

Contents

Symbols	5
Bibliography	6
Introduction	8

Section 1: Closed Games

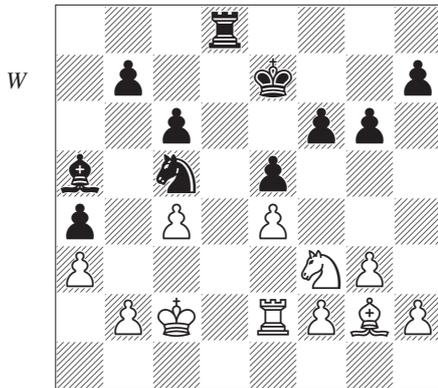
1 Introduction to 1 d4 and the Closed Games	9
2 Queen's Gambit Declined	11
Declining the Gambit: Other 2nd Moves	12
Early Commitment	23
Classical Variations	25
<i>Lasker Defence</i>	25
<i>Orthodox/Capablanca Defence</i>	29
<i>Tartakower Variation</i>	35
<i>Alatortsev Variation</i>	42
Exchange Variation	46
<i>Carlsbad Variation</i>	53
<i>Modern Exchange</i>	61
Move-Orders in the Queen's Gambit Declined	66
3 Slav and Semi-Slav	70
Slav Main Line	74
<i>Dutch Variation: 6 e3</i>	76
<i>Modern Line with 6 ♘e5</i>	86
Exchange Slav	94
Semi-Slav	97
<i>The Meran</i>	102
<i>Anti-Meran (6 ♖c2)</i>	110

Section 2: Indian Systems

4 Introduction to the Indian Defences	114
5 Nimzo-Indian Defence	116
Sämisch and Related Lines	118
<i>Lines with ...d6 and ...e5</i>	120
<i>Lines with ...d5 and the Botvinnik Approach</i>	122
<i>Sämisch Main Line with ...c5 and ...♗a6</i>	131
4 e3 and the Hübner Variation	135
<i>Early Castling</i>	135

	<i>4...c5 and the Hübner Proper</i>	138
	Classical Nimzo-Indian: 4 ♖c2	143
	<i>Central Counter-Attack: 4...d5</i>	143
	<i>Classical with 4...0-0</i>	154
6	Queen's Indian Defence	164
	Introduction to 3 ♗f3	164
	Fianchetto Variation	165
	<i>The Classical 4...♗b7</i>	166
	<i>The Modern 4...♗a6</i>	169
	Petrosian System (4 a3)	173
7	King's Indian Defence	183
	Four Pawns Attack	188
	<i>Central Break</i>	191
	<i>6...♗a6 vs the Four Pawns</i>	201
	Classical King's Indian	204
	<i>Exchange Variation</i>	205
	<i>Strongpoint Variation</i>	208
	The Classical Main Line with 7...♗c6	216
	9 ♗e1	218
	9 ♗d2	231
	<i>The Bayonet Variation</i>	236
	Averbakh Variation	238
	Sämisch Variation	240
	<i>Sämisch with ...e5</i>	241
	<i>Sämisch with ...c5</i>	244
8	Grünfeld Defence	248
	Exchange Variation	249
	7 ♗e3 with 8 ♖d2	249
	7 ♗c4 and the Classical Exchange	253
	<i>Modern 7 ♗f3 System</i>	268
	<i>Modern Main Line with ♖b1</i>	272
	Russian System	280
9	Modern Benoni	290
	Classical Main Line	294
	Pawn-Storm Systems	301
	<i>Mikenas Attack</i>	302
	<i>Taimanov Attack</i>	303
	Fianchetto System	309
	Index of Players	316
	Index of Openings	319

27 ♖xa3?? ♜d3 28 b4 ♙xb4+ 29 ♖b3 ♜c1+
 26...a3 27 ♖c1 ♙b6 28 ♜e1 ♙d4 wins for
 Black. This time it's the bishop that uses d4!
 25...♜c5 (D)



White's bad bishop haunts him to the very end. We see why either ♜d5 or b4 and c5 is so desirable for White in this variation.

26 h4 h5 27 ♙e3 g5 28 hxg5 fxg5 29 ♙e2
 ♜b3 30 ♖b1 ♖f6 0-1

Zugzwang. For example, 31 ♙e3 ♙d1+ 32
 ♖c2 ♙c1+ 33 ♖d3 ♜c5+ 34 ♖e2 g4 and the
 knight can't move because of mate on e1.

The Main-Line King's Indian

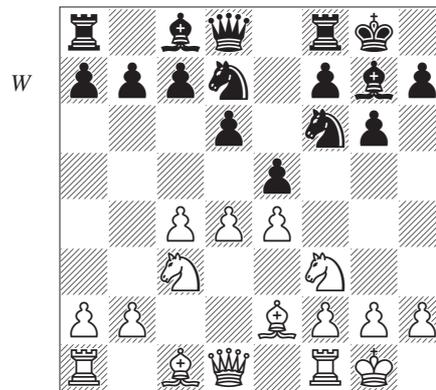
1 d4 ♜f6 2 c4 g6 3 ♜c3 ♙g7 4 e4 d6 5 ♜f3 0-0
 6 ♙e2 e5 7 0-0

White normally chooses not to enter into the Exchange Variation, which can be understood from the examples in the last section. 7 0-0 is the most flexible move, not committing to any central pawn-structure.

Strongpoint Variation

7...♜bd7 (D)

This solid knight development was the primary way of playing for several decades after the King's Indian Defence first gained attention in the 1920s. During that time 7...♜bd7 naturally generated many new ideas and wonderful games, but now has been overtaken by 7...♜c6 and 7...♜a6. Nevertheless, specialists still find ways to benefit from it, sometimes moving beyond minor improvements to new methods of play. One appealing feature of 7...♜bd7 is that



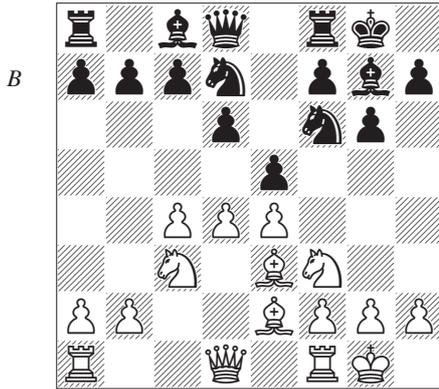
it is a central move and thus stays in contact with c5, e5 and f6, all key King's Indian squares. Compare 7...♜a6, which only controls c5; or 7...♜c6 8 d5 ♜e7, a two-move continuation based largely upon transfer to the kingside. Situated on d7, Black's knight can be used to support e5 as a strongpoint, or to play ...♜e5 or ...♜c5 if Black chooses to play ...exd4 at some point.

The disadvantages of 7...♜bd7 relate primarily to its failure to challenge White's space advantage and the fact that it blocks off Black's bishop on c8. This latter circumstance (which you'll note does not apply to 7...♜a6 or 7...♜c6) means that achieving the move ...f5 may be problematic, and that White can keep the centre fluid without worrying as much about immediate attacks on the kingside. Thus Black is unlikely to dominate one side of the board or the other, although he has access to and plays on both wings. Another drawback has to do with a concrete feature of the King's Indian, that c7 is left unprotected, so that Black hasn't as much leeway to move his queen as he does after 7...♜a6.

I haven't mentioned the greatest virtue of 7...♜bd7 from our point of view: the play stemming from this move includes a majority of themes and concepts that characterize the entire Classical King's Indian! After 7...♜bd7 we see properties of the KID that don't appear after 7...♜c6 8 d5 ♜e7 (the main line of most of this chapter). For example, lines in which Black plays ...♜c5 or ...exd4, and situations in which White plays dxe5 in a more effective way than in the Exchange Variation. For those reasons we'll delve into some details of three variations:

- A: 8 ♖e3;
- B: 8 ♗e1;
- C: 8 d5.

A)
8 ♖e3 (D)



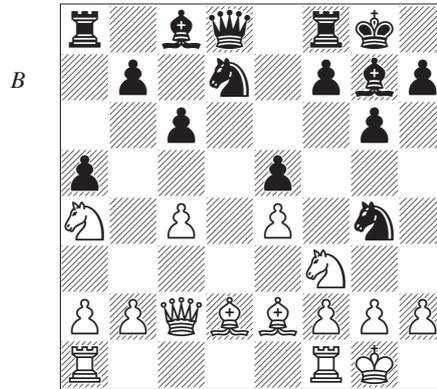
This is the most common and highly-regarded move, of which I'll give two examples:

Donaldson – Browne
Reno 1992

8...g4

a) 8...a5?! was played for some time with considerable success. In fact, a great blow to 7...b7 adherents was delivered when White found the right plan: 9 dxe5! dxe5 10 ♖c2 (10 c5! is another way to implement White's strategy; the tactical point is that Black can't win White's c-pawn after 10...g4 11 ♖g5 f6 due to 12 ♗d5+ ♔h8 13 ♖d2!? c6 14 ♗d6) 10...g4 11 ♖d2! c6 (11...f5? 12 h3 ♗h6 13 ♖g5!) 12 ♗a4! (D).

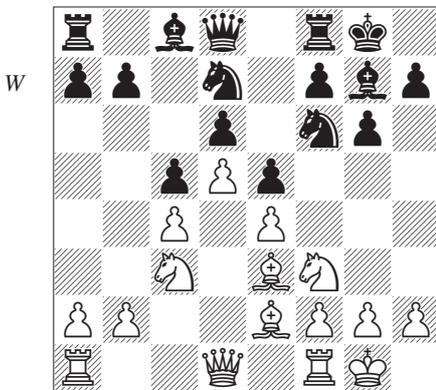
Here is a great example of what can happen in any King's Indian if the centre is fluid, as opposed to the 7...c6 8 d5 lines when a locked structure arises. If White can play dxe5 followed by a pawn advance to c5, it can outweigh Black's potential occupation of d4 and f4. The combination of ♗a4 and ♗d2-c4 with an open d-file can be deadly, because knights can end up on d6 and/or b6, whereas even the nominally 'bad' bishop on e2 can get into the action on c4. It should be said that with a slightly different placement of Black's pieces the position would be unclear; for example, if Black's knight were



on h5 or f4 instead of g4, or if ...e8 had already made room for ...f8-e6-d4 – you might want to compare the Exchange Variation above. Which positions to allow or reject is a matter of judgement and specifics. In the example we follow White goes about a similar reorganization, whereas Black simply doesn't have the piece disposition to counter White's plans: 12...h6 (12...f5? is even worse: 13 ♗g5! ♗df6 14 h3 ♗h6 15 c5) 13 h3 ♗gf6 14 ♖e3 ♗h5 15 ♗fd1 ♗e7 16 g3! (keeping Black's knight out of f4) 16...e8 17 ♔h2 ♗e6?! 18 ♗g1! ♗hf6 19 ♗d2 ♖f8 20 c5! ♗e7 21 ♗ad1 ♗b8 22 ♗f3 ♖g7 23 ♖c4 ♗f8 24 ♗b6 ♗8d7 25 ♖b3! ♗xb6 26 cxb6, Uhlmann-Knaak, Leipzig 1980. With control of c5 and the d-file, White has things well in hand.

b) 8...c6 used to be considered the main line; however, 9 d5 forces a decision about how to defend the d-pawn. Then the natural move 9...g4 fails tactically to 10 ♖g5 f6 11 dxc6! ♗c5 (11...fxg5 12 cxd7) 12 cxb7 ♖xb7 13 ♖c1, winning a pawn because 13...gxe4?? 14 ♗xe4 ♖xe4 15 ♗d2 costs Black a piece. And 9...c5 (D) establishes the kind of structure that generally favours White, particularly since Black took two moves to get his pawn there.

This is a pawn-chain situation, and the two breaks are b4 and f4. The latter is less appealing because after ...exf4 it opens up the long diagonal for Black's bishop. Play can proceed 10 ♗e1 (the standard idea to put the knight on d3 and play for b4 to break down Black's pawn-structure) 10...e8 (there's no plan except ...f5) and now White can flout the older rules by playing 11 g4!? in order to discourage ...f5; e.g., 11...f5 12 exf5 gxf5 13 gxf5 ♗xf5 14



g4 f8 15 e6+ h8 16 f3 and g5. Then Black comes under attack and suffers because of White's outposts. He also stands worse positionally because White has penetrated to Black's interior weakness on e6.

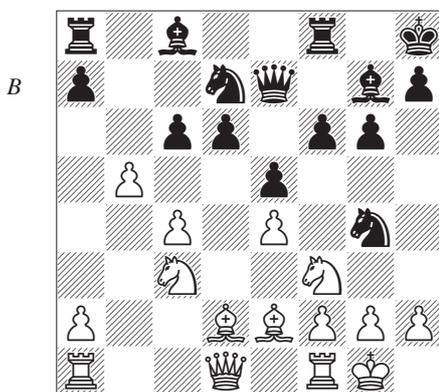
9 g5 f6 10 d2 c6 11 d5

Normally White should play this after Black plays ...c6. It forces Black to commit and eliminates any dynamism that might result from ...exd4 followed ...d5. After d5, White is ready to expand upon the queenside.

11... e7 12 b4! h8

12... h6 13 dxc6 bxc6 14 b5 b7 15 bxc6 xc6 16 d5 is similar.

13 dxc6! bxc6 14 b5 (D)



This is almost a refutation of Black's play, and applies both here and in some other ...c6 lines. White gains the d5 outpost by force. The moral is that once White plays d5, Black should be ready to play either ...c5 or ...cxd5.

14... b7 15 bxc6 xc6 16 d5 xd5 17 cxd5 c5 18 e1 h6 19 f3

White has the bishop-pair, space and open lines on the queenside. The game flows surprisingly smoothly hereafter.

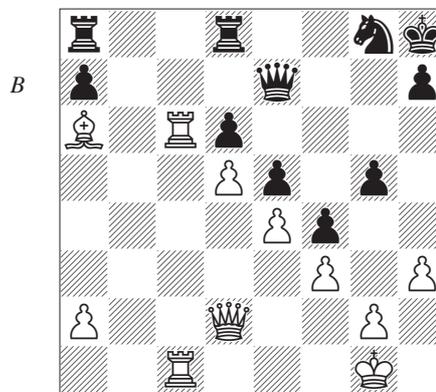
19... f7 20 d3 xd3 21 xd3 h6

As good as anything. At least Black gets rid of a problem piece. But for one thing his knight won't be able to get back in time to defend the queenside.

22 xh6 hx6 23 d2 g5 24 ac1 f5 25 c6! f4 26 h3

See how difficult it is for Black to play the standard kingside assault ...g5-g4 when he has no light-squared bishop?

26... g8 27 fc1 fd8 28 a6! (D)



Placing the bishop here not only stops any ...c8 forever but threatens e8-e6, which can't be stopped for long.

28... f8 29 c7 f6 30 c2 h5

Even worse is 30... d7 31 e8 c5 32 e5.

31 e8 g3 32 e6 db8 33 f7 h6 34 h2 f8 35 d7 g4!? 36 xg4 g6 37 c6?

Easier was 37 c7 with the idea 37...h5 38 xd6 g5 39 cc6.

37... ad8 38 e7 g8 39 e6 g5 40 xd6 xd6 41 xd6 h5 42 h4! xh4+ 43 h3 g5 44 c6

Donaldson avoids the last trick: 44 c7? xe4 45 fxe4 g3+.

44... h7 45 e6 f1+ 46 g1 e3 47 c7+ h8 48 e7 xe7 49 xe7 b8 50 d6 b1+ 51 f2 b2+ 52 e1 b1+ 53 e2 b2+ 54 d3 1-0

A graceful and well-executed win. It shows what the possession of space and creation of enemy weaknesses can do for you.