opening repertoire

# the Queen's Gambit Damian Lemos

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# **About the Author**

**Damian Lemos** is a **g**randmaster from Argentina. He is a former Pan-American junior champion and was only 15 years old when he qualified for the international master title. He went on to become a grandmaster at 18. An active tournament player, he also trains students at ichess.net.

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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.

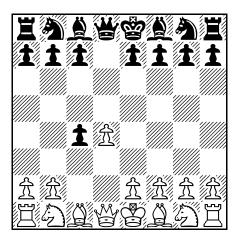
Why the Queen's Gambit? It is definitely the most aggressive approach for White after 1 d4 d5 and 2 c4 is also the best move if we want to fight for an advantage. My goal was to create a repertoire that allows us to reach the middlegame with a solid foundation while not depending too much on 'exact theory'. Instead, the focus is on strategic plans and positional understanding.

Throughout this project good use was made of *Mega Database 2018* (ChessBase), *Stock-fish 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

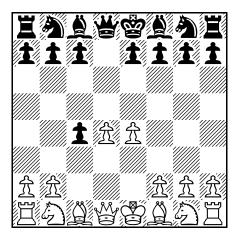


Against the Queen's Gambit Accepted (QGA) we are going to take an aggressive approach with 3 e4!. Personally, I think 3 e4 is more challenging than the main line 3 f3 followed by e3 and xc4, when Black usually plays a quick ...c5 and ...cxd4, giving White an isolated queen's pawn. By contrast, after 3 e4 we have already built up a pawn centre and we usually emerge with more space, especially in the case of 3... c6 and 3... f6 4 e5.

Our centre and extra space is also of paramount importance in the following endgame: 3...c5 4 2 f3 cxd4 5  $\frac{1}{2}$  xd4!?, as covered in Game 35, while our development advantage is quickly felt after 3...e5 4 2 f3 exd4 5  $\frac{1}{2}$  xc4, which we'll explore in some detail towards the 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 b3, although Black then frees his position with 5…e5 6 axb5 息b4+!? 7 息d2 營xd4 8 息xb4 營xa1 9 息xc4 營d4, reaching a murky position.

# 5...cxb5 6 🖄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.

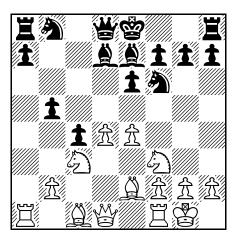
# 6...≜d7

The ultra-aggressive 6..a6 is the main line and the subject of our next game, Wagner-Smeets. The text is probably the only other playable move, since 6...b4 just loses a pawn after 7 營a4+ 盒d7 8 營xb4 when c4 is falling next, while 6...營b6?! cannot be recommended either, since Black has violated too many opening rules and after 7 b3 White has a clear advantage.

# 7 ∅f3 e6 8 ≗e2

8 🖉 e5 is also very promising. After 8... 🖄 f6 9 单 e2 🖄 c6 10 0-0 b4 (or 10... 🖄 xe5 11 dxe5 🖄 g8 12 单 e3 and all Black's pieces are still on the back rank) 11 🖄 xd7 🖤 xd7 12 🖄 b5 (12 e5!?) 12...②xe4 13 \$\overline{x}c4 \$\overline{\overline{\overline{a}}}d6 (otherwise White advances with d4-d5, while 13...③f6 runs into 14 \$\overline{a}f4!) 14 \$\overline{\overline{a}}xd6 15 d5 White opens up the position as his bishop-pair becomes powerful.

8....∕⊇f6 9 0-0 ≗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:

a) 10 🖓 a4 🖄 xe4 11 & xc4 🖓 d6 (or 11... & d6 12 d5 0-0 13 > 2 < 2 f6 14 dxe6 & xe6 15 & xe6 fxe6 16 > xe6+ & h8 17 & e3 when White has a clear advantage) 12 & d3 followed by <br/> <br/> c5 with a great initiative for White.

b) 10 e5 🖄d5 (after 10...bxc3 11 exf6 cxb2 12 💩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...息f8 (or 11...bxc3 12 dxe7 響xe7 13 bxc3 公xe4 14 響d4 and 息a3 is coming next) 12 e5! bxc3 13 exf6 公c6 14 bxc3 響xf6 15 罩a4 公e5 16 息a3! White's development causes Black serious headaches.

# 11 exd5

Unfortunately for White the natural 11 e5 is not effective after 11...心e4. White only obtains a tiny plus after 12 響xd5 (or 12 ②xd5 皇c6 13 ②xe7 響xe7 14 ②d4) 12...④xc3 13 bxc3 皇c6.

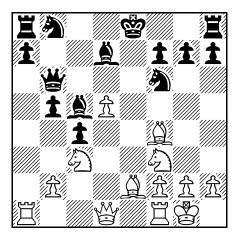
# 11...**₩b**6

# Others:

a) If 11...\$c5 12 \$g5 0-0 13 \$\overline{4}\$ e7 14 \$\overline{4}\$ xc5 \$\verline{4}\$ xc5 15 \$\verline{4}\$ xc6 gxf6 16 \$\verline{4}\$ d2 and White can consider playing the manoeuvre \$\verline{4}\$ a3-g3 at some point.

b) 11...\$d6 looks like a better try, but after 12 \$g5 h6 13 \$h4 0-0 14 \$e4 White will weaken Black's kingside.

# 12 ≗f4 ≗c5



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

# 13 🛓 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 aa \$\overline{x}xa4 15 bxa4 when 15...c3 is met by 16 \$\overline{b}5+.

# 13...bxc4

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

# 14 ₩e2+ \$f8 15 @e5 \$f5

This is a mistake (15...h6 is better), but it is not easy to deal with White's attack over the board.

# 16 ∅a4 ₩b5 17 ∅xc5

Even after trading queens White maintains the initiative, as shown by 17 營xc4 營xc4 息d3 19 單fc1.

# 17...\<sup>w</sup>xc5 18 🖄xc4 <sup>w</sup>d4

Not 18...빨xd5? 19 트fd1 빨e6 20 트d8+ ②e8 21 호d6+ and mate is coming soon.

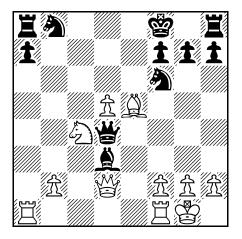
19 🛓 e5

Even stronger is 19 总d6+ 當g8 20 單fd1 豐e4 21 豐xe4 公xe4 22 公b6 when White has a clear advantage.

# 19...≜d3

Or if 19...≝d3 20 ዿd6+ \$g8 21 ≝xd3 ዿxd3 22 ∑b6 ዿxf1 23 \$xf1.

20 ₩d2



# 20...<sup>₩</sup>xd5

If 20...響xc4 then 21 罩fc1 響g4 22 h3! 響d7 23 響xd3, and if 23...④xd5 24 盒d6+! winning. 21 罩**fd1**?

White spoils his fine effort with a blunder. 21 象xf6! was winning, as shown by 21...gxf6 (21...象xc4 22 響b4+ 會g8 23 罩fd1 is crushing) 22 ②e3 響e4 23 罩fd1 象b5 24 響d6+ 響e7 25 響d8+ 響xd8 26 罩xd8+ 會g7 27 ②f5+ 會g6 28 罩xh8 會xf5 29 罩d1.

#### 21...<sup>₩</sup>xc4

Not 21...\$xc4? 22 \begin{array}{c} b4+.

# 22 **≝ac1** ₩a6?

It is never easy to find the best defence when you are facing a relentless attack. Black could have exploited White's lapse on move 21 with 22...營e6! 23 怠xf6 (or 23 營b4+ 窒g8 24 營b7 h5 25 ᅌxf6 ᅌe4 and Black wins) 23...谷c6 and Black survives with an extra piece.

# 23 ≗xf6

23 盒d6+!? 響xd6 24 邕c8+ 當e7 25 邕xh8 looks better for White.

# 23...⁄ဩd7

Side-stepping 23...gxf6 24 響h6+ 當e7 25 響e3+ 響e6 26 響xd3 with a raging attack.

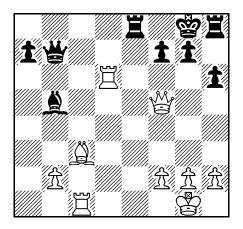
# 24 ዿc3 ዿb5 25 ₩g5 ④f6

Black cannot play 25...f6 in view of 26 🖉 d5 followed by 🖄 b4+.

# 26 ≝c5+ 🖄g8 27 ዿxf6 h6 28 ዿc3

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

# 28...邕e8 29 邕d6 譽b7 30 譽f5



White plans \#g4.

# 30...<sup>₩</sup>e7?

This makes things easier for White. 30...a6 31  $extsf{W}$ g4  $extsf{E}$ h7 offered better resistance.

# 31 <sup>₩</sup>xb5! 1-0

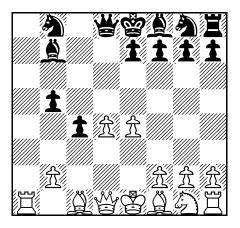
Black's rook is hanging.

*Game 34* **D.Wagner-J.Smeets** German League 2018

# 1 d4 d5 2 c4 dxc4 3 e4 b5 4 a4 c6 5 axb5 cxb5 6 🖄c3 a6

A critical and fairly topical choice.

# 7 🖄 xb5 axb5 8 볼xa8 ॾ̀b7 9 볼a1



9  $\Xi$ 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.

After 9...&xe4 10 b3 (10 Of3 followed by &e2 looks extremely safe for White) 10...Oc6 11 f3 White's position is clearly better according to the engines, although accuracy is required. After all, having the king in the centre is always a risky enterprise: 11...e5 12 fxe4 (12 bxc4! is the right way to go for White, but I suggest playing out all the possibilities with the help of an engine in order to fully understand these sharp lines) 12...Wh4+ (Black misses a great opportunity to mix things up with 12...Eb4+ 13 Ed2 c3 14 Exb5 cxd2+ 15 We2 Wb6, with an unclear position) 13 g3 Wxe4+ 14 Ef2 Oxd4 15 Eg2 Wf5+ 16 Of3 Ec5 17 b4 (Black's attack is over and so is the game) 17...Of6 18 bxc5 Oe4+ 19 Wg1 0-0 20 Ee3 Oc3 21 Oxd4 exd4 22 Wd2 dxe3 23 Wxe3 h5 24 h3 1-0, R.Leitao-E.Matsuura, Tres Barras 2015.

# 10 🖉 e2

As pointed out before, development is much more important than material. As such, 10 f3 is very risky because Black has lots of possibilities involving moves like ...f5, ... (2)c6 and ... (2)b4+, and even 10...f5 11 exf5 (2)c6!? seems extremely difficult for White to face in practice.

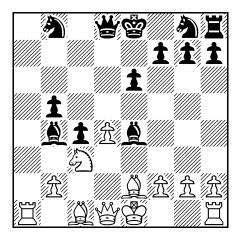
# 10...ዿ̂xe4

Now after 10...<sup>6</sup> f6 11 f3 Black no longer has the possibility of playing ... f5.

# 11 🖄 c3 🌲 b4

With 11...\$c6 12 \$e2! b4 13 0b1 \$xg2 14 \$\exists g1 \$d5 15 0d2 I don't mind losing pawns so long as White maintains the initiative. The following game is a model example of that strategy: 15...c3 16 bxc3 bxc3 17 0b1 (White obtains a winning advantage after 17 \$\overline\$b5+! \$c6 18 \$\overline\$xc6 + 0xc6 19 0e4 0ge7 20 \$\exists a with 0c5 and \$\overline\$a4 to follow) 17...\$b4 18 \$\overline\$a4+ 0c6 19 \$\overline\$b5 \$\overline\$d6 20 \$\overline\$a8+ \$\overline\$e7 21 \$\overline\$g5+ 0f6 22 \$\overline\$xh8 \$\overline\$a2 23 \$\overline\$xg7 c2+ 24 \$\overline\$d2 \$\overline\$xd2+ 25 \$\overline\$xd2 \$\overline\$xd4 26 \$\overline\$g3 \$\overline\$c5 27 \$\overline\$d3 \$\overline\$b3 28 \$\overline\$c1 29 \$\overline\$xc1 29 \$\overline\$xc1 \$\overline\$c3+ 30 \$\overline\$e2 \$\overline\$d5 31 \$\overline\$h4+ f6 32 \$\overline\$g7+ \$\overline\$d6 33 \$\overline\$a4 \$\overline\$e5+ 34 \$\overline\$f1 1-0, M.Rodshtein-K.Alekseenko, Russian Team Championship 2017.

12 🚊 e2!



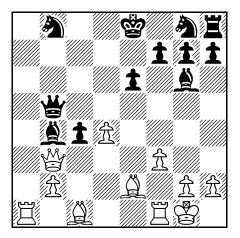
Several games have been lost by White defending his pawns and not developing his minor pieces here.

# 12...₩d5

Alternatively, 12.... 全xg2 13 罩g1 全e4 14 全d2 with a clear edge for White (after 14 罩xg7 全g6 White's rook is trapped, but even in this variation White has much the better chances following 15 d5 當f8 16 罩xg6 hxg6 17 dxe6).

# 13 f3 ዿg6 14 0-0 ≝b7 15 ∅e4

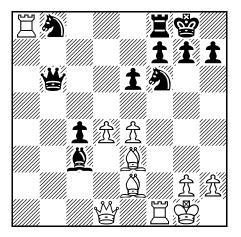
Very logical from a human point of view. However White had an amazing option available in 15 2xb5 #xb5 16 b3!!.



White is going to play এxc4, 罩a4 and এd2. He is doing extremely well, as shown by the lines 16...②e7 17 এxc4 營b6 18 এd2 營xd4+ 19 요e3 營e5 20 營xb4 營xe3+ 21 哈h1 心bc6 22 罩a8+, 16...cxb3 17 এxb5+ 哈e7 18 罩a7+ 哈f6 19 息f4 and 16...勞b6 17 এxc4 心e7 18 息d2 心bc6 19 罩a8+. Opening Repertoire: The Queen's Gambit

#### 15...**₩b**6

After 15...<sup>2</sup> f6!? White is probably still better, although the position is far from clear. **16 b3 ≜xe4 17 fxe4 ≜c3 18 ⊑a8 <sup>2</sup> j6 19 ≜e3 0-0 20 bxc4 bxc4** 



#### 21 ₩b1

21  $\Xi$ a4 would have been even faster, but White got there in the end.

21... 호b2 22 양h1 ₩b7 23 單a2 c3 24 호d3 e5 25 dxe5 신fd7 26 e6 fxe6 27 單xf8+ 신xf8 28 單a7 Ψc6 29 ₩f1 신bd7 30 호b5 ₩d6 31 호xd7 신xd7 32 單a8+ 신f8 33 e5 ₩e7 34 單a7 ₩e8 35 호d4 h6 36 h3 신g6 37 ₩f3 양h7 38 ₩f6 ₩g8 39 h4 호c1 40 호xc3 호e3 41 單d7 신f4 42 호a5 호c1 43 Ψe7 양g6 44 ₩c5 ₩a8 45 ₩c2+ 양h5 46 ₩d1+ 양xh4 47 嘼xg7 1-0

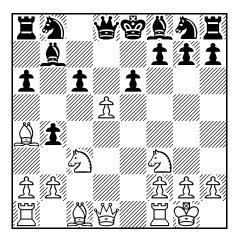
> *Game 35* **Y.Vovk-N.Nikcevic** Cappelle-la-Grande 2013

#### 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 2f 3 2f 6 4 e 3 e 6 5 2xc4 a6 variation.

#### 4 ≗xc4 c5

Playing a quick ...b5 is premature, as the following spectacular variations demonstrate: 4...b5 5 &b3 &b7 6 &f3 e6 (6...&xe4 7 &xf7 8 &f3 g5+ leaves Black's position full of weaknesses) 7 0-0! (when you have a huge advantage in development, material is not that relevant) 7...&xe4 8 &c3 (speeding up White's development and now d4-d5 is imminent) 8...&b7 9 d5 b4 (after 9...exd5 10 &xd5 White already has a winning advantage) 10 &a4+ c6.



Here White can crash through with 11 ②e5! 豐c7 12 ③xf7 當xf7 (or 12...豐xf7 13 dxe6 豐f5 14 ②d5 when White has a clear advantage) 13 dxe6+ 當e7 14 豐h5 g6 15 皇g5+ 當e8 16 ②d5 giving him a decisive attack.

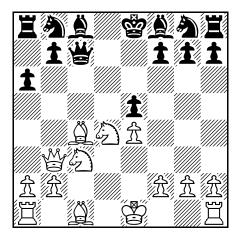
# 5 🖄 f3 cxd4 6 🖄 xd4

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.

Black should play 6...e5 7 營b3 (White doesn't get much after 7 營a4+ 營d7) 7...營c7 8 ②c3! (as usual, development is what really matters; Black gets a good position after both 8 ②f3 b5 or 8 ②e2 ②c6). Let us take a look at Black's possibilities here:



a) After 8...b5 the long variation 9 🖄 dxb5 axb5 10 🖄 xb5 🖐 b7 11 🗟 d5 🖄 c6 12 🖐 c4 🖾 a6

# Opening Repertoire: The Queen's Gambit

13 0-0 විf6 14 ඵe3 විxd5 15 exd5 විb4 16 a3 විxd5 17 \Wxd5 \Wxd5 18 විc7+ \&d8 19 විxd5 is good for White.

b) 8...②f6 is the most solid try for Black, but after 9 ②f3 皇d6 10 皇g5! (there is no rush to castle) 10...b5 (Black cannot connect his knights by means of 10...④bd7 because f7 is hanging) 11 皇d5 ②xd5 12 ③xd5 響b7 13 響d3 I prefer White's chances.

# 7 0-0 <sup>₩</sup>c7

Black has to control the e5-square. If 7...②f6 then 8 e5 ②d5 (or 8...②fd7 9 &f4 when White has much more space, as well as a good plan with the ②c3-e4-d6 manoeuvre) 9 ¥g4 with a clear advantage for White.

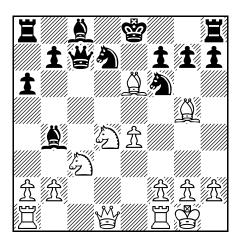
# 8 ≗b3 �16 9 �1c3 ≗b4

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

# 10 🚊 g5 🖄 bd7

10...皇xc3 11 皇xf6 皇xd4 (or 11...gxf6 12 罩c1) 12 皇xd4 gives White the bishop-pair and Black a vulnerable kingside.

# 11 🛓 xe6!



White acts quickly before Black can complete development.

# 11...fxe6

11...&xc3 12 &xd7+ &xd7 13 &xf6 does not help Black.

# 12 🖄 xf6?

White errs. He can obtains a winning position by means of 12 公xe6 營b6 13 公xg7+ (13 公d5 公xd5 14 exd5 is also very good) 13...會f7 14 公f5 when the position resembles a Sicilian Defence gone horribly wrong for Black.

# 12....Ôc5?

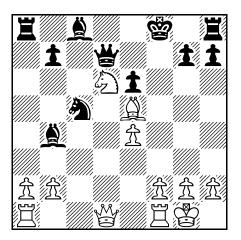
Black had to play the cold-blooded 12...gxf6! 13 @h5+ @e7 14 @h6 (if 14 @xe6? @xe6 15 @d5 @e5 when Black survives and keeps the extra material, while both 14 @f5+ @d8 and 14 @g4 @e5 15 @g7+ @f7 lead nowhere for White) 14...@f7 15 @h5+ @e7 and there is

nothing better than repeating moves with 16 響h6 (not 16 罩ad1 鸟xc3 17 bxc3 公c5 18 響h6 當f7 19 響h5+ 當f8 when Black has a clear advantage) 16...當f7 17 響h5+, etc.

# 13 🖄 db5!?

13 0c2 is good enough to keep the advantage for White after 13...2xc3 14 2xc3 0xe4 15 2b4.

# 13...axb5 14 ∅xb5 ≝d7 15 ∅d6+ 🔄 f8 16 ዿe5



White's forces create a pleasing effect. There is not much Black can do to get his pieces out.

# 16...Øa4?

The last try was 16...公a6 17 營f3+ 當g8 18 單fd1 營e7 19 單ac1 皇xd6 20 皇xd6 營f7 21 營b3 and Black is fighting on.

# 17 ¤c1 &xd6 18 &xd6+ &g8 19 ¤c7 ₩b5 20 &e5! 1-0

Black has no defence against both  $\exists xg7+$  and  $\forall d8+$ .

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

# 1 d4 d5 2 🖓f3 c5 3 c4 dxc4 4 e4 cxd4 5 🖉xd4