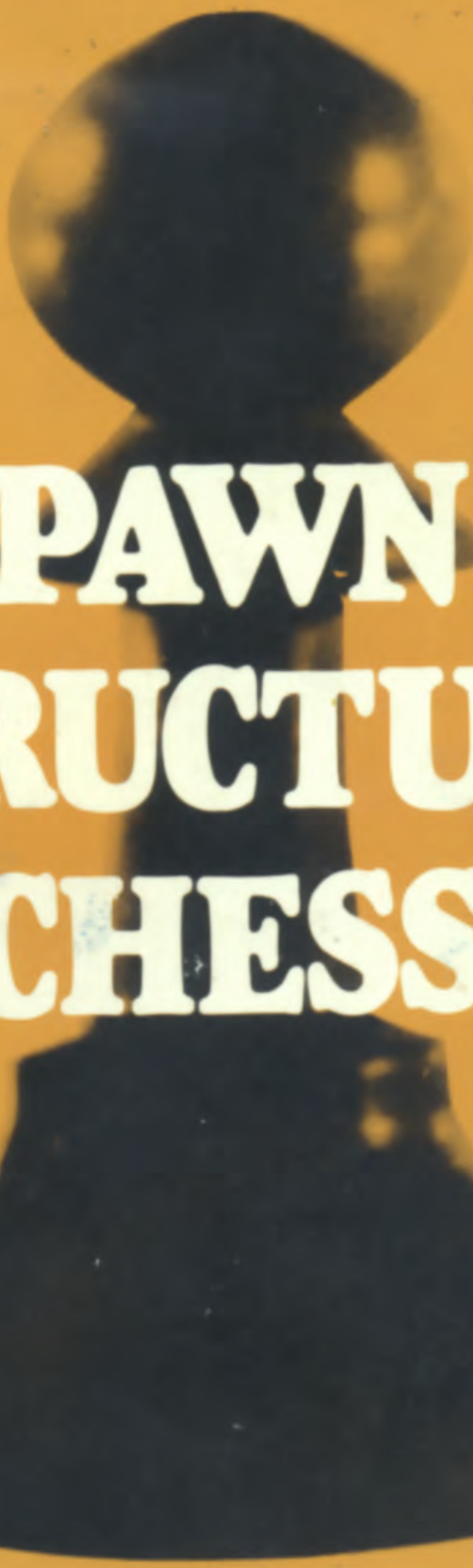
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PAWN STRUCTURE CHESS

Andrew Soltis

International Chess Master

Pawn Structure Chess

Pawn Structure Chess

by

Andrew Soltis
International Master

DAVID McKAY COMPANY, INC.
NEW YORK

PAWN STRUCTURE CHESS

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INTRODUCTION:

What Do You Mean "Soul of the Game"?

When I began to play chess everything seemed simple. I moved the pieces myself, blithely unaware of Hans Kmoch or Fred Reinfeld, let alone Wilhelm Steinitz and Mikhail Botvinnik. When I began to read chess books everything became confused.

It wasn't just that authors seemed to speak a forbidden language—"bad bishops," "positional error," "backward pawn," and so on. Worse, they made statements—which I was told were Wise Sayings—which were far beyond me. About the only one that made sense to me was Tarrasch's testament: "Before the endgame, the Gods have placed the middle game." This provided me with an excuse for not learning how to play the endgame. One way or the other, I never reached the ending in my games.

The most mysterious of all the Wise Sayings, and one constantly being thrown up to us beginners, was that of François André Danican Philidor. In 1749 Philidor, the best player of his day, offered what he termed a novelty to the chess public, a conception no one either knew of or understood well: "I have in mind the play of Pawns. They are the soul of the game."

Now just what did that mean? To me, the pawns were just roadblocks, natural hazards of the board. They got in the way

of my bishops, made my rooks prisoners for the first fifteen or twenty moves, and reduced the clash of pieces to trench warfare.

Some time later I ran across the rest of Philidor's philosophy of pawns: "They alone create attack and defense; the way they are deployed decides the fate of the game." This, at least, began to make sense. If the pawns were there to get in the way of things, you had to formulate plans on the basis of dealing with these nuisances. I read on and found in other books the explanation by Emanuel Lasker of what Philidor meant:

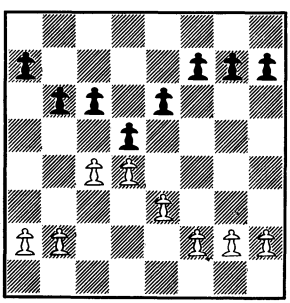
> The pawn, being much more stationary than the pieces, is an element of the structure of the position; the way the array of pawns is placed determines the character of a position and hence also the plan appropriate to it.

The rooks, knights, and bishops move around; the pawns remain. They alone cannot step backward. Therefore, whatever form they take determines the landscape of the middlegame. As a modern grandmaster, Alexander Kotov, puts it: "The nature of the topography plays a very important role in all army campaigns."

As I read and played more I discovered some subtle pointers about pawns. There were secrets to be learned about the different stationary fronts, or *pawn structures*, that only the masters understood. The masters talked as if everyone were privy to the secrets. Speaking of the Orthodox Exchange formation (Chapter 7) Paul Keres wrote: "*Nowadays it is common knowledge* that the most enduring attacking method on the queenside lies in the maneuver P–QN4–5 . . ." (emphasis added). Or Keres on a King's Indian Defense formation in which White gives up a bishop for a Black knight on QR6 to double his opponent's QRPs: "*Nowadays everyone knows* that such an exchange is not to be recommended."

Evidently, I wasn't included with Everyone. But I was beginning to understand a few things. A "positional error," at least in 90 percent of the cases I read about, was a move that changed the pawn structure disadvantageously—a crime against the structure. Perhaps it was a move that made a "good bishop" —one unencumbered by one's own pawns—into a "bad bishop"— one restricted by the pawns. A positional error could also create a "hole," a square on your side of the board that could no longer be protected by your own pawns because they had advanced too far.

But pawn structures can change, and the process of transition, of reducing several pawns in the center to a few, is a constant factor during the early middlegame. Take this basic formation of the Queen's Gambit Declined:



This is a structure in transition. It could have come out of several different but related opening systems. With colors reversed, that is, with White pawns at QB3, Q4, and K3 opposing Black pawns at QB4, Q4, and K3, it could arise out of the Colle System or start with 1. N–KB3—aside from 1. P–Q4. There are many openings but not more than a dozen basic structures.

White can alter the structure in the diagram with 1. PxP, offering Black the choice between symmetry (1. . . . BPxP) or the Orthodox Exchange structure (1. . . . KPxP). White could

also play 1. P–K4 and give Black the choice between creating the Slav formation (1. . . . PxBP) or the Caro formation (1. . . . PxKP) examined in the first two chapters.

Or suppose that it is Black's move in the diagram and he plays 1. . . . P–QB4. He may then continue with 2. . . . BPxP 3. KPxP PxP, giving White an isolated QP, the Isolani of Chapter 7. White might anticipate this by playing 2. BPxP KPxP 3. PxP PxP, which creates the "Hanging pawns" discussed in the same chapter.

Or Black could play 1. . . . P–K4 followed by 2. . . . P–K5 creating a chain (Chapter 5). Or he could play 1. . . . P–KB4 with a Kingside Stonewall formation (Chapter 9). These same structures can be reached through many other opening moves, but it makes more sense to examine the qualities of the structure than to memorize opening moves that lead to it.

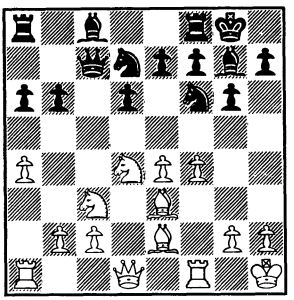
(The temptation here is to categorize the various structures the way that the Yugoslavian "Chess Informant" names openings, e.g., Structure A3, Formation C2B, etc. But it is easier to understand the nature of a structure when it is called a stonewall or a chain than when it is a number. Chess also has a heritage, and it is appropriate to pay tribute to its historic figures with the "Maroczy Bind," the "Boleslavsky Wall," and so on.)

Since pawn structures can change it is vitally important to recognize when a particular formation will be favorable and when you can rearrange the landscape to obtain the advantages of that formation.

This may sound dreadfully dull and "positional," to use a term that most beginners equate with hopelessly abstruse and tedious. But, remember that Philidor said pawns alone "create *attack* and defense." This may be made clearer with a look at a game played in Russia in 1962.

Kholmov–Bannik: *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–KN3*

7. 0–0 B–N2 8. P–B4 QN–Q2 9. K–R1 0–0 10. B–K3 Q–B2 11. P–QR4 P–N3?



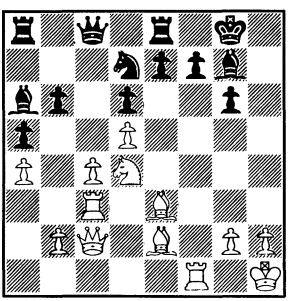
Position after 11. . . . P–N3?

The pawn formation on the board is called the Dragon and is named, not after a monster, but after a constellation (Chapter 3). Most players who fancy themselves Dragon-slayers think there is little to do against this structure except push one's king-side pawns and pray for mate. Actually Black's sloppy opening play permits a powerful transition to a favorable structure—a structure that also pops up in Alekhine Defenses, English Openings, and King's Indian Systems. Black has just missed his own chance to alter the structure by converting it into the "Boleslavsky Hole" with 11. . . . P–K4!; e.g., 12. PxP PxP 13. N–N3 P–N3 with a good game.

With remarkable swiftness White creates a most favorable middlegame vanguard with *12. N–Q5!! NxN 13. PxN.* Within a few moves Black's pieces are sharply restricted by a new center of White pawns on Q5 and QB4: *13. . . . B–N2 14. P–B4 P–QR4 15. N–N5 Q–B1 16. Q–Q2 N–B4 17. R–R3 B–QR3 18. N–Q4.*

Black no longer has the natural counterplay of the Open Sicilian formations—the use of the QB-file and the queenside expansion of . . . P–QN4–5. In fact, unless he plays 18. . . . P–K3, a move that leaves him with weak center pawns after 19. PxP PxP,

Black will be devastated on the kingside. This is precisely what happened after *18. . . . R–K1? 19. P–B5! N–K5 20. Q–B2 N–B3 21. R–QB3 N–Q2 22. PxP RPxP.*



Position after 22. . . . RPxP

The next diagram shows the enormous change between moves 12 and 22. The pawn structure is different, and this explains why White's pieces can be so aggressively posted and why Black's pieces are sulking on the first two ranks. The remainder of the game was sparkling:

23. B–N4!	**B–B3**

Black could prevent 24. RxP!! KxR 25. B–K6ch and 26. QxP, but he couldn't stop White's second threat.

24. B–K6!!	**K–N2**

Mate would have followed 24. . . . PxB 25. QxPch B–N2 26. R–B7 or 25. . . . K–R1 26. B–B1!.

25. B–R6ch!	**KxB**
26. N–B5ch!	**PxN**

White could also win with 26. BxP, but he cannot resist such a possibility as 26. N–B5ch K–R2 27. R–R3ch K–N1 28. NxPch RxN 29. QxPch K–B1 30. R–R8ch BxR 31. RxPch K–K1 32. R–B8ch KxR 33. Q–N8 mate!

27. Q–Q2ch	**B–N4**
28. R–R3ch	**K–N3**
29. BxPch	**Resigns**

A magnificent finish that would never have been possible without the "positional" 13. N–Q5!!.

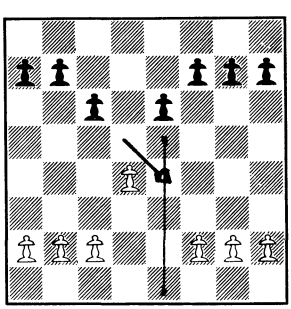
Another point to remember is that no pawn structure is always favorable. A Maroczy Bind has great restrictive power in a middlegame with a board full of pieces. But in an ending with bishops only there may be nothing to restrict. The key is to know when an evaluation of a structure changes—and when to do something about it.

This is a book about structures and what to do about them. Basically it is a middlegame guide—although attention is also paid to endgame advantages such as queenside majorities and passed pawns. What I've tried to do is explain the qualities, the nature, the "feel" of different structures and to show which plans are appropriate and which are foolhardy.

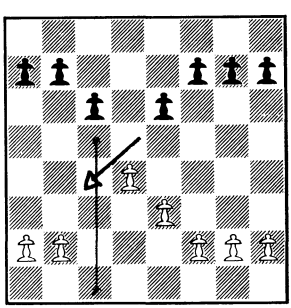
CHAPTER 1:

The Caro-Slav Family

By a family we mean a group of closely related pawn structures that share the same features or derive from a common opening. In the Caro-Slav family only one player has a center pawn on the fourth rank and it is on Q4. This player's opponent has exchanged off his own QP for either a KP (the Caro formation) or a QBP (the Slav formation). These are the only center pawn exchanges made.



The Caro formation



The Slav formation

Besides the facial resemblance the two structures also share a basic solidity and conservativeness. It is hard for White to break open the center without taking risks. The middlegame is often slow paced. But White still has a basic advantage in his

QP. It confers upon him greater center control, better outposts for his pieces, and the opportunity for a major break (P–Q5). His opponent must try to overcome the cramped quarters the pawn structure forces on him with his own breaks (. . . P–QB4 or . . . P–K4).

THE CARO FORMATION

This popular structure is by no means limited to the Caro-Kann Defense (1. P–K4 P–QB3 2. P–Q4 P–Q4 3. N–QB3 PxP 4. NxP). It includes positions that arise out of the French Defense when Black gives up the center (e.g., 1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 N–KB3 4. B–KN5 PxP), out of the Center Counter Defense (1. P–K4 P–Q4 2. PxP QxP or 2. . . . N–KB3 and 3. . . . NxP), and in various forms of the Queen's Gambit Declined and Catalan Opening when White plays P–K4 and Black responds . . . QPxKP.

In these examples it is Black who "gives up" the center. But it may be White who precipitates this formation as in Karpov–Campos-Lopez, San Antonio 1972, which went 1. P–K4 N–KB3 2. P–K5 N–Q4 3. P–Q4 P–Q3 4. N–KB3 P–KN3 5. B–QB4 P–QB3 6. 0–0 B–N2 7. PxP QxP. Or the exchange of pawns can take place on other squares; e.g., Alekhine–Euwe, world championship match 1937, 1. N–KB3 P–Q4 2. P–B4 P–Q5 3. P–K3 N–QB3 4. PxP NxP 5. NxN QxN 6. N–B3 N–B3 7. P–Q3 P–B3 8. B–K3 Q–Q2 9. P–Q4 = Caro formation.

The qualities of the formation, rather than how it is reached, are our main concern. Looking back at the Caro formation diagram we can readily see that White has excellent outpost squares at his K5 and QB5. The K5 outpost is especially significant since Black would have to weaken his kingside and center severely with . . . P–KB3 to keep the outpost square clear of pieces. (The consequences of this can be seen in *Supplemental Game #1* at the end of the chapter.)

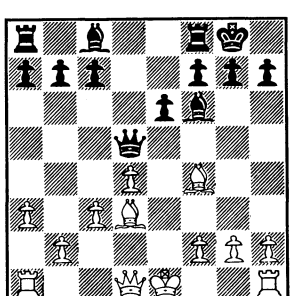
Black also has outposts at his Q4 and KB4, but they are farther from the enemy and it is easier to dislodge pieces from the Q4 outpost of Black than the K5 outpost of White. This is because White frequently finds P–QB4, the dislodging move, to be part of his middlegame plan.

THE PENALTY OF PASSIVITY

The primary lesson of this formation is that Black's natural inferiority is fatal unless he can compete actively in the center. A wait-and-see policy may work in a few games because of exceptional reasons of tactics, but in general it is a bankrupt strategy.

A model game to illustrate this is Lasker–Capablanca, Moscow 1935, a classic battle of titans. It began:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 B–N5 4. KN–K2 PxP 5. P–QR3 B–K2 6. NxP N–KB3 7. KN–B3 QN–Q2? 8. B–KB4! NxN 9. NxN N–B3 10. B–Q3 0–0 11. NxNch BxN 12. P–QB3 Q–Q4



Position after 12. . . . Q–Q4

In a few pages we'll see why Black must begin to think of either . . . P–QB4 or . . . P–K4 as early as his 7th move. Here,

for example, Black could have liberated himself with 7. . . . N–B3! (e.g., 8. B–K3 NxN 9. NxN P–K4 10. PxP QxQch with equality or 10. P–Q5 N–Q5! 11. BxN QxP with advantage).

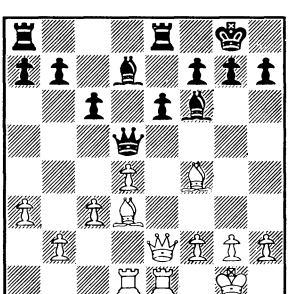
With White's 8th move he made . . . P–K4 difficult to enforce. But now Black threatens 13. . . . P–QB4 as well as 13. . . . QxNP.

13. Q–K2! . . .

This powerful move shows how the prevention of Black's liquidating break (. . . P–QB4) is more important than castling to safety or protecting one's pawns. On 13. . . . P–QB4 White wins a clean pawn with 14. B–K4! (e.g., 14. . . . Q–N6 15. B–Q6).

Black could play 13. . . . QxNP, but White would then retain a strong initiative after 14. B–K4 Q–R6 whether he plays a gambit (15. 0–0–0) or regains his material (15. BxBP). In either case Black's pawns in the center are inferior to White's and his pieces should therefore also be inferior.

13. . . .	**P–B3**
14. 0–0	**R–K1**
15. QR–Q1	**B–Q2**
16. KR–K1	. . .

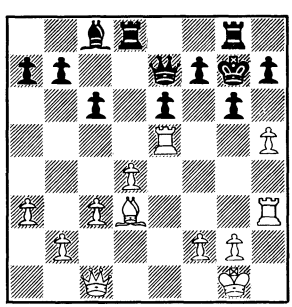


Position after 16. KR–K1

With . . . P–K4 and . . . P–QB4 prevented, White's powerful centralization gives him a free hand in the middlegame. The

simplest and least risky plan is a kingside attack. White could even have begun it with 16. B–K5! (instead of 16. KR–K1) with the ideas of using his bishops against the kingside and of trapping the Black Q in the center with P–QN4 followed by P–QB4. (Note that 16. B–K5 BxB loses a pawn to 17. BxPch! KxB 18. PxB and 19. RxB.)

White reaches the next diagramed position by first weakening and then attacking the enemy kingside. Black had no discernible counterplay once his central activity was neutralized. The game continued: *16. . . . Q–QR4 17. Q–B2 P–KN3* (or 17. . . . P–KR3 18. Q–K2! followed by 19. Q–K4) *18. B–K5 B–N2 19. P–KR4! Q–Q1 20. P–R5 Q–N4 21. BxB KxB 22. R–K5 Q–K2 23. QR–K1 R–KN1 24. Q–B1! QR–Q1 25. R(1)–K3 B–B1 26. R–R3.*



Position after 26. R–R3

White's pieces dominate the center and kingside. With the K5 outpost as a jumping-off point, White's heavy pieces are ready for the final mating attack. He threatens 27. PxP and 28. Q–R6ch. Neither 26. . . . K–R1 27. Q–R6 R–N2 28. PxP PxP 29. BxP! nor 26. . . . P–B3 27. PxP PxP 28. Q–R6ch K–B2 29. R–N3! (29. . . . PxR? 30. BxPch RxB 31. QxRch mates) is a defense.

Black played *26. . . . K–B1* but succumbed to *27. Q–R6ch R–N2 28. PxP RPxP 29. BxP!*. Since he could not capture the bishop because of 30. Q–R8ch and 31. R–B3ch, Black had to surrender

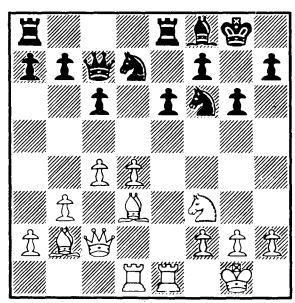
his queen after *29. . . . Q–B3 30. R–KN5! K–K2 31. R–B3!*. White won easily.

WHITE'S P–Q5 PLAN

An even more aggressive strategy for White is to prepare P–Q5 by way of P–QB4. This contains great rewards for White if he is better developed. It can, however, contain great risks if his QP, stripped of the protection of its neighbor, comes under fire along the open Q-file.

An ideal example of the P–Q5 strategy's paying off is Spassky–O'Kelly, San Juan 1969:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 PxP?! 4. NxP B–Q2 5. N–KB3 B–B3 6. B–Q3 BxN 7. BxB P–QB3 8. 0–0 N–B3 9. B–Q3 QN–Q2 10. P–QB4 B–Q3 11. P–QN3 0–0 12. B–N2 Q–B2 13. Q–B2 KR–K1 14. KR–K1 B–B1 15. QR–Q1 P–KN3



Position after 15. . . . P–KN3

In contrast to the Lasker–Capablanca game, here Black has a very solid kingside. White turns his attention to P–Q5, an idea that can be realized only after several moves of preparation and can be successful only after even more preparation. Note White's steps of redevelopment. Redevelopment is the maneuver of al-

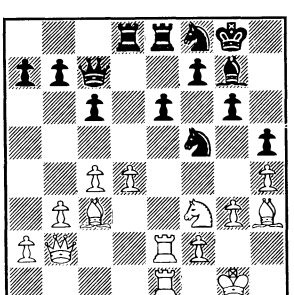
ready developed pieces to squares that better promote the chosen plan.

Step I. He repositions his KB so that it doesn't block the Q-file and so that it promotes P–Q5: *16. B–KB1 B–N2 17. P–N3! QR–Q1 18. B–N2.*

Step II. He places his rooks so that they gain the utmost mobility from P–Q5: *18. . . . N–R4 19. R–K2! R–QB1 20. P–KR4 QR–Q1 21. QR–K1.*

Step III. He adds the queen to the exploitation of the open lines that would result from P–Q5: *21. . . . N(4)–B3 22. Q–B1! P–KR4 23. B–KR3 N–B1 24. Q–R1 N–N5 25. B–B3 N–R3 26. Q–N2.*

After continued passive play (26. . . . N–R2, for example) Black might have prevented P–Q5 or required extensive preparation by White (such as R–K4 followed by N–K5–Q3–B4). White could have turned to another strategy such as P–QB5 followed by N–K5–QB4–Q6. White has the options. Black played *26. . . . N–B4?*.



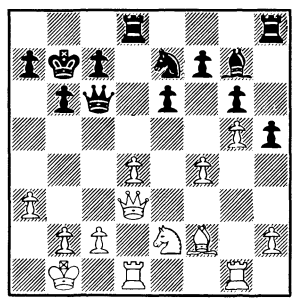
Position after 26. . . . N–B4?

White was now permitted to play P–Q5 as part of a positional pawn sacrifice. White obtained a strong passed QBP, and this eventually tied up Black's pieces so badly that a frontal attack on the Black king won easily. (The game continued 27.

BxN! NPxB 28. P–Q5! BxB 29. QxB BPxP 30. N–Q4 Q–Q2 31. P–B5! N–R2 32. P–QN4 P–R3 33. P–R4 R–QB1 34. P–N5 PxP 35. PxP R–B1 36. P–B6 PxP 37. PxP Q–Q1 38. R–QB1 N–B3 39. P–B7! Q–Q2 40. Q–K3! N–K5 41. P–B3 P–K4? 42. PxN P–B5 43. NPxP PxN 44. R–N2ch Resigns.) See also *Supplemental Game #2.*

The important lesson here is that P–Q5 did not simply happen. It was the result of planning and preparation. And it should be compared with White's mindless play in the following game:

Rellstab–Böök, Kemeri 1937: *1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 B–N5 4. KN–K2 PxP 5. P–QR3 B–K2 6. NxP N–QB3 7. B–K3 N–B3 8. Q–Q3 P–QN3 9. 0–0–0 B–N2,* and now *10. NxNch? BxN 11. R–KN1? Q–Q2 12. P–KN4? P–N3 13. B–N2 0–0–0 14. P–KB4 P–KR4! 15. P–N5 B–N2 16. B–B2 N–K2! 17. BxBch KxB 18. K–N1 Q–B3 19. P–B4? R–Q2 20. P–N4 P–R3 21. N–B3 KR–Q1 22. P–N5 PxP 23. NxP N–B4 24. K–N2 Q–B4! 25. K–N3 NxPch 26. BxN BxB 27. R–N2 P–QB3 28. Q–KB3 B–N2 29. RxRch RxR 30. R–QB2 Q–B4 31. N–B3 R–Q6 32. Q–B1 P–N4 33. P–B5 Q–Q4ch 34. K–N2 RxN White resigns.*

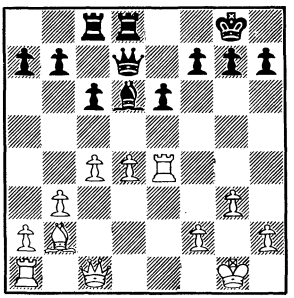


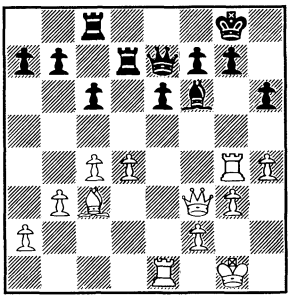
Position after 18. . . . Q–B3

White had an optimistic position after nine moves but suddenly decided upon a grossly weakening kingside attack against an

enemy king that castled to safety on the opposite wing. Then, when White should have battened down the hatches with 19. P–B3 he destroyed the support of his center with 19. P–B4?. Black needed only to pile up on the enemy QP, which had voluntarily been stripped of pawn defense.

The problems of White's QP become amplified with the exchange of minor pieces. It is surprising how often this position is misplayed by masters. Below are two positions from games played in international tournaments a few weeks apart in 1968.





Black stands slightly better in both positions because he can both prevent P–Q5 and attack the weak QP. In the first diagram Black continued *1. . . . B–K2!*, signaling the assault on the QP. White should immediately have foreseen the dangers and played 2. B–B3 and 3. Q–N2, but he fumbled about with *2. Q–B2? B–B3 3. B–B3 Q–K2 4. P–QR4? R–Q2! 5. QR–K1? KR–Q1 6. Q–N2 P–KN3.*

White then had no chance to reposition his rooks at Q2 and Q1 where they would be optimally effective in defense (e.g., 7. R–Q1 Q–B1! 8. R–K2 Q–N2 9. KR–Q2 P–B4! winning a pawn through pins). So, White tried a desperation attack and was quickly lost: *7. P–R4 Q–K1 8. P–R5 R–Q3 9. PxP RPxP 10. K–N2*

Q–Q2 11. R–KR1 BxP 12. RxB RxR 13. Q–Q2! P–B3! 14. Q–R6 Q–N2!.

The position in the second diagram is only slightly better for White than the previous example, but Black tried to hurry the natural pileup against the QP. Instead of 1. . . . R(1)–Q1 [2. Q–B4 K–R1 and . . . P–B4 or 2. R(1)–K4 P–N3 and 3. . . . B–N2] Black played *1. . . . P–KR4?*.

While this helped demolish the QP it also permitted White to develop a vicious kingside attack. The kingside pawns are also part of the structure. The game continued *2. R–B4 Q–Q1 3. QxRP P–B4 4. Q–B3 PxP 5. B–Q2*, and, with some further bad play by Black, White won: *5. . . . P–QN4 6. R–N4! PxP 7. PxP RxP 8. P–R5 R–B7 9. B–R6 R–B6 10. Q–B4 K–B1?* (10. . . . K–R1!) *11. BxPch! BxB 12. P–R6 B–B3 13. P–R7 B–N2 14. Q–R6! BxQ 15. P–R8(Q)ch K–K2 16. QxB Q–R4 17. Q–R4ch P–B3 18. R–N7ch K–Q3 19. QxPch Q–Q4 20. RxRch Resigns.*

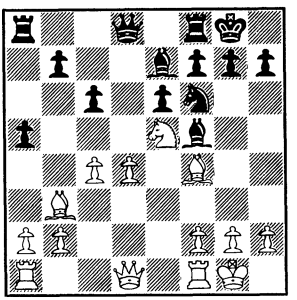
BLACK'S . . . P–QB4

This is Black's most natural source of counterplay and is easier to engineer than . . . P–K4. The reason for this is simple: Black has much greater control of his QB4—and White has less of it—than of the K4 square. But . . . P–QB4 has plusses *and* minuses.

Chief among the plusses is the freedom given to Black's minor pieces. The move . . . P–QB4 opens up a good long diagonal for Black's QB. If after . . . BPxQP White recaptures on his Q4 with a piece, then Black has obtained the use of his own QB4 and K4 for minor pieces, especially knights. If White can recapture with a pawn (e.g., P–QB3/ . . . BPxQP/BPxQP) then Black can blockade the newly created isolated QP with a knight on Q4.

A simple illustration of the penetrating power of Black's pieces after . . . P–QB4 was Gligoric–Smyslov, Moscow 1963:

1. P–K4 P–QB3 2. P–Q4 P–Q4 3. N–QB3 PxP 4. NxP N–Q2 5. N–KB3 KN–B3 6. NxNch NxN 7. B–QB4 B–B4 8. N–K5 P–K3 9. 0–0 B–K2 10. B–N3 P–QR4 11. P–QB4? 0–0 12. B–B4



Position after 12. B–B4

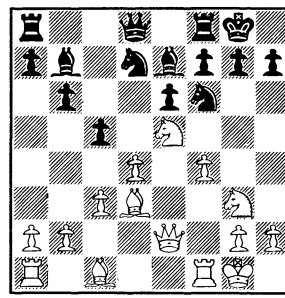
"Distrust a pawn move," Emanuel Lasker warned. "Examine carefully its balance sheet." Here White has overrated the values of P–QB4 and minimized the dangers. White's QP is not truly weak, but the *square* it stands on is. After *12. . . . P–B4!* White can no longer maintain his Q4 square as a personal possession; he must compete with Black for its control. Had he not moved his QBP before he could now play P–QB3.

White could not play 13. P–Q5 (because of 13. . . . PxP 14. PxP B–K5), nor could he try the retreating 13. B–K3 (13. . . . PxP 14. BxP P–R5). He chose *13. PxP BxP 14. Q–K2* since this would permit him to contest the Q4 square with QR–Q1 and it would avoid an ending in which Black's minor pieces, already superior to White's, would run over the board.

Black's thematic reply was *14. . . . Q–Q5! 15. B–N3 P–R5*, a series that wins a pawn after 16. B–Q1 P–R6! or 16. QR–Q1 Q–K5! or (White's choice) 16. B–B2 QxNP. Black won a long ending. His pieces simply leaped into action after . . . P–QB4. (For similar instances see *Supplemental Games* #3–4).

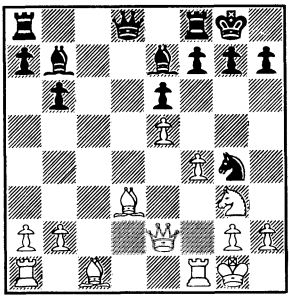
When White has not played P–QB4 he can, as we mentioned, support his Q4 at the cost of an isolated QP. A fuller discussion of the Isolani appears in Chapter 7, but for the time being a useful illustration is Yefseyev–Flohr, Odessa 1949:

1. P–K4 P–QB3 2. P–Q4 P–Q4 3. N–QB3 PxP 4. NxP N–Q2 5. N–KB3 KN–B3 6. N–N3 P–K3 7. B–Q3 B–K2 8. 0–0 0–0 9. Q–K2 P–B4! 10. P–B3?! P–QN3 11. N–K5 B–N2 12. P–KB4



Position after 12. P–KB4

The forthright plan for White would have been 10. R–Q1 PxP 11. NxP N–B4 12. B–QB4, which gives him the benefit of increased activity for his minor pieces and rook. Instead, he has tried to maintain a semiclosed center so that his plan of P–KB5 will give him an uncontested kingside attack. Black must act quickly because P–KB5 *is* dangerous. He did so with *12. . . . PxP! 13. PxP NxN! 14. QPxN N–N5!.*



Position after 14. . . . N–N5!

Suddenly the center is cleared away, and Black's minor pieces, abetted by the Q, are about to take over. Black threatens 15. . . . B–B4ch 16. K–R1 Q–R5 or 16. . . . NxRP. White gets a poor game after either 15. QxN QxB or 15. N–K4 Q–Q5ch 16. K–R1 QR–Q1 (17. B–B2 BxN 18. BxB QxB! 19. QxQ N–B7ch 20. RxN R–Q8ch mates).

Therefore White accepted the pawn offer with *15. BxPch KxB 16. QxN* but could not resist the swarm of Black pieces after *16. . . . Q–Q5ch 17. K–R1 QR–B1 18. N–R5* (or 18. Q–K2 Q–B5 followed by an eventual . . . R–B7) *P–N3 19. Q–R3* (hoping for a perpetual check after 19. . . . PxN 20. QxPch) *R–KR1! 20. N–B6ch K–N2 21. Q–K3 R–B7!!.*

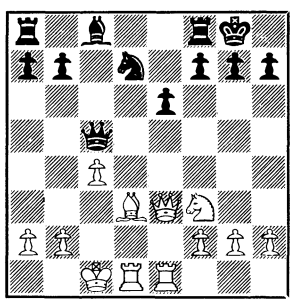
This beautiful game concluded with the continued offer of the Black Q (22. QxQ RxKNP or 22. R–KN1 Q–Q8! 23. N–K4 BxN 24. QxB Q–R4 would mate): *22. Q–KN3 Q–Q6! 23. QxQ RxKNP 24. N–N4 R(7)xRPch White resigns.*

WHITE'S ANTI-. . . P–QB4 STRATEGIES: QPxBP

Of White's options after . . . P–QB4, the most commonly chosen is readily to trade pawns with QPxBP. White may obtain the use of the newly opened Q-file and a long diagonal from QR1 to KR8. White gets Q4 for a minor piece, ideally a knight,

and obtains a semipassed QBP. Very quickly the first player can build a position of domination in the center; e.g., Steinitz–Marco, Nuremberg 1896:

1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB3 4. P–K4 PxKP 5. NxP N–KB3? 6. NxNch QxN 7. N–B3 B–N5ch 8. B–Q2 BxBch 9. QxB N–Q2 10. 0–0–0! 0–0 11. Q–K3! P–B4 12. PxP Q–B4 13. B–Q3 QxP 14. KR–K1



Position after 14. KR–K1

Black could have eased his development early on with 5. . . . B–N5ch (6. B–Q2 QxP or 6. N–B3 P–QB4!), but he assumed that the exchanges of minor pieces would reduce White's spatial advantage. They don't. In fact, exchanges have hurt Black because he is now weak on black squares. Black eventually played the liberating . . . P–QB4 at his 11th move. But is he free?

Certainly not. In the ending that would follow 14. . . . QxQch 15. RxQ Black is in trouble after 15. . . . N–B3 16. N–K5 (since 16. . . . B–Q2 17. NxB NxN 18. BxPch costs a pawn) or after 15. . . . N–B4 16. B–B2 P–QR4 (to stop P–QN4) 17. N–N5 P–R3 18. N–K4.

Black stayed in the middlegame with *14. . . . Q–B2*, but after *15. N–K5! R–K1 16. K–N1* his difficulties persisted. Had Black then developed his N to KB3 he would have invited a ready-made

kingside attack with P–KN4–5. Black put the N at KB1, and after *16. . . . N–B1 17. P–B5!* White secured Q6 for his own knight.

White's maneuver strongly countered Black's intention of . . . P–B3 and . . . P–K4 and there followed *17. . . . P–B3 18. N–B4 P–K4 19. N–Q6 R–K2 20. P–B4 B–Q2.* The free hand White enjoyed in the center was easily converted into a kingside attack. White managed a mating finish in a dozen moves: *21. P–B5! B–B3 22. B–B4ch K–R1 23. P–KN4! P–QN3 24. P–N5 PxNP* (else 25. PxBP PxP 26. R–N1 R–N2 27. RxR and 28. R–N1) *25. QxP P–KR3 26. Q–R5 PxP 27. N–B7ch K–R2 28. N–N5ch K–R1 29. P–B6 PxP 30. QxPch N–R2 31. NxN RxN 32. QxPch R–N2 33. RxP Resigns.* (See also *Supplemental Game* #5 to illustrate the use of the long diagonal, the Q4 square, and the P–QB5 idea.)

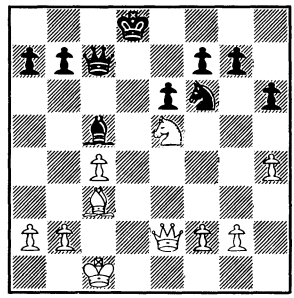
A long-term advantage of QPxBP is the queenside majority of pawns that White obtains. This is a frequent factor of the Caro formation. The possibility of two opposing pawn majorities—one on White's queenside and one on Black's kingside—exists as soon as Black trades his QP for White's KP. Later, if the White QP is exchanged for the Black QBP it becomes clear that White has three queenside pawns to Black's two.

This majority can create a passed pawn, a key, perhaps even decisive, factor in an endgame. This majority is not always a factor in the middlegame. But when Black seeks exchanges to reduce a White initiative the existence of majorities increases in importance.

A basic illustration of this was a 1955 game, Teschner–Golombek:

1. P–K4 P–QB3 2. P–Q4 P–Q4 3. N–QB3 PxP 4. NxP B–B4 5. N–N3 B–N3 6. P–KR4 P–KR3 7. N–B3 N–Q2 8. B–Q3 BxB 9. QxB Q–B2 10. B–Q2 KN–B3 11. 0–0–0 P–K3 12. P–B4 0–0–0 13. B–B3 B–Q3 14. N–K4 NxN? 15. QxN N–B3

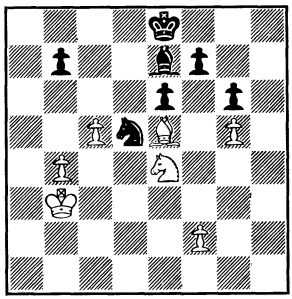
16. Q–K2 KR–K1 17. KR–K1 P–B4 18. PxP! BxP 19. N–K5 RxRch 20. RxR R–Q1 21. RxRch KxR



Position after 21. . . . KxR

For the record, Black could have equalized with 14. . . . B–B5ch! 15. K–N1 N–K4! 16. KNxN BxN 17. Q–K3 NxN (18. PxB RxRch 19. RxR R–Q1 trades down to nothingness and 18. QxN B–B3, as we know, favors Black because of the weak QP). But in the diagram White has a solid advantage because of his superior minor pieces. The queenside majority is so far a silent majority.

After *22. P–KN4!* White takes aim at the Black KNP. After Black's N dropped back, *22. . . . N–K1*, White's pieces took up stronger positions buttressed by pawns: *23. P–N5 PxP 24. PxP B–Q3 25. N–B3 P–KN3 26. P–N4! B–K2 27. K–N2 N–Q3 28. P–B5 N–B4 29. Q–K4 K–K1 30. Q–K5! QxQ 31. BxQ P–QR4 32. P–R3 PxP 33. PxP B–Q1 34. K–N3 N–K2 35. N–Q2! N–Q4 36. N–K4 B–K2.*

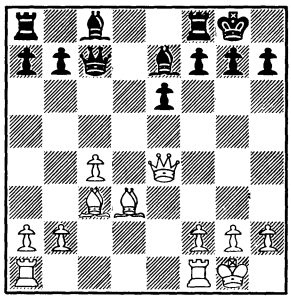


Position after 36. . . . B–K2

Note that White has what we call a "bad" bishop, one blocked by its own pawns. But the pawns also confine Black's pieces and they pose the threat of P–N5 and P–B6. This was threatened after *37. B–B6!* since the king-and-pawn ending after 37. . . . NxB 38. NxNch BxN 39. PxB is hopeless for Black. Black played yet another retreat, *37. . . . B–B1*, and was soon pinned to his first rank: *38. K–B4 K–Q2 39. P–N5 K–B1 40. N–Q2 K–Q2 41. N–B3 B–K2 42. N–K5ch K–K1 43. BxB KxB 44. N–N4 N–B5 45. N–B6 K–Q1 46. P–N6* (now P–B6 is a winning idea) *P–K4 47. N–K4 K–Q2 48. N–Q6 N–R6 49. NxNP NxNP 50. K–Q5 Resigns.* The threat of creating a passed pawn from the queenside majority was decisive in the last 25 moves.

To counterbalance one majority there has to be another—if pawns are equal. White's majority is effective in the ending, but, not surprisingly, the more centralized Black majority on the kingside often makes itself felt in the middlegame. This is illustrated by Maroczy–Charousek, Nuremberg 1896:

1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB3 4. P–K4 PxKP 5. NxP N–B3 6. N–QB3 B–K2 7. N–B3 0–0 8. B–Q3 P–B4! 9. 0–0 PxP 10. NxP QN–Q2 11. N–B3 Q–R4 12. B–Q2? N–K4 13. N–K4 NxNch 14. QxN Q–B2 15. B–B3 NxN! 16. QxN



Position after 16. QxN

White's bishops look murderous, but this is exactly when the blocking effect of enemy pawns is most useful. Black activated his majority with *16. . . . P–B4! 17. Q–K2 B–Q3! 18. P–KR3 P–K4*, and he has already usurped the initiative.

White managed to equalize by forcing the exchange of part of the kingside majority—*19. P–QN4 P–K5 20. B–B2 P–QN3 21. P–B3!*—but Black could have improved over Charousek's *21. . . . PxP?* which lead to a level game. The correct method was 21. . . . B–N2 22. PxP QR–K1 after which Black's kingside majority has been converted into a domination of the center.

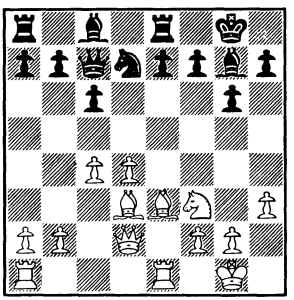
WHITE'S ANTI-. . . P–QB4 STRATEGIES: P–Q5

There are two cases when White can effectively meet . . . P–QB4 with P–Q5!. The first occurs when Black has taken inadequate precautions and allows White to maintain a powerful pawn on Q5, an even stronger one than he had at Q4. This comes about most frequently when Black fails to play . . . P–K3 before . . . P–QB4.

This is shown by Benkö–Hoffman, New York 1968:

1. N–KB3 P–KN3 2. P–K4 B–N2 3. P–Q4 P–QB3 4. N–B3 P–Q4 5. P–KR3 PxP 6. NxP N–Q2 7. B–Q3 KN–B3 8. NxNch

NxN 9. 0–0 0–0 10. R–K1 R–K1 11. P–B4 Q–B2 12. B–K3 N–Q2? 13. Q–Q2



Position after 13. Q–Q2

Black's last move is a preparation for a positional blunder, *13. . . . P–QB4??* which permits *14. P–Q5!*. For the rest of the game Black pieces will be inhibited by the White QP. Black's KP will remain backward and a target of attack on the K-file. Or, after . . . P–K4, White will be granted a protected passed QP. Either way, White benefits.

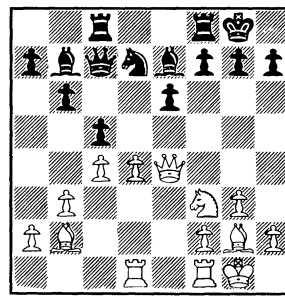
The inhibiting effect of the QP permitted White to go straight for mate: *14. . . . N–N3 15. B–R6 Q–Q3 16. BxB KxB 17. N–N5! B–Q2 18. R–K4.* After 18. . . . P–KR3 White would win quickly the fastest (19. NxP! KxN 20. QxP R–R1 21. RxPch! KxR 22. Q–N7ch and mates), but after *18. . . . B–Q2* his huge advantage was sufficient to score positionally after *19. N–B3 P–K4 20. QR–K1 P–B3 21. R(4)–K3 P–N4 22. Q–B2 R–K2 23. N–Q2! B–K1 24. N–K4.*

(For contrast see *Supplemental Game* #6 in which P–Q5 is met by . . . KPxP and the occupation of White's Q5 with a piece. Black equalizes because, in this instance, he too has a Q5 to occupy.)

The second situation in which P–Q5 commonly occurs is the case when Black has taken precautions against it, but White per-

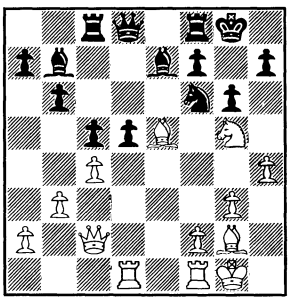
sists in playing P–Q5 as a pawn sacrifice. This is similar to Spassky's P–Q5 of a few pages ago—White rips open diagonals and central files for his presumably superior pieces. A spectacular example of this, which ironically developed out of one of the most conservative of openings, was Geller–Ciric, Oberhausen 1961:

1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–KB3 N–KB3 4. P–KN3 B–K2 5. B–N2 0–0 6. 0–0 P–B3 7. P–N3 QN–Q2 8. B–N2 P–QN3 9. Q–B2 B–N2 10. QN–Q2 R–B1 11. QR–Q1 Q–B2 12. P–K4! PxKP 13. NxP NxN 14. QxN P–QB4



Position after 14. . . . P–QB4

With *15. P–Q5!* White unleashes the dynamism of his rooks and bishops at the temporary expense of a pawn. It is temporary because after *15. . . . N–B3 16. Q–B2 PxP 17. B–K5! Q–Q1 18. N–N5 P–N3* (BxN was threatened) *19. P–KR4* Black is caught in two pins, one on the Q-file, the other on the long white diagonal.



Position after 19. P–KR4

After the simplification *19. . . . N–R4 20. BxP BxB 21. RxB* the sacrifice has been proven temporary and White now has powerful control of the open Q-file. White improved his position with *21. . . . Q–K1 22. R–K1 Q–B3 23. B–N2 KR–K1* and then unleashed a farsighted combination: *24. NxRP! BxP* (not 24. . . . KxN 25. RxNch) *25. R(1)–Q1!* (the combination fails after 25. RxRch RxR 26. PxB R–K8ch 27. K–R2 Q–B2ch) *25. . . . Q–K3 26. Q–B3! P–B3 27. Q–Q3 Q–N5 28. R–N5!!* (now 28. . . . BxR 29. QxPch N–N2 30. NxPch BxN 31. QxQ would win) *28. . . . Q–K5 29. NxPch NxN 30. PxB KR–Q1 31. QxRch RxQ 32. RxRch K–B2 33. BxN KxB 34. R–Q6ch K–B2 35. QRxKNP QxRP 36. R–N7ch* and White won.

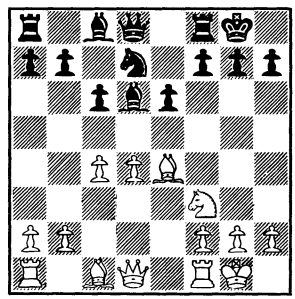
PREVENTING . . . P–QB4 WITH P–QB5

A third option for White, besides exploiting the QPxBP exchange and the P–Q5 advance, is the *mechanical* prevention of . . . P–QB4 by putting a White pawn on the same square that Black wants for his pawn.

This advance has a thoroughly muddled "balance sheet" to use Lasker's term: it cedes Q5 to Black pieces, it makes White's QP a backward, permanent target, and it permits Black to open lines with . . . P–QN3. But occasionally the advantages of stopping

. . . P–QB4 and of further confining Black outweigh the minuses. A model example of this was Pillsbury–Winawer, Budapest 1896:

1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB3 4. P–K3 N–B3 5. N–B3 QN–Q2 6. B–Q3 B–Q3 7. 0–0 0–0 8. P–K4 PxKP 9. NxP NxN 10. BxN



Position after 10. BxN

10. . . . N–B3?!

This takes away a piece from control of . . . P–QB4. Why not 10. . . . P–QB4? At the turn of the century it was believed that 11. B–B2 Q–B2 12. Q–Q3 was strong enough to deter 10. . . . P–QB4 because of lines such as 12. . . . N–B3 13. B–N5! and 12. . . . P–KN3 13. B–R6 R–K1 14. QR–Q1 with considerable pressure. But later it was discovered that 12. . . . P–KB4!, activating Black's majority and avoiding mate on KR2, was sufficient for equality despite the temporary backwardness of Black's KP.

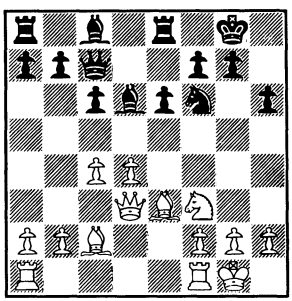
11. B–B2 P–KR3

Now the direct 11. . . . P–B4 runs into 12. B–N5! (threatening 13. Q–Q3 and 14. BxN) PxP 13. QxP B–K2 14. Q–R4! P–KR3 15. BxP PxB 16. QxP and 17. N–N5 which would be overwhelming.

12. B–K3 **R–K1?**

Here 12. . . . Q–B2 and 13. . . . P–QB4 is called for. White could have recognized the inevitability of . . . P–QB4 by playing 12. Q–K2 (instead of his 12. B–K3) followed by B–Q2–B3. Then . . . P–QB4 would give him a bishop pair that cut a wide swath over the Black kingside.

13. Q–Q3 **Q–B2**



Position after 13. . . . Q–B2

14. P–B5! **B–B1**
15. N–K5! . . .

Because of Black's delay in promoting . . . P–QB4 White can stop it once and for all. White has an iron grip on the center now, and this is quickly converted into attack. Black's only counterplay is a slow-moving assault on the White QP and the line-opening . . . P–QN3 (which would be met by P–QN4).

It is not surprising that White won quickly. He threatens 16. N–N4 and a mate on KR7. Perhaps Black's best is 15. . . . P–KN3 16. Q–Q2 K–R2, but then 17. B–KB4 Q–Q1 (or 17. . . . N–Q4? 18. NxNP) 18. N–B4 followed by the occupation of Q6 favors White greatly.

Winawer panicked in this 1896 game by trying to achieve with tactics what he should have tried to do with astute pawn play:

15. . . . BxP? 16. BxP! BxP (or 16. . . . PxB 17. Q–N3ch followed by a knight check that wins the Q) *17. QxB PxB 18. Q–KB4* (again threatening Q–N3ch) *N–Q4 19. QxRP P–B3* (mate follows 19. . . . QxN 20. B–R7ch K–R1 21. B–N6ch) *20. P–B4! R–K2 21. N–N6 Resigns.* (For another illustration see *Supplemental Game #7.*)

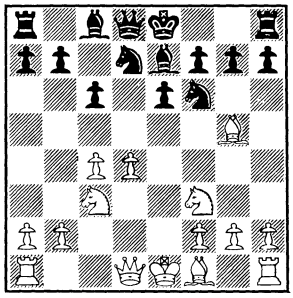
BLACK'S . . . P–K4 STRATEGY

If Black has a choice between . . . P–QB4 and his other liberating move, . . . P–K4, there is good reason to prefer the latter. The first pawn break emphasizes White's queenside majority; the second neutralizes it. The first break helps free Black's pawn-bound QB, the second immediately gives it air.

But . . . P–K4 is harder to achieve because of the way the two sides normally develop. White usually has a knight on KB3 and a rook or queen on the K-file to stop . . . P–K4. He develops no piece that guards QB5 easily (except B–K3 which blocks the K-file). Black's KB is usually developed at K2 where it observes his QB4 and not his K4.

The choice becomes clear out of this opening:

1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 N–KB3 4. B–KN5 QN–Q2 5. N–B3 P–B3 6. P–K4 PxKP 7. NxP B–K2 8. N–B3



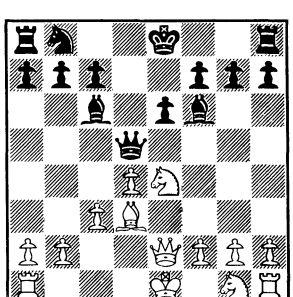
Position after 8. N–B3

Black can try for either pawn break. On 8. . . . P–B4?! White can take over the heartland of the center with 9. Q–B2 PxP 10. NxP. (For example, in Lilienthal–J. Bolbochan, Stockholm 1937, White had a comfortable edge after 10. . . . P–KR3 11. B–R4 0–0 12. B–K2 P–R3 13. 0–0 Q–N3 14. QR–Q1 R–K1 15. B–N3 N–B1 16. N–R4! Q–R4 17. P–B5!, and a won game after 17. . . . N–Q4 18. N–N6! NxN 19. N–N3 Q–R5 20. PxN B–B3 21. B–B3 P–K4 22. KR–K1 Q–N4 23. Q–B5!.)

From the diagram, however, Black can make a better try for equality with 8. . . . 0–0 9. Q–B2 P–K4! followed by an idea based on the tactics of 10. PxP N–N5 11. B–B4 B–B4 12. N–K4 B–N5ch or 10. NxP NxN 11. PxN N–Q2 12. BxB QxB 13. P–B4 P–B3. If White acquiesces to the break with 10. 0–0–0 PxP 11. NxP Q–R4 12. B–K3 N–B4 Black has good chances.

Equality isn't all that . . . P–K4 may confer on Black, and White is therefore justified in taking a few steps to restrain . . . P–K4. This is especially worthwhile when Black has gone out of his way to play . . . P–K4 at the expense of making . . . P–QB4 an impossible option. A drastic illustration of this was Bronstein–Nei, USSR team championship 1962:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 N–KB3 4. B–N5 PxP 5. NxP B–K2 6. BxN BxB 7. P–QB3 B–Q2 8. B–Q3 B–B3 9. Q–K2 Q–Q4?



Position after 9. . . . Q–Q4?

Clearly Black has abandoned hope of . . . P–QB4. He doesn't fear 10. NxBch PxN because that would exchange a strong piece for his KB, which bites on granite at his Q5. The exchange of pieces would also open up Black's useful KN-file and give him pawn control of his K4.

White put . . . P–K4 out of the range of possibility with *10. P–KB4!*. This means that Black is dangerously passive and vulnerable to a quick attack. His pieces appear active, but this condition cannot continue for long in a position with an inferior structure. The game continued: *10. . . . B–R5ch 11. P–N3 B–K2 12. N–B3 N–Q2 13. R–KB1!* (preparing to move the knight from K4) *0–0? 14. P–KR4! P–QN4 15. N(4)–N5!* (now 14. . . . N–B3 is sharply met by 15. N–K5 B–K1 16. P–B5) *15. . . . P–KR3 16. B–R7ch K–R1 17. B–K4 Q–Q3 18. N–K5!* (decisive since 18. . . . PxN allows mate in two) *NxN 19. BPxN Q–Q2 20. NxPch K–N1 21. B–N6 Resigns* (in face of 22. Q–B2 and 23. B–R7 mate).

Another effective method of stopping . . . P–K4 is the mechanical way with N–K5. If Black captures the outpost N he can find himself reduced to his first two ranks, conceding White the other six. See *Supplemental Game #8*.

SUPPLEMENTAL GAMES

(1) *Passive play by Black and . . . P–KB3.* Spassky–Donner, Leiden 1970: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 N–KB3 4. B–N5 PxP 5. NxP B–K2 6. BxN BxB 7. KN–B3 B–Q2 8. Q–Q2 B–B3 9. NxBch QxN? (9. . . . PxN gives Black pawn control of his K4 at less cost than he subsequently pays) 10. N–K5! 0–0 11. 0–0–0 R–Q1 12. Q–K3 B–K1 13. P–KN3 N–Q2 14. B–N2 P–B3 15. P–KB4 Q–K2 16. P–KR4! P–B3? 17. N–B3 B–R4 18. B–R3 BxN 19. QxB N–B1 20. KR–K1 Q–B2 21. B–B1! (the main target is Black's KP, weakened by . . . P–KB3) R–Q3 22. B–B4 QR–Q1

23. P–B5! RxP 24. PxP RxRch 25. RxR RxRch 26. QxR Resigns (in face of 26. . . . Q–K2 27. Q–Q8! QxQ 28. P–K7ch).

(2) *Passive play by Black renders P–Q5! devastating.* Tal–Putjudruwa, Latvia 1955: 1. P–K4 P–QB3 2. N–QB3 P–Q4 3. N–B3 B–N5 4. P–KR3 BxN 5. QxB P–K3 6. P–Q4 N–B3 7. B–Q3 PxP 8. NxP NxN 9. QxN N–Q2 10. P–QB3 N–B3 11. Q–K2 Q–B2 12. B–Q2 B–Q3 13. P–QB4 P–KR4?? (Totally out of character for the position; 13. . . . P–B4 is met by 14. P–Q5, but 13. . . . 0–0 and 14. . . . P–B4 is OK.) 14. 0–0 B–B5 15. B–B3 R–Q1 16. QR–Q1 K–B1 (castling is out of the question after . . . P–KR4) 17. KR–K1 P–R5 18. B–B2 R–R3 19. R–Q3 Q–N1 20. R–B3 N–R4 21. Q–K4 Q–B2 22. P–Q5! KPxP 23. PxP PxP 24. B–N4ch B–Q3 25. QxQP! N–B3 (25. . . . BxB 26. RxPch! mates) 26. Q–K5 QxB 27. BxBch K–N1 28. B–K7 R–Q8 29. RxR QxRch 30. K–R2 Q–R5 31. R–B4 Q–B3 32. Q–N8ch K–R2 33. BxN PxB 34. R–KN4 R–N3 35. RxPch R–R3 36. RxRch KxR 37. Q–R8ch K–N3 38. Q–N8ch K–B4 39. QxP Q–Q3ch 40. P–N3 Q–Q7 41. P–N4ch Resigns (because the KBP falls with check).

(3) *Black's . . . P–QB4 liberates his pieces.* Roizman–Sokolsky, Byelorussia 1961: 1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 P–Q4 5. P–QR3 B–K2 6. N–B3 0–0 7. B–Q3 P–QN3 8. P–K4 PxKP 9. NxP QN–Q2 10. 0–0 B–N2 11. Q–K2 P–B4! 12. R–Q1? PxP 13. NxP N–K4! (Black has a material edge after 14. NxNch BxN 15. NxP PxN 16. BxPch KxB 17. RxQ QRxQ) 14. B–B2 NxN 15. BxN BxB 16. QxB NxP (White's attack is some compensation) 17. B–B4 Q–Q4 18. Q–K2 N–R4 19. B–K5 B–B3!? 20. BxB PxB 21. P–QN4 N–B5 22. N–N3 Q–B3 23. Q–N4ch K–R1 24. QR–B1 QR–B1 25. R–Q4? P–QN4 26. N–R5 Q–R3 27. NxN RxN 28. R(B)xR PxR 29. Q–B3 P–K4 30. R–KR4 R–KN1 31. Q–B3 Q–R5 32. P–N3 Q–Q8ch 33. K–N2 R–N5 34. RxR QxR 35. Q–B3 Q–Q5! 36. QxPch K–N1 37. Q–N5ch K–B1

38. Q–R6ch K–K2 39. Q–N5ch K–K3 40. Q–B1 P–B6 41. K–B1 Q–Q6ch 42. K–K1 K–Q4 43. Q–Q1 K–B5 White resigns. The passed pawn wins.

(4) *Black's . . . P–QB4 allows him to keep pawn control of his Q5. He attacks on the kingside.* Napier–Teichmann, Cambridge Springs 1904: 1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 N–KB3 4. B–N5 QN–Q2 5. N–B3 P–B3 6. P–K4 PxKP 7. NxP B–N5ch 8. B–Q2 B–K2! 9. B–Q3 P–B4! 10. B–B3 P–QN3 11. 0–0 B–N2 12. Q–K2 0–0 13. QR–Q1 Q–B2 14. PxP PxP 15. N–N3 KR–Q1 16. KR–K1 Q–B3 17. Q–K3 N–B1 18. P–KR4 (an illogical attack that is neatly repulsed) P–KR3 19. P–R5 N(1)–R2 20. B–B1 Q–R5 21. RxRch RxR 22. N–K5 N–N4 23. B–Q3 B–Q3! 24. P–B4 BxN 25. QxB N–R6ch! 26. PxN RxB 27. Q–N8ch K–R2 28. QxB RxNch 29. K–R2 NxP (threatening 30. . . . Q–B7ch and 31. . . . RxPch) 30. Q–K4ch R–N3 31. R–KN1 P–B4 32. Q–K2 RxR 33. KxR NxP 34. Q–K5 Q–Q8ch 35. K–R2 Q–B7ch 36. K–N3 Q–N7ch 37. KxN Q–B7 mate.

(5) *To shorten White's strong diagonal QR1–KN7, Black weakens his kingside further.* Trifunovic–Djantar, Kragujevac 1959: 1. P–Q4 N–KB3 2. P–QB4 P–B3 3. N–QB3 P–Q4 4. N–B3 P–K3 5. P–K3 QN–Q2 6. Q–B2 B–K2 7. P–QN3 P–QN3 8. B–Q3 B–N2 9. 0–0 0–0 10. B–N2 R–B1 11. P–K4 PxKP 12. NxP NxN 13. BxN N–B3 14. B–Q3 Q–B2 15. QR–K1 P–KR3 (safer is . . . P–KN3) 16. Q–K2! KR–K1 17. B–N1 N–Q2 18. Q–B2 N–B1 19. R–K3 P–QB4 20. N–K5 PxP 21. BxP QR–Q1 22. B–B3 B–B4 23. R–N3 B–Q5 24. R–K1 BxB 25. QxB P–B3 (to counter 26. N–N4!) 26. N–N4 K–B2 27. Q–K3 R–K2 28. NxPch! PxN 29. QxRP P–K4 30. B–B5 K–K1 31. R–N8 R–B2 32. B–N6 Q–K2 33. BxRch QxB 34. R–N7 Resigns.

(6) *White plays P–Q5 after . . . P–QB4 but Black contests the center well.* Udovcic–Ragozin, Leningrad 1934: 1. P–Q4

N–KB3 2. P–QB4 P–K3 3. N–QB3 P–Q4 4. B–N5 QN–Q2 5. N–B3 P–B3 6. P–K3 Q–R4 7. BxN NxB 8. B–Q3 B–K2 9. 0–0 0–0 10. P–K4 PxKP 11. NxP KR–Q1 12. Q–K2 B–Q2 13. KR–Q1 B–K1 14. P–QR3 QR–B1 15. R–Q2 P–KN3 16. QR–Q1 Q–B2 17. B–B2 NxN 18. BxN P–QB4! 19. P–Q5 (to avoid the exchanges along the Q-file that could lead to a superior endgame for Black because of his two bishops) PxP 20. BxP B–KB3 21. R–Q3 P–QN4! 22. P–QN3 P–QR3 23. Q–K3 K–N2 24. N–N5! R–Q2 25. N–K4 R–K2 26. Q–Q2 B–K4 27. P–N3 B–Q5 (Black's bishop is at least equal to White's knight) 28. K–N2 B–QB3 29. N–B3 QR–K1 30. R–KB3 B–Q2! 31. P–R3 Q–B1 32. P–KN4 P–B4 33. R–Q3 Q–B2 34. B–B3 BPxP 35. RPxP R–B2 36. N–Q5 Q–K4 37. R–KR1 P–N4 38. R–KB1 P–KR4! 39. PxRP P–N5 40. B–Q1? (better was 40. BxP BxB 41. R–N3 K–N1 42. RxB R–KN1) 40. . . . R–KR1 41. R–N3 QxP White resigns.

(7) *Slow pressure against White's P–QB5 plan.* Pillsbury–Tchigorin, Vienna 1898: 1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB3 4. N–B3 N–Q2 5. P–K4 PxKP 6. NxP KN–B3 7. B–Q3 NxN 8. BxN B–N5ch 9. B–Q2 BxBch? 10. QxB 0–0 11. 0–0 Q–B3 12. KR–K1 R–Q1 13. QR–Q1 N–B1 14. P–B5 B–Q2 15. N–K5 B–K1 (A good square for the bishop. Black readies a counter-attack with . . . N–N3 and doubling rooks on the Q-file before . . . P–QN3.) 16. R–K3 N–N3 17. BxN RPxB 18. N–B4 R–Q4! 19. N–Q6 P–N3 20. P–QN4 QR–Q1 21. R(3)–Q3 Q–K2 22. Q–K3 Q–B2 23. P–B4 Q–Q2 24. R–KB1 Q–B2 25. R(1)–B3 P–QR4! (necessary counterplay since White otherwise wins by doubling on the KR-file) 26. N–B4 NPxP 27. NPxP R–N1 28. N–N6 R(4)–Q1 29. R–QR3 RxN! 30. PxR QxNP 31. R–B1 RxP 32. RxP P–QB4 33. R–R8 K–B1 34. Q–KR3 K–K2 35. Q–R4ch P–B3 36. Q–R8 R–Q1 37. QxPch? B–B2 38. RxR P–B5ch! 39. K–R1 QxR 40. R–QN1 P–B6 41. P–B5 P–B7! 42. R–N1 Q–Q8! 43. PxNP QxRch 44. KxQ P–B8(Q)ch 45. K–B2 Q–B7ch, and Black won after 46. . . . QxP(3).

(8) *White's N–K5 stifles . . . P–K4 and leads to a domination of the board.* Maroczy–Mieses, Vec 1908: 1. P–K4 P–Q4 2. PxP QxP 3. N–QB3 Q–QR4 4. P–Q4 N–KB3 5. B–Q2 P–B3 6. B–QB4 B–B4 7. N–B3 Q–B2 8. 0–0 P–K3 9. N–K2 B–Q3 10. N–N3 B–N3 11. R–K1 QN–Q2 12. P–B3 R–Q1 13. Q–K2 0–0 14. QR–Q1 B–B5 15. N–K5! BxB 16. RxB NxN 17. PxN RxR 18. QxR R–Q1 19. Q–K3 (if Black could play . . . P–QB4 and maneuver his knight to QB3 he might equalize) 19. . . . N–Q2?! (19. . . . N–Q4!) 20. P–KR4! P–KR3 21. P–R5 B–R2 22. R–Q1 N–N3 23. RxRch QxR 24. B–K2 P–R3 25. P–QB4 N–B1 26. P–R3 N–K2 27. Q–R7! Q–B2 28. P–QN4 N–B1 29. Q–Q4 K–B1 30. B–B3 K–K1 31. B–K4 BxB 32. NxB Q–Q2 33. N–Q6ch! NxN 34. PxN P–B3 (White only needs room for the penetration of his Q now) 35. P–B4 P–QN4 36. P–QB5 K–Q1 37. P–N4! Q–B2 38. Q–K4 K–Q2 39. Q–K2 Q–N1 40. Q–QR2!! (threatening to win with either P–QR4 or P–B5) P–N3 41. PxP Q–K1 (or 41. . . . QxP 42. QxPch! KxQ 43. P–B5ch) 42. P–B5 Resigns.

CHAPTER 2:

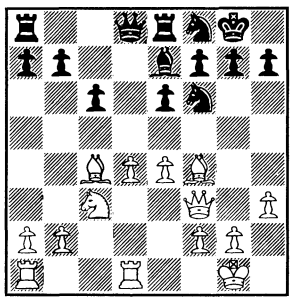
The Slav Formation

There are as many roads to the Slav formation as to the Caro. There is, first of all, the Slav Defense to the Queen's Gambit and its relatives (Queen's Gambit Accepted, Queen's Gambit Declined, Catalan, Gruenfeld Defense). The Colle System illustrates the formation in reverse after 1. P–Q4 P–Q4 2. N–KB3 N–KB3 3. P–K3 P–K3 4. B–Q3 P–B4 5. P–B3 B–K2 6. 0–0 N–B3 7. QN–Q2 Q–B2 8. PxP and 9. P–K4, an example of what we'll call Tchigorin's plan.

The only difference between Caro and Slav is the substitution in the latter of White's KP for his QBP. This difference eliminates some Caro features (White's queenside majority), alters plans (often making . . . P–K4 preferable to . . . P–QB4 as Black's means of liberation), but leaves the solidity of the position pretty much alone.

As in the Caro, passivity can be fatal to Black. The explosive nature of P–Q5 is exemplified by Rubinstein–Schlechter, Berlin 1918:

1. P–Q4 P–Q4 2. N–KB3 N–KB3 3. P–B4 P–B3 4. N–B3 PxP 5. P–K3 B–N5 6. BxP P–K3 7. 0–0 QN–Q2 8. P–KR3 BxN 9. QxB B–K2 10. R–Q1 0–0? 11. P–K4 R–K1 12. B–B4 N–B1



Position after 12. . . . N–B1

13. P–Q5!	. . .

Black's position would be solid enough to withstand anything but a P–Q5 break. Because of the pawn structure White's pieces are aggressive and Black's are passive. With the defensive line of pawns stripped away White's superiority would be overwhelming.

13. . . .	**KPxP**
14. PxP	**Q–N3?**

If the center is completely opened Black loses at least a pawn (14. . . . PxP 15. NxP NxN 16. BxN Q–N3 17. BxP QR–Q1 18. B–Q5 QxP? 19. BxPch! KxB 20. B–K5ch).

15. P–Q6	**B–Q1**
16. P–KN4!	**N–K3**

There was no defense against White's threat of 17. P–N5.

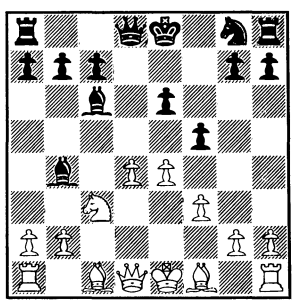
17. P–Q7!	. . .

And White won swiftly after *17. . . . R–K2 18. B–Q6 RxP 19. BxN PxB 20. P–N5.* (Also see *Supplemental Game #1* at the end of this chapter.)

With a few exceptions Black's counterplay comes from . . . P–K4 or . . . P–QB4, just as in the Caro. One of the exceptions

is the attack on White's center (after P–K4) by way of . . . P–KB4. Although this idea has had many failures, its most spectacular success is worth mentioning.

Pillsbury-Tchigorin, St. Petersburg 1895–96: *1. P–Q4 P–Q4 2. P–QB4 N–QB3 3. N–KB3 B–N5 4. PxP BxN 5. PxN BxBP 6. N–B3 P–K3 7. P–K4 B–N5 8. P–B3 P–B4!?*



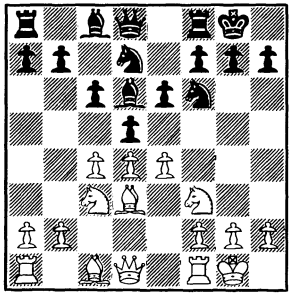
Position after 8. . . . P–B4!?

Black's last move was condemned—for good reason—by the Classical masters. Black has opened up his kingside and made his KP backward. But White must find a way of exploiting this. The correct plan, 9. B–QB4 PxP 10. 0–0!, was discovered to be an effective gambit half a century later.

In the original game White played a move even more anti-positional than 8. . . . P–B4: *9. P–K5??*. This advance shields Black's weaknesses and stresses the vulnerability of White's own center and his white squares. The speed with which Black took iron control of the white squares was remarkable: *9. . . . N–K2 10. P–QR3 B–R4 11. B–QB4 B–Q4! 12. Q–R4ch P–B3 13. B–Q3 Q–N3! 14. B–B2 Q–R3! 15. B–Q1 B–B5!* after which White was already lost. He couldn't hold his QP after *16. P–B4 0–0–0 17. B–K3 N–Q4 18. B–Q2 N–N3* and lasted 20 moves more before his king was mated at KN7.

TCHIGORIN'S . . . P–K4 PLAN

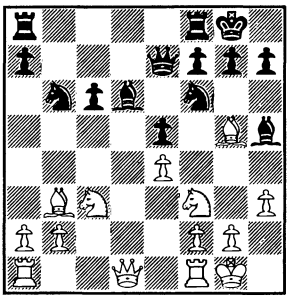
The same player who handled Black in the last illustration devised the most popular method of liberating Black's game. On several occasions Mikhail Tchigorin held the Black pieces after *1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB3 4. P–K3 N–B3 5. B–Q3 QN–Q2 6. N–B3 B–Q3 7. 0–0 0–0 8. P–K4.*



Position after 8. P–K4

With 8. . . . PxKP we have the Caro formation with its usual problems, but Tchigorin found that Black could equalize much more easily with *8. . . . PxBP! 9. BxP P–K4!*. Although other masters had experimented with Black's plan, it was Tchigorin, the first great Russian player, who showed that Black could compete with White's pieces by using the black squares after . . . P–K4. If Black can play . . . KPxQP he will use his K4 and KB5 as outposts for his minor pieces. If White keeps the center closed with P–Q5, Black can maneuver his pieces for kingside attack with . . . B–KN5 and . . . QN–Q2–B1–N3–B5.

In Janowski-Tchigorin, Budapest 1896, White closed the center with *10. B–KN5 Q–K2 11. P–Q5*, and Black missed the correct followup (11. . . . R–Q1 followed by . . . N–B1–N3) when he continued *11. . . . N–N3 12. B–N3 B–KN5 13. P–KR3 B–R4 14. PxP PxP.*



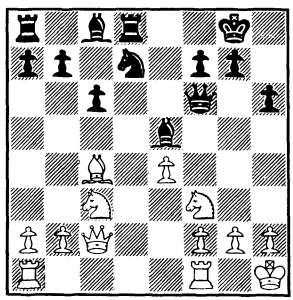
Position after 14. . . . PxP

Black correctly permitted the isolation of his QBP because he knew that 11. . . . PxP 12. PxP or 12. BxP favors White because of his better control of open lines in the center. In the diagram it is clear that Black will be the first to profit from the Q-file and that it will be several moves before White can think of attacking the QBP. Black intends . . . KR–Q1 followed by moving his QN to Q5 via KB1 and K3.

White took the bull by the horns and played *15. P–N4! B–N3 16. N–R4 K–R1 17. N–B5 BxN* but then turned over the initiative with *18. NPxB?*. Had he captured with his KP White could use the K4 square well; however, after the bad recapture he was on the defensive in the center and on the kingside: *18. . . . P–KR3 19. B–R4 QR–Q1 20. Q–K2 P–N4! 21. B–N3 R–KN1 22. K–N2 R–N2 23. QR–Q1 P–KR4 24. KR–R1 P–R5 25. B–R2 QR–KN1 26. K–B1 B–B4 27. N–N1 P–N5 28. PxP NxP 29. B–N1 Q–N4 30. Q–B3 B–Q5 31. N–B3 P–B4! 32. K–K2 P–B5 33. B–B2 Q–R3 34. N–N5 NxP! 35. BxN BxB*, and White resigned shortly because of 36. KxB R–N6! or 36. QxB R–N7.

Three years later at London in 1899 with the position after 8. P–K4 Maroczy (as White) played *8. . . . PxBP 9. BxP P–K4 10. B–KN5 Q–K2 11. K–R1 R–Q1 12. Q–B2 P–KR3* and kept the center fluid against Tchigorin. If White now retreats his bishop to KR4 he invites strong play on black squares after 13. B–R4

PxP! 14. NxP N–N3 15. B–Q3 BxP!. So, there followed *13. BxN QxB 14. PxP BxP!.*



Position after 14. . . . BxP!

Black has excellent control of the kingside now. Note that 14. . . . BxP is better than a capture with the QN because White would be able to mobilize his kingside majority after 14. . . . NxP 15. NxN BxN 16. P–B4! (e.g., 16. . . . BxP 17. P–N3 R–Q7 18. QxR BxQ 19. RxQ PxR 20. R–Q1 or 16. . . . BxN 17. P–K5!).

But now in the diagram White cannot play 15. NxB NxN without risking disaster after 16. B–N3 N–B6! 17. QR–Q1 B–R6! or 16. B–K2 Q–B5! 17. P–KN3 Q–B3 18. P–B4 N–N5. As it turned out White eventually did mobilize his pawns, but by then Black commanded the center too greatly to be stopped. The game ended with *15. QR–Q1 R–K1 16. B–K2 B–B2! 17. N–K1 N–K4 18. P–B4 N–N5 19. BxN BxB 20. R–Q3 QR–Q1 21. Q–B2 RxR 22. NxR R–Q1 23. Q–N3 B–K3 24. P–K5 Q–B4 25. N–B5 BxKP 26. NxB PxN 27. Q–K3 BxN 28. PxB P–QN3 29. P–KR3 R–Q6 30. Q–K2 RxP 31. Q–R6 Q–Q4 32. K–N1 R–B7 33. R–B3 Q–Q8ch White resigns.*

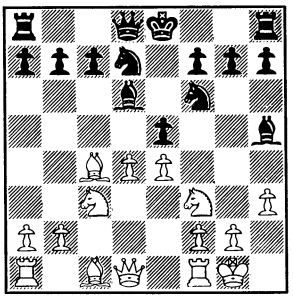
CONSEQUENCES OF THE . . . KPxQP EXCHANGE

An important point of Tchigorin's plan is that . . . P–K4 is most effective *after* White has played P–K4. This assures that

White will not be able to keep a pawn on his Q4 or retain control of the square with other pawns. This may also mean that White's KP, the anchor of his center, will become a target. Or it could become a battering ram.

When the pawn is strong it can be used dynamically with its brother, the KBP. Then P–K5 drives Black's pieces away from the kingside and prepares a disruptive P–KB5. This is shown by Taimanov–Matulovic, Majorca 1971:

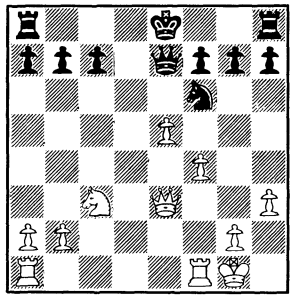
1. P–Q4 P–Q4 2. P–QB4 PxP 3. N–KB3 N–KB3 4. P–K3 B–N5 5. BxP P–K3 6. N–B3 QN–Q2 7. P–KR3 B–R4 8. 0–0 B–Q3 9. P–K4 P–K4



Position after 9. . . . P–K4

White can proceed patiently with B–K3, but the immediate liquidation gives him a slight initiative because he has one more pawn in the center than Black after *10. PxP QNxP 11. B–K2.* Black eagerly traded pieces with *11. . . . BxN 12. BxB NxBch?! 13. QxN Q–K2 14. B–B4 B–K4?*, making a common misjudgment about the strength of White's mobile kingside majority.

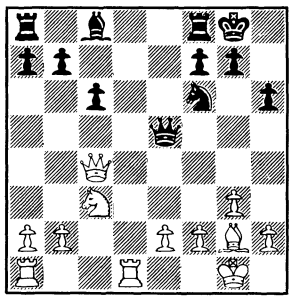
The bankruptcy of this attitude was shown by *15. BxB! QxB 16. Q–K3!*, which prepares a forceful P–B4. True, Black has his queenside majority, but it is inactive and therefore irrelevant to the middlegame. After *16. . . . 0–0 17. P–B4 Q–K2 18. P–K5!.*



Position after 18. P–K5!

Black is in bad shape; e.g., 18. . . . N–Q2 19. QR–Q1 P–QB3 20. N–K4 and N–Q6. The game quickly proceeded into an ending in which Black was lost: *18. . . . P–B3 19. KR–K1 KR–K1 20. Q–B3 Q–B4ch 21. Q–B2 QxQch 22. KxQ N–Q4 23. NxN PxN 24. KR–Q1 KR–Q1 25. QR–B1 R–Q2 26. K–K3 QR–Q1 27. K–Q4 K–B1 28. P–B5* and won in 14 moves.

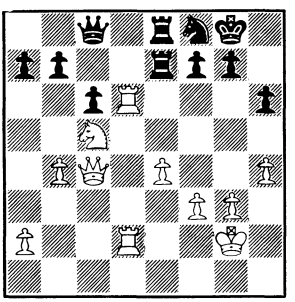
On the other hand, White can keep his KP protected and on K4 so that it restricts Black's pieces and permits the first player to dominate the Q-file. In the diagram below White has no pawns in the center, but he is ready to secure his rightful share of center squares (Simagin–Kotov, Moscow 1944).



White continued *1. Q–Q4!* encouraging a favorable ending (1. . . . QxQ 2. RxQ R–K1 3. KR–Q1 followed by P–K4 and P–B4).

Black could have contested the center with 1. . . . Q–QR4 and 2. . . . B–K3 so that he could play 3. . . . KR–Q1, but his *1. . . . Q–KR4? 2. P–B3 B–R6?* permitted White to achieve a most favorable form of the Slav family with *3. P–K4 BxB 4. KxB KR–K1 5. R–Q2.*

Again Black's queenside majority is insignificant, whereas the *threat* of P–K5 and P–KB4 in coordination with White's control of the Q-file was enough to turn the course of the game to the first player's favor. White took command after *5. . . . Q–R4 6. QR–Q1 R–K2 7. Q–B4 QR–K1 8. R–Q6 Q–N3 9. P–QN4! R–K3 10. R(6)–Q4 R(3)–K2 11. N–R4 Q–B2 12. N–B5 Q–B1 13. R(1)–Q2 N–R2 14. P–KR4 N–B1 15. R–Q6.*



Position after 15. R–Q6

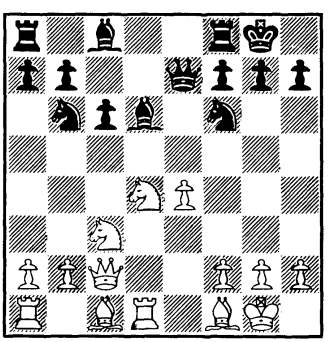
White's structural advantages have given him tremendous pressure, and he has a choice of ways to proceed; e.g., P–R4 and P–N5 to isolate a queenside pawn target or P–KN4–5 to mate. Most important, as long as White maintains pressure he does not fear exchanges. This became apparent after *15. . . . N–K3 16. NxN RxN 17. RxR RxR*, which permitted White to glide into a won endgame: *18. Q–Q4 Q–B1 19. P–B4! R–K1 20. P–K5! Q–K2 21. P–R3 P–R3 22. P–R5 Q–K3 23. Q–Q7.*

This was won because White can create a passed pawn from his majority much more easily than Black can from his. This

exceptionally well handled game concluded with *23. . . . R–K2 24. QxQ PxQ 25. K–B3 R–QB2 26. K–K4 K–B2 27. R–Q6 K–K2 28. P–B5 PxPch 29. KxP P–B4 30. PxP RxP 31. R–QN6 R–B2 32. P–N4 K–B2 33. P–R4 K–K2 34. P–R5! K–B2 35. K–K4! K–K2 36. K–Q5 R–Q2ch 37. R–Q6! R–B2 38. P–K6 K–K1 39. R–N6 K–K2 40. R–N1! K–K1 41. R–N4!* (gaining a zugzwang position after 41. . . . K–K2 42. R–N6) *R–B8 42. RxP R–Q8ch 43. K–K5 R–K8ch 44. K–B5 R–B8ch 45. K–N6 R–B5 46. P–N5 R–N5 47. KxP RxPch 48. K–B6 Resigns.*

The lesson therefore is that Black must retain pressure against the weaknesses of the White center. He may pound against the KP or may occupy the weakened black squares. This requires a sharp tactical eye as Alekhine demonstrated with Black in the following example:

Davidson–Alekhine, Semmering 1926: *1. P–Q4 P–Q4 2. P–QB4 P–QB3 3. N–KB3 N–B3 4. P–K3 P–K3 5. N–B3 QN–Q2 6. Q–B2 B–Q3 7. B–Q3 0–0 8. 0–0 Q–K2 9. P–K4 PxBP! 10. BxP P–K4 11. R–Q1 PxP 12. NxP N–N3 13. B–B1*



Position after 13. B–B1

13. . . . **R–Q1!**

Black begins his middlegame work with a tactical threat of 14. . . . BxPch! 15. KxB RxN 16. RxR Q–K4ch. If White covers

his KR2 with 14. P–KN3 Black can find other methods of keeping White busy (14. . . . B–KN5 15. P–B3? B–QB4 or 15. N(4)–K2 B–B6). White can't hide from the tactics with 14. B–KN5 BxPch 15. KxB N–N5ch or 14. P–B3 N–R4 15. P–KN3 B–QB4 16. B–K3 P–KB4.

14. P–KR3 **B–B2!**

This revives the threat of 15. . . . RxN 16. RxR Q–K4. Note that both sides have active pieces and that White doesn't have the license to play P–KB4 (15. P–B4 N–R4 16. P–K5 P–B3! prematurely opens the position).

15. B–K3 **R–K1!**

After this move White's KP is under constant pressure and he is not given a fair chance for P–KB4. The game continued *16. B–Q3 N–R4 17. QN–K2 P–N3 18. R–K1 N–Q2*, after which 19. P–B4 would have invited 19. . . . QN–B3 20. P–K5 N–Q4 21. B–Q2 B–N3 and excellent play for Black. As it went Black continued to use his superior pieces with *19. N–KB3 B–N3 20. B–KN5 Q–B4* (so that 21. QxQ NxQ 22. N–B1 P–B3 23. B–Q2 NxB and . . . N–N6 favors Black, Alekhine said) *21. N–B3 N–K4.*

The result of all this was a mating attack that flowed naturally from Black's use of the black squares where White was weakest. White resigned shortly after *22. NxN QxN 23. B–K3 B–B2 24. N–K2 Q–R7ch 25. K–B1 BxP! 26. PxB QxRPch 27. K–N1 B–R7ch 28. K–R1 N–B5 29. NxN BxNch 30. K–N1 B–R7ch 31. K–R1 Q–B6ch! 32. KxB R–K4 33. Q–B5 RxQ 34. BxR Q–R4ch* and *35. . . . QxB.*

WHITE PLAYS P–Q5 AFTER . . . P–K4

If White is not willing to acquiesce in the exchange of his QP for Black's KP, he will push his QP. That leaves Black three prospects and, commenting on a world championship game, Alexander Alekhine once explained them succinctly:

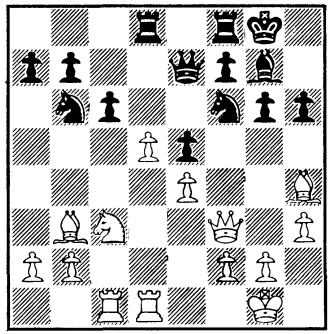
(1) to exchange at White's Q5, thus leaving this square free for the opponent's pieces; (2) to play . . . P–QB4 after which White would have a strong passed pawn; (3) . . . to allow the exchange at (Black's) QB3 which obviously weakens his pawn position.

These three options illustrate the different values of pawn strength and piece play in evaluating a position. The first option, . . . QBPxP on White's Q5, is the least interesting. It will lead to a symmetrical pawn structure if White recaptures on his Q5 with a minor piece. But while Black's pawns are strong, his pieces are most likely to be inferior to White's in ability.

The second option leads to blocked play and this tends to favor White provided that Black cannot mobilize his own pawn majorities on the two wings. The third option gives Black a weak QBP, but it takes Q5 away from White's pieces and this is very annoying to the first player. Black gets the best mobility for his pieces out of the third option but at the cost of weak pawns.

The second option—the blocked center—is difficult to handle with Black as the following game shows:

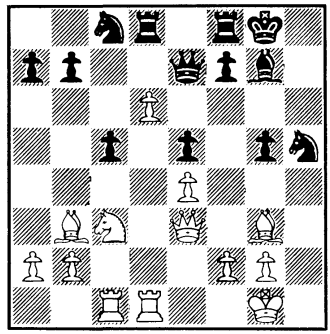
Gligoric–Gheorghiu, Tel Aviv 1966: *1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 P–Q4 4. N–B3 B–N2 5. B–B4 P–B3 6. P–K3 0–0 7. R–B1 PxP? 8. BxP B–N5 9. P–KR3 BxN 10. QxB QN–Q2 11. 0–0 P–K3 12. KR–Q1 Q–K2 13. B–KN5! P–KR3 14. B–R4 QR–Q1 15. P–K4 P–K4 16. P–Q5 N–N3 17. B–QN3*



Position after 17. B–QN3

White's threat of P–K5 virtually forced 15. . . . P–K4. Black has the trilemma Alekhine described. With 17. . . . PxP Black could ease his game, but the result would be a simplified position in which White's pieces would remain superior for many moves (after 18. BxN! BxB 19. NxP NxN 20. BxN or just 19. BxP).

Black went the blockade route with *17. . . . P–N4 18. B–N3 P–B4 19. P–KR4 N–B1*, intending . . . N–Q3. This would have worked out better with 19. . . . N–K1 and . . . N–Q3 because of the tactical problems that followed *20. PxP PxP 21. Q–K3 N–R4 22. P–Q6!*.



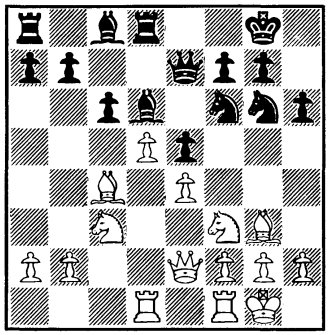
Position after 22. P–Q6!

Here White obtains Q5 for his pieces through a pawn sacrifice. After 22. . . . NxP 23. N–Q5 Q–K3 24. QxNP Black's position is in ruins because of the threats such as 25. N–K7ch. Black preferred *22. . . . RxP 23. N–Q5 Q–Q1* preserving his KNP, but this lost the QBP and resulted in a positionally lost game after *24. RxP N–N3 25. Q–KB3 N–KB5 26. BxN NPxB 27. Q–N4! K–R1 28. R–Q3.* The game ended with a swarm of White pieces: *28. . . . R–N3 29. Q–B5 NxN 30. R–R3ch R–R3 31. RxN Q–N3 32. R(5)–Q3 R–Q1 33. KRxRch BxR 34. QxPch K–N1 35. Q–K7 R–KB1 36. R–Q6 Q–R4 37. RxB.* For a more sophisticated destruction of the blockade see *Supplemental Game #2.*

The most challenging middlegames arise when Black ignores P–Q5 and permits Alekhine's third option, QPxQBP. That the pawn is weak is obvious. That it can be exploited depends on what the players do. While it remains on the board it tends to give Black greater control of the center (two pawns in the center to White's one).

Black's kingside attack often becomes vital. The center is semi-closed and a wing attack grows in strength because of the lack of center counterplay. One of the major trumps held by Black is his KB5 outpost. For example:

Kan–Romanovsky, Moscow 1945: *1. N–KB3 P–Q4 2. P–Q4 N–KB3 3. P–B4 P–K3 4. N–B3 P–B3 5. P–K3 QN–Q2 6. B–Q3 B–Q3 7. 0–0 0–0 8. P–K4 PxBP 9. BxP P–K4 10. B–KN5 Q–K2 11. P–Q5? R–Q1! 12. Q–K2 P–KR3 13. B–R4 N–B1! 14. QR–Q1 N–N3 15. B–KN3*



Position after 15. B–KN3

15. . . .	**N–R4!**

This strong and thematic move gives Black a bridgehead to the kingside on KB5. White cannot stop . . . N–B5 and . . . B–KN5. He could play PxP immediately, but this doesn't stop the kingside attack and it doesn't permit White to win the QBP for many moves.

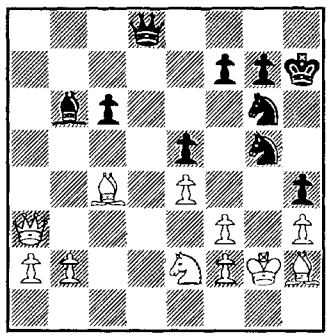
16. Q–B2	**B–KN5**
17. PxP	**PxP**
18. N–K2?!	**. . .**

White could keep his kingside uncorrupted with 18. B–K2, but then Black's knight would remain permanently on KB5. The winner of the game gave 18. B–K2 N(R)–B5 19. BxN NxB 20. K–R1 (intending N–N1) B–B2 21. N–KN1 B–Q2 22. N–R4 N–K3 or 20. . . . NxB 21. QxN B–QB4 as examples of ways Black's energetic play could continue.

18. . . .	**BxN**
19. PxB	**N–B3!**

With this Black prepares to weaken the kingside black squares further with . . . P–KR4–5. The next series of moves was consistent: *20. Q–B1 N–R2 21. R–Q3 P–KR4 22. P–KR3 N–N4 23. K–N2 P–R5 24. B–R2 Q–B3 25. R(1)–Q1 K–R2 26. Q–K3 B–B2*

27. RxR RxR 28. RxR QxR! (not 28. . . . BxR 29. P–B4! regaining control of KB4) *29. QxP? B–N3 30. Q–R3.*



Position after 30. Q–R3

Black finished off by completing his exploitation of the kingside black squares: *30. . . . Q–Q2! 31. N–N1 Q–Q7 32. N–K2 Q–K8!*, and now *33. B–N1 NxRP! 34. KxN Q–B8ch 35. K–R2* (or 35. K–N4 Q–N7ch 36. K–R5 N–B5ch 37. NxN P–N3ch) *35. . . . BxP 36. P–B4 NxP 37. Q–B3 B–N6ch White resigns.*

A good illustration of White's strategy can be found at the end of the chapter as *Supplemental Game #3.*

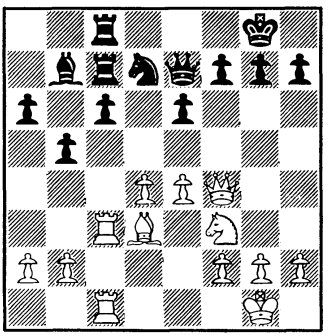
STOPPING . . . P–K4

When Black has made inaccurate moves which delay . . . P–K4 White has good reason to stop the break altogether with P–K5 or P–KB4. This requires great caution because after either of these moves Black has the potential to strike back effectively with . . . P–QB4.

If Black delays in moving . . . P–QB4 he is likely to be crushed; e.g., Pillsbury–Burn, Hastings 1895:

1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 N–KB3 4. B–N5 B–K2 5. P–K3 0–0 6. N–B3 P–QN3 7. R–B1 B–N2 8. PxP NxP

9. BxB QxB 10. NxN BxN 11. B–Q3 R–B1 12. P–K4 B–N2 13. 0–0 N–Q2 14. Q–K2 P–QR3? 15. R–B3 P–QB3? 16. KR–B1 P–QN4 17. Q–K3 R–B2 18. Q–B4 QR–QB1



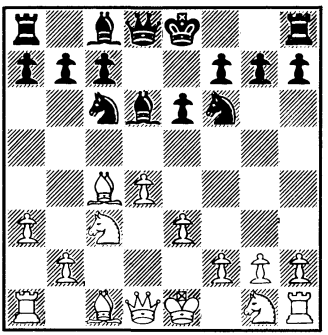
Position after 18. . . . QR–QB1

Black's play has been methodical but too slow. He could have played . . . P–K4 or . . . P–QB4 earlier, but he wanted to stop White from exploiting queenside holes with B–QR6. Now he is ready for . . . P–QB4. But his negligence encourages *19. P–K5!* with a threat of the ancient BxRPch sacrifice.

Black should now decide to take precautions with 19. . . . P–R3. White would retain his advantage with N–Q2–K4–Q6. But Black remained consistent and this was fatal: *19. . . . P–QB4? 20. BxPch! KxB 21. N–N5ch K–N1 22. R–KR3 Q–K1 23. Q–R4 K–B1 24. N–R7ch K–N1 25. N–B6ch* and won in a few moves.

A remarkable illustration of the P–KB4 plan was Taimanov–Novak, Harrachov 1966:

1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 N–B3 5. N–K2 P–Q4 6. P–QR3 B–B1?! 7. N–KN1!? PxP 8. BxP B–Q3



Position after 8. . . . B–Q3

After the bizarre retreats in the opening Black is ready for . . . P–K4. Although he has a piece instead of a pawn on his QB3, the . . . P–K4 break is still indicated. The reason White developed his KN backward to KN1 instead of forward to KB4 was *9. P–B4!!*, a move that assured him of a mighty pawn center. Black had no chance for . . . P–K4, and it would take several moves to play . . . P–QB4 (e.g., 9. . . . N–QR4 10. B–R2 P–B4? 11. PxP and P–QN4).

Black proceeded routinely with *9. . . . 0–0 10. N–B3 P–QN3 11. P–K4 B–K2 12. P–K5 N–Q4 13. NxN PxN 14. B–Q3*, and he was lost soon after *14. . . . B–KN5 15. B–K3 Q–Q2 16. R–QB1 N–R4? 17. P–R3 B–KB4* (or 17. . . . B–R4 18. P–KN4 and 17. . . . BxN 18. QxB P–QB3 19. P–B5) *18. BxB QxB 19. RxP.*

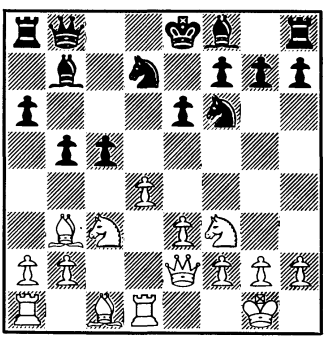
See *Supplemental Game #4* for Black's . . . P–QB4 in its best light. After White plays P–K5 and Black undermines the center with . . . P–QB4xQP, White's KP is weak.

BLACK'S . . . P–QB4 BREAK

Although . . . P–K4 is Black's most interesting stroke in the Slav formation he can also attack the center with his QBP. In the Queen's Gambit Accepted and several Slav Defense variations the move . . . P–QB4 is part of an overall queenside advance that includes . . . P–QN4.

After . . . P–QB4 the pawn structure can resolve itself into symmetry (with QPxBP, for example) or into an isolated QP game (after Black plays . . . QBPxQP and White recaptures on Q4 with his pawn on K3). But there are two special cases to be considered here.

The first is P–Q5 by White, a move that seeks to exploit White's superiority in the center before Black's queenside majority becomes a factor. Here Black can again establish a center blockade with . . . P–K4 after P–Q5, or he can capture on his Q4 and try to minimize the effect of the open center. This is the case in the Queen's Gambit Accepted after *1. P–Q4 P–Q4 2. P–QB4 PxP 3. N–KB3 N–KB3 4. P–K3 P–K3 5. BxP P–B4 6. 0–0 P–QR3 7. N–B3 P–QN4 8. B–N3 B–N2 9. Q–K2 QN–Q2 10. R–Q1 Q–N1.*



Position after 10. . . . Q–N1

Black put his queen on QN1 so that it wouldn't be embarrassed by an opened center (as it would, for example, on QB2 following . . . BPxQP or QPxBP). A game Boleslavsky–Dzhindzhikashvili, USSR 1967, continued from the diagram *11. P–Q5! PxP 12. NxP NxN 13. BxN BxB 14. RxB Q–N2 15. P–K4.* Black has problems completing his development after *15. . . . B–K2 16. B–N5!* because 16. . . . BxB would be met by 17. QR–Q1! N–N3 18. RxB with dominating rooks for White.

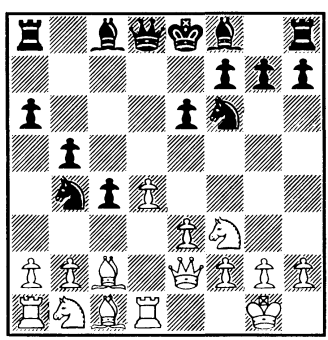
In the game Black tried *16. . . . N–N3* first. White played *17.*

QR–Q1! anyway with the idea of 17. . . . NxR 18. PxN threatening P–Q6 (e.g., 18. . . . P–B3 19. P–Q6 PxB 20. R–K1 R–Q1 21. Q–K6! R–Q2 22. NxP winning). Black refused the offer with the lame *17. . . . P–R3* and lost to a pretty series of hammerblows: *18. BxB NxR 19. BxP N–K2 20. N–K5 R–QB1* (20. . . . R–Q1 21. RxRch and 22. NxPch) *21. R–Q7 R–B2 22. R–Q8ch!! KxR 23. NxPch K–Q2 24. Q–N4ch K–B3* (or 24. . . . K–K1 25. N–Q6ch) *25. Q–K6ch*, and Black resigned in face of 25. . . . KxB 26. Q–Q6ch and mates. (See also *Supplemental Game* #5).

The second interesting feature of . . . P–QB4 is an option of Black's: he can advance his QBP to the fifth rank, establishing a queenside majority. This is very double edged because White can use his two strong center pawns as battering rams with P–Q5 or P–K5.

This frequently comes up in another variation of the Queen's Gambit Accepted:

1. P–Q4 P–Q4 2. P–QB4 PxP 3. N–KB3 N–KB3 4. P–K3 P–K3 5. BxP P–B4 6. 0–0 P–QR3 7. Q–K2 N–B3 8. R–Q1 P–QN4 9. B–N3 P–B5!? 10. B–B2 N–QN5!

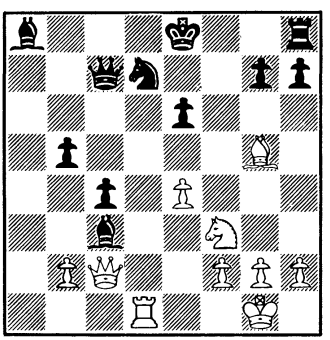


Position after 10. . . . N–QN5!

Black has less to fear than normally after 10. . . . N–QN5 because he will play . . . NxB and . . . B–N2 to control his K5.

For example, after *11. P–K4 NxB 12. QxN B–N2 13. P–Q5* he can play *13. . . . Q–B2!* (better than 13. . . . PxP 14. N–B3 B–K2 15. P–K5! which gives White a strong initiative after 15. . . . N–Q2 16. NxQP 0–0 17. Q–B5). There is no great danger to Black after 14. PxP PxP (15. N–Q4 K–B2) because White's good attacking piece, his KB, has been exchanged and the center will remain semiclosed, and if White permits a closed blockade with 14. P–K4 P–K4!, Black will quickly take over the black squares such as his QB4.

An illustration of the advantage of Black's queenside majority and of the weakness of White's center was Evans–Bisguier, U.S. Open 1950: *14. B–N5 N–Q2 15. PxP PxP 16. P–QR4 B–N5 17. PxP PxP 18. RxRch BxR 19. N–B3 BxN!.*



Position after 19. . . . BxN!

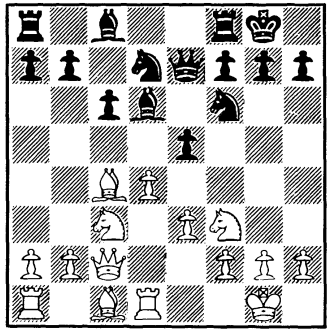
Black would have a solid edge after 20. PxB 0–0 and . . . N–B4–Q6. Black's weak KP is unexploitable, but White's KP and his queenside can be under continuous attack. White chose apparently aggressive moves, *20. QxB 0–0 21. B–K7 R–K1 22. B–Q6 Q–B3 23. P–K5*, but after *23. . . . N–B4 24. Q–K3 N–Q6 25. P–QN3 Q–K5!* Black had a clearly superior endgame. This proved to be sufficient after *26. QxQ BxQ 27. N–Q4 P–B6 28. P–B3 B–N3 29. R–R1 R–QB1 30. K–B1 P–R4 31. N–K2 P–B7*

32. N–B1 K–R2! 33. K–K2 R–QR1! 34. RxR NxNch 35. K–K3 N–Q6! 36. B–R3 P–N5 37. B–N2 NxB.

WHITE PLAYS P–K3, NOT P–K4

The basic Slav formation we've concentrated on so far has White's two center pawns at Q4 and K4. Frequently, however, P–K4 is delayed. When White has played P–K3 and Black has continued . . . P–K4 White's K4 can become a battleground upon which the fate of the middlegame is decided. If Black succeeds in advancing his pawn to K5 he can obtain an attacking wedge directed at the White kingside (as explained further in Chapter 5); on the other hand, the Black pawn at K5 can become a target. A demonstration of an effective . . . P–K5 was Dus-Chotimirsky–Fahrni, Karlsbad 1911:

1. P–Q4 P–Q4 2. P–QB4 P–QB3 3. N–QB3 N–B3 4. N–B3 P–K3 5. P–K3 QN–Q2 6. B–K2 B–Q3 7. 0–0 0–0 8. Q–B2 PxP 9. BxP P–K4 10. R–Q1 Q–K2



Position after 10. . . . Q–K2

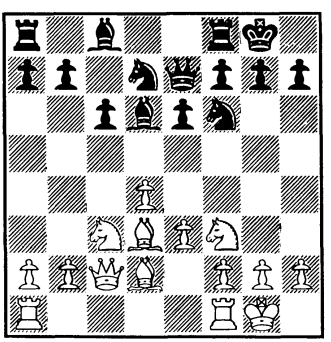
After 11. P–K4 PxP 12. NxP N–N3 we have play along the lines of the Alekhine game mentioned a few pages ago. If White doesn't want to play P–K4 he should do something about the threat of 11. . . . P–K5 12. N–KN5 BxPch.

White's choice was *11. P–KR3!?*, and there followed *11. . . . P–K5 12. N–KN5 N–N3 13. B–N3 B–KB4.* Black has excellent piece play, the use of his Q4 for minor pieces, and a dangerous threat (. . . P–KR3) which forces the following exchange: *14. P–B3 QR–K1 15. KNxKP NxN 16. NxN BxN 17. QxB QxQ 18. PxQ RxP.*

White suddenly has two pawns alone in the center, but they can become targets. He should continue 19. B–B2 R–K2 20. P–K4, liberating his QB at the cost of permitting Black to use his slight initiative with a subsequent . . . P–QB4. However, White tried *19. R–B1* and had inadequate compensation for a pawn after *19. . . . P–QB4! 20. B–Q2 PxP 21. PxP RxP 22. B–B3 R–KB5.* Black eventually won.

The battle for K4 becomes clearer in the following example:

Maroczy–Romih, San Remo 1930: *1. P–Q4 P–Q4 2. N–KB3 N–KB3 3. P–B4 P–B3 4. P–K3 P–K3 5. N–B3 B–N5 6. B–Q3 0–0 7. Q–B2 QN–Q2 8. 0–0 Q–K2 9. B–Q2 PxP 10. BxP B–Q3 11. B–Q3*



Position after 11. B–Q3

Here 11. . . . P–B4 is out of character since White would be the first to benefit from the opening of queenside lines (e.g., 12.

QR–B1 P–QN3 13. N–K4 or 12. . . . PxP 13. PxP! N–N3 14. N–QN5). Black played the natural *11. . . . P–K4 12. P–KR3 R–K1.*

But White's *13. N–KN5!* stopped the immediate . . . P–K5. Black could open up the K-file with 13. . . . PxP 14. PxP but would have to cede control of it after 15. KR–K1. It is in Black's interest to keep the center closed until he has completed development; so he challenged White for control of the K5 square with *13. . . . P–KR3 14. KN–K4 B–B2 15. QR–K1 NxN 16. NxN N–B3.*

Black still didn't have time for . . . P–K5, however. If he had played 16. . . . P–KB4 his KBP would become very weak after 17. N–N3. This skirmish for control of K4 has been won by White who now converted the structure into a more familiar one with *17. NxNch QxN 18. B–B3! Q–R5 19. PxP BxP 20. BxB RxB 21. P–B4!.* The rest of the game was the familiar story of the mobile White kingside: *21. . . . R–K1 22. K–R2 B–Q2 23. Q–B3 QR–Q1 24. P–K4 B–B1 25. R–K3 Q–K2 26. P–K5 Q–Q2 27. R–Q1 Q–K2 28. QR–K1 Q–R5 29. R–KB1 Q–K2 30. B–N1! R–Q4 31. Q–B2 P–KN3 32. R–KN3 K–B1 33. Q–K2 Q–N5 34. BxP! PxB 35. RxP K–K2 36. Q–R5 K–Q1 37. QxP QxP 38. P–K6 R–R1 39. P–K7ch! K–K1 40. R–K1! R–Q7 41. Q–R5 RxPch 42. RxRch RxQ 43. RxQ RxPch 44. K–N1 R–R2 45. R–R2 R–N2ch 46. K–B2 R–N1 47. R–R6 K–B2 48. P–K8(Q)ch RxQ 49. R–R7ch Resigns.* (See also *Supplemental Game #6.*)

SUPPLEMENTAL GAMES

(1) *White breaks with P–Q5 in the center when Black plays passively.* Botvinnik–Tsvetkov, Moscow 1947: 1. P–QB4 N–KB3 2. P–Q4 P–K3 3. P–KN3 P–Q4 4. B–N2 B–K2 5. N–KB3 0–0 6. 0–0 PxP 7. Q–B2 QN–Q2 8. QN–Q2 N–N3 (Black should strive for . . . P–QB4) 9. NxP NxN 10. QxN R–N1 11. B–B4 N–Q4 12. B–Q2 B–Q2 13. N–K5 B–K1 14. QR–B1 P–QB3 15. KR–Q1 P–B3 16. N–Q3 B–B2 17. Q–B2! B–Q3 18. P–K4 N–B2

19. B–K3 (White begins a diversionary attack on the queenside that will make a subsequent P–K5 or P–Q5 decisive) 19. . . . Q–K1 20. P–QR4 P–QR3 21. Q–B3! B–N3 22. Q–R5 (threatening P–K5) R–B2 23. N–B4! R–Q2 24. NxB QxN 25. Q–N6 (threatening 26. P–K5 B–B1 27. BxP) 25. . . . Q–R4 26. Q–N3! (and finally with two threats, P–Q5 and RxP) R(2)–Q1 27. P–Q5 KPxP 28. B–R7 QR–B1 29. QxNP P–KB4 30. PxQP Resigns.

(2) *White plays P–Q5 and Black puts pawns at K4 and QB4. White breaks the blockade.* Polugaevsky–Biyiasas, Petropolis 1973: 1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–KB3 P–Q4 4. N–B3 P–B3 5. P–K3 QN–Q2 6. B–Q3 PxP 7. BxBP P–QN4 8. B–Q3 P–QR3 9. P–K4 P–B4 10. P–Q5 P–K4 11. P–QN3 B–Q3 12. 0–0 0–0 13. R–K1! R–N1 14. B–B1! R–K1 15. P–QR4! P–N5? (For better or worse, Black should sacrifice a pawn with 15. . . . P–B5 16. RPxP RPxP 17. PxP P–N5 and later . . . N–B4. Now White can occupy his QB4 and destroy the blockade at Q6.) 16. N–N1 N–N3 17. QN–Q2 R–K2 18. B–N2 N–K1 19. R–B1 P–B3 20. P–R5 N–R1 21. N–B4 R–QB2 22. KN–Q2 B–Q2 23. P–KB4! Q–K2 24. PxP PxP 25. NxB NxN 26. N–B4 NxN 27. BxN, and Black resigned because 27. . . . Q–Q3, to stop 28. P–Q6, would walk into 28. BxKP QxB 29. P–Q6ch.

(3) *White weakens Black's pawns with P–Q5xQBP and wins one of them in the ending.* Petrov–Stahlberg, Kemeri 1937: 1. P–Q4 P–Q4 2. P–QB4 P–QB3 3. N–QB3 N–B3 4. N–B3 P–K3 5. B–N5 P–KR3 6. BxN QxB 7. Q–N3 PxP 8. QxBP N–Q2 9. P–K4 P–K4 10. P–Q5 N–N3 11. Q–N3 B–QB4 12. B–K2 0–0 13. 0–0 B–KN5 14. QR–B1 KR–Q1 15. N–Q1! (now he is ready to play 16. PxP and 17. N–K3 with a strong queenside attack) BxN 16. QxB! QxQ 17. BxQ N–Q2 18. PxP PxP 19. B–N4 B–N3 20. RxP N–B3 21. B–B3 R–Q7 (Black has substantial compensation) 22. P–QR4! QR–Q1 23. P–QN4 R(1)–Q5 24. R–B8ch K–R2

25. P–R5 B–Q1 26. N–K3! RxNP 27. N–Q5 RxN? (27. . . . BxP 28. NxR BxN 29. R–B7 P–QR4 30. RxP P–R5 holds out better chances) 28. PxR BxP 29. R–Q1 R–N7 30. K–B1 B–N3 31. B–K2 N–K5 32. R–B6! (so that White wins after 32. . . . BxP 33. B–Q3 or 32. . . . NxP 33. RxB) 32. . . . B–Q5 33. P–Q6 N–B3 34. R–B7 R–N3 35. RxB! PxR 36. B–Q3ch P–N3 37. RxPch Resigns.

(4) *White's P–K5 is refuted by Black's . . . P–QB4.* Taimanov–Geller, Leningrad 1963: 1. P–Q4 P–Q4 2. P–QB4 PxP 3. N–KB3 N–KB3 4. Q–R4ch P–B3 5. QxBP B–B4 6. P–KN3 QN–Q2 7. B–N2 P–K3 8. 0–0 B–K2 9. Q–N3 Q–N3 10. QN–Q2 0–0 11. R–K1 KR–Q1 12. Q–R4 P–QR4 13. P–K4 B–N3 14. P–QR3? Q–R2! (preparing a general pawn advance on the queenside, the side of the board where Black's pieces are superior) 15. P–K5? N–Q4 16. N–K4 P–QB4! (now the KP is the target) 17. B–N5 PxP 18. BxB NxB 19. QxP QxQ 20. NxQ NxP 21. N–QB5 N–Q6 22. NxN BxN 23. BxP QR–N1 24. N–B6 NxN 25. BxN RxP 26. R–K5 B–N8! 27. RxP R–Q8ch 28. K–N2 P–N3 29. B–B3 R(Q)–Q7 30. K–N1 B–R7 31. R–KB1 B–B5 32. R–B1 RxP 33. B–K4 B–Q4 34. BxB PxB 35. R–Q1 R–N7ch 36. K–B1 R(QN)–B7ch 37. K–K1 R–R7 38. K–B1 RxKRP White resigns.

(5) *White answers . . . P–QB4 with a strong P–Q5.* Alekhine–H. Steiner, Bradley Beach 1929: 1. P–Q4 P–Q4 2. P–QB4 PxP 3. N–KB3 N–KB3 4. P–K3 P–K3 5. BxP P–B4 6. 0–0 P–QR3 7. Q–K2 QN–Q2? 8. N–B3 Q–B2 9. P–Q5! (this obtains a lasting initiative because 9. . . . P–K4 can be met by 10. N–KN5 B–Q3 11. P–QR4 N–N3 12. KN–K4 with strong play) 9. . . . PxP 10. BxQP! (better to have a knight on Q5 after an exchange of pieces than a bishop) B–Q3 11. P–K4 0–0 12. B–N5 N–N5? 13. P–KR3 KN–K4 14. N–KR4! (White's attack with his KBP decides) N–QN3 15. P–B4 N–B3 16. P–B5! N–K4 17. Q–R5 R–K1 18. R–B4 B–K2 19. P–B6 B–B1 20. PxP BxNP 21. QR–KB1 B–K3 22. N–B5 BxB 23. NxKB! N–N3 24. NxR RxN 25. NxB Resigns.

(6) *White wins the battle for K4 and mobilizes his majority.* Smyslov–Hort, Leipzig 1960: 1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–KB3 N–KB3 4. B–N5 B–K2 5. P–K3 QN–Q2 6. N–B3 0–0 7. R–B1 P–B3 8. Q–B2 R–K1 9. P–QR3 PxP?! (better is 9. . . . P–QR3 preparing for a later . . . PxP and . . . P–QN4) 10. BxP N–Q4 11. BxB QxB 12. N–K4 P–KR3? (Loses time. Better was 12. . . . KN–B3 to contest K5.) 13. 0–0 P–QN3 14. B–R2 B–N2 15. B–N1 KN–B3 16. N–N3 P–N3 17. P–K4 P–K4 18. Q–Q2!, Q–B1 19. PxP! QNxP 20. NxN RxN 21. P–B4 R–K2 22. P–K5 R–Q1 23. Q–B3 N–Q4 24. Q–N3 P–KR4 25. N–K4 Q–R3 26. QR–Q1 R–KB1 27. N–Q6 K–R2 28. P–B5 B–R3 29. KR–K1 N–B5 30. Q–KB3 R–Q1 31. NxP! RxR 32. RxR B–K7 33. PxPch NxP 34. NxQ BxQ 35. PxB KxN 36. R–Q6 Resigns.

CHAPTER 3:

The Open Sicilian-English

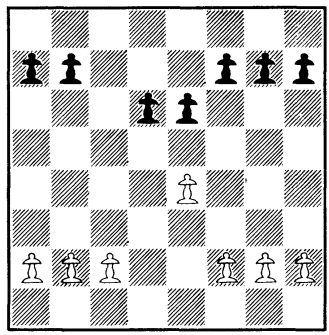
It is hardly a secret today that the English Opening and its brother, the Sicilian Defense, are enormously popular with both masters and amateurs. In 1973, for example, there were two interzonal tournaments leading to the world championship. In each event 153 games were played. More than a third of the games in the tournaments began with either 1. P–QB4 or 1. P–K4 P–QB4.

"It is no exaggeration to say that Black's middlegame plan is clear from the very first move of the Sicilian Defense," Harry Golombek once wrote. Once the center is open (after 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP or 1. P–QB4 P–K4 2. N–QB3 N–KB3 3. P–KN3 P–Q4 4. PxP NxP, for instance) one side has a KP on the fourth rank, a half-open Q-file, and a slight initiative in the center. His opponent has a half-open QB-file and a potentially broader center. If Black survives the middlegame he is often better placed for the ending. Bent Larsen has even suggested that P–Q4 by White in a Sicilian is a positional error—giving up a center pawn for one less useful.

A. The Scheveningen Formation

Of the major structures of the open English or Sicilian games, by far the most common is one in which Black (the one who

plays P–QB4) posts his central pawns at K3 and Q3. This eases his development and, unlike the structures in succeeding pages, denies White free control of Black's K4 and Q4.



The Scheveningen

The complex middlegames that arise out of the popular Najdorf variation, the sharp Richter-Rauzer and Sozin systems, the solid Scheveningen variation, and other Sicilian subsections are built upon a few thematic ideas. White's fundamental pawn-based plans are P–K5 (the attacking break), P–KB5 (the strategic fight for Q5), and P–KN4–5 (the kingside pawn storm). Black's options include . . . P–QN4–5 (queenside counterplay and indirect attack on White's KP), . . . P–Q4 (center counterplay), and . . . P–K4 (a blockading thrust).

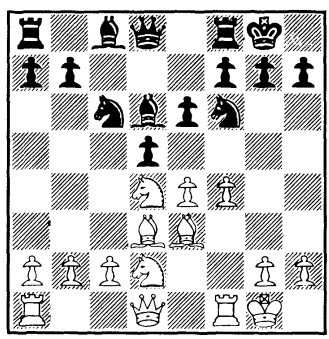
Each of these ideas can be good or bad depending on other circumstances—and this is why the Sicilian-English positions are so difficult to play. Timing is much more important than in the structurally solid Caro-Slav formation. One bad move in the Caro-Slav by Black can delay his liberation for many moves; but one bad move in a Sicilian can be immediately fatal—for either player.

The basic theme of the Sicilian Defense is that White obtains an initiative and an advantage in space in exchange for a central pawn (. . . QBPxQP). Black has excellent chances for counter-

play along the QB-file and on the queenside generally. Black may also have superior chances in the ending because of his majority of pawns in the center. White can force the tempo of the game but must be aware of his limitations.

One of the earliest Scheveningen formations—having taken place 60 years before the Dutch tournament from which we get the name of the structure—was Hannah–Anderssen, London 1862:

1. P–K4 P–QB4 2. N–KB3 P–K3 3. P–Q4 PxP 4. NxP N–KB3 5. B–Q3? N–B3 6. B–K3 P–Q4! 7. N–Q2 B–Q3 8. 0–0 0–0 9. P–KB4?



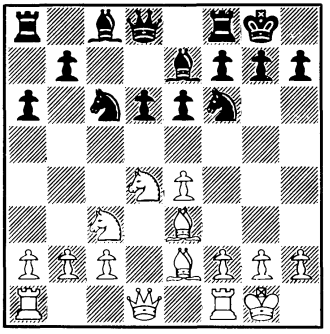
Position after 9. P–KB4?

Black's majority of pawns in the center already gives him the initiative, and within a few moves he can claim a decisive position: *9. . . . B–B4 10. P–B3 P–K4! 11. N–B2* (11. PxKP QNxP 12. B–QB2 QN–N5 13. B–N5 Q–N3) *11. . . . BxBch 12. NxB Q–N3 13. Q–K1 N–KN5 14. R–B3 KPxP* and wins a piece.

This indicates another feature of the Scheveningen. White frequently advances his KBP two squares to make his center work for him (with P–K5 or P–B5). But that advance undermines pawn support for his KP and it weakens the diagonal that leads to his KN1, a square usually reserved for White's king.

Before examining specific plans we should take note of a common positional error that increases Black's central majority. There are occasions when it pays White to exchange a minor piece on Black's QB3. In these instances, Black has not played . . . P–Q3 yet, and thus White can play P–K5 effectively. For example, 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–K3 5. N–QB3 P–QR3 6. NxN NPxN 7. P–K5! favors White slightly because Black will almost surely play . . . P–Q3 and accept a weak queenside after KPxQP. But this is not the case *after* . . . P–Q3 as the following diagram shows.

Spielmann–Euwe, Bad Kissingen 1928: *1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP N–B3 5. N–QB3 P–Q3 6. B–K2 P–K3 7. 0–0 B–K2 8. B–K3 0–0 9. Q–Q2 P–QR3*



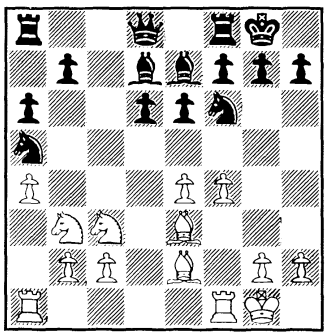
Position after 9. . . . P–QR3

White chose a discredited plan, the exploitation of Black's minor weaknesses on the queenside: *10. NxN? PxN 11. KR–Q1 Q–B2 12. P–B3* and now *12. . . . P–Q4!*. Black obtains an easy game with . . . B–N2, . . . R–Q1, and . . . P–K4, whereas White's queenside attack runs out of steam. Black had a dynamic game after *13. PxP BPxP 14. Q–K1 QR–N1 15. QR–N1 B–Q3 16. P–KN3 B–N2 17. B–B2 P–K4 18. R–Q2 P–Q5 19. N–Q1 N–N5!* because of his tremendous center.

WHITE'S OPTIONS: P–K5

The most disruptive break White can achieve is P–K5. This is double edged because it may lead to a weak KP if White loses the initiative, but the opening of lines and the forced retreat of Black's knight from KB3 are usually worth the risk. A model example of White's domination after P–K5 is Parma–Larsen, Teesside 1972:

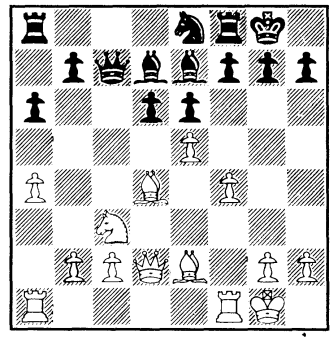
1. P–K4 P–K3 2. P–Q4 P–QB4 3. N–KB3 PxP 4. NxP N–KB3 5. N–QB3 P–Q3 6. B–K2 N–B3 7. B–K3 B–Q2 8. 0–0 P–QR3 9. P–QR4 B–K2 10. P–B4 0–0 11. N–N3 N–QR4



Position after 11. . . . N–QR4

White has stopped Black's most natural source of counterplay, . . . P–QN4–5, and threatened 12. P–R5 which would have weakened Black's control of black squares. Black stopped this but now permits *12. P–K5!*; e.g., 12. . . . PxP 13. PxP N–K1 14. NxN QxN 15. QxB or 12. . . . NxN 13. KPxN! winning material.

Black had to retreat with *12. . . . N–K1 13. NxN QxN 14. Q–Q2 Q–B2* (to avoid 15. P–QN4 QxNP 16. N–Q5! QxQ 17. NxBch) *15. B–Q4.*



Position after 15. B–Q4

This is a dangerous position for Black because White can exploit the Q-file if it is opened and because 15. . . . P–Q4, closing the position, would leave Black without any counterplay against a kingside attack (e.g., 16. Q–K3 R–B1 17. B–Q3 B–B4 18. N–K2 and 19. R–B3). Although it is very risky to open up the side of the board on which your opponent has greater strength, the best idea here is probably 15. . . . P–B3.

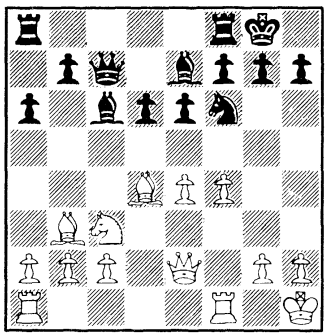
Black played *15. . . . PxP 16. PxP B–B4*, and after *17. N–K4! BxBch 18. QxB B–B3 19. QR–Q1* White had an overwhelming game and went on to convert his advantage into a winning endgame with *19. . . . Q–R4 20. N–B5! Q–B2 21. P–R5! P–KN3* (21. . . . QxRP 22. NxKP PxN 23. RxRch leads to killing attack along the KB-file) *22. P–QN4 N–N2 23. Q–Q6 QxQ 24. PxQ.*

Black need not play . . . P–Q4 or . . . QPxP after P–K5, but he then faces the prospect of a thorough liquidation of the center after P–KB5. See *Supplemental Game #1* at the end of this chapter.

The most obvious problems for White after P–K5 are the isolation of his KP (see *Supplemental Game #2*) and the opening of lines that lead to his own king rather than to Black's. The latter theme is graphically shown by Zinn–Monti, Budva 1963:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–QB4 P–K3 7. 0–0 B–K2 8. B–N3 0–0

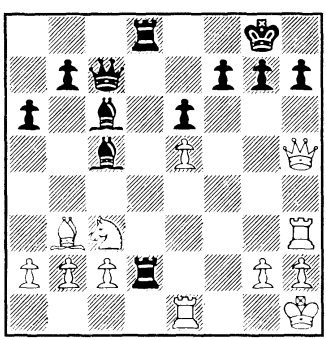
9. B–K3 N–B3 10. P–B4 B–Q2 11. K–R1 NxN 12. BxN B–B3 13. Q–K2 Q–B2



Position after 13. . . . Q–B2

White would be wise to play 14. P–B5 so that he can later occupy his Q5 square after . . . P–K4 or . . . PxP. White's *14. P–K5?* was further mishandled after *14. . . . N–Q2 15. QR–K1 PxP 16. PxP N–B4* by *17. BxN?*, a move designed to leave White free to attack Black's castled position with his rooks and queen.

But White has a king too, and he discovered how vulnerable it was—and how secure Black's was—after *17. . . . BxB 18. R–B4 QR–Q1 19. R–KR4 R–Q5 20. R–R3 KR–Q1 21. Q–R5 R–Q7!!*.



Position after 21. . . . R–Q7!!

White's attack is based on heavy pieces, and they have succeeded in crippling Black's KR2; but Black's counterattack, based on bishops that sweep the board, is more dangerous. Black's king can escape checks; White's cannot.

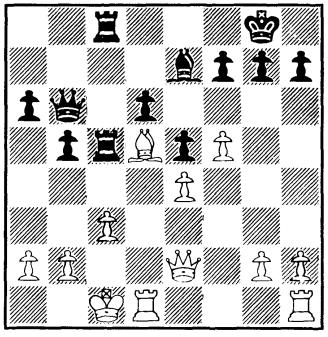
The White attack died in three moves, *22. QxRPch K–B1 23. Q–R8ch K–K2 24. Q–R4ch K–K1*, and Black took over: *25. N–K4 QxP! 26. NxR RxN! 27. R–KB3 BxR 28. PxB RxPch 29. QxR QxRch.* Black won another pawn and traded queens into a simple endgame. Black's spectacular bishops, which could have administered the final mate after 27. RxQ BxP, enjoyed their freedom only after P–KB4 and P–K5.

WHITE'S OPTIONS: P–KB5

The strategic objective of P–KB5 is to eradicate Black's pawn control of his Q4 square. If White can force . . . P–K4, for example, and use his minor pieces to restrain . . . P–Q4, he will have time to pursue a kingside attack with P–KN4–5. Once the strategic task is accomplished, timing can be slowed since Black's counterplay is minimal.

This is the lesson of Hennings–McCurdy, Harrachov 1967:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–QB4 P–K3 7. B–N3 B–K2 8. P–B4 0–0 9. P–B5 P–K4 10. KN–K2 QN–Q2 11. N–N3 P–QN4 12. B–N5! B–N2 13. BxN! NxB 14. N–R5! NxN 15. QxN R–B1 16. Q–K2 Q–N3 17. 0–0–0 R–B4 18. N–Q5 BxN 19. BxB KR–B1 20. P–B3



Position after 20. P–B3

White's position is positionally won because Black has no counterplay with which to interrupt a well-coordinated kingside attack. Note White's moves 12–14, the series that resolved the position into one in which White has an all-seeing bishop on Q5 and Black has a passive one on K2. It doesn't matter much where White's king is placed, kingside or queenside, since White can keep all files closed except the ones he wants opened. If Black plays . . . P–N5, White locks the position with P–B4.

The game proceeded *20. . . . R(4)–B2 21. P–KR4! P–QR4 22. K–N1 P–R5 23. P–R3! B–B1 24. P–KN4 K–R1 25. P–N5 P–B3* (otherwise White plays P–B6, P–R5, and KR–B1) *26. KR–N1 B–K2 27. R–N3 R–B1 28. QR–N1 Q–N1 29. Q–Q2 B–Q1 30. K–R1 Q–R2 31. B–K6 Q–N3 32. R–Q1 B–K2 33. R–Q3 Q–B3.* White could shift his pieces back and forth for another dozen moves without fear of interruption, but he found the decisive plan, Q–KR5 and B–KN6. The game ended prettily after *34. Q–K2! Q–N3 35. Q–R5 Q–N1 36. B–B7! BPxP 37. B–N6! P–R3 38. PxP BxP 39. QxB!* because Black is mated following 39. . . . PxQ 40. R–R1ch and 41. QR–R3.

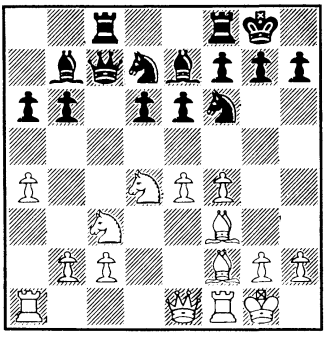
The opposite side of this coin is shown by *Supplemental Game* #3 in which the backwardness of White's KP after P–KB5 is turned to Black's advantage.

WHITE'S OPTIONS: P–KN4–5

When White pushes up his most protective kingside pawn he takes the greatest risks. Siegbert Tarrasch, the great German master of the turn-of-the-century tournaments, often called P–KN4 the "harikari move." This advance is often misunderstood. A beginning player sometimes mistakes P–KN4–5 as a desperate bid for attack. If White mates quickly, be believes, the idea is a success; otherwise it is a failure.

But P–KN4–5 is also a strategic device. It removes Black's KN from the square (KB3) that most effectively permits it to attack White's center and to liberate Black's game (with . . . P–Q4). Black will have to think twice about . . . P–K4 after P–KN4–5 because then the squares Q5 and KB5 are available to White's attacking pieces.

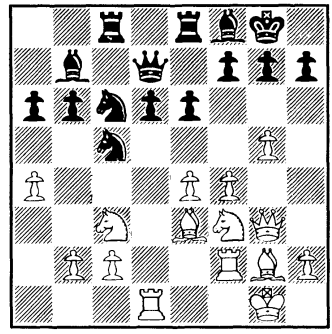
To appreciate this, examine the following (Smyslov–Hort, Petropolis 1973). It was expertly handled by a mature grandmaster not known for his gambling attacks. The game began with *1. P–K4 P–QB4 2. N–KB3 P–K3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–Q3 6. B–K2 B–K2 7. 0–0 P–QR3 8. P–B4 0–0 9. B–K3 Q–B2 10. P–QR4! P–QN3 11. B–B3 B–N2 12. Q–K1 QN–Q2?! 13. B–B2 QR–B1.*



Position after 13. . . . QR–B1

Two special features of the position make P–KN4 attractive. Black's queenside has been stilled by P–QR4, and he has chosen to develop his QN at Q2. The trouble with the latter is that it denies the Q2 square as a retreat for the other knight. Thus, when White played *14. P–KN4!* Black's pieces became confused: *14. . . . N–B4 15. P–N5 KN–Q2 16. QR–Q1.* White was already threatening to win a piece with 17. P–QN4 N–N6 18. KN–K2.

This set the pace for further retreats which permitted White to take his time in developing an attack: *16. . . . N–N1 17. B–K3 N–B3 18. Q–N3 KR–K1 19. B–N2 B–B1 20. R–B2 Q–Q2.* In the final stage White played *21. N–B3!* intending to maneuver this piece to KN4 where it would threaten K5, KB6, and KR6.



Position after 21. N–B3!

Black made one more error, *21. . . . N–N5*, and the White attack was unstoppable: *22. N–K5! Q–B2 23. N–N4 N–Q2 24. B–Q4!* (threatening 25. N–R6ch!) *P–K4 25. PxP NxKP 26. QR–KB1 R–K2 27. BxN PxB 28. N–B6ch K–R1 29. NxP! R–K3* (29. . . . KxN 30. P–N6ch K–N1 31. PxPch or 30. . . . PxP 31. RxB) *30. RxP B–B4ch 31. K–R1 R–K2 32. R–B8ch* and Black resigned.

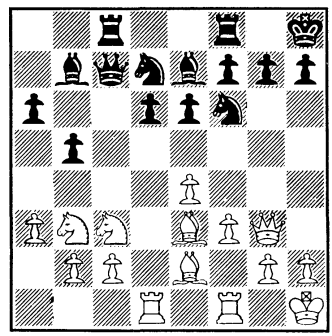
BLACK'S QUEENSIDE COUNTERPLAY

Although many players regard the Sicilian Defense as a 20th-century weapon, the opening gained a brief period of popularity

in the middle of the last century. But in those days the positions remained closed. White did not exchange his QP for Black's QBP —or make any pawn exchanges—in the first dozen moves. Instead, White's army of pawns swept forward on the kingside while Black's pawns, like von Moltke's troops in August 1914, expanded on the right hand (see Chapter 10).

In the open Sicilian-English formations the pawn storm is occasionally seen on White's kingside (P–KN4–5) but is a regular feature of Black's queenside. The queenside play should belong to Black simply because of his use of the half-open QB-file and because White is more concerned with his KP. It is because of Black's superiority on the queenside that White usually turns to attack. Passivity is death as the following game (Wotulo–Larsen, Manila 1973) shows.

White made a crucial error very early, *1. P–K4 P–QB4 2. N–KB3 P–K3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–Q3 6. B–K2 P–QR3 7. B–K3 Q–B2 8. 0–0?*, and found that he had to defend his KP in the most restricting manner: *8. . . . P–QN4! 9. P–QR3 B–N2 10. P–B3 B–K2 11. Q–K1 QN–Q2 12. Q–N3 0–0 13. QR–Q1 K–R1 14. K–R1 QR–B1 15. N–N3.*

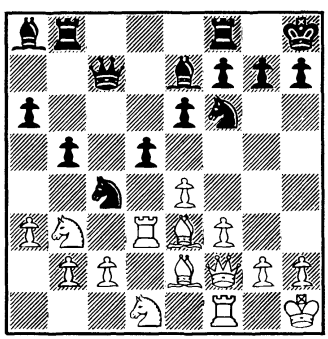


Position after 15. N–N3

Without P–KB4 White cannot engineer any of the middlegame plans mentioned earlier in this chapter. The course of the game turns to Black's queenside initiative, and Black began with *15. . . .*

B–R1!. He intends to bring a knight to QB5 and, if it is captured, to recapture with the QNP so that he can use the QN-file that he has just cleared. White couldn't stop this idea, but he shouldn't have encouraged it with *16. R–Q2? N–K4 17. Q–B2 QR–N1 18. N–Q1 N–B5!*.

After *19. R–Q3* Black's queenside attack has reached a limit. It is difficult for him to attack any of the White weaknesses on that side of the board without more maneuvering. But the effect of the attack so far has driven White's pieces into an uncoordinated muddle, which is why *19. . . . P–Q4!* is so strong. In the diagram below the extension of Black's queenside empire is obvious.



Position after 19. . . . P–Q4!

In the remainder of the game White's pieces continued to be denied good squares, and Black took his time to mount a kingside attack: *20. PxP NxQP 21. B–B1 N–K4 22. R–Q2 B–Q3 23. P–B3 QR–Q1 24. R–B2 R–Q2 25. Q–N1 P–R3 26. N–B2 P–B4 27. B–Q1 R–K2 28. R–K1 N–QB5 29. N–Q3 P–K4 30. N–N4 P–QR4 31. NxN BxN 32. QR–K2 R(2)–B2 33. Q–B2 R–B3 34. Q–R4 Q–B3 35. Q–R3 P–R5 36. N–R1 P–K5 37. P–B4 B–B4 38. N–B2 Q–N3 39. N–N4 B–N2 40. Q–N3 R–N3 41. Q–R4 R–N5 42. Q–R5 Q–Q1 43. R–Q2 NxR 44. BxR BxN* and White resigned.

Two specific points about . . . P–QN4 should be noted. First,

like every pawn move, it has its minuses. It can be attacked by P–QR4 with the result that Black must concede control of his QB5 to enemy pieces. The most famous example of . . . P–QN4's being repulsed is *Supplemental Game #4* at the end of this section.

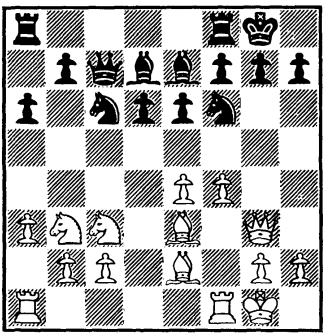
Secondly, while White can delay or stop . . . P–QN4 with P–QR4, this move also creates problems. By advancing his QRP White weakens his QN4, a square well occupied by a bishop or knight. It also makes . . . N–K4–QB5 a more dangerous source of Black counterplay.

BLACK'S CENTRAL PLAY: . . . P–Q4

The natural antidote to any overly aggressive ambition by White is the dynamic advance of Black's QP. The advance is also dangerous when White has played passively as in the Larsen game just mentioned. But it should be remembered that . . . P–Q4 is basically a *counteridea.* (The Larsen game is an exception since White played that opening very passively.) Black must weigh . . . P–Q4 very carefully. When it is unprovoked, . . . P–Q4 can lead to a warped middlegame.

An early example of this lesson was Tchigorin–Paulsen, Berlin 1881, which led to the position below after a normal opening:

1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP Q–N3 5. N–N3 N–B3 6. N–B3 P–K3 7. P–QR3 B–K2 8. B–K2 0–0 9. 0–0 P–QR3 10. Q–Q3 Q–B2 11. P–B4 P–Q3 12. Q–N3 B–Q2 13. B–K3



Position after 13. B–K3

Black's position calls for—actually it screams for—queenside counterplay with 13. . . . P–QN4 followed by putting rooks at QB1 and either Q1 or QN1. Black, however, followed what appeared to be a logical idea: *13. . . . QR–Q1? 14. N–Q2 P–Q4?*. The . . . P–Q4 idea had worked in many games in which White had attacked violently, Black may have reasoned. Therefore, the move may be good *before* White launches his attack.

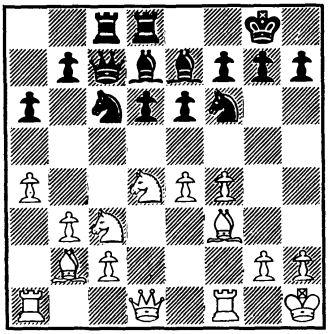
However, . . . P–Q4 actually creates an attack for White. After *15. P–K5!* Black's best defensive piece on the kingside, his KN, is pushed back. White has the use of his Q4 for minor attacking pieces, and he has a closed center that will permit him plenty of time for a slow buildup.

This is exactly what happened: *15. . . . N–K1 16. N–B3 P–B4* (otherwise 17. P–B5!) *17. Q–B2 Q–N1 18. B–N6 R–B1 19. B–Q3 N–B2 20. N–K2! N–R1 21. B–K3 N–R4 22. P–QN3 P–QN4 23. P–KR4! N–N2 24. P–QN4! Q–B2 25. N(2)—Q4 N–Q1 26. P–N4! PxP 27. N–N5 BxN 28. RPxB P–N3 29. K–N2 R–N1 30. R–R1 R–B2 31. R–R6 R–KN2 32. QR–R1 N–B2 33. R(6)–R4 R–KB1 34. Q–N3 N–Q1 35. QxP N–N3 36. RxP! RxR 37. RxR R–B2* (37. . . . KxR 38. Q–R5ch is a fast mate) *38. R–R6 N–B5 39. RxPch K–B1 40. B–B2 B–B1 41. Q–R4 K–K2 42. R–N8 K–Q2 43. P–N6 R–K2 44. QxRch!* and Black resigned.

When Black is provoked, . . . P–Q4 can be very potent. A good rule of thumb for a player with White is to consider whether Black can answer P–KN4 effectively with . . . P–Q4. If Black can't, then P–KN4 is likely to bring White an advantage.

This is shown by Baturinsky–Panov, Moscow 1936, when White underestimates the power of the Black pieces that are shielded from him in the center.

1. P–K4 P–QB4 2. N–KB3 P–K3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–Q3 6. B–K2 P–QR3 7. P–QR4 B–K2 8. 0–0 N–B3 9. K–R1 B–Q2 10. P–QN3 Q–B2 11. B–N2 0–0 12. P–B4 KR–Q1 13. B–B3 QR–B1

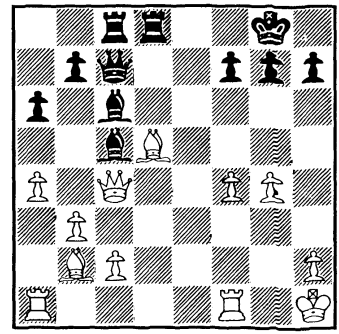


Position after 13. . . . QR–B1

The center is only semiclosed and the heavy strength of Black's pieces only temporarily blocked. White's *14. P–KN4?* was a denial of this. The attack cannot succeed if Black can activate his pieces, which Black did with *14. . . . P–Q4!*.

White's problems are illustrated by 15. P–K5 which, unlike the Tchigorin–Paulsen game, could now be answered by 15. . . . N–K5!: e.g., 16. QNxN PxN 17. BxP NxN 18. BxN B–QB3 with a virulent counterattack. Note that without P–KN4 this counterstroke could simply be answered by 19. B–Q3.

In the Russian game White accepted the pawn sacrifice in a different manner: *15. PxP NxN! 16. QxN B–B4 17. Q–B4* (17. Q–Q3 QxP or 17. Q–Q2? B–N5) *17. . . . PxP 18. NxP NxN 19. BxN B–B3!.*



Position after 19. . . . B–B3!

This position is even worse for White than the one arising from 15. P–K5 N–K5. Black threatens the king along the long diagonal that was opened by P–KN4. White cannot play the natural 20. QR–Q1 because of 20. . . . RxB! 21. RxR R–Q1 22. R–Q1 RxR 23. RxR Q–Q3!!.

White fell back on *20. B–KB3*, but then *20. . . . Q–Q2!* led to an ending in which Black's centralized rooks were decisive: *21. Q–B3* (21. P–KR3 BxBch 22. RxB B–R6!) *21. . . . QxP 22. BxB RxB* (threatening . . . B–Q5 and . . . R–KN3) *23. Q–B3 QxQch 24. RxQ R–Q7 25. R–Q3! QR–Q3! 26. R–QB3 R(3)–Q4 27. R–K1 P–B3 28. R–K8ch K–B2 29. R–QN8 R–K7 30. RxPch K–K3 31. R–Q3 RxR 32. PxR RxB White resigns.*

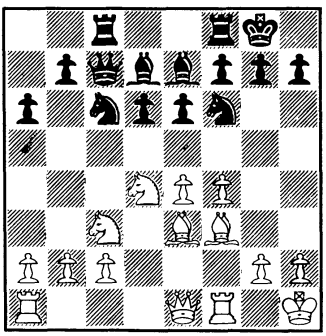
BLACK'S . . . P–K4

This is a relatively new discovery in the Scheveningen formation and is less frequently seen than other attempts at counterplay. But when Black plays . . . P–K4, usually after exchanging

off the White knight on Q4 so that the enemy can't respond N–KB5, Black achieves several ends: he stops P–K5; he acquires a share of the center for himself; he turns White's KB into an inferior piece whose horizons are limited by his own KP; and he may threaten . . . KPxKBP thus freeing K4 for a minor piece.

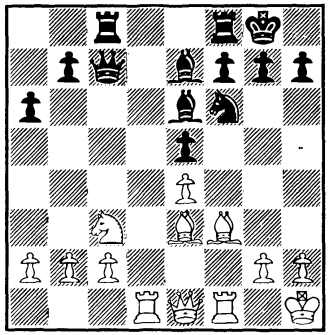
Although the structure after . . . P–K4 is properly studied under the Boleslavsky Hole formation, one example of the transition from the Scheveningen is appropriate here. It is Mazzoni–Gligoric, Monte Carlo 1967:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–K3 6. B–K2 B–K2 7. 0–0 0–0 8. B–K3 N–B3 9. P–B4 B–Q2 10. K–R1 P–QR3 11. B–B3 Q–B2 12. Q–K1 QR–B1.



Position after 12. . . . QR–B1

Black's last move carries a minor threat. If he had played 12. . . . NxN 13. BxN P–K4 immediately, White would have 14. PxP PxP 15. Q–N3!, pinning the Black pawn to his Q. Because of the threat White should try 13. Q–N3 or 13. N–N3. His routine *13. R–Q1?* walked into *13. . . . NxN! 14. BxN P–K4! 15. PxP* (15. B–K3 B–B3 16. Q–N3 is better) *15. . . . PxP 16. B–K3 B–K3.*



Position after 16. . . . B–K3

The difference between the diagrams is clear. White's attack is over before it began. Black's has plenty of room for counterattack on the queenside. Black's minor pieces are all excellent, but White's B on KB3 serves the function of a pawn only.

Black handled the next series of moves expertly: *17. Q–N3 K–R1 18. B–K2 P–QN4 19. B–Q3 KR–Q1 20. P–QR3 Q–N1 21. N–K2 N–Q2! 22. N–N1 N–B4.* To keep his pawns healthy White parted with his best minor piece, *23. BxN*, and soon found himself in an endgame in which his KP and queenside pawns were under continual assault: *23. . . . RxB 24. N–B3 B–B3 25. N–N5 BxN 26. QxB R–K1 27. R–Q2 Q–B2 28. KR–Q1 P–R3 29. Q–R4 Q–K2! 30. QxQ RxQ 31. B–K2 K–R2 32. K–N1 P–QR4.* The end came quickly: *33. P–B3 R–N2 34. R–Q6 B–N6 35. R(1)–Q2 P–N5! 36. BPxP PxP 37. R–R6 PxP 38. PxP B–B7 39. B–B3 R–B5 40. R–K2 R–N8ch 41. K–B2 B–Q6! 42. R–Q2 BxP 43. R–R7 BxB* and White resigned.

SUPPLEMENTAL GAMES

(1) *White plays P–K5 and P–KB5 to open up the kingside.* Shamkovich–Damjanovic, Sochi 1967: 1. P–K4 P–QB4 2. N–KB3 P–K3 3. N–B3 N–QB3 4. P–Q4 PxP 5. NxP P–QR3 6. B–K2 Q–B2 7. 0–0 N–B3 8. K–R1 B–K2 9. P–B4 P–Q3 10. B–K3 0–0 11. Q–K1

B–Q2 12. Q–N3 K–R1? (the freeing idea of . . . P–K4 can be accomplished with 12. . . . NxN 13. BxN B–B3 14. B–Q3 P–K4! 15. PxP N–R4 followed by 16. . . . PxP) 13. P–QR3 QR–B1 14. B–Q3 P–QN4 15. QR–K1 Q–N1 16. P–K5! N–KN1? (During the late 1940s Miguel Najdorf popularized the . . . K–R1 and . . . N–KN1 motif in answer to P–K5, but the defensive device fell out of favor because of a subsequent P–KB5.) 17. NxN BxN 18. B–Q4! P–N5 19. P–B5!! (This sweeps away the protective pawns. On 19. . . . PxBP White wins with 20. RxP PxN 21. PxQP B–B3 22. Q–R3 P–R3 23. RxB.) 19. . . . PxN 20. P–B6 BxP 21. PxB P–N3 22. BxNP! P–K4 (22. . . . BPxB 23. P–B7ch P–K4 24. RxP!) 23. RxP BxPch (23. . . . PxR 24. B–K4) 24. KxB PxR 25. B–K4 NxP 26. BxKP Resigns.

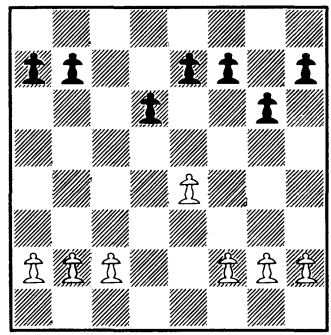
(2) *White's P–K5 creates a weak KP and insufficient attacking chances.* Jimenez–Lein, Cienfuegos 1972: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP N–B3 5. N–QB3 P–Q3 6. B–QB4 P–K3 7. B–K3 B–K2 8. B–N3 0–0 9. 0–0 B–Q2 10. P–B4 NxN 11. BxN B–B3 12. Q–Q3 P–QN4! 13. P–K5 PxP 14. PxP N–Q2 15. N–K4 BxN! 16. QxB N–B4 (Black has equalized piece play. White should try 17. Q–K3 and preserve his slight superiority in the center.) 17. BxN?? BxBch 18. K–R1 Q–Q5! (from now on White's KP is a constant target in the ending that Black forces) 19. QR–K1 QxQ 20. RxQ QR–Q1 21. R–K2 P–N5! 22. B–B4 B–Q5! 23. P–QN3 P–N3 24. P–N3 B–B6 25. K–N2 K–N2 26. R–B3 R–Q8 27. R–Q3 R–Q1 28. K–B3 P–KR4 29. P–KR4 K–R3 30. RxR(8) RxR 31. B–Q3 R–Q4 32. K–B4 R–R4 33. R–K4 RxRP 34. P–N4 PxP 35. KxP R–R8 36. K–B3 R–Q8 37. R–KB4 K–N2 38. R–N4 R–KR8 39. K–N2 R–K8 40. P–R5 RxP! 41. PxP P–B4 42. R–N5 B–Q7 43. R–N3 B–B5 44. R–R3 KxP 45. R–R8 B–K6 White resigns.

(3) *Black answers P–KB5 with . . . P–K4 but later wins control of his Q4 to free his game with . . . P–Q4.* Bena–Pavlov,

Bucharest 1969: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP N–B3 5. N–QB3 P–Q3 6. B–QB4 P–K3 7. 0–0 P–QR3 8. B–K3 Q–B2 9. B–N3 N–QR4 10. P–B4 P–QN4! 11. P–B5 P–K4! (Black could leave the center fluid with 11. . . . NxB, but then 12. BPxN! gives White an excellent game; e.g., 12. . . . B–K2 13. R–B1 Q–Q2 14. Q–B3 B–N2 15. Q–R3 or 14. . . . 0–0 15. P–K5 B–N2 16. PxN BxQ 17. BPxB QxP 18. RxB.) 12. KN–K2 B–N2 13. N–N3 (on 13. N–Q5 Black gets a fine game with 13. . . . NxN 14. BxN N–B5! 15. Q–B1 BxB 16. PxB R–B1 or 15. B–B1 BxB 16. QxB R–B1) 13. . . . N–B5 14. BxN QxB 15. Q–B3 P–KR4! 16. P–KR4 P–Q4! 17. NxQP NxN 18. P–N3 Q–B3 19. PxN QxQP 20. Q–K2 B–K2 (Black has a strong advantage) 21. QR–Q1 Q–B3 22. R–Q2 R–Q1! 23. RxRch KxR 24. B–N5 BxB 25. PxB P–R5 26. R–Q1ch K–B1 27. N–B1 P–R6 28. N–K3 Q–QN3 29. Q–B2 PxP White resigned.

(4) *Black's premature . . . P–QN4 is repulsed by P–QR4.* Smyslov–Kottnauer, Groningen 1946: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K3 7. 0–0 P–QN4? 8. B–B3! (Usually a clumsy move when it is played before P–KB4, but here Black is upset by the P–K5 threat; e.g., 8. . . . B–N2 9. P–K5!.) 8. . . . R–R2 9. Q–K2 R–B2 10. R–Q1 QN–Q2 (otherwise White plays P–K5!) 11. P–QR4! PxP (Black's queenside also becomes vulnerable after 11. . . . P–N5 12. N–R2 P–QR4 13. N–N5 and a subsequent P–QB3) 12. NxRP B–N2 13. P–K5! NxP 14. BxB RxB 15. QxP Q–N1 16. N–B6 NxN 17. QxNch N–Q2 18. N–B5! (A beautiful combination which forces acceptance of the sacrifice since 18. . . . R–B2 allows 19. NxN RxN 20. R–R8.) 18. . . . PxN 19. B–B4! B–Q3 20. BxB R–N3 21. QxNch Resigns.

B. The Dragon Formation



The Dragon

If Black's pawn formation in the center and on the kingside in the diagram doesn't look dragonlike to you, it's not surprising. The name comes from a constellation not a monster. One of the pre-Revolution Russian masters, F. Y. Dus-Chotimirsky, recalled in his memoirs how in 1901 he was studying astronomy in Kiev. One day it struck him that the pawns at Q3, K2, KB2, KN3, and KR2 resembled the pattern of Draco the Dragon in the northern sky. The name stuck.

The Dragon formation is among the most popular systems in competitive chess. It appears in both a highly aggressive variation of the Sicilian Defense and in the most natural variations of the open games of the English Opening. Both systems can be reached in different ways. For example, 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 and . . . P–Q3; or 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3; or even 1. N–KB3 P–QB4 2. P–K4 P–KN3 3. P–Q4, etc.

What distinguishes all members of the family is Black's kingside fianchetto. (We'll call him Black for simplicity. In the English Opening, it is of course White who has the Dragon formation.) The bishop at KN2 is directed across a center that has been loosened by P–Q4 and . . . QBPxP. The queenside is under

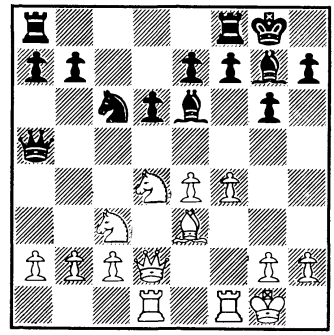
pressure by that bishop. It is not surprising that Black quickly mounts an attack in the Dragon because of the use of the QB-file and his KB.

White has three basic ideas: the attack with P–KB4 and kingside castling, the attack with P–KB3 and queenside castling, and the positional plan of occupying Q5 with a minor piece.

WHITE'S P–KB4 ATTACK

Unlike the Scheveningen, the Dragon has little to fear from P–K5. After White's KP advances to the fifth rank and becomes isolated by . . . QPxP and KBPxP, it is subject to capture by the Black KB and other pieces. The pawn is simply too weak on K5 to be advanced in most cases.

More solid, although not without drawbacks, is P–KB5. Take the following diagram (reached by *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K3 B–N2 7. B–K2 N–B3 8. 0–0 0–0 9. Q–Q2 N–KN5 10. BxN BxB 11. P–B4 B–K3? 12. QR–Q1 Q–R4*) as an example.



Position after 12. . . . Q–R4

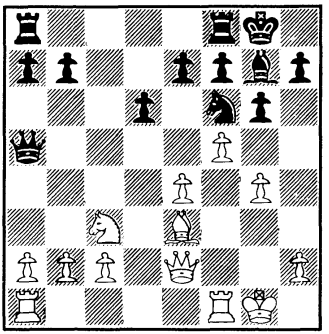
This occurred between two lesser-known masters (Rodl–Herman, Bad Pyrmont 1949), and White played *13. P–B5!*. The

advance is both an attack—threatening to open up part of the KB-file—and a positional idea—winning control of Q5 for a White knight. Here it has the further benefit of being accomplished with a gain of time since PxB is threatened. Tactically it is based on 13. . . . NxN 14. BxN BxBch 15. QxB PxP 16. PxP BxBP 17. N–Q5!, a variation that leaves White with a winning game because of the NxP and RxB threats.

The game continued with *13. . . . B–Q2 14. Q–B2*, and White prepared for Q–R4 and N–Q5. Black regained control of his Q4 with a general liquidation of material, but that had the effect of drawing attention to his weakened kingside: *14. . . . NxN 15. BxN BxB 16. QxB B–B3 17. P–B6!*. With a weak QP and a vulnerable king, Black lasted only 11 additional moves: *17. . . . QR–K1 18. P–QN4 Q–KN4 19. P–N5! BxNP 20. P–KR4 Q–R4 21. PxP RxP 22. N–Q5 Q–K4 23. NxRch QxN 24. R–B6! R–B1 25. RxQP QxRP 26. Q–K5 P–QR3 27. P–N3!*.

The move P–KB5 is more familiar as part of an overall kingside advance as shown by *Supplemental Game #1* and the following diagram. With P–KB5 and P–KN5 White secures open lines and control of Q5. The latter consideration is only important if he has a *knight* to occupy the center square.

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K2 B–N2 7. B–K3 N–B3 8. 0–0 0–0 9. N–N3 B–K3 10. P–B4 N–QR4 11. P–B5 B–B5! 12. NxN BxB 13. QxB QxN 14. P–KN4



Position after 14. P–KN4

Black has succeeded in exchanging some dangerous material but he has a problem here. White has an immediate threat of P–N5 and N–Q5. Once that is accomplished the knight can be driven back only by . . . P–K3, a very weakening move.

This example highlights Black's ideas in P–KB5 positions. He can stop his knight from being driven off with 14. . . . P–KR3, but this assures the opening of another file after 15. K–R1! QR–B1 16. P–N5 or 15. . . . P–KN4 16. P–KR4. Another idea is 14. . . . P–Q4, attacking in the center as in the Scheveningen, but here it is inappropriate because of 15. P–K5 N–Q2 16. B–Q4 followed by QR–Q1 or QR–K1. Black has problems in the center as well as on the kingside then.

A third idea is to occupy K4, the square that White conceded when he played P–KB5. But again there are problems here because a White knight on Q5 is more valuable than a Black knight on K4. For instance, 14. . . . N–Q2 15. N–Q5 KR–K1 16. P–N5, and now if 16. . . . P–K3 White makes a strong pawn sacrifice with 17. N–K7ch! RxN 18. P–B6 KR–K1 19. PxB KxP 20. QR–Q1.

The elimination process boils down to two ideas, one logical, one dramatic. Black can occupy K4 immediately with a more useful piece, 14. . . . Q–K4!, and on 15. Q–B3 P–Q4! should equalize (16. PxQP NxNP! or 16. NxP NxN 17. PxN QxNP) be-

cause White has more kingside weaknesses in the simplified position than Black.

Finally, the theoretically best move is 14. . . . QR–B1! with the idea of meeting 15. P–N5 with 15. . . . RxN!!. This radical solution to the problem of N–Q5 works well because of the overexposed White kingside after 16. PxR NxKP or 16. PxN RxB 17. QxR BxP. Although slightly ahead in material White has problems with his ruptured pawns. In master games, Black has won more frequently than White. (For example, after 18. P–B3 R–B1 19. P–QR3 R–B5! 20. QR–K1 P–QN4 White has to worry about . . . P–QR4 and . . . P–N5 as well as his weak pawns.)

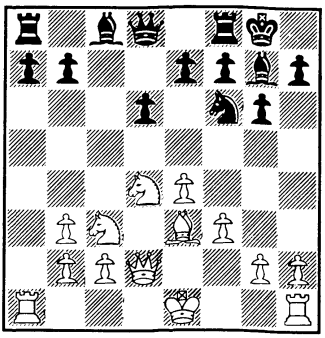
WHITE'S P–KB3 ATTACK: THE RAUZER PLAN

Generally when White's P–KB4 is effective the first player has castled on the kingside, but with P–KB3 White announces his intention to advance his KNP and KRP. His king then belongs on the opposite wing. His queen usually goes to Q2 to support B–KR6, attempting to exchange off the strong Black KB.

This scheme was popularized in the 1930s by Vsevolod Alfredovich Rauzer, a Soviet master whose creative career was cut short by the Nazi blockade of Leningrad in World War II. The simplicity of the plan was among its strengths, and before long the Rauzer attack had scored many quick victories. Black did not have an attack against the White KP after P–KB3, and he could not simplify the minor pieces with . . . B–KN5 or . . . N–KN5 as he could after P–KB4.

Further problems for Black are illustrated by the following example:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K3 B–N2 7. P–B3 N–B3 8. Q–Q2 0–0 9. B–QB4 N–QR4 10. B–N3! NxB 11. RPxN!



Position after 11. RPxN!

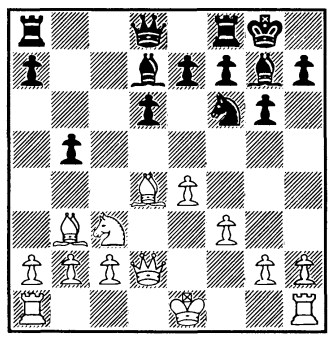
Here Black has managed to simplify the situation a bit with an exchange of pieces, but this exchange has also helped White. White's castled position after 0–0–0 will be slightly stronger now since Black cannot occupy his own QB5 with pieces and cannot easily exert pressure along the QN-file toward QN7. Also, while Black has eliminated some of White's control of Black's Q4, he is not ready for 11. . . . P–Q4 because of 12. P–K5! (better than 12. KN–N5 P–QR3! 13. PxP B–Q2 14. N–Q4 P–QN4 15. P–QN4 P–QR4) 12. . . . N–K1 13. P–B4 P–B3 14. PxP NxP 15. 0–0 and 16. QR–Q1.

Thus Black has nothing to impede White's basic attacking idea although he has a slight lead in development. On 11. . . . B–Q2 12. P–KR4 P–QR3, for example, we have reached a Spassky–Geller match game from 1965. Black, one of most dangerous of modern attacking masters, found he had no counterplay and quickly drifted into a lost position: 13. P–R5 R–B1 (13. . . . NxP 14. P–KN4 N–B3 15. B–R6 followed by BxB, Q–R6ch, and N–Q5 is fatal) 14. B–R6 P–K4 (a sacrifice of pawn structure to stave off mate) 15. KN–K2 B–K3 16. P–KN4 Q–B2 17. N–N3 P–QN4 18. P–N4 Q–N2 19. BxB KxB 20. PxP BPxP 21. QxP and White won effortlessly.

(For similar examples of the speed with which White's rock-

like pawn structure permits him to obtain a winning game see *Supplemental Games* #2 and #3 at the end of the chapter.)

The two most popular methods of obtaining counterplay for Black are the use of the QB-file (with . . . N–K4–B5 or even . . . R–QB1xN on QB6) and the advance of the queenside pawns. An example of the latter is *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K3 B–N2 7. P–B3 N–B3 8. Q–Q2 0–0 9. B–QB4 B–Q2 10. B–N3 NxN! 11. BxN P–QN4.*



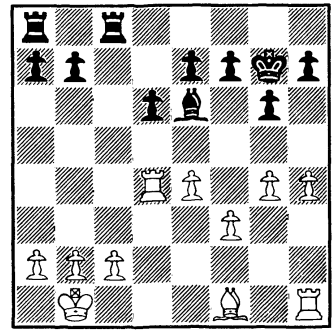
Position after 11. . . . P–QN4

Because of the slightly inaccurate 10. B–N3 (better is 10. P–KR4 or 10. 0–0–0) Black has his queenside pawns rolling already. It is easy to see that if White does nothing on the side where he intends to castle, Black's strategy will succeed. For instance, 12. 0–0–0? can be met by 12. . . . P–QR4 with a threat of . . . P–QR5, trapping the bishop. A Yugoslav game in 1969 went 13. P–QR3 P–N5! 14. N–Q5 (14. PxP PxP 15. N–N1 Q–R4 is just as bad) 14. . . . NxN 15. BxN P–K4! 16. B–K3 PxP! 17. P–QN3 P–R5 and Black took the queenside apart with a sacrifice of the Exchange.

Lest the reader think that Rauzer's attack repeals Lasker's rule that every pawn move has its plusses and minuses we should

mention the endgame. While the White pawns are solid when they sit at K4, KB3, KN2, and KR2, they are quite vulnerable when the KNP and KRP are advanced. The attacking mass can become a row of fragile tenpins as in the case of Burgalat–Trifunovic, Mar del Plata 1953:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. P–B3 B–N2 7. B–K3 0–0 8. Q–Q2 N–B3 9. 0–0–0 NxN 10. BxN B–K3 11. K–N1 Q–B2 12. P–KN4 KR–B1 13. P–KR4 Q–R4 14. N–Q5? QxQ 15. NxNch BxN 16. RxQ BxB 17. RxB K–N2!



Position after 17. . . . K–N2!

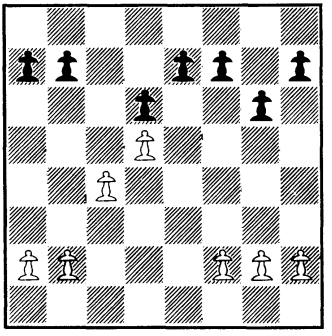
In the face of . . . P–QN4–5 White entered the endgame with his 14th move. His chances are dubious. While his kingside pawns seem to control more terrain they are also more vulnerable to attack, such as . . . K–B3–K4–B5!. If White stops the progress of the Black king with P–KN5 or P–KB4 he makes further concessions.

The result of White's *18. P–N5* was to face a new problem after *18. . . . P–KR3!*. He could leave himself with a weak, isolated KRP after 19. PxPch, or he could play as he did with *19. B–R3 BxB 20. RxB PxP 21. PxP*. The extent of his weakness was revealed by *21. . . . R–R1!*.

White must lose control of the only completely open file. This gives Black access to the weak White pawns. After *22. RxR RxR 23. P–QR4* (or 23. R–Q1—to stop mate on the last rank—R–R6 24. R–KB1 R–N6 winning a pawn) *23. . . . R–R4*, White had to lose material since 24. P–KB4 R–R5 25. P–B5 or P–K5 is met by 25. . . . PxP. In the pawn race Black also loses: *24. R–B4 RxP 25. R–B7 R–N6 26. RxNP RxP 27. RxRP P–N4! 28. R–R5 K–B3 29. R–R8 K–N2 30. K–R2 P–N5 31. R–R5 P–B4! 32. R–Q5 P–N6 33. R–Q1 P–B5 34. P–R5 P–N7* and White resigned because of 35. R–KN1 R–N6 and . . . P–B6–7.

WHITE'S POSITIONAL PLAN: N–Q5

One of the easiest positions to play has a pawn structure like the following diagram. White has ready pressure along the K-file since Black's KP cannot be supported by another pawn. On the other hand, White's P at QB4 can be bolstered by P–QN3.

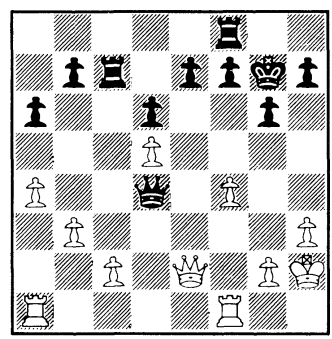


After the Marco Hop

Although even many masters incorrectly evaluate this formation it comes about in several modern openings—the Alekhine Defense (1. P–K4 N–KB3 2. P–K5 N–Q4 3. P–Q4 P–Q3 4. N–KB3 P–KN3 5. B–K2 B–N2 6. P–B4 N–N3 7. PxP BPxP 8. P–KR3 0–0 9. 0–0 N–B3 10. N–B3 B–B4 11. B–B4 P–KR3 12. Q–Q2 K–R2 13. P–Q5!,

for example), the King's Indian Defense, the English Opening, and various closed systems. But it is most common in the Sicilian when White moves his QN to Q5 and Black captures it. The idea goes back to 1895, in the first decade of Dragon usage in international chess, when Georg Marco, the great Rumanian analyst, played it in a game with Max Weiss. After N–Q5 and a capture on Q5 White can use his P–KB5 attack most successfully (as in the Kholmov–Bannik game from the Introduction) or he can use his queenside majority.

In purest form—without minor pieces—White's advantage in space is great and so are his opportunities. The position below is Süchting–Chajes, Karlsbad 1911, which began *1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–Q3 6. B–K2 P–KN3 7. B–K3 B–N2 8. 0–0 0–0 9. P–KR3 B–Q2 10. Q–Q2 P–QR3 11. P–QR4 R–B1 12. NxN BxN 13. B–B3 N–Q2 14. B–Q4 N–K4 15. B–K2 B–Q2 16. N–Q5 B–K3 17. P–KB4 BxN? 18. PxB N–B5 19. BxN RxB 20. BxB KxB 21. P–QN3! Q–N3ch 22. K–R2 Q–Q5 23. Q–K2 R–B2.*



Position after 23. . . . R–B2

White's game almost plays itself. First, he establishes a solid pawn formation with *24. P–B4!* and then proceeds with a king-side advance (*24. . . . Q–B3? 25. QR–K1 R–QN1 26. P–KB5*). In retrospect Black's best chance was to play 26. . . . Q–Q5, forget

about . . . P–QN4, and bring his rook back to KB1 to protect his KB2. Then White would have to prove that the weakness of the KP and of the Black kingside was enough for a win.

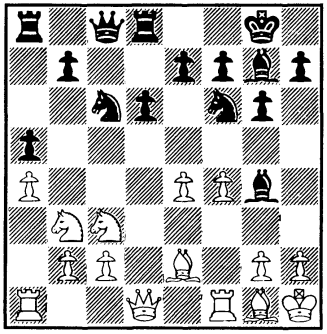
Black made it easy with *26. . . . PxP: 27. Q–Q3 R–N1 28. RxBP Q–N3 29. R(1)–KB1 K–R1 30. Q–B3ch P–B3 31. R(1)–B2 P–N4 32. R(5)–B4 PxBP 33. R–N4! Q–Q6 34. RxRch KxR 35. Q–R5 R–R2 36. R–B3 Q–K5 37. R–N3ch K–B2 38. Q–Q8!* and Black soon resigned. A comparable position, with colors reversed, is *Supplemental Game #5.*

Black's counterstrategies involve stopping N–Q5, permitting it and later freeing his game with . . . P–QN4 or . . . P–K3, and anticipating it with . . . P–Q4.

The last named is well known in similar positions. In what is called the accelerated Dragon, Black can achieve . . . P–Q4 very early; e.g., 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 5. N–QB3 B–N2 6. B–K3 N–B3 7. B–K2 0–0 8. 0–0? P–Q4!. This is one reason why 5. P–QB4, leading into the Maroczy Bind formation, is so popular.

The Marco Hop works well when Black cannot play either . . . P–K3 or . . . P–QN4 effectively after pieces are exchanged on the Q5 square. A good illustration of this is Alekhine–Golombek, Montevideo 1939:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K2 B–N2 7. N–N3 N–B3 8. 0–0 0–0 9. K–R1 P–QR4!? 10. P–QR4 B–K3 11. P–B4 Q–B1 12. B–K3 B–N5? 13. B–N1 R–Q1



Position after 13. . . . R–Q1

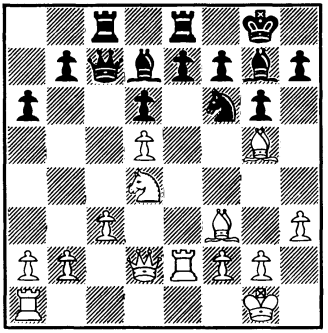
Note that White played 7. N–N3 to prevent . . . P–Q4. Black countered with . . . P–QR4, a move that threatened to weaken White's black squares with . . . P–R5–6. When White stopped this with P–QR4 he permitted Black to occupy the QN5 square indefinitely.

But Black's strategy is successful only if he prevents N–Q5. He could have done this with 12. . . . N–QN5! and 13. . . . R–Q1, threatening . . . P–Q4. But after the game continuation, *14. N–Q5! BxB 15. QxB NxN 16. PxN N–N5 17. P–B4*, Black was in a quandary. He has given up hope of . . . P–QN4 with his . . . P–QR4. His QRP is weak, and if he protects it with . . . P–QN3, he concedes his QB3 to White pieces.

Alekhine played on both sides of the board, a luxury that the Marco Hop affords White. First he looked at the kingside, *17. . . . Q–B2 18. N–Q4 KR–QB1 19. P–QN3 N–R3 20. QR–K1 R–K1 21. P–KB5 N–B4 22. Q–B3*, but then he turned to the other wing where he began to win pawns: *22. . . . R–KB1 23. N–N5 Q–Q2 24. BxN! PxB 25. Q–K3 KR–K1 26. QxBP PxP 27. Q–B7 QR–Q1 28. QxRP*. Black soon resigned.

The alternative break of . . . P–K3 is highly risky because it can leave Black with two weak center pawns and a porous kingside after QPxKP. A simple illustration of the dangers was Geller–Kan, Moscow 1952:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 Q–B2 7. 0–0 P–KN3? 8. B–KN5 QN–Q2 9. N–Q5! NxN 10. PxN B–N2 11. P–QB3 N–B3 12. B–B3 0–0 13. R–K1 R–K1 14. Q–Q2 B–Q2 15. P–KR3 QR–B1 16. R–K2!



Position after 16. R–K2!

Here is a case in which Black should have avoided the Dragon (7. . . . P–K3! instead of 7. . . . P–KN3) because of the possibility of the Marco Hop. Black's KP and kingside wait to be threatened. White has played P–QB3 instead of P–QB4, but the difference is slight since White's QP cannot be attacked and his QB4 cannot be dangerously occupied.

Black's attempted solution to his constriction was *16. . . . P–K4?!*, which, if it weren't for the en passant rule, would give him a fine game after . . . P–KB4. As it is, Black pays a price for the slight liberation of his pieces: *17. PxP e.p. PxP 18. R–Q1 QR–Q1 19. Q–B4! P–K4 20. Q–R4*, and Black's pawns were badly fixed on their squares.

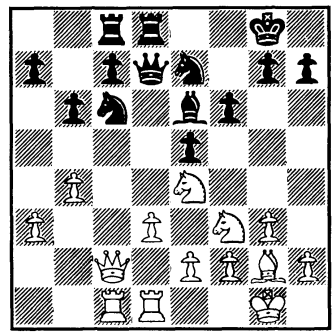
He couldn't play 20. . . . PxN because of 21. BxN BxB 22. QxB RxR 23. B–Q5ch. So, he tried *20. . . . R–KB1 21. N–B2! B–K3*, but after *22. N–N4*, intending to occupy Q5, Black made a desperate bid for air and lost after *22. . . . P–Q4 23. Q–N3 Q–B2 24. RxKP P–Q5 25. PxP K–R1 26. P–Q5 B–B4 27. P–Q6.* (Black may

obtain greater piece activity if he recaptures on his K3 with a piece, but then his QP is a deadly liability as in *Supplemental Game #6*. See also *Supplemental Game #7* which shows what can happen with White's queenside majority in the Marco Hop formation.)

Finally, we should mention that the Marco Hop formation requires that White have an initiative to protect himself from an incursion of Black pieces. Simply getting a knight to Q5 will not help if the opponent can drum up counterplay on the queenside that makes both the newly created QP and other pawns subject to withering attack.

This is shown by a Soviet championship game from 1956, Ragozin–Taimanov:

1. P–QB4 N–KB3 2. P–KN3 P–Q4 3. B–N2 P–K4 4. PxP NxP 5. N–QB3 B–K3 6. N–B3 N–QB3 7. 0–0 N–N3 8. P–QR3 B–K2 9. P–QN4 0–0 10. P–Q3 P–B3 11. B–K3 Q–Q2 12. N–K4 N–Q4 13. R–B1 KR–Q1 14. B–B5 P–QN3 15. BxB N(4)xB 16. Q–B2 QR–B1 17. KR–Q1



Position after 17. KR–Q1

This is a routine Dragon position with colors reversed. The natural source of counterplay for Black is on the kingside and in the center with . . . N–Q5. Probably the best idea is 17. . . .

P–KR3, stopping N–KN5 and preparing 18. . . . P–KB4; however, Black misjudged the formation and plunged forward with *17. . . . P–QR4? 18. P–N5 N–Q5 19. NxN PxN?*. Here the Marco Hop serves poorly because both the Black QP and QBP are very weak. The best Black can do is exchange off his QP with 20. Q–N2 N–Q4 21. QxP QxP.

But Black made another error, *20. Q–N2 Q–K1?*, and simply lost a pawn after *21. P–QR4 B–Q4 22. R–Q2 P–R3 23. R(2)–B2 P–B4 24. N–Q2 BxB 25. KxB N–Q4 26. N–B3!*. Black struggled on gallantly with *26. . . . P–B5* (rather than 26. . . . N–B6 27. NxP! NxRP? 28. Q–N3ch and 29. QxN) *27. NxP Q–N3 28. R–B6 Q–N5 29. N–K6 PxP 30. RPxP R–K1 31. R(1)–B4 Q–N3 32. NxBP*, but he could have resigned without missing much.

SUPPLEMENTAL GAMES

(1) *White plays P–KB5 as part of an overall kingside advance.* Sigurjonsson–Kaufman, Chicago 1973: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. P–B4 Q–B2 7. B–Q3 P–KN3 8. 0–0 B–N2 9. N–B3 B–N5 10. P–KR3 BxN 11. QxB 0–0 12. P–KN4! N–B3 13. B–K3 P–QN4 14. QR–K1 QR–N1 15. Q–N2 KR–B1? (Since White is certain to continue his kingside attack, Black should try . . . P–K3 and meet P–KB5 with . . . KPxP to open a file for himself. The queenside counterplay is not enough.) 16. P–B5! Q–Q1 17. R–B2 N–K4 (Nor is the K4 outpost or an Exchange sacrifice.) 18. QR–KB1 RxN 19. PxR Q–R4 20. P–N5 KN–Q2 21. B–Q4 QxRP 22. K–R1 Q–R4 23. R–B4 Q–Q1 24. P–KR4 (White's attack is based on obvious line-opening themes) P–N5 25. KBPxP BPxP 26. Q–R3 PxP 27. P–R5 PxP 28. B–B4ch! K–R1 29. QxP N–B1 30. R–R4 R–N8 31. RxR NxB 32. R–KB1 Resigns.

(2) *Black prevents P–KR5 in the Rauzer plan but makes further concessions.* Möe–Whitely, Orebro 1966: 1. P–K4 P–QB4 2.

N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K3 B–N2 7. P–B3 N–B3 8. Q–Q2 0–0 9. B–QB4 B–Q2 10. 0–0–0 R–B1 11. B–N3 N–K4 12. Q–K2!? P–QR3 13. P–KR4 P–KR4? (While this may work in some positions it is doubtful in most. By stopping P–KR5 Black encourages P–KN4.) 14. P–N4! PxP 15. P–B4! N–B6 16. P–R5! (Black's strategy is proven bankrupt by this. The kingside is opened up faster now than if Black had permitted P–KR5.) 16. . . . NxN 17. BxN NxRP 18. P–B5! BxB 19. QxP! P–K3 20. RxB Q–B3 21. RxP PxP? 22. RxQ PxQ 23. RxPch N–N2 24. R(6)–R6 Resigns.

(3) *Against the Rauzer plan, the . . . P–QR4 strategy fails.* Gipslis–Bilek, Sousse 1967: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 QN–Q2 6. B–QB4 P–KN3 7. P–B3 B–N2 8. B–K3 N–K4 9. B–N3 B–Q2 10. P–KR4 R–QB1 11. Q–Q2 P–QR4? 12. P–R4! N–B5 13. BxN RxB 14. P–QN3! R–QB1 15. 0–0–0 0–0 16. KN–N5 (White's castled position is solid despite appearances because there is no way Black can initiate pawn action to open further lines. To prevent the simple mating plan of P–KR5 and B–R6 Black now takes desperate action.) 16. . . . P–R4 17. B–Q4 P–K4?! 18. B–K3 P–Q4 19. NxP BxN 20. PxB NxN 21. QxN Q–B2 22. P–QB4 P–R5 23. P–N6 Q–K2 24. Q–Q6! (Now the ending after 24. . . . QxQ is won for White because of his passed queenside pawns.) 24. . . . Q–K1 25. K–N2 PxP 26. KxP RxP!? (otherwise White consolidates comfortably and wins the ending) 27. KxR Q–R5ch 28. K–Q3 Q–N4ch 29. K–Q2 R–R1 30. Q–Q3 Q–N7ch 31. K–K1 QxKNP 32. Q–B1 Q–QB7 33. Q–K2 Q–N6 34. K–B2 B–B1 35. R–R1 R–B1 36. KR–QB1 R–K1 37. Q–B4 Q–N7ch 38. K–N3 Resigns.

(4) *Black's use of the QB-file overwhelms a slow-moving Rauzer plan.* Curdy–Keene, Orebro 1966: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–KN3 6. B–K3 B–N2 7. P–B3 N–B3 8. B–QB4 0–0 9. Q–Q2 B–Q2 10.

0–0–0 R–B1 11. B–N3 N–K4 12. P–KN4?! N–B5 13. BxN RxB 14. P–KR4 Q–R4 15. N–N3 (or 15. P–R5 KR–B1 as in the game) Q–R3 16. P–R5 KR–B1 17. K–N1? (A critical loss of time. With 17. PxP BPxP 18. P–K5! followed by 18. . . . PxP? 19. P–N5 for example, unclear complications ensue.) 17. . . . BxP! 18. PxB RxN!! (triumph of pressure along the QB-file) 19. PxP (or 19. PxR NxKP followed by . . . NxQ or . . . NxPch.) 19. . . . RxP 20. PxBPch K–B1 21. QxR RxQ 22. KxR Q–B5ch 23. K–Q2 NxPch 24. K–K1 B–K4! White resigns.

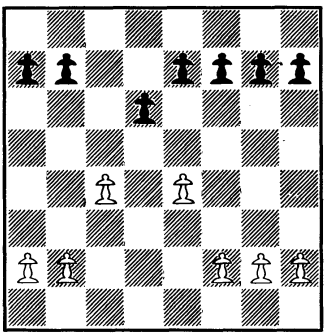
(5) *The Marco Hop formation favors the kingside attacker.* Larsen–Tal, Leningrad 1973: 1. P–QB4 P–KN3 2. N–QB3 B–N2 3. N–B3 P–QB4 4. P–KN3 N–QB3 5. B–N2 P–K3 6. 0–0 KN–K2 7. P–Q3 0–0 8. B–Q2 P–Q4 9. Q–B1 P–N3 10. B–R6 B–N2 11. BxB KxB 12. PxP NxP! (after 12. . . . PxP 13. P–Q4! White has an easier method of playing for a win against the Isolani or hanging pawns) 13. P–KR4?! N–Q5! 14. R–K1 P–KR3 15. N–K5 NxN 16. QxN (not 16. PxN BxB 17. KxB Q–Q4ch or 17. PxN QxP) 16. . . . BxB 17. KxB Q–Q4ch 18. N–B3 QR–Q1! 19. K–N1 P–K4! 20. NxN KPxN! 21. Q–B4 Q–R4 (Black has a free run of the kingside, and White's only defense is a queenside raid that may distract his opponent.) 22. Q–R4 KR–K1 23. QxP R–Q3 24. P–QN4 R–KB3! 25. PxP Q–B4! 26. P–B3 Q–R6 27. Q–B7 R–B4 28. PxP R(4)–K4! 29. P–K4 QxPch 30. K–R1 QxPch 31. K–N2 R–N4ch 32. K–B1 Q–R6ch 33. K–K2 R–N7ch 34. K–Q1 QxPch 35. K–B1 Q–B7 White resigns.

(6) *Black breaks the Marco Hop formation with . . . P–K3 and accepts a weak QP.* Boleslavsky–Suetin, Moscow 1952: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–Q3 6. P–KN3 B–N5 7. P–B3 B–Q2 8. B–K3 P–KN3 9. B–N2 B–N2 10. 0–0 0–0 11. N–Q5! R–B1 12. P–B3 N–K4 13. Q–K2 KR–K1 14. B–B2 P–QR3 15. KR–K1 P–QN4 16. QR–Q1 N–B5 17. N–K3 Q–B2 18. NxN QxN (Black has defended well by avoid-

ing a capture on his Q4. However . . .) 19. Q–Q2 KR–Q1 20. B–B1 Q–B2 21. N–B2 P–QR4 22. N–K3! Q–N2 23. P–QR3 R–N1 24. N–Q5 NxN? (He can't resist this time. Better was the durable defense 24. . . . B–QB3.) 25. PxN P–K3 26. PxP BxKP 27. B–N2 P–N5 (Black pinned his equalizing hopes on this. If several pawns on both sides are weakened, Black's QP will not stand out.) 28. BPxP PxP 29. P–KB4 P–Q4 30. B–Q4! PxP 31. PxP BxBch 32. QxB Q–N7 33. P–QR4 QxQch 34. RxQ R–N7 35. R–R1 KR–N1 36. P–R5 K–B1 37. P–R6 R–N8ch 38. R–Q1! RxRch 39. RxR R–R1 40. R–R1 K–K2 41. K–B2 K–Q3 42. K–K3 K–B4 43. B–B1 B–Q2 44. R–B1ch K–Q3 45. K–Q4 B–B3 46. R–QN1 R–K1 47. B–Q3 K–B2 48. B–N5! (decisive since 48. . . . R–QN1 49. BxB! RxR 50. P–R7 wins) 48. . . . R–K5ch 49. K–B5 B–R1 50. R–QB1 P–B4 51. B–Q3 R–K3 52. K–Q4ch K–N1 53. R–B2 R–K8 54. R–K2 R–Q8 55. R–K8ch K–R2 56. R–K7ch K–N3 57. RxP B–B3 58. P–R7 B–N2 59. R–N7 KxP 60. RxP K–N1 61. P–R4 K–B2 62. P–R5 B–B3 63. P–R6 Resigns.

(7) *Black breaks the Marco Hop formation slightly with . . . P–QN4, but White discovers his queenside majority.* Botvinnik–Kholodkevich, Moscow 1927: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. P–KN3 0–0 6. B–N2 QN–Q2 7. KN–K2 P–B4?! 8. 0–0 PxP 9. NxP N–K4? 10. P–N3 B–Q2 11. B–N2 N–B3 12. N–Q5! KNxN 13. KPxN NxN 14. BxN P–QN4 15. BxB KxB 16. Q–Q4ch K–N1 17. PxP! BxP 18. KR–K1 Q–Q2 19. R–K3 P–B4?! (a strange method of defending his KP against White's intention of doubling rooks) 20. P–QR4! B–R3 21. QR–K1 R–B2 22. P–QN4! B–N2 23. P–N5 P–QR3 24. P–N6 R–QB1 25. P–R5 R–B4 26. R–QB3 RxR 27. QxR R–B1 28. Q–K3 R–K1 29. R–QB1 R–B1 30. RxRch BxR 31. Q–K6ch! winning a piece and eventually the game.

C. Maroczy Unbound



The Maroczy Bind

In the chess manuals of the last century there always seemed to be one proscription pressed upon new students of the game: "Do not take the queen's knight pawn with your queen." This parochial bit of wisdom has been replaced in the primers of the 20th century with another: "Do not permit the Maroczy Bind."

The dreaded Bind occurs in Open Sicilian formations when White can play both P–K4 and P–QB4. Considering the last two chapters we can appreciate why the Bind is a bind. Black has much greater difficulty in engineering either . . . P–Q4 or . . . P–QN4, his primary freeing moves. Black's use of the QB-file is shortened by the presence of an easily protected White pawn on QB4. Meanwhile, White can accomplish the Marco Hop, N–Q5, early in the game and obtain either a dominating position for his knight or a transition into a more favorable pawn structure.

Oddly enough, Geza Maroczy (pronounced Marrow-tsay) was not the originator of the pawn formation that bears his name. In fact the first master game to gain recognition of the Bind was Swiderski–Maroczy, Monte Carlo 1904, in which Maroczy, with Black in a Dragon formation, was the "bindee" rather than the "binder." It was his opponent who played P–QB4 and P–K4. But

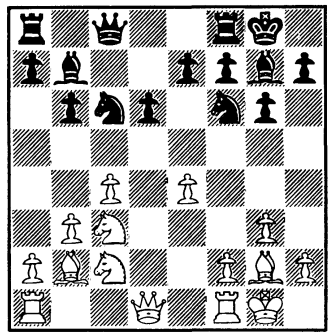
for years later Maroczy, a great Hungarian grandmaster and chess journalist, repeatedly drew attention to the powers of the Bind, and, by the 1920s, permitting the Bind was equated with making a blunder. In our time, however, the Bind has been shorn of much of its reputation because of the many methods of freeing Black's game. In its purest form the Bind is still a very dangerous animal, but Black can avoid the pure form if he plays carefully.

THE MAROCZY DRAGON

We'll consider two forms of the Bind depending on what Black does. The Maroczy Dragon occurs when Black fianchettoes his KB as in a normal Dragon. The Maroczy feature comes about in the Sicilian Defense (e.g., 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 5. P–QB4) and in a variety of King's Indian and English variations (e.g., 1. P–QB4 N–KB3 2. N–QB3 P–B4 3. P–KN3 P–Q4 4. PxP NxP 5. B–N2 N–B2 followed by . . . N–B3 and . . . P–K4).

The primary advantage of the Bind is that if Black fails to fight the constriction of his pieces, he can be strangled. Passivity is fatal. A simple illustration of this was the game Botvinnik–Golombek from the 1956 Olympiad in Moscow:

1. P–QB4 N–KB3 2. N–KB3 P–B4 3. P–KN3 P–KN3 4. P–N3 B–N2 5. B–QN2 0–0 6. B–N2 N–B3 7. 0–0 P–N3 8. P–Q4 PxP 9. NxP B–N2 10. N–QB3 Q–B1 11. N–B2! P–Q3 12. P–K4



Position after 12. P–K4

Mikhail Botvinnik and Akiba Rubinstein first showed the supersolidity of the Bind in their games. The manuever N-on-Q4-to-QB2 is a Rubinstein patent. White avoids an exchange of knights that might free Black's game, and he uses his knight to guard key squares such as QN4, Q4, and K3.

What happens if Black doesn't initiate any pawn action, that is, if he leaves the Maroczy Bind formation intact? This game shows that mere maneuvers are insufficient. Black sought to exploit the hole on White's Q4 with a shift of his KN: *12. . . . N–Q2 13. Q–Q2 N–B4 14. P–B4 N–K3? 15. QR–Q1 N(K)–Q5 16. NxN NxN* and now *17. N–Q5!.*

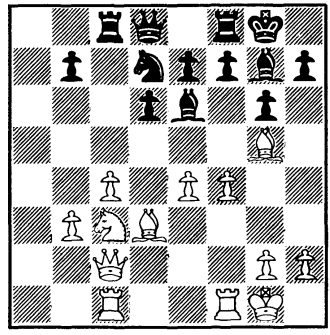
After this simple move Black is reduced to passivity. To guard both his N and his K2 he should play 17. . . . N–B3 and await events after 18. BxB KxB 19. Q–B3ch K–N1. White could then prepare for P–QB5, P–K5, or P–KB5—all good plans as we will see. In this 1956 game Black shortened the torture with *17. . . . BxN?*. This was immediately fatal because after *18. BPxB!* White penetrated along the QB-file and won the adventurous N: *18. . . . N–N4* (or 18. . . . P–K4 19. PxP e.p. winning the QP) *19. BxB KxB 20. R–B1*, and Black resigned in view of 20. . . . Q–N2 21. P–QR4 N–B2 22. Q–B3ch and 23. QxN. (See also *Supplemental Game #1.*)

WHITE'S MIDDLEGAME PLANS

When White is given a free hand he can choose among three good strategies: (1) playing P–KB5 as in the Dragon to secure sole possession of Q5 and to prepare a kingside attack, (2) playing P–QB5 to open up the side of the board on which he has superior pieces, and (3) playing P–K5 to open the center for assault.

The kingside attack in coordination with the Marco Hop is so deadly that Black must make some provision for early counterplay. This has been known for many years, but there are still cases such as the following:

Portisch–Reshevsky, Petropolis 1973: *1. P–QB4 P–QB4 2. N–KB3 P–KN3 3. P–K4 N–QB3 4. P–Q4 PxP 5. NxP N–B3 6. N–QB3 NxN 7. QxN P–Q3 8. B–N5 B–N2 9. Q–Q2 0–0 10. B–Q3 P–QR4 11. 0–0 P–R5? 12. QR–B1 B–K3 13. Q–B2 N–Q2 14. P–B4! R–B1 15. P–QN3 PxP 16. PxP*

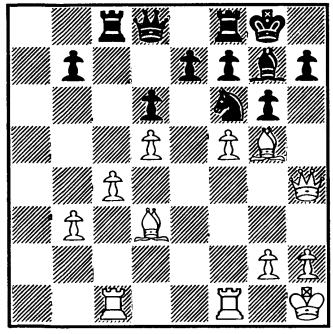


Position after 16. PxP

Black has invested valuable time in . . . P–QR4–5 to open up a file he doesn't really need. In the meantime White has built up a strong attacking formation. On 16. . . . N–B4, for instance, he would continue 17. P–B5 B–Q2 18. N–Q5 P–B3 19. B–K3 with a great advantage.

Black returned his knight to the kingside for defense, but after *16. . . . N–B3 17. K–R1 Q–R4?* (pointless) *18. P–KB5! B–Q2 19. N–Q5!* he was in very bad shape; e.g., 19. . . . NxN 20. KPxN B–KB3 21. BxB PxB 22. PxP BPxP 23. BxP! or 20. . . . QR–K1 21. QR–K1 Q–Q1 22. Q–B2 and 23. Q–R4.

Black deferred the capture on his Q4, but the transfer of White's Q to the kingside was too much. After *19. . . . Q–Q1 20. Q–B2! B–B3 21. Q–R4 BxN 22. KPxB* it is clear that White has a murderous attack coming up with R–KB3–R3.



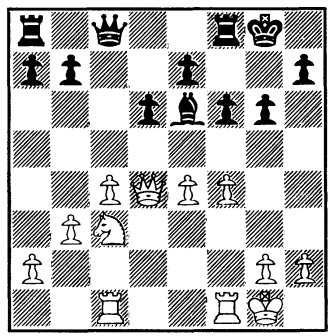
Position after 22. KPxB

The game ended with a sparkle: *22. . . . R–K1 23. R–KB3 N–Q2 24. QR–B1 B–B3 25. R–R3 N–B1 26. PxP BPxP 27. BxP! PxB 28. RxB Resigns* (in view of 28. . . . PxR 29. Q–R8ch K–B2 30. R–R7ch NxR 31. QxNch K–B1 32. B–R6 mate).

Another plan, P–QB5, requires the right combination of elements for success. If White hurries P–QB5 he will reduce the position to one of pawn symmetry and positional equality. But P–QB5 can be powerful if Black's pieces are confused (see *Supplemental Game #2*) on the Q-file. Then the confusion is exposed to White's power.

The simplest form of this idea is shown by *Supplemental Game #3* and by the following:

Pachman–Gunnarson, Vrnjacka Banja 1967: *1. P–QB4 N–KB3 2. N–QB3 P–B4 3. N–B3 P–KN3 4. P–Q4 PxP 5. NxP B–N2 6. P–K4 P–Q3 7. B–K2 0–0 8. 0–0 N–B3 9. B–K3 B–Q2 10. Q–Q2 N–KN5 11. BxN BxB 12. QR–B1 NxN 13. BxN B–K3 14. P–B4 BxBch 15. QxB Q–B1 16. P–QN3 P–B3*



Position after 16. . . . P–B3

White could, of course, continue with 17. P–KB5, but Black is prepared to exchange queens or occupy his K4 in that event; e.g., 17. P–KB5 B–B2 18. R–B3 Q–B4 or 18. K–R1 Q–B4 19. Q–Q2 K–N2 and 20. . . . Q–K4. The superior plan was *17. N–Q5 BxN 18. QxBch!* (better than 17. KPxN Q–B4 when Black could defend his KP in the endgame with . . . K–B2) *18. . . . K–N2 19. P–QB5!.*

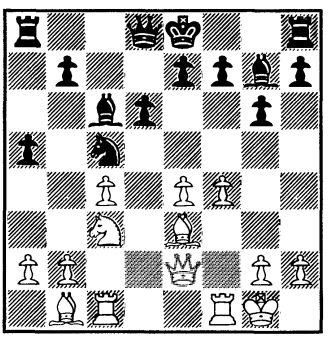
The preponderance of White's heavy pieces in the center makes P–QB5 the right idea. After *19. . . . PxP 20. RxP* Black could not abdicate the center completely (20. . . . Q–N1 21. Q–Q7 and R–B7); so he played *20. . . . P–K3 21. Q–B4 Q–K1* and tried to hold on after *22. P–K5! P–B4* (22. . . . PxP 23. RxP dooms the KP).

But the open lines belonged to White and he won casually: *23. R–Q1 R–B2 24. R–Q6 R–Q1!?* (hoping for 25. QxP QxQ 26. RxQ R–Q7 or 25. RxP R–Q8ch 26. K–B2 Q–Q2 with some play for a pawn) *25. R–B7! R(2)–Q2 26. R(Q)xR RxR 27. Q–N5!* and

Black resigned because he loses the equivalent of a rook in the double pin.

The third idea, P–K5, is relatively rare, but it occasionally damages Black when White has obtained a pin along the Q-file, as in *Supplemental Game #4* and Portisch–Larsen, Lugano 1968:

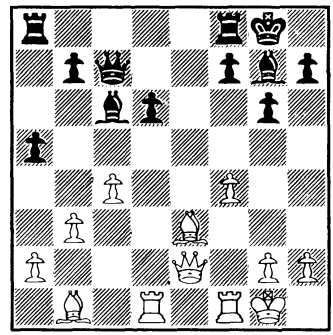
1. N–KB3 P–QB4 2. P–B4 P–KN3 3. P–Q4 PxP 4. NxP B–N2 5. P–K4 N–QB3 6. B–K3 N–B3 7. N–QB3 N–KN5! 8. QxN NxN 9. Q–Q1 N–K3 10. R–B1 P–Q3 11. B–Q3 B–Q2 12. 0–0 P–QR4 13. P–B4 B–QB3 14. B–N1 N–B4? 15. Q–K2



Position after 15. Q–K2

Black's exchange of pieces at move 7 averted the Rubinstein maneuver, N–QB2, but in the last few moves Black has created tactical problems for himself. Here he cannot play 15. . . . BxN 16. RxB NxP because of 17. BxN BxB 18. B–Q4. To allay his fears Black should try 15. . . . P–N3, but he went in for *15. . . . 0–0* and now *16. P–K5!* embarrassed him.

Black cannot take the KP without losing his N. He had to acquiesce to the isolation of his QP: *16. . . . N–R5 17. NxN BxN 18. P–QN3 B–QB3 19. QR–Q1 Q–B2 20. PxP PxP.*



Position after 20. . . . PxP

Black's QP is weak, but his game suffers because of the presence of another problem, his vulnerable king position. With one weakness, he might defend easily. With two, his chances are dubious.

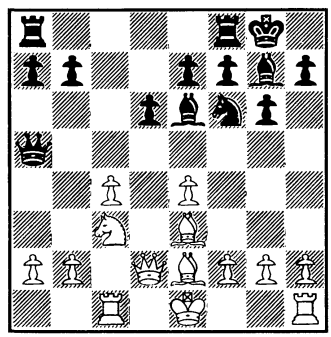
This was the case after *21. P–KB5! KR–K1 22. Q–KB2 P–R5 23. B–N6 Q–Q2 24. B–Q4 RPxP 25. RPxP BxB 26. RxB R–K4 27. B–Q3 Q–K2?* (27. . . . QR–K1) *28. R–B4!*. Confronted with the threat of 29. PxP BPxP 30. R–B7 Black's only hope was 28. . . . B–K1, and so his *28. . . . P–KN4?* was the final mistake: *29. P–B6! Q–K3 30. B–B5! Q–K1 31. R–N4 P–R3 32. Q–B4! RxB* (otherwise 33. RxPch) *33. QxR Q–K6ch 34. K–R1 R–K1 35. R–N3 Q–Q7 36. P–R4 R–K7 37. Q–R3 Q–Q5 38. PxP P–R4 39. P–N6 Resigns.*

BLACK'S COUNTERSTRATEGIES: . . . P–QN4

What makes the Maroczy Bind such a difficult structure to handle—by either side—is that most of the dynamic possibilities lie with Black. It is he who threatens pawn action most frequently in the early stages of the game—on the queenside with . . . P–QN4, on the kingside with . . . P–KB4, and in the center with . . . P–Q4. It is only after these ideas are prevented that White has the time for his own designs. Thus, White's basic task is consolidation and confinement while Black's is liberation.

When Black plays . . . P–QN4 he accomplishes several things: he will open at least one more line for his pieces; he sets up White's queenside pawns for pressure; and he may threaten the enemy KP via . . . P–QN5. Successful examples of this can be found in *Supplemental Games* #5 and #6 at the end of this section, but the subtlety of the play surrounding . . . P–QN4 is best shown by a typical position of the modern Sicilian Defense:

1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 5. P–QB4 N–B3 6. N–QB3 NxN 7. QxN P–Q3 8. B–K2 B–N2 9. B–K3 0–0 10. Q–Q2 B–K3 11. R–QB1 Q–R4



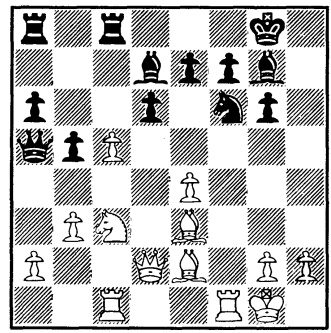
Position after 11. . . . Q–R4

Let's examine three different lines of play from the diagram: (1) Suppose White proceeds as if nothing is happening and continues with 12. 0–0 P–QR3 13. P–B4. He is then ready to continue with kingside play (P–KB5) and to consolidate on the queenside (13. . . . KR–B1 14. P–QN3). But Black acts first with 13. . . . P–QN4!. After 14. PxP PxP White will have a bad game after 15. BxP NxP! 16. NxN QxB. This use of the temporary weakness of the White KP in order to promote . . . P–QN4 is a common theme in the Open Sicilian and is especially useful here.

In one spectacular game, Cardoso–Adorjan, Lanzarote 1975, White continued 15. P–QN4 (to stop . . . P–N5) QxNP 16. R–N1

Q–R6 17. RxP KR–B1 18. B–Q4, but Black found a fine queen sacrifice in 18. . . . RxN! 19. QxR NxP 20. R–N8ch (20. QxQ BxBch or 20. Q–R1 BxBch 21. QxB N–B6 wins for Black) 20. . . . RxR! 21. QxQ BxBch 22. K–R1 N–B7ch 23. RxN BxR. Despite his material minus Black held the advantage and he eventually won after 24. P–R3 P–R4 25. Q–KB3 R–N8ch 26. K–R2 B–N8ch 27. K–N3 R–N7 28. Q–K4 RxP.

(2) A more exact procedure for White is 12. P–QN3! which safeguards against . . . P–QN4. Now if Black prepares for . . . P–QN4 with 12. . . . KR–B1, 13. 0–0 P–QR3 White has time for 14. P–B4! P–QN4 15. P–KB5! B–Q2 16. KBPxP RPxP 17. P–B5!.



Position after 17. P–B5!

This follows a fine tactical encounter, Tal–Parma, Bled 1961. Black cannot play 17. . . . PxP because of 18. RxN and QxB. With 17. . . . P–N5 Black avoids this danger, but White can sacrifice a pawn with 18. N–Q5! NxN 19. PxN PxP 20. B–QB4. He then threatens to assault Black's kingside (P–Q6) very strongly.

In the game Black played very sharply and lost in a flurry of excellent responses: 17. . . . B–K3 18. B–B3! PxP! 19. P–K5 N–N5 20. BxR BxP?! 21. B–Q5! NxB 22. BxB R–Q1 23. Q–KB2 N–B4 24. Q–K2! B–Q5ch 25. K–R1 PxB 26. QxPch K–N2 27. N–K4 Q–B2 28. N–N5 R–KB1 29. QxN! Resigns.

(3) The most accurate play for Black after 12. P–QN3! is

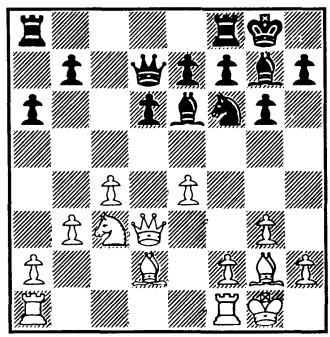
12. . . . P–QR3, threatening 13. . . . P–QN4. Then White can put a stop to the idea with 13. P–B3 KR–B1 14. P–QR4, but White has delayed indefinitely his kingside plans of P–KB5 and has created a new queenside weakness, which can be investigated by 14. . . . Q–N5. Black is not yet equal, but he has taken the greatest sting out of the Bind.

SIMAGIN'S . . . P–KB4

On the other wing Black has a break that is much easier to achieve but more dangerous to him as a weakness. This is . . . P–KB4, an idea popularized by the late Soviet master Vladimir Simagin. Simagin showed during the 1950s that by advancing his KBP Black can probe White's king position and remove one of the pillars of the Maroczy center, the White KP.

In its best light Simagin's plan is the signal for a flash attack. White takes pains to stop . . . P–QN4 but he cannot prevent . . . P–KB4. Case in point:

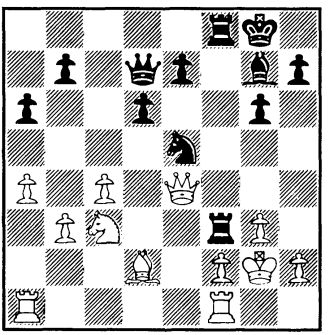
Saidy–Reshevsky, Netanya 1969: *1. P–QB4 N–KB3 2. N–QB3 P–B4 3. N–B3 N–B3 4. P–KN3 P–KN3 5. B–N2 B–N2 6. 0–0 0–0 7. P–Q4 PxP 8. NxP NxN! 9. QxN P–Q3 10. Q–Q3 P–QR3 11. B–Q2 B–B4!? 12. P–K4 B–K3 13. P–N3 Q–Q2*



Position after 13. . . . Q–Q2

Black's 11th move seems illogical. He gives White an extra move to establish the Maroczy formation. But this serves to block the long diagonal of White's fianchettoed bishop, to weaken the squares Q3 and KB3, and to give . . . P–KB4 real strength.

In the game cited White continued as if all he had to worry about were . . . P–QN4. He played *14. KR–Q1? N–N5! 15. P–QR4?*, but now *15. . . . P–KB4! 16. R–KB1 N–K4* gives Black a strong initiative. His knight eyes the weakened Q3 and KB3 squares while his rooks are about to seize the KB-file. The game continued: *17. Q–K3 PxP 18. BxP B–R6! 19. B–N2* (19. KR–K1 N–N5) *BxB 20. KxB R–B6 21. Q–K4 QR–KB1.*



Position after 21. . . . QR–KB1

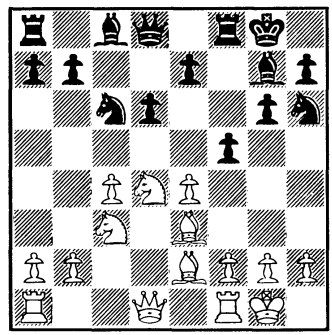
Black's pieces are reaching their maximum strength; all but the Q and KB are poised for attack against the kingside. It is no surprise that Black won swiftly: *22. QR–K1 N–Q6! 23. R–K2 N–B4 24. Q–B2 B–Q5! 25. N–Q5 P–K3 26. N–K3 Q–B3 27. K–N1 N–K5 28. N–N4 NxNP! White resigns.*

The problems created for Black by . . . P–KB4 are those of king safety and vulnerability of his central pawns. After an exchange of pawns White obtains the use of the K-file and perhaps the K4 square. Black obtains his KB4 for a piece or

pawn. But his use of the KB-file can be reduced sharply by P–KB4! by White.

This is shown by *Supplemental Game* #7 and by the following, another basic position of the modern Sicilian Defense:

1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 5. P–QB4 B–N2 6. B–K3 N–R3 7. N–QB3 0–0 8. B–K2 P–Q3 9. 0–0 P–B4



Position after 9. . . . P–B4

After *10. PxP* Black has a broad choice of recaptures. He can exchange two pieces on White's Q4 and then recapture on his KB4 with a bishop, but then White's minor pieces will be superior to Black's after P–KB4! and B–B3. Another idea is 10. . . . NxP 11. NxN(5) BxN(4), but here again White would obtain the better of the middlegame play with 12. Q–Q2 13. P–KB4! and 14. B–B3. Most interesting of all is *10. . . . PxP*, a move that gives up the play along the KB-file in exchange for pawn control of K5. Once again White should play *11. P–B4! B–Q2 12. Q–Q2.* It is true that White will not be able to play N–K4–KN5–K6 as he might have if Black had recaptured on his KB4 with a minor piece, but the dangers for Black of having his center pummeled by P–QB5, N–Q5, and the placing of rooks on QB1 and K1 are still there.

Black's counterplay is not quite adequate, and this may explain why in Szabo–Larsen, Vinkovci 1970, Black sought complications with *12. . . . N–N5* (before 13. P–KR3!) *13. BxN PxB.* This solved one problem—the inferiority of Black's KN compared with the good White KB—but it created an imbalance of pieces in the center which White soon exploited: *14. N–Q5 R–B2 15. P–KB5!* (based on 15. . . . NxN 16. BxN BxP 17. BxB KxB 18. Q–N5ch B–N3 19. RxRch and 20. R–B1ch with a quick win) *15. . . . K–R1 16. N–K6! Q–KN1* (or 16. . . . BxN 17. PxB RxRch 18. RxR and R–B7) *17. NxB QxN 18. NxP!.*

Black's game was lost because of *18. . . . NxN 19. P–B6*; e.g., 19. . . . RxP 20. RxR QxR 21. B–Q4. Black tried to prolong the game with *19. . . . Q–N3*, but it was a losing effort (*20. PxN RxP 21. B–Q4ch K–N1 22. R–B6 Q–R4 23. QR–KB1 P–N6 24. PxP B–K3 25. Q–B4 R–KB2 26. P–KN4 Resigns*).

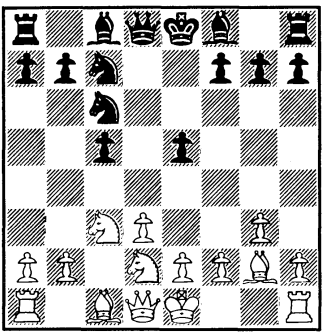
BLACK'S . . . P–Q4, . . . BxNch, AND . . . P–K4 IDEAS

Black's counterstrategies are by no means limited to the flanking breaks . . . P–QN4 and . . . P–KB4. What is important to his game is that he has several plans, any one of which may be most appropriate in a given situation. Black actually has more freedom of choice in the Bind than in many other formations.

Because of the position of his KB Black rarely tries for . . . P–K3 and . . . P–Q4 in the Dragon Maroczy. His QP would become too vulnerable too soon. This idea is most commonly seen in the Scheveningen Maroczy in the pages that follow. But there are instances when it can work—usually with colors reversed as in *Supplemental Game #8.*

Not really a pawn action but one that effects the pawn structure is the exchange of Black's fianchettoed bishop for a knight on White's QB3. This doubles White's QBPs but gives him some attacking chances in compensation. On the whole the exchange of pieces eases the Bind by giving Black counterplay. With colors reversed this can come about in this manner:

1. P–QB4 P–QB4 2. N–QB3 N–KB3 3. P–KN3 P–Q4 4. PxP NxP 5. B–N2 N–B2 6. N–B3 N–B3 7. P–Q3 P–K4 8. N–Q2!



Position after 8. N–Q2!

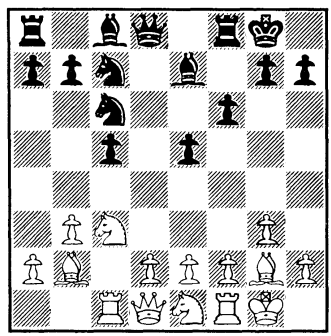
White's maneuver N–Q2–QB4 serves several purposes, such as freeing his fianchettoed bishop and preparing for Simagin's P–KB4. Immediately it has a positional threat (BxNch) in store for Black. After *8. . . . B–K2?*, for example, White can play *9. BxNch! PxB 10. N–B4 P–B3 11. Q–R4* with a rare situation. White can delay castling for several moves as he prepares for the attack on the Black queenside. In one Soviet game, Sokolsky–Arulaid, Tallinn 1959, White already had a winning position before he took time to castle: *11. . . . B–Q2 12. N–R5 N–Q4 13. B–Q2 Q–N3 14. N–B4 Q–N2 15. N–K4 0–0 16. Q–R5 Q–N4 17. R–QB1 N–N3 18. P–N3! P–B4 19. N(K)–Q6 NxN 20. NxN P–K5? 21. Q–B7 QR–Q1 22. N–K5* winning a piece. Had Black not rushed his pawns forward in the center he would still have lost at least a pawn on the queenside, e.g., 20. . . . B–B3 21. B–K3 and 22. BxP.

It should be noted that the main purpose of the bishop-takes-knight idea is to cripple the enemy pawns. If the pawns are not crippled the exchange is highly dubious—even if a pawn is won in the process! For instance in the diagram above if Black had played 8. . . . B–Q2 9. N–B4 B–K2 10. 0–0 0–0!?, he would be making

a speculative sacrifice of a pawn, but this would be superior to 8. . . . B–K2. An example of the pawn sacrifice was Commons–Gheorghiu, Lone Pine 1975, which went 11. BxN BxB 12. NxP B–K1 13. Q–N3 P–QN3 14. B–K3 K–R1 15. KR–Q1 P–B3 16. N–B3 B–B2 17. Q–R4 N–Q4 18. NxN BxN 19. P–QR3 P–QR3 20. N–Q2? Q–B1! 21. P–B3 Q–K3 22. K–B2 P–B4 23. R–K1 B–KB3 24. Q–B2 P–KB5! 25. BxKBP P–KN4 26. P–K4 PxB 27. PxB Q–R6 28. N–B1 B–Q5ch 29. K–K2 QR–K1ch 30. K–Q1 RxRch 31. RxR R–K1ch and White resigned. Sometimes it is worse to have bad pawns than to have fewer pawns.

Another point worth mentioning is that the . . . BxN idea goes hand in hand with Simagin's plan and with a frontal attack on the Bind pillar at QB4. *Supplemental Game* #9 is one good example, and the following, Bielicki–Evans, Havana 1964, is ideal:

1. P–QB4 N–KB3 2. N–QB3 P–Q4 3. PxP NxP 4. P–KN3 P–QB4 5. B–N2 N–B2 6. N–B3 N–B3 7. 0–0 P–K4 8. P–QN3 B–K2 9. B–N2 0–0 10. R–B1 P–B3 11. N–K1!?



Position after 11. N–K1!?

White's idea runs something like this: he will threaten the Black queenside with N–Q3 and/or BxN; then, when Black is preoccupied with the queenside pressure, he will be vulnerable to P–KB4.

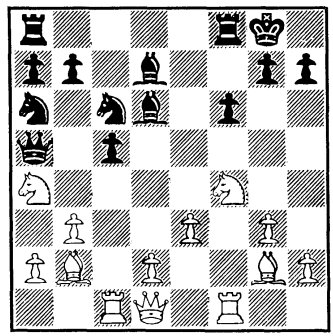
His last move is superior to 11. N–QR4 which could be met by 11. . . . P–QN3; e.g., 12. NxKP NxN 13. BxR NxB or 12. N–R4 B–Q2.

11. . . . **B–Q2?!**

Here is a case when the threat of BxN is stronger than its execution. In the 1930s Botvinnik played 11. . . . B–B4 to stop 12. N–Q3. He didn't mind 12. BxN PxB because with P–QN3 and N–K1 already played, White's queenside exploitation is a little slow (13. N–R4 N–K3 14. B–R3 Q–Q4 or 14. . . . Q–R4), and without BxN, Black can develop smoothly; e.g., 12. N–R4 N–R3 13. B–QR3 Q–R4 14. N–B2 KR–Q1 15. N–K3 B–K3 16. P–Q3 QR–B1 17. N–B4 Q–B2 18. N–Q2 P–QN3 19. B–N2 Q–Q2 20. R–K1 N–Q5 21. N–QB3 N–N5! 22. N–B3 NxRP! and wins (Kirilov–Botvinnik, Moscow 1931). Once a player has the time to establish the Bind his game plays itself.

12. N–QR4	**N–R3**
13. N–Q3!	**Q–R4**
14. P–B4!	. . .

With Black's attention elsewhere the Simagin thrust opens up a dangerous kingside initiative. Black is unprepared for 14. . . . B–Q3 15. PxP PxP 16. Q–B2 threatening Q–B4ch–Q5, and so he plays *14. . . . PxP 15. NxKBP B–Q3 16. P–K3!.*



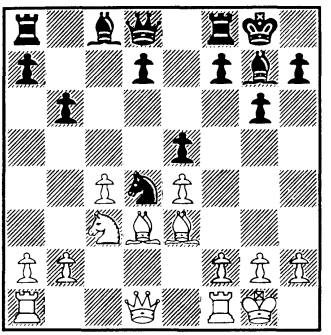
Position after 16. P–K3!

White's advantage is considerable. The Bind has failed to bind, and White already threatens mate with 17. B–Q5ch K–N1 18. N–N6ch PxN 19. R–QB4. Black lacks the time to cover his kingside weaknesses with . . . P–KB4. He is simply outgunned on the kingside: *16. . . . BxN 17. RxB QR–Q1 18. B–Q5ch K–R1 19. R–R4 P–R3 20. R(1)–B4 B–B4?* (20. . . . B–K1!) *21. BxN PxB 22. B–B3 Q–N4 23. RxPch! PxR 24. Q–R5 N–B2 25. QxPch K–N1 26. BxP N–K3* (26. . . . RxB 27. QxR R–KB1 28. Q–N5ch K–R1 29. R–R4ch B–R2 30. Q–K5ch wins also) *27. R–N4ch* and Black resigned.

There is one final Black strategy to note before we leave the Dragon version of the Maroczy Bind. The logic behind it goes this way: If White has created a hole on his Q4 with his P–K4 and P–QB4 moves, why not exploit it with . . . P–K4? True, Black creates a big hole of his own at Q4 and makes his QP horribly backward, but if he occupies Q5 with minor pieces, the Q-file will be blocked.

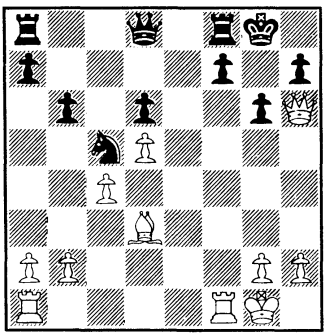
This is another idea popularized by Simagin but usually attributed to David Bronstein, the veteran Soviet grandmaster. Simagin's game with V. Bivshev in the 1952 U.S.S.R. championship illustrates the need for finding an appropriate plan to counter . . . P–K4.

1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 5. P–QB4 B–N2 6. B–K3 N–B3 7. N–QB3 N–KN5 8. QxN NxN 9. Q–Q1 P–K4!? 10. B–Q3 0–0 11. 0–0 P–N3



Position after 11. . . . P–N3

White should handle the position in the first diagram slowly, seeking to exchange off pieces with N–K2 after some preparation. But in the 1954 game White made the error of trying to force the matter and to open up the position: *12. N–Q5?! B–N2 13. P–B4? PxP! 14. BxP P–Q3 15. Q–Q2 N–K3.* It is true that Black has an isolated QP now, but it is offset by the freedom of his minor pieces on the black squares and by the isolation of White's KP. White compounded his previous errors with *16. B–R6? BxB!*, and after *17. QxB BxN 18. KPxB N–B4* he reached the following position.



Position after 18. . . . N–B4

Suddenly White has a bad B facing an excellent Black N. The minor pieces and pawn structure now favor Black because he

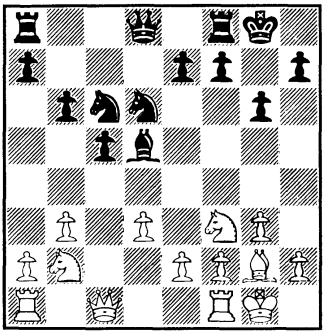
can seize control of the black squares and mobilize his kingside majority. White's pieces appear more aggressively placed, but a superior pawn structure will inevitably change that. The game continued *19. R–B3 P–B4! 20. R–K1 Q–B3 21. R–R3 R–B2 22. P–QN3 P–B5! 23. B–N1 P–R4! 24. Q–R4 QxQ*, and Black won the ending following *25. RxQ QR–KB1 26. K–B2 N–Q2 27. R–K6 R–B3 28. R–K7 R(1)–B2 29. RxR RxR 30. B–Q3 K–N2 31. B–K2 N–K4 32. R–R3 P–KN4 33. R–QB3 P–N5 34. P–QR3 P–R4 35. P–N4 PxP 36. PxP R–B2.*

SCHEVENINGEN MAROCZY

While the Bind in the Dragon formation enjoyed an unsullied reputation until the 1950s, its counterpart in the Scheveningen kept its luster into the 1970s. At the height of its popularity the Bind was thought to be much stronger against a Sicilian formation in which Black has weakened his QP with . . . P–K3. It appeared that Black had fewer chances of counterplay since . . . P–KB4 was more weakening than normal, that . . . KBxN-on-QB3 was hard to achieve since Black's B sat on K2, and that White could stop . . . P–QN4 quite easily.

A simple example of containing the Scheveningen while building up pressure against the QP was Tal–Korchnoi, Leningrad 1973, a game that developed out of a normal Dragon formation:

1. N–KB3 N–KB3 2. P–B4 P–QN3 3. P–KN3 P–B4 4. B–N2 B–N2 5. 0–0 P–N3 6. P–N3 B–N2 7. B–N2 0–0 8. N–B3 N–K5! 9. N–QR4 BxB 10. NxB P–Q4 11. PxP BxP 12. Q–B1 N–QB3 13. P–Q3 N–Q3!



Position after 13. . . . N–Q3!

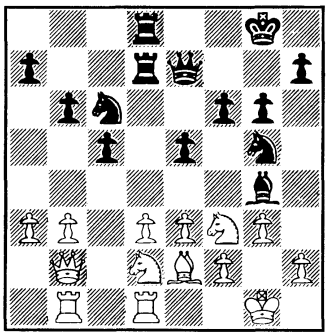
With colors reversed this is a Dragon in which Black threatens to create a Maroczy Bind with . . . P–K4 and . . . N–B4. Here White offered a draw as he played *14. P–K3?*, a highly dubious move which commits White to either advancing his QP or defending it.

In the diagram it doesn't appear that Black is ready to exert power along the Q-file, but he obtained an ideal position in three logical stages:

(1) Establishing the Bind: *14. . . . P–K4! 15. N–B4 P–B3 16. R–Q1 N–B2.* This insured that Black could meet P–Q4 with . . . BPxP and . . . P–K5!, a typical idea that keeps the White QP under attack and gives Black chances against the kingside.

(2) Restraining P–QN4: *17. Q–B3 Q–Q2 18. P–QR3 QR–B1 19. Q–N2 KR–Q1 20. QR–B1 Q–K2! 21. R–N1.* Note that 19. P–QN4 would have been met by 19. . . . PxP and 20. . . . P–QN4!. White is not in sufficient control of the queenside lines to engineer P–QN4 safely.

(3) Taking aim at Q6: *21. . . . R–B2! 22. N(4)–Q2* (22. P–QN4 P–K5!) *B–K3! 23. B–B1 B–B4 24. N–K4 B–N5* (threatening . . . P–B4 and . . . P–K5) *25. N(4)–Q2 N–N4 26. B–K2 R(2)–Q2.*



Position after 26. . . . R(2)–Q2

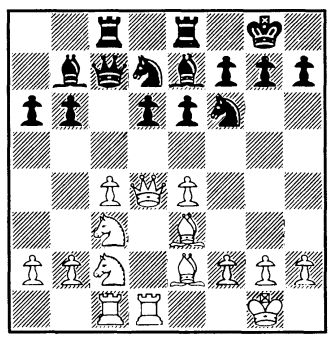
Black has handled the position masterfully. At no time could White have freed his game with P–QN4. Now Black threatens . . . P–K5; e.g., 27. Q–B2 P–K5! 28. PxP RxN. While White eliminated this possibility with *27. R–K1 NxNch 28. NxN*, he had to concede a pawn after *28. . . . B–B4!* (29. P–K4 B–N5) and eventually this cost him the game.

As in the Dragon Black can obtain the amount of freedom he needs with . . . P–QN4 and . . . P–KB4 (*Supplemental Games #10* and *#11*), but the main focus of the Scheveningen Maroczy is on . . . P–Q4. The other pawn breaks are secondary ideas that can be quite useful, but if Black successfully advances his QP, the Bind is broken.

"Successfully" is the key word. It does not necessarily mean that Black exchanges off several pawns after . . . P–Q4 and can recapture material on his Q4 square. Frequently . . . P–Q4 is a temporary sacrifice which gives Black a quick counterattack along the QB-file, the K-file, and the diagonal leading to the White K. This sacrifice can be sound because White usually takes certain protective steps in his own camp. These steps may be seen as weakening only if the pawn center is liquidated. Therefore, after . . . P–Q4 Black can probe the extent of these weaknesses

in the White stronghold. This is shown by Adorjan–Portisch, Wijk aan Zee 1972:

1. P–K4 P–QB4 2. N–KB3 P–K3 3. P–Q4 PxP 4. NxP N–QB3 5. N–N5 P–Q3 6. P–QB4 N–B3 7. N(1)–B3 P–QR3 8. N–R3 B–K2 9. B–K2 0–0 10. 0–0 P–QN3 11. B–K3 B–N2 12. Q–Q2 N–K4 13. Q–Q4?! N(4)–Q2 14. KR–Q1 R–K1 15. N–B2 Q–B2 16. QR–B1 QR–B1



Position after 16. . . . QR–B1

White appears to have contained Black nicely so far. His queen is posted strongly in the center and his bishops are directed against the queenside. But in fact Black has at least equalized. He can bring his queen to QR1 where it threatens the White KP and prepares for . . . P–Q4. Of course, White can always play P–KB3, although this is a weakening move; but it can only be proven to be weakening by counterattack.

This is just what happened after *17. P–B3? P–Q4!*. Black makes a temporary sacrifice of a pawn to open up his two files and give his KB life. After *18. BPxP PxP* White must avoid 19. PxP because then the Black bishop wins with 19. . . . B–B4 20. Q–Q2 RxB! 21. NxR R–K1.

A better defense is *19. NxP NxN 20. PxN* so that on 20. . . . B–B4

White can respond 21. Q–Q2 RxB 22. NxR R–K1 23. P–QN4 or 22. . . . Q–K4 23. RxB. But Black used the bishop differently: *20. . . . B–KB3 21. Q–QN4* (21. Q–Q2 BxNP or 21. Q–KN4 BxNP 22. P–Q6 Q–Q1 23. B–Q4 BxBch 24. NxB RxR 25. RxR N–K4 favors Black's safer pawns and active pieces) *21. . . . Q–K4!.* White could not avoid 22. . . . QxNP (or 22. P–QN3 Q–N7), and he fell apart speedily with *22. P–B4? QxNP 23. B–N4 RxN 24. QxQ RxQ 25. BxN RxB 26. R–B7 B–Q5! 27. K–R1* (27. RxKB R–K8 mate) *R–Q7! 28. R–QN1 P–N3 29. RxB B–B4 30. B–B6 R(6)–K7 31. P–Q6 RxQP 32. B–B3 RxRP 33. P–B5 P–QR4* and White resigned.

SUPPLEMENTAL GAMES

(1) *Passivity is punished by a kingside attack.* Darga–Yanofsky, Winnipeg 1967: 1. P–QB4 N–KB3 2. N–QB3 P–KN3 3. P–K4 P–Q3 4. P–Q4 B–N2 5. P–B3 0–0 6. B–K3 P–N3 7. B–Q3 QN–Q2 (better is 7. . . . P–QR3 followed by . . . P–QB4 and . . . N–QB3 to provoke P–Q5) 8. KN–K2 P–B4 9. 0–0 B–N2 10. Q–Q2 R–K1 11. QR–Q1 Q–B1 12. P–QN3 PxP (an unpleasant decision, but Black has no other constructive plan) 13. NxP N–B4 14. B–N1 N–K3 15. K–R1 N–R4 16. KN–K2! N–B3 17. KR–K1 B–B3 18. P–QR4 N–B4 19. B–QB2 P–QR4 (a concession that . . . P–QN4 is impossible and that P–QN4 by White was to be prevented) 20. N–Q4 Q–N2 21. N–Q5 KN–Q2 22. B–R6 N–K3 23. N–B5!! (so that 23. . . . PxN is met by 24. PxP BxB 25. QxB N(3)–B1 26. NxPch RxN 27. RxR with a winning attack) 23. . . . B–KB1 24. BxB N(2)xB 25. N–R6ch K–N2 26. N–N4 P–B3 27. Q–R6ch K–B2 28. P–B4 N–N2 29. Q–R4 N–R4 30. P–K5! BxN 31. RxB QPxP 32. PxP K–N2 33. P–K6 QR–Q1 34. RxN PxR 35. QxRP Q–B3 36. Q–B7ch K–R1 37. N–R6 N–N3 38. BxN PxB 39. QxNP QxKP 40. N–B7ch Resigns.

(2) *Black permits P–QB5 to cripple his QP.* Krogius–Tringov, Varna 1970: 1. N–KB3 P–KN3 2. P–Q4 B–N2 3. P–KN3 N–KB3

4. B–N2 0–0 5. P–B4 P–B4 6. 0–0 PxP 7. NxP N–B3 8. N–QB3 NxN 9. QxN P–Q3 10. Q–Q3 B–B4 11. P–K4 B–K3 12. B–Q2 P–QR3 13. P–N3 R–N1 14. QR–B1 N–Q2 15. Q–K2! N–K4? 16. KR–Q1 (White has an ideal arrangement of pieces. His threat of P–B5 cannot be easily stopped; e.g., 16. . . . Q–R4 17. N–Q5.) 16. . . . B–N5 17. P–B3 B–Q2 18. B–K3 B–QB3 19. P–B5! Q–R4 20. N–Q5 BxN 21. RxB Q–R6 22. PxP PxP 23. QR–Q1 QR–B1 24. P–B4 N–B3 25. RxP N–N5 26. P–K5! P–QN4 27. R(6)–Q2 KR–K1 28. B–R3 R–B2 29. R–Q8 RxR 30. RxRch B–B1 31. Q–Q2 N–B3 32. R–K8 K–N2 33. P–B5 NxP 34. RxN Resigns.

(3) *A brilliant illustration of White's using his P–QB5 and P–K5 breaks.* Korchnoi–Huebner, Leningrad 1973: 1. P–QB4 N–KB3 2. N–QB3 P–B4 3. N–KB3 P–KN3 4. P–K4! B–N2 5. P–Q4 PxP 6. NxP N–B3 7. N–B2 P–Q3 8. B–K2 N–Q2 9. B–Q2 (to stop . . . BxN) N–B4 10. P–QN4 N–K3 11. R–QB1 0–0 12. N–Q5 N(K)–Q5 13. NxN NxN 14. B–N5 R–K1 15. 0–0 B–K3 16. R–K1 NxBch 17. RxN Q–Q2 18. R–Q2 BxN 19. RxB!? (preparing to keep the position closed until he can play P–QB5 or P–K5 with greatest effect) Q–K3 20. Q–Q3 QR–B1 21. B–K3 P–QR3 22. P–KR3 R–B1 23. P–KN4! (to stop . . . P–KB4) Q–B3 24. B–N5 Q–N7 25. P–QR3 R–B2 26. P–B5! KR–QB1 27. K–N2! B–B1 28. PxP! [Based on the variation 28. . . . RxR 29. P–Q7! R–Q1 30 BxR QxB 31. R–QB5 Q–KB5 32. R–B8 RxP 33. QxR QxKPch 34. K–N3 and White avoids perpetual check. Also won for him is 29. . . . R(8)–B3 30. P–Q8(Q) RxQ 31. RxR K–N2 32. Q–K3! and 33. B–R6.] 28. . . . PxP 29. RxR RxR 30. P–K5! (with the same idea of seizing the eighth rank) R–B7 31. B–Q2! PxP 32. R–Q8 K–N2 33. Q–K3! B–K2 34. Q–R6ch K–B3 35. Q–R4ch K–K3 36. R–K8 RxB 37. QxBch K–Q4 38. R–Q8ch, and Black resigned in face of 38. . . . K–B5 39. Q–B5ch K–N6 40. Q–K3ch.

(4) *The P–K5 plan executed perfectly.* Capablanca–Yates, Bad Kissingen 1928: 1. P–K4 P–QB4 2. N–K2 P–Q3 3. P–Q4 PxP

4. NxP P–KN3 5. P–QB4 B–N2 6. N–QB3 N–KB3 7. B–K2 0–0 8. 0–0 QN–Q2 9. B–K3 N–B4 10. P–B3! B–Q2 11. Q–Q2 R–B1 12. KR–Q1 P–QR3 13. QR–B1 (Both sides have completed their development, but because of the pawn structure Black has run out of ideas whereas White has to decide among several.) 13. . . . N–K3 14. P–QN3 N–R4?! 15. NxN BxN 16. N–R4 (with the thought of 17. B–N6 and 18. P–B5) R–B3 17. P–B4 N–B3 18. B–B3 N–N5 19. P–K5! NxB 20. QxN R–B2 (now with some luck Black can hold his losses to a bad QP) 21. P–QB5! Q–N1 22. KPxP PxP 23. RxP R–K1 24. Q–Q2 P–QN4 25. N–N6! B–KB1 26. N–Q5! (not 26. R–B6? RxR 27. BxR BxPch!) 26. . . . RxP!? 27. N–B6ch K–R1 28. NxR RxRch 29. QxR QxN 30. RxP Q–K2 31. Q–B3ch K–N1 32. Q–K5! P–N5 33. B–K4 Q–Q1 34. P–KR3 BxRP 35. B–Q5! Q–R5 36. Q–B6 B–B4ch 37. K–R2! Resigns.

(5) *An ideal version of . . . P–QN4 tactical play.* Bobekov–Joppen, Amsterdam 1954: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. P–B3 0–0 6. B–K3 QN–Q2 7. Q–Q2 P–B4 8. KN–K2 P–QR3 9. N–N3? (better is 9. 0–0–0 or 9. N–B1 followed by N–N3) 9. . . . PxP 10. BxP N–K4! (Black should not fear 11. BxN PxB which gives his pawn control of Q5 and an opportunity to maneuver his KN to that square) 11. B–K2 Q–R4 12. QR–B1 B–K3 13. P–QN3 KR–B1 14. 0–0 P–QN4! 15. P–B4 (not 15. PxP PxP 16. BxP RxN or 15. P–B5 N–B3!) 15. . . . N–B3! 16. B–K3 PxP 17. P–B5 B–Q2 18. BxP N–K4 (Black has a fine game now that lines are open and his K4 is secure) 19. N–Q5? QxQ 20. BxQ NxB 21. NxPch K–B1 22. NxR NxB 23. KR–Q1 BxN! 24. RxN B–R3 25. RxBch RxR 26. RxP N–N5! White resigns.

(6) *With colors reversed, P–QN4 gives White open lines for bishop and rook. This queenside activity leads to the center.* Schmidt–O'Kelly, Saarbrucken 1950: 1. N–KB3 N–KB3 2. P–B4 P–B4 3. N–B3 N–B3 4. P–KN3 P–Q4 5. PxP NxP 6. B–N2 N–B2

7. 0–0 P–K4 8. P–QR3 B–K2? 9. P–QN4! (the familiar trick of 9. . . . PxP 10. PxP BxP 11. NxP! NxN 12. Q–R4ch) 9. . . . P–B3 10. PxP N–K3? (simply 10. . . . BxP is more efficient) 11. N–KR4! 0–0 12. N–B5 NxP 13. NxBch NxN 14. P–QR4! R–N1 15. N–N5 P–QR3 16. B–QR3 P–QN3 17. P–Q4! PxP 18. NxP B–N2 19. BxN PxB 20. N–K6 QxQ 21. KRxQ KR–B1 22. R–Q7 BxB 23. KxB K–B2 24. NxNP KxN 25. RxNch K–N3 26. QR–Q1 R–N5 27. QR–Q7 RxP 28. P–K4! R–KN1 29. P–KN4! P–R3 30. P–R4 P–KR4 31. P–N5 and Black resigned in face of P–B4–5 mate.

(7) *Exploitation of Simagin's . . . P–KB4.* Milic–Irc, Ljubljana 1955: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–KN3 5. P–QB4 B–N2 6. B–N2 N–B3 7. N–B3 P–Q3 8. B–K2 N–Q2 9. 0–0?! N–B4? (9. . . . BxN!) 10. P–B3 0–0 11. B–K3 P–B4 12. Q–Q2 N–K3 13. PxP! PxP 14. P–B4! (Having missed several chances for . . . BxN, Black now must defend his center pawns against White's pressure along the open files. It is a difficult task without counterplay.) 14. . . . K–R1 15. QR–Q1 P–N3 16. B–B3 B–N2 17. P–QN3 Q–Q2 18. N–N5 N–B4 19. N(2)–Q4! N–Q1 20. BxB N(1)xB 21. N–QB3 QR–B1 22. N–B3 N–Q1 23. B–Q4 R–KN1 24. KR–K1 N(4)–K3 25. BxBch RxB 26. N–Q5 N–B4 27. Q–N2 N(1)–K3 28. N–N5 K–N1 29. NxN NxN 30. Q–K2! R–N3 31. R–Q3! (Black's weakest point is at K2, and in the simplified position he cannot defend it) R–K1 32. R–K3 N–Q5 33. Q–N2 N–B3 34. P–QN4 P–K4 (otherwise the KP falls to P–N5) 35. P–N5 N–R4 36. PxP NxP 37. Q–N3 Q–B1 38. R–QB1 P–B5 39. RxN Q–N5 40. NxBP P–Q4 41. R–Q4 Black resigns.

(8) *A lightning example of P–K3 and P–Q4 in the Dragon formation.* Keres–Smyslov, Leningrad 1947: 1. P–QB4 N–KB3 2. N–QB3 P–B4 3. N–B3 P–K3 4. P–KN3 P–Q4 5. PxP NxP 6. B–N2 N–QB3 7. 0–0 N–B2 (A little overambitious here. Black has lost a move with . . . P–K3 if he intends . . . P–K4.) 8. P–N3 B–K2 9. B–N2 P–K4 10. R–B1 P–B3 11. N–QR4 P–QN3? 12. N–R4!

(Black's problems are becoming apparent. On 12. . . . B–N2 he permits 13. P–QN4!.) 12. . . . B–Q2 13. P–K3! (with a primary threat of Q–R5ch) 0–0 14. P–Q4! KPxP (and here the threat was P–Q5–6) 15. PxP R–B1 16. PxP P–QN4 17. N–QB3 P–B4 18. R–B2! BxN 19. R–Q2! R–B2 20. PxB! (not allowing Black to give up his Q with 20. BxN BxB) 20. . . . N–K3 21. NxP NxP 22. N–Q6 R–K2 23. NxQR QxN 24. B–QR3 N–K5 25. BxN PxB 26. BxR NxB 27. RxB resigns.

(9) *Simagin's P–KB4 and BxN lead to a different kind of attack.* Matulovic–Janosevic, Ljubljana 1959: 1. P–QB4 N–KB3 2. N–QB3 P–B4 3. P–KN3 P–Q4 4. PxP NxP 5. B–N2 N–B2 6. N–B3 N–B3 7. Q–R4 Q–Q2 8. P–Q3 P–K4 9. 0–0 B–K2 10. N–Q2 0–0 (10. . . . N–Q5 avoids some of the upcoming trouble) 11. N–B4 P–B3 12. P–B4 Q–K3 13. P–B5! (a strong idea that secures K4 for a White piece indefinitely) Q–Q2 14. B–K3 R–N1 15. BxN! PxB 16. N–K4 N–R3 17. P–QR3 R–N4 18. Q–B2 Q–B2 19. R–B3 B–Q2 20. P–KN4! B–K1 21. QR–KB1 (White's plan of P–KN5 shows that he can win on either side of the board) Q–Q1 22. Q–B1 R–N2 23. P–N5 B–R4 24. R(3)–B2 K–R1 25. R–N2 R–Q2 26. Q–K1 Q–K1 27. Q–R4 PxP 28. BxNP P–N3 29. P–B6 B–Q1 30. B–R6 KR–B2 31. N(K)–Q6 Q–K3 32. NxRch RxN 33. B–N7ch K–N1 34. Q–K4 B–B2 35. R–N5 P–KR3 36. BxP RxP 37. RxR QxR 38. NxP K–R2 39. RxB BxN 40. B–N5ch Resigns.

(10) *The . . . P–QN4 break in the Scheveningen Maroczy.* Keene–Karpov, Hastings 1971/72: 1. N–KB3 P–QB4 2. P–K4 P–K3 3. P–Q4 PxP 4. NxP N–QB3 5. N–QB3 P–QR3 6. P–KN3 KN–K2 7. N–N3 N–R4! 8. B–N2 KN–B3 9. 0–0 P–Q3 10. NxN QxN 11. N–K2 (to establish a Bind with P–QN3, B–N2, and P–QB4) B–K2 12. P–N3 0–0 13. B–N2 B–Q2 14. P–QB4 KR–Q1 (not yet 14. . . . P–QN4 because of 15. P–B5!) 15. P–QR4 QR–B1 16. B–QB3 Q–B2 17. Q–Q2 P–QN3 18. Q–N2 B–B1 19. P–B4? (White rushes into a kingside attack that permits Black to play

. . . P–QN4 via tactical means. The opened position must favor Black since White's queenside has been grossly compromised by P–QN3 and P–QR4.) 19. . . . P–QN4! 20. RPxP PxP 21. PxP Q–N3ch 22. K–R1 QxP 23. P–QN4 P–Q4! 24. QR–N1 R–N1 25. PxP PxP 26. P–B5? NxP 27. Q–Q2 R–K1 28. N–Q4 Q–B5 29. QR–Q1 QR–B1 (Black's pieces control the board now) 30. B–R1 R–R1 31. R–B1 R–R7 32. Q–N5 Q–R3 33. N–K6!? P–R3! 34. Q–N4 BxN! 35. BxNP Q–K7! 36. QxQ RxQ 37. BxB RxB 38. PxB PxP 39. KR–K1 R(1)–B7 40. RxR RxR White resigns.

(11) *And the . . . P–KB4 idea.* Dely–Suetin, Kecskemet 1972: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–K3 5. N–N5 P–Q3 6. P–QB4 N–B3 7. N(5)–B3 B–K2 8. B–K2 0–0 9. 0–0 P–QN3 10. P–N3 B–N2 11. B–N2 N–Q2! 12. N–R3 N–B4 13. Q–Q2 B–B3! 14. KR–K1 B–K4! (This maneuver is designed to provoke P–KB4, a move that would seriously undermine the White KP, and to provide room for . . . P–KB4, a kingside attacking idea.) 15. B–KB1 P–KB4! 16. PxP RxP 17. N–Q1 Q–R5 18. P–N3 Q–B3 19. B–N2 R–KB1 20. R–N1 BxB 21. RxB N–K4! 22. R–K3 BxB 23. KxB N–N5 24. R–K1 R–R4! and White resigned because of 24. P–R3 Q–B6ch 25. K–N1 RxP or 24. P–R4 Q–B6ch 25. K–N1 N–Q6.

D. The Boleslavsky Hole

The idea that Black can play . . . P–K4 to obtain active piece play—and enough of it to compensate for his backward QP—is considered a relatively new idea in the Open Sicilian-English. Actually it is one of the oldest. Louis Charles Mahe de LaBourdonnais, who died in 1840, tried it in his marathon match with Alexander MacDonnell. In that famous encounter, a predecessor of today's world championships, the French champion played 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–K4 in

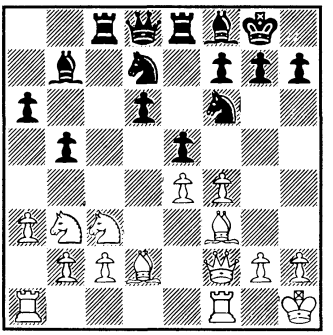
order to bring out his KB with a gain of time. (MacDonnell considerably eased Black's game with 5. NxN?, a typical positional error, and lost a fine brilliancy—*Supplemental Game #1.*)

The modern version of this has been attributed to Louis Paulsen and Isaac Boleslavsky, two masters separated by seventy years of chess theory who appreciated the dynamic qualities of . . . P–K4. Even if Black's KB is locked inside with . . . P–Q3, Black's game threatens to blossom with . . . P–Q4. Unlike the Dragon and Scheveningen formations, Black has a center pawn on the fourth rank here, and he is always preparing to push another one to the fourth. He has a bad QP and concedes a hole on his Q4, but this is not enough to give White an advantage. (We call this the Boleslavsky Hole to distinguish it from the Boleslavsky Wall of Chapter 6.)

In the Sicilian Defense we see this idea in a variety of lines: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 (the Najdorf Variation), 1. P–K4 P–QB4 2. N–KB3 P–QR3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–K4 (the O'Kelly Variation), and 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 N–B3 6. B–K2 P–K4 (the Boleslavsky Variation).

The dynamism inherent in Black's formation can be shown by examples such as this, one of many games of this nature and brevity played between masters shortly after World War II.

Novotelnov–Petrosian, Moscow 1951: *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 0–0 9. P–B4 QN–Q2 10. Q–K1? P–QN4! 11. P–QR3 B–N2 12. B–B3 R–B1 13. K–R1 R–K1 14. Q–B2? B–B1 15. B–Q2*



Position after 15. B–Q2

Black has a perfect position for *15. . . . P–Q4!*. Much earlier he could have been restrained with P–QR4 and by B–KN5xN as we'll see, but once . . . P–Q4 is played here the comparison between Black's coordination and White's aimlessness becomes overwhelming.

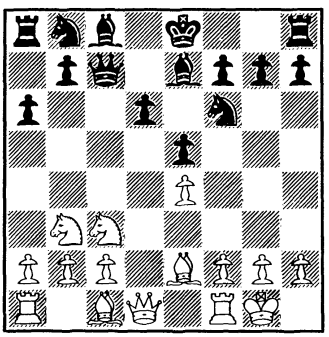
This is clear from either 16. BPxP PxP or 16. KPxP P–K5 after which Black's pieces simply control more squares than White's. White's preference was *16. NxQP*, but this lost at least a pawn (*16. . . . RxP 17. PxP NxN 18. PxN NxP*) and, after *19. N–Q4? N–Q6!*, the game. Another illustration of the pent-up power of . . . P–Q4 can be found in *Supplemental Game #2* at the end of the chapter.

STOPPING . . . P–Q4 BY CONTROL OF Q5

It is no secret then that White's first priority is stopping . . . P–Q4. He can do this mechanically with N–Q5 or by dropping some other piece onto the Q5 square, but this can lead to exchanges that result in White's eventually recapturing with a pawn on his Q5. This pawn would then block the Q-file, correct the Black pawn structure, and give Black a ready-made kingside attack with . . . P–KB4.

If possible it is desirable to recapture on Q5 with a piece, which

means that White must control the square with one more piece than Black. The battle for Q5 begins with four minor pieces each, however. The early skirmishing of the battle requires a subtle appreciation of how to coordinate pieces and pawns to one strategic end. In one modern opening system—*1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 Q–B2*—this is obvious.



Position after 8. . . . Q–B2

9. P–QR4! . . .

This is part of the battle plan because it stops . . . P–QN4, a move that prepares . . . P–Q4 with . . . B–N2 and . . . P–N5. In Boleslavsky's own variation Black plays . . . P–QR4, threatening to disrupt the queenside with further advances. When White responds P–QR4 Black can put his QN on QN5 to promote . . . P–Q4. This is one reason why White's 9. P–QR4 in the diagram can be considered double edged. If Black can bring his QN to QN5 quickly he will have a well-placed piece and probable equality, but right now 9. P–QR4 N–B3 runs into 10. N–Q5! NxN 11. PxN N–N5 12. P–QB3.

9. . . . **P–QN3?**

Black could find a different place for his QB to watch Q4 by playing . . . B–K3. This is the most accurate even though White

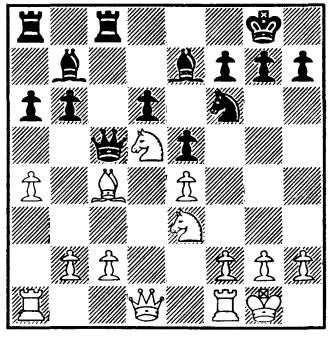
can harass the bishop with P–KB4–5. One of the most heavily analyzed variations in recent years continues 9. . . . B–K3 10. P–B4 0–0 11. P–B5 B–B5 12. P–R5 QN–Q2 13. B–K3 P–QN4! 14. PxP e.p. NxNP, and Black is regarded as close to equality despite his new weakness, the QRP.

10. B–N5! . . .

In the battle of minor pieces it is obvious that a Black knight can control Black's Q4 but a White QB cannot. White prepares to make a favorable exchange—favorable because it secures Q5 control and because Black is left with a bishop on K2 that is hemmed in by its own pawns.

10. . . .	**QN–Q2**
11. N–Q2!	**B–N2**
12. N–B4	. . .

This knight heads for K3 after which all four White pieces will be able to establish Q5 control. Note that on 12. . . . NxP White can play 13. N–Q5! with a winning game for tactical rather than positional reasons. After *12. . . . 0–0* White completed his strategic plan with *13. N–K3 KR–B1 14. B–QB4! Q–B4 15. BxN NxB 16. QN–Q5!.*

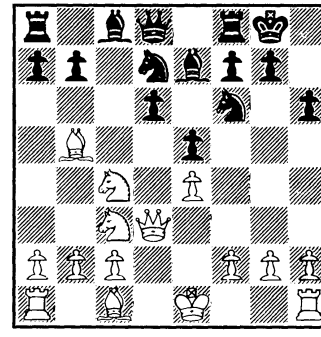


Position 16. QN–Q5!

Black has an awful game whether he leaves himself with a bad-bishop-vs.-good-knight middlegame (16. . . . NxN 17. BxN BxB 18. NxB) or avoids exchanges. In the game Bogdanovic–Buljovcic, Kraljevo 1967, White secured a won game as pieces were traded off: 16. . . . BxN 17. BxB R–R2 18. P–QB3 P–N3 19. P–KN3 B–B1 20. Q–B3 B–N2 21. KR–Q1 P–QN4 22. PxP PxP 23. RxR QxR 24. Q–K2 R–N1 25. N–B2! NxB 26. RxN Q–Q2 27. Q–Q3 R–N3 28. K–N2 P–B4 29. P–B3.

The pawn structure provides the basis for attacking play also because Q5 is a very useful square for pieces directed against the kingside. In the Scheveningen formation we saw how P–KB4–5 by White often forces . . . P–K4. White's kingside attack grew naturally out of center pawn situation. Here is another example:

Torre–O'Kelly, Malaga 1973: *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. B–N5ch N–Q2 4. P–Q4 N–B3 5. N–B3 PxP 6. QxP P–K4!? 7. Q–Q3 P–KR3! 8. N–Q2! B–K2 9. N–B4 0–0*



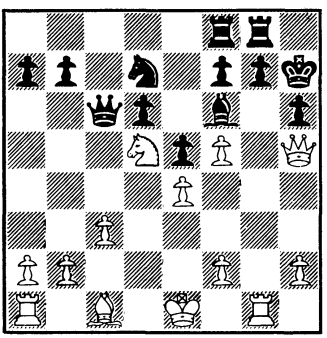
Position after 9. . . . 0–0

Black has taken a move to stop B–KN5, and White has used that tempo to execute a knight maneuver to control Q5. White

cannot win a pawn with 10. NxQP because of 10. . . . N–B4, but *10. BxN!* prevents Black from immediately unraveling his pieces with . . . N–B4 and . . . P–QR3.

Subsequent analysis suggests that 10. . . . BxB! is best although it involves a pawn sacrifice (11. NxQP Q–B2 12. N–B5 BxN 13. PxB P–K5 or 12. N(6)–N5 BxN 13. NxB Q–B3 14. N–B3 B–N5). White could also ignore the sacrifice and play 11. N–K3. However, *10. . . . QxB?* was played, and after *11. N–K3 Q–B3* White began an effortless attack with *12. P–KN4!*. This works tactically because Black cannot survive long with an open KN-file since after 12. . . . NxNP 13. NxN BxN 14. R–KN1 P–KR4 15. P–KR3 B–K3 16. B–R6 B–B3 17. BxP! and 18. Q–N3. It works strategically because the natural response to P–KN4 in Scheveningen positions (. . . P–Q4) is out of the question here.

The attack rolled on: *12. . . . B–K3 13. R–KN1 N–Q2 14. N–B5 BxN 15. NPxB K–R2 16. Q–R3 R–KN1 17. N–Q5 B–B3 18. P–QB3 QR–KB1 19. Q–R5.*



Position after 19. Q–R5

The significance of a favorable pawn structure is obvious here. White only has three developed pieces and an uncastled king. But his pieces count more and he threatens to win with 20. R–N6 followed by 21. RxRPch (e.g., 20. . . . PxR 21. PxPch

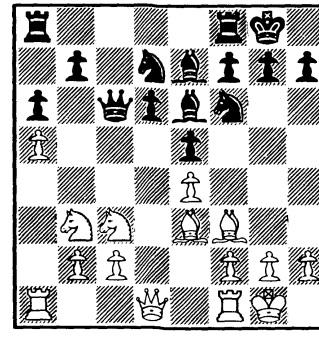
K–R1 22. BxP). The game ended with *19. . . . R–KR1 20. B–K3 Q–R5 21. K–Q2 KR–N1* (or 21. . . . QxKP 22. NxBch NxN 23. RxPch and 24. R–N1ch) *22. R–N6!* and Black resigned.

STOPPING . . . P–Q4 MECHANICALLY

As mentioned earlier the occupation of Q5 by a pawn is not so desirable as with a piece. But in coordination with P–QB4 and P–QN4, a pawn on Q5 can help promote a general queenside advance involving P–QB5. Then White will have a mobile majority and a great advantage in space.

The drastic defeat of Bobby Fischer by Yefim Geller in 1962 (*Supplemental Game #3*) perhaps best illustrates the problems of defense. A more recent example, a 1970 game between Leonid Stein and Isaac Boleslavsky himself, shows the constriction placed on Black's game.

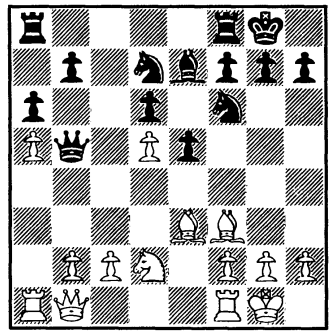
1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 0–0 9. B–K3 Q–B2 10. P–QR4 B–K3 11. P–R5 Q–B3 12. B–B3 QN–Q2



Position after 12. . . . QN–Q2

Black appears to have a fine game. His bishop, for instance, can remain indefinitely on K3 because P–KB4–5 has been de-

layed. If White proceeds routinely with 13. Q–Q2 KR–Q1 14. KR–Q1 P–QN4 Black should equalize easily. But *13. N–Q5! BxN 14. PxB* upsets his plans. Now it is White who has a grand design—preparing for P–QB5 with Q–Q3, P–QB4, and KR–QB1. Black tried to forestall this plan with *14. . . . Q–B5*, but White proceeded forward with *15. N–Q2 Q–N4 16. Q–N1!.*



Position after 16. Q–N1!

Now what? Not only are P–QN4 and P–QB4 part of a positional plan but they also threaten to trap the Black Q. If Black has to provide a retreat such as 16. . . . KR–B1 17. P–QN4 N–B1, it is easy to see White's grand design coming true with 18. P–B4 Q–Q2 19. R–Q1 N–N3 20. P–B5 PxP 21. N–B4 followed by N–N6 or PxP.

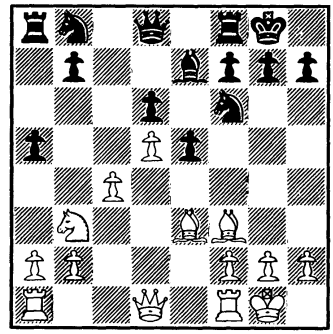
In the actual game Black made a bid for freedom with *16. . . . P–K5*, but this pawn sacrifice was insufficient after *17. P–B4 Q–N5 18. BxP NxB 19. QxN B–B3 20. Q–B2!* (20. . . . QxP 21. QxQ and 22. QR–N1) threatening 21. R–R4. The game was beyond salvation after *20. . . . P–QN3 21. PxP e.p. NxP 22. R–R3!* (intending R–N3 whether or not Black takes the QNP) *N–Q2 23. N–K4 B–K4 24. R–R4 Q–N1 25. P–B4 B–B3 26. NxBch NxN 27. B–Q4.*

Perhaps the chief drawback to N–Q5 in these instances is the

mobile Black kingside that is created. Black's KP is joined by the KBP on the fourth rank and together they build up an aggressive momentum.

Often the middlegame becomes a race between White's grand design on the queenside and Black's on the kingside, but if White is slowed up, Black's game plays itself, as in Pilnik–Geller, Goteborg 1955:

1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP N–B3 5. N–QB3 P–Q3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 0–0 9. B–K3 B–K3 10. B–B3 P–QR4 11. N–Q5 BxN 12. PxB N–N1 13. P–B4

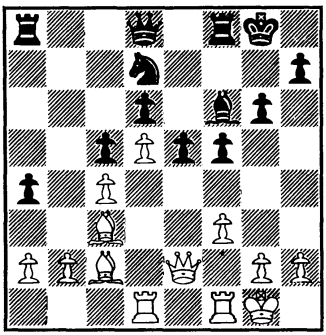


Position after 13. P–B4

White was provoked into 11. N–Q5 by the threat of 10. . . . P–R5 11. N–Q2 P–Q4 or 11. N–B1 Q–R4 followed by . . . P–R6. White rejected 11. P–QR4 because of the outpost this would grant Black's QN on QN4.

In the above diagram we can see that *13. . . . N–R3!* puts White's plan of P–QB5 out of reach. Black can establish solid control of the key square with . . . P–QN3 and . . . N–B4. For this reason White abruptly changed direction and tried to reposition his pieces: *14. B–Q2 P–QN3 15. B–B3 N–B4 16. NxN NPxN 17.*

Q–K1 N–Q2 18. B–Q1 P–R5! (stopping B–R4) 19. B–B2 P–B4! 20. R–Q1 P–N3 21. Q–K2 B–B3 22. P–B3.



Position after 22. P–B3

Black's pawns in the center appear to be static. They control squares but apparently cannot advance without conceding weaknesses; for example, 22. . . . P–B5? would give White K4 for his bad bishop. But Black created a pawn formation that was highly favorable for a kingside attack: *22. . . . P–K5!! 23. BxB QxB 24. PxP P–B5!.*

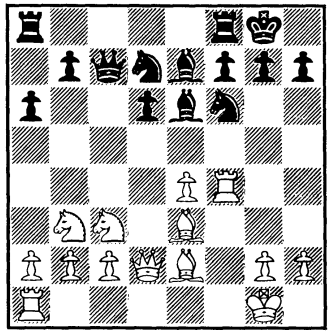
In the final stage Black's N reigns supreme on K4 while his heavy pieces prepare for . . . P–KN4–5–6. White had no perceptible counterplay: *25. R–B2 N–K4 26. QR–KB1 Q–R5 27. B–Q1 R–B2 28. Q–B2 P–N4! 29. Q–B3 QR–KB1 30. P–KR3 P–KR4 31. B–K2 P–N5! 32. RxP RxR 33. RxR RxR 34. P–KN3 N–B6ch 35. K–B2 QxP 36. PxR P–N6ch 37. KxN P–N7ch 38. K–B2 Q–R7* and White resigned.

THE P–KB4 PROBLEM

The final complication to the Boleslavsky Hole comes about when White plays P–KB4 and Black responds . . . KPxBP. This creates two isolated pawns in the center, White's at his K4,

Black's at his Q3. Inherently, White's prospects are superior because of the difference in pawns. Both are easily defended but White's gives him better use of the KB5 square as an outpost. Although Black gets his K4 as an outpost square he gives White another outpost at Q4.

It is not surprising that the best illustration of Black's problems was a 1961 game between Geller and Lev Polugaevsky. Geller plays the position with White or Black as well as anyone in the world, and Polugaevsky has consistently tried to defend the Black position after . . . KPxBP. (He scored one-half point in four games of a 1974 match with Anatoly Karpov in this variation.) The 1961 game began *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 0–0 9. B–K3 Q–B2 10. Q–Q2 B–K3 11. P–B4 PxP 12. RxP QN–Q2.*



Position after 12. . . . QN–Q2

Black didn't have much choice about . . . KPxBP because he was threatened with 12. P–B5 B–B5 13. P–KN4! and a rush of kingside pawns. White's recapture with a rook on KB4 seems unnatural but is more logical than 12. BxP. The bishop does its best work along the KN1–QR7 diagonal, and the rook is needed to control the outpost square at KB5.

The White pieces began to take charge with *13. N–Q4! N–K4*

14. N–B5. Black could exchange minor pieces now or later, but after 14. . . . BxN 15. RxB N–B5 16. BxN QxB 17. B–Q4 the comparison of the remaining minor pieces must favor White. However, without exchanges Black has nothing much to do whereas White brings his heavy pieces to the kingside theater.

This is what happened: *14. . . . QR–B1 15. QR–KB1 KR–K1 16. B–Q4! B–B1 17. B–Q3 KN–Q2 18. R–R4! N–KN3 19. R–R3 N(2)–K4 20. Q–Q1! P–N4 21. Q–R5 P–R3 22. R–N3 K–R2 23. N–Q5 BxN(Q) 24. PxB NxB 25. PxN Q–N2 26. K–R1 R–B7 27. N–K3.* White threatens sacrifices on KR6, KB6, and KN7 when this knight reaches KN4. With *27. . . . R–Q7 28. N–N4 Q–Q2 29. P–KR4!* (better than the immediate 29. QxPch PxQ 30. N–B6ch) *29. . . . Q–K2* (or 29. . . . K–N1 30. NxPch PxN 31. RxNch PxR 32. QxPch and 33. BxB) *30. R–K3! Q–Q2 31. QxPch!* Black could safely resign because he loses a rook after 31. . . . PxQ 32. N–B6ch. He actually played *31. . . . K–N1* and gave up after 32. *RxR* which exposes the Black rook on Q7.

SUPPLEMENTAL GAMES

(1) *An early example with an antipositional NxN on QB6.* MacDonnell–LaBourdonnais, match 1834: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. P–Q4 PxP 4. NxP P–K4 5. NxN?! (with 5. N–N5!, threatening N–Q6ch, White has the edge) NPxN 6. B–QB4 N–B3 7. B–KN5 B–K2 8. Q–K2 P–Q4 (premature because after 9. PxP PxP 10. B–N5ch puts Black's center under early pressure) 9. BxN BxB 10. B–N3 0–0 11. 0–0 P–QR4 12. PxP PxP 13. KR–Q1 P–Q5 14. P–QB4 (better was 14. N–Q2) Q–N3 15. B–B2 B–N2 16. N–Q2 QR–K1 17. N–K4 B–Q1 18. P–B5 Q–QB3 19. P–B3 B–K2 20. QR–B1 P–B4! 21. Q–B4ch K–R1 22. B–R4 Q–KR3! 23. BxR PxN 24. P–B6 PxP 25. R–B2 (on 25. PxB Q–K6ch 26. K–R1 PxPch and . . . R–B7ch wins for Black) 25. . . . Q–K6ch 26. K–R1 B–B1 27. B–Q7 P–B7 28. R–KB1 P–Q6 29. R–QB3 BxB 30. PxB P–K5! (The error of 5. NxN shows up in Black's dynamic

center. Watch it advance.) 31. Q–B8 B–Q1 32. Q–B4 Q–K8! 33. R–B1 P–Q7! 34. Q–B5 R–KN1 35. R–Q1 P–K6 36. Q–B3 QxR! 37. RxQ P–K7!! White resigns.

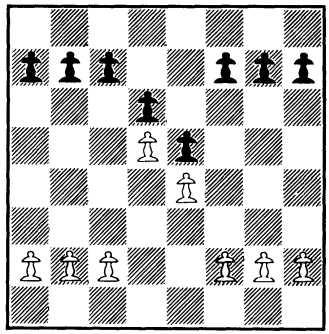
(2) *White's dalliance permits . . . P–Q4 to give Black pieces the lion's share of the board.* Unzicker–Bronstein, Goteborg 1955: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 0–0 9. B–K3 Q–B2 10. P–QR4 P–QN3 11. Q–Q2 (11. B–KN5 is a move slower than in the example cited earlier because White has already played B–K3) B–K3 12. KR–Q1 R–B1 13. Q–K1? (a much better idea is 13. N–B1! with the maneuver N–R2–N4 intended to control Q5) 13. . . . Q–N2! (now Black threatens 14. . . . RxN 15. PxR NxKP as well as 14. . . . P–Q4) 14. R–Q2 QN–Q2 15. P–B3 P–Q4! 16. PxP NxP 17. NxN BxN 18. QR–Q1 N–B3 19. N–B1 P–K5! 20. Q–B2 B–B4 21. BxB PxB 22. Q–K3 R–K1 23. P–KB4 P–B5 24. P–QN3 QR–B1 25. P–R3 B–K3 26. K–R2 Q–B2 27. R–Q6 P–QR4 28. PxP BxBP 29. N–N3 BxB 30. QxB P–K6 31. R(6)–Q4 N–K5 32. Q–B3 N–N4 33. Q–N4 N–K3 34. R–K4 P–R4! 35. Q–B3 N–N4 36. RxRch RxR 37. Q–N3 QxQBP 38. R–Q5 P–K7!? (leads to an exciting finish although 38. . . . QxN 39. RxN Q–N7 was simpler) 39. RxN P–K8(Q) 40. RxPch K–R1 41. Q–N5 QxPch! 42. QxQ R–K7, and White resigned because the Black king escapes perpetual checks at KR3.

(3) *White cripples the Black queenside with the P–QB5 idea.* Geller–Fischer, Curaçao 1962: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 P–QR3 6. B–K2 P–K4 7. N–N3 B–K2 8. 0–0 0–0 9. B–K3 Q–B2?! (This is usually needed only after . . . B–K3 and P–KB4 which threatens P–KB5. Here . . . Q–B2 loses a tempo that might be better spent on . . . B–K3.) 10. P–QR4 B–K3 11. P–R5 QN–Q2 12. N–Q5! (a temporizing move such as 12. P–B3 permits 12. . . . P–QN4! with good play) NxN 13. PxN B–B4 14. P–QB4 B–N3 (Black hurries toward . . .

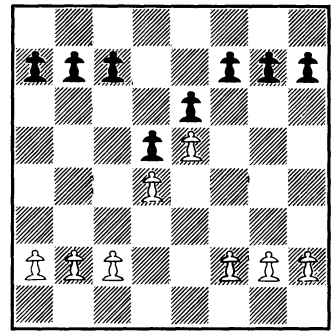
P–KB4, but his best chance was 14. . . . KR–B1 followed by . . . Q–Q1 and . . . B–N4 to exchange his bad KB.) 15. R–B1 N–B4? (Black fears P–QB5 correctly, but he could have preserved better chances with 15. . . . P–B4 16. P–B5 PxP 17. NxP NxN 18. P–QN4 P–B5! 19. BxN B–Q3.) 16. NxN PxN 17. P–QN4! (From here on White threatens to obtain two mobile pawns at QB5 and Q5; e.g., 17. . . . PxP 18. B–N6 and P–B5.) 17. . . . QR–B1 18. Q–N3 B–Q3 19. KR–Q1 Q–K2 20. PxP BxP 21. BxB RxB (Black must maintain some kind of blockade; e.g., 21. . . . QxB? 22. P–Q6.) 22. R–R1 R–Q1 23. R–R4 B–B4 24. R–N4 B–B1 25. R–N6! R–Q3 26. Q–N4 Q–B2 27. RxR QxR 28. R–N1 Q–B2 (White threatened to play Q–N6, breaking the blockade. Positionally, the game has been over since 17. P–QN4.) 29. Q–R4! B–Q2 30. Q–R3 RxRP 31. RxP QxR 32. QxR P–N3 33. P–R3 Q–N8ch 34. K–R2 B–B4 35. Q–B3 Q–K5 36. B–B3 Q–Q5 37. QxQ PxQ 38. P–N4 B–B1 39. P–B5! P–QR4 40. P–B6 K–B1, and Black resigned because after 41. P–Q6 White easily stops Black's pawns or promotes one of his own [41. . . . P–R5 42. P–B7 P–R6 43. B–B6 P–R7 44. P–Q7 BxP 45. BxB P–R8(Q) 46. P–B8(Q)ch or 41. . . . K–K1 42. B–Q1! B–R3 43. P–N5 B–N4 44. P–B7 B–Q2 45. B–R4].

CHAPTER 4:

Chain Reactions



The P–Q5 Chain



The P–K5 Chain

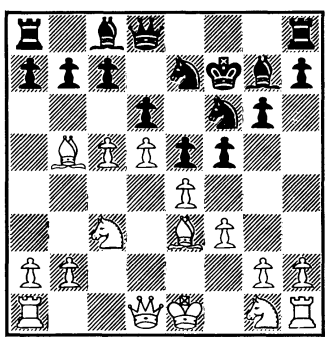
Pawns are born free but are everywhere in chains. In the French Defense, in the Nimzo-Indian and King's Indian defenses, and in assorted Benoni openings pawn chains are familiar parts of the topography. They provide the most sophisticated strategies of closed formations. It is hardly an exaggeration to say that no one can achieve the status of master without acquiring a mastery of chains.

In the period of chess history immediately preceding the rise of Paul Morphy, closed positions with chains were common; however, it is fair to say that pawn chains were really "discovered" by Aron Nimzovich, the polemical Latvian master and analyst. With typical modesty Nimzovich wrote in the 1930s:

"Today . . . everyone knows that all the things I then [before 1913] said about the Pawn-chain are uncontestable truths." And what Nimzovich said has pretty much held up.

Nimzovich described the chain as partly but not only a "cramping problem," and we should take note of this first. A pawn chain can be large (QB3, Q4, K5, KB6 vs. QB5, Q4, K3, KB2) or small (Q4, K5 vs. Q4, K3). But in either case the center is closed, enticing pawn marches on the opposite wings. In the smaller case the White KBP heads to KB5 to attack the "base" of Black's chain at K3. Black attacks the White base at Q4 with . . . P–QB4.

The chain can have a great cramping and constricting impact on the enemy pawns and pieces. A pawn chain headed by a pawn at K5 prevents the enemy KN from developing to its most natural square, for example. Nimzovich spoke of the cramping effect on the enemy pawns, but we are more concerned with the impact on pieces. Consider the following:



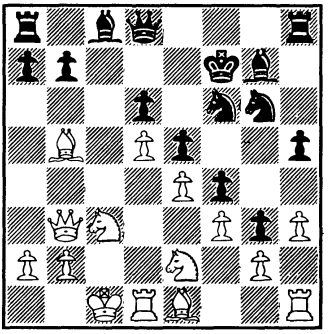
Position after 9. . . . K–B2!

This and the following position occurred in Rivera–Suttles, San Juan 1965, and show the extreme cramping effect of Black's chain on the White kingside. The initial position is reached by *1. P–Q4 P–KN3 2. P–K4 B–N2 3. P–QB4 P–Q3 4. N–QB3 N–QB3 5. B–K3 P–K4 6. P–Q5 QN–K2 7. P–B3 P–KB4 8. P–B5! N–KB3*

9. B–N5ch K–B2!. Both players have logically attacked the base of the enemy chain—White with P–QB5, Black with . . . P–KB4. Black's last move avoids the exchange of his good bishop, whose loss would make his K3 highly vulnerable to enemy pieces.

White now played *10. P–KR3??*, a natural move with the idea of preparing 11. P–KN4, which blocks the kingside, and of stopping 10. . . . PxKP 11. PxKP N–N5. But White lost his chance for P–KN4 because Black immediately responded *10. . . . P–B5! 11. B–B2 P–N4.* To use Nimzovich's phrase, Black transferred his attack on the base from White's K4 to his KB3. If White plays 12. P–KN4 Black captures en passant and bombards the hopelessly weak KBP.

The game proceeded with *12. KN–K2 P–KR4 13. PxP PxP 14. Q–N3 P–N5 15. 0–0–0 P–N6! 16. B–K1* (16. B–N1?? would entomb the White QB and KR for the foreseeable future) *N–N3.*



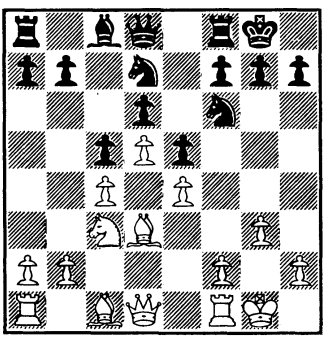
Position after 16. . . . N–N3

Black has decided not to open the kingside but rather to attack the ultimate base, KN2, with pieces instead. After 17. . . . N–R5 White can cover his KN2 with 18. R–N1. But because of the extended position of his kingside pawns and his superior pieces on the kingside, Black has a simple winning plan of preparing to sacrifice his knight for the KNP and KRP. (For an illustration of this idea on the queenside see *Supplemental Game #1.*)

As the game went White chose to defend KN2 with a bishop, hoping that he would be able to free his kingside once he had taken the initiative on the queenside. But it was Black who seized power on that wing: *17. N–KN1? N–R5 18. B–B1 P–R3 19. K–N1 P–N4 20. KN–K2 N–Q2 21. N–B1 N–B4 22. Q–B2 B–Q2 23. P–N4 N–R5 24. N–N3 NxNch 25. BxN Q–N3 26. N–R5 KR–QB1 27. Q–Q2 R–R2 28. B–N2 B–KB3 29. R–B1 RxRch 30. BxR B–Q1 31. K–B2 R–B2ch 32. K–Q1 R–B1 33. N–N3 Q–R2 34. B–Q3 B–N3 35. R–K1 B–B7! 36. B–B1 BxR 37. QxB Q–N8 38. Q–K2 BxP White resigns.*

The inhibiting effect of a chain is especially powerful when the defender has nothing to show on another wing of the chain. If White could use the QB-file in the preceding example then Black's exercise with his KNP would look silly. An equally extreme but also instructive example of this is Korchnoi–Barcza, Sochi 1966:

1. P–QB4 P–K3 2. P–Q4 B–N5ch 3. N–B3 P–QB4 4. P–Q5?! P–Q3 5. P–K4 N–KB3 6. B–Q3 QN–Q2? 7. N–K2 P–K4? 8. 0–0 BxN 9. NxB 0–0 10. P–KN3!



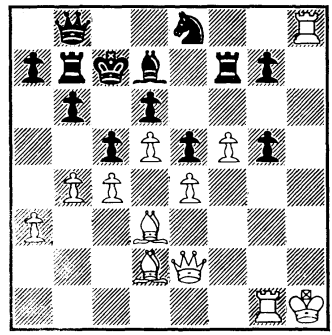
Position after 10. P–KN3!

Black deserves enslavement for his opening play. He could have doubled White's QBPs with . . . BxNch on the 4th, 5th, or 6th moves. After 7. N–K2 White can always recapture with his

knight. After White castles he threatens to embarrass the bishop with N–QR4 and with preparations for P–QN4 (P–QR3, R–QN1). So, Black gives up the bishop and then tries to keep the center closed (7. . . . P–K4). How Black hoped to obtain counterplay, we'll never know.

White has a simple plan. He prepares for P–KB4 and makes sure that he will be able to recapture on his KB4 with a pawn. (10. P–B4? PxP! 11. BxP Q–K2 and . . . N–K4 would ease Black's game considerably.) White can control events on both sides of the board and that explains the following: *10. . . . N–K1 11. K–R1 P–B3 12. P–B4 R–B2 13. Q–K2 N–B1 14. B–Q2 Q–K2 15. QR–K1 R–N1 16. P–QR3 P–QN3 17. R–B2 R–N2 18. N–Q1! Q–Q1 19. N–K3 QR–K2.*

White easily restrained his opponent's . . . P–KB4 and . . . P–QN4, the two pawn breaks that Black needs for counterplay. Meanwhile, he prepares for breaks of his own (P–QN4xP or KBPxP). Black's inability to do anything led White to suddenly transfer the attack to the kingside base: *20. P–B5! R–N2 21. P–KR4 B–Q2 22. P–KN4 P–KR3 23. R–R2 N–R2 24. R–KN1 K–B1* (hoping to reach the queenside before the storm breaks on his KN4) *25. N–N2! Q–N1 26. P–N4 K–K2 27. N–K1 K–Q1 28. N–B3! K–B1 29. P–N5 BPxP 30. PxP NxP 31. NxN PxN 32. R–R8! K–B2.*



Position after 32. . . . K–B2

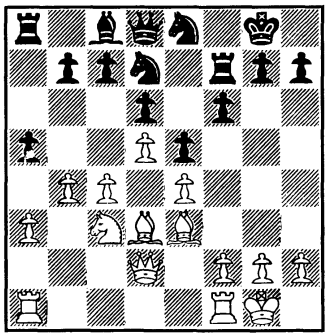
Black's chances are nil because of White's total control of the kingside lines. There is nothing to be done about BxP and Q–R5. Black resigned after *33. BxP N–B3 34. RxQ RxR 35. R–N2.*

THE P–Q5 CHAIN

Technically there is no difference between the dynamics of a pawn chain with links on Q5 and K4 and a chain with links at K5 and Q4, but any experienced player knows they are of quite distinct characters. The P–Q5 chain involves White in strategic play on the queenside most of the time. The P–K5 chain, considered in the next chapter, is an attacking formation. White is almost forced into kingside aggression in that situation.

Besides driving a cramping wedge into the opponent's camp, the effect of the attack on the base of the enemy pawn chain is to provide opportunities to open up files at least halfway. The advantages of this are demonstrated by Botvinnik–Kholmov, Moscow 1947:

1. P–QB4 N–KB3 2. N–QB3 P–K3 3. P–Q4 B–N5 4. P–K3 0–0 5. B–Q3 P–Q3 6. N–K2 P–K4 7. 0–0 N–B3 8. P–Q5 N–N1 9. P–QR3 BxN?! 10. NxB P–QR4 11. P–K4 N–K1 12. B–K3 P–KB3? 13. Q–Q2 R–B2 14. P–QN4 N–Q2

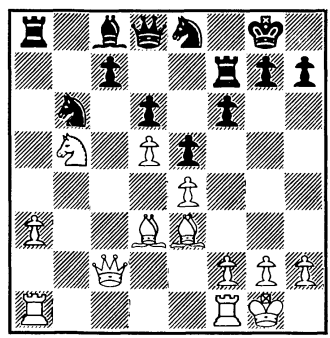


Position after 14. . . . N–Q2

Black has made at least one minor and one major error in the opening. He gave up his KB without compensation—and unlike the Korchnoi–Barcza game just cited, it is not a "bad" bishop. Worse, Black adopted a passive, defensive attitude on the kingside rather than the dynamic 12. . . . P–KN3 followed by . . . N–N2 and . . . P–KB4.

With *15. P–B5* White carries forward a threat of 16. P–B6!; e.g., 16. . . . NPxP 17. QPxP N–N3 18. N–N5 or 16. . . . N–B1 17. BPxP BxP 18. KR–B1 with pressure against Black's newly revealed queenside weaknesses. Black offered to close up that side of the board with *15. . . . P–QN3* hoping for 16. P–B6?.

But White cannot forfeit such an opportunity to open up "his" side of the chain. He continued *16. PxNP!*. Open lines are more important than constriction because constriction alone cannot win a game. Whether Black plays 16. . . . BPxP 17. N–N5 and defends the QB-file or, as in the game, plays *16. . . . NxP*, the initiative is solidly on White's side. The game continued *17. PxP! RxP 18. N–N5 R–R1 19. Q–B2.*



Position after 19. Q–B2

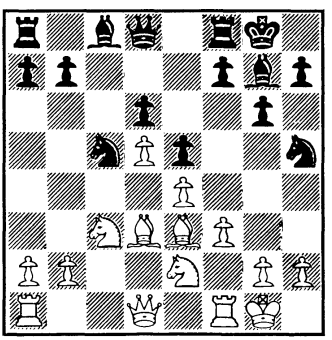
White threatens to make a decisive breakthrough with P–QR4–5 or KR–B1 followed by NxBP!. This was enough to elicit *19. . . . N–R5* from Black after which White made steady progress with *20. KR–N1 P–N3 21. N–R7! P–QB4 22. NxB QxN*

23. B–QN5. Even with his QBP "repaired" Black must lose material because of White's use of open lines to exploit the position of the stranded N on QR5. The game ended abruptly with *23. . . . KR–R2 24. B–B6 P–B4 25. P–B3 P–KB5* (a bit late) *26. B–B2 P–N4 27. R–N3 P–N5 28. PxP QxP 29. BxR RxB 30. QR–N1 Resigns* because R–N8 will win a piece.

Another point may be obvious but is often overlooked: There is no essential difference between White's playing P–QB5xQP and Black's playing . . . P–QB3xQP. In both cases the QB-file is opened and the rest of the chain is left intact.

What this means to Black is that he must be in a position to contest the QB-file and other queenside lines in order to consider . . . P–QB3. Otherwise he will have done White a favor by dispensing with White's need for P–QB5xQP. This idea crops up in many modern opening positions such as the one following:

1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. P–B3 0–0 6. B–K3 P–K4 7. P–Q5 P–B3 8. B–Q3 PxP 9. BPxP QN–Q2 10. KN–K2 N–B4 11. 0–0 N–R4



Position after 11. . . . N–R4

Black's play is not without logic. He prepares . . . P–KB4 and obtains room on the queenside to anticipate White's expected

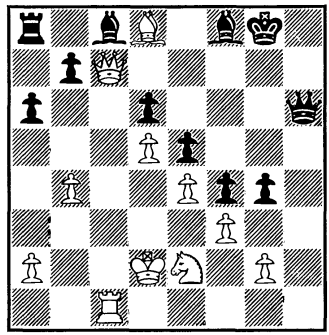
attack. But Black might have taken greater measures of anticipation such as 11. . . . P–QR4 or 11. . . . B–Q2 and 12. . . . R–B1. In the diagram White can obtain an initiative with *12. P–QN4!* long before Black's kingside play appears.

After *12. . . . NxB 13. QxN P–B4 14. QR–B1 R–B2 15. R–QB2!*, it is clear that White is making progress. Black can reduce the momentum of White's play with 15. . . . R–B2 16. KR–B1 B–Q2; e.g., 17. N–N5 RxR 18. RxR BxN 19. QxB Q–K2 (20. Q–R5 PxP 21. PxP Q–R5). White still has the upper hand, but Black is much more secure on both sides of the chain.

In Bagirov–Bednarski from the 1962 world student team championship Black rejected queenside defense with 15. . . . R–B2. He also rejected kingside liquidation with 15. . . . N–B5 16. NxN PxN 17. B–Q4! PxP 18. NxP. He choose instead to begin the familiar kingside pawn march against the distant base, but with the queenside already semiopen his play was doomed: *15. . . . P–B5? 16. B–B2 P–KN4 17. P–KR3 N–B3 18. KR–B1 N–K1.*

The next stage of the game illustrated another point about chains. The target on the kingside is White's K. This object of attack can simply get out of the way of Black pieces by moving K–B1–K1–Q2. But Black's queenside pawns lack the mobility of the White K. The inevitable penetration came with *19. N–N5 P–QR3 20. N–B7! RxN 21. RxR NxR 22. B–N6 Q–B1 23. BxN*, and White evacuated his K with *23. . . . B–Q2 24. Q–R3! B–KB3* (to protect the QP from Q–R5–N6) *25. Q–R5 B–K2 26. Q–N6 B–QB1 27. K–B1! P–KR4 28. K–K1 P–N5 29. RPxP PxP 30. K–Q2.*

After *30. . . . Q–R3 31. B–Q8! B–B1 32. Q–B7* Black faced this position:



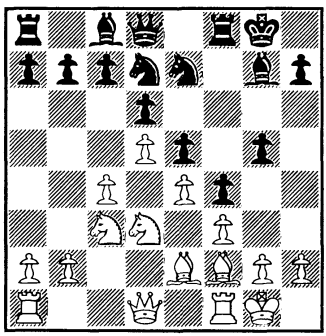
Position after 32. Q–B7

And he realized his attack was hopeless after *32. . . . Q–R7 33. B–K7* because 33. . . . QxP 34. BxB PxP loses the Q to 35. R–KN1. Black had to transpose into a lost endgame that came about after *33. . . . Q–R2 34. BxB QxQ 35. RxQ KxB 36. PxP BxP 37. RxP R–B1 38. N–B3 R–B5 39. R–N6 K–K2 40. P–R3 P–B6 41. PxP.* Black resigned because of variations such as 41. . . . BxP 42. K–Q3 R–Q5ch 43. K–K3 R–B5 44. R–B6!—the triumph of the open file Black lost control of.

This and *Supplemental Game #2* show how careful Black must be about the open queenside lines. The kingside is the opposite side of the coin. Black's problem is not whether to play . . . P–KB4 but whether to continue . . . PxP or . . . P–B5. An open KB-file greatly eases the natural crampedness of Black's game—the P–Q5 chain simply gives White a greater share of the board. But . . . P–B5 and . . . P–KN4–5 transfer the attack to a point that is more difficult to defend than White's K4.

Historically the most important game on this theme was Taimanov–Najdorf from the 1953 Candidates tournament: *1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. N–B3 0–0 6. B–K2 P–K4 7. 0–0 N–B3 8. P–Q5 N–K2 9. N–K1 N–Q2 10. B–K3 P–KB4 11. P–B3.* At the time it was played White's queenside play was rated more than Black's mating

attack. But after this game, Bent Larsen remarked much later, "White was mated too many times, so everyone started to play 11. PxP." We'll consider the PxP plan shortly. But to certify the strength of Black's attack, see what happens after *11. . . . P–B5! 12. B–B2 P–KN4 13. N–Q3.*

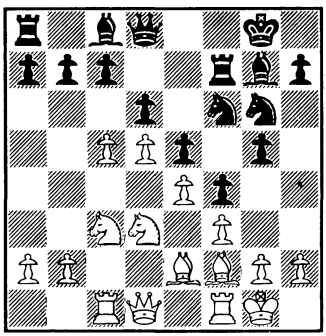


Position after 13. N–Q3

Black's N has served its function on Q2, that of delaying P–QB5, as long as it could. If Black tries to delay the White plan further with 13. . . . P–QN3 he encourages P–QN4, which may open the queenside even more after the inevitable P–B5.

It should be noted that an immediate attack with Black's *pieces* rather than his pawns is faster but less accurate. Two years after this game David Bronstein tried 13. . . . R–B3?! 14. P–B5 R–R3 but noticed after 15. PxP PxP 16. N–N5 that White is ready to play 17. R–B1 with thoughts of N–B7 or RxB already. Bronstein prevented N–B7 with 16. . . . N–B1 17. B–K1 P–QR3, but White found that opening the queenside was easy after 18. N–R3 (intending N–B4–N6) P–QN4 19. N–QB2 N–Q2 20. P–QR4! PxP 21. RxP N–KB3 22. N–B2 B–Q2 23. B–R5. Black resigned shortly after 23. . . . Q–K1 24. R–N4 Q–R4 25. P–R3 Q–B2 26. N–R3 N–R4 27. R–N7 B–QB1 28. R–B7 because of the penetration of White's pieces.

In the original 1953 game Black continued from the diagram: *13. . . . N–KB3! 14. P–B5 N–N3 15. R–B1 R–B2!* to counter the N–N5–B7 threat.



Position after 15. . . . R–B2!

Another game from the same tournament saw White try 16. Q–N3 unsuccessfully (16. . . . P–N5! 17. PxNP NxNP 18. BxN BxB 19. QxP P–B6! 20. B–K3 N–B5 21. BxN PxB 22. NPxP B–R6 with a quick mate). Instead, Taimanov chose *16. R–B2* as in the Bagirov–Bednarski game, but Black has made much more progress in this game since it was White, not Black, who took time to open the QB-file. Black's pieces now swept over the kingside with a pawn sacrifice: *16. . . . B–B1 17. PxP PxP 18. Q–Q2 P–N5 19. KR–B1 P–N6! 20. PxP PxP 21. BxNP N–R4 22. B–R2 B–K2.* Black's attack with . . . B–KN4, . . . N–R5, and . . . R–KN2 is decisive since the White K cannot escape to the closed center without making great concessions. White tried *23. N–N1*, hoping for some relief through 24. RxB RxR 25. RxR QxR 26. Q–N4, but Black just played *23. . . . B–Q2.*

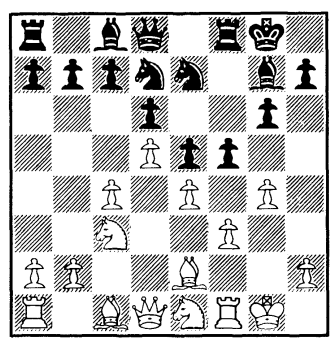
The game ended with *24. Q–K1 B–KN4 25. N–Q2 B–K6ch 26. K–R1 Q–N4 27. B–B1 QR–KB1 28. R–Q1 P–N4 29. P–QR4 P–QR3 30. PxP PxP 31. R–B7 R–N2 32. N–N3 N–R5 33. R–B2 B–R6! 34. Q–K2 NxNP! 35. BxN BxBch 36. QxB Q–R5 37. QxRch*

(Black plays 37. . . . N–N6ch if the Q moves away) *KxQ 38. R–N2ch K–R1 39. N–K1 N–B5 40. R–N3 B–B7 41. R–N4 Q–R6 42. N–Q2 P–KR4* and White resigned.

COUNTERSTRATEGIES: P–KN4 AND . . . P–QB4

On the opposite wings of the chain a player on the defensive can take the steam out of his opponent's march with certain flanking thrusts. On the White kingside the challenging idea of P–KN4 serves this purpose. On the face of it P–KN4 seems suicidal, but it prevents . . . P–KN5 and takes vital squares away from Black. If P–KN4 can be played safely, the Black kingside march is stopped.

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The 11. P–KN4 idea was introduced by Pal Benkö in 1958, but, oddly enough, it was considered unsound because of *11. . . . P–KR4 12. P–N5* (12. PxRP?? P–B5 turns control of an open kingside over to Black again) *P–R5* which isolates White's KNP. A good sense of chess values tells us that the several moves Black will have to invest in order to win the KNP are wasteful because of the relentlessness of White's unchecked queenside attack.

But it was not until the 1965 Larsen–Tal match that this was verified by *13. N–Q3 P–B5 14. K–R1 K–B2 15. P–B5!.* Now on 15. . . . NxP 16. NxN PxN White has all the action with 17. Q–N3 K–K1 18. R–Q1 threatening P–Q6 or N–N5. The game continued *15. . . . R–R1 16. Q–N3 P–N3* (otherwise 17. P–B6!) *17. PxQP! PxP 18. Q–R3 N–QB4 19. NxN NPxN.* Black can still try to win the KNP with . . . R–R4, but White would finish off the game on the queenside anyway.

The conclusion was *20. P–N4! PxP 21. QxNP B–R6 22. R–KN1 R–QN1 23. N–N5 N–B1 24. B–R3 B–B1 25. Q–B4 B–K2 26. Q–B7! QxQ 27. NxQ R–R4 28. B–KB1 BxB 29. KRxB! RxP 30. N–K6 R–R4 31. QR–B1 K–B3 32. R–B7 R–KR1 33. R(1)–B1 P–N4 34. P–R3 R–N1 35. R(7)–B6 K–B2 36. K–N2 K–B3 37. K–B1 R–KR1 38. K–K2 R–N1 39. K–Q3 R–KR1 40. R–B7 N–N3 41. R(1)–B6 KR–QB1* and Black resigned because of 42. BxP.

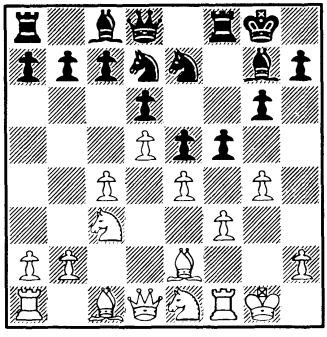
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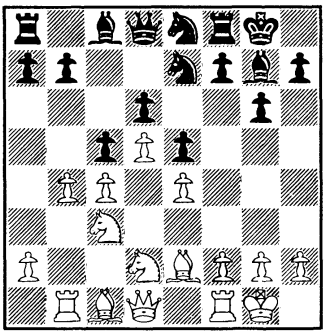
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The natural replacement is P–QN4, intending to open up the QN-file. Black's choices are revealed in this sample position:

1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. N–B3 0–0 6. B–K2 P–K4 7. 0–0 N–B3 8. P–Q5 N–K2 9. N–Q2 P–B4 10. R–N1! N–K1 11. P–QN4

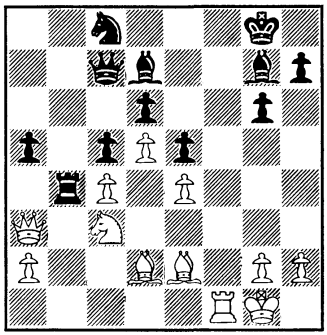


Position after 11. P–QN4

Black must decide among three formations. After 11. . . . PxP White will recapture and prepare for P–QB5. Black's N on K1 is better suited for something different, such as playing 11. . . . P–N3 12. PxP QPxP. The N can then go to Q3 as a blockade, but White can still drum up play with P–QR4–5.

There is another possibility, *11. . . . P–N3 12. PxP NPxP*, and it is illustrated by Commons–Zuckerman, Chicago 1974. Black tried to compete along the open file and leave the kingside temporarily untouched. This turned out badly because White with his superior terrain can shift his pieces back and forth between the two wings much more easily than Black on the cramped side of the chain.

The game proceeded: *13. Q–R4 P–B4 14. N–N3* (threatening N–R5–B6!) *P–QR4 15. P–B3 N–KB3 16. B–Q2 B–Q2 17. Q–R3 Q–B2 18. N–B1 KR–N1 19. RxRch RxR 20. N–Q3 R–N5 21. N–B2* (21. NxR? BPxN wins material) *PxP?! 22. N(2)xP NxN 23. PxN N–B1.*



Position after 23. . . . N–B1

Black managed to plug up the queenside's only open line with a rook, but this is temporary since Black's R must give ground after N–Q1. White took advantage of the deserted kingside with *24. N–Q1! R–R5 25. Q–KB3! Q–Q1 26. N–B3 R–N5 27. N–N5! R–N7 28. Q–B7ch K–R1 29. BxP!.* Black will be mated after 29. . . . QxB 30. QxB, so he held on for another 15 moves with *29. . . . Q–K1 30. N–B7 QxQ.* Black loses a pawn and that is enough to decide the endgame after *31. RxQ RxB 32. RxQB B–B3 33. R–B7 B–K2 34. N–K6! P–R4 35. B–Q8.*

WHITE FIGHTS ON THE KINGSIDE: KPxBP

"The attacking party must never forget that he on his side has a base to defend," Nimzovich reminded his readers. Besides the radical P–KN4 or . . . P–QB4 ideas, there is another counterstrategy of surrendering the base of the chain in order to obtain freedom or to attack enemy weaknesses that have so far been concealed.

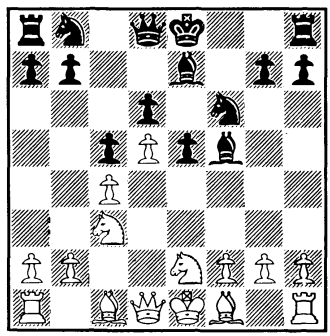
The most common example of this occurs in the P–Q5 chain when White meets . . . P–KB4 at some point with KPxBP. Three reactions stand out: (1) Black recaptures on his KB4 with a piece, conceding White an outpost on his K4; (2) Black recaptures with a pawn on KB4 and White tries to fix the enemy center

with P–KB4; and (3) Black recaptures with a pawn and White attacks the new enemy KBP with N–KN3, B–Q3, and even P–KN4.

"As every Russian schoolboy knows," Mikhail Botvinnik used to say, "one always captures with a pawn [on KB4] in such positions." True, Black can use the vacant KB4 square for a minor piece outpost, but White's outpost is generally more influential on the course of events. And if White can seize control of Black's outpost square as well as his own, the game is strategically decided.

This sounds like an overstatement but is borne out by examples such as Toth–Gasztonyi, played in 1967 in Hungary:

1. P–Q4 P–QB4 2. P–Q5 P–K4 3. P–QB4 P–Q3 4. P–K4 P–B4? 5. PxP BxP 6. N–K2 N–KB3 7. QN–B3 B–K2

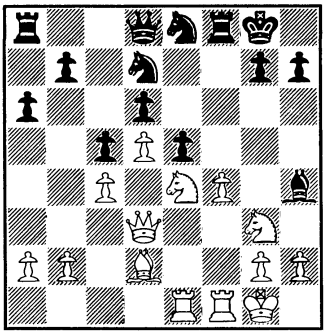


Position after 7. . . . B–K2

The battle is joined over White's K4 and KB5 squares. Black seems to have temporary mastery over at least one of them, but it is only temporary: *8. N–N3 B–N3 9. B–Q3! BxB 10. QxB 0–0 11. 0–0 QN–Q2 12. QN–K4.*

To compete for control of the two outposts Black has exchanged his good bishop, the one not blocked by his own pawns. Because of this his K3 is threatened by N–N5–K6 and his KB4 is weak.

The threats force Black into a dispersal of strength which invites White to open the game further: *12. . . . N–K1 13. B–Q2 B–R5 14. QR–K1 P–QR3 15. P–B4.*

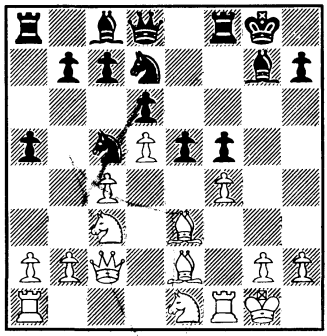


Position after 15. P–B4

Black has too many weaknesses (Q3 and KN4 as well as K3 and KB4), and he soon acquires one more: *15. . . . Q–K2 16. N–N5! BxN 17. PxB P–KN3* (gaining KB4 but surrendering KB3) *18. RxRch NxR 19. N–K4 N–Q2 20. R–KB1 P–QN4 21. P–QN3 P–N5 22. P–KR4 N–N2 23. N–B6ch K–R1 24. Q–R3! N–B4 25. P–R5 N–B1* (25. . . . NxN 26. PxN and 27. P–N4) *26. PxP N–Q5 27. NxP NxN 28. R–B7* Resigns. (See also *Supplemental Game* #5.)

Recapturing with a pawn makes more strategic sense and keeps dynamic possibilities open for Black. But P–KB4! offers up a dilemma to him. He must eventually decide between . . . P–K5, which fixes his center pawns and concedes Q5 to White, and allowing an exchange of pawns that isolates Black's KBP.

The choice is excellently illustrated by this pair of examples from "Pawns at Play," a booklet by Sokolsky. It comes about through *1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. N–B3 0–0 6. B–K2 P–K4 7. 0–0 QN–Q2 8. P–Q5 N–B4 9. Q–B2 P–QR4 10. N–K1 KN–Q2 11. B–K3 P–B4 12. PxP!? PxP 13. P–B4.*



Position after 13. P–B4

When this position occurred in a 1950 Soviet championship game (Flohr–Suetin) Black kept his pawns united with *13. . . . P–K5?*, but within 5 moves White had transformed an equal position into a substantial advantage by occupying his center outposts: *14. Q–Q2! N–B3 15. N–B2 Q–K1 16. N–N5 Q–B2 17. B–Q4! N–K1 18. N–K3!.*

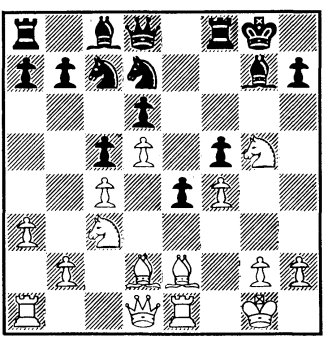
These occupied squares make possible a direct attack on the Black K with pieces (R–QB1–B3–KN3) or by pawns with P–KN4 (which also undermines the enemy KP). Because of the new center situation it is White who looks optimistically toward the kingside. After *18. . . . K–R1 19. QR–B1 B–Q2 20. R–QB3! QR–Q1 21. K–R1 N–R3 22. N–B2 BxB 23. QNxB N–B3 24. R–KN3 R–KN1* (24. . . . P–N3 25. N–K3 N–K1 26. N(4)xP BxN 27. Q–Q4ch Q–B3 28. NxB) *25. RxRch RxR 26. N–K3!*, and the Black pawns began to fall. Black cannot fight a two-front war. Take note of White's magnificent knights.

Going back to the position after 13. P–B4, we can see that *13. . . . PxP!* was correct despite the isolation of Black's KBP. This works because after *14. BxP N–K5!* Black has excellent piece play: *15. NxN PxN 16. P–KN3* (16. QxP BxP 17. R–N1 N–B4! also favors Black. White wants to blockade with N–N2–K3.) *16. . . . Q–B3! 17. R–N1 Q–Q5ch 18. K–R1 N–B4 19. P–N3 B–R6!*

20. QR–Q1 Q–B6! 21. QxQ BxQ 22. N–N2 P–R5 23. R–B1 B–N2 24. P–QN4 N–Q6! 25. BxN PxB 26. P–B5 B–N7! 27. QR–Q1 B–N5 28. RxP B–K7. This occurred in Filip–Matanovic, Munich 1958, and Black won easily.

There are times when . . . P–K5 is superior and also times when . . . KPxBP is not enough for equality. An example of the former was the remarkable strategy of Bronstein–Petrosian, Amsterdam 1956:

1. P–QB4 P–KN3 2. N–QB3 B–N2 3. N–B3 P–Q3 4. P–Q4 N–KB3 5. P–K4 0–0 6. B–K2 P–K4 7. 0–0 QN–Q2 8. R–K1 P–B3 9. P–Q5 P–B4 10. P–QR3 N–K1 11. B–N5 P–B3 12. B–Q2 P–B4 13. N–KN5 N–B2 14. PxP PxP 15. P–B4 P–K5



Position after 15. . . . P–K5

When he is ready White can choose which of his NPs to advance to the fourth rank. (A fine example of the P–KN4 strategy with colors reversed is given as *Supplemental Game #6.*) But White has to defuse Black's irritating plan of 16. . . . B–Q5ch 17. K–R1 P–KR3 18. N–R3 N–B3 followed by . . . Q–K1–N3 and attacking play on the KN-file.

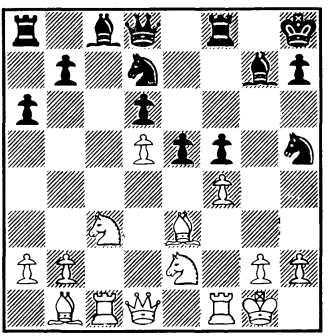
To handle this apparently slight threat White played *16. B–K3,*

permitting *16. . . . P–KR3 17. N–R3 BxN!.* Black need no longer fear P–QN4, and he won't have trouble from White's two bishops. With a pawn on his QB3 White will find it impossible to seize control of the long diagonal leading to KR8.

Black built up a squadron of kingside pieces to restrain White's P–KN4 plan and to insure counterplay against White's K. This resulted in a draw after *18. PxB N–B3 19. P–QR4 K–R1! 20. N–B2 R–KN1 21. K–R1 Q–K1 22. R–KN1 Q–N3 23. Q–Q2 B–Q2 24. P–N3 QR–K1 25. P–R5 R–K2 26. QR–N1 B–B1 27. R–KN2 R(2)–N2 28. QR–N1 QN–K1 29. P–R3 P–KR4.* White cannot play P–KN4 without risking mate.

And, to emphasize the problems facing Black after . . . KPxBP, there is the Polugaevsky–Geller game of Portoroz 1973:

1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. P–B3 0–0 6. B–K3 P–K4 7. P–Q5 P–B3 8. B–Q3 PxP 9. BPxP N–R4 10. KN–K2 P–B4 11. PxP! PxP! 12. 0–0 K–R1 13. P–B4 N–Q2 14. R–B1 P–QR3 15. B–N1!

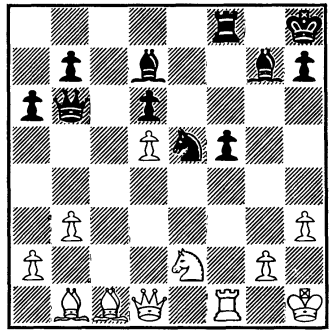


Position after 15. B–N1!

Here the center has been simplified with an open QB-file. On 15. . . . P–K5?? White can continue as in a previous example by placing a bishop on Q4, exchanging it off, and then occupying

Q4 and K3 with knights. Black correctly chose *15. . . . PxP 16. NxP NxN 17. BxN N–K4*, but his problems weren't over.

Whenever a player sacrifices pawn health for piece activity he must remember that a loss of the initiative or a badly placed piece can sink his game. Once Black's pieces have been neutralized his KBP is dead. White gained the upper hand now with *18. K–R1 B–Q2 19. P–QN3 R–B1?* (better to use the K-file with 19. . . . Q–K2 followed by . . . QR–K1 and . . . N–N5 or . . . N–N3) *20. N–K2! RxR 21. BxR Q–N3 22. P–KR3.*



Position after 22. P–KR3

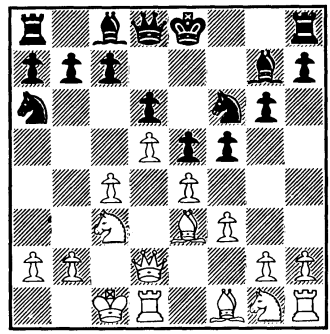
Now we see that Black's weaknesses at K3 and KB4 are more vulnerable than before because Black counterchances have disappeared on the kingside. Following *22. . . . N–N3 23. N–N3!* Black realized that he could not hold onto the KBP because of 23. . . . P–B5 24. BxN PxN 25. RxRch BxR 26. B–N2ch and 27. Q–R5 winning. So he made a sacrifice with *23. . . . B–N4* and resigned after *24. RxP RxR 25. NxR B–K4 26. B–K3 Q–B2 27. B–Q4 B–Q2 28. N–K3 Q–R4 29. N–B4 Q–B2 30. BxN PxB 31. BxBch PxB 32. Q–K2 Q–B4 33. QxPch K–R1 34. P–Q6 Q–B3 35. K–R2.*

The third strategic plan arising from KPxBP is the attack of Black's new KBP with B–Q3 and N–KN3 or P–KN4. White

usually puts his own KBP on the third rank to discourage . . . P–K5, but he wants to encourage . . . P–KB5 which concedes the outpost square K4.

A game that explains this strategy better than words is Spassky–Tal from the 1956 Soviet championship:

1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. P–B3 P–K4 6. P–Q5 N–R4 7. B–K3 P–KB4 8. Q–Q2 N–R3 9. 0–0–0 N–B3



Position after 9. . . . N–B3

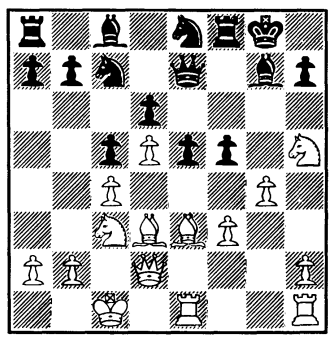
Black might have tried 9. . . . P–B5 10. B–B2 B–B3 with the idea of eliminating his bad bishop with 11. . . . B–R5 (12. P–KN3 is bad since it would weaken White's kingside pawns). But White could avoid the exchange with 11. KN–K2 B–R5 12. B–N1! and then proceed with his traditional queenside attack. He doesn't have to worry about getting mated on the kingside, and his king is actually safer on a semiopen queenside because he controls the lines there.

In the diagram White began his middlegame plan with *10. PxP PxP* (10. . . . BxP? favors White as usual after 11. KN–K2, 12. N–N3, and 13. B–Q3) *11. B–Q3 0–0 12. KN–K2 Q–K2 13. QR–K1!*.

"Already in these few moves Black has suffered a strategic defeat," Simagin noted. Black's KBP is vulnerable and . . . P–B5

is not only a positional error but a tactical one (14. N–N3 P–B5? 15. BxBP). For a case in which Black was permitted to play . . . P–KB5 see *Supplemental Game* #7. Note also that Black hasn't enough control of the center play to use the finesse of the Pilnik–Geller game cited on page 134—that of . . . P–K5/BPxP/ . . . P–B5.

Black's *13. . . . P–B4?* ignores the clear signs that White has rejected a P–QB5 plan in favor of a kingside strategy involving the Black KBP. Black was in bad shape after *14. N–N3 N–K1 15. N–R5! QN–B2 16. P–KN4!*.



Position after 16. P–KN4!

This decides the game because of the vulnerability of Black's K and his center. Again, 16. . . . P–B5 cannot be played (17. BxKBP) and neither can Black open up the KN-file (16. . . . PxP 17. PxP BxP 18. NxB NxN 19. KR–N1; e.g., 19. . . . P–KR4 20. B–R6 R–B2 21. N–K4 or 21. B–N6). The game continued: *16. . . . K–R1 17. KR–N1 Q–B2 18. NxB NxN 19. P–B4!.*

Black couldn't afford the murderous opening of the center (19. . . . KPxP 20. BxKBP QN–K1 21. N–N5 or 20. . . . R–Q1 21. PxP BxP 22. RxN KxR 23. BxB QxB 24. R–K7ch). He tried *19. . . . P–K5*, but we know that this formation dooms Black's KP after P–KN4. White wins at least a pawn, and he won the ending after some minor excitement beginning with *20. B–QB2 P–N4!?*

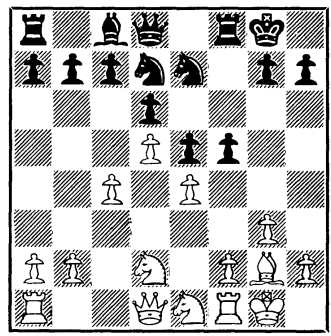
21. BPxP R–QN1 22. PxP BxP 23. BxP BxB 24. NxB QxP 25. QxQ NxQ 26. NxQP QR–Q1 27. BxP NxP 28. B–Q4! N–N3 29. R–K7!.

COMPLICATIONS ON THE KB-FILE

Of course, these strategies for White don't always work. Favorable conditions (elimination of a bad bishop, lead in development, etc.) may not exist. But Black has an easier time freeing his pieces if White fails to pick *any* strategy.

One ideal situation for Black is to clear his K4 square of pawns. If this can be accomplished cleanly—such as if White plays P–KB4 and Black replies . . . KPxBP—Black may have an ideal outpost at his K4. An example of the outpost—achieved through different means—is Alatorzev–Levenfish, Tiflis 1937:

1. P–Q4 N–KB3 2. P–QB4 P–K3 3. P–KN3 B–N5ch 4. B–Q2 BxBch 5. NxB N–B3 6. KN–B3 P–Q3 7. B–N2 P–K4! 8. P–Q5 N–K2 9. 0–0 0–0 10. P–K4 N–Q2 11. N–K1 P–KB4

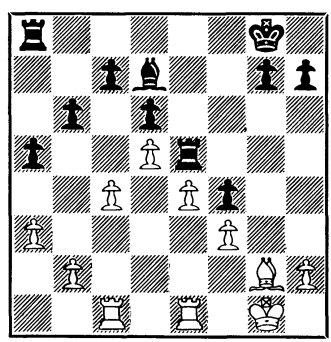


Position after 11. . . . P–KB4

The opening is a fine example of chain-building. Black eliminated his black-squared bishop and then created a pawn formation that would make the bishop exchange favorable.

In the diagram White shouldn't think long before playing 12. PxP! to secure K4, even though Black has an equal game after 12. . . . NxBP 13. N–K4 N–B4 14. N–Q3 P–QN3 and . . . N–Q5 because of the bad White bishop. But White blindly followed the P–QB4–5 strategy with *12. N–Q3?*, a move that allows *12. . . . P–B5!* with dangerous kingside play. Then White compounded his error with *13. PxP? PxP 14. N–B3?* as he overlooked the sound sacrifice 14. P–B5 NxBP 15. NxN PxN 16. Q–N3 which would have given him a reasonable position.

All that has happened is a slight weakening of the White kingside and the clearing of Black's K4, but that K4 is a tremendous observation point. Black proceeded to occupy the square with pieces, and although White succeeded in exchanging them off, Black secured a won endgame after *14. . . . N–N3! 15. R–B1 Q–K2 16. R–K1 QN–K4 17. KNxN NxN 18. P–B3* (Black threatened 18. . . . P–B6) *P–QN3 19. NxN QxN 20. Q–Q2 B–Q2 21. Q–B3 KR–K1 22. QxQ RxQ 23. P–QR3 P–QR4.*



Position after 23. . . . P–QR4

White has a very bad bishop, but he would not lose this game if it were not for the activity of Black's pieces on the center outpost square. White never had time for P–QB5. Even now 24. P–QN4 would give Black the initiative on both sides with 24.

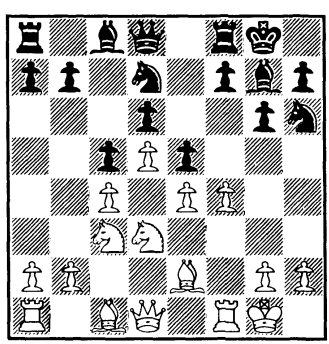
. . . PxP 25. PxP R–R5 26. R–N1 R–N4, and most of all the pawn formation clears the path for a majestic king march to White's QB6 via KB2, KB3, K4, and Q5.

The final stage of the game was easy to understand: *24. P–N3 K–B2 25. K–B2 K–B3 26. K–K2 R–R4 27. R–KR1 K–K4! 28. K–Q3 P–R3 29. P–R3* (29. P–KR4 eases Black's penetration after 29. . . . QR–R1 and 30. . . . P–KN4) *29. . . . R–N4! 30. R–R2 R–N6 31. P–KR4 R–KN1 32. K–K2 P–N4 33. PxP PxP 34. K–B2 P–N5! 35. R–R5ch K–Q5! 36. R–Q1ch K–B6 37. R–R7 PxP 38. B–B1* (38. BxP RxBch!) *K–B7! 39. R–Q3 B–R6!* winning a piece and soon ending the game.

When White plays P–KB4 before there has been a KPxBP exchange, Black need not fear the isolation of his KBP. He can—and in many cases he must—free his K4 with . . . KPxBP. The tension cannot be maintained for long, but Black should be able to find good places for his pieces after the pawns are swept away.

Case in point is Najdorf–Ivkov, Bled 1961:

1. P–Q4 N–KB3 2. P–QB4 P–B4 3. P–Q5 P–KN3 4. N–QB3 B–N2 5. P–K4 P–Q3 6. N–B3 0–0 7. B–K2 P–K4 8. 0–0 N–N5 9. N–K1 N–KR3 10. N–Q3 N–Q2 11. P–B4



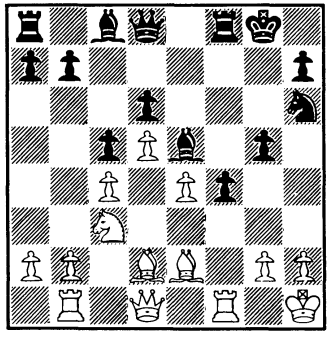
Position after 11. P–B4

In the opening both players took two moves to relocate their KNs so that they could advance their KBPs. White should have spent this time in preparation for P–QN4, but now he threatens 12. P–B5, an expansion that would squash Black on the kingside. Therefore, *11. . . . P–B4!* is needed.

The various possible pawn exchanges make this a fascinating problem position. Black will obtain K4 for his pieces unless White isolates his own KBP (12. P–KN3? KPxP 13. NPxP), and both players will free their KB4 for pieces. But the tension cannot remain long because Black threatens . . . KPxP and . . . BxN, winning the KP.

White could have maintained a slight superiority with 12. KPxP; e.g., 12. . . . PxP 13. B–Q2 or 12. . . . NxP 13. N–K4, but his *12. BPxP?* was dubious because of *12. . . . NxP 13. NxN BxN!.* Perhaps White overlooked that 14. BxN gives Black an edge after 14. . . . Q–R5 which threatens mate.

Now White has a big problem because Black will have a lead in development if White plays 14. PxP BxP (Black's recaptures develop pieces), and Black will have a superb attacking formation with . . . P–KB5 if White doesn't. There followed *14. B–B4? B–Q5ch 15. K–R1 P–KN4! 16. B–Q2 P–B5 17. R–QN1 B–K4.*

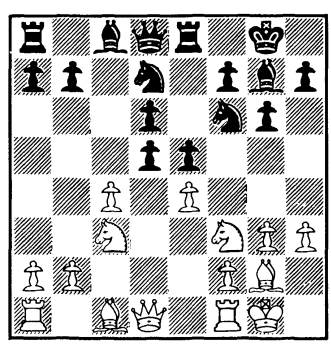


Position after 17. . . . B–K4

As the diagram indicates, Black has all the play, and he will continue . . . P–KN5 and . . . Q–R5 with an easy win if White cannot distract him. The ensuing complications were just as fatal: *18. Q–B1 N–N5 19. BxN BxB 20. Q–B2 Q–K1 21. N–N5 B–K7! 22. R–B2 P–B6 23. B–B3 BxB 24. NxB PxPch 25. KxP RxRch 26. KxR BxP 27. K–N2 Q–R4 28. Q–B2 R–KB1 29. Q–N3 R–B5 30. P–KR3 P–KR3 31. R–K1 Q–B2 32. P–N3 B–B8ch! 33. K–N1 R–B6 34. QxP BxP 35. QxRP R–B8ch 36. K–R2 Q–B5ch 37. KxB P–N5ch White resigns.*

BLACK'S . . . P–QB3xQP

We've seen that opening the QB-file favors the player who can occupy it first and maintain control. That is not always White. Nor is it White alone who can play aggressively on the queenside. A fine illustration of a queenside attack by Black comes about after *1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. P–KN3 B–N2 4. B–N2 P–Q3 5. N–KB3 0–0 6. 0–0 QN–Q2 7. N–B3 P–K4 8. P–K4 P–B3 9. P–KR3 R–K1 10. P–Q5? PxP.*



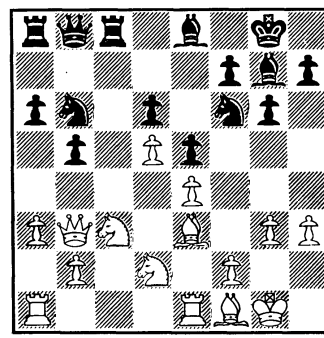
Position after 10. . . . PxP

So far we've only considered a White recapture with his QBP here. Ideally White would like to recapture with pieces to keep

the Black QP subject to attack along an open file. But 11. NxQP doesn't work because of 11. . . . NxP. Nor can White obtain an advantage with 11. KPxP. The pawn formation would resemble the aftermath of a Marco Hop (see Chapter 3) but with the important difference in the Black KP's position—solid and dynamic on K4 rather than passive and weak on K2. Black could mobilize his kingside with 11. . . . N–R4 and 12. . . . P–B4 and have a good game.

White played *11. BPxP* in Cafferty–Basman, Bristol 1968, but Black began a queenside initiative before White was ready. After *11. . . . P–QN4!* Black threatens 12. . . . P–N5 and is eager to exchange a wing pawn for a center pawn after 12. NxP NxKP 13. R–K1 Q–N3 followed by . . . P–B4.

The Black initiative took shape after *12. P–QR3 N–N3! 13. R–K1 B–Q2 14. B–B1 Q–N1* (so that 15. BxP BxB 16. NxB can be met by 16. . . . QNxP 17. NxQP QxN 18. PxN QxP) *15. Q–N3 P–QR3 16. B–K3 R–QB1 17. N–Q2 B–K1!.*



Position after 17. . . . B–K1!

Black has one good outpost at his QB5, and he is ready to occupy another at his QB4 with . . . KN–Q2–B4. Since White has no kingside play he panicked into a queenside counterattack with *18. BxN? QxB 19. P–QR4.* This gave Black momentum on

both sides of the board: *19. . . . QR–N1 20. PxP PxP 21. R–R2 P–R4! 22. N–B3 B–KR3 23. B–Q3 B–Q2 24. K–N2 K–N2 25. Q–Q1 Q–Q1 26. Q–K2 R–B4 27. R(1)–QR1 Q–QB1.*

Black's triumphant use of the open QB-file was made possible by *28. N–KN1 P–R5 29. P–KN4 P–N5 30. N–Q1 P–N6 31. R–R5 R–B7!*. White would then lose a piece after 32. BxR PxB, and he would lose his Q after 32. Q–B3 NxNP 33. PxN BxP. White sought complications with *32. B–R6* but resigned after *32. . . . Q–B2 33. Q–Q3 R–N5!* (intending . . . R–Q5) *34. N–KB3 NxKP 35. B–N5 NxP! 36. NxN Q–N3.*

SUPPLEMENTAL GAMES

(1) *White closes up the queenside to attack Black's base at QN2 with pieces.* Sokolsky–Livschitz, Minsk 1956: 1. P–QN4 P–K4 2. B–N2 P–KB3 3. P–N5 P–Q4 4. P–K3 B–K3 5. P–Q4 P–K5 6. N–Q2 P–B3 7. P–QR4 P–QR3? (An error similar to Rivera–Suttles. Better is 7. . . . B–Q3 8. P–QB4 N–K2 awaiting events on the kingside.) 8. N–K2 B–Q3 9. P–QB4 N–Q2 10. P–B5! (now if the Black B retreats to K2 White can continue 11. N–KB4 B–B2 12. Q–N4 with kingside play) 10. . . . B–QN1 11. P–N6! N–K2 12. QN–N3! 0–0 13. N–R5 Q–B1 (White has a sizable advantage despite being on the side of the chain with fewer squares. Unless Black can engineer a significant breakthrough on the kingside, his QR, KB, and Q will be tied to the defense of the base pawn.) 14. Q–Q2 P–B4 15. P–N3 P–N4 16. P–KR4! (This is a fine move which gives Black a worrisome choice of closing up the board with 16. . . . P–N5 or speculating on 16. . . . P–B5. Sokolsky gives this winning variation after 16. . . . P–N5: 17. N–B1! N–B3 18. KN–N3 N–N3 19. NxNP! QxN 20. N–R5 Q–Q2 21. B–B3 R–B2 22. R–QN1 Q–K1 23. P–N7 R–R2 24. R–N6 B–B2 25. Q–N2! BxR 26. QxB and the QNP should decide the game.) 16. . . . P–B5 17. RPxP PxNP 18. PxP R–B6 19. 0–0–0 N–B1 (or 19. . . . BxP 20. NxB RxN 21. Q–R2) 20. N–KB4 N–B4

21. NxB NxN 22. B–KR3 NxKP 23. Q–R2 P–R3 24. QR–N1 Q–K1 25. BxNch QxB 26. QxP QxQ 27. PxQ BxP 28. NxNP K–R1 29. N–R5 R–QB1 30. K–N1 N–B4 31. R–R5 N–K2 32. R–N5 B–B5 33. R–N7 N–B4 34. P–N7! R–K1 35. R–KB7 NxRP 36. RxB! RxR 37. NxP P–K6 38. P–N8(Q) RxQ 39. NxR P–K7 40. R–K1 Resigns. An amazing game.

(2) *Black cooperates in the liquidation of the queenside.* Geller–Zaitsev, Moscow 1970: 1. N–KB3 N–KB3 2. P–B4 P–KN3 3. N–B3 B–N2 4. P–K4 P–Q3 5. P–Q4 0–0 6. B–K2 P–K4 7. 0–0 N–B3 8. P–Q5, N–K2 9. N–Q2 N–Q2 10. P–QN4 P–KB4 11. P–B5! N–KB3 (Black can win a pawn temporarily with 11. . . . QPxP 12. NPxP NxBP 13. B–R3 P–N3 14. BxN PxB, but his queenside is in ruins and White will recapture on QB5 quickly with a big edge.) 12. P–B3 P–QR4?? (Suicide. Only when Black can keep the queenside under control can he try to open up the QR-file with . . . P–QR4.) 13. NPxP QPxP 14. N–B4 B–Q2 15. R–N1 (Black's QNP, QBP, and KP are weak enough to make his game lost) N–B1 16. B–K3! PxP 17. PxP N–Q3 18. Q–Q3 Q–K2 19. BxP QR–N1 20. NxN PxN 21. B–R7! R–R1 22. RxP Q–K1 23. B–N6 B–B1 and Black resigned. He could continue, but after 24. R–B7 and 25. N–N5 he is merely postponing the inevitable.

(3) *White's P–KN4 nips the Black kingside attack in the bud.* Gurgenidze–Soos, Tiflis 1965: 1. P–K4 P–QB4 2. N–KB3 N–QB3 3. B–N5 P–KN3 4. P–B3 B–N2 5. 0–0 P–K4 6. P–Q3 KN–K2 7. B–K3 P–Q3 8. P–Q4 BPxP 9. PxP 0–0 10. P–Q5 N–N1 11. KN–Q2! P–B4 12. P–B3! N–Q2 13. P–KN4! (White's farsighted last three moves enable him to defuse the kingside) N–KB3 14. P–KR3 P–KR4 15. P–N5 N–R2 16. P–KR4 R–B2 17. K–N2 PxP? (Premature. Black should do battle on the queenside with . . . P–QR3, . . . P–QN4, and . . . R–QB1, keeping . . . KBPxP as an option.) 18. PxP B–N5 19. B–K2 RxR 20. NxR BxB 21. QxB Q–Q2 22.

N–B3 P–QR3 (Notice how inoperable Black's kingside pieces are because of the pawn structure.) 23. N–Q2 R–KB1 24. R–KB1 N–B1 25. R–B1 R–B2 26. N–Q1 B–B1 27. N–B2 Q–Q1 28. Q–B4 N–N3 29. Q–B2 K–N2 30. P–QR4! B–K2? 31. P–R5 N–Q2 32. Q–B7! Q–KB1 (Desperation. The endgame was also hopeless.) 33. QxN BxP 34. Q–R3 BxB 35. QxB Q–Q1 36. N–B3 QxQRP 37. N–R3 Q–N5 38. N(R)–N5 QxPch 39. K–N3 NxN 40. NxN R–K2 41. N–K6ch K–R2 42. R–B8 Resigns.

(4) *White opens up the center with QPxQBP en passant.* Korchnoi–R. Byrne, Leningrad 1973: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. N–B3 0–0 6. B–K2 P–K4 7. 0–0 N–B3 8. P–Q5 N–K2 9. B–Q2 P–B4 10. PxP e.p. PxP (10. . . . NxBP would lead to an exceptionally bad version of Boleslavsky's formation with a Maroczy Bind!) 11. B–N5 (White intends P–QB5 to make Black's QBP a weakling. Black cannot afford 11. . . . P–B4 12. BxN BxB 13. N–QN5 or 11. . . . P–KR3 12. BxN BxB 13. Q–Q2 K–N2 14. KR–Q1 Q–N3 15. N–QR4 because of his weak QP. On 11. . . . B–N2 12. Q–N3 Black has a difficult game because of KR–Q1 and P–B5.) 11. . . . B–K3?! 12. P–B5! N–K1 (White obtains a positionally won game whether Black chooses 12. . . . PxP 13. NxKP Q–N1 14. N–Q3! P–B5 15. N–B5 QxP 16. NxB PxN 17. Q–B1 or 12. . . . P–Q4 13. NxKP P–Q5? 14. N–R4 NxKP 15. NxQBP!.) 13. PxP NxP 14. Q–R4 P–B3 15. B–K3 Q–B2 16. QR–B1 KR–N1 17. KR–Q1 B–KB1 18. R–Q2 N(2)–B1 19. N–Q5! Q–B2 20. QxP NxP 21. NxPch (21. N–B7, the "primitive" move, wins faster the winner said afterward) NxN 22. N–N5 B–Q2 23. Q–R6 Q–K2 (23. . . . Q–KN2 24. B–B4ch eventually wins the Q; e.g., 24. . . . K–R1 25. N–B7ch K–N1 26. NxPch K–R1 27. N–B7ch K–N1 28. B–KR6.) 24. B–B5 Q–N2 25. Q–B4ch K–R1 26. N–B7ch K–N1 27. NxPch K–R1 28. BxB Resigns (because of 28. . . . QxB 29. NxB NxN 30. RxN N–N3 31. Q–Q4ch).

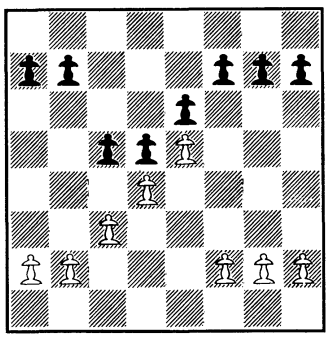
(5) *With colors reversed, Black obtains a "substitute center," as Nimzovich put it, on K4.* Cobo–Suetin, Havana 1968: 1. P–K4 P–QB4 2. N–QB3 P–K3 3. P–KN3 N–QB3 4. B–N2 N–B3 5. P–Q3 B–K2 6. P–B4 P–Q4 7. N–R3 P–Q5 8. N–K2 P–K4 9. N–B2 P–KR4!? 10. N–N1 N–KN5 11. NxN BxN 12. B–B3! (to eliminate the bad bishop) PxP 13. BxP?? (after 13. PxP B–R5ch 14. K–B1 White has excellent chances because he retains control of his K5) 13. . . . P–KN4! 14. B–Q2 N–K4 15. Q–K2 Q–N3 16. 0–0–0?! R–QB1 17. P–N3? (Black threatened . . . P–B5 anyway. Note that 17. BxB PxB would leave White's kingside entangled.) 17. . . . P–B5! 18. QPxP RxP 19. K–N1 (19. PxR B–R6 is mate) RxP! 20. BxB PxB 21. B–R5 P–Q6! 22. BxQ PxQ 23. R–K1 N–Q6 24. NxP R–N7ch 25. K–R1 PxB and White resigned.

(6) *With colors reversed, Black executes the . . . P–KN4 plan after P–K5.* Bednarski–Korchnoi, Bucharest 1966: 1. P–K4 P–K3 2. P–Q3 P–QB4 3. P–KN3 N–QB3 4. B–N2 P–KN3 5. N–K2 B–N2 6. 0–0 KN–K2 7. QN–B3 P–Q3 8. B–K3 N–Q5 9. Q–Q2 0–0 10. N–Q1?! P–Q4! 11. N–B1 P–K4! 12. P–QB3 N–K3 13. B–R6 BxB 14. QxB P–Q5! 15. P–QB4 B–Q2 16. P–B4 PxP! 17. PxP P–B4 (Black has a better game than White usually obtains in a King's Indian or Benoni Defense because he has exchanged off his bad bishop and has better developed knights.) 18. P–K5? B–B3 19. Q–R4 BxB 20. KxB P–KN4!! (Usually it takes further preparation with . . . Q–B2, . . . K–R1, and . . . R–KN1 before this is effective. Black wins back at least the KP now.) 21. PxP N–N3 22. Q–N3 P–B5 23. Q–N4 NxNP! 24. P–KR4 N–B2 25. P–R5 NxP 26. Q–K6ch K–N2 27. R–R1 (White had banked on 27. PxN, overlooking 27. . . . Q–N4ch 28. K–R1 PxP or 28. K–B2 Q–N6ch 29. K–K2 QR–K1 overloading the files against the White K.) 27. . . . Q–N4ch 28. K–B1 P–B6 29. R–KN1 Q–N7ch!! 30. RxQ PxRch 31. K–N1 N–B6ch 32. KxP N–B5ch 33. KxN NxQ White resigns.

(7) *White attacks the enemy KBP with B–Q3 to provoke . . . P–B5.* Gheorghiu–Minic, Bucharest 1966: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. P–B3 0–0 6. B–K3 P–K4 7. P–Q5 N–R4 8. Q–Q2 P–KB4 9. 0–0–0 N–Q2 10. B–Q3 QN–B3 11. PxP! PxP 12. KN–K2 K–R1 13. P–KR3! (preparing to win the K4 square with 14. P–KN4) P–B5?! 14. B–KB2 B–Q2 15. K–N1 Q–K1 16. KR–K1 Q–B2 17. B–B2 R–KN1 (Black's position is lacking in counterplay since his kingside pawns are fixed and because no queenside action could succeed without . . . P–QB4, a move that would lose the QP after White captures en passant.) 18. R–N1 B–KB1 19. P–KN4! (intending to knock Black's kingside pieces onto bad squares) PxP e.p. 20. NxP NxN (Black could not block the kingside with 20. . . . N–B5 because of 21. B–K3 B–R3 22. QN–K2) 21. BxN B–K2 22. P–B4! (A rare case when P–KB4 succeeds. It works because Black cannot occupy his K4 with minor pieces. Note that 22. . . . N–R4, more appropriate last move, would permit 23. PxP NxB 24. P–K6! with a strong attack.) 22. . . . PxP 23. QxP R–N2 24. B–B2! N–R4 25. Q–R6 B–B4 26. N–K4 BxN 27. BxB R–KB1 28. B–Q4 N–B3 29. B–B5! QR–KN1 30. KR–K1 R–N3 31. BxR RxB 32. Q–K3, and Black resigned after 32. . . . B–KB1.

CHAPTER 5:

The P-K5 Chain



The P–K5 Chain

If there were no such thing as checkmate the patterns of middle-game play would be identical in the P–K5 and P–Q5 chains. But the presence of kings is clearly felt: in the P–K5 chain the player with his KP advanced to the fifth rank can quickly develop a whirlwind attack.

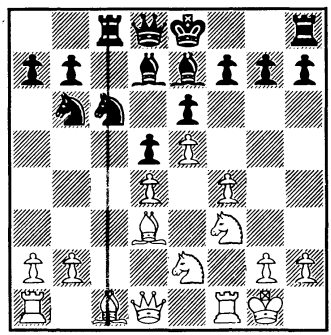
This is only partly because Black cannot in the above diagram post a knight, that excellent kingside defender, on its most natural square, KB3. White's strategic attack on the base of the chain with P–KB5 not only gains space but also denudes the Black king. Even without attacking the base White can develop a mating attack effortlessly on the side of the board where he enjoys a huge spatial advantage.

We can isolate four basic cases of the chain: (1) Black opens up the QB-file with . . . QBPxQP/QBPxQP; (2) Black plays . . . P–KB3 and permits KPxBP; (3) White exchanges off his QP for the enemy QBP, clearing his Q4 square but retaining the attacking wedge at K5; and (4) White exchanges off his QP and KP.

The first case is easiest to understand. If Black makes something out of *his* QB-file, White's attention is drawn away from the kingside. If Black fails to distract White, he is likely to be mated.

This is shown by the following:

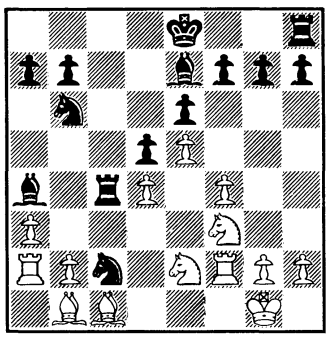
Ornstein–Friedgood, Nice 1974: *1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–Q2 N–KB3 4. P–K5 KN–Q2 5. B–Q3 P–QB4 6. P–QB3 N–QB3 7. N–K2 PxP 8. PxP N–N3 9. P–B4 B–Q2 10. N–KB3 R–B1 11. 0–0 B–K2*



Position after 11. . . . B–K2

Clearly, White plans P–B5 and Black intends to use his open file. Black ~~might have played~~ it safer with . . . Q–B2, . . . 0–0–0, . . . K–N1, and . . . R–QB1 which takes his K out of danger. As it is he intends . . . N–N5 and . . . Q–B2. This doesn't succeed immediately because after 11. . . . N–N5 12. B–N1 (White must preserve this, his good bishop) Q–B2 White can stop . . . N–B7 with 13. N–B3.

White decided to use his KR to watch QB2 and prepare a king-side advance. Tactically, however, *12. R–B2?* ran into *12. . . . N–N5 13. B–N1 Q–B2*, and now 14. N–B3 N–R5! 15. NxN QxB could not be permitted. Black completely dominated the file with *14. P–QR3 N–B7 15. R–R2 B–QR5! 16. Q–Q3 Q–B5! 17. QxQ RxQ.*



Position after 17. . . . RxQ

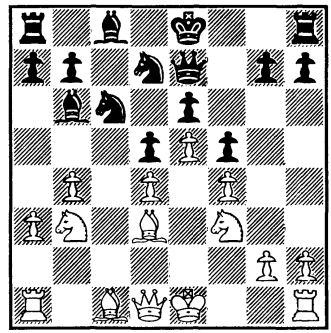
White had to lose his weakened QP (18. N–Q2 R–B2 19. P–QN3 NxQP! 20. PxB NxNch), and there was no doubt as to the outcome of the ending after *18. N–B3 NxQP 19. NxN RxN(5) 20. B–K3 B–B4! 21. P–QN4 R–B5! 22. PxB RxN 23. PxN RxB.*

Black has no reason to hurry . . . BPxQP; he should retain the possibility of . . . P–QB5 and . . . P–QN4–5, the well-known shift of the attack to a different base. And with pawns arranged as in the diagram for the P–K5 chain, White cannot develop his QN normally at QB3. (See *Supplemental Game #1* for a case in which . . . BPxQP would have been much better than . . . P–QB5.)

Most of all Black should not open a file unless he can use it and maintain it. The greatest calamity is to lose *your* file to the enemy, as in Steinitz–Halpern, New York 1894:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–Q2 N–KB3 4. P–K5 KN–Q2 5. P–KB4 P–QB4 6. P–QB3 N–QB3 7. KN–B3 PxP? 8. PxP

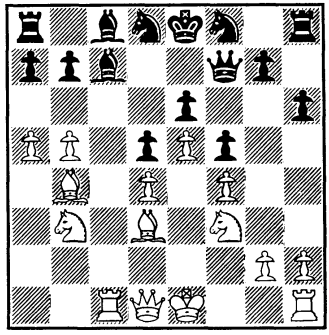
B–N5? 9. P–QR3 B–R4 10. B–Q3 P–B4 11. P–QN4 B–N3 12. N–N3 Q–K2



Position after 12. . . . Q–K2

Black's reasoning must have gone something like this: My KB is my good bishop, but where can I develop it? On K2 it is somewhat passive. Other squares are forbidden by White pawns. How about using the bishop to attack White's center by exchanging pawns and developing my bishop to QN3?

But White has profited from this maneuver by taking the initiative on the queenside. The rest of Black's pieces suffer the fate common to poorly thought out strategies. They have few good squares. Black's attempt to develop them gave White the time for a decisive use of the open file: *13. B–Q2! N–B1 14. P–N5 N–Q1 15. B–N4 Q–KB2 16. P–QR4! P–KR3?* (16. . . . P–QR4 was a must) *17. P–R5 B–B2 18. R–QB1.*



Position after 18. R–QB1

In this position Black, who never had control of the file, is about to lose a piece on it. He won a few moves' time with diversions such as *18. . . . P–QN3 19. P–R6! N–N3 20. P–N3!* but lost the game soon after *20. . . . Q–Q2 21. Q–B2!*.

ATTACK ON THE CHAIN'S FRONT: . . . P–KB3

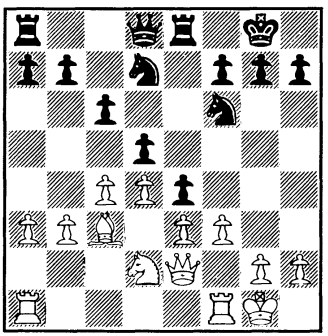
Nimzovich argued that the base was the proper target in a chain. "If we wish to sap a building," he wrote, "we should not begin with its architectural ornaments, but we should blow up its foundations, for then the destruction of the ornaments with all the rest automatically follows."

But a player can attack the base and front of a chain simultaneously. In the P–Q5 chains we saw how Black can maximize his chances with . . . P–KB4 and . . . P–QB3 in some instances. However, with P–K5 there is an added problem because of Black's K. On . . . P–KB3/KPxP Black must either weaken his kingside by recapturing with a pawn or leave his KP backward and weak by recapturing with a piece on KB3.

The difficulties are highlighted by the following example with colors reversed:

Bondarevsky–Botvinnik, Moscow 1941: *1. P–Q4 P–Q4 2. N–KB3 P–QB3 3. P–K3 B–N5 4. P–B4 P–K3 5. N–B3 N–Q2 6.*

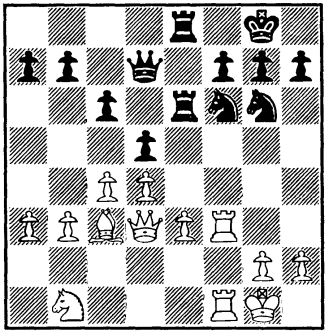
B–Q3 KN–B3 7. 0–0 B–K2 8. P–QN3 0–0 9. B–N2 P–K4! 10. B–K2 P–K5 11. N–Q2 BxB 12. QxB B–N5 13. P–QR3 BxN 14. BxB R–K1 15. P–B3



Position after 15. P–B3

White has played passively to encourage . . . P–K5 so that he could later undermine the front of the new chain with P–B3. Right now he doesn't fear . . . KPxP because he can recapture with his NP and continue K–R1 and QR–K1, but later Black will be able to make that exchange more powerfully when his rooks are poised against an enemy KP. This is why 15. P–B4, giving Black a one-time option of taking en passant, is better—although it makes the bad B worse.

After *15. . . . N–B1 16. R–B2 Q–Q2 17. QR–KB1* the failing of White's logical, consistent, but inaccurate play was revealed by *17. . . . KPxP!*. White couldn't recapture with a pawn because of 18. . . . N–N3 (threatening . . . N–B5) 19. Q–Q3 Q–K3 which wins a pawn since Black plays . . . N–B5 when a rook moves to the K-file. This meant that *18. RxP* was required, which led to the following position after *18. . . . R–K3! 19. Q–Q3 QR–K1 20. N–N1 N–N3.*

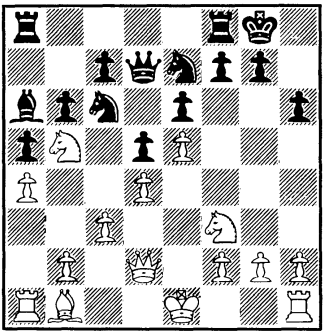


Position after 20. . . . N–N3

White has a bad game and he should protect his KP with the passive B–Q2. Black's use of the outpost on K5 and his pressure against the KP wouldn't be immediately successful then. But it was after *21. B–K1?*: *21. . . . PxP! 22. QxP* (22. PxP loses to 22. . . . N–K4) *RxP 23. RxR RxR 24. B–B2 N–Q4 25. N–Q2 KN–B5 26. P–R3 R–QB6 27. Q–R4 N–K7ch 28. K–R2 RxPch!* and White resigned in view of 29. . . . QN–B5.

The opposite case is suggested by Westerinen–Korchnoi, Majorca 1968:

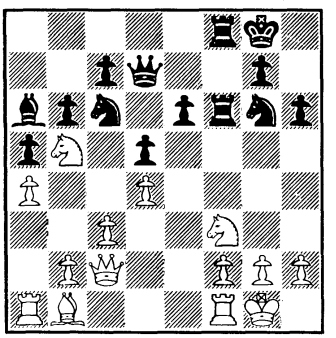
1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 B–N5 4. P–K5 N–K2 5. B–Q2 P–QN3 6. N–B3 Q–Q2 7. N–QN5 BxBch 8. QxB P–QR3 9. N–R3 P–QR4 10. N–QN5 B–R3 11. P–QR4 QN–B3 12. B–Q3 P–R3 13. P–B3 0–0 14. B–N1?!



Position after 14. B–N1?!

White's intentions are advertised by his last move, which threatens Q–B2. Black has already weakened his kingside with . . . P–KR3. He cannot afford further loosening with . . . P–KN3. But what about *14. . . . P–B3?*

This move is essential because of Black's lack of immediate counterplay on the queenside. It would appear that White has a big advantage since he has eliminated his bad bishop and forced Black to make another weakening pawn advance, but Black's move turns the kingside from a White stronghold to a Black one. There are no terrors after 15. Q–Q3 PxP! 16. Q–R7ch K–B2. White played *15. PxP RxP 16. Q–B2,* still hoping for the attack despite *16. . . . N–N3 17. 0–0 QR–KB1.*



Position after 17. . . . QR–KB1

Here it is obvious that White is in no position to exploit the backward KP. On the other hand Black has outposts at KB4, K5, and KB5, and after *18. R–K1* he had *18. . . . BxN! 19. PxB QN–K2 20. Q–Q3 RxN!.* Black's attack, actually a counterattack, won swiftly: *21. PxR N–R5 22. Q–R7ch K–B2 23. K–R1 NxP 24. R–N1!?* (best was 24. R–K3) *NxR! 25. B–N6ch NxB 26. RxN N–K2 27. RxPch K–K1 28. K–N2 P–K4! White resigns.*

THE WEDGE FORMATION

One of the most popular pawn configurations for attacking players is one in which one side has given up his QP for the enemy QBP and arranged a center with his KP on the fifth rank adjoining enemy pawns on Q4 and K3.

This comes most frequently from P–K5 chain formations when the base of the chain at Q4 is exchanged off; e.g., 1. P–K4 P–K3 2. P–Q4 P–Q4 3. P–K5 P–QB4 4. PxP or 4. N–KB3 PxP. It can also come out of other formations. In the Slav, for example, after Black has played . . . P–K4 *à la* Tchigorin he can create the Wedge by pushing his KP to the fifth rank.

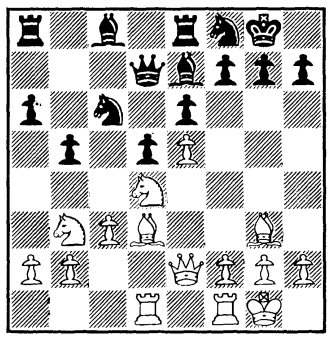
The advantages of the Wedge formation include the ideal outpost on Q4 and the cramping effect on the enemy kingside. If White has a Wedge pawn at K5 Black cannot defend his king position with a N on KB3.

The disadvantages from White's point of view are that his KP is weakened by the exchange of his QP and that Black can open up the KB-file whenever he wants to with . . . P–KB3. Black also has good outpost squares such as K5 and QB5.

A good example of White's attacking chances was a Colle System won by Geza Maroczy in 1929:

1. P–Q4 N–KB3 2. N–KB3 P–K3 3. P–K3 B–K2 4. B–Q3 P–Q4 5. QN–Q2 P–B4 6. P–B3 N–B3 7. 0–0 P–QR3 8. Q–K2 0–0 9. PxP! BxP 10. P–K4 R–K1? 11. P–K5! N–Q2 12. N–N3

B–K2 13. B–KB4 N–B1 14. QR–Q1 P–QN4 15. KN–Q4 Q–Q2 16. B–N3

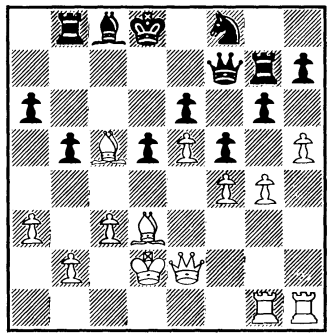


Position after 16. B–N3

White's pieces are nicely posted for kingside aggression. This aggression does not require any pawn action, although P–KB4–5 is always available. On the other hand Black needs some pawn action to equalize, but . . . P–KB3 opens the kingside and . . . P–QN4–5 may prematurely weaken the queenside.

In this game Black chose a typical method of blocking White's attacking line QN1–KR7. He played *16. . . . P–B4*, a kingside version of . . . P–QB4 in the P–Q5 chain, and just as in the situation in the P–Q5 chain, this move permits White to open a knight file by force: *17. P–KB4! B–Q1 18. B–KB2 R–N1 19. P–N4! P–N3 20. P–KR4 N–R4 21. NxN BxN 22. P–R3.*

All that White needs to win now is to prevent . . . P–N5 as he prepares to open up the kingside. The inevitability of success in this strategic plan led Black to an error that shortened the game. He exchanged off his black-squared bishop thinking that White would be left with a "bad" QB: *22. . . . B–N3 23. K–N2 BxN? 24. BxB R–K2 25. P–R5 R–KN2 26. K–B2 Q–K2 27. R–KR1 K–B2 28. QR–KN1 K–K1 29. K–K3! K–Q1 30. K–Q2 Q–KB2 31. B–B5!.*

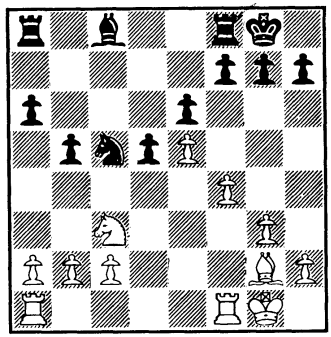


Position after 31. B–B5!

Black suffers from another problem of the Wedge formation, a weakness on black squares that have been exposed by . . . QBPxQP. The best he can do is bid for active play with 31. . . . P–Q5!, opening up a line for his poor QB. But in the game Black prepared for . . . P–Q5 with *31. . . . B–N2?* and had to resign after *32. NPxP NPxP 33. RxR QxR 34. R–KN1 Q–KB2 35. Q–B2! B–B3 36. Q–N3 R–N2 37. Q–N8! K–K1 38. BxN* because 38. . . . QxB 39. QxPch costs a piece.

The positional inferiority of Black in a Wedge endgame is frequently brought out in master games. Good examples are *Supplemental Game #3* and the following, which arose out of Tarrasch–Teichman, San Sebastian 1912:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 N–KB3 4. B–N5 B–K2 5. P–K5 KN–Q2 6. BxB QxB 7. Q–Q2 0–0 8. P–B4 P–QB4 9. N–B3 N–QB3 10. P–KN3? P–QR3? 11. B–N2 P–QN4 12. 0–0 PxP 13. KNxP NxN 14. QxN Q–B4 15. QxQ NxQ



Position after 15. . . . NxQ

Black missed a chance to destroy the chain with 10. . . . P–B3!; e.g., 11. KPxP NxNP 12. 0–0–0 PxP 13. KNxP and 13. . . . P–K4! 14. PxP QxP. No better is 11. B–R3? QBPxP 12. KNxP NxN 13. QxN PxP 14. PxP N–QN1! and 15. . . . N–B3. The attack on the chain is a matter of timing despite the rocklike nature of the links.

White won this game with textbook logic. First he occupied the golden outpost: *16. N–K2! B–Q2 17. N–Q4.* Black could have attacked the center with 17. . . . P–B3, but it is his own center that is brittle after 18. PxP PxP 19. P–B5!.

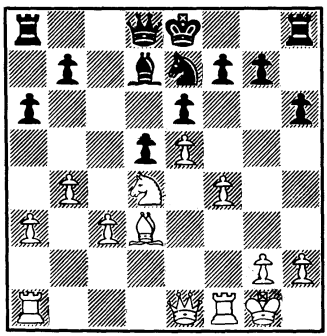
To prevent White from winning on the kingside Black should have taken emergency action such as . . . N–R5 to provoke P–QN3, after which . . . N–B6, . . . P–N5, and . . . P–QR4–5 would give him counterplay. Black had a very bad game after *17. . . . QR–B1 18. K–B2 R–B2 19. K–K3 R–K1? 20. R–B2 N–N2? 21. B–B1 N–R4 22. P–N3 P–R3 23. B–Q3 N–B3 24. NxN! BxN 25. K–Q4! B–Q2 26. P–KN4.*

Black is bereft of counterplay needed to take White's attention away from P–KB5, the simplest winning plan. What make White succeed are the positions of the two kings and the superiority of White's bishop. The rest of the game was flawed but demonstrated White's ease in winning: *26. . . . B–B1 27. P–KR4 P–N3 28. R–R1 K–N2 29. P–R5 R–R1 30. R(2)–R2 B–Q2 31. P–N5! RPxP 32. BPxP* (32. P–R6ch creating a powerful passed pawn

also wins) *RxRP 33. RxR PxR 34. RxP K–B1 35. R–R8ch K–K2 36. P–N6?* (37. R–R7 K–K1 38. P–B3 and B–K2–R5 wins fastest) *36. . . . PxP 37. BxKNP P–N5 38. R–R7ch K–Q1 39. B–Q3 R–B6?* (39. . . . R–B3 would force White to turn the queenside for a win) *40. P–R3 P–R4 41. R–R8ch K–K2*, and Black resigned because of 42. R–R8 cleaning up the queenside.

It is generally not to White's advantage to play P–QB4 in the Wedge because it opens up lines for the enemy QB, a bad piece in this formation. The center is basically favorable to White, and he should not liquidate it too quickly. But there are circumstances that make P–QB4 worthwhile. It can be useful in furthering a kingside initiative, for example, as in Tal–Koblentz, Riga 1954:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 B–N5 4. P–K5 P–QB4 5. P–QR3 B–R4 6. P–QN4 PxQP 7. N–N5 B–B2 8. P–KB4 N–K2 9. KN–B3 QN–B3 10. B–Q3 B–N1 11. QNxQP P–QR3 12. B–K3 B–R2 13. P–B3 P–KR3 14. 0–0 B–Q2 15. Q–K1 NxN 16. BxN BxBch 17. NxB



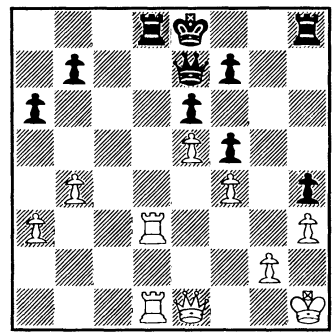
Position after 17. NxB

With 17. . . . Q–N3 18. K–R1 R–QB1 in the diagram we would have the first game of a world championship match played the same year. White should have calmly played 19. R–B1 and

begun kingside action with Q–N3 or Q–R4 and R–B3–N3 or P–KB5. Instead he got a bad game with 19. P–QR4 P–QR4! 20. N–N3 Q–B2.

But Koblentz feared that P–KB4–5 would open up his king position too much. This is debatable since White would greatly weaken his own KP after P–KB5/. . . KPxP. Yet Black played *17. . . . P–KN3 18. K–R1 P–KR4*, stopping kingside pawn action but encouraging *19. P–B4!*.

The opening of the center must favor White, who can occupy the Q-file with great effect. Black sought to minimize this with *19. . . . PxP 20. BxBP N–B4 21. NxN NPxN 22. R–Q1 P–R5 23. P–R3 Q–K2*, but White's superiority was obvious after *24. B–K2! B–B3 25. B–B3 BxB 26. RxB R–Q1 27. R(3)–Q3.*



Position after 27. R(3)–Q3

White eventually had to castle into a porous kingside or be mated in the center. White scooped up two pawns (QNP and KRP) shortly after *27. . . . RxR 28. RxR Q–B2 29. R–QB3 Q–Q2 30. Q–QB1! 0–0 31. R–B7 Q–Q4 32. Q–K1* and eventually won. (For a similar example see *Supplemental Game #4.*)

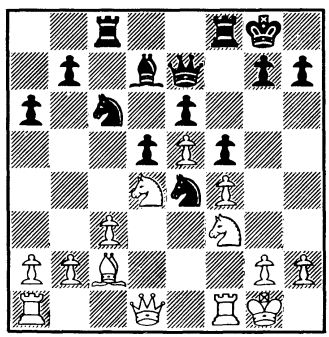
COUNTERSTRATEGIES

Black is not without counterplay and the primary source is . . . P–KB3, the most natural pawn action. With just his pieces

Black can accomplish a lot with maneuvers and exchanges. He can exchange off his QB, for example. He can try to prevent White's use of his Q4 as an outpost by concentrating his QN and KB on the square. He can occupy his own outposts at K5 and QB5.

An example of the maneuvering themes was Bondarevsky–Lilienthal from the 1948 interzonal tournament:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 N–KB3 4. B–N5 B–K2 5. P–K5 KN–Q2 6. BxB QxB 7. P–B4 0–0 8. N–B3 P–QB4 9. B–Q3 P–B4! 10. 0–0 P–QR3 11. PxP NxBP 12. N–K2 N–B3 13. P–B3 B–Q2 14. QN–Q4 QR–B1 15. B–B2 N–K5

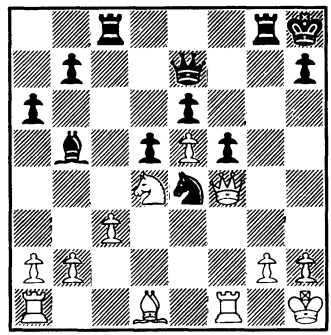


Position after 15. . . . N–K5

Black's outposted N is at least as useful as White's. His 9th move was played to secure that square and to stop White's threat of 10. BxPch KxB 11. N–N5ch and Q–R5. Black has a nice game even though . . . P–KB3 is out of the question.

The nature of the pawn structure after . . . P–KB4 suggests that Black can take the initiative on the kingside with . . . P–KN4!, a more effective break than . . . P–QN4–5. White could have anticipated this attack on the base of the new chain with Q–K3, but he continued listlessly with *16. Q–K2 K–R1 17. K–R1? NxN 18. NxN*, and Black answered *18. . . . P–KN4!*.

Black has excellent prospects on the kingside now. If White establishes a new base with 19. P–KN3 Black can extend his attack further with . . . P–KN5 and . . . P–KR4–5. White actually played *19. Q–K3 PxP 20. QxP R–KN1 21. B–Q1*, and Black rid himself of his bad bishop with *21. . . . B–N4!*.



Position after 21. . . . B–N4!

It is clear in the diagram that White can ruin his opponent's pawns with 22. NxB PxN, but Black's queenside remains powerful with its threats of 23. . . . P–N5 and 23. . . . R–B5! (e.g., 24. B–K2 N–N6ch or 24. Q–K3 Q–N2). White's KP and his vulnerable KN-file are key elements in the game now.

White played *22. NxB? PxN* and his game rapidly deteriorated with *23. B–K2 P–N5 24. P–B4* (White cannot permit a Black rook to reach his QB2) *PxP 25. P–N4*, and after *25. . . . Q–R5 26. QR–B1 P–B6 27. PxP RxBP 28. RxR PxR 29. Q–K3 P–B7 30. K–N2* Black could have won immediately with 30. . . . RxPch! 31. BxR QxBch 32. K–R1 Q–Q8!. He eventually won by the more mundane method of taking the isolated KP and KNP.

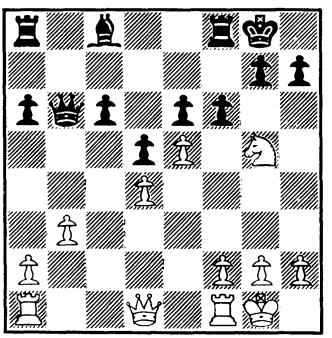
THE . . . P–KB3 PLAN

The most natural and generally the most successful counter-strategy for Black is to eliminate White's pawn center with . . .

P–KB3. This idea contests squares on the side of the board to which White should be paying the most attention. But there is an inherent weakness to this strategy, and it was Nimzovich, naturally, who popularized it in his game with Salve at Karlsbad 1911 (*Supplemental Game* #5). He showed that by exchanging off both his center pawns (QPxQBP and KPxKBP) he could replace them with minor pieces. Unless Black can recapture on his QB4 and KB3 with pawns, he will surrender ideal outposts to White on his Q4 and K5.

"The actual occupation of the center by a pawn or pawns does not necessarily mean its control," Nimzovich wrote. But the surrender of the center—that is, the surrender by pawns—can actually mean reestablishing control with heavier material. A recent example of Nimzovich's idea is Gurgenidze–Fuchs, Tiflis 1969:

1. P–K4 P–K3 2. N–KB3 P–Q4 3. N–B3 N–KB3 4. P–K5 KN–Q2 5. P–Q4 P–QB4 6. B–QN5!? N–B3 7. 0–0 P–QR3 8. BxN PxB 9. N–QR4 B–K2 10. P–B3 0–0 11. P–QN3 PxP? 12. PxP N–N3 13. NxN QxN 14. B–N5! BxB 15. NxB P–B3

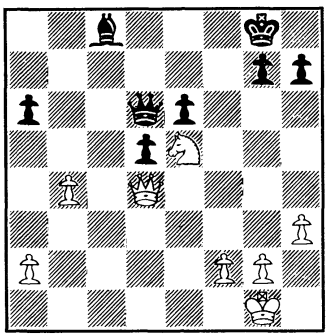


Position after 15. . . . P–B3

Examining this and the following diagram shows how a strategy of attacking the base of the enemy chain can boom-

erang. Black missed good chances earlier with . . . P–B3 (e.g., 11. . . . P–B3 12. B–B4 Q–K1 and . . . Q–N3 or 14. . . P–B3 15. PxP PxP 16. B–R6 R–B2). His further exchanges of pawns occurred in a manner that allowed White to eliminate his bad bishop and dominate the center.

The second diagram was reached via *16. N–B3 PxP? 17. NxP P–B4 18. PxP QxBP 19. R–B1 Q–Q3 20. Q–Q4! B–Q2 21. KR–K1 QR–B1 22. P–KR3 RxR 23. RxR R–B1 24. RxRch BxR 25. P–QN4!.* A beautiful position!



Position after 25. P–QN4!

White was content to make a Q out of his queenside majority, and he could do that easily as long as he maintained the blockade on Q4 and K5: *25. . . . Q–B2 26. P–B4 Q–B8ch 27. K–R2 P–N4 28. PxP QxP 29. P–QR4 P–KR4 30. P–R4!*, and the passed queenside pawn won shortly.

SUPPLEMENTAL GAMES

(1) *When opening a file is better than shifting the attack on the base of a chain.* Barczay–Pytel, Lublin 1969: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–Q2 N–QB3 4. KN–B3 N–B3 5. P–K5 N–Q2 6. P–KN3 P–QN3 7. B–N5 QN–N1 (Black prepares to attack the base with . . . P–QB4 and to exchange off his bad bishop with

. . . B–R3) 8. Q–K2 P–QB4 9. P–B3 P–QR3 10. B–Q3 N–QB3 11. P–QR3 P–B5? (There is some logic to this attempt to exploit White's hole at QN3 and to shift the attack on the chain, but 11. . . . PxP 12. PxP P–QN4 is much more efficient. Now Black must look to . . . P–KB3 for play.) 12. B–B2 P–QN4 13. N–B1 N–N3? (Continuing with the attack on the new base. Black could cut his losses with 13. . . . P–B3 14. PxP NxP to a merely inferior game. Now it is lost because of the delay in getting the attack rolling.) 14. P–KR4! B–Q2 15. N–N5 P–N3 (another fast win follows 15. . . . P–KR3 16. Q–R5 Q–K2 17. NxBP! and 18. B–N6) 16. P–R5! B–K2 17. PxP BxN 18. RxP RxR 19. PxR B–B3 20. B–N5! Resigns.

(2) *Black's attack along the QB-file.* Vasiukov–Suetin, Erevan 1954: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. P–K5 P–QB4 4. P–QB3 N–QB3 5. N–B3 Q–N3 6. B–K2 PxP 7. PxP KN–K2 8. N–R3 N–B4 9. N–B2 B–N5ch 10. K–B1! B–K2! (White correctly avoids exchanges that loosen Black's constriction and undermine his own QP, and Black retreats his KB to anticipate P–QR3 and P–QN4.) 11. P–KR4 P–KR4 12. P–KN3 B–Q2 13. K–N2 R–QB1 14. B–Q2 (This bishop will not be well placed on QB3. White should try to trade it off with 14. R–QN1 and 15. B–KN5.) 14. . . . P–QR4 15. B–B3 N–N5 16. N–K3 NxNch 17. PxN B–QN4! 18. P–QR3 BxB 19. QxB N–B3 20. KR–KB1 Q–R3! (The bottled-up QB-file cannot be maintained in an ending after 21. QxQ PxQ. Black could then play . . . P–R5, . . . N–R2–N4, and operate his minor pieces without opposition on the queenside.) 21. Q–KB2 Q–Q6 22. N–K1 Q–N3 (A nice queen maneuver to centralize this piece on K5 or KN5. White tries the endgame despite Black's ever-present, . . . P–QN4–5 winning plan.) 23. Q–B2 QxQ 24. NxQ P–QN4 25. KR–B1 K–Q2 26. N–K1 P–N5 27. PxP PxP 28. B–Q2 R–R1 29. N–Q3 KR–QN1 30. P–N3 R–R6! (White cannot contest the QR-file nor protect his QNP without giving Black a passed QRP.) 31. KR–QN1 R(1)–QR1 32. RxR PxR 33. K–B3

N–R2 34. K–K2 N–N4 35. N–B1 R–QB1 36. K–Q3 P–B3! 37. PxP PxP 38. N–R2 P–K4 39. R–QB1 R–KN1 40. R–KN1 R–N5 41. N–B3 NxN 42. KxN B–Q3 43. B–K1 PxPch 44. PxP P–B4! 45. B–B2 P–B5 46. PxP RxR 47. BxR BxP 48. B–B2 (to stop 48. . . . B–N6) B–B8!, and White resigns before . . . P–R7.

(3) *The Wedge in the endgame.* Tal–Stahlberg, Stockholm 1960: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 N–KB3 4. P–K5 KN–Q2 5. P–B4 P–QB4 6. N–B3 N–QB3 7. B–K3 PxP 8. KNxP B–B4?! (heading for an inferior endgame in which Black will exchange off his good bishop and leave White in firm control of his Q4) 9. Q–Q2 NxN 10. BxN BxB 11. QxB Q–N3?! 12. N–N5! QxQ 13. NxQ N–N3 14. B–Q3 B–Q2 15. 0–0–0 0–0–0 16. KR–B1 P–N3 17. B–K2 K–N1 18. R–Q3 (White prepares to probe the kingside and create weaknesses in Black's pawns) P–KR4 19. R–KR3 B–B3 20. R(1)–B3 R–QB1 21. P–QN3 B–Q2 22. K–Q2 QR–Q1 23. R–R4 N–B1 24. R(3)–R3! (White forces open a file with P–KN4 rather than with P–KB5) KR–N1 25. P–KN4 PxP 26. RxP R–R1 27. R(4)–R4 RxR 28. RxR R–KB1 29. R–R7 (to White's other advantages he adds the superior rook) N–K2 30. N–B3 N–B3 31. N–N5 N–Q1 32. P–KR4 B–B3 33. K–K3 K–B1 34. B–Q3 B–K1 35. K–Q4 P–N3 36. K–K3 R–N1 37. N–B3 K–Q2 38. N–R2 K–B3 39. N–N4 K–B4 40. P–B3 P–R4 41. P–R3 P–QN4 42. P–N4ch K–N3 43. N–B6! R–B1 44. K–B3 PxP 45. RPxP P–Q5 (else K–N4–N5–R6–N7!) 46. PxP N–B3 47. NxB RxN 48. RxP NxPch 49. K–N4 Resigns.

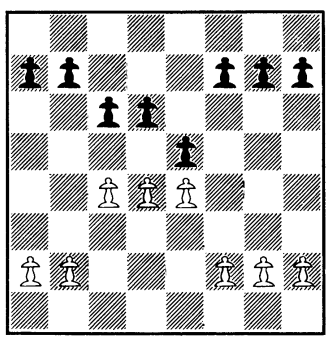
(4) *White opens up the center with P–QB4 to give his kingside attack added punch.* Steinitz–Showalter, Vienna 1898: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. P–K5 P–QB4 4. PxP N–QB3 5. N–KB3 BxP 6. B–Q3 KN–K2 7. 0–0 N–N3 8. R–K1 B–Q2 9. P–B3 P–QR4 (a superior plan is the attack on the KP with 9. . . . B–N3! and . . . B–B2) 10. P–QR4! (now White can answer the bishop maneuver to QB2 with N–Q4–N5) Q–N1?! 11. Q–K2

B–N3 12. N–R3! 0–0 (12. . . . B–B2 13. N–QN5 BxP loses to 14. BxN) 13. N–QN5 N–R2 14. B–K3 BxB 15. QxB NxN 16. PxN P–QN3 17. N–Q4 P–KB4 18. P–KB4 N–K2 19. Q–B2 (White has a commanding advantage in his Q4 outpost, advantage in space, and ready-made attack with P–KN4) Q–Q1 20. R–K3 P–N3 21. R–R3 R–B2 22. K–R1 K–N2 23. N–B3 (threatening 24. Q–R4 and N–N5) P–KR3 24. R–KN1 P–KR4 25. Q–N3 Q–R1 26. N–N5 R(2)–B1 27. Q–R4 N–N1 (Black has stopped all the kingside threats, but there is nothing left to stop White in the center) 28. P–B4! PxP 29. BxQBP KR–K1 30. R–Q3 R–R2 31. R–Q6 R–N2 32. KR–Q1 B–B1 33. NxPch BxN 34. BxB Q–R2 35. R–Q7ch R–K2 36. RxRch NxR 37. Q–B6ch K–R3 38. R–Q8 R–B2 39. P–R3 Resigns.

(5) *Liquidation of the P–K5 chain.* Nimzovich–Salve, Karlsbad 1911: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. P–K5 P–QB4 4. P–QB3 N–QB3 5. N–B3 Q–N3 6. B–Q3 B–Q2?! (6. . . . PxP first followed by 7. . . . B–Q2 would present White with problems in defending his QP) 7. PxP! BxP 8. 0–0 P–B3?! 9. P–QN4! B–K2 10. B–KB4 PxP 11. NxP NxN 12. BxN N–B3 (White has the squares formerly occupied by his pawns for outpost duty. He can pressure the enemy kingside along the Q4–KR8 diagonal as well as the QN1–KR7 one.) 13. N–Q2 0–0 14. N–B3 B–Q3 15. Q–K2 QR–B1 16. B–Q4 Q–B2 17. N–K5! B–K1 18. QR–K1 BxN 19. BxB Q–B3 20. B–Q4 B–Q2 (Black's KP became a weakness as a result of . . . P–KB3) 21. Q–B2 R–KB2 22. R–K3 P–QN3 23. R–N3 K–R1 24. BxRP! P–K4! (White would have won easily after 24. . . . NxB 25. Q–N6! K–N1 26. BxKNP! N–B1 27. Q–R6) 25. B–N6 R–K2 26. R–K1 Q–Q3 27. B–K3 P–Q5 (Black's center pawns finally speak) 28. B–N5 RxP 29. RxR PxR 30. QxP K–N1 31. P–QR3 K–B1 32. B–R4 B–K1 33. B–B5 Q–Q5 34. QxQ PxQ 35. RxR KxR 36. B–Q3 K–Q3 37. BxN PxB 38. K–B1 B–B3 39. P–KR4 Resigns.

CHAPTER 6:

The King's Indian Complex



The King's Indian Complex

The family of formations that derives from the above diagram has such distinct qualities that any exchanges or advances must be weighed with extreme care. The most obvious moves are often positional blunders. For example QPxKP by White may win control of the Q-file but ease Black's cramped quarters. On the other hand, . . . KPxQP may simply expose Black's QP to decisive pressure along the half-open Q-file.

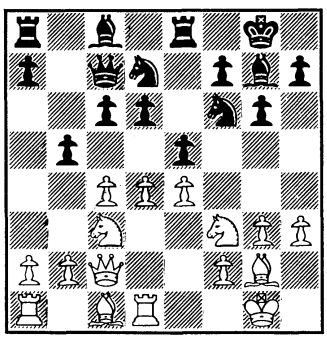
An experienced player may readily recognize this structure as the spine of the King's Indian and Old Indian Defenses. The difference between the two is the placement of Black's KB—on KN2 or K2. A master may notice further that the formation also

appears in the Ruy Lopez and can occur even in the Sicilian Defense with colors reversed.

We've already mentioned in the P–Q5 chain (Chapter 4) what kinds of issues arise from P–Q5 in the diagram above. The other options are (1) P–QB5 by White, a plan that liquidates the center in a few moves; (2) QPxKP by White; and (3) KPxQP by Black.

THE P–QB5 PLAN

This is an explosive idea since a center of six pawns is likely to be reduced to four or two within a few moves of P–QB5. After P–QB5/. . . QPxP/QPxBP the center becomes stable and will transpose into the next section. But White can also play P–QB5/ . . . QPxP/QPxKP!?.



Position after 11. . . . P–QN4?!

This is Donner–Euwe, match 1955, and came from *1. N–KB3 N–KB3 2. P–B4 P–KN3 3. P–KN3 B–N2 4. B–N2 0–0 5. P–Q4 P–Q3 6. 0–0 QN–Q2 7. Q–B2 P–K4 8. R–Q1 R–K1 9. N–B3 P–B3 10. P–K4 Q–B2 11. P–KR3 P–QN4?!.* Black's last move seeks to strip away some of White's pawn control of the center (since 12. BPxP BPxP 13. NxNP?? loses the Q).

Here *12. P–B5!* was ideally suited for the position. On 12. . . .

KPxP White takes time for 13. PxP! QxP 14. NxQP with a powerful game in the newly opened center. Black preferred to accept the pawn sacrifice with *12. . . . QPxP 13. PxKP! QNxP 14. NxN QxN.*

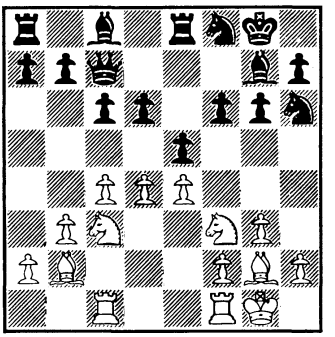
Now 15. B–B4! would have presented White with a large positional edge: 15. . . . Q–R4 16. P–K5 N–Q4 17. NxN PxN 18. P–KN4!, or 15. . . . Q–K2 16. B–Q6 and 17. BxBP, or finally 15. . . . Q–K3 16. R–Q6 Q–B5 17. B–KB1 Q–N5 18. RxBP threatening 19. P–R3 Q–R4 20. B–B7.

The only thing wrong is that White tried to win by using his kingside majority—and lost: *15. P–B4? Q–R4 16. P–K5 BxP!!* (forced, but sound; e.g., 17. BxP P–N5! 18. BxR PxN 19. B–N2 B–B4 20. Q–N3 N–N5!) *17. PxN BxP 18. N–K4* (to anticipate . . . B–B4) *RxN! 19. BxR R–K1* (threatening 20. . . . RxB and 20. . . . B–Q5ch) *20. B–K3 B–B4 21. QxP* (White also should lose after 21. BxB RxB 22. Q–B2 B–Q5 23. RxB PxR 24. B–B8 R–K7 25. P–KN4 RxQ 26. PxQ RxBP) *21. . . . RxB 22. R–Q2 Q–B6 White resigns.*

There is a second theme of P–QB5, which is more positionally oriented. The exchange of White's QBP for Black's QP creates opposing pawn majorities. Black's queenside mass can be subjected to a kind of minority attack before P–QB5 or after it, so that Black's will have a weak isolated QBP.

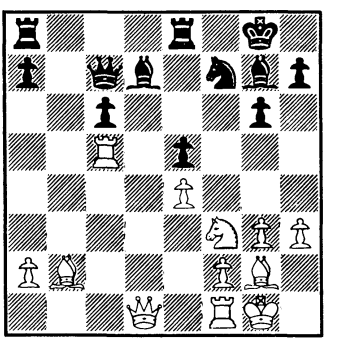
This may sound obscure, but it is made clearer by the following diagram from Lilienthal–Boleslavsky, Moscow 1941:

1. P–Q4 N–KB3 2. P–QB4 P–Q3 3. N–QB3 P–K4 4. N–B3 QN–Q2 5. P–KN3 P–KN3 6. B–N2 B–N2 7. 0–0 0–0 8. P–K4 R–K1 9. B–K3 N–N5 10. B–N5 P–KB3 11. B–B1 P–B3 12. P–N3 N–R3 13. B–N2 Q–B2 14. R–B1 N–B1



Position after 14. . . . N–B1

White began his middlegame strategy with *15. P–QN4! N–B2 16. P–N5,* a disguised version of the minority attack that is examined in Chapter 7 in a different formation. After the game continued *16. . . . B–N5 17. P–KR3 B–Q2 18. NPxP,* Black could not afford to give up pawn control of his Q4 with 18. . . . BxP 19. N–Q5; so he played *18. . . . NPxP* and then *19. P–B5!* revealed his plan. On 18. . . . KPxP he can interpolate 20. PxP before recapturing on his Q4. Thus, White obtained a fine position with *19. . . . QPxP 20. PxKP! PxP 21. N–QR4 N–K3 22. NxBP NxN 23. RxN.*

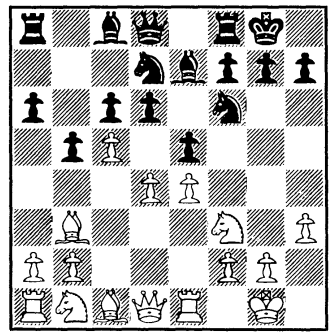


Position after 23. RxN

Black's QBP can be considered lost unless Black obtains active counterplay to draw attention from it. In the 1941 game Black

had just enough activity with *23. . . . QR–N1 24. Q–R1 R–N4! 25. R–B2 KR–N1* to draw.

As we said earlier, it is vital to understand structures rather than openings because different formations pop up in a variety of opening systems. A 1. P–K4 player might consider this P–QB5 strategy irrelevent to his interests, but he would be proven wrong by this diagram.



Position after 12. P–B5!?

This comes about from a popular variation of the Ruy Lopez: *1. P–K4 P–K4 2. N–KB3 N–QB3 3. B–N5 P–QR3 4. B–R4 N–B3 5. 0–0 B–K2 6. R–K1 P–QN4 7. B–N3 P–Q3 8. P–B3 0–0 9. P–KR3 N–N1 10. P–Q4 QN–Q2 11. P–B4 P–B3! 12. P–B5!?.*

Two important tactical points of P–QB5 are evident in this example. Black cannot play 12. . . . KPxP because of 13. PxP and 14. P–K5 winning a piece, and he should avoid 12. . . . QPxP because of 13. PxKP creating a hostile kingside majority. This majority might also be weak (as in *Supplemental Game #1*), but from the diagram White's majority translates into a powerful attack after 12. . . . QPxP 13. PxKP: Averbakh-Furman, Moscow 1961: 13. . . . N–K1 14. P–K6! PxP 15. BxPch K–R1 16. N–B3 N–B2 17. B–B5 P–B5 18. B–B4 N–K3 19. B–N3 N(3)–B4 20. N–Q4 Q–N3 21. P–K5! R–Q1 22. BxP! KxB 23. Q–R5ch K–N1 24. N–B5 B–B1 25. Q–N6 K–R1 26. N–K4 N–K3 27. N–B6! NxN 28.

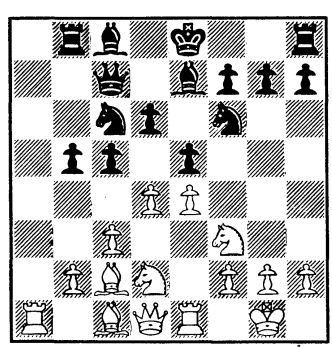
PxN R–R2 29. R–K4 N–B5 30. RxN BxN 31. RxB R–Q4 32. RxR Resigns.

Going back to the diagram we can see that Black's best move is *12. . . . Q–B2!*, which preserves some control over the center squares K4 and Q3. After the likely continuation *13. BPxP BxP 14. B–N5* we have transposed into a form of Tchigorin's . . . P–K4 plan of the Slav (Chapter 2)!

Remembering the strategic thinking behind Tchigorin's plan it should be clear that Black needs counterplay on the black squares after . . . KPxP. In one early disaster (Tal–Unzicker, Stockholm 1960–61) Black played *14. . . . P–B4?* which weakens his Q4 square, opens up a file that passes to White's control, and is totally out of character with the formation. The game ended *15. PxBP! BxP 16. N–B3 B–N2 17. QR–B1 Q–N3 18. R–K2! KR–K1 19. N–Q5! BxN 20. BxB QR–Q1 21. KR–B2 B–K2 22. R–B6 Q–R4 23. B–Q2 P–N5 24. BxPch! KxB 25. Q–N3ch Resigns.*

WHITE PLAYS QPxKP

The center formation that occurs after QPxKP by White can be identified, oddly enough, with a Soviet player who rarely played 1. P–Q4. This was V. Rauzer, who popularized another formation (in the Dragon—see Chapter 3). Examine the following position:



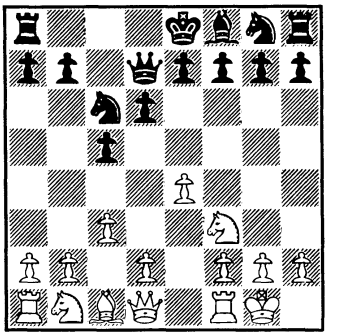
Position after 13. . . . RPxP

This came about from a normal Ruy Lopez after *1. P–K4 P–K4 2. N–KB3 N–QB3 3. B–N5 P–QR3 4. B–R4 N–B3 5. 0–0 B–K2 6. R–K1 P–QN4 7. B–N3 P–Q3 8. P–B3 N–QR4 9. B–B2 P–B4 10. P–Q4 Q–B2 11. QN–Q2 N–B3 12. P–QR4 QR–N1 13. RPxP RPxP.*

For many years the accepted plan for White was P–Q5 followed by a kingside attack involving either P–KN4 and N–B1–N3–KB5 or N–R2 and P–KB4. But Rauzer discovered in the 1930s that White had an advantage in the center with *14. PxBP! PxP*—even though he might lose control of the Q-file.

White's advantage is simple: he can protect both his Q4 and Q5 with pawns. Black has lost pawn control of his own Q4. Therefore, White will try to occupy his Q5 (or KB5) with minor pieces. Black will have to find forceful play on the queenside. In the inaugural game of Rauzer's 14. PxBP plan (vs. Ryumin, Leningrad 1936) White obtained a strong initiative after *15. N–B1 B–K3 16. N–K3 0–0 17. N–N5 KR–Q1 18. Q–B3 R–Q3* (18. . . . P–KR3!) *19. N–B5! BxN 20. PxB!.* White's control of the white squares, especially his K4, gave him the freedom to mount a pawn march on the kingside: *20. . . . P–R3 21. N–K4 NxN 22. BxN B–B3 23. B–K3 N–K2 24. P–QN4 P–B5 25. P–N3 R–Q2 26. R–R7 Q–Q1 27. RxR QxR 28. P–R4 K–R1 29. P–N4! N–N1* (29. . . . BxP 30. Q–R3 and P–N5) *30. P–N5 B–K2 31. R–Q1 Q–B2 32. P–B6 BxBP 33. PxB NxP 34. B–B2 R–Q1 35. BxP RxRch 36. BxR P–K5 37. B–B4 Q–Q1 38. Q–K2 Resigns.* Notice how useless the open file was to Black.

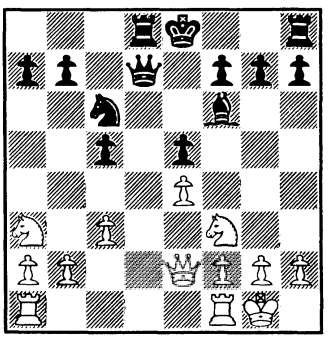
A more drastic version of this is indicated by *1. P–K4 P–QB4 2. N–KB3 P–Q3 3. B–N5ch B–Q2 4. BxBch QxB 5. 0–0 N–QB3 6. P–B3.*



Position after 6. P–B3

This time it is a Sicilian Defense, but the same basic formation can be derived following *6. . . . P–K4?*. This is an error, and we might ask what formation Black should head for. The answer is one in which the exchange of white-squared bishops favors him. That means a P–K5 chain, and Black can obtain one after 6. . . . N–B3 7. Q–K2 P–K3! 8. P–Q4 PxP 9. PxP P–Q4! 10. P–K5 N–K5. White has the bad bishop.

But after 6. . . . P–K4 Black ends up with a pawn-bound bishop after *7. P–Q4 N–B3 8. PxKP PxP*. This is what Rauzer obtained in the center in the previous example. The game continued *9. Q–K2 R–Q1 10. B–N5! B–K2 11. BxN BxB 12. N–R3!*.



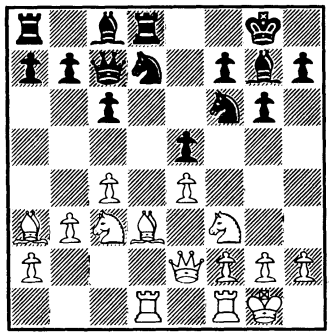
Position after 12. N–R3!

We can see that White will occupy his Q5 very easily with N–B4–K3–Q5 or some similar maneuver. Again, Black may get the Q-file, but his lack of pawn control of one square counts more. (For a full game see *Supplemental Game #2.*)

The reason we bring up the Rauzer idea here is that QPxKP in the Indian complex leads directly into the same formation with colors reversed. Frequently you may see a player with the White pieces in a King's Indian Defense play QPxKP and lose. Why? He is giving Black the same center that it took Rauzer time to engineer with colors reversed.

But QPxKP is deceptive. It appears to give White a valuable open file and the chance to exploit a hole at Q6. But this hole isn't the weakness it's cracked up to be. Occupying it with a rook, for instance, is painless to Black. Meanwhile Black can whip up a whirlwind attack as in the following:

Hernandez–Berliner, Southern Champ. 1949: *1. P–Q4 N–KB3 2. N–KB3 P–KN3 3. P–B4 B–N2 4. N–B3 0–0 5. P–K4 P–Q3 6. B–Q3 QN–Q2 7. 0–0 P–K4 8. PxP? PxP 9. Q–K2 P–B3 10. P–QN3 Q–B2 11. B–R3 R–Q1 12. QR–Q1*



Position after 12. QR–Q1

Black appears on the defensive; yet he has a decisive attack within six moves. He begins with *12. . . . B–B1!* to encourage

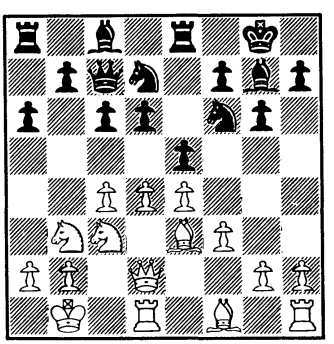
an exchange of bishops that will allow him to plant a knight on Q5; e.g., 13. BxB NxB followed by . . . N–K3.

White preserved his bishop with *13. B–N2*, but enemy pieces took control of the board: *13. . . . N–R4 14. P–N3 N–B4 15. B–B2? B–KN5! 16. K–N2 N–K3! 17. Q–K3* (or 17. Q–K1 BxNch and 18. . . . N–Q5ch) *17. . . . B–QB4 18. Q–B1*, and now *18. . . . KN–B5ch! 19. PxN NxPch 20. K–N3 BxN 21. KxB RxR 22. QxR R–Q1 23. N–Q5* (23. Q–K1 Q–B1 and 24. . . . Q–R6ch) *23. . . . PxN 24. BPxP Q–K2 25. Q–Q2 Q–N4 26. BxP Q–R4ch* forced resignation.

COUNTERSTRATEGIES: P–QB5

The White side of the positions deriving from QPxKP is not without opportunities. The most fruitful plan is to play P–QB5 which (1) strengthens control of Q6, (2) permits a piece to be stationed at QB4, and (3) closes Black's good QR2–KN8 diagonal while opening up White's QR2–KN8.

This P–QB5 counterstrategy makes special sense when there are further weaknesses in the enemy structure. Geller–Boleslavsky, Moscow 1952, illustrated this after *1. P–QB4 N–KB3 2. N–QB3 P–KN3 3. P–K4 P–Q3 4. P–Q4 B–N2 5. P–B3 0–0 6. B–K3 P–K4 7. KN–K2 QN–Q2 8. Q–Q2 P–B3 9. 0–0–0 Q–R4 10. K–N1 P–QR3 11. N–B1 R–K1 12. N–N3 Q–B2.*



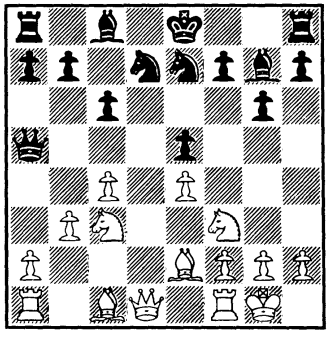
Position after 12. . . . Q–B2

The added feature of this formation is Black's hole at QN6. Black can live with a hole on his Q3 but curiously not with another one on QN3: *13. PxP! PxP 14. P–B5! N–B1 15. Q–Q6.* The real danger to Black is the loss of a queenside pawn after White occupies QR5 and Q6 with knights.

Black could put up a better fight with 15. . . . QxQ 16. RxQ B–K3 17. N–R5 R–N1, but he incurred a lasting White momentum following *15. . . . N–K3 16. B–QB4 B–B1 17. QxQ NxQ 18. N–R5 R–N1 19. N–R4 B–K3 20. BxB NxB 21. N–B4.*

White will not only threaten the QNP but also the KP and the Q7 square with his rooks and knights. It is no surprise that Black was lost after *21. . . . N–B2 22. N(R)–N6 N–K3 23. P–QN4 N–B5 24. R–Q2 QR–Q1 25. KR–Q1 RxR 26. RxR B–N2 27. N–R5 R–N1 28. BxN! PxB 29. N–Q7! R–Q1 30. NxNch BxN 31. RxRch BxR 32. NxNP.* See also *Supplemental Game #4.*

An excellent demonstration of the use of three counterstrategy ideas—the QR3–KB8 diagonal, the Q6 square, and P–QB5—was Portisch–Sax, Budapest 1975. It arose out of *1. P–QB4 P–KN3 2. P–K4 B–N2 3. P–Q4 P–Q3 4. N–QB3 N–Q2 5. N–B3 P–K4 6. B–K2 N–K2 7. PxP! PxP 8. P–QN3 P–QB3 9. 0–0 Q–R4.*



Position after 9. . . . Q–R4

Black didn't want to give up his center trump—having pawn control of both his Q4 and Q5—with the solid 9. . . . P–QB4. In-

stead, to stop B–R3 he provokes White into a secondary plan of P–QN4 and P–QB5. (He couldn't live long after 9. . . . 0–0 10. B–R3 R–K1 11. Q–Q2; e.g., 11. . . . N–B1 12. QxQ or 11. . . . Q–R4 12. BxN RxB 13. N–Q5 or 11. . . . Q–N3 12. N–QR4 Q–Q1 13. KR–Q1 followed by B–Q6 and P–B5.)

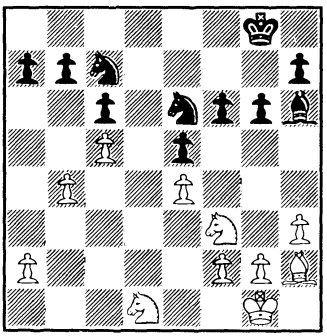
White shifted plans with *10. R–N1!* (10. . . . QxN 11. B–Q2), and Black's refusal to play . . . P–QB4 gave White a powerful game: *10. . . . N–B3 11. P–QN4 Q–B2 12. P–B5 0–0 13. B–K3 P–KR3 14. P–N5 B–K3 15. PxP.* To prevent White from sinking a N on QN5 or Q5 Black had to recapture with a pawn, *15. . . . PxP.*

Black faced a dismal endgame after *16. Q–Q6!,* but he should have kept the pawn structure stable with 16. . . . N–K1. He played *16. . . . QxQ?* and was sunk: *17. PxQ N–B1 18. KR–Q1 R–Q1 19. B–B5 N–Q2 20. B–R3 N(B)–N3 21. N–Q2* (heading for QB5, the golden square cleared of pawns) *P–KB4 22. N–N3 PxP 23. NxP N–R5 24. QR–B1 B–Q4 25. P–B3 B–B1 26. N–R5! BxRP 27. NxP R–K1 28. N–K7ch K–B2 29. B–N5 N(R)–N3 30. R–B7 KR–Q1 31. N–B6 Resigns.*

Every time you move a pawn you also make weaknesses and P–QB5 is no different. By sticking his pawns on QN4 and QB5 White may be sentencing them to a pounding by Black's minor pieces.

A fine example of this in the ending was Gross–Kalme from the 1955 U.S. junior championship. White combined the unfortunate QPxKP and P–K4 plans again:

1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. N–B3 P–Q3 5. B–B4 0–0 6. P–KR3 KN–Q2 7. P–K3 P–K4 8. B–R2 P–QB3 9. B–K2 Q–K2 10. PxP? PxP 11. 0–0 R–Q1 12. Q–B2 N–B1 13. QR–Q1 B–B4! 14. P–K4? B–Q2 15. R–Q2 B–R3 16. R(2)–Q1 P–B3 17. P–QN4 N–R3 18. P–B5? N–B2 19. B–B4ch B–K3 20. Q–N3 BxB 21. QxBch Q–K3 22. QxQch KNxQ 23. RxRch RxR 24. R–Q1 RxR 25. NxR



Position after 25. NxR

Earlier White could have capitalized on a Black slip with an Exchange sacrifice, 16. BxP! BxR 17. QxB, to break the center up. Now his bishop is quite inferior. But the real difference between the two sides is explained by 25. . . . *P–R4!*, destroying the overextended queenside.

On 26. P–R3 Black simply plays 26. . . . PxP 27. PxP N–R3 and takes the QNP. White tried to complicate with *26. PxP NxP 27. N–Q4* since the KP was lost anyway. Black won with *27. . . . PxN! 28. BxN NxP 29. B–N6 P–QB4 30. P–B3 N–B6! 31. N–N2 B–B1* and the entrance of the Black K to support his QBP's advance. (See also *Supplemental Game* #5.)

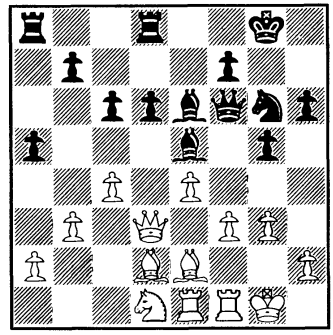
THE BOLESLAVSKY WALL: . . . KPxQP

Kmoch dubbed the formation derived by . . . KPxQP in the diagram on page 197 the Boleslavsky Wall, after the Soviet grandmaster who did as much as anyone to popularize the King's Indian Defense during the late 1940s. The opening was still viewed with suspicion because it appeared that if Black had to exchange his KP for the enemy QP he would have no protection for his own QP.

But Boleslavsky demonstrated something that was known by a few masters in the previous century and long since forgotten—

that Black can find many tactical resources in such a formation to keep White occupied. A remarkable strategic dinosaur of the last century, Paulsen–Anderssen, Leipzig 1877, shows this:

1. P–K4 P–K4 2. N–QB3 B–B4 3. N–B3 N–QB3? 4. NxP! NxN 5. P–Q4 B–Q3 6. PxN BxP 7. B–K2?! P–QB3 8. 0–0 N–B3 9. B–B3? P–KR3 10. B–K3 P–Q3 11. B–Q4 B–K3 12. P–QN3 0–0 13. Q–Q3 Q–K2 14. QR–K1? KR–Q1 15. N–Q1 N–Q2 16. P–B4 Q–B3! 17. B–B3 P–QR4! 18. B–K2 P–KN4 19. P–B3 N–B1 20. B–Q2 N–N3 21. P–N3



Position after 21. P–N3

After forcing his opponent to surrender the center on the 4th move White has shown a stark misunderstanding of how to deal with this formation. He blocked his KBP at move 9 and was restrained from moving it later by Black's quickly developing power on the black squares. Thus White had no center threats of P–K5 or P–KB5 and he could not prevent Black from occupying his K4.

White put his QR on a useless square and then played P–QN3, giving Black the opportunity to open up the queenside with . . . P–R5. Black's play has been astonishingly modern by comparison. (Ironically Paulsen, who handled the White pieces, is regarded today as a far-thinking iconoclast, whereas Anderssen,

who was Black, is usually remembered as a one-dimensional Romantic.)

When Boleslavsky and David Bronstein popularized Black's formation after World War II they used all of these themes—the threat of . . . P–QR5, pressure against the KP, use of the black squares on the long diagonal. Anderssen could have anticipated another modern idea here with 21. . . . P–KR4! followed by . . . K–N2 and . . . P–R5 to use the black squares for a mating attack.

But Black chose another thematic idea with *21. . . . P–Q4!?*. With the advantage of a hundred year's hindsight we see that 22. KPxP PxP 23. P–B5 is the best strategic response (although the White QBP may fall). But White permitted the center to be liquidated, and the difference between the activity of the two players' pieces was no longer obscured by the center: *22. BPxP PxP 23. B–K3 PxP 24. QxP B–Q4 25. Q–KN4 Q–N2 26. N–B2 B–K3 27. Q–QR4 B–Q5* followed by . . . P–KN5 gave Black a mating attack.

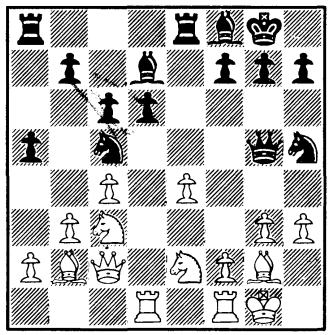
WHITE STRATEGIES: P–QB5, P–K5, ETC.

White has two levers—P–QB5 and P–K5—and an attack against a weak enemy QP to blend into his middlegame plan. It is a true blend since there are few maneuvers available to White that promote P–K5 and prevent taking aim at the QP.

The P–K5 idea is primarily a tactical attempt to break the center completely open for the White minor pieces. With best play P–K5 cannot be achieved without creating a crippled, isolated White KP on the fifth rank. But small errors by Black as in Reti–Spielmann, Marienbad 1925, make P–K5 possible:

1. P–QB4 P–K4 2. N–KB3 P–Q3 3. P–Q4 PxP 4. NxP N–KB3 5. N–QB3 B–K2 6. P–KN3 0–0 7. B–N2 P–B3 8. 0–0 R–K1 9.

P–N3 P–QR4 10. B–N2 N–R3 11. P–K4 N–B4 12. Q–B2 B–B1 13. QR–Q1 B–Q2 14. KN–K2 N–R4? 15. P–KR3 Q–N4



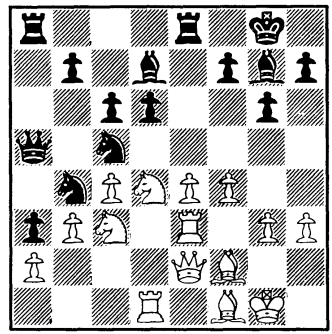
Position after 15. . . . Q–N4

White would find it hard to exploit the Black QP as long as Black protects it with his KB. He might think of a queenside advance with P–QR3 and P–QN4, but Black's kingside action suggests a sharper reaction by White. That meant *16. P–B4! Q–K2 17. P–KN4 N–B3 18. P–K5!.*

Black has a problem of limited space that is common to the Indian complex. His KN cannot retreat. If Q2 were free he could stand better by exchanging pawns and dropping his N to the vacant square. But now he must play *18. . . . PxP 19. PxP QxP* and face the consequences of *20. N–K4 Q–B2 21. NxNch! PxN 22. N–B4* which threatens N–R5.

The Black kingside cost him the game quickly: *22. . . . R–K4 23. N–R5 RxN 24. PxR N–K3 25. BxKBP B–R3 26. Q–Q3 B–K1 27. K–R1 N–N2 28. R–KN1 Q–B5 29. QR–KB1 Q–K6 30. QxQ BxQ 31. B–K4! Resigns.*

The story is quite different in Reshevsky–Bronstein, Zurich 1953. White's QBP was under fire, and after . . . P–QR4–5–6 he had to weaken his queenside black squares to reach this position:

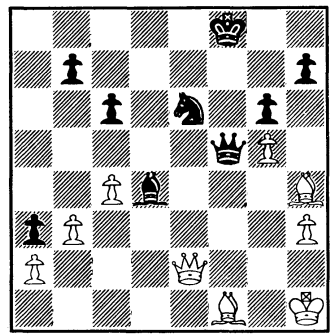


Position after 22. . . . B–Q2

Black has excellent control of queenside squares, but that portion of the board remains closed while White readies a king-side attack. A good plan for White would be 23. P–N4 followed by B–N3 and P–B5. *It is difficult to do anything quickly in the basic Boleslavsky Wall.*

But White forced the issue with *23. P–K5? PxP 24. PxP.* There is no way he could have exploited the newly opened Q-file and half-open KB-file right now. And Black had no difficulty in contesting the open lines: *24. . . . QR–Q1 25. P–N4 N–K3! 26. B–R4 NxN 27. RxN Q–B4 28. R(4)–K4 B–R3! 29. K–R1 B–K3* (30. BxR RxB 31. R–B3 R–Q7!).

Even though White was able to liquidate his bad pawn—*30. P–N5 B–N2 31. R–B4 B–B4 32. N–K4 BxNch 33. R(4)xB N–R3 34. P–K6*—he had opened up a position in which his opponent had more targets and better pieces: *34. . . . PxP 35. RxP R–KB1 36. R–K7 B–Q5 37. R(3)–K6 Q–B4 38. R–K8 N–B4 39. RxR NxR 40. RxRch KxR.*



Position after 40. . . . KxR

Here, the inherent advantage of operating from an originally cramped but now liberated position bears fruit. Black's pieces occupy squares formerly forbidden to them by White pawns. His K is still protected by interior lines of his own pawns. White's defenses are stretched thin, however.

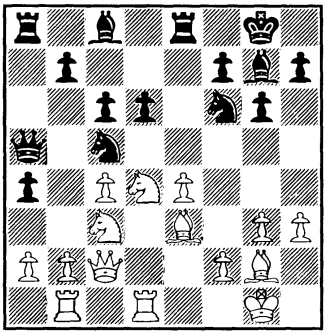
White played *41. B–N3*, sacrificing a pawn to get his bishop into play. But White's endgame chances went downhill after *41. . . . QxP 42. QxN QxB* (43. Q–B8ch K–K2 44. QxPch would have given Black a mate after 44. . . . K–Q1 since 45. Q–R8ch K–B2 46. Q–R5ch B–N3 stops the White checks).

A useful move for White is P–QN4 because it takes away the QB5 square from Black's use and it prepares for P–N5, a line-opening queenside motif. Even if the move P–QN4 doesn't forward any specific middlegame plan it may be important because it restricts Black. The nature of the Boleslavsky Wall is that Black will be crushed if his pieces do not obtain early activity.

A demonstration of this theme with P–QN4 was Korchnoi–Ivkov, Hastings 1955/56:

1. P–Q4 N–KB3 2. P–QB4 P–Q3 3. N–QB3 P–K4 4. N–B3 QN–Q2 5. P–KN3 P–B3 6. P–K4 P–KN3 7. B–N2 B–N2 8.

0–0 0–0 9. P–KR3 R–K1 10. B–K3 P–QR4 11. Q–B2 P–R5 12. KR–Q1 Q–R4 13. QR–N1! PxP 14. NxP N–B4



Position after 14. . . . N–B4

Here *15. P–QN4! PxP e.p. 16. PxP* is strong even though it opens up the QR-file for Black. The truth is that Black's Q and QN will be kicked back by P–QN4 and that White can take the open QR-file away from Black with a subsequent R–R1 if Black is cramped enough.

Black chose to stop P–QN4 mechanically with *16. . . . Q–N5*. This is very double edged because it means that Black will have greater difficulty extricating his pieces if P–QN4 is indeed played. White found a way of doing it: *17. B–B4! B–B1 18. B–Q2* (threatening a discovered attack on the Q) *Q–N3 19. B–K3* (ditto) *Q–N5 20. Q–Q2!*.

Now Black must give up the queenside blockade because of the threat of N–B2!. Black continued *20. . . . Q–N3* and had to lose material after *21. P–QN4* either with 21. . . . QN–Q2 22. N–K6 or, as in the game, with *21. . . . QNxP 22. NxN NxN 23. Q–Q3!*.

It's true that Black could have saved his material with 19. . . . Q–B2 20. P–QN4 QN–Q2, but after 21. P–B4 White would have a tremendous game and could choose among attack on the king, the queenside, or the QP.

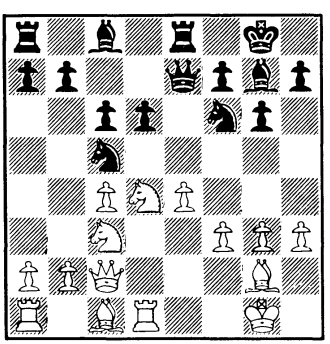
BLACK COUNTERSTRATEGIES: . . . P–Q4, . . . P–KB4, ETC.

Black's middlegame plans and attitude are similar to his in the Maroczy Bind. He needs a central break or he will eventually be crushed. Since in the Boleslavsky Wall Black does not have the Maroczy theme of . . . P–QN4, his choice is somewhat narrower. Under certain conditions the advance of the QBP by Black is OK, although it concedes a tremendous hole on Q4, but the main interest focuses on . . . P–KB4 and . . . P–Q4.

The former is more loosening than in the comparable Maroczy formation because after . . . P–KB4 Black has neither KP nor KBP available for kingside defense. It's chief virtue, at least in the practice of masters during the last thirty years, has been as a secondary threat. When . . . P–Q4 cannot be played, Black may have . . . P–KB4.

This was the case in Kan–Boleslavsky, Moscow 1952:

1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–KB3 B–N2 4. P–KN3 0–0 5. B–N2 P–Q3 6. 0–0 QN–Q2 7. Q–B2 P–K4 8. R–Q1 R–K1 9. N–B3 P–B3 10. P–K4 PxP 11. NxP Q–K2 12. P–KR3 N–B4 13. P–B3



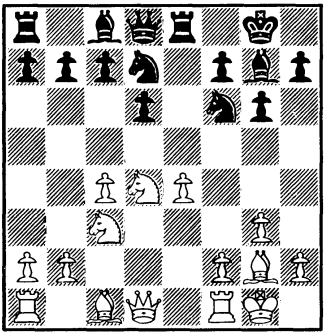
Position after 13. . . . P–B3

White's last move is superior to R–K1 because the rook move would permit 13. . . . P–Q4!; e.g., 14. BPxP NxQP 15. NxN PxN 16. P–K5 N–K5!. But White marred this by answering the natural *13. P–QR4* with *14. P–KN4?*. This is an overreaction to Black's quiet play and is greatly inferior to 14. P–N3 with a likely continuation of 14. . . . KN–Q2 15. B–N2 P–R5 16. QR–N1.

There followed *14. . . . KN–Q2! 15. QR–N1 N–K4 16. P–N3* and now *16. . . . P–B4!*. White may have thought this idea was defused by 14. P–KN4, but the weakening of White's kingside that resulted only made it more powerful. After *17. KPxP PxP* White avoided both the risky 18. NxKBP BxN 19. QxB (19. PxB KN–Q6!) R–B1 20. Q–N5 QxQ 21. BxQ NxPch and the safe 18. B–B4. He played the consistent *18. PxP* and was lost thus: *18. . . . KN–Q6! 19. RxN NxR 20. QxN Q–K8ch 21. B–B1* (21. K–R2 Q–K4ch and 22. . . . QxN) *21. . . . Q–N6ch 22. K–R1 R–K8 23. B–K3 QxRPch 24. K–N1 Q–N6ch 25. K–R1 Q–R5ch 26. K–N2 RxQB 27. QxR BxN 28. Q–K8ch K–N2 29. P–B6ch BxP 30. Q–K4 Q–N4ch White resigns.*

The strength of . . . P–Q4 is no less in an Indian formation than in the Maroczy formation. White's solid formation has subtle weaknesses in it that are revealed once the center pawns are swept away. White must either stop . . . P–Q4, exploit the opened center with better developed pieces, or create a favorable center with the remaining pawns with some such device as KPxQP and P–QB5.

A vivid illustration of this powerful break occurs after a normal King's Indian opening such as *1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. P–KN3 B–N2 4. B–N2 0–0 5. N–KB3 P–Q3 6. N–B3 QN–Q2 7. 0–0 P–K4 8. P–K4 PxP 9. NxP R–K1.*



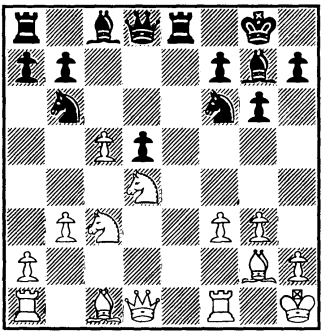
Position after 9. . . . R–K1

Here *10. P–B3?* is a logical but inaccurate move. White has to defend his KP during most of a typical Boleslavsky Wall. He doesn't want to use his KR because of some tactical problems (. . . N–B4 and . . . KN–Q2–K4–Q6) and because it may be more useful on the KB-file after P–KB4–5. But here 10. P–B3 is bad because after *10. . . . P–B3!* White cannot stop Black's . . . P–Q4; e.g., 11. KN–K2 N–N3 12. P–N3 P–Q4 or 11. N–N3 N–N3 12. Q–K2 B–K3 13. N–Q2 P–Q4 14. P–K5 KN–Q2 15. PxP PxP 16. P–B4 N–B4 and . . . P–Q5.

What are White's options if he cannot stop . . . P–Q4? One is to exploit the newly opened position with 11. B–K3 P–Q4 12. BPxP PxP 13. KN–N5, for example. This may be enough to keep a balance. If White ignores the problem completely with 11. R–K1? P–Q4 12. KPxP, he can be surprised as in Liebert-Kuzmin, Zinnowitz 1971: 12. . . . RxRch 13. QxR N–N3! (threatening 14. . . . KNxP or 14. . . . NxBP) 14. N–B2 NxBP 15. PxP PxP 16. K–R1 N–Q4! 17. B–B1 N–K4 18. Q–Q1 Q–N3! 19. B–N2 B–B4 20. NxN PxN 21. P–KN4 B–Q6 22. N–K3 B–B5 23. NxP? R–Q1 24. P–B4 BxN 25. BxB Q–QB3 26. Q–B3 RxB! White resigns in lieu of 27. PxN R–Q8ch 28. K–N2 R–N8ch 29. K–B2 R–B8ch.

A third option is the retention of some pawns in the center. This often is done with KPxP and P–QB5. In Jones–Dueball,

Nice 1974, White played *11. K–R1 N–N3 12. P–N3 P–Q4 13. KPxP PxP* and *14. P–B5.*

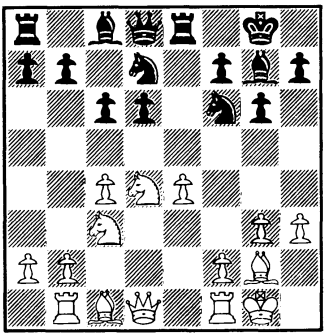


Position after 14. P–B5

White's P–QB5 is sharp and unbalancing. Either White's QBP or Black's QP will be weak and perhaps both. White will keep his outpost square on Q4. But here the problem of the QBP is too great, and White played *14. . . . QN–Q2 15. N–R4 Q–K2 16. P–B6* rather than tie up his pieces with B–QR3. As it turned out the isolated Black QP was more than made up for by his excellent pieces: *16. . . . PxP 17. NxP Q–Q3 18. N–Q4 B–QR3 19. R–B2 QR–B1 20. B–B1 BxB 21. RxB N–K4 22. B–N2 Q–R3! 23. R–B1 RxR 24. BxR N–Q6 25. B–Q2 N–Q2 26. N–B2? R–K8!! 27. BxR* (27. RxR N–B7ch) *N–N7 28. B–B3 NxQ 29. RxN Q–K7 White resigns.*

But when KPxP and P–QB5 both work Black's pieces look silly. *Supplemental Game #6* and the following show this:

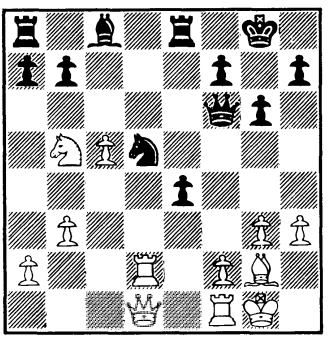
Kavalek–Garcia-Orus, Haag 1967: *1. P–QB4 N–KB3 2. N–QB3 P–Q3 3. P–Q4 P–K4 4. N–B3 QN–Q2 5. P–K4 P–KN3 6. P–KN3 B–N2 7. B–N2 0–0 8. 0–0 P–B3 9. R–N1 R–K1 10. P–KR3 PxP 11. NxP*



Position after 11. NxP

Black could continue conservatively with 11. . . . N–B4 and 12. . . . P–QR4, but he rushes into *11. . . . N–N3? 12. P–N3 P–Q4* thinking that . . . P–Q4 is always good. White's *13. KPxP PxP 14. P–B5!* throws Black's pieces into disarray. On 14. . . . QN–Q2 15. P–QN4 White can maintain his QBP and continue with KN–N5–Q6. His center play would confer a big advantage.

Black retained the tempo of the game with *14. . . . N–K5!? 15. NxN PxN* attacking the White N on Q4. But *16. N–N5* was still strong. Black continued *16. . . . N–Q4 17. B–N2 BxB 18. RxB Q–B3* to compensate for his problems in the center with strength along the long black diagonal. But White played *19. R–Q2!.*



Position after 19. R–Q2!

White now has a won game (19. . . . N–B6 20. Q–R1! pins and wins the N). There followed *19. . . . Q–R3 20. N–Q6 N–B6 21. Q–R1! P–K6 22. QxN PxR 23. NxR QxRch 24. BxQ Resigns.* Bad pawns, bad pieces, bad game.

A third strategy, apart from . . . P–KB4 and . . . P–Q4, is the exploitation of White's pawns, especially his QBP. An illustration of this is *Supplemental Game #7.*

SUPPLEMENTAL GAMES

(1) *P–QB5 in the basic Indian complex position.* Portisch–Aaron, Varna 1962: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–KB3 B–N2 4. P–KN3 0–0 5. B–N2 P–Q3 6. 0–0 QN–Q2 7. N–B3 P–K4 8. P–K4 P–B3 9. P–KR3 P–KR3?! (An odd, not particularly useful move. For the next few moves White makes developing moves but fails to come up with a plan. A good idea would be R–N1 and P–QN4–5.) 10. B–K3 K–R2 11. Q–B2 Q–K2 12. QR–Q1 N–R4 13. KR–K1 R–KN1 14. K–R2 N–B1 15. P–B5! (This is correct but badly followed up. White must open up the Q-file, after 15. . . . QPxP, with 16. PxBP and try N–Q2–B4–Q6 if he has anything.) 15. . . . QPxP 16. PxKP?? N–Q2 17. Q–Q2 NxKP 18. NxN BxN 19. P–B4 B–B2 20. B–B3 (White's compensation for the sacrificed pawn appears adequate but . . .) NxNP! 21. KxN P–KN4 22. K–R2 PxP 23. B–B2 Q–K3! 24. B–N4 RxB 25. PxR QxNP 26. K–R1 Q–R6ch 27. K–N1 B–K3 White resigns.

(2) *Rauzer's formation arising out of a Sicilian Defense.* Kurajica–N. Littlewood, Bognor Regis 1967: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–B3 P–K4? 4. B–N5ch B–Q2 5. BxBch NxB 6. 0–0 KN–B3 7. P–Q4! (This will lead to the favorable formation after QPxBP. Note that 7. . . . NxP 8. PxKP PxP 9. Q–R4 N–Q3 10. NxP must favor White.) 7. . . . B–K2 8. PxKP PxP 9. Q–K2 P–KR3 10. QN–Q2 Q–B2 11. N–B4 P–QN4? (now the queenside squares are weak and subject to exploitation by P–QR4) 12. N–K3 Q–B3 13. N–Q5! B–Q3 (or 13. . . . NxN 14. PxN QxP 15.

QxP with advantage) 14. R–Q1 P–B5 15. N–R4 P–KN3 16. Q–B3 B–K2 17. NxB KxN 18. P–QN3! (When this formation occurs in the Ruy Lopez the move P–QN3 often serves to attack the queenside pawns. Here the idea is B–QR3.) 18. . . . N–B4 19. B–R3 QR–B1 20. Q–N3 Q–B2 21. PxP (there was a faster win with 21. BxNch QxB 22. R–Q5 NxR 23. QxPch) 21. . . . PxP 22. QR–N1 KR–Q1 23. Q–K3 RxRch 24. RxR Q–B3 25. QxP QxP 26. N–B3 Q–B7 27. R–K1 QxBP 28. RxPch K–Q2 29. Q–B4 QxP 30. N–Q6 31. QxPch K–B3 32. N–Q4ch Resigns.

(3) *White obtains the Rauzer formation in unusual fashion and exploits the QR2–KN8 diagonal.* Botvinnik–Szilagyi, Amsterdam 1966: 1. P–KN3 P–Q4 2. N–KB3 P–QB3 3. B–N2 B–N5 4. P–Q3 N–Q2 5. P–KR3 BxN 6. BxB P–K4 7. N–Q2 KN–B3 8. P–K4 PxP? (This leads to pawn symmetry in the center. White's development gives him the first chance to upset the balance.) 9. PxP B–B4 10. 0–0 Q–K2 11. P–B3 0–0 12. P–QN4! B–N3 13. P–QR4 KR–Q1 (The thematic idea of 13. . . . P–QR4, which confronts White's queenside expansion, walks into N–B4 and B–R3.) 14. Q–B2 QR–B1 15. B–K2 P–B4? (This completes the Rauzer formation and decides the game. Black's attack on the queenside should come from . . . P–QR4 not from . . . P–QB4 which gives up his Q4 and all hopes of blocking the diagonal White seizes.) 16. P–N5 N–K1 17. N–B4 N–Q3 18. B–N5! (This forces a weakening of the diagonal because the alternatives 18. . . . N–B3 19. N–K3 and N–Q5 and 18. . . . QxB 19. NxN P–B5 20. K–N2! are unpalatable.) 18. . . . P–B3 19. B–K3 NxN 20. BxNch K–R1 21. P–R5 B–B2 22. KR–Q1 N–B1 23. Q–R2! RxRch 24. RxR R–Q1 25. RxR BxR 26. P–R6! P–QN3 27. K–N2 Q–Q2 28. Q–K2 N–N3 29. B–N3 N–K2 30. Q–B4 P–R3 31. Q–B7 K–R2 32. B–QB4 Q–Q3 33. P–R4 Q–Q8 34. Q–K8 P–B4? (Black was lost in any case. He cannot cover his kingside white squares indefinitely.) 35. PxP NxP 36. B–N8ch K–R1 and Black resigned before 37. B–B7ch and 38. Q–N8 mate.

(4) *P–QB5 in the Rauzer position.* Tarrasch–Vogel, Nuremberg 1910: 1. P–K4 P–K4 2. N–KB3 N–QB3 3. B–N5 P–Q3 4. P–Q4 B–Q2 5. N–B3 N–B3 6. 0–0 B–K2 7. R–K1 PxP 8. NxP NxN 9. QxN BxB 10. NxB 0–0 11. B–N5 N–N5 12. BxB QxB 13. P–QB4 P–QR3 14. N–B3 Q–K4 (This competes for center squares now the exclusive territory of the dominating White Q. Even after queens are exchanged White should hold the advantage whether Black recaptures on his K4 with a pawn or with a N.) 15. QxQ PxQ 16. N–Q5 P–QB3?! (The weakness of Black's Q3 becomes the critical issue for the rest of the game. 16. . . . N–B3! was playable and preferable since 17. NxP QR–B1 keeps material even.) 17. N–K7ch K–R1 18. N–B5 QR–Q1 19. QR–Q1 P–KN3 20. N–Q6 R–Q2 21. P–B5! (Now White can win by exploiting the weak enemy QNP, KBP, and KP. Note that 21. . . . KR–Q1 fails to 22. NxPch) 21. . . . K–N1 22. N–B4 (on 22. . . . R–K2 now White doubles rooks on the Q-file) KR–Q1 23. RxR RxR 24. P–B3 N–R3 25. NxP R–Q7 26. N–B4 R–QB7 27. P–QN3 RxP 28. R–Q1! P–R4 29. R–Q8ch K–N2 30. R–QR8 P–R5 31. RxP RxR 32. PxR N–N1 33. N–Q6 K–B3 34. NxNP K–K4 35. P–R5 N–K2 36. N–Q6 K–Q5 37. P–R6 Resigns.

(5) *Exploiting P–QB5 in the Rauzer formation*: Golombek–Fuderer, Munich 1954: 1. P–Q4 N–KB3 2. P–QB4 P–Q3 3. N–QB3 P–K4 4. N–B3 QN–Q2 5. P–K4 P–KN3 6. B–K2 B–N2 7. 0–0 0–0 8. R–K1 P–B3 9. PxP? PxP 10. P–QN3 Q–R4 11. B–Q2 Q–B2 12. P–QN4 R–Q1 13. Q–B1 N–B1! (this is an excellent square for the N since it takes aim at Q5 via K3) 14. B–R6 B–N5 15. BxB KxB 16. Q–N2 BxN (All in keeping with Black's plan of occupying Q5. White's B–KR6xB helps Black along.) 17. BxB R–Q5 18. P–B5 N–K3 19. QR–Q1 QR–Q1 20. RxR RxR (the rook is useful on Q5 in the attack on the QNP) 21. N–K2 R–Q2 22. N–N3 P–KR4 23. P–KR4 N–Q5 24. B–Q1 Q–Q1 25. N–B1 N–N5 26. P–B3 N–R3 27. Q–KB2 P–R4! 28. P–R3 N–N4! 29. B–N3 PxP 30. PxP R–Q5 (The queenside pawns fall one at a time. White

throws himself into a desperate counterattack against the K.) 31. Q–N3 Q–K2 32. N–K3 RxNP 33. B–B4 N–Q5 34. K–R1 QxBP 35. B–Q3 P–QN4 36. K–R2 K–R2 37. K–R3 N–K3 38. B–B1 R–N6 39. Q–B2 Q–Q5 40. P–N3 P–QB4 and resigned.

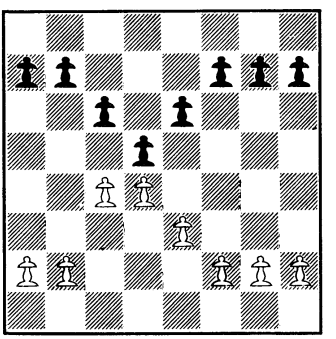
(6) *The double-edged consequences of . . . P–Q4 in the Boleslavsky Wall.* Gligoric–Tringov, The Hague 1966: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. N–QB3 B–N2 4. P–K4 P–Q3 5. N–B3 0–0 6. B–K2 P–K4 7. B–K3 PxP 8. NxP R–K1 9. P–B3 P–B3 10. Q–Q2 P–Q4 11. KPxP PxP 12. 0–0 N–B3? (even though White has a preponderance of material in an open center, Black should immediately liquidate with 12. . . . PxP) 13. P–B5! (White takes an edge with QR–Q1 and QN–N5–Q6. Black has a crisis. The tactical tricks such as 13. . . . RxB 14. QxR N–N5 15. PxN BxN fail to 15. NxN!. He decides to go after the enemy QBP even though he has to take it with his Q.) 13. . . . B–Q2 14. QR–Q1 Q–K2 15. B–B2 QxP 16. N–K6! Q–Q3 17. NxB KxN 18. N–N5 (White has plenty of compensation for his pawn in lieu of the weak enemy black squares and White's excellent QB and N) 18. . . . Q–K4 19. KR–K1 P–QR3 20. B–B1 Q–R4 21. N–Q4! (Better than recapturing a pawn. White uses the Q4 outpost beautifully for the rest of the game.) 21. . . . P–R3 22. NxN BxN 23. B–Q4 R–K3 24. RxR PxR 25. R–K1 R–K1 26. R–K5 P–KN4 27. P–B4 K–N1 28. B–K2 (to stop . . . N–N5) Q–N3 29. B–Q3 N–K5 30. BxN PxB 31. PxP R–Q1 32. Q–K3 P–KR4 33. P–KR3 R–Q4 34. RxR BxR 35. Q–B4 Q–B2 36. Q–K5 K–R2 37. Q–R8ch K–N3 38. Q–R6ch K–B4 39. P–N6! QxP 40. Q–B8ch K–N4 41. B–K3ch Resigns.

(7) *Black attacks the enemy queenside pawns:* Szabo–Lillienthal, Budapest 1950: 1. P–Q4 N–KB3 2. P–QB4 P–KN3 3. P–KN3 B–N2 4. B–N2 0–0 5. N–QB3 P–Q3 6. N–B3 QN–Q2 7. 0–0 P–K4 8. P–K4 P–B3 9. P–KR3 PxP 10. NxP R–K1 11. R–K1 P–QR4 12. N–B2?! (This ambitious move reserves K3 for a N.

Black exploits this maneuver immediately. White should have strengthened his center with the developing B–K3, Q–Q2, and QR–Q1.) 12. . . . N–N3! (now 13. N–K3 B–K3 14. B–B1 P–Q4!) 13. N–R3 B–K3 14. B–B1 KN–Q2! (The N heads for K4. On 15. QxP N–K4 Black wins the pawn back with a greatly eased game.) 15. P–B4 N–B4 16. B–K3 BxN! (White's pawn sacrifice is unsound although Black must give up his excellent bishop. In the previous game the weak black squares were significant around the Black K. Here they aren't exploitable because of the tempo of Black's initiative.) 17. PxB NxKP 18. Q–Q4 N–B4 19. P–B5 BxKBP 20. B–R6 P–B3 21. RxRch QxR 22. QxBP Q–K4! 23. QxQ PxQ 24. R–K1 R–K1 25. P–N4 B–K5 26. N–N1 N(N)–R5 27. N–Q2 B–Q6 28. BxB NxB 29. R–K3 N(R)–B4 30. K–B1 R–Q1 31. K–K2 P–R5 32. N–K4 NxN 33. RxN(4) K–B2 34. P–B5 NxP 35. R–QB4 N–R3 36. RxRP K–K3 37. B–K3 P–QB4 38. R–R5 K–Q4 39. R–N5 K–B3 40. P–B4 P–N3 41. K–B3 N–N5 White resigns.

CHAPTER 7:

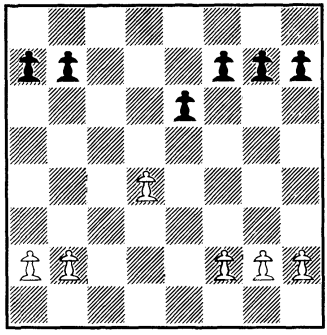
The Queen's Gambit Family and Its Relatives



Typical Queen's Gambit

For nearly twenty years in the early part of this century the formation above threatened to monopolize the middlegame. In the 1927 world championship match the Queen's Gambit Declined occurred in thirty-two of the thirty-four games. Too much emphasis on any one opening or structure becomes boring, and the arrival of the Indian systems was a welcome change. But the controversies over the Queen's Gambit (and Nimzo-Indian Defense) formations—the Isolani, the hanging pawns, the Orthodox Exchange—haven't been resolved. Although the diagramed formation ultimately leads to a simpler structure the strategies remain difficult to evaluate.

A. The Isolani



When you talk about the isolated pawn you are usually speaking of a QP. Why? In most openings it is easy to play P–K4, P–Q4, and P–QB4, but often risky to play P–KB4. This means that exchanges on your Q5, leaving a single center pawn, your QP, are more likely to occur than exchanges on your K5 that result in an isolated KP.

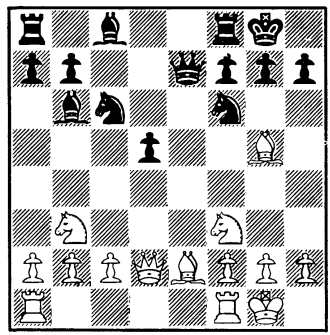
Nimzovich and others called it the Isolani although nobody has ever explained why the Latin singular ("isolanus") isn't correct. In any event it was Nimzovich who first spelled out the basic issue of the Isolani. The QP is either a "static weakness" or a "dynamic strength." Left alone it will advance ("the lust to expand") and cramp the enemy center. Blockaded it will be both a target and a bottleneck.

For years the consensus held that it was more of a weakness than a strength. But chess theory is constantly evolving, and clear cases in which the Isolani is favorable are appearing regularly. In another match, the Karpov–Korchnoi *de facto* world championship of 1974, Black accepted an isolated QP in seven games, equalized every time, and never lost. (In those games the Isolani came not from the Q.G.D. but from the French Defense: 1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–Q2 P–QB4

4. KPxP KPxP 5. N–KB3 N–QB3 6. B–N5 B–Q3 7. 0–0 PxP 8. N–N3 and QNxP.)

In the diagram above White can liquidate his QP with P–Q5. If Black's KP were on the second rank we would see P–Q5 clearly as the "lust to expand." After P–Q5 Black's K3 and QB3 are under pawn attack and his scope is reduced. The disorienting effect of the advance can be shown by Ostojic–Vaganian, Vrnjacka Banja 1971:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–Q2 P–QB4 4. KN–B3 N–QB3 5. KPxP KPxP 6. B–N5 B–Q3 7. PxP?! Q–K2ch! 8. B–K2? BxP 9. 0–0 N–B3 10. N–N3 B–N3 11. B–KN5 0–0 12. Q–Q2



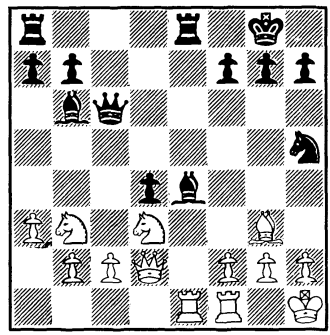
Position after 12. Q–Q2

In the opening Black was eager to sacrifice his QP for active pieces or exchange it for another pawn; e.g., 9. N–N3 B–N3 10. QxP N–B3 11. Q–Q1 B–KB4 and 12. . . . R–Q1 or now in the previous diagram 13. BxN QxB 14. QxP QxNP. Black has a fine game in any event after *12. . . . Q–K3!* in the diagram. He has an outpost, K5, that is as useful as White's Q4.

After *13. B–Q3 N–K5 14. Q–B1 Q–N3!* Black's QP had given him an early middlegame momentum. White was pushed backward with *15. B–KB4 B–R6 16. N–K1* (16. B–N3 NxB!) *KR–K1 17. K–R1 B–KB4 18. B–K3 P–Q5!*. Once "expanded" the QP

keeps Black's initiative rolling. White's QBP is now a weakness and the White K may be vulnerable from QB3–KR8.

The game drew to a rout of the White pieces after *19. B–KB4 N–N5 20. P–QR3 NxB 21. NxN N–B3 22. Q–Q2 B–K5! 23. B–N3 N–R4 24. QR–K1 Q–QB3!.*

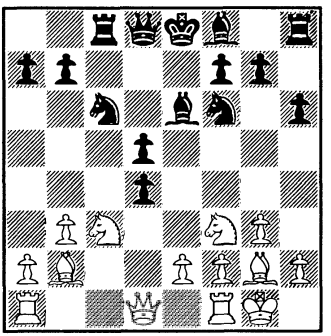


Position after 24. . . . Q–QB3!

Then with *25. P–KB3 BxN*, whichever way White captures on his Q3 he is faced with the occupation of his K3—a direct consequence of Black's pressure along the QB3–KR8 line. White resigned after *26. PxB NxBch 27. PxN R–K6! 28. N–B1 R–QB1 29. N–K2 Q–N3 30. R–Q1 R(1)–K1 31. R–B2 B–B2 32. K–N1 P–KR4! 33. P–B4 Q–N5 34. K–B1 P–R5 35. PxP QxRP 36. N–N1 BxP 37. Q–R5 B–N6.*

When blockaded the Isolani is a different animal. Then it just gets in the way of an attack on the blockading piece. The greatest weakness of an isolated pawn is often the square *in front of it.* The use of this square permits operations against other pawns as exemplified by Bogolyubov–Rosenthal, St. Petersburg 1914:

1. P–Q4 P–Q4 2. N–KB3 P–QB4 3. P–B4 P–K3 4. PxQP KPxP 5. N–B3 N–QB3 6. P–KN3 N–B3 7. B–N2 B–K3 8. 0–0 P–KR3 9. P–N3 R–B1 10. B–N2 PxP



Position after 10. . . . PxP

White should make sure of a knight blockade on the Q4 square; therefore *11. N–QN5!* is correct. After 11. . . . P–Q6 he can repulse Black's temporary initiative with 12. QxP N–QN5 13. Q–Q1 Q–N3 14. QN–Q4.

In the game Black found nothing better than *11. . . . Q–R4 12. QNxQP NxN 13. NxN B–K2*, after which White cashed in the positional advantage of his Q4 square with *14. NxB PxN 15. Q–Q3! 0–0 16. P–K4!.* Black had to accept either a weak KP with 16. . . . PxP or a weak QP with 16. . . . KR–Q1 17. PxP PxP 18. KR–K1.

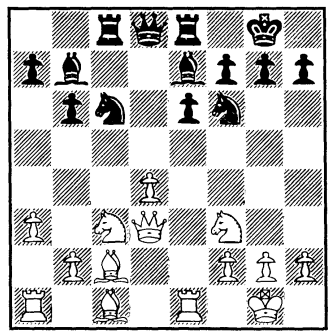
Black chose the former and lost a textbook ending: *16. . . . PxP 17. BxP NxB 18. QxN Q–Q4 19. Q–KN4 B–B3 20. BxB RxB 21. QR–Q1 Q–KB4 22. Q–Q4! Q–B4 23. QxQ RxQ 24. R–B1 R(3)–B4 25. KR–Q1 RxR 26. RxR R–B2 27. R–B8ch R–B1 28. RxRch KxR 29. K–N2 K–K2 30. K–B3 K–Q3 31. K–K4 P–QN3 32. P–B4 P–N3 33. P–KR3 P–KR4 34. K–Q4 K–Q2* (zugzwang: White wins control of the K5 outpost) *35. K–K5 K–K2 36. P–QN4 P–QN4 37. P–N4 PxP 38. PxP K–B2 39. K–Q4! Resigns.*

Control of the square immediately in front of the Isolani is enough to decide a game. With just a pawn at K3—to capture the QP when it advances—the defender against an Isolani is taking inadequate insurance. When the QP eventually does ad-

vance, pawns will be swept from the center and the player with more direct threats will prosper.

A fine case of this was a brilliancy by Tigran Petrosian, a player hardly known for explosive middlegames (vs. Balashov, U.S.S.R. 1974):

1. P–QB4 N–KB3 2. N–QB3 P–K3 3. P–Q4 B–N5 4. P–K3 P–B4 5. B–Q3 P–Q4 6. N–B3 0–0 7. 0–0 QPxP 8. BxP N–B3 9. B–Q3 PxP 10. PxP B–K2 11. R–K1 P–QN3 12. P–QR3! B–N2 13. B–B2 R–B1 14. Q–Q3 R–K1?



Position after 14. . . . R–K1?

White began an attacking plan with his 9th move that should be as familiar to 1. P–Q4 players as how to mate a bare king with bishop and knight. He positions his KB and Q to threaten mate on KR7 in coordination with B–KN5xN. His KN goes to K5. After Black defends his kingside with . . . P–KN3, White can play B–KR6 followed by B–N3 and Q–KR3. If he has accomplished all this without interruption it is inevitable he will be threatening sacrifices on Black's K3, KB2, or KN3.

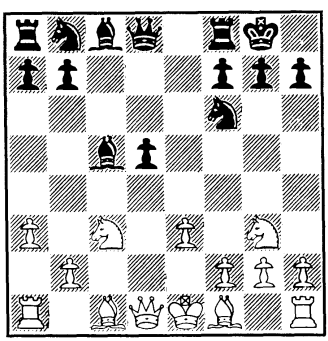
Note White's 12th move. It stopped Black from blockading Q4 with his best piece (. . . . N–QN5–Q4). Black's moves have been natural, but he should have taken time for 14. . . . P–N3. The negligence of 14. . . . R–K1 was revealed in *15. P–Q5!!.*

It doesn't seem logical that White, apparently less well developed than Black, should dissolve the center, but the exchanges will also remove Black's best kingside defender. To take the place of the KN Black will have to make pawn advances: *15. . . . PxP 16. B–N5! N–K5* (White threatened 17. BxN, and Black couldn't defend against it with 16. . . . P–N3 17. RxB!) *17. NxN PxN 18. QxP P–N3 19. Q–KR4 Q–B2 20. B–N3!.*

This new diagonal is seized and BxB followed by N–KN5 is threatened. Black's game collapsed with *20. . . . P–KR4 21. Q–K4!* (threatens QxPch) *K–N2 22. BxP! KxB 23. B–R6!* (threatens a check at QB4, Q5, or K6) *Q–Q3* (23. . . . N–Q1 24. N–N5ch!) *24. Q–QB4ch K–B3 25. QR–Q1 N–Q5 26. QxNch QxQ 27. RxQ R–B4 28. P–KR4!* and Black resigned in expectation of B–N5ch and R–Q7. (See also *Supplemental Game #1.*)

Dissolution of the Isolani is therefore not just the disappearance of a weakness but the conversion of potential energy into power. It requires a great deal of exact timing, however. Sometimes P–Q5 leads to deadly symmetry . . . or worse. The possibilities are made distinct by this opening:

1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 0–0 5. KN–K2 P–Q4 6. P–QR3 B–K2 7. PxP PxP 8. N–N3 P–B4 9. PxP BxP



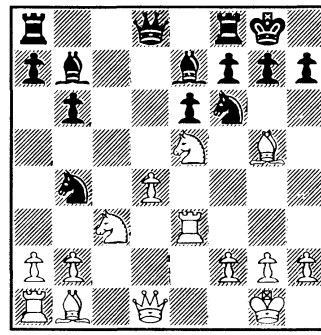
Position after 9. . . . BxP

In the last game of the 1937 world championship Max Euwe played 10. P–QN4? here, thinking that 10. . . . B–N3 11. N–R4 and 12. B–N2 would give him a fine game. But he had not taken 10. . . . P–Q5! into consideration. On 11. PxP BxP Black has too much too soon. And 11. N–R4 PxP! threatens 12. . . . PxPch and 13. . . . B–N5ch whether White plays 12. QxQ or 12. NxB. Euwe played 11. PxB PxN 12. Q–B2 (12. QxQ RxQ 13. N–K2 N–K5 also favors Black) 12. . . . Q–R4 13. R–QN1 B–Q2 14. R–N3 B–R5 15. QxP Q–Q1 and had to concede the game and his title in 28 moves more.

A more exact method of dealing with the QP is *10. B–K2 N–B3* (10. . . . P–Q5 11. N–R4) *11. 0–0.* Black could still play 11. . . . P–Q5, but after 12. N–R4 B–K2 13. P–QN4 PxP 14. BxP White has a slight pull. In the game Lilienthal–Larsen, Moscow 1962, Black made the error of first defending the QP, *11. . . . B–K3*, and then advancing it, *12. P–QN4 P–Q5?.*

White's response of *13. N–R4! B–K2 14. P–K4!* (and not 14. P–N5 N–QR4 15. PxP B–N6 or 15. QxP QxQ 16. PxQ N–N6) kept the QP as a target and gave White chances of mobilizing his majority with P–KB4. Larsen tried to force the issue with *14. . . . P–QR4?* and was crushed: *15. P–N5 N–K4 16. B–N2 P–Q6 17. BxN PxB 18. QxP R–B1 19. KR–Q1 Q–K1 20. Q–N2! K–R1 21. N–N6 R–B4 22. P–QR4 B–Q1 23. N–Q5 BxN 24. PxB Q–Q2 25. Q–R3 Resigns.*

When is the Isolani favorable? Nimzovich said it depended on where the pieces were—a statement true of all formations. When White controls the QB-file or is able to play P–Q5, the Isolani is good. When the endgame is approaching or when the Isolani can be converted into the "hanging pawns," it isn't. This leaves out the case of the basic kingside attack by White as illustrated by the following.



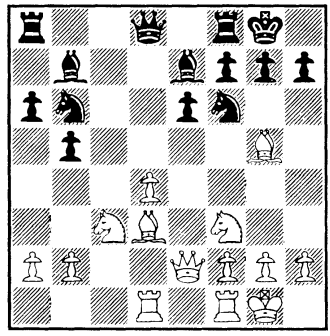
Position after 14. R–K3!

This is Keene–Miles, Hastings 1975/76, and arose after *1. N–KB3 N–KB3 2. P–B4 P–B4 3. N–B3 N–B3 4. P–K3 P–K3 5. P–Q4 P–Q4 6. BPxP KNxP 7. B–Q3 PxP 8. PxP B–K2 9. 0–0 0–0 10. R–K1 N–B3 11. B–KN5 N–QN5 12. B–N1 P–QN3 13. N–K5 B–N2 14. R–K3!.*

So far, both sides have made routine moves, and White already threatens 15. BxN BxB 16. BxPch and Q–R5ch with a mating attack. After *14. . . . P–N3 15. R–N3* Black made what may seem a minor error, *15. . . . R–B1* instead of 15. . . . N–B3 16. B–R6 QxP! 17. QxQ NxQ 18. BxR KxB with equal chances, and yet was destroyed immediately: *16. B–R6 R–K1 17. P–QR3 N–B3 18. NxNP! RPxN 19. BxP! PxB 20. Q–N1!! N–K4* (else 21. QxPch) *21. PxN N–K5 22. NxN K–R2 23. N–B6ch BxN 24. QxPch K–R1 25. B–N7ch BxB 26. QxB mate.*

As a final example for comparison there is Regedzinsky–Rubinstein, Lodz 1917, which shows the evils of exchanges:

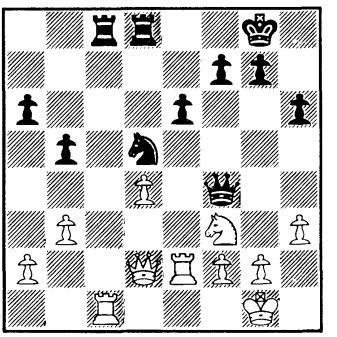
1. P–Q4 P–Q4 2. N–KB3 N–KB3 3. P–B4 P–K3 4. B–N5 QN–Q2 5. N–B3 B–K2 6. P–K3 0–0 7. B–Q3? PxP! 8. BxP P–QR3 9. 0–0 P–QN4 10. B–Q3 B–N2 11. Q–K2 P–B4 12. QR–Q1 PxP 13. PxP N–N3



Position after 13. . . . N–N3

White made a typical error that cost him a tempo when he developed his KB. He should delay B–Q3 in favor of moves such as R–B1 or Q–B2 so that he can play BxBP in one motion after . . . QPxP. Black used this extra time to convert the Slav formation into the Isolani. The position, need we say it, calls for B–N1, N–K5, and Q–Q3.

But White's choice, *14. N–K4??*, reveals a gross misconception of the position. That move forces the exchange of three of the minor pieces that White needs to compensate for his endgame weakness. The attack was dead after *14. . . . NxN 15. BxB QxB 16. BxN KR–Q1 17. R–Q3 BxB 18. QxB QR–B1 19. KR–Q1 N–Q4 20. R(3)–Q2 N–B3 21. Q–K3 Q–N2.* Black forced queens off the board with *22. P–KR3 P–R3 23. R–K2 Q–Q4 24. P–QN3 Q–Q3 25. R–QB1 N–Q4 26. Q–Q2 Q–B5!.*

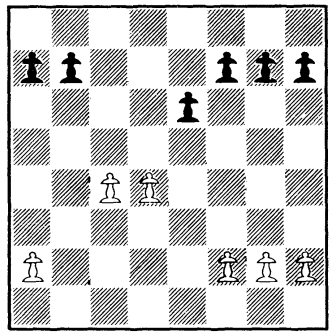


Position after 26. . . . Q–B5!

In this position White cannot play 27. QxQ NxQ 28. RxR NxRch or 28. R(2)–B2 N–K7ch. He tried 27. *R–B2 QxQ* 28. *R(K)xQ*, but the threat of further exchanges cost him a pawn after *28. . . . RxR 29. RxR N–N5 30. R–N2 R–QB1 31. K–B1 R–B8ch 32. K–K2 R–QR8*. The pawn was enough to win, but White's desperation cost him his last piece with *33. K–Q2 RxP 34. RxR NxR 35. N–K5 N–N5 36. N–Q7 P–B3 37. P–N3 K–B2 38. N–N6? K–K2 39. K–B3 P–QR4 White resigns* (. . . K–Q1–B2).

B. The Hanging Pawns

The hanging pawns hang because when one of them responds to attack by advancing, the other becomes backward and weak. Together on the fourth rank they control several key center squares but are subject to pummeling along the open files.

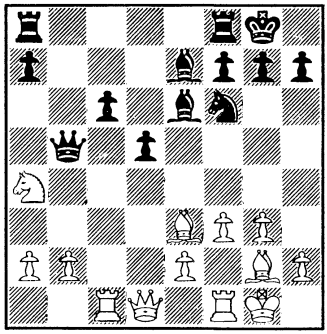


The Hanging Pawns

Nimzovich noted that the downfall of the hanging pair was partly psychological. They should be advanced eventually, he said, but "in general the defending party proceeds to this a move or two too soon, he does not hold tight long enough, perhaps because the consciousness of being 'in the air' is not greatly to the taste of the human psyche." This led to the warning: "Never let yourself be drawn into a dead blockaded position; rather remain 'in the air.'"

The pawns are most vulnerable to blockade when on QB3 and Q4, usually just after being created. At that moment they can be blocked with pieces on Q5 and QB4. Once the blockade is established it can become permanent; e.g., Rubinstein–Salve, Lodz 1908:

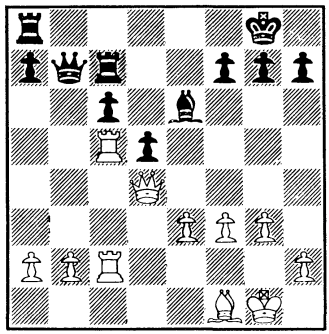
1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB4 4. PxQP KPxP 5. N–KB3 N–KB3 6. P–KN3 N–B3 7. B–N2 PxP? 8. KNxP Q–N3 9. NxN! PxN 10. 0–0 B–K2 11. N–R4 Q–N4 12. B–K3 0–0 13. R–QB1 B–N5 14. P–B3 B–K3



Position after 14. . . . B–K3

Black's 7th and 8th moves were designed to break White's control of his Q4 square before it could be maintained with other pieces. White correctly converted the Isolani into the hanging pawns. Black is ready to rectify the holes in the pawns with 15. . . . N–Q2 and 16. . . . P–QB4; therefore *15. B–B5!* is required.

White maintained the blockade on QB5 and Q4 with apparently effortless play: *15. . . . KR–K1 16. R–KB2! N–Q2 17. BxB RxB 18. Q–Q4! KR–K1 19. B–B1 KR–QB1 20. P–K3 Q–N2 21. N–B5 NxN 22. RxN R–B2 23. KR–B2.*

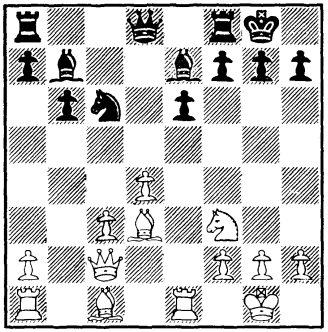


Position after 23. KR–B2

Now Black's pawns are fixed targets and under pressure from White rooks. Eventually White can isolate one of them with

P–QN4–5 or P–K4. For this reason 23. . . . P–QR4 was called for. But 23. . . . *Q–N3?* cost Black a pawn after *24. P–QN4! P–QR3 25. R–R5!* (e.g., 25. . . . QxQ 26. PxQ B–B1 27. RxQP). Black conceded after 25. . . . *R–N1 26. P–QR3 R–R2 27. RxBP! QxR 28. QxR R–R1 29. Q–B5 Q–N2 30. K–B2 P–KR4 31. B–K2 P–N3 32. Q–Q6 Q–B1 33. R–B5 Q–N2 34. P–KR4 P–R4 35. R–B7 Q–N1 36. P–N5 P–R5 37. P–N6 R–R4 38. P–N7!* because of R–B8ch (38. . . . K–N2 39. RxPch).

The pawns are only weak when under direct pressure. When the attack on them develops slowly, the player with the hanging pair can either take time to protect them or, even better, seize the initiative on the kingside. One opening illustration of this begins with *1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 N–KB3 4. N–B3 P–B4 5. BPxP NxP 6. P–K3 N–QB3 7. B–B4 PxP 8. PxP NxN 9. PxN B–K2 10. 0–0 0–0 11. R–K1 P–QN3 12. B–Q3 B–N2 13. Q–B2!.*



Position after 13. Q–B2!

Until Black attacks the QBP White has a free hand. (Note that Black played . . . BPxQP before . . . NxN because if he reverses the order White could keep his pawns united by recapturing on Q4 with his new QBP.) Now 13. . . . P–KR3 is frowned upon be-

cause White would continue Q–K2–K4 or B–B2 and Q–Q3. He should play *13. . . . P–N3*, but after *14. B–KR6 R–K1 15. Q–Q2! R–QB1* White has the same kind of attack as in the Isolani but without pressure on his center pawn.

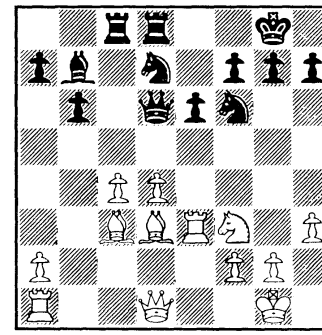
Two examples come to mind here. In Botvinnik–Ragozin, training match 1947, White attacked in the manner of the Lasker–Capablanca game of Chapter 1 (with P–KR4–R5 and swinging his rooks to the kingside). The Russian game went 16. QR–N1 B–B3 17. P–KR4 Q–Q3 (or 17. . . . BxP 18. NxB QxN 19. B–KN5 Q–N5 20. R–K4) 18. B–KB4 Q–R6 19. P–R5 N–R4 20. B–K5! Q–K2 21. BxB QxB 22. N–K5 KR–Q1 23. N–N4 Q–N2 24. PxP RPxP 25. Q–N5! K–B1 26. R–N5 N–B3 27. N–B6 N–K2 28. R–K3 N–N1 29. NxN KxN 30. Q–K7 B–B3 31. QR–K5 R–Q2 32. Q–R4 Q–R1 33. Q–B4 Q–N2 34. R–N3 B–Q4 35. R(5)–N5 RxP 36. BxP! RxR 37. BxPch K–B1 [37. . . . RxB 38. QxR(3)] 38. RxQ RxR 39. BxPch Resigns.

In Bolbochan–Pachman, Moscow 1956, however, White improved with *16. QR–B1!*, which took most of Black's counterchances on the queenside away. White won with a neat combination: *16. . . . B–B3 17. Q–B4 N–R4? 18. N–K5 N–B3 19. N–N4! B–R5 20. P–N3 B–K2* (White would have played B–KN5 if the bishop had retreated to KN2 at move 19) *21. B–QB4 R–B2 22. QxPch!* Resigns (22. . . . KxQ 23. BxP mate).

When the pawns reach the fourth rank their potential for disrupting center play becomes crucial. The other side wants to commit them to advanced squares, the owner of the pair keeps them fluid until the right moment. If P–Q5 is eventually played a new Isolani will be created. This may be temporary, but the immediate threats created by P–Q5 are what frequently count most.

The tension is suggested by a position that occurred twice in the Yugoslavia–U.S.S.R. match in 1958 between Svetozar

Gligoric and Paul Keres after *1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 0–0 5. B–Q3 P–B4 6. N–B3 P–QN3 7. 0–0 B–N2 8. B–Q2 PxP 9. PxP P–Q4 10. PxP BxN 11. PxB QxP! 12. P–B4 Q–Q3 13. B–B3 QN–Q2 14. R–K1 QR–B1 15. P–KR3 KR–Q1 16. R–K3.*



Position after 16. R–K3

All things being equal, it would have been preferable to recapture on Q4 with a pawn (11. . . . PxP). But things are rarely equal in an early middlegame, and White could have then played an annoying 11. B–KN5 and 12. N–K5.

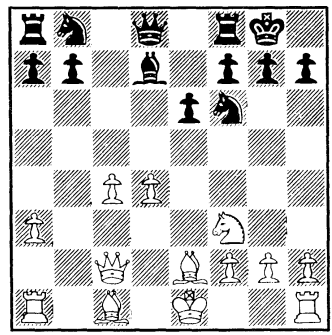
The first time the position occurred Black defended solidly with 16. . . . P–KR3, and after 17. Q–N3 he continued 17. . . . BxN! 18. RxB P–K4!. White could preserve neither his two bishops nor his center pawns, and the game was agreed drawn after 19. PxP NxP 20. BxN QxB 21. R–N1.

In the rematch Black varied with the speculative *16. . . . N–R4?* White rose to the occasion with *17. P–Q5!!* threatening 18. BxPch KxB 19. N–N5ch now that his QB is part of the attack. Black tried *17. . . . N–B4*, but he had to make kingside holes with *18. N–N5! P–N3 19. B–K2 N–N2 20. Q–Q4 Q–B1 21. Q–R4 P–KR4 22. B–KN4!*. Black didn't get a chance to resign: *22.* . . . PxB 26. Q–N3ch) *26. Q–B6 P–B5?* (the kingside pawns were lost anyway) *27. Q–B7 mate.*

FIXING THE PAIR

By fixing we don't mean "repairing" but rather affixing Black's pawns in place—in stationary, blockaded positions. If the pawns cannot be lured forward, they can be fixed by pawn action from the other side. We've already seen one case of this in the first Gligoric–Keres game. Another illustration would be Ojanen–Trifunovic, Mar del Plata 1953:

1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 0–0 5. N–B3 P–Q4 6. P–QR3 BxNch 7. PxB P–B4 8. BPxP NxP 9. P–B4 N–KB3 10. Q–B2?! PxP 11. PxP B–Q2! 12. B–K2



Position after 12. B–K2

White didn't want to permit 10. . . . N–K5, and he didn't want to develop his KB at Q3. This inaccurate development left him vulnerable to a strategic thrust: *12. . . . P–QN4!.* It is based on 13. PxP BxP 14. BxB Q–R4ch and . . . QxB after which White has a bad B and a bad QP.

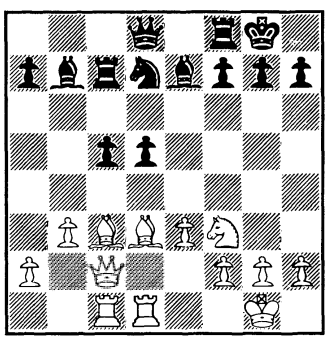
White gamely kept his pawns together with *13. P–B5,* but the damage to his hanging pawns was done. Black took command of the center: *13. . . . B–B3 14. 0–0 B–K5! 15. Q–B3 N–B3 16. B–K3* (16. BxP BxN and . . . NxP) *N–Q4 17. Q–B1 QR–N1.* White tried to dissolve his backward QP at the expense of

isolating his BP, but Black ignored it: *18. N–K5 Q–B2! 19. NxN QxN.* White's Q5 is the main weakness not his pawns.

White had a very poor game even with 20. P–B3. But he overlooked *20. B–Q2 BxP!* (21. KxB N–B5ch) and fell apart: *21. R–K1 N–K2 22. B–KB4 R–N2 23. B–Q6 B–Q4 24. Q–B3 R–B1 25. BxN RxB 26. KR–N1 P–K4!* (the other flanking break) *27. BxP Q–N3ch 28. Q–N3 Q–K5! 29. P–B3 QxPch 30. Q–B2 QxQch 31. KxQ RxP 32. B–Q3 P–N3 White resigns.*

The attack on the pair is especially powerful when it can be coordinated with an attack on other weaknesses. A game that comes easily to mind is Larsen–Radulov, Leningrad 1973:

1. P–QB4 N–KB3 2. N–KB3 P–K3 3. P–QN3 B–K2 4. B–N2 0–0 5. N–B3 P–Q4 6. P–K3 P–QN3 7. P–Q4 B–N2 8. B–Q3 P–B4 9. 0–0 QN–Q2 10. Q–K2 N–K5?! 11. BPxP KPxP 12. KR–Q1 NxN 13. BxN R–B1 14. QR–B1 R–B2 15. PxP! PxP 16. Q–B2

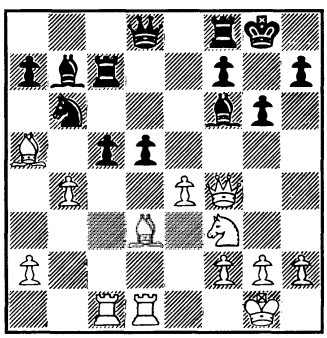


Position after 16. Q–B2

The kingside appears to be White's primary target. He provokes Black to advance one of his kingside pawns. As we've seen . . . P–KR3 encourages White to reverse the positions of his Q and KB. But here . . . P–KR3 is better than *16. . . . P–N3? 17. P–K4!.*

Now it can be seen that White can also work against the hanging pawns. Black's Q is on the same file as a White R. But *17. . . . Q–R1* threatening 18. . . . PxP allowed White to go back to his primary target with *18. Q–Q2!*. Black is faced with 19. Q–R6 or 19. PxP BxP 20. BxP now, and 18. . . . PxP 19. Q–R6 N–B3 20. N–N5 R–K1 21. NxRP! and 18. . . . KR–B1 19. PxP BxP 20. BxP are losing ideas.

Also, 18. . . . P–Q5 cannot be played because of 19. BxP!. Black made the humble retreat *18. . . . B–KB3 19. Q–B4 Q–Q1* and tried to cope with his disintegrating center after *20. B–R5 N–N3 21. P–QN4!*.



Position after 21. P–QN4!

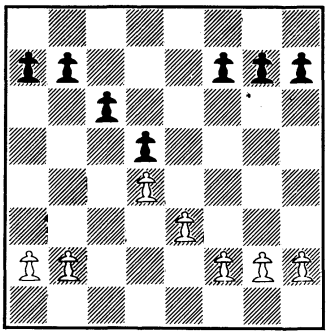
But there was no real defense (21. . . . P–B5 22. BxP!). The game went *21. . . . B–K2 22. PxQP B–Q3 23. Q–R6 PxP?* (23. . . . P–B3 holds out longer) *24. N–N5 P–B4 25. N–K6 Q–Q2 26. RxR Resigns.*

For the case of a badly timed P–K4 break see *Supplemental Game #4.*

C. The Orthodox Exchange Formation

Kmoch named the formation in the diagram below after the exchange systems (QBPxQP/. . . KPxQP) in the orthodox (read

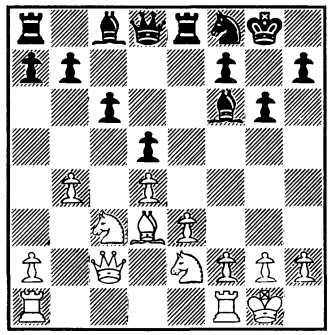
"normal") variation of the Q.G.D. It also occurs with colors reversed in the Caro-Kann (1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. B–Q3 N–KB3 5. P–QB3 and . . . P–K3) and some rarer openings. What distinguishes it most is a solidity that makes it one of the safest formations to play.



The Orthodox Exchange

The board is cut in half by a spine of white and black pawns. The spine is not easily broken and remains solid in most middlegames. If White plays P–K4 or if Black plays . . . P–QB4 the other side can unfavorably isolate the enemy's QP with a pawn capture. Therefore the two players pay most of their attention to the wings. White usually needs pawn action (such as P–QN4–5). Black can work on the kingside without moving pawns. If both kings are castled kingside Black has a task similar to a P–Q5 chain: he must conjure up a mating attack before White breaks through on the queenside.

THE MINORITY ATTACK



Position after 13. P–QN4

The minority attack with P–QN4–5 seems antipositional. When Wilhelm Steinitz advanced his QNP against F. J. Lee at London 1899 he was criticized in this note of the tournament book:

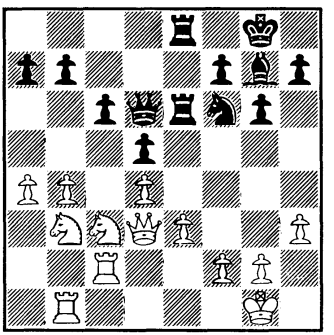
> Black has a capital development—the open K-file, a majority of pawns on the Queen's side, without even a sign of an attack by White. *The plan of attacking on the left wing practically four pawns with two should not succeed.* (Emphasis added.)

Why should White advance his queenside pawns when it is likely to create a passed pawn for Black? The tournament book recommended 13. . . . P–QN3 in the diagram to meet P–N5 with . . . P–QB4 with a good passed QBP. Today we know that . . . P–QN3 is a common error that weakens the QBP and permits White to pile up on the queenside with KR–Q1, QR–B1, N–B4, Q–N3, and P–N5!.

This is similar to what happened in a recent example.

Reshevsky–Myagmasuren, Sousse 1967: *1. P–Q4 P–K3 2. P–QB4 P–Q4 3. N–QB3 N–KB3 4. PxP PxP 5. B–N5 B–K2 6. P–K3 0–0 7. B–Q3 P–B3 8. Q–B2 QN–Q2 9. N–B3 R–K1 10.*

0–0 N–B1 11. BxN! BxB 12. P–QN4! B–N5 13. N–Q2 R–B1 14. B–B5 BxB 15. QxB P–KN3 16. Q–Q3 Q–Q3 17. KR–N1 B–N2 18. P–QR4 N–Q2 19. R–R2 R–K3 20. R–B2 R(1)–K1 21. N–N3 N–B3 22. P–R3

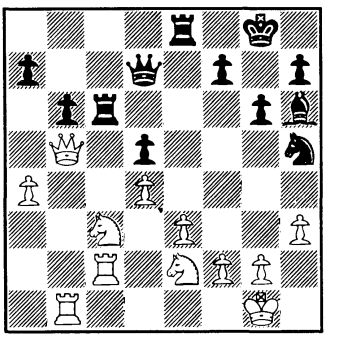


Position after 22. P–R3

Notice how White eliminates a Black knight at move 11. White's bishop was not particularly bad, but a Black knight on K5 would be at least equal to it. If White had captured the Black knight on K5 Black would then recapture with a pawn, creating our old friend, the Wedge.

White threatens 23. P–N5!, and Black is much too slow in making anything out of the kingside. He needs . . . P–KB4–5, for instance. If White gets P–QN5 in and Black cannot play . . . P–QB4, either a weak QBP or a weaker QP await Black; e.g., 22. . . . N–R4 (22. . . . QxP? 23. N–B5) 23. P–N5 R(3)–K2 24. PxP QxP 25. N–N5 or 24. . . . PxP 25. Q–R6 and N–R5.

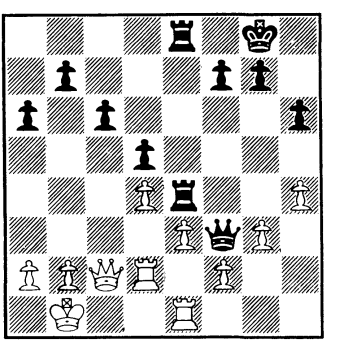
Black tried 22. . . . *P–N3* with the old idea of meeting P–N5 with . . . P–B4, but after 23. *N–B1! B–R3 24. N(1)–K2 N–R4 25. P–N5!* Black couldn't push his QBP without losing his QP. He had to accept the isolation of his QP with *25. . . . Q–Q2 26. PxP RxBP 27. Q–N5.*



Position after 27. Q–N5

Black was lost because of the threat of 28. NxP (27. . . . N–B3 28. NxP! RxR 29. NxNch). He tried to use the open file with *27. . . . R(1)–QB1 28. R(1)–QB1 R(1)–B2*, but *29. P–N4!* was a killer: *29. . . . P–R3* (29. . . . N–B3 or . . . N–N2 30. NxP!) *30. QxRP N–B3 31. NxP! NxP* (31. . . . QxN 32. RxR wins the same way) *32. RxR QxN 33. Q–R8ch Resigns.* For a version of the minority attack with colors reversed see *Supplemental Game #5.*

Black's defenses on the queenside are very few. His best chance of success in the middlegame is a piece-attack on the kingside. Even with White's K esconced on the opposite side of the board Black has good chances on his left. This is "his" side of the board.

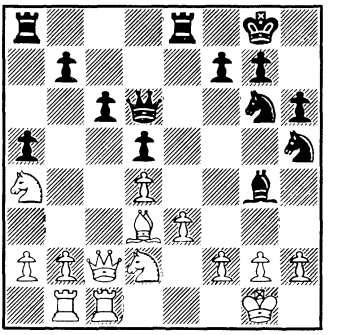


Black to move

The diagram shows a position from Kasparian-Aronin, 20th U.S.S.R. championship. Both sides have heavy pieces to attack an enemy majority, but neither the Black QNP nor the White KBP will give way. The game, in fact, was soon drawn. But Black discovered after the game that he could have begun his own minority attack—not to weaken White's pawns but to create a passed pawn of his own—with *27. . . . P–KR4!!*. White can do little about . . . P–B3 and . . . P–KN4 except play RPxNP and try to obtain a queenside break before Black's KRP queens.

When the White K has castled short Black's attack is very natural and straightforward. Fürster–Simagin, Budapest 1948, is evidence of this:

1. P–Q4 N–KB3 2. N–KB3 P–Q4 3. P–B4 P–K3 4. N–B3 P–B3 5. PxP KPxP 6. Q–B2 B–K2 7. B–N5 0–0 8. P–K3 R–K1 9. B–Q3 QN–Q2 10. 0–0 N–B1 11. QR–N1 P–QR4 12. KR–B1? P–R3 13. B–KB4? N–R4! 14. B–K5 B–KN5 15. N–Q2 B–Q3 16. BxB QxB 17. N–R4 N–N3



Position after 17. . . . N–N3

White's queenside play lacks P–QN4. After . . . P–QR4 he doesn't want to prepare the minority attack with P–QR3 because of the open QR-file Black receives after P–QN4/. . . RPxP. But this should be a minor consideration. The simple fact is that

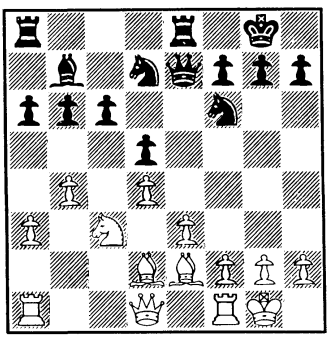
White's queenside will not be powerful enough to balance the threats to his K without P–QN4.

His *18. Q–B5* was OK, but after *18. . . . Q–B3 19. N–N6 QR–Q1* he grabbed the QRP with *20. QxRP?* when the defensive 20. BxN PxB 21. N–B1 was called for. Winning a pawn is not the same thing as breaking open a side of the board for your pieces. Black's initiative, with three minor pieces, two rooks, and a queen, never let up: *20. . . . N–R5! 21. B–B1 Q–N4 22. K–R1 N–B3!* (threatening 23. . . . B–B4 24. R–R1 N–K5) *23. P–KN3 N–B6 24. B–N2 Q–R4 25. NxN BxN 26. Q–K1 R–Q3! 27. K–N1 BxB 28. KxB N–N5 29. P–KR3 NxBP! 30. QxN* (30. KxN R–B3ch 31. K–N1 R–B6) *30. . . . R–B3 31. Q–N1 Q–K7ch 32. K–R1 R–B7! White resigns.*

The "burn the positional bridges" defense on the queenside is . . . P–QN4. It surrenders QB4 and QR4 to White pieces in the hopes of occupying QB5 and QR5. It stops P–QN5 once and for all and attempts to fix the enemy QNP as a target.

Fairhurst–Smyslov, Hastings 1954, shows the strategy well:

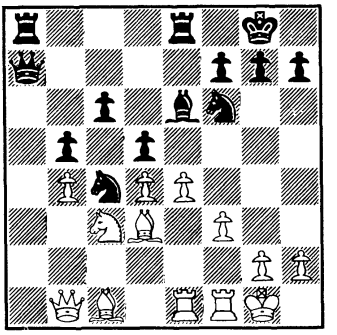
1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 0–0 5. N–K2 P–Q4 6. P–QR3 B–K2 7. N–N3 P–QN3 8. PxP PxP 9. B–K2 B–N2 10. N–B5 R–K1 11. NxBch QxN 12. 0–0 QN–Q2 13. P–QN4 P–B3 14. B–Q2 P–QR3!



Position after 14. . . . P–QR3!

Black's last move stops P–QN5 for the time being and leaves . . . P–QN4 as an option. Even though Black has no black-squared bishop to attack the enemy QNP he has knights to occupy QB5 and QR5. The presence of White's two bishops suggests that he should open up the center with P–K4. Even with identical sets of minor pieces on the board it is usually in White's interest to play P–K4 after . . . P–QN4. This is because he can exploit the Black pawn weaknesses much better with an open center—even if it means accepting an isolated QP. A model illustration of this is *Supplemental Game #6.*

The game continued from the diagram with *15. Q–N3 P–QN4! 16. QR–K1 N–N3 17. B–B1 P–QR4! 18. P–B3?.* White should open the K-file without trying to establish a pawn center at K4 and Q4. The immediate 18. B–Q3 and P–K4 is better. The problems for the White center became apparent after *18. . . . PxP 19. PxP B–B1! 20. B–Q3 B–K3 21. Q–N1 N–B5 22. P–K4 Q–R2!.*



Position after 22. . . . Q–R2!

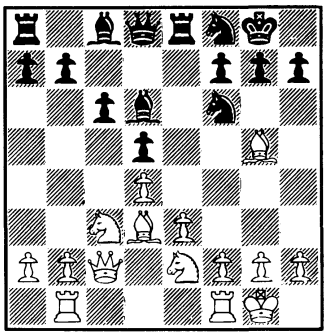
Now Black doesn't need to penetrate on the queenside because the White QP is dead. Black buried his opponent quickly: *23. N–K2 PxP 24. PxP B–N5 25. BxN PxB 26. N–N3 QxPch 27. B–K3 Q–Q6 28. Q–N2 NxP 29. NxN RxN 30. Q–KB2 P–B3 31. B–B5 B–K7 32. R–R1 QR–K1 33. KR–K1 P–B6 34. Q–B5 P–B7 35. P–R4 Q–Q4 36. Q–B2 P–R4 37. QR–B1 B–Q8 38. RxR RxR 39. R–R1 Q–K4! White resigns.*

WHITE'S P–K4 PLAN

When the enemy is underdeveloped or when he has incurred queenside weaknesses that are not easily subjected to frontal attack, White can begin thinking of P–K4. In cases such as *Supplemental Game* #8 he is willing to isolate his QP because of the activity his pieces receive. But there is also an interesting plan involving P–KB3 and P–K4 so as to establish a center of pawns at Q4 and K4.

Perhaps the most famous example of this was Botvinnik–Keres, Moscow 1952:

1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 P–Q4 4. PxP PxP 5. B–N5 B–K2 6. P–K3 0–0 7. B–Q3 QN–Q2 8. Q–B2 R–K1 9. KN–K2 N–B1 10. 0–0 P–B3 11. QR–N1 B–Q3?

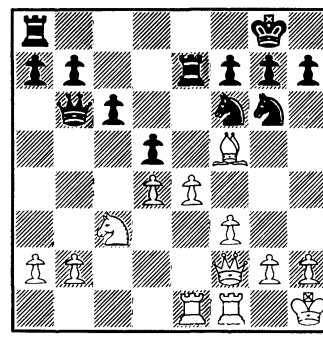


Position after 11. . . . B–Q3?

The only thing unusual about the opening is the White N on K2 rather than KB3. White prepares for the time-honored P–QN4. Black's last move threatens 12. . . . BxPch and 13. . . . N–N5ch but is inferior to 11. . . . N–R4 and 11. . . . N–N5 which trade off the obnoxious White QB.

White responded to the threat with *12. K–R1* and then continued *12. . . . N–N3 13. P–B3!*. He drops the minority attack

altogether because now P–K4 will have added force with its threat of P–K5. It's true that White will have lost a tempo with QR–N1, but Black will have to move his KB again and that makes up for it. In fact *13. . . . B–K2 14. QR–K1* left White a move ahead of normal lines. White obtained an excellent game after *14. . . . N–Q2* (14. . . . P–B4 15. PxP BxP 16. BxN) *15. BxB RxB 16. N–N3 N–B3 17. Q–B2 B–K3 18. N–B5 BxN 19. BxB Q–N3 20. P–K4.*



Position after 20. P–K4

White has not only P–K5, but if Black doesn't capture on K4 he also has P–KB4–5. After *20. . . . PxP 21. PxP R–Q1* White won swiftly on the KB-file: *22. P–K5 N–Q4 23. N–K4 N–B1 24. N–Q6 Q–B2 25. B–K4 N–K3 26. Q–R4! P–KN3 27. BxN PxB 28. R–B1 Q–Q2 29. R–QB3 R–KB1 30. N–B5! R(1)–K1* (not 30. . . . PxN 31. R–N3ch or 30. . . . R(2)–K1 31. N–R6ch K–R1 32. Q–B6ch N–N2 33. NxPch) *31. N–R6ch! K–B1 32. Q–B6 N–N2 33. R(3)–B3 R–B1* (else 34. QxPch!) *34. NxP R–K3 35. Q–N5 N–B4 36. N–R6 Q–N2 37. P–N4 Resigns.*

SUPPLEMENTAL GAMES

(1) *The P–Q5 break from the Isolani.* Gligoric–Pomar, Nice 1974: 1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3

0–0 5. B–Q3 P–Q4 6. N–B3 P–B4 7. 0–0 QPxP 8. BxBP N–B3 9. B–Q3 B–Q2 10. P–QR3 PxP?! (here 10. . . . BxN 11. PxB Q–B2 with a subsequent . . . P–K4 is best) 11. PxP B–K2 12. R–K1 R–B1 13. B–N1 R–K1 14. Q–Q3 P–KN3 15. B–R2! (having accomplished its mission of forcing a kingside weakness the B aims indirectly at KB7) P–QR3 16. B–R6 Q–R4? (16. . . . B–B1!) 17. P–Q5! PxP 18. NxP B–KB4 19. RxB!! (now 19. . . . BxQ 20. NxNch K–R1 21. RxBP is a mate) 19. . . . RxR 20. NxNch K–R1 21. Q–Q2 B–K3 22. N–Q5 QxQ 23. BxQ BxN 24. B–B3ch K–N1 25. BxB R–Q2 26. BxN PxB 27. N–K5 R(2)–Q1 28. K–B1 P–KR4 29. R–K1 R–Q4? 30. NxQBP Resigns (because of 30. . . . RxN 31. R–K8ch).

(2) *Blockading the hanging pawns and preparing for . . . P–K4.* Peters–Rogoff, Oberlin 1975: 1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 N–KB3 5. N–QB3 P–K3 6. N–B3 B–N5! 7. B–Q3 0–0 8. 0–0 PxP 9. BxP QN–Q2 10. P–QR3 BxN! 11. PxB Q–B2 12. Q–Q3 P–QN3 13. R–K1 B–N2 14. B–R2 QR–B1 15. B–N2? (15. B–Q2 makes much more sense) B–Q4! 16. N–Q2 BxB 17. RxB KR–Q1 18. Q–K2 P–K4! 19. N–B3 PxP 20. NxP (the Isolani is sickly after 20. PxP but better off than White's QBP now) R–K1 21. Q–Q1 RxRch 22. QxR R–K1 23. Q–Q1 N–K4 24. P–R3 N–Q6 (this incursion, made possible by 20. NxP, decides the game) 25. N–B3 Q–QB5 26. Q–N1 N–K5 27. B–R1 N–B8! White resigns [because of 28. R–B2 N–K7ch 29. K–R2 Q–B2ch 30. P–N3 N(5)xNP].

(3) *The dynamic hanging pawns advance.* Gligoric–Portisch, Lugano 1968: 1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–QB3 B–N5 4. P–K3 0–0 5. B–Q3 P–B4 6. N–B3 P–Q4 7. 0–0 QPxP 8. BxP PxP 9. PxP P–QN3 10. B–KN5 B–N2 11. R–K1 QN–Q2 12. B–Q3 R–B1 13. R–QB1 R–K1 14. Q–K2 BxN?! (the two created here are not weak, and 14. . . . B–K2 or 14. . . . N–B1 would be better) 15. PxB Q–B2 16. P–B4 Q–B3 17. P–KR3! QR–Q1 (Black might

try 17. . . . P–K4 with the idea of 18. BxN QxB 19. NxP NxN 20. PxN Q–N4 21. P–B3 R–B4, but White has better in 18. P–Q5! Q–Q3 19. B–B5.) 18. QR–Q1 N–B1 19. Q–K5! N(3)–Q2 20. Q–N3 R–R1 21. P–KR4 K–R1 22. QB–B1 P–B3 23. P–R5 P–KR3 24. P–Q5! (so that on 24. . . . PxP White plays N–Q4–B5!) Q–R5 25. N–Q4 N–B4 26. PxP N(4)xP 27. B–B2! QxRP 28. RxN! RxR 29. NxR NxN 30. Q–Q3 N–B1 31. B–R3! P–B4 32. Q–B3 Resigns (on account of 32. . . . N–K3 33. B–N2).

(4) *Fixing the hanging pawns fails because of the creation of a strong passed pawn.* Donner–Darga, Krefeld 1969: 1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 B–K2 4. B–B4 N–KB3 5. P–K3 0–0 6. N–B3 P–QN3 7. PxP NxP 8. NxN PxN 9. B–Q3 P–QB4 10. PxP PxP 11. 0–0 N–B3 12. N–K5 NxN 13. BxN B–K3 14. Q–B2 P–N3 15. P–QN3 R–B1 (A "pure" middlegame involving the hanging pawns without knights to blockade them has occurred. White can maintain a slight edge with the watchful 16. Q–N2.) 16. P–K4? P–B5! 17. NPxP PxBP 18. B–K2 P–B6! (Played quickly so that White cannot block the pawn with B–B3. Now 19. BxP allows 19. . . . Q–B2 20. QR–B1 B–B3 winning material.) 19. B–Q3 B–Q3 20. BxB QxB 21. P–B4? (there were drawing chances after 21. KR–Q1 despite 21. . . . Q–R6!) KR–Q1 22. B–K2? (22. QR–Q1 Q–B4ch 23. K–R1 B–N5 would also win) 22. . . . Q–B4ch White resigns (since he loses a piece to . . . R–Q7).

(5) *The minority attack with colors reversed.* Kamishov–Konstantinopolsky, Moscow 1947: 1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. B–Q3 N–QB3 5. P–QB3 N–B3 6. B–KB4 B–N5 7. N–B3 P–QR3 8. QN–Q2 P–K3 9. Q–K2 B–R4! (to exchange off Black's bad bishop with . . . B–N3) 10. 0–0 B–K2 11. KR–K1 0–0 12. P–KR3 R–B1 13. Q–K3 B–N3 14. BxB RPxB 15. N–N5 N–KR4 16. QN–B3 P–N4! 17. B–R2 P–N5 18. P–KN4 BxN! 19. NxB N–B3 20. QR–B1 Q–Q2 21. PxP (21. B–K5 is better. Black already has a slight edge.) NxQNP 22. Q–Q2 RxR 23. RxR N–B3 24. P–N3?

(having opened the file at the expense of his pawns White should play 24. Q–B3) N–K5! 25. NxN PxN (Black wins the QP and brings his N to the weakened kingside) 26. Q–K2 NxP 27. QxRP (on 27. QxKP Black has a strong attack with 27. . . . P–B4! 28. Q–K3 Q–Q4 29. R–B3 P–B5 and . . . P–K4) 27. . . . N–B6ch 28. K–N2 Q–Q7 29. R–B8 RxR 30. QxRch K–R2 31. Q–B5 N–R5ch 32. K–N3 P–N4 White resigns. On 33. Q–K3 Black checks on Q3.

(6) *The . . . P–QN4 antiminority attack fails to P–K4!.* Karpov–Spassky match, Leningrad 1974: 1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–KB3 P–Q4 4. N–B3 B–K2 5. B–N5 P–KR3 6. B–R4 0–0 7. P–K3 P–QN3 8. B–K2 B–N2 9. BxN! BxB 10. PxP PxP 11. 0–0 Q–Q3 12. R–B1 P–R3 13. P–QR3 N–Q2 14. P–QN4 P–QN4 15. N–K1 (headed for QB5) P–B3 16. N–Q3 N–N3? (16. . . . P–QR4) 17. P–QR4! B–Q1? 18. N–B5 B–B1 19. P–R5 B–B2 20. P–N3 N–B5 21. P–K4! (White threatens P–K5 after which he has taken the kingside attack away from Black) B–R6 22. R–K1 PxP 23. N(3)xKP Q–N3 (White can win a pawn with 24. BxN, but Black would have a good attack brewing with . . . P–KB4–5) 24. B–R5! Q–R2 25. Q–B3! P–B4 26. N–B3 P–N3 27. QxQBP! (a simple combination that wins quickly) PxB 28. N–Q5 (threats of 29. QxB, 29. R–K7, and 29. N–B6ch decide) 28. . . . P–B5 29. R–K7 Q–B4 30. RxB QR–K1 31. QxKRP R–B2 32. RxR KxR 33. QxBP R–K7 34. Q–B7ch K–B1 35. N–B4 Resigns.

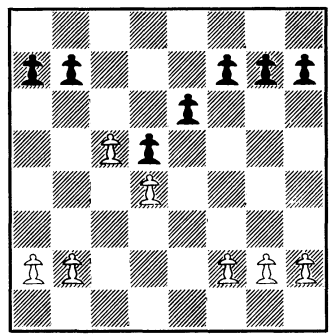
(7) *The Orthodox Exchange out of a rare opening. White's P–KB3 drives off a Black N, but the KP falls before P–K4.* Krogius–Smyslov, Moscow 1967: 1. P–Q4 N–KB3 2. P–QB4 P–K3 3. N–KB3 B–N5ch 4. B–Q2 P–QR4 5. P–KN3 P–Q3 6. B–N2 QN–Q2 7. 0–0 P–K4 8. P–K3 BxB 9. QxB P–B3 10. N–B3 P–K5 11. N–R4? N–N3! 12. NxKP (12. P–QN3 P–KN4) NxN 13. BxN NxP 14. Q–K2 P–Q4 15. B–Q3 N–Q3 16. Q–R5 Q–K2 17. KR–K1 B–K3 18. QR–B1 P–KN3 19. Q–Q1 0–0 20. Q–B2 KR–B1 21. N–N2 B–B4! 22. N–B4 BxB 23. NxB R–K1 24. N–B4 Q–B3 25.

R–B1 R–K2 26. QR–K1 QR–K1 27. P–N3 N–K5 28. P–B3 N–Q3 29. N–N2 N–B4 30. Q–Q2 P–N3 31. Q–KB2 Q–N4 (White could have played P–KN4 on the last move; now it doesn't work and neither does 32. P–K4 PxP 33. PxP RxP 34. RxR RxR 35. P–Q5 P–QB4.) 32. P–KN4 NxKP! 33. P–KR4 NxN! 34. PxQ NxR 35. Q–N3 R–K6 36. Q–B4 P–QB4 37. K–R1 R–K7 38. PxP PxP 39. Q–Q6 P–Q5 40. QxBP P–Q6 41. Q–Q5 P–Q7 42. Q–Q7 NxP! 43. RxN P–Q8(Q)ch White resigns. Flawless play by Black. The White KNP falls in the ending.

(8) *White's P–K4 is called for by Black's center weakness.* Benkö–Bisguier, New York 1967: 1. P–KN3 P–Q4 2. B–N2 N–KB3 3. N–KB3 P–QN3 4. P–B4 P–K3 5. PxP! PxP (Black has made two small errors with . . . P–QN3 and now . . . PxP) 6. 0–0 B–Q3 7. P–Q4 0–0 8. N–B3 P–B3 9. N–K5! B–N2 10. B–N5 P–KR3 11. BxN QxB 12. P–B4! R–Q1 13. P–K4! PxP 14. QNxP Q–K2 15. Q–N3 (White already has threats against KB7; e.g., 15. . . . P–B4 16. NxKBP or 15. . . . BxN 16. BPxB RxP 17. N–Q6) 15. . . . N–R3 16. QR–B1 QR–B1 17. B–R3! (now 18. NxKBP and B–K6 is threatened besides BxR) P–B4 18. BxR BxB 19. NxB RxN 20. PxP NxP 21. QxPch QxQ 22. NxQ R–Q7 23. N–K5 RxNP 24. R–KB2 RxR 25. KxR B–K3 26. P–QR3 P–KN4 27. K–K3 K–N2 28. R–Q1 P–QR4 29. R–Q6 PxPch 30. PxP Resigns.

CHAPTER 8:

The Panov Formation



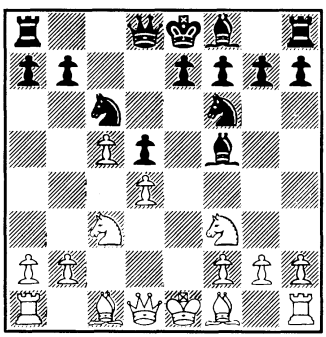
The Panov Formation

The semiclosed center with one side's pawns at Q4 and QB5 and the other's at Q4 and K3 has been popping up in games since the Queen's Gambit Declined first became popular. But it was only with the introduction of Vasily Panov's system in the Caro-Kann Defense (1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 and a subsequent P–B5) that the formation became readily familiar. And now with its occurrence in recently tested variations of the Alekhine Defense both 1. P–Q4 and 1. P–K4 players have to pay attention to it.

The virtues of the formation are clear. One player has a passed QBP and pawn control of valuable outpost square (K5 and Q6). This means that this player—White in the diagram—has ex-

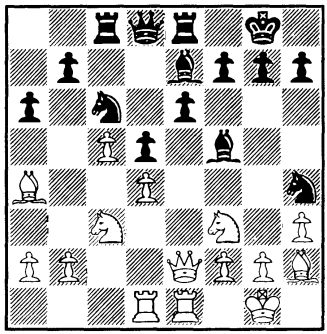
cellent use of black squares in the middlegame and a trump in the ending. His opponent, however, has the dynamic potential. It is Black who can break up the center with . . . P–K4 or . . . P–QN3.

The game in which Panov first played his system (vs. Mudrov, Moscow Championship 1929) began with *1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 N–KB3 5. N–QB3 N–B3 6. N–B3 B–B4? 7. P–B5!*. This is the soul of the system. If Black had developed his QB on KN5 instead of KB4 White would think twice about setting up his QP as a permanent target in a fixed center.



Position after 7. P–B5!

But now White can take iron control of vital black squares: *7. . . . P–K3 8. B–QN5! N–Q2* (otherwise 9. N–K5 Q–B2 10. Q–R4 R–B1 11. QxP wins a pawn) *9. B–KB4 B–K2 10. P–KR3! 0–0 11. 0–0 P–QR3 12. B–R4 R–B1? 13. Q–K2 R–K1 14. KR–K1 N–B1 15. QR–Q1 N–N3 16. B–R2 N–R5.*



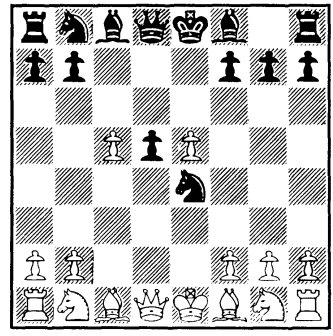
Position after 16. . . . N–R5

Black's major error in the opening was his failure to put pressure on the black squares (with . . . B–KB3 and . . . B–KN5xN). By move 14 it was too late; e.g., 14. . . . B–B3 15. BxN RxB 16. NxP. Now with *17. N–K5!* White had a crushing position, and the best Black could do was cede a pawn with 17. . . . NxN 18. BxN R–B1 19. P–KN3 N–N3 20. P–KN4 NxB 21. PxB N–B3 22. PxP.

Black actually played *17. . . . B–B1* and was forced to resign after *18. NxN PxN 19. QxRP Q–N4 20. B–KN3 P–K4 21. BxBP Q–R3 22. B–N7 R–K3 23. Q–B1 BxRP 24. BxN!.*

Another good illustration of Black's passive defense being repulsed is *Supplemental Game #1.* This suggests that Black should strike back with one of three methods: (1) in the center with . . . P–K4, (2) on the queenside with . . . P–QN3, or (3) without immediate pawn action but with . . . B–KB3 and . . . N–KB4 to attack the QP or with . . . N–K5 and . . . P–KB4 to mate.

For instance, if White rushes to establish the Panov formation he may invite an unstable center in which Black's pieces have excellent scope. This was the case in Mariotti–Pfleger, Olot 1972, which began *1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 N–KB3 5. P–B5? P–K4! 6. PxP* (6. N–QB3!) *N–K5.*

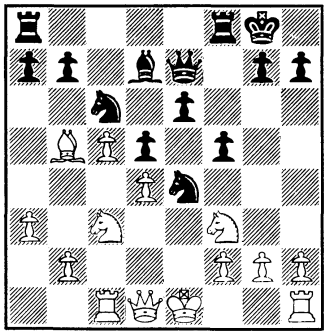


Position after 6. . . . N–K5

Black may be temporarily minus a pawn, but he should be able to recover either the enemy KP or QBP—and perhaps take both. White finds it difficult to protect his pawns; e.g., 7. P–QN4 P–QR4!. In the game White played *7. B–Q3 Q–R4ch 8. B–Q2 QxBP 9. BxN* to relieve tension, but after *9. . . . PxB 10. B–B3 P–K6! 11. PxP QxPch 12. N–K2 N–B3 13. Q–Q2 Q–K5 14. 0–0 B–B4ch 15. K–R1 0–0* he had a very poor game. He eventually lost the ending.

The . . . P–K4 break isn't always an equalizer as illustrative games #1 and #2 show. After . . . P–K4/QPxKP White derives a fine outpost on Q4. His big problem is his weak QBP, but it may not be any weaker than Black's isolated QP. Case in point is Botvinnik–Konstantinopolsky, Sverdlosk 1943:

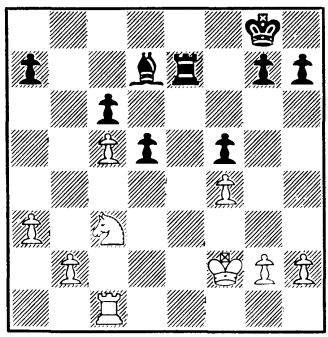
1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 N–KB3 5. N–QB3 P–K3 6. N–B3 B–K2 7. B–N5 0–0 8. R–B1 N–B3 9. P–B5 N–K5 10. BxB QxB 11. B–K2 B–Q2 12. P–QR3 P–KB4? 13. B–N5!



Position after 13. B–N5!

Black's stonewall formation is a bad choice here. Black doesn't need . . . P–KB4 to support his KN. He should play 12. . . . P–B3 followed by . . . NxN, . . . QR–Q1, and . . . P–K4 with an excellent game. But after exchanging black-squared bishops and weakening his K4, Black invites 13. B–N5, a move that undermines K4 further by threatening BxN.

Black sought exchanges with *13. . . . N–N4 14. BxN NxNch* to prevent White from sinking a knight on K5. However after *15. QxN PxB 16. Q–B4! QR–K1 17. 0–0* even *17. . . . P–K4* was unavailing. Black's pawns remain weak and White uses his new outpost with *18. QxKP QxQ 19. PxQ RxP 20. P–B4! R–K2 21. KR–K1 KR–K1 22. RxR RxR 23. K–B2.*

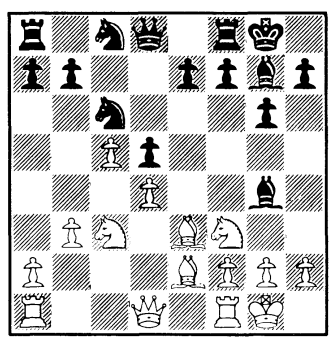


Position after 23. K–B2

White now has a won ending, and Black could resign after *23. . . . K–B2 24. R–Q1 R–K1 25. R–Q2 P–KR3 26. R–K2 R–QN1 27. K–K3 R–N6 28. K–Q4! K–B3 29. N–R2 R–N1 30. P–QN4 P–N4 31. P–N3 PxP 32. PxP P–R3 33. N–B3 R–N1 34. P–QR4 R–N5 35. R–KB2 B–K3 36. P–N5!.*

Black's alternative strategies include an attack on the head of the chain QB5 with . . . P–QN3. This can be effective if it exposes the White QP to a new line of attack. This is what happened when Viktor Korchnoi as Black revived an opening idea against Toran in the 1956 students' olympiad:

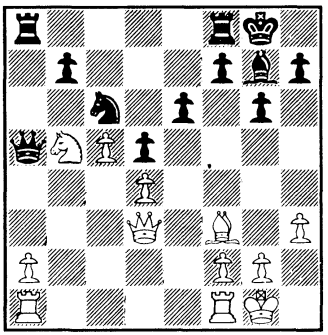
1. P–K4 N–KB3 2. P–K5 N–Q4 3. P–Q4 P–Q3 4. N–KB3 P–KN3! 5. B–K2 B–N2 6. 0–0 0–0 7. P–B4 N–N3 8. PxP BPxP! 9. N–B3 N–B3 10. B–K3 B–N5 11. P–QN3 P–Q4 12. P–B5 N–B1!



Position after 12. . . . N–B1!

While White has accepted the Panov formation Black marshals his attack on the QP. His N is headed for KB4 where it will join two other minor pieces in the assault on Q5. This should have warned White that he must start an active plan such as 13. P–QN4! (13. . . . NxNP 14. Q–N3).

Instead he played *13. P–KR3? BxN 14. BxB P–K3 15. P–QN4 P–QR3 16. P–N5?* (better is 16. R–N1) *PxP 17. NxNP N(1)–K2 18. B–N5 Q–R4 19. BxN NxB 20. Q–Q3 N–B3.*



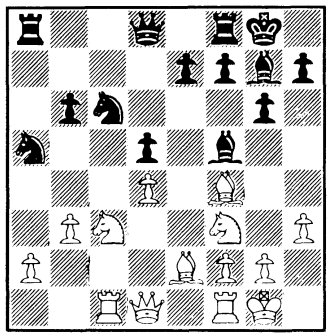
Position after 20. . . . N–B3

It is clear that . . . P–QN3 cannot be prevented. The encirclement of White's QP (and the isolation of his QRP) is complete. After *21. P–QR4 P–N3! 22. PxP QxNP 23. KR–Q1 R–R4 24. Q–B3 KR–R1 25. QR–B1 NxP!*, Black won material and eventually the game (26. NxN RxP or 26. RxN RxN 27. PxR BxR).

White can treat the . . . P–QN3 strategy in two ways: he can capture on QN6 or allow himself to be captured on QB5; or he can support his QBP with P–QN4. In the former he will use the opened QB-file and the QN6 and QB5 squares. In the latter he maintains a passed QBP.

One example of the former that stands out is Karpov–McKay, Stockholm 1969:

1. P–K4 N–KB3 2. P–K5 N–Q4 3. P–Q4 P–Q3 4. N–KB3 P–KN3 5. P–B4 N–N3 6. PxP BPxP 7. P–KR3 B–N2 8. N–B3 0–0 9. B–K2 N–B3 10. 0–0 B–B4 11. B–B4 P–Q4? 12. P–B5 N–B5 13. P–QN3 N(5)–R4 14. R–B1 P–N3 15. PxP PxP



Position after 15. . . . PxP

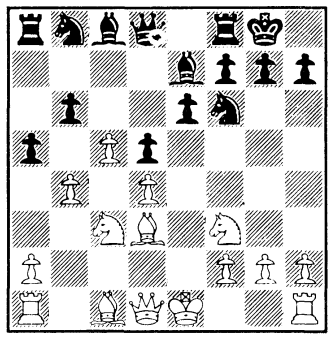
This is a case when Black should have avoided . . . P–Q4 and preferred . . . P–K4. Now White has a simple game with N–QN5 followed by doubling rooks along the open file. His isolated QP cannot be attacked easily. Black's collapse was remarkable yet inevitable: *16. Q–Q2 N–N2 17. N–QN5 R–B1 18. R–B3 Q–Q2 19. R(1)–B3 P–B3 20. B–B7!.*

Black had to lose material (20. . . . RxB 21. NxR QxN 22. RxN). He played *20. . . . N(3)–Q1 21. BxP RxR 22. RxR P–K4 23. P–QR4 N–B3 24. P–QN4 P–K5 25. N–R2* and watched White advance his queenside pawns to victory. (Compare with *Supplemental Game #4.*)

The second counterstrategy for White is often much trickier because after . . . P–QN3/P–QN4 Black can attack the new support with . . . P–QR4. White may not be able to support his pawn on QN4 or accept the consequences of a translucent queenside.

A good illustration of this was a 1959 encounter between two Soviet players, Estrin and Liberzon:

1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 N–KB3 5. N–QB3 P–K3 6. N–B3 B–K2 7. P–B5 0–0 8. B–Q3 P–QN3 9. P–QN4 P–QR4

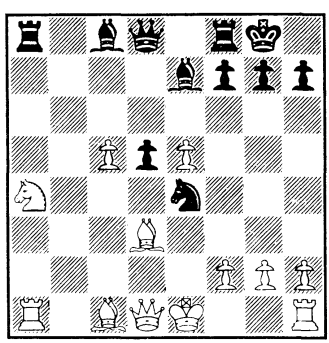


Position after 9. . . . P–QR4

Black cannot delay the attack on the White pawns for one move; e.g., 9. . . . B–Q2? 10. B–K3 P–QR4 11. P–N5! or 10. . . . N–N5 11. 0–0 P–QR4 12. N–QR4 and White has coordinated his queenside.

In the diagram we have a critical position for a major opening. White cannot maintain the integrity of his pawns with 10. P–QR3 because then 10. . . . RPxP pins his QRP to his QR. White must play *10. N–QR4.*

In this game Black chose *10. . . . QN–Q2* and play continued *11. P–QR3 RPxP 12. RPxP PxP 13. NPxP P–K4! 14. NxP* (or 14. PxP N–K5 15. B–B2 B–N2) *14. . . . NxN 15. PxN N–K5.*



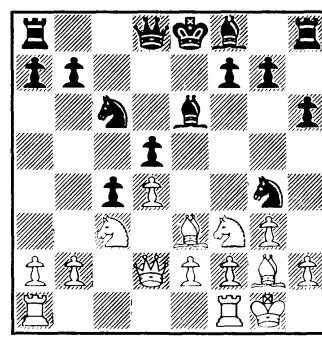
Position after 15. . . . N–K5

The position is open, tense, and unbalanced, but Black's chances are superior even after 16. BxN PxB 17. QxQ RxQ 18. B–N2 B–Q2 19. N–B3 RxRch 20. BxR B–QB3.

The best try would have been 16. 0–0, although 16. . . . NxQBP 17. B–B2 B–R3 favors Black. But White, a world correspondence champion, tried to take the sting out of 16. . . . NxQBP with *16. B–N2?* and was lost after *16. . . . Q–R4ch! 17. K–B1 B–Q2 18. B–B2 Q–N4ch! 19. Q–K2 RxN 20. BxR N–Q7ch 21. K–K1 QxB 22. R–Q1 BxB White resigns.* As in the Maroczy Bind, Black can sacrifice pawns sometimes to turn White's favorable pawn formation into a porous ruin.

A third strategy for Black is to upset White's pawns with Black pieces. With colors reversed this often occurs in the Tarrasch Defense to the Queen's Gambit Declined. An early example was Rotlevi–Nimzovich, Karlsbad 1911:

1. P–Q4 P–Q4 2. N–KB3 P–K3 3. P–B4 P–QB4 4. N–B3 N–QB3 5. BPxP KPxP 6. P–KN3 N–B3 7. B–N2 P–KR3 8. 0–0 B–K3 9. B–K3 N–KN5 10. Q–Q2 P–B5?



Position after 10. . . . P–B5?

Black has just set up the Panov formation from his side of the board and has a nice game in view if he can play . . . B–N5 and

. . . N–B3–K5. The normal reaction by White would be P–K4, but here this is impossible.

Yet White does have *11. N–K5!*, a powerful move that opens the center. Once White's QP captures on K5 Black's QP is doomed. Nimzovich tried to contain the pressure with *11. . . . QNxN 12. PxN NxB 13. PxN* (13. QxN P–Q5) *B–QN5*, but after *14. QR–Q1 Q–N4 15. BxP R–Q1 16. Q–B1 QxKP 17. BxB QxB 18. RxRch KxR 19. R–Q1ch K–B1 20. N–Q5* the course of the ending was determined. White won in 54 moves. (See also *Supplemental Game #5.*)

SUPPLEMENTAL GAMES

(1) *Passive play and a delayed . . . P–K4 fail to equalize.* Matulovic–Damjanovic, Ljubljana 1959: 1. P–QB4 P–K3 2. N–KB3 N–KB3 3. N–B3 P–B4 4. P–K3 B–K2 5. P–Q4 PxP 6. PxP P–Q4 7. P–B5 N–B3 (On 7. . . . P–QN3 8. P–QN4 P–QR4 White can't play 9. P–QR3 RPxP but has 9. N–QR4 threatening NxNP.) 8. B–Q3 0–0 9. 0–0 P–QN3 10. B–QN5! B–Q2 11. BxN BxB 12. P–QN4 N–K5 13. B–N2 P–QR4 14. P–QR3 B–B3 15. Q–B2 (White's queenside is secure and his loss of two bishops doesn't mean much since Black has a bad QB.) NPxP 16. NPxBP R–N1 17. KR–N1 P–R3 18. B–B1 Q–B2 19. B–K3! NxN 20. QxN P–R5 21. Q–Q2! (White threatens to take control of the open file with B–B4) RxRch 22. RxR R–N1 23. R–N4 RxR 24. QxR P–K4 (without this break White could win by maneuvering his N to QB3 to threaten N–N5–Q6 or NxRP) 25. PxP BxP 26. B–Q4! P–B3 27. BxB PxB 28. Q–N6! QxQ 29. PxQ P–K5 30. N–Q4 (good N means good night) B–N2 31. N–K6 B–R3 32. N–B5 B–B1 33. K–B1 K–B1 34. K–K2 K–K2. 35. P–N7 BxP 36. NxB Resigns.

(2) *Here . . . P–K4 is inferior to piece attack on Q4.* Keres–Marovic, Tallinn 1975: 1. P–K4 N–KB3 2. P–K5 N–Q4 3. P–Q4

P–Q3 4. N–KB3 B–N5 5. B–K2 P–K3 6. 0–0 B–K2 7. P–KR3 B–R4 8. P–B4 N–N3 9. N–B3 0–0 10. B–B4 N–B3 11. PxP BxP 12. BxB PxB 13. P–QN3 P–Q4! 14. P–B5 N–B1 15. Q–Q2 BxN 16. BxB Q–B3 17. KR–Q1 N(1)–K2 (Black has good piece play against the enemy QP) 18. QR–B1 P–KN3 19. N–K2 N–B4 20. R–B3 N–R5 21. P–R3 P–QR4 22. N–N3 KR–Q1 (22. . . . NxBch 23. RxB Q–K2 is equal) 23. B–K2! K–N2 24. B–N5 P–K4? (correct was 24. . . . N–B4) 25. PxP NxKP (on 25. . . . QxP 26. R–Q3! creates QP problems) 26. Q–Q4! N–B3 27. QxQch KxQ 28. R(3)–Q3 N–K2 29. N–K4ch K–N2 30. N–B3 KR–QB1 31. R–K1 (31. NxP RxP!) K–B1 32. NxP RxP 33. N–N6! RxB 34. NxR N–B3 35. N–B7 R–QB4 36. N–Q5 N–B4 37. KR–Q1 R–B7 38. N–K3 NxN 39. RxN P–QN4 40. R–Q7 R–R7 41. R–QB3 Resigns.

(3) *The . . . P–K4 break with colors reversed creates complications for both sides.* Spielmann–Tartakower, Berlin 1920: 1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 N–KB3 4. B–N5 B–K2 5. P–K3 QN–Q2 6. N–B3 0–0 7. Q–B2 P–B4 8. BPxP KPxP 9. B–Q3? (9. R–Q1! or 9. B–K2 is more exact) P–B5! 10. B–B5 P–KN3! 11. B–R3 R–K1 12. 0–0 P–QR3! (a mistake would be 12. . . . N–B1 13. BxB RxB 14. BxN! BxB 15. P–QN4! and P–N5 with queenside counterplay) 13. QR–Q1 P–QN4 14. N–K5 N–N3 15. BxB RxB 16. P–QR3 KN–Q2 17. B–R6 B–B1 18. BxB KxB 19. P–B4 P–B3 20. P–K4!? (A typical Spielmann try to complicate a bad position. On 20. . . . PxN 21. BPxPch and 22. PxP White has counterchances.) 20. . . . N–N1! 21. PxP NxP 22. NxN (22. NxPch PxN 23. QxP NxN 24. Q–R6ch K–K2 isn't enough for a N) 22. . . . QxN 23. N–N4 K–N2 24. Q–B2 R–K5! 25. N–K3 Q–Q3 26. P–Q5 (otherwise Black doubles rooks on the open files and pushes his queenside pawns) QR–K1 27. KR–K1 N–Q2 28. N–B2 N–B4 29. RxR RxR 30. P–KN3 N–Q6 31. Q–R7ch K–B1! (so that 32. QxKRP Q–N3ch wins) 32. Q–R8ch R–K1 33. Q–B6 QxQ 34. PxQ R–B1 35. N–Q4 K–K2 36. P–N3 K–Q3 37. PxP PxP 38. P–B5

K–Q4 39. N–B2 KxP 40. PxP PxP 41. R–KB1 P–B4 42. P–KR4 K–Q4 43. P–R5 K–K5! 44. PxP R–KN1 45. R–N1 RxP 46. R–N8 RxPch 47. K–R2 R–KB6 48. R–K8ch K–B5 49. N–Q4 R–K6 50. R–QB8 N–K4 51. K–N2 K–K5 and White resigned.

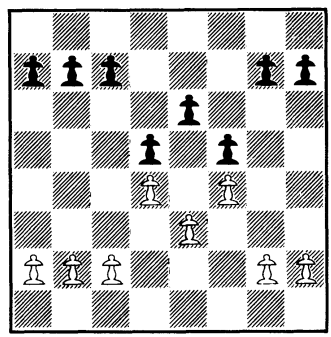
(4) *On . . . P–QN3/BPxP Black gets good piece play.* Pirc–Larsen, Amsterdam 1964: 1. N–KB3 N–KB3 2. P–KN3 P–B4 3. P–B4 N–B3 4. B–N2 P–KN3 5. P–N3 B–N2 6. B–N2 0–0 7. N–B3 P–Q3 8. 0–0 B–B4 9. P–Q4 Q–R4 10. P–K3 (10. P–Q5 N–K5) QR–Q1 11. Q–Q2 PxP! 12. NxP NxN 13. PxN P–Q4! (now Black's mysterious 10th move makes sense) 14. P–B5 P–N3 15. PxP PxP 16. KR–K1 (Note that White has problems mobilizing his queenside pawns without giving Black good outposts at his QB5 and QR5.) R–Q2 17. R–K2 R–B1 18. N–R4 QxQ 19. RxQ R–B3 (Black is at least equal in the ending) 20. P–B3 B–R3! 21. R–K2 R(2)–B2 22. B–KB1 B–Q6 23. R–K5 BxB 24. RxB P–K3 25. R–K2 N–Q2! (threat: . . . P–QN4) 26. P–QN4 B–N2 27. R–Q2 R–B5! 28. P–QR3 R–R2! and the pawns fall. White resigned.

(5) *Piece play with . . . N–K5 outruns White's queenside.* Keres–Konstantinopolsky, Moscow 1948: 1. P–K4 P–QB3 2. P–Q4 P–Q4 3. PxP PxP 4. P–QB4 N–KB3 5. N–QB3 P–K3 6. N–B3 B–K2 7. P–QR3 0–0 8. P–B5 N–K5! (better than 8. . . . N–B3 which permits White to develop his KB nicely at QN5 where it threatens BxN) 9. Q–B2 P–B4 10. B–K2 N–QB3 11. B–QN5 (and here 11. P–QN4 could have been met by 11. . . . B–B3 12. B–K3 P–B5!) 11. . . . B–B3 12. BxN PxB 13. 0–0 P–KN4! (Black threatens . . . P–N5, which either forces N–K5 or undermines the QP) 14. N–K5 BxN 15. PxB NxN (15. . . . NxQBP 16. N–K2!) 16. QxN P–B5! (Black has a strong attack) 17. B–Q2 B–R3 18. KR–K1 R–N1 19. Q–Q4 B–B5 20. B–B3 Q–K1 21. Q–Q1 R–N2 22. P–QR4 Q–N3 23.

R–R3 P–N5 24. B–Q4 R–N2 25. P–B3 P–KR4 26. R–B3 R–B4 27. K–R1 R–N4 28. P–QN3 B–R3 29. R–KN1 PxP 30. QxP Q–K5 31. Q–B2 B–Q6 32. P–QN4 Q–B4 33. P–N5 B–K5 34. PxP RxP 35. RxR RxR 36. QxRch BxQ 37. KxB Q–K5ch and Black won with the advance of his center pawns.

CHAPTER 9:

Stonewalls and Other Prisons



The Kingside Stonewall

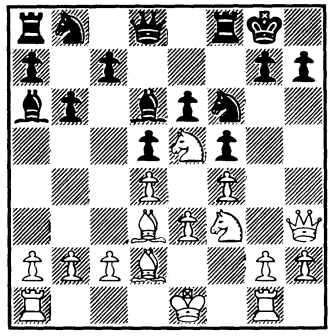
Stonewall formations are often popular with players who prefer a relatively simple game with a closed center and little opening theory to master. The Kingside Stonewall above arises most often out of the Dutch Defense or Colle System. The Queenside Stonewall (pawns at QB4, Q3, and K4 for both players) usually comes from an English Opening or Sicilian Defense.

The middlegame plans are fairly simple. Two important aspects stand out. Since the center pawns of each player are committed to squares of one color, each side has a bad bishop he wants to eliminate. In the Kingside Stonewall White tries to get rid of his pawn-bound QB even if it means playing B–Q2–K1–KR4. Elimination of the bishop by trading it for the enemy's black-

squared KB is the ideal method because then Black will be weak on the very squares that White's center is strong.

The second feature of the formation is the natural outpost at the vantage point of the Stonewall (K5 in the Kingside version, Q5 in the Queenside). Knights, not bishops, work best and work most in closed centers. The possibility of exchanges on the outpost squares also has a great impact on the course of the middlegame.

Consider this position:



Position after 12. R–KN1

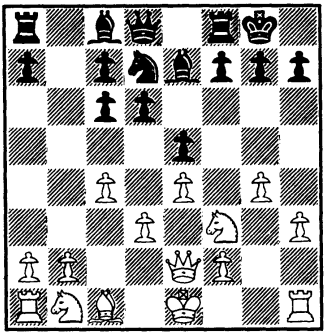
It arose in Sultan Khan–Mattison, Prague 1931, after *1. P–Q4 N–KB3 2. N–KB3 P–K3 3. P–K3 P–QN3 4. B–Q3 B–N2 5. QN–Q2 P–Q4 6. N–K5 B–Q3 7. P–KB4 0–0 8. Q–B3 KN–Q2 9. Q–R3 P–KB4 10. QN–B3 N–KB3 11. B–Q2 B–R3 12. R–KN1.*

As soon as White established his part of the Stonewall at move 7 Black began to create his own. Normally one would applaud Black's plan of exchanging off his bad QB, but *12. . . . BxB?* was a major felony of stonewall positions. He gives White pawn control of his "lost" K4 square after *13. PxB.*

Black has given up the privilege of occupying K5 and his position is lacking in counterplay. His collapse within a handful of moves wasn't surprising: *13. . . . Q–K1 14. K–K2! QN–Q2 15. Q–R4 P–B4 16. B–B3 PxP? 17. BxP N–B4 18. P–KN4 BxN 19.*

NxB PxP 20. NxP NxN 21. RxN P–N3 22. QR–KN1 Resigns. White's QB is no longer "bad" and his threat of 23. RxPch is unstoppable. Black's slow development was partly at fault, but his strategic blunder at move 12 certified defeat.

The queenside version of this is demonstrated by Albin–Janowski, Nuremberg 1896, which began *1. P–K4 P–K4 2. N–KB3 N–QB3 3. B–N5 N–B3 4. P–Q3 P–Q3 5. BxNch PxB 6. P–KR3 B–K2 7. Q–K2 0–0 8. P–B4 N–Q2 9. P–KN4.*



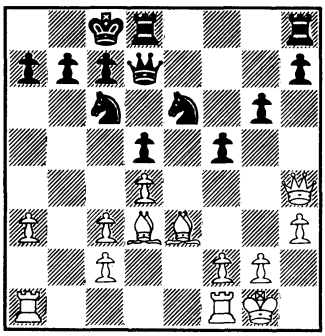
Position after 9. P–KN4

The opening was an idea of Adolf Anderssen's. White locks the center and stops . . . P–KB4 in preparation for his own kingside attack. But Black established a solid middlegame advantage in this game with *9. . . . R–K1 10. N–B3 N–B4! 11. B–K3 N–K3 12. Q–Q2 P–QB4! 13. N–K2 P–QB3 14. N–N3 R–N1 15. N–B5 B–B1.*

Now Black has pawn control of his Q4 and can occupy Q5 when he wants to. There was logic to Anderssen's plan. White deprived his opponent of a knight to sink into Q5 when he played BxNch, but the concession of permitting . . . P–QB4 and . . . P–QB3 was too great. After *16. P–KR4 N–Q5 17. BxN BPxB 18. P–R5 P–Q4!* the wall of stone was broken open and Black had a clear edge with *19. K–B1 PxBP 20. PxP P–B3 21. KN–R4 B–K3 22. P–N3 P–R4* and . . . *P–R5.*

When should you establish a Stonewall? Certainly not when you have good bishops, as the game Soloviev–Novotelnov, Moscow 1961, shows:

1. P–K4 P–K3 2. P–Q4 P–Q4 3. N–QB3 B–N5 4. PxP PxP 5. B–Q3 N–K2 6. Q–R5 N–Q2 7. B–KN5 N–B1! 8. N–K2 B–K3 9. 0–0 Q–Q2 10. P–KR3 0–0–0 11. N–B4? P–KB3 12. NxB NxN 13. B–K3 N–B3 14. P–QR3? BxN 15. PxB P–KN3 16. Q–R4 P–B4



Position after 16. . . . P–B4

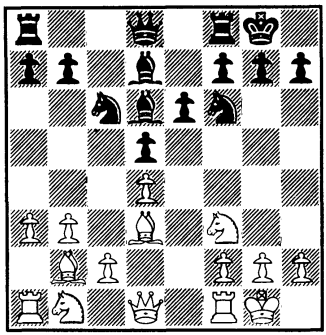
This is a partial Stonewall since the KPs are gone.

White's *17. P–KB4??* was a positional horror which dooms his bishops to permanent suffocation. That it buries his QB is clear, but it also hurts his KB by permitting Black to sink a N permanently into K5. White should have played 17. P–B3 followed by Q–B2 and, with luck, P–QB4.

White's game deteriorated with astonishing speed: *17. . . . QR–K1 18. Q–B2 N–R4 19. P–QR4 N–Q1! 20. Q–B3 N–B2 21. B–B2 P–B3 22. B–R4 R–K3 23. P–N4 N–Q3 24. K–R1 QN–B5 25. KR–K1 N–Q7! 26. Q–N2 N(7)–K5 27. P–R5 PxP 28. PxP P–R4! 29. P–N5 KR–K1 30. P–R6 P–N4 31. K–R2 N–B4 32. B–B2 Q–Q3* and White resigned. He loses the first of many pawns after 33. Q–B3 NxNP.

The next diagram comes from Feuerstein–Polugaevsky, Reykjavik 1957:

1. N–KB3 P–Q4 2. P–QN3 P–QB4 3. P–K3 N–QB3 4. B–N2 N–B3 5. B–N5 B–Q2 6. 0–0 P–K3 7. P–Q4? PxP 8. PxP B–Q3 9. P–QR3 0–0 10. B–Q3



Position after 10. B–Q3

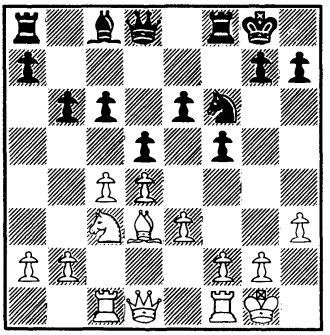
White should have treated the opening like a Nimzo-Indian Defense (which it is with colors reversed) by playing 7. BxQN followed by N–K5, P–Q3, and either P–KB4 or P–QB4. But 7. P–Q4? transposes into a colors reversed version of the Orthodox Exchange formation (Chapter 7).

Black needs an active plan to combat White's toothless but solid position. He found one in *10. . . . N–K5 11. P–B4 P–B4!*, creating a partial Stonewall to support a N on K5 and to swing a number of pieces to the vicinity of the White K.

The game proceeded: *12. P–QN4 P–QR4 13. P–N5 N–K2 14. P–B5 B–B2 15. QN–Q2 B–K1! 16. R–B1 B–R4 17. Q–K1 N–N3.* To avoid . . . N–B5 White played *18. P–N3 B–N5 19. K–N2?* and invited *19. . . . N–B5ch! 20. PxN BxP 21. B–B3 Q–B3 22. R–R1 Q–N3 23. K–B1 Q–R3 24. BxN Q–R6ch 25. K–N1 BPxB 26. Q–B1 PxN 27. QxQ BxQ 28. R–Q1 BxN* and White resigned.

THE KINGSIDE STONEWALL

The pawn breaks in this closed structure come from P–QB4 and P–KN4. In a typical Dutch Defense the Stonewall is not complete because White has not played P–KB4. He can obtain good queenside play with either BPxQP or P–QB5 followed by P–QN4–5. The next two diagrams indicate the options.



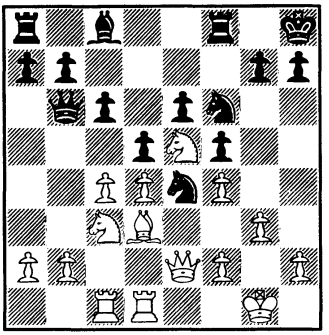
Position after 13. . . . NxB

This is from Ivkov–Segi, Novi Sad 1955: *1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–KB4 4. N–B3 P–B3 5. B–B4 N–B3 6. P–K3 B–K2 7. B–Q3 0–0 8. 0–0 N–K5 9. P–KR3 N–Q2 10. N–K5 QNxN 11. QBxN P–QN3 12. R–B1 B–B3 13. BxB NxB.*

White played *14. PxP!* and presented his opponent with a typical dilemma. If Black recaptures with the BP White will be the first one to occupy the open file with rooks, but if Black takes back with the KP White has an excellent minority attack. This is what happened: *14. . . . . KPxP 15. P–QN4! Q–Q3 16. P–N5 PxP?* (16. . . . P–B4) *17. NxNP Q–Q1 18. Q–B2 P–QR3 19. N–B7 R–R2 20. Q–B6 R–B2 21. N–K6 BxN 22. QxB QR–K2 23. QxBP N–K5 24. R–B8! RxQ 25. RxQch R–B1 26. RxP* and Black resigned.

The second example also shows P–QN5 but without an exchange on Q5. It comes from Pillsbury–Showalter, Nuremberg

1896: *1. P–Q4 P–Q4 2. P–QB4 P–K3 3. N–QB3 P–QB3 4. N–B3 P–KB4 5. B–B4 B–Q3 6. P–K3 N–B3 7. B–Q3 0–0 8. 0–0 Q–B2 9. P–KN3! N–K5 10. R–B1 BxB 11. KPxB Q–N3 12. Q–K2 N–Q2 13. KR–Q1 QN–B3 14. N–K5 K–R1.*



Position after 14. . . . K–R1

White's opening play has been excellent since he has eliminated his bad bishop, created a K5 outpost, and retained P–KB3 to kick a Black N out of K4. He still needs a plan, however. Pillsbury, one of the greatest of planners, found one in *15. P–B5!*, intending to open up the QN-file.

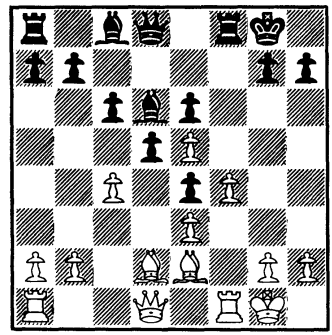
He got what he wanted after *15. . . . Q–B2 16. P–B3 NxN 17. RxN B–Q2 18. NxB! NxN 19. P–QN4! R–B3 20. P–N5.* Black's kingside attack is invisible, and White had a dominating position after *20. . . . R–N3 21. K–B2 P–KR4 22. P–KR4! R–KB1 23. R–N3 R–B2 24. R(1)–QN1 Q–Q1 25. PxP PxP 26. R–N7 Q–R4 27. R(1)–N3 R(3)–B3 28. Q–N2.*

White then rearranged his rooks with *28. . . . K–R2 29. B–K2 N–B1 30. R–N8 N–N3 31. R–QB8! R–B2 32. R–QR8* and *33. R–R3.* Black eventually made an unsound sacrifice on the kingside to avoid the loss that would inevitably come on the queenside.

The counterbalance to this would be *Supplemental Game #1* which shows P–QB5 working too slowly. The plusses and minuses of exchanging off the "bad" bishop can be seen in *Supplemental Games #2* and *#3.*

The other major problem of the Kingside Stonewall is how to recapture on K5 when your outpost N is taken. The natural method is with the KBP—toward the center. But there are advantages to the QP recapture as well—to preserve the possibility of P–KB5 or to pressure the enemy QP with P–QB4 and QR–Q1.

A superb example of this is Rubinstein–Cohn, Karlsbad 1911, which began *1. P–Q4 P–Q4 2. N–KB3 P–K3 3. P–B4 P–QB3 4. P–K3 N–Q2 5. N–B3 P–KB4 6. N–K5 KN–B3 7. P–B4 B–Q3 8. B–K2 0–0 9. 0–0 N–K5 10. NxN(4) BPxN 11. B–Q2 NxN 12. QPxN!.*



Position after 12. QPxN!

Why should White, with a naturally freer game, exchange off rooks quickly with 12. BPxN? White keeps material on the board and now makes good use of his bad QB. Black should keep his own black-squared bishop on a versatile square such as K2. But after *12. . . . B–B4? 13. P–QN4 B–N3 14. Q–B2 B–Q2 15. P–QR4 QR–B1 16. P–R5 B–B2 17. B–B3 Q–R5 18. B–Q4 P–QR3 19. Q–N3 B–Q1 20. B–B5* White has actually made his bad bishop work more than Black's good bishop.

In the remaining moves Black could do little about White's easy buildup on the kingside: *20. . . . R–B2 21. R–B2 B–K2 22. P–N3 Q–R3 23. B–Q6! P–KN3 24. P–B5 Q–B1 25. QR–KB1 Q–N2 26. B–N4 QR–KB1 27. Q–Q1 Q–R3 28. K–R1 K–R1 29. R–KN1*

R–KN1 30. Q–KB1 R(1)–KB1 31. P–R4! BxB 32. BPxB P–KN4 (desperation) *33. BPxP RxR 34. QxR QxPch 35. PxQ RxQ 36. R–Q1 K–N2 37. K–N1 Resigns.* Black can either give up the open file, 37. . . . R–N7 38. R–KB1 and 39. B–R5, or exchange rooks, 37. . . . R–B1 38. R–KB1 RxRch 39. KxR followed by K–K2–Q2–B3–Q4–B5–N6–B7!, with a won ending in either case.

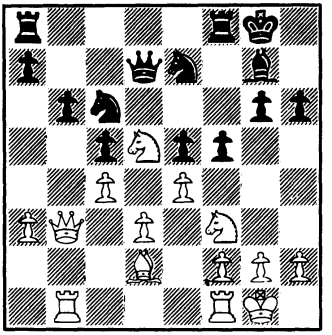
THE QUEENSIDE STONEWALL

Why should the queenside version of the Stonewall be any different in theme from the kingside one? The board has been shifted one file to the left, it seems. But with the center blocked the size of the wings counts. Now there are two queenside files and three kingside files—a key reversal from the Kingside Stonewall.

This means that there is more room for a break on White's right. He or Black can achieve a forceful P–KB4 with greater effect than the P–KN4 break in the kingside formation. Similarly, there is less room to exploit once the queenside is opened. After P–QN4/. . . P–QN3 White has less going for him whether he plays NPxP or P–N5 followed by P–QR4–5xNP.

A good comparison of this changing wing strategy is Torre–Radulov, Leningrad 1973:

1. P–K4 P–QB4 2. N–KB3 P–Q3 3. B–N5ch B–Q2 4. BxBch QxB 5. P–B4 P–K4!? 6. N–B3 P–KN3 7. P–Q3 B–N2 8. P–QR3 N–QB3 9. R–QN1 KN–K2 10. P–QN4 0–0 11. PxP? PxP 12. 0–0 P–KR3! 13. N–Q5 P–B4 14. Q–N3 P–N3 15. B–Q2



Position after 15. B–Q2

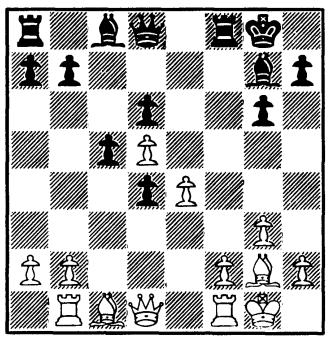
White's opening system has been popular in recent years because it avoids the complex Sicilian positions and insures a small positional advantage if White can play P–Q4 (a Maroczy Bind transposition).

In the first stage, moves 8–11, White played sloppily. He should have tried 8. 0–0 N–QB3 9. N–Q5 KN–K2? 10. B–N5! to trade off his bishop for a more powerful knight. The exchange at QB5 was also premature and should have been delayed until N–Q5 had been played. He should have kept the QN3 square vacant for a knight to support P–QR4–5.

Black correctly turned to the neglected kingside, the larger wing: *15. . . . P–KN4 16. B–B3 PxP 17. PxP RxN!? 18. PxR N–N3.* The sacrifice was promising, but Black could have obtained an equally good attack without risk by playing 17. . . . N–N3. This interesting game was well defended by White for several moves: *19. B–R1! N–R5 20. K–R1 Q–R6 21. R–N1 NxP 22. R–N2 R–KB1 23. Q–R4 QN–Q5*; but after White failed to take off the N on Q5 Black won with ease: *24. QxP? N–K7! 25. QxP N–R5 26. QR–N1 Q–B6! 27. Q–K6ch K–R2 28. Q–N4 NxR(8) 29. KxN R–QN1! 30. N–B3 QxN! White resigns.*

When both players have played N–Q5 the fluctuations in the center can create surprising dynamism. A remarkable example of this was Bobotsov–Gligoric, Belgrade 1961:

1. P–QB4 P–KN3 2. N–QB3 B–N2 3. P–KN3 P–QB4 4. B–N2 N–QB3 5. P–K4 P–Q3 6. KN–K2 P–B4 7. P–Q3 N–B3 8. 0–0 0–0 9. R–N1 P–K4 10. N–Q5 PxP 11. PxP NxN 12. BPxN? N–Q5 13. NxN KPxN!



Position after 13. . . . KPxN!

The knight captures have created two-pawn majorities on the opposing wings. Which counts more? The answer is Black's since he can easily advance his queenside while White's mating attack with kingside pawns can be blocked. After 13. . . . BPxN the game would probably dry up into a draw.

The game continued *14. B–KB4 P–QN4 15. Q–Q2 P–QR4 16. B–R6.* White's idea of exchanging bishops is somewhat feeble, but what would he have to do after 14. P–B4?

Black took the initiative with *16. . . . BxB! 17. QxB P–B5 18. QR–K1 P–N5 19. P–K5 P–B6! 20. PxBP NPxP 21. P–K6 Q–K2.* Black's pawns cannot be blockaded for long: *22. R–K4 P–Q6 23. R–QB4 P–B7 24. Q–Q2 B–R3 25. R–B6 B–N4! 26. R–N6 QR–N1 27. RxR RxR 28. B–K4 Q–B3! 29. R–K1* (29. BxP Q–Q5) *Q–Q5 30. P–K7 Q–N5! White resigns.*

SUPPLEMENTAL GAMES

(1) *A slow-moving P–QN4–5 break in the Kingside Stonewall can be crushed on the opposite wing.* Andrich–Ivkov, Sarajevo

1952: 1. P–Q4 P–K3 2. P–QB4 P–KB4 3. N–KB3 N–KB3 4. P–KN3 P–Q4 5. B–N2 P–B3 6. 0–0 B–Q3 7. P–N3 Q–K2 (stopping immediately White's positional threat to exchange of his bad bishop with 8. B–QR3) 8. B–N2 0–0 9. QN–Q2! B–Q2 10. N–K5 B–K1 11. QN–B3 B–R4 12. N–Q3 QN–Q2 13. N(B)–K5 QR–Q1 14. Q–B2 K–R1 15. P–K3 P–KN4 16. P–B5 B–B2 17. P–QN4 N–N5! 18. NxN(7) QxN (Although White has used his knights well, Black has obtained a promising game by exchanges and by maneuvering his QB.) 19. B–B1 N–B3 20. P–QR4 P–QR3 21. N–K5? (White needs 21. R–QN1 to continue his queenside attack before Black breaks on the opposite wing with . . . P–K4 or . . . P–KB5.) *21. . . . Q–N2 22. R–R3 N–Q2! 23. NxN RxN 24. P–B4* (this prevents Black's plans for . . . P–K4 or . . . P–B5 but loses neatly to a third line-opening idea) *24. . . . NPxP 25. NPxP R–KN1 26. K–R1 Q–N5 27. R–R2 QR–N2 28. Q–Q3? QxBch! 29. RxR RxR 30. P–K4 B–K7 White resigns.*

(2) *How the exchange of bad bishops can be good, . . .* Tarasov–Matsukevich, U.S.S.R. 1956: 1. P–Q4 P–KB4 2. P–QB4 P–K3 3. P–KN3 N–KB3 4. B–N2 B–K2 5. N–KB3 0–0 6. 0–0 P–Q4 7. P–N3 P–B3 8. B–QR3! QN–Q2 9. Q–B1 N–K5 10. BxB QxB 11. N–R3 P–QN3 12. N–B2 B–N2 13. Q–R3 Q–B2? (Black's structure is geared for attack, but the endgame is preferable to the passive middlegame he is now led into.) 14. BPxP BPxP 15. QN–K1! P–QR4? 16. N–Q3 KR–B1 17. KN–K5 NxN 18. NxN Q–K1 19. KR–B1 (With the open file evenly contested White is still superior because of his minor pieces.) Q–Q1 20. P–K3 N–B6?! 21. B–B1 R–B2 22. P–QN4 PxP 23. Q–N3 B–R3 24. QxNP NxP? (on 24. . . . Q–QB1 White plays R–B2 and QR–B1) 25. QxNP NxR 26. RxN B–B5 (26. . . . RxR 27. QxPch) 27. QxPch K–B1 28. QxPch K–N1 29. Q–K6ch K–B1 30. NxB R–K2 31. Q–B5ch R–B2 32. QxRP Resigns.

(3) *. . . and how it can be bad.* Bozic–Nikolac, Sombor 1951: 1. P–Q4 P–Q4 2. N–KB3 P–K3 3. P–B4 P–QB3 4. P–K3 P–KB4 5.

B–Q3 N–B3 6. 0–0 B–Q3 7. P–QN3 0–0 8. B–R3 N–K5 9. BxB QxB 10. N–K5? (This is premature because this N cannot be supported for long. He could have maintained a K5 outpost with a QB.) 10. . . . N–Q2 11. NxN BxN 12. P–B3? N–B3 13. Q–B2 (Only 13. P–B4 would have saved the game now. White has kept his K4 clean but pays the price of too many weakening pawn moves.) 13. . . . P–B5! 14. P–B5 Q–B2 15. PxP QxP 16. Q–B2 P–K4! 17. PxP QxKP 18. N–Q2 N–N5! 19. PxN RxQ White resigns.

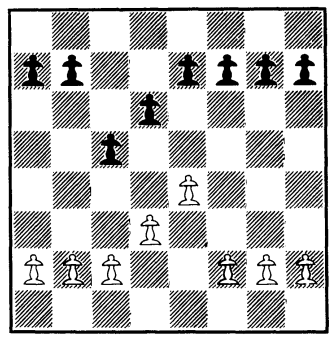
(4) *A typical mistake—trading off your good bishop on the premise of making an attack.* Kevitz–Santasiere, New York 1957: 1. N–KB3 N–KB3 2. P–B4 P–QN3 3. P–Q3 P–N3 4. P–K4 P–Q3 5. N–B3 B–KN2 6. P–KN3 (6. P–Q4 looks more promising) 0–0 7. B–N2 B–N2 8. 0–0 P–B4 9. P–KR3 N–B3 10. B–K3 P–K4!? 11. Q–Q2 N–Q5 12. B–R6?? N–R4! (Black has the first chance to take kingside action with . . . P–KB4. On 13. NxN BPxN! Black uses his kingside pawns for attack.) 13. P–KN4? (Not only is this a horrible positional move—making his surviving bishop a life-term prisoner—but it loses a pawn to a clever combination.) 13. . . . BxB! 14. QxB NxNch! 15. BxN N–B5 16. QR–Q1 Q–N4! 17. QxQ NxPch 18. K–N2 NxQ 19. B–K2 N–K3 20. P–B3 QR–Q1 21. K–B2 P–B4 and Black won in 53 moves.

(5) *Another queenside-vs.-kingside majority battle.* Freiman–Belavenets, Kiev 1938: 1. P–K4 P–QB4 2. N–KB3 P–Q3 3. P–B4 P–K4! (Black is at least equal since he can play . . . P–KB4 quickly now. White can't.) 4. N–B3 N–QB3 5. P–KR3 P–KN3 6. P–Q3 B–N2 7. N–Q5 P–B3 8. B–K3 N–R3 9. Q–Q2 N–B2 10. B–K2 B–K3 (or 10. . . . P–B4 with a good game) 11. P–KR4 P–KR4 12. B–Q1!? (White brings his bad bishop to the queenside where it can enter play at QR4. His play is extremely ambitious considering P–KR4.) 12. . . . P–R3 13. B–R4 R–QN1 14. P–QN4 P–QN4! 15. B–N3 BxN (White has a very good

position after 15. . . . NPxP 16. BxP NxP 17. NxN BxB 18. N–B6 or 16. . . . PxP 17. B–N6) 16. KPxB (on 16. BPxB White has no counterplay against . . . P–KB4) N–Q5 17. BxN BPxB (Black could have recaptured with the KP to seize the K-file and the KR3–QB8 diagonal) 18. P–R4 B–R3 19. Q–K2 0–0 20. 0–0 P–B4! 21. RPxP (White has long-term trumps after 21. BPxP RPxP 22. P–R5 but no middlegame play) 21. . . . RPxP 22. P–B5 R–K1 23. P–N3 Q–B3! 24. KR–Q1? (This only appears to stop the Black pawns from advancing. 24. B–B2 was mandatory.) 24. . . . P–K5! 25. PxKP P–Q6! 26. Q–R2 (or 26. QxP PxP) PxP White resigns. White's queenside progress is hardly comforting when you are being mated after . . . P–K6.

CHAPTER 10:

The Closed Sicilian-English



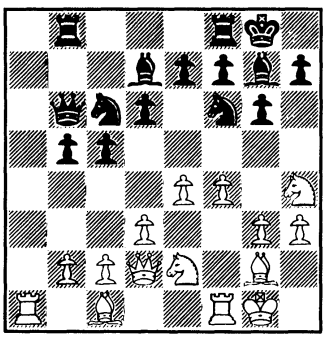
When no pawns are exchanged in the early stages of an English Opening or Sicilian Defense we have one of the most sophisticated structures. Each side concentrates on a wing attack as in a chain or stonewall. But the center can be opened—a fact that must be taken into account before a player dislocates his pieces in expectation of a wing breakthrough.

This is one of the hardest formations to evaluate. Black has good pressure on black squares, especially his Q5. White has prospects of a mating attack or of a thrust in the center with P–QB3 and P–Q4. It is true that after 1. P–K4 P–QB4 most opening books frown on 2. N–QB3 which leads to the Closed Sicilian formation. But the same books suggest that after 1. P–QB4

P–K4 2. N–QB3 Black's best chance for fighting play may lie in 2. . . . N–QB3.

In its pure form (P–K4 versus P–QB4 as in the above diagram), the wing attacks can proceed with surprising speed as in Blatny–Taimanov, Decin 1975:

1. P–K4 P–QB4 2. N–QB3 N–QB3 3. P–KN3 P–KN3 4. B–N2 B–N2 5. P–Q3 P–Q3 6. P–B4 R–N1 7. P–QR4? N–B3 8. N–B3 0–0 9. 0–0 P–QR3 10. N–R4 B–N5 11. Q–Q2 B–Q2 12. N–K2 P–QN4! 13. PxP PxP 14. P–R3 Q–N3



Position after 14. . . . Q–N3

White has allowed his Q and minor pieces to be confused and has permitted Black to open a file on the side of the board White would like to forget about. White began his own pawn storm, *15. P–B5 P–N5! 16. P–N4*, and learned there was another tempest brewing on the board: *16. . . . P–B5ch 17. K–R1 P–N6!.*

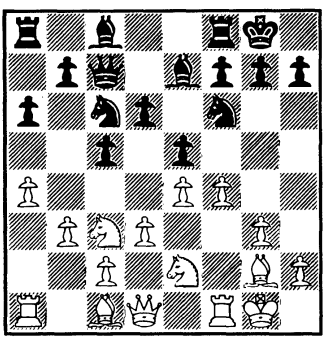
Black has two heavy pieces and his KB bearing down on QN7. White could have kept the position partially closed with 17. P–Q4 N–K1! 18. P–B3 N–R4 and 19. . . . N–N6, but Black would still be able to penetrate. White must avoid 17. QPxP N–K4! 18. NPxP QxP because then his QBP, QNP, and KP are all weak.

White tried one last idea, *18. P–N5 N–K1 19. N–B4* to occupy Q5 with a N, but the queenside storm broke with *19. . . . P–B6!!*

20. NPxP P–N7 and White lost a piece. (The best he could have done was 19. P–B3 PxQP 20. QxP N–K4 21. Q–Q1 with only a poor, not lost, game.)

The wing attack on the kingside is no less violent. During the last century the Closed variations of the Sicilian were preferred by White for many years because Black's defenses against mate were ill understood. Case in point is Tchigorin–Clemenz, St. Petersburg 1880:

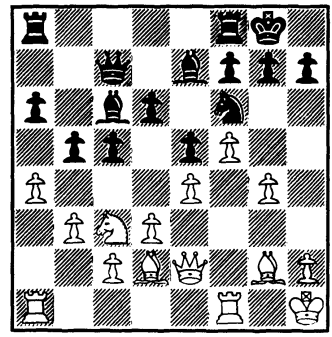
1. P–K4 P–QB4 2. N–QB3 N–QB3 3. P–KN3 N–B3 4. B–N2 P–K3 5. P–Q3 B–K2 6. P–B4 P–Q3? 7. KN–K2 0–0 8. 0–0 Q–B2 9. P–N3 P–QR3 10. P–QR4 P–K4?



Position after 10. . . . P–K4?

Black has made a mess of the opening. He could have fianchettoed his KB and remained uncommitted in the center (no move of his KP); or he could have played 5. . . . P–Q4 or 6. . . . P–Q4, not fearing P–K5 because then Black would have good chances with . . . P–Q5 and bringing a N to Q4.

Black's last move may have restrained the scope of White's KB, but it gives the enemy a virtually unimpeded kingside storm: *11. P–B5! B–Q2 12. K–R1 N–Q5 13. B–N5 NxN? 14. QxN B–B3 15. P–KN4! P–N4 16. B–Q2.*



Position after 16. B–Q2

Black's queenside storm has been contained while White's kingside pawns are rolling. Black has no chance for . . . P–Q4 (e.g., 16. . . . P–N5 17. N–Q1 P–Q4 18. P–N5). Black's *pawn* play has denied him *counter*play: *16. . . . P–N5 17. N–Q1 N–Q2 18. P–N5 P–B3?* (18. . . . KR–Q1 was better) *19. P–N6! P–R3 20. Q–R5 N–N3 21. N–K3 R–R2 22. N–N4 B–Q1 23. R–B3 B–K1 24. R–N3.* Black resigned—a remarkable act in a blocked position—because a sacrifice on his KR3 will win (24. . . . N–B1 25. BxP PxB 26. NxRPch K–N2 27. N–B7).

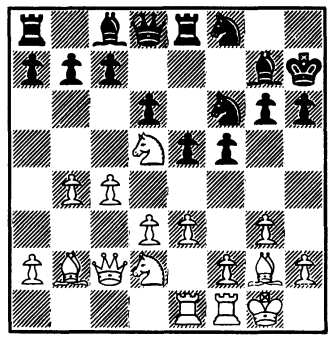
In the previous examples we see that White's P–KB5 and Black's . . . P–QN5 in the Closed Sicilian (colors reversed in the Closed English) are basic themes. The counterideas take on great importance because of the strength of these themes.

WHITE'S COUNTERIDEAS IN THE ENGLISH

The simplest way to take the sting out of White's P–KB4–5 is to play . . . P–KB4 before the enemy KBP gets to the fifth rank. A fine illustration of the tension created is Keene–Perkins, Bognor Regis 1967, with colors reversed:

1. N–KB3 P–KN3 2. P–B4 B–N2 3. P–KN3 N–KB3 4. B–N2 0–0 5. N–B3 P–Q3 6. 0–0 P–K4 7. P–Q3 QN–Q2 8. R–N1 N–R4

9. P–QN4 P–KR3 10. N–Q2 P–KB4 11. B–N2 KN–B3 12. Q–B2 R–K1 13. P–K3! N–B1 14. QR–K1 K–R2 15. N–Q5



Position after 15. N–Q5

White's play seems mysterious but there is a method in it. After P–QN4 was achieved he turned his attention to the center with N–Q2, B–QN2, P–K3, and QR–K1. If Black plays . . . P–B5 White can open the center and occupy his K4 with a N. The move N–Q5 is a common idea of White's in the Closed English. If Black captures the N White will pressure the enemy's QB2 by recapturing with his QBP.

Black played *15. . . . N–K3*, and White set the enemy KP up as a target with *16. P–B4!*. After 16. . . . PxP 17. KPxP NxN Black equalizes by using his Q5 square. But 16. . . . PxP 17. NPxP! leaves White safe on the kingside and with terrific pawn control in the center. He could then follow up with B–QB3 and Q–N2.

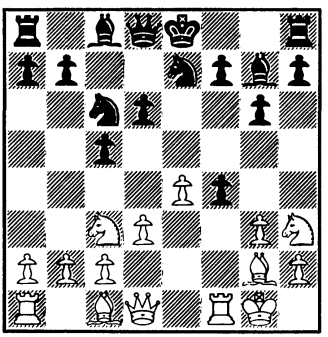
Black played *16. . . . P–B3*, just the move White was waiting for. On *17. NxNch BxN 18. P–B5!* the Black center is ruined and White will occupy excellent squares after 18. . . . KPxP 19. BxB QxB 20. NPxP P–Q4 21. N–B3 followed by N–K5 and P–QN5. Notice that P–QN5 has much greater effect after . . . P–QB3 than it would have, for example, at move 10.

Black disintegrated on cue: *18. . . . QPxP 19. BPxP B–K2 20. PxP NxP 21. P–Q4 N–R3 22. Q–N3 B–B1 23. P–K4!* (conquest of

the center) *B–N2 24. PxP PxP* (24. . . . BxP 25. N–K4) *25. B–QB3 Q–K2 26. Q–N1! B–K3* (26. . . . K–R1 eventually loses the KBP to N–B3–R4 and B–R3) *27. P–N4 Q–R6 28. N–N3 Resigns.*

See also *Supplemental Game #1*, in which White plays P–KB4 in coordination with P–Q4, and *Supplemental Game #2*, in which he does the latter without the former.

Another reaction to P–KB4 is to exchange your KP off for the enemy BP. This poses a problem. If the opponent recaptures on his KB4 with a piece, he gives you K4 as an outpost. If he recaptures with his KNP, you can fix his pawns with P–KB4 or attack in the center with P–Q4.



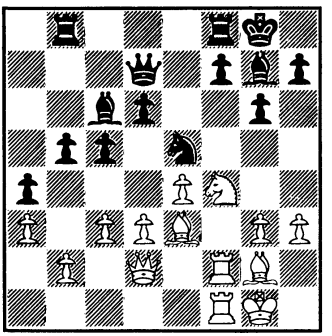
Position after 8. . . . PxP!

This position occurred in Bilek–Evans, Lugano 1968, after *1. P–K4 P–QB4 2. N–QB3 N–QB3 3. P–KN3 P–KN3 4. B–N2 B–N2 5. P–Q3 P–Q3 6. P–B4 P–K4! 7. N–R3 KN–K2 8. 0–0 PxP!.*

The timing has to be exact here since the routine move, 8. . . . 0–0, would have been punished by 9. P–B5! PxP (otherwise 10. P–KN4 maintains the storm) 10. PxP BxP (10. . . . NxP 11. Q–R5 and 12. B–K4) 11. RxB! NxR 12. B–K4 KN–Q5 13. Q–R5 with a strong attack.

After 8. . . . PxP White has three recaptures to consider. The most solid plan is 9. BxP and Q–Q2. The most committal is 9.

PxP although after 9. . . . P–B4! Black has a promising game. Bilek played *9. NxP 0–0 10. KN–Q5*, a logical but not particularly forceful plan. Black need not play . . . P–KB4 now and can protect his kingside easily: *10. . . . NxN 11. NxN B–K3 12. N–B4 B–Q2 13. P–B3 P–QN4! 14. P–QR3 P–QR4 15. B–K3 N–K4* (to meet 16. P–Q4 with 16. . . . N–B5) *16. P–R3 P–R5 17. Q–Q2 B–QB3 18. R–B2 R–N1 19. QR–KB1 Q–Q2.*



Position after 19. . . . Q–Q2

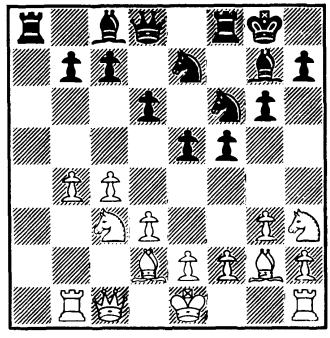
In this position White has a lot of armor arrayed on the king's wing but nothing to aim at. At Q5 White's outpost N was all-seeing but lacked destructive power. With . . . P–N5 by Black and a few slips by White the game ended: *20. Q–Q1 Q–N2 21. B–B1? P–N5 22. RPxP? PxP 23. P–B4 P–N6! 24. K–R2 Q–R3 25. R–K1 R–N2 26. B–K3 P–R6! 27. Q–K2 NxBP! 28. PxN BxNP 29. Q–Q3 B–K4 30. B–Q4 P–N7 31. N–K6* (else . . . P–R7 wins) *P–R7! 32. BxB P–N8(Q) 33. QxP R–K1! 34. N–B7 RxN 35. B–QB3 QxR 36. BxQ P–R8(Q) 37. QxR Q–QN2* and White resigned.

BLACK'S COUNTERIDEAS IN THE ENGLISH

What Black can do goes beyond attacking the kingside and waiting for a mistake. He has a few queenside chances and can make waves in the center.

Since White's prime advantage in the Closed English is his white-square pressure, a Black counterattack on those squares, especially a fight for White's Q5, can be dangerous to the first player. One game that reminds us of this is Filep–Osnos, Debrecen 1969:

1. P–QB4 P–K4 2. N–QB3 N–QB3 3. P–KN3 P–B4 4. B–N2 P–KN3 5. P–Q3 B–N2 6. B–Q2 P–Q3 7. R–QN1 P–QR4 8. P–QR3 N–B3 9. P–QN4 PxP 10. PxP 0–0 11. Q–B1 N–K2! 12. N–R3



Position after 12. N–R3

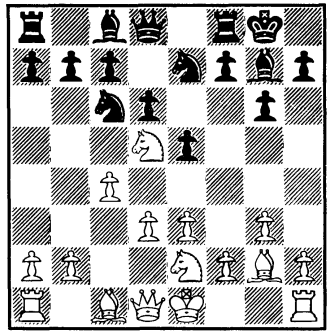
White's last move leaves open the possibility of P–KB4. Black can complete his development, but will that make him happy? Not without a constructive plan. He makes room for his pieces with *12. . . . P–B3! 13. 0–0 P–Q4.*

After this Black has a fine center and need not trouble himself about 14. PxP PxP 15. N–QN5 N–B3 or 15. . . . B–Q2. White's KB bites on Q5 granite and his QN lacks the excellent central outpost. He could play 14. B–R6 but there is little attack to follow. On the queenside, 14. P–N5 P–Q5 isn't productive. So he tried *14. P–B5*, perhaps intending N–R4–N6 at some point, and obtained a bad game after *14. . . . P–Q5! 15. N–Q1 N(3)–Q4.*

Black's seizure of what is normally White's favorite center square (Q4) led White into speculative play: *16. P–K4? PxP e.p. 17. PxP N–B2 18. N–N2 P–R3! 19. N–B2 B–K3 20. N–B4 N–N4 21. K–R1 K–R2 22. N–N6 R–R7 23. R–R1 RxR 24. QxR P–B5! 25. KPxP PxP 26. Q–K1 PxP 27. PxP N–B4! 28. QxB QN–Q5 29. Q–K1 NxPch 30. K–R2 Q–R5ch White resigns.*

A second way of battling for Q5 is to answer N–Q5 with . . . NxN and . . . P–QB3. This may give Black a pawn majority in the center or a weak pawn. Both situations occurred in Bilek–Smyslov, Polanica Zdruj 1968:

1. P–KN3 P–K4 2. P–QB4 P–Q3 3. B–N2 N–QB3 4. N–QB3 P–KN3 5. P–K3 B–N2 6. KN–K2 KN–K2 7. P–Q3 0–0 8. N–Q5



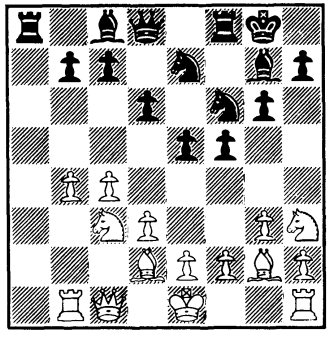
Position after 8. N–Q5

Here *8. . . . NxN!? 9. PxN N–K2* presents White with a Q5 crisis. He should try to maintain control of the square with 10. N–B3 P–QB3 11. 0–0 PxP 12. NxP B–K3 13. Q–N3, although 11. . . . B–Q2 12. Q–N3 R–N1 gives Black a reasonable game.

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Position after 12. N–R3

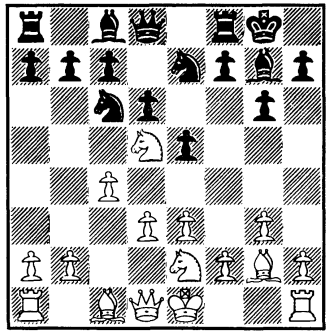
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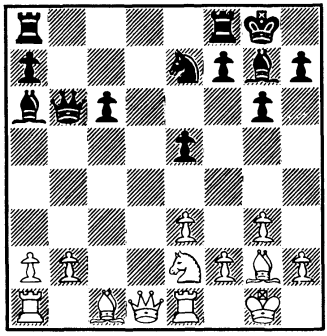
1. P–KN3 P–K4 2. P–QB4 P–Q3 3. B–N2 N–QB3 4. N–QB3 P–KN3 5. P–K3 B–N2 6. KN–K2 KN–K2 7. P–Q3 0–0 8. N–Q5



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Position after 14. . . . PxP

Black has a weak pawn on QB3, but his play on the open files against an underdeveloped opponent makes all the difference. After *15. Q–B2 KR–Q1 16. B–Q2 B–Q6 17. Q–B1 N–Q4 18. N–B3 N–N5 19. N–R4 Q–N4 20. BxN QxB 21. N–B3 P–K5!* White has only defensive chores left to perform. He failed to perform them adequately: *22. R–Q1 QR–N1 23. R–Q2 P–QB4 24. Q–K1 BxN! 25. PxB Q–R4* (25. . . . QxP 26. BxP!) *26. R–B1 P–B5! 27. Q–Q1 R–Q4 28. Q–N4 R(4)–QN4 29. Q–B4 Q–R6 30. R(2)–Q1 R–K1 31. B–R3 R–N7 32. B–Q7 R–K2 33. B–N4 Q–B4 34. Q–B6 Q–K4 35. Q–R6 K–N2 36. P–QR4 R–B2! 37. P–R5 R–N4 38. R–R1 R(4)–B4* and White resigned because of 39. . . . R(4)–B3 trapping his Q.

THE NIMZO-BOTVINNIK FORMATION

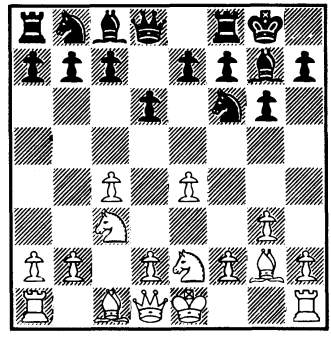
A close relative of what we've just examined is a structure in which one player has pawns at QB4 and K4 while his opponent has a pawn at *either* K4 or QB4. Nimzovich was the first master to express enjoyment at having the two pawns in the center. It appeared to be another of his prejudices for what Tarrasch called "ugly moves."

It is "ugly" to concede your Q4 to enemy pieces. But when Botvinnik began to play the structure with P–K4 and P–QB4 it

gained the stamp of approval. Against the Closed Sicilian (1. P–K4 P–QB4 2. N–QB3 N–QB3 3. P–KN3 P–KN3 4. B–N2 B–N2 5. P–Q3 P–Q3 6. KN–K2) Botvinnik introduced 6. . . . P–K4! as a method of obtaining solid center play. His game with Smyslov in the 1954 world championship match continued 7. N–Q5 KN–K2 8. P–QB3 (8. KN–B3!) NxN! 9. PxN N–K2 10. 0–0 0–0 11. P–KB4 B–Q2 12. P–KR3 Q–B2 13. B–K3 QR–K1 14. Q–Q2 N–B4 15. B–B2 P–KR4 16. QR–K1 Q–Q1! 17. K–R2 B–R3 18. P–KR4 Q–B3! and Black already had a winning game.

The P–QB4 + P–K4 vs. P–QB4 version of this formation is equally challenging as this opening shows:

1. P–QB4 N–KB3 2. N–QB3 P–KN3 3. P–KN3 B–N2 4. B–N2 0–0 5. P–K4 P–Q3 6. KN–K2

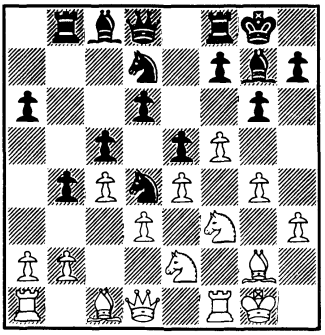


Position after 6. KN–K2

Black has played the basic moves of a King's Indian Defense and now must make a decision about the center. He can forget about . . . P–QB3 and . . . P–Q4: White simply outguns him on the Q4 square. The choice is between . . . P–K4 and . . . P–QB4. The former has great strength if Black can scare up a kingside attack quickly with . . . P–KB4, but here his KBP is blocked and it will take time to play . . . N–R4 and . . . P–KB4. After *6. . . . P–K4 7. 0–0 N–B3 8. P–Q3* Black should continue with 8. . . . N–K1 in order to meet 9. P–B4 with 9. . . . P–B4.

A good example of what may happen when P–KB5 is permitted was D. Byrne–Myagmasuren, Varna 1962:

8. . . . P–QR3? 9. P–B4 R–N1 10. P–KR3 P–QN4 11. P–KB5! P–N5 12. N–N1 N–Q5 13. P–KN4 N–Q2 14. N–Q2 P–B4 15. N–KB3



Position after 15. N–KB3

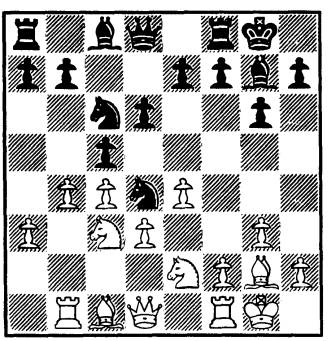
Black's queenside has stalled and he makes the transition into a Queenside Stonewall. Remember that in the queenside version there are more files capable of being opened on the kingside. This means that a kingside storm is more likely to succeed than a queenside storm.

The rest of the game bore this simple evaluation out: *15. . . . NxN(6)ch 16. RxN Q–R5 17. B–K3 B–R3 18. B–B2!* (preserving the good bishop) *Q–K2 19. P–KR4 PxP 20. RxP! B–KN2 21. N–N3! N–B3 22. P–N5 N–K1 23. B–K3! P–B3 24. Q–K2 BxR 25. PxB N–B2 26. Q–R5 KR–Q1 27. P–N6 B–B1 28. N–K4 R–Q2 29. R–KB1 N–K1 30. N–N5! PxN 31. PxP Q–N2 32. B–Q5ch K–R1 33. B–K4 B–K2 34. Q–R4! N–B3 35. PxN BxP 36. Q–R5 Q–K2 37. R–B3 R–KB1 38. R–R3 P–R4 39. B–R6 R(1)–Q1 40. B–Q5 R–KN1 41. BxR KxB 42. PxPch K–R1 43. R–N3 Q–B2 44. R–N8ch Resigns.* A brilliant strategic plan carried out by the late American master.

Going back to the position after 6. KN–K2, it seems clear that *6. . . . P–B4!* is a more optimistic and also more secure method of handling the center. On 7. P–Q4 Black may avoid an inferior form of the Maroczy Bind (7. . . . PxP) by playing 7. . . . N–B3! (threatening 8. . . . PxP 9. NxP NxP!).

After *7. P–Q3 N–B3 8. 0–0 N–K1!* Black begins one of the most familiar maneuvers of the Nimzo-Botvinnik formation: by moving his KN Black prepares to bring this piece to Q5 and to meet P–KB4 with . . . P–KB4. Black can always kick a White N off of Black's Q4 with . . . P–K3, but White cannot return the compliment. Also, Black's KB3 is not weak (no . . . P–K4) so he does not fear P–KB5 and P–KN5.

If White decides that P–KB4 goes nowhere he will turn to P–QN4: *9. P–QR3 N–B2 10. R–N1 N–K3 11. P–QN4 KN–Q5.*



Position after 11. . . . KN–Q5

This is a typical position, and when it occurred in a 1957 game between two Soviet masters (Stolyar–Nezhmetdinov) White simplified the situation in the belief that his advantage in space would be clearer with fewer minor pieces. A more hopeful idea might be 12. N–B4 or 12. P–N5. After *12. NxN NxN 13. N–K2 P–N3 14. NxN BxN 15. B–N2 BxB 16. RxB B–N2 17. P–B4 P–K3* we have the bare skeleton of the structure.

Black holds the balance here because 18. P–Q4, the attempt to exploit an edge in overall terrain, may lead to a counterattack against White's QBP following 18. . . . Q–B2. In the game cited, White tried a kingside attack with *18. P–B5 KPxP 19. KPxP BxB 20. RxB* and discovered to his surprise that he was overextended.

Black is the first to penetrate by occupying a vital central square: *20. . . . Q–B3! 21. R(2)–KB2 Q–Q5!.* One more slip, *22. K–N2 QR–K1 23. R–B4 Q–K6 24. R(1)–B2 R–K4 25. Q–KB1?*, and Black forced the win: *25. . . . P–KN4! 26. R(4)–B3 Q–Q5 27. P–KR4 KR–K1 28. Q–B1* (else . . . R–K8) *R–K6! 29. PxP RxP 30. Q–KR1 RxR 31. RxR Q–Q7ch 32. K–R3 QxKNP 33. Q–Q1 Q–R4ch 34. K–N2 R–K6! 35. PxP RxP White resigns.*

The lesson here is twofold: it is usually better to meet P–QB4/P–Q3/P–K4 with . . . P–QB4 than with . . . P–K4; and the knight maneuver to occupy Q5, either in the above example or in *Supplemental Game* #3, is a key to accurate defense.

SUPPLEMENTAL GAMES

(1) *A combination of the restraining P–KB4 and liquidating P–Q4 in the Closed English.* Szabo–Damjanovic, Beverwijk 1966: 1. P–QB4 P–K4 2. N–QB3 N–QB3 3. P–KN3 P–KN3 4. B–N2 B–N2 5. P–K3 P–Q3 6. KN–K2 KN–K2 7. P–Q3 0–0 8. 0–0 P–KR3 9. R–N1 P–KN4 10. P–QN4 N–N3 11. P–N5 QN–K2 12. Q–N3 K–R1 13. P–QR4 R–N1 14. N–Q5 P–KB4 15. P–B4! (White has a slight advantage which he increases steadily after this move. A double exchange of pawns on White's KB4 will only weaken Black's KBP and kingside.) 15. . . . B–K3 16. NxN QxN 17. Q–B2 Q–Q2 18. P–Q4! (now on 18. . . . P–K5 White can play P–Q5 and N–Q4 or prepare for P–QB5) NPxP 19. KPxP PxQP 20. B–N2 P–B3 21. PxP PxP 22. BxQP (White's game is strategically won) P–B4 23. BxBch QxB 24. KR–Q1! Q–K2 25. P–R5! RxR 26. RxR B–B1 27. K–B2 B–R3 28. Q–Q3 Q–B3 29. B–N7! BxB 30. RxB R–K1 31. RxP R–K3 32. P–R6 N–K2 33. R–B7 K–N2 34. P–R7 Resigns.

(2) *A case of P–Q4 without the restraining P–KB4.* Goldin–Murei, Moscow 1966: 1. P–QB4 P–K4 2. N–QB3 N–QB3 3. P–KN3 P–KN3 4. B–N2 B–N2 5. P–K3 KN–K2 6. KN–K2 0–0 7. 0–0 P–Q3 8. P–N3 B–K3 9. N–Q5 P–B4 10. NxNch QxN 11. P–Q4 P–B5! (This is one of the more potent thrusts in the Closed English. On 12. NPxP Black plays 12. . . . KPxQP 13. NxP NxN or 13. BxN P–Q6! with a better pawn structure for Black.) 12. P–Q5 B–N5 (Also good was 12. . . . P–B6 13. BxP RxB 14. PxN PxP! 15. N–Q4 B–N5. Black's use of the . . . P–B6 threat and the long black diagonal is dangerous after . . . P–KB5.) 13. P–B3 P–K5! 14. PxB P–B6 15. R–N1 (safer was 15. PxN! BxR 16. PxNP) 15. . . . PxB 16. RxRch RxR 17. KxP N–K4 18. N–B4 P–KN4 19. N–K6 R–B6 20. NxB? (20. N–Q4 Q–B2! 21. NxR PxNch 22. K–N1 P–B7ch 23. K–N2 Q–N3! should also lose) 20. . . . NxNP 21. N–K6 Q–B3 22. K–N1 RxPch! White resigns.

(3) *A clever exploitation of the Q4 hole in the Nimzo-Botvinnik.* Schöneberg–Minic, Berlin 1968: 1. P–K4 P–QB4 2. N–QB3 P–Q3 3. KN–K2 P–K4!? (this stops P–Q4 once and for all but pays the usual price) 4. N–Q5 N–QB3 5. KN–B3! P–QR3 6. P–QR4 P–KN3 7. B–B4 B–N2 8. P–Q3 B–K3 9. 0–0 R–QN1? 10. P–B4! (The Q5 square and the P–KB4 break work well here since Black has not castled and cannot cope with weaknesses on K4 and KB3.) 10. . . . PxP 11. QBxP N–K4 12. Q–Q2 P–R3 13. K–R1 N–K2? 14. BxN! BxB 15. N–B6ch BxN 16. BxB PxB 17. RxB K–Q2 18. QR–KB1 (the rest is a rout) Q–N3 19. Q–B4 QR–K1 (or 19. . . . QxP 20. Q–N4!) 20. Q–N4 N–B3 21. RxKP! RxR 22. R–B7ch K–B1 (22. . . . N–K2 23. RxNch! KxR 24. N–Q5ch) 23. QxRch K–N1 24. QxPch K–R1 25. P–QN3 Q–N5 26. Q–B6 R–QN1 27. N–Q5 Q–Q7 28. P–R3 N–Q5? 29. Q–N6 Resigns.

(4) *A case of P–QB4 + P–K4 vs. P–K4 in which both sides play P–KB4.* Uhlmann–Kholmov, Moscow 1960: 1. P–QB4 P–K4 2. N–QB3 P–Q3 3. P–KN3 N–QB3 4. B–N2 P–KN3 5. P–K4 B–N2

6. KN–K2 KN–K2 7. P–Q3 0–0 8. 0–0 B–K3 9. P–QR3? (If White doesn't want to play P–KB4 he should prepare P–QN4 with the more aggressive 9. R–N1. He may want to play P–QR4–5 later on after P–QN4–5.) 9. . . . Q–Q2 10. N–Q5 P–B4 11. B–Q2 (On 11. P–QN4 Black plays 11. . . . P–B5!. Then White might try 12. PxP! PxP 13. BxP BxR 14. QxB.) 11. . . . R–B2! 12. R–N1 QR–KB1 13. P–B3! (This is the proper defensive arrangement. White doesn't fear 13. . . . PxP 14. QPxP B–R6 because Black will have improved White's pawn structure and exchanged off his bad bishop in the process.) 13. . . . P–KR3 14. P–QN4 P–KN4 15. P–N5 N–Q1 16. P–B4?? (This prevents . . . P–B5 but opens up the kingside at a most inopportune time. Seven moves ago the kingside forces of the two players were roughly equal. The balance is gone. A more thematic method of play was 16. NxNch followed by 17. N–B3–Q5 or 16. KN–B3 immediately; e.g., 16. . . . P–B5 17. NxNch QxN 18. P–N4 P–KR4 19. P–R3.) 16. . . . NPxP 17. NPxP N–N3! 18. BPxP NxP 19. N(5)–B4 PxP 20. BxP P–B3 (White's pawns and kingside are extremely vulnerable) 21. PxP PxP 22. K–R1 B–R6! 23. R–B2 P–Q4! 24. PxP PxP 25. BxP QxBch!! 26. NxQ RxR 27. B–B4 N–B6 forced resignation in view of mate. White would also have lost on 23. R–N1 B–N5! or 23. B–N2 BxBch 24. KxB NxQP!.

"Enough, there are still problems to be solved; the whole truth in chess is not by any means known yet—fortunately."

—Emanuel Lasker

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