PREFACE

The second volume of this monograph on the Queen's Pawn Opening follows on naturally from the first volume. There we covered the moves 2.@g5 and 2.@c3 after 1.d4 d5, and now the discussion continues about positions after 2.@f3.

Chapter Six is devoted to rare continuations (without 2...④f6).

Beginning with **Chapter Seven**, the initial position for analysis will be the following: 1.d4 d5 2. (2) f3 (2) f6. In Chapter Seven itself the move 3. (2) f4 (the London System) is investigated – White pins his hopes on his control of the e5-point.

In **Chapter Eight** the Romanishin Variation 1.d4 d5 2. ⁽²⁾f3 ⁽²⁾f6 3.g3 is analysed. It has many features in common with the Reti Opening and the Catalan Opening, but our analysis will be mainly devoted to original ways of developing.

The Torre Attack (1.d4 d5 2.6163 6163.25) is analysed very thoroughly in **Chapter Nine**.

The monograph concludes with absolute classics: the Colle System and the Zukertort System (**Chapters Ten** and **Eleven**). In both cases the initial moves are 1.d4 d5 2. (2) f3 (2) f6 3.e3. But whereas in the Colle System the bishop on c1 remains shut in for at least some time (its development is possible only after the e3-e4 break, and this does not happen soon), in the Zukertort System, without losing time, White develops his bishop on the long diagonal, for which he plays b2-b3.

The theoretical part of the book is provided with a detailed **Index of Variations**.

The book concludes with nineteen **Illustrative Games**. Their role is one of repetition: by playing through these games, the reader will as though again read through the entire book in miniature.

* * *

Nominally the two volumes of the monograph complement each other. As regards content, they are antipodes.

Preface

The first volume mainly covers systems that have been forgotten and abandoned (whether justly or unjustly, that is another question), such as the Blackmar-Diemer Gambit and the Veresov Opening. Or, by contrast, new systems which have not yet have time to acquire an established theory and sufficient practice. As examples, one can remember the variations 1.d4 d5 2.&g5 c5!? or 2...f6!?. Studying Chapters One to Five, the reader must inevitably arrive at the thought that the recommendations suggested are more or less approximate in character, and that a final or at least firm theoretical word on most of the variations has not yet been said.

In the first volume it is imagination and boldness that prevail. The leitmotif of the second volume is knowledge.

The systems of Torre, Colle and Zukertort, as well as the variations 1.d4 d5 2. (2) f3 (2) f6 3. (2) f4 and 3.g3, possess a stable and branched theoretical structure. With rare exceptions, on these variations theory is ready to give not approximate, but the most concrete recommendations. Improvisation is allowed, but not encouraged; at any event, it must be based on deep theoretical knowledge.

One further detail. Studying the material given in the first volume, the reader could not help but notice that the strongest modern grandmasters have largely not supported White's ideas, but have opposed them. In other words, they have played with Black, and not with White. In the second volume in practically every chapter there is its 'locomotive' – a strong modern grandmaster, driving forward the theory of the given variation for White. You should latch on to such a 'locomotive', take his games as model examples and, by thoroughly analysing them, approach closer to the essence of an individual variation or system as a whole.

Thus the difference between the two volumes is a fundamental one. At first sight this creates some inconvenience, but if you think it over, it can turn into a distinctive advantage. Two different volumes – two different styles; possibly two different tactical approaches to one specific game. If you want to improvise – choose 2.&g5 or 2.&c3. If you want to rely on a firm base – play 2.&d5.

One opening. But its interpretation can vary. Study, compare and choose.

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Good luck!

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CHAPTER SIX

1.d4 d5 2.^公f3. Everything, apart from 2....^公f6.

 1. d2-d4
 d7-d5

 2. ∅g1-f3
 ...



This chapter resembles a children's game, where in a conversation it is strictly forbidden to pronounce some common word. Black must watch that he does not accidentally 'say' 2g8-f6 (the entire further material in this volume will be devoted to an analysis of 2...2f6); White, in turn, by the conditions of the 'game' must refrain from an early c2-c4 – otherwise events will move out of the framework of the Queen's Pawn Opening and revert to lines of the Queen's Gambit.

Black's main options are: 2....c6

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(I), 2...c5 (II), 2...e6 (III), 2...g6 (IV), 2...2c6 (V), 2...2f5 (VI) and 2...2g4 (VII). 2...f5 and 2...2d7, and even 2...a6 or 2...f6 have also been played (and by some very respected players), but not everything can be covered.

I (1.d4 d5 2.②f3)

2.... c7-c6

As has already been mentioned in the first volume, this move normally contains two ideas. The first is an active one: awaiting the development of the bishop from c1, to immediately play the queen to b6, attacking the queenside pawns. The second is a waiting one: Black wants to see the opponent's reaction, and, depending on it, to transpose advantageously into other lines: with g7-g6, \triangle c8-g4 or something else.

3. g2-g3

In the present chapter there is no point in discussing **3.e3**, since the strongest reply is 3...266; and in the event of 3...264 or 3...265

...

White should reply 4.c4!. None of these fit within the parameters of the present chapter.

8

We dealt with the position after **3.** \pm **g5** \cong b6 in Volume 1 in the Levitsky Variation (the move order 1.d4 d5 2. \pm g5 c6 3. \oplus f3 \cong b6).

The variation **3.≙f4 ^{tem}b**6 is more independent:



4. ②bd2!? 響xb2 5.e4 ②f6!? (after 5...e6 6. @d3 ②f6 7.0-0 變b6 8.c4 @e7 9. 變c2 變d8 10.cd ed 11.e5 ④h5 12. @e3 g6 13. @h6 White has a clear advantage, Rutman – Shabanov, Sochi 1998) 6.e5 ②e4 7. ③xe4 de 8. 三b1 變xa2 9. ②g5 變a5+10. @d2 變d5 11. @b4 @f5 12.g4 @g6 13.c4 變d7 with problematic play for White (Rakic – Bagirov, Moscow 1979), which grandmaster Alburt characterised with his customary scepticism as 'a semblance of an initiative'. A pawn is a pawn!

A roughly equal position arises after 4.b3 皇f5 5.e3 e6 6.皇d3 皇xd3 7.豐xd3 公f6 8.0-0 皇e7 (or

8...②bd7 9.c4 營a6!? 10.④bd2 □d8, Schlindwein – Treguboy, Cappelle la Grande 1995) 9.c4 ₩a6!? (9...②e4 10.c5 ₩d8 11. 2bd2 2xd2 12. 2xd2 2d7 13.b4 0-0 14. \$g3 \$h4 15. \$xh4 [™]xh4 16.b5 e5 is also possible, Mamedyarov – Shumiakina, Dubai 2000) 10.公c3 0-0 11.当fd1 ②bd7 12.h3 h6 (the fact that the [₩]b6-a6 idea in such set-ups has been known for a very long time is indicated by the game Duz-Khotimirsky - Alapin, Prague c5 etc.) 13.a4 띨fd8 14. 逸c7 띨dc8 15. 逸h2 逸b4 16. ④e5 罝d8 Mitkov, Bled 2002).

Usually White fights for an advantage by 4. ₩c1 \$f5 (4...\$g4!? comes into consideration, luring the knight to e5, in order to then gain a couple of tempi for a counterattack: 5. ②e5 单f5 6.e3 f6 7.②f3 g5 8.奠g3 ④d7 9.c4 e6 10.②c3 h5 or simply continue developing, so as to exchange it as 8.c4 e6 9.②c3 ②bd7 10.c5 豐d8 11.b4 @xe5 12.\$xe5 \$e7 13.0-0 16.b5, and White has a spatial advantage on the queenside, but he was unable to convert it, Speelman - Montero, Caleta 2011) 5.e3 e6 6.c4. There can follow, for example, 6... 创f6 7. ②c3 ②bd7 8.c5 ₩d8 9.h3 2e4 10.b4 \$e7 11.\$e2

QPO-v2!.p65

1.d4 d5 2. 4 f3. Everything, apart from 2... 4 f6.

0-0 12.0-0 \$f6 13. 2xe4 \$xe4 14. \$\u00e9d6 de xf3 15. \$\u00e9xf3, when White has a minimal plus (Miles – Wojtkiewicz, Reykjavik 2000).

In principle, if not exactly the same positions, then closelyrelated and very similar ones, were analysed in detail in the first and second chapters of Volume One.

≜c8-g4 3. ... The most critical: after pausing (2...c6) and waiting for g2-g3 to be played, Black develops his bishop with gain of tempo.

In this position grandmaster Vladimir Bagirov liked to bring out his bishop to f5, taking play into positions typical of the Reti Opening. For example, 3... £f5 4. \u00e9g2 e6 5.0-0 \u00f2 d7 6.b3 h6 7. \u00c9b2 (or 7.c4 ②gf6 8. 单b2 单e7 9. ④c3 0-0 10.e3 ②e4 11.₩e2 ③xc3 12. &xc3 &e4, L. Schulman – Bagirov, Jyvaskyla 1991) 7... 2gf6 (Jakobsen – Bagirov, Copenhagen 1993).

4. 遑f1-g2

popular, and one can understand why: after 5... 幻d7 Black develops with gain of tempo. However, in this case the play definitely transposes into the Reti Opening, and one can even give the index of this variation -A07 (the move order: 1. 2 f3 d5 2.g3 \$ g4 3. \$ g2 c6 4. 2e5 \$f5 5.d4 2d7).

...

4....

5. 0-0	e7-e6
6. 🖾b1-d2	f7-f5!?



The preceding events were strictly non-forced, but beginning with this move the play will require great accuracy, and sometimes the only moves. Moreover, the accuracy is demanded mainly of Black: as we will see later, his control of the e4-square is illusory.

It is more convenient to consider the position after 6...约f6 in Chapter Eight, with the move order 1.d4 d5 2.2f3 2f6 3.g3 c6 4. £g2 £g4 5.0-0 2 bd7 6. 2 bd2 e6. ...

7. c2-c4

After 7.b3?! \$d6 8.\$b2 ₩f6! 9.c4 e7 the position is a highly favourable version for Black of the Dutch Defence. The light-square bishop is not blocked in at c8, but is taking an active part in the play, the e5-square is inaccessible to the white knight, and in addition Black is ready for a pawn storm.

Here is how events can develop: 10.營c2 h5 (or 10...g5 11.營c3 勾g6

9

∅b8-d7

12.b4 &xf3 13. \textcircledaddelta xf3 g4 14. \textcircledaddelta d2 h5 15.b5 h4, Soffer – Psakhis, Tel Aviv 1991) 11. \textcircledaddelta d2 h5 12.de &xe5 f4 (both 11... \textcircledaddelta xe5 12.de &xe5 13.&xe5 @xe5 14.f3 h4!? and the immediate 11...h4!? come into consideration) 12.e4 \textcircledaddelta xe5 13.de &xe5 14.&xe5 @xe5 15.f3 fg! (not 16.fg @d4+ 17. \textcircledaddelta h1 hg) 16.hg (Juergens – Hector, Hamburg 1993), and here the simplest was 16...@xg3 17.fg hg with decisive threats to the white king.

10

7.... **£f8-d6**

7...公gf6?! is far weaker in view of 8.豐b3 邕b8 9.公g5!, and the f8bishop, which was not developed in time, remains shut in for a lengthy period. Drasko – Ramesh (Ubeda 1996) continued 9...鬯e7 10.f3 急h5 11.e4 h6 12.公h3 豐b4 13.ef ef 14.豐e3+ 查f7 15.公f4 邕e8 16.豐d3 盒d6 17.公xh5 公xh5 18.a3 豐a5 19.豐xf5+ 公hf6 20.c5 盒c7 21.f4, and White was very close to a win.

Not all Black's problems are solved by 8...營b6 (instead of 8...띨b8) again because of 9.②g5! 營xb3 10.ab 含e7 11.f3 急h5 12.e4 with a strong initiative in the endgame (Maiwald – Slobodjan, Hungary1994).

8. ₩d1-b3

8.b3 is again unconvincing. In reply, apart from 8...豐f6 9. 金b2 ②e7 (reverting to the Soffer – Psakhis and Juergens – Hector games), Black can consider 8...③h6!? (only not 8...④gf6 9. 金b2

•••

0-0 10.2e5! 2h5 11.2df3 We7 12.Wc2 2e4 13.2xd7 Wxd7 14.2e5 We7 15.f3, and White exploited his opponent's routine play, Rukavina – Timman, Zagreb 1985) 9.2b2 2f7!, covering the key e5-square. Bilek – Khenkin (Budapest 1991) continued 10.Wc2 Wf6 11.a3 h5!? 12.h3 2xf3 13.ef f4! (at the right time; otherwise White himself would have played f3-f4). Black has a strong initiative.

8.... **Za8-b8**

Compared with the variation 1.d4 d5 2.0f3 c6 3.g3 2g4 4.2g2 0d7 5.0-0 e6 6.0bd2 f5 7.c4 0gf6?! 8.0b3 2b8 9.0g5! here the black queen is keeping a close eye on the g5-square, not allowing the white knight to attack the e6-pawn.

•••

9. 邕f1-e1

The German grandmaster Michael Bezold advocates the idea of $9. \textcircledegameter = 10. \textcircledags$ (the alternative $10. \textcircledags$ $\textcircledagged for = 11. \textcircledagged \\\textcircledagged 12. \largebox{\columnation} down = 12. \box{\columnation} down = 12. \largebox{\columnation} down = 12. \box{\columnation} down = 12. \box$

Not without reason, apparently: 12...g5!? (more interesting than 12...&xf3 13.@xf3 @f6 14.@b3, Bezold – Loginov, Budapest 1994, or 12...@g6 13.@e5 @xe5 14.de &c5 15.@d3 g5 16.cd ed 17.&e3



 \exists d8 18.f4, Bezold – De la Riva, Buenos Aires 1993) 13.265 26614.cd 2xd5 15.3d2 2x65 66 \exists d8 17.3d2 ax65 16.de \exists d8 17.3d2 ax63 ax6319.ax63 0-0 20.f4 g4 21.ag23d2 dz ax63 ax63

The paradoxical 9. ②e5!? (it appeared that Black had taken firm control of the e5-square) promises extremely complicated play both in 11. We3 Wd6 12.cd cd 13. 国d1 b5 14.a4 a6 15.ab ab 16.h3 £h5 17. □ a6! 唑xa6 18. 唑xe5 □ b7 19. ④b3 邕e7 20. 奠g5 (Schulze -Crut, Germany 2002), and after 12.cd cd 13.營a3 ②e7 14.營d6 邕c8 20. 邕e6 鬯c2 21. 逸e3 (Manesh -Shabalov, Minneapolis 2005).

9.... ₩d8-e7 9. @gf6?! is still not suit

9... ②**gf6?!** is still not suitable, and again because of 10. ②g5! ₩e7

11.f3. Speelman – Garcia Padron (Cordoba 1995) took an interesting course: 11...h6!? (11... 魚h5 12.e4 h6? is bad in view of 13.ef! e5 14. ②e6, Hug – Lobron, Garmisch Partenkirchen 1994) 12. ③xe6! 彎xe6 13.fg f4!? 14.cd cd 15.gf 魚xf4 16.e4! ④xg4 17. ③f1. The two sides exchanged blows, but even so Speelman had the last word.

The position after **9**... **④h6** deserves a separate diagram:



The g5-square is under attack; the central squares are safely covered, and Black has only to make one more move to complete his development. Is everything alright?

Alas, no. White breaks through at the most fortified point - e4. After 10.cd Black is defenceless:

10...ed 11.e4!! 0-0 (11...fe 12.②xe4 de 13.罩xe4+ 查f8 14.盒xh6 is hopeless for Black) 12.ed cd 13.營xd5+ ②f7 14.②e5 ②f6 (not 14...盒xe5 15.de ②dxe5 16.罝xe5) 15.營b3 and wins

11

(Smagin – Prie, Cappelle la Grande 1995) or

12

10...cd 11.h3! (an important nuance: the bishop must be driven away from the e6-point; 11.e4 fe 12.②g5!? is pointless because of 12...0-0!) 11...\$h5 (had Black known what was awaiting him, he would surely have agreed to an inferior but tolerable position after 11...\$xf3 12.\$xf3) 12.e4!! fe (12... \$xf3 13. \$xf3 fe does not help in view of 14. 2xe4!, Maiwald - Varga, Budapest 1999, 14...de 16. ² xe4 - 16. ¹ h5+ g6 17. ¹ xh6 20.&g5, and it is all over) 13.2g5! Lef7 (a fantastic variation remained 15. 逸g5! 鬯f8 16. 鬯xd5!! ed 17. 公xd6, mate!) 14. 公dxe4! de ≜xe6 15. ⁽²⁾xe6! (15...₩f6 16.₩xe6+ 16.邕xe4) ₩e7 by 17... 響xe6 18. 邕xe6+ 逸e7 19. 逸xh6 gh 20. 邕ae1 or 19... 查f7 20.邕xe7+ ∲xe7 21. £xg7) 18. Wd5, and Black resigned (Kramnik – Beliavsky, Belgrade 1995). This decision cannot be called premature, as one way or another the battle will terminate in a handful of moves, for example: 18.... 響f8 19. 逸g5+ 勾f6 20. 邕ae1 创f7 21.邕e6 etc.

An attempt was made to rehabilitate the variation with 9... riangleft f6, but in vain – here too

Black is very far from equalising: 10.cd (10.②e5!? 盒xe5 11.de, and in M. Ivanov– Shabalov, Cappelle la Grande 1995, Black declined to win the e5-pawn, preferring instead to remain with a rather unpleasant position after 11...豐d8 12.cd cd 13.豐a3 a6 14.②b3 豐e7 15.豐a4) 10...cd (10...ed? loses immediately to 11.e4!) 11.豐a4 (here Kramnik's idea – 11.h3 盒h5 12.e4 fe – is more or less pointless in view of 13.②g5 盒g6! or 13.③xe4 de 14.鼍xe4 盒f7) 11...②e7



12.2e5! b5 13.2xa7 (there is no need to allow Black chances in the form of an extra pawn: 13.2a6?! 2xe5 14.de 2xe5 15.2f3 2xf3! 16.ef 25c6 17.f4 2f7!, Schebler – Vaganian, Belgium 2002) 13...2xe5 14.de 2xe5 15.2f3 2d6 (White also has fine play in the event of 15...2xf3 16.ef 2c6 17.2c5 2d7 18. \blacksquare xe5! 2xe5 19.2a7+ 2d6 20.2f4!, Drasko – Blagojevic, Tivat 1995) 16.2g5 2f7 17.2a6 2c8 18. \blacksquare ac1 2d7

QPO-v2!.p65

1.d4 d5 2.②f3. Everything, apart from 2...②f6.

19. 逸e3 0-0 20. 罩c6 逸xf3 21.ef 罩d8 22.f4. White has an overwhelming position with material equal (Klenburg – Kogan, Port Erin 2005).

10. ⁽²⁾f3-e5!? ...

White would be quite satisfied with 10.h3 \u00e9h5 11.cd cd, and here, after examining the tempting variations beginning with 12. @e5!?, 12.e4!? or even 12.g4!?, he could make the correct choice. But the point is that if 10.h3 he has to reckon with 10... \$xf3!. After 11. 2xf3 2gf6 Black at least completes his development; if 11.ef?! f4! (Speelman - Peng Zhaoqin, Germany 2003) the position altogether loses its attraction for White, or 11...约gf6 12.f4 0-0 13.创f1 邕fe8 14. 奠e3 h5 15.h4 ②g4 with complicated play (Speelman – A.Onischuk, Caleta 2011).

Therefore he hastens to advance his knight to e5, before Black exchanges it on f3.

10.... ⁽²⁾d7xe5

The gift can be refused — 10...②gf6 11.②xg4 ②xg4, but this does not achieve anything good: 12.cd ed 13.e4! 0-0 (13...fe 14.③xe4 de 15.鼍xe4 etc.) 14.e5 逸b4 15.a3 逸a5 16.逸xd5+! cd 17.豐xd5+ 查h8 18.豐xa5 f4 19.②e4. Black's initiative is temporary and is not worth the two pawns (Tkachiev – Winants, Wijk aan Zee 1995).

 11. d4xe5
 ≜d6xe5

 12. c4xd5
 ...

12...cd is met by the now customary 13.e4! fe (13...de? 14.b5+) 14.axe4! de 15.ba4+(here also 15.b5+ c7 $16.\Huge{bxe5}$ is quite sufficient, but White has calculated further) 15...bd7 $16.\Huge{bxe4}$ af6 $17.\Huge{bxe5}$ 0-0 18.h3 af5 19.g4 ag6 20. $\Huge{bxe6+}$ $\Huge{bxe6}$ $21.\amalg{xe6}$ af7 22. $\amalg{e7}$ with an extra pawn and a positional advantage in the ending (Kizov – Glavas, Bajmok 2001).

The position after **12...ed** occurred in Tkachiev – Tregubov (Wijk aan Zee 1995):



With the standard 13.e4! fe 14. ②xe4! White destroyed the opponent's defences and forced him to engage in a prolonged and unpleasant defence: 14...de 15. □xe4 ②f6 16. \$\overline\$g5! (the hasty 16. □xe5!? 響xe5 17. \$\overline\$f4 響e6 18. ₩xe6+ \$\overline\$xe6 19. \$\overline\$xb8 \$\overline\$f7 20. \$\overline\$xa7 □a8 21. \$\overline\$d4 □xa2 gave White only a slightly better

endgame in Barle – Pavasovic, Skofja Loka 1995).

14

In the variation 1.d4 d5 2. (1)f3 c6 3.g3 (2)g4 4. (2)g2 (2)d7 5.0-0 e6 6. (2)bd2 f5!? Black has invested considerable resourcefulness and effort, and initially he achieved considerable success. But the breach made by Kramnik (in his game with Beliavsky) has not been patched. Defeats have followed one after another, and it will no exaggeration to say that since 1995 and to this day Black has not recovered from the blow.

The idea of 6...f5!? – to give the play a character similar to the Dutch Defence, but in an immeasurably more favourable version for Black – has been refuted, and refuted directly: by the combinative counter e2-e4!.

Today the '!?' assessment of 6...f5 should be replaced by '?!'.

II

(1.d4 d5 2.公f3)

2.... c7-c5

Independent continuations for White are 3.dc (A) and 3.g3 (B).

After **3.c3** cd 4.cd we have the exchange variation of the Slav Defence.

3.e3 0 f6 transposes into the Colle System (1.d4 d5 2.0 f3 0 f6 3.e3 c5). The whole of Chapter Eleven is devoted to its analysis.





3.... e7-e6

After 3... 營a5+ 4. ④bd2 e6 (4...6) f6 is evidently weaker in view \$f5 8.e3 ④bd7 9.\$b2 ₩c7 10.c4, Farago – Karolyi, Hungary 1987) 5.e3 (here 5.a3 \$\overline{xc5}\$ 6.b4 is pointless in view of 6... \$xb4! 7. \$b2 \$c3) 5...\$xc5 6.a3 约f6 in Nikolic – Sermek (Portoroz 1993) Black decided that his position was better than it was in fact, and he played 10...e5?!. There followed 11. ≜b2 e4 12. 2) d4 ₩e5 13.cd 幽g5 14. 查h1 邕e8 15. 邕c1 b6 16. ④b5 ④a6 17. 邕c4 皇f5 18. 皇xf6 ₩xf6 19. \$g4 \$g6 20. \$d7 \[E5 21. 26. The attack has petered out, but the material remains, and White soon won. In some way the events resemble those which occur in the 'Kasparov Gambit': 1.d4

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④f6 2.c4 c5 3.④f3 cd 4.④xd4 e5!?
5.⑤b5 d5 6.cd 盒c5 7.e3 0-0
8.⑤5c3 e49.盒e2 響e7 10.a3 a5 etc.

After **3...**⁽²⁾**f6** 4.c4 e6 5.cd White is quite satisfied with 5...ed 6. @e3!? 9. 違g2 0-0 10. 0-0 違f5 11. 公c3 邕e8 12.@d4 (Alekhine Kaufman, Odessa 1919). However, neither 5... Wxd5 6. Wc2 We4 7. ④a3 鬯xc2 8. ④xc2 臭xc5 (Gyimesi – Westerinen, Parnu 1996), nor especially 5... &xc5!? 6.a3 (6.de? \$\overline{xf2+!}\$) 6...ed 7.b4 \$b6 8.e3 0-0 9.\$e2 ∅c6 10.\$b2 豐e7 (or 10... 邕e8 11.b5 ④a5 ₩e7, Lputian – Yurtaev, Riga 1980) 11.②c3 莒d8 12.②a4 皇c7 13.邕c1 逸g4 14.0-0 ②e4 (Ubilava - Gomez Esteban, Elgoibar 1998) gives him any hope of a serious advantage.

There is a similar picture in the 3...②c6 branch. White is more than satisfied with 4.a3 a5 5.②c3 d4 (or 5...e6 6.e4 d4 7. 2a4) 6. 2b5 e5 7.e3 \$\mathbf{e}g4 8.\mathbf{e}e2 \$\mathbf{k}xf3 9.\mathbf{k}xf3 \$ \$xc5 10.ed \$xd4 11. \$xd4 ed 12.0-0 (Matlak – Orsag, Karvina 1992), but after the most natural continuation 4...e6 5.b4 a5 6.b5 ②a7 7.e3 单xc5 8.单b2 ④f6 9.单d3 皇d7 10.a4 ②c8 11. ②bd2 ②b6 12.0-0 0-0 he has nothing (Cu. Hansen – Barua, Dortmund 1980). And yet 3... ②c6 comes under suspicion if White acts as in the main variation, namely 4.e4!?. The point is that, by first developing his queen's knight, Black has lost time for the attack on the c5-pawn. And this factor allows White to play for the retention of the pawn, quite successfully, as statistics show:

4...d4 5.c3 違g4 (bad is 5...e5 6.皇b5 皇xc5 7.④xe5 ④ge7? 8.②xf7!, when Black can resign, Dzagnidze – Skripchenko, Rethymnon 2003) 6.皇b5 皇xf3 (Noll – C. Bauer, Alzey 1997) 7.豐xf3!? with advantage;

Things are also had for Black in the event of 4...de, for example: 5. @xd8 + @xd8 6. @e5 @c6 (6...a6is more resilient) 7.@b5 @d78. @xd7 @xd7 9. @c3 f5 10. @f4@f6 11.0-0-0+ @e8 12.f3! ef 13.gf \mathbb{Z} d8 14. \mathbb{Z} xd8+ $\text{@xd8} 15. \mathbb{Z}$ d1+ @c8? 16. @c4 etc. (Galego – Durao, Oliveira de Azemeis 2001);

After 4...②f6 White also has clear and simple play: 5.ed 豐xd5 (or 5...②xd5 6.c4!? ④bd4 7.a3 豐a5 - 7...豐xd1+ 8.查xd1 ④a6 9.b4 -8.彙d2 彙f5 9.彙e2 ④c2+ 10.豐c2 稾xc2 11.稾xa5 ⑤xa5 12.④bd2) 6.豐xd5 ②xd5 7.彙c4 ◎db4 8.④a3 彙f5 9.c3 ⑥d3+ 10.彙xd3 稾xd3 11.彙e3 (D'Amore – Bianca, Catania 1991);

And, finally, after the belated 4...e6 in Tu Hoang Thai – Tran Quoc Dung (Ho Chi Minh 2011) White successfully played for the retention of the pawn: 5.ed ed 6.&e3. So that it is better to wait

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