. 營xd1 公c6 6. 公f4!?



The latest choice, hardly inspiring. There is an element of bluff surrounding White's opening play. Having found himself in this uncomfortable situation Movsesian now has to make the best of it. 6. 44 cannot do more than equalize. The Bishop is a target to be hit by \$\infty\$e7-g6.

6... ⊈c5

First he develops his King's Bishop actively.

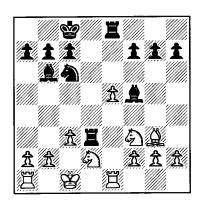
7. \$\displant f3 \$\displant ge7! 8. \$\displant bd2 \$\overline{\Omega} g4\$
9. \$\overline{\Omega} g3 0-0-0 10. \$\overline{\Omega} d3 \$\displant f5!=\$

Chapter Three

Effortless pressure. If White tries to keep his e-pawn he ends up too passive. At Grandmaster level maybe White will find all the accurate defensive moves necessary with his King still in the middle. Most players would not like White's position one little bit.

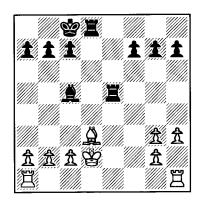
11. h3

Possibly the best move, bailing out. 11. 鱼xf5† surrenders a very important defensive piece. After 11... 鱼xf5 12. c3 罩he8 13. 罩el 鱼b6 14. 營c1 罩d3.



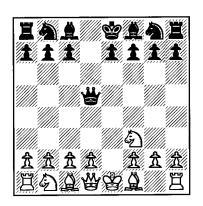
Black runs the game.
11... 公xg3 12. fxg3 公xf3†
13. 公xf3 莒 he8 14. 當d2
公xe5 15. 公xe5 莒 xe5. ½-½

A draw, but I know many who would play on with Black. Opposite-colored Bishops make the position very difficult to win but why not turn the screw for a while?



Look at White's pawn structure and Black's better development! Another game typical of this line. After 4. dxe5 White has little hope of obtaining the advantage.

B 1. e4 d5 2. exd5 \(\precent \text{xd5 3. \(\precent \text{f3}\)



Lots of players recognize

that 3. ②c3 isn't a total solution and so you are probably going to have to face 3. ②f3 more and more often. Discussions with fellow titled players around the circuit have convinced me that they are all armed to the teeth against 3... ②g4 so we will head off into the backwoods a little with our featured move.

3... \$\f6!?

I wouldn't say that this is the flavor of the month with the in-crowd, but it is a solid move and the plans for Black are relatively simple to learn. Moreover, as you'll see, it's a move I've used myself with success against very strong players and that does say something. Let's take a look.

(10)

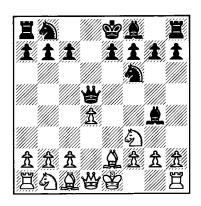
Rowson, J (2512)-Martin, A (2443)

Redbus Knock-Out Southend March 29, 2002

What should Black do against the flexible 3. \$\&\delta\$f3, which leaves open the option of a later c2-c4? Rather than get

involved in the complex tactics after 3... \(\alpha \) g4, I am going to suggest a compact, easy-to-learn plan which gives Black a solid position.

1. e4 d5 2. exd5 \(\text{\text}\) xd5 3. \(\text{\text}\) f3 \(\text{\text}\) f6 4. d4 \(\text{\text}\) g4 5. \(\text{\text}\) e2



5... e6

Rowson has also played this position with Black, choosing 5... c6 against Lyell in a 4NCL game (2002). After 6.0-0 e6 7. c4 營d8 8. 公c3 至e7 9. h3 至h5 10. 至f4 0-0 11. 營b3 營b6 12. 營xb6 axb6 13. g4 至g6 14. 公e5. Roughly equal.

6. h3 ⊈h5 7. c4 ₩d8 8. 0–0 ⊈e7

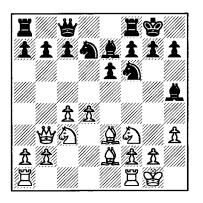
Black's overall plan is to play c7-c5 at the right moment and that is why he has omitted c7-c6.

9. **昝b3** '!'

Chapter Three

Hitting at the weakness and forcing the reply.

9... 當c8 10. 氫c3 0−0 11. ဋe3 ၍bd7

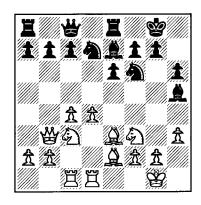


This position has been seen in a number of games. Theoretically White may be slightly better but in practice he has many problems converting this edge. In fact if Black is patient White may go over the top as you will see from the featured games.

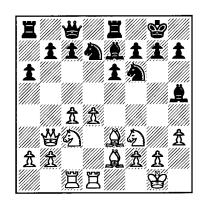
12. 買ad1

Very natural indeed, although the other Rook has generally been played, presumably with a view to 黃acl: 12. 黃fdl 黃e8 (12... a6!? 13. d5 exd5 14. 公xd5 公xd5 15. cxd5 公d6 16. 虽acl 邑e8 17. 公d4 公c5 18. 当c4 公xe2 19. 当xe2 公e4 20. 当f3 when 20... 当d7 would

have been equal in *Kaidanov*, *G–Dzindzichashvili*, *R/Parsippany 1996*) 13. <code>\(\)</code> **\(\) \(\)**



Black makes as constructive a move as he can find. Back rank tricks are avoided and there's a hole for the Bishop now if White was ever thinking about g4 and h4. I must say I prefer 13... a6.

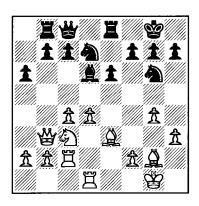


There are two points to an early a7-a6 in this system:

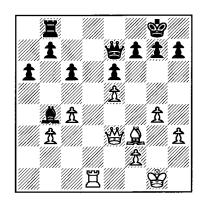
a) Should White go d4-d5

and recapture with a pawn on that square Black wants to blockade with ... \(\(\triangle d6\) without being hassled by \(\delta b5\);

b) Sometime in the near future Black contemplates b7-b5 and this small move will assist. 14. g4 \(\Quad g6\) 15. \(\Quad e5\) (15. \(\Quad h4\)\(\Quad f8\) 16. \(\Quad f3\) \(\Quad b8\) 17. \(\Quad g2\)\(\Quad 6d7\) 18. \(\Quad xg6\) \(\Quad xg6\) 19. \(\Quad c2\) \(\Quad d6\).

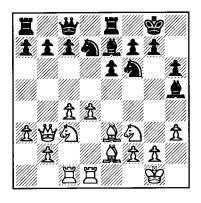


Black has counterpunching chances.) \(\tilde{\tii



So Black is a pawn up and the ②/f3 is blunted. I don't know whether this position is dead lost against perfect defense but it's certainly not nice for White. 28. 旦d3 h6 29. 堂g2 ②c5 30. 堂d2 堂g5 31. 堂e1 堂f4 32. 堂e4 堂xe4 33. ②xe4 g5 34. 堂g3 ②a3 35. h4 ②c1 36. hxg5 hxg5 37. b4 ②f4† 38. 堂f3 ②xe5 39. 旦b3 ②d6 40. b5 cxb5 41. cxb5 a5 42. b6 a4 43. 旦b5 f6 44. 旦a5 a3 45. ②b1

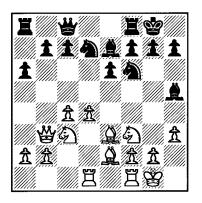
\$\mathbb{E}\$f7 46. \$\mathbb{Q}\$a2 \$\mathbb{E}\$e7 47. \$\mathbb{Q}\$c4 48. \$\mathbb{E}\$b5 \$\mathbb{Q}\$c3 49. \$\mathbb{E}\$b3 a2 0−1, Mikuev, E–Erendzhenov, S/Elista 1999. White let the game drift away from him. He thought he was so much better out of the opening that he could do more or less as he liked. Not so!) 14. a3. "Where do we go from here," White is saying?



14... **Q**g6 15. **Q**f4 c6. He didn't like c7-c5 and so a more patient approach is needed. Maybe the plan is ...b6, ...**\(\text{\tex{**

that we didn't see! (Lovers of the pawn structure may prefer *18...* **△***f6 19.* **△***e3* **△***e7*=) 19. 💆 xg5 hxg5 20. 💆 d3 💆 xd3 21. \#xd3 e5 22. \#d1 exd4 23. 買xd4 幻f6 24. 營d2 營f5 25. 買e1 (25. 買d1 買e7 26. 買d8† 買xd8 27. 對xd8† 買e8 28. **幽**c7 g4∞) 其xe1† 26. **對**xe1 買e8 27. 對d1 對h7. Confident. 28. **省**d3 **三**el† 29. **省**h2 g6 30. ₩xf5 gxf5 31. g3 罩c1 32. 罩d2 \$g7 33. \$g2 \$\text{\$\text{\$\text{\$}}\$g4 34. \$\text{\$\text{\$\text{\$}}\$xe4}\$ fxe4 35. 買d4 (35. 買d7! 買xc4 leads to a draw.) 其c2 36. 其xe4 買xb2 37. 買e7 當f6 38. 買c7 a5 39. \$\preceq\$f3 a4 40. h4?!. Looks "right" to create a passed pawn but may well be wrong. I prefer 40. $2e^3 = as in 40... gxh4 41.$ gxh4 買b3† 42. 曾f4 買c3 43. 買xb7 買xc4† 44. 當e3 買c3† 45. 曾d4 買xa3 46. 買b6 買f3 Lenic, L-Sermek, D/Terme Zrece 2003. White's pawns are the more vulnerable and he went on to lose. Another one of those games where White knows he's holding a slight edge and feels obliged to do something with it immediately. This sort of thing crops up all the time in chess; very often a slow increasing of the pressure is the right approach, but not everyone is up to that.

12... a6

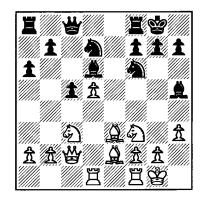


13. 龄c2

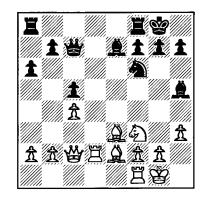
It's the second game of a mini-match and White wants to avoid losing. Hence the rather insipid text. I'm sure that if Rowson was really up for the game he would have played 13. g4! which is rather good here: 13... \(\tilde{\Delta}\)g6 14. \(\tilde{\Delta}\)h4 Without ...\(\tilde{\Delta}\)f8, Black's a bit cramped.

13... c5 14. d5 exd5 15. ②xd5 15. cxd5 ②d6! is quite satis-

factory, with b7-b5 coming.



15... 公xd5 16. 買xd5 公f6 17. 買d2 當c7=



What's wrong with the Black position? It seems quite comfortable. Rowson keeps trying but he doesn't get anywhere.

18. **公g5 公g6** 19. **公d3 冯ad8** 20. **公**xg6 hxg6 21. **冯fd1 冯xd2** 22. **冯xd2** b5 23. **公e4 冯c8** 24. b3 **쓸e5**

Centralization. Unexciting, but extremely effective.

25. ⑤xf6† gxf6 26. 三d5 쌀e6 27. 쌀d3 負f8 28. 三d8 bxc4 29. bxc4 當g7 30. 三xc8 쌀xc8 31. 負d2 쌀e6 32. 負e3 쌀e5 33. 쌀a3 쌀e6 34. 쌀d3 쌀e5 35. 쌀a3 쌀e6. ½-½

(11)

Ferguson, M (2380)— Martin, A (2425)

4NCL

Telford

January 19, 2003

1. e4 d5 2. exd5 營xd5 3. **公**f3

In some ways an awkward move for Black to meet. The standard white-squared pawn chain plans are no longer available and he has to change tack. I've played the following plan twice now, against GM Rowson and here, and the results have been fine, although as we've seen Black must display cunning and patience. In purely chess terms, White delays & c3, giving priority to \triangle e2 and 0–0 and then maybe d4 and c2-c4, gaining space and time in the center.

3... \$\)f6

There are two sharp alternatives: 3... g6 4. d4 h6!?.

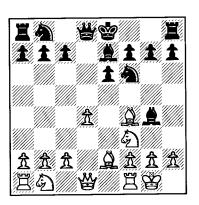
Of course Black doesn't have to play this move, but the idea of pressuring d4 is, without a doubt, interesting. 5. \$\alpha\$c3 \$\alpha\$d8 6. \$\alpha\$f4 \$\alpha\$f5.

3... ♠g4 4. ♠e2 ♠f6 5. 0-0 ♠c6!? 6. d4 0-0-0 is another dance on a volcano, e.g., 7. c4 ₩h5 8. h3 e5!?.

4. d4 ♠g4 5. ♠e2 e6 6. 0–0 ♠e7 7. ♠f4

As we've seen, Rowson put his Bishop on e3. Black sticks to the plan.

7... 皆d8



The Queen was going to get pushed back anyway.

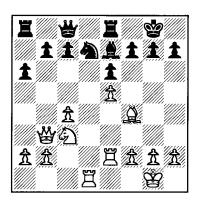
8. c4 0-0 9. **쓸b3 營c8 10.** 公c3 **�**)bd7 11. **莒ad1** a6

 his play.

12. 莒fel 莒e8 13. **夕e5**

This variation reminds me of Backgammon. White reaches a good position and from then it can only get worse. Meanwhile Black plods on unravelling, looking out for c7-c5 and e7-e5, and although he's slightly worse at the start, it can only get better! I remember Ferguson using up oceans of time around here, trying to find a way in. Eventually he decided to let Black exchange some pieces and I was quite happy with that.

13... **Q**xe2 14. **日**xe2 **Q**xe5 15. dxe5 **Q**d7



Variations are inapplicable. Black works with a 'manageable disadvantage.' As long as he is modest in his ambitions I believe the Black position to be defensible.

16. ⑤e4 ⑤f8 17. 쓸g3 ⑤g6 Covering g7.

18. **♯ed2 ♯d8**□

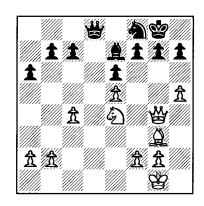
Or White dominates.

19. 三 xd8† **Q** xd8 20. **\(\text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tint{\text{\tin}}\text{\te}\text{\texi}\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex**

Creating room for ...營e8 and ... 用d8.

21. Qg3 쌀e8!

I was trying to think of myself as a kind of half-baked Petrosian here, nullifying all the threats and at the same time creating a few little nibbles of my own. And if White overlooks one of my nibbles I'll have him.

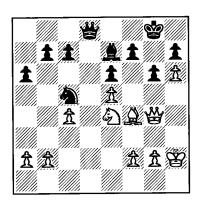


I was happy. With rational exchanges Black has mini-

mized any disadvantage and the next task was to get rid of the powerful \$\&\rightarrow\$/e4.

26. 😩 h2

26. **②**f4 **③**d7! (26... **쌀**d4? 27. **②**g5!. Idea ...**⑤**f6†!) 27. h6 g6 28. **쌀**d1 c6=.



Now a curious thing happened. White continued to believe that he was better. That cannot be so once Knights are exchanged. Back rank tricks and possible Queen ending squeezes are counterbalanced by the poor white Bishop.

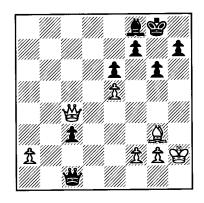
29. @xc5 Qxc5 30. 營f3?

30. ②e3 ②xe3 31. fxe3 c5 32. b3 ③f8 is slightly better for Black, but I think White should draw.

30... **쌀d4!**∓

Overlooked completely. The tables turn.

31. 皇g3 營xb2 32. 營f6 皇f8 33. 營d8 營c1! 34. 營xc7 營xh6† 35. 當g1 營c1† 36. 營h2 b5—+ 37. 營c6 bxc4 38. 營xa6 c3 39. 營c4



39... g5

39... c2! 40. ♣f4 ₩xf4† 41. ₩xf4 ♣a3 would have been a nicer way. I didn't even see this cute line, concentrating on making the win as simple as could be.

40. f4 c2 41. fxg5 \dd d1 42. \dd f4 \dd a3 43. g6

43. **\(\Geq c8\)**† **\(\Geq g7\)** 44. g6 hxg6 45. **\(\Quad h6\)**† **\(\Geq h7-+**.

3. ♠f3 is less common than 3. ♠c3, but it does restrict Black's choice. Obviously one can play ...♠g4, but that

doesn't fit with our idea of an easy repertoire. Instead, we must recognize that 3. \$\tilde{\Delta}\$f3 is a good move and react craftily with 3... \$\tilde{\Delta}\$f6, which is only outwardly passive and will furnish good chances in over the board play.

SUMMARY A

Summarizing, against 3. d4 I am recommending the sharp 3... e5! Black's second central counter of the game already! This strike gives excellent prospects.

SUMMARY B

1. e4 d5 2. exd5 當xd5 3. **公**f3

White's plan after ♠ f3 creeps up on you. He will play ♠ e2, 0-0, d4 and eventually c2-c4, gaining space and time in the center. Rather than fight fire with fashion, e.g., 3... ♠ g4, I recommend the solid and less frequent 3... ♠ f6, when Black develops his pieces comfortably with

etc. He'll probably have the Queen knocked back to d8 and thence to c8 but he can look to kick back later with c7-c5. Patience is needed, but there are winning opportunites should Black display the necessary calmness. Soak it up and give it back is the motto, in the true Petrosianic style.

FOUR

THE AGE OF ROMANCE IS REALLY DEAD

1. e4 d5 2. exd5 營xd5 3. ⑤c3 營a5 4. b4?!

The Mieses Gambit.

Yes, there will be those who will give 4. b4 a whirl, as well as 4. g3, and maybe even 4. f4 too. It's the sheer horror of facing the Center Counter you see, anything to avoid the main lines.

For a pawn White gets a hit on the black Queen and a few tricks. That's it!

(12)

Stein, B–Backwinkel, B
Hamburg
1981

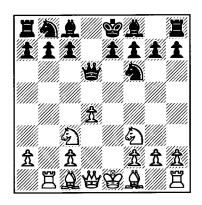
1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. b4?!

I am very skeptical but we must treat this "tricky" stuff with the utmost respect. Firstly, I am going to show you what can happen if Black underestimates White's hacking.

4... **쌀xb4 5**. **罩b1 쌀d6!**

The right square. Perhaps the black Queen looks exposed but there's no real way for White to take advantage of it. Ideas of ♠b5 and ♠f4 are easily avoided. E.g., 6. ♠b5 ∰d8 7. d4 a6! 8. ♠c3 ♠f6∓.

6. 🔄 f3 🔄 f6 7. d4

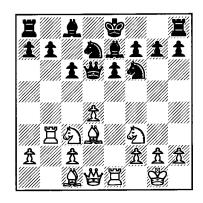


Once White moves his dpawn Black has to recognize the idea of **b**5 and **d**f4. I recommend 7... a6! as best, but at this point we see a different, less accurate way.

7... c6?!

Later Black might want to play c7-c5 in one go. After 7... c6, the Black position becomes passive. White is allowed the run of the game for the time being.

8. <u>Q</u>d3 e6 9. 0−0 **Q**bd7 10. **Ee1** <u>Q</u>e7 11. **E**b3!



This Rook has a great future. Watch out!

11... ∰c7 12. ᡚe5 0−0 13. ⊈g5 c5

Hey, he played an active move! Too late already.

14. De4!

Clearing the third rank for a Rook transfer and attempting to exchange off the defenders

Chapter Four

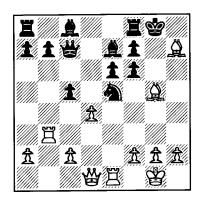
of the black King. So, a very good move.

14... \$\text{xe5}

Perhaps 14... 異d8 might hold although even here it is possible for White to sacrifice his **△** at h7. E.g., 15. **△** xd7

15. **②xf6† gxf6 16. ②xh7†!!**

BANG!



A picture postcard from the Mieses Gambit.

16... **⋬**g7

16... 當xh7 17. 當h5† 當g7 18. **省**h6† **省**g8 19. **日**h3+-.

17. Qh6†! 當xh7

17... 曾xh6 18. 買xe5!! fxe5 19. 闰h3† will come to the same thing.

18. dxe5 買g8 19. 營h5 買g6 20. 国h3 曾g8 21. **Qg7.** 1-0

The concluding part of

the game wasn't difficult to understand—Black got his head kicked in. Forewarned is forearmed. Fortunately, the problems can be comfortably handled. We will be looking at a much more active approach by Black where he simply ends up a pawn for nothing.

(13)

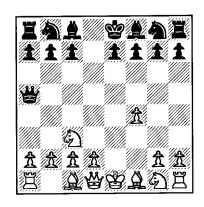
Lendwai, R (2385)-Sommerbauer, N (2385)

Austrian Championship Voitsberg 1995

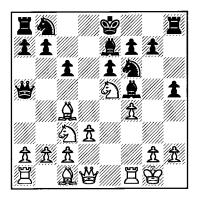
After the last debacle one could have been fooled into thinking that the Mieses Gambit is good.

1. e4 d5 2. exd5 營xd5 3. 今c3 ₩a5 4. b4

I should mention Bangiev's 4. f4!? in passing.

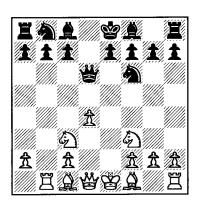


If Black plays sluggishly White may well get a kingside attack. Wahls recommends 4... \$\overline{6} 5. \$\overline{6} 5 \overline{6} 5 \overline{6} 5 \overline{6} 5 \overline{6} 5 \overline{6} 6 \overline{6} 6 \overline{6} 6 \overline{6} 6 \overline{6} 6 7. \$\overline{6} 6 \overline{6} \overline{6} 6 \overline{6} \overline{6} 6 \overli



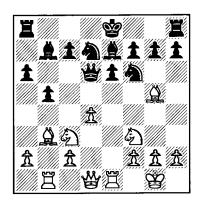
10. 營e2 ⑤bd7 11. ⑥d2 營c7 12. 莒ael ⑥xe5! 13. 營xe5 (13. fxe5? ⑤c5† 14. 營h1 ⑤g4—+) 13... 0-0-0=.

4... 資xb4 5. 買b1 營d6 6. 勾f3 勾f6 7. d4

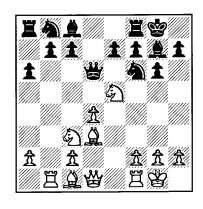


7... e6.

Perhaps 7... a6! is more accurate. The idea is that after 8. \triangle d3 Black may play (8. \triangle c4 e6 9. 0-0 \triangle e7 10. \triangle e1 b5! 11. \triangle b3 \triangle b7 12. \triangle g5 \triangle bd7 \mp .

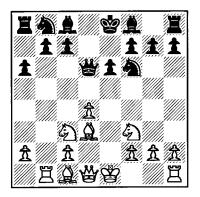


Black has an excellently developed position and remains a pawn up.) g6! blunting White's Bishop. Hungarian analyst Haag then gives 9.0–0 ♣g7 10. ♠e5 0–0 with zero comp for White.



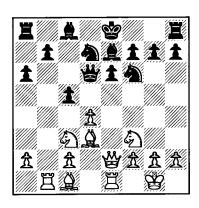
If one wants to be super-accurate it's best to wait for White to develop his from f1 and then react. If d3 then ...g6; if d24, then ...e6.

8. Ad3 a6!



Good here too. Black prevents any White cheapos with 55 and \$\tilde{\Omega}\$f4.

9. 0–0 �bd7 10. ≝e1 **এ**e7 11. ₩e2 c5



He could have castled first planning ...b5 and ... <u>△</u>b7.

12. d5

Evidently Sommerbauer calculated 12. d5 and didn't think it was dangerous. Already Lendwai's play has more than the smack of panic.

12... 幻xd5! 13. 幻xd5 皆xd5 14. 盆e4 皆d6

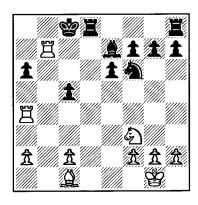
14... 營xa2. Our computer analyst indicates 15. 置b3 c4! 16. 營xc4 ⑤c5∓.

15. **皇**xb7 **皇**xb7 16. **閏xb7** 蛩c6

Stepping out of the way of 用d1.

19. Hel keeps White in the game... just. Of course he's clearly worse.

19... 0-0-0!. 0-1



A cute and unique stroke to finish. The Rook is threatened

and so too checkmate! Well, that was rather easy. Tricks to watch out for:

- a) The Rook transfer 罩b3 and eventually 罩g3 or 罩h3;
- b) \triangle b5 followed by \triangle f4, hitting c7;
- c) Sudden sacrifices on b7. Fortunately all of these shallow ideas are sidestepped by normal development. The key move seems to be an early ... a6, after which Black can follow up very straightforwardly indeed with, say, e6, ... 2e7, ... bd7, ... b5, ... 2b7, ... 0-0. No doubt there are occasional reasons why Black has to deviate, but this plan acts a beacon to guide you to the right way during the course of a game.

(14)

Ehlvest, J (2600)-Braga, F (2434)

Bled Men's Olympiad Bled

November 7, 2002

1. e4 d5 2. exd5 皆xd5 3. 公c3 皆a5 4. g3

Something different. White makes no attempt to refute Black's opening play but in-

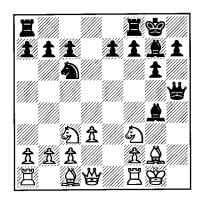
stead positions his Bishop actively on the long diagonal gazing down on Black's queenside. Rozentalis is fond of this plan and he is mainly responsible for developing the system in modern master games. I think this is one variation where we have to depart from our little plan and react originally. I've seen too many games where Black plays c7-c6 and White manages to pry open the diagonal in the middlegame with pawn thrusts such as b2-b4!, a2-a4!, and then b4-b5!, backed up by a 骂/b1. The black Queen seems to get in the way. So I'm going to recommend that Black plays with g7-g6! He'll try to follow with either c7-c5 and \$\oldsymbol{4}\text{b8-c6} or even ...\$\oldsymbol{2}\text{c6} straightaway.

4... ♠ f6 5. ♠ g2 g6!? 6. ♠ f3 ♠ g7 7. 0-0 0-0 8. 爲e1

8. d3 could be termed natural but then Black gets on the case with 8... \\ h5! with ideas of \\
\times g4 and \(\frac{1}{2} \cdot c6 - d4 \) or maybe \\
\times d2 \((9. \) \(\frac{1}{2} \) f4 \(\frac{1}{2} \) g4! \(10. \) \(\frac{1}{2} \) c6 with the awkward threat of \(\therefore \frac{1}{2} \) d4.) \(\frac{1}{2} \) g4! \(10. \) f3 \(\frac{1}{2} \) h3

11. ♠xh3 ₩xh3 12. ♠c4 ♠c6 and Black has a fine position.;

8. h3 could well preface d3 then but this does not seem to prevent Black from going through with his plan: 8... ⑤c6 9. d3 營h5 10. g4 ⑤xg4!? (10... 營a5∞ is for less aggressive souls) 11. hxg4 爲xg4∞ with very interesting compensation. ... ⑤d4 is threatened.



8... \$\oldsymbol{\phi}\$c6 9. h3 e5 10. d3

A $\Delta /f5$, as per the normal program, might be stifled by a white $\hbar/d3$.

10... ∄e8

It may be seen that Black is playing very fluidly. He's got a presence in the center and reasonable development. Importantly, White has little pressure against his queenside. Black must be careful

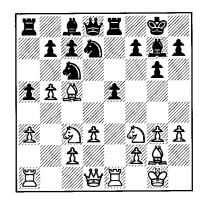
that his Queen doesn't become too exposed on a5 but with \$\to\$b4-d6 or \$\to\$b4-e7 available this shouldn't be too much of a worry.

11. **⊈e**3

After 11. 2d2 it's time to leave the premises: 11... 4b4! 12. 4c1 (12. 6d5 4d6 13. 4xf6† 4xf6=) 4d6=.

11... 쌀b4! 12. a3 쌀d6

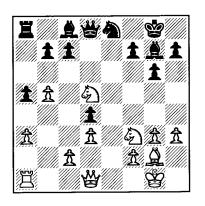
13. b4 a5! 14. <u>Q</u>c5 營d8 15. b5 ⑤d7!



Sharply seen.

16. <u>Q</u>e3 **Q**d4 17. <u>Q</u>xd4 exd4 18. **Q**d5

We're at the first really crucial moment in the game.



Equalizing and maybe a little more. Black has the Bishops! **20. 營el 益d7 21. 运b1**

21. a4 **a**xh3! 22. **a**e7† **a**f8 23. **a**xg6† hxg6 24. **a**xh3 **a**d6=.

Noting the threat of 幻g5.

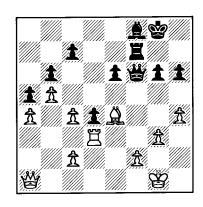
26. 營d2 營f5 27. 汽e1 營f7 28.
營e2 汽e8 29. 幻d2 b6 30. 公c4
30. 鼠f3 營c5 31. 鼠g4 e5=.

30... 幻xc4 31. dxc4 營f6 32.
鼠e4 汽e7 33. 汽d1 營g8 34.
營d3 營f7 35. 營a3 鼠f8 36.

汽d3 營g8 37. 營a1

There is not a lot going on here. If either side tries too hard the position could jump up and slap them in the face. Ehlvest could maybe argue that his Bishop is more active and that is the essence of opposite-colored Bishop positions. However...

37... 買f7



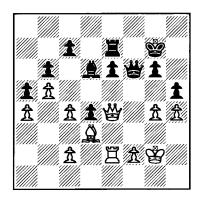
38. 쌀e1

38. 營xd4 e5! 39. 營e3 **Q**c5 40. 營f3 營xf3 (40... 營e7?? 41. **Q**d5) 41. **E**xf3 (41. **Q**xf3 e4 42. **Q**xe4 **E**xf2 43. **含**h1

Chapter Four

営g7 44. 国d7† 国f7 45. 国xf7† **営**xf7=) 国xf3 42. **Q**xf3 **営**f7=.

38... 當g7 39. 當e2 h5 40. 當g2 Qd6 41. 買d1 Qc5 42. Qd3 Qd6 43. 買e1 買e7 44. 當e4 買f7 45. 買e2 買e7 46. g4



Some players are uncommonly stubborn. As the higherrated player Ehlvest feels that he must make one last try.

46... hxg4 47. \(\preceq\) xg4 \(\preceq\)h6

A deft way to sidestep h4-h5.

48. \(\mathbb{G}\)e4 \(\mathbb{G}\)f7

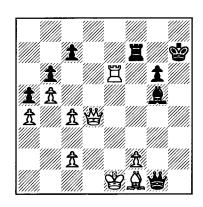
Reminding White about his own weaknesses.

49. 🗳e2 莒g7 50. 當f1 💆f4?!

50... ♣b4! is the best move, eyeing el and thus providing counterplay against the white King: 51. 罩xe6 \\ xh4.

쌀h3† 53. 쌀e1 쌀g4 54. 쌀h1†

Okay, they have probably been playing for some hours now and both are feeling the pace. Ehlvest is hoping that his extra experience will see him through in this tense situation. 54. 營h1† indicates that White is tiring because he misses 54. 蛋f6! which appears strong: 54... 營g1† 55. 黛f1 黛g5 56. 蛋e6 哈h7 57. 營xd4 買f7.



Whether White will actually go on to win from this situation is the big question but he has an extra pawn now, albeit doubled.

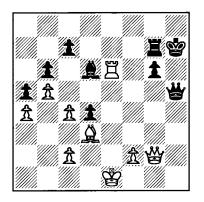
54... 營h5 55. 營a8 營g4 55... **总**d6!.

56. 營h8† 當g5 57. 營d8† 當h6 58. 營h8† 當g5 59. 營d8† 當h6

Mutual time-trouble is written in the moves.

60. 씱d5

White has renewed chances after 60. **冯e4 冯f7 61. 公**xd4. **60... 公d6 61. 公h1**† **公h5 62. 公e4 公h7 63. 公g2?**?



Some you win, some you lose. That's the risk you take when pressing so hard. 63. **\Bar xd4.

63... **△**b4†. 0−1

A very hard, positional fight which typifies the play after 4. g3. Black must get his head down and tough it out.

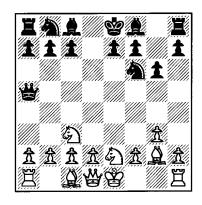
(15)

Godoy, G-Tempone, M (2437)

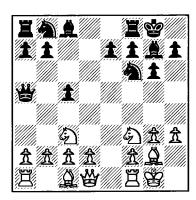
Maestros vs Olavarria Tandil

Olavarria 2002

1. e4 d5 2. exd5 \(\text{\te}\text{\texi}\text{\text{\text{\text{\text{\text{\text{\texi{\texi{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texit{\text{\tex{

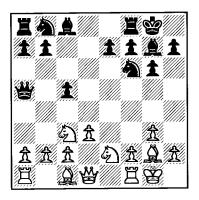


Here's another way for White. Maybe he keeps his f-pawn free for later action although I don't see quite how and when. I prefer the 4/63. 6. h3 has been played, tinkering with moves. Then 6... 4/6 77. 4/6 ge2 (7. 4/6 1/6 0-0 8. 0-0 c5!.



Passing up the possibility of ₩a5-h5 but controlling d4. We'll see something similar in our featured game.) 0-0 8. 0-0 c5! 9. d3 \$\c6\$ 10. \$\text{\text{d}}2\$ \text{\text{\text{\text{\text{w}}}}c7} 11. 營c1 b6 12. 魚h6 魚b7 13. 魚xg7 營xg7 14. 營e3 買fd8章 is mentioned by GM Wahls, who prefers Black's spatial advantage in the center and the possibilty of 氫c6-d4!.

6... **△g7** 7. 0-0 0-0 8. d3 c5!



If you weren't convinced about swinging the Queen across to h5, here's another way for you; one I like very much. Simultaneously Black grips d4 and provides his Queen with a retreat. It's this aggressive possibility that adds a special dimension to the line commencing 5...g6. You have a game plan.

9. **△d2 ☆c7 10. ⑤f4**

②c6 13. ☐el ②g4=.

10... 幻c6 11. 買b1

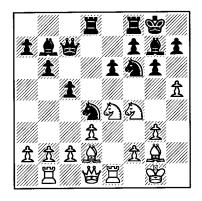
11. ②cd5 ②xd5 12. ②xd5 營d8 13. ②c3 ③d4 (13... ②xc3 14. bxc3 with the idea of 罩b1) 罩el=.

11... e6!

The white Knights are cut off from d5; Black can proceed with queenside development.

12. h4 b6 13. He1 Ab7 14. h5

Ad4 15. Ae4 Had8!=



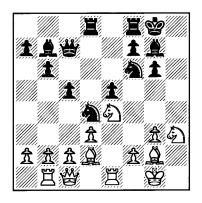
Equality with all to play for. It's easy to understand these moves. Black builds up pressure behind the ﴿ /d4 and his nicely centralized pieces and the overall balance of the position prevents White from undertaking anything tangible.

16. hxg6 hxg6 17. \degree c1 e5

Tempone starts to show his teeth. The Black position is

ripe for expansion.

18. \$\delta\h3



18... **约h7**

I also like 18... Axe4 when any recapature is problematical: 19. Axe4 (19. dxe4 Ad7 20. Ag5 f6 21. Ae3 Aa6 \mp) Axe4 20. Axe4 (20. dxe4 Af3 \dagger) Ad7 21. Ag2 $f5\mp$.

19. **♣**h6 莒fe8 20. **♣**xg7 **2**1. **♣**hg5

21. c3 **a**f5 leaves the d3-pawn weak.

21... 夕xg5 22. 曾xg5 曾e7

23. **(a)** f6?

I don't understand. He should just take on e7, accept that he's slightly worse and try to limit the damage: 23. 營xe7 以 是xe7 24. 因bcl f5 25. 公d2 公xg2 含f6.

Okay, Black is much better, but to win is something else.

23... \(\text{\textit{w}} \text{xf6} \) 24. \(\text{\text{\text{w}}} \text{xf6} \) \(\text{\text{w}} \text{xf6} \) 25. \(\text{\text{\text{\text{Q}}}} \text{t5} \) \(\text{\text{\text{B}}} \text{t5} \) 26. \(\text{\text{Q}} \text{d5} \)

26... **Exc2**

Why not? White's next either reveals a sense of humor or that the drugs finally kicked in.

27. 莒e3 幻xe3 28. fxe3 當g7 29. 闰f1 莒e7. 0-1

The 4. g3 variation may be met successfully with the uncommon 4... a f6 5. a g2 g6!? Black has active plans available looking out for a sable looking

STOP PRESS GAME

Only a short draw, but a variation of great interest to Center Counter fans.

(16)

Speelman, J-Martin, A

4NCL England September 2004

1. e4 d5 2. exd5 當xd5 3. 公c3 當a5 4. 公f3

Speelman didn't think too long before playing this. Training in on his thought patterns I sense that something tricky was coming up.

4...4\f6

4... Ag4!? is certainly an interesting move. Black wants to play ... f6 and ... c6 but his main priority seems to me to be to develop the c-Bishop without risk. Can this problem be solved? If so then 4. Ac4 could be White's best, then I think 4... c6! 5. f3 Ag4! is probably the way. 5. h3 Ah5 6. Ac4 e6.

5. **Qc4** c6 6. ₩e2!?

Dangerous. White sets up ideas of ②e5 and the usual kingside pawn storm. Speelman mentioned after-

ward that he was under the impression that 6... Af5 was a mistake. I was just playing, saw what was coming, just trying to survive.

6... **∆**f5

Bad is 6... **\(\text{\text{\text{\text{\text{B}}}}\)** h5 because of 7. h3 \(\text{\te}\text{\texi}\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\texi}\text{\texi}\text{\text{\text{\text{\texi}\text{\text{\text{\texi{\texi{\texi{\text{\texi}\tex

7. **⑤**e5 e6 8. g4 **ଛ**g6

8... **△**xc2? 9. **⑤**xf7!

9. h4 \$\dots\dots\dots!

9... **△**d6 is possible. I wasn't sure where to put the Bishop.

10. \$\dagger xd7 \text{ } \dagger xd7 \text{ } 11. d3

Critical is 11. h5 公xc2 12. d3 b5 (12... 公a4!?) 13. 公xe6 fxe6 14. 公xe6† 公e7 (14... 公d8 15. 公g5† 公c7 16. 公f4†=) 15. 公g5 公d8 16. 公d2 公xd3! 17. 公xe7 公xe7 18. 公xe7† 公xe7 19. 公xd3 Ne5† 20. 公d4! 公xg4 21. □hg1=.

11... h5! 12. **△d**2

12. $\triangle xe6 \ 0-0-0$ is too dangerous for White to contemplate.

12... ₩e5 13. g5

Black's position is slightly better. Play might go: 13... \(\frac{1}{2}\)xe2\(\frac{1}{2}\) 14. \(\frac{1}{2}\)xe2 b5 15. \(\frac{1}{2}\)b3 \(\frac{1}{2}\)c5\(\frac{1}{2}\). Speelman's line is not in Wahls' mammoth book!

PART TWO

Okay, I accept your offer

FIVE

1. e4 d5 2. exd5 營xd5 3. ⑤c3 營a5 4. Qc4 c6.

I hope you are picking up some useful ideas as we go along. We move now to fourth move alternatives by White toward the traditional 4. d4 (Chapters 6 and following).

(17)

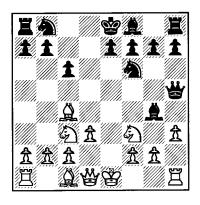
Arizmendi Martinez, J (2465) – Matamoros Franco, C (2462)

Spanish Team Championship Cala Galdana November 16, 1999

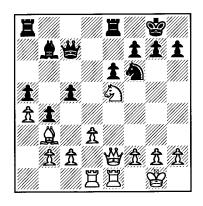
There are quite a few tricky move orders that White can adopt from his fourth move onward. He can play with d3 or d4. He may develop his King's Knight to either e2 or f3. He can castle on either side. As you've seen, Black may play ...c6 and ... f5 successfully, but I'll add one more idea to the mix and that is when White plays d2-d3 and ②ge2. I'm recommending Black play g7-g6 in reply. Systems with an early d3 are directed against ②c8-f5. White would like this Bishop to 'bite on granite.' A plan with g7-g6 is flexible and takes advantage of the open diagonal down to c3 and b2.

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. Qc4 c6 5. d3 公f6 6. 公ge2

6. 劉f3 prevents ...g6 due to 劉g5, but 6... **এ**g4! is just very satisfactory: 7. h3 (7. **এ**d2 **业**h5!) **业**h5!

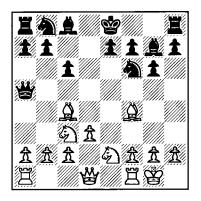


8. ②e4 ③xe4 9. dxe4 ②xf3 10. gxf3 (10. 營xf3 營xf3 11. gxf3 ③d7 12. ②e3 e6=) e6 11. ②e3 ②c5=; 6. ②d2 should be met modestly with 6... 營c7 7. ②f3 e6 which may look passive but let's not forget that d2-d3 isn't so great either. Play may proceed: 8. ②e4 (8. 營e2 b5 9. ②b3 ②e7 10. 0-0 0-0 11. □fe1 a5 12. a4 b4 13. ②e4 ⑤bd7 14. ②g5 □e8 15. ⑤xf6† ③xf6 16. ②xf6 ⑤xf6 17. ⑤e5 ③b7 18. □ad1 c5.



White is not better. Black displayed a typical method of unravelling his position.) ♣e7 9. 0-0 0-0 10. ♣e2 b5 11. ♣b3 ♣bd7=.

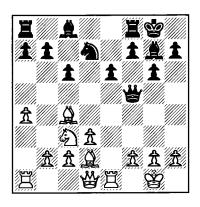
6... g6! 7. 0-0 \(\tilde{Q}\) g7 8. \(\tilde{Q}\) f4N



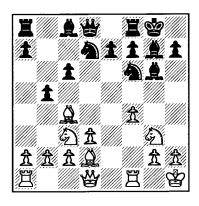
I think White was just improvising and came up with this reasonable, but not especially incisive, move. Frankly, this line is so little played by Black that 99% of your opponents will be on their own too. Overall, Black's plan must be to concentrate on opening the long diagonal, usually starting with \$\leftilde{6}\$16-d5.

I'll analyze some other continuations for you now: 8. 公g3. He wants to go f4-f5!, with an attack. Black must be quick. 8... 公d5! 9. 公ge4 (9. 公xd5 cxd5 10. 公b3 公c6 11. 公d2

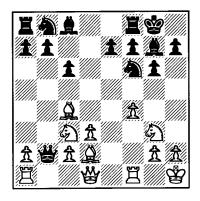
当d8 12. c3 0−0=; 9. ②ce4 0-0 10. ②b3 ②d7 11. 閏e1 當c7 12. c3 e5 13. 當f3 b6=) ②xc3 10. ②xc3 0−0 11. 閏e1 e6 12. ②d2 当f5 13. a4 ②d7=.



White has been happily 'talked out' of f4-f5 and Black stands well. He may slowly complete his development by, say, …如65, …如d7, …c5 and 如d7-c6.; 8. 如d2 對d8 9. 勾g3 0-0 10. f4 (10. 對h1 is slow but Black must react actively: 10... 勾bd7 11. f4 b5!



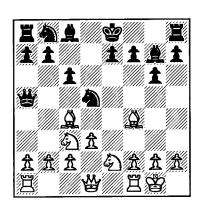
12. **4** b3 a5! 13. a4 [13. a3 **4** c5 14. **4** a2 **4** g4 15. **4** e1 b4 = **6** c5! 14. axb5 **4** xb3 15. cxb3 cxb5 = **4** b6 † 11. **4** h1 **4** xb2. Why not take this pawn?



12. 買b1 (12. f5 營a3 13. fxg6 hxg6 14. 營f3 ⑤bd7 15. 買ael ⑤b6 16. 鱼b3 ⑤bd5=) 營a3 13. f5 b5 14. 鱼b3 ⑤bd7=.

8... \$\d5!

The key move.



9. Qd2 皆d8 10. 皆c1 0-0 11.

Åh6

White strips out the Bishop, denuding the kingside. However, Black has adequate resources as long as he focuses on the center and a possible soft spot at b2.

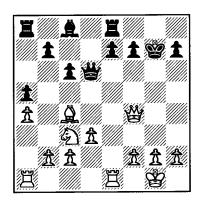
11... 如xc3 12. 如xc3 如d7 13. 買e1 如f6

Shoring up the defense.

14. <u>Q</u>xg7 當xg7 15. 當e3 **三**e8 16. a4

Another pawn, another light square. I am not sure.

16... a5 17. 쌀f4 쌀d6

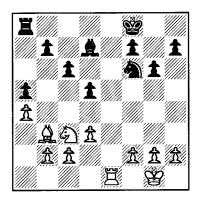


Matamoros plays with logic, exchanging a passive piece for an active counterpart. One wouldn't think that White could lose this as quickly as he does but he finds a way.

18. 呂e5

18. ₩xd6 exd6 19. \ xe8

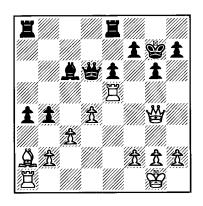
⑤xe8 20. 眞el ⑤f6 21. 딜e7 d522. ⑥b3 ⑤f8 23. 딜el ⑥d7



Whose Bishop 'bites on granite' now?

18... 省 b4 19. **公**a2?

Poor, but what is wrong with Black's position anyway? If instead 19. ②d1 益d7 20. c3 營d6 21. ②e3 b5! 与 Black secures good counterplay with this move.



22. axb5 cxb5 23. \(\tilde{\Omega}\)b3 (23. \(\tilde{\Omega}\)a2 a4 24. d4 a3 25. b4

営*ec8* ⇒) **总**c6 24. d4 a4 25. **总**a2 e6 26. **⑤**g4 **⑥**xg4 27. **쌀**xg4 b4 ≒.

19... **營xb2! 20**. **国ae1 e6**

The chances of hacking off the black King are very unlikely without a dark-squared Bishop and the 42/a2 completely out of the game.

21. g4 <u>Q</u>d7 22. c3 b5 23. 三 5e2 **쌀**a3 24. **쌀**e5 **遂**g8

He could also survive handily with 24... bxc4! 25. g5 cxd3 26. 營xf6† 營g8 27. 置d2 e5. **25. 營xf6 bxc4 26. dxc4 e5!**

The Bishop jumps to life. 27. 虽xe5 虽xe5 28. 虽xe5 蛩xa2 29. h3 蛩xc4. 0-1

A sudden catastrophe for Arizmendi, but like many instances, when faced with the Center Counter, he ran completely out of ideas. Black's theater of action seems to lie on the queenside in this line. He must be aware of White's possibility of f4-f5. \$\&\displaystyle{16}\)-d5, opening the long diagonal appears to be an important move and the later advance of the queenside pawns, important, to embarrass the position of the \$\tilde{\mathbb{L}}/c4.

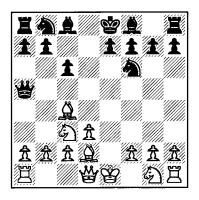
Chapter Five

(18)

Delorme, L (2037)— Molenaar, J (2171)

> 3rd Open La Fere France July 8, 2004

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. 皇c4 公f6 5. d3 c6 6. 公d2



I regard this as possibly White's most dangerous try against the modern Center Counter, particularly lines where Black intends ... \$\(\Delta\) f5. Most definitely, Black must not be caught 'shunting' out the pieces himself. Good points from the white side:

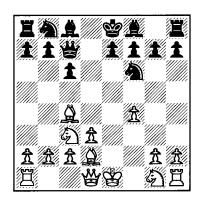
- 1) The $\frac{4}{3}$ /d3 blunts a $\frac{3}{4}$ /f5.
- 2) The \(\textit{\alpha}/\d2\) makes the black Queen uncomfortable.
- 3) White has his f-pawn ready for action.

Friends, let us not be downhearted! We must recognize the danger, back ourselves confidently, and take appropriate action.

6... 皆c7!

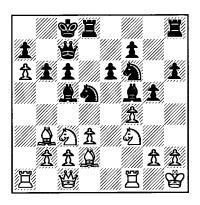
Wisest. Black buggers off.

- 7. 🔊 ge2
 - 7. f4!? is a very recent try;



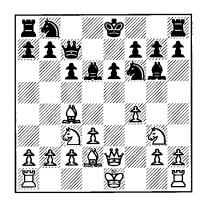
in fact I never saw it before the following game. Ignore the result because Conquest is simply much stronger. I will suggest improvements for Black. 7... \$\overline{\textit{L}} 58. \$\overline{\textit{L}} 63 \overline{\text{L}} 69. \$\overline{\text{L}} 65 \overline{\text{L}} 65 \overline{\text{L}}

worse.) 16. 當h1 h6 17. 包f3 g5

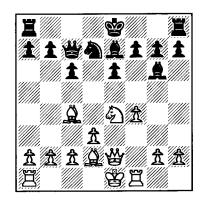


(17... 胃he8! is a second improvement, planning e6-e5 at the right moment, refusing to weaken...) 18. \$\frac{1}{2}\text{d6} 19. \(\mathbb{A}\)a4 \(\omega\)g4 20. \(\omega\)fd4 \(\omega\)h5 21. 宮c4 c5 22. 幻b5 曾d7 23. 25. **幻**b5 **쌀**d7 *(25... 쌀b8!)* 26. 2a4 ₩e7 27. b4 2e2 28. bxc5 bxc5 29. \bullet b2 \bullet xd3 30. cxd3 買xd3 31. 買fc1 1-0, Conquest, S-Saptarshi, R/Mumbai, India 2004; 7. \(\mathref{e}\)e2 \(\mathref{Q}\)f5 8. \(\alpha\)f3 e6 9. 0-0-0 分bd7 10. 買hel 0-0-0 11. h3 doesn't seem frightening. 11... 2g6 12. 4h4 4b6 13. \$\times\text{xg6 hxg6 14. } \times\text{db3 } \times\text{dd6}= appears to be an appropriate response.

7... 🙎 f5 8. 🔄 g3 🚨 g6 9. 🔄 ce4N 9. **\delta**e2 e6 10. f4 **\delta**d6 is rather critical I would say.

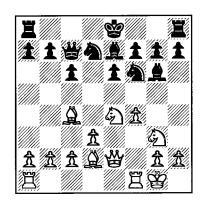


If Black survives this variation with flying colors he is really in business. We must determine whether f4-f5 is a real threat at every stage. If it is not, Black proceeds as per the program. 11. \(\mathbb{H}\)f1 \(\otimes\)bd7 12. \(\otimes\)ce4. Now that the \(\otimes\)/g3 is protected, f4-f5 becomes a worry. 12... 0-0-0?! (I think I prefer 12... \(\otimes\)xe4! 13. \(\otimes\)xe4 \(\omega\)e7 which is safe as houses.



The immediate attack doesn't work: 14. f5 \(\textstyle xf5 \) 15. \(\textstyle f4 \) *****a5†* 16. c3 0−0 [16... b5!? 17. **Q**b3 {17. b4 **\(d**8 18. \) $\triangle b3 \triangle f6$ } b4 ∞]) 13. 0-0-0 (13. ♠xd6† ₩xd6 14. 0-0-0 looks a bit better for White.) 買he8 (13... \$\text{\$xe4}\$ 14. \$\text{\$xe4}\$ **\$\text{\$\text{\$\pi}\$e7 15. \$\text{\$\pi}\$c3±**) 14. **\$\pi**\xd6†± Leuw, M-Gozzoli, C/La Fere, France 2004. Please carefully note the improvement at move 12.; 9. **對**f3 e6 10. 0-0 **b**d7 11. Qf4 is a final try, hoping to exploit the early retreat of Black's Queen. However, White played 2d2 earlier so tempos are equal. 11... \\begin{aligned} \begin{aligned} \beg (11... **2**d6 12. **2**xd6 **2**xd6 13. $\Xi fel \ \theta - \theta$ looks like nothing whatsoever for White.) 12. **2**b3 **2**e7 13. **∃**fe1 0−0 14. ②ge4 里ad8. But perhaps this is nothing either. 15. ②a4 \adabaa a5 16. **曾**g3 **⑤**d5 17. **凰**d2 **曾**a6 18. \$\ac3 \$\gamma\7f6 19. \(\text{\tint{\texi}\text{\text{\texi}\text{\text{\texi}\text{\text{\ti}\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{ あxd5 cxd5 21. 買xe4 ₩c6 22. 買g4 dxc4 23. 買xc4 營xc4 26. h3 買d1† 27. 買xd1 買xd1† 28. **\$\delta\$**h2 **\$\delta\$**d6† 0−1, Weidner, J-Patscha, E/Hiddenhausen 1996.

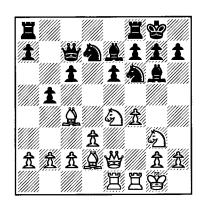
9... �bd7 10. 쌀e2 e6 11. 0-0 ₾e7 12. f4



White was not to be talked out of his favorite move but the question remains: is it any good? The f-pawn leaves possible dark-squared weaknesses in the wake.

12... 0-0-0

Combative. I think 12... 0-0 13. 異ae1 b5!



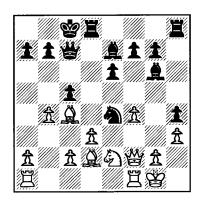
is, maybe, technically best, giving Black easy equality,

e.g., 14. \(\Q \text{b3} \) (14. \(f5? \) exf5! \(15. \) \(\Q \text{xf6} \) \(\Q \text{xf6} \) 16. \(\Q \text{b3} \) \(\Q \text{xb2} \) \(\Q \text{xe4} \) (15. \(dxe4 \) \(\Q \text{c5} = \) \(\Q \text{xe4} \) 16. \(dxe4 \) \(\Q \text{xf6} \)

13. \(b4 \) h5 14. \(\Q \text{xf6} \)

14. f5 would avoid embarrassment to the 43/g3.

14... ♠xf6 15. ₩f2 c5 16. h3 h4 17. ♠e2 ♠e4!



I guess this was just the sort of game he was aiming for.

18. dxe4 呂xd2 19. 營e1 呂d7

There was no real objection to 19... $\exists xc2 \ 20$. $\Rightarrow b3 \ \exists b2$ 21. $\exists c1 \ \Rightarrow xe4!$, but a guy like this obviously doesn't want the same treatment that he dishes out.

20. ♣b5 \(\exists \)dd8 21. ♠c1 a6 22. f5 \(\exists \)h7 23. ♠e2 c4

I don't see why he doesn't take on b4: 23... cxb4 24. 公d3 exf5 25. exf5 買he8.

24. fxe6 營e5 25. 莒b1 夏d6 26. g3 hxg3 27. 夏g4 營d4† 28. 營g2 夏xe4† 29. 夏f3 夏xf3† 30. 莒xf3 莒xh3 31. 營xh3 閏h8†. 0-1

Okay, we have the picture. Black is a relentless attacking maniac. Good play! It seems that White's opening idea of 6. 2d2 should be met carefully with 6... 2c7! You can then develop regularly having taken away his little fun with 2d5. f4-f5 has to be carefully watched and calculated. Speedy castling (on either side) would appear to be essential.

(19)

Goutioudi, K-Sebag, M (2430)

32nd Team Championships Chalkidiki, Greece 2003

1. e4 d5 2. exd5 \(\text{\text}\) xd5 3. \(\text{\text}\) c3 \(\text{\text}\) a5 4. d4 \(\text{\text}\) f6 5. \(\text{\text}\) c4 c6 6. \(\text{\text}\) ge2

A system directed against the △/f5. I guess White wants to keep ﴿∂/g3 and f4-f5 available although whether that amounts to much is open to doubt. I prefer this idea when

Chapter Five

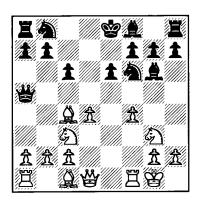
there's a white $\frac{\pi}{d}$ /d3, stunting the Bishop further.

6... **∆**f5

Sebag isn't fazed.

7. 0–0 e6 8. ♠ f4!?

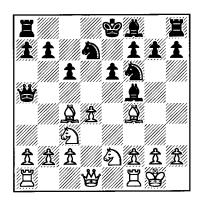
8. ag3 ag6 9. f4 is more in keeping with the 'system,' but my analysis attempts to show that Black can fight successfully with:



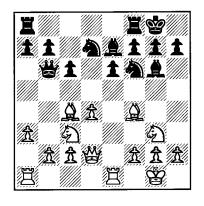
9... ⑤bd7! is best, intending 0-0-0. 10. f5 is then the only really disruptive move. 10... exf5 11. 營e2† ②e7 12. ②d2. The parting of the ways. Black's plan is ... 營d8 and castles short so White must be quick. There's also ... ⑤b6 to worry about in this mix, hitting c4 and probably d4 simultaneously. (12. a3 營d8 13. ⑤xf5 ③xf5 14. 汽xf5 ⑤b6 15. ⑤e3 ⑥xc4 16. 營xc4 0-0 17. 汽af1

발d7=; 12. 별 $e1\ 0-0-0!$ \mp) 발 $d8\ 13$. 별ae1 ⑤ $b6\infty$. Back now to 8. $\triangle f4$, where we see White 'shunting' out the pieces again.

8... 4 bd7



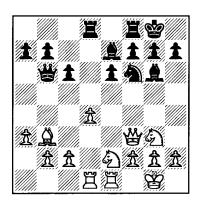
Both this and 8... **Q**e7 seem to be quite okay: 9. **Q**g3 **Q**g6 10. **Q**e1 0-0 11. **Q**e2 **Q**bd7 12. a3 **Q**b6 13. **Q**d2 *Chokshi*, *M*-*Udeshi*, *A*/*Mumbai*, *IND* 2004



be most accurate.

9. 買e1

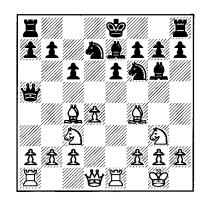
9. a3 **Q**e7 10. **E**e1 0-0 11. **Q**g3 **Q**g6 12. **W**d2 **W**d8 13. **E**ad1 **Q**d5 14. **Q**b3 **Q**xf4 15. **W**xf4 **Q**f6 16. **W**f3 **W**b6 17. **Q**ce2 **E**ad8.



We should be getting used to this piece set-up for Black. His overall plan might be to play ...買d7, ...買fd8 and advance with c6-c5. Naturally, White will try to disrupt this scheme. 18. h4 h6 19. c4 **2**h7 20. c5 ₩c7 21. ②f4 ②d5 22. ②xd5 cxd5 23. \(\text{\text{\text{g4}}}\) b6! 24. \(\text{\text{h}}\) h5 g6 25. cxb6 **省**xb6 26. 国d3 **省**h8 27. 国g3 f5 28. 曾f4 gxh5 29. **營**xh6 **營**xd4 30. **△**xe6 **△**c5. I admire Black's counterattacking approach! 31. 買f3 **營**g7 32. **省**xh5 耳f6 33. 耳e8† 耳xe8 34. ₩xe8† 買f8 35. ₩c6 ₩e7 36.

②xd5 曾el† 37. 當h2 曾e5† 38. g3 ③d4 39. b4 f4 40. g4 曾g7 41. g5 ⑤f5 42. 曾g2 莒c8 43. 曾a6 ⑥b6 44. 莒xf4 曾e5 45. 曾xc8† ⑥xc8 46. 莒f8† 曾g7 47. 莒f7† 曾g8 0−1, Ginzburg, M−Fiorito, F/Mar del Plata 1993.

9... 🙎 e7 10. 🔄 g3 🚨 g6



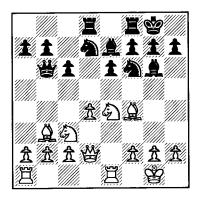
11. 🔊 ge4

I think White accepts now that she hasn't acheived very much and so tries to angle the game towards exchanges and the hope of equality. 11. 營e2 0-0 12. ②ce4 was much the same: 12... ②xe4 13. ③xe4 登b6 14. c3 ②xe4 15. 登xe4 登b6 14. c3 ③xe4 15. 登xe4 登xb2 16. 登f3 登a3 17. 登h3 ③f6 18. ②e5 宣fe8 19. 宣e3 ③d8 20. 宣g3 登h8 21. ②d3 h6 22. 宣f3 登f8 23. 逗e1 ②g8 24. ②g6 ②f6 25. ②b1 □ad8 26.

黛xf6 ⑤xf6 27. 邑e5 邑d5 28. g4 邑xe5 29. dxe5 ⑤h7 30. 營h5 ⑥g5 31. 營xg5 hxg5 32. 邑h3† 營g8 33. 黛h7† 營h8 34. 黛e4†½−½, Lutz, G-Habermann, J/Bayern 1997.

11... 0-0

Let White take if she must. 12. **公**b3 呂ad8 13. 營d2 營b6



A word about the 2/c3 now, which can often turn out to be misplaced, especially when Black makes a target of the d4-pawn. This is a point often overlooked by White players.

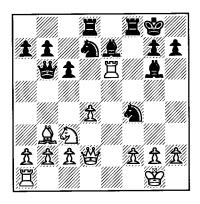
14. ag5 ad5

Taking away the thought of any sacrifice on e6.

15. **a**xe6?

Or maybe not?? Just 15. Axd5 cxd5 16. c3 was indicated, about equal.

15... fxe6 16. 異xe6 ⑤xf4!!



Allowing a discovered check is never easy; one must have confidence in one's calculating ability. But, I think Sebag checked all the captures by the Rook and came to the conclusion that she was okay. White probably calculated to here and thought Black had to resign!

16... \$\&\text{6}\$f4!! might have been something of a shock!

17. \(\mathbb{Z}\) xc6† \(\mathbb{Z}\) xb3 18. axb3 bxc6 19. \(\mathbb{Z}\) xa7 \(\mathbb{Q}\) g5!

Not only does Black have more than enough material; that same material is crawling all over White's position!

20. 當d1 公c5 21. 公a4 Exd4 22. 當f1 公e4 23. f3 Ed2 24. 當c4† 當h8. 0-1

White's system with d4 and ge2 is overrated. It can't lead to anything more than equality. The main line is better, with the white King's Knight controlling or occupying e5.

SUMMARY

1. e4 d5 2. exd5 營xd5 3. 公3 營a5 4. <u>Q</u>c4 c6

I have no doubt at all that there are many guys out there who have their own little pet system against the Center Counter. We've looked at just a few here. It's as much a question of confidence and attitude as anything else. If you really believe, you will play much better. I hope I've shown that Black is objectively okay too.

SIX

THE MAIN LINE

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 c6 5. 公f3 公f6 6. 公c4 公f5

We come now to the **Main** Line Section. There are a few fiddly move orders to negotiate, one of which we tackle right here.

(20)

Handke, F (2475)-Motwani, P (2525)

12th Monarch Assurance Port Erin, Isle of Man 2003

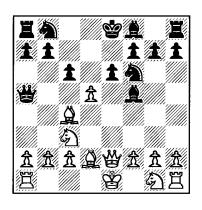
1. e4 d5 2. exd5 營xd5 3. 公c3 營a5

Paul wrote a very nice review of my video/DVD on the Center Counter. It's good to see that he believes in this very solid opening.

4. d4 \$\int f6 5. \$\infty d2 c6 6. \$\infty c4 \\ \infty f5\$

As long as Black is not intimidated by the thought of doubled pawns (4)d5xf6), then he can play 6... 4f5 with absolute confidence. (cf. Chap. 9)

7. 쌀e2 e6 8. d5!?



This could come as a to-

tal shock to the unprepared, but never to the thorough Motwani. Black's position is far too stable to be shaken by such brazen means.

8... cxd5 9. 公xd5 營d8 10. 公xf6† 營xf6 11. 公f3

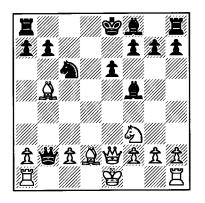
I wonder what Motwani had in mind against immediate castling? 11. 0-0-0 \$\c6\$ 12. g4 \(\textit{Q}\)g6 13. f4 \(\textit{Q}\)xc2?! (I suggest GM Wahls' idea: 13... 0-0-0 14. ♠f3 ♠d6! 15. f5 exf5 16. \(\Q g5 \) \(\Q f4\f1! \) 17. \(\Q xf4 \) 闰xd1† 18. 闰xd1 fxg4 19. **皆**d2 国 d8 20. 2 d3 gxf3 21. 2 g5 買xd3! 22. cxd3 **省**e6 23. a3 **②e5∓)** 14. **当**xc2 **②**d4† 15. \triangle bl 0-0-0? (Having reached this crazy position 15... \$\text{xe2} is the only option. However 16. **2** b5†! **2** d8 17. **2** c3† **2** c7 18. **এ** xf6 **⑤** xg1 19. 閏d7† **⑤**b6 20. $\triangle d4\dagger \triangle xb5$ 21. $\Xi xg1$ will be a very rough ride for Black.) 16. ₩e4+-Rutkowski, I-Schoene, M/Frankfurt 2002.

11... **⑤**c6 12. **爲**b5

If 12. 0-0-0 $\bigcirc g4!$ is an accurate reply: 13. $\bigcirc g4$ $\bigcirc g6$ $\bigcirc g7$ $\bigcirc g7$

12... **營xb2!**

Chapter Six

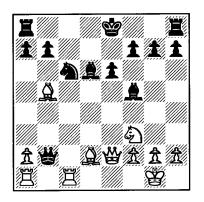


Very brave, but on the other hand, why not? Black calls White's bluff and as long as he can get his King to safety rapidly, should stand well. The less precise 12... 2g4 is answered by 13. \\delta e4 \delta xf3 14. **Q**xc6† bxc6 15. gxf3 **C**8 16. 0-0-0 **△**a3 17. c3 **△**d6 18. 買hg1 0-0 19. **Qg5 營e5** 20. **②**h6 **₩**xe4 21. fxe4 **②**e5 22. f4 and White has a large advantage. To cede the initiative so easily is not Motwani's style. 22... \$\delta\$h8 23. fxe5 gxh6 24. 買d7 a5 25. 買f1 曾g7 26. 當c2 h5 27. 買f2± Nielsen, S-Petersen, F/Aarhus 1990.

13. 0–0 <u>⊈</u>d6

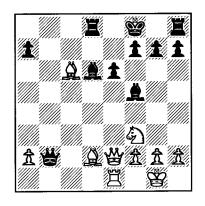
 19. 營b7 (19. 莒xc6 鱼e7 20. 莒c8† 莒xc8 21. 營xc8† 鱼d8) 19... c5. One can understand Motwani's desire to prepare castling.

14. 買fb1 當xc2 15. 買c1 皆b2



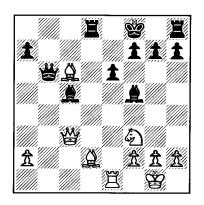
Really playing with fire although as long as he keeps attacking the 呂/al he should be surviving. White hacks on as he must—he's down material!

16. 呂xc6 bxc6 17. 益xc6†
當18. 呂e1 呂d8!



Keeping the pieces protected is vital in a position like this. As long as Black can buy enough time to safety his King he will be winning.

19. 營e3 營b6 20. 營c3 益c5!∓



With a double attack on f2 and c6. The fate of the position is clarifying.

21. **ဋ**e3 **ဋ**xe3 22. fxe3 買d3 23. **當**c1□ **當**e7! 24. **氧**e5 買c8!

Black chooses a risk-free way. He returns the exchange to enter a better ending.

25. 公xd3 營xc6 26. 營a3† 26. 營xc6 莒xc6 27. e4 Qg6-+.

26... 當d6 27. 幻b4 當f8 28. e4 當c5† 29. 當h1

Very calm.

29... ⊈xe4 30. 쌀a6 莒d8 31. a3 쌀f2. 0−1 Verdict: 8. d5 is sharp but perfectly okay for Black as long as he is precise and courageous. Motwani's novelty, the capture on b2, seems exciting, playable and an excellent way of playing flat-out for the win.

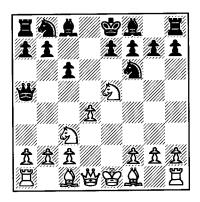
SEVEN

OTHER 6TH MOVES

6. \$\delta\$e5, 6. \$\delta\$d2, 6. \$\delta\$d3

1. e4 d5 2. exd5 \\ xd5 3. \(\oldsymbol{a} \)c3 \\ a5

4. d4 c6 5. \$\alpha\$f3 \$\alpha\$f6 6. \$\alpha\$e5



6. <u>A</u>d2; 6. <u>A</u>d3

(21)

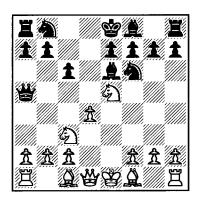
Pedro, F (2270)-Flores, D (2435)

77th Argentinian Championship
Argentina
2003

1. e4 d5 2. exd5 \(\text{\textbf{w}}\) xd5 3. \(\text{\text{\text{\text{\text{e}}}}\) c6! 6. \(\text{\ti}\text{\texit{\text{\text{\texi}\text{\text{\text{\texi}\text{\text{\text{\texi}\text{\text{\text{\texi}\text{\text{\texit{\texit{\texit{\texit{\texit{\te

Our flexible move order with 5... c6 enables us to comfortably deal with this aggressive idea.

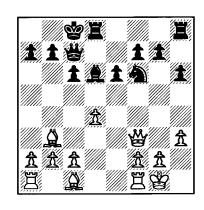
6... **Д**e6!



Covering c4 and planning ...g6, ... \mathfrak{g} g7, ...0-0, and ... \mathfrak{g} bd7. That is to say, unless White occupies c4 right away. 7. \mathfrak{g} c4

7. ♠c4 \cupeccite c7!? is an interesting and little-played possibility where Black sticks to

his overall plan. (Also very comfortable is the traditional 7... $\triangle xc4 \ 8$. $\triangle xc4 \ e6 \ 9$. 0-0 $\triangle d6!$ making sure that White does not command the h2-b8 diagonal. 10. $\triangle f3 \ \triangle c7 \ 11$. h3 $\triangle bd7 \ 12$. $\triangle b3 \ 0-0-0 \ 13$. $\triangle e4$ $\triangle xe4 \ 14$. $\triangle xe4 \ h6 \ 15$. $\triangle f3$ $\triangle f6=$. Take your pick!)



8. g3 g6 9. **点**f4 **偿**d8 10. **偿**d3 **点**g7 11. **点**g2 **点**d5=. **7... 点xc4 8. 点**xc4 **偿d8**

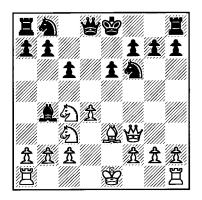
Either 8... 當f5 or 8... 當c7 are perfectly acceptable.

9. **⊈**e3

Chapter Seven

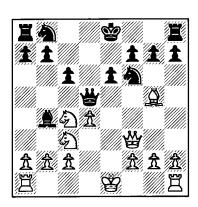
early exchange on c4, White's attacking opportunities are limited.

9... e6 10. 營f3 **点**b4!



A good move, taking away thoughts of castling long.

11. Qg5 皆d5!



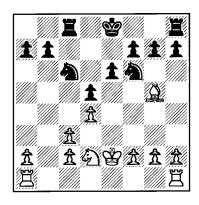
End of White's ambition.

12. **營xd5**

12. **以**xf6 **以**xf3 13. gxf3 gxf6 14. **如**e2 **以**xc3 15. bxc3 b5 16. **如**e3 **如**d7 17. **四**hg1 **如**e7 18. **四**g7 **四**ag8 19. **四**ag1 **四**xg7

20. 買xg7 幻b6∓.

12... cxd5 13. 幻d2 **Q** xc3 14. bxc3 幻c6 15. 當e2 呂c8∓

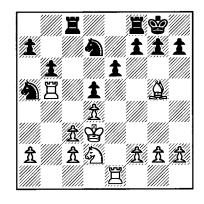


Easy moves. Nobody could complain about this position with the black pieces.

16. **質hb1 劉a5**

He's aiming for c4. I like 16... b6! too.

17. 當d3 幻d7 18. 置b5 b6 19. 罩e1 0-0



One can only say that White has a lousy middlegame/end-

game, if White makes it to the endgame. He has serious weaknesses.

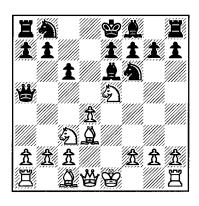
20. a4 宮c6 21. Qe7 宮fc8 22. Qb4 如b7 23. a5 a6—+ 24. 区xb6 如xb6 25. axb6 a5. 0—1

(22)

Hossain, E (2353)-Kotronias, V (2528)

6th Wichern Open Hamburg October 21, 2001

1. e4 d5 2. exd5 \(\text{\tilde{\text{\te}\text{\texi}\text{\text{\texi}\text{\text{\texi}\text{\text{\text{\texit{\texi}\text{\texit{\text{\texi}\text{\text{\texi}\tex



Kasparov played this move against Anand in the 1995 World Championship match, so this is the one the crowds all want to follow. It's White's sharpest and best option, keeping pieces on. Anand went 7...

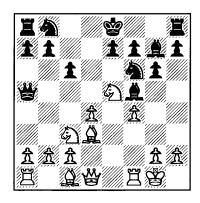
♦ bd7. My recommendation is a little different.

7... g6!

Allowing no simplifications such as a capture on f7.

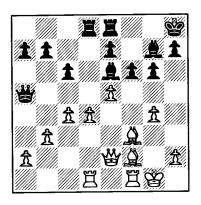
8. 0-0 \(\overline{\pi} \) g7 9. \(\overline{\pi} \) e2

Aiming to embarrass the Bishop with \$\inspec\$f4. 9. f4 mirrors the plan adopted by Kasparov. Black's best reply is 9... \$\inspec\$f5!



so that if White takes, there's a square on e4 for a Knight. Otherwise, White's attack is slowed. 10. 鱼c4 0-0 11. g4!? 鱼c8! (11... 鱼xg4 12. 鱼xg4 鱼xg4 13. ৬xg4 鱼xd4† 14. 鱼g2 鱼xc3 15. f5 鱼g7 16. fxg6 hxg6 17. 鱼xf7! 邑xf7 18. ৬c8† 鱼f8 19. ৬xb7 is too dangerous for Black.) 12. 鱼e3 包bd7 13. 鱼e2 ⑤xe5 14. fxe5 ⑤d5 15. ⑤xd5 ৬xd5 16. 鱼f3 ৬a5 17. ৬c2 鱼e6 18. c4 三ad8

19. b3 當h8 20. **点**f2 **点**fe8 21. **点**ad1 f6.

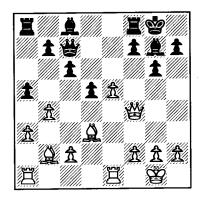


Let's not forget that White has loosened his position with g2g4. After careful marshalling of the defense, Black now begins his bid for counterplay. 22. b4 \subseteq xb4 23. d5 cxd5 24. cxd5 Qc8 25. e6 b6 26. 置b1 營a5 27. 闰fd1 **Q**b7 28. **Q**e1 ****c5† 29. 🙎f2 🗳a3 30. 🗒b3 🗳a4 31. Qe4 Ec8 32. 骨f3 骨c4 33. **总**d4 莒ed8 34. **总**b2 當g8 35. 買e3 **對**xa2 36. **買e2 對**a5 37. h4 買c4 38. 買ed2 營c5† 39. **\$\delta\$h1** f5 40. gxf5 **\$\delta\$**xb2 41. fxg6 \(\textit{Q}\)g7 42. gxh7\(\text{\textit{Q}}\)h8 43. h5 買c3 44. **公**g4 **公**e3 45. **日**h2 買cl 46. 買xcl 曾xcl† 47. 曾g2 $\del{d2}$ † 0–1, Heinatz, T–Lau, R/Germany 2000.

9... 0-0 10. c4

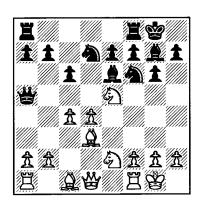
10. **②**f4 **③**c8 may seem

retrograde, however White is spending quite a bit of time moving his Knight around.
11. 呂e1 e6 12. a3 幻bd7 13. b4 營b6 14. 盆b2 a5 15. 營d2 公xe5 16. dxe5 幻d5 17. 公xd5 exd5 18. 營f4 營c7=.



There is no reason why White should be better. Black has a nibble on b4 and e5 and he can get the rest of his pieces out in comfort: 19. **当**g5 **三**e8 20. **三**e2 axb4 21. axb4 \(\mathbb{Z}\)xa1\(\dagger22. \(\mathbb{Q}\)xa1 åd7 23. åd4 b6 24. ₩e3 c5! White is making what he thinks is the running and quite fails to appreciate that the tables have turned. 25. bxc5 bxc5 26. ₩c1 \(\mathbb{Z}\)xe2 \(\mathbb{Q}\)f5\(\pi\)30. 쌀d1 쌀xc2 31. 쌀xc2 요xc2. It takes a bit of technique from here and I'm pleased to say that Burnett is up to the job. 32. 2a5 f5 33. 2f1 2f7 34. \$\mathref{\ **Q**c4 37. **Q**f3 **g**d6 38. **Q**b4† \$\cdot c6 39. g3 \$\textit{\textit{Q}}\d4 40. h3 \$\textit{\textit{Q}}\f1\$ 41. **Q**c3 **Q**f2 42. g4 **Q**xh3 43. g5 Qf1 44. Qe5 Qc5 45. 2c3 **2**c4 46. **2**g2 **2**d7 47. **2**f3 \$\preceq\$e6 48. \$\preceq\$d4 \$\preceq\$f8 49. \$\preceq\$d1 h6 50. gxh6 2xh6 51. 2e5 g5 52. **Q**f3 gxf4 53. **G**d4 **Q**g5 54. **Q**g2 **Q**f6 55. **Q**xf6 **Q**xf6 56. **\$\text{\$\ext{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\exit{\$\ext{\$\exit{\$\ext{\$\exit{\$\ext{\$\exit{\$\ext{\$\ext{\$\ext{\$\exit{\$\ext{\$\ext{\$\exit{\$\ext{\$\exit{\$\ext{\$\ext{\$\exit{\$\ext{\$\exit{\$\ext{\$\ext{\$\ext{\$\exit{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\exit{\$\ext{\$\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\ext{\$\exit{\$\exit{\$\exit{\$}}}}}}}}}}}} \exitinm{\$\exit{\$\exit{\$\exit{\$\exit{\$\exit{\$\exit{\$** 58. 2xd5 2g4 59. 2gd4 2e4 60. **△**c4 **△**g3 0−1, *Lappage*, J-Burnett, J/Scarborough 2001.

10... \$\d7



Completing the initial development plan. Where to go from here? I think Black should look to centralize his Rooks, maybe reduce the pressure by a single

exchange on e5 and then look out for opportunities against the advancing white pawns.

11. Qd2 \b6 12. \alpha xd7

Oh, thank you! White does Black's job for him.

12... **Q**xd7 13. **쌑c2 Ξ fe8 14. Ξ ad1 e5! 15. dxe5 Ξ**xe5 16. **Qc3 Ξ e7 17. ②g3 Ξ ae8**=

Black is absolutely okay. Casting an eye over the position I see an exposed white pawn on c4 and not a lot else. If White is rational, he will certainly keep the draw, but what sort of game plan is that?

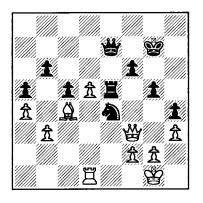
18. h3 c5 19. 闰fe1 h5

I like 24. 曾b2!, e.g., 24... ⑤h5 (24... 呂e6! 25. ⑤d5 ⑤xd5 26. ⑤xg7 ⑤f4 27. ⑥h6 [27. ⑤f1 f6 28. ⑥xf6 ⑥xg2!? 29. 呂d8† 曾f7 30. ⑥xh4+-]f6 28. ⑥f1 g5∞) 25. ⑥xg7 ⑤xg7 26. **₩**f6±.

24... 當f4 25. 幻d5⊕

According to the tournament bulletin White was in timetrouble already, thus explaining the rather opportunistic nature of Black's play.

25... Qxd5 26. cxd5 營d6 27. Qe2 和e4 28. Qxg7 營xg7 29. Qf3 和g5 30. Qe2 b6 31. a4 a5 32. Qc4 f6 33. 營d2 和e4 34. 營e3 其e5 35. 營f4 g5 36. 營c1 其f5 37. 營e3 其e5 38. 營f3 營e7



The Knight finally seems to have found a route to d6, the ideal square. The very thought panics Hossain and, chronically short of time, he blunders.

39. 띨e1? 幻d2. 0-1

Summarizing, I don't feel that 6. 5e5 poses much of a threat and can be successfully

countered by 6... 2 e6. The overall development plan is ... g6-based, e.g., ... g7, 0-0, ... 5bd7 and a comfortable game is the result. Should White play either 7. 2 c4 or 7. 2 c4, simply capturing is fine.

(23)

Hossain, E (2436) – Saptarshi, R (2356)

7th United Insurance

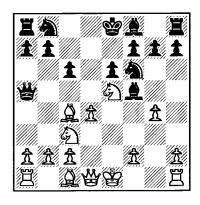
Dhaka

May 9, 2004

1. e4 d5 2. exd5 \(\precent{\precent}\) xd5 3. \(\precent{\precent}\) 23 \(\precent{\precent}\) 4. d4 \(\precent{\precent}\) f6 5. \(\precent{\precent}\) f3 c6 6. \(\precent{\precent}\) e5

6. \(\text{Q} c4 \) \(\text{Q} f5 \) 7. \(\text{Q} e5 \) transposes to the game line.

6... \(\tilde{Q}\) f5 7. \(\tilde{Q}\) c4 e6 8. g4

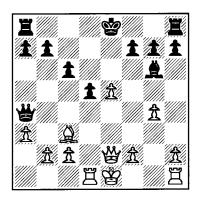


Emms calls this system 'menacing.' As far as I understand Wahls' German he

doesn't think much of it. My own view is that White's play is very committal. If Black survives the initial attack he has every chance of picking White off.

8... **இ**g6 9. h4

Consistent, at least. Other moves do not bother Black, as long as he is accurate: 9. \(\tilde{Q}\)d2 \(\tilde{Q}\)bd7 10. \(\tilde{Q}\)e2 \(\tilde{Q}\)bd4 11. a3?! An uninspiring move. Better ideas are suggested later. 11... \(\tilde{Q}\)xe5 12. dxe5 \(\tilde{Q}\)d5 13. \(\tilde{Q}\)xc3 exd5 14. \(\tilde{Q}\)d1 \(\tilde{Q}\)xc3 15. \(\tilde{Q}\)xc3 \(\tilde{Q}\)a4.



Whatever White was hoping for hasn't come to much; well, 11. a3 was a waste of a move but in a way it's a typical mistake. Now Black has whatever advantage is going due to his better pawn structure, but it will be a long, hard grind before he can make something of it. In this current game, White hangs on for the draw. 16. 罩d2 c5 17. b4 d4 18. \(\textit{\textsq}\)b2 \(\textit{\textsq}\)c6 (18... cxb4 19. \\d\cdot c4 0−0 20. \d\d\d\xb4 **營**c6 21. 0−0 **国**ad8 22. **国**xd4 a better winning chance.) 19. 0-0 b6 20. Hel 0-0 21. f4 f5 22. g5 **쌀**e6 23. c3 **罩fd8** 24. cxd4 cxd4 25. 2xd4 2e8 26. b5 買d5 27. a4 a6 28. bxa6 買a5 31. **省**d2 莒a2 32. **省**d5† **省**xd5 33. \ \ Xxd5 \ \ C2 34. \ \ \ \ \ Xxa6 35. 買d8 買aa2 36. 買xe8† 當f7 37. 買f8† 當g6 38. e6 買g2† 39. 當h1 買xh2† 40. 當g1 買ag2† $\frac{1}{2}-\frac{1}{2}$, Lugo, B-Bartholomew, J/Las Vegas USA 2004; 9. ₩e2 Qb4! 10. Qd2 分bd7 11. 0-0-0.

- a) 11. h4 ②xe5 12. dxe5 ③d5 13. h5 (13. ②xd5 exd5 14. h5 ③xc2 15. ဩc1 ②a4!) 13... ③xc3!;
- b) 11. f4 0-0-0 12. 0-0-0 (12. 0-0 營b6) 公xe5 13. fxe5 公d5 14. 公xd5 总xd2† 15. 營xd2 營xd2† 16. 莒xd2 cxd5=; 11... 公xe5 12. dxe5 公d5. The 查/g4 sticks out like

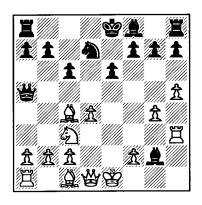
a sore thumb.

9... \$\dot bd7! 10. \$\dag{\alpha} xd7

10. 營e2 公xe5 11. dxe5 公e4 12. 0-0 公xc3 13. bxc3 h5 14. g5 營xc3∓.

10... **公xd7 11. h5 总e4 12.** 買h3 **公d5**

12... Ag2!? is mentioned by both Beat Zuger and Matthias Wahls as an alternative, the point of which is to drive the white Rook to an awkward square.



After 13. \(\mathbb{G}\)e3 (13. \(\mathbb{G}\)g3 \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d3 \(\mathbb{G}\)d6!) \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d3 \(\mathbb{G}\)d6!) \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d3 \(\mathbb{G}\)d6!) \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d3 \(\mathbb{G}\)d6!) \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d5

14. \(\mathbb{G}\)d5

16. \(\mathbb{G}\)xd5

exd5

17. c3 \(\mathbb{G}\)f6 Black has the chance of an attack against

White's King. However, 12...

Bd5 is also a good move, as we'll see.

13. ⊈d3 0-0-0

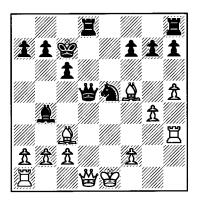
13... c5! is a very strong

idea according to Wahls. He then gives 14. dxc5 \(\alpha \)c6! with ...\(\alpha \)xc5 to come and a very nice position. But what is wrong with 13... 0-0-0? It's direct, natural, develops the Rooks, and increases Black's attacking potential.

14. **△d2** e5

Straightforward and he has an improvement in mind. 14... 曾b6! 15. 公太5 exd5 16. c3 曾xb2 17. 宣f3 f6 18. 宣b1 曾a3 19. c4 dxc4 20. 公太c4 曾c7† 21. 宣e3 曾d6 22. 宣e6 曾xd4 23. ②a6 公c5 24. 吕xc6† 曾d7∓ was the strange course of Rublevsky—Lastin/Russia 1995.

15. dxe5 @xe5 16. Qf5† 當c7 17. @xd5† 當xd5 18. Qc3 Qb4!



Great move. After this sud-

den, rather original shot, Black is better.

19. **公xd5**

19. **黛**xb4 **皆**g2 20. **閏**d3口 (20. **皆**e2 **閏**he8年) **⑤**f3†!! 21. **皆**xf3 **閏**he8†-+.

19... **Q**xc3† 20. **E**xc3 **E**xd5

And I would say that this position highlights the difficulty facing White in this line. If his attack breaks down, he's left facing weaknesses. Here it's just a bad Bishop, but it's enough to chronically compromise his game.

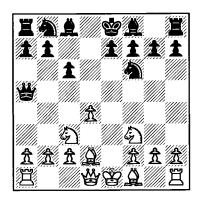
I think Emms 'judgment' will have to be revised.

(24)

Myhrvold, R (2192)– Pedersen, L (2054)

Norway Open Championship Oslo, Norway April 8, 2004

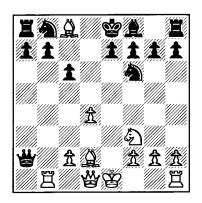
1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公d2!?



A move recommended by John Emms in his "winning with 1. e4" repertoire book. He figures to play \$\insert e4\$ somewhere, double Black's pawns, and then grind out a small edge as is the Grandmaster's right. I'm not going to play ball. I should mention 6. \$\insert d3\$ d3 before proceeding, a very quiet move with a small sting.

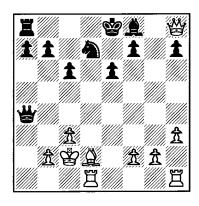
Black can equalize effortlessly with 6... $\Delta g4!$ (6... $\Delta f5?!$ 7. b4! is the little trick

Black should avoid: 7... **曾**xb4 8. **夏**xf5 **曾**xc3† 9. **夏**d2 **曾**b2 10. **閏**b1 **曾**xa2 11. **夏**c8)



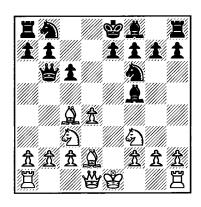
7. h3 \$\textsquare\$h5 8. 0-0 e6 9. \$\textsquare\$e4 \$\textsquare\$bd7 10. c4 \$\textsquare\$xe4 11. \$\textsquare\$xe4 \$\textsquare\$f6 12. \$\textsquare\$dd3 0-0-0 13. \$\textsquare\$dd2 \$\textsquare\$c7. There are even chances against the white d-pawn in such a position: 14. \$\textsquare\$c3 \$\textsquare\$f4!

6... **쌀b**6!

11... $\triangle g6$. Black seems to have ample resources against 6. $\triangle d2$.

7. \(\mathref{Q} \) c4 \(\mathref{Q} \) f5!



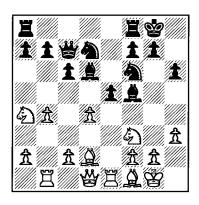
One can be greedy and take the pawn; *Deep Fritz* just loves the idea but as we're concentrating on simplicity why not just play the Bishop out to the normal square? White has a very hard time proving anything.

8. 0-0 e6

Normal service has been resumed.

9. **買e1**

9. <code>其b1</code> planning b4, should be met with a straight bat: 9... ⑤ bd7 10. b4 營 c7 11. 其el ⑤ d6 12. h3 h6 13. ⑥ f1 0-0 14. ⑥ a4 e5!=.

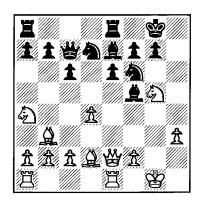


There is nothing difficult about Black's play. 15. 公c5 e4 16. 公h4 公h7 17. g4 巴ad8 18. 公c1 公xc5 19. bxc5 公h2† 20. 公h1 巴xd4 21. 公c3 公e5 22. f4 公xf4 23. 公b2 巴d2 24. 公xd2 公xd2 25. 巴e2 e3 26. 公g2 公g3 0—1, Gazarek, D—Horvath, C/Pula 1998.

9... <u>Q</u>e7 10. <u>Q</u>b3 0-0 11. <u>Q</u>g5N

11. **②**e3 **쌀**c7 12. **③**h4 **⑤**g4! 13. **⑤**f3 **②**d6 is simply good

for Black; and the 11. h3 h6 12. g4 总h7 13. 总f4 ②bd7 14. 營e2 旨fe8 15. ②a4 營a5 16. 总d2 營c7 17. g5 hxg5 18. ⑤xg5 总f5章 Kiss, G-Kamaras, P/Hungary 2002 does not appear earth-shatteringly terrifying.



11... **a**bd7 12. **a**e5

What can one say—White is just hoping something turns up. He is in for an unexpected surprise!

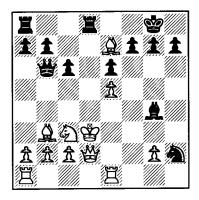
12... (a) xe5!?

Launching into a vicious attack. It may be that 12... \(\mad8 = \text{was the objectively best course, but you sometimes have to play chess for fun!}\)

13. dxe5 �g4 14. **≜**xe7

What else, now that he's here?

18. 當d3 耳fd8†



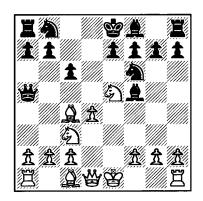
Maybe Pedersen saw to here some moves ago and just couldn't resist. Ah, his attitude will be frowned upon by the wily professionals, but that is neither here nor there. I'll let you into a trade secret: a lot of professionals hate chess.

19. Qd6 公c5 20. 含e4??

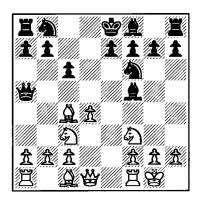
It's mate in three after 22. 當f4 當f2† 23. 當g5 h6† 24. 當h5 **Q**g4#.

EIGHT

1. e4 d5 2. exd5 \(\text{\ti}\text{\ti}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texit{\text{\text{\text{\texit{\texit{\texi{\texi}\text{\texit{\texit{\texit{\texict{\texi{\texi{\texi{\texi}\ti}\xi}\text{\texit{\texit{\texit{\texit{\texi{\texit{\texi{\texi{



7. 0-0.



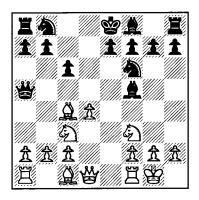
(25)

Malbran, G (2399)-Soppe, G (2471)

Argentinian Championship Buenos Aires October 21, 2000

ON THE SHUNT

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公c4 公f5 7. 0-0



7... e6 8. 剑e5 剑bd7 9. 罩e1

'Nothing special' would be a rather accurate way of describing White's opening play. More interesting is the way that Black spices up the position from this quiet beginning.

9... **公xe5 10. 莒xe5 쌀c7 11.** h3

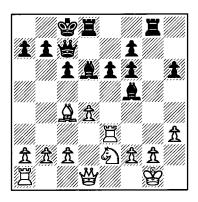
Well, there was the threat of

...∳g4.

11... 0-0-0

Why not castle long and go for the throat? Black's in much better shape to attack than White. The 🖽/e5 is a target and h2-h3 gives impetus to any pawn advance by Black on the kingside.

12. **Q**g5 h6 13. **Q**xf6 gxf6 14. **E**e3 **E**g8 15. **Q**xe2 **Q**d6



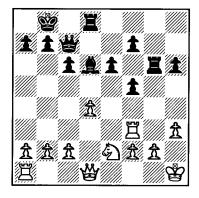
Don't like this for White at all.

16. **公**d3 **公**g6 17. **公**xg6 **区**xg6 18. **當**h1

Getting off the g-file is common sense. Amazingly, another strong player came this way as White, possibly lulled into a false sense of security by Black's 'quiet' opening: 18. c4 f5 19. 營f1 c5 20. 畳d3 畳dg8 21. 畳ad1 a6 22. a3 cxd4

23. ②xd4 ②e5 24. b3 營c5 25. ②f3 ②c7 26. ②h4 單6g7 27. b4. I would say that White has made a very good fist of the defense; why he's almost equalized! Yu Shaoteng—Wahls, China 1993.

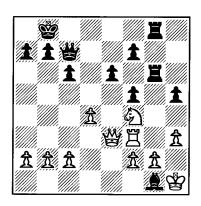
18... f5 19. 買f3 23. 當b8



A brief time out.

20. **a**d3 h5 21. Qe3 Rdg8 22.

Rg1 Bh2 23. Nf4 Bxg1



24. Nxg6??
After 24. Kxg1 Rg5 25. c3

Qb6 the game continues, with Black an Exchange ahead. Possibly White wanted to get it over with.

24... Qh2#.

0 - 1

A very brief encounter. As you can see, if White develops planlessly, there is the definite opportunity for Black to assault the enemy King.

(26)

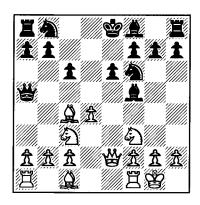
Ashley, M (2499)— Nisipeanu, L (2611)

Corus-B

Wijk aan Zee

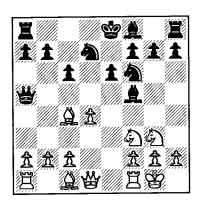
January 29, 2000

1. e4 d5 2. exd5 當xd5 3. 公c3 當a5 4. d4 公f6 5. 公c4 c6 6. 公f3 公f5 7. 0-0 e6 8. 當e2



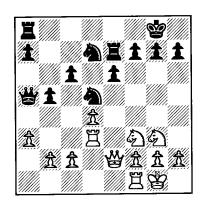
If Black can rely on solid, natural, easy moves to see him

through, why can't White? That's basically what Ashley is saying and what a lot of others will echo. As I stated, I don't think this approach gives White anything; Black just has to stay alert. 8. \$\frac{1}{2} \end{2} \bd7 (8... **2**d6!? 9. **€**2g3 **2**g6 10. **€**2h4 \$\bd7 11. \frac{1}{2}e2 \, 0-0-0 \, 12. \frac{1}{2}d2 ****\$c7 13. b4 ****\$f4 14. a4 ****\$b6 15. \(\textit{\textit{L}}\) xf4 \(\textit{\textit{B}}\) xf4 \(\textit{B}\) xf4 \(\textit DeVreugt-Pomes/Gröningen 1995) 9. 42g3 is a slow-looking continuation but one which was successful in the following recent game.

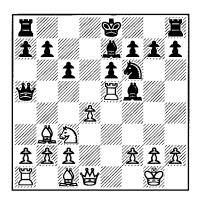


I don't feel threatened in any way by this idea; it tells me that Sokolov wants to keep the opening position as safe as possible and hopes to outplay his lower-rated opponent. 9... \(\tilde{\Omega} \) 6 10. \(\tilde{\Omega} \) 2 \(\tilde{\Omega} \) 7 11. \(\tilde{\Omega} \) 55

0-0 12. 営ad1 営fe8 13. a3 b5 14. **公**d3 **公**xd3 15. 営xd3 **公**d5 16. **公**xe7 営xe7.



A rather level position. 17. \delta e4 ₩c7 18. 其e1 其ae8 19. ②e5 c5 20. 公xd7 買xd7 21. dxc5 營xc5 22. **쌀e5 쌀d**6 23. **쌀**xd6 罩xd6 24. 夕e4 莒dd8 25. g3 曾f8 26. 今c3 今xc3 27. 其xc3 其c8 28. 買ee3 a6 29. 當f1 當e7 30. 曾e2 f6 31. 其xc8 其xc8 32. 當d2 耳c5 33. 耳d3 e5 34. b4 買c6 35. a4 買d6?! (35... 當e6! would have done the trick: 36. axb5 axb5 37. 閏d8 閏d6† 38. $\exists xd6 \uparrow$ **曾**xd6. If anyone is better here, it's Black!) 36. axb5 axb5 37. 當e3 罩c6 38. 買d5 買xc2 39. 買xb5 g5 40. 買b7† 當e6 41. 買xh7 買c3† 42. 曾e2 買b3 43. 買b7 g4 44. 買b6† 當f5 45. 當f1 買b1† 46. 當g2 買b2 47. 買b8 當e4 48. b5 f5 49. b6 買b3 50. b7 買b1 51. h4! Once he lost the h-pawn, this was always going to be the problem. White liberates his King and with it wins the game. 51... gxh3† 52. \$\text{\$\color{c}}\$h2!! **\$**f3 53. g4. This is nice. 53... f4 54. g5 買f1 55. 買d8 買xf2† 56. 含xh3 以b2 57. 以b8 e4 58. g6 e3 59. g7 e2 1-0, Sokolov, A-Bellini. F/Switzerland 2003: 8. **□**e1 **□**e7 9. **⑤**e5 **⑤**bd7 10. **鱼b3 \$\text{xe5}** 11. 耳xe5?



It's easy to be caught in this trick. 11... \(\text{\psi} c7\) 12. \(\text{\psi} f3\) (12. \(\mathbb{G}e1\) \(\overline{Q}g4\) 13. g3 0−0−0. h5h4 is coming and a very strong attack.) \$\oldsymbol{\phi} g4 13. \$\oldsymbol{\phi} f4 \$\oldsymbol{\phi} xe5\$ 14. **2** xe5 **2** d6-+ (already) 17. **№**g2 0-0-0 18. fxe6 fxe6 19. 闰h1 **Q**d6 20. **Q**xe6† **含**b8 21. ⑤e4 營e7 22. 營b3 h5 23. 10... 營c7 11. 🚨 b3 0-0

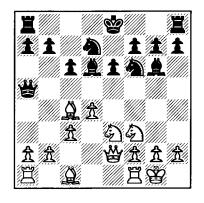
d5 cxd5 24. 2xd5 h4 25. c4 **\$\text{\ti}\text{\texi}\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\tint{\text** 買g1 g3 29. fxg3 hxg3 30. 當f3 買df8 31. **對**b1 買h2 32. 買g2 $\triangle h6\dagger 0-1$, Bounis, V-Solak, D/Kallithea Chalkidiki 2003; 8. **△**d2 **८**c7! 9. **८**e2 is a pale shadow of the variation where White castles long. Franzoni— Westerinen, H/Thessalonika Olympiad 1984 continued 9... **⑤**bd7 10. d5 cxd5 11. **⑤**xd5 ♠xd5 12. ♠xd5 ♠d6 13. ♠c3 0-0 14. **Q**e4 **Q**xe4 15. **** xe4 ₾e7 16. \forall fd1, draw agreed.

8... **♣**b4

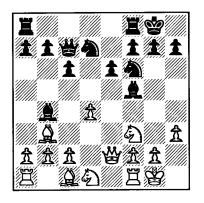
8... **a**bd7 9. **a**f4 **a**g4! with the idea of ... \forall f5 is mentioned by Wahls as okay for Black.

9. 4 d1 4 bd7 10. h3

10. **②**e3 **②**g6 11. c3 **②**d6 is cool for Black.

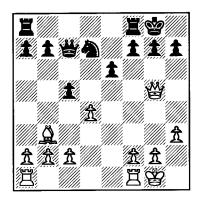


Chapter Eight



Safe as houses. More enterprising is 11... 0-0-0 12. c3 \(\tilde{Q}\)d6 13. \(\tilde{Q}\)e3 \(\tilde{Q}\)g6 14. \(\tilde{Q}\)c4 \(\tilde{Q}\)e5 15. a4 \(\tilde{Q}\)d5. The opposite-sides castling position seems fine for Black here.

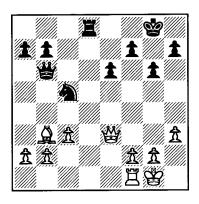
12. ②e3 ②e4 13. ②g4 ②e7 14. ②g5 ②xf3 15. 營xf3 ⑤xg4 16. 營xg4 ②xg5 17. 營xg5 c5!=



Completing the totally painless process of equalization. Now it's a question of whether either player can grind out the point. The omens for Black are very reasonable: in Sicilian or French-like fashion, he can station his Rooks on the cand d-files and try to pressure White's queenside pawns.

18. dxc5 公xc5 19. 營e3 g6 Luft.

20. 買ad1 買fd8 21. c3 營b6 22. 買xd8† 買xd8

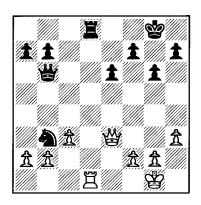


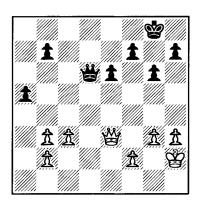
23. 買d1?

Very casual and symptomatic of the sometimes sterile play emanating from 7.0–0. It's got something to do with 'wasting a white.' Ashley is frustrated with his own lack of ambition and wants to get the game over as quickly as possible. Some care and a little imagination was needed to make a draw now. I recommend 23. Ξ e1

♠xb3 24. 營xb6 axb6 25. axb3 畳d2 26. 畳e4 畳xb2 27. 畳b4!= as the best way, but if you are just churning out boring moves you are unlikely to find this continuation.

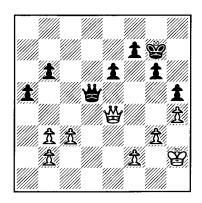
23... \$\alpha xb3!





This endgame is not a lot of fun for White and by no means an easy draw. Black can play to freeze the queenside pawns and go after b3 or he may advance his kingside pawn majority. The doubled pawns really do mean (here) that White is playing as if a pawn down.

28. 營a7 b6 29. 營a8† 營g7 30. 營e4 h5 31. h4 營d5!



Yes! King and pawn endings are probably lost due to the doubled pawns and Black's potentially more active King.

32. \cong c2

So White is driven passive. 32... e5 33. **2** g1 **2** f6 34. c4?

My question mark, my instinct. Very poor judgment. I think this weakens White's position beyond repair. In my view he had to wait, e.g., 34. \$\cong f1\$ e4 35. \$\cong e2\$ \$\cong e5\$. I am doubtful that this endgame can be held, but at least there's

some hope.

34... 當d4! 35. 當c1 當e6 36. 當a1 e4 37. 當a4 當d7! 38. 當a3 當d1† 39. 當g2 當f3† 40. 當g1 e3. 0-1

Excellent technique by Nisipeanu. The white pawns disappear.

NINE

HITS WITH THE KNIGHT

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公c4 公f5 7. 公d2 e6 8. 公d5 (8. 公e4)

Chapter Nine

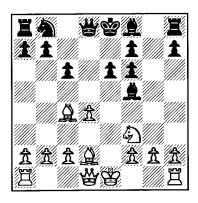
(27)

Perunovic, M (2356)— Savic, M (2522)

5th Montenegro Open Sozina

February 23, 2004

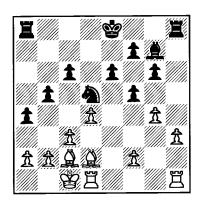
1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公c4 公f5 7. 公d2 e6 8. 公d5 營d8 9. 公xf6† gxf6



We are interested in practical results. The books may give 'slightly better for White,' but in my view they underestimate Black's resources. In common with a similar line in the Caro-Kann, Black has active piece play and chances along the half-open b-, d-, and g- files to compensate for defects in pawn structure. The fight lies ahead.

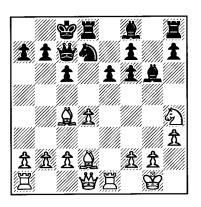
10. **⊈**b3

The move of the moment, at least all the top guys are playing it. White recognizes that he has to be patient if he wishes to exploit his trumps. However, I am optimistic about Black's chances.



Exemplifying the lightsquared theme. Black has a fine position.

10. 点f4 幻d7 11. 皆e2 幻b6 12. 点b3 幻d5 13. 点g3 点h6!? 14. 幻h4 皆a5† 15. 皆f1 点g6 16. 營f3 ♣h5! An ingenious move securing Black a good game.; 10. 0–0. Rather routine. 10... ⑤d7 11. 呂e1 營c7 12. ⑤h4 ♣g6 13. h3 0–0–0.

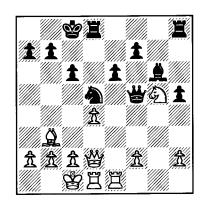


With 2d6-f4 and/or ... b6 in the offing, Black has good chances. So you see it is not so easy to develop any advantage for White.

10... �d7 11. 쌀e2

11. ②h4 ②g6 12. 營f3 is similar to the line above. I don't understand the next move: 12... ②e7?! (12... f5 13. 營h3 ②g7 is the correct way.) 13. g4 營b6 14. 0-0-0 0-0-0 15. ဩhel ③d6 16. ②f4 ③xf4† 17. 營xf4± the exchange of dark-squared Bishops tends to emphasize the good points of White's position. 17... 營b5 18. ②f3 h5 19. g5

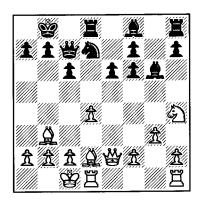
当f5 20. 營e3 fxg5 21. 公xg5
公f6 22. 營d2 公d5 Akopian,
V-Tzermiadianos, A/ECC,
Rethymnon, Greece 2003.



Even here Black is okay. He was outplayed later, but that happens.

11... 쌀c7 12. ♠h4 ♠g6 13. 0-0-0 0-0-0 14. g3 ♠d6

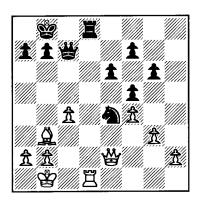
14... **B**b8 has also been tried.



The point of this move is to play c6-c5 somewhere and

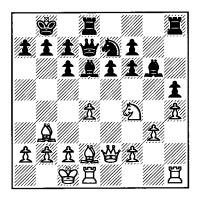
Chapter Nine

use the c-file. Let us see if this is viable: 15. ②g2! (15. f4 f5! 16. c4 ②g7 17. ②c3 c5 18. ③b1 ⑤he8 19. ⑤hel cxd4 20. ②xd4 ②xd4 21. ⑤xd4 ⑤f6 22. ⑤xd8† ⑤xd8 23. ⑤xg6 hxg6 24. ⑤d1 ⑤e4.



Certainly Black is untroubled at this point. He went on to win: 25. **△**c2 **□**xd1† 26. **७**xd1 **当**xc4 27. **当**d8† **当**c8 28. **当**d4 **今**c5 29. 皆f6 皆f8 30. 皆e5† 當c8 31. a3 幻d7 32. 皆d4 皆c5 33. **省**h8† **省**f8 34. **省**d4 **省**c5 35. **始**h8† **當**c7 36. **始**h7 **始**e7 **\$\alpha a 2** \$\alpha b 6 \ 40. **\alpha b 3** \$\alpha c 8 \ 41. [42... **\d**d4] *43.* **\Q***b3*?? [43. 曾xd6† wins] 曾a7 44. h4 **省**d4 45. **省**d8 **分**b5 46. **省**xd4† \$\text{x}d4 \ 47. \ \(\text{\mathbb{Q}}d1 \) \(\text{\mathbb{Q}}b6 \ 48. \ h5 gxh5 49. \(\textit{\textit{Q}}\) xh5 f6 50. \(\textit{\textit{P}}\)b1

當c5 51. 當c1 當d5 52. 當d2 當e4 53. Qd1 e5 54. fxe5 fxe5 55. Qh5 집b3† 56. 當e2 집c1† 57. 當d2 집d3 58. g4 집f4 59. b4當f3 0—1, Folk, P—Konopka, M/Czech Republic 2003) Qd6 16. h4 h5 17. 집f4!.

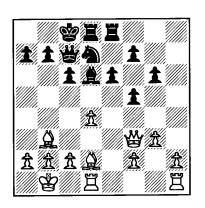


A more testing maneuver for Black to meet. 17... 2f5 (17... e5 18. dxe5 \$\)\text{xe5 19. 雪b1±) 18. ⑤xh5 c5 19. g4 買xh5 20. gxf5 買xf5 21. **Qe**3 cxd4 22. 2xd4 2c5 23. 2xc5 ふxb3† 26. axb3 皆d5 27. 皆d1 當c7 28. h6 當xd1† 29. 當xd1 耳d5† 30. 含e2 耳d8 31. b4 a6 32. c4 買h8 33. 當e3 買h7 34. 當f4 買h8 35. 買h3 買g8 36. h7 買h8 37. 當e4 當d6 38. 當d4 當c6 39. 国h6 国d8† 40. 當c3 買h8 41. 買h5 當d6 42. c5† \$c6 43. \$c4 b6 44. cxb6 ★xb6 45. b5 1–0, Ponomariov, R–Papaioannou, I/European Team Championships, Plovdiv, Bulgaria 2003.

15. 🕸 b1

After 15. ②g2 Black can react quickly with 15... c5! 16. d5 c4 17. ②xc4 (17. ③xc4 \) ③xc4 18. ③xc4 ②b6 19. ③b3 ②e4 20. □hg1 ③xd5=) exd5 18. ③b3 ⑤c5∞.

15... 莒 he8 16. **公**xg6 hxg6 17. 坐f3 f5

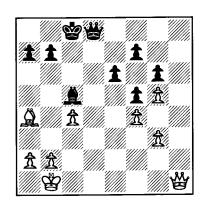


Maybe it's me, but I really like Black here. He's got water-tight pawns, good pieces and c6-c5 coming. He's fine.

18. **冯he1 冯h8 19. 冯h1 冯de8 20. h4 公**f6 21. c4 c5 22. **公**g5

22... **�**) e4 23. dxc5 **�**/2 xc5 24.

Qa4 们xg5! 25. hxg5 買xh1 26. 쌀xh1 買d8 27. f4 쌀a5 28. 買xd8† 쌀xd8∓



No draw today sir! White is tied down and the opposite colored Bishops give Black every chance of winning the game.

29. a3!

I reckon this is the best chance. White gives the King some luft. 29. 當f3 當d4! 30. 當e2 當g1† 31. 當c2 當f2! 32. 當xf2 為xf2 33. 益e8 益xg3 34. 益xf7 當d7! sees Black mopping up before White.;

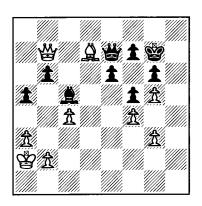
29. 世f1 世d2! 30. 鱼e8 鱼d4
31. 世c1 世d3† 32. 世c2 世xg3
33. 鱼xf7 世e1† 34. 世c1 世xc1†
35. 當xc1 鱼e3† 36. 堂c2 堂d7!
is the same disgusting ending,
29... 世d3† 30. 鱼c2 世d8 31. 世h7

Why not 31. 2a4 and then

inquire how Black is going to win?

31... 皆f8 32. 夏d1 a5 33. 當a2 當b8 34. 夏a4 夏d4 35. 夏b5 當c7 36. 當b3 當d8 37. 當a2 當e7 38. 皆h1 皆b8 39. 皆e1 皆d8 40. 皆d2 夏g7 41. 皆g2

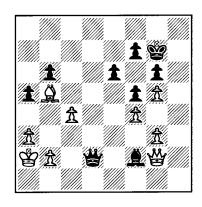
If he takes on d8 Black's Bishop soon reaches f2. 41... 當c7 42. 當d2 b6 43. 當d3 當d8 44. 當f3 當f8 45. 當c6 當g8 46. 當f3 益d4 47. 當d3 當d6 48. 當f3 益c5 49. 當a8†當g7 50. 當b7 當d8 51. 益d7 當e7



One really must admire the staying power of these guys. Black is still better—the safe King and vulnerable White kingside pawns all add up.

52. 當b3 皇f2 53. 皆f3 皆c5 54. 皆c3† 皇d4 55. 皆f3 皆c7 56. **Q**b5 **W**d6 57. **P**a2 **Q**c5 58. **W**b7 **W**e7

It's so useful to be able to offer the exchange of Queens.
59. 營f3 營d8 60. 營b7 益f2
61. 營g2 營d2!



Suddenly, it's very unpleasant (it always was unpleasant) and with the clock ticking down...

62. 🙎 e8 😩 f8 63. 🚨 b5 🚨 e3

That bloody move again! 64. **營h1 益d4 65. 營b1 營g2!**

66. **≜**a4 **₩**xg3

At last.

67. 쌀c1 쌀e3 68. 쌀f1. 0-1

Absolute torture for White who must have been gutted as well as exhausted. 8. 4 d5 has a good reputation. I think it's okay but nothing special if Black knows his stuff.

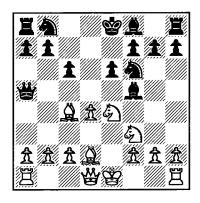
(28)

Illescas Cordoba, M (2577)— Speelman, J (2596)

Men's East European Team Ch Leon

November 10, 2001

1. e4 d5 2. exd5 \(\text{\text}\) xd5 3. \(\phi\)c3 \(\text{\text}\) 4. d4 \(\phi\)f6 5. \(\phi\)f3 c6 6. \(\text{\text}\) c4 \(\text{\text}\)f5 7. \(\text{\text}\) d2 e6 8. \(\phi\)e4



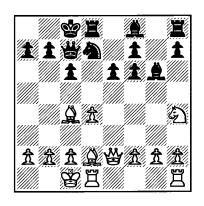
Here's the other Knight discovery. Black calmly retreats to c7.

8... 當c7 9. @xf6†

9. \bigcirc g3 gives a flavor of the Caro-Kann. Black should familiarize himself with the following lines: 9... \bigcirc g6 10. h4 (10. \bigcirc e2 \bigcirc bd7 11. 0-0-0 0-0-0 12. h4 \bigcirc h5! 13. \bigcirc e5 [13. \bigcirc e4 \bigcirc f4 \mp ; 13. \bigcirc xh5 \bigcirc xh5 14. \bigcirc g5 \bigcirc e8=; 13. \bigcirc g5 \bigcirc xg3 14. fxg3 \bigcirc f6 \mp]) \bigcirc d6!?. A Caro-Kann player would

10. c3 公d7 11. 營e2 0-0-0 12. 公h4 公g6 13. g3 c5!; 10. 公h4 公g6 11. 營f3 公d7 12. 0-0-0 0-0-0 13. g3 公d6 prepares c6-c5.

10... **ૄ** d7 11. 0–0–0 0–0–0 12. **ૄ** h4 **ဋ**g6



13. g3

Black should be looking to free his game with c6-c5 although Speelman does this later rather than sooner in our feature game. Other White tries: 13. 鱼b3 c5! 14. d5 ⑤b6
15. ⑤xg6 hxg6 16. 鱼a5 exd5
17. 鱼xd5 f5 18. 營f3 (18.
⑤xb6 axb6 19. h3 鱼g7=) 鱼g7
19. c3 買d7 20. 鱼xb6 營xb6 21.
⑥c4 買hd8 22. 買xd7 買xd7 23.
買d1 買xd1† 24. 營xd1 營c7 25.
g3 營e7 is about level.;

13. c3 ②b6 14. ②b3 c5 15. ⑤xg6 hxg6 16. dxc5 ②xc5 17. g3 ∰c6 18. f3 ⑤d5= Spasov, V-Belotti, B/Plovdiv 2003.

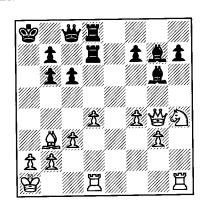
13... 幻b6 14. **Qa5 Qg7N**

A novelty from Jon Speelman who sees a future for his King's Bishop on the long diagonal. He's a strange player, outwardly placid, who shouldn't really be provoked. When called upon to play, he can REALLY play so even Grandmasters treat him with kid gloves.

14... 总h6† 15. 含b1 三d6 16. f4 三hd8 was a coherent continuation for Black. After 17. f5 exf5 18. 总d3 三d5 19. 总xb6 axb6 20. 三hf1 f4 21. g4 三xd4 22. 总f5† 含b8 23. 三xd4 三xd4 24. 分f3 三d8 25. 三d1 总f8 26. 三xd8† 營xd8 27. 營d2 总d6 28. a3 b5 Black had much the better of things in *Breyther*,

R-Müller, K/Hamburg 2000. 15. 當b1 f5 16. c3 f4† 17. 當a1 當b8 18. 益b3 置d7 19. 當f3 fxg3 20. hxg3 當d8 21. 營f4†

21. 公xg6. There isn't a great deal going on after 21... hxg6 22. 虽xh8 公xh8 23. 虽h1 公g7 24. g4 營g5! 25. 公xb6 axb6. 21... 登a8 22. 營g4 營c8 23. 公xb6 axb6 24. f4 虽hd8



One feels now that Black is coordinated, he should not experience discomfort.

25. 쌀f3

25. ⑤xg6 hxg6 26. 閏h7 **△**f6 is equal.

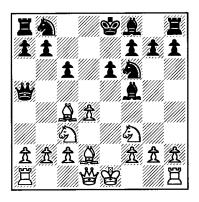
25... c5 26. 公xg6 hxg6 27. Qa4 買e7 28. dxc5 買xd1† 29. 買xd1 營xc5 30. 買d8† 營a7 31. 營d1 b5 32. Qb3 買c7. ½-½

I suppose White could play a bit after 33. g4, but 33... g5!

gives counterplay. Respecting Speelman's endgame ability and mindful of his talent, Illescas is happy to split the point.

SUMMARY

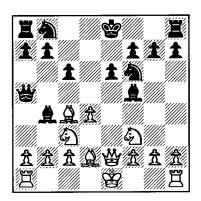
1. e4 d5 2. exd5 \(\text{\tilde{\text{\te}\text{\texi}\text{\text{\text{\text{\texit{\texi}\text{\texit{\texi{\texi{\texi{\texi}\text{\texitit{\text{\texi{\texi{\texi{\texi}\tint{\texit{\texi{\texi{\texi{



The scene is set for 8. 45d5 or 8. 46e4, but Black can be satisfied. He inherits doubled f-pawns in both cases but gets active play in return. It's necessary to learn the specific lines; to try to get by on instinct probably won't do.

TEN

1. e4 d5 2. exd5 營xd5 3. ⑤c3 營a5 4. d4 c6 5. ⑤f3 ⑤f6 6. 黛c4 黛f5 7. 黛d2 e6 8. 營e2 黛b4



Both sides develop in apple-pie order and we must see whether White can develop an advantage in this, the main line.

(29)

Hermann, D-Wahls, M

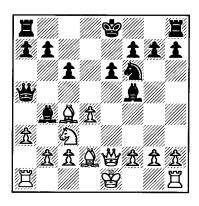
Bundesliga Germany 1994

GM Matthias Wahls has been responsible for some of the most important Center Counter games. He has a great understanding of the opening and has written a marvelous book, *Modernes Skandinavisch*.

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公c4 公f5 7. 公d2 e6 8. 營e2 公b4 9. 公e5 公bd7!

Black reacts immediately, lest White play the annoying g2-g4.

10. 🗗 xd7 🗗 xd7 11. a3 🗗 f6!

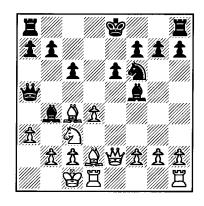


Again preventing g2-g4, which could have given White

the initiative. Black is now ready to castle, but he may well wait for White to do so before he commits.

12.0-0

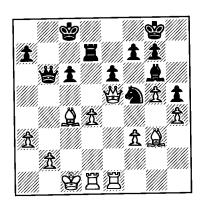
12. 0-0-0 is an obviously important move.



Play continues naturally 12... 2xc3 (If Black gets the "crazy" idea of a quick win from complications with 12... $\triangle xa3$, he could be surprised by 13. bxa3 營xa3† 14. 營b1 \$\alpha d5 \(\textsty xd1 \) 17. \$\alpha c7† \$\alpha d7 \) 18. 買xd1 **当**a4† 19. **当**b2 **当**xc7 20. 罝al.) 13. 黛xc3 營c7 14. f3 (14. d5 cxd5 15. \(\tilde{\Q}\) xd5 [15. **Q**xf6 **\ ** xc4 16. **** xc4 dxc4 17. **Q**xg7 **Ξ**g8 18. **Q**f6 **Ξ**xg2 19. 買hg1 買g6=] \$\alpha xd5 16. 買xd5 0-0=) 0-0-0 15. g4 2g6 16. el and now Black must play

Chapter Ten

very accurately to combat the dark-squared Bishop. Wahls himself recommended 16... b5! 17. 量b3 閏d7 18. 量g3 對b6 19. h4 (19. 量e5 對b7 20. h4 h5 21. g5 氧e8 22. 閏he1 閏g8 23. a4 a6 24. axb5 axb5 25. c3 氧d6 26. 量c2 量xc2 27. 對xc2 氧f5 28. 閏a1 g6 29. 對e4 閏dd8 30. 閏a3 閏a8!=) h5 20. g5 氧d5 21. 對e5 閏g8 22. 閏he1 氧e7 23. c4 bxc4 24. ④xc4 氧f5!=.



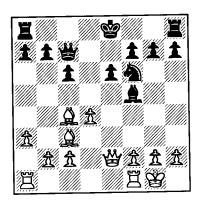
The regrouping of the Knight to f5 was important in both cases.

12... **⊈**xc3

A surrender of the Bishop pair, which is very common. Yes, White does obtain a dark-squared Bishop which could become powerful but by strongpointing d5 and sticking

to his plan of light-squared control, Black hopes to nullify this plan.

13. Qxc3 當c7



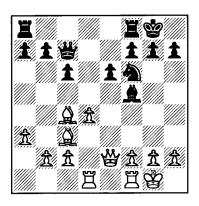
14. 🗒 ad1

White has to decide on his middlegame plan and it isn't easy to see how he's going to break the solid Black position down. Moreover, Black has chances against d4. Seeing nothing, Hermann offers a spineless trade of pieces, but as I say, he's probably running out of steam already. He may have been thinking about 14. f3 0-0 15. **△**e1. There had to be some point to 14. f3. 15... \(\mathbb{I}\) ad8 16. \(\mathbb{I}\) d1 \(\mathbb{Q}\) d5 17. \(\mathbb{Q}\)g3 **쌀**b6 18. c3 営d7 19. 営d2 **쌀**d8 20. **△**b3 b5!=;

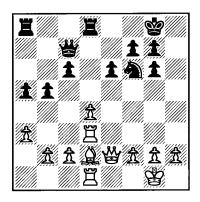
14. **②**b3 0-0 15. f3 罩fd8! 16. 罩ad1 **③**d5 17. **②**el **⑤**f4 18. **쌀**e3 **公**d5=;

14. h3 0-0 15. 異ad1 公d5 16. **Q**el 異ad8=. As you can see, far from easy to make headway.

14... 0-0

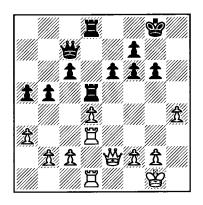


15. **公**d3 **公**g6 16. **公**xg6 hxg6 17. **日**d3 **日fd8 18. 日fd1 a5!** 19. **公**d2 b5!



A space grab on the queenside which is quite in order. If Black intends to establish a piece on d5, he doesn't want it pushed away by c2-c4 and so the pawn on b5 deters this advance.

20. **Qg**5 呂d5 21. **Q**xf6 gxf6 22. h4 呂ad8



White can only make a draw now. Although the position may be objectively equal, Black has two active Rooks pressing d4 and this makes life very unpleasant. Hermann cannot create any active counterplay; that is his major problem. The $\Xi/d5$ stops everything.

23. g3 當g7 24. 쌀e3 쌀d6 25. 當g2 買h8 26. 쌀f3 a4!

Further cementing his lightsquared grip.

27. 當f1 f5 28. 當g2 f4! 29. 置c3 fxg3 30. fxg3 置d8 31. 置dd3

Major piece endgames are all about activity and so White

Chapter Ten

probably didn't relish the thought of 31. 置cd3 b4! 32. 當h2 買b8.

31... 當c7 32. 當e4 當b6 33. 當h3 買8d6 34. 當g2

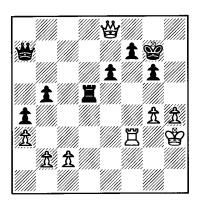
He really is reduced to these feeble King moves.

34... 當g8 35. 當h3 皆a7

Toying with the opponent in time trouble. White sees the idea of ... ₩d7 and e6-e5.

36. **இ**g2?

But this lets Wahls in to deliver a fatal check. Maybe 36. g4 買xd4 37. 買xd4 買xd4 38. 對xc6 買d5 39. 對e8† 當g7 40. 買f3 gives White "chances" to hold.



I don't know though, 40... 呂dl looks very good. Very good. 36... 呂xd4 37. 呂xd4 呂xd4 38. 坐xc6 呂d2†! 39. 當h3 坐f2 40. 쌀a8†. 0-1

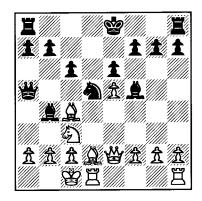
After 40... \$\mathbb{G}\$g7 41. \$\mathbb{H}\$h1 e5!, the black e-pawn marches straight up the board. A game which highlights all the good things about Black's opening system.

(30)

Buchanan, W (2115)— Shaw, J (2435)

Scotland's Championship Glasgow July 23, 2000

1. e4 d5 2. exd5 營xd5 3. ②c3 營a5 4. d4 ②f6 5. ②f3 c6 6. ②c4 ②f5 7. 營e2 e6 8. ②d2 ②b4 9. ②e5 ②bd7 10. 0-0-0 ⑤xe5 11. dxe5 ②d5



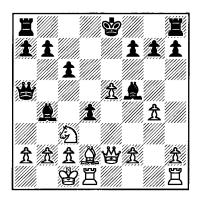
This time White plonks his Knight into e5 and tries to do without a2-a3. Black copes comfortably.

12. <u>⊈</u>xd5

12. ⑤e4 🚨 xe4 13. 👑 xe4 營f4?? 營a4 16. 營e4 b5 17. a3 14... dxc3 15. 总xc3 总xc3 16. bxc4 18. \\ xc4 c5 19. \\ b1 \\ a6 20. ₩xc5† \$\(\cdot\)c6-+\(\cdot\)d5=.

12... exd5 13. g4

I suppose this is always the move that Black should watch out for when he puts his Bishop on f5. In this particular case, Shaw has an unexpected shot. 13... d4!



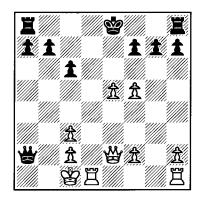
A recommendation of correspondence master Taylor. It's strong enough to freak Buchanan.

14. gxf5?

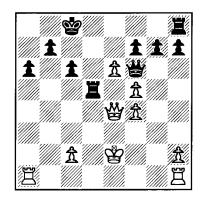
NO. The only way is 14. 4 bl **Q**e6 15. a3 *(15.* **Q**xb4 **₩**xb4 **□** hel h5 ⇒) **□** xd2 † 16. □ xd2

0-0-0 14. 2xb4 3xb4 3xb4 15. f5 2d5 19. 2be1 b4 and the a3 (15. \(\mathbb{U}f3\) \(\mathbb{U}xe5\) 16. \(\mathbb{U}xf7\) Black attack is quicker.) 0-0-0

bxc3 \yxa2



White's lost already. 17. 曾e4 曾a1† 18. 曾d2 0-0-0† 19. 曾e2 曾xc3 20. e6 曾f6 21. 用a1 用d5 22. f4 a6



There are many ways. 23. 對c4 對xf5 24. 耳xa6 **公本 25. 空 f3 公 h3 † 26.**

當f2 莒d2†.0-1

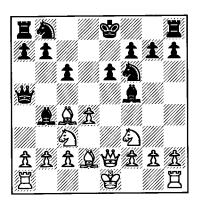
A brief, brutal game which shows the pitfalls lying in wait for an unprepared White opponent. There will be many of these—players who have a rough sketch in their heads of the way to go and not a precise map.

(31)

Carlier, B (2355)-Prie, E (2475)

Orange Open
Orange
1994

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 c6 5. 盆c4 盆f5 6. 公f3 公f6 7. 盆d2 e6 8. 營e2 公b4

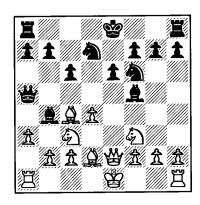


9. a3

Well, here we are at what I think the most common moves

are at club level. Either 9. a3 or 9. 0–0 are going to be the ones that crop up. Players just won't want to get involved in the melee after queenside castling. So it's important that Black gets a good feeling for play in this line. For starters, Black doesn't have to move the Bishop—he may wait a move.

9... 4 bd7!



10.0-0

10. 0-0-0 ♠xc3 11. ♠xc3 ₩c7 12. ♠e5 ♠d5 13. ♠d2 ♠xe5 14. dxe5 0-0-0 15. g4 ♠g6 16. f4 is a transposition to Psakhis-Wahls (page 128).

10... 🚊 xc3 11. 🚊 xc3 皆c7

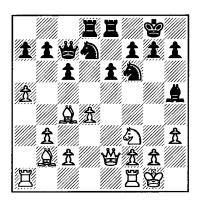
In my opinion, this position is less critical for Black than it would be if White had castled long. The usual plan of campaign is to push the queenside pawns forward and establish a base for a \$\infty\d5.

12. a4

So Carlier tries to stop the pawn advance.

13... **公**d5 14. **公**xd5 cxd5 (14... exd5 15. **冯**fe1=) 15. **公**b4 **冯fe8** 16. c3=.

14. b3 🗒 ad8 15. 🚨 b2 💆 g4 16. h3 🚨 h5



Sensible moves by Black have resulted in an equal position. Whilst the $\frac{4}{3}$ /a5 is slightly restricting, it has also to be looked after.

17. g4

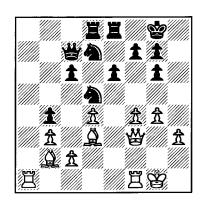
I toured many European tournaments with Carlier and we had some great times. I remember we decided that it was important to take ginseng before a big game—gave you

energy and a good mood for the fight. I haven't seen him for a while now, which is a pity, but it looks like he carried on dosing himself up. What would the FIDE drug barons have to say about that?

17... **△** g6 18. **△** e5 b5 19. axb6 axb6 20. **△** xg6?

20. f4 b5 21. \(\(\tilde{\t

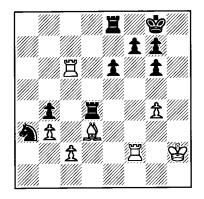
20... hxg6 21. f4 幻d5 22. 쌀f3 b5 23. Дd3 b4!



Stifling the two Bishops and just look at that 45/d5!

24. ②c4 ⑤ 7f6 25. ②c1 ⑤c3!? 26. ②e3 ⑤ fd5∓ 27. ☒ a6 ⑤ b5 28. ②f2 ⑤ a3

29. c3 🖾 xc4 30. bxc4 👑 xf4



I remember that both Carlier and Prie liked time-trouble too. The only way Black can botch this is to forget about his clock.

34. \(\mathbb{Z}\) c7 f5??⊕

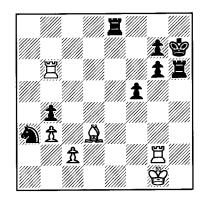
After the simple 34... 宣f8 White has nothing left: 35. 當g3 ⑤b1 (35... f5 36. 宣f4 宣fd8章) 36. 宣f4 宣xf4 37. 當xf4 ⑤c3∓.

35. gxf5 exf5

35... gxf5 36. 買g2 買h4† 37. 當g1 買h7 38. 買b7=.

36. 買g2 當h7

36... 闰e6 37. **Q**xf5!! gxf5 38. 闰gxg7† **Y**f8 39. 闰cf7† 37. 莒c6 莒h4† 38. 當g1 莒h6 39. 闰b6



Black's pieces are, curiously, sprayed all over the board.

39... 幻b1 40. 異xb4 幻c3 41. 異d4 異e1† 42. 當f2 異e5 43. 異g1 幻e2 44. 以xe2 異h2† 45. 當f3! 異hxe2

45... 買exe2 46. 買h4† 買xh4 47. 當xe2 當h6 48. 買bl and the b-pawn is ready to go.

46. 買c4 買5e3† 47. 當f4 買h3 48. 買g3! 買h4† 49. 當g5 買h5† 50. 當f4 買hh2?!

51. 莒c6 莒ef2† 52. 當e5 f4 53. 莒g1 闰h5† 54. 當e4 g5 55. b4 呂h6 56. 莒c5 莒e6† 57. 當f5 呂f6† 58. 當g4 f3 59. 莒c3!

Carlier defends with courage and precision given the chronic shortage of time.

59... **當**g6

59... 買g2† 60. 買xg2 fxg2 61. 買g3=.

60. 當g3 莒e2 61. 莒xf3 莒xc2 62. 莒b3 莒fc6 63. 莒gb1. ½—½

One thing I did find out about ginseng—it's a slow releasing herb which becomes more potent as the game goes.

(32)

Nunn, J (2605)-Hodgson, J (2570)

Netherlands Team Ch Netherlands 1994

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 c6 5. 公f3 公f6 6. 公c4 公f5 7. 公d2 e6 8. 營e2 公b4 9. 0-0

Nunn can be a little stereotypical, that is one of his major weaknesses. He has a fabulous intellect, but is easily disturbed. What has this got to do with 9. 0–0 you might ask? I think he was disrupted by Hodgson's cheeky choice of opening and tries to find the simplest way out.

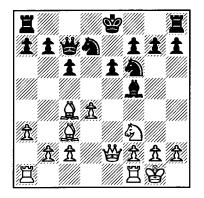
9... **abd7 10. a3**

I don't rate the variations where White castles short if he wants any advantage. Witness the alternatives: 10. 今e5 公xe5 11. dxe5 公d5 12. 公xd5 cxd5 13. a3 公xc3 14. 公xc3 營a6 is rather yawn-inducing but clearly satisfactory for Black.; 10. d5 cxd5 11. 公xd5 公xd5 12. 公xd5 公xd5 12. 公xd5 公xd5 13. 公xb7 三b8 14. 公c6 公f4 15. 三ad1 0-0! 16. 三xd7 三xb2 17. 公d4

¤xa2∓;

10. **点**b3 0-0 11. 閏ad1 閏ad8=.

10... 💆 xc3 11. 💆 xc3 👑 c7



12. **△b**3

If instead White tries 12. b4 to stop ...c5, play could go 12... 0-0 13. ♣b3 b5 14. ♣e5 ♣e5 15. dxe5 ♣d5= as in Ward, T-Arganian, D/Michigan Open 1997.

White can naturally bang his Knight down on e5 with a belligerent look on his face and claim that he is better. I will try to show that he is not: 12. 42e5 0-0 13. f4.

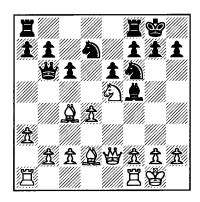
There are many ways to play and I can only give a brief sketch:

a) 13. Axd7 I would not be frightened by this. Black can calmly establish a Knight on

d5 along traditional lines. 13... 營xd7 14. 爲fd1 幻d5 15. 爲e1 b5=;

b) 13. \(\) \(\

c) 13. 2d2 4b6!?

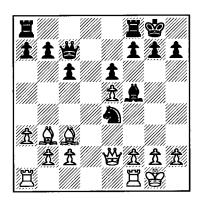


Black is alert for the specific case where he should play differently. As b2 and d4 are both exposed, White's reply is forced: 14. 2b4 2fe8 15. 2xd7 2xd7 2xd7 16. 2dd1 (16. 23 2xd7 2xd7 18. 2fe1 2e6 ∞ 0 a5 17. 2c3 2xd6=. It's a normal position and the Knight heads for d5.; 13... 2fe8 14. a4 2xd8 (14... c5!? 15. 2xd7 2xd7 2xd7 16. g4 2xd4 2e4!? 18. 2xd4 2xd4 2xd7 18. 2xd4 2xd4 2xd7 18.

 $\triangle b6$ 16. $\triangle b3$ c5! \Longrightarrow) c5. Note that after f2-f4, c6-c5 became much more attractive.

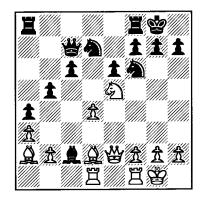
12... 0-0 13. 買ad1

13. 如d2 c5 14. 其acl 如g4
15. dxc5 如xc5 16. 營e5 其fc8
17. 營xc7 其xc7 18. 如e5 如xb3
19. cxb3 其ac8! 20. 其xc7 其xc7
21. 其cl 其xcl† 22. 如xcl 如d1
was the decidedly unthrilling course of *Kudrin*, *S-Wolff*, *P/Modesto 1995*. White bails out again.; 13. 如e5 如xe5 14. dxe5 如e4 is slightly different and was successful in the following recent game:



買xd2 27. 營xd2 買a2 28. 營c3 營b6 29. **Q**c4 營xb2 30. 營e3 買a1 31. 買xa1 營xa1† 32. 營h2 營d4 0−1, Swathi, G-Mohota, N/Calicut 2003.

13... a5 14. **②**e5 b5 15. **②**d2 a4 16. **②**a2 **②**xc2!



We should be familiar with Black's queenside advance and the securing of the d5-square. Now what? Well, Hodgson simply takes on c2! He can see Nunn will get back the pawn, but what is then left on the board?

17. 闰c1 Qe4 18. Qg5 Qd5 19. Qxf6 公xf6 20. Qxd5 公xd5 21. 闰xc6 皆b7 22. 闰fc1 b4

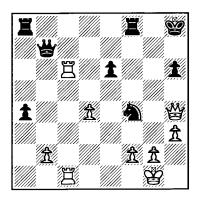
Equal perhaps, but easier for Black without a doubt. White has some problems on the queenside and the 43/d5 is

a giant.

23. h3 h6 24. axb4 ₩xb4 25. ⟨⟨xf7?

A miscalculation. Instead 25. 單6c4 營b7 would probably have led to a draw.

25... 幻f4!! 26. 幻xh6† gxh6 27. 쌀g4† 쌀h8 28. 쌀h4 쌀b7!



I think he missed this one. The X-ray attack on g2 saves the day.

29. 營xh6† 營h7 30. 營xh7† 営xh7 31. 莒a1 莒f7 32. 莒a3 莒g8

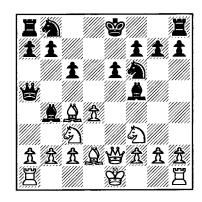
Hmm. White has a lot of pawns but he'll never get to push them.

33. g4 頁 b8! 34. 頁 xa4 頁 xb2 35. 頁 a3 如 e2† 36. 當 g2 如 xd4 37. 頁 d6 頁 bxf2† 38. 當 g3 如 b5. 0-1 (33)

Kersting, M (2254) – Duncker, J (2230)

Hessenliga Germany April 21, 2002

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 c6 5. 公f3 公f6 6. 公c4 公f5 7. 公d2 e6 8. 營e2 公b4

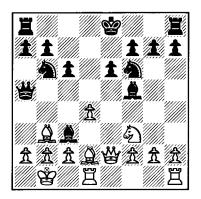


What is Black trying to achieve in this very common position? It can be broken down:

- a) Rapid development and speedy castling on either side according to circumstances.
- b) Command of the light squares—d5, e4 and c4; the key to Black's success.

Possibly he will establish his pieces on those squares as the game continues. Sometimes, control will be enough. In general, if White takes Black on and wins the battle of the light squares the game is usually his. We use this little game as an introduction to the theme.

9. 0–0–0 ♠bd7 10. ★b1 ♠b6 11. ♠b3 ♠xc3!



A key exchange. Surrendering Bishop for Knight voluntarily may seem very committal, but as you can see Black has enhanced his control of the center and White's \(\(\(\Delta\)/c3 will be nothing to rave about.

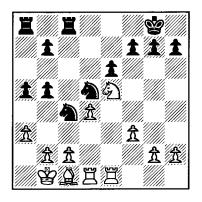
12. Qxc3 龄b5!

Very instructive. It was the Danish Grandmaster Curt Hansen who first showed the way here.

13. **公xb5**

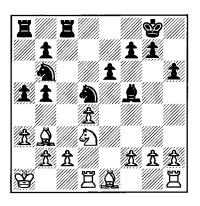
Leaving the Queens on just exposes White to a5-a4.

15... Qe4! 16. Zhe1 0-0 17. f3 Qd5 18. Qxd5 Qfxd5 19. Qd2 Qc4 20. Qc1 Zfc8 could also have been considered as in *Hjartarson-Hansen*, *C/Reykjavik 1995*.



The \(\t \alpha \) /c1 is very poor and Black has total control of the central light squares.

16. **Q**e1 h6 17. **公**d3 0−0 18. 營a1 買fc8



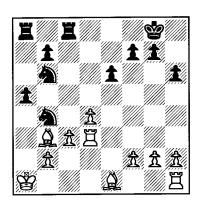
Chapter Ten

The theme is the same here. 19. c3

White may try to encourage Black to block the position: 19. 会c5 a4 20. 公xd5 会xd5 21. c3 b6 22. 公d3 呂a7平; 19. 呂g1 b4 20. a4 呂c7平, but in both cases he faces a protracted struggle to even draw.

19... ♠ xd3 20. ☐ xd3 b4
With a clear initiative.

21. axb4 @xb4!

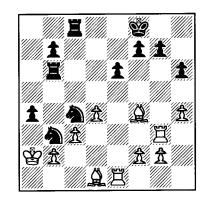


One shouldn't be too surprised when tactics evolve from a superior position. That's the logic of chess. White is very passive.

22. 三g3 a4 23. Qd1 幻c6 24. Qd2 當f8 25. Qf4 幻c4 26. h4 幻6a5 27. 當a2 三a6 28. 三e1

He might have tried 28. **公**xa4 ②c6 29. b3 ⑤b6 30. 閏a1 ⑤xa4 31. bxa4 買xa4† 32. 當b2 萬xal 33. 當xal b5 although once again, White is toiling to draw.

28... 買b6 29. 買e2 幻b3 30. 買e1



30... ∄a8?

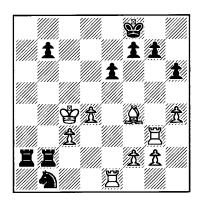
White has been fighting hard and his persistence could have paid off after this inaccurate move. Better is 30... ©bd2! hitting b2 and now White is in real trouble. I just don't see any sort of move: 31. Qxd2 (31. Qxd2 (31. Qxd2-+) $\exists xb2-+$) $\exists xb2+32.$ Qa1 $\exists xd2-+$.

31. <u>△</u>e2 a3

Obviously this was the intention, but White has a hidden resource.

32. <u>△</u>xc4 ⑤c1†?

32... axb2† is the best that Black can do. Then 33. 當xb2 公d2† 34. 益b3 莒xb3† 35. 當c2 買a2† 36. 當d3 ⑤b1 37. 當c4 買bb2∞ leads to a very unclear situation.



33. 買xc1??

Maybe time-trouble, maybe sheer excitement gets the better of him. White misses 33. 當b1 axb2 34. 鱼d6†! 萬xd6 otherwise ...鱼b4 35. 當xb2 and suddenly the Knight is in trouble, e.g., 35... 買b6† 36. 當c2! 氫a2 37. 買f3!.

33... axb2† 34. 當b1 呂a1†
35. 當c2 呂xc1† 36. 皇xc1
b1當† 37. 當d1 呂b2 38. 皇d3
皆a1 39. 皇c2 呂b6 40. 呂d3
呂c6 41. 當d2 b5 42. g3 皆a2
43. 當d1 b4 44. 呂d2 呂xc3.
0-1

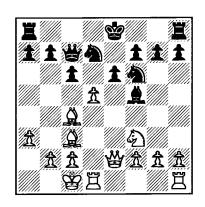
I often look at opening books in amazement because they are full of chess that we cannot understand. I daresay games of the great players are the most instructive but we also need to see games at our own level with typical mistakes that we can relate to. This was one such uneven game.

(34)

Kalod, R (2340)— Chytilek, R (2320)

Czechoslovakian Ch U20 Usti nad Labem 1996

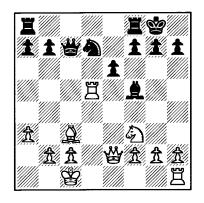
1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公c4 公f5 7. 公d2 e6 8. 營e2 公b4 9. 0-0-0 公bd7 10. a3 公xc3 11. 公xc3 營c7 12. d5!?



Not an especially dangerous move. Black has plenty of resources. Perhaps simplest is the move played.

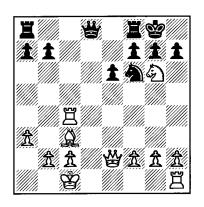
12... cxd5 13. 2xd5 2xd5

14. \ \ Xd5 0-0!=



15. 買d4

15... 幻f6 16. 三c4 쌀d8 17. 幻h4 **Q**g6 18. 幻xg6. ½—½



If now 18... hxg6 19. h4 then 19... \(\mathbb{G}\)d5! 20. h5 \(\mathbb{E}\)xg2

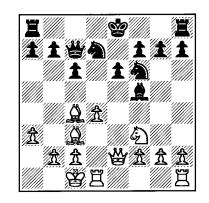
21. 買ch4 g5 22. 買4h2 **營**e4 scotches the attack.

(35)

Psakhis, L (2570)— Wahls, M (2540)

> Baden-Baden Baden-Baden 1992

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. d4 公f6 5. 公f3 c6 6. 公c4 公f5 7. 公d2 e6 8. 營e2 公b4 9. 0-0-0 公bd7 10. a3 公xc3 11. 公xc3 營c7



12. 🖨 e5

12. 鱼d2 may be answered by 12... b5 13. 鱼a2 (13. 鱼d3 鱼xd3 14. 疊xd3 0-0 15. 邑hel 邑fc8 16. 壑b1 c5!. Black is on the attack!) 鱼e4!. A very important move, getting out of the way of White's g-pawn and redirecting the Bishop to

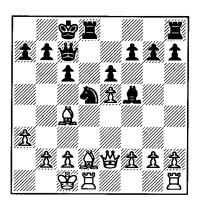
the crucial d5-square. 14. 8b1 0-0 15. 9g5 9d5=.

12... **公d5**

13. **△d2**

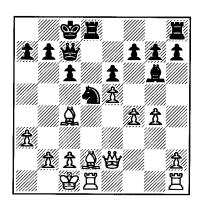
13. 🖾 xd7. Alternatively.

13... \$\text{xe5 14. dxe5 0-0-0}



We may consider this the 'main line' of main lines.' Black must stick to his guns and enable counterplay.

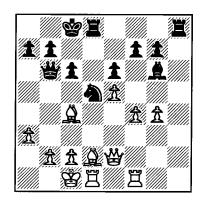
15. g4 **≜**g6 16. f4



Trying to crowd out the

Bishop on g6. Wahls' next move is indispensable.

16... h5! 17. h3 쌀b6 18. 呂hf1 hxg4 19. hxg4



19... **公c5**

Hodgson tried 19... 置h3 in a game against Nijboer but I believe that Wahls' move is the most accurate, tempting the Bishop to retreat to b3.

20. **△b3**

20. f5 exf5 21. e6 置de8! 22. Axd5 營xd5 23. 營f2 營a2! is the counterattack given by Wahls.

20... 耳h3!

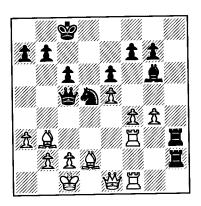
Now the Rook move makes a lot of sense as Black threatens ... \(\maxbar{Z}\) xb3.

21. 貫f3 貫dh8 22. 買df1 買h2 23. 쌀e1 쌀d4!

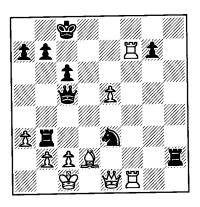
Active centralization is the order of the day. If you do not

Chapter Ten

game, 23... \(\mathbb{Z}8h3! \) may well Black is fine. be a good alternative.

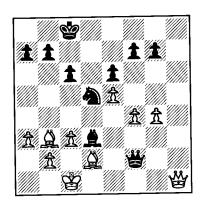


For instance 24. 以 以 为 3 (24. f5 exf5 25. gxf5 💆 xf5 26. 呂xf5 呂xb3∞ 27. 呂xf7 [27. e6 異xa3!! 28. bxa3 {28. 當bl 莒e3∞} 當xa3† 29. 當bl 買xd2 30. 當xd2 ②c3† 31. த@e3!∓



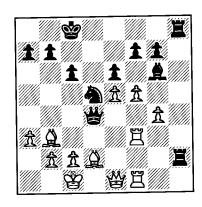
White does not have a forced draw.) 🗒 xh3 25. c3 🚨 d3 26.

like the continuation of the 胃h1 \ Xh1 27. \ Xh1 \ Yf2\



24. f5

The battle of the light squares is in full flow.



24... exf5 25. gxf5 **△** h5 26. 買d3 當g4 27. 鼻xd5

Psakhis and Wahls both mention 27. c4 罩e2 28. **營**g3 ⑤e7 29. 쌑xg4 **黛**xg4 30. 買g3 Qxf5 (30... 呂e4 31. f6 gxf6 32. exf6 **Q**e2 33. **以**f2 **Q**g6 34. 買xg6 fxg6 35. f7 閏f8 36.

2h6 2xc4 37. 2xc4 3xc4 the way through. Qb4 Zh3 32. Zxh3 Qxh3 33. 以 f7. Is this position so bad for Black after, say, 33... \$ \(\beta \) g6! 34. **4**d1 (34. **4**xg7 **4**)xe5 35. **Q**c2 闰g2=) 闰xe5 35. 闰xg7 \$\f4∞?

買c3†

29. **曾**xg4 **以**xg4 30. **国**xd5 鱼xf5∓; 29. 闰h1 쌐xf5 30. 買xd5 b6 31. 買d4 買f2=.

29... 🕸 b8 30. b3 🗳 a8 31. e6

31. **營**xg4 **Q**xg4 32. **冯**c7 買xe5 33. 買xf7 b6 34. **Q**b4 閏h5 35. 閏g1 閏hxf5 36. 買xg7 **Q**f3 37. 買h7 買g5 38. 買f1 買ef5= Wahls.

31... **營xg3 32**. **汽xg3 fxe6 33**. fxe6 🗒 xe6 34. 🗒 xg7 🗒 c8 35. 買fg1 買ec6 36. c3 d4 37. c4 b5 38. 闰 1g5

Absolutely forced and now the opposite-colored Bishops presage a draw.

38... **△**e8 39. **△**xb5 **△**xc4† 40. bxc4 \(\mathbb{Q} \) xb5 41. \(\mathbb{Q} \) b4 a6 44. a4 🚨 xa4 45. 🚨 c5 🗒 d8. 1/2-1/2

A sharp struggle where Black was in there pitching all

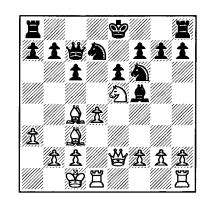
(36)

Pavlogianni, D (1964)-Makropoulou,M (2246)

Greek Team Championship Aghia Pelagia, Greece July 4, 2004

Now I think I would like to show you an interesting possibility for Black in the main line which is not often played.

1. e4 d5 2. exd5 營xd5 3. 公c3 **当a5 4. d4 c6 5. 分f3 分f6 6.** ②c4 ②f5 7. △d2 e6 8. \exp e2 **△** b4 9. 0−0−0 **♦** bd7 10. a3 ②xc3 11. ②xc3 \cong c7 12. ⑤e5



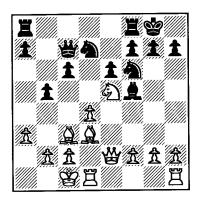
12... b5!?

Wahls thinks very highly of this move, a sharper alternative to the usual 12... (xe5 13. dxe5 **幻d5**.

13. **△d**3

13... **△xd3**

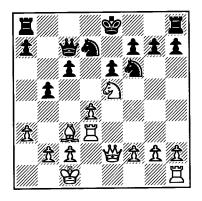
There's also 13... 0–0, which Wahls favors.



White can double Black's pawns but he does not achieve anything in particular by doing so: 14. Qxf5 exf5 15. Yf3 公d5 16. Yxf5 公xc3 17. bxc3 (17. 公xd7 公xd1 18. 公xf8 日xf8 19. Yxd1 [19. 日xd1 Yxh2=] 日d8! 20. Ye4 c5

21. d5 曾c6! 22. 莒el 曾xd5† 23. 曾xd5 莒xd5+=) 句b6 18. 莒d3 曾e7 19. 曾b2 莒ac8 when Black has obviously good attacking chances.

14. 買xd3



Not everyone will like the idea of bringing the white Rook into play on the third rank.

14... 4 xe5

It's obvious that his idea is to hoover the pieces off and go into a good Knight vs. Bad Bishop scenario. I feel White has to react energetically and probe Black's kingside before all the possible middlegame/endgame squeezes take over. 14... 公d5 is a second move worth consideration: 15. 公d2 公xe5 16. 登xe5 登xe5 17. dxe5 c5 18. 三g3 三g8 19. c4 bxc4 20. 三g4 公b6 21. 三d1 0-0-0

22. **Q**e3 買d5 23. 買xd5 exd5 24. **Q**xc5 **g**d7= *Abhay,T*—*Murali Krishnan,B/Chennai,India* 2004.

15. dxe5 �d5 16. ♣d2 0-0-0 17. f4?

Putting another pawn on a dark square seems wrong. Maybe he should settle for 17. 呂d1 呂d7 18. 呂g3 when White might be a little better although the black 幻/d5 is very strong.

17... g6 18. g4 h5! 19. f5 hxg4 20. fxg6 fxg6 21. 營xg4 營xe5 22. 營xg6 營f5

Our light-squared theme persists all the way through the book.

23. **쓸g1 쓸e4! 24. 쓸e1 쓸xe1**† 25. **Q**xe1 e5 26. **Q**f2

26. h4 買h5 27. **Q**f2 e4 28. 買g3 a5 is certainly better for Black but not by much.

26... a6 27. h4 買h5 28. 買e1 買f8 29. 黛g3 買ff5 30. 買d2 當d7 31. 買de2 Ke6

The poor white Bishop is almost redundant.

32. 當d2 幻b6 33. b3 幻d7 34. 夏f2 貫f3 35. 買g1 幻f6 36. 買g3??

36. Sel escapes the tactics,

36... **買xf2**

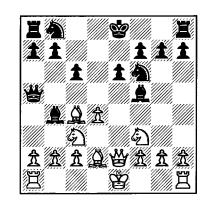
Crushing.

37. 其xf2 幻e4† 38. 當e3 幻xg3 39. 異f8 幻f5†. 0-1

Black didn't seem in trouble at any stage. Certainly I will be trying 12... b5 myself. The further maneuver \(\(\alpha \) e4-d5 is rather nifty!

SUMMARY

1. e4 d5 2. exd5 營xd5 3. 公c3 營a5 4. Qc4 公f6 5. d4 c6 6. 公f3 Qf5 7. Qd2 e6 8. 營e2 Qb4



I hope that the games and our brief discussion will help you to play the black side of the main line. How to summarize the struggle? It's VERY important for Black to concentrate on the central light squares, in particular d5. Time and again we have seen Black put either a Knight or a Rook there, halting the White attack. Advancing the queenside pawns looks to be a good idea because it falls in naturally with the theme of light-squared pressure and creates active counterplay. Finally Black will, in all probability, have to surrender the two Bishops by taking on c3 but we've seen that's no big deal. The 47/d5 is at least as influential as the dark-squared Bishop. Below master level I expect that 9.0-0 and 9. a3 will be most common. 9. 0-0-0 is sharper, but the positions are more intricate and difficult to handle for White, as our examples show.

End Credits

I'd like to thank all of you for coming to see me and my little show here tonight. If you've enjoyed it, then it's been worthwhile! So, until we meet again, goodnight and I LOVE YOU ALL.

> MUSIC LIGHTS APPLAUSE

The Essential Center Counter starred:
Andrew Martin, author
Bob Long, producer
Deep Fritz/Shallow Andy
Make-Up

Mr. Martin and Mr. Long were assisted by:

MegaBase 2004
ECO B
All the Informators
All the New in Chess Yearbooks
Chess Publishing (1 e4 section by A. Martin)
Modernes Skandinavisch by GM M. Wahls
The Scandinavian by GM J. Emms, Everyman Chess

Winning with the Scandinavian by R. Harmon, Batsford The Scheming Scandinavian DVD by A. Martin, Bad Bishop

> JANITOR SLAMMING OF DOORS SILENCE

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- 2. d4 28, 31 Blackmar-Diemer Gambit

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a6 53

a6 3.

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€\f6

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Main Lines: after 2. exd5 對xc5 3. 勾c3 對a5

4. d4

€\f6

5. \(\textit{\textit{\textit{\textit{2}}}} \) c6 \(6. \textit{\textit{\textit{2}}} \) c4

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c6!

5. \$\inf3 \Q\ f5 \quad 6. \Q\ c4 \quad e6 \quad 7. 0-0 \quad 13

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COLOPHON

The body copy of *The Essential Center Counter* was set in Times Roman 13/16. Page headers and footers were set in Bellevue Script. Chapter titles were set in Compacta Black. Special symbols were set in Chess and the diagrams were set in C.R. Horowitz.

Layout and Design: Bob Long Cover: Rob Long & Bob Long

Keyboarding and conversion: Andrew Martin & Bob Long Proofing: David G. Arganian, Andrew Martin, & Bob Long

A Real 1-2 Punch

Grandmaster Jonathan Speelman was an analyst in Vishwanathan Anand's camp for the 1995 world championship match against Garry Kasparov. They looked at the Center Counter (aka 'Scandinavian') and pronounced it as quite playable.

In 2004 one test was made of this decree and it was Speelman-Martin, 4NCL, September. This important game was full of fireworks before eventually being drawn. Martin's ... <u>2</u>f5 was more than a little playable—

Black possibly had a slight edge.

But the real point is that the Center Counter can be aggressive and dangerous. Because of international master Martin's preferred 2... \(\psi x \) \(\psi x \)

In 10 chapters you are guided through declined and accepted variations. Transpositional variations from non-CC games such as the Blackmar-Diemer Gambit are not just investigated, they are taken apart.

36 games are annotated in the friendly style that Andrew Martin is known for—his writing

makes you want to play the system! In 2004 Martin set a world record by playing 321 simultaneous chess games,

all at once.

He lives in London with his wife and two daughters. His recent King's Indian Battle Plans for Thinkers' Press was an international bestseller.





Category: games / chess

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