The Ideas Behind the Chess Openings

Algebraic Edition

Reuben Fine

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Preface to the Third Edition

It is a pleasure to present this Third Edition of *The Ideas Behind the Chess Openings*, by arrangement with the progressive British publishers, B. T. Batsford.

For this edition, I have re-examined all the variations in the book, as well as the variations in the *Encyclopaedia of Chess Openings* and other standard compendia. Numerous new variations have appeared, but the ideas themselves have remained remarkably constant. In addition I have taken the opportunity to convert the text to the now standard algebraic notation, a major improvement for the modern reader.

The major difference between master play now and in the 1930s is found in the Indian Defences and in the Sicilian Defence. In the Indian Defences the main novelty is the active counterattack maintained by Black, ranging from some novelties such as the Benko Counter Gambit (probably unsound) to the variations of the Benoni Counter Gambit, which has been completely rehabilitated and presents a formidable weapon for Black.

The situation can be interpreted to mean that chess theory reached its full maturity in the period from 1930 to 1945, and is unlikely to change any more. The broad historical development of chess strategy may now be sketched as follows. Prior to Steinitz chess strategy was formulated, if at all, only in terms of wild gambit attacks which depended mainly on tactical thrusts. Morphy was a master of the modern principles in his games, but he did not formulate anything in writing.

The great organizer of chess was Steinitz, who loved to place the emphasis on keeping and maintaining the centre. However, Steinitz and even more his follower Tarrasch carried the principle to extremes. A reaction set in with the hypermoderns (in the 1920s), who stressed control of the centre rather than actual manipulation (for example in Alekhine's Defence). As a result, the game became much more fluid. Tarrasch, the last of the old school, "pooh-poohed" the tendency, but was quickly over-ruled by the course of history.

The period of 1930 to 1945 was marked by a cautious blending of the roles of controlled counterattack and occupation. It was generally assumed at that time that actual occupation was essential and such variations as 1 d4 g6 were considered bizarre and unsound.

The subsequent years down to the present have been characterized by an extreme eclecticism. The strategic principles remain unaltered, but there are many exceptions in which tactics becomes the ultimate arbiter. Still, there are not as many exceptions as one might think, and the standard principles laid down by Steinitz remain essentially valid. Theory, and the more dynamic principles of modern play, are presented in this book.

Whatever appears in the future, this book represents a distillation of 100 years of chess history. Any reader who masters the underlying ideas will be able to improve his chess skill immeasurably.

Reuben Fine
New York, March 1989

1 General Principles

It is always true, though not always clear, that moves in the chess openings are based on certain definite ideas. These ideas form the background and foundation, while the moves themselves represent actual construction.

In every field the man who can merely do things without knowing why is at a disadvantage to the one who can not only build but also tell you just why he is building in that way. This is especially noticeable when the prescribed cycle does not obey the laws it is supposed to: then the labourer must sit by with folded hands while the mechanic or engineer comes in and adjusts the delicate mechanism.

All this holds true in chess, just as it holds true in every field which is a combination of theory and action. And since action or moves in chess are much less standardized than, say, the construction of a house, theory as represented by ideas is so much more important.

An apt illustration occurs in deviations from "book". A game begins with 1 e4 f6. The reply is bad, so bad in fact that it will not be found in any collection of standard opening moves. What to do about it? The man who has memorized oodles and oodles of moves without understanding them is at a loss; he will not even be able to give a good reason why the move is bad. But the man who knows that Black has neglected the centre, deprived his KN of its best square, and weakened his King position will find it a simple matter to refute his opponent's faulty play.

It is perhaps not generally realized that opening theory in chess proceeds on certain definite assumptions. They are simple enough and once learned they will never be forgotten. They are:

1. In the initial position White, because of the extra move, has a slight advantage. Consequently:

2. White's problem in the opening is to secure the better position, while

3. Black's problem is to secure equality.

The elaboration of these ques-

tions in each individual case is what is meant by "the theory of the openings." Once either question 2 or 3 is clearly answered, the "theory" is satisfied and the rest is left to mortal man.

As yet, however, nobody has found a method of determining values which is superior to that of good master practice. That is, by sticking to well-established rules and principles we get to a position where there are pros and cons for both sides. In that event a game between two experts is the most important clue that we can possibly have. This is one of the chief reasons for quoting games. We shall return to this question a little later but suffice it to say for the time being that in many examples "theory" is nothing but "good practice".

Throughout opening treatises there is continual mention of "normal" moves and "normal" positions. This "normalcy" arises in the following manner.

There are two fundamental concepts in the opening: development and the centre. Development is getting the pieces out. The centre consists of the four squares in the geometrical centre of the board. The basic principle is that it is essential in the opening to develop all the pieces harmoniously and in such a way as to secure the most favourable position possible in the centre.

More elaborately, there are ten practical rules which are usually worth sticking to, though the more expert player will be aware of the many exceptions. These rules are:

1. Open with either the e-pawn or the d-pawn.
2. Wherever possible, make a good developing move which threatens something.
3. Develop knights before bishops.
4. Pick the most suitable square for a piece and develop it there once and for all.
5. Make one or two pawn moves in the opening, not more.
6. Do not bring your queen out early.
7. Castle as soon as possible, preferably on the king's side.
8. Play to get control of the centre.
9. Always try to maintain at least one pawn in the centre.
10. Do not sacrifice without a clear and adequate reason.

In number 10 we can further specify that for the offer of a Pawn there must be one of four reasons: (a) Secure a tangible advantage in development; (b) deflect the enemy queen; (c) prevent the enemy from castling, either permanently or for several moves; (d) build up a strong attack.

Finally, it is worth remembering that there are two questions which must be answered for each move played:

1. How does it affect the centre?
2. How does it fit in with the development of my other pieces and pawns?[1]

Any move which is in accordance with the basic principle is "normal"; any move which is not is "abnormal". Thus 1 e4 which places a pawn in the centre and aids the development of the kingside, is normal, while 1 h4 which helps neither development nor the centre, is abnormal. Similarly, after 1 e4 e5, 2 ♘f3 developing and threatening a centre Pawn, is normal, while 2 b3 which develops a relatively unimportant piece, and does not affect the centre, is abnormal. The reader will readily think of many similar examples.

Sacrifices and gambits sometimes seem to violate sound opening procedure. This is in a sense true, since every sacrifice requires special justification. However, it is a well-known and easily established fact that under certain circumstances extra material is useless when it is hampered by an immobile position. In such cases sacrifices are likewise perfectly normal.

With gambits, the sacrifice is the essence of it all. Normal procedure must necessarily take that into account and accordingly a third factor is introduced. While this analysis is correct from a purely theoretical point of view, in practice it will be found that the centre is relatively of less moment, so that the essential question to be answered by both sides is: Is the advantage in development sufficient compensation for the material given up or not? Normal moves in gambits are those which help to answer this question.

In almost all openings there is a well-defined series of normal moves which leads to what is usually called a "normal position". This normal position is the point of departure for further opening investigations. If it is favourable for White, theory concerns itself with the improvement of Black's defensive possibilities. Conversely, if, as is usually the case, it is even, the problem is to better White's play. Sometimes—as in the Orthodox Defence to the Queen's Gambit Declined—it is theoretically even, but in practice full of pitfalls and difficulties. In that event theory can and does concern itself with an examination for both sides, to give White better winning

[1]The reader who would like to have a more detailed explanation of these ideas is advised to consult R. Fine, Chess The Easy Way, Chapter IV.

chances on the one hand, and to make Black's task easier on the other.

An allied pertinent conception which will be used on occasion is that of "ideal positions". An ideal position is one which is reached by a sequence of normal moves for both sides and which represents the maximum positional superiority which one player or the other can secure. It is therefore a worthwhile goal for one man, but something to be avoided for his opponent.

In a number of modern openings—such as Alekhine's Defence and the Catalan System—the play of one side or the other turns out to be highly successful even though it is in apparent contradiction with healthy opening principles. The contradiction can be resolved only by considering the element of *permanency*. E.g., in Alekhine's Defence Black allows White to build up a powerful pawn centre not because he believes such a centre is bad, but because he is convinced that he will be able to crack it sooner or later. Consequently, among other things in some opening, we must examine how long a given advantage will last.

Another modern nuance is transposition, which is quite common in the Queen's Pawn Openings.

It is important to be clear about the question of the evaluation of a position reached in the opening. This must, of course, be based on the general analysis of any position. Such general analysis involves five factors: material; pawn structure; mobility; king safety; combinations. In most openings (except gambits) only pawn structure and mobility are really important (the centre is a special case of mobility, for the side which has control of the centre automatically enjoys more freedom for his pieces).

It will sometimes be observed that the ideas which are said to be at the basis of certain openings are either avoided or entirely absent in practice. That is because ideas are not dictatorial laws but counselling guides. Strategy, the body of ideas, holds only as a framework. Tactics, the individual variations, is what goes into this framework, which is why the result often varies so widely from the original conception. Frequently a line which carries out the basic idea and is therefore strategically sound must be rejected because there is a tactical refutation: it just won't work. Proper timing comes in here. Further, in most openings there are several ideas for each side, not all of which may be realized in a single game.

It is obvious that many of the situations reached in openings books are so complicated that cursory analysis of this type will not lead to any conclusive result. That is why games with masters are quoted which continued from those positions. The argument is simple enough. Two experts examined this game and came to the following conclusion. Their opinions have been checked by another expert who finds that both played reasonably well (if not, a comment to that effect will be found). Unless there is some excellent evidence to support the contrary, it is therefore to be assumed that the judgment of the book is to be accepted as substantially correct.

This emphatically does not mean that the book is infallible. Quite the contrary. Chess is, fortunately, not a finished science, but a steadily growing organism. Many corrections and improvements have been found and will continue to be found. Still, all this does not do away with the fact that a person who deliberately deviates from "book" lines should have some good reason for doing so. Uncritical rejection of all theory because it is incomplete and wrong on occasion is foolish and harmful; intelligent criticism of standard material, no matter how long it has been accepted, is sensible and wholesome.

2 e-pawn Openings: 1 e4 e5

Both White's and Black's initial moves here are perfectly natural and normal: both assist development and affect vital central squares.

As long as Black can retain symmetry, White can lay no claim to an advantage. Consequently the task is to compel the defender to give up his strong centre positions, in other words to abandon his pawn at e5.

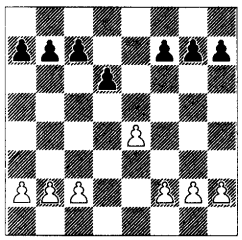
White can achieve this aim only by playing d4. If Black then replies with ... exd4 he will be left with a Pawn at d6 (eventually) vs. his opponent's at e4 and our general theory of the game teaches us that such a pawn structure is favourable for White (1).

The reason why such a pawn vis-a-vis is better for the man with the centre pawn is twofold: it cramps the enemy's pieces and it creates valuable outposts at d5, f5. From this explanation we can see why such a pawn is not an absolute advantage, for if neither of the above conditions holds to an appreciable extent (chiefly in the endgame, where there is nothing to cramp and where the outposts lack real meaning) the centre pawn is not essentially different from any other. If it is exposed to attack then, it may even be a weakness.

Likewise it is clear that when one has such a strong pawn in the opening or early middle game, it is essential to use it for an *attack*. Otherwise the normal course of exchanges will simply deprive it of its supporting pedestal, from which its strength is derived. Naturally, White should also avoid unnecessary exchanges, which only help to liberate his opponent.

All this is only another illustration of the general principle that an advantage in mobility must be exploited energetically (usually by an assault), otherwise it will be dissipated in short order.

On the other hand, if Black wishes to keep a Pawn at e5 he can only do so by ... d6, which cramps his pieces somewhat. These theoretical considerations suffice to explain why White so often retains a persistent, if slight, superiority in this group of openings. They also show how ideal



Ideal pawn skeleton for White in all openings with 1 e4 e5

positions arise in these debuts.

From the above it is clear that there are two types of defence which Black may adopt in his search for equality. The first is the *strong point method*, where he retains a Pawn at e5 come what may. The second is the *counter-attack*, where he relinquishes his e-pawn but compels White to give up his e-pawn as well, or to weaken his position otherwise. (It is worth noting that the execution of this plan does not involve hitting at the e-pawn at every move; it is the set-up as a whole that counts.)

This analysis holds good if White continues "theoretically" or "according to Hoyle". Against less regular lines Black can and should do what his opponent has neglected: advance ... d5 and secure the favourable pawn skeleton (1) for himself. In fact, it may be adopted as a good working rule that *once Black succeeds in playing ... d5 without any immediate harmful consequences he has equalized.*

These preliminaries should be borne in mind in the course of what follows.

Centre Game: 1 e4 e5 2 d4

This represents the most direct application of our theories, for Black is forced to make an immediate decision. It will not do to defend the Pawn by 2 ... d6 because he then obstructs his KB and permits 3 ♘f3 with transposition to other openings (e.g. Philidor's Defence) which are favourable for White. But Black can capture, in which event White must recapture with the queen or play a gambit. The gambit will be considered separately.

The trouble with this opening is, of course, the early development of White's queen and it is not surprising that Black has two excellent lines to choose from.

After 2 ... exd4 3 ♕xd4 ♘c6 4 ♕e3 ♘f6 5 ♘c3 (*2*) Black has the choice of two continuations, both direct applications of our basic rule. He can either play for an early exchange of the White e-pawn by 5 ... ♗e7 and 6 ... d5 followed by castling on the queenside, or he can bring pressure to bear on the White e-pawn

by ... ♗b4, ... 0-0, ... ♖e8, etc. In both lines all moves are quite normal.

The first runs as follows: 5 ... ♗e7 6 ♗d2 d5 7 ex d5 ♘xd5 8 ♘xd5 ♕xd5; 9 ♘e2 (White must not castle because his a-pawn is undefended), ♗g4 10 ♘f4 ♕d7 11 f3 0-0-0! 12 0-0-0 ♗f5 and Black's development is freer.

The second is equally effective: 5 ... ♗b4 6 ♗d2 0-0 7 0-0-0 ♖e8 8 ♗c4 d6 9 ♘f3 ♗e6! 10 ♗xe6 ♖xe6 11 ♘fg5 (note the constant pressure on the White e-pawn which compels White to adopt radical measures), ♖e8 again with a healthier formation for Black.

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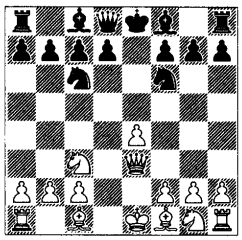

Centre Game after White's 5th move.

Attempts to improve upon White's play have been uniformly unsuccessful. Consequently the opening cannot be considered adequate for White. It is well, however, to master its variations because it is a clear and uncompli-

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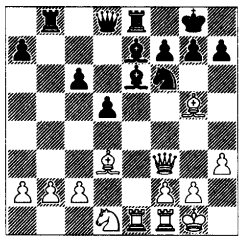

Scotch Game: Position in the normal line after 14 ... ♗e6

cated illustration of our fundamental principles.

Scotch Game
1 e4 e5 2 ♘f3 ♘c6 3 d4

Again a perfectly logical idea, for the strong point method (3 ... d6) is once more inapplicable. Unfortunately, as in the previous case the counter-attack against the White e-pawn is quite effective.

The first and most obvious counter-attack begins with 3 ... exd4 4 ♘xd4 ♘f6. Then the normal line would run 5 ♘c3 ♗b4 6 ♘xc6 bxc6 7 ♗d3 d5 8 exd5 cxd5 9 0-0, 0-0 10 ♗g5 c6 11 ♕f3 ♗e7 12 ♖ae1 ♖b8 13 ♘d1 ♖e8 14 h3 ♗e6 (*3*).

The position reached is approximately even: White has somewhat more freedom for his pieces, which is counter-balanced by Black's stronger centre pawn. Consequently this is one of those cases where both sides have searched for improvements: White to strengthen his bind, Black to ease the defence.

White's attempts have ended in failure. In the above main line, we find that 7 ♗d2! 0-0 8 ♗d3 d5; 9 f3!? was once tried to maintain the pawn at e4 but after 9 ... dxe4; 10 ♘xe4 ♘xe4 11 fxe4 ♗c5 Black's game is excellent.

A more common variant is 5 ♘xc6 (instead of 5 ♘c3 in the main line) 5 ... bxc6, 6 e5 (to keep the pawn in a central position anyhow and thus cramp Black's game) 6 ... ♕e7 7 ♕e2 ♘d5, 8 ♘d2 but here Black can mobilize his forces quickly and attack the enemy e-pawn, thus actually securing a slight advantage. The same holds true if White tries to play e5 after adequate or inadequate preparation.

A simplification of Black's problem in the main line is to be found with 8 ... ♕e7+! (instead of 8 ... cxd5), for then 9 ♕e2 is forced, when the exchange of Queens and minor pieces leads to a drawn ending. It is worth remembering that in all such openings as the Scotch, where White hopes to engineer an attack against the enemy King, the exchange of Queens has the effect of a wet blanket.

There are also other simplifications available for Black.

A more subtle—and more promising—counter-attack is that which begins with 4 ... ♗c5. Then the normal line would be 5 ♗e3 ♕f6 6 c3 ♘ge7 7 ♘c2 ♗xe3 8 ♘xe3 0-0 9 ♗e2 d6 (he must work up to ... d5) 10 0-0 ♗e6 11 ♘d2 d5 and Black's game is a trifle freer.

Attempts at improvement (based chiefly on the fact that Black's c-pawn is temporarily undefended) are thus to be expected from White. Perhaps the most valuable is 7 ♕d2 d5 8 ♘b5 ♗xe3 9 ♕xe3 0-0 10 ♘d2 dxe4 11 ♘xe4 ♕e5 12 0-0-0 with fair opportunities for both sides. Note here that White cannot afford to take the proffered pawns because his development is too backward. Other tries are much less likely to succeed.

There are several interesting features in the two openings just discussed which merit attention if one would like to penetrate beneath the surface.

It cannot be maintained that White committed any theoretical error: his principal objective in all openings with 1 e4 e5 is to get rid of the enemy e-pawn and in both cases he proceeded to do so with exemplary dispatch. Yet Black equalizes faster than his opponent

can set the pieces up. Is our theory wrong?

No, we need not reject the lessons of logic and experience, if we bear in mind that it is always essential to strike a balance. Yes, White's major goal is to exchange the enemy e-pawn for his own d-pawn. Why? Because by doing so he sets up the pawn structure in Diagram 1, where his plus is derived from the fact that the powerful e-pawn in the centre yields him greater mobility. Thus the basic factor is not the abstract rigidity of merely having a foot soldier in the middle: it is, instead, the living fact that his total mobility is greater because of that pawn.

But mobility is, after all, a fragile weapon that must be handled with finesse. What if in the process of setting up the better pawn there are such sacrifices of time and distortion of the careers of other pieces that Black is allowed to develop his men freely? Then the pawn in the centre loses its reason for being; White's advantage is dissipated. Most often White is so badly harassed that he is compelled to exchange his e-pawn for Black's d-pawn in turn, when it is all too clear that his alleged advantage rests on sand.

We should not be blind to a more general conclusion which experience with these and other "old-fashioned" openings points to. There are valid rules in chess, but they must never be applied mechanically. In any given situation there are a number of questions to be considered; the complexity and the artistry of the game derive from our skill in balancing them to pick out the most significant at any given stage. Since d4 at a very early stage evidently leads to nothing of value for White because of Black counter-attacks, the lines where he postpones this advance until several pieces have been developed become so much more important. The two openings which follow—Giuoco Piano (and variants) and Ruy Lopez are indeed the chief ones in this chapter because they hold out most hope of an advantage.

Giuoco Piano

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5

Here White takes a somewhat different tack: he will defer the advance of his d-pawn until it is supported by his c-pawn, so that he will always be able to retain a pawn at d4.

Against extremely negligent defence the two centre pawns will be a crushing steamroller. E.g., 4 c3 ♘f6 5 d4 cxd4 6 cxd4 ♗b6? 7 d5 ♘b8 8 e5 ♘g8 9 0-0 ♘e7 10 d6 ♘g6 11 ♘g5 0-0 12 ♕h5 and Black will soon have to give up his queen to avoid mate.

But even reasonably plausible moves will not suffice to give Black an adequate position if he plays too passively. Thus after 4 c3 d6 5 d4 exd4 6 cxd4 ♗b6 7 ♘c3 ♘f6? 8 ♕d3 ♗g4 9 ♗e3 0-0 10 a3 ♖e8 11 ♗a2 ♕d7 12 ♘d2 ♖e7 13 f3 ♗h5 14 0-0 (*4*) White has a permanent, though small advantage.

To avert such eventualities Black must have recourse to one of the two old standbys—counter-attack, or strong point defence. The more promising of these is the counter-attack.

First we must note that the normal line 4 c3 ♘f6 5 d4 exd4 6 cxd4 ♗b4+ 7 ♗d2 ♗xd2+ 8 ♘bxd2 d5! breaks up the centre and thereby equalizes immediately. White must therefore resort to a pawn sacrifice, which branches off into two main lines at an early stage. This runs: 4 c3 ♘f6! 5 d4 exd4 6 cxd4 ♗b4+! 7 ♘c3! ♘xe4 8 0-0. Black can now pursue one of two policies: return the extra material quickly and be content with a draw (a common procedure against gambits) or retain the extra pawn at the cost of allowing White a strong attack.

The first of these is exemplified in the Greco line: 8 ... ♘xc3 9 bxc3 ♗xc3 10 ♕b3 d5! 11 ♗xd5 0-0 12 ♗xf7+ ♔h8! 13 ♕xc3 ♖xf7 and though White has not relinquished his minimal advantage, it is so slight that in practice Black can usually draw. It should be noted that the normal move 9 ... d5! is playable here instead of 9 ... ♗xc3.

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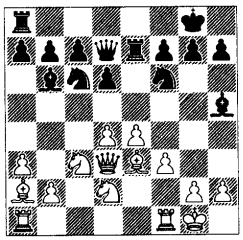


Ideal position for White in the Giuoco Piano.

The other alternative in the counter-attack is 8 ... ♗xc3 (instead of 8 ... ♘xc3) 9 d5! (on 9 bxc3 the normal 9 ... d5 is wholly adequate) 9 ... ♘e5! 10 bxc3 ♘xc4 11 ♕d4 f5 12 ♕xc4 d6. This is a normal position: White's development is virtually ideal, but Black is a pawn ahead, with a solid position. Consequently, we again have a case where both sides search for improvements.

The branch 9 ... ♗f6 (instead of 9 ... ♘e5) leads to a draw, though an exceedingly complicated one, after 10 ♖e1 ♘e7 11

♖xe4 d6 12 ♗g5 ♗xg5 13 ♘xg5 0-0 14 ♘xh7! ♔xh7 15 ♕h5+ ♔g8 16 ♖h4 f5! etc.

Nothing better has ever been found for Black than any of the above lines. White's most important endeavour to strengthen the bind is 7 ♔f1! (instead of 7 ♘c3). One negative merit of this variant is that it is little known. On the normal 7 ... ♘xe4 8 d5 ♘e7 9 ♕d4 White evidently secures tangible pressure for the pawn.

It is interesting to observe that the refusal on Black's part to accept the sacrifice (in the main lines) is bad. Thus after 4 c3 ♘f6 5 d4 exd4 6 cxd4 ♗b4+ 7 ♘c3 f5 of the normal 7 ... d5 is refuted by 8 exd5 ♘xd5 9 0-0 ♗xc3 10 bxc3 ♗e6 11 ♖e1 0-0 12 ♘g5 etc. This is a striking example of the fact that strategically sound conceptions may be utterly ruined by accidental tactical interpositions.

One general tip worth remembering is that on e5 by White ... d5 is almost always the proper reaction, to prevent White from forming a steamroller in the centre. E.g. after 4 c3 ♘f6 5 d4 exd4 6 cxd4 6 ... ♘e4? would be met by 7 ♗d5 f5 8 cxd4 while 6 ... ♘g8? 7 cxd4 ♗b6? 8 cxd4 is also obviously bad. But 6 ... d5! 7 ♗b5 ♘e4 leads to equality.

While the balance in the counter-attack is in theory quite adequate for Black, some players often prefer a more quiet line, in the conviction that White's attack will rebound. This quiet line is the strong point defence.

The strategical notion of holding the bomb-proof anchor at e5 is not in itself sufficient to determine the right moves. For after 4 c3 the normal 4 ... d6 5 d4 ♗b6? loses a Pawn by 6 dxe5 dxe5 7 ♕xd8+ etc. Likewise moves such as 4 ... f6 or 4 ... ♗d6 would be unnatural, so that we get to 4 c3 ♗b6 5 d4 ♕e7 by elimination.

To be sure, White can get rid of the enemy e-pawn by 6 dxe5 ♘xe5 7 ♘xe5 ♕xe5 8 0-0 but he thereby merely exposes himself to an attack against his King position: 8 ... ♘f6 9 ♕e2 d6 10 ♘d2 0-0 11 ♘f3 ♕h5 etc.

In view of this variation (typical for the opening) White must base his strategy on one of two ideas:

1. weakening the defences of the Black e-pawn, in the hope that the exchange will eventually be forced, or

2. manoeuvring his ♘ to d5 or f5 (strong outposts defended by the e-pawn.

The difficulty with the latter is that the White centre pawns are constantly menaced, so that the former is the only really suitable plan. It is nevertheless worth remembering that the ♘ manoeuvre is an idea which comes into prominence later, after the threat to the White centre has been removed.

The most accessible of the supporters of the e-pawn is the QN. So we go after him first. We repeat the previous moves for the sake of clarity: 4 c3 ♗b6 5 d4 ♕e7 and now 6 0-0 (development must be completed first—a basic principle) 6 ... ♘f6 7 ♖e1 (it is almost never advisable for White to give up the e-pawn) 7 ... d6 8 a4 a6 9 h3 (there is no hurry; meanwhile the pin of the White king which might prove very annoying is prevented) 9 ... 0-0 10 b4 h6 11 ♗a3 ♘d7 (note that Black is compelled to adopt this unnatural move in order to hold his anchor) 12 b5 ♘d8 13 ♘bd2 and *now* the shifting of the ♘ to f1–e3–d5 or f5 will be a most effective prosecution of the initial ideas. Black has managed to maintain the e-pawn, but only at the cost of blocking his development. White consequently has slightly the better of it.

It is clear that both counter-attack and strong point systems have their pros and cons. From a rigidly objective point of view, the counter-attack is better but players who prefer a solid positional type of game are well advised to choose the other.

The lines where White does not try to secure a pawn at d4 are, with one exception, easy to meet and consequently of little importance. Symmetrical development is the indicated counter for Black and if he takes care to prevent d4 by White as long as possible and threaten to prepare it on his own hook he will have little to fear.

The exception is the Canal Variation, which has led to some striking successes. This runs 4 d3 ♘f6 5 ♘c3 d6 6 ♗g5. Now the customary reply had always been 6 ... h6, when Canal showed that 7 ♗xf6! has a good deal of merit. After 7 ... ♕xf6 8 ♘d5 ♕d8 9 c3 we see the idea: Pawns are to be set up at d4 and e4. From the theoretical point of view there are two objections to this plan: White has conceded his opponent the two bishops, and so many pieces have been exchanged that the value of the strong pawn centre is dissipated.

Black's counter in accordance with the discussion must consist of offering exchanges. Thus either 9 ... ♘e7, or 9 ... ♘a5. Both are adequate, though Black must be careful about possible tactical consequences of some exchanges. White always manages to secure a somewhat freer position but it is of little use against a ruthlessly

consistent swapping policy.

Finally it is well to bear in mind that there are two excellent and simple alternatives to the provocative 6 ... h6, 6 ... ♗e6 and 6 ... ♘a5.

Two Knights' Defence
1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6

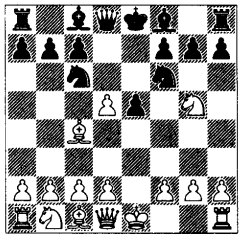
There is no variation of the Giuoco Piano where White does not secure and retain the initiative for quite a while, though in some cases he must give up a pawn to do so. To avoid this and other bad features Black may develop his knight first.

Though it is not usually classed as such, this opening is in reality a gambit. However, it differs from the more conventional gambits in that Black sacrifices a pawn in order to have a greater say in the course of events and lead into a more comfortable position than would otherwise be the case.

To secure an advantage White must take the offer by 4 ♘g5 d5 5 exd5 (5). In fact, a good working rule to adopt for all openings is Steinitz's old maxim that "the way to refute a sacrifice is to accept it".

Strategically, the normal reply for Black is 5 ... ♘xd5 but the attack with 6 ♘xf7 or even more strongly 6 d4! is devastating. Likewise 5 ... ♘d4 is refuted tactically by 6 c3!

5



Position in the Two Knights' Defence after 5 exd5

The most usual variation begins with 5 ... ♘a5 when White in turn has two different ways of holding on to the pawn. However, the procedure of holding on to the material with a tight grip does not work out well here. That is, on a simple move such as 6 d3 h6 7 ♘f3 e4 8 ♕e2 ♘xc4 9 dxc4 ♗c5! gives Black more than enough for the pawn. Nor can White advantageously give back the extra material at any point above.

Since the Black knight is out of play at a5, the natural alternative to the above unsatisfactory line is 6 ♗b5+ c6 7 dxc6 bxc6 8 ♗e2 h6 (Black chases the ♘ before it can return to the excellent square e4) 9 ♘f3 e4 10 ♘e5 ♗d6.

So far everything has been virtually forced for both sides. But now White must stop to think. Shall he move the ♘ to c4, or shall he defend it, and if he does defend it, shall it be with the d-pawn or with the f-pawn?

Before he can answer this question, he must first decide whether he is going to try to hold on to the pawn at all costs. If he is, then either 11 ♘c4 or 11 d4 is called for. On 11 ♘c4 ♘xc4 12 ♗xc4, 0-0, he still cannot castle (because of the common sacrifice 13 ... ♗xh2+), while 13 d3 exd3, followed by ... ♖e8+ and ... ♘g4 only leads to further difficult problems. Likewise 11 d4 exd3 (best); 12 ♘xd3 ♕c7! 13 ♘a3 ♗a6! 14 g3 0-0 etc. is in Black's favour.

It follows that White cannot afford to hold on to the pawn. Before continuing the analysis it will be well to recall two vital principles:

1. The gambit player in the opening furthers his attack by preventing his opponent from developing normally.

2. The defender against a gambit can often secure the better position by returning the extra material at an opportune moment.

Examination of the last variation shows that all White's difficulties arise from his inability to get his pieces out in a reasonable manner. First the ♘ is misplaced at d3, then he cannot castle, then he must weaken his pawns, etc. But if he chooses 11 f4! instead of 11 d4, and prepares to give back the extra pawn, he can secure a clear superiority. For now 11 ... exf3 12 ♘xf3 leaves the knight on its natural square, while after 11 ... 0-0 12 ♘c3 ♕c7 13 0-0! ♗xe5 14 fxe5 ♕xe5 15 d4 exd3 16 ♕xd3! Black's pawn position is ruined, his QN is out of play and his opponent has the advantage of two bishops in an open game—a crushing handicap.

One comment is in order here: if he cannot distort White's development, Black's attacking chances derive from the strong point at e5. It follows that White in defending must concentrate on the removal of this pawn.

In view of the strengthening of White's game by this line, theoreticians began to look for improvements for Black. The most promising is Ulvestad's suggestion 5 ... b5 (instead of 5 ... ♘a5). This is motivated by the good point that Black's ♘ is merely out of play, but has not yet demonstrated its value in serious play. The best for White is 6 ♗f1 ♘xd5 7 ♗xb5 ♗b7 8 d4 when the burden of proof that the sacrifice is sound is on Black.

It may be said that the strategy underlying the Two Knights' is simple, but that the tactical execution is always complicated. There is a constant see-saw of improvements for both sides with

the balance in White's favour. However, it is by no means inconceivable that some time-honoured variations may be upset here.

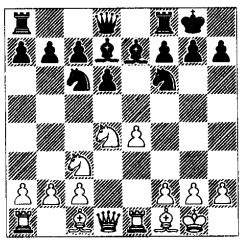
Max Lange:
1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5 4 0-0 ♘f6 5 d4

Another gambit idea, this time by White. The main variation of the opening is important chiefly because it may arise by transposition from a number of others (e.g. from the Two Knights': 1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6 4 d4 exd4 5 0-0 ♗c5 6 e5 d5 etc.).

After 5 ... exd4 (5 ... ♗xd4 is better, but, as mentioned, the position may arise from a different order of moves) 6 e5 d5 (a normal reaction) 7 exf6 dxc4 8 ♖e1+ ♗e6 9 ♘g5 ♕d5 10 ♘c3 ♕f5 11 ♘ce4 0-0-0 12 ♘xe6 fxe6 13 g4 ♕e5 14 fxg7 ♖hg8 15 ♗h6! White has a position which is invariably won in tournament play, though analysis indicates that Black's resources are greater than commonly seen. White's attack is based on the exposed position of the Black KB and later on his passed g-pawn, Black's counter-chances are based on an attack against the enemy king. Strategy is relatively unimportant here; it is purely a question of who can press his advantage home first.

Ruy Lopez:
1 e4 e5 2 ♘f3 ♘e6 3 ♗b5

Since White's only trump is the initiative or the extra move, he is the first who can attack anything. Consequently, to force the game into favourable channels he must use threats. 2 ♘f3 fits in, because it menaces the e-pawn. And 3 ♗b5 is the most logical continuation because it attacks the defender of the e-pawn and thus continues the series of threats. It is no surprise that of all the openings in this chapter the Ruy Lopez is hardest for Black to meet, and understandably the one encountered most often.



Ideal position for White in the Ruy Lopez.

One reason why the Ruy Lopez is so strong is that the most natural sequence of moves leads to an ideal position for White. Thus: 3 ... d6 4 d4 ♗d7 5 ♘c3 ♘f6 6 0-0 ♗e7 7 ♖e1 exd4 (forced) 8 ♘xd4 0-0 9 ♗f1! (6) White has the better pawn centre and Black's position is badly cramped.

It took quite a while for experts to appreciate the strength of this and similar lines. The two main older defences—which are now the buffalo of the e-pawn openings—dominated the stage right up to the twenties, but then gradually disappeared.

If he does not choose the modern waiting move, 3 ... a6, Black must adopt one of the usual two defensive systems: strong point or counter-attack. It should be noted that the only alternative which does not yield White a marked advantage is 3 ... ♗c5 the Classical Defence, but that it is inadequate because White secures stronger centre pawns at an early stage.

The strong point line is the Steinitz Defence, 3 ... d6. Only the opening defeats its purpose because Black cannot avoid the exchange ... exd4 (as he can in other lines). As a result he must submit to an inferiority in the centre which, if coupled with a cramped position, will spell his downfall sooner or later. His only hope then is a series of exchanges. For, as we know, the value of the superior centre pawn is that it keeps the opponent's position congested. With many pieces on the board, Black's game is bound to be cramped because he disposes of less terrain, but once a number have gone into the woodpile Black has more room and the enemy centre pawn has lost most of its strength.

This theoretical discussion explains virtually everything in the Steinitz. White's first task is to compel ... exd4 (which is done easily enough). Then he avoids exchanges and seeks to build up an attack. Black on the other hand must exchange as much as possible in order to free himself. If successful, he has excellent drawing chances, but the fight is always uphill. The whole defence, incidentally, is a classic illustration of the fundamental principle that a cramped position is freed by exchanges, but exploited by an attack.

The first main line runs 3 ... d6 4 d4 ♗d7 5 ♘c3 ♘f6 6 0-0 ♗e7 ♖e1. So far, so good: everything has been normal development for both sides. But now Black discovers that he cannot castle because of the trap: 7 ... 0-0? 8 ♗xc6 ♗xc6 9 dxe5 dxe5 10 ♕xd8 ♖axd8 11 ♘xe5 ♗xe4 12 ♘xe4 ♘xe4 13 ♘d3 d5 14 f3 ♗c5+ 15 ♘xc5 ♘xc5 16 ♗g5 ♖d5 17 ♗e7 ♖f7 18 c4 and wins.

So 7 ... exd4 (instead of 7 ... 0-0) is forced. Now we find a striking illustration of the princi-

ple enunciated above: the more pieces exchanged, the better Black's game becomes. Thus where three pieces go from each camp, White's advantage is so small that Black can draw without much trouble: 7 ... exd4 8 ♘xd4 ♘xd4 9 ♕xd4 ♗xb5! 10 ♘xb5 a6! 11 ♘c3 0-0 12 ♗g5 ♘d7 etc. With fewer exchanges, White secures a slight, but unmistakable superiority.

Still, if this were the best that White could do, the defence would be sufficient for a draw with exact play. This fact led to a search for improvements for White, and they were found. First of all, White reasons that since he cannot avoid all exchanges, he had better concentrate on finding the one which will be most effective. This turns out to be ♗xc6 at an early stage: 3 ... d6, 4 d4 ♗d7 5 ♘c3 ♘f6 6 ♗xc6! (the point to the immediate capture is that White reserves the possibility of castling on the queenside, which is of great value in some lines) 6 ... ♗xc6 (forced) 7 ♕d3! Now the Black e-pawn is attacked, and after the normal 7 ... exd4 8 ♘xd4 ♗d7 9 ♗g5 ♗e7 10 0-0-0! 0-0 11 f4 White has a powerful attack (the *attack* is the way to exploit a congested position).

Perhaps the decisive reason why this defence has gone out of fashion is not so much that Black must lose by force (such a claim would be exaggerated), but that the best he can possibly do, and that only in a few cases, is draw after a long uphill fight.

On the other hand, the immediate counter-attack 3 ... ♘f6 involves a good deal of tricky play, but against the best line Black's game remains hopelessly cramped. White proceeds by developing quickly and taking advantage of the exposed position of Black's KN 3 ... ♘f6 4 0-0 ♘xe4 5 d4 ♗e7 6 ♕e2! ♘d6 7 ♗xc6 bxc6 8 dxe5 ♘b7 (forced) 9 ♘c3 0-0 and now either 10 ♘d4! or 10 ♖e1 prevents the liberating ... d5 for a while and assures White a tangible advantage because of Black's poor development. The central idea for White throughout is to restrain the enemy centre pawns and thus prevent Black from developing normally.

Attempts to improve upon Black's play above have all failed: on the most promising, 5 ... ♘d6 (instead of 5 ... ♗e7, the pawn sacrifice 6 dxe5! ♘xb5 7 a4 d6 8 e6! ♗xe6 9 axb5 ♘e5 10 ♘d4 is killing. Other lines would transpose into some defence already discussed and seen to be inferior, such as the Steinitz or Classical. However, one point is worth noting. The strongest line against the Steinitz is that with ♗xc6 and ♕d3 before castling. So after 4 0-0, if Black transposes into the Steinitz the advantage that White secures will not be so crushing. This is why anyone who chooses this system should begin with 3 . a6!, rather than the Steinitz directly.

In the last variation given White uses the device of giving up a pawn to secure an attack by getting his pieces posted more quickly and more efficaciously. Theoretically, the reason why the whole line is unsatisfactory is that Black is compelled to move his ♘ too often.

That none of the above lines is adequate is clear enough, but the reason is a bit harder to ferret out. It may have been noticed that in virtually all cases Black's QN was chained to its post until castling was completed. Nor was there ever time to free the ♘. Consequently, if some move could be found which would infuse more life into this chunk of wood in the opening stages Black's game would be bound to improve.

Such a move is 3 ... a6!, the Morphy Defence, although Morphy had little to do with it. It is possible only because White's threat of 4 ♗xc6 dxc6 5 ♘xe5 cannot be carried out immediately in view of the reply 5 ... ♕d4!

which regains the pawn with an excellent game.

Just how great a difference the interpolation of the pawn move makes is well illustrated by a comparison of two sets of variations.

Without 3 ... a6

A.	**3**	**...**	**d6**
	4	**d4**	**♗d7**
	5	**♘c3**	**♘f6**
	6	**♗xc6**	**♗xc6**
	7	**♕d3**	**exd4**
	8	**♘xd4**	**♗d7**
	9	**♗g5**	

White has much the better of it because of his powerful centre.

With 3 ... a6

3	**...**	**a6**
4	**♗a4**	**d6**
5	**d4?**	**b5!**
6	**♗b3**	**♘xd4**
7	**♘xd4**	**exd4**
8	**♗d5!**	**♖b8**
9	**♗c6+**	**♗d7**

Even game because all the exchanges have weakened White's position and liberated Black's pieces.

Without 3 ... a6

B.	**3**	**...**	**♘f6**
	4	**0-0**	**♘xe4**
	5	**d4**	**♗e7**
	6	**♕e2**	**♘d6**
	7	**♗xc6**	**bxc6**
	8	**dxe5**	**♘b7**
	9	**♘c3**	

White has a marked advantage because Black's ♘ has had to move so often.

With 3 ... a6

3	**...**	**a6**
4	**♗a4**	**♘f6**
5	**0-0**	**♘xe4**
6	**d4**	**b5**
7	**♗b3**	**d5**
8	**exd5**	**♗e6**
9	**c3**	

Even game because Black has been able to maintain his ♘ at e4 and develop quickly.

After 3 ... d6 4 ♗a4 ♘f6! (it is always advisable to play energetically; alternatives will be discussed later) 5 0-0 the defender is again at the parting of the ways and has the usual two directions to choose from—strong point and counter-attack.

While the strong point system is perfectly sound, it requires oodles of patience and knowledge of positional motifs. The immediate continuation for both sides is dictated by four considerations: (a) development; (b) holding the pawns at e4/e5; (c) (for White only) avoiding the exchange of the KB; (d) (for Black only) the advance of the c-pawn to c5 in order to free the QN. With this in mind, the moves are easy enough to understand.

(Diagram 7): 5 ... ♗e7 6 ♖e1 b5 7 ♗b3 d6 8 c3 (else the B will be exchanged by ... ♘a5) 8 ... ♘a5 9 ♗c2 c5 10 d4 ♕c7 (8) (This will be referred to as the main line.)

So far, so good. Both sides achieved their main objectives: White has a favourable pawn phalanx in the centre (pawns at d4 e4 vs. pawns at d6/e5), while Black has held his strong point and is battering White's d-pawn. For the further continuation, the new ideas which come into play are the following:

1. White will pursue the task of bringing pressure to bear on Black's centre, especially the centre pawns; he will try to manoeuvre his ♘ to d5 or f5.

2. In view of the fact that Black's position is still somewhat cramped, White will attempt to build up an attack against the Black king.

3. Black first must concentrate on closing the centre (i.e., compelling either dxe5 or d5). The effect will be the solidification of his strong point e5 which in turn frees his pieces for action elsewhere. Under no circumstances must he undertake any action before the centre situation is clarified. This point is far more important for Black than for White because the defender is still striving for complete equality.

4. Black's eventual counter-chances lie on the queenside. He must never allow the pawn position there to be blocked in such a way that he cannot secure an open file.

The crucial line has been tried time and again: 11 h3 (the pin is annoying in some cases), 0-0 12 ♘bd2 ♘c6 13 d5 ♘d8 14 a4 ♖b8 15 c4 b4 16 ♘f1 ♘e8 17 g4 g6 18 ♘g3 ♘g7 19 ♔h2 f6 20 ♖g1 ♘f7 21 b3 ♖b7 22 ♗d2 ♔h8 23 ♕e2 ♗d8 etc.

This line confers a minimal advantage upon White, because Black has been deprived of his counter-chances on the queenside. However, it is probable that the game is drawn with exact defence.

The other variations are elaborations, either for better or for worse, of this main one. The attempt to get the QN to d5 or f5 without locking the centre is unsound because Black can accept the pawn: 13 ♘f1 (instead of 13 d5), cxd4 14 cxd4 exd 15 ♗g5 h6 etc.

On a4, Black must avoid ... b4 as long as possible. His best reply is usually ... ♖b8, sometimes ... ♗d7 or ... ♖a7. An example of the bad effect of a premature ... b4 is 14 ... b4 (in the crucial line above, instead of 14 ... ♖b8 15 ♘c4 ♘b7, 16 cxb4 cxb4 17 b3 with advantage to White.

Improvements for White always involve keeping the centre open. E.g. 11 ♘bd2 (instead of 11 h3) 11 0-0 12 ♘f1 ♗g4 13 ♘e3 ♗xf3 14 ♕xf3 cxd4 15 cxd4 exd4 16 ♘f5 with a promising game, or here 11 ... ♘c6 (instead of 11 ... 0-0) 12 a4! ♖b8 13 axb5 axb5 14 dxe5 dxe5 15 ♘f1 ♗e6 16 ♘e3 etc.

Improvements for Black may take various forms. Where White does not choose the strongest line, after the centre is locked, he should continue with ... c4, ... ♘b7, ... ♘c5, ... a5, ... b4 etc. with play on the queenside. Or if the a file is opened, he should manoeuvre there. Another idea is to keep the c-file open, e.g., 12 ... cxd4 (instead of 12 ... ♘c6 in the crucial line) 13 cxd4 ♘c6 14 d5 ♘b4 15 ♗b1 a5 16 a3. Though here too White has a little the better of it, Black at any rate retains more play.

There are two interesting alternatives for Black at an earlier stage. One involves setting up a majority of pawns on the queenside: 8 ... 0-0 (instead of 8 ... ♘a5 in the main line) 9 d4 ♗g4 10 ♗e3 exd4 11 cxd4 ♘a5 12 ♗c2 ♘c4 13 ♗c1 c5 14 b3 ♘a5 15 ♘bd2 ♘c6 with free play for the pieces, though Black has not equalized.

The other is the Marshall sacrifice, which prefers quick and spe-

culative development to a sound but cramped position: 7 ... 0-0 (instead of 7 ... d6 in the main line) 8 c3 d5! 9 exd5 ♘xd5 10 ♘xe5 ♘xe5 11 ♖xe5 c6! (Marshall's improvement) and White's game is none too easy. Thus in spite of all attempts at refutation the Marshall sacrifice is still going strong.

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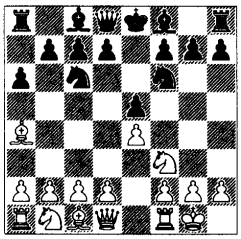
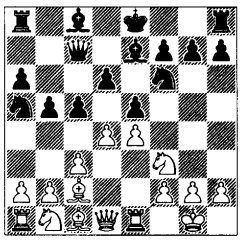


Best defence for Black against the Ruy Lopez. Position after 5 0-0.

Since the rook at e1 does nothing but defend the e-pawn, the idea of dispensing with the move suggests itself. The Worrall Attack is the most powerful effort to realize this idea: (7) 5 ... ♗e7 6 ♕e2. Soon the Rook will go to d1 and the Black centre will be attacked at an earlier stage. The variations where White allows ... b5, ... ♘a5, ... c5, ... ♕c7 are much the same as those with ♖e1. Important differences arise where White takes advantage of the fact that his queen is aimed at the b-pawn and plays a4 at an early stage: 6 ♕e2 b5 7 ♗b3 d6 8 a4. Here White is motivated by the thought that he can open the a-file and exert continuous pressure on the Black b-pawn. E.g. 8 ... ♖b8 9 axb5 axb5 10 c3 ♗g4 11 ♖d1 (note how the queen move vacates a good square for the rook and thus expedites White's set-up) 11 ... 0-0 12 d4 ♖a8 13 ♖xa8 ♕xa8 14 d5! and the b-pawn is artificially isolated and weak.

8



Position after 10 ... ♕c7 in the Strong Point Defence.

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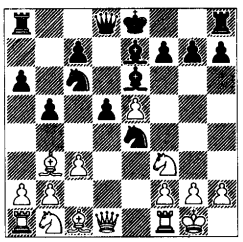

Position after 9 ... ♗e7 in the Counter-Attack Defence.

To avoid such a crippling of his pawn position Black should resort to the more energetic reply 8 ... ♗g4 (instead of 8 ... ♖b8 above) 9 c3 0-0! because accepting the sacrifice with 10 axb5 axb5 11 ♖xa8 ♕xa8 12 ♕xb5? is refuted by 12 ... ♘a7, when White can at best draw. However, here too 10 ♖d1 is not easy for Black.

Since Black's game is not entirely satisfactory in either of the above lines, the sacrificial continuation 7 ... 0-0 (instead of 7 ... d6 is worth consideration: if 8 c3, d5 9 exd5 ♘xd5 10 ♘xe5 ♘f4 11 ♕e4 ♘xe5 12 d4! ♗b7! White's game is far from easy: the free manoeuvrability of Black's minor pieces is undoubtedly sufficient compensation for the pawn. Here on 9 d3 (instead of 9 exd5), d4 10 cxd4 ♗g4! is an exceedingly valuable improvement.

The Steinitz Defence Deferred and Fianchetto Defence likewise use the strong point idea; they will be considered below.

The counter-attack idea in Diagram 7 has recently returned to popularity after a long period of disfavour. Again the first few moves are forced: 5 ... ♘xe4, 6 d4 b5 7 ♗b3 d5 8 dxe5 ♗e6 9 c3 ♗e7 (9).

Here the leading ideas have been: For White, preservation of the KB and securing a strong pawn at e5 for Black, maintenance of the ♘ at e4 and securing a strong pawn at d5, adequate development of the KB without cramping the other pieces.

The ideas here are relatively easier than in the other variation, but the tactical execution is more complicated.

First of all we notice that the position has a number of striking features: Black has not yet completed his development, and some of his pieces, particularly the QN and QB, are or may turn out to be in vulnerable spots. Further, White has a majority of pawns on the kingside, Black on the queenside.

Essentially, the long-range plans for both sides boil down to two vital points:

1. White will try to utilize the rather loose position of the Black pieces to secure a kingside attack or a permanent bind on the queenside. (Such a bind is usually brought about by playing ♘d4, when Black exchanges ... ♘xd4 cxd4 opening the c-file and leaving Black with a backward c-pawn on an open file.)

2. Black will try to get his QN out of the way and start his pawns rolling.

The lines which begin with 10 ♘bd2 (9) are chiefly designed to secure a bind on the queenside,

though attacking possibilities are not entirely absent. After the normal reply 10 ... 0-0 White's first thought is to get rid of the troublesome enemy ♘ at e4: thus 11 ♕e2 or 11 ♖e1 or 11 ♗c2. On the first two Black can gain a tempo by 11 ... ♘c5 for then if the B moves, ... d4! compels exchanges favourable for Black (they free his queenside). After 11 ♕e2 ♘c5 12 ♘d4 prevents ... c5 longest: 12 ... ♘xb3 13 ♘2xb3 ♕d7 14 ♘xc6 ♕xc6 15 ♗e3, but Black still secures equality by advancing his queenside—the point is that there is no permanent bind.

On 11 ♗c2 Black cannot gain the tempo, so that 11 ... ♘c5 12 ♘d4! does force a favourable pawn structure on the queenside. But 11 ... f5 maintains the ♘ (note that on 11 ♖e1 or 11 ♕e2 this advance is bad because of the capture *en passant*) and after 12 ♘b3 (on 12 ♘d4 ♕d7 is in order and if then 13 f4 ♘xd4; 14 cxd4 c5!—the c-pawn should not be left backward) 13 ... ♕d7 13 ♘bd4 ♘xd4 14 ♘xd4 (on the alternative 14 cxd4 Black will soon force ... c5! under favourable circumstances) 14 ... c5 15 ♘e2 ♖ad8 16 ♘f4 ♕c6 17 ♕h5 ♗c8 18 a4 does exert some pressure on the Black queenside pawns, but in view of Black's excellent development the chances are about even.

Somewhat more promising for White are the lines which are based on the attack idea. Here there are five different continuations from Diagram 9, each with distinct opportunities and dangers. In all cases White is going to continue with ♘d4 and an advance of pawns on the kingside at an early stage; the differences concern the details of preparation and execution.

I. 10 ♗f4 defends the e-pawn, so that ♘d4 can follow immediately. Black can defend by allowing White to carry out his plan and then breaking up the White centre by ... f6! at the appropriate moment. A fascinating alternative is the counter-attack 10 ... g5 11 ♗e3 g4! 12 ♘fd2 ♖g8!, which has not been refuted despite its unprepossessing appearance.

II. 10 ♗e3 strengthens the point d4 (thus preventing a possible break ... d4!) and envisages giving up a pawn in the chief variation. After the normal 10 ... 0-0; 11 ♘bd2 ♘xd2 is best (note that on 11 ... ♘c5 12 ♗c2 is good in contrast to the position after 10 ♘bd2 0-0 11 ♕e2 ♘c5, when 12 ♗c2? is refuted by 12 ... d4!), when 12 ♕xd2 ♘a5 13 ♗c2 carries out the chief ideas of both sides. Black's part in this drama has recently been reinforced: 13 ... ♘c4 14 ♕d3 g6 15 ♗h6 ♘xb2 16 ♕e2 ♔e8 17 ♘d4 ♗f8! when the defence is more than adequate. Once more we see that strategical considerations cannot be divorced from tactics.

III. 10 ♖e1 defends the e-pawn indirectly and thus again makes ♘d4 next move possible. The idea would be irrefutable were it not for the fact that Black can turn the tables by a counter-sacrifice: 10 ... 0-0 11 ♘a4 ♘xe5! 12 f3 ♗d6! 13 fxe4 ♗g4 14 ♕d2 ♕h4! and best analysis available says that the result should be a draw.

IV. 10 ♘d4 gives up the e-pawn at once for the attack. Black should accept and then has the choice of offering to return it with a slight positional plus (a counter which is peculiarly effective against an attacker) or of holding on for all he is worth, i.e., accepting a cramped position for the sake of a pawn. The first is 10 ... ♘xe5 11 f3 ♘f6! 12 ♕e2 ♘c4. The second is 10 ... ♘xe5 11 f3 ♘c5 12 ♗c2 ♗d7 13 b4 ♘a5. Both lines are adequate; which one is chosen is up to the temperament and mood of the player.

V. 10 a4 prepares the sacrifice by weakening Black's queenside. 10 ... b4 is forced, when 11 ♘d4 ♘xe5 12 f4 yields a strong attack which is best met by returning the extra material: 12 ... ♗g4! 13 ♕c2 c5! 14 fxe5 cxd4 15 cxd4. It is worth mentioning that in a recent game it was shown that Black is by no means out of the woods here, so that the whole line may well be full of promise for White.

There is no way for either side to strengthen the play before the ninth move. E.g., in the main line 8 a4 (instead of 8 dxe5), which is strong if Black replies 8 ... ♖b8 9 axb5 axb5 yielding the open a-file, is refuted by 8 ... ♘xd4! 9 ♘xd4 exd4 10 axb5 ♗c5! 11 c3 0-0; 12 cxd4 ♗b6 with an even game.

One idea well worth remembering is that in all cases where White does not advance the d- and c-pawns in time his prospects for an advantage are doomed by the exchange of his KB. E.g., 6 ♖e1 (after 5 ... ♘xe4 from Diagram 7) 6 ... ♘c5 7 ♗xc6 dxc6 8 d4 ♘e6 9♘xe5 ♗e7 etc. with complete equality.

The only other alternative for Black on his 5th move (7) is the attempt to get the B out to c5 immediately, but this allows White too strong a centre: 5 ... ♗c5 6 c3 ♗a7 7 d4 ♘xe4 8 ♖e1! f5 9 ♘bd2 0-0 10 ♘xe4 fxe4 11 ♗g5 ♕e8 12 ♖xe4 and White should win.

Inferior alternatives for White prior to his fifth move are usually

to be met by the early development of the Black KB. When, as is common, White's move is poor because it does not threaten the centre, Black develops satisfactorily and has a good centre, so that his theoretical difficulties are as good as gone. One example should suffice: 5 d3 b5 6 ♗b3 ♗c5 7 ♗e3 d6 8 ♘bd2 ♗e6 and the game is already even.

Poor continuations for Black are, of course, punished by the formation of a powerful pawn centre and the preparation of an attack. Numerous examples may be found above. What might be called "local" refutations are also found against specific mistakes. E.g., in the Worrall Attack, on a4, if Black replies ... b4 before castling, ♕c4! is ruinous, while if he tries it after castling, a5! splits the Black queenside pawns.

We come now to another variant of the strong point system: the Steinitz Defence Deferred: 3 ... a6 4 ♗a4 d6 *(10)*.

The theoretical considerations which underlie the defence here are relatively simple:

1. Black holds the strong point e5 but without advancing on the queenside. On the one hand he thereby avoids any weakening of that wing, but on the other hand he also deprives himself of any counterplay there.

2. White can build up long-range plans in a variety of ways. The most common is locking the centre, followed by an advance against the pawn chain base. (Black pawns at f6 e5 White pawns at d5 e4—the Black base is d6, the White one is e4.)

3. Black wishes to have the centre locked, when he can build up counterplay by ... f5 (again attacking the base of a pawn chain). In this connection the fianchetto of his KB (playing ... g6 and ... ♗g7) is frequently useful because it backs up the f-pawn with the g-pawn and further solidifies the centre.

Proceeding from Diagram 10, the normal variation is 5 c3 ♗d7 6 d4 ♘f6 7 ♕e2 ♗e7 8 0-0 0-0 9 d5 ♘b8 10 ♗c2 a5 11 c4 ♘a6 12 ♘c3 ♘c5 13 ♗e3 and White has a slight plus, though Black's chances are by no means to be underestimated. The ideas in this type of position will be more fully elucidated in connection with the Indian Defences in the d-pawn opening. Suffice it to say that White should proceed by an advance on the queenside (a3, b4, eventually c5) while Black manoeuvres on the kingside (... g6, ... f5). (See also the second point above.)

Where Black plays too passively and omits the attempt to secure counter-action on the kingside, his game is virtually hopeless. A horrible example is the famous Lasker–Steinitz encounter at Hastings 1895: 5 c3, ♗d7 6 0-0 ♘ge7 7 d4 ♘g6 8 ♖e1 ♗e7 9 ♘bd2 0-0 10 ♘f1 ♕e8 11 ♗c2 ♔h8 12 ♘g3 ♗s4 13 f5 ♘b8 14 h3 .... Poor Steinitz just choked to death.

As in previous Lopez lines, both sides can use improvements.

One of the first thoughts that come to mind for Black is the kingside fianchetto, coupled with ... ♘ge7. Then locking the centre would be premature because Black's counter-attack begins immediately, while White's requires at least five or six moves to get under way. E.g. 5 c3 ♗d7 6 0-0 g6 7 d4 ♗g7 8 ♗e3 ♘ge7 9 d5 ♘b8 10 ♗c2 0-0 11 c4 f5 and Black stands well.

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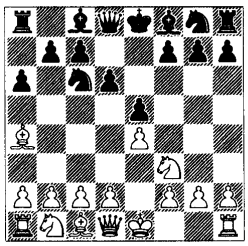


Steinitz Defence Deferred.

The chief trouble is that White is not compelled to lock the centre.

He may, if he wishes, keep it mobile for quite a while, in which case Black's counterplay is fraught with danger because of his loose pawns. Or he may exchange dxe5 which blocks the Black KB, and takes the sting out of an eventual ... f5, to which the answer would be exf5 when Black's e- and f-pawns are exceedingly weak.

An instance of the former is 5 c3 ♗d7 6 d4 g6 7 0-0 ♗g7 8 ♗e3 ♘ge7 9 c4! when Black has nothing better than 9 ... exd4 10 ♘xd4 0-0 11 ♘c3 ♘xd4 12 ♗xd4 with the better pawn position and the better ending.

An example of the latter is 5 c3 ♗d7 6 d4 g6 7 0-0 ♗g7 8 dxe5 dxe5 (or 8 ... ♘xc5 9 ♘xe5 dxe5 10 c4! and White has a good attack) 9 ♗g5 ♘gc7 10 ♕d3 h6 11 ♗e3 ♗g4 12 ♕e2 0-0 13 ♗c5 and Black's game is difficult.

Again, as in so many other variations of the leading openings, neither side is satisfied. Black does not secure complete equality, while White is often anxious to secure a shattering advantage.

In Diagram 10 there are four feasible alternatives for White. In view of the fact that none yields any lasting plus, the choice is largely a matter of taste.

I. 5 ♗xc6+ is theoretically good, since White secures the better pawn structure, but Black's

two bishops and open b-file are ample compensation. After 5 ... bxc6 6 d4, the defender can again resort to either strong point or counter-attack (opportunity knocks twice in this line!). The strong point is 6 ... f6, which has the drawback of giving Black a closed game for his Bishops, which thrive on open lines. The attempt to clear the diagonals and files by an eventual ... f5 is bound to fail as long as White can keep up the pressure on the centre. Still, by holding on to the e5 point the defender maintains approximate equality. An illustration of excellent play by both sides is 7 ♗e3 g6 8 ♕d2 ♗g7 9 ♘c3 ♗d7 10 0-0 ♘e7 11 h3 0-0 12 ♖ad1 ♕b8 13 b3 ♕b7 14 ♗h6 etc. White should continue by hammering at the Black e-pawn (Ne1 f4), after exchanging the potentially dangerous KB. Black may try to secure counter-play on the kingside, but cannot set up a plan independent of White's continuation.

The counter-attack line is 6 ... exd4 (instead of 6 ... f6). To this the obvious objection is also the most serious: the abandonment of the centre leaves Black without an anchor. All the same, counterplay against the White e-pawn may be built up. One typical possibility is 6 ... exd4 7 ♘xd4 ♗d7 8 ♘c3 ♘f6 9 0-0 ♗e7 10 ♖e1 0-0 11 b3 with about even chances. White has the better centre, but Black has play on the semi-open b-file. On the whole, this second line is less promising for Black than the first.

II. 5 d4 leads to too much bloodletting after 5 ... b5 6 ♗b3 ♘xd4 7 ♘xd4 exd4 8 ♗d5 (not 8 ♕xd4?? c5) 8 ♖b8 9 ♗c6+ ♗d7 Interesting here is the sacrifice 8 c3.

III. 5 c4 came into the limelight many years ago when Keres used it to score a sensational win against Alekhine. The idea is that by preventing ... b5 White will be able to secure the good feature of the 5 ♗xc6+ variation (better pawn structure) without permitting the bad feature (giving Black two bishops and an open b-file). E.g., if 5 ... ♘f6 6 ♘c3 ♗e7 7 d4 exd4 8 ♘xd4 ♗d7 9 ♘de2 White's game is virtually ideal with his powerful c- and e-pawns making a break ... d5 impossible and thus saddling Black with a permanently weak pawn structure. All that Black can do is take the sting out of the White cramping manoeuvre by exchanging (as in the Steinitz Defence proper): 5 ... ♗d7! 6 d4 (else ... ♘d4) 6 ... exd4 7 ♘xd4 ♘xd4! 8 ♗xd7+ ♕xd7 9 ♕xd4 ♘f6 etc. Black can develop satisfactorily.

Finally, there is the noncommital:

IV. 5 0-0, the main object of which is to transpose into the 5 ♗xc6+ line without allowing the preferable defence ... f6 (i.e., force ... exd4 after d4). If he does not wish to transpose into the more conventional lines by 5 ... ♗d7 Black must try 5 ... ♘f6 6 ♗xc6+ bxc6 7 d4 ♘xe4 (again 7 ... exd4 goes back to the usual course) 8 ♖e1 (8 ♕e2 leads to a minimal positional advantage) 8 ... f5 9 dxe5 d5 10 ♘d4 ♕h4! or 10 ... ♗c5 11 ♗e3 f4! both result in wild melees which analysis indicates should end in a draw.

In all this, Black has had to wait upon his adversary. Some enterprising spirits have been dissatisfied with this state of affairs and attempted to take matters into their own hands but with a total lack of success. The most important counter-attack for Black is the Siesta Variation, designed to hammer at White's centre from an early stage (it will be recalled that Black usually has to go to much effort to effect ... f5). After 5 c3 (*10*), f5!?? is the line. Unfortunately it is refuted, as are many similar attempts, by opening up the game, which aids White because he is ahead in development: 6 exf5! ♗xf5 7 d4 e4 8 ♘g5! ♗e7 9 0-0! ♗xg5 10 ♕h5+ ♗g6 11 ♕xg5 ♕xg5 12 ♗xg5 and White has all the play, chiefly because Black cannot prevent the exchange of his only trump, the powerful e-pawn, after 12 ... ♘e7 13 ♘d2 b5 14 ♗b3 d5 15 ♖ae1 ♔d7 16 f3!

Of the variations which have not been touched upon, only one is worth mentioning: the exchange variation, which occurs after 3 ... a6 4 ♗xc6. Despite the fact that it is unusual, all the remaining defences which begin with the a-pawn advance are dependent upon it, for if it could be shown that White could get the better of it by exchanging, they would all automatically become worthless. But as fate or whoever else invented chess would have it, that is far from being the case.

The most customary and best reply is 4 ... dxc6. After 5 d4 exd4 6 ♕xd4 ♕xd4 7 ♘xd4 the object of White's play becomes clear: he has set up the majority of pawns on the kingside. Sooner or later he will be able to force a passed pawn on the kingside, while Black's pawn majority on the other wing is hopelessly blocked, provided White does not touch the pawns there. White therefore reasons that he should be able to exchange all or almost all the pieces and then win with his extra passed pawn.

As is to be expected, there is another side to the story. To carry

out his plan White has had to concede to the defender, who must usually cope with a cramped position for at least 10 or 15 moves, the theoretical advantage of the two bishops and a free and easy development. Further, White does not have a passed pawn yet; he merely has a pawn majority and there are many cases known where a minority can hold or even attack a pawn phalanx numerically superior. That is done by splitting the pawns and exposing them, when they can be picked off singly.

Thus the leading ideas for both sides boil down to the following: White heads straight for the endgame. Every time a piece is exchanged he is one step nearer his goal. Black wishes to make his bishops tell and keep the White steamroller back where it belongs.

One further point: usually both sides castle on the queen's wing. White gets his king over to the left because he wants to defend his pawns and because he expects the main theatre of action to be on the kingside and prefers to have his king out of the way as long as complications may still arise. Black's reasoning is much the same: support his pawns and clear the way for counter-action.

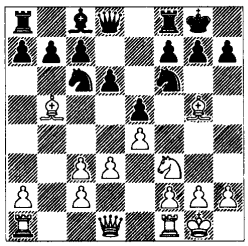
Theoretically there seems to be little wrong with White's plan, which explains why the line can be held quiescent but never made to disappear completely. But in practice Black almost invariably turns out to have more play with his pieces, especially if he takes care to avoid exchanges. A typical line runs 3 ... a6 4 ♗xc6 dxc6 5 d4 exd4 6 ♕xd4 ♕xd4 7 ♘xd4 ♗e7 8 ♗e3 0-0-0 9 ♘d2 ♘e7 10 0-0-0 ♖e8 11 ♖fe1 ♘g6 12 ♘e2 ♗d6 13 h3 f5! and Black has all the play. A noteworthy point is that Black delays the development of his KB until White cannot offer to exchange it by ♗f4.

Four Knights' Game:
1 e4 e5 2 ♘f3 ♘c6 3 ♘c3 ♘f6

In this relatively tame opening White departs from his usual attempt to get the better of it with an early d4 and relies solely on his extra move. Because of the paucity of direct threats Black can content himself with copying his opponent's moves and is therefore faced by no difficult problems at an early stage. Later on, however, he must watch his step because he cannot continue aping the other fellow indefinitely. He can also, if he so desires, try a most promising attack of his own (Rubinstein Defence).

White must threaten something early, for otherwise Black will be able to counter with ... d5 or develop all his pieces without any trouble. So 4 ♗b5. Now the question for Black all along is: When shall I break the symmetry? After 4 ... ♗b4 5 0-0 0-0 6 d3 d6 7 ♗g5 ♗g4? 8 ♘d5 leads to a won game for White. So Black must vary earlier. Experience has shown that the sixth or seventh move is best (unless he plays the Rubinstein Line), so 7 ... ♗xc3 above (instead of 7 ... ♗g4?) 8 bxc3 (*11*). Examination of the diagrammed position reveals several features which must be taken into consideration in deciding upon the continuation.

11



Position in the Four Knights' Game after 8 bxc3

White has the inferior pawn position, but the two bishops and somewhat more freedom for his pieces. Thus he wants an open game and a mobile pawn centre. Black with his ♘ prefers a closed position where he will be able to secure impregnable posts for his horsemen (especially c5). A locked centre is better for him. Further, he notes that White will soon try d4. To close the centre he will then have to hammer away with ... c5 (compare Ruy Lopez variations) so that he must get his QN out of the way.

One obvious idea is to shift the ♘ to g6, via e7, but this is refuted after 8 ... ♘e7 by 9 ♘h4! ♘g6 10 ♘xg6 hxg6 11 f4 and White has an overwhelming position.

An ideal move for Black in Diagram 11 is 8 ... ♕e7, which strengthens the centre and clears the way for a regrouping of the pieces. Then a normal line where both sides are partially satisfied is 9 ♖e1 ♘d8 10 d4 ♘e6 11 ♗c1 c5! 12 g3 ♘c7 13 ♗f1 ♗g4 14 h3 ♗h5 15 ♗g2 ♖ad8 16 d5 ♕d7 with about even chances. Note here that White delayed closing the centre as long as feasible, but that he could not delay it indefinitely.

Black can simplify his problem by compelling the early exchange of the White KB by 9 ... a6 (instead of 9 ... ♘d8): 10 ♗c4 ♘a5 11 ♘d2 h6! (he must be careful not to let the pin become too dangerous), etc. Again, since knights are better than bishops in closed pawn positions, Black may reason that he should exchange

his QB for the white KN with ... ♗g4 but his game remains too cramped: 8 ... h6 9 ♗h4 ♗g4 (9 ... g5 is refuted by the usual ♘xg5) 10 h3 ♗xf3 11 ♕xf3 g5 2 ♗g3 ♘d7 13 d4 f6 14 ♕g4 ♔h8 15 h4 and White's game remains freer: he can build up a strong attack on the h-file.

A noteworthy improvement for White in the main line is 9 ♕d2 (instead of 9 ♖e1), so that if then 9 ... ♘d8 10 d4 ♘e6? would lose the e-pawn without adequate compensation. However, Black can then lift the pin by ... a6, ... ♘a5 and ... ♕e6 after the exchange of the enemy KB.

It is a natural impulse for Black to try to force the normal ... d5 in view of White's seemingly passive play. But there is a tactical refutation: 4 ♗b5 ♗b4 5 0-0 6 d3 ♗xc3 7 bxc3 d5? 8 exd5 ♕xd5 9 ♗c4 ♕a5 10 ♖b1 a6 11 ♖e1 and Black's position is badly disorganized.

Of the other deviations for Black at an earlier stage (again excepting the Rubinstein Defence) 7 ... ♘e7 in the main line (instead of 7 ... ♗xc3) is most important. Black's idea is to bolster the center with ... ♘g6 ... c6 and ... d5, eventually releasing the pin by ... ♕d6. The weakening of the Black king position by 8 ♗xf6 gxf6 9 ♘h4 and 10 f4 is hard to exploit: there is enough compensation for the defender in his strong centre; the open g-file may even work out to his advantage. Black must, however, avoid allowing his QB to be shut in without securing counterplay in return. Instead of 8 ♗xf6, a natural reply is 8 ♘h4 (to play f4) 8 ... c6 9 ♗c4. Now 9 ... d5 10 ♗b3 ♕d6 11 h3 h6 12 ♗xf6 ♕xf6 13 ♕h5! leaves Black's centre pawns weak (this motif of allowing an advance of pawns in the centre and then hammering away at them occurs chiefly in d-pawn openings, but also in e-pawn games on occasion). A better reply for Black is 9 ... ♘g6 (instead of 9 ... d5) and if then 10 ♘xg6 hxg6 11 f4 ♗c5+ 12 ♔h1 ♗e6! and the exchanges free Black's game satisfactorily.

The symmetrical line where White tries 7 ♘e2 (instead of 7 ♗g5) offers fewer difficulties because Black can keep on copying longer: 7 ... ♘e7 8 c3 ♗a5 9 ♘g3 c6 10 ♗a4 ♘g6 11 d4 and now 11 ... d5 liquidates the centre problem.

Black must be careful not to allow a favourable transposition into the Ruy Lopez. E.g., on 5 ... d6 (instead of 5 ... 0-0) 6 ♘d5! ♗c5 7 d4! exd4 8 ♘xd4 is a line similar to the Classical Defence to the Ruy Lopez. The same holds for 4 ... ♗c5 5 0-0 d6 6 d4. It must not be supposed that because White does not play d4 immediately he will never do so when an opportunity arises.

While White does not secure any noticeable advantage in the above variations, he none the less retains the initiative. Consequently the Four Knights' would undoubtedly be more popular were it not for the speculative but promising:

Rubinstein Defence: 4 ♗b5 ♘d4 The thought underlying this gambit is that Black can secure adequate counterplay by developing and hitting at the White centre. Despite a great deal of analysis, the sacrifice is still considered sound. The strategic ideas, as in most gambits, are of minor importance: tactics predominates.

First of all we have the most obvious line 5 ♘xe5. Then it has been found that Black can equalize with 5 ... ♕e7, for if 6 f4 ♘xb5 7 ♘xb5 d6 8 ♘f3 ♕xe4+ 9 ♔f2 ♘g4+ 10 ♔g3 ♕g6: the exposure of the White king will soon lead to an incurable lung disease. Here White pursues the plan of gaining material, while the Black attack is too strong: the best that White can do is content himself with an even game.

Since the direct acceptance fails, the indirect alternatives must be considered. For Black cannot merely offer the pawn for one move and then call it quits: his object is to secure a good game, and he must not rest before that is done. The chief advantage of the ♘ sortie in that connection is that it leaves the way open for the development of the Black KB. (It will be recalled that this is a great problem in many variations of the Ruy Lopez.) Thus after either 5 ♗a4, or 5 ♗c4 (in reply to 4 ... ♘d4) 5 ♗c5 must be tried. After 5 ♗a4, Black profits from the fact that the White diagonal f1–h5 cannot be held by the bishop, so that if he can secure the pin ... ♗g4 he will have a good bind. Thus 5 ♗a4 ♗c5 6 ♘xe5 0-0! If now 7 ♘f3 d5 8 d3 ♗g4 White's game is far from easy. Likewise on the normal 7 0-0 d6 or even 7 ... d5; the point is that White must not be allowed to develop properly 8 ♘d3 (forced, since 8 ♘f3? ♗g4 is disastrous) 8 ... ♗b6! 9 ♔h1! ♘g4 10 ♘d5 ♕h4 11 h3 f5 Black's attack is very hard to meet. On other replies Black likewise gets enough play for the pawn by speedy and pointed development.

Similarly on 5 ♗c4 ♗c5! can be and should be ventured. Then 6 ♘xe5 ♕e7! (now 6 ... 0-0 is not good because the critical diagonal can be held by the bishop: 7 0-0 d6 8 ♘f3 ♗g4 9 ♗e2! etc.) and again the normal

7 ♘f3 d5! 8 ♗xd5 ♗g4 9 d3 c6 10 ♗b3 ♘d7! takes advantage of the weak diagonal.

White may wish to exploit the ♘ thrust by concentrating on quick development himself, but this leads to nothing because Black's position is too solid. E.g., on 5 0-0 ♘xb5 6 ♘xb5 c6 7 ♘c3 d6 8 d4 ♕c7 or 5 ♗e2 ♘xf3+ 6 ♗xf3 ♗c5 7 0-0 0-0 8 d3 d6 9 ♗e3 ♖e8 Black has little to fear. The point is that the exchange frees his game to such an extent that even if White gets a slightly stronger pawn centre it will be of little avail because there is too little to constrict in the Black camp.

White may if he so desires transpose into the Scotch Game or the Giuoco Piano on his fourth move. On untheoretical lines, the usual rejoinder of ... d5 guarantees equality. E.g., 4 g3 d5 5 exd5 ♘xd5 6 ♗g2 ♘xc3 7 bxc3 ♗d6 etc.

It should be noted that when White is anxious to draw no weapon is more effective against a player of equal strength. Against complicated lines he can always simplify by exchanges.

Three Knights' Game: 1 e4 e5 2 ♘f3 ♘c6 3 ♘c3 or 1 e4 e5 2 ♘f3 ♘f6 3 ♘c3

This is really a generic name to cover all the replies at Black's disposal other than the regular 3 ... ♘f6.

The most usual line in the first branch is 3 ... ♗b4 which has the advantage of avoiding the main lines of the Four Knights', a consideration which is chiefly of psychological value.

Since Black's B is exposed, the most natural reply is 4 ♘d5, to continue with c3 and d4. But Black can counter with an immediate threat to White's centre, so that White's plan cannot be realized: 4 ... ♘f6! Then after the normal continuation 5 ♗c4 0-0 (compare the Rubinstein Defence to the Four Knights') 6 c3 ♗e7 White has no time to build up a strong centre because of his exposed e-pawn. E.g., if 7 ♘xf6+ ♗xf6 8 d4? exd4 9 cxd4 ♖e8 10 e5 d6 etc. with an excellent position. Thus 8 d3 (instead of 8 d4) is necessary, when 8 ... d6 9 0-0 0-0 and ... ♗e6 equalizes. Note that d4 may also be answered by ... exd4 followed by ... ♗g4.

More promising for White—if Black persists in avoiding the Four Knights'—is 4 ♗b5, so that on 4 ... ♘ge7 (of course 4 ... ♘f6 is possible); 5 d4! exd4 6 ♘xd4 gives him the better centre position.

Alternatives to 3 ... ♗b4, other than the standard 3 ... ♘f6 give Black a cramped game, similar to Philidor's Defence.

In the second branch, after 3 ... ♗b4 Black is threatening to exchange White's valuable centre pawn, so that the line is far more effective. On the normal 4 ♗c4 (or 4 ♘xe5 0-0 5 ♗e2 ♖e8 when White must return his booty) the simplest equalizing line is 4 ... 0-0 5 d3 c6! (to secure strong centre pawns); 6 0-0 d5 7 d3 ♗g4 and Black's game is already wholly satisfactory.

Philidor's Defence: 1 e4 e5 2 ♘f3 d6

This is the strong point defence reduced to its essentials. It has the outstanding merit of that type of game—solidity—and it has its outstanding demerit—lack of mobility.

Black must be on his guard against a number of traps, all based on the weakness of f7 and his cramped king position. On the normal course 3 d4 ♗g4? e.g., leads to the loss of a pawn after 4 dxe5 ♗xf3 5 ♕xf3 dxe5 6 ♗c4 ♘f6 7 ♕b3 etc. Likewise on 3 d4 ♘d7 4 ♗c4 ♗e7 5 dxe5 dxe5 6 ♕d5 is immediately disastrous.

But the defender can avoid all the traps and secure a tenable though passive position with 3 d4 ♘d7 4 ♗c4 c6 5 ♘c3 ♗e7 6 0-0 ♘gf6 7 a4 0-0 8 ♕e2 h6 9 ♗b3 ♕c7 10 h3 ♔h7 11 ♗e3 g6 12 ♖ad1.

The two prophylactic moves 7 a4 and 10 h3 have been stressed because they illustrate the all-important principle that by depriving the enemy of counterplay, a cramped but sound position such as Black's here has all the life taken out of it and is reduced to pure passivity.

Black may follow one of two lines to get some counterplay: after due preparation ... exd4 and pressure on the White e-pawn, or manoeuvre his ♘ to f4. White can proceed by opening some lines (especially with f4) and securing an attack. All told, such positions offer the defender little promise against a person equipped with modern technique.

One of the chief merits of the defence is that it is rather difficult for White to form a good plan right after the opening in view of Black's lack of obvious weaknesses. One worthwhile idea is the fianchetto of the QB, in order to hammer away at the d-pawn. Another, as mentioned, is playing f4 early.

The abandonment of the centre with 3 ... exd4 is sometimes seen, but nevertheless bad, since Black gets nothing in return. White can recapture with either ♘ or ♕ and secures an ideal development.

Finally, it should be noted that

if White does not harass the Black centre with 3 d4, the second player can secure good counter-chances with the natural 3 ... f5. On 3 d4, however, 3 ... f5? is shown to be premature by 4 ♘c3! ♘f6 5 dxe5 ♘xe4 6 ♘xe4 fxe4 7 ♘g5 d5 8 e6 ♗c5 9 ♘xe4!

Petroff's Defence: 1 e4 e5 2 ♘f3 ♘f6

Here we have the counter-attack in its most elemental form. Again the usual advantages and disadvantages appear: Black develops quickly, but at the cost of a rather loose position.

Omitting transpositions into other openings (e.g., 3 ♘c3 ♘c6 or 3 ♘c3 ♗b4), there are only two possibilities for White if he is to try to secure an advantage: 3 ♘xe5 and 3 d4, both designed to gain the upper hand in the centre immediately.

After 3 ♘xe5 ♘xe4? costs Black a pawn because of 4 ♕e2 ♕e7 5 ♕xe4 d6 6 d4. Instead , the normal sequence is 3 ♘xe5 d6 4 ♘f3 ♘xe4 5 d4 d5, when further play revolves around the position of the Black ♘ at e4. White undermines its position by ♗d3 c4 and ♖e1, and eventually ♘c3. Black, on the other hand, maintains the strongly centralized horseman until he has no further choice in the matter. The natural continuation is 6 ♗d3 ♗d6, 7 0-0 0-0 8 ♘c3 (or 8 c4) 8 ... ♘xc3 9 bxc3 ♗g4 10 ♖b1 b6 11 c4 with about even prospects. Black can also vary with 6 ... ♗e7 (instead of 6 ... ♗d6) in order to have the d-pawn defended. With a simple line such as c4, ♖e1, ♘c3 eventually ♘e5, White retains control of slightly more terrain.

The alternative 5 ♕e2 on White's 5th move is designed to exploit the extra move in an endgame. So slight a superiority, however, is too little to win against modern technique. A typical line is 5 ♕e2 ♕e7 6 d3 ♘f6 7 ♗g5 ♕xe2+ 8 ♗xe2 ♗e7 9 ♘c3 ♗d7 10 0-0-0 h6! 11 ♗h4 ♘c6 etc.

The alternative 3 d4 is based on the idea of exploiting the undefended Black centre. Thus on 3 ... exd4 4 e5 ♘e4 5 ♕xd4 Black apparently has to lose more time. Still, 5 ... d5! is an adequate reply because the White queen is too exposed. Black secures a rather cramped position, but since he has no organic weaknesses his game is not too bad.

Greco Counter-Gambit: 1 e4 e5 2 ♘f3 f5

This counter-attack is much more violent than any of the others and consequently more easily refuted. Black hopes to be able to secure play on the open f-file and a strong pawn centre, but if the latter is prevented his game is badly disorganized. Thus the best is 3 ♘xe5 ♕f6! 4 d4! d6 5 ♘c4! (5 ♘f3 fxe4 6 ♘g5 d5 7 c4! is also good) 5 ... fxe4 6 ♘c3 ♕g6 7 ♗f4! ♘f6 8 ♘e3! ♗e7 9 ♗c4 c6 10 d5! and White has much the better of it. Note that White's strategy revolved around the prevention of ... d5.

Queen's Pawn Counter-Gambit: 1 e4 e5 2 ♘f3 d5

Just as violent as the preceding, but even more unsound. After 3 exd5 ♕xd5 4 ♘c3 ♕e6 5 ♗b5+ Black is too badly developed, while the sacrifice 3 exd5 e4 4 ♕e2 ♕e7 5 ♘d4 is not sufficient.

This and the Greco are another illustration of the principle that it is far more dangerous for Black to experiment in the openings than it is for White.

Ponziani's Opening: 1 e4 e5 2 ♘f3 ♘c6 3 c3

With his last move White envisages setting up a strong pawn centre. Yet the obvious disadvantages of the move cannot be conjured away: the QN is deprived of its most natural square and there is nothing to prevent a counter-action by Black in the centre.

This counter-action can take one of three forms: 3 ... d5 3 ... f5 or 3 ... ♘f6.

On 3 ... d5 4 ♕a4 the pawn sacrifice for the sake of speedy development yields Black enough: 4 ... ♘f6 5 ♘xe5 ♗d6! 6 ♘xc6 bxc6 7 d3 0-0; 8 ♗g5 h6 9 ♗xf6 ♕xf6 10 ♘d2 ♖b8! etc. 4 ... ♗d7 is also playable, but 4 ... f6 5 ♗b5 ♘e7 6 exd5 ♕xd5 7 d4! is inferior because White has all the initiative.

3 ... f5 is far more speculative (as is to be expected, since it exposes the king). After 4 d4 dxe4 5 ♘xe5 ♕f6 is the most promising. Finally, 3 ... ♘f6 is excellent if followed by the normal break 4 d4 d5! With the centre liquidated White has nothing to show for his efforts.

Bishop's Opening: 1 e4 e5 2 ♗c4

Except for the Centre Game, this is the first line discussed so far where White does not attack the centre immediately with 2 ♘f3. White's thought is that he will be able to ward off any Black counter-attacks and then hit at the centre with f4. He may also have a chance to transpose into one of a number of other openings.

It goes almost without saying that Black should react at once against the White centre. Most effective is 2 ... ♘f6, although 2 ... c6, and the neutral 2 ... ♗c5 are also adequate.

After 2 ... ♘f6 3 f4? fails against 3 ... ♘xe4 4 d3 ♘d6! 5 ♗b3 ♘c6 etc. More promising is 3 d4 (after 2 ... ♘f6) when the pawn sacrifice is counterbalanced by superior development: 3 ... exd4 4 ♘f3 ♘xe4 5 ♕xd4 ♘f6 6 ♗g5 ♗e7 7 ♘c3 ♘c6, etc.: an excellent illustration of a position where the attacking chances are just about good enough to compensate for the loss of a pawn.

Somewhat more logical on 2 ... ♘f6 is 3 d3. If then 3 ... ♗c5 4 ♘c3 ♘c6 5 f4 d6 6 ♘f3, we have transposed into a variation of the King's Gambit Declined which is not too easy for Black to handle. But the defender can improve upon this line by 3 ... c6 (after 3d3). Then the establishment of a good pawn centre will at least equalize. On 4 f4 exf4! 5 ♗xf4 d5 6 exd5 ♘xd5 liquidates the centre pawns and gives Black a little the better of it.

There is one danger in this latter variation: the centre pawns may become weak. E.g., 2 ... ♘f6 3 d3 c6 4 ♘f3! d5 5 exd5 cxd5 6 ♗b3 ♗d6 7 0-0 ♘c6 8 ♗g5 ♗e6 9 ♘c3 and Black can no longer keep his pawns intact. To avoid such a weakness he should play 6 ... ♗b4+! in the above variation (instead of 6 ... ♗d6), for on 7 c3 ♗d3 White's ♘ is deprived of its best square and the Black centre cannot be molested.

Vienna Game: 1 e4 e5 2 ♘c3

Again the road is left clear for the advance of the f-pawn—this explains why the Vienna Game, Bishop's Opening and King's Gambit Declined are so intimately connected.

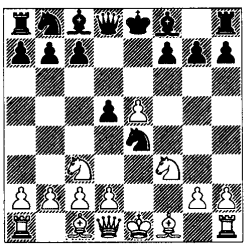
As usual, the most effective counter for Black is 2 ... ♘f6, threatening ... d5. If he wishes to get the better of it, White must try either 3 f4 or 3 ♗c4, otherwise 3 ... d5 (e.g., on 3 g3) equalizes without any trouble.

On 3 f4, the timid 3 ... d6? would be weak: it shuts in the KB and permanently abandons the fight for equality in the centre. Instead 3 ... d5 is indicated and strong. Then the obvious 4 dxe5 (on Steinitz's 4 d3, played with a view to maintaining a pawn in the centre, 4 ... exf4! 5 exd5 ♗b4 gives Black the freer game) 4 ...! ♘xe4 5 ♘f3 leads to Diagram 12.

From the diagram it can be seen that the central ideas are simple

enough. White wishes to drive the Black ♘ away (preferably by d3) and set up a strong Pawn centre (P's at d4 e5). Black's chief trump for the moment is his ♘ at e4: he would like to keep it there as long as possible. Further he must either prevent White from maintaining a pawn centre or break it up as soon as it is formed. Another goal that he may pursue is the artificial isolation of the White e-pawn by ... c5, ... ♘c6, and eventually ... d4 if necessary.

12



Position after 5 ♘f3 in the Vienna Game.

For the realization of his objectives Black may choose one of five moves:

I. 5 ... ♗b4 is obviously meant to prevent d3. If White tries to develop normally with 6 ♗e2 0-0 7 0-0 ♘c6!, he does get the worst of it, since he must resort to artificial measures to get his ♗ out. But instead 6 ♕e2! compels Black to get rid of his ♘, when 6 ... ♘xc3 7 dxc3 ♗e7 8 ♗f4 c5 9 0-0-0! gives White good attacking possibilities. The advantage of castling on opposite sides is that the pawns may be advanced without exposing one's own king. Further, White's king has an extra pawn for protection here.

II. 5 ... ♗c5 is designed to secure the position of the ♘ at e4. 6 d4, however, strengthens White's centre so that after the normal sequence 6 ... ♗b4 7 ♕d3 c5 (he must not give his opponent time to consolidate) 8 dxc5 ♘xc5 9 ♕e3 ♘c6 10 ♗b5 the chances are about even.

III. 5 ... ♗e7 is simplest, but not the most promising. Then since 6 d3 ♘xc3 7 bxc3 0-0 would have to be followed by 8 d4 White plays 6 d4 immediately. After the natural 6 ... 0-0 7 ♗d3 f5! White must either let the intruder stay there indefinitely or give up his centre. On 8 exf6, there is a finesse: 8 ♗xf6!, which yields Black immediate equality, since he can develop without any trouble.

IV. 5 ... ♗g4 is played with a view to undermining the support of the White centre pawns. On 6 d3 ♘xc3 7 bxc3 c5 8 ♗e2 ♘c6 he has already created a threat: the White centre is none too secure. Likewise on 6 ♕e2 ♘xc3 7 bxc3 c5 Black gets a satisfactory game if he challenges the White centre early.

V. 5 ... ♘c6 is a promising counter-attacking line. Here again Black may artificially isolate the e-pawn after 6 d3, ♘xc3 7 bxc3 d4. And on 6 ♕e2? ♗f5! 7 ♕b5 a6! gives Black strong counterplay for the pawn.

On the whole, Black has a variety of good defences to choose from.

For White the chief alternative worth considering is 3 ♗c4 (instead of 3 f4). True, ... d5 is thus prevented, but instead 3 ... ♘xe4! liquidates the centre satisfactorily: 4 ♕h5! ♘d6! 5 ♗b3 ♗e7! 6 ♘f3 ♘c6 7 ♘xe5 0-0. In such positions where there are no organic weaknesses the crucial question is merely whether Black can get his pieces out in time and the answer here is yes: 8 ♘d5 ♘d4 9 0-0 ♘xb3 9 axb3 ♘e8 etc.

Other lines often transpose into the King's Gambit Declined.

Recapitulation: We have passed in rapid review a number of openings and it is well to pause for a moment on the lessons to be learned.

Although the differences are at times great, all the openings with 1 e4 e5 are closely related. It is an historical accident that they are all set off with different names. In the Queen's Pawn Game and Queen's Gambit Declined, on the other hand, the connections are clearer because the different lines are called variations. Centre Game and Ponziani's Opening are no more alike and no more different than Tarrasch's Defence and the Manhattan Variation.

We have stressed the similarities, but it is helpful to put them down again for convenient reference. Likewise the differences are understood best as variations from a common beginning and approaches towards analogous goals.

First, we know that there is one and only one way in which White can secure an advantage: by playing d4. Yet is would do him no good to play it right away. That may seem a paradox, but it is true of many chess openings.

Leaving the gambits to one side, there are two openings where White takes a different tack: the Vienna and the Bishop's. In both his immediate objective is a favourable f4, though at a later stage he might well play d4 too. Black's reply is based on his ... d5 the move which, wherever possible, blasts all hopes of a plus for White.

In the Centre Game, White tries to carry out the basic idea immediately. He fails because of the time lost with his queen.

In the search for White superiority, we have now come to the point where it is seen that the most direct methods fail. To strengthen the attack, White must threaten something. Hence 2 ♘f3 emerges as the strongest continuation.

With 2 ♘f3, White, however, does not abandon the idea of d4, he merely postpones it to a more favourable moment. Black's thoughts must always be directed to the problem of how he will reply to the inevitable d4. And he can be sure that it will come relatively early.

Once d4 is adopted, Black can either capture or maintain his own pawn at e5. If he captures, he must adopt some action against the White e-pawn. Otherwise the pawn structure will be White's ideal, illustrated in Diagram 1. That is why the choice narrows down to what we have called the counter-attack and the strong point methods. There is no other way to equalize.

In general, the counter-attack yields a free game, but the pawn position is disunited, while in the strong point lines the pawn structure is satisfactory, but the pieces are cramped. Black's problem is to strike the proper balance.

Of the many counter-attacks available on Black's second turn the best is Petroff's Defence (2 ... ♘f6), which is theoretically enough for an even game. The Greco (2 ... f5) and the queen's pawn Counter-Gambit (2 ... d5) are both too violent and unsound against best play. It is always more dangerous for Black to attack than it is for White. But even though the immediate counter-attack is none too good for Black, the idea is indispensable: it may be applied with good results at many other stages.

The strong point systems are likewise many in number, but only one is of real value. Philidor's Defence (2 ... d6), the most immediate, is by no means the best, for after 3 d4 Black can no longer get his pieces posted freely; in particular, his K B is a perpetual headache. In almost all strong point defensive systems the development of Black's K B is the major problem.

So we come to the main reply: 2 ... ♘c6. While this move has the essential strong point characteristic in that it defends the e-pawn directly, it leaves the way open for a more definite decision at some later stage.

Once more White has a wide choice after 1 e4 e5, 2 ♘f3 ♘c6.

Again he may try the basic idea: 3 d4 (Scotch Game). And again he fails to secure any significant results. Why? Because the loose position of his pieces in the centre

endows Black's counter-attack with such force that an early ... d5 is inevitable.

The fight goes on, again with indirect methods.

If the pawn structure in Diagram 1 is strong, that with White's pawn at d4 instead of at c2 in addition must be much stronger. That is, if White prepares d4 with c3, in order to be able to recapture at d4 with a pawn, he will secure an overwhelming positional advantage with two powerful pawns in the centre against Black's none. This more subtle motif of preparing d4 by c3 is deadly against an inaccurate reply. Sometimes d4 at once is impossible; then c3 is indispensable.

Ponziani's Opening, 3 c3, is the most obvious and immediate application of the idea. Yet it too fails, this time again because of the basic reply 3 ... d5, though 3 ... ♘f6 is playable too.

It follows that White must adopt a line where he can prepare d4 for the right moment *and* prevent the same liberating move by his opponent. By a process of elimination we have discovered that the only two openings which do that are the Giuoco Piano and the Ruy Lopez.

From a strictly theoretical point of view, i.e., one which insists that the only moves to be analysed are those which promise White an advantage, the Four Knights' and the allied Three Knights' are of minor importance because White does not try to play d4 early (if he does, he transposes into another opening). Yet the symmetry with its surface placidity may cover a barrel of dynamite. Sooner or later White will advance his d-pawn, though in the more usual lines it is done at the expense of a weakened pawn position. This leads to complicated jockeying, alternative Black defences to wrest the initiative, etc. Thus these lines too are best understood in the light of our basic principles.

The Giuoco Piano and the Ruy Lopez have maintained their position as the strongest openings for White in this section longest because they adhere most faithfully to the pattern of waiting for the right time to advance the d-pawn and simultaneously preventing the liberating enemy push.

In the Giuoco Piano White's major offensive thought is c3 followed by d4. Black has the usual two defences at his disposal. The counter-attack is more exciting and theoretically a bit more adequate; the strong point is more subtle, but more likely to lead to a seriously cramped game.

Though modern masters have devoted relatively little attention to the Giuoco, its variations continue to pose many intriguing problems.

While the Giuoco yields the coveted advantage in many cases, it can do little against the best defences. Why? Because it lacks the stimulating effect of a direct threat with a permanent effect. ♗c4 does not continue the drive against the enemy e-pawn.

Because the Giuoco Piano lacks punch, Black may resort to the speculative Two Knights' Defence, 3 ... ♘f6, instead of the more routine 3 ... ♗c5. If White accepts the pawn profferred—his only hope of getting the better of it—he is subjected to a difficult attack. It is no accident that Black's counter-action is initiated by the natural ... d5. Yet analysis and practice indicate that White can come out with a considerable superiority by adopting the type of defence which is always effective against gambits—returning the extra pawn for the sake of superior development. All the same, some unusual lines in the Two Knights' furnish a welcome opportunity for the exercise of the imagination.

Finally, we come to the opening which stands head and shoulders above all others in this section—the Ruy Lopez. What is the source of its persistent strength and popularity? It combines the soundness of the Giuoco with the punch of the gambits by creating a direct threat. That is, for the first time Black must defend his e-pawn against a menace by a piece before the pawns come up. Since ... d5 is prevented by the potential pin (after 3 ♗b5) Black must take a radically different course.

It is fortunate for the defender that he can afford to neglect the threat for a while. The defences with 3 ... a6 lighten his problem considerably. After getting a piece out, he is then again faced with the choice of a strong point or a counter-attack defence. As so often, both are serviceable.

Despite all the efforts of players and theoreticians, White's claws in the Ruy Lopez are still as sharp as ever. That is not to say that he must necessarily get the better of it. But, other things being equal, he is more likely to get an advantage with the Ruy than with any other opening in this category and his chances are about as good with it as with one of the d-pawn openings.

The Gambits

All gambits, of course, involve the sacrifice of one or more pawns (on rare occasions a piece) for the sake of an attack. It has further become clear that all the gambits which

occur after 1 e4 e5 have three important features in common:

1. The attack is directed against the most vulnerable point in Black's camp, f7.

2. If he wishes to hold on to the material Black must submit to a backward development.

3. The best way to meet the gambit is to accept the sacrifice (declining the gambit brings only equality at best though it is frequently psychologically powerful) and then concentrating on speedy development, if necessary returning the extra material. In particular, Black should try to play ... d5 as early as possible.

One of the reasons for the third point is that experience has made most masters chary of defending a terribly cramped position because even though it may be theoretically adequate, it will be terribly difficult to find the correct replies in over-the-board play.

In many cases White's compensation for the pawn is a strong centre; in others it is only speedier or more effective development. Frequently (notably in the Evans Gambit), ♗a3 prevents Black from castling.

Apart from these basic ideas, there is little more that pure strategic considerations can teach us about these gambits. The remainder is the tactical elaboration, although in each gambit there are specific ideas which are helpful for both attack and defence.

In practical play, it will be found helpful to ask the question whether the attack which White has is strong enough to overcome the material disadvantage. The answer is usually indicated by the state of development: if Black's pieces are cramped, all on the back lines, his chances are poor, especially if his king is exposed, but if he has a free open game he should win or at least draw.

It may be noted that the gambits have not disappeared from tournament chess because they have been refuted. On the contrary, modern research has strengthened them in many important respects. The real reason why they are practically never seen is that defensive technique has become far stronger than in the days of Anderssen and Morphy.

King's Gambit: 1 e4 e5 2 f4

King's Gambit Accepted: 2 ... *exf*4
The opening of the f-file makes it only too obvious that White's assault will be directed against the Black f7. Again, the fact that the Black e-pawn is out of the way indicates that White will play d4 as soon as possible. First, however,

a defence against the threatened ... ♕h4+ must be found.

In addition to the strong pawn centre, another idea which is often useful for White is the sacrifice of a piece to open the f-file. An instance is the Muzio Gambit: 3 ♘f3 g5 4 ♗c4 g4 5 0-0!? gxf3 6 ♕xf3 etc. with about even chances.

On 3 ♘f3, the best defensive system for Black in practical play is 3 ... ♘f6!, to force an immediate liquidation of the centre. Then if 4 e5 ♘h5 5 d4 d5 and Black has nothing to fear, while if 4 ♘c3 d5! 5 exd5 ♘xd5 6 ♘xd5 ♕xd5 7 d4 ♗e7! 8 ♗d3 g5 (8 ... ♗f5 is good enough to equalize, but the text is more energetic) 9 ♕e2 (to prevent castling, regain the pawn) 9 ... ♗f5! and Black is adequately developed and has much the better of it.

The reply 3 ... g5 (to 3 ♘f3) leads to enormous complications, the discussion of which is beyond the province of this book. No positional considerations other than those mentioned above occur; the interested reader should consult the appropriate columns in a specialized book.

In the Bishop's Gambit (3 ♗c4 instead of 3 ♘f3) White is prepared to move his King to f1, confident that his strong centre and excellent development will soon coordinate all his pieces satisfactorily. The usual type of counter with 3 ... d5 4 ♗xd5 ♘f6 is the simplest way for Black to equalize: 5 ♘c3 ♗b4 6 ♘f3 ♗xc3 7 dxc3 c6 8 ♗c4 ♕xd1+ 9 ♔xd1 0-0 10 ♗xf4 ♘xe4 etc. However, the counter-attack 3 ... d5; 4 exd5 ♕h4+ 5 ♔f1 g5 (the older line) is not good because Black has inadequate compensation for the dislocation of his pieces.

Of the many alternate lines for both White and Black, the decision as to their value rests as a rule with tactics, not with strategy.

King's Gambit Declined
The most important branch here is the Falkbeer Counter-Gambit, 2 ... d5, which is designed to turn the tables and secure an attack for Black at the expense of a pawn.

Opinions of the Falkbeer have varied widely. At one time it was claimed that it was a complete refutation of the entire gambit. Spielmann, who had secured renown as the greatest living expert on gambits, was so impressed by it that he wrote an article "From the Sickbed of the King's Gambit". While the first extravagant claims had to be abandoned, it retained its force. It remained for some profound masters of the

present generation—Stoltz, Milner-Barry, above all Keres—to confirm the old adage that Black can ill afford to undertake a counter-attack involving a sacrifice at an early stage. And once more White's play is based on a familiar principle—concentrate on speedy development rather than retention of the extra material.

After the normal 3 exd5 (3 dxe5?? ♕h4+ 4 g3 ♕xe4+ is a typical trap) 3 ... e4! the strength of Black's game rests entirely on his pawn at e4. Consequently 4 d3 (after 3 exd5 e4) is natural. Now we find much the same situation as in the regular gambits, except that the colours are reversed. If Black recaptures his material, he drifts into a positionally inferior game. E.g., 4 ... ♕xd5 5 ♕e2 ♘f6 6 ♘c3 ♗b4 7 ♗d2 ♗xc3 8 ♗xc3 ♗g4 9 dxe4 ♕xe4 10 ♕xe4 ♘xe4 11 ♗xg7 etc. So Black must play a true gambit with 4 ... ♘f6. Again the analogy holds: if White tries to hang on to his material, he will only have equality at best, but if he disregards material and concentrates on getting his pieces out quickly, he will get the better of it. The ideal realization of this plan is 5 ♘d2! (Keres' move), when 5 ... e3 6 ♘c4 ♘xd5 7 ♘xe3 ♘xf4 8 g3 ♘g6 9 ♗g2 ♗d6 10 ♘f3 etc. leaves White with a clear superiority in the centre. The strength of 5 ♘d2 lies chiefly in the fact that the ♘ cannot be pinned, so that Black is compelled to abandon his strong centre pawn without being able to post a piece there in exchange.

The other main line of the Gambit Declined is 2 ... ♗c5 made possible by the fact that the tempting 3 fxe5 allows the devastating check 3 ... ♕h4+.

It should be remembered that the common 2 ... d6? gives Black a cramped position and an inferior centre for no good reason.

After 2 ... ♗c5 the normal development sequence is 3 ♘f3 d6 4 ♘c3 ♘f6 5 ♗c4 ♘c6 6 d3.

Then on 6 ... ♗g4 (to break up the White king position) 7 h3! ♗xf3 8 ♕xf3 ♘d4 9 ♕g3! ♘xc2+ 10 ♔d1 ♘xa1 11 ♕xg7 gives White a winning attack. Instead, however, Black can take the sting out of the White set-up with 6 ... ♗e6!, which neutralizes the critical diagonal. True, after 7 ♗b5 a6 8 ♗xc6+ bxc6 9 ♕e2 exf4 is advisable, when White gets a strong pawn centre, but that consideration is of minor importance because Black's pieces are all well placed.

As in the Vienna Game, on f5 at any stage, Black should react by preparing a break in the centre with ... d5.

Instead of simple development, White may elect to try to force a strong pawn centre at an early stage with c3. Thus: 2 ... ♗c5 3 ♘f3 d6 4 c3. Black, however, may take advantage of the opportunity and initiate a counter-attack 4 ... f5! with good effect. On other moves White is apt to secure too strong a pawn centre.

Danish Gambit: 1 e4 e5 2 d4 exd4 3 c3

Accepted: 3 ... *dxc3*

With the usual 4 ♗c4 White gives up two pawns to get excellent diagonals for his bishops. Black can, if he wishes, accept everything and hold on to it, but even though his position may be theoretically adequate, the attack is extremely hard to meet.

Instead, he can force a favourable simplification by 4 ... cxb2 5 ♗xb2 d5! 6 ♗xd5 (after 6 exd 5 the critical diagonal a2–g8 is blocked for White and Black can get his pieces out without any trouble) 6 ... ♘f6 7 ♗xf7+ ♔xf7 8 ♕xd8 ♗b4+ 9 ♕d2 ♗xd2+ 10 ♘xd2 c5 and Black has much the better of the ending because his queenside pawn majority can advance rapidly.

If White sacrifices only one pawn (4 ♘xc3 instead of 4 ♗c4) or if Black does not take the second pawn, Black must make sure that his pawn position on the kingside will not be ruined. This can usually be done by ... ♗e6 early. E.g., 4 ... d6 5 ♘xc3 ♘c6 6 ♘f3 ♗e6! (this takes the sting out of ♕b3) or 4 ♘xc3 (instead of 4 ♗c4) 4 ... ♘c6 5 ♗c4 d6 6 ♕b3 ♕d7 7 ♘f3 ♘a5! etc. Exchanges are the best way to reduce the force of an attack.

Danish Gambit Declined

There is no good way to decline the first pawn, since the centre would then be imperilled. But after 2 ... exd4 3 c3 d5 is, as expected, quite sufficient. Then 4 exd5 is virtually forced, when either 4 ... ♕xd5 5 cxd4 ♘c6 6 ♘f3 ♗g4 (developing and bringing pressure to bear on the d-pawn) 7 ♘c3 ♗b4 or 4 ... ♘f6 5 cxd4 ♗b4+ 6 ♗d2 ♗xd2+ 7 ♕xd2 0-0 is good enough for equality. Note how here too Black's main concern is speedy development.

Vienna Gambit: 1 e4 e5 2 ♘c3 ♘c6 3 f4 exf4

This is one of the few cases where Black can afford to hold on to his material. The reason is that the development of the QN at c3 is not particularly favourable in the King's Gambit or allied lines. The line with 4 ♘f3 g5 5 d4 g4 6 ♗c4 gxf3 (Pierce Gambit) has been

refuted; likewise 5 h4 g4 6 ♘g5 h6 7 ♘xf7 ♔xf7 8 d4 d5! is not adequate because of the loss of time.

Scotch Gambit: 1 e4 e5 2 ♘f3 ♘c6 3 d4 exd4

This is somewhat more promising for the attacker, though it need not be feared by Black. On 4 ♗c4 ♗c5 5 c3 dxc3 (5 ... d3 and straight development equalizes) 6 ♘xc3 d6 7 ♕b3! ♕d7 8 ♘d5! ♘ge7 9 ♕c3 0-0 leaves the chances about even. Note that White's trumps are his superior development and the pressure on Black's f-pawn.

The Scotch may also transpose into a variety of other openings.

Evans Gambit: 1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5 4 b4

Evans Gambit Accepted: 4... ♗xb4 5 c3 ♗a5 6 d4

One theoretical reason why this gambit has retained its virulence is that the freeing ... d5 is not feasible.

In addition to the usual ideas of pressure against the f-pawn and cramping the Black game generally, there are two valuable subsidiary ideas here: setting up a strong Pawn centre and preventing castling by ♗a3.

The older defences run 6 ... exd4 7 0-0 d6 8 cxd4. Black's position is then constricted, but playable, although as so often there would perhaps be immense difficulties in practice. The great trouble for the defender is that the White pawn centre cannot be budged, so that Black must resort to many a peculiar manoeuvre to get his pieces out decently.

The Lasker Defence, which put the Evans out of business, envisages giving the pawn back in order to secure the better ending. It is: 6 ... d6 and if then 7 0-0 ♗b6! Black hits at the White centre immediately, for it is these Pawns which constrict his pieces. Then 8 dxe5 dxe5 9 ♕xd8+ ♔xd8 10 ♘xe5 ♗e6 leads to an ending where Black's pawn structure is superior. Moreover, the mere fact that an ending has been reached is psychologically depressing for the gambit player. Again, if White does not recapture the pawn, he will find that the constant threat to his centre puts a crimp in his attacking plans.

The most promising for White after 6 ... d6 is 7 ♕b3 to hit at the enemy's weakness before the centre is cleared. Then 7 ... ♕d7 8 dxe5! ♗b6! 9 ♘bd2! regains the pawn and retains some attacking prospects. Black cannot afford to recapture because of ♗a3 later, preventing castling.

Evans Gambit Declined: 4 ... ♗b6

The ideas in the resulting positions do not differ much from the similar lines in the Giuoco Piano, into which White may transpose. It should be noted that White cannot afford to take the e-pawn after 5 b5 ♘a5; because of 6 ♘xe5 ♘h6! White may try to get the upper hand in the centre by 5 ♗b2 d6 6 a4 a6 7 b5 axb5 8 axb5 ♖xa1 9 ♗xa1 for if 9 ... ♘b8 10 d4 is strong. But both 9 ... ♘a5 and 9 ... ♘d4 are playable although on the latter White may secure a target by 10 ♗xd4 exd4 11 0-0 ♘f6 12 d3 and eventually hitting at the d-pawn and penetrating on the a-file.

3 e-pawn Openings: 1 e4 others

While the defences here differ radically in some respects, they are very much alike in others.

In the first place, in all, the attack on Black's vulnerable f7 which played so predominant a role in the 1 e4 e5 lines, is virtually non-existent here. For this reason the game is much more positional in character.

In the second place, Black's pawn structure is as a rule inferior in the opening. This should not be surprising, since he omits the natural ... e5. It does not follow, however, that all these openings are therefore poor: the only justifiable conclusion is that the struggle for equality (or counter-attack) becomes far more complex and depends to a far larger extent on the pawn skeleton.

The role of ... d5 by Black points to a further essential similarity and dissimilarity. We saw in the 1 e4 e5 group that if Black can succeed in playing ... d5 without immediate ill effects, his opening problem is solved. We also saw how difficult it is for him to force the advance against good play, especially against the Ruy Lopez or Giuoco Piano.

In these openings, however, ... d5 is relatively easy (except for the Sicilian Defence) but does not yield immediate equality. For Black's objective is to liquidate or neutralize the entire centre and when he does play ... d5 he has only taken care of the White e-pawn. He must then also hit at the White d-pawn, assuming, as is almost always the case, that that has been played to d4. Consequently, to secure complete freedom, ... d5 must be followed by ... c5, or ... e5 (just as ... e5 had to be followed by ... d5 or ... f5). Unlike the analogous case in 1 e4 e5, where ... f5 has to be prepared carefully because it weakens the king position, here ... c5 can and should be played whenever it is physically possible. Sometimes (as in the Sicilian), ... c5 comes first: in that event ... d5 must be the goal. In other words, Black must hit at the centre with his pawns to secure equality, and he can do it in these openings by ... d5 and ... c5 (usually) or ... d5 and ... e5 (less often) or ... c5 and ... d4 (exceptional).

French Defence: 1 e4 e6

The French Defence is ideal for a good defensive player. Because there are so many variations where Black must assume a temporarily cramped position, some masters have felt—and tried to deomonstrate—that it is unsound, but ever and again the attacks have been made to recoil. Most of Black's problems arise from the lack of development of his QB (which explains why the opening has so much in common with the Queen's Gambit) and of his kingside. White usually tries to take advantage of his opponent's lack of room by a kingside attack coupled with a cramping bind in the center; Black's defence consists of a centre break and judicious development. From time to time it would appear that one side has the upper hand, but the balance is always restored.

One great merit of the opening is that it affords plenty of scope for the imagination.

After the natural 2 d4 d5 an examination of the pawn structure will reveal the objectives for both sides.

White's centre pawns are better, so he is out to keep the status quo or to improve it by e5, f4 etc., and eventually f5. Black has a cramped position and can free himself only by hitting at the White pawns. For this reason ... c5 *is vital for Black in the French Defence.* He can usually, though not always, equalize by playing ... c5, but he can never get an even game if he does not advance his c-pawn. A subsidiary freeing manoeuvre is ... f6 when White has moved his e-pawn up. Further, Black's QB is a special problem because it is bound to be blocked behind a mass of pawns for quite a while. Unless ... e5 can be forced, which is rarely the case, the ♗ must be kept inactive in the opening or at best fianchettoed at b7.

White can prevent the liberation of the Black QB once and for all by playing e5. As long as White pawns remain at d4 and e5 Black's QB is hemmed in and his ♘ is deprived of its best square. We shall refer to such a set-up with White pawns at d4 and e5, Black pawns at d5 and e6 as *the cramping pawn chain.*

For the next few moves there are three principal motifs for White: (1) simplification; (2) keeping the tension in the centre; (3) creation of the cramping pawn chain with e5. In general, simplification is too simple and poses

no real problems, while the trouble with the cramping pawn chain is that it exposes White to an immediate counter-attack against his centre pawns, which usually results in disrupting them. However, the questions as to whether the pawns can be maintained or not at d4 and e5 at any given time can only be answered tactically. Finally, the longer White can maintain the tension the better it is for him.

There are four principal continuations for White on his third move: 3 exd5 (simplification), 3 ♘c3 3 ♘d2 (keeping the tension) and 3 e5 (setting up the cramping pawn chain).

I. 3 exd5 (The Exchange Variation) is rarely adopted if White hopes to secure an advantage. The reason is clear enough: after 3 exd5 exd5 the positions are perfectly symmetrical when all that White can rely on is his extra move. Note too that Black's QB is no longer a problem and that since there is no superior White pawn in the centre, the necessity for ... c5 by Black has been removed. Straight development equalizes.

Frequently the Exchange Variation is played by White in order to force a draw. In that event, Black, if he so chooses, can well afford to play for a win by breaking the symmetry. E.g., 4 ♘f3 ♗d6 5 ♗d3 ♘c6! 6 c3 ♘ge7 7 0-0 ♗g4 8 ♖e1 ♕d7 9 ♗g5 f6 etc. with attacking prospects (10 ♗h4 h5) 11 ♘bd2 g5 13 ♗g3 ♗xg3 14 hxg3 0-0-0).

II. 3. ♘c3 is the most obvious way to maintain the tension. Now it is up to Black to choose the mould into which the game is to be poured. He can either simplify, or counter-attack, or maintain the tension as well.

A. Simplification: 3 ... dxe4. While this avoids many pitfalls and difficulties, its weakness is that it abandons the centre, so that Black can at best equalize after a long and hard fight. The question then to be determined is whether Black will be able to play ... c5 or not. It appears that he can, after 4 ♘xe4 ♘d7 5 ♘f3 ♘gf6 6 ♘xf6+ ♘xf6 7 ♗d3 c5! 8 dxc5 ♗xc5 9 0-0 0-0 10 ♗g5 b6 11 ♕e2 ♗b7 12 ♖ad1 (*14A*). While Black's game is playable it is not wholly satisfactory. White has the majority of pawns on the queenside (a great endgame advantage) a possible kingside attack.

B. Counter-attack: 3 ... ♗b4. This threatens to win a pawn and thus compels White to take some action about the centre. (It should be noted that the alternative counter-attack 3 ... c5 is refuted by 4 exd5 exd5 5 ♘f3 ♘f6 6 ♗g5 and Black's centre is too weak.)

Again White has a large gamut of possibilities. These fall into the usual three classes of simplification, keeping the tension and cramping pawn chain, but there are two more now because Black has weakened his kingside by playing out his ♗: attack against the Black king's wing and sacrifice of the centre pawn to secure quick development.

Simplification with 4 exd5 as usual, leads to nothing better than equality.

Keeping the tension is possible with either 4 ♗d2 or 4 ♗d3. 4 ♗d3 fails because it does not prevent ... c5, while on 4 ♗d2 ♘e7; the only important independent line is 5 exd5 when 5 ... exd5 equalizes as always.

Setting up the cramping pawn chain with 4 e5 is most popular. Then the natural 4 ... c5 follows. Now the struggle revolves around whether White will be able to maintain his pawns in the centre or not. The thought which comes to mind first is 5 ♗d2 to unpin the ♘ and exchange the enemy KB, thus gaining the upper hand on the black squares. But this can be met adequately by the immediate 5 ... ♘c6 hitting at the White centre. Then on 6 ♘b5 ♗xd2+ 7 ♕xd2 ♘xd4! 8 ♘xd4 (8 ♘d6+ is meaningless), cxd4 9 ♕xd4 ♘e7 and Black will soon be able to exchange the White e-pawn or gain adequate counterplay by strengthening his centre.

More enterprising for White is 5 a3, when the game may again branch off. On 5 ... ♗xc3+ 6 bxc3 White has the two bishops and superiority on the black squares, but the inferior pawn position on the queenside. His policy should be an attack against the enemy kingside pawn position (f4, g4 and eventually f5), which will give him a good attack regardless of which side Black castles on. Black can, however, take the sting out of such an advance by suitable exchanges. 5 ... cxd4 (instead of 5 ... ♗xc3+) 6 axb4 dxc3 involves a pawn sacrifice by White, since 7 bxc3 ♕c7! is bad. But 7 ♘f3, followed by ♕d4 ♗d3, etc. gives White enough for the pawn.

The attack against the Black king's wing is initiated by 4 ♕g4. This looks plausible, but is refuted by vigorous counter-action in the centre: 4 ... ♘f6 5 ♕xg7 ♖g8 6 ♕h6 ♖g6 7 ♕e3 c5! etc.

The sacrifice to secure quick development with 4 ♘e2 is good if Black tries to hold on to the pawn, but is refuted by the usual strong reply to a gambit—concentrating on getting the pieces out: 4 ... dxe4 5 a3 ♗e7! 6 ♘xe4 ♘c6 (violation of the rule that ... c5 is vital for Black but neverthe-

less not to be censured because White is thereby forced on the defensive) 7 ♗e3 ♘f6 and Black's game is satisfactory.

Finally, there is a move which unites a number of motifs: 4 a3. White wishes to strengthen the centre and then attack the Black kingside. After 4 ... ♗xc3+ 5 bxc3 dxe4 followed by counteraction on the queenside leads to a game with chances for both sides.

It should be remembered that after 3 ... ♗b4 the idea of weakening the defender on the black squares plays an important part in the proceedings.

C. Keeping the tension: 3 ... ♘f6. The most common and, in a sense, the most natural. The many variations and sub-variations are best understood in the light of the following *main line*: 4 ♗g5 ♗e7 5 e5 ♘6d7 6 ♗xe7 ♕xe7 7 ♕d2 0-0 8 f4 c5 9 ♘f3 ♘c6 10 0-0-0 f6 11 exf6 ♕xf6 12 g3 cxd4 13 ♘xd4 (*13F*). In the final position we must concede White a slight plus because of Black's weak and exposed e-pawn. Black may try to build up an attack, but he is not likely to be successful. On the other hand, White's advantage is so minimal that he can readily be pardoned for attempting to secure more. Thus improvements for both sides must be examined.

First let us review the motifs for both sides in the light of what has been said.

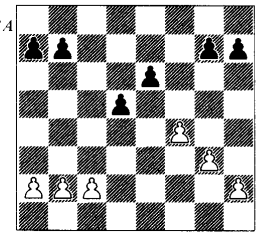
1. White kept the tension as long as he was able to. On his 5th move he had to break and, rather than simplify, (which leads to nothing) he set up the cramping pawn chain.

2. Once this pawn chain is set up, Black is constrained to try to dissolve it by ... c5 and ... f6. He succeeds but must avoid certain other weaknesses. One positive feature of this defence is that the square f5 should be used for the ♘ which should be safeguarded there by ... h5 (*14B*). Sometimes White may be able to chase the ♘ away, but only by the sequence g3, h3 (the order is important—if first h3, h4 blocks the g-pawn) and g4, which always costs a good deal of time and frequently weakens the king position.

3. Since the pawn structure is so crucial in this opening, it is essential to examine the various possibilities in greater detail, as illustrated in Diagrams 13A–E.

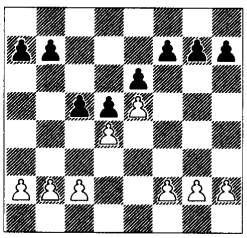
First of all, we have the case which is best for Black, 13A. Here his only weakness is the e-pawn, but he need not fear any attack on the kingside (structure of the main line). It goes almost without saying that the liberating ... e5 must be prevented by White.

13A



White's advantage is minimal.

13B

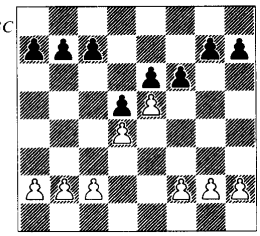


White is a little better off.

Next, in 13B, Black plays only ... c5. The difference between this and the previous line is great. White exchanges, and has a position which is superior in both endgame and middle game. In the ending, he will stand particularly well if he has a ♘ vs. a ♗, because so many black pawns are on white squares. The key square for his pieces is d4, the key move for the attack is f5 after g4.

13C is again inferior for Black. Here he has tried only ... f6 and

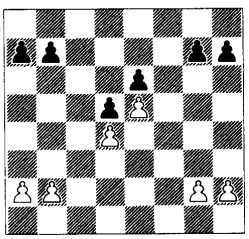
13C



White is a little better off.

White has captured. The result is that his e-pawn is held in a vice and he has no compensatory play on the queenside, as in A. White has both the better ending and a strong attack against Black's kingside.

13D

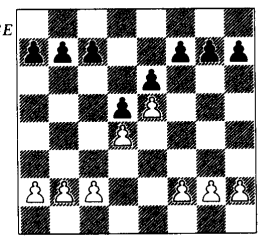


White has much the better of it.

13D is the result of bad timing: Black has played both freeing moves, ... c5 and ... f6, but has allowed White to reinforce the pawns so that the result is a White centre more solid than ever. In this type of pawn position the

White attack is usually overwhelming, but in the ending, White's plus is minimal.

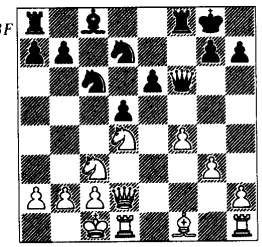
13E



White's game is crushing.

Finally, in 13E we have the do-nothing position: Black makes no attempt to free himself. Here White of course has the better ending, but can secure a crushing attack with g4 f5.

13F

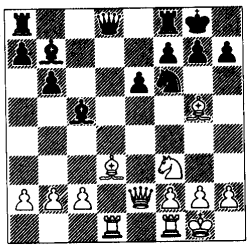


Position reached in the main line; White has a slight plus.

Now we can return to the variations, which will be treated as deviations from the main line.

On White's 10th move, White may wish to exchange pawns and castle on the kingside, thus eliminating any Black counter-chances based on attack. The trouble with this is that he cannot then prevent the freeing ... e5. On 10 g3 f6 11 exf6 ♘xf6 12 ♗g2 cxd4 13 ♘xd4 e5! gives more than adequate counterplay. Or 10 dxc5 ♘xc5 11 ♗d3 d6 12 exf6 ♕xf6 when the f-pawn is attacked, and after 13 g3 ♘xd3+ 14 cxd3 e5! is adequate.

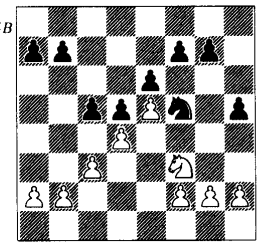
14A



French Defence position after 12 ♖ad1. White has both a middle game and an endgame advantage.

On White's 8th move he may try to make room for his c-pawn and thus hold the centre pawns to secure 13D. The monkey wrench which disrupts the machinery here is *the sacrifice of the exchange at f3 to disrupt White's pawns* (a motif of frequent occurrence): 8 ♘d1 c5 9 c3 ♘c6 10 f4 f6 11 ♘f3 cxd4 12 cxd4 fxe5 13 fxe5 ♖xf3 14 gxf3 ♕h4+ and Black will

14B



Typical French Defence structure; f5 is a powerful post for the black ♘.

get at least two pawns for the exchange, in addition to a strong centre.

The importance of correct timing for Black may be seen from the sad results of 7 ... a6, instead of 7 ... 0-0. Then 8 f4 c5 9 ♘f3 ♘c6 10 dxc5 ♘xc5 11 ♗d3 ♗d7 (11 ... 0-0 would be even worse) 12 0-0 h6 (to castle without allowing ♗xf7+) 13 ♖ae1 and White has all the play (structure 13B).

The attempt *on White's 7th move* to solidify the centre pawn position introduces a new motif for Black. 7 ♘d1 c5 is refuted by the exchange sacrifice as above. But 7 ♘b5 is harder to meet. Then 7 ... ♘b6 8 c3 a6 (necessary to prevent ♘d6) 9 ♘a3 c5! 10 ♘c2 ♘a4 11 ♖b1 b5 12 f4 ♘a6 13 ♘f3 ♗d7. White has succeeded in keeping his pawns straight, but at the cost of weakening his queenside, where Black's counter is sufficient.

On White's 6th move, we get the most important strengthening of the attack: 6 h4! Theoretically, the reason why this sacrifice is good is that it prevents normal development by Black and creates tension all over again. It is essential to recognize that accepting the sacrifice is not advisable because of White's subsequent command of the h-file: 6 ... ♗xg5 7 hxg5 ♕xg5 8 ♘h3 ♕e7 9 ♘f4 a6 10 ♕g4 g6 11 0-0-0 and Black's extra pawn is useless. Likewise the normal 6 ... 0-0 is refuted by 7 ♗d3 c5 8 ♘h3! etc. with a powerful attack.

There are no new positional motifs introduced by Black's replies. The chief point worth noting is that after 6 ... c5 7 ♗xe7 ♔xe7! (better than 7 ... ♕xe7 8 ♘b5) 8 f4 ♘c6 9 dxc5 ♘xc5 10 ♕g4! ♔f8 11 0-0-0 the attack can be effectively continued with ♖h3!–g3 etc.

It has been established that the most adequate defence for Black is 6 ... f6!. Then 7 exf6 ♘xf6 leads to pawn structure 13A after ... c5, which is enough to equalize for Black. The most promising appears to be 7 ♗d3! c5! 8 ♕h5+ ♔f8 9 exf6 ♘xf6 10 ♗xf6 when White has some hopes of getting the better of it because of Black's

exposed king position.

All told, Alekhine's attack (6 h4) remains a powerful weapon.

The attempt by Black to avoid a constricted position with 5 ... ♘e4 (instead of 5 ... ♘fd7 in the main line) is refuted by 6 ♗xe7 ♕xe7 7 ♘xe4 dxe4 8 ♕e2 when the e-pawn is too weak.

On White's 5th move he may try to build up a vigorous attack with 5 ♗xf6 (in the main line) 5 ... ♗xf6 6 e5 ♗e7 7 ♕g4. Here White intends to castle long and hammer at the black king. The plan is not easy to meet: the best is to get rid of the cramping e-pawn: 7 ... 0-0 8 ♗d3 c5 9 dxc5 g6! 10 ♕h3 ♘c6 11 f4 ♗xc5 12 ♘c3 f6!. Should Black defend with 9 ... f5 (instead of 9 ... g6) 10 ♕h3 ♗xc5 11 0-0-0 and eventually g4 the assault is not easy to ward off. This variation has speculative possibilities for both sides: White is active on the kingside, Black on the other wing.

On Black's 4th move there are two promising deviations: the counter-attack 4 ... ♗b4 (the McCutcheon Variation) and simplification with 4 ... dxe4.

The McCutcheon, 4 ... ♗b4, has been considerably strengthened.

Simplification with 5 exd5 is much better than in other lines because 5 ... ♕xd5 allows the weakening of the Black kingside with 6 ♗xf6 gxf6. However, Black's two bishops and otherwise sound position make this slight advantage too slight to be of value.

It had always been believed that the refutation of the McCutcheon was 5 e5 h6 6 ♗d2 ♗xc3 7 bxc3 ♘e4 (Black's moves are all forced) 8 ♕g4 with a vigorous attack. But since Black's only weakness consists of his cramped position, if he can develop in time and castle long, he will be out of danger: 8 ... g6 9 ♗d3 ♘xd2 10 ♔xd2 c5 11 h4 ♘c6! 12 ♖h3 cxd4 13 cxd4 ♕b6. This foils the sacrifice ♗xg6 and initiates a strong assault for the second player. In view of the fact that White's attack boomerangs here, he is compelled to adopt some more quiet line, but can secure no advantage in that event. The ideas in the other lines are not essentially different from those in the 3 ... ♗b4 variations.

The simplification 4 ... dxe4 (in the main line) is much stronger than on the previous move because the pin 4 ♗g5 is then deprived of most of its value. There are several unusual possibilities: if Black avoids the weakening of his kingside pawns, White can secure better endgame prospects by exchanging dxc5 on an eventual ... c5 and capitalizing on his queenside majority of pawns: 5 ♘xe4 ♗e7 6 ♗xf6 ♗xf6 (better 6 ... gxf6) 7 ♘f3 ♘d7 8 c3 ♕e7 9 ♕c2 c5 10 dxc5 ♘xc5 11 ♗b5+ ♗d7 12 ♗xd7+ ♘xd7 13 0-0-0. Since this normal line is not quite good enough Black is better off if he recaptures with the pawn on his 6th move above. Then he has a cramped position, it is true, but without any tangible objects for attack. He develops by ... ♘d7, ... b6, ... c6, ... ♕c7, ... 0-0-0 and can then count on the open g-file to get some counterplay. An early ... f5 is also feasible.

Finally, we come to alternatives on White's fourth move (instead of 4 ♗g5). 4 ♗d3 is, as always, refuted by ... c5 4 e5 is, however, harder to meet. Then 4 ... ♘fd7 must be followed by an immediate assault on the White centre: 5 ♘ce2 (5 f4 c5 6 dxc5 ♘c6 is similar to the 5 ♗xf6 line above) c5 6 c3 and now 6 ... cxd4 7 cxd4 f6! for if 8 f4 fxe5 and now 9 fxe5? is refuted by 9 ... ♕h4+ 10 ♘g3 ♗b4+ etc. On the other hand, if Black takes no immediate measures against the centre pawns, White secures a strong attack: 5 ... c5 6 c3 ♘c6 7 f4 ♕b6 8 ♘f3 f6 9 a3 (to clarify the pawn situation) fxe5 (better 9 ... a5 10 fxe5 cxd4 11 cxd4 ♗e7 12 ♘f4 and Black has insufficient compensation for his weakened king position.

III. 3 ♘d2 also holds the tension, but avoids the pin, which was so strong in many 3 ♘c3 variations, and leaves the c-pawn free to support the d-pawn. Thus it has much theoretical support, but its great drawback is that it offers no adequate refutation of 3 ... c5. On 4 exd5 exd5 (4 ... ♕xd5 is also possible) 5 ♗b5+ (or 5 ♘gf3 ♘f6) 5 ... ♗d7 6 ♕e2+ ♕e7 7 ♕xe7+ ♗xe7 8 ♗xd7+ ♔xd7 9 dxc5 ♘xc5 10 ♘b3 ♘a4! the isolated d-pawn is too slight a weakness for practical purposes. In all variations with the isolated d-pawn White posts a piece (preferably a ♘) at d4, while Black counters by placing his ♘ at e4 and, if possible, at c4. It is worth noting that the normal 3 ... ♘f6 is not quite good enough because of 4 e5 ♘fd7 5 ♗d3 c5 6 c3 ♘c6 7 ♘e2! ♕b6 8 ♘f3 cxd4 9 cxd4 ♗b4+ 10 ♔f1! and Black remains cramped.

IV. 3 e5 sets up the cramping pawn chain and judgment of the variation depends on the tactical problem of how well the pawns can be maintained. After 3 ... c5, there are two possibilities for White: hold the pawns in the centre at any cost or give up one pawn in order to retain the other.

The first fails after 4 c3 ♘c6 5 f4? cxd4 6 cxd4 ♕b6 7 ♘f3 ♘h6

8 ♗d3 ♗d7 and White is in trouble.

To hold the d-pawn White must resort to unnatural development: 4 c3 ♘c6 5 ♘f3 ♕b6 6 ♗d3 cxd4 7 cxd4 ♗d7 8 ♗e2 ♘ge7 9 b3 ♘f5 10 ♗b2 ♗b4+ 11 ♔f1 h5 12 g3 ♖c8 13 ♔g2 g6 and eventually ... f6 or play on the c-file is sufficient.

One good idea for White which can, however, rarely be realized, is to play exf6 at an appropriate moment, since it is chiefly the e-pawn which cramps the opponent's game.

4 ♕g4 is played with a view to sacrificing the d-pawn (often only temporarily) in order to hold the pawn at e5 and keep Black's kingside cramped. But it too fails against a determined assault on the White centre: 4 ... ♘c6 (or 4 ... cxd4 followed by hitting at the e-pawn and ... f6 early) 5 ♘f3 ♘ge7 6 c3 ♘f5 7 ♗d3 cxd4 and White must resort to an inadequate sacrifice or a levelling exchange.

Least pretentious is 4 ♘f3, to which, however, there is the usual variety of good replies based on hitting the White centre pawns. One interesting idea for Black is to play the KN to c6 and the QN to d7. An idea worth remembering for White is to allow the exchange of his e-pawn in order to substitute a piece for the pawn: e.g. 4 ♘f3 ♘c6 5 ♗d3 cxd4 6 0-0 f6 7 ♗b5! ♗d7 8 ♗xc6 bxc6 9 ♕xd4 fxe5 10 ♕xe5 ♘f6 11 ♗f4, but Black's two bishops and otherwise strong centre are adequate.

On White's third move, inferior lines (any alternative to the four given) are refuted by advance of the c-pawn.

An excellent rule in all variations for Black is never to block his c-pawn with his QN.

Alternatives on White's second move have little more than academic interest, since by advancing in the centre Black secures theoretical equality at once. The most interesting is 2 ♕e2 (Tchigorin's Attack), which is played with a view to leaving the d4 square in Black's control and instead concentrating on the kingside: 2 ... c5 3 f4 ♘c6 4 ♘f3 ♘ge7 5 g3, when 5 ... d5 6 d3 does leave Black's game somewhat cramped, but 5 ... g6 to strengthen control of d4 is enough to equalize.

Caro-Kann Defence: 1 e4 c6

This defence is motivated by a desire to secure the good features of the French (prevention of any attack on f7) and to avoid the bad ones (cramped game, especially due to the fact that the QB is shut in). However, it is subject to the theoretical disadvantage of supporting a centre pawn (d5) not with another centre pawn (as in the French) but with a side pawn. It thus becomes easier for White to get the upper hand in the centre. On the whole, it is safer than the French, but offers fewer opportunities for counterplay.

After the normal 2 d4 d5 White has four distinct motifs, the elaboration of which vary a good deal from their analogues in the French. They are: maintaining the tension, attack, simplification, and setting up the cramping Pawn chain.

I. 3 ♘c3, *maintaining the tension*, is much less complicated than its analogue in the French because the reply 3 ... dxe4 is virtually forced. (Both 3 ... e6 and 3 ... ♘f6 4 e5 lead to unfavourable lines of the French since Black must eventually play ... c5 and has thus lost a move.) After 3 ... dxe4, 4 ♘xe4 Black's replies are again more limited. He can develop in one of three ways:

A. 4 ... ♘f6 challenges the domineering enemy horseman. To secure an advantage there are now two motifs for White: to try to disrupt the black pawn position, or to avoid exchanges, relying on his lead in development. 5 ♘xf6+ breaks up the black pawns, and yields a minimal end-game advantage. After 5 ... exf6 (*15A*); Black has no compensation for his minority of pawns on the queenside; the sole reason why he can so often draw in practice is that the White majority is so hard to exploit. Nevertheless, regardless of how White continues, Black's game remains too passive. The pawn position on 5 ... gxf6 is much less favourable for White.

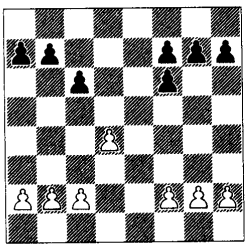
Two points are noteworthy in both the above lines. The first is that White must handle his pawn majority more skilfully than might be supposed because an unsupported pawn at d4 may well be a handicap in the ending. Its value is *restrictive*; once there is nothing to restrict its value is virtually gone. The second point is that it is a good idea for White to fianchetto his KB because he thereby prepares an eventual d5 or, usually stronger, b4–b5 with pressure against Black's queenside.

If White chooses not to exchange, and tries 5 ♘g3 e5 6 ♘f3 exd4 7 ♘xd4 leaves the pawn position in equilibrium, but exposes Black to too strong an attack. 5 ... e6, instead leads after 6 ♘f3 c5! 7 ♗d3 ♘c6 (*15B, also 14A*) to a type of pawn position which frequently occurs. Here

there are two motifs for White; he may rely on his queenside majority and play dxc5 a3 b4 c4, when his advantage will tell most in the endgame, as a rule, though he may also quite justifiably play for an attack against the cramped Black King position: ♗b2, ♗d3, 0-0, ♕e2, ♘e5, f4, ♘h5—often effective sacrifices are feasible). Black's counterplay in such cases consists of judicious exchanges and securing control of the d-file. Or White may submit to the isolated pawn in order to secure a powerful outpost for his ♘ at e5. Here he speculates solely on attack. He expects to continue with ♗d3, ♘e5, 0-0, ♗g5 (or ♗e3), f4 and eventually either f5 or ♘h5, or both, depending on circumstances. Black's counterplay then will be based on the unassailable anchor at d5, while exchanges will lead to an ending which is favourable for him, rather than merely equal.

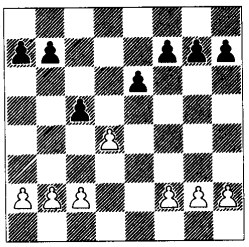
The most elastic line in the Caro–Kann after 5 ♘g3 e6 6 ♘f3 c5! (better to play this at once in order to be able to play the QN to the superior square c6) is undoubtedly 7 ♗d3 ♘c6 8 dxc5. Here we have another example of a theoretical advantage which is usually nullified in practice. Undeniably, the chief reason is that Black's development is unhampered, so that he can speedily secure counter-chances, especially on the d-file.

15A



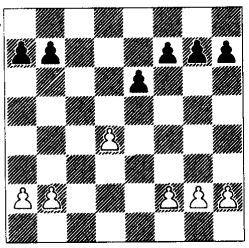
White has the better endgame.

15B



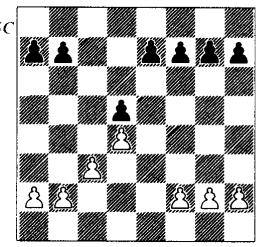
White has an advantage in both middle game and endgame.

15C



The chances are even.

15C



Black's Pawn structure is superior.

B. 4 ... ♗f5 avoids the pawn structure pitfalls of the alternative, but loses an extra move in development, so that after 5 ♘g3 ♗g6 Black's role is more passive than ever. The black QB may be able to assist Black in building up pressure against the white queenside, so that it is a good idea to offer to exchange it. Eventually White will then have the superior pawn structure and Black will have no compensation. To pursue this motif effectively, there are three points for White to remember: the position of the Black QB must be undermined to force the exchange; White will get Pawn position 15B under favourable circumstances; he can exploit this pawn structure best by avoiding unnecessary changes. As mentioned above, Black's role is passive and he cannot put any meaningful obstacles in White's way, but must await events as they come.

White can execute his plan (after 5 ♘g3 ♗g6) by 6 h4! h6 (forced) 7 ♘f3 ♘f6 8 ♗d3 ♗xd3 (as a result of the move of the h-pawn there is no choice); 9 ♕xd3 ♘bd7 10 ♗d2 e6 11 0-0-0 (White castles long because his kingside has been weakened), ♕c7 and now 12 ♔b1! (rather than 12 ♖fe1 ♗d6 13 ♘e4 ♘xe4 14 ♕xe4 ♘f6 15 ♕e2 ♗f4 when the excessive blood-letting has relieved Black) 12 ... ♗d6 (though Black is better off if he defers this for a while); 13 ♘e4 ♘xe4 14 ♕xe4 ♘f6 15 ♕e2. White has reached his goal: there are still two minor pieces on each side, he has the upper hand in the centre. It should be noted that improvements in Black's play are based on the thought that the more pieces he exchanges the less cramped and more playable his position becomes.

C. 4 ... ♘d7 (or 4 ... e6, which amounts to the same thing) is a less forceful version of line A. White does not exchange. Pawn position 15B is reached, when White may continue as he pleases.

II. 3 exd5 exd5 4 c4 is the *attacking line* which almost put the Caro–Kann out of business some years ago.

The strength of the attack is due to the fact that it hits at the Black

centre immediately, and hits hard. Instead of coasting along as in other lines, Black has to solve a troublesome problem immediately: how to maintain the centre and find a suitable place for his QB. If he shuts in his B with ... e6 he is deprived of the chief advantage of the Caro–Kann. But if he plays his B out to f5 or g4 (eventually) he may be unable to hold the centre or his queenside may be badly weakened. These possibilities form the background for Black's play.

Black is, of course, at liberty to develop his knights first without committing himself about his ♗. Thus 4 ... ♘f6 5 ♘c3 (more energetic than the alternative ♘ move because it brings another piece to bear on d5) ♘f3. Now White is at the parting of the ways. He may continue the pressure on the centre with 6 ♗g5 in which event 6 ... e6 is virtually forced (6 ... dxc4 7 d5 is practically a lost game). Now Black's centre is solidified (especially after ... ♗e7) so that White can attempt to retain the advantage in one of two ways: by building up an attack, or by setting up a majority of pawns on the queenside. The first can be done with 7 ♘f3 dxc4 8 ♗xc4 ♗e7, when we have pawn position 15C. This is somewhat stronger here than is otherwise the case because Black's control of his d5 is not absolute, i.e., he has trouble maintaining a piece there favourably. The queenside majority can be set up with 7 c5, when Black must break up or weaken the white pawn formation with ... b6. If White can hold his pawns in such cases without allowing the crippling break ... e5 or cramping himself so much that Black gets adequate counterplay, he gets the better of it. The question can only be resolved tactically in this and all similar positions.

The ideas remain essentially the same if White develops his ♘ on his 6th move, 6 ♘f3, instead of 6 ♗g5. Only the reply 6 ... ♗g4, now not wholly bad, creates any different variations. This time the pin prevents White from building up an attack, so that he may either set up the queenside majority as above or try to exploit the weakened state of the Black queenside. This latter line yields him a light plus: 7 cxd5 ♘xd5 8 ♕b3 ♗xf3 9 gxf3 e6 10 ♕xb7 ♘xd4 11 ♗b5+ etc.

III. 3 exd5 cxd5 4 ♗d3 is the more quiet *simplification* line, much less promising than II. After the normal 4 ... ♘c6 5 c3 the pawn structure is that shown in Diagram 15D. Here White's source of strength is his control of e5 which should be occupied with a ♘ at an early stage. If ♗f4 followed by pouring his pieces into the kingside is then possible, White will secure a strong attack. But he has no long-run prospects; in the ending he is inferior. Black has the famous pawn minority on the queenside, which may be exploited by advancing the b-pawn to b5, thus creating weaknesses in the White camp (see page 82). He may defend himself against the White attack either by a fianchetto or by manoeuvring to exchange the White KB, though the kingside fianchetto is more lasting.

Thus on 5 ... ♘f6 6 ♗f4 g6 is best, when the QB may be developed at f5. But on 6 ... ♗g4 7 ♘f3 e6 8 ♕b3! ♕c8 9 ♘bd2 ♗e7 10 0-0 0-0 11 h3 ♗f5 12 ♖ae1 ♗g6 13 ♗xg6 hxg6 14 ♘e5 White has the better of it. This variation is even stronger if Black plays ... e6 without developing his ♗ first.

IV. 3 e5 sets up the *cramping pawn chain*, but there is nothing cramped, which makes the move entirely useless, unlike its analogue in the French. After 3 ... ♗f5 4 ♗d3 ♗xd3 5 ♕xd3 e6 Black really has all the advantages of the French without any of the disadvantages. After ... c5 he will have at least equality. The point f5 will again be a strong post for his ♘, as in many lines of the French. (*14B*).

V. 3 f3 is the only other move beside 3 ♘c3 which *keeps the tension* and retains possibilities of an advantage. The counter-attacking reply 3 ... dxe4 4 fxe4 e5! 5 ♘f3 exd4 6 ♗c4! fails because of Black's exposed f7 but 3 ... e6 transposes into French Defence lines eventually because White cannot maintain the tension indefinitely.

Irregular continuations on White's second move lead to few new ideas. The most interesting is 2 c4 when Black frequently offers the d-pawn for several moves. E.g., 2 ... d5 3 exd5 cxd5 4 cxd5 ♘f6 (4 ... ♕xd5 goes into regular lines). This creates tactical possibilities for the utilization of the extra pawn. He may either try to hold on to it (which usually does not work out well) or give it up to create a Black weakness. E.g., 5 ♗b5+ ♘bd7 6 ♘c3 g6 7 ♘f3 ♗g7 8 d6! exd6 and the Black d-pawn is a target.

Unfavourable transpositions must also be guarded against. Thus on 2 ♘c3 d5 3 ♘f3 e6? 4 d4 gives a variation of the French which is bad for Black. Instead straight development equalizes.

It should be noted that the Caro–Kann has a number of points of similarity with the

Queen's Gambit. Pawn position 15C can come out of the Queen's Gambit Accepted, while 15D may occur in the Colle System.

Sicilian Defence: 1 e4 c5

Like the Caro–Kann, the Sicilian begins by breaking the symmetry. But unlike that defence, it does not do so merely to hold the centre, but to institute a counter-attack on the queen's wing. For that reason *the outstanding characteristic of the Sicilian Defence is that it is a fighting game.* Both players must necessarily seek their objectives on different sides, which can lead to deliciously complicated and exciting variations.

Because the Sicilian is more of a unit than most other defences it is possible and worth while to lay down a number of general principles which will be found to be valid in a large majority of cases.

White almost invariably comes out of the opening with more terrain. Theory tells us that in such cases he must attack. He does so, normally, by g4 followed by a general advance g5, f5, and eventually f6. In some cases he may castle long (in that event he must weigh the counterplay which Black can undertake). One of White's major positional objectives is the prevention of ... d5.

Normal play for Black consists of pressure on the c-file, especially c4. Coupled with this is keeping White's e-pawn under observation. The counter-attack against the e-pawn may also be quite strong independently of the play on the c-file. Sometimes he can secure the two bishops by moving his ♘ to c4, in a position where the reply ♗xc4 is virtually compulsory. Whenever ... d5 is feasible without allowing the reply e5 it should be played; it is almost certain to at least equalize.

In the Sicilian the middle game is all-important. Markedly favourable or unfavourable endgame pawn structures have no immediate relationship to the opening as such.

There are, further, three important considerations in all variations:

1. Black must never allow White to play c4 in the opening because he then has no counterplay on the c-file and is thereby doomed to passivity.

2. After White has played d4, Black must not move ... e5, leaving his d-pawn backward on an open file.

3. White must not be passive: he must attack because time is on Black's side (it usually is in cramped positions). That is why the Sicilian is so effective against a pussyfooter.

It used to be thought that White does best to get the KB to the diagonal h1–a8, but this has since been abandoned. The Sozin move, ♗c4, is now regarded as the strongest line for White, who then dominates the centre and prepares a kingside attack. E.g. 1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 g6 and now 6 ♗c4 ♗g7 8 h3 0-0 8 0-0 ♘c6 9 ♗e3 ♗d7 (now it is Black who is in trouble with his bishop) 10 ♗b3 ♖c8 11 ♖e1 ♖e8 12 ♕d2 ♕a5 13 ♘f3 a6 14 ♖d1 b5 15 ♗h6 ♗h8 16 ♘g5 ♘e5 17 f4 ♘c4 18 ♕f2 ♘h5 19 e5 (the attack on the kingside has materialized, while Black is still fumbling on the queenside) ♘g7 20 g4 b4 21 ♘d5 ♘e6 22 f5 ♘xg5 23 ♗xg5 ♘xe5 23 ♘xe7+ ♖xe7 24 ♗xe7 ♗c6 26 ♖e3 ♕b6 27 ♗xd6 ♗f3 28 ♗xe5 ♗xd1 29 ♗xh8 ♔xh8 30 ♖e8 and wins.

White has a number of attacking lines at his disposal, centring chiefly around an early g2–g4 and storming the kingside. E.g., 1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 e6 6 g4! d5 7 exd5 ♘xd5 8 ♗b5 ♗d7 9 ♘xd5 exd5 10 ♕e2+ ♗e7 10 ♗xd7+ ♘xd7 11 ♘f5 ♔f8 13 ♗f4 ♕a5 14 c3 ♖e8 15 ♘xe7 ♕c5 16 ♗e3, followed by 0-0-0 and should win.

The attack with an early ♕f3 and g4 is particularly hard to meet. E.g. 1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6 6 ♗g5 ♗e7 8 ♕f3 ♕c7 9 0-0-0 ♘bd7 10 g4 b5 11 ♗xf6 ♘xf6 12 g5 ♘d7 13 a3 ♗b7 14 ♗h3 0-0-0 15 f5 ♗g5 16 ♔b1 e5 17 ♘dxb5 axb5 18 ♘xb5 ♕c5 19 ♘xd6+ ♔b8 20 ♘xf7 ♕e7 21 ♘xh8 ♖xh8! 22 ♖he1 ♗f4 23 ♕b3, with powerful pressure against the denuded black king.

Another attacking idea for White is that in which he consolidates the centre with f3, castles long and proceeds to attack on the kingside, with wild complications. E.g. 1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 g6 6 ♗e3 ♗g7 7 f3 0-0! 8 ♕d2 ♘c6 9 0-0-0 ♘xd4 10 ♗xd4 ♗e6 11 ♔b1 ♕c7 12 g4 ♖fe8 13 h4 ♖ec8 14 h5 ♕a5 14 hxg6 hxg6 15 a3 ♖ab8 16 ♗d3 b5 17 ♕g5 with a strong initiative.

Since White has such a strong initiative in all of the above lines, masters have sought for improvements. The most common is an early ... a6, formerly known as the Paulsen Defence, now generally referred to as the Najdorf. Black accepts weaknesses in exchange for counterplay, e.g. 1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 ♘c6 6 ♘db5 d6 7 ♗f4. This

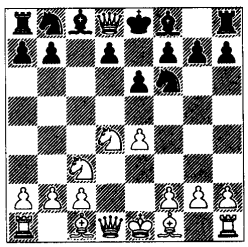
is the point to the manoeuvring. Sooner or later ... e5 will be played, giving opportunities for both sides, even though the backward d-pawn is usually a handicap for Black. One game continued: 7 ... e5 8 ♗g5 a6 9 ♘a3 b5 10 ♘d5 ♕a5+ 11 ♗d2 ♕d8 12 c4 (avoiding the draw by repetition with ♗g5) ♘xe4 15 cxb5 ♗e6 16 ♘c3 ♘xd2 15 ♕xd2 ♘d4 16 bxa6 ♗e7 17 ♗d3 0-0 18 0-0 d5 and Black stands well. Note how accepting the backward pawn led to a lively game for Black.

There are two main lines, depending on whether Black plays his KB to e7 (usually leading to the Scheveningen Variation—the name comes from a small Dutch seaside resort, where a tournament was held in 1923 at which the variation first became popular) or to g7 (the Dragon Variation). The Scheveningen is the less energetic of the two, though it is somewhat more involved.

The normal line in the Scheveningen runs 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3. The order of moves is by no means essential, except that Black must forestall c4 by forcing the White ♘ out to c3 early. That these moves are so frequently interchangeable is often disconcerting, even confusing, but once the ideas become familiar the air is clear.

Black's objectives are, as we know, to finish his development and get his ♘ to c4 effectively. He therefore proceeds according to the following scheme (the order is not essential): ... d6, ... ♗e7, ... 0-0, ... a6, ... b5 (if possible), ... ♗d7 (or preferably ... ♗b7), ... ♕c7, ... ♖ac8, ... ♘a5, ... ♘c4. It is assumed all along that ... d5 is not feasible, which is the case if White makes no mistake. If he does go astray, the thrust in the centre will at least equalize for the defender.

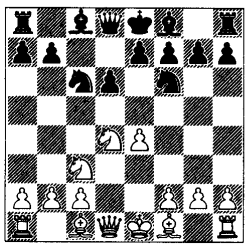
16



Position after 5 ♘c3 in the Sicilian Defence (leading to the Scheveningen Variation).

White's plan of campaign against the above scheme is based on the twin ideas of warding off danger on the queenside and building up an attack on the kingside. We already know that he can and should start the attack with f4, g4, but the timing is not so clear. Experience has shown that

17



Position after 5 ... d6 in the Sicilian Defence (leading to the Dragon Variation).

it is not essential for him to safeguard his queenside first, but that he can do so without harm. Thus his developmental schedule runs as follows (this time the order is significant and should be adhered to): 0-0 ♗e3 ♘b3 (not always essential), f4 ♗f3, ♕e2 (or ♕e1), ♖ad1, ♗c1 (if needed) and then g4, which has been adequately prepared.

By following the ideas sketched above for both sides we get the main line. From Diagram 16: 5 ... d6 6 ♗e2 ♘c6 7 0-0 ♗e7 8 ♔h1 a6 9 f4 ♕c7 10 ♗e3 0-0 11 ♕e1 ♗d7 12 ♖d1 b5 13 a3 ♘a5 14 ♕g3 ♘c4 15 ♗c4 and White's game is most promising.

To understand this line better a little explanation is in order: White's 8th move is designed to avoid any compromising checks or pin of the ♘ at a4 which might arise if the ♔ remains on the diagonal. Black's 8th move serves the twofold purpose of preparing ... b5 and preventing the pin of the QN. Note that the answer to 8 ... d5 by White here would be 9 ♗b5 ♗d7 10 exd5 and Black has a weak isolated pawn. At a later stage, when the pin is no longer feasible, White may either move the ♘ away from d4 or prepare to meet d5 with e5. On White's 10th move the ♗ is played out to complete the development of the queenside. a4, to prevent ... b5, is not vital.

Since this variation is in White's favour it is up to Black to find improvements. One try is the postponement of castling, e.g., 7 ... a6 (instead of 7 ... ♗e7) but then White's assault is just as strong with ♗e3, f4, etc. More popular is the Paulsen line, which involves moving the black ♘ to d7 instead of to c6. The idea is to hit at the e-pawn, either directly or indirectly, while reserving the route to c4 via e5. Here too, however, Black emerges with a terribly cramped position. E.g., 5 ... d6 6 ♗e2 a6 (instead of 6 ... ♘c6 in the main line) 7 0-0 ♕c7 8 ♗e3 ♗e7 9 f4 0-0 10 ♗f3 ♘bd7 11 ♘b3 ♖b8 12 a4 etc. An interesting try for Black is 12 ... e5, to prevent the explosive e5 once and for all. Black has then averted the most immedi-

ate danger, but is saddled with a permanently weak d-pawn.

Some of the alternatives in the first six moves are promising.

White can reason that since he plays his KB to the long diagonal via e2 (♗e2–f3) it might be simpler to get it there directly by fianchettoing. There would then also be a further obstacle to Black's ... d5. Such a set-up is quite strong, especially in conjunction with the fianchetto of the QB, which deprives Black of any counterplay against c4. Tactically, the chief danger to guard against in such a system is an early ... d5 before the KB is out. An example of the strength of White's position with the double fianchetto is 6 g3 (instead of 6 ♗e2 in the main line) 6 ... ♘c6 7 ♗g2 ♗e7 8 0-0 0-0 9 b3 ♗d7 10 ♗b2 etc.

It is not surprising that there are no other good alternatives for White in this line, since the main variation is favourable. The placement of the KB at d3 is sometimes seen, with a view to preparing c4, but the trouble is that the KN is then left undefended, so that on ... ♘c6 time must be lost. Thus 5 ♗d2 in the main line (instead of 5 ♘c3) is more than adequately met by 5 ... ♘c6 for if 6 ♘e2 d5 while if 6 ♘xc6 dxc6 7 0-0 e5! with complete equality. The ♗ should go to d3 only when ♘xc6 followed by e5 is advantageously possible in reply to the natural ... ♘c6. Black may on occasion even try to get the better of it.

The only really worthwhile alternative for Black is the counter with ... ♗b4. We return to Diagram 16. Black may reason that a further attack on the e-pawn would necessitate either ♗d3 or f3, both unfavourable because they do not fit into White's plans at such an early stage. 5 ... ♗b4 does indeed present some knotty problems and is most powerful against defences such as 6 ♗d3 e5! or 6 ♗e2 ♘xe4 or 6 f3 0-0, threatening ... e5 followed by ... d5. But the pawn advance 6 e5! leaves Black too cramped: 6 ... ♘d5 7 ♗d2 ♘xc3 8 bxc3 ♗e7 9 ♗d3 ♘c6 10 ♘xc6 dxc6 11 ♕g4 etc., when White's mobility is much too great.

Much stronger for Black is the Sicilian Four Knights': 5 ... ♘c6 (*16*). The difference is that now on 6 ♗e2 ♗b4 cannot be met by e5, while we already know that other rejoinders are inferior. On 5 ... ♘c6 White's best bet is 6 ♘xc6 bxc6 7 e5 ♘d5 8 ♘e4 or 7 ♗d3 d5 8 0-0 ♗e7 9 e5 with some slight attacking chances because of Black's rather insecure king position. White could concentrate on quick development followed by shifting pieces to the kingside,

while Black must rely on his stronger centre pawns.

Two rather common mistakes on Black's part are worth mentioning. First, if c4 is allowed, the defender gets a terribly cramped game. One example will do: 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 a6 5 c4 ♘f6 6 ♘c3 d6 7 ♗e2 ♘c6 8 0-0 ♕c7 9 b3 ♗e7 10 ♗b2 0-0 11 ♘c2 ♖d8 12 ♘e3 and Black is in a bad way. Second, a premature ... d5 gives the second player a permanently weak d-pawn. E.g., 2 ♘f3 e6 3 d4 d5? 4 exd5 exd5 5 ♗e2 ♘f6 6 0-0 ♗e7 7 dxc5 0-0 8 ♘bd2 ♗xc5 9 ♘b3 ♗e7 10 ♗g5 and Black's headaches are only beginning. This variation may also arise from the French Defence.

In view of the theoretical inadequacy of the Scheveningen, its competitor, the Dragon, has come to the fore more and more in recent years. While the exact order may vary, a normal sequence of moves is 2 ♘f3 ♘c6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 d6 (*17*) 6 ♗e2 g6.

Now we can note several similarities with and differences from the Scheveningen. As before, Black's counterplay lies on the c-file, with the square c4 most important. The B on the long diagonal means that this counter will be even more effective than in the previous case, so that White must be more careful. Time again works for him, which means that White is well advised to attack. The advance of the kingside pawns is not quite so strong as in the Scheveningen, but nonetheless quite cramping for Black. Another possibility arises from the weakness of Black's d5, since ... e5 would leave the d-pawn hopelessly weak, if White were able to post a ♘ at d5 he would have a strong bind. Other factors remain unchanged; thus again ... d5 by Black equalizes almost automatically and again the prevention of this liberating move is one of White's primary objectives.

The development set-up follows the old pattern (variants will be considered later): Black hastens to post a ♘ at c4 White to push his kingside pawns up. Seen in this light, the main line is easily understood: 7 ♗e3 ♗g7 8 0-0 0-0 9 ♘b3 ♗e6 10 f4 ♘a5 11 f5! ♗c4! 12 ♗d3! ♘xb3 13 axb3 ♗xd3 14 cxd3 d5 15 ♗d4 White has managed to retain the initiative and a very slight advantage, but in practice it has not been enough to win. Though Black is still cramped, the reduced material, especially the lack of a real plus in the centre, is levelling. After a simple move such as 15 ... dxe4 16 dxe4 ♕c7 there is little for Black to be afraid of.

So we have another situation where there is a feverish search for improvements because neither side is wholly satisfied. We shall consider the variants from the main line above.

On White's 9th move he may prefer not to play his ♘ away from its strong central post. But 9 h3 or 9 ♕d2 can be met by the natural ... d5. E.g., 9 h3 d5 10 exd5 ♘xd5 11 ♘xd5 ♕xd5 12 ♗f3 ♕c4 and White has nothing. More interesting is 9 f4, to reply to 9 ... d5? with e5. Delectable complications ensue on 9 ... ♕b6! 10 ♕d3! ♘g4! 11 ♘d5! ♗xd4! 12 ♘xb6 ♗xe3+ 13 ♔h1 ♗xb6, when the three pieces just about counterbalance the queen. This is an instance of a common motif when White leaves his ♘ at d4: simplification by ... ♘g4.

The chief reason why White's attack is less vigorous here is that to exploit a king position of the type which Black has (with B fianchetto) White should be castled on the other side in order to be able to storm on freely with his Pawns. Consequently many attempts have been made in that direction, but none has held its ground against a vigorous counter-thrust. Black's offensive chances against the queenside when White castles long are considerable. On 8 ♘b3 (instead of 8 0-0 in the main line) 8 ... ♗e6 9 f4 0-0 10 g4 d5! is adequate, for if 11 f5 ♗c8! while if 11 e5 d5! with equality. The rule that any attack begun before development is completed is best met by a break in the centre is again justified. On 8 ♕d2 0-0 9 ♘b3 ♗e6 threatening ... d5 is good enough. More complicated is 8 ♕d2 0-0 9 0-0-0 when both sides attack with all vigour. While the results are not quite clear, because the line has almost never been tested, experience with similar assaults leads one to the conclusion that Black will be able to weather the storm.

A refutation which tries to capitalize on the vulnerability of Black's d5 is a move which Euwe tried: 8 ♘b3 (in the main line), 0-0 9 f3. If now 9 ... ♗e6 10 ♘d5! ♘a5 11 c4 with an overwhelming position in the centre and on the queenside. 9 ... ♗d7 to be able to capture at d5, is undoubtedly better: if then 10 ♘d5 ♘xd5 11 exd5 ♘a5 and White cannot avoid levelling exchanges.

For Black there are two alternatives worth knowing. Both come on his 9th move, when he may not be convinced that an immediate occupation of c4 is essential. Thus he may try 9 ... a6, place his ♗ at d7 and build up to ... ♘c4 gradually. Or he may try 9 ... a5 to weaken the position of White's QN. Neither line presents any significant new ideas; both are playable.

By far the most valuable contribution to the strengthening of White's prospects is the Richter attack, 6 ♗g5 in Diagram 17. The purpose of this at first sight rather pointless move (White's QB is rarely of any use at g5 in the Sicilian) is twofold: to prevent normal development by Black with ... g6 and to prepare castling long, which would be accompanied by immediate threats. 6 ... g6? would of course be a mistake, since 7 ♗xf6 leaves the pawns hopelessly shattered. Likewise after 6 ... ♕a5? 7 ♗xf6 the pawns are too weak. 6 ... e6 is essential, even though the Black d-pawn is a distinct weakness. White concentrates his forces on this feeble link in the chain: 7 ♕d2 ♗e7 8 0-0-0. Here we have one of those cases where the threat is stronger than its fulfilment. If, e.g., 8 ... 0-0 9 ♗xf6? ♗xf6 9 ♘xc6 bxc6 10 ♕xd6 ♕a5 Black has quite enough for the pawn. Still, on 8 ... 0-0? 9 ♘db5! would win the pawn under favourable circumstances. Black cannot avoid the weakening of his pawn chain, though he can avoid immediate loss of material. Best is 8 ... a6 9 ♗xf6 gxf6 10 f4 with advantage to White. One of the problems still to be solved in this variation is whether Black cannot advantageously offer the pawn to secure a more favourable position.

One way to take the sting out of the Richter Attack is to sidestep it by postponing the development of both knights. This policy is frequently adopted. On 2 ♘f3 Black then plays 2 ... d6 then 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 g6 6 ♗g5. A normal continuation would transpose back into the main line. White may, however, try 6 ♗g5 anyhow, with a view to castling long and storming the enemy kingside with his pawns, a scheme which leads to combinative play with chances for both.

Where Black avoids the Richter Attack as in the above case, White has, again because of his temporary complete command of the centre, a promising alternative: 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 f3! to prepare c4 by holding the e-pawn. While Black's game is not quite so cramped as usual if he allows c4, it is still bad enough. Theoretically correct is 5 ... e5—the usual drawback is not valid here because Black will be able to play ... d5 when the variation stands or falls by the answer to the question whether Black can advance his d-pawn without suffering from the consequences. At present it is believed that he

can. E.g., 6 ♘b5 (or 6 ♗b5+ ♗d7 7 ♗xd7+ ♘bxd7 8 ♘f5 d5!, etc.) ... a6 7 ♘bc3 ♗e6 and there is nothing better than 8 ♘d5, which deprives White's try of all significance.

Of the remaining variations, three are worth brief mention.

Nimzowitsch's Line 2 ♘f3 ♘f6, is motivated by the same idea as Alekhine's Defence: to tempt the White Pawns on in the hope or expectation that they will then become weak. E.g., 3 e5 ♘d5 4 d4 cxd4 5 ♕xd4 e6 6 c4 ♘c6 7 ♕d1 ♘ge7! and White cannot develop normally because of his exposed e-pawn. After 3 e5 ♘d5 4 ♘c3 however, 4 ... ♘xc3 leads to equality. On 3 ♘c3 (instead of 3 e5 transposition into more regular lines with 3 ... d6 is advisable. All told, Nimzowitsch's Defence is a sound and welcome alternative.

When White omits d4 of the ways in which he may develop the two most important are the kingside fianchetto and the Wing Gambit.

To fianchetto he must first prevent ... d5, so 2 ♘c3. Then 2 ... ♘f6 3 g3. Now that White has discarded the most powerful, d4, for the time being, it behooves Black to prevent it once and for all by tightening his grip on d4. Thus: 3 ... g6 4 ♗g2 ♗g7 5 ♘ge2 e6! 6 0-0 ♘ge7 eventually, ... ♘d4 and ... ♘ec6, followed by an advance on the queenside. Here White's chances lie in an eventual f4–f5 while Black will try ... b5–b4. The line is too passive to afford any real chance of an advantage for the first player.

In the Wing Gambit, 2 b4, White is guided by the motif of sacrificing a pawn to secure a strong centre and cramp the enemy position. That would happen if Black replied mechanically with moves such as 2 ... cxb4 3 a3 e6 4 axb4 ♗xb4 5 c3 ♗e7 6 d4 etc. But, as usual, an immediate counter in the centre enables Black to develop naturally and thereby take the sting out of the offer. Thus: 2 b4 cxb4 3 a3 d5! 4 e5 ♘c6! 5 d4 ♕c7! (threatening ... ♘xe5) 6 ♘f3 ♗g4 etc. when Black should have no trouble getting his pieces to good posts.

Alekhine's Defence: 1 e4 ♘f6

It is only too obvious that this defence represents a radical break from the classical tradition, which insisted that nothing could be done without a firm pawn basis in the centre. Historically, it was the first of the hypermodern lines to be taken seriously. As such, it helped to clarify the notions of what a good and bad centre are.

The basic idea—a great contribution to chess thought—is to tempt the white pawns on in the hope that they will become weak. Many instances may be found: only too often have over-optimistic attackers gone to pieces on its reefs. It may be asked whether such a defence does not refute our general principles that a pawn in the centre is stronger than one on the side. The answer, is of course, no. All rules in chess have a proviso either expressed or implied: other things being equal. That leads immediately to the corollary that a pawn in the center is effective if and only if it can be kept there for a reasonable length of time. We also know that the value of centre pawns is that they safeguard bases for one side's pieces and prevent the enemy from developing properly, with the emphasis on the latter. Consequently, the question at issue is *whether White can maintain his centre pawns after they have gone forward.* The entire defence stands or falls by the answer to this question.

Perhaps it is needless to add that the answer is no: all efforts at refutation have consistently failed.

White's most natural plan is to gain time by getting in as many kicks at the enemy ♘ as he can: 2 e5 ♘d5 3 c4 ♘b6 4 d4 d6. Note that Black must hit at the enemy centre in some way. 4 ... c5? would be bad because of 5 d5; 4 ... d5? because of 5 c5. Then after 4 ... d6 the main line continues: 5 f4 (to exchange would be equivalent to dissipating any potential advantage, which must necessarily derive from the superior pawn centre) 5 ... dxe5 6 fxe5 ♘c6 (still hitting at the centre!) 7 ♗e3 ♗f5 8 ♘c3 e6 9 ♘f3 (*18*).

Normal development has brought Black to the parting of the ways. He must now decide how and where he is going to smash at the White centre. There are obviously two possibilities: ... c5 or ... f6.

... c5 must be prepared with 9 ... ♘b4 10 ♖c1 c5. Strategically, Black's main opening problem (to take the sting out of White's pawn centre) is now solved. There remain only the tactical skirmishes which, it so happens, turn out all right for him: 11 ♗e2 cxd4 12 ♘xd4 ♗g6 13 a3 ♘c6 14 ♘xc6 bxc6 and the weakness of the black queenside pawns is offset by White's exposed e-pawn.

The other type of freeing manoeuvre from Diagram 18 can be carried out either as pure defence (Black castles short) or as the introduction to an attack (Black castles long, speculates on the g-file, which will eventually be

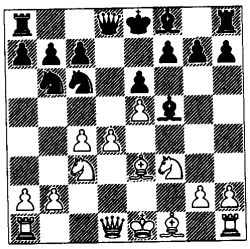
opened). The first variant is more satisfactory, but less promising: 9 ... ♗e7 10 ♗e2 0-0 11 0-0 f6 12 ♘h4 (or 12 exf6 ♗xf6 with equality) 12 ... fxe5 13 ♘xf5 exf5 14 d5 ♘d4! and Black has nothing to fear.

Note that Black's counterplay involves removing the white e-pawn and bringing pressure to bear on the d-pawn. In the second variant, which begins with 9 ... ♕d7 (*18*), Black does not come off so well: 10 ♗e2 0-0-0 11 0-0 f6 12 exf6 gxf6 13 d5 ♘e5 14 ♗xb6 ♘xf3+ and now 15 ♗xf3! with an overwhelming position.

Still, there are enough equalizing lines in the 4-Pawn attack to compel White to search for an alternative which will be better. It may be noted for the benefit of speculative players that the sacrifice e6 when Black is compelled to take with the f-pawn (which happens when his ♘ is at c6), in some cases offers considerable attacking possibilities.

We have already seen that the exchange 5 exd6 (all numbers refer to the main line above) is too levelling: after 5 ... exd6 White's only conceivable advantage lies in Black's somewhat misplaced ♘ at b6. Practice shows, however, that this is too little: straight development nullifies White's plus. Black has some choice on 5 exd6

18



Position after 9 ♘f3 in Alekhine's Defence.

he may try either 5 ... cxd6, or 5 ... ♕xd6 to break the symmetry. Such lines, particularly the first, are good only against inferior players because the strong pawn centre gives White a theoretical superiority.

With hopes based on the obvious swashbuckling forward march dashed, White must resort to something more subtle at an early stage. 5 f4—in contrast to 5 exd6 is an instance of the common motif of keeping the tension. Another way of carrying out this idea is 5 ♘f3 to maintain the Pawn at e5 and to be able to recapture at e5 with the ♘. On 5 ... ♘c6 6 e6! would bottle Black up badly.

After 5 ♘f3 ♗g4, to continue the pressure against White's centre, is customary (though perhaps 5 ... ♗f5 would be just as good). Normally Black's ♗ is more effective at f5 so 6 exd6 is a possibility. Then 6 ... exd6 7 ♗e2 (or 7 h3) 7 ... ♗e7 8 ♘c3 0-0 9 b3 ♖e8 10 ♗e3 gives White a most minimal plus, which does not mean much in practice. An attempt full of tactical surprises is 5 ♘f3 ♗g4 6 ♗e2 dxe5 7 c5! e4! 8 cxb6 exf3 9 ♗xf3 ♗xf3 10 ♕xf3 axb6 (or 10 ... ♘c6) and Black's chances are adequate. The main consideration here is quick development.

Since 5 ♘f3 is unsatisfactory, we try again, this time on move 4: Lasker's 4 c5, which is designed to keep Black badly cramped. Yet, after 4 ... ♘d5 5 ♘c3 ♘xc3 6 dxc3 the natural 6 ... d6 (or even 6 ... e6 followed by straightforward development is good enough for equality.

Still on the search for the magic refutation, we can try Lajos Steiner's 4 b3 (in the main line, instead of 4 d4). The idea here is that by postponing the advance of the d-pawn Black will not have any target which he can use to free his game. Sometimes this works out well, but again the simplest reaction—quick development—will equalize. That is a recurrent difficulty with many esoteric ideas—they fail against the moves a well-instructed child would pick.

After 2 e5 ♘d5 3 d4 has led to some success, partly due to the fact that Black, after being pushed

around for weeks is suddenly told to do as he pleases. On the normal 3 ... d6 4 ♘f3 ♗g4 5 ♗e2 White hopes that Black will sooner or later capture his e-pawn at a point where he will be able to recapture with his ♘. Of course, 5 ... ♗xf3 6 ♗xf3 dxe5 7 dxe5 e6? is bad because of 8 c4. Instead the move considered best after 5 ♗e2 turns out to be 5 ... c6! to block the long diagonal (after the exchange of ♗ for ♘) and prepare to castle long. Then the normal sequence: 6 0-0 ♗xf3! 7 ♗xf3 dxe5 8 dxe5 e6 9 ♕e2 ♕c7 10 c4 ♘e7 etc. gives Black adequate counterplay in the attack on the e-pawn and, after f5, by fastening his ♘ at f5 and occupying the diagonal a7–g1 with his ♗.

All the efforts of both classicists and moderns have been in vain: Alekhine's Defence remains sound.

Attempts at refutation other than those mentioned above are mere stabs in the dark, though they may be successful on occasion. One instance is 2 ♘c3 (after 1 e4 ♘f6, when 2 ... d5 3 exd5 ♘xd5 4 ♗c4 ♘b6, while perfectly correct theoretically, may get Black into difficulties. 2 ... e5 is wholly satisfactory. There are few plausible alternatives for Black, which is why the defence is seen less often today. One vari-

ation that is interesting is the fianchetto defence continuing the idea of a counterattack against White's centre pawns, e.g., 1 e4 ♘f6 2 e5 ♘d5 3 d4 d6 4 ♘f3 g6 5 ♗c4 ♘b6 6 ♗b3 ♗g7 7 ♘bd2 0-0 8 h3 a5! 9 a4 dxe5 10 dxe5 ♘a6 11 0-0 ♘c5 12 ♕e2 ♕e8, with continued pressure against the artificially isolated a-pawn.

Centre Counter Game: 1 e4 d5

Black's basic idea here is unusual: he wishes to get freedom for his pieces at the cost of a theoretically inferior pawn structure and (on occasion) loss of time, in the hope that good development will make it possible to get adequate compensation, either in the form of a counter-attack or of a neutralization of White's powerful centre pawn. There is, however, only one line where compensation is theoretically sufficient and even there Black's game is extremely cramped. The defence cannot be recommended.

White's only reply is the obvious 2 exd5. Then there are two main lines, depending on whether Black recaptures at once or waits a move.

After 2 ... ♕xd5 3 ♘c3 ♕a5 4 d4 ♘f6 5 ♘f3 Black tries his hardest to build up some real attacking chances by castling long, but without success. One typical case is 5 ... ♗g4 6 h3! ♗h5 7 g4 ♗g6 8 ♘e5 c6 9 h4! and Black's game is far from easy. Nor could he get anywhere with 3 ... ♕d8 (instead of 3 ... ♕a5) 4 d4 ♘f6 5 ♗e3 c6 6 ♗d3 (he is preparing to develop his ♘ at e2) when White simply has the better pawn centre, with all that that entails.

More promising is 2 ... ♘f6. To try to hold the pawn with 3 c4 c6 4 dxc6 is playable, but yields Black a good attack in view of the backward d-pawn. Instead, White can secure a minimal advantage in a variety of ways, all of which involve keeping his pawn at d4. Perhaps the best is 3 d4 ♘xd5 4 c4 ♘f6 5 ♘f3 c6 6 ♘c3 ♗g4 7 ♗e3 e6 8 ♗e2, etc.

Nimzowitsch's Defence: 1 e4 ♘c6

Black's objective in this unusual defence is threefold: first there is the usual hypermodern motif of tempting White's pawns on in the hope that they will become weak; second (really a corollary of the first) Black wishes to lock the centre; third, the entire Black set-up is to be used as a prelude to an attack by castling long and storming White's kingside.

With careful play, however, White's offensive is easier than Black's, which means that the defence is not wholly sound theoretically.

The main line runs: 2 d4 d5 3 e5 ♗f5 4 c3 (to be able to develop the ♗) 4 ... f6 (to weaken White's e5) 5 f4 ♕d7 6 ♗d3 ♘h6! (to post the ♘ at f5, if opportunity offers—Diagram 14B); 7 ♘f3 ♗e4 8 ♕e2 f5 9 ♗e3 e6 10 ♘bd2. Now the best is 10 ... 0-0-0, when White should eventually castle and storm the other wing with b4 a4, a5, b5, b6 and eventually c4.

Practice indicates that White's chances are superior.

3 ♘c3 (instead of 3 e5 in the main line) is a worthwhile alternative. Black's best is 3 ... e6 when we have a French Defence with the inferior ♘c6.

Interesting is 2 ... e5 (instead of 2 ... d5!). Here Black reverses roles, aims to get his KB out. If this is stopped White is bound to get the better of it. Thus: 5 dxe5 ♘xe5 4 f4 ♘g6 5 ♗e3 etc.

2 ♘c3 or 2 ♘f3 (instead of 2 d4 are both all right if Black pursues his original idea. E.g., 2 ♘f3 e6 3 d4 d5 4 e5 b6 5 c3 ♘ce7 6 ♗d3 a5 7 ♕e2 ♘f5 8 h4 with an overwhelming game. In reply to either of these moves, though, Black may choose the simple 2 ... e5, transposing to regular lines. However, it is a safe assumption that if Black does not play 1 ... e5 to begin with he will not do so later.

Other defences will be handled under Irregular Openings.

4 d-pawn Openings: 1 d4 d5

The basic ideas in the d-pawn openings are, in a manner of speaking, a mirror of those in the e-pawn section. Here after d4 White's goal is to get his pawn to e4, just as it was d4, after 1 e4. Essentially, the idea is the same in both: to set up pawns at d4 and e4. Again, on the one hand there are the older and regular lines from 1 d4 d5, with analogues to the strong point and counter-attack defences, on the other newer (many based on hypermodern theories) which are more involved. On the whole, one great defensive question in the e-pawn openings was the proper development of the KB; in the d-pawn openings the QB is the eternal problem child for Black. Other similarities will be pointed out.

After 1 d4, the advance of White's e-pawn may be prevented by a pawn (1 ... d5, 1 ... f5) or a piece (1 ... ♘f6) or a counter-attack (1 ... c5). As indicated above, the traditional reply, in accordance with the classical theories of Steinitz and Tarrasch, is 1 ... d5. It will be treated here; all others will be considered in the next chapter.

Just as White can only hope to derive an advantage from the e-pawn openings by developing with a move which attacks the Black centre (there 1 e4 e5 2 ♘f3), here his best chance lies in a similar assault. But this time the Black d-pawn is defended, so he must hit at it with a pawn, rather than with a piece. Thus we get to 2 c4, which is essential from a theoretical point of view. (Variants will be treated at the end of this chapter.)

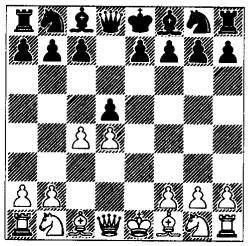
Queen's Gambit: 1 d4 d5; 2 c4

(See Diagram 19.) The force of White's play is due to the fact that there is an immediate threat: 3 cxd5 and if then 3 ... ♕xd5 4 ♘c3 followed by e4 realizing his strategic ambition.

In reply to 3 cxd5 Black has nine feasible defensive moves, which are inspired by four types of defensive ideas:

1 Maintain a strong point in the centre by retaining a pawn at d5

19



Queen's Gambit. White threatens to get the better centre with cxd5

(2 ... e6—Orthodox and allied defences; 2 ... c6—Slav Defence.)

2. Liquidate the centre. (2 ... dxc4—Queen's Gambit Accepted; 2 ... c5.)

3. Counter-attack. (2 ... e5—Albin's Counter Gambit; 2 ... ♘c6 2 ... ♗f5)

4. Permit White to set up the strong center in the hope that it will prove vulnerable. (2 ... ♘f6 2 ... g6.)

In all cases Black must attempt to liberate himself by either ... c5 (most common) or ... e5.

The first deserves most attention because it is by far the best and therefore the most important. Perhaps most of the others, or all, are playable if followed up properly. Experience has, however, indicated that, except for 2 ... e6 and 2 ... c6, only 2 ... dxc4 can be recommended. There is no theoretical reason that makes the others wholly unsound. It is simply the case that the normal sequence leads to the better of it for White.

While it is unlikely that the present analysis, as far as these unusual defences are concerned, will be radically changed at some time in the future, it should not be supposed that such a possibility is wholly out of the question. However, since they are all strategically simple, though tactically complicated, the lines are much more easily understood, so that we shall only touch upon them briefly.

2 ... e6 *Orthodox and allied Defences*

For the time being White must concentrate on development, the effectiveness of which is increased by threatening as much as possible. Thus we get the main line: 3 ♘c3 ♘f6 4 ♗g5! (with a view to 5 cxd5 exd5 6 ♗xf6 splitting Black's pawns) 4 ... ♘bd7 5 ♘f3 (renewing the threat), ♗e7 6 e3 0-0 (*20*).

Here we come to a many-pronged fork in the road, so that it is wise for White to stop and get a clear picture of what lies ahead.

In view of the many normal possibilities at each turn, it is not feasible to set up one ideal position. However, we do know this

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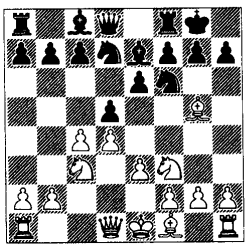
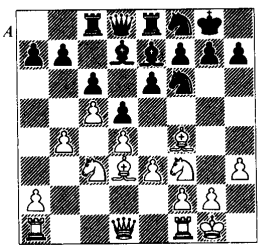


Position after 6 ... 0-0 in the Orthodox Defence.

much: White's game is freer, which means that he must either attack or transform his temporary superior mobility into a permanent advantage.

There are five primary types of superiority which White may strive to turn his temporary plus into. These are illustrated in Diagram 21. One must not make the mistake of thinking that they are mutually exclusive: if one alone is strong, two together are fortissimo.

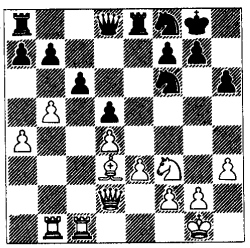
21A



Queenside Bind

In 21A we have the queenside bind. Here White's advantage lies on the queenside. By the eventual advance b5 he will weaken Black's queenside pawns, enter with his rook or minor piece, and sooner or later secure something tangible. Black's defences in the present position are at best palliatives; it is likely that he is already lost against exact play. There is one good way to counteract such a set-up: don't let it happen. If Black is prepared to react with ... e5 the moment White tries c5 the queenside bind can never become effective. Another strong type of reply which is occasionally available is ... b6 on c5 and if then b4 a5; a3 axb4; axb4 bxc5 bxc5 ♗a6 or ... ♕a5 with superior development.

21B

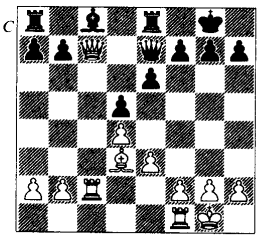


Minority Attack.

21B is an instance of the *minority attack*. Black is in a dilemma because he cannot avoid a fatal weakening of his pawns. If ... cxb5 ♖xb5 (or even axb5) with pressure on the QN and the d-pawn. If ... ♖e6; bxc6 bxc6; ♘e5 ♖c8 and Black is saddled with a backward pawn on an open file. Again once things have reached such a point nothing can be done about it, though Black's chances of holding out are a bit better than in 21A. The best defence, as so often, is a counter-attack against the White kingside.

An analogous type of superiority occurs where Black tries to prevent the White march by ... b5. He then has a backward c-pawn on an open file, which reduces the mobility of his pieces, regardless of whether it can be held or not.

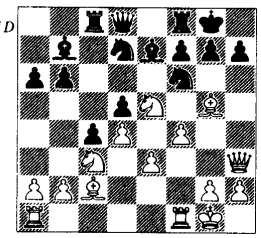
21C



Superior development.

21C is nothing but *superior development*. Here Black cannot develop his B, nor can he afford to exchange queens. The win for White may be long and tedious, but it is clear that such a position is wholly undesirable. Black can only avoid it by being more careful with the exchanges which he permits. An analogous inferiority occurs where Black weakens himself too much on the White squares on the queenside. E.g., from Diagram 20 7 ♖c1 dxc4? 8 ♗xc4 c5 9 0-0 b6 10 ♕e2 ♗b7 11 ♗a6 with a clear plus for White.

21D

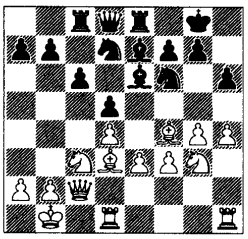


Kingside attack with pieces.

In 21D we have the *kingside attack with pieces*. White already has a frightful threat: ♘xd7, followed by ♕xh7 mate. Black cannot avert serious loss. His defence against such a setup is a proper system of exchanges earlier.

Finally, 21E illustrates the *kingside attack with pawns*. The threat g5 forces the opening of a file, when the White assault can hardly be halted. It is customary for White to castle long when he has such a plan in mind, for otherwise

21E



Kingside attack with pawns.

the pawn advance may weaken his own king position too much. However, such an offensive with the king, say, at h2 is by no means impossible. As usual, it is too late for Black to start defending now. At an earlier stage he should have instituted a vigorous counter-attack long before this position arose.

There is one feature which all the Black positions have in common in the above diagrams: they are all cramped. Further, the defender in four cases has not tried to free himself with ... c5, while in the one where he has he did not follow it up properly. It is not hard to see why the necessary counterplay could always have been secured by a break with the c-pawn. In fact, we may set up the useful practical rule: *If Black can play ... c5 in the Orthodox Defence without being punished immediately he has secured an even game.*

Returning now to Diagram 20, we find that White cannot lead into a positive advantage directly (of the types mentioned). E.g., 7 c5? would be answered by 7 ... ♘e4. If, then, as normally, 8 ♗xe7 ♕xe7 9 ♗d3 ♘xc3 10 bxc3 e5 and Black has much the better of it.

In the absence of any concrete superiority, White can do no better than prevent Black from liberating his game. We already know that the freeing move is ... c5. It follows that the strongest 7th move for White will be that which best eliminates ... c5 for the time being. It turns out that that move is 7 ♖c1.

Now it will be most useful to jump ahead in order to view the various alternatives as branches of one main line: 7 ... c5 (in answer to 7 ♖c1) would be refuted by 8 dxc5 dxc4 9 c6! ♘b6 10 ♘e5. So Black must try to liberate himself in another way: exchange of pieces. To prepare that, 7 ... c6 is most useful. Thus the main normal line from Diagram 20 runs as follows: 7 ♖c1 c6 8 ♗d3 dxc4 9 ♗xc4 ♘d5 10 ♗xe7 ♕xe7 11 0-0 ♘xc3 12 ♖xc3 e5 13 dxe5 ♘xe5 14 ♘xe5 ♕xe5 15 f4 ♕e4! 16 ♗b3 ♗f5 17 ♕h5 g6 18 ♕h4 ♖ad8 with equality.

Partly from the discussion so far, we may set up two important principles for the treatment of this variation:

1. Black must free his game by exchanges. His problem really boils down to that of the satisfactory development of his QB.

2. In order to secure an advantage White must retain as many pieces as possible.

In the latter part of the main line (from move 14 on) the problems are tactical: White is ahead in development, would like to build up an attack, just cannot find a way to do so. The second principle may, however, be used earlier to try to find an improvement. One such try is 13 ♕c2 (instead of 13 dxe5) but against it both 13 ... exd4 and 13 ... e4, though not devoid of difficulties, are both adequate.

Most promising at the present writing is 13 ♗b3 for if then 13 ... exd4 14 exd4 ♘f6 15 ♖e1 ♕d6 16 ♘e5 is not easy to meet, while on 13 ... e4 14 ♘d2 ♘f6 15 ♕c2 White's pressure against the centre and queenside continues.

Still, the advantage that White has above is of a most dubious nature, which is why there have been attempts to do better at an earlier stage. All are based on our second principle, but have not proved convincing because Black always finds a way to break loose.

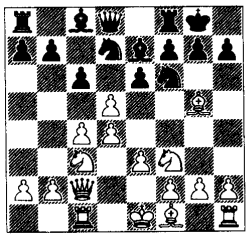
E.g., 11 ♘e4 (instead of 11 0-0 in the main line) is met by 11 ... ♘f6 12 ♘g3 e5! 13 0-0 exd4 14 ♘f5 ♕d8 15 ♘xd4 ♘e5 with nothing to fear.

On Black's 8th move in the main line there is an interesting try which involves playing for ... c5 at an early stage: 8 ... h6 9 ♗h4 dxc4 10 ♗xc4 b5 11 ♗d3 a6 12 0-0! c5 13 a4! and Black's pawns are somewhat too weak. It is worth our while to observe that 7 ... h6 is essential for the above, for if 8 ... dxc4 9 ♗xc4 b5 10 ♗d3 a6 11 ♗xf6! ♗xf6 (or 11 ... ♘. 6 12 0-0 and ... c5 is bad) 12 ♕c2! gains a vital tempo to keep the black c-pawn permanently backward.

Yet we must (regretfully, perhaps) conclude that 8 ♗d3 leads to nothing lasting because Black can compel too much blood-letting. If we try to discover why 8 ♗d3 petered out we come to the conclusion that it is because it loses a tempo. I.e., Black is going to free his game by exchanging his d-pawn for the White c-pawn, and White will then have to recapture with his ♗. Accordingly, if White can make some other useful move, postponing the development of his ♗, he will be a move ahead of the main line and it stands to reason—if nothing else happens—that he would then secure a marked super-

iority. The most common alternative is 8 ♕c2, chiefly because the ♕ is frequently useful on the c-file anyhow.

22



Position after 8 ♕c2 in the Orthodox Defence.

It is at once evident (Diagram 22) that after 8 ♕c2 the freeing manoeuvre beginning with 8 ... dxc4 will not work. For after 8 ... dxc4 9 ♗xc4 ♘d5 10 ♗xe7 ♕xe7 11 0-0 ♘xc3 12 ♕xc3 e5? is impossible because the white queen is now covering the square e5. There remains the possibility of getting the ♗ out via the queenside by means of ... b6, but this weakens the white squares in Black's camp. Besides, White can play his e-pawn up and secure a strong pawn centre. The strategy which should guide his further play is to prevent the complete liberation of the Black game, either by exchanging the black ♗, or by preparing to secure possession of an open file. While White's advantage in this variation is slight, it is nevertheless real.

Because the exchange of his d-pawn does not liberate the game sufficiently, Black can also try to temporize, make some other move in order to postpone the capture of the White c-pawn until White's ♗ has moved. The most common is 8 ... a6 which is strong because it is more than a mere tempo move: it also prepares the advance of the Black b-pawn. This introduces a new element into the fight, for Black now has the choice of two liberating manoeuvres. That this choice is only apparent is due to the fact that the plan of the main line (with exchange of a number of minor pieces on the kingside) is almost always inferior when White's ♕ is at c2 because the ♕ will prevent the advance of the e-pawn, while ... a6 obviously has no connection with the e-pawn. Thus Black has shifted his intentions: he is not going to free himself by exchanging minor pieces on the kingside, but by advancing pawns on the queenside.

To prevent this new liberating threat White has the choice of one of three lines: he can stall around for a while, making noncommital moves in the hope that his superior development will net him something (this is known as "the struggle for a tempo"), or he can exchange in the centre in order to play for a minority attack on the queenside, or he can block the queenside by playing his pawn to c5.

The exchange variation is not quite as strong here as at other times; it will be considered independently in any case. 8 c5, as usual, is foiled by 8 ... e5.

There remains the struggle for a tempo. White again reasons that since Black is going to play ... dxc4 anyway, he might as well postpone the development of his ♗. Furthermore, he might eventually want to try for an attack against the Black king position. This explains 9 a3 (after 8 ... a6 in Diagram 22). Now Black has only one good tempo move: 9 ... ♖e8, whereupon White continues with 10 h3 when Black's tempi are exhausted. But after 10 h3 Black just manages to free himself by 10 ... h6 11 ♗h4 dxc4 12 ♗xc4 b5 13 ♗a2 c5 14 dxc5 ♘xc5 15 ♗b1 ♘cd7 etc.

After 9 a3 above, 9 ... b5 is another excellent choice. 9 c5 could be met, as usual, by 9 ... e5, while 9 cxb5 cxb5 leaves Black's game perfectly solid: the c-file and square c4 will be good springboards for his pieces.

Still another excellent defensive line in Diagram 22 is 8 ... ♘e4! to release the pin. Then the simplification 9 ♗xe7 ♕xe7 10 ♘xc4 (or 10 ♗d3 f5) dxe4 11 ♕xe4 ♕b4+ is all that Black can ask.

Before leaving this variation it is essential to find out what happens against inferior defensive play. The most common mistake is to allow a backward c-pawn, which may lead to decisive loss of material early. E.g., 8 ... ♖e8 (Diagram 22) 9 ♗d3 dxc4 10 ♗xc4 b5? 11 ♗d3 a6? and now 12 ♘e5! wins a pawn, for on 12 ... ♗b7 13 ♘xd7 ♕xd7 14 ♗xf6 and 15 ♗xh7+.

Summing up, we find four types of liberating manoeuvre for Black in the above variations:

(a) ... dxc4 followed by ... ♘d5, exchange of minor pieces on the kingside, eventually by ... e5. By avoiding too many exchanges White can get a slight, though theoretically doubtful superiority.

(b) ... dxc4 followed by ... b5 ... a6 eventually ... c5 Black must be sure that he will not be saddled with a backward c-pawn. On occasion Black may also try ... b6 followed by ... ♗b7, eventually ... c5 though the danger of becoming too weak on the White squares (White may play for ♗a6) is acute here. The type of advantage for White would then be that in 21C, discussion.

(c) ... a6 followed by ... b5.

(d) ... ♘e4.

Because of the wealth of choice, alternatives to 7 ... c6 in the main line cannot be recommended. E.g., 7 ... b6 (the older reply) yields White a strong attack of the type of 21D: 8 cxd5 exd5 9 ♗d3 ♗b7 10 0-0 c5 11 ♕e2 c4 12 ♗b1 a6 13 ♘e5 b5 14 f4 ♘e4 (essential) 15 ♗xe4 dxe4 16 ♘xd7 ♕xd7 17 ♗xe7 ♕xc7 18 f5! and Black's artificially isolated e-pawn is a serious weakness. The only good defences are those which utilize one of the four ideas above.

Despite the enormous amount of research and practical investigation devoted to 7 ♖c1, no worthwhile advantage has ever been conclusively demonstrated for White. On the other hand, Black always has a cramped game and can at best hope for a draw. Again, as in some other major openings (compare the Ruy Lopez) both sides want better.

Of the alternatives on White's 7th move (instead of 7 ♖c1 in Diagram 20) none has ever held the stage for more than a brief spell because none can prevent ... c5 though the proper time may vary.

In the most popular, 7 ♕c2, there is no adequate reply to 7 ... c5. The obvious intention is to saddle Black with an isolated d-pawn: 8 cxd5 cxd4 9 ♘xd4 ♘xd5 10 ♗xe7 ♕xe7 (10 ... ♘xe7 is also playable); 11 ♘xd5 exd5 12 ♗d3 ♕b4+ 13 ♕d2 etc., but though White has a little edge, it is not enough to win. On 7 ... c5 8 ♖d1 is sometimes seen, with a viewing to preserving the tension. 8 ... h6 9 ♗h4 ♕a5 10 ♗d3 cxd4 11 exd4 dxc4 12 ♗xc4 ♘b6 13 ♗b3 leaves White with a freer game, though whether this should mean anything in the long run may well be doubted. Besides, 10 ... ♘b6 11 cxd5 ♘bxd5 is also pretty good.

Otherwise, the ideas do not differ essentially from those previously discussed. On alternatives such as 7 ♗d3 (in Diagram 20) it is advisable to play 7 ... dxc4 8 ♗xc4 c5 later developing the QB at b7. On 7 ... c5 at once, if Black goes through with his plan of giving White an isolated d-pawn, he may find himself subjected to a strong attack. E.g., 7 ♗d3 c5 8 0-0 cxd4 9 exd4 dxc4 10 ♗xc4 ♘b6 11 ♗b3! ♗d7 12 ♕d3 ♘bd5 13 ♘e5 ♗c6 14 ♖ad1 and Black's game is not easy.

The exchange variation: cxd5

The Exchange Variation is one of the most complex and difficult to judge in the entire realm of opening theory. In part this is due to the varied circumstances under which it may be played, in part to the many unsolved tactical problems.

Since White may try cxd5 at almost any time between the 3rd and 9th moves, we must concentrate on the general problems involved.

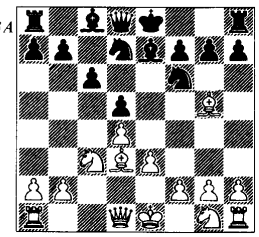
First we must observe that on cxd5 exd5 or cxd5 most of the freeing manoeuvres mentioned above, which begin with ... dxc4, are no longer available to Black. On the other hand, the threat c5 is not at White's disposal any more. Thus White must try to get an advantage by the minority attack (*21B*) or by a kingside attack (*21D,E*) or by superior development (*21C*). Black can liberate himself with ... ♘e4 or some other appropriate exchange or—at times—he may institute a counter-attack.

To make the discussion most valuable, we shall assume that Black is at liberty to recapture in one of three ways: with the e-pawn, c-pawn or KN. Then the ensuing position must be considered in the light of one or more of the following questions:

1. If Black recaptures with the e-pawn (*23A*)

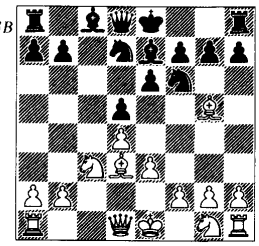
(a) Can White castle long and storm the enemy kingside with his pawns, or is Black's counter-attack too strong?

23A



(b) Can White castle short and push the minority attack to a successful conclusion?

23B



2. If Black recaptures with the c-pawn (*23B*)

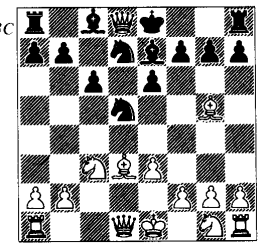
(a) Can White maintain a better-developed position by play on the c-file?

(b) Can White build up a kingside attack with his pieces?

3. If Black recaptures with the KN (*23C*)

Can Black avoid the fixation of his centre pawn without being constricted too much or does he merely transpose into previous formations?

23C



1. Recapture with the e-pawn: There is first of all the question in 1(a) above. From Diagram 23A the normal line would be in White's favour because he can sidestep the enemy attack, while Black cannot do so quite as easily. For both sides the primary consideration in defensive play is to prevent the opening of a file near the king. E.g., ... h6 by Black would be bad because after 8 ♗f4 g5 eventually will force the g-file open. Thus we get as the main line: 8 ♕c2 0-0 9 ♘ge2 (better than 9 ♘f3) ♖e8 10 h3 ♘f8 (see comment at end) 11 0-0-0 b5 12 g4 a5 13 ♘g3 a4 14 ♔b1 ♕a5 15 ♘ce2! and Black cannot pry a file open. Relatively best for Black is to force a few exchanges: 10 ... ♘e4 (instead of 10 ... ♘f8) 11 ♗xe7 ♕xe7 12 ♗xe4 dxe4 13 g4 ♘f6 14 ♘g3 h6 etc. While White's game is still a bit better, Black has freed himself considerably and is much better off than in the previous case.

Another defensive idea which is occasionally useful is that of postponing castling to bring about a few favourable shifts or exchanges first.

All told this line is quite strong for White, though not wholly without its risks, as is always the case with attacks.

Against the minority attack (*21B*) Black has a somewhat harder time. His chief defence is a counter-attack against White's kingside, but in the normal line White's prospects are superior: (from Diagram 23A) 8 ♕c2 0-0 9 ♘f3 ♖e8 10 0-0 ♘f8 11 ♘e5 ♘g4 (see comment) 12 ♗xe7 ♕xe7 13 ♘xg4 ♗xg4 14 ♘e2 ♕h4 15 ♘g3 and White's pawns will soon march, while Black's attack is blocked. However, 11 ... ♘e4! (instead of 11 ... ♘g4) is more logical and may be better. The pawn obviously cannot be taken, which gives Black's counterplay a somewhat brighter appearance.

One little-known idea for the hard-pressed defender is that of playing ... h6 followed by ... ♘e8 E.g., 8 ♘f3 0-0 9 0-0 h6 10 ♗h4 ♘e8 11 ♗g3 ♗d6 12 ♕c2 ♗xg3 13 hxg3 ♘d6 with *almost* even chances. The ♘ at d6 is excellent for both attack and defence; under certain circumstances ... b5 to block the advance and prepare ... ♘c4 may even be tried.

2. Recapture the c-pawn: Here things shape up differently. White has an advantage in terrain, but if he does not play aggressively it will soon be dissipated.

First (*23B*) we must observe that White cannot derive any lasting profit from an immediate concentration on the c-file, i.e. the answer to 2(a) is in the negative. For Black is not so far behind in development that he cannot recoup. E.g., 8 ♘f3 0-0 9 0-0 a6 10 a4 b6 11 ♕e2 ♗b7 12 ♖ac1 ♘e4! with a satisfactory position: Black can get all his pieces out and neutralize White's slight pull.

On the other hand, 2(b) provides the solution to White's problem because Black is compelled to avoid a crushing attack: 8 ♘f3 0-0 9 0-0 a6 10 ♖c1 b5 11 ♘e5 ♗b7 12 f4 h6 (otherwise Black will be overwhelmed); 13 ♗h4 ♘xe5 14 fxe5 ♘e4 15 ♗xe7 ♕xe7 16 ♗xe4 and Black's B is weak in conjunction with so many pawns on black squares.

This idea of a ♘ vs a bad ♗ frequently occurs in the Queen's Gambit: Black so often has a number of pawns on white squares, which leaves his ♗ too little scope.

Note in the above variation that White combines the motif of an attack with that of pressure on the c-file and that of leaving his opponent with a bad ♗.

3. Recapture with the ♘: This (3) is rarely seen but normally has no independent value because it transposes into one of the customary lines. In 23C after 7 ... ♘xd5 8 ♗xe7 ♕xe7 9 ♘xd5 it is obvious that we get back to one of the former lines. If, however, 8 ... ♘xe7 here (after 8 ♗xe7 to force a variation 9 ♘f3 0-0 10 0-0 is in White's favour because of his better centre which cannot easily be neutralized (10 ... c5 11 ♕c2 h6 12 ♖fd1 with superior development).

Summing up, we may draw three worthwhile conclusions:

1. Despite its simplifying character, the Exchange Variation in many cases strengthens White's bind.

2. The two chief types of advantage which White may secure with it are the minority attack and the better endgame because of Black's bad QB, which is hampered by the many pawns on White.

3. Black's best counter in virtually all variations is an early ... ♘e4 followed, if possible, by a counter-attack.

Improvements for Black: The main lines of the straight Orthodox (including the Exchange Variation) are not wholly satisfactory

for Black. He need not lose by force, but for a long while he is necessarily subjected to a cramped position and must always play with the greatest accuracy to escape ignominious defeat. It is chiefly for this reason that masters have resorted to so many different defences.

If we analyse White's bind in the main lines above we find that it rests principally on two factors: (a) the pin of the KN by White's QB and (b) the difficulties arising from the attempt to develop Black's QB properly. Once Black has played ... e6 he can do nothing but try one of the liberating manoeuvres given above to get his QB out. However, he can attempt to break the force of the pin at a number of points, by getting his ♕ out of the way, or by removing his ♘, or by creating a diversion in some other part of the board. It is this idea which is at the basis of virtually all alternatives within the framework of the Orthodox.

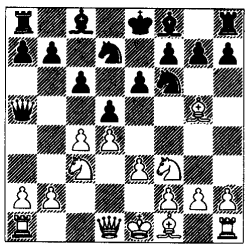
Working backwards from the main line, we find that the first important variant for Black is the *Cambridge Springs Defence*. 1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 4 ♗g 5 ♘bd7 5 e3 c6 6 ♘f3 ♕a5 (*24*). This ♕ sortie not only releases the pin, thus preventing the normal continuation, but also threatens ... ♘e4 and (when White's QB is undefended) ... dxc4. In addition it pins the White QN with all the benefits deriving from that.

It should first be observed that White cannot disregard Black's last move and go on his own way. For if 7 ♗e2 ♘e4 8 ♖c1 dxc4 costs White a pawn for which he cannot find adequate compensation.

To reply to his opponent's threats White has one of three choices (*24*): 7 ♘d2 (his turn to break a pin!), 7 ♗xf6 (to avoid any combinations which may arise should this ♗ remain inadequately defended: the most common is 7 ♗d3? ♘e4 8 0-0?? ♘xg5 9 ♘xg5 dxc4 and wins a piece) and 7 cxd5 (to clarify the situation in the centre).

I. 7 ♘d2: White releases the pin of his QN 7 ... ♘e4 now would fail of its purpose because after 8 ♘dxe4 dxe4 9 ♗h4 Black's game is still cramped and he has weakened his pawn structure. Instead, Black can play for ... e5 or ... c5 at an early stage. Tactical considerations determine which of the two is superior. Thus on 7 ... e5 at once 8 ♘b3 leaves Black's pawn position hopelessly weak. Similarly 7 ... c5 would block the KB. Consequently either 7 ... ♗b4 to get this ♗ doing something useful, or 7 ... dxc4 to force the exchange of White's QB, is best. In the further course of the game, ... e5 is normally not quite adequate (e.g., 7 ♘d2 ♗b4 8 ♕c2 0-0 9 ♗e2 e5 10 0-0 exd4 11 ♘b3 ♕c7 12 ♘xd4 and Black's position is far from easy) but tactics must decide. However, by exchanging White's QB and preparing ... c5 Black can almost always equalize without much trouble. Thus a major line is 7 ... ♗b4 8 ♕c2 dxc4 9 ♗xf6 ♘xf6 10 ♘xc4 ♕c7 10 ... ♗xc3+ is also all right) 11 a3 ♗e7 12 g3 0-0; 13 ♗g2 ♗d7 14 b4 b6, etc.: ... c5 cannot be prevented in the long run. Another good idea for the defence here is ... ♘d5 to get rid of White's QN and at the same time ease Black's position. The two ♗s are always a potential advantage.

24



Cambridge Springs Defence.

II. 7 ♗xf6 simplifies too much: by normal development White cannot prevent an early and favourable ... c5.

III. 7 cxd5 is the line most often seen nowadays: its leading idea is the weakening of the Black centre. It also avoids the traps arising from the exposure of White's QB.

A recapture with a pawn would deprive the queen sortie of all meaning since at best Black could only transpose into an inferior branch of the Exchange Variation. So 7 ... ♘xd5 is virtually forced.

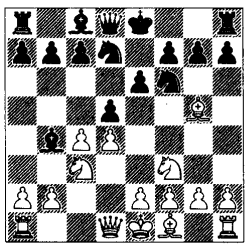
Again Black will try to free himself with either ... e5 or ... c5 and again some hair-raising complications may ensue. This time ... c5 is usually inferior to ... e5, though once more tactical considerations must prevail. White can defend his ♘ with either 8 ♕b3 or 8 ♕d2. On 8 ♕b3 ♗b4 9 ♖c1 e5! Black can sacrifice a pawn for the sake of quick development, while on 8 ♕d2 ♘7b6 9 ♖c1 White gives up a pawn to get his pieces out quickly. In neither case do the complications lead to any decisive result with best play: it is as a rule wisest to decline the pawn and continue with one's own idea. Thus on 8 ♕b3 ♗b4 9 ♖c1 e5 10 ♗c4! is best, while on 8 ♕d2 ♗b4 is preferable. We have passed over these variations rather cursorily because they contain no essentially new ideas.

One of the chief drawbacks to the Cambridge Springs is that

White can evade it. On his 6th move in the main line (1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 4 ♗g5 ♘bd7 5 ♘f3 c6) he may try 6 cxd5 transposing into the Exchange Variation, or 6 a3, or even 6 e4! which is the most novel. Here the idea is to compel an early liquidation of the Black centre, in the conviction that White's better development will tell in the long run. White's chief hope is that he may be able to sacrifice a pawn to secure a strong attack, or that Black may open his position too early. E.g., 6 e4 dxe4 7 ♘xe4 ♗e7 (or 7 ... ♕b6 8 ♗d3!?) 8 ♘f3 0-0 9 ♕c2 e5 10 0-0-0 with good prospects.

The Manhattan Variation arises after 1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 4 ♗g5 ♘bd7 5 ♘f3 ♗b4 (*25*).

25



Manhattan Variation.

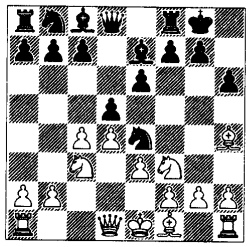
It is evident that Black's idea is counter-attack. All such lines, to have any meaning, must sooner or later continue with ... c5 or ... e5 or both. The strength of Black's play is that both these moves will soon be available. Unfortunately, however, he will find himself unable to refute normal development.

White's first thought is to lock the centre with 6 cxd5 exd5 (almost always a good idea when Black varies). Then he may simply continue his development, taking due care to answer the threats that come up: 7 e3 c5 8 ♗d3 ♕a5 9 ♕c2 c4 10 ♗f5 0-0 11 0-0 ♖e8 12 a3 with advantage because of his more solid pawn position.

Lasker's Defence: The basic idea here is *unpinning* with an early ... ♘e4, although it may be played at a number of points; its strength is that it frees Black by exchanges. Since it does no harm, Black is well advised to precede the ♘ sortie with ... h6 ♗h4. Then the main line would be: 1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 4 ♗g5 ♗e7 5 e3 0-0 6 ♘f3 h6 7 ♗h4 ♘e4 (*26*).

White is compelled to submit to several exchanges. He then usually tries to get an advantage by securing the better pawn centre, for he is justified in assuming that any Black queenside majority will be nullified for a long time to come: 8 ♗xe7 ♕xe7 9 cxd5 ♘xc3 10 bxc3 exd5 11 ♕b3! (something must be done against ... c5) 11 ... ♕d6 and if 12 c4 dxc4 13 ♗xc4

26



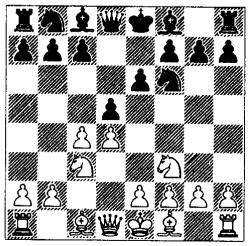
Lasker's Defence.

♘c6! is now the quickest way to equalize, though 11 ... ♖d8 is also playable. What Black must guard against is that White may hold the centre solid and develop strong pressure against the queenside.

Another idea which White may use is that of merely maintaining superior development, with the alternative of transposing into the Exchange Variation. For this he must keep the c-file open, so he plays 8 ♗xe7 ♕xe7 9 ♕c2. Now 9 ... ♘xc3 leads to much the same kind of play as in the Orthodox: Black will have a little difficulty freeing himself. Instead, 9 ... ♘f6! is surprisingly good: now the exchange variation is inferior because an early ... c5 cannot be prevented, while on straight development ... c5 will be possible quite early. All things considered, Lasker's Defence is one of the major good defences at Black's disposal. Its chief drawback is that it is not good for more than a draw, even against poor play.

Of the variants for White on his fourth move (after 1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 instead of 4 ♗g5 ♘f3 is the only one that need concern us seriously here. Against other moves, such as 4 ♗f4 or 4 e3, after the normal ... c5 Black no longer has any opening problems.

27



Position after 4 ♘f3 in the Queen's Gambit Declined.

We come then to Diagram 27. Of course, transposition into other lines is quite easy, but there are several independent and fascinating features if Black chooses to vary.

The most obvious reply is 4 ... c5. There is a widespread misconception that this is a variation of the Tarrasch Defence. True, it may transpose into the Tarrasch but the two are distinct because of the all-important difference that Black need not submit to an isolated

Pawn. A normal reaction such as 5 e3 (after 4 ... c5) would be met by 5 ... ♘c6 with a perfectly symmetrical position where an early draw can be expected. Instead, White can try to get an advantage in one of two ways: 5 cxd5 to get the better centre, or 5 ♗g5, to maintain the pressure on the centre and force Black to some clarification which, it is hoped, will be unfavourable.

After 5 cxd5 ♘xd5! (5 ... exd5 6 g3 transposes into the Rubinstein refutation of the Tarrasch Defence) 6 e4 is indicated. A forced series of moves (Black has the more cramped game, so he is glad of a chance to exchange) now ensues: 6 ... ♘xc3 7 bxc3 cxd4 8 cxd4 ♗b4+ 9 ♗d2 ♗xd2+! 10 ♕xd2 0-0. Here White has the better pawn centre, but the exchanges have already freed Black's game considerably. The pawn structure dictates the further plans: White with his freer position will undertake a kingside attack; Black, with the majority of pawns on the queenside, will head for the endgame, though he must not be oblivious of the dangers lurking on the other wing. A typical continuation is 11 ♗c4 ♘c6 12 0-0 b6 13 ♖fd1 ♗b7 14 ♕f4 ♖c8 (or 14 ... ♕f6!) 15 d5 exd5 16 ♗xd5 ♕e7 17 ♘g5! ♘e5! 18 ♗xb7 ♘g6 with about even chances. An interesting idea for White is that of playing his ♗ to b5 in order to weaken the enemy queenside. It is quite strong when Black makes the mistake of not exchanging his KB immediately, or when Black tries ... a6 ♗a4, b5, ♗c2 only to be met by an early a4 but ineffective if Black simply continues with the normal ... b6, etc. Another thought which is often useful for White is e5! to keep Black cramped. Despite the abandonment of the central square d5 to Black it may lead to a strong attack. E.g., in the above 11 e5 (instead of 11 ♗f4) ♘d7? (11 ... ♘c6 12 ♗d3 ♕a5 with equality is correct) 12 ♗d3 ♘b6 13 0-0 ♘d5 14 ♘g5 g6 15 ♘e4 with powerful pressure which Black probably cannot resist.

The other alternative for White involves further pressure with 5 ♗g5 (after 4 ... c5). Then 5 ... cxd4 is forced, when 6 ♘xd4 leaves Black with a better pawn centre, but inferior development (some lines are extremely complicated) while 6 ♕xd4 gives White the better pawn position but frees Black's position completely. A model line runs 6 ♕xd4 ♗e7 (6 ... ♘c6 7 ♗xf6! gives White the better of it); 7 cxd5 exd5 8 e3 ♘c6 9 ♗b5! 0-0 10 ♕a4 ♗d7 with about even chances.

Another enterprising try for Black in Diagram 27 is the Ragosin Variation, 4 ... ♗b4, which is a counter-attack without the major drawback of the Manhattan Variation, i.e. this time normal development does not lead to an advantage for White. For if 5 e3 c5 transposes into a variation of the Nimzoindian Defence which is good for Black: 6 ♗d3 dxc4! 7 ♗xc4 0-0 8 0-0 ♘c6 with a more than satisfactory game (page 138). Nor is 5 cxd5 exd5 any better for White: 6 ♗g5 h6 7 ♗xf6 ♕xf6 etc. It should be recalled that when Black's QB is at liberty to move where it pleases the Exchange Variation loses much of its force because Black can get rid of White's powerful KB. Consequently, after 4 ... ♗b4, the chief independent attempt at refutation is 5 ♕a4+ ♘c6 6 e3 (or 6 ♘e5 ♗d7) 6 ... 0-0 7 ♗d2. Now comes an interesting and unusual feature: Black gives up the centre in order to be able to clarify the situation with ... e5: 7 ... a6! 8 ♕c2 dxc4 9 ♗xc4 ♗d6! 10 a3 e5! with adequate counterplay.

Other alternatives for Black offer few important new ideas. On 4 ... ♘bd7 5 cxd5 exd5 6 ♗f4! to play for attack with e3 ♗d3 0-0 h3 ♘e5 ♗h2 f4, is rather unusual, but not quite sufficient. The variant 4 ... ♘e4 leads into positions similar to the Dutch Defence and Stonewall.

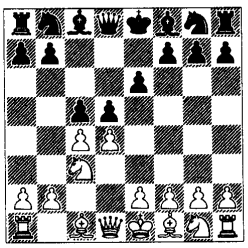
The reader may have noticed that the possibility of transpositions has occurred more frequently in the last ten or fifteen pages. By concentrating on ideas and essential pawn structures one will be much more alive to such eventualities and will master them far more easily.

The Tarrasch Defence: There has never been a Homer to sing the great battle of Tarrasch vs. the world. To the day of his death Tarrasch stoutly maintained that his defence was by far the best, that the others were merely being "orthodox" by sticking to horse-and-buggy misconceptions. Despite his Herculean labours, however, today we believe that he was wrong.

The Defence occurs after 1 d4 d5 2 c4 e6 3 ♘c3 c5 (*28A*). Tarrasch's idea was to secure free development for his pieces, for he held that that would amply compensate any weakness in the pawn position that might ensue. It is this point which is the bone of contention. For in the best variations Black, it is true, does have ample scope for his pieces, but that does not turn out to be sufficient compensation for the debilitating weakness of his pawn structure. The Achilles' heel is the isolated d-pawn which reduces Black's freedom of

action and yields White the important central square d4 as well as—in most cases—the subsidiary c5.

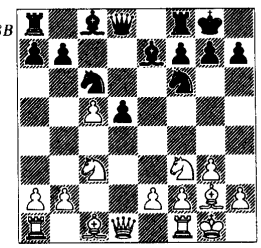
28A



Tarrasch Defence.

The refutation by which the whole defence stands or falls is the Rubinstein Variation, which is designed to saddle Black with an isolated d-pawn. It runs (from Diagram 28A): 4 cxd5 exd5 5 ♘f3 ♘c6 6 g3 ♘f6 7 ♗g2 ♗e7 8 0-0 0-0 and now the strongest is 9 dxc5 (*28B*).

28B



Tarrasch Defence, Rubinstein Variation. White has a marked advantage.

So far both sides have merely completed their development. Now however Black is faced by a difficult choice: shall he recapture and submit to positional inferiority, or sacrifice and play for the attack?

The positional line runs 9 ... ♗xc5 10 ♘a4! ♗e7 11 ♗e3. It is clear why this line is so powerful for White: he has absolute control of d4 and temporary control of c5. On 11 ... ♘e4 12 ♘d4! at once is best. In the further course of the game White will be anxious to solidify his hold on the c-file and to play for the ending, where Black's d-pawn and bad ♗ are well-nigh fatal weaknesses. Black can do little but ward off White's threats as they arise. Almost nobody has been willing to defend this position in a serious tournament test, which is a sufficient indication of its inferiority. The best that Black can do is draw with infinite difficulty.

In the sacrificial line (from Diagram 28B) 9 ... d4 the refutation, is, as so often, tactical. For quite a while it was believed that 10 ♘a4 ♗f5 gives Black enough, but this belief has been abandoned because of the crushing, though simple 11 ♗f4! which completes White's development and prepares further valuable exchanges, especially of Black's crucial d-pawn. 11 ... ♘e4 12 b4! ♘xb4 (or 12 ... ♗f6 13 b5 ♘e7 14 ♗e5) 13 ♘d4 ♗g6 14 ♖b1! a5 15 a3 ♘c6 16 ♘xc6 bxc6 17 ♖b7 should win for White.

In the face of these annihilating variations, all research and improvements necessarily centre around Black's game.

For White 9 ♗g5 (instead of 9 cxd5 in the main line) is worth a try, though it is not quite as good. In the so-called normal variation 4 e3 (in Diagram 28A, instead of 4 cxd5) the perfect symmetry should occasion Black no difficulty, though there are some traps to be avoided. A good rule for Black to follow is that an early transposition into the QGA is desirable.

Improvements for Black are all designed to take the sting out of the Rubinstein Variation. Some have enjoyed a short vogue of popularity, but all have been discarded sooner or later. The three main tries (numbers refer to the main line above) are 7 ... ♗g4 6 ... c4 (the Folkestone Variation) and 6 ... cxd4 (the von Hennig-Schara Gambit).

7 ... ♗g4 is played with a view to weakening White's hold on the centre. But 8 ♗e3 retains the bind, while 8 ♘e5! gives up a pawn temporarily for a crushing attack: 8 ... cxd4 9 ♘xg4 dxc3 10 ♘xf6+ ♕xf6 11 bxc3 ♕xc3+ 12 ♗d2 ♕f6 13 0-0! ♖d8 14 ♕b3! and Black is in a bad way.

6 ... c4 (the *Folkestone Variation*) is somewhat more complicated. Here Black avoids the isolani once and for all, but releases the pressure on White's centre. The natural reaction in such cases is the break e4. It turns out that this is strongest if played at once: 7 e4! dxe4 8 ♘g5 ♕xd4 9 ♗f4! h6 10 ♘gxe4 ♕xd1+ 11 ♖xd1 ♗e6 12 ♘b5 and Black is lost.

4 ... cxd4 (the *von Hennig-Schara Gambit*) is refuted by the in-between move 5 ♕a4+ (on 5 ♕xd4 at once 5 ... ♘c6 gains important time for Black though White can try it anyhow) 5 ... ♗d7 6 ♕xd4 exd5 7 ♕xd5 ♘f6 8 ♕b3 etc. With straight development Black does not have enough for the pawn.

Coming back to the main line (1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 etc.—see page 81) we find a wide variety of alternatives for Black, few of which have shown any promise.

I. 3 ... a6 (*Janowski's Defence*) is designed to force an early clarification in the centre. Its weakness is that Black is forcing White to make good moves: after 4 cxd5 exd5 5 ♗f4 etc. straight development gives White the better of it, for we have a branch of the Exchange Variation where Black

has played the useless ... a6.

II. 3 ... b6 is tried with a view to solving the perennial headache of the Black QB. By fianchettoing at such an early stage Black avoids the attack with ♘e5 etc. which comes up later because the ♘ can be driven away. To date no theoretical refutation has been found. White's best is undoubtedly 4 cxd5 exd5 5 g3 for the counter-fianchetto deprives Black's of its force. Early breaks with e4 have not turned out well in practice.

III. 2 ... c5 aims at an early liquidation of the centre. The idea is admirable, for later Black must sweat mightily to play ... c5 but White's plus in development is too great: 3 cxd5 ♕xd5 4 ♘f3 cxd4 5 ♘c3 ♕a5 6 ♘xd4 ♘f6 7 ♘b3 ♕c7 8 g3 etc. with advantage.

IV. 2 ... g6 is another move designed to keep the way free for the Black QB. 3 ♘c3 ♘f6 transposes into the Grünfeld, but 3 cxd5 is stronger. On 3 ... ♕xd5 4 ♘c3 ♕a5 5 ♘f3 White's development is much superior.

V. 2 ... ♘c6 (Tchigorin's Defence) is another instance of an immediate counter-attack. To continue properly Black must give up his QB. That is why Tchigorin favoured the line, for he was firmly convinced that a ♘ is always better than a ♗.

In order to have a reasonably playable game Black must concentrate on quick development. After 3 ♘f3 (3 ♘c3 is also good), e.g., 3 ... e6? 4 ♘c3 ♘f6 5 ♗g5 ♗e7 6 e3 Black has merely deprived himself of his main liberating move so that White has a clear positional superiority.

Black consequently tries to hit at the White centre: 3 ♘f3 ♗g4 4 ♕a4! (to evade the pin and compel the exchange of Black's QB) 4 ... ♗xf3 5 exf3 e6 6 ♘c3 ♗b4 (to relieve the pressure on his centre); 7 a3 ♗xc3+ 8 bxc3 White's two bishops are a telling advantage.

VI. 2 ... ♘f6 is probably the best of Black's alternatives on the second move. It is not, strictly speaking, a wholly independent variation because it can transpose into a variety of other lines, e.g. on 3 ♘c3 g6 we have the Grünfeld; on 3 ♘f3 c6 we have the Slav. The crucial question about the defence is whether there is an adequate answer to 3 cxd5. White must not be too hasty: after 3 ... ♘xd5 4 e4 ♘f6 5 ♗d3 e5! 6 dxe5 ♘g4 Black recovers his pawn with an adequate position. But by proceeding slowly White can accomplish the same thing without permitting the break: 3 cxd5 ♘xd5 4 ♘f3 ♗f5 5 e3 ♘c6 6 ♘bd2 ♘b6 (or 6 ... ♘f6 7 ♕b3) 7 e4 ♗g4 8 d5 etc.

VII. 2 ... ♗f5 is designed to solve the eternal problem of the proper development of the Black QB. It fails only because the queenside turns out to be too weak. After 3 ♘f3 e6 4 ♕b3! Black is already at a loss for a good move. Most usual is the counter-action 4 ♕b3 ♘c6 5 c5! ♖b8 6 ♗f4 White retains his marked superiority by an early advance against the Black queenside. Worthy of note here is that after 3 ♘f3 c6 is Black's best bet, to transpose into the Slav Defence. On 4 ♘c3 e6! correct, and not 4 ... ♘f6 5 cxd5 cxd5 6 ♕b3! etc.

Again returning to the main line, we must consider an important deviation on White's third move: 1 d4 d5 2 c4 e6 3 ♘f3. In modern chess the order of moves is constantly increasing in importance. While this is due chiefly to the greatly enlarged possibilities of transpositions, in some cases it is also based on the desire of one player to stick to a certain variation and allow no deviation from it. In the present line there is a combination of these motifs. Quite often the position arises because White does not wish to allow the Nimzoindian: 1 d4 ♘f6 2 c4 e6 3 ♘f3 d5, etc. At other times White chooses the line because he wishes to develop his QN at d2. Frequently it is played automatically and has no special significance.

Black's simplest reply is 3 ... ♘f6 (after 3 ♘f3) when there are two ways in which White can deviate from the main lines of the QGD. The first is that where he develops his QN at d2, the second that where he shuts in his QB, but avoids the normal line of the Tarrasch Defence.

The only advantage which can accrue from posting the QN at d2 rather than at c3 is that on ... dxc4 the ♘ may recapture instead of the ♗, thus making the liberating ... e5 virtually impossible. As we know, however, the main freeing move is not ... e5 but ... c5. Further, the lack of pressure against White's centre makes Black's game easier. For all these reasons this form of the gambit cannot be recommended. After 3 ... ♘f6 4 ♗g5 ♘bd7 5 e3 0-0 6 ♘bd2 Black can equalize with either 6 ... ♗d6 and an early ... e5 or 6 ... ♗e7 and an early ... c5. All that he must guard against is giving up the centre for insufficient reason.

The other alternative for White, where he shuts in his QB, is more promising. It is, however essential to avoid the symmetrical normal position of the Tarrasch Defence. Since this line is even only because of the symmetry it is sufficient for

White to wait one move: 3 ♘f3 ♘f6 4 ♘c3 ♗e7 (or 4 ... ♘bd7 or 4 ... c6 – of course, Black can transpose into other lines with 4 ... c5 or 4 ... ♗b4) and now 5 e3. It turns out that normal development would give White the better of it: Black can play ... c5, but White secures the square e5 for his ♘. Thus: 5 e3 (after 4 ♘c3 ♗e7) 5 ... 0-0 6 ♗d3 c5 7 b3 b6 8 0-0 ♗b7 9 ♗b2 ♘bd7 10 ♕e2 dxc4 11 bxc4 cxd4 12 exd4 etc. The hanging pawns need not be feared by White because of his excellent development. Once the ♘ is securely posted at e5, a kingside attack almost automatically ensues. It is advisable for Black to avoid the entire line by transposing into the QGA at an early stage. Thus 4 ♘f3 ♘f6 5 ♗g5 dxc4 6 ♗xc4 c5 etc.

In view of the eased situation in the centre Black may also vary on his fourth turn: 3 ♘f3 ♘f6 4 ♗g5 and now either 4 ... ♗b4+ or 4 ... h6.

4 ... ♗b4+ (the *Vienna Variation*) can lead to some exciting complications in the main line: 5 ♘c3 dxc4 6 e4 c5 7 e5 cxd4 8 ♕a4+ ♘c6 0-0-0 ♗d7 10 ♘e4 ♗e7 11 exf6 gxf6 12 ♗h4 ♖c8! 13 ♔b1 ♘a5 14 ♕c2 e5 15 ♘xd4 exd4 16 ♖xd4 ♕b6 17 ♖xd7 with an unclear position. Black can avoid the complications with 6 ... h6 7 ♗xf6 ♕xf6 but White has no choice once he has started.

4 ... h6 (the *Duras Variation*) yields White control of the centre in return for the two bishops. With energetic play White can make his plus in terrain tell: 4 ♗g5 h6 5 ♗xf6 ♕xf6 6 ♕b3 c6 7 ♘bd2 ♘d7 8 e4 dxe4 9 ♘xe4 ♕f4 10 ♗d3 e5 11 0-0 ♗e7 12 ♖fe1 and Black's game is difficult. In other lines White may emerge with the slight theoretical advantage of a better centre pawn. (Compare French Defence, page 51.)

Slav Defence: 1 d4 d5 2 c4 c6

It has become clear how the pressure which White is enabled to exert in the Queen's Gambit is due to one or more of three factors. These are:

1. The black QB cannot be developed normally and gets in the way of the other Black pieces.

2. The pawn position offers White numerous targets (especially the minority attack in the Exchange Variation), which are frequently converted into permanent weaknesses.

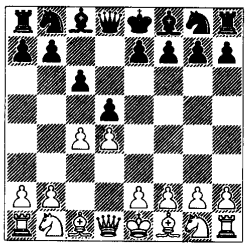
3. The pin of the Black KN by ♗g5 cramps the Black position; the second player must go to a great deal of trouble to neutralize or destroy the pin.

While no defence as yet discovered has succeeded in eliminating all three of these drawbacks, the one which comes nearest is the Slav, so-called because it was first played by Slavic masters (notably Alapin). Although the opening had been known as long ago as 1910 and earlier, its great strength was not fully recognized until Euwe adopted it in many important tournament and match games in the early 1930s.

It is obvious that Black's second move (*29*) will permit him to develop his QB and will avoid any unbalance in the pawn structure. While the pin is not prevented, it has all the teeth taken out of it because ♗g5 at present does not tie the ♘ to its post. Naturally, if all this continued to be true regardless of how White continued, the Queen's Gambit would soon have to be retired to the nearest museum. The trouble (from Black's point of view) is twofold: normal development by White will soon make the realization of all of Black's plans impossible, and the removal of the QB frequently leaves the queenside dangerously weak—Black must always make sure that he has an adequate defence to any action undertaken there. These basic principles hold for all variations of the Slav.

On his third move (*29*) White has the choice of four different lines of play, each motivated by a different strategical idea. He has 3 cxd5 (the Exchange Variation) where he relies solely on his extra move. Then there is 3 ♘f3, a non-commital development where White is going to make up his mind later as to exactly what policy he will adopt. Next comes 3 ♘c3 based on some complicated traps, which is designed to put the heat on the Black centre immediately. And finally, he may try 3 e3 again straight development in the hope that the extra move will tell, but this time retaining the tension in the centre.

29



Slav Defence.

I. The Exchange Variation: 3 cxd5 cxd5. This received a good deal of attention some years ago, when Purdy maintained that it provided a complete refutation of the Slav. While his analysis contained some good ideas, Purdy's opinion has remained unsubstan-

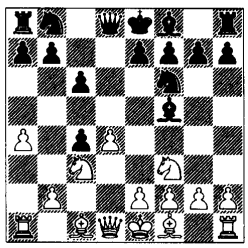
tiated. On the contrary, the exchange leaves Black with fewer problems to solve than would otherwise be the case.

But despite the mild and benevolent look on White's pieces when they make their moves, Black must exercise some care. The great danger in this (as in all other symmetrical variations) is that Black will keep on copying White's moves too long. Thus after 3 cxd5 cxd5 4 ♘f3 ♘f6 5 ♘c3 ♘c6 6 ♗f4 the simplest line is 6 ... e6 (rather than 6 ... ♗f5 which endangers the queenside). Then 7 e3 ♗e7 (or 7 ... ♗d6) 8 ♗d3 0-0 9 0-0 ♘h5 leads to easy equality. The best that White can get is some play against the Black kingside after 10 ♗e5 f6 11 ♗g3 f5 12 ♗e5 ♗f6 13 ♗xf6 gxf6, but it is not enough because of Black's otherwise powerful game. A noteworthy idea for White in this and similar variations is ♘e5 followed by g4. E.g., 6 ... ♗f5 above (instead of 6 ... e6) 7 e3 a6 (essential) 8 ♘e5! ♖c8 9 g4! with strong pressure.

II. 3 ♘f3 is by far the most important line in the Slav and accordingly both players and analysts have devoted the greatest amount of attention to it. After the normal 3 ... ♘f6 4 ♘c3 Black finds himself compelled to modify his original plan: he cannot both preserve pawn equilibrium and get his ♗ out. For on 4 ... ♗f5 5 cxd5 cxd5 (5 ... ♘xd5 is a bit better but not enough for equality) 6 ♕b3 ♕b6 (or 6 ... ♗c8 7 ♘e5) 7 ♘xd5 ♘xd5 8 ♕xd5 e6 9 ♕b3 Black does not have enough for the pawn.

Consequently, to get his ♗ out Black must give up the centre with ... dxc4. As usual, the struggle then centres around whether White can force e4 under favourable circumstances or not. According to best available information at present Black cannot prevent e4 permanently, but can take the sting out of it. In line with our general theories, which teach us that the two pawns abreast in the centre are strong if and only if they cramp the enemy pieces, Black's objective should be to exchange pieces or to get rid of the White d-pawn or both.

30



Position after 5 ... ♗f5 in the Slav Defence.

After 3 ... ♘f6 4 ♘c3 dxc4 the usual normal line runs 5 a4 (to prevent the support of the Black c-pawn, ♗f5 (*30*) and now White may choose to prepare e4 in one of two ways: 6 e3 or 6 ♘e5.

With 6 e3 he envisages straight development followed by ♕e2 and e4 eventually. To prevent this Black keeps a sharp eye on White's ♘: 6 e3 e6 7 ♗xc4 ♗b4! 8 0-0 0-0 9 ♕e2 (on other moves ... c5 would be a more than adequate rejoinder) and now there are two replies to the White threat: 9 ... ♗g4 and 9 ... ♘e4. 9 ... ♗g4 is safer: it allows e4 but soon compels a break in the White centre. Thus: 10 ♖d1 (not 10 e4 because of 10 ... ♗xc3) ♘bd7 11 h3 ♗h5 12 e4 ♕e7 (threatening ... e5) 13 e5 ♘d5 14 ♘e4 h6! (to prevent an annoying pin) with complete equality because the break ... f6 cannot be prevented. 9 ... ♘e4 in the main line (instead of 9 ... ♗g4 is a bit doubtful because of the interesting sacrifice 10 ♗d3!, first seen in the Euwe–Alekhine match in 1937. The move sacrifices a pawn to cramp Black's game: 10 ... ♗xc3 11 bxc3 ♘xc3 12 ♕c2 ♗xd3 13 ♕xd3 ♘d5 14 ♗a3 ♖e8 15 ♖ab1 with strong pressure.

Summarising, we find that the leading ideas for both sides in this crucial variation are the following:

1. White wishes to force e4 under favourable circumstances. Against weak play on Black's part this will yield him an advantage.

2. Black can prevent e4 only by ... ♗b4 and then occupying the square with his ♘ at the appropriate moment. In that event he must always be on guard against a sacrifice beginning with ♗d3.

3. Black can take the sting out of the advance by ... ♗g4, followed by preparing the break ... e5. Should White advance e5, the break ... f6 would equalize.

4. Against weak play by White or some unusual variant the liberating idea for Black is ... c5.

Returning now to Diagram 30, we find the alternative 6 ♘e5 for White, which envisages recapturing the c-pawn with the ♘ and setting up the centre with f3 and e4, or with the fianchetto of the KB. In reply, Black's best choice is to pin the white QN and break the White centre with an early ... c5. The other line, where he tries 6 ... ♘bd7 7 ♘xc4 ♕c7 to force ... e5 is refuted by 8 g3 e5 9 dxe5 ♘xe5 10 ♗f4 ♘fd7 11 ♗g2 f6 12 0-0 ♖d8 13 ♕c1 ♗e6 14 ♘e4! ♗b4 15 a5 0-0 16 ♘xe5 ♘xe5 17 ♘c5 with an overwhelming position. The leading idea all along here, of course, has been how White can take advantage of the clumsy lack of coordi-

nation of the Black pieces. Other important thoughts were that of holding Black's three pawns on the queenside with White's two, and that of securing the two bishops.

However, 6 ... e6 (instead of 6 ... ♘bd7 after 6 ♘e5) is adequate again because of a sacrificial possibility: 7 f3 ♗b4 and now 8 e4 is refuted by 8 ... ♗xe4 9 fxe4 ♘xe4 10 ♕f3 ♕xd4! with enough counterplay to ensure at least a draw. Consequently 8 ♘xc4 (instead of 8 e4) is best, when 8 ... 0-0 9 ♗g5 c5! 10 dxc5 ♕xd1+ 11 ♔xd1 ♗xc5 12 e4 does shut in the black QB, but Black's game is otherwise so healthy that he need not suffer from this slight weakness.

Finally, one idea for Black against inferior play is worth noting: if White hesitates too long about recapturing the c-pawn, Black may sacrifice his e-pawn to hold on to the c-pawn, in which case the queenside majority is often a valuable asset. E.g., 6 ♘h4 (in Diagram 30) 6 ... ♗c8 7 e3 (7 ♘f3 is best), e5! 8 dxe5 ♕xd1+ 9 ♘xd1 ♗b4+ 10 ♗d2 ♗xd2+ 11 ♔xd2 ♘e4+ 12 ♔e1 ♗e6 with advantage.

White, of course, can choose not to prevent ... b5. While this carries less punch as a rule, in some cases it has led to brilliant victories. Its main virtue is that it leads Black to weaken his queenside. The main line runs 5 e3 b5 6 a4 b4 7 ♘a2 e6 8 ♗xc4 ♘bd7 (the point is that Black cannot prevent e4 permanently but can take the sting out of it by ... c5 at the right time) 9 0-0 ♗b7 10 ♕e2 c5 11 ♖d1 and now 11 ... cxd4 is undoubtedly best to avoid the sacrificial line 11 ... ♕b6 12 e4! etc. The idea for White is to take advantage of Black's temporarily cramped position by an early attack. This entire variation may bear watching.

The second main line of the Slav here occurs where Black decides to shut in his QB with ... e6. Thus: 3 ♘f3 ♘f6 4 ♘c3 e6 5 e3 ♘bd7 6 ♗d3 (*31*).

In order to free himself, Black may now pursue one of three plans: (1) 6 ... dxc4 followed by an advance on the queenside (2) 6 ... ♗d6 followed by ... e5; or (3) 6 ... ♗e7 followed by development on the queenside. Of the three, the first is not wholly sound, which is unfortunate because it is otherwise the most promising, the second is safest but unattractive, the third is by far too timid.

I. The Meran Variation: 6 ... dxc4 7 ♗xc4 b5 8 ♗d3 a6. Black hopes to be able to play ... c5 early, develop his ♗ at b7 and his other pieces normally, after which he would actually have the better of it. An example of such an eventuality is 9 0-0 c5 10 a4 b4 11 ♘e4 ♗b7 12 ♘bd2 ♗e7 13 ♕e2 0-0 14 ♖d1 a5 and Black's game leaves little to be desired. In this line Black must be on guard against a possible a5, fixing his a-pawn or e4! with advantage in the centre.

But White has no reason to be satisfied. Black has not only weakened the queenside, he has also laid his centre bare. Consequently an advance there is indicated. In reply to 9 e4! (after 8 ... a6) there is a long series of complications which ends in White's favour: 9 ... c5 10 e5 cxd4 11 ♘xb5! ♘xe5! 12 ♘xe5 axb5 13 ♕f3 ♗b4+ 14 ♔e2 ♖b8 15 ♕g3! ♕d6! 16 ♘f3 and White should win.

Barring some upset in this analysis, the only alternative for Black is the attempt 9 ... b4 (instead of 9 ... c5); 10 ♘a4 c5. Then the sacrificial line 11 e5 ♘d5 12 0-0 cxd4 13 ♖e1 ♘c5 14 ♗g5 still preserves the upper hand for White.

Should Black try ... b5 without the follow-up ... c5 he would simply be saddled with a backward pawn on an open file, while ... dxc4 without ... b5 would merely concede his opponent the better centre (and in view of Black's position the pawns would be cramping) without adequate compensation.

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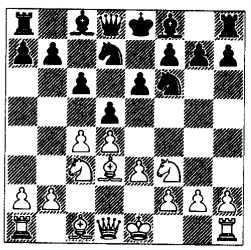

Position after 6 ♗d3 in the Slav Defence.

II. 6 ... ♗d6 is safer but is likewise not entirely adequate. It is true that after 7 0-0 0-0 the break 8 e4 is not favourable, since neither 8 ... dxc4 9 ♗xc4 e5 nor 8 ... dxe4 9 ♘xe4 ♘xe4 10 ♗xe4 c5 is sufficient to give White an adequate advantage. But by referring to the normal position of the Tarrasch Defence we see that Black cannot set up the symmetry required for equality there. Consequently, on 7 0-0 0-0 8 b3 would be most logical. The threat 8 ... e5 could be answered by 9 cxd5 cxd5 10 ♘b5 ♗b8 11 dxe5 ♘xe5 12 ♗e2 with a slight but certain superiority because of Black's isolated pawn. White's idea, if Black does not break, is to set up a ♘ at e5 followed by a kingside attack, as in the variation of the QGD where he shuts in his QB (see page

102). White's motivating thought here is that exchanges would merely liberate Black's cramped position, so that the temporary inferiority in the centre would soon be neutralized.

III. 6 ... ♗e7 is entirely too timid and has no positive merit. True, again the early break is not too bad: 7 0-0 0-0 8 e4 dxe4 9 ♘xe4 b6 10 ♕e2 ♗b7 11 ♖d1 ♕c7 12 ♗g5 c5 13 dxc5 bxc5 leaves White with only a minimal advantage. (For this type of position, compare the French Defence, page 51 and Diagram 14A). But the restraining 8 b3 (instead of 8 e4 leaves Black badly cramped without any immediate possibility of freeing himself. Against normal play White's idea is the usual one of ♘e5 followed by a kingside attack.

The conclusion we must necessarily come to is that the entire line beginning with ... e6 is theoretically unsatisfactory for Black.

Other alternatives illustrate some new ideas. Improvements are really significant only for Black, but in view of the fact that analytical results here have varied so widely at times it is well to be aware of a few other choices. On Black's 5th move, after 3 ♘f3 ♘f6 4 ♘c3 e6 5 e3 a6 may be tried to mobilize the queenside immediately, perhaps develop the ♘ at c3. It is refuted by 6 c5! b6 7 cxb6 ♘bd7 8 ♘a4! ♘xb6 9 ♗d2 and Black will not be able to get rid of his c-pawn, which is backward on an open file.

A stronger alternative—though rarely seen—is the Stonewall 5 ... ♘e4. Then 6 ♗d3 f5 7 ♘e5 ♕h4 8 0-0 ♗d6 9 f4 0-0 leads to a complicated game with the chances only slightly in favour of White. White may attack on the queenside (with c5, b4 eventually) or on the kingside (with ♖f3, ♖h3 etc.). What both sides must avoid is to be left with a bad ♗ (the QB for both sides because the pawns are on those respective colours) against a ♘. This variation should be compared with the Dutch Defence (page 159).

For White we should mention 6 ♘e5 (instead of 6 ♗d3 in the line leading to the Meran Variation, Diagram 31). The idea is to avoid the Meran by preparing a kingside attack, but there is no adequate refutation of the natural ... c5 at an early stage. 5 ♗g5 (after 3 ♘f3 ♘f6 4 ♘c3 3e6) is an attempt to transpose into a favourable line of the QGD (where ... c6 early is bad as a rule), but fails against 5 ... dxc4! 6 e4 b5 7 e5 h6 8 ♗h4 g5 9 ♘xg5 hxg5 10 ♗xg5 ♘bd7! with about an even game.

In summing up, we find that Black can equalize by giving up the centre temporarily with ... dxc4 but that the alternative of shutting in his QB is not theoretically sufficient. Under these circumstances, we must once more expect attempted improvements for both sides. Those for Black have already been treated in the course of the discussion; now we come to White's tries.

After 3 ♘f3 ♘f6, a line which attracted a good deal of attention some seven or eight years ago is 4 e3 White expects 4 ... ♗f5, for 4 ... e6 is, as just mentioned, inferior for Black. On 4 ... ♗f5 White then hopes to get an advantage by an early attack against the weakened Black queenside, especially by exerting pressure along the QB file. While this line has much to recommend it, by taking suitable precautions and defending against the threats as they come along Black can hold his ground. One interesting trap is 4 e3 ♗f5 5 cxd5 cxd5 6 ♕b3 when 6 ... ♕c7! is best. On 6 ... ♕c8 7 ♗d2 e6 8 ♘a3! (White has reserved the development of this in order to keep the c-file open) 8 ... ♘c6 9 ♖c1 ♘e4? loses (9 ♘d7 is essential): 10 ♘e5 ♘xd2 11 ♔xd2 ♗b4+ 12 ♔d1 ♗e7 13 ♗a6! and White will win. Another trap is 4 e3 ♗f5 5 cxd5 cxd5 6 ♘c3 e6 7 ♘e5 when 7 ... ♘bd7 is refuted by 8 g4! ♗g6 9 h4 etc. 7 ... ♘fd7! however, is adequate.

Another idea for White is that of exchanging the black QB for his KN in order to secure the two bishops. Thus: 4 e3 ♗f5 5 ♘c3 ♗g6 6 ♘h4. Against inaccurate play White can then also get a stronger centre which, in conjunction with the bishops would be quite formidable. But the proper reply 6 ... ♗g4 7 ♕b3 ♕b6!, is hard to meet: after 8 h3 (carrying out the original idea) 8 ... ♗h5 9 g4 ♗g6 10 ♘xg6 hxg6 11 ♗g2 ♗b4! 12 ♗d2 ♘bd7 13 0-0-0 ♗xc3 14 ♗xc3 ♕xb3 15 axb3 ♘b6! White must block the position, which deprives his bishops of their value.

Straight development for White is meaningless once Black has posted his ♗ at f5. E.g., 4 e3 ♗f5 5 ♗d3 e6 6 ♘c3 ♗xd3 7 ♕xd3 ♘bd7 8 0-0 ♗b4 etc. with equality.

Should Black shut in his ♗ with 4 ... e6 in answer to 4 e3 White should continue as in the main line above (page 107) when Black's game remains cramped. Otherwise ... c5 would equalize quite easily for Black. An interesting alternative for Black is the Stonewall Variation, 4 e3 e6 5 ♘bd2 (or 5 ♘c3) 5 ... ♘e4 which has been discussed above (page

107). It makes no essential difference whether the White ♘ is at d2 or at c3.

It should be mentioned that if Black takes the c-pawn on his third move (3 ♘f3 dxc4) it will be recaptured by means of 4 e3 b5 5 a4 ♗b7 6 axb5 cxb5 7 b3 with the better game because of the stronger centre pawns.

III. 3 ♘c3 The reason why Black can develop his QB with impunity in most variations of the Slav is that his centre does not have much pressure exerted against it. One idea behind 3 ♘c3 is to create this pressure in order to make ... ♗f5 impossible or inferior. And, in point of fact, after 3 ... ♗f5 4 cxd5 cxd5 5 ♕b3 wins a pawn at once. Likewise if 3 ... ♘f6 4 e3 ♗f5 5 cxd5 cxd5 6 ♕b3! ♗c8 (virtually forced); 7 ♘f3 followed by ♘e5 f4, etc. gives White an overwhelming game. And though 3 ... ♘f6 4 e3 e6 is possible, we already know that it would merely transpose into a line which must be considered inferior for Black.

So we come back to the crucial variations, to see whether Black is really forced to transpose into this inadequate defence or not.

First, there is 3 ... dxc4 4 e4!. Now 4 ... b5 5 a4 b4 6 ♘a2 ♘f6 7 e5 ♘d5 is almost even though Black's kingside may turn out to be weak. 4 ... e5 (instead of 4 ... b5) leads to great complications after 5 ♘f3 exd4 6 ♗xc4. The consensus of opinion is that Black can accept the sacrifice: 6 ... dxc3 7 ♗xf7+ ♔e7 8 ♕b3 ♘f6 9 ♗e3 ♕a5 10 0-0-0 ♕g5!, etc. However, White has a more promising line where he only sacrifices a pawn: 6 ♘xd4 (instead of 6 ♗xc4), for if then 6 ... ♗c5 7 ♗e3 ♘f6 8 ♘xc6! ♕xd1+ 9 ♖xd1 ♘x♘ 10 ♗xc5 the better of it. This variation will undoubtedly receive more attention in the future.

The second crucial variation is the unsolved problem (if indeed a solution is possible) of the theoretical refutation of Winawer's Counter-Gambit: 3 ... e5. On 4 dxe5 d4 5 ♘e4 ♕a5+ 6 ♘d2 ♘d7 7 ♘f3 ♘xe5 8 ♘xd4 ♘xc4 9 ♘b3 ♕a4 Black comes out with a playable game.

IV. 3 e3 really has no independent status but is merely a prelude to one of a number of lines. Whatever strength it has lies in transpositions. Thus on 3 ... ♘f6? 4 ♘c3 Black must choose the inferior 4 ... e6, since 4 ... ♗f5? 5 cxd5 cxd5 6 ♕b3 would now lead back to a variation already rejected. However, 3 ... ♗f5 and if 4 ♘f3 e6, is sufficient.

Albin Counter Gambit: 1 d4 d5 2 c4 e5

In this gambit Black gives up a pawn in order to secure freedom for his pieces and a bind on the enemy position by means of a powerful centre pawn. It fails for the usual simple tactical reason that White can return the pawn at the appropriate moment to secure an overwhelming positional advantage.

The main line begins 3 dxe5 d4. Now the entire play of both sides revolves about this d-pawn: its strength is shown by the fact that 4 e3? would be refuted by 4 ... ♗b4+ 5 ♗d2 dxe3! and if 6 ♗xb4 exf2+ 7 ♔e2 fxg1(♘)+ and wins. Instead, however, 4 ♘f3 (after 3 dxe5 d4) retains the pressure: the normal continuation is then 4 ... ♘c6 (on 4 ... c5 5 e3 would be strong because Black has no check with the ♗) 5 ♘bd2 ♗e6 (or 5 ... ♗g4 6 h3 ♗xf3 7 ♘xf3 when White already has the advantage of the two Bishops); 6 g3 ♗c5 7 ♗g2 (7 a3 is really a waste of time here because Black will have to play ... a5 sooner or later anyhow) 7 ... ♘ge7 8 0-0 a5 9 b3 0-0 10 ♗b2 ♘g6 11 ♘e4 ♗a7 12 c5 with a clear advantage. Black can regain his pawn with 6 ... ♕d7 (instead of 6 ... ♗c5) the idea of which is to reinforce the d-pawn, but then White can build up adequate pressure against the enemy queenside: 7 a3 ♘ge7 8 ♕a4 ♘g6 9 ♗g2 ♗e7 10 0-0 0-0 11 b4 etc. The idea to remember is that by a kingside fianchetto plus quick development White will always get enough counterplay against the enemy queenside if Black sets out to recover his pawn.

Queen's Gambit Accepted: 1 d4 d5 2 c4 dxc4

Since so many of Black's troubles in the Queen's Gambit can be traced to a cramped game, offhand it looks as though it would be good policy to get free play for the pieces, even at the cost of giving up the centre temporarily. This is the leading motif of the Queen's Gambit Accepted: a more comfortable game gets priority, equality in the centre will come later. Naturally, White is anxious to play e4, as in all variations of the Queen's Gambit. By removing the pawn barrier Black makes the struggle to see whether White can force a favourable advance or not all the more acute.

White must regain his pawn, but also prevent the liberating ... e5, which would follow, e.g., on 3 e3. Consequently 3 ♘f3 is most natural. Perhaps it should be mentioned that Black cannot afford to try to hold on to the pawn: if now 3 ... b5 4 a4 c6 5 e3 ♗b7 6 axb5 cxb5 7 b3 with the better game. Thus Black is compelled to play positionally.

It is to be expected, of course,

that the defender will insert ... c5 at an early stage. White will then be faced by the crucial problem of the QGA: whether to play dxc5 banking on speedier development, or to leave the status quo untouched, allowing the isolated pawn with ... cxd4 exd4.

As a rule, the better development which comes after dxc5 is useless if the queens are exchanged because it can only be exploited by an energetic attack. E.g., 3 ♘f3 ♘f6 4 e3 e6 5 ♗xc4 c5 6 0-0 ♘c6 7 ♘c3 ♗e7 8 dxc5 ♕xd1 9 ♖xd1 ♗xc5 10 a3 ♔e7 11 b4 ♗b6 12 ♗b2 ♖d8 with equality, despite the fact that Black lost a move with his KB. However, as we shall see, if White had been able to avoid the exchange of queens he could have retained a marked superiority in view of Black's loss of time.

It follows that for Black there is a constant sparring for position from the very beginning. He must not allow loss of time with his KB, for he is rarely certain of being able to exchange queens. Thus Black, after the preliminaries can either crystallize the position in the centre (with ... cxd4) or concentrate on developing his queenside first, especially since he can get his QB out via b7. White meanwhile will hasten to mobilize his kingside.

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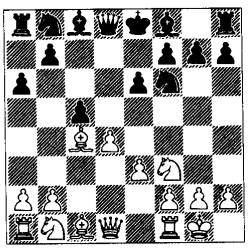

Position after 6 ... a6 in the Queen's Gambit Accepted.

This leads us to the first normal line: 3 ♘f3 ♘f6 4 e3 e6 5 ♗xc4 c5 6 0-0 a6 (*32*).

White is anxious to get his queen out of the way in order to be able to take prompt advantage of a move of the Black KB, so he plays 7 ♕e2 with which he also threatens an eventual e5. In particular, should Black advance on the queenside, this centre thrust would be annoying.

Black continues with his plan: 7 ... ♘c6 8 ♖d1 (White is still waiting for Black to commit himself) but now Black can afford to continue on the queenside for tactical reasons: 8 ... b5 9 ♗b3 c4 10 ♗c2 ♘b4! 11 ♘c3 ♘xc2 12 ♕xc2 ♗b7 13 d5! ♕c7 14 e4 e5 with equality.

Consequently an improvement is called for. It is found in the rejection of 8 ♖d1 (in the main line), which had not turned out well. Instead, 8 ♘c3! creates a difficult problem. 8 ... b5 9 ♗b3 c4 10 ♗c2 ♘b4 11 ♗b1 would not exchange pieces, and e4 would be inevitable, yielding White a powerful centre. Similarly, 8 ... b5 9 ♗b3 cxd4 11 ♖d1 ♗e7 12 exd4 0-0 13 d5 is bad for Black, while 8 ... cxd4 (instead of 8 ... b5) 9 ♖d1 ♗e7 10 exd4 0-0 11 d5 exd5 12 ♘xd5 ♘xd5 13 ♗xd5 ♕c7 14 ♗g5 is again inferior. Finally, on 8 ... b5 9 ♗b3 ♗e7 White carries out his plan: 10 dxc5 ♗xc5 11 e4 b4 12 e5! with an overwhelming game. In this connection it may be pointed out that when the ♖ is at d1, the idea of dxc5 ♗xc5 e4 is much inferior to the present case because Black can reply ... ♘g4 compelling the ♖ to retreat.

Should Black postpone the development of his KB with 9 ... ♗b7 (instead of 9 ... ♗e7 in the last variation above) White may find occasion to make use of another idea which is often quite effective in this status quo set-up: the break with d5. Thus: 10 ♖d1 ♕b6 11 d5! exd5 12 e4! dxe4 13 ♘xe4 and should win.

The reaction to the above improvement for White is one for Black. Most of his troubles arise from allowing the possibility of d5, which in turn is due to placing the ♘ at c6. So let us try ... ♘bd7. This works out satisfactorily, although the pawn position on the queenside must be weakened: (from Diagram 32): 7 ♕e2 b5 8 ♗b3 ♗b7 9 ♖d1 ♘bd7! 10 a4 b4 11 ♘bd2 ♕c7 12 ♘c4 ♗e7 etc. with a common enough type of position: White has some slight pressure on the queenside, but Black's game is solid, he is well developed and, if he secures the initiative, may get the upper hand on the queen's wing in his turn. (Compare the Meran Defence, page 106).

The proper handling of the line where there is an exchange of d-pawn for c-pawn without any real hope of securing an advantage is worth mentioning. To secure any real winning chances, White must either keep Black badly cramped or get the upper hand on the queenside or both. He usually tries to do so with a3 b4 ♗b2 etc. (In view of the symmetrical pawn situation e4 would mean little.) Black should counter symmetrically, but break as early as possible, i.e. ... b5 if he gets the chance; if not, ... a5 after White has played b4. If the queens are exchanged the king should be kept in the centre. Finally, c5 and c4 are important strong points for White and Black respectively.

The other major pawn skeleton can also arise from the main line

leading to Diagram 32 if Black tries 6 ... cxd4 instead of 6 ... a6. Thus: 3 ♘f3 ♘f6 4 e3 e6 5 ♗xc4 c5 6 0-0 cxd4 7 exd4 (*33*).

The isolani determines the further course of battle. Black's long-range plan is to head for the endgame, where his superior pawn structure will tell. White will concentrate on preparations for an attack in the centre and on the kingside. More specifically, Black's strong point is his d5 where he will endeavour to place a ♘ (knights are always best in the centre). Secondarily, he will try to secure play on the queenside, chiefly with the ♖ on the c-file and a ♘ at c4. Exchanges will always be welcome. White, on the other hand, will post a ♘ at e5, if possible at c5 too, then build up threats against the Black ♔, usually with f4–f5. Exchanges should be avoided for him.

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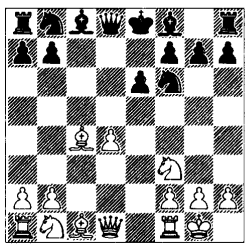

Position after 6 ... cxd4 7 exd4 in the Queen's Gambit Accepted.

From Diagram 33 these ideas work out in a typical instance as follows: 7 ... ♗e7 8 ♕e2 ♘c6 9 ♖d1 a6 10 ♘c3 ♘b4 11 ♗g5 0-0 12 ♘e5 ♘bd5 13 ♖ac1 ♖e8 14 ♗d3 h6 15 ♗h4 ♗d7 16 ♗b1 with chances for both sides. ... b5 is none too good for Black: it opens c5 to the White ♘.

In view of the indecisive results in the main lines White would be glad to find some improvement.

We may recall that Black's game is fairly easy because he can always play ... c5 at an early stage. Thus if White could prevent this liberating move he might be able to secure an advantage. That is the idea behind 4 ♕a4+ (after 3 ♘f3 ♘f6 Diagram 34).

Of the many possible replies, none has proved wholly adequate in practice, although Black need not lose by any means. It is worth our while to consider them in some detail.

A. 4 ... ♕d7 is designed to simplify by forcing an early exchange of queens. In this Black succeeds. While White's plus in terrain remains, even without queens, Black manages to bleed the position so much that he can reduce his disadvantage to a minimum: 5 ♕xc4 ♕c6 6 ♘a3! (or 6 e3 ♗e6!) 6 ... ♕xc4 7 ♘xc4 e6 8 a3 c5 9 ♗f4 ♘c6 10 dxc5 ♗xc5 11 b4 ♗e7 12 b5 ♘b8 13 ♘d6+ ♗xd6 14 ♗xd6 and now 14 ... ♘e4 15 ♗c7 a6 gets rid of so much wood that there is little left to start a fire.

B. 4 ... ♗d7 aims to compel an early ... c5 but Black must distort his development to do so: 5 ♕xc4 e6 6 ♘c3 ♘a6 (this is the hitch) 7 e4 c5 8 ♗e2 cxd4 9 ♘xd4 ♖c8 10 ♕d3 ♘b4 11 ♕b1 with advantage.

C. 4 ... c6 is played with a view to developing the QB early, but the normal strength of such a line is sapped to some extent by the fact that White can force an early e4. Thus: 5 ♕xc4 ♗f5 6 ♘c3 ♘bd7 7 g3! e6 (much better is 7 ... ♘e4 to compel exchanges, which deprives White's centre of its value: 8 ♗g2 ♘xc3 9 bxc3 ♘b6 10 ♕b3 ♗e4! etc.) 8 ♗g2. Now the normal continuation is 8 ... ♗d6 to advance the e-pawn. White can then counter with 9 ♘h4 ♗g6 10 e4 when he still controls more terrain.

D. 4 ... ♘bd7 is straight development to play ... c5 early. After 5 ♘c3 e6 6 e4 c5 7 dxc5 (7 d5 is inferior because of the neat combination 7 ... exd5 8 e5 b5) 7 ... ♗xc5 8 ♗xc4 when White's game remains slightly freer.

All in all, A is simplest, though it can at best lead to a draw, while D holds most promise for the future.

♕a4+ may also be tried a move earlier: 3 ♕a4+ (instead of 3 ♘f3), when Black would be faced with substantially the same problems.

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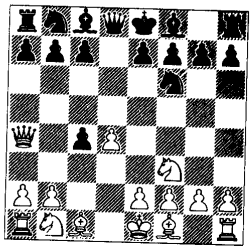


Position after 4 ♕a4+ in the Queen's Gambit Accepted.

Two alternatives for Black are worth mentioning. 3 ♘f3 a6 (instead of 3 ... ♘f6), to bring out the QB. It is a perfectly sound alternative if White plays passively, though Black must prepare ... e5 rather than ... c5. 4 e3 ♗g4 5 ♗xc4 e6 6 h3 ♗h5 7 ♘c3 ♘f6 8 0-0 ♘c6! 9 a3 ♗d6 etc. However, 6 ♕b3 (instead of 6 h3) may enable White to exploit Black's weakened queenside.

Finally, 3 ... c5 (after 3 ♘f3) has never been refuted: if 4 d5 e6 5 e4 exd5 6 exd5 ♘f6 7 ♗xc4 ♗d6 Black's game is perfectly solid. Here Black gets rid of the problem of the centre (White's d-pawn is none too strong) but the development of the QB still remains.

d-Pawn Game With 1 d4 d5 Where White Does Not Play the Queen's Gambit

We have already pointed out that 2 c4 is by far the strongest continuation for White. In fact, the difference between it and other moves is so great that it may justifiably be said that when White omits the advance of the c-pawn there is no real theoretical problem because Black can equalize in a variety of ways. Still, there are many difficult questions that may come up, chiefly in relatively unexplored regions. Besides, even in theoretically even positions one must be familiar with the ideas for both sides in order to continue properly.

White, then, resorts to a number of unusual lines. For him principles will vary quite widely. Black, however, has quite an easy time of it in the beginning. For ... c5 is almost always possible, and always good. It will be recalled that in the QGD Black had to fight to get this move in, whereas here it is handed to him on a silver platter. That explains the early theoretical equality.

One point for White should not be overlooked: there is no law forbidding c4: he merely chooses not to play it. Consequently, if opportunity knocks, he may be able to advance his c-pawn and transpose it into a favourable line of the Queen's Gambit or d-pawn opening. This possibility must always be borne in mind by Black.

We can further consider, by way of introduction to the openings themselves, that when Black plays ... c5, while White does not (which is nearly always the case in this division) we have in effect a Queen's Gambit with colours reversed where White is a move to the good compared with the normal line. Most of the time this fact makes all the difference in the world; at other times it is of no moment. Incidentally, this motif of playing openings with colours reversed is quite common in modern chess.

It would be impossible to consider all the tortuous and irregular lines which White might conceivably excogitate. Fortunately, it is also unnecessary. General principles are sufficient to indicate Black's plan of campaign against a wholly unexpected debut: after ... c5, development, preparation of ... e5. Thus we need consider only those lines where White has some definite idea in mind.

Colle System: 1 d4 d5 2 ♘f3 ♘f6 3 e3 c5 4 c3

This is the most promising try for White in the present section.

White is in effect playing a Slav Defence with colours reversed and with a move to the good. Though the variation is not one of the best for Black in the Slav (see page 106) the extra move gives it a punch which is otherwise absent.

The first and most obvious counter for Black is to develop quickly and prepare for ... e5 early. Then Black's main problem is whether to post his QN at c6 or at d2. It so happens that ... c6 which looks more natural, is in reality inferior. Thus: 4 ... e6 5 ♘bd2 ♘c6 6 ♗d3 ♗d6 7 0-0 0-0 8 dxc5! (essential to avoid an isolated pawn) ♗xc5 9 e4 e5 10 exd5 ♕xd5 11 ♕e2 ♗g4 12 ♘e4 and White stands much better. The possibilities of a kingside attack and superior development have been White's trump cards. With exact play, however, Black can make his opponent's plus virtually insignificant: 9 ... ♕c7 (above, instead of 9 ... e5) 10 ♕e2 ♗d6 11 ♖e1 ♘g4 12 h3 ♘ge5 13 ♘xe5 ♘xe5 14 exd5 exd5 15 ♘f3 ♘xd3 16 ♕xd3 ♕c4 17 ♖d1 ♕xd3 18 ♖xd3 ♖d8 etc.

Nevertheless, in the normal line where both sides adhere to general principles most strictly White gets the better of it. Reason?—the extra move. E.g., it may have been noted that the break with e4, which Black must work so hard for in the normal QGD, is easy here for White (whose role corresponds to that of the defender in the QGD). One great strength of the Colle System is that many natural moves work out badly for Black.

Analysis of the above variation reveals that the centre thrust is strong for White only because he can precede it with dxc5, avoiding an isolated pawn. Consequently, ♘bd7 to recapture with the ♘ and thereby prevent the execution of the plan, comes to mind. It does in point of fact compel White to revise his system somewhat, but Black is still subjected to a strong attack: 4 ... e6 5 ♘bd2 ♘bd7 6 ♗d3 ♗d6 7 0-0 0-0 8 ♖e1 (instead 8 e4 cx d4 9 cxd4 dxe4 10 ♘xe4 ♘xe4 11 ♗xe4 ♕b6 merely saddles White with an isolated pawn) 8 ... ♕c7 (8 ... e5 9 e4! will be in White's favour) 9 e4 cxd4 10 cxd4 dxe4 11 ♘xe4 ♘xe4 12 ♖xe4 ♖e8 13 ♖h4! with excellent attacking chances. Another instance of a typical assault is 8 ... ♖e8 (in the previous line, instead of 8 ... ♕c7) 9 e4 dxe4 10 ♘xe4 ♘xe4 11 ♗xe4 cxd4? 12 ♗xh7+! ♔xh7 13 ♘g5+ ♔g6 14 h4 ♖h8 15 ♖xe6+! and wins. Any early thrust in the centre by Black with ... e5 would be met by e4 when the liquidation of pawns would be in White's favour because of his

better development.

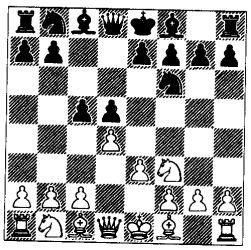
It is instructive to examine why the Colle System can offer such attacking possibilities while its analogue in the Slav Defence is at best mediocre. Of course it is the "extra move" but what are the magic qualities which inhere in one such lowly move? If we go back to the other line, we find that an early e4 by White (thus the plan which Black follows here) merely frees the defender's game and that the best is the slow line with ... b6. Here, however, the slow line would be inferior because of the break with e4 (which the defender does not have in the Slav at such an early date). In other words, the extra move deprives Black of what would otherwise be the best line and adds force to White's attack.

The significant point is that White's "secret weapon" is an attack against the Black ♔ position. It follows that if the defender safeguards that corner properly he will have nothing to fear. The most tenable type of ♗ position (against a relatively poorly developed opponent) is that with the kingside fianchetto. Thus the defence with ... g6 suggests itself and does indeed work out quite well: 4 ... g6 (instead of 4 e6) 5 ♘bd2 ♘bd7 6 ♗d3 ♗g7 7 0-0 0-0 and now 8 b4 is the only way for White to equalize. On 8 e4 e.g., there would follow 8 ... dxe4 9 ♘xe4 cxd4 10 ♘xd4 ♘e5 11 ♘xf6+ ♗xf6 12 ♗e7 ♗d7 with the better of it. 8 b4 abandons the break in the centre and concentrates on the queenside, after which neither side can hope to achieve much. Black manoeuvres to get a ♘ to c4 as soon as possible. This line is one of the reasons why the Colle System is so seldom seen in master chess. An analogue to it in the QGD is the Catalan Opening, where the strongest defence is ... c5, whereas here White has played only c3.

Another idea for Black is to try for ... e5 without a preliminary ... e6. This is sound enough strategically, but fails for tactical reasons: 4 ... ♘bd7 (instead of 4 ... e6) 5 ♘bd2 ♕c7 6 ♕a4! g6 7 c4! ♗g7 8 cxd5 ♘xd5 9 e4 ♘b6 10 ♕c2 with the better chances.

A simple way to secure immediate complete equality when White intends to play the Colle System is the early development of the Black QB: 1 d4 d5 2 ♘f3 ♘f6 3 e3 and now either 3 ... ♗f5 or 3 ... ♗g4 ... c5 can come in later, or perhaps, after Black is completely developed, ... e5 may be superior. The weakening of the queenside is of no consequence here because the absence of open files make it impossible for White to do anything and because Black's centre is solid. A typical line is 3 ... ♗f5 4 ♗d3 e6 5 ♗xf5 exf5 6 ♕d3 ♕c8 7 b3 ♘a6 8 0-0 ♗e7 9 c4 0-0 10 ♘c3 c6 11 ♗b2 ♘e4 with an easy game.

35



Position after 3 ... c5 in the Queen Pawn Game.

Turning to Diagram 35, we find some other ideas for White. 4 ♘bd2 aims to play the QGA in reverse. And, to be sure, if he is permitted to carry out his plan he will get the better of it. E.g., 4 ... ♘bd7 5 a3 e6 6 dxc5 ♗xc5 7 b4 ♗e7 8 ♗b2 0-0 9 c4 b6 10 ♗d3 and White's game is freer. (Compare page 106 in the Slav Defence.) When faced by such a problem, a player must consider the various possible transpositions to solve it correctly. 4 ... cxd4 5 exd4 e6 would transpose into a form of the Caro–Kann (with the right colours!) where Black is badly off because he cannot develop his QB properly and because White can sink a ♘ at e5. However, there is one significant improvement possible: 4 ... cxd4 exd4 g6! instead of 5 ... e6. Then the QB can develop and we have a variation of the Caro–Kann which is quite all right for Black. Thus this type of analysis has already given us one equalizing line without even examining the merits and demerits of the specific position. A striking illustration of the importance of transpositions in contemporary chess!

4 ... ♘bd7 5 a3 ♕c7 6 c4 would be like the analogous line in the Colle; it is certainly not bad on general principles, but it does not work out well: 6 ... g6 7 cxd5 ♘xd5 8 ♕b3 ♘5b6 9 a4 etc.

Another line which general principles and transposition suggest is 4 ... ♘bd7 (White was threatening to take the pawn) 5 a3 g6. After 6 dxc5 ♘xc5 7 b4 ♘cd7 8 ♗b2 ♗g7 the two bishops will soon neutralize one another.

Again coming back to Diagram 35, 4 b3 is designed to build up an attack by settling a ♘ at e5 a motif which is similar to Nimzowitsch's attack (see page 177). This is also the analogue of the fianchetto defence for Black, which is none too good because it does not have a sufficiently direct influence on the centre. By developing normally, Black can secure equality fairly easily; it should be noted

that he has a ready target on White's queenside: 4 ... e6 5 ♗b2 ♘c6 6 ♗d3 ♗d6 7 0-0 0-0 8 ♘bd2 ♕e7 9 ♘e5 cxd4 10 exd4 ♗a3 with a good game.

After 1 d4 d5 2 ♘f3 ♘f6 moves other than those already mentioned have virtually nothing to offer but variety.

3 ♗f4 c5 4 e3 ♘c6 5 c3 is a variation of the Slav with colours reversed. Either 5 ... e6 to continue with ... ♗d6 or 5 ... ♗g4 or 5 ... ♕b6 with normal continuations in each case, is quite sufficient. White's set-up lacks punch.

On 3 ♗g5 e6 is probably best, when White can transpose into a QGD. If he does not, the natural line with ... c5, ... ♘bd7 ... e6, ... ♗d6 ... ♕c5 eventually ... e5 will equalize at least. The QB should be fianchettoed for Black. This line is strong for White if he can post his ♘ at e5 but Black can normally prevent him from doing so. An example of the type of attack he can build up is 3 ♗g5 e6 4 e3 c5 5 c3 ♗e7 (he can also get out of the pin with ... ♘bd7 and ... ♕b6) 6 ♗d3 ♘c6 (6 ... ♘bd7 is preferable) 7 ♘bd2 h6 8 ♗h4 0-0 9 0-0 b6 (9 ... ♕c7 was much better) 10 ♘e5! ♘xe5 (and here 10 ... ♗b7 11 f4 was preferable); 11 dxe5 ♘d7 12 ♗g3 ♗h4 13 ♗xh4 ♕xh4 14 f4 etc.

3 g3 is interesting as the first historical instance of the now popular Catalan Opening, though it has no force without c4. Normal development by Black is quite adequate. Variants for Black are possible, but rarely good. On 1 d4 d5 2 ♘f3 c5 is tempting, but 3 c4! forces Black into inferior lines: 3 ... e6 is the Tarrasch Defence to the QGD; 3 ... cxd4 4 cxd5 ♕xd5 5 ♘c3 loses valuable time.

A logical but tactically insufficient idea is 2 ♘c3 after 1 d4 d5. It is designed to compel an early e4, but suffers from the obvious drawback of leaving Black a free hand to develop. The normal 2 ... ♘f6 3 ♗g5 ♗f5 is quite good for the defender. 4 e3 e6 followed by an eventual ... ♕b6 should even give Black the upper hand. 4 f3, which is more consistent with the spirit of the opening, should be met by 4 ... c6, when White must give up his powerful QB to force e4, which leaves his pawns too fragile. The idea of playing the Q to b6 for Black is powerful in all lines.

The *Stonewall Variation* can be a steamroller if it is not met properly. The idea is to hold the centre with pawns at c3, d4, e3, f4 plant a ♘ at e5 shift the heavy pieces to the kingside and begin a murderous assault there. White's ideal position could arise as follows: 1 d4 d5 2 e3 ♘f6 3 ♗d3 c5 4 c3 ♘f6 5 f4 e6 6 ♘f3 ♗d6 7 0-0 0-0 8 ♘e5 ♕c7 9 ♘d2 ♖e8 10 g4 with a crushing attack.

There are three things wrong with Black's play above: he voluntarily shut in his QB, he allowed ♘e5 without further ado, and he made no effort to occupy e4 with his own ♘. He cannot really prevent ♘e5 by White permanently but he can take the poison out of its fangs by correcting the other two errors. Thus the normal defensive line would be 1 d4 d5 2 e3 ♘f6 3 ♗d3 c5 4 c3 ♘c6 5 f4 ♗g4 6 ♘f3 e6 7 ♘bd2 ♗d6 8 h3 ♗h5 9 b3 cxd4 10 cxd4 ♖c8

and Black has no great troubles any more.

An alternate defensive plan is to try to exchange the White **KB**, without which White's attack is virtually meaningless. Thus: **2 e3** ♘f6 3 ♗d3 ♘c6, threatening both ... e5 and ♘b4 either one of which is sufficient to equalize. E.g., 4 f4 ♘b4 5 ♘f3 ♘xd3+ 6 cxd3 g6 7 ♘c3 ♗g7 8 0-0 0-0 etc. However, this line is not always available because White may choose 3 f4 in preference to 3 ♗d3. The main general defence which is sufficient for equality is the development of the QB.

5 d-Pawn Openings: 1 d4 others

The openings to be treated in this chapter are undoubtedly by far the most difficult to understand. Even masters have been known to make serious positional errors in them. One reason is that the ideas are somewhat more complicated than in other debuts; another is that transpositions are almost always vital. Then too, subtle traps endow the order of moves with an importance which is absent elsewhere. Nonetheless, these openings can be grasped and mastered by a systematic application of the method which we have followed up to now.

This chapter comprises all regular openings where White begins with 1 d4 but Black does not reply 1 ... d5 early (he may do so at a later stage). We already know that after 1 d4, White wishes to continue with e4 to secure the better pawn centre. Any reasonable Black defence must therefore block the advance of the White e-pawn or have something in mind to nullify the effects of such an advance when it occurs.

Though the matter has already been touched upon in Alekhine's Defence and on other occasions, it is essential to dispel a confusion about the centre which has affected many players.

In many "hypermodern" openings we find that Black permits often encourages, White to advance his pawns in the centre and form what appears to be a powerful phalanx there. Then Black deftly attacks and White's structure collapses like a house of cards. This has led to the idea that several pawns in the centre are bound to be weak and that it is better to control the centre from the sides. Consequently, it is sometimes said, Black's idea in these openings is to deliberately induce White to form a strong pawn centre.

Nothing could be further from the truth. Other things being equal, a pawn in the centre is a decided advantage. It is a disadvantage only when it cannot be held there.

Thus the crucial question is: Are other things equal? Or Black may ask: If I allow him to set up a powerful centre phalanx can I then shatter that structure or must I further submit passively?

In other words, in all these openings, we find two paramount questions for Black and two for White:

1. Can a strong pawn centre be set up for White? (normally pawns at c4, d4, e4).

2. If it can, can it be maintained?

We can push it one step further back by recalling that the strength of a pawn centre lies in the fact that it cramps the enemy's game. Then the one fundamental question is: Can Black, once he has begun by not placing a pawn in the centre, manage to free himself all the same?

The answers to these and the subsidiary questions they involve determine the theoretical status of virtually all the openings in this chapter.

This line of reasoning helps us to see why in practice only one move stands out as of major theoretical value: 1 ... ♘f6, and that because it does not merely develop a piece normally, but also prevents the march of the enemy e-pawn. There are two other replies which are regular and independent: 1 ... c5 (The Benoni Counter Gambit) and 1 ... f5 (The Dutch Defence). Besides, there are four moves which have some independent features, but will normally transpose into a more standard line: 1 ... e6, 1 ... c6, 1 ... d6 and 1 ... ♘c6. Everything else is irregular because Black must make some effort to block White's immediate e4.

The Indian Defences: 1 d4 ♘f6

The name is derived from the fact that the game played in India does not have the initial double pawn move, so that the slower type of development which is so characteristic of this group is seen there much more often.

All these defences have three important features in common:

1. The struggle centres about whether White can manage to play e4 or not.

2. If Black allows e4 he must secure compensation in one of three ways: (a) an effective attack on the white pawn centre with his pieces; (b) a break with ... f5, or (c) a solidification of the pawn structure which will make White's temporary control of more terrain meaningless.

3. A delayed ... d5 by Black is often most effective.

We have already mentioned the fact that transpositions are of so much more moment here than in the e-pawn openings. We shall

Family Tree of the Indian Defences
1 d4 ♘f6 2 c4

A. Nimzoindian–Queen's Indian Complex
2 ... e6
1. 3 ♘c3 ♗b4— Nimzoindian
2. 3 ♘f3
a. 3 ... b6—Queen's Indian
b. 3 ... ♗b4+ — Bogoljubow Variation
c. 3 ... c5 4 d5 b5— Blumenfeld Counter-Gambit
3. 3 ♘c3 d5 or 3 ♘f3 d5 or 3 e3 d5 transpose into the QGD.
4. ♘f3 c5—Benoni Deferred

B. King's Indian–Grünfeld Complex
2 ... g6
1. 3 ♘c3 ♗g7 4 e4 or 3 ♘f3 d6—King's Indian (possibly double fianchetto)
2. 3 ♘c3, d5—Grünfeld
3. 3 ♘f3 d5—Indian with delayed ... d5
4. 3 ♘f3 g6 4 g3 transposes into lines analogous to Reti's Opening. 3 ♘f3 c6 4 ♘c3 d5 transposes into a line which may also come from the Slav Defence. Cannot transpose into the QGD.

C. Old Indian
2 ... d6
1. 3 ♘c3 e5—Old Indian or Tchigorin
2. 3 ♘c3 g6 4 e4 King's Indian (Only transpositions possible that into double fianchetto or a variation of the Ruy Lopez)

D. Other Alternatives
A. 2 ... e5—Budapest Defence (may transpose into French Defence)
B. 2 ... c5 3 d5 b5—Benko Counter Gambit
C. Irregular

point out the most significant transpositions as we come to them. To help the reader grasp the close interrelationship of all these defences we have set up a genealogical diagram (see page 124).

The Nimzoindian–Queen's Indian Complex: 1 d4 ♘f6 2 c4 e6

In this group of openings Black's main thought is prevention rather than cure: e4 will not be allowed.

One significant psychological feature should not be overlooked: Black often adopts the above sequence of moves in order to transpose into an easier line of the QGD. For many masters, reluctant to permit the Nimzoindian Defence, play out the KN first, when 3 ... d5 brings about a variation of the QGD which does not have as much of a sting as the normal lines (page 102).

It would be useless to catalogue all the possible kinds of pawn positions that may come up. Six, however, are so fundamental that they deserve a little more attention.

36A occurs when Black exchanges his KB for White's QN. White's Pawn position is technically inferior, but he usually has control of more terrain, especially if he can play e4 and f4 (or f3). It is essential for him not to weaken

36A

Slightly favourable for Black.

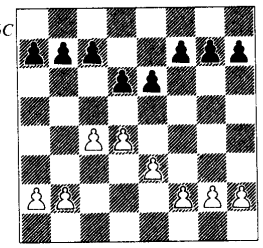
his pawns further by d5 or dxe5, unless he has no choice in the matter. On the other hand, Black should not play ... d5 because that would give White an opportunity to dissolve his doubled pawns. White's play lies on the kingside, where he should try to build up an attack, Black's on the queenside where he should hit at the exposed white pawns. This pawn position is normally slightly favourable for Black, but White's attacking possibilities must not be underestimated.

36B

Normally favourable for White.

36B may come out of 36A if Black advances ... d5 and White captures. Here Black's counter-attack on the queenside is much slower because he has no tangible objective. White, on the contrary, can push up in the centre quickly and effectively with f3 and e4, when his attack assumes menacing proportions very quickly. Black should not let White's steamroller get started. Normally favourable for White.

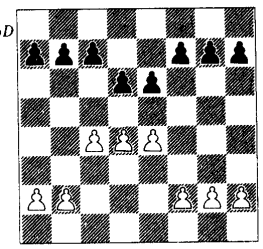
36C



Always favourable for White.

36C is due to passive play on Black's part. White has command of the centre and can exploit it in a variety of ways. Usually the most effective is to play on the queenside, though if he has fianchettoed his KB, a kingside attack may also be in order. Note that if Black takes ... exd4 we have a familiar type of positional advantage for White: pawn at e4 vs. pawn at d6 (Compare page 16 in the Ruy Lopez.) The break with ... f5 for Black would expose his centre pawns too much. His best plan is ... c6, ... ♕c7, if possible ... ♘bd7–f8–e6–f4 or d4. White must never play dxe5 which would dissipate his entire advantage. Similarly, d5 should be avoided unless it leads to a clear superiority. 36C is always favourable for White.

36D

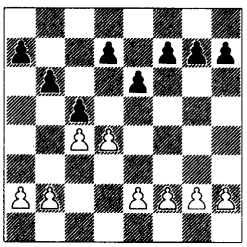


Somewhat favourable for White.

36D can come out of 36C if White plays d5. The solidification of the centre crystallizes the plans for both sides. White will advance on the queen's wing with b4 and an eventual c5 (after due preparation). Black will break on the kingside with ... f5. Somewhat favourable for White, but depends to a certain extent on who has the initiative.

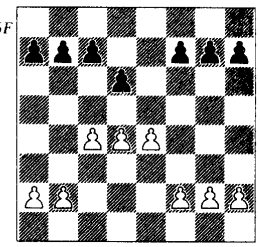
36E is obviously a Queen's Indian set-up. The struggle for the centre is still unresolved. White's play lies along the d-file; Black's must be cut to suit White's. If he has a chance to do so, White should advance d5. The gain in terrain then yields him an advantage. If not dxc5 is weak, especially in conjunction with e4 because he thereby yields his square d4 to Black. Should White threaten d5, Black will reply ... cxd4, when the evaluation of the resultant position depends on whether ... d5 can be forced or not. If it can, the game is even, if not White has the better of it. Normally somewhat in White's favour, but depends entirely on who has the initiative.

36E



Normally slightly favourable for White; initiative is important.

36F



Normally favourable for Black.

36F offers little promise for White. He has some play on the queenside, but that is usually more than offset by Black's kingside attack. On ... e5, dxe5? would be a definite mistake, yet the standard queenside attack with d5, c5 (as in Diagram 36D) is much less effective because the d-pawn is not secure. Normally in Black's favour.

After these preliminaries we can turn to the variations with an adequate armoury of ideas.

Nimzoindian Defence: 1 d4 ♘f6 2 c4 e6 3 ♘c3 ♗b4.

The most striking characteristic of this defence is that it is a fighting line: it does not merely prevent e4, but it also opens counter-attacking possibilities.

White's continuation is dictated by the need for development, the desire to get e4 in and, in many cases, the idea of compelling the exchange of the Black KB for White's QN under favourable circumstances.

For Black there are four main ideas interwoven in his play:

First, the counter-attack with ... c5. This usually breaks up the White centre but the reply dxc5 leaves Black's pawn position weak because of the backward d-pawn.

Consequently it is now largely discredited as an independent line, though it retains its value in conjunction with ... b6 sometimes with ... d5.

Second, the counter-attack with ... d5. This and the next are Black's major weapons nowadays. The idea is clear enough: compel an early collapse of the White centre. Its tactical execution is far more complicated.

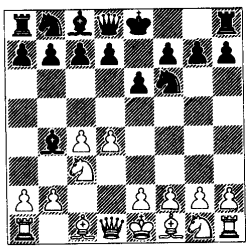
Third, counterplay with ... d6 and ... e5. In the older lines, where Black developed his ♘ at d7, this system gave him much too cramped a game. The improvement of playing the QN out to c6 early has considerably enhanced the value of the whole counter-action.

Fourth, counterplay with ... ♗xc3+ and an attack on the queenside against White's pawn at c4. Usually Black does not adopt this line unless he can gain a tempo (normally when White plays a3 though it has its merits when tried independently too.

A fifth idea which occurs in a few variations is that of an attack against the White kingside. Normally, such a play can be successful only if White has weakened his king's position seriously. 36F is the type of pawn position where it is most promising.

Unlike other branches of the d-pawn game, the continuations for White on his 4th move here (from Diagram 37) do not fall into any regular pattern. Any two will be found to have some elements in common and some elements that differ.

37



Nimzoindian Defence.

The major lines are based on varying specific ideas. They are: (a) 4 ♕c2 and 4 ♕b3—to compel the exchange of Black's KB for White's ♘; (b) 4 a3—to solidify the centre and build up a kingside attack; (c) 4 e3—quick development with overtones of a kingside attack; (d) 4 ♘f3 straight development. All these lines are playable, though 4 ♕c2 and 4 e3 are considered best.

I. 4 ♕c2 has retained its popularity longest. Its main idea, as mentioned above, is to defend the ♘ in order to be able to compel the exchange of the Black KB for the White QN without weakening the white queenside pawns. Thus White will secure the two bishops, an advantage which is relatively slight yet notoriously persistent. It is chiefly for this reason that masters have come back to it again and again.

It might be thought that one of the main ideas behind 4 ♕c2 is the preparation of e4. Yet, despite the obvious fact that 4 ♕c2 does make e4 possible, it would be a mistake to think that that is one of its main objectives. For e4 at present would leave White's centre dangerously weak in view of his lack of development. E.g., if 4 ... 0-0 5 e4? c5! 6 d5 (6 e5 cxd4 7 exf6 dxc3 8 bxc3 ♕xf6) 6 ... ♗xc3+ 7 bxc3 exd5 8 exd5 ♖e8+ and Black has all the play. Of course, all this does not mean that e4 may not be good at some future date. If he wishes to set up a solid centre White must make sure that it will be permanent: that is always the criterion.

In reply to 4 ♕c2, Black has two major continuations: 4 ... d5 and 4 ... ♘c6. Other lines either lose too much time or saddle him with a permanent weakness. E.g., on 4 ... ♗xc3+. White can answer either 5 ♕xc3 with the advantage of the two bishops—thus attaining one of his major objectives at no cost—or 5 bxc3 followed by e4, ♗d3, ♘e2 with a strong attack. Likewise, on 4 ... c5 after 5 dxc5 Black will be saddled with a backward pawn on an open file (on 5 ... ♗xc5 6 ♘f3 d5 7 ♗g5! leads to complications which are dubious for Black). E.g., 5 ... ♘c6 6 ♘f3 ♗xc5 7 ♗g5 b6 8 e3 ♗b7 9 ♗e2 ♗e7 10 0-0 ♖c8 11 ♖ad1 etc. The position is analogous to that in the Sicilian Defence where Black allows c4.

We come then to the first main line: 4 ♕c2 d5 (from Diagram 37). Now 5 a3 is logical, but does not yield anything lasting against an immediate counter-action: 5 ... ♗xc3+ 6 ♕xc3 ♘e4 7 ♕c2 c5! (not 7 ... ♘c6 8 e3 e5 9 cxd5 and White should win) 8 dxc5 ♘c6! (so that if 9 b4 ♕f6!) 9 e3 ♕a5+ 10 ♗d2 ♘xd2 11 ♕xd2 dxc4 with equality after many vicissitudes.

Straight development with 5 e3 or 5 ♘f3 would allow ... c5 when Black would equalise without any trouble—always the case in the d-pawn openings when Black can play both ... d5 and ... c5 with impunity. One interesting point here is that after 5 e3 c5 we have a line which can also arise from the Ragosin Variation of the QGD (page 96).

Thus there remains only 5 cxd5.

We can see that if Black replies 5 ... exd5 he will have the same inherently weak pawn structure as in the Exchange Variation of the

QGD (*23*). Black must therefore have some reason to assume that he can secure counterplay which he does not have in the exchange line. Since his QB is free to develop early, that is one form of compensation. Another is his attack on the queenside. Together they improve his game, but do not yield full equality. 6 ♗g5 or even 6 e3 followed by normal development (with a3 inserted at an appropriate point) give White somewhat the better of it.

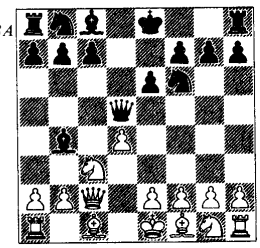
Consequently Black's best is surely 5 ... ♕xd5 (5 ... ♘xd5 has rarely been tried, may be worth some investigation).

Our main line thus far, from Diagram 37, runs 4 ♕c2 d5 5 cxd5 ♕xd5.

Again White would like to try his main threat 6 a3 and again a move which is strategically sound turns out to be tactically unsound. Thus: 6 a3 ♗xc3+ 7 ♕xc3 ♘c6! 8 ♘f3 (for 8 e3 e5 with equality) 8 ... ♘e4 followed by ... e5, freeing Black's game completely.

White must consequently develop and defend his e-pawn. That can be done with either 6 e4 or 6 ♘f3 (*38A*). On 6 e3 c5 White can finally carry out his threat with 7 a3. If Black plays carelessly, White will be able to set up two pawns at c4 and d5 and secure strong attacking chances. E.g., 7

38A



Position after 5 ... ♕xd5 in the 4 ♕c2 Line.

a3 ♗xc3+ 8 bxc3 ♘bd7 9 ♘f3 b6 10 c4 ♕d6 11 ♗b2 ♗b7 12 ♗e2 ♖c8 13 0-0 ♗e4 14 ♕c3 0-0 15 ♖ad1 ♖fd8 16 d5! etc. But an exchange of c-pawn for d-pawn at an early stage frees Black's game and thereby demolishes White's hopes of an attack. Thus: 6 e3 c5 7 a3 ♗xc3+ 8 bxc3 0-0 9 ♘f3 cxd4 10 cxd4 b6 11 ♗c4 ♕c6 with easy equality. Another illustration of the familiar principle that a strong pawn centre is useless if the opponent is well developed.

The alternative 6 ♘f3 (*38A*) is designed to avoid the weakening of the pawn position and secure the two bishops "pure". In this White succeeds, but Black can develop so easily that his slight disadvantage fades off into nothingness. 6 ♘f3 c5 7 ♗d2 ♗xc3 8 ♗xc3 (8 bxc3 transposes into the other line) 8 ... cxd4 9 ♘xd4 e5 10 ♘f3 ♘c6 11 ♖d1 ♕c5 etc.—Black has no particular difficulties, although the two bishops may retain their force for a long time to come.

The salient features of the above lines are that White tries to get an advantage by setting up a strong pawn centre and securing the two bishops while Black equalises by a break in the centre (... c5; also ... e5 whenever possible) and exchanges.

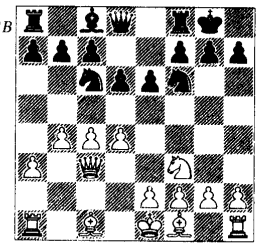
In the other main line in reply to 4 ♕c2 ♘c6 (the Zurich or Milner-Barry Variation) Black takes a different tack. Here he will evidently not try ... d5, since his QN would then be out of place: his projected pawn set-up will rather begin ... d6 and ... e5, his goal will be a position like 36F, with a pawn at e5. It is, however, essential for him to prevent White from playing e4 early, or at any rate to have an adequate counter ready, for if he does not, White's anchor at d5 will be secured and he can pursue his queenside counterplay.

Thus the ideas and plans for both sides shape up as follows: White wishes to secure the two bishops, advance on the queenside, will be content to hold in the centre. Black is anxious to advance in the centre, exploit his somewhat superior development (White will have to lose time to get the two bishops) and build up an attack against the kingside.

It should be added that the entire variation is relatively new, but that practice has favoured Black to a certain extent.

After 4 ... ♘c6, 5 ♘f3 is somewhat better than 5 e3, for on the latter move 5 ... e5 may be played at once. This brings up another significant idea here: White's first objective is to force Black to postpone ... e5 as long as possible. Similarly, we shall see later how Black may also try to prevent or postpone the execution of White's plan.

38B



Position after 8 b4 in the Milner-Barry Variation.

Thus far the second main line runs 4 ♕c2 ♘c6 5 ♘f3. Now 5 ... d6 (preparing ... e5) 6 a3 ♗xc3+ 7 ♕xc3 0-0 8 b4 (*38B*) gives us one crucial position. White has carried out the first part of his plan (secured a favourable position for the further advance

on the queenside) but at a considerable cost in development. While the sacrifice 8 ... e5 is now unsound (9 dxe5 ♘e4 10 ♕b2 dxe5 11 ♘xe5 ♘xe5 12 ♕xe5 ♖e8 13 ♕b2!), simple development with 8 ... ♖e8, threatening ... e5 compels White to modify his scheme. For 9 b5 ♘b8 10 g3 a6! accentuates Black's development too much. Consequently the simple 9 e3 (after 9 ... ♖e8) is necessary, when 9 ... e5 10 dxe5 (10 d5 is not so good because the Pawn structure cannot be maintained) 10 ... dxe5 11 ♗e2 is approximately even.

It is instructive—and important—to see what would happen if either side should play badly. If Black plays too passively and allows White to set up a strong pawn phalanx with pawns at a3, b4, c4, d5, e4, f2, g3, h2, the thrust c5 will eventually disrupt his position. To obviate this possibility he must not let White's "anchor"—the pawn at d5—be fortified by a pawn at e4. Thus ... f5 must be played early if possible, while if White does manage to get e4 in, he must break with ... f5. (A fuller discussion of the proper handling of this type of pawn position will be found under the King's Indian Defence, page 145.) E.g., 4 ♕c2 ♘c6 5 ♘f3 d6 6 ♗d2 ♗xc3 7 ♗xc3 b6? 8 e4 ♗b7 9 g3 ♕e7 10 ♗g2 e5 11 d5 ♘b8 12 b4 0-0 13 0-0 ♘e8 14 ♘d2 g6 15 f4! and White has all the play.

On the other hand, White would also be in a bad way if Black could carry out his plan. E.g., 4 ♕c2 ♘c6 5 ♘f3 d6 6 a3 ♗xc3+ 7 ♕xc3 a5 8 g3 (8 ♗g5 is safer) 8 ... ♘e4 9 ♕c2 f5 10 ♗g2 0-0 11 0-0 e5 12 ♗e3 ♕e7 13 dxe5 dxe5 14 ♘d2 ♘f6 15 ♘b3 a4 16 ♘c1 ♘g4 and this time Black has the upper hand.

Recapitulating, we find that on 4 ♕c2, the two main defensive lines are 4 ... d5 and 4 ... ♘c6. In both, one of White's major objectives is to secure the two bishops. Further, in the first White wishes to set up a strong pawn centre, in the second to attack on the queenside. Black's central idea in the first is to equalise by exchanges and a break in the centre, in the second, to set up a pawn at e4 and build for a kingside attack.

II. 4 ♕b3, as we have already pointed out, is closely allied to the 4 ♕c2 line and transposes into it in many cases. The chief significant difference is that Black must do something about his ♗ right away so that ... d5 is no longer feasible.

There are again two main defensive lines: 4 ... ♘c6 and 4 ... c5. 4 ... ♘c6 is substantially the same as against 4 ♕c2. However, the position of the white ♕ makes it even more favourable for Black than in the previous case because on 5 ♘f3 a5! 6 a3 a4 Black gains a tempo. Otherwise it is all the same where White's ♕ is, so that only ... c5 need concern us here.

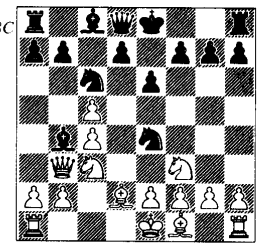
After 4 ... c5, 5 dxc5 the situation differs from that in the previous case because Black's KB is en prise and because White's ♕ is on another square. The effect of these differences will soon be clear.

Strategically, after 4 ♕b3 c5 5 dxc5 the problem is exactly the same as in the previous case: Can Black's d-pawn be forced to remain backward, and if so, can Black secure compensation elsewhere? Tactically, it will be somewhat easier for Black to manoeuvre this time because White's ♕ often turns out to be somewhat awkwardly placed. Nevertheless, with best play Black again cannot rid himself of his backward d-pawn, which means that the entire variation is theoretically inadequate.

In what follows, the main ideas for White are to keep the black d-pawn backward and to build up a kingside attack. Black will base his play on quick development, advance of the d-pawn if possible, and a counter-attack against the enemy ♔, usually on the kingside, but on occasion on the queenside too.

The main line runs 4 ♕b3 c5 5 dxc5 ♘c6 6 ♘f3 ♘e4 7 ♗d2 (White cannot afford a tripled c-pawn), where there are now two main variations for Black (*38C*).

38C

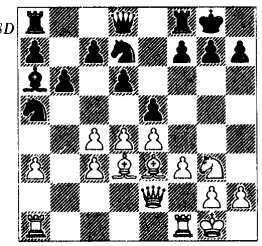


Position after 7 ♗d2 in the 4 ♕b3 Line.

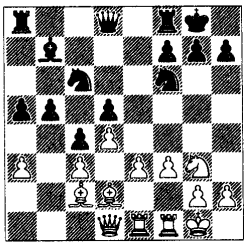
First there is 7 ... ♘xd2 8 ♘xd2 f5 9 e3 ♗xc5 10 ♗e2 0-0 11 0-0-0 (if he castles short Black's counter-attack will be much stronger) 11 ... b6 12 ♘f3 White has achieved his aim in the opening: kept Black's d-pawn backward, while Black's counterplay will prove to have little force. Furthermore, White has good attacking chances on the kingside (g4 properly prepared will eventually open a file).

The other main line (from Diagram 38C) begins 7 ... ♘xc5 and is designed to take advantage of the white queen's position. There

38D



38E



Ideal positions for White in the Sämisch (4 a3) and Rubinstein (4 e3) Lines.

are some traps to be avoided (chiefly an early ... d5) but with solid play White secures a lasting advantage. It is best for White to fianchetto his KB because otherwise Black will be able to build up a strong attack against the white king. E.g., 7 ... ♘xc5 8 ♕c2 f5 9 e3 0-0 10 a3 ♗xc3 11 ♗xc3 b6 12 b4 ♘e4 13 ♗d3!? ♘xd3 14 ♕xd3 ♗b7 15 0-0 ♘e7 16 ♗e2 (note sad necessity) 16 ... ♕e8 17 ♖fd1 ♖d8 18 a4 f4 and Black's attack is overwhelming.

Once he fianchettoes his KB, however, White automatically takes the sting out of the diagonal of Black's QB, when he can continue with his queenside play. Thus the chief variation would be: 7 ... ♘xc5 8 ♕c2 f5 9 g3 0-0 10 ♗g2 d6 11 ♖d1 e5 12 a3 ♗xc3 13 ♗xc3 with a clear superiority. Incidentally, the continuation here is easy for White because there is a tangible object for his attack (pawn at d5). Another point worth noting in the above line is that the order of moves must be watched carefully to make sure that Black will not be able to sneak in ... d5. Thus after 7 ... ♘xc5 8 ♕c2 0-0 the correct move is 9 a3! but not 9 g3? for then 9 ... d5! is much too strong, e.g., 10 cxd5 exd5 11 a3 d4! etc.

It should be mentioned that there is a significant improvement possible for Black in the above variations: after 4 ♕b3 c5 5 dxc5 ♘c6 6 ♘f3 simply 6 ... ♗xc5 instead of the time-consuming ♘ foray. Then 7 ♗g5 is essential to prevent ... d5 when 7 ... h6 virtually compels the exchange. Black does not get rid of his backward d-pawn but does manage to reduce material to such an extent that the weakness cannot be exploited properly. 6 ♗g5 instead of 6 ♘f3 is an interesting break from routine: it prevents ... d5 and avoids the more hackneyed lines.

Recapitulating, we find that 4 ♕b3 is most effective against 4 ... c5 when the motif of keeping the black d-pawn backward is White's major preoccupation. Black can then never fully equalise, though he may well reduce White's plus to a minimum. However, 4 ... ♘c6 is a much more forceful reply for Black. It compels a transposition into lines previously considered in answer to 4 ♕c2.

III. 4 a3 (*The Sämisch Variation*) is a forceful but two-edged line. White is willing to compromise his pawn position on the queenside in order to solidify his centre and attack on the kingside. It is obvious that such tactics will lead to a sharp struggle.

The reply 4 ... ♗xc3+ 5 bxc3 is forced. Black may then continue with either ... d6, to keep White's pawns doubled (though at the cost of a cramped position for himself) or ... d5 to capitalize on his superior development. Either idea is all right if followed up properly, but should Black misplay his hand the consequences may well be fatal. The great strength of both the Sämisch and 4 e3 is derived from this.

It is essential for the theory of the whole opening to understand just what White is driving at. We can best grasp his objectives from an examination of two ideal positions.

In the first, 38D, we see that White has a powerful pawn centre, that he will continue with f4 and a kingside attack. The position is already very hard for Black to defend: the counterplay against the white c-pawn, which is his only trump card, takes too long to develop and is not conclusive even if it should succeed: the stakes on the other wing are much higher.

In the second ideal position (*38E*), White again has a powerful pawn centre, while the threatened e4 which can no longer be stopped, will soon blast the roads open for a decisive attack. Again Black's counterplay on the queen's wing is much too slow and much too insignificant.

From these two ideal positions, which White would like to approximate and Black would like to prevent, the great majority of variations in both the Sämisch and Rubinstein (4 e3) lines take their cue. It will also be found that this type of ideal is present in other branches of the Nimzoindian as well.

There are various ways in which Black can avoid the ideal positions. Essentially they boil down to two: to break up the White centre by early thrusts or to secure

adequate compensation in the attack against the c-pawn. There is still another type of defence which may best be described as a palliative: to prevent the advance e4 as long as possible in the hope that White will have to dislocate his game in order to force it, a hope which is rarely realized. Incidentally, it should not be forgotten that White's pawn structure is inherently weaker than Black's, so that if White's plans miscarry he may find that he has a lost endgame on his hands.

One vital point is sometimes overlooked: proper timing may make all the difference in the world here. It is essential for both sides to play with precision.

If we now turn to the variations we find that they are simple applications of the above principles.

After 4 a3 ♗xc3+ 5 bxc3 the first major line runs 5 ... c5, to begin the process of breaking up White's centre. Then 6 f3 (to prepare e4), d5! 7 e3 0-0 8 cxd5 (now necessary because of the threat of ... ♕c7! in reply to 8 ♗d3!?) 8 ... ♘xd5. An essential point: in the good defences Black always manages to recapture with a piece at d5 and continue the break-up of the white pawn centre with ... e5. Thus here: 9 ♗d2 (on 9 c4 ♘c3 is too strong) 9 ♘c6 10 ♗d3 cxd4 11 cxd4 e5! and once his pawn centre is shattered White has nothing.

The second major line exemplifies the best defence when Black plays ... d6, rather than ... d5. It will be recalled that his counterplay here consists of an attack against the white c-pawn. Since there's no time like the present White's chief concern must be what to do if Black carries out his plan immediately. E.g., 4 a3 ♗xc3+ 5 bxc3 d6 6 f3 c5 7 e4 ♘c6 8 ♗e3 b6 9 ♗d3 e5 (not essential: 9 ... ♘a5 may be played, though Black must then consider the possibility of e5) 10 ♘e2 ♘a5 (not 10 ... ♗a6? 11 ♕a4). Now the threat is ... ♗a6, so White cannot afford to develop normally, for if 11 0-0 ♗a6 12 ♘g3 0-0! or even 12 ... ♕d7 compels White to ruin his pawn position, perhaps lose a pawn in the long run, without any compensation. One little-known but valuable idea for Black is to castle on the queenside: with the pawn position blocked his ♔ can be defended there much more easily than on the kingside. If White blocks the centre by advancing d5, one possibility Black must not overlook is that on f4 he may be able to reply ... exf4 and settle a ♘ at e5.

Mistakes by Black will be punished by the realisation of the most important preliminary element in White's plan: setting up an unchallenged strong pawn centre.

IV. 4 e3 (*The Rubinstein Variation*) is closely related to the Sämisch. In both cases the ideal positions are the same, 38D and 38E. Frequently the two transpose into one another.

Though the ideal positions for White are structurally the same as in the Sämisch, there is one important difference: White has an extra tempo because he has not advanced a3. We have already noted of how much importance timing and an extra move may be. It stands to reason that a line in the Sämisch where everything depended on a tempo would be so much stronger for White. Our "reason" is borne out by practice. For the main variation there where everything hung by a hair was that where Black plays ... d6, keeps the pawn position blocked and speeds to the attack against the White c-pawn. It turns out here that that line is not adequate for Black because White has ample time to both defend the c-pawn and develop his attack.

Since the block defence is unsatisfactory, Black must resort to a more open game where he tries to crack the White centre early. Thus 4 ... d5 is in order. Now there are two alternatives for White: 5 a3, to transpose into a line of the Sämisch, or 5 ♗d3, straight development. The strength of the former (5 a3) lies in the fact that e3 has been played instead of f3; consequently on an eventual cxd5, if in reply ... ♘xd5 (as in a variation of the Sämisch), c4 is feasible. This variation is a serious problem for Black at the moment, though it will probably be solved soon. E.g., after 5 a3 ♗xc3+ 6 bxc3 c5 7 cxd5 ♕xd5 may be tried. On 7 ... exd5 instead, 8 ♗d3 0-0 9 ♘e2 b6 10 0-0 ♗a6 11 ♗xa6! is White's plan: 11 ... ♘xa6 12 ♕d3, so that if 12 ... ♘c7 13 dxc5 bxc5 14 c4 leaving Black with a crippled pawn position, while if 12 ... ♕c8 13 f3 will eventually force e4 and the "steamroller" attack.

Where White chooses straight development Black must again tread carefully, but if he stops the f3, e4 steamroller before it gets started, he should have no real difficulties. The method to adopt is that of liquidating the centre pawns and transposing into the pawn structure of the QGA. The main line runs: 4 e3 d5 5 ♗d3 0-0. Now White must decide whether to develop his ♘ at e2 or at f3. In the former case, 6 ♘e2 c5 7 0-0 Black must exchange in the centre immediately (... dxc4 and then ... ♗xc3) because other-

wise White may reverse the roles and transpose into a QGA type of position which is favourable to him. Thus if 7 ... ♘c6 8 cxd5 exd5 9 dxc5 ♗xc5 10 a3 ♗e6 11 b4 and White has the better of it because Black cannot build up an attack by using his d5 as a fulcrum, the main counterplay in that sort of position (see page 114). However, the double pawn exchange in the centre will equalise easily enough, especially since White's KN is ineffectually posted (it should be at f3) for a QGA set-up. One other idea is worth mentioning here: if White plays a3 at a later date, Black should not reply ... ♗xc3, but should liquidate in the centre and then retreat with his B. E.g., after 4 e3 d5 5 ♗d3 0-0 6 ♘e2 c5 if 7 a3 the best is 7 ... dxc4 8 ♗xc4 cxd4! 9 exd4 ♗e7 if White captures the ♗ at any point his pawn position on the queenside will be quite weak. Where White develops his KN at f3 Black need not be in any hurry to exchange his c-pawn for the White d-pawn. Thus: 4 ... d5 5 ♗d3 c5 6 ♘f3 0-0 7 0-0 dxc4 8 ♗xc4 ♘c6! 9 a3 ♗a5! with equality.

In other defences (alternatives to 4 ... d5), the principle holds that Black equalises if and only if he breaks in the centre properly. E.g., on 4 ... c5 5 ♘e2 cxd4? 6 exd4 d5 7 c5 is bad, while 5 ... d5 will be good enough in the long run. An idea for White in these variations is to develop his ♘ at e2 early in order to continue with a3 and relieve the pressure on his queenside. This plan is feasible only if Black delays the centre break. Timing is all-important here.

V. Alternatives on White's Fourth Move: Besides those mentioned, there are at least half a dozen lines for White which have been tried at one time or another. We cannot afford to devote too much space to them because they introduce little that is new: they are largely attempts to recast the old ideas.

The most interesting is 4 ♘f3. Here 4 ... ♗xc3+ *(36A,38D)* is inferior because White can defend his c-pawn with his ♘ and build up a powerful centre quickly. He intends the manoeuvre ♘d2 and, if necessary because of the pressure against his d-pawn, ♘b3. One advantage of having his ♘ at b3 is that Black then cannot try the attack with ... ♘a5. We thus have the same experience as in the Rubinstein Line: White has not lost a tempo with a3 and as a result... ♗xc3+ is not good. The alternative 4 ... b6 is however easily enough to equalize: if then 5 e3 ♗b7 6 ♗d3 ♘e4 7 ♕c2 f5 8 0-0 ♗xc3 9 bxc3 0-0 may be tried (for now the steamroller will take long to prepare and will have little force, e.g. 10 ♘e1 d6 11 f3 ♘f6 12 e4 fxe4 13 fxe4 e5 with at least equality) or simply ... 0-0, ... d5 and ... c5 as in the Rubinstein Variation.

Queen's Indian Defence: 1 d4 ♘f6 2 c4 e6 3 ♘f3 b6

We have already pointed out the close relationship between this and the Nimzoindian. The ideas are in many cases the same; frequently the variations are too. Then there is the important psychological consideration that White often plays his KN out first in order to avoid the Nimzoindian and that Black must accordingly have an adequate knowledge of both.

The pawn structures which may come up and the ideal positions which White has in mind are not essentially different from those seen before. We shall point out what is new as it comes along.

It will be recalled that the fundamental struggle hinges on e4 for White: the attacker would like to play it, the defender to prevent it. The method which Black has chosen this time is that of the fianchetto—control from a distance. On general principles the best way to deprive an opponent's fianchettoed ♗ of its claws is to fianchetto your own ♗ on the same diagonal.

The Queen's Indian is much more closely knit than the Nimzoindian. From the major concern for both sides—forcing or preventing e4—a group of minor or subsidiary ideas arise, chiefly in connection with the method of reaching one's goal. For White the most important is d5 at an appropriate moment, for once he can block the diagonal of Black's QB he will have no trouble advancing his e-pawn. Another thought is the exchange of bishops, though here he must not forget that all exchanges help Black free his game. For Black there are more branches. He can prevent e4 by occupation of the square with a piece, usually with the ♘, though sometimes the ♗ will do too. Or he can control the square with a pawn, either ... d5 or (once his KN has moved) ... f5. In the former case he blocks his QB, often a serious drawback; in the latter he occasionally facilitates a White d5. Black may also try a counter-attack with ... c5: if he does he must make sure that d5 is not possible and that he will not be saddled with a backward d-pawn.

With this background it is easy enough to understand the main

line (unlike the Nimzoindian there is one major variation here by which the whole defence stands or falls). Development and a wary eye are the watchwords: 4 g3 ♗b7 5 ♗g2 ♗e7 6 0-0 0-0 (*39*).

In the position reached there are a number of ways in which e4 may be prepared. The most obvious is 7 ♘c3 which continues the major line. Then 7 ... d5 would allow 8 ♘e5, blocking the diagonal of Black's ♗, e.g. 8 ... ♘bd7 9 cxd5 exd5 10 ♕a4! and 10 ... ♘b8 is forced. Or on 8 ♘e5 c6 9 e4 will eventually lead to a pawn position favourable to White: pawn at d4 vs. pawn at c6 as in some variations of the QGD and French Defence. At bottom this method of exploiting ... d5 (by an early e4) is a resurrection of one of White's basic positional motifs in the QGD: to play e4 after 1 d4 d5.

Since ... d5 is inadequate, Black resorts to the occupational method: 7 ... ♘e4 (in reply to 7 ♘c3). Now an obvious line such as 8 ♘xe4 ♗xe4 9 ♗f4 d6 10 ♘e1 ♗xg2 11 ♘xg2 f5 frees Black's game considerably. So 8 ♕c2 comes to mind, to compel the Black ♘ to go away. Black exchanges 8 ... ♘xc3 9 ♕xc3 f5 and again prevents e4. On 10 ♗e3 ♗f6 11 ♕d2 ♗e4 White will sooner or later have to resort to the exchange of bishops: then 12 ♘e1 ♗xg2 13 ♘xg2 ♘c6 (not 13 ... d6 14 ♘f4 ♕e7 15 d5 and White plants a ♘ at e6) and Black has enough counterplay on the kingside and in the centre to compensate for his theoretical inferiority on the queenside.

Thus Black succeeds in his main purpose, though he does not equalise the effect of White's c- and d-pawns completely. White will always retain endgame chances on the queenside. However, as in some variations of the Nimzoindian, since the anchor at d5 is not secure, the White advance will be much less effective. White has little reason to be satisfied with the situation: the advantage is either non-existent or negligible.

It is well to remember that ... d5 for Black is not bad on principle, but only because in most cases it blocks the ♗ and allows an unfavourable pawn structure. If these conditions do not hold, ... d5 is excellent since it helps to break up White's centre. E.g. on 7 ♕c2 (instead of 7 ♘c3 in Diagram 39) 7 ... ♗e4 8 ♕b3 (8 ♕d1 ♗b7!) 8 ... d5 or 7 ... ♘c6 8 ♘c3 d5! 9 cxd5 ♘b4 is sufficient because the subsequent break ... c5, which will liquidate the centre completely, cannot be prevented.

On 7 ♕c2 another good reply is 7 ... c5. Then 8 dxc5 is met by

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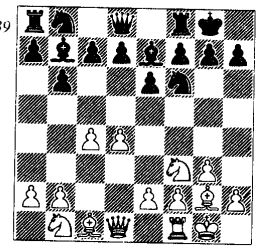


Crucial Position in the Queen's Indian Defence.

8 ... bxc5!, when the backward d-pawn does not matter much because it is easily defended and because Black has sufficient counterplay on the b-file. In this variation e4? is a mistake for White (after dxc5 bxc5) since it yields the square d4 to Black without getting anything in return.

Finally, White may prefer not to make any direct effort to force e4 but to develop simply with 7 b3. Then the break in the centre is called for and turns out well: 7 ... d5 8 ♘e5 c5 9 dxc5 bxc5 10 cxd5 exd5 11 ♘c3 ♘bd7 with equality.

Under the circumstances it is not surprising to find many attempted improvements for both White and Black. White would like to get a clearer superiority, while Black would like to force a more complete liquidation of the centre and secure a freer game.

On his 5th move in the main line there are several interesting alternatives for Black.

First there is 5 ... ♗b4+, on the theory that exchanges always free a cramped game. The only trouble is that Black will have to exchange a developed piece for an undeveloped one, which will help his opponent. Thus after 5 ... ♗b4+ 6 ♗d2 (best) ♗xd2+ 7 ♕xd2 0-0 8 ♘c3 8 ... ♘e4? is now refuted by 9 ♕c2 ♘xc3 10 ♘g5! winning the exchange. This combination is not possible in the other line because once White has castled Black has the in-between move ... ♘xe2+. Consequently, on 8 ♘c3, Black must resort to either 8 ... d5 9 ♘e5, or 8 ... d6 9 ♕c2 ♕e7 10 0-0 c5 11 ♖ad1 cxd4 12 ♘xd4 with the usual inferior pawn structure in both cases. An interesting point here is that the recapture with the QN (7 ♘bxd2 instead of 7 ♕xd2) is not so good because the QN is badly placed at d2 from where it exerts no pressure against the Black centre. 7 ... d5 or even 7 ... c5 (for d5 is no longer possible) is adequate. Likewise, on 6 ♘bd2 (instead of 6 ♗d2) White gets nowhere because of an early break in the centre with ... d5 and ... c5 White's QN belongs at c3 in all these variations in order to keep the square d5 under surveillance.

Thus 5 ... ♗b4+, while superficially plausible, in reality hastens White development.

Another alternative on Black's 5th turn is 5 ... c5 again to dissolve White's centre. The drawback here is that White can reply 6 d5! and cramp Black's game permanently: 6 ... exd5 7 ♘h4 ♕c7 8 exd5 d6 9 0-0 ♘bd7 10 ♘c3 a6 11 e4 White has a violent attack which is hard to meet.

An important consideration on 5 ... c5 is that after 6 0-0 cxd4 7 ♘xd4 ♗xg2 8 ♔xg2 d5 is refuted by 9 ♕a4+ ♕d7 10 ♘b5! or 8 ♗e7 (instead of 8 ... d5) 9 ♘c3 0-0 10 e4 with advantage to White.

These variations lead us to some significant generalizations about ... c5 in a Queen's Indian type of position. Black's intention in playing ... c5 is to free himself. As long as White retains his d-pawn, he can do so only by advancing both c-pawn and d-pawn. Consequently ... c5 is good only as a prelude to ... d5. In other words the move is strong only if ... d5 can eventually follow (often preceded by ... cxd4). There are thus two manoeuvres against ... c5 which Black must watch: the advance d5 and the advance e4 . If either of these occurs, he will get a cramped game or a backward d-pawn. This analysis must be changed somewhat if White tries dxc5 in answer to ... c5. Then ... d5 might conceivably expose the black pawns and be weak; instead Black could secure counterplay on the b-file.

All this leads to the natural question of what will happen if Black tries the alternative 5 ... d5 (in the main line, after 4 g3 ♗b7 5 ♗g2). 6 ♘e5 would then block the diagonal, while 6 cxd5 exd5 would fix the pawn position in a mould which is normally good for White. However, these slight drawbacks are much less significant than the objections to 5 ... ♗b4+ and 5 ... c5.

One of the most intriguing variants for Black is 5 ... ♕c8 (again in the main line). The idea is that now ... c5 can no longer be refuted by d5, because the ♗ is defended and that further after ... c5, ... cxd4 White will have to retake with the ♕ (thus losing time) because of the attack on the c-pawn. There is no good way out of the dilemma for White: on 6 0-0 c5 7 dxc5 releases the tension as usual, while on the natural 7 b3 cxd4 8 ♗b2 ♗e7 9 ♘xd4 ♗xg2 10 ♔xg2 d5 has equalised.

Alternatives for White before the sixth move have at least the virtue of novelty to recommend them. All, of course, are based on the idea of forcing e4 more quickly.

The first thought that comes to mind (after the initial moves) is 4 ♘c3, to continue with ♕c2. Then 4 ... ♗b4 transposes into a variation of the Nimzoindian which is theoretically sufficient. 4 ... ♗b7 is also playable, however. Then on 5 ♕c2 ♗b7 prevents e4 and leads to variations analogous to the Zurich line in the Nimzoindian (page 131). E.g., 6 a3 ♗xc3+ 7 ♕xc3 ♘e4 8 ♕c2 0-0 9 g3 f5 etc. Another thought for White is to try 5 ♗g5 (after 4 ♘c3 ♗b7) to threaten e4, but both 5 ... ♗b4 and 5 ... h6 are sufficient: the latter may transpose into a variation of the QGD (page 102). On 5 ... ♗b4 6 ♕c2 will eventually force e4 though at a slow pace which will deprive it of some of its value.

A promising line for White is that where he prevents the pin with a3 E.g., 4 ♘c3 ♗b7 5 a3 ♗e7 6 ♗f4 0-0 7 ♕c2 ♘h5 8 ♗d2 f5 9 e3 d6 10 ♗d3 and e4 to follow.

In all these cases Black always has the alternative of an early centre break with ... c5 or ... d5. As long as he has not fianchettoed his KB, White can then hold open the possibility of a favourable transposition into some lines of the QGD.

All in all, these alternatives for White offer a welcome break from routine, though their theoretical value is still a matter of dispute.

Queen's Indian Defence on the 2nd Move: 1 d4 ♘f6 2 ♘f3 b6, *or* 2 c4 b6

Here we have much the same situation as in the Queen's Pawn Game where White omits c4 one side avoids the theoretically best line for the sake of variety. Consequently little importance attaches to these variations, though some interesting ideas may come forth.

After 1 d4 ♘f6 2 ♘f3 b6 the best is 3 c4, when 3 ... e6 gives us the regular Queen's Indian. If he does not wish to be a "regular" fellow, White may try one of two things: an early development of his QB, or a Colle set-up.

An instance of the first is 3 ♗g5 which is designed to cramp Black's game. 3 ... e6 is possible, but in such cases where White has exposed his QB it is usually a good thought to try to exchange it. E.g., 3 ♗g5 ♘e4 4 ♗h4 ♗b7 5 e3 h6 6 ♘bd2 g5 7 ♗g3 ♘xg3 with equality.

We have already seen that the Colle System is none too strong against a kingside fianchetto and—on occasion—a queenside fianchetto. The same conclusion holds even where Black has not played ... d5. The trouble is that an early e4 (usually feasible when Black omits ... d5) leaves White's centre position rather shaky and usually yields Black the two bish-

ops. E.g., 3 e3 ♗b7 4 ♘bd2 e6 5 ♗d3 c5! (essential) 6 0-0 ♘c6 7 c3 ♗e7 8 e4 and now 8 ... cxd4 9 ♘xd4 (or 9 cxd4 ♘b4 10 ♗b1 ♗a6) 0-0 11 ♕e2 ♘e5! 12 ♗c2 ♕c8 13 f4 ♗a6 and Black has all the play. Black will never have any difficulties if he prevents a favourable e4.

In the line beginning with 1 d4 ♘f6 2 c4 b6 White may vary by attempting a very early e4. In this he can succeed, but blood-letting will deprive his centre phalanx of value. E.g., 3 ♘c3 ♗b7 4 f3 d5 5 cxd5 ♕xd5 6 ♘xd5 ♕xd5 7 e4 ♕d7 8 ♗c4 e6 9 ♘e2 ♗b4+ and the pawns have no serious cramping effect.

Bogoljubow Variation: 1 d4 ♘f6 2 c4 e6 3 ♘f3 ♗b4+!
This line is strategically a branch of the Queen's Indian (see the variation 5 ... ♗b4! on page 141), though it may differ from it in some significant respects.

Again 4 ♗d2 is best (4 ♘c3 transposes into a weak branch of the Nimzoindian), but this time the evaluation of the continuation differs. After 4 ... ♗xd2+ 5 ♕xd2 d5! is excellent because the QB has not been fianchettoed so that its diagonal cannot be blocked. We then have a QGD in effect, without black bishops. The same ideas hold: to force an early ... d5 or ... e5.

On the other hand, since the pressure against d5 does not mean anything, there is no longer any reason to suppose that the ♘ is necessarily better placed at c3. Thus on 4 ♗d2 ♗xd2+ 5 ♘bxd2 may be tried. Then on 5 ... d5 the c-file will be open to the rook, so that Black will have a much harder time playing ... c5. On 5 ... d6 (in answer to 5 ♘bxd2) a hasty e4 would be useless because Black can break the White centre with ... f5. The fianchetto of the KB is again best: it increases the eventual pressure against Black's queenside.

King's Indian–Grünfeld Complex
The distinguishing feature in this group is the fianchetto of the king's bishop. This time, however, Black makes little or no real effort to stop e4: instead he allows the move and then tries to get compensation.

It is not fruitful to discuss the two branches of this complex together—they have too little in common. In the Grünfeld we need consider only those pawn positions where Black plays ... d5, while in the King's Indian we are concerned almost exclusively with variations with ... d6. Nevertheless one vital idea does unify the two: White is allowed a strong pawn centre because such a centre sets up targets and allows lively counterplay. In both Black concentrates on quick development of pieces, while White must watch his centre lest it fall apart.

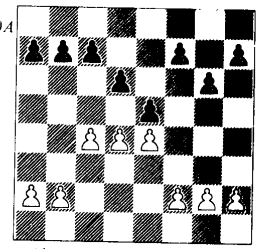
The major pawn skeletons which can come up here are shown in Diagram 40. There are some other important ones not given here because they have already been discussed in other connections; they will be referred to. 40A–D occur in the King's Indian Defence chiefly, 40E–F in the Grünfeld.

King's Indian Defence: 1 d4 ♘f6 2 c4 g6

Here Black makes no effort at all to stop e4, his only concern is to get compensation for it. This compensation must necessarily be a break with ... f5. Thus the problem for White in almost all lines (there are some unusual exceptions which prove the rule) is what to do about an eventual ... f5. It is a safe general rule that White cannot get an advantage unless he plays exf5.

To turn to the diagrams: In 40A we have the most obvious case, where both sides have completed their preliminaries. It is always favourable for White. He should be satisfied to keep it intact because then ... f5 could be met by a double pawn exchange which would leave Black's pawns badly

40A

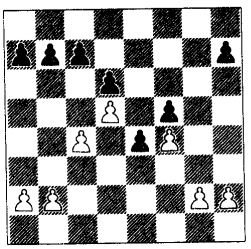


Always favourable for White.

exposed. On occasion Black tries to get counterplay here with an attack on the e-pawn; such counterplay is normally hopelessly ineffective. The pawn structure which ensues after ... exd4 is one which we have seen time and again (page 7 ff.): White with his strong pawn at e4 vs. the weak pawn at d6 has a clear advantage. Another possible variant comes up when White tries d5. Then White envisages an eventual queenside attack with b4 c5 etc. (*36D* and discussion). This too should be in his favour provided he is prepared to reply to ... f5 properly.

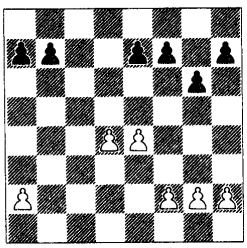
In Diagram 40B we see an ideal set-up for White against best defensive play. In 40A the d-pawn has been advanced to f5. Then on ... f5 the reply was exf5 gxf5; f4 e4. It is true that Black now has counter-chances on the g-file, but the attack can usually be parried

40B



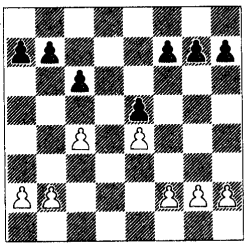
Strong for White.

40E



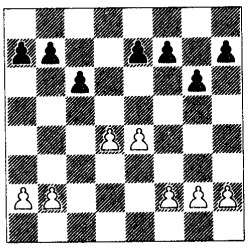
Always favourable for Black.

40C



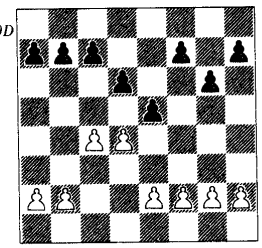
Normally favourable for Black.

40F



Always favourable for White.

40D



Normally somewhat in Black's favour.

quite easily. In the meantime White can proceed with his devastating advance on the queenside. Good for White unless Black has the initiative. On exf5 Black may recapture with a piece: then the square e4 becomes a powerful anchorage for White's pieces, while f4 again shakes the Black position. Ultimately, the queenside advance is the conclusive weapon in both cases.

These two pawn structures, together with the related 36D, are of such vital importance that it is worth our while to consider them a bit more fully.

40A is the original position. It is to White's advantage, as we have mentioned, to keep the centre unstable as long as possible. To get some counterplay, Black then frequently resorts to ... exd4, in the hope that White's e-pawn may prove weak. This hope is doomed to failure if White does not exchange pieces without good reason. For we know that the strength of the pawn at e4 derives from its cramping effect on the enemy pieces.

If Black plays passively instead of exchanging, White has various plans at his disposal. One is to continue with f4, and eventually an attack along the f-file. For this reason it is better to develop the KN at e2 rather than at f3. Another plan begins with d5 (36D—it makes no difference whether the Black g-pawn is at g6 or at g7). Sometimes White is virtually compelled to advance his d-pawn because of counter-attacking possibilities; at other times he chooses it voluntarily.

Whatever the reason has been, once White's pawn is at d5 in 40A, the lines are sharply drawn. Positionally, his play lies on the queenside, where he can base it on the favourable pawn chain, pawns at d5, e4 vs. Black pawns at d6, c5. The attack against such a pawn chain is directed at its base, here Black's d-pawn. I.e., White will play c5 as soon as feasible.

Against a purely passive defence, the advance of the c-pawn (c5) will compel a fatal weakening of the black pawn structure. If he captures ... dxc5 the recapture will leave the Black c-pawn exposed on an open file. If he does not take, White will pile up his heavy artillery on the c-file, continue with cxd6, eventually break into the Black camp via c7 and secure a decisive gain of material. Thus White has a fairly simple, direct long-range plan, the execution of which will net him a winning advantage if he is not crossed.

That is why Black is compelled to undertake some counter-action. Most common is that where he posts his ♘ at c5 holds it with ... a5, and seeks to build up counterplay in the centre. White must drive Black's ♘ away from c5 with b3, a3, b4. Then on ... axb4 White may be able to use the a-file; otherwise he will proceed with his attack on the pawn chain, though this time he must prepare c5 more carefully.

One point is important in this pawn chain attack: White's play is "anchored" in the pawns at e4 and d5 and neither should be exchanged or weakened without good reason. If the e-pawn goes,

the d-pawn may turn out to be just as weak as Black's c-pawn, which will deprive White's play of its point.

An alternative long-range plan for White after d5 involves holding the centre, castling long and storming the enemy kingside. With Black's pawn at g6, the h-file can normally be opened. Black will, of course, try to build up a counter-attack on the queenside. Again purely passive play would favour White. He could continue with ♗e3 ♕d2 0-0-0 ♗h6 h4—h5, eventually opening the h-file.

It is abundantly clear that Black cannot afford to sit back quietly. He must counter-attack, with ... f5. Without this move he has no real offensive prospects of any kind.

On ... f5 White must take notice. He must consider whether he can afford to disregard Black's threats and proceed with his own queenside action. The answer depends entirely on the element of time. Black's attack, after all, affects White's king directly, while White's aims at pawns.

The Black steamroller, if unchecked, will continue with ... f4, setting up a pawn chain in his turn (f3 has usually come in). Then the base of the pawn chain will be undermined: ... g5—g4. The assault will be strengthened by doubling rooks on the g-file, playing the ♕ to the kingside, and concentrating as many other pieces on the vital points there as he can spare.

Normally, it is not desirable for White to allow such a counter-attack. And he can take out its fangs by answering ... f5 with exf5. Then on ... gxf5 f4, e4 will block the pawns and leave the king's position easily defended (*40B*). On ... ♗xf5 there is no long-range attack possible for Black, so White can pursue his plans.

Yet Black's counter-action has served some purpose, for the White anchor points at e4 and d5 have had their defences blunted. Whether the Black threats against the White d-pawn are sufficient compensation for the White play against the c-pawn cannot be answered in advance; normally they are not. As a result, White should continue to plan for c5; once it comes in it will mark the beginning of the end for Black.

40C occurs when White makes the mistake of liquidating the centre with dxe5. As a result White's d4 is an excellent roost for a black ♘ while Black's d5 is impenetrable. Normally favourable for Black.

40D is another case where White omits the strongest line. Unlike 40C, however, he has made no permanent mistake here, since e4 may be played at any time. ... exd4 is again weak for Black, but ... f5 is much more effective because the strongest rejoinder exf5 is not available. Normally somewhat in Black's favour.

Since 40A and 40B are the best pawn positions for White he will try to force them. Before he can make up his mind exactly how to develop, however, he must first decide where he wants to post his pieces. His KN is most useful at e2, though f3 is not bad. His KB will be most effective on the long diagonal from where it can support White's centre pawns and help defend the king if need be. Thus we get the strongest line for White to run as follows: 3 ♘c3 ♗g7 4 e4 d6 5 g3 0-0 6 ♗g2 ♘bd7 7 ♘ge2 e5 8 0-0 ♖e8 9 ♖e1 exd4 (or 9 ... c6 10 b3 ♕c7 11 ♗b2 ♘f8 12 ♕d2 and Black's counterplay is meaningless since it does not lead to liberation) 10 ♘xd4 ♘c5 11 b3 ♗g4 12 f3 ♗d7 (*41*) with a clear advantage. Another good line is that which begins with an early d5. E.g., above 8 d5 (instead of 8 0-0) 8 ... a5 9 a3 ♘c5 10 0-0 ♘e8 11 ♗e3 f5 12 exf5! gxf5 13 e4 with much the better of it.

One manoeuvre in the latter variation must be handled correctly by both sides. Black's

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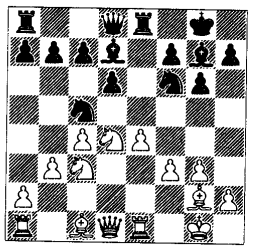

Position after 12 ... ♗d7 in the King's Indian Defence.

counterplay is virtually meaningless if he cannot secure a ♘ at c5. To prevent b4 he therefore tries 8 ... a5 (above). White can now drive the ♘ away with b3, a3, b4 (note the order); a3 first is often a mistake because the reply ... a4 will block White's pawns. (Compare French Defence, Diagram 14B.) In this particular variation it makes no difference, but only because White's ♘ and ♕ prevent a pawn advance.

There are no improvements for Black which need concern us here since he has little or no choice against the strongest lines. That is one of the main drawbacks for Black—the inelasticity of his counterplay. The only point worth mentioning is that often an early ... ♘c6 is tried to compel the White d-pawn to advance. White should accept the offer—if he delays Black may be able to retreat

to e7 with his ♘ rather than b8. On d5 at once the variations are essentially the same as those given elsewhere.

Despite the strength of the main line for White there are several alternatives for him which yield an equally lasting advantage. In these variations, however, he must always advance d5 at an early stage. One is that where he develops his ♘ at f3. E.g., in the main line above 7 ♘f3 (instead of 7 ♘ge2) 7 ... e4 8 0-0 ♖e8 9 d5 (best) 9 ... ♘c5 10 ♘e1 a5 11 b3 (not 11 a3 a4) 11 ... ♗d7 12 h3 etc. The essential point is that White holds on the kingside and advances on the queenside.

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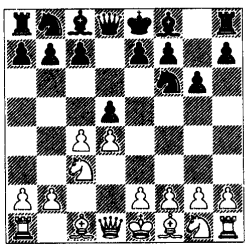


Grünfeld Defence.

Playable but not quite so strong is the line where White does not even fianchetto his KB: 3 ♘c3 ♗g7 4 e4 d6 5 ♘f3 0-0 6 ♗e2 ♘bd7 7 0-0 e5 8 d5 a5 9 ♕c2 ♘h5 (immediate counter-attack is the watchword for Black) 10 g3! ♘c5 11 ♘e1 ♗h3 12 ♘g2 ♘f6 13 f4 and White still has the better of it. It is interesting to note that White need not be in a hurry about his attack on the queenside: that advance can never be stopped (barring a mistake by White) so that time does not matter as long as Black's counter-action on the king's side is blocked. It is even possible for White to build up a kingside attack. e.g. 3 ♘c3 ♗g7 4 e4 d6 5 ♘f3 0-0 6 h3 e5 7 d5 h6 8 ♗e3 ♔h7 9 g4 ♘g8 10 ♕d2 b6 11 0-0-0 ♘a6 12 ♗e2 with the better prospects.

Weak play on White's part can give Black a strong counter-attack—which explains why the King's Indian was popular for such a long time. The major type of mistake which White can make is that of exposing his centre too much. This is the case in the famous 4-pawn attack: 3 ♘c3 ♗g7 4 e4 d6 5 f4 0-0 6 ♘f3 and now 6 ... c5! 7 d5 (or 7 dxc5 ♕a5) 7 ... e6 8 ♗d3 exd5 9 cxd5 ♕b6! with a strong initiative.

The variations with a delayed ... d5 in the King's Indian are really methods of avoiding the Grünfeld: we shall return to them later.

Grünfeld Defence:
1 d4 ♘f6 2 c4 g6 3 ♘c3 d5

Strictly speaking, the Grünfeld is a branch of the King's Indian, but the child has already outgrown its parent. While the orthodox variations of the King's Indian have almost disappeared from modern master practice, the Grünfeld has become one of the most popular defences.

The main pawn structures are shown in Diagrams 40E and F. In 40E White has a strong pawn centre, a fruitful middle game possibility, but a minority of pawns on the queenside—an endgame disadvantage. As we shall see, this skeleton formation is almost always in Black's favour in the Grünfeld. Every exchange helps Black since it brings him so much nearer the endgame.

40F is an ideal position for White. This time he has another array of pawns in the centre, but the difference is that Black has an extra pawn, so that his pieces are cramped. It should never be forgotten that the strength of a pawn centre consists of the fact that it immoblizes enemy pieces. If he exchanges and is not cramped, the pawn centre is useless. In the Grünfeld this structure is almost always favourable for White.

These two pawn positions provide a solid framework for all the variations: Black wants the first, White the second. The fight is on to see who will have his way.

The most obvious line was the first tried, historically: 4 cxd5 ♘xd5 5 e4 ♘xc3 6 bxc3 c5! (necessary at once to prevent ♗a3) 7 ♘f3 ♗g7 8 ♗c4 (the exchanges with ♗b5 only favour Black, which is in line with our theory) 8 ... ♘c6 9 ♗e3 0-0 10 h3 (to prevent ... ♗g4) 10 ... cxd4 (not essential immediately; Black must however see to it that d5 will never be feasible) 11 cxd4 and now 11 ... ♘a5 12 ♗e2 b6 is the simplest way to make sure of at least complete equality. Black's further play lies on the c-file and the queenside, White's in the centre and on the kingside.

From all this we reach one all-important conclusion: White does wish to set up a strong centre (pawns at d4 and e4) but only on condition that there be few or no exchanges. In particular, he is especially anxious to keep Black's c-pawn on the board. Further, on general principles we can see that if White does get his pawns at e4 and d4 Black must either do a lot of exchanging or break up the enemy centre. As in the QGD, ... c5 is the key liberating move for him. If it can be played and followed up properly, Black may well get the better of it—this and the lack of symmetry account for the popularity of the Grünfeld with aggressive players.

If the obvious will not do, we must turn to the subtle. Here we can easily calculate what the key move for White must be. He wishes to get rid of the Black d-pawn and advance his own e-pawn. To do that he must either compel the exchange ... dxc4 or prepare for e4 anyhow. To prepare for e4 requires a lot of time; meanwhile Black will play ... c5 and defeat his purpose. Besides, e4 could be answered by ... dx e4, which might yield an advantage but which is not what White wants. Thus there remains only the plan of forcing Black to exchange ... dxc4. To compel that, Black unwilling—as should be the case—White must exert pressure on the Black d-pawn. That can be done effectively only with ♕b3. The conclusion may be stated as a useful rule: ♕b3 *is the key move for all White attacks in the Grünfeld Defence.*

To this manoeuvre there are three typical replies for Black: (1) to hold the centre with ... c6 or ... e6; (2) to take ... dxc4 and then seek compensation by a break against the White centre; or (3) to counter-attack with ... c5.

Against the background of these motifs the particular variations of the Grünfeld are understood easily enough, though we should add that the tactical problems are frequently exceedingly complicated; a number are still controversial.

The major continuations for White on his fourth move are 4 cxd5 (which we have already considered), 4 e3 (quick development), 4 ♗f4 (double pressure on the c-file), 4 ♕b3 (a speedy decision about the d-pawn), 4 ♗g5 (compel an early liquidation of the d-pawn) and 4 ♘f3 (waiting move, transposition). Of these, only the second and third—4 ♗f4 and 4 ♕b3—have retained any measure of popularity, for reasons which we shall see, though the others may be equally good from a theoretical point of view.

I. 4 e3 is played with a view to getting the pieces out quickly. Since ... c5 is not thinkable before Black castles, the normal continuation is 4 ... ♗g7 5 ♘f3 0-0. Now ... c5 is a distinct positional threat (e.g., 6 ♗d3 c5 7 dxc5 ♕a5 with at least equality), so the key move of the attack comes in: 6 ♕b3. The counter-attack 6 ... c5 is not good: Black has no real compensation for the pawn after 7 cxd5. To take 6 ... dxc4 would be pointless: e.g. 7 ♗xc4 ♘bd7 8 ♘g5! (8 e4 is also all right), e6 9 ♗xe6 fxe6 10 ♘xe6 with advantage. Thus there remains only the defence with 6 ... c6 or 6 ... e6. Either one is good, provided Black works as quickly as possible to get ... c5 in. The strongest line for White is 7 ♗d2 to speed up the pressure on the QB file and thereby prevent ... c5 against accurate play, however, his plan is doomed to failure. E.g., 7 ... b6 8 ♗e2 ♗b7 9 0-0 ♘bd7 10 ♖fd1 dxc4 11 ♗xc4 ♘e8! 12 ♖ac1 ♘d6 13 ♗e2 c5 with equality. The manoeuvre ♘e8-d6 is frequently useful for Black.

Since ... c5 cannot be prevented in the long run, two improvements for White suggest themselves: cxd5 and an early e4. E.g., above, 8 cxd5 (instead of 8 ♗e2) 8 ... exd5 9 ♘e5 ♗b7 10 ♗b5 (to weaken the queenside) 10 a6 11 ♗e2 and now 11 ... ♘c6, though 12 f4 looks promising for White. This line may have a future; still, in the present stage of theory it need not be feared. 8 ♗d3 (instead of 8 ♗e2 or 8 cxd5), to force an early e4 is also not devoid of merit: on 8 ... ♗b7 9 0-0 e6 10 e4 is a good try.

We have already mentioned the fact that the Grünfeld abounds in unsolved tactical problems. It is not our intention to furnish any complete analysis here: that is the purpose of other works. Our suggestions are designed to help the reader understand what has gone before and assist him in striking off on new paths if he so desires.

Without ♕b3 Black has no

troubles at all. E.g., even where Black voluntarily plays 4 ... c6, after 5 ♘f3 ♗g7 6 ♗d3 0-0 7 0-0 b6 an early ... c5 is inevitable. Without ... c6, ... c5 is even easier: 4 ... ♗g7 5 ♘f3 0-0 6 ♗d3 c5 7 dxc5 ♕a5 8 0-0 dxc4 9 ♗xc4 ♕xc5 and Black has every reason to be satisfied.

After an early ... c6 for Black, a manoeuvre sometimes seen is ... dxc4 followed by ... b5, ... ♗e6 and a quick attack on the queenside. Such a plan is strategically unsound since it leaves the c-pawn backward on an open file. It is usually easily refuted, though Black can sometimes develop violent pressure. However, that is more often the case when White has weakened his queenside by playing ♗f4.

We see that there are two great difficulties with 4 e3. White is unable to exert enough pressure on the c-file to prevent ... c5, and his QB is so much dead wood. This naturally leads to the second branch: 4 ♗f4.

II. 4 ♗f4 is considered strongest by many masters though, as we shall see, its lustre is fading.

The main ideas have already been mentioned: it develops the QB and increases the pressure on the c-file. There is, however, one great drawback: it weakens the queenside, as a result of which ...

c5 is a far more dangerous counter. In the best lines Black can neither force ... c5 nor permanently prevent e4, yet he can simplify to such an extent that the game is even for all practical purposes.

The remark made at the outset that the Grünfeld has many unsolved problems is peculiarly applicable here: there are a number of controversial questions on which opinion shifts rapidly from one extreme to another.

The main line begins 4 ... ♗g7 5 e3. Now the d-pawn is defended, so White is threatening to capture the c-pawn. Black can, if he so desires, give up the pawn—whether he gets sufficient compensations or not is a matter of dispute. E.g., 5 ... 0-0 6 cxd5 ♘xd5 7 ♘xd5 ♕xd5 8 ♗xc7 ♘a6 9 ♗xa6 ♕xg2 10 ♕f3 and White will have much the better of the ending. Or here 8 ... ♘c6 9 ♘e2 ♗g4 10 f3 ♗xf3 11 gxf3 ♕xf3 12 ♖g1 ♕xe3 with a complicated attack. The precise answers to these tactical questions will doubtless be given soon enough; a good deal depends on them. The author inclines to the opinion that the sacrifice is sound.

However, the replies 5 ... c6 or 5 ... e6 transpose into more regular lines in any case, so that we can still continue to consider 5 ... 0-0. Then (if White does not take the pawn) 6 ♕b3 must follow (though 6 ♖c1 has been experimented with too). On other moves, such as 6 ♘f3, ... c5 is too powerful a reply. One illustration will show how the exchanges can lead to a plus for Black: 6 ♘f3 c5 7 cxd5 ♘xd5 8 ♗e5 ♘xc3 9 bxc3 cxd4 10 ♗xg7 ♔xg7 11 cxd4 ♕a5+ 12 ♕d2 ♘c6 13 ♗e2 ♖d8 and Black has the better ending—the pawns position is that in 40E.

But after 6 ♕b3 c5 is no longer strong, for now 7 cxd5 cxd4 8 exd4 ♘bd7 9 ♗e2! is powerful, while 7 dxc5 ♕a5 8 cxd5 ♘e4 9 ♘e2 is again controversial, with practice favouring White. So 6 ... c6 (or even 6 ... c6) is necessary.

Thus we get to a crucial normal line which runs as follows: 4 ♗f4 ♗g7 5 e3 0-0 6 ♕b3 c6. Then on 7 ♘f3 Black need temporize no longer: 7 dxc4 8 ♗xc4 ♘bd7 9 0-0 ♘b6 10 ♗e2 ♗e6 (10 ... ♗f5! is also excellent here) 11 ♕c2 ♘bd5! 12 ♗e5 ♗f5 (to prevent e4) 13 ♕b3 ♕b6 with equality. Black has been unable to force ... c5 but the many exchanges suffice to free him. Even here, however, it must be remarked that if White can find some way to preserve the pressure on the c-file and avoid exchanges he should get the better of it because Black's pawn structure is essentially inferior.

4. ♗f4 has been shorn of its terrors because of the weakness of the queenside which it entails. Consequently, if some move could be found which holds the queenside, but also exerts pressure on the centre and queenside and keeps the possibility of the development of the ♗ open, it should yield White an advantage. What if we try the key move at once?

III. 4 ♕b3 has enjoyed a good deal of popularity in some periods, only to be almost wholly neglected in others. At first sight it appears that 4 ... dxc4 5 ♕xc4 ♗e6! would give Black enough counterplay, e.g. 6 ♕b5+ ♘c6 7 ♘f3 ♘d5! and White, who can never afford to take the b-pawn, will soon be driven back with loss of time. But instead of going after the pawn with 6 ♕b5+ above, White can carry out his basic strategy with 6 ♕d3 or 6 ♕a4+, followed by e4 in both cases.

Thus 4 ... c6 is probably best. Then White can transpose into more routine lines with 5 ♘f3 or 5 e3 or 5 ♗f4. But there is an interesting variant available. It is based on the idea of compelling a defence with ... e6, which is obviously not so good when White has his QB out. It runs 5 ♘f3 ♗g7 6 cxd5 cxd5 7 ♗g5! threatening to win the d-pawn. 7 ...

♘c6 is possible, but on 8 e3, 8 ... e6 is best, despite the weakening. In the subsequent play White may try to attack on the kingside or in the centre with e4 or on the c-file or he may combine several motifs. This line will doubtless be tried more in the future.

While Black's counterplay on the queenside with ... dxc4 ... b5 is strategically unsound, because it leaves the c-pawn backward, it may be quite powerful on occasion because of Black's strong initiative. No general rule can be given: it depends on the peculiarities of each individual case. E.g., after 4 ♕b3 c6 5 ♗g5 can be met by 5 ... dxc4 6 ♕xc4 b5 7 ♕d3 ♗f5 8 ♕d1 (8 e4? ♘xe4! 9 ♘xe4 ♕d5) 8 ... b4 9 ♘a4 ♘e4 with adequate counterplay.

Alternatives on White's fourth move introduce no new strategical ideas.

IV. 4 ♘f3 is a waiting move which almost always transposes into other lines, already considered. One variant is 4 ... ♗g7 5 cxd5 ♘x5 6 g3, with the idea of exerting pressure against the Black centre and queenside. Straight development is good enough for Black, though after ... c5 he must be careful not to exchange too early in the centre. E.g., 6 ... 0-0 7 ♗g2 c5 8 0-0 ♘xc3 9 bxc3 and now if 9 ... cxd4 (9 ... ♘c6 is best)

10 ♘xd4! Black suddenly has a tough job on his hands because he cannot develop normally.

V. 4. ♗g5 is again inspired by the laudable aim of weakening Black's pawn position, but fails against 4 ... ♘e4. E.g., 5 ♘xe4 dxe4 6 ♕d2 (to develop a quick attack against Black's ♔) 6 ... c5! (immediate counter-action is essential) 7 d5 ♘d7 8 f3 ♕b6! 9 fxe4 ♗g7 10 0-0-0 ♕a6 and Black has a powerful attack.

King's Indian Where White Avoids the Grünfeld Defence

The lines to be discussed here could also be considered irregular variations of the King's Indian but the psychological reason for their choice—at least nowadays—is usually that of preventing the Grünfeld.

First we have a fairly regular King's Indian where White does not try to force an early e4 and where Black reacts with a delayed ... d5. This arises after 1 d4 ♘f6 2 c4 g6 3 g3 (or 3 ♘f3) 3 ... d5 (may also be delayed until White is actually threatening e4). The ideas are in no essential respect different from the Grünfeld: a break with ... c5 is the goal for Black, the advance e4 is the goal for White. To allow e4 without any immediate counter, however, does not turn out well for Black: 4 ♗g2 ♗g7 5 cxd5 ♘xd5 6 e4 ♘b4 7 a3 ♘bc6 8 d5 ♘d4 9 ♘e2 ♗g4 10 ♘bc3 with advantage. e4 must be played early here. To prevent the strong centre Black may support his d-pawn with ... c6: 3 g3 c6 4 ♗g2 d5, when he should have no real difficulties. E.g., 5 cxd5 cxd5 6 ♘f3 ♗g7 7 0-0 0-0 8 ♘c3 ♘e4! etc.

After 1 d4 ♘f6 2 c4 g6 3 f3 to compel an immediate e4, is a worthwhile try. One idea behind the move is to hold the centre solidly, develop rapidly on the queenside, and then attack Black's king. E.g., 3 ... ♗g7 4 e4 d6 5 ♘c3 0-0 6 ♗e3 e5 7 d5 a5 8 ♗d3 ♘a6 9 ♕d2 ♘c5 10 ♗c2 b6 11 0-0-0, followed by g4, h4, with a strong attack. Black can equalize only by an early break in the centre or an effective ... f5. Somewhat stronger for Black, though more risky, is 3 ... d5 4 cxd5 ♘xd5 5 e4 ♘b6 6 ♘c3 ♗g7 7 ♗e3 0-0 8 f4 ♘c6! 9 d5 ♘b8 10 ♘f3 c6 with vigorous counterplay. The important point to remember is that Black cannot afford to be passive here: he must adopt some kind of systematic counter-action. Thus 3 ... c6 has its merits if followed up properly.

When White does not play c4, Black has no theoretical problem (the same thing occurs in the analogous case of the d-pawn opening) because White has omitted the strongest move. Black is at liberty to develop normally; if he uses his liberty he equalizes easily and early.

One line is of some interest as a precursor of a strong defence to the Reti Opening: 1 d4 ♘f6 2 ♘f3 g6 3 ♗f4 (the London System) 3 ... ♗g7 4 h3 c5 5 c3 b6 6 ♘bd2 cxd4 not essential immediately, but forestalls an early e4 7 cxd4 ♗b7 8 e3 0-0 9 ♗d3 ♘c6 10 0-0 d6 11 ♕e2 a6 with equality: both sides will be able to effect e4/e5.

Tchigorin's Defence (Old Indian): 1 d4 ♘f6 2 c4 d6

The only difference between this and the King's Indian is that Black's KB is not fianchettoed. Essentially, however, the ideas are the same: White wishes to force e4, hold on the kingside, advance on the queenside, Black will break with ... f5. The position of Black's KB is of no great importance.

It is important for White to threaten e4 early; if he does so his advantage is assured. A typical variation runs 3 ♘c3 ♘bd7 4 e4 e5 5 d5 ♘c5 6 f3 ♗e7 7 ♗e3 0-0 8 b4 etc.

Black may develop his QB early here, but it will be equally useless, if not more so, in its new position: 3 ♘c3 ♗f5 4 g3 c6 5 ♗g2 ♘bd7 6 e4 ♗g6 7 ♘ge2 etc.

There is a slight finesse on White's third move: if 3 ♘f3 (instead of 3 ♘c3) 3 ... ♗f5 gives Black reasonable prospects of equalizing because a normal e4 is no longer possible.

The type position may also arise from the Ruy Lopez (page 26). The frequency with which the Ruy Lopez and the Indian Defences transpose into one another is one reason why the Ruy remains so refreshingly modern.

Unusual alternatives after 1 d4 ♘f6

While the lines to be discussed here have little theoretical value, they point to many new paths which an enterprising player may enter.

Budapest Defence: 1 d4 ♘f6 2 c4 e5

Though this is technically a defence, it might just as well be called a gambit. There is not too much rhyme or reason to the names of the chess openings!

If we view the opening as a gambit, we will find it much easier to understand because the regular principles for gambit play hold true. First, White takes the pawn. Then, he does not try to hold on to it all all costs, but returns it in order to secure the better develop-

ment. In that event White gets the better of it because Black's position will be disorganized. A striking analogy with the e-pawn openings is that traps occur chiefly in the form of plays on White's f2.

Thus the normal line runs 3 dxe5 ♘g4. Now 4 f4? ♗c5 would be bad: Black has all the play. Likewise 4 ♘f3 ♗c5 5 e3 ♘c6 is inferior because his QB is shut in.

Instead, there are two strong continuations. One is 4 e4 ♘xe5 5 f4 (or even, less violently, 5 ♗e2 followed by ♘f3 with a theoretically superior pawn position), ♘c6 6 ♗e3 (or 6 ♘c3 ♗c5 7 ♘f3 d6 8 a3—but it is simpler to block the diagonal) 6 ... ♗b4+ 7 ♔f2! 0-0 8 ♘f3 ♕e7 9 ♗d3 ♗c5 10 ♖e1, with much the better of it, since White retains greater freedom for his pieces. This superior mobility is the essential point—White need not worry about his pawn position as long as he retains it.

The alternative on White's fourth move is 4 ♗f4 ♘c6 him a permanent though slight advantage, while 6 ♘c3 ♗xc3+ 7 bxc3 ♕e7 8 ♕d5 ♕a3 9 ♖c1 f6 10 exf6 ♘xf6 11 ♕d2 maintains the pawn at the cost of weak pawns—a feasible procedure in this case. Against weak play on White's part Black can develop quickly and start an attack against White's king position.

By and large, however, there are so many ways in which White can get the better of it that the Budapest is practically never seen in games between two equal players.

Blumenfeld Counter Gambit: 1 d4 ♘f6 2 c4 e6 3 ♘f3 c5 4 d5 b5

The motivating idea of this enterprising gambit is quite similar to that of the Evans: give up a pawn on the wing in order to secure ideal development and a powerful pawn centre. E.g. 5 dxe6 fxe6 6 cxb5 d5 7 e3 ♗d6 8 ♘c3 0-0 9 ♗e2 ♗b7 10 b3 ♘bd7 and eventually ... e5 with a powerful attack.

But if White spurns the gift and plays positionally Black's premature thrusts recoil on him. 5 ♗g5 provides a thorough refutation, though the main variation is by no means hopeless for Black: 5 ... exd5 (best) 6 cxd5 h6 (again best) 7 ♗xf6 ♕xf6 8 ♕c2 d6 9 e4 a6 10 a4 (essential to make the square c4 available), b4 and now 11 h3! preserves White's vital ♘ against Black's useless ♗ and gives the first player all the chances in view of his immensely superior pawn structure.

Minor alternatives offer no significant new ideas: they are easily understood as tactical attempts to get some more out of life.

In general, it is advisable for White to bear in mind that against a wholly passive attitude on Black's part, e4 will give him the better of it, while on ... c5 without due preparation, d5 is usually cramping. Black should remember that careless or passive play by White allows an early c5, which should be followed by ... d5 and eventually ... e5. Both sides must pay the greatest attention to transposition possibilities.

The Benoni Counter Gambit
1 d4 ♘f6 2 c4 c5

This opening, once laughed at by serious tournament players (it used to be called the Boloney Counter Gambit), has been completely rehabilitated. It is counter-attack in which Black hits at the White centre with his pawn at c5, and his bishop, which will eventually be placed at g7. A typical line goes as follows: 1 d4 ♘f6 2 c4 c5 3 d5 d6 4 ♘c3 g6 5 e4 ♗g7 6 ♗d3 0-0 5 ♘ge2 e6 8 0-0 exd5 9 cxd5 a6 10 a4 ♕c7 11 h3 ♘bd7 12 f4 ♖b8. Note how Black has to squirm in the opening, but liberation is just around the corner. 13 ♗e3 ♖e8 14 ♘g3 c4 (here it comes) 15 ♗c2 ♘c5 16 ♕f3 b5 (and more of it) 17 axb5 axb5 18 e5. Let us stop to examine the position. White seemingly has a strong attack against the black king, but Black has a powerful counter on the queenside. The outcome depends on tactical manoeuvres on both sides. If, e.g., 18 ... dxe5 19 fxe5 ♖xe5 White can play 20 ♗f4, winning the exchange, but Black replies ♘fd7, with powerful play. Tournament play indicates that the chances are about even.

In other continuations of the Benoni similar situations arise. The strategic ideas are simple; what is decisive is the tactical execution. In general the Benoni has held its own well.

The Benko Counter Gambit
1 d4 ♘f6 2 c4 c5 3 d5 b5

In this gambit, which stems from the Hungarian–American grandmaster Pal Benko, Black sacrifices a pawn to have counterplay on the b-file and along the diagonal g7–a1, where his bishop will be developed.

The last word is not yet in, but in general either 4 cxb5, or 4 e3 and simple development leads to a better game for White.

Dutch Defence:
1 d4 f5

Black's main idea here, as we have already mentioned, is to prevent

e4 by a flank advance. He thereby reserves the option of any one of a number of good pawn configurations in the centre, the main ones being as usual ... d6 and e5 or ... e6 and ... d5 with ... c5 always useful. White, of course, will not abandon his plan to advance the e-pawn. Thus both sides will bring up reserves, White to prepare e4, Black to prevent it or to neutralize it.

As so often in the d-pawn opening, White's play is most effective in the centre and on the queenside, while Black's counter-action will take place on the kingside. Against careless play Black may well build up a strong attack.

The ♔-fianchetto is the best procedure for White, though it is not immediately obvious why that is so, in view of the fact that there is no Black QB at b7 to neutralize. We do know, however, that play will centre around White's e4 to a considerable extent, and that Black has hopes of a kingside attack. The easiest king-position to defend in such cases is that with the fianchettoed ♗ (provided it is not exchanged) while the control of the centre from a distance is most forceful in all these openings.

While Black can choose one of two or more pawn configurations, quick development is as usual essential for him. Further, his ♗ is best placed at e7 or d6 (often it is a good idea to exchange it), so that ... e6 will be necessary regardless of which pawn set-up he chooses.

These points suffice to explain the main line: 2 g3 ♘f6 3 ♗g2 e6 4 ♘f3 ♗e7 5 c4 0-0 6 0-0 (*43A*).

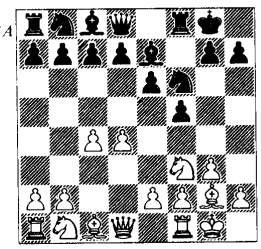
Now Black must make up his mind about the further course of the game. He has two major alternatives and one minor one: 6 ... d6 6 ... d5 and 6 ... ♘e4.

6 ... d6 is inferior because Black cannot compel ... e5 under favourable circumstances. On the contrary: White can often force d5 in a position where the reply ... e5 is impossible, so that after ... exd5 by Black, or dxe6 by White, Black's pawns will be irrevocably split and permanently weak. This is one of the major motifs for White against the Dutch.

After 6 ... d6 7 ♘c3 ♕e8 (7 ... ♘c6 allows 8 d5) there are many ways in which White can get the better of it. All the lines boil down to development plus preparation of e4. The simplest is doubtless 8 ♖e1 ♕h5 9 e4 fxe4 10 ♘xe4 ♘xe4 11 ♖xe4 ♘c6 12 ♗f4 ♗f6 13 h4 h6 14 ♖c1 a6 15 c5—note the ingenious way in which Black's pawns have been hopelessly weakened.

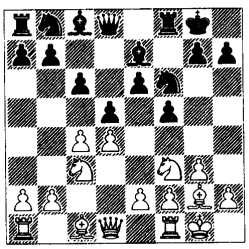
On ... ♘c6 by Black at any earlier stage (before e4), an immediate d5, to split the black pawns, is both imperative and positionally crushing.

43A



Position after 6 0-0 in the Dutch Defence.

43B



Position after 7 ... c6 in the Dutch Defence.

From the above variation it is clear that Black cannot develop his queenside quickly but must bank on play on the other wing. The reason is that ... ♘bd7 cramps his game too much, while ... ♘c6 is always refuted by d5. Consequently the idea of forcing ... e5 without the development of the QN comes to mind. One way to do it is by getting the ♗ to f6. Thus we see the raison d'etre of 6 ... ♘e4. Unfortunately White can break immediately with 7 d5! e.g., 7 ... ♗f6 8 ♕c2 and now 8 ... e5 is best, though after 9 ♘bd2 ♘xd2 10 ♘xd2 d6 11 c5 White retains all the play. This variation, however, has not been analysed too much.

6 ... d5—the third branch on Black's sixth move (*43A*)—is by far the best: it blocks e4 for a long time to come and by holding the centre solid paves the way for play on the kingside. After the further 7 ♘c3 c6, there is no way in which White can get significantly the better of it (*43B*). He can try to force an early e4 by ♘e5 f3, etc. but allows too much bloodletting: 8 ♕d3 ♘e4 9 ♘e5 ♘d7 10 ♘xd7 ♗xd7 11 f3 ♘xc3 12 bxc3 dxc4 13 ♕xc4 ♗d6 and Black has exchanged sufficiently to get a free game, though White still has a slight theoretical advantage.

Black's counter-attack calls for ... ♘e4, ... ♕e8–h5, ... g5, ... ♖f6–h6. White can, however, afford to disregard the entire manoeuvre if he does not touch his kingside. Thus he can touch off a sharp struggle by advancing immediately on the queenside: 8 ♖b1 ♕e8 9 c5! ♕h5 10 b4 ♘e4

11 ♕c2 ♘d7 12 b5 ♗f6 13 ♗f4 ♕e8! 14 ♗c7 ♖a7 15 ♗a5 e5! with approximate equality.

Again we have a situation where both sides search for improvements: White because his advantage against ... d5 is too small, Black because he does not secure full freedom.

One most suggestive variant for White is developing the ♘ at h3, for in one of the main lines he must move the ♘ away anyhow to prepare e4. Then the situation is reversed for Black: ... d5 is inferior, while ... d6 is strong. The reason is that now there is less to prevent ... e5. E.g., 2 g3 ♘f6 3 ♗g2 e6 4 ♘h3 and now 4 ... d5 5 0-0 ♗d6 6 c4 c6 7 ♘c3 ♘bd7 8 ♕d3 (to defend the c-pawn) 8 ... ♘e4 9 f3 ♘xc3 10 bxc3 ♗e7 11 e4 and White has all the play. But after 4 ... d6 (instead of 4 ... d5) 5 0-0 ♗e7 6 c4 0-0 7 ♘c3 ♕e8 8 ♘f4 ♗d8 9 e4 e5! 10 dxe5 dxe5 11 ♘d3 fxe4 12 ♘xe4 ♘c6 13 ♖e1 ♕g6 Black has a free game and little to fear.

For Black the only important variant is that where he tries to exchange his KB early (compare the Queen's Indian). For a long time it was believed that such an exchange was favourable for him. To avoid it White then delayed the advance of the c-pawn until Black's ♗ has moved. Recent practice, however, indicates that this view is not justified.

After 2 c4 e6 3 g3 ♘f6 4 ♗g2 ♗b4+ 5 ♗d2 leads to very little after 5 ... ♗xd2+ 6 ♕xd2 0-0 7 ♘c3 d5 8 ♘f3 ♘c6! though the weakness on the Black squares is painful for the defender. However, this time White can avoid the ♗ exchange effectively: 5 ♘c3 (5 ♘d2 is also good) 5 ... 0-0 6 ♘h3 d5 7 0-0 c6 8 ♕b3 ♘a6 9 ♘f4 ♗d6 10 ♘d3 ♘c7 11 c5 ♗e7 12 ♗f4 with advantage because of his hold on e5.

The Staunton Gambit, 2 e4 is a complicated and promising line for White. Though there is no theoretical refutation known, it is still highly speculative. It is based on the idea of quick development to secure a kingside attack.

2 ... dxe4 is virtually forced. To regain the pawn immediately leads to nothing for White: he must attack. Thus he will advance on the kingside. E.g., 3 ♘c3 ♘f6 4 ♗g5 g6 5 h4 d6 6 h5 with a strong attack. Best for Black is a delayed support of the centre with ... b6. E.g., 4 ♗g5 (as above) 4 ... b6 5 ♗c4 e6! 6 ♗xf6 ♕xf6 7 ♘xe4 ♕e7 8 ♗d3 ♘c6 9 c3 ♗e7 followed by ... 0-0-0 with good chances.

In virtually all variations White may sooner or later play f3, when Black will have to capture advance ... e3, or defend with ... d5. ... e6 is usually good enough to equalize, though White then retains the initiative ... exf3 or ... d5 must be tried if Black wants to refute the gambit.

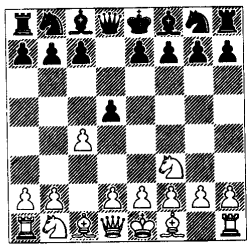
6 Reti and English Openings

Reti Opening: 1 ♘f3 d5

The Reti Opening is the quintessence of hypermodernism. It was most popular when the brilliant but erratic masters of that school were on top. Since then (about 1930) it has declined somewhat, though it still remains one of the most important openings.

It is frequently said that White's leading idea in the Reti Opening is *control* rather than *occupation* of the centre. To a certain limited extent that is true, for White develops his bishops by fianchetto and does not (normally) advance a centre pawn for six or seven moves. And yet the statement is a deceptive over-simplification. In reality *the basic idea is to occupy the centre at a time when it is directly favourable for White.* White's goal is, as ever, a strong centre, but he goes about it *indirectly*. If Black is not aware of what his opponent is driving at, he will assuredly fall into a subtle positional trap; if he is, he should have no trouble.

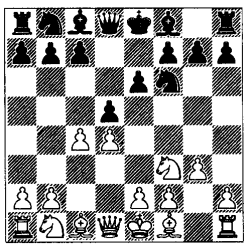
44



Reti Opening.

One of the major weapons which White uses is that of allowing his opponent to occupy the centre with his pawns and *then*, when Black is exposed, to strike at those pawns and create irremediable weaknesses (mainly "holes"). Again the defender must be careful not to be taken off guard. Essentially the idea is the same as that in Alekhine's Defence or some branches of the Indian; the only difference is that this time White is playing a come-hither-my-darling-and-let-me-snare-you game with Black, instead of the reverse. It is no accident that many masters who are addicted to such defences for Black also like Reti's for White.

45



Catalan System.

The fianchetto is a characteristic of this opening. There are two ways to deprive such a bishop of its strength: one is by firmly planting the centre with pawns (rarely feasible for any length of time), the other is by exchanging it (the most usual method).

We have repeatedly had occasion to observe in the d-pawn openings that when White neglects the powerful c4, to increase the pressure on White's centre, Black's theoretical troubles are over. Here c4 is played, but d4 is omitted—and the same observation holds true. By sticking to a few fundamental principles—the ones we have been emphasising throughout—Black will overcome the inherent difficulties of the opening.

After 1 ♘f3, there is only one important independent reply, 1 ... d5. Now d4 is good, of course, but the Reti continuation is 2 c4.

There are four possible replies for Black, each based on different ideas. Objectively, there is little to choose among these lines, though each has special advantages and drawbacks. They are:

(1) 2 ... dxc4 avoids complications and prepares the construction of a powerful centre with ... c5 and ... e5. Its advantage is that normal continuations lead to a considerable superiority for White; a minor drawback is that White can transpose into the QGA.

(2) 2 ... d4 cramps White and sets up a Benoni Counter Gambit with colours reversed. Careless play by White leads to an overwhelming position for his opponent; on the other hand Black's centre may collapse or prove terribly weak.

(3) 2 ... c6 maintains a pawn in the centre and allows the QB to get out. Its good feature is that it permits free and easy development of all the pieces, its bad one that a delayed advance in the centre by White may cramp Black all over again because the natural ... c5 would be out of place.

(4) 2 ... e6 likewise holds a pawn in the centre, but this time shuts in the QB—it is in reality nothing but the Orthodox Defence applied to the Reti opening. Black's liberating plan is the same: ... c5 and eventually ... e5. It is more solid

than any of the others, but less aggressive. Black can at best secure equality here; in the alternatives he can frequently get the better of it.

We shall now consider these alternatives in greater detail.

I. 2 ... dxc4 is undoubtedly simplest for Black, though White can level the game too easily if he so desires.

Of the three ways in which White can recapture the pawn, only two—3 ♘a3 and 3 e3—have been seriously tested, though 3 ♘a3, by analogy with the QGA and the Catalan System, certainly has its merits.

It is rather difficult to explain why 3 ♘a3 held the stage for such a long time. That it is bizarre and pleased the hypermoderns on principle because it violated the tenets of the classical school surely were weighty psychological factors. But be that as it may, there can be no doubt today that 3 ♘a3 is a bad move. After the further logical continuation 3 ♘a3 c5 4 ♘xc4 ♘c6 5 b3 e5 6 ♗b2 f6! 7 g3 ♘ge7 8 ♗g2 ♘f5 (somewhat stronger than 8 ... ♘d5) 9 0-0 ♗e7 10 ♖c1 ♗e6 11 d3 0-0 12 ♘fd2 ♕d7 Black has a considerable advantage on every count. It should be borne in mind that Black must be careful not to let his c-pawn be subject to attack before he is fully developed.

The attentive reader may have noticed that the final position here is structurally the same as the variation of the Sicilian Defence (page 71) where White manages to play c4. The colours of course are reversed. In that line Black is reduced to passivity because he has no prospects on the c-file; here the same holds for White. If White manoeuvres for an early f4, to get rid of one of Black's major trumps, he may equalize; otherwise he is bound to come off badly.

However, if White avoids the above line, he can equalize without any trouble. Thus instead of 5 b3 5 ♘ce5 ♘xe5 6 ♘xe5 ♘f6 (not 6 ... c6 now because of 7 ♕a4+) 7 e3 c6 8 b3 ♘d7 9 ♗b5 ♗d6 (whittles down the wood too much.

Likewise 3 e3 is good enough to equalize because it will normally transpose into the QGA. E.g., 3 ... ♘f6 4 ♗xc4 e6 5 d4 c5, etc. Both sides may vary from the QGA, though the results are unclear. White must then avoid the natural d4 which bodes ill for his prospects of getting an advantage. Black may try 3 ... ♘c6 on 3 e3, then 4 ♗xc4 e5 5 ♕b3 ♘a6 leads to wild and woolly complications.

II. 2 ... d4 is the normal reply for White against the Benoni Counter Gambit (which White is playing here with colours reversed and a move in hand), so strong there that it constitutes a thorough refutation. Yet here it is somewhat dubious because of a new factor: the extra move makes it uncertain whether Black can maintain his powerful wedge at d4 under favourable circumstances or not.

Again, if Black is allowed to reinforce his d-pawn he will secure an overwhelming position. E.g., 3 b4 f6 4 ♗g2 e5 5 a3 c5 6 bxc5 ♗xc5 7 d3? ♘c6 8 ♘bd2 f5! 9 g3 ♘f6 10 ♗g2 0-0 11 0-0 ♕e8 with terrific pressure.

We see why it is essential for White to hammer at the Black d-pawn early or secure compensation in some other way. For this reason both e3 and b4 must come in. It so happens that 3 e3 is best: then a normal line would run 3 ... c5 4 exd4 (again 4 b4 f6 5 bxc5 e5 is good for Black) cxd4 5 g3 ♘c6 6 ♗g2 g6 7 d3 ♗g7 8 0-0 e5 9 ♖e1 f6 10 b4! (it is still strong; otherwise Black could consolidate his centre), 10 ... ♘xb4 (otherwise White's pressure becomes too strong on the queenside) 11 ♕a4+ ♘c6 12 ♘xd4 ♕xd4 13 ♗xc6+ ♗d7 with equality. It should be noted that White's compensation for Black's strong centre consisted of pressure against the queenside, for which his KB is ideally situated. The attempt to hold d4 with a piece does not work out too well: if 3 ... ♘c6 on 3 e3 4 exd4 ♘xd4 5 ♘xd4 ♕xd4 6 ♘c3 ♗g4 7 ♕a4+ c6 8 d3 and White's queen must soon retreat.

III. 2 ... c6 is played to hold the centre and get the QB out. It allows a number of transpositions, chiefly to the Slav Defence with 3 d4. But the major line to be considered here is Reti's old favourite, where both bishops are fianchettoed.

White's idea in Reti's continuation is to control the centre from a distance, then, after development is completed, break at an opportune moment and get the upper hand in the centre himself. Passive play on Black's part would allow a crushing bind. A classic instance is the game Reti–Bogoljubow, New York, 1924: 3 b3 ♘f6 4 ♗b2 e6 5 g3 ♘bd7 6 ♗g2 ♗d6 7 0-0 0-0 8 d4 ♖c8? 9 ♘bd2 ♘e4 10 ♘xe4! dxe4 11 ♘e5! f5 12 f3! exf3 13 ♗xf3 ♕c7 14 ♘xc6 ♗xc6 15 e4 with an overwhelming position. Note how effective the delayed break in the centre has been. But once Black gets his QB out, he will have no such troubles. Then it is essential for White to block the diagonal of the enemy ♗, which means d3 is to come in rather than d4. This weakens his e4 square, so that Black is at

liberty to advance his e-pawn. Reti hoped that the two black centre pawns would then prove weak; we know today that his hope was a mirage. Thus a main line here, where both sides carry out their plans, would run as follows: 3 g3 ♘f6 4 ♗g2 ♗f5 5 b3 ♘bd7 6 ♗b2 e6 7 0-0 ♗d6 8 d3 0-0 9 ♘bd2 (logical, but 9 ♘c3 is better) 9 ... e5! (takes advantage of the first good opportunity) 10 cxd5 (not to exchange would be worse because the diagonal of White's KB would be rendered useless) 10 ... cxd5 11 ♖c1 ♕e7 12 ♖c2 a5! (always strong against this type of formation) 13 a4 h6 ... 14 ♕a1 (still aiming at the Black centre) 14 ... ♖fe8 and Black has much the better of it. Alternatives for White lead to equality at best unless Black advances his e-pawn prematurely. E.g., above, 8 ... e5? (instead of 8 ... 0-0) would be refuted by 9 e4! ♗e6 10 exd5 cxd5 11 d4! e4 12 ♘g5 0-0 13 cxd5 with a won game. Should White try d4 instead of d3, Black's QB will control a powerful diagonal, while White's bishops will do little. Black can then attack on the queenside with ... a5–a4, ♗a3 if possible.

IV. 2 ... e6! is solid, but introduces no essentially new ideas. Development is the order of the day for both sides. Black's normal strategy is to play ... c5 early, ... e5 too, if possible; White would then have to exchange early to prevent a powerful centre. The problems for both sides are much the same as in the previous lines. On the whole, however, this line is most passive and least promising for Black.

From what has been said there is one all-important conclusion to be drawn: Reti's original thought of provoking a centre advance by Black in the conviction that the pawns would later prove weak has to be discarded because with any kind of reasonably good defence by Black, his centre remains as strong as ever. In all the variations where White does nothing about the centre in the early stages but try to "control it from the sides", Black gets a clear superiority. If White, however, prevents such a centre, or neutralizes it immediately, equality results. On the other hand, if Black ignores his opportunity and does not occupy the centre White gets an overwhelming bind.

Yet there can be no doubt that the Reti system and the idea of control of the centre from a distance have some merit as is shown, e.g., by the many traps which Black must be careful not to fall into. We are therefore naturally impelled to look for an opening which will have the good feature of the Reti (real control from a distance, effective diagonals for the bishops) and avoid the bad ones (enemy centre pawns become too strong, enemy develops too freely). Such a line is the Catalan System, which combines some long-distance control of the centre (g3) with occupation (d4) and has the additional virtue of permitting several favourable transpositions.

Catalan System

There are several forms of this opening, which makes it difficult to set up an exact beginning. Besides, it may arise in a variety of ways, from the Reti, QGA, QGD, or the Queen Pawn Game. All however have one essential unifying idea for White: the combination of d4 and g3.

One of the first things that strikes us (see Diagram 45) is that Black has been made to transpose into the ... e6 defence to the Reti (page 168) which is, as we saw there, the least promising for the second player.

There are two main transposition traps which Black must sidestep. The first is familiar from the regular Reti: Black must hit at White's centre with ... c5. ... c6 instead leaves him with a terribly cramped game, which he might conceivably hold, but which is a long uphill fight at best. The second is more subtle: after ... c5, White may well reply cxd5. Then, ... exd5 would suddenly leave Black in a most unfavourable branch of the Tarrasch Defence, the Rubinstein variation (page 98).

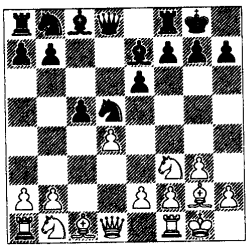
As in the regular Reti, one thing is again clear: to get a reasonably good game Black must play aggressively. With this in mind, and to avoid the traps mentioned above, Black can choose one of two defensive ideas: (a) an early break with ... c5 coupled with speedy development or (b) the exchange ... dxc4 to transpose into a QGA type of position.

... c5 may be played on the 4th, 5th, or 6th move. It is usually seen on the 6th, though that does not mean that it is necessarily best at that point.

The main line from Diagram 45 run as follows: 4 ... ♗e7 5 ♗g2 0-0 6 0-0 c5 7 cxd5 ♘xd5! (*46A*). Note that 7 exd5 here instead of 7 ... ♘xd5 would transpose into the unfavourable Tarrasch Defence.

In Diagram 46A the normal 8 e4 sets a difficult problem for Black: how to develop adequately without weakening the pawn position. As it is put, the problem is insoluble: Black must submit to weak pawns in order to get his

46A



Position after 7 ♘xd5! in the Catalan System.

pieces out properly. But he can neutralize his weakness by foreseeing his position. Thus, e.g., 8 e4 ♘b6 9 ♘c3 cxd4 10 ♘xd4 ♗f6? is weak because of 11 ♘db5 ♘c6 12 ♗e3 ♘c4 13 ♗c5 ♕xd1 14 ♖fxd1 ♖d8 15 ♖xd8+ ♗xd8 16 b3 and Black still has his QR and QB back where they don't belong. White's main idea here has been to keep Black's queenside undeveloped and increase the pressure against it slowly but surely. But in the above variation, after 8 e4 ♘b6 9 ♘c3 cxd4 10 ♘xd4 ♘c6! is sufficient to equalize because on 11 ♘xc6 bxc6 12 ♕e2 e5 13 ♗e3 ♗e6 14 ♖fd1 ♕c7 Black's exposed c-pawn is easily defended and he has adequate counterplay against White's queenside pawns.

The alternative 8 ♘c3 in Diagram 46A, to leave the long diagonal open for the White KB, is harmless against speedy development: 8 ... ♘xc3 9 bxc3 cxd4 10 cxd4 ♗d7! 11 ♘e5 ♘c6 and we have a familiar pawn position, favourable for Black (*40E*).

While these lines are enough for theoretical equality, it is understandable that Black will want to look for improvements.

... c5 earlier may transpose into the above main line, but Black has some fair variants at his disposal.

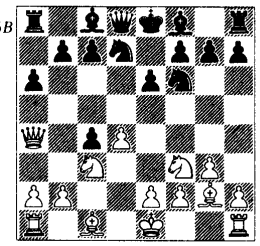
After 4 ... ♗e7 (*45*) 5 0-0 c5 (instead of 5 ... 0-0) 6 cxd5 ♘xd5 7 dxc5 ♗xc5 8 ♕c2 with some pressure is possible: White will try to cash in on his headstart in development. Other lines lead to nothing for White.

Better for Black is 4 ... c5 (in Diagram 45) and if then 5 cxd5 ♘xd5 6 ♗g2 cxd4 7 0-0 ♗c5! thus posting the ♗ more aggressively without loss of time. Black can then equalise easily by straight development.

On the alternative 4 ... dxc4, which leads to a QGA type of position, White recaptures his pawn with ♕a4+. It will be recalled that this is one of the most promising lines of the QGA. Here too White retains a little pressure in almost all variations. In Diagram 46A, after 4 ... dxc4 5 ♕a4+ ♘bd7, it is best for White to delay recapture of the c-pawn as long as possible, for in that way he keeps

Black's game cramped longest. Thus the main line runs 6 ♗g2 a6! (to compel the capture) 7 ♘c3! (preventing ... b5 —Diagram 46B).

46B



Position after 7 ♘c3 in the Catalan System.

Now Black has a choice of three lines: ... ♖b8, to compel ♕xc4 and a consequent clarification of the position, ... c5, the normal break in such cases, and ... ♗e7, to complete his development before undertaking any counteraction. The first two are about equally good; the third is rather passive, though quite playable.

White's major idea is to compel Black to weaken his position in some way in order to develop properly. E.g., on 7 ... c5 8 0-0 ♗e7 is necessary, when 9 dxc5 gains a move, which may well turn out to be of great value: 9 ... ♗xc5 10 ♕xc4 b5 11 ♕h4 ♗b7 12 ♗g5 0-0 13 ♖ad1 ♕c7 14 ♖c1! with strong pressure.

Perhaps simplest for Black is the forcing 7 ... ♖b8 8 ♕xc4 b5 9 ♕d3 ♗b7 10 0-0 c5 11 dxc5 ♘xc5 12 ♕xd8+ ♖xd8 13 ♗f4 and now simply 13 ... ♗d6 with approximate equality. 7 ... ♗e7 is also good: 8 0-0 0-0 9 ♕xc4 b5 10 ♕d3 ♗b7 and if 11 e4 c5 with strong counterplay.

On 5 ♕a4+ (after 4 ... dxc4 in Diagram 45) an alternate idea for Black is 5 ... ♗d7 6 ♕xc4 ♗c6 7 ♗g2 ♗d5 8 ♕c2 ♘c6! with good chances.

White may also try the Catalan on his third move: 1 d4 ♘f6 2 c4 e6 3 g3. In most cases there is no essential difference; Black may, however, vary with 3 ... ♗b4+. After 4 ♗d2 ♗xd2+ 5 ♘xd2 ♘c6 6 ♘gf3 d6 with a line analogous to the Zurich in the Nimzoindian defence is best. ... d5 is inferior for Black: it enhances the value of White's KB and gives White play on the c-file.

English Opening: 1 c4

The English is in many respects similar to Reti's. Both are openings which derive their strength largely from transposition possibilities. Both involve complicated positional motifs where knowledge and good judgement are equally essential. Both appeal to players who like to leave the

beaten track.

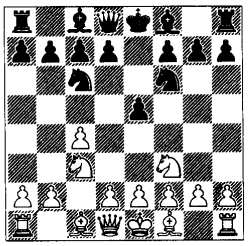
From a theoretical point of view, it is quite easy to see what the analogy is due to. In both, White does not occupy the centre, but hits at it from the side. Consequently Black will place his pawns in the centre, which will, in many cases, lead to familiar openings with colours reversed.

The English may lead into a number of familiar openings directly, as, e.g., with 1 c4 ♘f6 2 d4; here we shall only consider those lines which distinctively belong to this opening.

As in Reti's opening, the natural reply for Black is to place a pawn in the centre with 1 ... e5. Then we have a Sicilian Defence with colours reversed and with a move in hand. This extra move creates three important differences from the regular Sicilian. The first is that while ... d4 is normally a great problem there, here it can be played whenever White wishes to do so. The second is the significant feature that White can build up his counterplay on the QB file more quickly in the present case. The third is that ... d5 by Black (analogue of the strongest for White) is by no means simple. These three differences, in addition to the normal characteristics of the Sicilian, determine the further course of play.

In the main line, both sides first develop their knights: 1 ... e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 (note the order in which the knights are developed—it will be commented on later) when we have Diagram 47.

47



Position after 3 ... ♘c6 in the English Opening.

In Diagram 47 White now has four lines to choose from:

(a) 4 d4 is the normal break for Black in the Sicilian. It equalises there, and here too, but White wants more.

(b) 4 d3 leads to the Dragon Variation of the Sicilian with an extra move—the most popular.

(c) 4 e4 prevents ... d5 envisages transposition into a number of favourable lines, based on the possibility of hitting at Black's e-pawn.

(d) 4 e3 is passive and unusual, but trappy.

These lines are worth more attention.

I. 4 d4 is played chiefly in the hope that White will be able to set up a favourable pawn flanking with c4 and e4 against a black pawn at d6 (compare page 28 in the Ruy Lopez). E.g., on the passive 4 ... exd4 5 ♘xd4 d6? 6 e4 sets up a familiar positional superiority. Yet 5 ... d5 above would be too loose. An aggressive move is called for which will develop and prepare a centre break: here it is 5 ... ♗b4, the strength of which is derived from the fact that it pins the ♘ which controls the two vital central squares, d5 and e4.

Thus the main line from Diagram 47 is (4 d4), exd4 5 ♘xd4 ♗b4! There are now two feasible replies to the threat of ... d5: one is 6 ♘xc6, which simplifies too much, the other is 6 ♗g5, which maintains the tension. On 6 ♗g5 the crucial variation is 6 ... h6! 7 ♗h4 ♗xc3+ 8 bxc3 ♘e5! 9 e3 d6 10 ♗e2 ♘g6 11 ♗g3 ♘e4 12 ♕c2 ♕e7 13 ♗d3, with about even chances: White's superior development and two bishops are equalled by Black's better pawn position.

II. 4 d3 is probably the most promising for White, since the extra move changes a good deal. After 4 ... d5 5 cxd5 ♘xd5 6 g3 (6 e3 is weak, 6 e4 is not impossible) we have the Dragon. Then on 6 ... ♗e7 7 ♗g2 ♘b6 8 0-0 0-0 9 ♗e3 Black's best procedure is to be consistent and play as though he were White in the Dragon: 9 ... f5 and if 10 ♘a4 f4, 11 ♗c5 ♗d6! etc. In other words, the extra move compels Black to neglect the queenside completely and attack on the other wing. Passive play on the other hand will most likely lead to an inferior game because White's counteraction on the c-file gets under way so quickly; Black can also maintain equality by holding the centre solid.

III. 4 e4 is designed to prevent ... d5 and prepare to remove the Black e-pawn. With a passive defence Black will again be badly off: e.g., 4 ... d6 5 d4 ♗g4 (5 ... exd4 is familiar) 6 d5 ♘d4 7 ♗e2 ♗xf3 8 ♗xf3 ♗e7 9 ♗e3 ♘xf3+ 10 ♕xf3 and White has a pawn position which we know to be favourable: he will soon advance on the queenside (*36D*).

Again Black comes out all right if he develops his KB. E.g., 4 ... ♗c5 5 ♘xe5 ♘xe5 6 d4 ♗b4 7 dxe5 ♘xe4 8 ♕d4 f5 with approximate equality.

As long as Black avoids the positional error of giving up his e-pawn without reason he should have no trouble.

IV. 4 e3 is a tricky move, played in the hope that a Black advance

in the centre will prove premature. But as usual normal development is good enough for Black. E.g., 4 ... ♗b4 5 ♘d5? e4! 6 ♘xb4 ♘xb4 7 ♘d4 0-0 8 ♗e2 d5 with the better prospects, or above 5 ♕c2 0-0 6 ♗e2 ♖e8 7 0-0 d6 8 ♘e1 ♗e6 and eventually ... d5 with an excellent game. 4 ... d5 may also be played at once, though 5 cxd5 ♘xd5 6 ♗b5 transposes into one of the strongest Sicilian lines for Black with an extra move (page 70).

The main ideas to be remembered in the above lines are for White, that he can try to get an advantage with pawns at c4 and e4 vs. one at d6 or with the extra move in the Dragon Variation, for Black, that ... d5 should be played whenever feasible (though there are some traps) and that he should concentrate on quick development, especially of the KB.

We mentioned above that the order of moves is quite important in the early stages. There are two important variants which illustrate this point.

The first is that after 1 c4 e5 2 ♘f3 is more than adequately met by 2 ... e4! provided Black takes advantage of the first good opportunity to break with ... d5. Thus: 2 ♘f3 e4 3 ♘d4 ♘c6 4 ♘c2 ♘f6 5 ♘c3 ♗c5! 6 b3 0-0 7 g3 d5! and if 8 cxd5 ♘g4! with a strong attack, or even 8 ... ♘b4 9 ♘xb4 ♗xb4 10 ♗g2 ♖e8 11 0-0 ♗f5 12 ♗b2 ♘xd5 with full equality. But 7 ... ♖e8 above (instead of 7 ... d5) 8 ♗g2 a5 9 0-0 d6 10 ♘e3 is in White's favour because the break with ... d5 will never again be possible.

The second major instance where the order of moves can mean a great deal occurs after 1 c4 e5 2 ♘c3. Now 2 ... ♘c6 (the right move is 2 ... ♘f6 for an early ... d5 allows 3 g3! when ... d5 at an early stage is out of the question. Consequently Black must develop with ... g6, which is an inferior line against the Sicilian. White may then get somewhat the better of it by advancing his f-pawn before getting his ♘ out, thus securing good pressure against the enemy centre. E.g., 3 g3 g6 4 ♗g2 ♗g7 5 d3 d6 6 f4! ♘ge7 7 ♘f 3 ♗g4 8 0-0 0-0; 9 h3 ♗xf3 10 ♗xf3 ♘f5 11 ♔h2 exf4 12 ♗xf4 with the better prospects because of his two bishops and stronger centre potential.

It should be remembered that the first law for White in the Sicilian is to be aggressive; thus here if Black is passive White will be bound to get the better of it.

Of the many possible alternate defences, there are only two which merit any consideration.

The first is the symmetrical line with 1 ... c5. Here White can secure a slight advantage with 2 ♘f3 ♘f6 3 d4! for if say 3 ... cxd4 4 ♘xd4 d6 5 ♘c3 ♘c6 6 e4! we have a real Sicilian Defence (with the right colours!) in one of the worst variations for Black. Likewise, after 2 ♘f3 ♘f6 3 d4 cxd4 4 ♘xd4 d5 is refuted by 5 cxd5 ♘xd5 6 e4. If White omits an early d4 Black can equalise by playing it himself.

In other words, if White plays d4 first he gets the better of it, if Black does, he equalises.

Thus symmetry is not good for the defender because White can break in the centre first and get an advantage.

The other alternative occurs after 1 c4 ♘f6 2 ♘c3 e6. Here 3 d4 or 3 g3 is routine, but 3 e4! leads to some intriguing complications: 3 d5 (the most natural) 4 e5 d4! (essential) 5 exf6 dxc3 6 bxc3 ♕xf6 7 d4 b6 (7 ... c5 is good enough though less promising) 8 ♘f3 ♗b7 9 ♗e2! h6! 10 ♘e5! ♗d6! 11 ♕a4+ ♔e7! 12 ♗f3 ♗xf3 13 ♘xf3 ♖d8 14 0-0 ♔f8 15 ♖e1 with fair attacking chances for his inferior pawns. That is the central thought of this and related lines: White allows his pawns to be weakened in order to develop more quickly and build up an attack.

7 Bird's Opening and Nimzowitsch's Attack

These two openings have several features in common, the chief of which is that White wishes to settle a ♘ at e5 and attack on the kingside. Neither however, has any theoretical value: their chief virtue is variety.

Bird's Opening: 1 f4

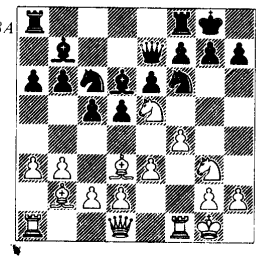
This is really (after 1 ... f5) a Dutch Defence with colours reversed, but if played as such it has little force.

After the most natural reply, 1 ... d5, White's ideal position is shown in Diagram 48A. After ♘h5 he has a winning attack against the kingside.

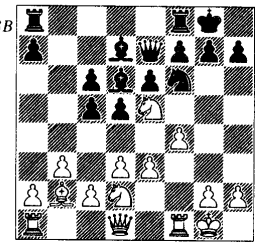
Another excellent type of position, though not quite as crushing as that in Diagram 48A, is that in 48B where Black's QN has been exchanged. White's ♘ at e5 is unassailable, he again has a strong attack against the enemy king position, and Black's pawn structure is weak. The last factor, however, is not essential: White exerts strong pressure even in Black's pawn is at b7 instead of c6.

But, as usual in such esoteric openings, if the defender is aware of what the ideal position is, and

48A



48B



Ideal Positions for White in Bird's Opening and Nimzovitch's Attack.

avoids it, he equalises without any trouble.

After 1 ... d5 2 e3, there are two major alternatives for Black, both satisfactory.

The first is that where he pins the white KN and prepares an early ... e5 (the Schlechter line). White must prevent ... e5 which allows other favourable simplification. E.g., 2 ... ♘f6 3 ♘f3 ♗g4 4 ♗e2 ♗xf3!, (he wishes to prevent ♘e5 at all costs); 5 ♗xf3 ♘bd7 6 c4! e6! 7 cxd5 exd5 8 ♘c3 c6 9 0-0 ♗e7 with equality. White's bishops mean little because their scope is limited.

The other choice is the kingside fianchetto which, as we have seen on a number of occasions, takes the sting out of a White kingside attack. E.g., 2 e3 g6 3 c4 ♘f6 4 ♘c3 ♗g7 5 ♘f3 0-0 6 ♕b3 c6 with a good game, or 3 ♘f3 ♗g7 4 d4 ♘f6 5 ♗d3 0-0 6 ♘bd2 c5! 7 c3 b6 with a line analogous to the Colle System, this time in Black's favour—it will be recalled that a fianchetto defence is quite strong against the Colle.

About the only important alternative to 1 ... d5 is 1 ... e5, the From Gambit. It is considered unsound. After 2 fxe5 d6 3 exd6 ♗xd6 4 ♘f3 g5! there are two good lines for White: 5 d4 and 5 g3 E.g., 5 d4 g4 6 ♘g5! ♕e7 7 ♕d3 f5 8 h3 or 5 g3 h5 6 d4 g4 7 ♘h4 ♗e7 8 ♘g2 h4 9 ♗f4. In neither case is Black's attack sufficient compensation for the pawn. Tartakover won some pretty games with White here.

Nimzowitsch's attack: 1 ♘f3 in conjunction with the Queenside fianchetto

It is obvious that this attack must have much in common with Bird's opening. In point of fact, the two ideal positions 48A and 48B may also be secured here. Again the same defensive ideas apply: break the back of the attack either by exchanging White's KN or a kingside fianchetto or an early centre advance.

Two illustrations of attack and defence will be sufficient.

Where Black plays too passively, White may post his ♘ at e5, solidify its position with f4 and build up an attack against the kingside. E.g., 1 ♘f3 d5 2 b3 c5 3 ♗b2 ♘c6 4 e3 ♘f6 5 ♗b5 ♗d7 6 0-0 e6 7 d3 ♗e7 8 ♘bd2 0-0 9 ♗xc6! ♗xc6 10 ♘e5 ♖c8 11 f4 ♘d7 12 ♕g4 with good attacking chances.

An example of good, though unusual, defensive play is 1 ♘f3 d5 2 b3 c5 3 ♗b2 ♘c6 4 e3 ♕c7 (to force ... e5) 5 ♗b5 a6 6 ♗xc6+ bxc6 7 d3 f6 8 ♕e2 e5 9 f4 ♘e7 10 0-0 ♗g4 with excellent

prospects. As long as Black does not allow his opponent to post a ♘ at e5 and solidify its position there he should have no trouble.

8 Irregular Openings

There are many players who feel that they can beat a "bookish" opponent by adopting some bizarre opening never before seen on land or sea. On occasion they are successful, chiefly because the flustered "bookworm" feels that anything unorthodox should be defeated in at most ten moves.

The reason why such upsets occur is not that the "books" are wrong, but that they must confine themselves to the refutation of plausible replies. *For really bad moves can always be refuted by general principles.*

The most fundamental general principles are those which teach us to develop and control the centre. Where one side is allowed to get all his pieces out while the other moves about aimlessly, or where a crushing pawn centre is permitted, an overwhelming superiority is created. That is the case in these irregular openings.

In a sense irregular openings belong to the middlegame rather than to the openings. For once one side sets up pawns at d4 and e4, or gets an appreciable lead in development he has a clear advantage and the opening problem is solved. There are however two mistakes frequently seen in such cases: the superior side exposes his pawns too much, or he attacks prematurely. But with normal care there should be no difficulties. Of course, once a plus in development or centre is set up, a well-conducted attack will decide.

A model example of the treatment of a fairly reasonable irregular opening runs as follows: 1 e4 g6 2 d4 ♗g7 3 ♘f3 d6 4 ♘c3 ♘d7 5 ♗c4 e6 6 0-0 ♘e7 7 a4 0-0 8 ♗e3 h6 9 ♕d2 ♔h7 10 h3 c6 11 ♗f4 d5 12 ♗d3 a6 13 ♗d6. Note how White keeps Black cramped, prepares an attack slowly but surely. In the future he can proceed on either side (*49*).

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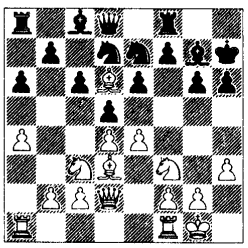

Ideal position for White against an Irregular Defence.

Index

Introductions to the chess openings usually spend a lot of time dealing with complex variations and sub-variations without explaining the concepts underlying the moves. This book is different. Instead of pages and pages of indigestible analysis, the author gets straight to the heart of the subject by telling you what each player is trying to achieve in each opening. He shows you the typical pawn formations that can arise from different openings and explains exactly where the pieces should be placed for maximum effectiveness. Above all, the author details the specific strategic plan that you should be following. The result is that a careful study of this book will give you the confidence and understanding to play an opening well and will enable you to understand the more specialized works available on specific openings.

Reuben Fine is an American Grandmaster, several times winner of the US Championship and a candidate for the World Championship in his prime. He has written a number of classic chess books and now practises psycho-analysis in New York.

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