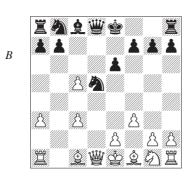
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# 7 The Main Line: 8 dxc5!?

1 d4 🖄 f6 2 c4 e6 3 🖄 c3 😩 b4 4 f3 d5 5 a3 🚊 xc3+ 6 bxc3 c5! 7 cxd5! 🖄 xd5! 8 dxc5!? (D)



This paradoxical move by Paul Keres currently represents White's best hope for the advantage in this variation. White abandons any thoughts of constructing a strong pawn-centre and instead aims to open the position in order to make use of the strength of the two bishops. Black can either attempt to maintain the knight in the centre with 8...f5!? or immediately attack White's weak pawns with 8... \$\square\$a5!?. We discuss these moves in the following sections of this chapter:

A: 8...f5!? 72 B: 8...\(\delta\) 82

 置g8 12 单d4, Landau-Van Scheltinga, Amsterdam 1939.

#### A)

#### 8...f5!?

An ingenious idea of Piotr Romanovsky's – by making it difficult for White to play e4, Black aims to maintain the knight in its excellent position in the centre of the board.

White can either attack the knight straight away with 9 c4 or 9 e4 (White plays this anyway!) or prepare these moves first with either 9 \(\mathbb{\text{\ti}\text{\texi{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex{

A1: 9 c4 72 A2: 9 e4 73 A3: 9 ∰c2!? 79 A4: 9 ⊘h3!? 79

# A1)

#### 9 c4

According to theory, this continuation is not considered to be dangerous for Black; however, as we shall soon see, he must play accurately in order to neutralize White's initiative.

#### 9...₩f6!

Accepting the pawn sacrifice with 9... \(\mathbb{\text{\text{\mathbb{m}}}}\) 4+?! 10 g3 \(\mathbb{\text{\text{\mathbb{w}}}\) c4 gives White an opportunity to develop a strong initiative: 11 e4 \(\mathbb{\text{\text{\text{\text{\mathbb{m}}}}}\) c3+ 12 \(\mathbb{\text{\text{\text{\mathbb{m}}}}\) c2 \(\mathbb{\text{\text{\text{\text{\text{\text{\text{\mathbb{m}}}}}}\) c1 \(\mathbb{\text{\text{\text{\text{\text{\text{\text{\text{\text{\mathbb{m}}}}}}\) initial by a strong initiative: 11 e4 \(\mathbb{\text{\te

- a) 15...②f6 16 ②f3 營h5 17 e5 ②g4 18 ②g5! h6 19 h3! hxg5 20 營xg4 營xg4 21 hxg4 ②d7 22 急h7+ 含f7 23 0-0+ 含e8 24 急g6+ 含d8 25 急a5+含e7 26 急c7 and White won in Pyhälä-Ahonen, Finnish corr. Ch 1974.
- b) 15...②e7 16 ②f3 營h5 17 0-0 ②bc6 18 ②e3 ②d7 (Gerusel-Unzicker, Bad Pyrmont 1963) 19 ②g5! ±.
- c) 15...豐f6 16 ②h3 豐e7 17 豐e2 ②f6 18 e5 ②d5 (R.Bagirov-Landenbergue, Biel 1998) 19 ②f4 is much better for White.

#### 10 \(\mathbb{g}\)g5!?

10 盒d2 does not give White an advantage: 10...②c3 (also possible is 10...②c7 11 ②h3 ②bc6 12 ②f4 0-0 = Ragozin-Sokolsky, USSR Ch (Kiev) 1954) 11 豐c1 (11 鱼xc3?! 豐xc3+ 12 壹f2 f4 13 g3 e5 ∓ Paccini-Toro Solis de Ovando, corr. 1973) 11...②a4 12 置b1 ②d7 (12...②c6!? is an alternative: 13 鱼e3?! 豐c7 14 ②h3 ②xc5 ∓ Gerusel-Szabo, Busum 1969) 13 f4!? e5 14 fxe5 (Grechkin-Neishtadt, corr. 1967) 14...②xe5 with good play for Black

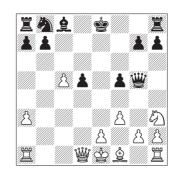
# 10... wxg5 11 cxd5 exd5

Other interesting tries are 11...0-0!? 12 d6!? (12 心h3 營f6 13 e3 營c3+ 14 含f2 營xc5 15 dxe6 盒xe6 16 心f4 = Bondarevsky-Furman, USSR 1958) and 11...f4!?.

# 12 5h3!? (D)

It is not advisable for White to start pawn-grabbing: 12 豐xd5?! ②c6 13 墨d1 豐f6 14 豐b3 ②e6 15 豐c2 0-0 16 e3 墨ad8 17 ②e2 f4! with a strong initiative for Black, Sep-Jongman, corr. 1969.

#### 12...\@e3!?



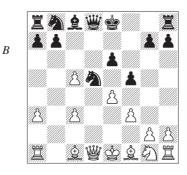
Black played 12...豐f6?! in Moskalenko-Naumkin, Moscow 1991, and after 13 公f4!豐c3+14曾f2豐xc5+15 e3 White won his pawn back and his lead in development became decisive. After 15...公c6 (15...d4? 16罩c1 dxe3+17曾g3+—) 16豐xd5 豐xd5 17 公xd5 0-0 18 皇b5! ②e5 (18...皇e6 19 皇xc6 bxc6 20 ②e7+ 曾h8 21 罩hc1 ±) 19 罩hd1 罩b8 20 罩ac1 皇e6 21 ②e7+ 曾h8 22 罩d6 皇b3 23 罩c7 White's advantage was obvious.

# 13 ₩d2 d4

The chances are equal.

#### A2)

9 e4 (D)



9...fxe4 10 營c2

Not worrying about pawns, White seeks to activate his pieces as quickly as possible. Naturally, White must not play 10 fxe4?? due to 10... h4+.

Black now has a choice of six(!) replies, which are far from equal in value:

| A21:        | 10exf3?  | 74 |
|-------------|----------|----|
| A22:        | 10≝a5?!  | 74 |
| A23:        | 10≝f6?!  | 74 |
| A24:        | 10≝h4+?! | 75 |
| A25:        | 100-0!?  | 76 |
| <b>A26:</b> | 10e3!    | 77 |

#### A21)

#### 10...exf3?

An unfortunate decision – Black opens the position and furthers White's development.

#### 11 🗓 xf3 \(\vec{a}\) a5 12 \(\delta\) d3! \(\vec{a}\) c6

13 **皇xh7**! **罩xh7** 14 **豐xh7 豐xc3+** 15 **會f2 豐xa1** 16 豐g8+ **會d7** 17 豐f7+ ②ce7 18 **皇g5**!

White has a very strong attack (analysis by Taimanov).

# A22)

#### 10...⊮a5?!

Black forces a transition to an endgame although White's bishop-pair assures him the advantage.

# 11 fxe4 ≝xc3+ 12 ≝xc3 ∑xc3 13 2d3 ∑d7

After 13...②a4 14 ②e3 ②d7 15 ③f3 ②c6 16 ③b1 White has a considerable advantage.

#### 14 **≜e3 ②e5**

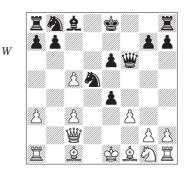
14... 16? loses immediately to 15 \$\overline{

# 

Black has succeeded in exchanging one of White's bishops, although the unfortunately placed knight on b5 gives White the better game. Gheorghiu-Unzicker, Hamburg Echt 1965 continued 18...\$\dangle d7 19 \$\dangle d3 0-0-0 20 a4 \$\dangle c7 21 \$\dangle e5 \$\dangle hf8 22 \$\dangle e3 \$\dangle d8 23 \$\dangle hb1 \$\dangle e7 24 \$\dangle b5! \ddots.

#### A23)

**10...≌f6?!** (D)



A refinement on Line A22 – with this move Black simplifies into an end-game but by exploiting the undefended f2-square, hopes to castle kingside before exchanging queens. However, this does not change the assessment of the position.

# 11 fxe4 0-0 12 ∅f3 ∰xc3+

This is necessary, because in the middlegame the exposed position of the queen would tell: 12...心f4?! 13 e5!? 豐e7 14 豐e4 豐xc5 15 兔xf4!? 豐xc3+ 16 含f2 豐xa1 17 兔d3 豐b2+ 18 含g3 g6 19 兔h6 罩f7 20 豐g4! 心c6 (20...含h8!? is worth trying, although even here after 21 兔xg6! hxg6 22