## opening repertoire

## the Queen's Gambit Damian Lemos

## EVERYMAN CHESS

## About the Author

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## Preface

Creating a repertoire for the white pieces is no easy task. Nowadays the large amount of theory out there makes it even harder. After finishing my first work, Opening Repertoire: The Fianchetto System, John Emms at Everyman Chess suggested the Queen's Gambit as a subject for another book. I decided to take on the challenge and the result is in your hands now.

Why the Queen's Gambit? It is definitely the most aggressive approach for White after 1 d 4 d 5 and 2 c 4 is also the best move if we want to fight for an advantage. My goal was to create a repertoire that allows us to reach the middlegame with a solid foundation while not depending too much on 'exact theory'. Instead, the focus is on strategic plans and positional understanding.

Throughout this project good use was made of Mega Database 2018 (ChessBase), Stockfish 10 and the ChessBase Online Database. I must also acknowledge and thank John Emms and Byron Jacobs for giving me the chance to write my first two books, as well as my family and all my chess friends for their endless support.

Damian Lemos, Santa Cruz de la Palma, July 2019

## Chapter Four

## The Queen's Gambit Accepted

## 1 d4 d5 2 c4 dxc4



Against the Queen's Gambit Accepted (OGA) we are going to take an aggressive approach with 3 e4!. Personally, I think 3 e4 is more challenging than the main line 3 followed by e3 and 置xc4, when Black usually plays a quick ...c5 and ...cxd4, giving White an isolated queen's pawn. By contrast, after 3 e4 we have already built up a pawn centre and we usually emerge with more space, especially in the case of $3 \ldots . .9 \mathrm{c} 6$ and $3 \ldots \mathrm{f} 64 \mathrm{e} 5$.

Our centre and extra space is also of paramount importance in the following endgame: 3...c5 4 f 3 cxd4 5 㥪xd4!?, as covered in Game 35, while our development advantage is
 end of this chapter.

## Game 33

R.Ponomariov-I.Sokolov

## Zafra 2007

## 1 d4 d5 2 c4 dxc4 3 e4



I think this is the most aggressive approach against the QGA. As we will see in this chapter, it is often employed by strong grandmasters.

## 3...b5!?

The text move is unsurprisingly risky for Black, since he does not develop and White can open the queenside by simple means.

## 4 a4 c6 5 axb5

White can also consider 5 b 3 , although Black then frees his position with 5 ...e5 6 axb 5


## 5...cxb5 6 角c3!

White has to aim for rapid development. It is not necessary to focus on regaining the pawn immediately. Besides, after 6 b3 e5 Black manages to trade pieces off, with good chances to equalize.
6...賭d7

The ultra-aggressive 6 ..a6 is the main line and the subject of our next game, WagnerSmeets. The text is probably the only other playable move, since $6 \ldots$...b4 just loses a pawn
 either, since Black has violated too many opening rules and after 7 b 3 White has a clear advantage.

## 



 into 14 寞 $44!$ ） $14 x d 6+$ 察xd6 15 d5 White opens up the position as his bishop－pair be－ comes powerful．
8．．． 4 f6 9－0 崽e7


Black has to castle as soon as possible，otherwise his king is going to be trapped in the centre．

9．．．b4 can be met in two promising ways：

 with a great initiative for White．
b） 10 e5 5 d5（after 10．．．bxc3 11 exf6 cxb2 12 寞xb2 gxf6 13 d5 White＇s advantage is clear） 11 e4 with strong play for White．

## 10 d5 exd5

After 10．．．b4 White has the zwischenzug 11 d6．Then after 11．．．鼻f8（or 11．．．bxc3 12 dxe 7



## 11 exd5

Unfortunately for White the natural 11 e5 is not effective after 11．．． 0 e4．White only ob－
㯰c6．
11．．．厥b6
Others：
 can consider playing the manoeuvre 営a3－g3 at some point．
 weaken Black＇s kingside．
12 蒐 f 4 寞 C 5


Black is about to castle and it appears that his position is safe．However．．．

## 13 宽xc4！

．．．is an imaginative try which sets Black great defensive problems．White develops a strong attack and traps Black＇s king in the centre．Another approach is 13 b3 b4 14 管a4崽xa4 15 bxa4 when 15．．．c3 is met by 16 置b5＋．

## 13．．．bxc4

After 13．．．0－0 14 葸d3 White＇s passed pawn on d5 allied to the fact that Black cannot de－ velop his queenside gives the first player a clear advantage．

## 

This is a mistake（ $15 . . . \mathrm{h} 6$ is better），but it is not easy to deal with White＇s attack over the board．

## 

包xc4 息d3 19 曾fc1．

## 



## 19 息e5

 clear advantage．
19．．．鼻d3

20 楼 d 2


## 20．．．㑴xd5



## 21 暍fd1？

White spoils his fine effort with a blunder． 21 宽xf6！was winning，as shown by 21．．．gxf6



## 21．．．侵xc4



## 

It is never easy to find the best defence when you are facing a relentless attack．Black



## 23 崽xf6



## 23．．．${ }^{2} d 7$



## 

Black cannot play 25 ．．．f6 in view of 26 爰d5 followed by 宽b4＋．

## 

Now material is equal，but the game will be decided by White＇s superior development and activity．



White plans 畾g4．
30．．．断e7？
This makes things easier for White．30．．．a6 31 宸g4 睼h7 offered better resistance．

## 31 㟴xb5！1－0

Black＇s rook is hanging．

## D．Wagner－J．Smeets

## German League 2018

1 d4 d5 2 c4 dxc4 3 e4 b5 4 a4 c6 5 axb5 cxb5 6 c 0 c3 a6
A critical and fairly topical choice．



9 睼a2 is another key move to consider．I prefer the text because it keeps things simple for White．

## 9．．．e6！

Development is much more relevant than material．
 11 f 3 White＇s position is clearly better according to the engines，although accuracy is re－ quired．After all，having the king in the centre is always a risky enterprise：11．．．e5 12 fxe4 （ 12 bxc 4 ！is the right way to go for White，but I suggest playing out all the possibilities with
 misses a great opportunity to mix things up with $12 \ldots$ ．．．寞b4＋13倪d2c314寞xb5 cxd2＋15


 2015.

10 e2
As pointed out before，development is much more important than material．As such， 10 f 3 is very risky because Black has lots of possibilities involving moves like ．．．f5，．．． 0 c 6 and
 tice．
10．．．莞x 4
Now after 10．．． Vf 11 f 3 Black no longer has the possibility of playing ．．．f5．
11 角c3 寞b4
 so long as White maintains the initiative．The following game is a model example of that strategy：15．．．c3 16 bxc3 bxc3 17 穵b1（White obtains a winning advantage after 17 寞b5＋！



 onship 2017.
12 緊e2！


Several games have been lost by White defending his pawns and not developing his minor pieces here．

## 12．．．㽧d5

宽g6 White＇s rook is trapped，but even in this variation White has much the better chances following 15 d 5 畗f8 16 㫜xg6 hxg6 $17 \mathrm{dxe6}$ ）．

## 

Very logical from a human point of view．However White had an amazing option avail－



White is going to play 葸xc4，堽a4 and 鬼d2．He is doing extremely well，as shown by the




## 15．．．炭b6

After 15 ．．． Cf 6 ！？White is probably still better，although the position is far from clear．



21 貇b1
21 営a4 would have been even faster，but White got there in the end．





## Game 35 <br> Y．Vovk－N．Nikcevic Cappelle－la－Grande 2013

## 1 d4 d5 2 c4 dxc4 3 e4 a6

This is a fairly solid try for Black，who hopes to hit back against White＇s centre just as he does in the 3 ff 0 f6 4 e3 e6 5 思xc4 a6 variation．

## 4 葸xc4 c5

Playing a quick ．．．b5 is premature，as the following spectacular variations demonstrate：
 weaknesses） $70-0$ ！（when you have a huge advantage in development，material is not that relevant）7．．．置xe4 8 合c3（speeding up White＇s development and now d4－d5 is imminent） 8．．．置b79 d5 b4（after 9．．．exd5 10 xd5 White already has a winning advantage） 10 葸a4＋ c6．


 ©d5 giving him a decisive attack.

## 

An ambitious move from White, but trading queens should also offer a small advantage. We will look at such an approach in our next game.
6...e6?!

As pointed out by Grandmaster Sumets, this natural move (blocking the diagonal of the c4-bishop) is dubious.
 ©c3! (as usual, development is what really matters; Black gets a good position after both 8 ff b5 or 8 ench . Let us take a look at Black's possibilities here:


 good for White．
 castle）10．．．b5（Black cannot connect his knights by means of 10．．． 0 bd7 because f7 is hang－


## 70－0 背c7

 White has much more space，as well as a good plan with the 0 c3－e4－d6 manoeuvre） 9 宸 94 with a clear advantage for White．

## 

Black cannot afford to be playing this when he is so far behind in development．9．．．息e7 is better，although after 10 葸e3 0－0 11 当c1 the positional pressure continues．

## 10 寞g5 5 bd 7

 Black a vulnerable kingside．
11 崽xe6！


White acts quickly before Black can complete development．

## 11．．．fxe6



## 12 息xf6？

在d5xd5 14 exd5 is also very good） $13 \ldots$ ．．． ian Defence gone horribly wrong for Black．
12．．． 0 C5？





13 等db5！？
13 c2 is good enough to keep the advantage for White after 13．．．曽xc3 14 寞xc3 $x=4$ 15 宦b4．



White＇s forces create a pleasing effect．There is not much Black can do to get his pieces out．
16．．． 04 ？
 and Black is fighting on．



> Game 36
> F.Berkes-M.Perez Candelario Spanish Team Championship 2014


