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34... ½e5 35 \(\begin{array}{l} \hat{a} \hat{b} & \hat{g} \end{array} 36 \(\hat{c} \hat{d} \hat{2} \(\hat{C} \hat{c} \hat{4} + \hat{A} \hat{a} \hat{b} & \hat{c} & \hat{a} \hat{c} & \hat{a} \hat{c} & \hat{a} \hat{a} \hat{c} & \hat{a} \hat{a} \hat{a} \hat{c} & \hat{a} \hat{a}

It's not at all easy for Black to win this position, but now White just blunders a pawn.

40 ②c1?? ≣xf4 41 ②d3 ≣g4 42 \$e2 \$e7

43 \(\begin{align*} 43 \(\begin{align*} 44 \) \(\begin{align*} 248 \) \(\begin{align*} 242 \) \(\begin{align*} 243 \) \(\begin{align*} 242 \

Not a perfect game for one's 45th birthday, but a win is still a win.

Dragon Yugoslav Attack: 9 g4

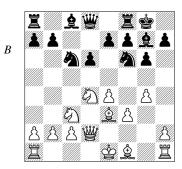
Game 58

Balcerak - Golubev

Senden 1996

1 e4 c5 2 🖄 f3 d6 3 d4 cxd4 4 🖄 xd4 🖄 f6 5 🖄 c3 g6 6 \(\) e3 \(\) g7 7 f3 \(\) \(\) c6 8 \(\) d2 0-0 9 g4!? (D)

While significantly less popular than 9 0-0-0 and 9 \(\colon\)c4, this continuation has nevertheless remained important since 1982, when Karpov used it to defeat Miles and Mestel. And lately White has been doing quite well here theoretically. Thus White has three dangerous continuations on his 9th move.



9...h5

The main lines are connected with 9...\$e6 (or the capture on d4 first) – see Games 59 and 60 – and the sidelines are mostly dubious for Black:

- a) The immediate 9...d5?! is refuted by 10 g5!, which is the main idea behind 9 g4.
- b) The move 9...e6?!, which was successfully introduced in Kochiev-Miles, World Junior Ch, Manila 1974, is also insufficient against best play, I am afraid.

- c) After 9.... 全xg4?! 10 fxg4 公xg4 White has 11 公b3! (11 皇g1 e6! is less clear) with an advantage. For example, 11... a5 12 a4 公xe3 (12... d5 does not solve all Black's problems either) 13 營xe3 公b4 14 0-0-0 宣c8 15 会b1! 全xc3 16 bxc3 營c7 17 含b2, etc.
- d) One catastrophic game for Black went 9...e5?! 10 \(\tilde{D}\)b3 (wrong is 10 \(\tilde{D}\)d5? a6! 11 \(\tilde{D}\)xd6 \(\tilde{D}\)d4, but 10 \(\tilde{D}\)de2 and 10 \(\tilde{D}\)xc6 bxc6 11 g5! followed by 0-0-0, as in Wang Hao-Salem, Abu Dhabi 2014, are also unpleasant for Black) 10...a5 11 \(\tilde{D}\)b5 a4?! (just forgetting that the main line here is 11...\(\tilde{E}\)e6, when the standard 12 0-0-0 can be met by 12...a4!?, but 12 g5!? may be better) 12 \(\tilde{D}\)xa4! d5?! 13 \(\tilde{D}\)b6 \(\tilde{L}\)xg4 14 fxg4 \(\tilde{D}\)xe4 15 \(\tilde{U}\)g2! +- Zinchenko-Golubev, Alushta 2006.

10 h3

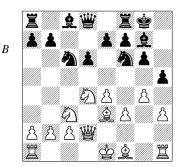
This is a principled move. But also critical is 10 gxh5!? ②xh5 11 0-0-0, which is probably slightly better for White but may be playable for Black: 11...豐a5 (11...②xd4 12 ②xd4 ②xd4 13 豐xd4 ②e6 is unpleasantly met by 14 豐d2 豐a5 15 f4!, as in Iliushenok-Arribas Lopez, Moscow 2016) 12 黨g1 (or 12 ②b3!? ②xc3 13 ②xa5 ③xd2+ 14 ③xd2 with a certain plus in the endgame) 12...②xd4 13 ②xd4 ③xd4 14 豐xd4 ②e6 15 h4 ဩac8 16 ဩg5 ဩc5 17 ဩxc5 dxc5! 18 豐e5 豐b6 and if 19 ②a4 豐a5, Black is alive.

We now return to 10 h3 (D):

10...d5!?

This novelty of mine was later called 'Golubev's Gambit' in *New in Chess Yearbook*. The idea is that now after g5 the black knight can retreat to h7, attacking the g5-pawn.

After 10...②xd4 11 এxd4 Black's position is worrying: 11...豐a5 12 0-0-0 鱼e6 13 含b1 (White can also try to do without this move: 13



a3 置fc8 and now 14 f4!? rather than 14 置g1 hxg4! 15 hxg4 置ab8 16 置h1 b5!, transposing to a position known to theory which is acceptable for Black) 13...置fc8 14 a3 置ab8 15 全xf6!? exf6 (Dolmatov-Dorfman, Tashkent 1983) 16 ②b5!? 豐xd2 17 置xd2 a6! 18 ②d4 皇h6 with a better ending for White, though Black may hope for a draw.

11 g5

Next year I surprised another player with the same idea. Kovchan-Golubev, Ukrainian Open Ch, Alushta 1997 continued 11 ②xc6!? bxc6 12 e5 (after 12 0-0-0, a line I disliked for a while, Black can play 12...豐c7! with a complicated fight) 12...②d7 13 f4 (13 0-0-0 only gives Black additional options: 13...②xe5!? 14 f4 兔xg4! 15 hxg4 ②xg4 with the idea 16 兔d4 e5!) 13...h4! 14 0-0-0 豐a5!? 15 豐e1! (threatening ②xd5) 15...黨e8! 16 豐xh4 (16 b3!? or 16 �b1!? may be more critical) 16...黨b8 with a complex position. White blundered two moves later: 17 a3 (17 豐e1!? g5!?) 17...�a6!? 18 豐g5?? 黨xb2 —+.

11 gxh5 ②xh5 12 exd5 apparently does not refute Black's idea: 12...⑤b4 (12...⑤g3!? Ceteras) 13 ②c4 (13 0-0-0 ②g3!) 13...e5! (now White can't retreat the knight due to ...豐h4+) 14 dxe6 ②xd4 15 0-0-0 (15 ②xd4? 豐xd4!; 15 exf7+ ②h7 16 0-0-0 ②xe3 17 豐xe3 豐c7!?) 15...②xe3 16 豐xe3 豐b6!.

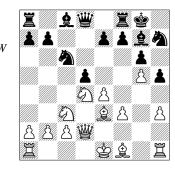
11...4 h7 (D)

12 0-0-0

12 exd5 ②xd4 13 ②xd4 ②xg5! 14 ②g2 ②xd4 (or 14...②e6!? 15 ②xg7 ②xg7) 15 豐xd4 ②e6! is also playable for Black.

12 ②xc6 bxc6 13 0-0-0 ≌b8!? gives Black strong counterplay.

12 ②xd5! is probably the most critical move: 12... ②e6!? (a move popularized by Ceteras; 12...e6?! is insufficient due to 13 ②xc6 bxc6 14 ②b4!?) 13 ②b5 (the alternative is 13 ②b3



호xb2) 13...호xb2 14 單d1! 호g7. Even if White is somewhat better here, it's probably still not a refutation of my gambit.

12...\(\hat{\psi}\)xd4

12... 2xd4 13 2xd4 e5 14 2c5 d4 is riskier, though Black is not without his chances there.

13 \(\hat{L}\) xd4 dxe4!

Now the game is more or less equal.

14 🖾 xe4 🖾 xd4 15 👑 xd4 👑 c7!?

Trying to keep the fight more complicated, Black avoids the exchange of queens.

16 \(\mathbb{L}\)c4?!

White loses control immediately. After more accurate moves he would have been no worse. For example, 16 公公!? ②e6 (or 16...②f5 17 ②d3! ②xd3 18 罩xd3 罩ac8! 19 h4 罩fd8 20 營e4 罩xd3 21 營xd3 營e4!? with approximate equality) 17 ②d3!? (or 17 營e3).

16... 拿f5! 17 拿b1?

17 ②c3? 罩ad8 18 ②d5 fails to 18...罩xd5! 19 豐xd5 兔e6 -+. The lesser of the evils was 17 兔d3 but it may be difficult to make such a move just after playing 兔c4.

17...罩ad8 18 豐c3 罩c8

Also good is 18... \(\bar{2}xd1 + 19 \) \(\bar{2}xd1 \) \(\bar{2}c8. \)

19 **&b3 豐xc3 20 ②xc3 ②xg5**

Black has a healthy extra pawn and a winning position.

21 🖄 d5 \(\begin{array}{l} \frac{1}{2} \hat{1} \hat{2} \hat{

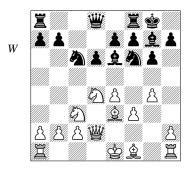
Game 59

Shirov – Golubev

USSR Junior Ch. Jurmala 1985

1 e4 c5 2 🖄 f3 d6 3 d4 cxd4 4 🖄 xd4 🖄 f6 5 🖄 c3 g6 6 ဋ e3 ဋ g7 7 f3 0-0 8 👑 d2 🖄 c6 9 g4 🚊 e6 (D)

The main difficulty with the move-order 9... 公xd4 10 &xd4 &e6 is probably 11 h4! (there is also 11 公d5!?, first played in Karpov-Mestel, London 1982) 11... 豐a5 12 h5 量fc8 13 a3 罩ab8, when after 14 &d3!? (or 14 罩h2!?) 14...b5, 15 b4! comes.



10 0-0-0

Instead of this, the exchange on e6 became most topical lately – see Game 60.

10 h4 d5! is considered OK for Black. However, Black should be prepared to meet the little-known and tricky idea 11 e5!?. Bauer-Edouard, French Ch, Saint-Quentin 2015 continued 11...心xe5 (11...心d7!? invites sacrifices like 12 f4 全xg4 13 h5 全xh5 14 罩xh5 gxh5 15 營h2, etc.) 12 0-0-0 (avoiding 12 h5 公xf3+! 13 公xf3 全xg4, as in Azarov-A.Mista, Czech Team Ch 2016/17) 12...營a5 13 全e2 (13 a3!? is another way of defending against Black's idea of 13...公xf3 followed by 14...公e4!) and here Black had to play 13...b5! (Edouard) with decent chances.

10...公xd4! 11 臭xd4 營a5! 12 a3

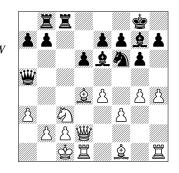
Instead, 12 含b1 罩fc8 13 a3 is not particularly challenging: it's a 9 0-0-0 公xd4 line with an extra tempo for Black, who has not spent the extra move for ...曾d8-c7-a5 here.

12...**≣fc8**

An important subtlety is that 12... \$\begin{align*} \text{ab8}!? \\
\text{may be more precise. After 13 g5 \$\begin{align*} \text{h5 14} \\
\text{\text{\$\}\exitt{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\$

13 h4

13 ②d5? is premature due to 13... ≝xd2+ 14 ℤxd2 Ձxd5 with the idea of 15 exd5 Ձh6.



14 h5

After 14 公d5!? 豐xd2+ 15 罩xd2 臭xd5 (at the GM level Black sometimes tried 15... 2xd5, when 16 exd5 \(\hat{2}xd5!\)? 17 \(\hat{2}xg7\)\(\hat{2}xf3\) 18 \(\bar{2}h3\) 食xg4 19 罩g3 含xg7 20 罩xg4 gives him three pawns for a bishop, but White can deviate by 16 \(\hat{\pm}\xg7!?\), with a minor plus) 16 exd5, as played in Karpov-Miles, London 1982, a good answer is known to be 16...b5, when White has no more than a small advantage. Interestingly, 17 h5!? \(\hat{2}\)h6! had been superficially assessed as bad or a blunder for White in many publications (including mine, sorry!), but in reality Black should be relieved that he has equality after 18 hxg6 \(\hat{2}\)xd2+ 19 \(\dec{\pi}\)xd2 fxg6 (19...hxg6 20 \(\hat{\pma}\) xa7! and if 20...\(\begin{aligned}
\begin{aligned}
\hat{20} & \pma & \text{d4!}\) and now 20 g5! ②xd5 21 **Q**h3!, etc.

14...b5 15 h6!?

It was considered for a while that after 15 hxg6 Black had to capture with the f-pawn (which is playable), in order to avoid the line 15...hxg6 16 營g5!?, in which White had scored many points. (Instead, 16 公d5 營xd2+ 17 罩xd2 is innocuous; in this particular position Black should probably play 17... 2xd5!, when 18 exd5 ≜xd5! gives him three pawns for the bishop after 19 \(\hat{\omega}\xg7 \(\hat{\omega}\xf3 20 \)\(\begin{align*}
\begin{align*}
\hat{\omega} \\ \angle \xg4. \end{align*}
\text{ In my book}
\end{align*} Easy Guide to the Dragon (1999), five further continuations were examined, all of them winning or nearly winning for White. But it turns out that Black is alive after 16...d5! (in fact played as long ago as Cadden-Boyd, Islington 1968) 17 e5 (White has to avoid 17 exd5? b4) 17... ②d7 18 ②a2 b4 (or 18... 豐a4 19 罩h2 and now 19...b4) 19 公xb4 營a4 20 罩h2 a5 21 公a6 罩b3 22 c3 (instead, 22 豐xe7?! 罩xf3 23 匂c7 罩xc7! 24 彎d8+ 匂f8 25 彎xc7 罩xf1 26 罩xf1

and two white pawns, remaining with five pawns for a rook. What a crazy computer line!

15...b4!?

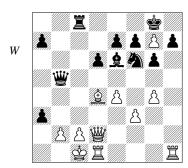
15.... **h**8 16 **a**5 **w**xd2+ 17 **x**d2 is less exciting but most likely also playable for Black. This first occurred in Tal-Sax, Moscow Interzonal 1982. Black can consider both captures on d5.

There is also Hazai's suggestion 15... £f8!? with the idea 16 £xf6?! b4!.

16 🖺 b5

Shirov was following fresh analysis by Prodanov from a Bulgarian chess magazine, which I had not seen at the time. 16 hxg7 bxa3 17 \$\mathbb{\omega}\$h6 (17 \$\omega\$b5! \$\mathbb{\omega}\$xb5 18 \$\mathbb{\omega}\$xb5 \$\mathbb{\omega}\$xb5 transposes to the featured game) 17...axb2+ 18 \$\mathbb{\omega}\$d2 had been wrongly assessed as winning for White by Tal in the *Informator* notes to his game against Sax. But Black has the strong reply 18...\$\mathbb{\omega}\$xg4!!, found by Mestel and introduced in Plaskett-Watson, Brighton 1983. White then has no more than a draw in the variations after 19 \$\mathbb{\omega}\$xf6 (19 fxg4? e5! -+) 19...\$\mathbb{\omega}\$h5! 20 \$\mathbb{\omega}\$xh5!, etc. (Plaskett had played 20 \$\mathbb{\omega}\$d4? and after 20...e5 quickly lost).

16... \$\delta\$b3 may deserve consideration (as does 18... \$\delta\$b3 a couple of moves later), but, as White can get the same position by the 16 hxg7 moveorder, thereby avoiding these ... \$\delta\$b3 options, I will limit myself to just mentioning them.



19 **₩d**3

Somewhat more critical is 19 bxa3!, after which Black must decide between 19... a4 and 19... b3, but probably has a playable position in either case.

19...axb2+

After 19... 營a4!? the necessary 20 含d2! leads to complications and rough equality: 20... axb2 (or 20... 基xc2+!? 21 營xc2 營xd4+ 22 含e1 營e3+ 23 營e2 營b3! 24 含f2! and now 24... a2 or first 24... 勞b6+) 21 兔xb2 d5 22 富a1 營b4+ 23 兔c3 營b6 and if 24 e5, then 24... 公e4+! 25 fxe4 dxe4 26 營g3 e3+ 27 營xe3 營xe3+ =.

Less advisable for Black is 19... 響g5+ 20 含b1 axb2 21 響a3!?.

20 **拿xb2 拿c4!** 21 豐e3

21 **w**c3 is more cunning, with the idea of 21...**2**c6 (21...**2**b8! may be preferable) 22 **w**e3! e5 (if 22...**2**e2?, 23 **u**d2 **u**b6 24 c4! **2**xc4 25 e5!) 23 **w**xa7!?.

21... ge2! 22 \(\begin{aligned} \begin{aligned} \text{ alger} & \text{ alger}

22 \(\begin{aligned} \begin{a

A draw becomes a very likely outcome.

26 \$\d2!? 20e8!? 27 \$\delta e3 f6 28 g5

Simpler was 28 \(\mathbb{I} = 1 \) =, planning \(\mathbb{I} = 1 \) or \(\mathbb{I} = 1 \)

28...**⊈**xg7

After 28...fxg5? White has 29 \(\bar{2}\)xh7!.

29 f4 h5

An unnecessary pawn offer. Instead, 29...a5! would have preserved a small advantage for Black

30 gxh6+ \$\dip h7 31 e5 dxe5 32 fxe5 fxe5 33 \$\dip xe5 \$\dip f6 34 \$\dip xf6 exf6 35 \$\dip b2 \$\dip d5 36 \$\dip d4 \$\dip d8 37 \$\dip f2 \$\dip f3+ 38 \$\dip e3 \$\dip h5 \light|_{\frac{1}{2}}^{\frac{1}{2}}\$

Game 60

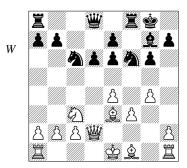
Ma. Pavlov – Golubev

Geller mem open, Odessa 2009

This line has been known for a long time, but only recently did it start to appear in the practice of some of the world's top players and attract wider attention.

10...fxe6 (D)

11 0-0-0!



豐e2 ②xf3+ 14 豐xf3 ②d5 15 豐g3!? and if 15.... ②e5, 16 豐xe5 dxe5 17 exd5 with an initiative for White) 13 0-0-0 ②xb3+! 14 axb3 (worse is 14 cxb3?! ②d7!, Zo.Varga-Golubev, Romanian Team Ch, Tusnad 1997) and now 14... ②d7 or 14... 豐c6!? (Zo.Varga-At.Schneider, Budapest 1991).

11...**∮**)e5

After 11... 2c8 White can switch to Varga's favourite plan: 12 2c4! d7 13 2b3!?, as did Short in his game against McShane in London 2010, which continued 13... 2a5 14 h4 with at least somewhat better prospects for White.

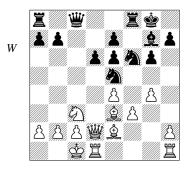
12 **Qe2 Wc8**

The impression is that Black does not get a particularly easy position after the more natural 12...罩c8 13 勾b5!? 營d7 (an alternative is 13...a6 14 ②d4 豐d7 15 \$b1, Ponomariov-Radjabov, Khanty-Mansiisk Olympiad 2010, and if 15...b5!?, 16 h4 2c4 17 2xc4 bxc4 18 c3) 14 2d4!? 2c4 15 2xc4 2xc4 16 2b1!? (avoiding 16 h4 \(\begin{aligned} \frac{1}{2} \text{ fc8 } 17 \text{ c3 b5 } 18 \(\dec{1} \dec{1} \text{ b1} \), Vuković-Aronian, Ciocaltea mem, Bucharest 1999, 18...b4! 19 cxb4 營b7 with the idea of 20 a3 🖾 xe4 21 fxe4 🚊 xd4! 22 🚊 xd4 👑 xe4+ 23 🚖 a2 ₩d5!, when White has to agree a draw or go for 24 \$\delta\$a1 \$\mathbb{Z}\$xd4 25 \$\mathbb{W}\$xd4 \$\mathbb{Z}\$c1+ 26 \$\mathbb{Z}\$xc1 \$\mathbb{W}\$xd4, which may be too risky) 16...\(\begin{aligned} \text{fc8} & 17 & c3 & b5 & 18 \end{aligned}\) \(\begin{aligned}
\begin{aligned}
\begin{alig Vallejo-Carlsson, Gibraltar 2010.

We now return to the position after 12... @c8 (D):

13 **∲b1!?**

After the more direct 13 h4 ②fd7! (instead, 13...②c4 14 ②xc4 豐xc4 15 ②h6 b5 16 ②xg7 ③xg7 17 h5 favours White) 14 h5 (another option is 14 f4!? ②c4 15 ②xc4 豐xc4 16 e5, which occurred in Nakamura-Robson, USA Ch, Saint Louis 2012 and further practice showed that 16...罩ad8! 17 exd6 ②f6 18 豐d4!



is only marginally better for White) 14...②c4! (if 14...②xf3?!, 15 ②d5!) 15 兔xc4 豐xc4 16 hxg6 hxg6 (rather than 16...罩xf3?! 17 gxh7+ 含h8 18 g5!) 17 f4 兔xc3 18 bxc3 豐xa2 19 豐h2!? 含f7 20 豐h7+ 含e8, etc. Black holds, according to the engines and practice.

13...**9**fd7

Here 13...公c4!? 14 êxc4 豐xc4 may not be bad.

14 f4 ∅c4 15 ≜xc4 ≝xc4 16 e5

Thus, I fell into some preparation by the opponent, not a nice feeling in modern chess when the position is sharp. Fortunately, my next move was so weak objectively that my opponent had not prepared for it with his *Rybka*, as he told me after the game.

16...g5?!

It's also true that Black had many normal moves to consider: 16...\(\infty\)b6!? (maybe the main line), 16...\(\overline{\pi}\)ad8 and 16...\(\overline{\pi}\)ac8.

17 exd6

It makes little sense for White to go for 17 \(\mathbb{\text{W}} \text{ e2 } \mathbb{\text{W}} \text{ xe2 } \mathbb{\text{gxf4}} \ 19 \text{ exd6 } \mathbb{fxe3 } \ 20 \text{ dxe7} \) \(\mathbb{E} \text{f2 } \mathbb{2} \mathbb{E} \text{e8, etc.} \)

17...exd6 18 f5

After the critical 18 fxg5! d5 Black has some play, but objectively his compensation for the pawn is not fully sufficient.

After playing 18 f5 my opponent offered a draw, which I accepted. Play could have continued 18...exf5 19 gxf5 \(\textit{Z}\)xf5 (possibly 19...\(\textit{L}\)xc3! is more precise) and now 20 \(\textit{W}\)xd6! with slightly better chances for White. Weaker is 20 \(\textit{L}\)d5 \(\textit{L}\)h8! with the idea of 21 \(\textit{L}\)xg5?! \(\textit{L}\)b6.

1/2 _ 1/2

Speaking about this opening variation (10 2xe6) in general, one is advised to be well-prepared before entering these positions with Black. Or try 'Golubev's Gambit' instead.