Gawain Jones

how to beat the Sicilian defence

an anti-Sicilian repertoire for White

EVERYMAN CHESS

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Contents

	Bibliography	4
	Introduction	5
1	Moscow Variation: 3 🖄 d7	7
2	Moscow Variation: 3皇d7 4 皇xd7+ 鬯xd7	41
3	Moscow Variation: 3皇d7 4 皇xd7+ ②xd7	63
4	The Hybrid Variation	90
5	Rossolimo Variation: 3g6 4 🗟 xc6 bxc6	122
6	Rossolimo Variation: 3g6 4 🚊xc6 dxc6	145
7	Rossolimo Variation: 3e6	179
8	Rossolimo Variation: Other Third Moves for Black	203
9	King's Indian Attack withd5	237
10	King's Indian Attack withoutd5	286
11	Other Second Moves for Black	324
	Index of Variations	346
	Index of Complete Games	349

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Introduction

Welcome to this Anti-Sicilian repertoire. The Sicilian is Black's most common response to 1 e4 and a real headache for most players. Of course we can try the Open Sicilian, but this requires a thorough knowledge of each different Sicilian variation, as well as keeping on top of all the theoretical developments. If you are a Sicilian player yourself, you will also realize another practical problem: the lines of the Open Sicilian require so much knowledge and experience that players on the black side spend their whole lives debating different move order nuances on internet forums and studying new games so that they are very well prepared for their particular variation. Thus a Dragon player will have played hundreds of games in the Yugoslav Attack and understands the resulting positions, but a white player also has to contend with the Najdorf, the Sveshnikov, the Classical, the Kan, the Taimanov and many other lines. However, often those who employ the Sicilian as Black have failed to look at the sidelines in any depth.

In this book I am suggesting lines that promise White good strategic chances. I've also tried to keep Black's counterplay under wraps, which will really frustrate the average Sicilian player. Of course I have also made sure that we have attacking chances of our own. With this repertoire you will be able to dictate the nature of play yourself and with greater understanding in and greater experience of the resulting structures, your results should be very promising.

The Structure of this Book

I am recommending a repertoire with 3 \pm 5 against 2...d6 and 2... \pm c6. The Moscow Variation (1 e4 c5 2 \pm f3 d6 3 \pm b5+) has a reputation as a route to drawish positions, but as I prove in this book, White can play these positions for a win and its reputation is ill deserved. A lot of Sicilian players really dislike playing the arising positions as they are deprived of their typical counterplay.

The Rossolimo Variation (1 e4 c5 2 2 f3 2 c6 3 2 b5) is the most theoretical part of the repertoire and has been discussed in countless super-grandmaster games. I advocate taking on c6 and playing against Black's structural weaknesses on the queenside. In both the Rossolimo and the Moscow Variation we will be utilizing many ideas of the Russian Grandmaster Sergei Rublevsky.

Against 1 e4 c5 2 Df3 e6 it is harder to find a good Anti-Sicilian, but I like my suggestion of the King's Indian Attack. The lines examined in the two chapters on it are more ideasbased than theoretical, but have served me well for the past ten years. Finally, I wrap up my coverage of the Sicilian from White's perspective with a look at Black's minor lines.

Acknowledgements

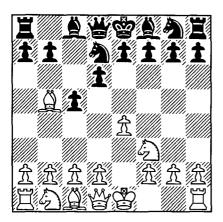
This book would not have seen the light of day had it not been for the help of many people. First of all, thanks to John Emms and Richard Palliser for help with the technical side of the book and providing reference material. I wish to thank all the members of the Wellington Chess Scene, particularly Lin, Ross, Alan, Maria and Bill. Without them my sojourn in New Zealand would have been a lot less enjoyable. An extra thanks to Bill for his book suggestions, his software and most enjoyable coaching sessions. Finally, I wish to thank my fiancée Sue who put up with my long hours writing this book, while I was fighting against the deadline(s) and wasn't much help doing anything else. She also helped out with the initial editing of the book, allowing you, the reader, to see this book before 2012!

I hope you will find this repertoire useful. I have certainly had fun finding some new ideas in order to cause Black problems. Indeed, I hope you manage to employ my new ideas before Sicilian players check the book too!

Gawain Jones London, March 2011

Chapter One Moscow Variation: 3....⁄公d7

1 e4 c5 2 🖄 f3 d6 3 ዿ b5+ 🖄 d7



This is Black's most aggressive response to the Moscow Variation. Black wishes to keep his light-squared bishop for dynamic counterchances. However, this approach slows down Black's development and thus is a risky strategy. Normally we will capture on d7 when forced to by ...a6, leaving Black with the two bishops, but we'll use our lead in development to create an early initiative.

In Games 1-4, 8 and 10, we reach a Maroczy bind structure in which we hope to profit from having exchanged the light-

squared bishop. This is due to the fact that the bishop will no longer be hemmed in by its own pawns on c4 and e4. Game 5 sees Magnus Carlsen allow the exchange on c5 when we can take control of the useful e5square for the white knight. Although Black eventually triumphs, he had rather an awkward position out of the opening. In Game 6 Black takes a rather poisonous pawn leaving White with a huge initiative, while Game 7 sees Black lose further time in the opening trying to keep a solid position. The structure in this game is different to those seen in the rest of the chapter, but is one in which White has good chances for an advantage. Finally, in Game 9 we see what happens when Black opts for a Dragon set-up.

Repertoire Outline

3...∲d7 4 d4 ∰gf6

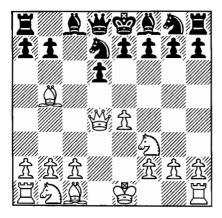
This has been Black's most common response and was played by the strongest chess player of all time, Garry Kasparov amongst many others. It will be featured in

How to Beat the Sicilian Defence

Games 6 to 10. Black also has:

a) 4...a6 has to be taken seriously as it was the choice of the very strong, young Norwegian, Magnus Carlsen. After 5 皇xd7+ 皇xd7 6 dxc5 Black has a choice: either to cede control over e5 or else lose time with his queen. This is seen in Game 5.

b) 4...cxd4 is a very logical move and often transposes to the mainline after 5 響xd4 ②f6 6 0-0. Instead of 5...④f6, Black might try one of the following:



b1) With 5...a6 Black immediately puts the question to White's bishop, but this leaves him falling further behind in development. Azeri GM Teimour Radjabov is the highest-rated to have played this way – see Games 1 and 2.

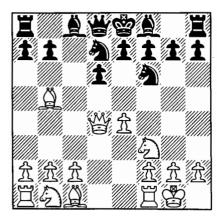
b2) 5...e5 sees Black taking steps to fight in the centre with a typical Najdorf set-up, but he has to be very careful that the hole on d5 can be acceptably defended. This is examined in Game 3.

b3) 5...e6 is quite rare before developing the king's knight. This is covered in Game 4 together with Black's rare replies of 5...營a5+, 5...h6, as played by the leading Russian Grandmaster Peter Svidler, and 5...營c7, as attempted by the top American Grandmaster Hikaru Nakamura. **5 0-0! cxd4** Black's most common response, ignoring the pawn on offer. Alternatively:

a) Taking the pawn with the 5... (2) xe4?! of Game 6 is very risky, but has been played by a few grandmasters, the highest-rated being the American Alex Yermolinsky.

b) 5...a6 is quite fashionable and has even been tried by Garry Kasparov. Black gains the bishop-pair, but allows White a lead in development and enough time to gain space in the centre, as we'll see in Game 7.

6 ₩xd4



Now:

a) 6...a6 is another move which has tested by the former World Champion, but Game 8 shows the highly-creative Ukrainian, Vassily Ivanchuk, blow Kasparov off the board.

b) 6...g6 was attempted by Vassily Ivanchuk himself. If we allow Black enough time to develop sensibly then he will have a good position, so we need to seize the initiative immediately – see Game 9.

c) 6...e5 is the most common path. Black immediately takes steps to fight back in the centre. The position is similar to Game 3 and it is important to familiarize yourself with this set-up. This is featured in Game 10, the final game of the chapter.

Game 1 A.Muzychuk-A.Giri Wijk aan Zee 2010

1 e4 c5 2 ②f3 d6 3 皇b5+ ②d7 4 d4 cxd4 5 খxd4 a6 6 皇xd7+ 皇xd7 7 c4!?

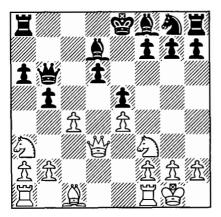
A somewhat unusual move, but it has Sergey Tiviakov's stamp of approval. The idea is simple to comprehend: we want to play a Maroczy bind structure. The lightsquared bishop is blocked in by the c4- and e4-pawns in the normal Maroczy bind, so it makes sense first to exchange it.

7 0-0 $\underline{\Xi}c8$ 8 c4 is looked at in the next game.

7...**≜g**4

Considering that the Dutch prodigy subsequently decides not to take on f3 this move must be deemed a mistake. Otherwise:

a) 7...e5 8 閏d3 b5 is similar to the following game. Now 9 ②a3 (9 ②c3 also looks sensible here, as d5 is already a big hole) 9...省b6 10 0-0 and then:



a1) The immediate 10...0f6 would be a mistake as 11 0g5 is rather awkward to deal with: for example, 11...0e7 12 0xf6! (the a3-knight is a long way from d5, but d6 is still a problem) 12...0xf6 (or 12...qxf6 13

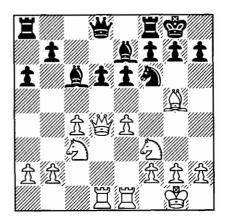
cxb5 axb5 14 公c2 and the knight has some juicy squares in sight) 13 單fd1 when Black has problems defending d6, as 13...皇e7? fails to 14 公xe5!.

a2) 10... \$e7 is Vigorito's suggestion, but I think 11 \$g5! is still strong with the plan of focusing on the weak d6-pawn.

a3) 10...h6 was seen in S.Tiviakov-V.Babula, Dresden 2007, when 11 4/2 h4!? 11...②f6 12 ②f5 鬯c6 13 f3 q6 14 ②e3 which gives White good chances for an edge) 12 &e3 @c6 13 @f3 (now that q6 has beenforced out of Black, the knight can retreat; 13 f4!? also looks interesting, when my dxe5 15 cxb5 axb5 16 ②xb5 ②q4 17 a4 皇c5 - 17... 2xe3 18 邕ac1 皇c5 19 b4 is good for ₩xb5+ ₩xb5 21 axb5 罩xa1 22 罩xa1 0-0 and the endgame is a fraction better for White but probably drawn) 13...②f6 14 ②d2 and Black still has a few positional problems.

b) 7...e6 8 0-0 创f6 9 创c3 皇c6 10 皇g5 transposes to variation 'c'.

c) 7... 乞f6 8 皇g5 皇c6 9 乞c3 e6 10 0-0 皇e7 11 邕fe1 0-0 12 邕ad1 and now:

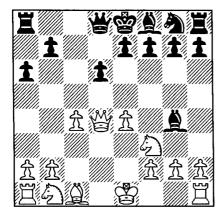


How to Beat the Sicilian Defence

sonable play for the pawn, but I believe White still has some chances to exploit his extra pawn: 15 營d2 營c5 16 罩c1 罩fd8 17 營e2 and White has started to neutralize Black's play, while here 15...罩fd8?! 16 公d5! is a well-known trick but one which might still catch some players unaware) 15 罩xd6 罩fc8 was seen in V.Bologan-L.Van Wely, Internet (blitz) 2004, and now 16 e5 兔e7 17 罩d4 兔xf3 18 gxf3 b5 19 罩c1! would have left White with reasonable winning chances.

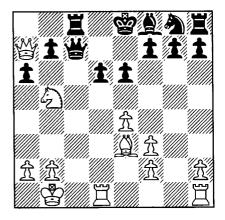
c2) 12...@a5 13 @d2 @b6 and here the thematic 14 @d5! &xd5 15 cxd5 (15 exd5 e5 16 @d4! would also promise White an edge) 15...e5 16 @c1 @fc8 17 &xf6 &xf6 18 @c3 h6 19 @ec1 gave White full control of the position in P.Girinath-S.Sitanggang, Singapore 2007.

d) 7...²C8 8 0-0 transposes to Game 2.



8 විc3 e6

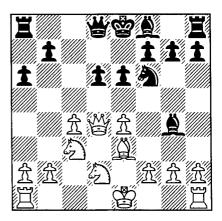
8...\$xf3 would be in keeping with Black's previous move, but following 9 gxf3 e6 10 \$e3\$ White should have a small edge thanks to his space advantage. Black will struggle to come up with a plan and the doubled f-pawns are actually useful for White, as they support the centre and allow operations down the semi-open g-file. I like the idea of castling long for White and hiding the king away on b1. It's important that 10...罩c8 11 0-0-0! 鬯c7 12 含b1 is playable as 12...鬯xc4 13 鬯a7! 鬯c7 (13...鬯c6 14 罩c1) 14 ②b5! is an extremely strong sacrifice.



After 14...axb5 (14... a a be met by 15 14... b b is best, although Black is really going to struggle in the endgame after 15 b xb8 xb8 16 xd6+ xd6 17 xd6) 15 15 16 47 16 xc8+ xc8 17 17 the quality of the pieces is far more important than the quantity and Black is forced to give up his queen to prevent mate.

9 ዿe3 ��f6?!

Giri forgets the knight can run away. 9...&xf3 had to be played at this point, transposing back into the previous note. **10 d2!**



Keeping the knight. Now the bishop on g4 looks very offside. It would be far better on d7 or even c8, as on g4 it is on completely the wrong route. Another drawback is that g4 is wanted by the black knight. White has a very pleasant advantage already.

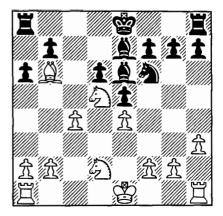
10...ዿe7 11 h3 e5!?

This cedes the d5-square for the rest of the game, but at least allows the bishop to return to the fold. After the alternative, 11...\$h5, the bishop is out of play for the rest of the game. White could even try to exploit that immediately with 12 f4!?, threatening to trap the bishop with g2-g4 and f4-f5. After 12...\$q6 (12...h6 13 f5! doesn't save the bishop, while 12...e5 13 fxe5 dxe5 14 鬯xe5 gives Black insufficient compensation for the pawn) I like the aqgressive 13 g4!? (White can win material with 13 0-0, but I wouldn't advise it: 13...h6 14 f5 皇h7 15 fxe6 fxe6 16 e5 dxe5 17 鬯xe5 營d6 18 營xd6 皇xd6 19 皇xh6 wins a pawn, but Black gets good compensation following 19... 皇c5+ 20 當h2 ②q4+ 21 hxq4 皇d3 22 當q3 邕xh6 23 邕h1; here White has an extra pawn, but the bishop-pair gives Black good chances) 13...h6 14 0-0-0 when White has good chances on the kingside.

Muzychuk, playing the tournament leader, decides to play it safe and reach a fractionally better endgame, a strategy that pays off perfectly.

12 營d3 was the more dynamic option: for example, 12... 皇e6 13 0-0 0-0 14 a4 邕c8 15 a5 公d7 16 公d5 and White has a pleasant advantage with possession of the d5and b6-outposts and more space on the queenside. Here she could have started advancing her b-pawn when Black's position would start to creak. He doesn't have much counterplay; ...f7-f5 is one idea, but White can deal with it by simply exchanging followed by $2d^2-e4$.

12...)響xb6 13 臭xb6 臭e6 14 ⁄ d5



14...\$xd5

I think 14... \equiv c8! was the most accurate when Black should equalize: 15 0-0 (after 15 \bigtriangleup xf6+ &xf6 16 b3 \equiv c6 17 &e3 b5 Black will successfully open the position for his bishops) 15... \boxdot xd5 16 cxd5 (16 exd5!? is perhaps a more aggressive try) 16...&d7 17 \equiv fc1 0-0 and Black is very close to equality, although not quite there yet.

Vigorito points out that 14... $2 \times d5$ is not sufficient to equalize, as now White will gain possession of the c-file: 15 cxd5 \$\u00e9d7 16 \$\u00e4c1\$ ct \$\u00e4c8 17 \$\u00e4xc8 + \$\u00e8xc8 18 \$\u00e9e2 \$\u00e9d7 (18...\$\u00e9d8 is mentioned by Vigorito when I like 19 \$\u00e4c4!\$) 19 \$\u00e4c1 ct \$\u00e9d8 20 \$\u00e9xd8 \$\u00e0 \$\u00e9xd8 \$\u00e9xd8 \$\u00e9xd8 \$\u0e9xd8

15 cxd5 皇d8

15...邕c8 16 當e2 0-0 17 邕ac1 is also somewhat unpleasant.

15...0d7 16 2e3 \blacksquare c8 is offered by Vigorito, although it doesn't save Black from the

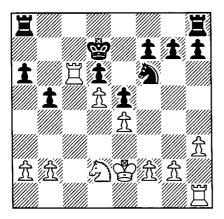
How to Beat the Sicilian Defence

same unpleasant endgame after 17 當e2 0-0 (17...邕c2? does nothing as White can play 18 當d3 when the rook is trapped after 18...邕xb2 19 當c3 邕b5 20 a4) 18 邕hc1.

16 🚊 xd8 🖄 xd8 17 🕮 c1 b5

I would be very happy to see this move as now c6 is a huge hole. Giri was obviously scared of the knight jumping via c4 to b6, but in my view this is a bigger weakness. 17...邕c8 18 當e2 當e7 (18...②d7? 19 邕xc8+ 當xc8 20 ②c4 當c7 21 邕c1 wins material) 19 當e3 ②d7 20 ③b3 was better, although Black will still have to suffer.

18 🕸 e2 🕸 d7 19 🖺 c6



I think Giri overlooked the strength of White's 22nd. Instead 20...公g8 was more accurate, not allowing the rook to remain on the sixth rank.

21 🖾 xc6 🖄 g8 22 a4! 🖄 e7 23 🖾 b6

Now it takes a long time to shift the rook from the sixth rank where it targets two weaknesses. I think the position is already lost for Black.

23...\$c7 24 a5 🖾 a7 25 🖄 f3!

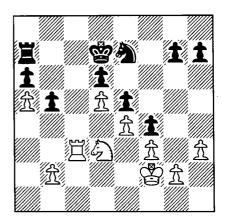
Threatening 26 ②xe5, as well as starting on the long road to the b4-square.

25...f6

Black's active attempt at counterplay

26 ��e1 ��c8 27 ॾc6+ \$d7 28 ��d3 ��e7

Black has managed to force the rook away, but a6 is still a chronic weakness. 29 **Ec3 f5 30 f3 f4 31 \$f2**



As Black's pieces are forced to remain on the queenside to defend his weaknesses, Muzychuk correctly opens up the kingside.

31....Äa8 32 h4 g6 33 g3! fxg3+ 34 🖄 xg3 g5?

Often I find when my opponent has been under pressure all game eventually he cracks and we see it here too. This move smacks of desperation. Giri wanted to activate his rook, but he does not get anywhere near his goal.

Black should have waited with 34...h6, but 35 0b4 puts him in zugzwang: 35... \blacksquare g8 (35... \blacksquare a7 36 0c6! 0xc6 37 \blacksquare xc6 is given by Vigorito when White is easily winning as Black cannot stop him breaking through on the kingside) 36 0xa6! \blacksquare a8 37 0c7 \blacksquare xa5 38 0e6 \blacksquare a7 (38... \blacksquare a2 39 \blacksquare c7+ 0e8 40 \blacksquare b7 is lost as White threatens to win the knight with 41 \blacksquare b8+) 39 f4 exf4+ 40 \oiint xf4 b4 (40...單b7 41 單a3! would again leave Black unable to deal with the threats: 41...b4 42 單a8 心c8 43 心f8+ when g6 drops for starters, 41...單b8 42 罩a7+ 當e8 43 e5! sees White crash through, and 41...心c8 42 罩g3 心e7 43 心f8+ is likewise hopeless) 41 罩c4罩b7 42 b3 and again Black is in zugzwang.

35 hxg5 🗏g8 36 🖄 h4 h6 37 gxh6 🗏g1

So Black's rook is active, but at the cost of two pawns, one of which is now on the sixth rank.

38 **≅c**1

Simple chess.

38...公g6+ 39 含h5 包f4+ picks up the exchange, but it's easy to see that the h-pawn is simply too strong after 40 公xf4 邕xc1 41 公g6 邕h1+ 42 公h4.

39 f4

Unnecessary, but it doesn't change the result. 39 \Leftrightarrow h5, defending the pawn, was much simpler.

A commendable positional effort by the young Slovenian. I should point out that at the time of writing, her opponent, Anish Giri, is rated 2686 and thus to beat him so comfortably speaks of excellent technique coupled to a great opening!

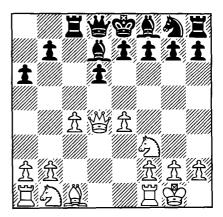
Game 2 J.Hammer-M.Carlhammar Gibraltar 2009

This move has a reputation for being a

little inflexible so I think the move order in the last game was more accurate. Palliser has suggested 7 皇g5!? as an interesting idea, hoping to transpose to Ivanchuk-Kasparov after 7...公f6 8 0-0, but 7...h6 (forcing the bishop away from the centre) 8 皇h4 習a5+! is currently doing quite well for Black. **7...**罩**c8**

As Palliser points out, 7... 2g4 seems to be a good remedy to the immediate 7 0-0. If you compare this to the last game then you can see that taking on f3 is more of a real threat. After 8 @d3 (perhaps 8 c4!? is still playable here, as I don't entirely see how Black get at White's king) 8... 2f6 9 c4 ac810 b3 g6 11 2c3 2g7 12 2d4 0-0 13 f3 2d714 ac3 @a5 in M.Oratovsky-B.Gelfand, Belgrade 1999, the players had transposed to an Accelerated Dragon-type position where Black didn't have any real problems.

8 c4



So now we've transposed to a position which can also arise from 7 c4 罩c8 8 0-0. 8...資c7

An aggressive try and one we have to be ready for. Carlhammar is focusing all his attention on putting pressure on c4, but this is extremely risky as he is already behind in development. Thus Black might prefer:

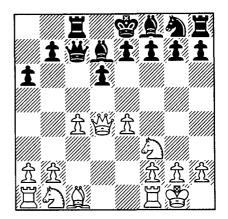
How to Beat the Sicilian Defence

a1) I still don't find 9 $2c_3$ a ridiculous move, as I wouldn't be too worried about my king's safety following 9... $2xf_3$ 10 gxf_3 e6 11 Ξ d1, although it's not as good as the previous game as White would prefer his king over on the queenside.

a2) 9 2bd2 is the main move, however: 9...2f6 10 h3 2d7 11 3e1 (11 e5 immediately looks enough for an edge, as 11...dxe5 12 2xe5 2f5 13 2df3 3xd4 14 2xd4 allows White to exchange the light-squared bishop and hold a pleasant plus) 11...g6 12 e5! dxe5 13 2xe5 2g7 14 2df3 (14 3a7!? is an interesting cyber suggestion) 14...0-0 15 3h4 2c6 was seen in P.Girinath-Zhang Zhong, Kuala Lumpur 2007, and here the simple 16 2xc6 3xc6 17 2g5 looks pleasant.

b) 8...e5 9 對d3 h6 sees some prophylaxis before Black develops the knight. This was played in L.Bergez-R.Reinaldo Castineira, Barcelona 2009, when I like the immediate 10 a4!, immediately eyeing up the hole on b6: for instance, 10...②f6 11 a5 2e7 12 2c30-0 13 2e3 2e6 14 b3 and White has a very pleasant bind on Black's position. Instead here, 9...②f6?! would be quite a well-known error, as 10 2g5! 2e6 11 b3 2e7 12 2xf62xf6 13 2c3 leaves Black unable to challenge White's possession of d5. This is an important exception to the rule of the strength of the two bishops.

c) 8...Of6 is a rather strange mix of plans: 9 Oc3 Wa5 10 Od5 (opening up the centre with 10 e5 also looks attractive) 10...Wc5 11 Ob6 Wxd4 12 Oxd4 Ec7 13 f3 g6 14 Qe3 Qg7 (Z.Siklosi-R.Ruck, Austrian League 2000) 15 Eac1 0-0 16 b3 would leave Black in another unpleasant bind. Returning to 8...鬯c7:



9 b3 b5

9...e5 was tried three days later in another game of the young Norwegian's, who continued 10 習d3:

a) 10...h6 is too slow as White can play 11 aC3 af followed by 13 a3, putting pressure on d6.

b) Both 10...②f6 11 \$\295 and 10...\$e7 11 \$\205 2\frac{1}{6} 12 \$\295 look very pleasant for White, as we'll have the outpost on d5 and continued pressure on d6.

c) Therefore Black should try 10...b5 when I agree with Vigorito that White should have tried 11 0a3, transposing to note 'c' to Black's 10th move in our main game, below. Instead 11 0bd2 0f6 12 2a3 2e7 13 \blacksquare fc1 Wb6 14 $\Huge{\Xi}$ c2 b4 15 2b2 0-0 was fine for Black, as White's knights were so far from d5 in J.Hammer-M.Roiz, Gibraltar 2009.

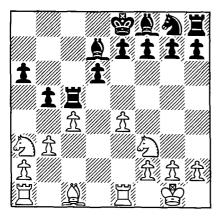
10 🕗 a 3!

Jon Ludvig both puts pressure on b5 and prepares to recapture on c4 with the knight.

10 \$g5!? was the idea of a creative Dutch IM in W.Hendriks-L.Trent, London 2009, but I'm not convinced White has quite enough compensation following 10...e5 11 習d1 bxc4, although it certainly results in a very interesting position. 10...②f6

This natural-looking move is actually a mistake as White can now punish Black for his slow development. Instead:

a) 10...鬯c5 was suggested by Vigorito, but 11 鬯xc5 罩xc5 12 罩e1 leaves White with a strong initiative despite the exchange of queens.

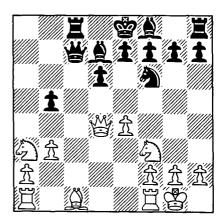


For example, 12... f6 (12... c8 13 2d2 For example, 12... f6 (12... c8 13 2d2 For the form of the form of

b) 10...&c6 doesn't prevent 11 e5! &xf3 (perhaps 11...e6 is a better bet, although I'd still prefer to be White after 12 cxb5 axb5 13 &b2) 12 exd6 @xd6 13 @xd6 exd6 14 gxf3 and again White's pressure is ongoing despite the simplification.

c) Perhaps 10...e5 should have been played. Then 11 $extsf{W}$ d3 $extsf{W}$ b7 12 $extsf{E}$ e1 defends the e4-pawn, when I think Black should prepare ... $ilde{\Omega}$ f6 with 12...h6 (12... $ilde{\Omega}$ f6 13 $ilde{Q}$ g5 is a little awkward) 13 $ilde{Q}$ d2 $ilde{\Omega}$ f6 14 cxb5 axb5 15 $ilde{Q}$ b4 $ilde{Q}$ c6 16 $ilde{E}$ ac1 $ilde{E}$ d8 (16... $ilde{Q}$ e7 17 $ilde{\Omega}$ xb5! is a nice tactic). Perhaps here White should attempt to take possession of d5 with 17 $ilde{Q}$ d2 (after 17 $extsf{W}$ c3 $ilde{Q}$ xe4? 18 $ilde{Q}$ xe5! White crashes through, but 17... &d7 18 @c7 @a6 19 @c3 @b7 looks like a draw) 17... &e7 18 @c2 (18 @xc6!? @xc6 19 @xb5 @xb5 20 @xb5 is a very interesting exchange sacrifice, as our two connected pawns will take some stopping) 18...0-0 19 @e3 g6 20 f3 @c8 21 @b1 when a complex strategic battle is in prospect, in which we should try our best to prevent Black liberating his position with ...d6-d5.

11 cxb5 axb5



12 e5!

White opens up the centre, and why not? His king is tucked away safely, while Black's is still in the centre and it will take it at least three moves to castle; a luxury Black cannot afford.

12...dxe5 13 🖄 xe5 🖞 b7

Another tempo drops, but unfortunately this one was forced as White was threatening to take twice on d7 followed by picking up the b5-pawn.

14 😫 g5

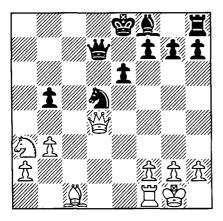
14 &b2! is the suggestion of Vigorito when Black has real problems getting his king to safety: 14...e6 (14...g6 would again lose the b5-pawn to 15 @xd7 @xd7 16 @xd7+ @xd7 17 @xb5) 15 @xd7 @xd7 16 $\callacac1!$ (I think this is more convincing than Vigorito's 16 $\callacac1$, as then Black can try to cover with 16... \equiv c5) 16... \equiv a8 (16... \equiv d8 17 \equiv fd1 would be just terrible for Black) 17 b4! and Black is encountering real problems, as shown by 17... \triangle f6 (covering g7; otherwise he will never be able to develop his kingside) 18 \cong d3 &xb4 19 \triangle xb5 0-0 20 &xf6 gxf6 21 \equiv c4 with a very dangerous initiative for White.

14....⁄Dd5

Hammer evidently missed the strength of this move.

15 🖾 ac1 🖾 xc1 16 🚊 xc1

16 Ξ xc1 might of course be preferred, but 16...f6 seems playable for Black.



White is still a little better, but Black is getting closer to achieving a secure king position, while it's a little awkward to bring the a3-knight into the game.

18 Ïe1

The computer suggests 18 鬯e5!?, with the idea of 鬯e2 to help open up a line for that misplaced knight on a3. It seems White still has something following 18...鬯c7 19 鬯e2 b4 20 ②b5 鬯d7 21 兔b2 f6, although Black is closing in on equality.

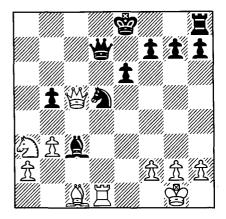
18...皇b4

18...f6! followed by 19...할f7 looks simplest when Black has no real problems. 19 프d1! Instead 19 鬯xg7 皇c3 was Black's idea.

19...ĝc3?!

It wasn't too late for 19...f6, but perhaps Carlhammar had earlier overlooked that 19...0-0?? drops the b4-bishop.

20 **थ**c5



Now Black again has some problems with his king and White's knight is returning to the attack.

20...b4

20... 皇b4 21 響xb5 皇xa3 22 暫b8+ 暫d8 23 響xd8+ 當xd8 24 皇xa3 was relatively best, although the two connected passed pawns should promise White victory.

21 Ûc4

The queen and knight are a powerful duo and here there's no way to save the isolated king.

21...f6 22 ②b6 響b7 23 ②xd5 exd5 24 罩xd5

White picks up a pawn and the initiative persists as the rook now replaces the knight in the attack.

24...띨f8

A belated attempt to get the rook into the game.

26 ₩c4! immediately was the most accurate as Black has no good defence to 27 ^IC5.

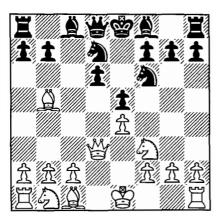
Game 3 Bu Xiangzhi-G.Guseinov Internet (blitz) 2005

I've included this game to show that even strong GMs can fall into quite a common positional trap.

1 e4 c5 2 ②f3 d6 3 ዿb5+ ③d7 4 d4 cxd4 5 ≝xd4 e5 6 ≝d3

Once Black plays an early ...e5 we can adopt a slightly strange-looking plan of exchanging both our bishops for knights. This is because we want total control of d5. The position is fairly closed and so Black's bishop-pair, particularly the dark-squared bishop, will be stifled by our knights.

6....②gf6?!



A move played on autopilot that the strong Azerbaijani GM quickly comes to regret. This game was just a blitz game played online and so obviously there are mistakes. However, both players are strong GMs and they were playing in a tournament with good prizes.

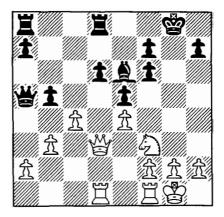
If Black wants to play this way then I think he should continue with 6...h6 to prevent our 25 plan. Then a logical continuation would be 7 0-0 26 gf 6 8 c4 26 7 9 26 c3 0-0 10 2xd7! 2xd7 11 2d a6 12 c5 and we

have transposed to Rublevsky-Efimenko (Game 10).

6... & e7 has also been played quite often, but I think here too White can find a pleasant advantage. It's worth following the subsequent moves with attention as Rublevsky, an expert in the 3 & b5 lines, employs White's idea to perfection: 7 & c3 & gf 6 8 & g5 0-0 9 & xd7!. Now:

a) 9...皇xd7 just drops a pawn to 10 皇xf6 皇xf6 (10...gxf6 11 公h4 is truly hideous) 11 響xd6.

c) 9...豐xd7 10 盒xf6 (10 0-0-0 道d8 11 盒xf6 盒xf6 12 ②d5 豐a4 13 當b1, as suggested by Har Zvi, is also very pleasant for White) 10...盒xf6 11 道d1 道d8 12 ②d5 豐a4 13 0-0 盒e6 14 b3 豐a5 15 ③xf6+ gxf6 16 c4 b5 was forced in S.Rublevsky-A.Minasian, Krasnodar 1997, since otherwise White plays a2-a4 and Black is totally tied up.

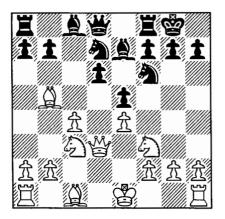


Here I think White should play 17 公d2 bxc4 18 公xc4 皇xc4 19 bxc4 墓ab8, as given by Har Zvi who thought Black had good compensation against White's weakened queenside. However, Black's king is too vulnerable and 20 徵g3+ 當f8 21 徵h4 當e7 22 墓d3! 徵xa2 23 墓f3 leaves White with an extremely strong initiative: for instance, 23... 24 24 24 25 25 27

7 c4

Black's sloppy last move allowed us to adopt our plan with 7 &g5!, which causes immediate problems as Igor Efimov, Monaco's sole Grandmaster, discovered: 7...a6 8 &xd7+ &xd7 9 Oc3 \equiv c8 10 0-0 \equiv c6 was C.Claverie-I.Efimov, Belfort 2004, and here the strongest seems to be 11 &xf6! Wxf6 12 Od5 Wd8 13 Wb3 &c8 (13...b5 14 a4) 14 c4 when, with just a glance at the board, we can see that White's knight dominates.

7...ዿ̀e7 8 ∅̀c3 0-0



The knight was threatening to move so it had to be taken. It's important not to rush with 9 &g5? as then we would be rather embarrassed by 9...&c5 10 &c2 a6.

9...ዿxd7

9...⁽²⁾xd7 would have been stronger, not allowing White to complete his plan, but White is still better after 10 \$e3, as Black's pieces don't coordinate very well.

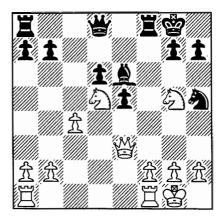
10 âg5! 🖄 h5?!

Guseinov knows what's coming so he tries to avoid the two knights squashing the two bishops. However this should just lose a pawn.

11 ≜xe7 ₩xe7 12 ⁄ d5

Not a bad move, but 12 0-0-0! simply won a pawn as d6 couldn't be defended: 12...全g4 13 徵xd6 徵xd6 14 邕xd6 坌xf3 15 gxf3 f5 16 邕d7 and White's a clear pawn up.

12...≝d8 13 0-0 f5 14 exf5 ≗xf5 15 ≝e3 ≗e6 16 2g5



16....怠xd5

Guseinov decides to get rid of the d5knight, but now the other knight will cause problems.

17 cxd5 ②f4 18 ②e4 鬯d7 19 g3 ②h5

19...④xd5? drops the knight to 20 省b3 省f7 21 ④g5.

20 🖾 ac1

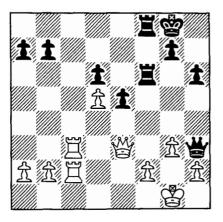
Black still has problems with his d6pawn and White has pressure down the cfile. Indeed, 20 響a3! was also unpleasant.

20...h6?!

Guseinov should have taken the opportunity to exchange the knights with 20...²f6.

21 **¤c**3

Again, 21 ₩a3!.



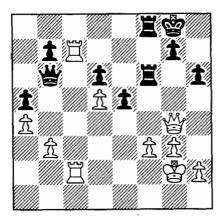
The queen should have been placed actively, with 24... 徵g4, when Black's play on the kingside is enough to hold the balance. 25 徵e4

White's queen now dominates Black's, although there was nothing wrong with grabbing the a7-pawn.

25...習h5 26 當g2 習f7 27 f3 習e8 28 a4 a5 29 b3 習d8 30 習g4 習b6?

30...這6f7 should have been played to protect the seventh rank, although it's clear that Black is being squashed and 31 罩c8 鬯b6 32 罩2c3 would have increased the pressure.

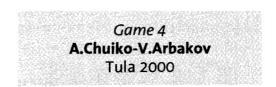
31 邕c7!



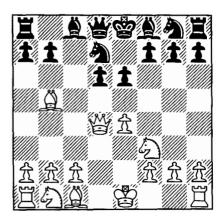
31...邕6f7?!

31...g6 was better as then White would have had to have found the following sequence: 32 罩e7! 徵e3 33 罩cc7! 徵e2+ 34 容h3 徵f1+ 35 容h4 g5+ 36 容h5 徵d3 37 罩g7+ 容h8 38 徵e4! and it would have been all over.

32 邕xf7 邕xf7 33 鬯e6 1-0



In this game I wrap up coverage of the immediate 4...cxd4, including Black's rarer options.



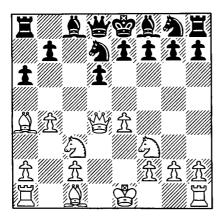
This is a more passive option than 5...e5, but it does keep control over d5. The resulting positions resemble a Classical Sicilian and I advise that we should continue with our planned Maroczy bind approach.

Black has also been known to try:

a) 5... $rac{W}{a5+}$ has been tried six times from what I can see. This check stops us constructing our bind, but Black loses time as the queen will likely have to move again. After 6 2c3 a6 White has always captured

How to Beat the Sicilian Defence

on d7, but I wonder if 7 b4!? might be an improvement. The pawn is useful controlling the c5-square and allows us to fianchetto the c1-bishop, as well as to gain some important tempi. Indeed, following 7...徵d8 (if 7...徵c7 8 公d5! 徵xc2 9 兔d3 徵c6 10 兔e3 and Black won't be able to keep the queen) 8 兔a4 White's extra development promises him very good chances, as can be seen from a quick look at some different options for Black:



a1) It's important to note that 8...b5 can always be met by 9 \$b3 e6 10 a4! with a great advantage on the queenside.

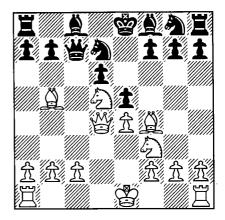
a2) 8...e6 9 0-0 2gf6 10 2d1 and here the threat of 11 e5 is rather awkward to deal with:

a21) 10...鬯c7 11 e5! dxe5 12 公xe5 b5 13 全f4! 鬯b6 14 全b3 鬯xd4 15 罩xd4 and White's initiative is ongoing and a2-a4 is an annoying threat.

a22) 10...b5 11 2b3 followed by 12 a4 is again very pleasant.

a23) 10... 皇e7 11 e5 dxe5 12 公xe5 b5 13 公c6 鬯b6 14 公xe7 鬯xd4 15 邕xd4 含xe7 16 皇b3 皇b7 17 a4 and we should be very happy with our middlegame position.

b) 5...鬯c7 was tried by a young Nakamura. 6 心c3 (6 c4 is again possible, but it makes sense to try and exploit Black's early queen move) 6...e6 was R.Prasca Sosa-H.Nakamura, La Paz 2002, and here White could have put Black under immense pressure with 7 皇f4! e5 (or 7...②gf6 8 e5 dxe5 9 皇xe5 營d8 10 0-0-0 and Black won't survive long) 8 ②d5:



b1) 8...₩b8? 9 ②xe5! dxe5 10 ዿxe5 ዿd6 11 ዿxg7 wins.

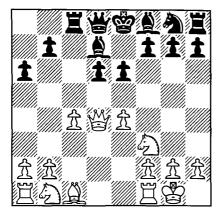
b2) 8... 營d8 9 ②xe5! dxe5 10 營xe5+ 皇e7 11 營xg7 皇f6 12 ②xf6+ 螢xf6 13 皇e5 is also resignable for Black.

b3) 8...鬯a5+ 9 鬯d2 鬯xd2+ 10 拿xd2 and Black is positionally busted.

c) 5...h6 has only been tried three times in the *MegaBase*, but by an average rating of 2630. Black's idea is of course to prevent c1-g5. I think it would make sense to play 6 c4!? which is likely to transpose to other lines, although 6 e5!? also looks interesting, trying to exploit Black's wasted tempo.

6 0-0 a6

6...公gf6 is likely to transpose after 7 c4 to Bologan-van Wely seen in the note 'c' to Black's 7th move in Game 1, but Black might try to gain a tempo by never playing ...a6. However, in any case, I like the look of 7 e5!?, immediately trying to exploit Black's delay. Then 7...dxe5 8 公xe5 皇e7 (8...a6 9 全xd7+ 全xd7 10 邕d1 grants White a little something) 9 邕d1! a6 10 全xd7+ (10 營a4!?



Again we see Black putting pressure on our c4-pawn, rather than developing his kingside.

Instead 8...创f6 9 皇g5 皇c6 10 公c3 would again transpose to note 'c' to Black's 7th move in Muzychuk-Giri.

9 ŝg5

Black's early ... Ξ c8 is directed against 9 \triangle c3!, but I'm not convinced. Black plays 9..."c7 10 b3 b5 winning the c4-pawn, but White can generate a large initiative: for example, 11 &a3 bxc4 12 Ξ ac1 \triangle f6 13 bxc4 "xc4 14 "e3 e5 (14...&e7 15 Ξ fd1 0-0 16 e5! &g4 17 "e1! leaves Black in a lot of trouble) 15 Ξ fd1 and I think White's initiative must be worth more than the sacrificed pawn.

9...≝c7 10 🖄bd2

Black can claim something from the opening as the knight has developed to the slightly more passive d2-square rather than c3. However we still have our bind, and can try to expand on the queenside and to utilize our lead in development.

10...h6 11 🎍 e3 🖄 f6

11...e5!? is interesting. Although it ap-

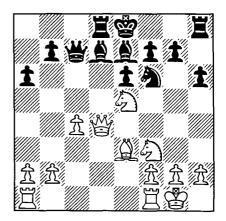
pears Black has lost a tempo our knight on d2 is a long way from d5. This would at least prevent the plan Chuiko adopts in the game.

12 e5!? dxe5 13 🖄 xe5 🗏 d8

Black has a couple of alternatives here:

a) 13...皇c5 14 鬯xc5 鬯xc5 15 皇xc5 罩xc5 16 罩fe1 and White is a little better.

14 🖄 df 3 🌲 e 7



15 **₩b**6

15 營a7! looks like a little nuance, retaining the advantage: 15...徵b8 16 徵xb8 簋xb8 17 簋ad1 and Black struggles to castle while White can exchange off the bishop on d7 whenever he wishes.

15....省c8

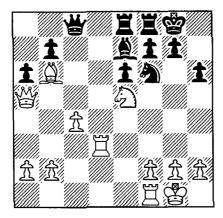
15...買xb6 16 皇xb6 罩c8 17 罩ad1 皇c6 18 b3 is slightly better for White, but Black should unravel and equalize with care.

16 খa5 0-0 17 皇b6 邕de8 18 邕ad1 皇c6 19 公xc6 খxc6 20 公e5 খc8 21 邕d3

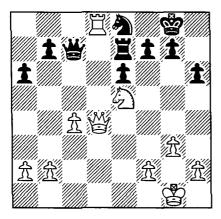
This is exactly what Chuiko was aiming for with 11 e5. Black is extremely passive and White has total control over the board. If Black does nothing then we can start ad-

How to Beat the Sicilian Defence

vancing on the queenside, creating a passed pawn or else targeting the vulnerable b7-pawn.



21... 息d8 22 罩fd1 息xb6 23 對xb6 罩e7 Black defends b7 and the seventh rank, but cedes control over the back rank.
24 罩d8! 習c7 25 罩xf8+ 含xf8 26 罩d8+ 公e8
27 習d4 含g8 28 g3!?



White gives his king some luft and challenges Black to come up with a way to extricate his pieces.

White grabs the pawn, although it was also possible to keep Black completely bound up, for instance with 29 b4!?

30...習c6 31 習f5+ g6 32 習c8 would leave

Black in a technically lost ending.

31 **₩e**4+

31 ②g5+! hxg5 32 罩xe8 罩xe8 33 凹h5+ 凹h6 34 凹xe8 is a winning queen endgame, although it may take a while to convert. Again White's plan would be to create a passed pawn on the queenside.

31...g6 32 ₩e3 ₩xe3 33 fxe3 🖄f6

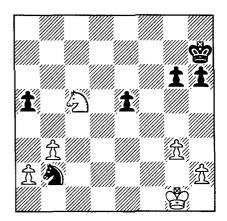
The white knight becomes too powerful so 33...當g7 34 创d6 创xd6 35 基xd6 probably should have been tried, although the endgame should be lost.

34 ଐd6 ଐg4 35 ॾb8!?

35 e4 followed by 36 邕b8 was easier.

35...∕ົ∆xe3 36 ॾxb7

And here there was no need to give up the c-pawn, with 36 c5 a stronger option. 36....Ixb7 37 2xb7 2xc4 38 b3 2b2 39 2c5 a5



40 Ŵb7?!

40 當f2! was instantly winning. Black must play 40... 创d1+ (otherwise 41 當e2-d2c2 would have picked up the knight which can't get out), but after 41 當f3 公c3 42 a4 followed by 43 公b7 the two connected passed pawns should win easily.

40...a4 41 bxa4?

41 🖄 c5 was stronger when the white knight dominates its counterpart.

41....Ý)xa4

White has now given up nearly all his edge, although he still went on to win.

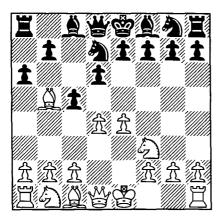
42 신d6 當g7 43 신c4 當f6 44 當f2 當e6 45 참e3 합d5 46 신d2 신c3 47 a3 e4 48 신b3 當e5 49 신c5 신d1+ 50 當e2 신c3+ 51 當e3 합d5 52 신d7 신d1+ 53 當e2 신b2 54 신f6+ 當d4 55 h4 h5 56 신d7 신a4 57 신f8 신c3+ 58 當e1 e3?

Black blunders. Instead after 58... 查e3 59 ②xg6 查f3 60 ②f4 查xg3 61 ②xh5+ 查xh4 the players could have shaken hands.

59 ව්xg6 ෂ්e4 60 විf4 ෂ්f3 61 ව්xh5 ව්a4 62 විf4 ෂ්xg3 63 ව්g2 ෂ්g4 64 ෂ්d1 ව්b2+ 65 ෂ්e2 ෂ්h5 66 ෂ්f3 ව්c4 67 a4 ව්a5 68 ෂ්xe3 විb3 69 ෂ්f4 ව්a5 70 ෂ්e5 ව්c4+ 71 ෂ්d4 ව්a5 1-0



1 e4 c5 2 �1f3 d6 3 ≜b5+ �1d7 4 d4 a6



This has been considered somewhat dubious in the past, although its adoption by the then world no.1 will no doubt help to boost its popularity. Although White lost this game I think he was doing well out of the opening.

Black has also tried 5... "Xd7, but it looks

extremely slow to me: 6 2C3 e67 dxc5 dxc58 We2!? (more dynamic than 8 0-0, although 8... $\textcircled{W}xd1 9 \nexists xd1 b5 10 \textcircled{2}e5 \textcircled{2}f6 11$ f3 is a little better for White) 8... $\textcircled{2}f6 9 \pounds g5$ $\pounds e7 10 \nexists d1 \textcircled{W}c6 11 \textcircled{2}e5 \textcircled{W}c7 12 \pounds f4 \pounds d6$ 13 $\nexists xd6! \oiint xd6 14 \textcircled{2}g6 e5 15 \textcircled{2}xh8 exf4 16$ e5 We6 17 exf6 gxf6 18 2d5! 2f8 19 2xf4 $\Huge{W}xe2+ 20 \textcircled{2}xe2 \textcircled{2}g7 21 \textcircled{2}xf7 \textcircled{2}xf7 22 \H{2}d1$ and White swiftly converted his extra pawn in A.Soltis-R.Morrison, Columbus 1977.

6 dxc5

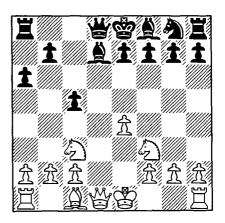
This is the critical test of 4...a6. If Black recaptures with the pawn then White will be able to use the e5-square, but if Black takes with the queen then White will gain tempi to start an initiative.

6...dxc5

6... 營a5+ is the alternative, but as Palliser points out, White retains a strong initiative with 7 公c3 習xc5 8 象e3 營a5 9 營d5!:

a) Swapping queens doesn't extinguish White's play: 9...鬯xd5 10 公xd5 邕c8 11 0-0-0 皇c6 12 邕he1 and Black faces some issues to complete his development.

b) 9...鬯c7 was preferred in A.Adorjan-L.Ljubojevic, Wijk aan Zee 1972. Here White should try 10 習b3!?, grabbing hold of b6: for example, 10...e6 11 皇b6 徵c6 12 0-0-0 邕c8 13 邕d3 with constant pressure. **7** ②c3



7...e6

Black's most common choice, endeavouring to develop his kingside, but a couple of bishop moves have also been tried:

a) 7... $2c6 8 \forall xd8 + \exists xd8 9 @e5 \exists c8 was$ asking to suffer for the rest of the game in B.Socko-V.Bologan, Internet (blitz) 2004. Then 10 2f4 e6 11 @xc6 $\exists xc6 12 0-0-0$ would have given Black immediate problems, as the plan of doubling on the d-file is hard to counter: for instance, 12...@e7 13 $\exists d2$ @g6 14 2g3 2e7 15 \exists hd1 with a comfortable advantage, as 15...2g5 is well met by 16 f4! @xf4 17 h4 @d3+ 18 cxd3 2xd2+19 2xd2 when the two minor pieces are far more useful than the rook and pawn.

b) 7... \$ g4 8 對xd8+ 簋xd8 was tried in E.Andreev-R.Nechepurenko, Dubna 2007. I'd like to keep the knight here with 9 ②e5 followed by attacking Black's vulnerable queenside pawns with, for example, 9... \$ 10 \$ e3 e6 11 f3 f6 12 \$ c4 b5 13 ③a5 when a subsequent a2-a4 is going to weaken Black's queenside even further.

Covering the c7-square before playing 🖄f3-e5.

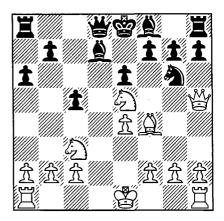
8 ②e5 暫c7 9 暫xd7+ 暫xd7 10 ②xd7 \$\Sologan, Pamplona 2003, but didn't promise White anything in the endgame and indeed Black went on to win.

8...ඕe7 9 ඕe5

Taking possession over the centre and forcing Black to watch out on his f7-square. **9...** Δ **g6**

An improvement over 9... &b5 which gave White a great position after 10 $\$ b5g6?! 11 $\$ b7 2c6 in M.Adams-Bu Xiangzhi, Yerevan (rapid) 2008, when perhaps the strongest is 12 $\$ xb5 (as Vigorito points out, White can also snaffle a pawn with 12 $\$ xf7!? $\$ d4 13 $\$ xd8 $\$ xf3+ 14 qxf3 xd8 15 &e5, although here Black has some drawing chances) 12...axb5 13 &xc6 bxc6 14 &e5 \blacksquare g8 15 0-0 and Black can barely move. Instead 10...&g6 should have been played, but this is a good version of the game for White.

Note too that 9...g6? would be a logical move, but fails to 10 暫f3! 皇g7 11 公xf7!. 10 斷**h5!**



A definite improvement over 10 皇g5 響c7 11 響xd7+ 響xd7 12 ②xd7 睿xd7 as offered by Adams as equal. Ni Hua's move certainly puts more pressure on Black.

10...**£**c6

The bishop cannot of course be taken, and 10...(2)xe5 is legal, but it's hard to find a constructive move for Black after 11 (2)xe5 while White can complete his development. **11** (2)**g3**

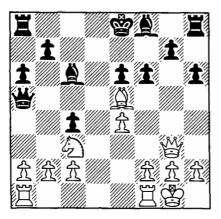
Ni Hua tries to keep up the initiative, but it doesn't pay off. I think White should deviate here with 11 公xg6!?, gaining a structural advantage when the game might proceed 11...fxg6 12 徵g4 徵f6 13 0-0-0 息e7 14 息d6 0-0 (14...徵g5+ 15 徵xg5 息xg5+ 16 含b1 息e7 is also possible, but it's a slightly unpleasant endgame to try and hold after 17 f3) 15 f3 and White is still top dog.

11...②xe5 12 âxe5 c4 13 0-0

13 f4 was a suggestion of Vigorito's that

received a recent outing, but it wasn't very successful for the white player: 13...b5 14 f5 exf5 and now in Xu Yuhua-T.Kosintseva, Jermuk 2010, 15 罩d1 should have been tried with chances to retain an edge after 15...鬯e7 16 鬯xf5 鬯e6 17 公d5, although 17...皇xd5 18 罩xd5 鬯xf5 19 exf5 f6 20 皇f4 罩d8 shouldn't cause Black too many problems holding the half-point.

13...響a5 14 響g5 h6 15 響g3 f6!



At the cost of a displaced king for a couple of moves, Black manages to unravel. Correctly assessing this type of position is certainly one of the reasons Magnus is so strong.

16 營g6+ 含e7 17 皇f4 皇e8 18 營g3 含f7 19 罩ad1 皇c6 20 罩d2?!

After this Black has the upper hand. Here Ni Hua should have tried Vigorito's suggestion of 20 a3, but it is clear that it is now White who is fighting for equality as Black has the bishop-pair and a secure king.

20...e5 21 🌲e3 🚊b4!

What follows is a master class in converting a small advantage. Carlsen makes Ni Hua look like a beginner.

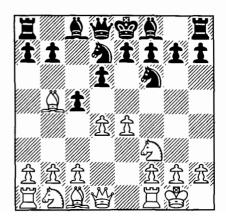
22 f4 罩he8 23 f5 全c5 24 罩fd1 罩ad8 25 罩xd8 全xe3+ 26 燮xe3 罩xd8 27 罩xd8 燮xd8 28 含f2 燮d6

Objectively of course this position is

close to a draw, but White still has to play accurately while Black can try a few different things.

29 a3 a5 30 當f3 當g8 31 g3 b5 32 當e2 b4 33 axb4 axb4 34 囚d1 皇a4 35 b3 cxb3 36 cxb3 罾a6+ 37 含d2 皇b5 38 罾c5 罾a2+ 39 罾c2 罾a7 40 罾c8+ 當h7 41 當c1 罾a1+ 42 當c2 罾d4 0-1





5....^[2]xe4?!

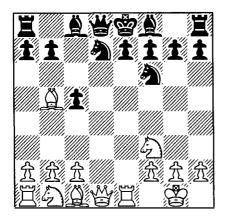
The critical test of White's opening, but practical encounters haven't been encouraging for Black. The move has been surprisingly popular with 8 players over 2500 happy to defend the black side and Joe Gallagher even suggested it as a possible black weapon in his excellent *Beating the Anti-Sicilians*, but time hasn't been friendly to the move.

6 🗷 e1 🕗 ef 6

Black would like to take the centre with 6...d5, but 7 c4! looks like a good response when Black's centre is collapsing: 7...a6

(7...e6 8 cxd5 exd5 9 公c3 picks up the d5pawn and much more besides) 8 皇xd7+ 皇xd7 (8...營xd7 9 dxc5 regains the pawn with a good position) 9 cxd5 皇f5 10 dxc5 公xc5 11 公c3 and Black has severe problems developing.

7 dxc5 dxc5



8 **≜**c4

Targeting f7 looks to be the best way to proceed. However, I wonder if 8 2g5! might be the most accurate move order:

a) 8...e6 was played in a very early encounter in this line, R.Balinas-E.Torre, Manila 1977, and now White could transpose back to the game while avoiding Black's 8th-move alternative with 9 \$c4!.

This leaves Black struggling to develop. White's main idea is $\$ d3-g6+, while $\$ b5d6 is also problematic. For example:

b1) 11...g5 is well met by 12 🖞 d3!.

b2) 11...a6 12 皇f4 鬯b6 13 鬯d3 g5 14 皇g3 and it's easy to see that White's mammoth pressure must be worth far more than a piece. Indeed, I don't see how Black manages to coordinate his pieces at all.

b3) 11...習c7? now loses to 12 ②b5.

b4) 11...習b6 12 邕e6! 習b4 13 ②b5! also looks lost for Black.

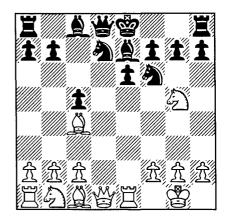
b5) 11...e5 and here White can either keep up the pressure with a huge initiative or retrieve the piece with 12 f4 &e7 13 fxe5 \bigotimes xe5 14 \boxtimes xe5 \bigotimes xd1+ 15 \bigotimes xd1, with a continued moderate advantage.

8 25 as played in P.Velicka-J.Stocek, Czech League 1998, has also received decent results, but I like the idea of pressurising f7 when should Black err, he'll lose in the opening.

8...e6

8...h6 is probably the only way Black can play this line, but he has to soak up a lot of pressure: 9 &f4 Bb6?! (this is too ambitious; Black had to start developing his kingside) 10 Cc3 a6 was the course of J.Strasser-D.Bischoff, Bad Wörishofen 2008, and here 11 Bd3! was very strong with the idea of 11...e6 12 &xe6! fxe6 13 Bg6+ Cd814 \blacksquare ad1 &e7 15 Ce5 with a winning attack.

9 ②g5 ≗e7



10 😫 xe6!

10 2xf7!? was attempted in T.Eckersley Waites-M.Burrows, British League 2007,

which looks very interesting, but White can get a large advantage without sacrificing anything.

10...0-0

given by Gary Lane, leaves Black in a lot of trouble. I think he's forced to play 12... 2e5 then he is simply a pawn down.

The bishop doesn't have to be moved yet.

11.... b6 12 🕯 xc8 🖏 xc8

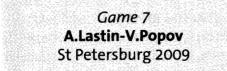
Black has survived the initial onslaught, but his pieces are yet to coordinate, whereas White has very easy play taking the centre.

13 Ôc3 h6 14 Ôge4 Ôxe4 15 ₩xe4 Ôd6?? 1-0

A surprising error by a Grandmaster but evidently he couldn't handle the constant pressure and he chose to resign before 16 ₩xe7.

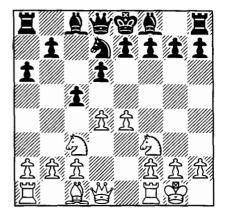
Instead 15... ll 皇f4, as given by Lane, is terrible for Black: 16... 響c6 (or 16... 皇f6 17 幻d5!) 17 鬯xc6 bxc6 18 邕ad1 盒f6 19 盒e5 盒xe5 20 邕xe5 and at least one c-pawn will drop with a technically lost position.

Thus 15... \$ f6 is the top suggestion of the computer, but this allows White an extra pawn: 16 響xb7 皇xc3 17 bxc3 幻b6 18 \$f4 and thanks to White's weakened queenside, Black has some drawing chances, although White's definitely on top.



1 e4 c5 2 ∅f3 d6 3 ዿb5+ ∅d7 4 0-0 ∅gf6 5 d4 a6

This has been the choice of many strong players of late. Black forces the exchange before swapping on d4. 6 ዿxd7+ ᡚxd7 7 ᡚc3



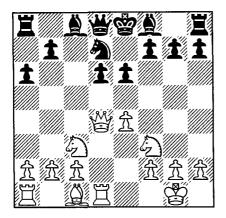
As is usually the case, it's better to play this rather than c2-c4, since Black has lost further time, i.e. by having to play⑤f6xd7.

7...e6

7...cxd4 doesn't make so much sense now that Black has been forced to capture on d7 with the knight, but is also tried from time to time. Then 8 徵xd4 and now:

a) 8... Wb6 has been Kempinski's choice a few times, but following 9 皇e3 響xd4 10 ≜xd4 e6 11 a4 Black is under pressure as White still had his development advantage and positional trump with the b6-square, while Black has problems bringing his remaining pieces out: 11...f6 (perhaps 11...b6 should be tried, although 12 公d2! 皇b7 13 ②c4 邕c8 14 b3! is pleasant for White) 12 ②d2 q5 13 ②c4 ②e5 14 ②b6 罩b8 when the positional maestro playing White continued 15 f3 邕q8 16 當h1 皇e7 17 q3 幻d7 18 Idd1 皇d8 19 ②c4 皇c7 in E.Rozentalis-R.Kempinski, Zakopane 2000, and here 20 a5 intending 21 🖄 a4 looks very strong.

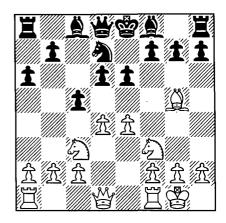
b) 8...e6 has been played most of the time, but 9 \[d1!, as recommended by Gallagher, Kaufman and Palliser is rather strong.



b1) 9...@c7? is already a losing mistake, due to 10 &f4! e5 11 0d5 0b8 (11...@c6 12 &xe5! dxe5 13 0xe5, as pointed out by Palliser, is winning, in view of 13...@c5 14 0xd7! 0xd4 15 \nexists xd4 and whichever way d7 is taken the rook drops in the corner) 12 0c3 exf4 13 0c7+ 0d8 as in V.Tkachiev-A.Suhendra, Jakarta 1996, and here the most accurate finish was 14 0g5! 0e5 1S 0xa8 as now the e5 knight is en-prise. Then 15...f6 16 0b6 leaves White with an extra exchange.

b3) 9...f6 has the best reputation when the simplest approach appears to be to target the d6-pawn with the 10 b3 rc7 11 aa3 ac5 12 b4! ad7 13 b5 ac5 14 rab1ac7 15 b6 rc6 of T.Oral-F.Janz, German League 2002, when the classic rerouting manoeuvre 16 ad2! gave White a beautiful position. Here 10 a4 has also scored well for White; a recent example being 10...rc7 11 息e3 臭e7 12 h3 (John Shaw's 12 aS also looks very logical) 12... 道b8 13 響a7! 0-0 14 a5 息d8 15 息b6! 響c6 16 息xd8 罩xd8 17 句d4 響c4 18 句a4 會f7 19 b3 響c7 20 句b6 句c5 21 f3 when White completed dominated, although 21...d5? 22 句c6!? didn't help Black's cause in A.Skripchenko-N.Benmesbah, Pau 2008.

8 ĝg5!



This is the critical test of Black's opening play.

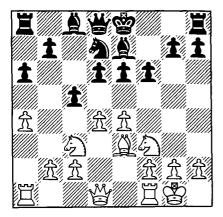
8...₩c7

Alternatively:

a) 8... 省b6 is a very rare try. I think White should continue with 9 d5 as in the game, even though it doesn't appear to have been played before. Moreover, taking the pawn looks very risky: 9...響xb2 10 響d3 e5 (10...) 11 dxe6 fxe6 12 邕fd1 looks like good compensation to me as Black struggles to complete his development) 11 a4 (initially I wanted to recommend the tactical 11 邕fb1 響a3 12 أdd2, but I'm not totally convinced by 12...b5 13 邕xb5!? axb5 14 ②xb5 習a5 15 ②c4! 習xb5 16 ②xd6+ 皇xd6 as better for White but due to the material imbalance I can't be sure) 11...省b6 12 a5 $rac{1}{2}$ $rrc{1}{2}$ $rrc{1}{2}$ rcwith Od2-c4, \nexists f1-b1 and the bind on the queenside must be worth a pawn, as Black really struggles to obtain any counterplay.

b) 8...\$e7 is the logical response, but White now claims the advantage with 9 **এxe7 谢xe7 10 dxc5** ∕⊙xc5 (or 10...dxc5 when although everyone has played 11 e5, perhaps this move should be delayed so that the bishop does not become so powerful on b7; | suggest 11 邕e1 0-0 12 幽d3 b5 13 Zad1 with a small advantage thanks to White's central control, while he is threatening 14 習d6 against most black moves, as in the endgame it will prove difficult to defend a6 and c5) 11 營d4 0-0 12 罩ad1 罩d8, as in I.Glek-M.Langer, Internet (blitz) 2000, and here the most accurate appears to be 13 De5! followed by 14 Dc4 with a clear advantage.

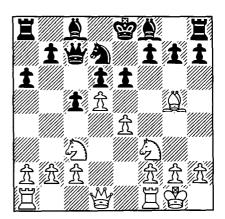
c) 8...f6 looks unnatural, but has been the choice of a few strong players and is actually quite a solid option. After 9 皇e3 皇e7 I think White should proceed with 10 a4:



c2) 10...0-0, as seen in Y.Shabanov-V.Litvinov, Elista 2002, is probably stronger, although I think White has a pleasant bind following 11 d5 e5 (11...②e5 12 ②xe5 fxe5 13 dxe6 皇xe6 14 ②d5 is comfortably better for White) 12 習d3, dissuading both the ...b7-b5 and ...f7-f5 breaks. We could continue with 创d2-c4, a4-a5, f2-f3 and then try forcing through b2-b4.

c3) 10...b6 11 d5 e5 was tried in Z.Hracek-R.Kempinski, Czech League 2008. Here 12 0h4!? looks like a fresh plan: 12...0-0 (12...g6 13 0h6 is rather risky) 13 0f5 g6 14 0g4 with the start of a strong attack, as shown by, for example, 14...0h815 0h6 1g8 16 0xe7 0xe7 17 f4!, threatening to push forward with f4-f5 and create a further bind. However, if Black reacts with 17...exf4, trying to get the strong e5outpost for his knight, then after 18 0e521 0xe5 fxe5 22 1f6 leaves Black in a dreadful endgame) 19 dxe6 0e5 20 e7! g5 21 0d5 the e7-pawn is a major asset.

9 d5



So Black no longer has the opportunity to exchange on d4.

9...e5

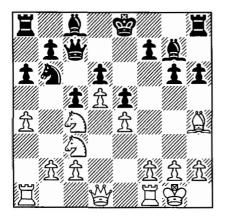
Now the position resembles some sort of Old Indian or Czech Benoni, but with White's pawn on c2 which gives him additional options, notably to use the c4-square for a knight. Black's counterplay centres around his two pawn breaks, ... b7-b5 and ...f7-f5. Therefore White's next is forced.

10 a4 h6

This has been the most common, forcing White to decide which diagonal he wants his bishop to be on. Otherwise:

a) 10...b6 has also been tried, but it probably just allows White further options: 11 2 d2 h6 12 2 e3! (the bishop no longer has to retreat to h4) 12...2 e7 13 f4! exf4 14 2xf4 2 e5 15 2xe5 dxe5 16 2 c4 2 d6 17 Wh5 0-0 18 3 b8 19 3 af1 and White's knights totally dominated Black's bishops, G.Vescovi-S.Karjakin, Moscow 2002.

b) 10...g6 is likely to end up in a similar position to the game. Indeed, after 11 2022g7 12 2c4 2b6, with 13 2e3 play will probably transpose to the game, although Glek decided to try and exploit the fact the bishop was still on g5 with 13 2xb6? 2xb614 a5 2c7 (14...2xb2? 15 2d2 and the black queen won't survive) 15 2d2 0-0 16 2a4 f5 17 2b6 2b8 18 f3 when the knight on b6 was the most relevant feature in I.Glek-N.Belichev, Cappelle la Grande 1998. Here 13 2a3? is certainly also an option. **11** 2h4 g6 12 2d2 2g7 13 2c4 2b6



14 De3

Here e3 is a good square for the knight as it slows down Black's only remaining pawn break. 14 🖄 a3 was the sneaky choice of Kornev, which worked out extremely well as his opponent immediately blundered with 14...0-0?, allowing the surprising 15 a5 创d7 16 皇e7! when suddenly the grand-17 🖄 ab5! traps his queen. He struggled on with 16...響xa5, but after 17 ②c4 響c7 18 公xd6 罩d8 19 公cb5! had to resign in A.Kornev-E.Vorobiov, Tula 2002. Instead 14...\$d7 should be preferred, although White is still doing well after 15 a5 🖄 c8 16 නිc4 b5 17 axb6 නිxb6 18 නිa5 නිa4 19 නිxa4 響xa5 20 b3 響b4 21 f3, as given by Palliser, when Black struggles for counterplay, while White can put pressure on the queenside. Palliser notes too that a bid for activity with 21...c4? fails to 22 @e1!.

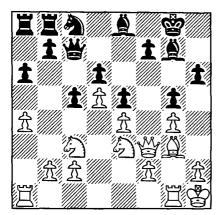
14...0-0 15 g4!?

Depriving Black of ...f7-f5 for good and a common ploy in the King's Indian. White takes the opportunity to drum up an initiative on the kingside. This position was reached in another high-ranking match-up. There Topalov continued 15 a5 公d7 16 徵d3 b5!? (this creates a weakness on a6) 17 axb6 公xb6 18 g4!? (as in the game Topalov decides he doesn't want to allow counterplay with the ...f7-f5 break) 18...a5 19 公b5 徵d7 20 c4 a4 21 b3 axb3 22 罩xa8 公xa8 23 罩a1 象b7 24 螢xb3 and White had taken control in V.Topalov-S.Karjakin, Dubai (rapid) 2002. **15....象d7**

Black's position is rather unpleasant, as he is being tied down on both sides of the board. Popov plays well and manages to hold the draw, but Lastin certainly had good chances.

16 谢 h1

16...互fb8 17 互g1 急e8 18 谢f3 g5 19 息g3 公c8



20 h4

This gives Black enough time to generate counterplay on the other side and a draw becomes the logical result. Instead 20 a5, first restraining Black, would have been stronger. Black must proceed with 20...b5, otherwise he gets no counterplay, but 21 axb6 and only now 22 h4 looks good for White. Now that we've provoked ...g5, we should move across to the h-file with h_1-g2 , g_1-h1 and exchange on g5 when we're making real progress. Meanwhile it's tough to see what Black will do as we're holding up the queenside successfully.

20...b5! 21 hxg5 hxg5 22 axb5

Now everything gets exchanged. Instead 22 a5 was a better winning try when I'd still prefer White.

22...axb5 23 십f5 b4 24 볼xa8 볼xa8 25 십d1 볼a1 26 십de3 볼xg1+ 27 알xg1 f6 28 c3 bxc3 29 bxc3 호f8 30 호h2 호g6 ½-½

And as White isn't getting anywhere on the kingside, a draw was agreed.

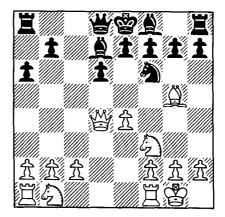
Game 8 V.Ivanchuk-G.Kasparov Linares 1991

1 e4 c5 2 🖉 f3 d6 3 🌲 b5+ 🖄 d7 4 d4 🖄 gf6 5

Having first exchanged on d4, Black can now recapture with the bishop on d7.

7...②xd7 8 ②c3 would transpose to the notes to Black's 7th move in the previous game, Lastin-Popov.

8 ĝg5



8 c4 has also been tried, but I think this is inaccurate as Black can react with 8...g6! 9 ②c3 皇g7 10 邕e1 0-0 and in S.Tiviakov-V.Ivanchuk, Montreal 2007, Black had a decent Accelerated Dragon position.

8...h6

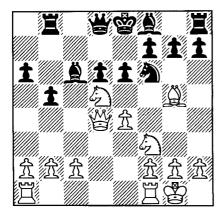
This move fell out of fashion after Kasparov got destroyed in this game.

a) 10 \bigcirc c4 with a further divide:

How to Beat the Sicilian Defence

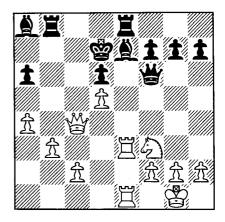
ter for White thanks to Black's vulnerable queenside) 14...邕d8?! was played in S.Maze-J.Campos Moreno, Andorra 2005 (14...皇e7 15 營xc4 0-0 should have been preferred, transposing back into the previous note). Here the straightforward 15 營xc4 皇d6 16 營a4+ 當e7 17 c4 would have given White a pleasant edge.

a2) 10...b5 is the critical test when 11 ②b6!? was Rublevsky's latest attempt, an enterprising piece sacrifice. The idea is 11...罩b8 12 ②d5.



a21) 15... 皇e7 16 axb5 axb5 17 鬯d3! 鬯c7 (17... 鬯b6 18 皇e3) 18 ④d4! gives White a very strong initiative. One possible continuation runs 18... 公xd5 19 公xb5 鬯c5 20 鬯f5+ �ad8 21 皇xe7+! 公xe7 22 鬯xc5 dxc5 23 罩ad1+ 皇d5 24 公c3 罩xb2 25 公xd5 公xd5 26 罩xd5+ 當c7 27 罩xc5+ which actually leaves White a pawn up in the endgame.

a22) Black should probably keep the position closed with 15...b4 when a line could run 16 皇xf6 鬯xf6 17 鬯g4+ 會c7 18 鬯xb4 皇a8 19 鬯c4+ 會d7 20 邕a3 皇e7 21 邕ae3 邕he8 22 b3.

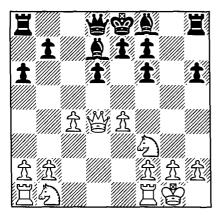


White has picked up a couple of pawns for the piece with a very solid position and Black will constantly have to be on the look out for his king's safety. I think White has very good chances here as we even have good positional compensation with the a8bishop blocked out.

b) 10 🗏 ad1 2e7 11 🖄 c4 has also been tested by Rublevsky once, and looks like an interesting alternative:

b1) 11...0-0 12 當fe1 d5! 13 exd5 公xd5 14 響e5 盒xg5 15 公xg5 and White had the slightly more comfortable position, before Black blundered with 15...b5?, allowing 16 公xe6! fxe6 17 徵xe6+ 會h8 18 徵xc6 bxc4 19 簋xd5 徵b8 20 簋de5 簋d8 21 g3 and 1-0 in S.Rublevsky-E.Vorobiov, Krasnoyarsk 2003. Here 15...徵f6!? is Psakhis' suggestion, although White retains a comfortable position after 16 ②e4 徵xe5 17 ③xe5, so perhaps Palliser's 15...徵e7 is better but White still holds a nibble. b2) 11...b5!? is critical when White has a choice between a fractionally better endgame with 12 2xd6+ #xd6 13 #xd6 & xd6 14 #xd6 & xe4 15 2d4 and the more dynamic 12 & xf6 & gxf6 13 2e3, which reaches a tricky position for both sides. Palliser recommends White should improve his position with a plan of #d4-d3, 2f3-d4 and c2c4.

9 ₤xf6 gxf6 10 c4



10...e6

Here Black only plays ... e6 once we have committed to c2-c4, so we don't have the plan of 2d2-c4.

Instead 10...2g7 was tried in a recent game which proved successful for Black, but I think White still has the better chances: 11 2c3 0-0 12 3ad1!? (12 3d3 would be a sensible alternative, not allowing Black the freeing move ...f6-f5) 12...f5 13 e5 2c6 14 3e3 2xf3 and now in Ni Hua-Zhao Jun Danzhou 2010, White got a bit carried away with 15 gxf3!?. Instead a safer way to proceed would have been 15 exd6 2xd1 16 dxe7 3c7 17 exf83+3xf8 18 3xd1 wxc4 19 h3, leaving Black in an unpleasant simplified middlegame due to the weakness of his king.

11 🖄 c3 🗏 c8

True to form, Kasparov goes for the

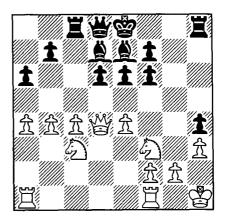
most aggressive possibility.

11... 全存 has also been tried when 12 Ife1 (Palliser recommends 12 谢d3!? with plans of Iac1 and b2-b4 or even 公f3-d4 and f4-f5) 12... Ic8 13 a4 谢c7 14 b3 谢c5 15 谢d2 h5 is given as fine for Black by Palliser, although I think White is still a little better and, indeed, after the game continuation 16 Iad1 Ic7 17 公d4 h4 18 Ie3! 全f8 19 f4 h3 20 g3 Ig8 21 谢f2 全h6 Black had to exploit his extra 160 rating points to obtain a draw in P.Velicka-Z.Hracek, Opava 2000, just when 22 Ied3 Ig4 23 f5! was looking very unpleasant for him.

12 🖆 h1

Prophylaxis. Kasparov will be attacking down the g-file so Ivanchuk decides to get his king off the line. More recently White has played the simple developing move 12 $\Xiac1$ with a sample game continuing 12...h5 13 Ξ fd1 h4 14 h3 &e7 15 b4 C7 16 We3 Ξ h5 17 Oe2 &f8 18 Oh2 &a4 19 Og4&e7 20 Ξ d2 f5 21 exf5 Ξ xf5 22 Wc3 Wd8 23 c5 d5 24 Od4 and White's knights had taken control in 'Ciron'-'Schurick', Internet (freestyle) 2006.

12...h5 13 a4 h4 14 h3 âe7 15 b4



So Black's play on the kingside has come to naught, while White has started up a pleasant initiative on the queenside.

15...a5 16 b5 ₩c7

16...罩c5 was Bönsch's suggestion, but I don't really see where the rook is going: for example, 17 公d1 罩g8 18 公e3 and Black is running out of constructive moves.

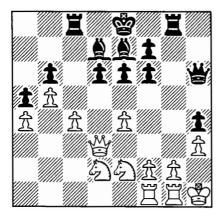
17 ②d2 鬯c5 18 鬯d3 邕g8 19 邕ae1 鬯g5

19...b6 has been suggested by Anand. I think White should continue here by rerouting his knight around to e3 with 20 2d1 when Black's ...f6-f5 break will be much harder to achieve.

20 邕g1

Black has only a temporary initiative and Ivanchuk now gives a good demonstration of how to push Black's pieces back. The major problem for Black is that his bishops are blocked in by his own pawns and his king is stuck in the centre. A strong plan for White in these structures is to get in f4-f5 when following an exchange on e6, Black's king will prove more vulnerable and the pawn on e6 will also be a weakness. Of course Black does not want to play ...e6-e5 as then d5 becomes a beautiful outpost.

20...省f4 21 邕ef1 b6 22 ②e2 誉h6



23 c5!?

The eccentric Ukrainian comes up with an interesting pawn sacrifice. 23 f4, as suggested by Bönsch, is a safer choice when White undoubtedly has the advantage, as we can continue with our plan of 24 f5 when Black is being driven backwards.

23...邕xc5?!

This gives back the pawn and leaves Kasparov in a hopeless position. Thus 23...dxc5 had to be tried: 24 ⁽²⁾c4 ⁽²⁾b8 and here maybe White shouldn't rush, but play simply 25 f4 ⁽²⁾c8 26 f5 with great compensation, although it's debatable if the pawn sacrifice was objectively correct as White had such a great position before it.

24 Ûc4

Now b6 is dropping, after which the position is completely lost for Black.

24...∲f8 25 ∅xb6 ዿe8 26 f4

26 \lefter c1! also looks very strong as Black's pieces can't get back to the queenside.

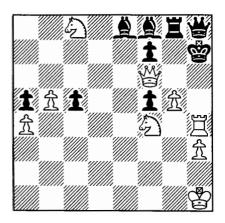
26...f5 27 exf5 볼xf5 28 볼c1 ≌g7? 29 g4!?

White is attacking on both fronts, but 29 2c8! was even stronger as Black must give up a piece to stop the b-pawn.

29...邕c5 30 邕xc5 dxc5 31 公c8 皇f8 32 省d8 智g6 33 f5 智h6 34 g5

Ivanchuk doesn't need his asset on the b-file.

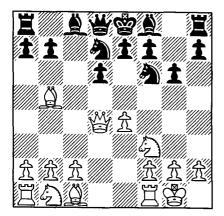
34...習h5 35 邕g4 exf5 36 公f4 習h8 37 習f6+ 會h7 38 邕xh4+ 1-0



A depressing final position for probably the strongest player of all time, with his king and queen trapped in the corner.



1 e4 c5 2 ②f3 d6 3 ≗b5+ ③d7 4 d4 ②gf6 5 0-0 cxd4 6 ≝xd4 g6!?



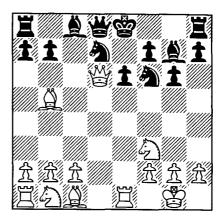
This ambitious plan to play a Dragonstyle position has received some interest of late.

7 e5!

We must undertake something concrete before Black completes his development, otherwise he will just stand well.

I think this is the strongest method of recapturing the pawn. Instead 8 公xe5 盒g7 9 單d1 0-0 10 公xd7 公xd7 11 鬯a4 公c5 12 冨xd8 冨xd8 13 鬯f4 單d1+ 14 盒f1 公e6 15 鬯e3 盒d4 16 鬯e2 冨xc1 is quite a critical line and was seen in the recent game G.Antal-R.Robson, Lubbock 2009, in which Black seemed to stand well.

8...ዿ̀g7 9 ⊒̃e1 e6



White's advantage here lies in the fact that Black has not quite managed to complete his development. Therefore we should try to pester him at every opportunity. Black has two attempts to remove the queen from d6: either he offers a queen exchange or else he plays ... 2g7-f8 to expel the queen.

10...a6

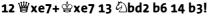
Black generally kicks the bishop back initially.

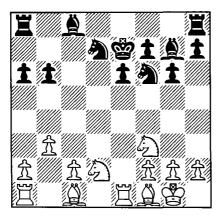
Instead 10...&f8 (V.Baklan-D.Gormally, Ostend 2005) 11 $extsf{bf4}$ &g7 12 &C3 is likely to transpose to note 'a' to Black's 11th move, below, while 10... $extsf{bf2}$ 11 $extsf{bf2}$ xe7 12 &bd2 will probably transpose back to the game after 12...a6 13 &f1.

Alternatively:

a) Surprisingly the position after 11...全f8 has been reached six times in the *Mega Database* and five of those have been agreed drawn after various repetitions. 12 習f4 全g7 was seen in A.Kornev-P.Anisimov, Sochi 2007, when I think the simplest way to keep the advantage is 13 公c3 (of course White can also offer a repetition with 13 習d6) 13...0-0 14 全g3 b5 15 a4! and White's queenside pressure is enough for the advantage.

b) The 11...豐b6 of R.Mogranzini-M.Suba, Malaga 2009, is an alternative way to trade queens, but 12 皇f4 徵xd6 13 皇xd6 皇f8 14 皇g3 皇e7 15 c4 would have kept a small advantage, as it's still not easy to complete Black's development and in the meantime White can grab space on the queenside.





White still has the advantage thanks to Black's awkward king position and the weakness of the d6-square.

14...**ģ**f8

Running with the king in the hope of finding security on the kingside, but this gives White some important tempi to take control of the centre.

14...2d5 was played the first time this position was reached, but after 15 2a3+ 2c5 16 \blacksquare ad1 2c3 in S.Rublevsky-F.Bistric, Bled Olympiad 2002, White would have had a clear advantage had he found 17 2c4! 2xe1 18 2xe1 (the threat of 19 2xb6 cannot be parried) 18... \blacksquare b8 19 2xb6 2xb6 20 2xc5+ 2f6 21 2d4+! e5 22 2b2 2f5 23 2f3 2d7 24 2xe5 (regaining the sacrificed material) 24...2xe5 25 f4 2e7 26 2xe5 \blacksquare bd8 27 2d4 when the bishop and two pawns are more than a match for the rook.

15 Ūc4 🕸 g8

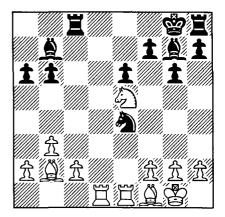
Or 15...②d5 16 皇a3+ 當g8 17 ②ce5! ②xe5 18 ②xe5 and White is definitely on top.

17 2g5!? is an interesting option. The idea is that 17...h6? is met by 18 2xf7! so Black will have to go extremely passive to defend the f7-pawn.

Psakhis gives 17...心e8 18 罩ad1 兔d5 19 心e4 with a slight advantage, but instead 19 心xf7! 含xf7 20 罩xd5 exd5 21 罩e7+ 含g8 22 罩xd7 would give White a clear advantage as if the knight is taken then it's checkmate.

17...④xe5 18 ④xe5 ④e4

18... as given by Psakhis, is very good for White. Black cannot afford to exchange pieces while he is in effect playing a rook down with the guy on h8 completely out of the game.



A strong move keeping the initiative. Rublevsky correctly calculates that Black doesn't have time to take on c2.

20....倉f6

20...基xc2 21 革d8+ 鱼f8 22 公xg6! wins material.

20...h5 21 c4 is no better as the seventh

rank and the b6-pawn are two large problems for Black.

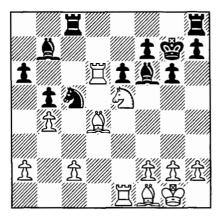
21 菖d7

21 c4 is also very strong as Black still cannot unleash his h8-rook with 21... 旮g7 due to 22 罩d7.

21...心c5 22 罩d6 b5 23 皇d4! 當g7?

This just loses. 23... 皇d5 was Black's best try, but he's still in a lot of trouble after 24 c4 bxc4 25 bxc4 皇e4 26 邕b6! (26 皇xc5 皇xe5 isn't so clear) 26... 皇a8 27 皇xc5 邕xc5 28 ②d7 皇c3 29 ②xc5 皇xe1 30 邕xa6 and White's extra pawn should be enough.

24 b4!



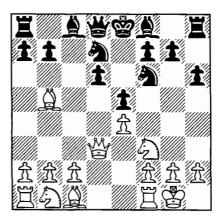
Forcing the knight away so that the rook can land on the seventh rank.

24...한e4 25 볼d7 볼hd8 26 볼xb7 볼xd4 27 산xf7 \$\$g8 28 볼xe4! 볼xe4 29 산d6

Black loses a whole rook. Ye Jiangchuan could have resigned here.

> Game 10 S.Rublevsky-Z.Efimenko Moscow 2003

1 e4 c5 2 ②f3 d6 3 호b5+ ③d7 4 d4 ②gf6 5 0-0 cxd4 6 쌭xd4 e5 7 쌭d3 h6



Black prevents \$c1-g5.

7... 2e7 is rather similar to the note to Black's 6th move in Bu Xiangzhi-Guseinov. After 8 2g5 0-0 9 2xd7! again we see this important move capturing the knight before it can jump out to c5, an integral part of our plan once Black has played ...e5. Following 9... 2xd7 10 2xe7 2xe7 11 2c3Black has:

a) The 11...2c5 12 2d5 4d8 13 4e3 f5 14 2xe5 f4 15 4a3 2xe4 16 2f3 of G.Sarakauskas-R.Sebe Vodislav, La Fere 2004 was rather unpleasant for Black, as again d5 is a huge outpost and d6 a constant weakness, while the pawn on f4 results solely in Black having a more exposed king.

b) 11...公f6 improved in R.Fontaine-Y.Benitah, Chalons en Champagne 2010. Black is only a little worse, but he lacks any threatening plan of his own and 12 h3 皇e6 13 單fd1 單fd8 14 響e3 a6 15 a4 單ac8 16 單d2 h6 17 罩ad1 leaves White's position the more pleasant.

8 c4 ዿe7 9 ②c3 0-0 10 ዿxd7

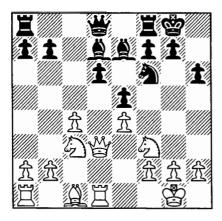
10 \$e3!? is an interesting alternative suggested by Palliser, leading after 10...a6 11 \$a4 to:

a) 11...鬯a5?! allowed 12 b4! 鬯c7 (12...鬯xb4? fails to 13 皇xd7! 皇xd7 - 13...②xd7 14 ②d5 - 14 罩fb1 鬯a3 15 罩b3 鬯a5 16 皇b6, trapping the queen) 13 罩ac1 ②b6 14 皇b3 皇g4 15 ②h4 當h8 16 h3 皇c8 17 罩fd1 was very pleasant for White in S.Belkhodja-V.Epishin, Nimes 1991.

b) 11...公b6 is best when Palliser gives the line 12 皇c2 皇e6 13 公d5 公bxd5 14 cxd5 皇d7 15 智b3 b5 in which he prefers White. It's a matter of taste as this type of position more commonly arises from 1 d4.

10...ዿxd7 11 Id1

11 De1!? is also an interesting try, redeploying the knight to e3 from where it controls the important d5-square.



11...a6

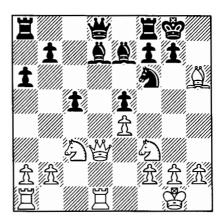
12 c5!?

I like this dynamic option, exploiting the temporary weakness of the d7-bishop, although with best play I think Black can equalize.

12 a4 is an alternative plan and quite an instructive way of developing some pres-

12...dxc5 13 🚊 xh6!

13 ②xe5 has also been tried once, but shouldn't trouble Black unduly after 13... 全e6 14 徵g3 徵b8 (instead Black erred with 14... 徵c7? and after 15 ②g6! 邕fc8 16 全f4 it was already time to resign in M.Fischer-W.Kordts, German League 2007) 15 全f4 ②h5! 16 ②c6 bxc6 17 全xb8 ②xg3 18 全xg3 邕fd8 when I think it will be tricky to exploit Black's doubled c-pawns without allowing counterplay down the b-file.

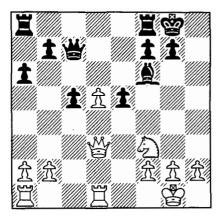


13....省c7

The bishop cannot be taken: 13...gxh6? 14 Oxe5 is the idea when the light-squared bishop drops as 14... Qg4 15 Wg3 Wb8 (15... Wc8 16 Od5! Oxd5 17 Oxg4 wins) 16 Od5!? Gh7 17 Oxg4 Wxg3 18 Odxf6+ Qxf6 19 Oxf6+ Gg6 20 hxg3 Gxf6 21 Ed7 leaves White with a winning endgame.

Instead 13...c4 is Palliser's suggestion and has been seen in a couple of practical examples. a) 14 鬯xc4 would now allow Black to take the bishop.

c) I think we should try 14 $\forall e2! \forall c7$ 15 ag5 &e6 16 @d5 &xd5 (16...@xd5 17 exd5) $ag4 18 \&xe7 \forall xe7 19 = e1 \&xf3 20 \forall xf3 is$ slightly more pleasant for White with his passed d-pawn, while Black has to be careful about his king's safety) 17 exd5 e4, as in T.Gharamian-Y.Solodovnichenko, French League 2008, and now 18 &xf6 &xf6 19 $\forall xe4$ would promise White an advantage, as 19...&xb2 looks too risky, in view of, say, 20 @g5 g6 21 \forall h4 f6 22 @e6 \forall h7 23 \forall xc4. 14 &g5 &e6 15 &xf6 &xf6 16 @d5 &xd5 17 exd5

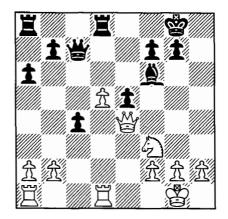


So after some simplification White has a small advantage thanks to his passed pawn and better minor piece. Black also has to watch out for mating ideas due to the absence of his h-pawn.

17...c4

17...單fd8 was tried in the same year, but 18 徵e4 (18 心d2 also looks interesting, trying to stymie Black's counterplay on the queenside) 18...邕d7 19 g4!? (exploiting Black's lack of an h-pawn) 19...g6 20 h4 邕ad8 21 h5 gxh5 22 gxh5 營d6, as in A.Alavkin-V.Akhmadeev, St Petersburg 2003, and then 23 邕d3 followed by 公d2 looks to favour White.

18 **響e4 邕fd**8



19 g4!?

We've already seen this idea in the previous note. Rublevsky successfully exploits Efimenko's compromised kingside.

19...g6 20 h4 鬯e7 21 邕ac1!

White can win a pawn with 21 g5 愈g7 22 營xc4 e4 23 邕e1, but Black has reasonable compensation after 23...徵d7!.

21...b5 22 d6

This works out well, but gives Black additional options. I think White should have continued his kingside play with 22 h5!? gxh5 23 gxh5 當h8 24 當f1, with good chances on the kingside.

22...₩e6 23 Id5 Ia7?!

Efimenko chooses the wrong square for his rook. 23....\argin{bmatrix} acceleration acceleration

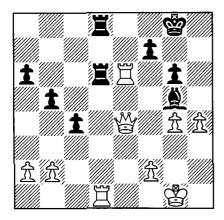
24 ¤cd1!

Now White is back in control.

24...罩ad7 25 ②g5 皇xg5

Efimenko decides his best try is sacrificing his queen. Instead 25...鬯e8 26 鬯e3 is rather unpleasant for Black.

26 🖾 xe5 🖾 xd6 27 🖾 xe6



27...**¤xe6**?!

But he chooses the wrong way of doing it. 27...邕xd1+ was stronger, although after 28 當g2 邕1d4! (28...fxe6? 29 營xg6+ 含f8 30 營xg5 is simply too dangerous as Black lacks a counter to h5-h6-h7) 29 邕xg6+ 含f8 30 營f5 邕4d5 White should sacrifice his queen back, 31 響f3 罩d3 32 罩xg5! 罩xf3 33 容xf3 罩d2 34 h5, reaching a commanding endgame.

28邕xd8+ 皇xd8 29 鬯a8 邕d6 30 g5!

Now Black has problems coordinating his few remaining pieces.

30...當g7 31 ሣb8 罩d5 32 ሣb7 罩d6 33 當g2 罩e6 34 f4 盒e7 35 h5! gxh5 36 f5 1-0

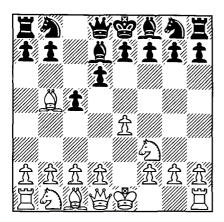
Conclusion

3...⁽²⁾d7 is quite a common attempt to unbalance the position early on. Black takes great risks in the opening and hopes to exploit the advantage of the bishop-pair. However, I believe White's lead in development can be transformed into a comfortable middlegame position.

The Maroczy bind structures seen in this chapter will be examined in further detail in the next two chapters with the major difference being that Black will have two knights rather than two bishops. It isn't completely clear which is stronger, though, as the light-squared bishop is of limited use against the e4- and c4-pawns.

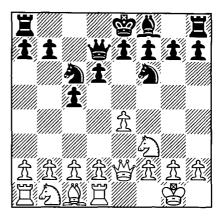
Chapter Two Moscow Variation: 3....皇d7 4 皇xd7+ 營xd7

1 e4 c5 2 ∅f3 d6 3 ዿb5+ ዿd7



This is Black's most solid option. He immediately exchanges the bishops and gains time in development. This is the line you are most likely to encounter and is advocated in many opening manuals.

This subtle approach is not even covered in Dorian Rogozenko's Anti-Sicilians: A Guide for Black nor the recent Grandmaster Repertoire 6 - The Sicilian Defence by Lubomir Ftacnik. I had a long think which line to adopt against 3... 2d7 and decided on this one. It is rather offbeat, gives good chances to confuse your opponent and is theoretically sound.



I remember that when I was learning the black side of the \$\Delta b5+ Sicilians, I was taught to delay committing with ...e6 or ...g6 until White has shown his hand. That is because ...g6 is better against the Maroczy bind set-ups, but if White adopts a plan of c3 and d4 then Black should counter with ...e6 and ...d5, transposing to a French set-up. Here, however, if Black plays ...e6 then you can switch back to a Maroczy bind and put pressure on the d6-pawn.

Game 11 follows the mainline in which Black plays 7...e6 and allows us a Maroczy bind. Games 12 and 13 show the other principal line where Black goes for the kingside fianchetto, but allows White to take control of the centre. Then Game 14 examines the rather abstract 7...g5!? which must be taken seriously before the final three games of the chapter cover other set-ups Black might choose.

Repertoire Outline

1 e4 c5 2 ②f3 d6 3 ≗b5+ ≗d7 4 ≗xd7+ ₩xd7 5 0-0 ②f6

Black pressures the e4-pawn, but this is by no means forced:

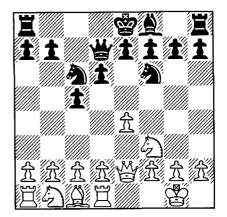
a) 5...0 c6 is actually the most common move, but is very likely to transpose after 6 0 0 2 0 f6. The best independent alternative here is 6...g6, which has been tried by the Israeli Grandmaster Ilia Smirin. However, this doesn't prevent our plan of breaking with c2-c3 and d2-d4: 7 c3 0 g7 8 1 d1 e5 (again 8...0 f6 9 d4 should simply transpose) 9 0 a3 0 ge7 10 d4 is looked at in Game 17. Instead both 6...e6 and 6...e5 are likely to transpose to other lines.

b) 5...g6 was once tried by Judit Polgar and is reasonably common. After 6 c3 皇g7 7 d4 cxd4 (again 7...②f6 8 營e2 would transpose to the main line) 8 cxd4 either knight move will transpose to the mainline, while 8...e6 9 d5 looks promising for White.

c) 5...e6 is again seen fairly often and was once Vassily Ivanchuk's choice, but following 6 $\forall e2 \ 2e7 7 \ add 1 \ don't$ see how Black makes progress without moving either knight which will transpose to the mainlines.

d) 5...e5 doesn't prevent our plan of taking over the centre and is seen in Game 17.

6 ₩e2 ��c6 7 ¤d1



This is a key tabiya in the main line. Now:

a) 7...\2C8!? is a clever waiting move that has been tried by a few strong players (the highest-rated being the Russian Grandmaster Mikhail Kobalija) and is examined in the notes to Game 16.

b) 7...g5!? is the computer's first choice and thus should be taken seriously. We have a look at this in Game 14.

c) 7... 習g4 was tried by the high-rated Ukrainian Alexander Areshchenko, but it didn't work out well – see Game 15.

d) 7...e5 has been played by the highlyrated Russian Evgeny Najer, but condemns Black to a passive defence, as we'll see in Game 16.

e) 7... 2e5 has not been tried yet, but in general is a common try in \$b5+ lines and is examined in the notes to Game 15.

f) 7...g6 was the choice of Alexander Grischuk and I imagine will be the choice of many of your opponents, but this falls into our plans and after 8 c3 \$\overline{2}g7 9 d4 cxd4 10 cxd4 we have successfully tricked Black into a fianchetto – see Games 12 and 13.

g) 7...e6 has been Black's most common reply to our interesting sideline. Then 8 d4 cxd4 9 公xd4 皇e7 10 c4 is seen in Game 11, the first of the chapter, and again leaves us with a decent form of the Maroczy bind.

Game 11 A.Skripchenko-N.Bojkovic Rethymnon 2003

1 e4 c5 2 ②f3 d6 3 ≗b5+ ≗d7 4 ≗xd7+ ₩xd7 5 0-0 ②f6 6 ₩e2 ②c6 7 ॾd1

Instead 7 c3 is White's main move when Black's strongest reply is 7...e6 8 d4 cxd4 9 cxd4 d5 10 e5 24 and 1 don't believe White has much here. Indeed 1 defended it successfully against Nigel Short, a game which went a long way towards my first GM norm.

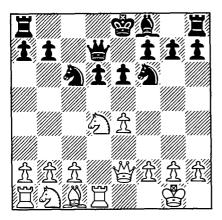
7...e6

So Black carries on with his same plan and this is by far his most common response.

8 d4!

The exclamation mark is more for surprise value than the move's respective strength over 8 c3, but I believe White has good chances here and, perhaps more importantly, I don't think your opponent will feel confident in the ensuing positions.

8...cxd4 9 🖄 xd4



The immediate 9...②xd4 has also been tried, but after 10 罩xd4 Black has to watch out for the e4-e5 break:

a) 10... 鬯c6 11 邕c4! (11 c4 is no longer playable as Black has 11...e5!) 11... 鬯d7 12 公c3.

a1) 12... 皇e7 13 ②b5! 皇d8 14 罩d4! and White picked up the important d6-pawn, A.Maier-P.Nabavi, Nuremberg 2007.

a2) 12... Ξ c8 is better, although White's still on top: 13 Ξ xc8+ Ξ xc8 14 &f4 Ξ c6 15 Ξ d1 &e7 16 Ob5 e5 17 Oxa7 Ξ a4 18 &e3 0-0 19 f3 Ξ a8 20 Ob5 Ξ xa2 was seen in U.Andersson-E.El Gindy, Las Vegas 1999, and now 21 b3 would have left White with a great position.

b) 10...e5 11 罩d3 h6 12 公c3 皇e7 13 公d5 公xd5 14 罩xd5 0-0 15 c4 鬯e6 16 b3 f5 17 exf5 罩xf5 18 皇e3 a6 19 罩ad1 and White was in complete control in V.Yandemirov-V.Akhmadeev, Toljatti 2007.

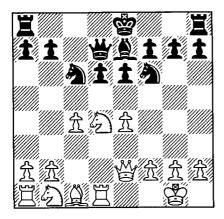
I essayed this variation recently. My opponent, a talented Irish junior and former pupil, panicked and tried breaking out immediately with 9...d5?! allowing 10 exd5! ②xd5 (10... ②xd4 11 罩xd4 皇d6 is a lesser evil, although White is simply a pawn up) 11 c4 when he was losing material by force: 11.... f6 (during the game | thought his only try was 11...乞f4, but following 12 皇xf4 ②xd4 13 鬯e4 0-0-0 - 13...罩d8 14 ②c3 f6 15 邕xd4! 鬯xd4 16 鬯xe6+ 息e7 17 幻d5 邕xd5 18 cxd5 營xf4 19 邕e1 營c7 20 d6 also loses -14 ac3 f6 15 ab5 Black has grave problems on the d-file) 12 ②b5 響c8 13 皇f4 and Black was already dropping the exchange in G.Jones-O.Benson, Dun Laoghaire 2010.

10 c4

So we have our typical Maroczy bind position, one we have already seen in the first chapter. The difference here is that Black has a knight rather than the light-squared bishop. Black's position is solid, but it's hard

How to Beat the Sicilian Defence

for him to come up with an active plan and I know I've felt rather uncomfortable on the black side of this structure.



As White we want to put pressure on d6 and, most importantly, prevent Black's two liberating thrusts, ...d6-d5 and ...b7-b5, which means being very patient. The system is about strangling Black and not allowing him a thread of counterplay. As you'll see in the illustrative games, White wishes to attack on the kingside, but first he should stop even the idea of any play for Black.

10...්ටxd4

Black immediately exchanges in the centre although this isn't forced.

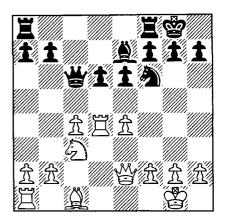
After 10...0-0 11 🖄 c3 practice has seen:

a) 11... Ξ fc8 12 b3 (12 Of3!? immediately looks interesting) 12...a6 13 Ob2 Wc7 14 \blacksquare ac1 Wa5 15 Of3 h6 16 h3 \blacksquare ab8 17 a3! Wh5 (to be able to meet 17...b5 with 18 b4!) 18 b4 \blacksquare d8 19 \blacksquare d2 \blacksquare bc8 20 \blacksquare cd1 Oe8 was V.Zvjaginsev-E.Najer, Moscow 2004, and here 21 We3 would have continued to pressure Black.

b) The 11...邕ac8 12 b3 公xd4 13 邕xd4 營c6 of L.Fressinet-S.Karjakin, Internet (blitz) 2004, allowed White to put immediate pressure on d6 with 14 皇a3!.

c) 11...a6 12 b3 凹c7 13 皇b2 邕fd8 14

11邕xd4 幽c6 12 ②c3 0-0



13 b3

This move makes the most sense to me. The bishop shores up the queenside on b2 whilst also looking down the long diagonal at Black's king. It will be harder to open up the centre with the bishop on b2 as it is likely that Black will have an accident on g7.

Having said that, the strong Ukrainian GM Vladimir Baklan opted for 13 &g5 and started pressing following 13...@c5 14 &e3 ac8 15 ac1 a6 16 b3 afd8 17 ad1 @a5 18 &d2 @e5 19 f4 @c5+ 20 hf @c6 21 ae1@d7 22 @d5! (a trick you should always be on the lookout for) 22...af8 23 @b4 @b6 24 @d3 (a strong manoeuvring sequence) 24...ac5 25 f5!? ae8 26 f6! and White's space advantage was starting to turn into something more concrete in V.Baklan-R.Polzin, Austrian League 2006.

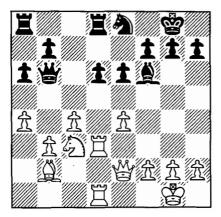
13...a6

13...罩fd8 was tried against Skripchenko in a more recent game, which continued 14 全b2 谷e8 15 罩ad1 全f6 16 罩4d3 a6. Now:

a) A strong Chinese Grandmaster didn't listen to my words of advice about preventing Black's ...b7-b5. He proceeded with 17 富h3?!, but 17...b5! 18 cxb5 axb5 19 a3 h6 20 彎g4 邕dc8 21 邕dd3 含f8 left Black on top as White's kingside play was going nowhere in Yu Shaoteng-Wang Zili, Suzhou 2006.

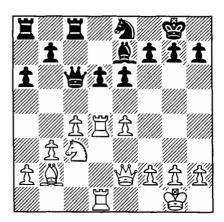
b) 17 2a4!? is an interesting tactical try: 17...b5 (or 17...2xb2 18 2xb2 b5 19 a4! and the knight is very useful on b2) 18 2xf62xf6 19 e5! 2e8 20 2b2 bxc4 21 2xc4 d5 22 2a5 6b6 23 b4! and White still has the more comfortable position.

c) 17 a4 was Skripchenko's choice. After 17...習b6 White has a further choice:



c1) 18 鬯c2 鬯c6 was A.Skripchenko-S.Collas, French League 2007, and here I think 19 f3 was best, since 19...鬯c5+ 20 含h1 b5 21 axb5 兔xc3 22 鬯xc3 axb5 23 e5 retains the advantage.

c2) I was drawn to the idea of 18 &a1? as 18...@xb3?! 19 @d5 @xa4 20 @b6 @c6 21&xf6 @xf6 22 @xa8 wins material.18...@ac8 is better when it's still possible to ignore the b3-pawn with 19 &h1? @xb3 20@d5 @xc4 21 @b6 @c7 (21...@c2 22 @3d2) doesn't change much) 22 兔xf6 公xf6 23 公xc8 邕xc8 24 邕xd6 公xe4! 25 邕6d4 (25 營xe4? 營xd6! exploits White's back-rank problems) 25...公c5 and White still has a small advantage with his control of the dfile. On an open board a rook is very useful and do note that 25...公c3 26 邕c4! would turn the tables on the back-rank theme. 14 兔b2 嶌fc8 15 嶌ad1 公e8



16 a4!

I can't stress enough how important it is not to allow Black to break with ...b7-b5. 16....全f6 17 罩4d3 h6 18 當h1 營b6 19 營c2

Again the pawn doesn't need to be defended automatically. Instead 19 &a1!? looks interesting as after 19...@xb3 20 &d5 $@xa4 21 \&xf6+ (21 \&b6 @c6 22 \&xc8 <math>\Xixc8$ 23 &xf6 &xf6 is about level) 21...gxf6 (21...&xf6 22 &xf6 gxf6 23 @d2! leaves White with a very powerful initiative) 22 @h5 White's attack looks very promising, although perhaps Black can survive after 22...&f8 23 @xh6+ &e7.

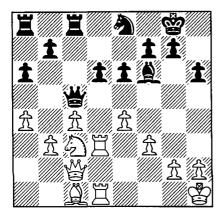
19....**鬯c6 20 f**3?!

20 $extsf{W}d2$ was better, getting the queen off the X-ray on the c-file. Skripchenko was evidently worried about 20... $extsf{W}b6$, but now 21 $extsf{a}a1$! indirectly defends the pawn as after 21... $extsf{W}xb3$?! 22 $extsf{A}d5$! $extsf{W}xc4$? (22... $extsf{W}xd1$ + should be tried, although White is of course better) 23 ②xf6+ ③xf6 24 皇xf6 gxf6 25 響xh6 White wins.

20...₩c5

Here the tactics worked out for Black to be able to play 20...b5! which would have equalized immediately following 21 axb5 axb5 22 cxb5 (22 \triangle)xb5? $\$ xb5 is the whole problem) 22... $\$ and with the vulnerable b-pawns, White even has to play accurately to keep equality.

21 **≜c**1?!



21...ĝg5

21...b5! should again have been played. 22 f4 鱼e7 23 鱼e3 營h5 24 鱼d4

Back on track!

24...**₩a**5

24...b5 could still be attempted, but in the meantime White has generated the start of a kingside attack. She could continue with 25 Ξ h3 Wg4 26 Ξ g3 Wxf4 27 We2 Wh4 28 cxb5 axb5 29 Ξ h3 Wg5 30 \triangle xb5 and Black has to guard against White's kingside attack, while remembering that she can't exchange too much or White's connected passers on the queenside will decide.

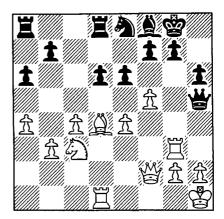
25 **省b**2

Time to breathe a lot easier with the

queen off the c-file! 25.... 全f8 26 邕g3

What's more, Black now has problems defending g7 as Skripchenko's pieces are starting to swarm threateningly.

26...邕d8 27 谢f2 谢h5 28 邕h3 谢g4 29 邕g3 谢h5 30 f5!



Breaking through.

30...exf5?!

I don't like this move as now White has possession of the d5-square for her knight which will prove deadly. However, it was hard to offer palatable alternatives: for example, 30...單d7 31 單f1 (threatening 32 fxe6 as f8 is undefended) 31...心c7 32 全xg7 (32 彎d2!? might be even stronger) 32...全xg7 33 f6 with an overwhelming position.

31 exf5 b5 32 邕h3 鬯g4 33 邕dd3 鬯g5 34 邕hg3 鬯h5 35 ②d5

35 Qe3! was the most accurate as Black's queen has suddenly run out of squares: 35...bxc4 36 bxc4 f6 37 Zg6 and the queen is trapped.

35...bxc4 36 bxc4 邕ab8 37 h3 啟h7 38 邕g4

38 罩g6! would have been a pretty way to finish off Bojkovic. Again Black's queen has run out of squares and 38...fxg6 39 g4 鬯g5 40 皇e3 doesn't give Black much opportunity to play on.

38...f6?!

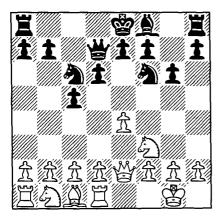
Trying to get a square for the queen, but this fails.

39 🛓 g6!

That queen isn't going anywhere. 39...볼b1+ 40 숱h2 볼d1 41 g4! 볼xd3 42 gxh5 홀c8 43 볼g3 1-0

> *Game 12* V.Tkachiev-L.Fressinet Bordeaux (rapid) 2000

Interestingly after this game Fressinet started adopting this system as White! 1 e4 c5 2 创f3 d6 3 息b5+ 息d7 4 息xd7+ 管xd7 5 0-0 创f6 6 營e2 创c6 7 簋d1 g6



This is Black's second most common response after 7...e6. The fianchetto is considered the best set-up against the Maroczy bind so here I advocate...

8 c3!

...as following...

8...ዿ̀g7 9 d4 cxd4 10 cxd4

...the bishop is biting on granite on d4. It's too late for Black to switch back to a French set-up.

10...d5

10...0-0 will be looked at in the next game.

11 e5 De4 12 De1

We threaten to trap the knight and thus force a weakness from Black. I like White's position in the game, but if you wish to deviate then you might follow Skripchenko who recently tried 12 Oc3!? Oxc3 13 bxc3. This position reminds me of the structure seen in Jones-Mah seen in Chapter Ten and after 13...0-0 14 h4! \nexists fc8 15 h5 gxh5 16 Oh2 Wf5 17 \nexists d3 Od8 18 \nexists f3 We4 19 \nexists e3 Wf5 20 Wb5! Oe6 21 Wxd5 White had definitely taken the upper hand in A.Skripchenko-A.Breier, German League 2009.

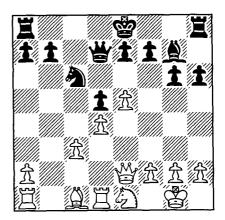
12...h6

12...f6 is tried in the main line with ...e6 and ... & e7, rather than ...g6 and ... & g7, but here it doesn't look so convincing. M.Socko-M.Maciejewski, Polanica Zdroj 2007, continued 13 f3 & g5 14 & xg5 fxg5 15 Ш e3 h6 16 & d3 b6 17 & c3 0-0 18 \blacksquare ac1 \blacksquare ac8 19 & f2 \bigotimes a5 20 b3 e6 21 Ш d3 e h7 22 \bigotimes b5 and it was clear that the doubled g-pawns were just weaknesses.

13 Ūc3

So White now offers the knight exchange once Black has weakened his kingside with ...h6. The typical ...f7-f6 thrust to free the g7-bishop is far more difficult to achieve once Black has been forced to play ...h6, as g6 will become too vulnerable.

13....⁽²⁾xc3 14 bxc3



14...0-0

Perhaps this natural move is the cause of all Black's future problems. Fressinet later took the white side against Grischuk, one of the world's elite. The Russian defended with 14... \equiv c8, postponing castling, although following 15 Od3 Od8 16 Qd2 0-0 17 h4!? h5 in L.Fressinet-A.Grischuk, Calatrava (rapid) 2007, had the Frenchman switched to playing on the queenside with 18 a4 Oe6 19 a5 \blacksquare c4 20 \blacksquare db1 he would have had a pleasant initiative.

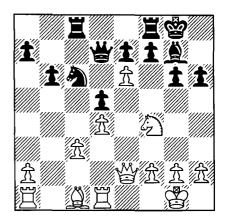
15 회d3 b6 16 회f4 Iac8?!

Allowing e5-e6 puts Black under intense pressure. Initially when I looked at the game I thought Black could equalize comfortably with 16...e6. However, after having a deeper look, I can appreciate that White's kingside attack should definitely not be underestimated: for instance, 17 Id3 Ifc8 18 Ih3 Ic7 19 Id3 and then:

a) 19...公e7 20 호xh6 호xh6 21 基xh6 基xc3 22 基h3! and White's threat of 營d2-h6 cannot be parried forever: 22...營c7 23 營d2 公f5 24 g4! 基c2 25 營f4 營c3 26 gxf5! 營xa1+ 27 容g2 營d1 28 fxg6 fxg6 29 營f6 營g4+ 30 基g3 營e4+ 31 含f1 營h1+ 32 基g1 and Black runs out of checks. Of course the line isn't forced, but it gives some indication of White's aggressive possibilities. b) 19...h5 is necessary, although White continues his dangerous attack with 20 g4! 2e7 21 gxh5 $\nexistsxc3$ 22 hxg6 2xg6 (22...fxg6 is forced, although 23 2g4 $\nexistsf8$ 24 a4!? leaves White with a dangerous initiative) 23 2b2 $\nexistsc4$ 24 2h5 $\nexistsa4$ (otherwise 25 2a3is too big a threat) 25 2h7+ 2f8 26 $\nexistsf3!$ 2e7 27 2f4! 2f5 28 2h5 and White's attack crashes through.

Instead if Black tries defending e6 with 16...公d8 then White can again switch his operations to the queenside with 17 a4!, intending 17...公e6 18 公xe6 (18 習b5!? 習xb5 19 axb5 公c7 20 罩b1 would cause Black to suffer in the ending) 18...習xe6 19 a5 when White must be better with his minority attack style pressure on the queenside, while Black's g7-bishop is completely blocked out of the game.

17 e6!



17...₩d6 18 ₩g4 g5

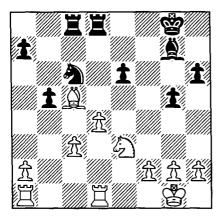
18...當h7 19 exf7 徵f6 20 皇e3 徵xf7 21 ②e6 is hardly any better as White's knight on e6 completely dominates.

19 exf7+ 當xf7 20 眥f5+

White decides to pick up a pawn. It was also possible to keep the attack going with 20 2h5!? h8 21 f4! when I think Black's chances of surviving are slight. 20...g8 20...豐f6 21 豐xd5+ e6 22 豐d7+ 豐e7 23 豐xe7+ ②xe7 24 ②e2 also drops a pawn for insufficient play.

21 ₩xd5+ ₩xd5 22 ②xd5 e6?!

22.... 星fd8 23 心e3 e5 was the best try to keep White's edge within manageable bounds: for example, 24 d5 公a5 25 罩b1!? (25 鱼b2 公c4 26 公xc4 罩xc4 gives Black good chances to hold with his active rooks) 25.... 厪xc3 26 鱼b2 罩cc8 27 罩bc1 and Black has regained his pawn, but will still have to suffer due to that passed d-pawn, while his own kingside pawns are rather vulnerable. 23 公e3 b5 24 皇a3 罩fd8 25 皇c5!



A good square for the bishop, which keeps White's c- and d-pawns secure. Black now has nothing to show for the pawn.

25...b4!?

This doesn't really help but Black is trying desperately to activate his pieces.

33...邕xc5? of course fails to 34 邕d8+.

34 邕d8+ 當h7 35 a4

There's not much Black can do against the plan of creating a kingside passed pawn. **35...**心e4 36 볼d7!

Of course the pawns are harder to stop without rooks on the board.

36...≌xd7 37 ∕∆xd7 🖄g6 38 ዿe3

Of course the end of a rapid game is going to have some errors, but it's clear that Black cannot afford to underestimate our opening weapon.

Instead 38 a5! would have been the most accurate finish, threatening both 2d7-b8 and b4-b5.

38...∕ົ⊇c3 39 a5 🖄d5 40 🚊d2

After 40 b5! Black would have to give his knight to stop the a-pawn.

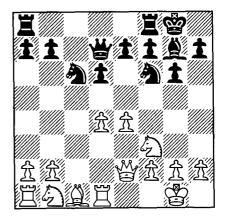
40...알f7 41 신b8 신c7 42 오e3 알e7 43 오b6 알d6 44 오xc7+ 알xc7 45 신xa6+ 알c6 46 알e2 오d4 47 f3 알b5 48 신c7+ 알xb4 49 신xe6 오g1 50 a6 알a5 51 h3

51 h4! gxh4 52 f4 當xa6 53 f5 皇h2 54 f6 皇d6 55 f7 is easily winning.

51...\$xa6 52 \$d3 \$b6 53 \$e4 \$c6 54 \$f5 \$d6 55 @g7 \$e7 56 \$g6 \$e3 57 @f5+ \$e6 58 @xh6 \$e7 59 @f7 \$f8 60 @xg5 \$g8 61 h4 \$f2 62 h5 \$d4 63 h6 1-0

> *Game 13* **V.Yandemirov-I.Gerasimov** Kazan 2009

1 e4 c5 2 ②f3 d6 3 遑b5+ 皇d7 4 皇xd7+ 豐xd7 5 0-0 ②f6 6 鬯e2 ②c6 7 邕d1 g6 8 c3 皇g7 9 d4 cxd4 10 cxd4 0-0



11 d 5

Immediately claiming the centre and not giving Black another chance to play ...d6-d5 himself.

11....Ðb4

Practice has also seen:

a) A young Karjakin tried 11....2a5, although it gets Black no closer to equality:

a1) 12 b4 is tempting, but 12...豐a4! (12...②xe4 13 皇b2! 皇xb2 14 鬯xb2 ②c4 15 豐e2 picks up a piece) 13 e5 ②d7 14 bxa5 ②xe5 15 ③d4 ②f3+ 16 ③xf3 皇xa1 is rather messy.

b) 11...2e5 has also been tried, but Black will always be worse with his blockaded bishop on g7: 12 2xe5 dxe5 13 2c3 Ifd8 14 \$\u00e9g5 h6 (G.Kuba-G.Schauer, Vienna 1996) 15 \$\u00e9e3 when White has a comfortable edge and can begin proceedings on the queenside.

12 🕗 c3 e5

Attempting to transpose into a type of King's Indian position. Another game of Kuba's continued 12...a5 13 2e3 2g4 14 2d4 2e5 15 2xe5 (15 2xe5!? is also possible) 15...dxe5 16 2e3 f5 17 f3 If6 18 Iac1 2f8 19 a3 2a6 20 Ib5 and Black had significant problems to overcome in G.Kuba-G.Hitzgerova, Vienna 1996.

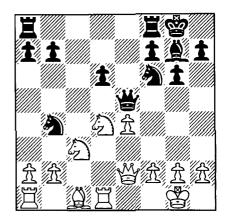
13 dxe6!

Yandemirov correctly declines the offer to play a King's Indian position. The d6pawn is now a chronic weakness.

13...**響xe6**?!

And after this the d5-square is also a problem. 13...fxe6 was stronger, although White's central pressure still promises him an advantage: 14 &e3 \bigotimes e7 15 \boxtimes d2 \bigotimes c6 16 \boxtimes ad1 \boxtimes ad8 17 &f4 and the pressure on the d-file is starting to tell.

14 ⁽²)d4 ₩e5



15 **智b**5

15 @f3! was very strong, intending to put further pressure on d6 when I don't believe the pawn can be retained: for instance, 15... \blacksquare fd8 16 &f4 @h5 17 a3 @xf3(17...@a6 18 @db5 transposes) 18 gxf3 @a619 @db5 and the d6-pawn drops.

15...Øa6

Gerasimov misses his chance to become active: 15... 0 g4! 16 0 f3 (16 Wxb4 Wxh2+ 17 0 f1 \blacksquare ae8! gives Black a dangerous initiative) 16... Wc5 17 We2 and White is still better thanks to the weak d6-pawn, although Black is starting activate his forces.

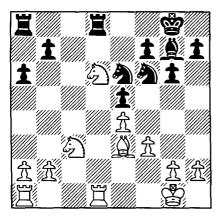
An interesting decision by Yandemirov. On the one hand the bishop on g7 is now blocked in, but the pawn is safer on e5 than d6.

16...dxe5 17 🖄 db5

White still holds the trumps in the position with his pressure along the d-file and the queenside. Moreover, his knights will be

very useful on both d6 and d5. 17...②c5 18 f3 ②e6 19 ②e3 a6 20 ③d6 罩fd8

The immediate 20...b5 looked strongest, although White retains the advantage. A sample line might continue 21 a4 (21 富ac1!? also favours White) 21...①d4! 22 全xd4 exd4 23 ②e2 罩fd8 24 ②b7 罩db8 25 ②c5 bxa4 26 ③xd4 罩xb2 and Black is close to equality, but will still have to suffer.



21 Ūc4!

21 心xb7 would have allowed Black some respite after 21...道db8 (21...道xd1+?! 22 心xd1! defends the b2-pawn and leaves White a pawn up) 22 心a5 邕xb2 23 心c6 心f4 24 邕d2 邕xd2 25 兔xd2 and White is still better, although Black's position has improved.

21...b5 22 🖄 b6 🖾 ab8 23 🖄 bd5

So the White knight's journey is complete. Black has long-term problems on the queenside, especially with his a6-pawn, whilst he still has no play of his own.

23...Ôxd5 24 Ôxd5 🛉 f8 25 🖾 ac1

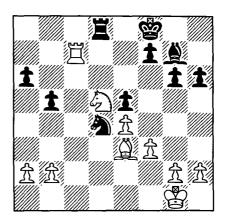
A sensible developing move, although 25 b4!, hitting the sensitive a6-pawn, would have left Black with severe problems after 25... \nexists xd1+ 26 \nexists xd1 \nexists a8 27 \nexists d6 a5 28 d5.

25....罩dc8

25...²bc8 would make more sense.

28... f4 should have been tried, although after 29 &xf4 exf4 30 b3 White's knight dominates the board.

29 ጃc7 h6

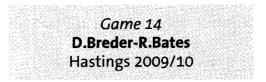


30 創d2?!

The end of the game is littered with inaccuracies, although White never gives up his clear advantage and is ultimately successful. I presume that both players were under time constraints. Instead 30 Za7! would have won the a6-pawn and thus the game as 30...Zd6?? is of course not possible due to 31 Za8+.

30....邕a8

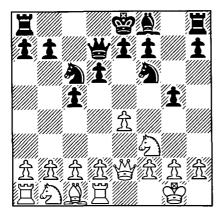
30...心e2+ 31 當f2 心f4 was still necessary.



1 e4 c5 2 ②f3 d6 3 息b5+ 总d7 4 总xd7+ 營xd7 5 0-0 ②f6 6 營e2 ②c6 7 邕d1 g5!? This is actually my computer's top sug-

How to Beat the Sicilian Defence

gestion and thus has to be taken seriously. Black aims for control of d4, but this is of course very risky as Black has now advanced pawns on both sides of the board and thus will find it hard to find a safe location for his king.



8 c3

8...g4 9 🖄h4

9 ④e1 has been played more often, but the knight gets in the way here and Black started to take the upper hand after 9...暫e6 10 d3 d5 11 盒g5 0-0-0 12 ④d2 簋g8 13 盒xf6 exf6! in D.Collutiis-D.Vocaturo, Palau 2009.

9...₩e6 10 d3 c4

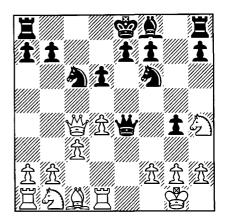
10...0-0-0 was tried the only other time this position was reached:

a) 11 皇e3 was played in Chan,W-Le,Q Ho Chi Minh City 2009, but it didn't stop 11...d5!.

b) | prefer 11 🛓 f4!?:

b1) 11...c4 12 包d2 cxd3 13 鬯xd3 d5 14 exd5 包xd5 15 皇g3 皇h6 16 鬯c2 is complicated, but the bishop on g3 is useful both as an aggressor and a defender of White's king. Black could try 16...④e3!? here, but 17 fxe3 響xe3+ 18 會h1 墓xd2 19 墓xd2 響xd2 20 響f5+ looks more comfortable for White.

b2) 11...d5 12 $2d^{2}d^{2}h^{5}$ 13 $2d^{3}d^{2}a^{3}h^{5}$ and the bishop again does a good job, both defending White's king and looking towards Black's. Perhaps Black should take the opportunity to play 13... $2d^{3}xg^{3}$ 14 hxg3 $2d^{3}b^{6}b^{6}$, but White's attack looks the more promising after 15 $2d^{3}b^{3}b^{6}$ 16 d4!.



An extremely complex position has arisen. In Black's favour he has the two central pawns and White's knight on h4 is misplaced. However, on the other hand, Black's king is a major issue. Castling kingside is really out of the question with his gpawn so far advanced and so he will have to either castle queenside or keep the king in the centre; neither of which looks very appetizing. Black also has to be careful of his queen which will get shunted about as White develops.

12...¤g8 13 🕗 a3

I'm not convinced by this move. I think the knight belonged on d2 where it could develop with tempi: 13 2d2? 214 21 d5 15 353 2xb3 16 axb3 0-0-0 17 b4 a6 18 2b3 looks a little more comfortable for White. Perhaps, though, developing with 13 2e3 was strongest. Here we see Black starting to have problems with his queen, while 13...2d5 can be met with 14 2d2 2xe3 15 2e2 2e6 16 fxe3 2h6 17 e4 when Black's main trumps of central control and White's misplaced knight have disappeared.

13...e6

13...0-0-0! looks like Black's best when the position can best be summed up as dynamic equality. Both sides are going to try quick attacks on the respective kings. I looked at a few different ideas for White, but found nothing that promised him an advantage, and thus I think 13 @e3 should be tried. Here:

a) 14 d5 鬯xc4 15 ②xc4 ②e5 is totally fine for Black.

b) 14 鬯xf7? is of course not possible, as 14...d5 traps the queen.

c) 14 b4 當b8 15 b5 公a5 16 營a4 b6 17 c4 邕c8 18 皇d2 公b7 and Black's position is holding up.

d) 14 習f1!? is an interesting try, with the idea to expel the black queen. The position is extremely unclear after 14... 容b8 15 罩e1 習d5 16 公c2 罩c8.

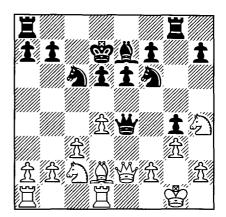
The English IM misevaluates where his king stands best. 16...0-0-0 was stronger when the position would still be roughly equal, but White's position is probably easier to play as his plan is simple: a pawn storm towards Black's king starting with 17 b4!.

17 Ūc2

Instead 17 c4!? is a dangerous pawn sacrifice: 17...②xd4 18 營f1 營h5 19 營d3 ②c6 20 ②b5 with at least a pawn's worth of compensation down the d-file.

Meanwhile 17 怠f4 looks like the calmest approach when following 17...心h5 18 公g2 罩ad8 19 習c2 容c8 20 b4 White's aggression on the queenside looks scarier than Black's respective play on the kingside.

17...₩e4



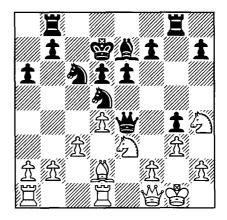
18 **₩b**5!

Of course with the safer king White isn't interesting in the queen swap which would leave Black on top.

18...罩ab8

18...0e8!? is an interesting defensive manoeuvre, although 19 0xb7+ 0c7 20 0b4 \amalg ab8 21 \oiint xc6+ \oiint xc6 22 0xc6 0xc6 23 \varXi ab1 0xh4 24 gxh4 should favour White.

19 ②e3 a6 20 ₩f1 �d5



21 🕗 eg 2!?

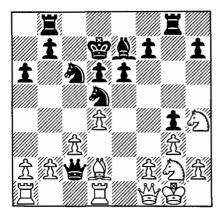
An odd-looking move. Breder attempts to show that Black doesn't have enough

How to Beat the Sicilian Defence

central squares for his pieces. Bates' pieces may look strong now, but watch over the next few moves as they are forced backwards. 21 2xd5 xd5 22 2g2 might have seemed more logical, but 22... b5! seems to equalize.

21....**鬯c**2?!

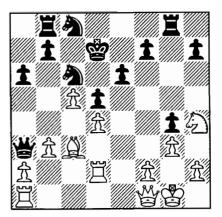
Black just loses further tempi with the queen here. Perhaps 21...b5!? should have been tried to stop White's pawn storm, but Bates was understandably reluctant to advance pawns on both flanks.



22 c4! ∕∂b6 23 皇c3 皇xh4

I don't like this move. Black gets rid of White's superfluous knight in return for his bishop which was holding the dark squares. Unfortunately he doesn't seem to have much choice: 23...皇g5 would at least keep the bishop on the board, but 24 d5 exd5 25 cxd5 公 e7 26 邕d4 h5 27 邕ad1 looks extremely unpleasant.

The immediate 23...d5?! fails to 24 $2e^3$ $e^4 25 e^1!$ when again we see the problems with having your queen deep in enemy territory: 25...2xh4 is forced to keep the queen alive, but after 26 $2xd5 e^5 27$ $2xb6+ e^2 28 d5!$ White's attack crashes through.



What a transformation has taken place over the past six moves. Black's pieces have been pushed to the sides of the board and White has taken complete control.

28 f3

28 2g2! with the idea of 2e3-c2, winning the trapped queen, was very strong. Black should try 28...b5, but 29 2e3 (29 f3!? also increases in strength now) 29...b4 30 2c2 Wa5 31 2xb4! 2xb4 32 a3 picks up material and should be decisive.

28...④8e7

28...b6 was the only try, attempting to get that black queen out of quarantine, although 29 fxg4 含e8 30 邕f2 is great for White.

29 fxg4 邕xg4 30 獣xf7

So White picks up a pawn and still holds all the trumps in the position. Black holds on valiantly, but the result should no longer be in doubt.

30...¤e4 31 @g2?!

This is careless. 31 ⁽²⁾f3! was a more active square, looking at jumping into g5 while 31...h6 can be met by 32 ⁽²⁾e1!, a plan we have already seen.

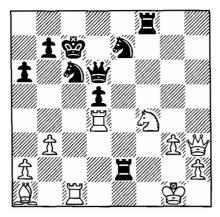
32 邕c2! exd4 33 息b2 鬯a5 34 创f4 would have kept Black's counterplay under control. Now Black gets back into the game.

There's no need to allow Black on to the seventh. Instead 36 &xd4 kept White on top.

36...ጃe2 37 ዿa1 ጃf8?!

I imagine both players were in time trouble at this stage after such a complicated struggle. Here 37... Ξ xa2 would have made it anyone's game, as Black has not only recaptured his lost pawn, but also threatens 38... Ξ xa1!.

38 🕗 f 4!



38...**₩e**5!?

Objectively dubious, but a good try to complicate the issue.

39 ②xe2 ₩xe2 40 g4?!

The ice-cool 40 罩dd1!, keeping everything defended and not fearing the checks, would have kept White with a decisive advantage: e.g., 40...鬯e3+ 41 容h1 罩f2 42 氢d4 鬯e4+ 43 容g1 罩xa2 44 氢c5 罩e2 45 鬯f1 and Black's attack has run out of steam.

40...革f3 41 鬯h6 鬯f2+ 42 含h1 鬯e2 43 含g1 鬯f2+ 44 含h1 鬯e2 45 革f4!

After repeating position a couple of times, Breder finds the right plan.

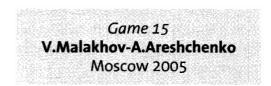
45... 鬯e3 46 邕f6 鬯e4 47 邕xf3 鬯xf3+ 48 含g1 鬯xg4+ 49 含f2 鬯f5+ 50 含g1 鬯g4+ 51 含f2 鬯f5+ 51...d4! blocking the a1-bishop out of the game and opening up the d5-square for the black knight gave Black better chances of holding.

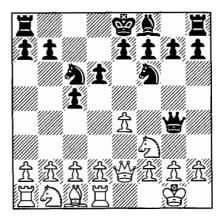
52 當e1 響e4+ 53 當d2 響g2+ 54 當d1 響f3+ 55 當c2 ②f5 56 響d2 ③e3+ 57 當b2 響f6+ 58 響c3 d4 59 響d3

The white king has found sanctuary and now it isn't difficult to convert his extra material.

59...當b8 60 當b1 瀏g7 61 嘼e1 ②d5 62 瀏g3+ 1-0

An interesting game. I advise you to study this game in depth, as I believe that 7...g5!? is a critical test of our opening strategy. However, I believe White should still have good chances for an advantage.

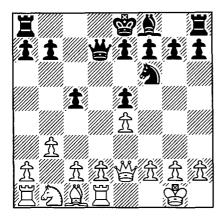




Areshchenko, a highly-rated Grandmaster who is currently ranked 73 in the world, was evidently surprised by our (and Malakhov's) unusual set-up and immediately tries to refute it, but this backfires badly.

How to Beat the Sicilian Defence

7...265 is a fairly common attempt in similar positions, although it is yet to be played here. I believe White can reach a promising position with 8 2xe5 dxe5 9 b3 when e5 is not so easy to defend:



a) 9...習d4?! 10 習b5+ 创d7 11 習xb7! 墓b8 12 習c6 習xa1 13 公c3 and the black queen will drop, leaving White with a very pleasant position.

b) 9...g6 10 皇b2 鬯c7 11 公c3 皇g7 12 鬯b5+ is rather awkward.

c) 9...豐c6 10 d3 g6 11 金b2 公d7 12 公d2 金g7 13 a4 0-0 14 公c4 and the pressure on e5 leaves White with a very promising position. Black lacks any counterplay whatsoever while White can slowly improve his position before breaking with f2-f4.

8 d3 🕗 e5

Black has to try using his queen's position immediately or else he'll be pushed back with h2-h3 and 7... 徵g4 will have been useless.

8...公d4 9 公xd4 cxd4 10 f3 鬯d7 is given by Psakhis when 11 鬯f2 (the Israeli Grandmaster prefers 11 c3 which he judges as slightly better for White) 11...簋c8 (11...e5 12 c3 dxc3 13 公xc3 皇e7 14 d4 is extremely good for White) 12 鬯xd4 e5! (Black has to play actively or he'll just be a pawn down for nothing) 13 鬯xa7 d5 14 皇e3 dxe4 15 ②d2 exd3 (15...exf3 16 ②xf3 looks like a pawn up to me as 16...篁xc2? 17 ③xe5 is a nightmare) 16 ②e4! ③xe4 17 fxe4 篁xc2 18 凹b8+ 凹d8 19 凹xb7 皇e7 20 凹b5+ 凹d7 21 a4 凹xb5 22 axb5 leaves the passed b-pawn extremely difficult to stop.

9 ∕Dbd2 e6?!

This logical move leaves Black with some surprisingly difficult problems.

9...心h5 looks like the only way to make sense of 7...曾g4, although White has a few different ways to keep an advantage:

a) 10 h3 is Psakhis' suggestion. His line continues 10...②f4 11 hxg4 ④xe2+ 12 🔄f1, but here 12...③d4 13 ④xd4 cxd4 14 ⑤b3 ⑤c6 is only slightly better for White.

b) 10 響f1 公f4 11 當h1 is another of his ideas which keeps more material on the board. As Palliser observes, White is threatening to capture on e5 and put pressure on the e5-pawn while Black's pieces will slowly be pushed back. However, 11 公xe5?? immediately is bad on account of 11...公h3+12 含h1 螢xd1! winning the exchange.

c) 10 邕e1!? also looks interesting as 10...心f4 11 習f1 心c6 12 心c4 must favour White.

10 h3 🖞h5

This doesn't turn out well, so we should also examine:

a) 10...Oxf3+ 11 Oxf3 Wg6 12 e5 dxe5 13 d4!! is a very pretty idea to open up the position for the white queen which we'll see in the game. Then 13...We4 14 Wb5+ Wc6 15 Wxc6+ bxc6 16 dxe5 is another line given by Psakhis when White has a great advantage thanks to Black's terrible cpawns.

b) 10... 徵g6 seems obligatory, although not at all what Black wanted. The simple 11 ②xe5 dxe5 12 ②c4 ②d7 13 a4 皇e7 14 邕a3!? leaves Black with structural problems and no visible counterplay.

11 d4!

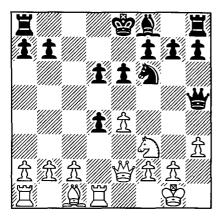
The correct move on principle. White is ahead in development and Black's king is still stuck in the centre for the time being, so it makes sense to open up the position.

11....⁽²⁾xf3+

Alternatively:

a) 11... add 12 e5 dxe5 13 dxe5 add 5 14 add (Psakhis) followed by a subsequent c2c4 leaves White with an overwhelming position. Just compare this to the best lines we get in the King's Indian Attack chapters.

b) 11...cxd4 12 暫b5+ 包fd7 13 暫xb7 罩b8 14 暫xa7 包c6 15 暫a4 暫c5 16 暫c4 and Black has no real compensation for the pawn. 12 刻xf3 cxd4



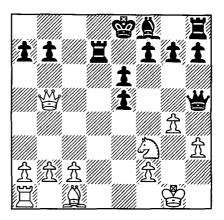
Instead 12...a6 13 e5 0d7 14 g4! Wxh3 15 0g5 Wh4 16 Wf3 (Psakhis) and Black has no way to defend the f7-pawn and thus his position collapses. Thus perhaps 12...0d7 was his last chance, although 13 e5 d5 14 c4! dxc4 15 Wxc4 a6 16 Wc3 \amalg c8 17 2e3 c4 18 d5 Wf5 19 d6 is simply losing as the d6pawn is worth a piece.

13 e5!

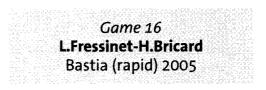
Exploiting Black's seventh move. The queen on h5 is now powerless to defend Black's king and the knight is not enough versus White's queen, rook and knight. **13...dxe5** Psakhis mentions 13...207 14 exd6 &xd6?! (this loses but otherwise Black is a pawn down as well as everything else) 15 $\exists xd4 \ @c5$ (15...&c5 16 $\exists xd7$! again shows that Black's queen is on the worst possible square), and now 16 &e3 looks simplest to me when Black cannot keep all his pieces: 16...@16 17 $\exists ad1 \&e7$ is the only way to keep both bishop and knight, but 18 $\exists d8+$ $\exists xd8$ 19 $\exists xd8+ \&xd8$ 20 &xc5 &xc5 21 $@e5 \ @d7$ 22 $@xg7 \ \exists f8$ 23 @g5 is totally hopeless for Black.

14 獣b5+ ��d7 15 篁xd4 邕d8

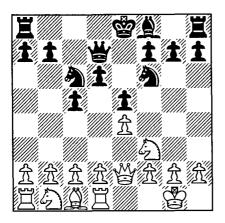
15...0-0-0 is the other option, but Black is hardly going to survive for long. Perhaps the easiest is 16 邕c4+ 含b8 17 象e3 (threatening 18 象xa7+) 17...a6 18 響a5 象e7 19 邕d1 and Black is losing at least a piece. **16 墨xd7 墨xd7 17 g4! 1-0**



You don't often see such a strong grandmaster losing in 17 moves, which just shows that this line has a lot of venom.

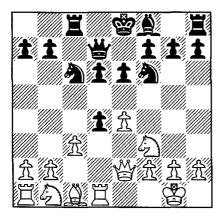


1 e4 c5 2 ②f3 d6 3 호b5+ 호d7 4 호xd7+ 빨xd7 5 0-0 ②c6 6 딸e2 ③f6 7 墓d1 e5



A fairly logical move to try and prevent White's d2-d4 break, but ultimately this leaves Black with a weak d6-pawn.

If your opponent catches on to your idea he may try the subtle 7...\2ctic c8!?. The idea is to wait for us to declare our intentions with either c2-c3 or d2-d4 and only then decide whether or not to fianchetto the bishop. Black argues that the rook is useful on c8 anyway. White should try 8 c3 (8 d4 cxd4 9 2xd4 g6 is of course Black's idea, which saw a recent outing in the game V.Yandemirov-A.Raykhman, Alushta 2009) 8...e6 9 d4 cxd4 and then:



a) 10 cxd4 d5 11 e5 2e4 is very similar to the main line of 7 c3 which we are endeavouring to avoid.

b) 10 \$g5!? is an interesting nuance to keep your opponent out of his comfort zone. Now:

b1) 10...d3 was tried in a recent GM game, but 11 罩xd3 公g4 (M.Palac-A.Jankovic, Banja Vrucica 2009) 12 单f4 e5 13 皇g3 鬯e6 14 皇h4!? looks good for White, again thanks to the backward d6-pawn and White's control over d5.

b2) 10...dxc3 11 axc3 looks like a great version of the Morra Gambit, with intense pressure down the d-file and a promising lead in development.

c) 10... 皇e7 11 cxd4 h6 12 皇h4 (keeping some pieces on the board; 12 \$xf6 \$xf6 is another option, as in R.Ovetchkin-M.Kobalija, Toqliatti 2003, and here White should strike with 13 e5 皇e7 14 exd6 鬯xd6 - 14... \$xd6 15 d5 is very unpleasant - 15 ②c3 0-0 16 d5 exd5 17 邕xd5 鬯c7 18 邕ad1 邕fd8 19 q3 皇b4 20 邕xd8+ 邕xd8 21 幻d5 響a5 22 響c4 臭c5 23 當q2 when Black hasn't quite equalized) 12...0-0 13 🖄 c3 d5 14 🖄 e5! 習者 15 象xf6 象xf6 16 exd5 exd5 17 f4 and White has a slight advantage thanks to the powerful e5-knight.

8 c3 🌲e7

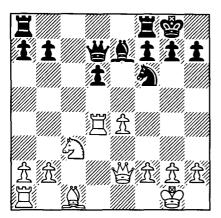
8... 徵g4 would have similarities to the previous game, but here it makes sense to slow White's d2-d4 break. Nevertheless, after 9 d3 皇e7 and now, instead of 10 心bd2 which allowed 10...d5 in S.Rublevsky Z.Kozul, Tripoli 2004, I think Rublevsky should have tried 10 皇g5 0-0 11 皇xf6 皇xf6 12 心bd2 as there are a couple of nice looking squares for the white knights.

9 d4 cxd4

9... 徵g4 10 d5 公d8 11 公bd2 公h5 (P.Boukal-R.Vacek, Czech League 1995) 12 徵b5+ 徵d7 13 a4 公f6 14 邕e1 0-0 15 公c4 is more unpleasant for Black than it looks as his d8-knight is doomed to passivity.

10 cxd4 exd4 11 🖄 xd4 🖄 xd4 12 🗏 xd4 0-0

13 Ôc3



This position has been reached a few times and White has done very well thanks to his possession of the d5 outpost and Black's vulnerable d6-pawn. Another problem for Black is that White has zero weaknesses and thus he has no counterplay.

13...**Ξfd**8

13... Ξ fe8 has been tried more often, but White can continue with the same plan, with 14 2f4 and then:

a) 14... 徵e6 15 罩ad1 罩ed8 16 徵d3 ②e8 17 ②d5 皇f6 18 ③xf6+ 徵xf6 19 e5 徵e6 20 exd6 and White was already winning in R.Ovetchkin-Pham Minh Hoang, Internet (blitz) 2006.

b) 14... 堂c6 15 罩ad1 罩ad8 16 h3 h6 17 堂d3 a6 18 罩c1 心h5 19 皇e3 皇f6 20 心d5 皇xd4 21 罩xc6 bxc6 22 心c7! 皇xe3 23 心xe8 皇xf2+ 24 當xf2 罩xe8 25 鬯xa6 was another very quick win in R.Cifuentes Parada-E.Knoppert, Enschede 1991.

c) 14...&f8 15 \blacksquare ad1 \blacksquare e6 16 Шd2 Шe8 17 f3 \blacksquare d8 18 \blacksquare d3 h6 19 &e3 a6 was seen in A.Skripchenko-E.Najer, Internet (blitz) 2006. Surprisingly Black was rated over 2600 in this game and yet also got into this terrible position even if it was only blitz. Here 20 2e2! followed by 21 2f4 would have increased the pressure to boiling point.

14 拿f4 e6 15 邕ad1 a6 16 d3

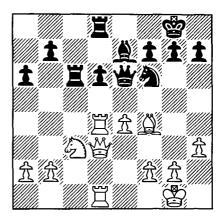
White's plan is not very complicated, but it is extremely effective. Already the d6pawn is trembling.

16....Ïac8 17 h3

17 f3 might have been even stronger, strengthening the defence of the e4-pawn and not worrying about ghosts down the a7-g1 diagonal. White can take the pawn on d6 whenever he wishes.

17...볼c6?!

Holding on to the pawn, but was the greater evil. 17...b5 should have been tried, but 18 a4 \mathbb{Z} c4 19 axb5 \mathbb{Z} xd4 20 \mathbb{Y} xd4 axb5 21 f3 \mathbb{Y} c4 22 \mathbb{Y} d3! \mathbb{Y} xd3 23 \mathbb{Z} xd3 b4 24 \mathbb{Q} d5 \mathbb{Q} xd5 25 \mathbb{Z} xd5 is hardly a pleasant endgame; Black will be forced to give up the d6-pawn in order to save the one on b4.



18 🖓 d 5!

Fressinet doesn't miss the chance to jumpinto d5.

18...皇f8

Bricard couldn't afford for the e7-bishop to be taken, as then d6 would fall without a fight but this allows...

19 ዿ g5!

...which is a rather unpleasant pin.

19....邕dc8?!

19...皇e7 was the only try, but White is spoilt for choice. 20 ②xe7+ 鬯xe7 21 皇f4 looks simplest, picking up the d6-pawn as 21... De8 22 e5 doesn't change anything.

20 😟 xf6 gxf6

Now Black also has problems with his king. The knight dominates the bishop, White has a better pawn structure, the more active pieces and a safer king.

21 b3 \$\& h8 22 \\every f3 \$\overline{g}g7 23 \$\overline{D}e3 \$\overline{s}f8 24 \$\overline{D}f5 \\every e5 25 \$\vee{d}5\$ \$\vee{d}5

Game 17 D.Jakovenko-A.Naumann Internet (blitz) 2006

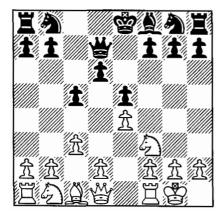
1 e4 c5 2 ②f3 d6 3 Ձb5+ Ձd7 4 Ձxd7+ ₩xd7 5 0-0 ②c6

Here I should also mention:

a) 5...e6 6 營e2 皇e7 7 邕d1 will transpose to the first game of this chapter (Skripchenko-Bojkovic) as Black doesn't have a logical move that doesn't develop a knight.

b) 5...g6 6 c3 皇g7 7 d4 cxd4 (7...公f6 8 響e2 would transpose to Tkachiev-Fressinet) 8 cxd4 e6 (otherwise we'll transpose back to the types of position discussed in Tkachiev-Fressinet) 9 公c3 公e7 10 d5!? looks quite easy for White.

c) 5...e5 6 c3 is also likely to transpose to lines previously seen in the chapter.



Black once tried 6...f5?!, but this is premature: 7 exf5 皇e7 (M.Fette-H.Reddmann, Hamburg 1991) 8 d4 cxd4 9 cxd4 e4 10 ②g5 皇xg5 (10...鬯xf5 11 鬯b3!) 11 皇xg5 鬯xf5 12 鬯b3! already gives White a decisive advantage.

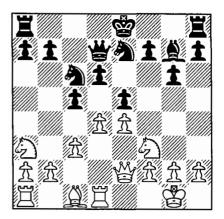
6 ₩e2 g6

6...e5 is the only independent try I can see here, although following 7 c3 it is likely to transpose either to this or the previous game.

7 c3 ዿg7 8 Ïd1 e5

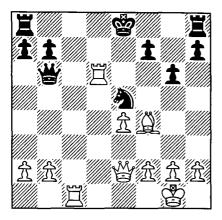
8... \mathbb{Z} c8!? is another interesting way to delay White breaking in the centre. I think we should play slowly here with 9 d3 (9 d4? cxd4 10 cxd4 2xd4 11 $2xd4 \pm xd4$ is the problem when c1 hangs) 9...2f6 10 h3 0-0 11 $\pm e3$ followed by 12 2bd2 and ultimately d3-d4.

9 ්ටa3 ට්ge7 10 d4



10...cxd4

Initially I thought this line would be seen rather rarely, but in the first round of a local weekend tournament my opponent tried this set-up. He continued with 10...exd4 11 cxd4 2xd4 12 2xd4 2xd4? (very greedy; instead 12...cxd4 would transpose to the note to Black's 11th, below) 13 2b5 2c6 14 2f4! (Black cannot keep his extra pawn and has compromised his position for nothing) 14...②e5 15 公xd4 cxd4 16 喜xd4 鬯c6? (this allows a pretty finish but White was already winning at least a pawn) 17 亘c1 鬯b6 18 亘xd6!



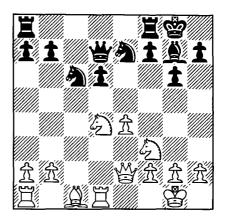
18...鬯xd6 19 鬯b5+ 當d8 20 拿xe5 鬯d2 21 皇f6 mate (1-0), G.Jones-C.O'Donnell, Dun Laoghaire 2010.

11 cxd4 exd4

Or 11...(2)xd4 12 (2)xd4 exd4 13 (2)b5 (2)c6 14 (2)f4 0-0 (14...(2)e5 is rather greedy as 15 (2)h6 prevents Black from castling) 15 (2)xd6 (2)e5 16 (2)xe5 (2)xe5 17 (2)c4 (2)g7 with an interesting battle between the bishop and knight, J.Delachaux-M.Guillet, French League 1999. Personally I'd prefer White here as the bishop on g7 is stuck behind his own pawn on d4, whereas White can play around the pawn.

12 🖄 b5 0-0 13 🖄 bxd4

White's advantage is not very large, but nevertheless I think the position is easier for him to play as Black has to always worry about his d-pawn. This line was actually seen for the first time a long time ago and a certain Bobby Fischer tried 13 ②fxd4 here. Following 13...d5 14 ③b3 a6 15 ③c3 d4 16 ②a4 簋ae8 17 皇f4 (17 ③ac5 營c7 18 皇d2 is promising for White) 17...③d5 18 皇g3 營e7 19 ④ac5 會h8 in R.Fischer-F.Olafsson, Mar del Plata 1960, ganging up on the d4-pawn with 20 習d2 创f6 21 f3 创h5 22 皇f2 looks extremely pleasant.



13...a6

Black can also try:

a) 13...d5 14 公xc6 bxc6 15 皇g5 罩fe8 16 習d2 prevents Black from equalizing entirely.

b) 13...②xd4 14 ②xd4 and then:

b1) 14...當fe8 15 ② b5 d5 16 拿f4 already left Black in some problems and following 16...d4 17 ②c7 ②d5 18 ③xe8 ③xf4 19 響f3 邕xe8 20 響xf4 White was already winning in E.Korbut-M.Calzetta Ruiz, Chisinau 2005.

b2) 14...d5 was seen in L.Fressinet-I.Smirin, Plovdiv 2003, when I think White should play the immediate 15 e5 ac6 16 f4, forcing Black to play accurately to get his bishop out of jail.

14 🔒 f4

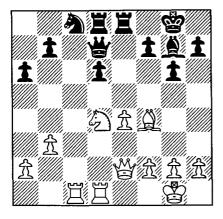
14....罩ad8

14...④xd4 had to be played at this point, although Black is still under a little pressure.

15 Ïac1

15 公xc6! would have picked up a pawn as 15...鬯xc6 16 罩ac1 鬯b6 17 b3 is extremely unpleasant.

15...②xd4 16 ②xd4 罩fe8 17 b3 ②c8?!



This leaves Naumann with severe problems. He should have exploited the pin with 17...②d5! which seems to equalize, such as after 18 皇g5 邕c8 19 邕xc8 響xc8 20 ②b5 ②c3! 21 ③xc3 響xc3.

18 **₩f**3

I wonder if Jakovenko realized that this move lost a pawn. 18 f3 looks better, keeping the pawn, when Black's only chance for counterplay lies with 18...f5 (if 18...d5 19 單c7), but after 19 徵e3 fxe4 20 fxe4 the c8knight continues to be a problem for Black.

Despite dropping a pawn, Jakovenko still holds the advantage thanks to his mega rook on the seventh rank and Black's passivity.

21...Ξe7 22 Ξdc1 Ξxc7 23 Ξxc7 b6 24 🖓g5

So White has actually succeeded in winning back the pawn whilst retaining the pressure.

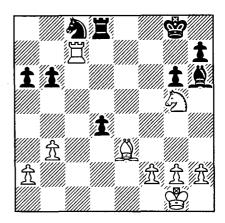
24...d5

24...²f8?! doesn't prevent 25 ⁽²/₂xf7!.

25 邕xf7!?

25 公xf7 邕e8 26 當f1 d4 27 皇h6 邕e7 28 邕xc8+ 當xf7 29 皇xg7 當xg7 30 邕d8 would leave Black in a very difficult ending.

25....ዿ̀h6 26 ≌c7 d4



27 Ŵf7!

Accurately calculated by the supergrandmaster.

27...dxe3 28 🖄 xh6+ 🕸 f8 29 fxe3

So White is now a pawn up and Naumann's position collapses extremely quickly.

29...볼d1+ 30 황f2 신d6 31 볼c6 신e4+ 32 황f3 신c5 33 볼xb6 황g7 34 신g4 h5 35 신e5 g5 36 볼g6+ 황h7 37 볼xg5 1-0

Conclusion

This chapter has covered Black's most common defence to 3 全b5+. However, I think the plan of 6 管e2 followed by 7 道d1 gives White good chances for an advantage and, perhaps more importantly, will put your opponent on the back foot. The plan of waiting for Black to commit is rather subtle and it's likely that your opponent won't understand your intention until it is too late!

Chapter Three Moscow Variation: 3....皇d7 4 皇xd7+ 公xd7

1 e4 c5 2 ∅f3 d6 3 ≗b5+ ≗d7 4 ≗xd7+ ∅xd7

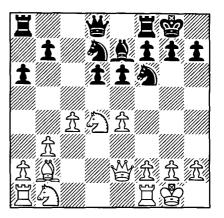
This is the poor cousin of 4... $\forall xd7$. Although the knight recapture develops a piece, in practice Black has favoured the more active posting of the knight on c6. On d7 the knight places no pressure on the centre, in particular on the important d4square, and thus allows White a safe space advantage. The position often resembles a Hedgehog-style structure with Black solid but passive. Again White must be careful not to allow either the ...b7-b5 or ...d6-d5 breaks. I advocate playing in the same manner as we do after 4... $\forall xd7$.

5 0-0

I was initially attracted to 5 c4?, but 5...2e5! is rather annoying to deal with. This is a useful idea to remember, and to try and prevent. The point is that following 6 2xe5 dxe5 Black has the d4-outpost and pressure down the d-file which is more important than the doubled e-pawns.

This is the main line of the 4... Axd7 sys-

tem and you should make sure you feel comfortable here and are au fait with the plans for both sides.



The position is very similar to Skripchenko-Bojkovic (Game 11) of the previous chapter. The difference is that with the knight on d7, the break with ...d6-d5 is extremely hard to achieve and White has less pressure on his position. On the other hand, Black has already developed all his pieces so his problem is how he should proceed.

Games 18, 19 and 21 feature Maroczy Bind structures where we can try putting pressure on Black's d6-pawn. We have already seen this structure in the previous couple of chapters. Elsewhere, Game 20 examines what happens when Black prevents us from opening the centre and a slower manoeuvring battle is in prospect. In Game 22 we look at Boris Gelfand's interesting fianchetto idea, but a new idea here leaves White with the better chances. Finally, in Games 23 and 24 we occupy the centre with c3 and d4 when Black delays ...e6.

Repertoire Outline

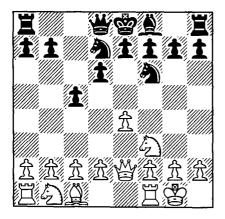
1 e4 c5 2 ②f3 d6 3 훞b5+ 훞d7 4 옾xd7+ ②xd7 5 0-0 ②gf6

By far the most common response. Others:

a) 5...g6 6 c3 皇g7 (6...公gf6 7 鬯e2 would transpose to 5...公gf6 6 c3 g6) 7 d4 cxd4 8 cxd4 is likely to transpose to the main line. 8...e6 is Black's only independent try - see the notes to Game 23.

b) 5...e6 has been tried by the strong English Grandmaster Matthew Sadler, but is likely to transpose after 6 $\forall e2$. I discuss this briefly in Game 18.

6 ₩e2



6...e6

Again by far the most common re-

sponse, but practice has seen too:

a) 6...g6 has been the choice of some strong grandmasters, but 7 c3 \$g7 8 d4 leaves White with a comfortable advantage - see Game 23.

b) The subtle 6...\2012c8 is fairly rare, but has the highest-rating average of all Black's 6th moves. This is a clever idea, waiting to see how we react. However White still has good chances for an advantage, as explained in Game 24.

c) 6...''C7 is a worse version of 'b' and is also covered in Game 24.

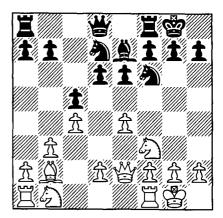
d) 6...e5 doesn't prevent us occupying the centre and is seen in Game 20 notes.

7 b3

I also take a look at the alternative move order 7 d4 in Game 18.

7...⊈e7

7...g6 is exceedingly rare, but as this was once Garry Kasparov's choice we should take it seriously – see Game 22. 8 2 b2 0-0 9 c4



This is the main-line position of 4...⁽²⁾xd7 and I examine various replies by Black here:

a) 9...罩c8 as tried by the strong Chinese Grandmaster Bu Xiangzhi,

b) 9...鬯c7 also tried by some strong GMs, and

c) 9... 🗏 e8, the choice of the Bosnian

Grandmaster Ivan Sokolov, are likely to reach positions very similar to the main fine. They are all covered in Game 21.

d) 9...e5 is definitely an important possibility and was tried by the Latvian-Spaniard grandmaster Alexei Shirov, as we'll see in Game 20.

e) 9...a6 10 d4 cxd4 11 (2)xd4 is the most important option and has been tried by both Magnus Carlsen and the World's strongest female player, Judit Polgar. I look at this position in Games 18 and 19.



1 e4 c5 2 心f3 d6 3 单b5+ 单d7 4 单xd7+ 신xd7 5 0-0 心gf6

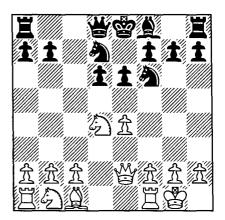
After 5...e6 6 b3 (6 c4 would also likely transpose to the game) 6... 2e7 (6... gf6 would transpose back to the game) White has:

a) 7 \$\overline{b}2\$ would be normal, but allows 7...\$f6!? which was essayed a couple of times by Anglo-French GM Tony Kosten and is rather annoying.

6 ₩e2 e6 7 d4

White has a couple of different move orders with which to reach a Maroczy Bind set-up. Starting with 7 b3 will be examined in the following game, and you should be aware that the immediate 7 c4 would allow the annoying 7... 265!.

7...cxd4 8 🖄 xd4



8...≜e7

Black has also been known to try:

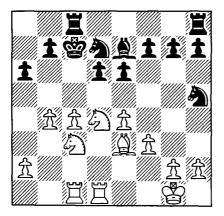
a) 8...a6 is tried reasonably frequently. This is likely to transpose after 9 c4, although Richard Palliser's suggestion of 9...g6!? deserves consideration. The bishop is generally better on the long diagonal in these Maroczy structures, although Black will have to be careful that his weak d6pawn doesn't drop. Now:

a1) 10 2f3 2c7 11 2d1 2c8 12 b3 2g7 13 2c3 0-0 14 2f4 2e5 15 2xe5 dxe5 16 2d2 2fd8 17 2a4 2d4 18 f3 2cd8 19 2e3 2xd1+ 20 2xd1 2xd1+ 21 2xd1 and the 2b5 man himself had a small nibble which he eventually exploited in S.Rublevsky-A.Istratescu, Niksic 1997.

a2) 10 \exists d1 \forall c7 11 \bigcirc c3 &g7 12 \oslash db5!? was an interesting piece sacrifice essayed in S.Kristjansson-C.Balogh, Turin Olympiad 2006. That continued 12...axb5 13 \oslash xb5 \forall c6 14 \exists xd6 \forall c5?! (14... \forall c8! looks safer; White can retrieve his piece with 15 e5 \oslash h5 16 g4, but 16...0-0! 17 gxh5 \oslash xe5 leaves Black with the safer king and the initiative) 15 &e3 \forall h5 when the Icelandic IM should have played 16 \oslash c7+ \Leftrightarrow e7 17 \forall d2, picking up the exchange and leaving White slightly for preference as 17... \exists ac8 18 \forall b4! is extremely unpleasant.

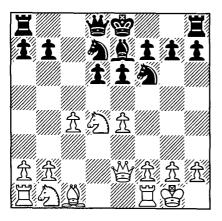
How to Beat the Sicilian Defence

b) 8...公c5!? is also an option which has been allowed by this move order and was a favourite of Efim Geller. Black puts pressure on e4 before we have been able to play c2c4 and so tries to compromise our plan. No lesser game than V.Korchnoi-A.Miles, Linares 1985, continued 9 f3 暫b6 10 暫b5+!? (the Old Man of Chess decides to get the queens off against the dangerous Englishman) 10...暫xb5 11 @xb5 \$d7 12 \$\vec{a}d1 \$\vec{a}c6 13 c4 a6 14 \$\vec{a}d4+ \$\vec{a}c7 15 \$\vec{a}c3 \$\vec{a}e7 16 \$\vec{a}f4! \$\vec{a}cd7 17 \$\vec{a}c1 \$\vec{a}h5 18 \$\vec{a}e3\$ \$\vec{a}ac8 19 b4\$



and White had a more or less ideal position, having left Black cramped and without counterplay.

9 c4



9...a6

Black generally plays this move sooner or later, taking control of the b5-square, preventing a white knight from hitting the vulnerable d6-pawn and preparing the ...b7-b5 break himself. Lines in which Black doesn't play ...a7-a6 are examined in Timman-Giardelli later in the chapter.

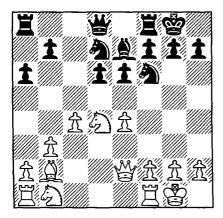
9...0-0 has been the more common move order. It is likely it will just transpose to the game after 10 b3 a6 11 鱼b2, but Palliser's suggestion of 10...省b6!? 11 鱼b2 罩fe8 is slightly annoying:

a) Comparing the position to the note to Black's 11th move in our main game, 12 ②c2 could be tried. Then, however, 12...d5!? looks interesting: for example, 13 e5 ②e4 14 ②d2 ③xd2 15 鬯xd2 墨ad8 16 cxd5 exd5 17 墨ad1 鬯a6, but White should still have something here thanks to the isolated dpawn and pleasant d4-outpost.

b) Perhaps 12 h1!? could be tried here, but again 12...d5!? looks like a possible antidote although the lines are very complicated: 13 e5 e4 (13... c5!? 14 c3! is complex but seems to favour White) 14 f3 ec5 15 d1!? (15 cxd5 xe5! equalizes as 16 xe5?! d3 17 e2 xb2 18 xb2 f6 19 d1 ad8 wins back the piece and leaves Black much better, but even after 16 dxe6 f6! Black is fine) 15...dxc4 16 a3 (16 d2 xe5! again looks to equalize for Black) 16...cxb3 17 c4 c7 18 axb3 with decent play for the pawn but perhaps no more than that.

c) A recent game continued 12 單d1. We don't really want to move this rook as the other rook belongs on d1, but Bojkov wants to keep the knight centrally placed. D.Bojkov-R.Dabetic, Cetinje 2009, saw 12...公c5 13 公c3 罩ad8 14 公c2 a6 and here I think White should juggle his rooks with 15 單d2 營c6 16 罩e1, with a typical position for this line. White has successfully prevented Black from his freeing pawn breaks and thus has a slight spatial advantage. Black has to sit and wait while White should prepare an expansion on the kingside with ☆h1 and f2-f4.

10 b3 0-0 11 🚊 b2



And so we're back at the mainline position that will be reached in the next game by the more common move order, beginning with 7 b3.

11...**¤c**8

11... Wb6!? is the same idea as we've already seen in the notes to Black's 9th move. Black wants to disrupt White's development and prevent the knight coming out to c3, at least immediately. White would prefer his queenside rook on d1 as he plans to expand on the kingside with a subsequent f2-f4 and e4-e5 once all the preparatory moves have been made. Here 12 $\oint c2$ (12) Id1 would likely transpose to the aforementioned note, while 12 \$\greak\$h1 preparing f2-f4 has also been tried) 12... ac8 13 ac3 邕fe8 14 當h1 鬯c5 15 邕ac1 鬯h5 16 鬯xh5 公xh5 17 q3 was seen in M.Adams-S.Tiviakov, 12th matchgame, New York 1994. These endgames are always a little easier to play with White as he can continue to put pressure on Black's d6-pawn whilst expanding. This type of endgame will be examined in depth in the next game, Anand-Carlsen.

12 ∕⊇c3 ৠa5

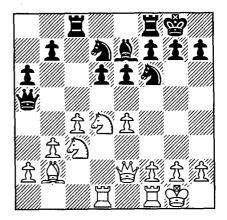
Black has tried a few different queen moves here, but it doesn't make a great difference to the position. Both sides manoeuvre, bringing their pieces to the most useful squares while at the same time preventing each other's plans. White's plan is to either break with e4-e5, causing disarray in Black's position, or else slowly advancing his pawns to squash Black's passive position. Meanwhile Black's plan is to liberate his position with ...b7-b5 or ...d6-d5 and he has to be patient waiting for his chance.

Alternatives:

a) 12...¤e8 would transpose to the following game.

b) 12... \forall b6 13 \exists ad1 Oe5 14 Oh1 Oc6 was played in Z.Azmaiparashvili-A.Chernin, Tilburg 1994, when 15 Oxc6 \exists xc6 (15...bxc6 16 e5!? dxe5 17 Wxe5 \nexists fd8 18 Oe4 leaves White a little better, although of course it was possible to continue with 16 \nexists d3 too) 16 f4 Wc7 (16...Od7 17 Od5!) 17 \nexists d2 \nexists d8 18 \nexists fd1 Oe8 19 e5!? dxe5 20 \nexists xd8 \pounds xd8 21 fxe5 \pounds e7 22 \nexists f1 would keep Black under pressure.

13 🖾 ad1



13...邕fe8

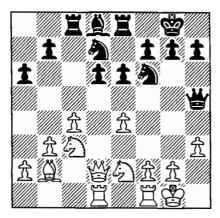
Black must sit tight and wait in the hope that we will overextend. As Palliser observes, 13...b5?, while desirable, is unplayable here as 14 cxb5 Ξ xc3? 15 &xc3 \boxplus xc3 16 Cc6! leaves Black with problems with both his queen and bishop. However, I can't stress how important it is to always make sure that ...b7-b5 isn't playable.

13...豐h5 14 豐xh5 公xh5 would be very similar to the next game, although it's an improved version for us as Black's ...罩e8 is more useful than our 當h1.

14 ₩d2!?

With Black's last move he actually transposed into the position which will also be seen in the next game. Here Malakhov decides to keep the queens on the board and prepares the positional threat of $2c_3$ d5, whereas in Game 19 Anand continues with 14 \doteq h1.

14...)₩h5 15 h3 âd8 16 🖄de2



Malakhov is playing very patiently. First he makes sure that Black has no counterplay and then reminds him of the frail d6pawn.

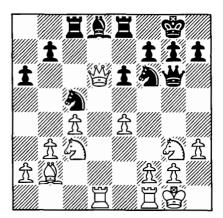
16....Ôc5?!

A bid for play but objectively dubious. 16...\$c7 is offered by Palliser, although I think White still has a pleasant advantage following 17 息a3 罩ed8 18 息xd6 包e5 19 c5 包e8 (Palliser) 20 鬯e3 息xd6 (20...包xd6 21 cxd6 息xd6 22 鬯b6 包c6 23 鬯xb7 鬯e5 24 g3 leaves White with an extra pawn for insufficient compensation) 21 cxd6 包xd6 22 f4 包c6 23 e5 包e8 (23...包f5 24 鬯b6 is extremely awkward) 24 包e4. The knight looks really passive on e8, but if it moves then d6 will become a big hole.

Perhaps Kozul should have swallowed his pride and repeated with 16... 2e7, although here too White can continue putting pressure on d6 with 17 2a3.

17 Øg3

Malakhov first defends e4 before snaffling the d6-pawn. The immediate 17 $\forall xd6!$? was also possible: 17...2c7 $(17...2cxe4 18 2xe4 2xe4 19 2g3! <math>\forall g6$ would in fact transpose to the note to Black's 18th move, below) 18 $\forall d4$ 2b6 looks dangerous, but after the accurate 19 $\forall e3$ 2a4 20 $\forall c1$ 2xb2 21 $\forall xb2$ Black doesn't have that much for the pawn.



18...\$a5

Palliser condemns this move but I think he is being harsh. It's true that Black must now play a knight versus bishop position where, with pawns on both sides of the board, the bishop is likely to dominate.

19 **₩e5** h5

This looks like a weakness, but Black has to force one of the pieces defending e4 away. Instead 19...皇xc3 20 智xc3 ②fxe4 21 ②xe4 ②xe4 22 響e3 is unpleasant as Black's queenside is so vulnerable.

20 **省**f4

20 邕fe1 would allow Black decent compensation with 20...b5!?, while 20...h4 21 公ge2 皇c7 22 斷d4 公cxe4 he would regain the pawn anyway.

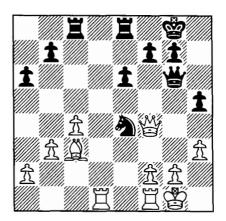
20...₤xc3

Kozul decides it's time to recapture his pawn.

20... 僅ed8 is another option, delaying the recapture for the moment. However, as Palliser points out, 21 單e3! 愈xc3 22 愈xc3 罩xd1 23 罩xd1 h4 24 ②e2 ③cxe4 is better for White. Indeed I believe he can start targeting the queenside at once with 25 暫b6!? (25 愈xf6 ②xf6 26 ②c3 is a safer option and 25 愈b4!? is also interesting) 25... 暫h5 26 當f1 暫f5 27 愈d4 罩f8 28 愈e3 when Black's temporary kingside initiative has abated while once the b7-pawn has gone the c4pawn will be extremely strong.

21 🗟 xc3 🖄 fxe4 22 🖗 xe4 🖗 xe4

So we have a typical bishop against knight position which should favour White thanks to the open diagonals for the bishop and the presence of pawns on both flanks.



Considering the next note, perhaps 23 全e5 would have been more accurate. Now if Black tries 23...b5 then 24 單fe1 ②g5 (24...①f6 25 罩e3! leaves White with a huge attack) 25 酇g3 bxc4 26 f4 ②h7 27 酇xg6 fxg6 28 bxc4 罩xc4 29 罩d7 ③f6 30 罩a7 罩a4 31 罩b1 looks very dangerous for him despite his extra pawn.

23...e5

Going for activity, but ceding the d5square.

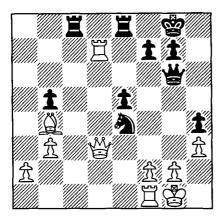
Black should have tried 23...b5! 24 \equiv fe1. Here instead of Palliser's suggestion of 24... \bigtriangleup f6 25 \pounds d6 bxc4 26 bxc4 \equiv c6 27 \equiv e5 when Black would still be left with a few problems, he should play 24... \circlearrowright g5 as 25 \equiv g3 (25 \Leftrightarrow h2!? is the best winning try) 25...bxc4 26 h4 \circlearrowright h7 27 \equiv xg6 fxg6 would be fine for Black here as the bishop doesn't put pressure on g7.

24 ₩e3 h4 25 볼d7

A very logical move but this allows Black a tactical opportunity. Palliser correctly observes that 25 \[25]fe1! was a more accurate move order and only after 25...[2]g5 should we play 26 \[26]d7.

25...b5 26 cxb5 axb5

This leaves Black with big problems. Instead he should have tried the surprising 26...Of6! 27 \blacksquare d6 axb5, as Palliser correctly points out, although here White still holds the initiative after 28 We2.



27...f5

Kozul sacrifices the pawn in a belated attempt for some counterplay. The passive 27... @c6 should really have been preferred, but understandably Kozul didn't want to suffer for the rest of the game after 28 @d5! @e6 29 a3!?.

Malakhov continues his policy of zero risk, although I would have been tempted by 30 a4 when that pawn is very quick.

30...含h8 31 省d1 省h7 32 邕e1 e4 33 省d5 省h5 34 省d1 省h7

After repeating a couple of times to gain time, Malakhov now finds the correct path.

35 a4 �17 36 ॾd5 �1e5 37 a5 ₩g6

Kozul needs to keep up some threats or the game is all over. It was possible to pick up material with 37... ④d3, but 38 基xd3 exd3 39 基xe8+ 基xe8 40 徵xd3 is simply winning for White as the queenside pawns are just too strong.

38 邕d6 খf7 39 খd4!?

The Russian accurately assesses that b3 is too hot a pawn to grab. However, Palliser's suggestion of 39 ^[2]e3!? looked very simple.

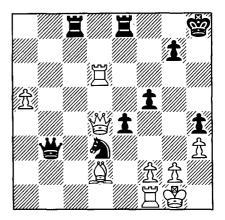
39....∕⊡d3

If 39...豐xb3 40 全d2 豐f7 (or 40...豐c4 41 罩a1 and the a-pawn is too strong) 41 a6 罩c4 42 鬯d5 罩a4 43 鬯b7! and Black will have to give up major material to prevent another white queen appearing.

40 邕f1

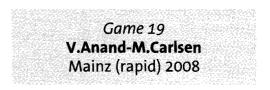
A slightly inaccurate 40th move which presumably was made under time constraints. Getting behind the pawn with 40 Ia1! looked much more logical.

40...≝xb3 41 ዿd2



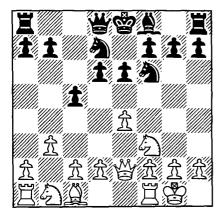
The a-pawn is still the most important aspect in this position and so Black's position is hopeless. Malakhov now displays good technique to bring home the full point:

41...②e5 42 皇f4 ②d3 43 皇g5 邕e6 44 a6 邕xd6 45 ৺xd6 ৺a4 46 皇e3 f4 47 皇d4 當h7 48 a7 ৺e8 49 邕a1 e3 50 皇xe3 ৺e4 51 ৺d4 ৺g6 52 a8৺ 基xa8 53 基xa8 ②e1 54 ৺d5 1-0



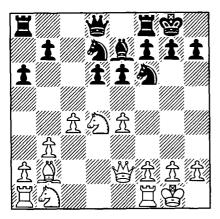
A match-up between the man who would soon become World Champion and

the Norwegian who would become the World's highest-rated player. Who could ask for more?



This is the more common move order to reach the main tabiya. While preventing certain lines, 8...20c5 and 8...a6 primarily, 7 b3 also allows Black certain other options such as 7...g6 and 9...e5, which will be seen later on. It is up to you which move order you prefer – strong players have adopted both – but the consensus appears to be that 7 b3 is the more accurate and indeed Anand is a good player to follow!

7.... 皇e7 8 皇b2 0-0 9 c4 a6 10 d4 cxd4 11 公xd4



11...Äe8

Alternatively:

a) 11...\lacks was seen in the previous game although it actually transposes.

b) 11...鬯c7 will be seen in the notes to Black's 9th move in Timman-Giardelli.

c) 11...豐a5 12 公3 單fc8 (anything else would transpose to our main game) 13 當h1 (13 單ad1 immediately is of course also good) 13...公e8 14 單ac1 (14 f4 followed by 15 單ad1 would be my choice) 14...皇f6 15 單fd1 單c7 16 f4 單ac8 17 公a4 b5 18 皇c3 b4 19 皇e1 公c5 20 公xc5 豐xc5 21 皇f2 豐a5 22 公f3 and Black was already in trouble in S.Movsesian-K.Hulak, Porec 1998.

12 ②c3 罩c8 13 罩ad1 ₩a5

So Carlsen too opts to develop his queen to a5 and thence across to h5. This stops the type of powerful attack we will see in the notes to Timman-Giardelli, but leaves Black in a rather unpleasant endgame in which he has to defend tenaciously for the halfpoint while at the same time having no real winning chances.

14 谢 h1

14 習d2 was tried by Malakhov in the previous game, but here Anand was happy with the queen exchange.

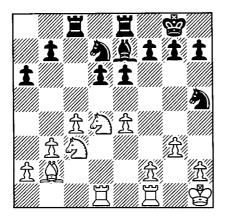
14....省h5

Instead 14...2f8 15 f4 15 was suggested by Palliser, hoping that f4 will turn out to be a weakness. However, here White doesn't have to acquiesce to the queen exchange and 16 2f3, threatening 17 e5, looks dangerous for Black (certainly White shouldn't try 16 2e3? 2xh2+, as occurred in V.Bhat-W.Browne, San Francisco 2000). Black can try 16...e5 17 f5 2c6, but following 18 h3 2ec8 19 2e3 l'd certainly prefer White.

How to Beat the Sicilian Defence

19 e5! dxe5 20 fxe5 公xe5 was V.lordachescu-Z.Kozul, Dresden 2008, when 21 公a4! bxa4 22 公xe5 皇xe5 23 皇xe5 would have left White with an unstoppable attack.

15 ₩xh5 ②xh5 16 g3



Anand has the position he was aiming for. With the queens off the board he is able to play without any risk, while at the same time having good winning chances. It's instructive how he slowly expands on the kingside until Carlsen is in dire straits.

16...④hf6 17 當g2

The previous game to reach this position continued 17 Id 2 and I've decided to give the whole game as the Swedish Grandmaster displays great technique to wear his opponent down: 17...5 18 f3 \[ed8 19] 邕fd1 h6 20 ②c2 當f8 21 當q2 ②e8 22 ②e3 皇f6 23 勾q4 皇e7 24 勾f2 皇f6 25 f4 h5 26 e5! dxe5 27 b4 🕮 xd2 28 🕮 xd2 e4 29 bxc5 e3 30 邕d7 exf2 31 邕xb7 皇d4 32 ②a4 皇xb2 33 邕xb2 幻f6 34 當xf2 ②e4+ 35 當e3 幻xc5 36 ②xc5 邕xc5 37 當d4 邕c7 38 邕b6 邕d7+ 39 當c3 邕d1 40 邕xa6 邕h1 41 c5 邕xh2 42 邕a8+ 當e7 43 邕a7+ 當d8 44 邕xf7 邕xa2 45 邕xq7 邕q2 46 邕q5 邕f2 47 邕xh5 邕f3+ 48 ��d4 邕xq3 49 ��e5 邕f3 50 ��d6 ��c8 51 邕h8+ ��b7 52 c6+ 1-0 S.Brynell-B.Svensson, Swedish Team Championship 1999.

17....Äc7 18 f3

No rush. White should make sure everything is defended before doing anything rash.

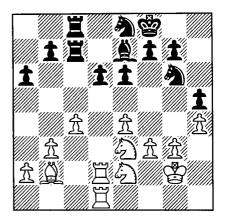
18...Ïec8 19 If2 \$f8 20 Ifd2 h5

Perhaps 20...g5 is a better way to start.

21 h4!

Fixing a hole on g5.

21.... වe5 22 වce2 වg6 23 වc2 වe8 24 වe3



Anand has placed all his pieces on perfect squares while Black's knights look rather clumsily placed. White already has a clear advantage.

24...b5

True Carlsen has managed to break with ...b5, but it lacks punch because c4 is secure.

25 f4!

This move could also have been played on the previous couple of moves. Anand takes away the e5-square from Black and is ready to push Carlsen off the board.

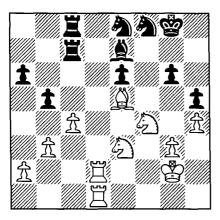
25...當g8 26 f5 乞f8

26...②e5 27 fxe6 fxe6 28 ②d4 bxc4 29 ⊙xe6 ≌c6 30 ②d5 displays the enormous power of the white cavalry.

27 🕗 f4 g6 28 fxe6

It's a shame to take the pressure off Black, who, you feel, is close to coming apart at the seams. However it's difficult to put further pressure on Black's camp. 28...fxe6 29 e5 dxe5

Understandably Carlsen didn't feel like playing the endgame that arises after 29...bxc4 30 exd6 2xd6 31 2e5! c3 32 2xd63d7 (32...cxd2 33 2xc7 3xc7 34 3xd2 is also better for White, but perhaps the lesser evil) 33 2xe7 3xd2+ 34 3xd2 cxd2 35 2xf83xf8 36 2f2 when the two knights should outgun the rook.



So Anand has transformed his bind into a positional advantage due to the weak e6and g6-pawns. Most players would collapse here, but Carlsen does very well to stay in the game, albeit by his fingertips.

30...邕c6 31 谢f3

31 ②d3!? would prevent Black's plan. 31....皇f6 32 皇xf6 ④xf6 33 邕d8 邕xd8 34 邕xd8 當f7 35 邕b8

Going behind the other pawn with 35 罩a8 is perhaps stronger, with the subtle idea of 35...當e7 36 c5!, with a position similar to the game.

35...④8d7 36 ॾb7 ॾb6?!

The rook should have stayed in front of the c-pawn. Maybe Black's best hope was 36...當e8!? 37 公xg6 e5, attempting to find some counterplay.

Now Black is simply lost as the c5-pawn should be too difficult to stop. However, in rapid chess the tricky Norwegian proves too hard to put down.

39...e5 40 幻fd5 當f8 41 a3

41 心c7! 心b8 42 心ed5 would have picked up material.

41...≌e8 42 ∅xf6+

Again 42 公c7+ was very strong, as 42...當d8 43 公xa6 當c8 44 a4! bxa4 45 b5 is hopeless.

42...신xf6 43 볼g7 e4+ 44 살e2 a5 45 볼xg6 햨f7 46 볼g5 axb4 47 axb4 볼a6 48 c6?

The c5-pawn was a major asset so shouldn't have been traded so lightly. The exchange of pawns also brings Black closer to the draw. Instead the accurate sequence 48 堇e5! 堇a2+ 49 含e1 堇a1+ 50 含d2 堇a2+ 51 含c1 堇a3 52 谷f5 would have left Black dropping a further pawn as he cannot hold on to e4 and stop the c-pawn progressing.

48...프xc6 49 프xb5 프c1 50 프c5 프b1 51 b5 프b3 52 신c4 샇e6 53 b6 신d5 54 프c6+ 샇e7 55 프c5 샇e6 56 프c6+ ½-½

I presume Anand was very short on time here, else surely he would have continued trying to convert his extra pawn.

> *Game 20* **L.Yudasin-A.Shirov** European Club Cup, Ljubljana 1995

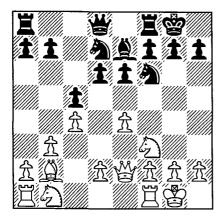
1 e4 c5 2 ②f3 d6 3 皇b5+ 皇d7 4 皇xd7+ ②xd7 5 0-0 ②gf6 6 쌀e2 e6

6...e5 has been tried immediately, but seems illogical. That is because it doesn't prevent White from opening up the position with c2-c3 and d2-d4 after which Black will have a weak pawn on d6. It also gives up control of d5 without obtaining the corresponding d4-square. L.Orak-J.Zamostni,

How to Beat the Sicilian Defence

Sibenik 2009, saw 7 c3 &e7 8 d4 0-0 9 \blacksquare d1 (or 9 dxe5 dxe5, as in M.Bus-S.Zhukhovitsky, Krasnodar 1991, when 10 c4!? looks interesting as Black's knights are so far from d4) 9...Bb8 10 dxe5 dxe5 11 &g5 (again 11 c4!? should be considered) 11... \blacksquare e8 12 Oa3 (12 &xf6! Oxf6 13 c4 and the minor piece exchange favours White, as the e7-bishop is trapped behind its own pawns and can do nothing about the critical d5-square) 12...h6 13 &h4 Of8 14 Oc4 Og6 15 &xf6 &xf6 16 \blacksquare d7 \blacksquare e7 17 \blacksquare ad1 We8 18 Wd2 Sh7 19 g3 \blacksquare c8 20 h4 b6 21 h5 Of8 22 \blacksquare d5 \blacksquare a8 23 b3 by when Black was completely dominated.

7 b3 兔e7 8 兔b2 0-0 9 c4



9...e5

Here we see one of the alternatives open to Black if White tries the 7 b3 move order. Black slows the game right down and it becomes a battle of outposts. White is somewhat nearer d5 than Black is d4 so he should have something of an edge, whilst we would of course love a situation in which we're left with our knight on d5 against that e7-bishop after exchanging on d4.

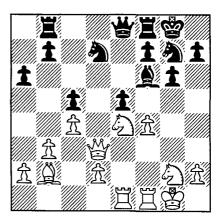
10 ්ටc3 ්ටe8

Shirov immediately reroutes his knight around to e6 to peer at d4 and at the same

time clears the f-file for a potential ...f5 break. Other moves have also been tried.

a) 10...g6 was tried in another heavy duty clash between Gata Kamsky and Boris Alterman at Tilburg 1993: 11 a3!? ⁽²⁾h5 12 g3 ⁽²⁾g7 13 b4 b6 14 ⁽²⁾d5 f5 15 exf5 ⁽²⁾xf5 when White had the strong shot 16 d4! cxd4 (16...⁽²⁾xd4 17 ⁽²⁾xd4 cxd4 18 ⁽²⁾xd4! is terrible for Black with all the light-square holes) 17 g4!, regaining the pawn with a powerful bind on d5 and e4.

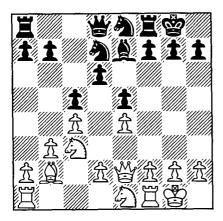
b) 10...心h5 doesn't make so much sense. 11 g3 is a move White wants to play anyway, as you'll see in the game continuation, while the benefits of ...g6 aren't so clear: 11...g6 12 心e1 鬯e8 (ambitiously preparing ...f7-f5 as in a King's Indian but here such aggression is out of place) 13 心g2 a6 (13...f5 14 exf5 gxf5 15 罩ae1 鬯g6 16 f4 is the typical reply to ...f5 when Black is the one left with the more draughty king) 14 罩ae1 罩b8 15 鬯d3 心g7 16 f4 exf4 17 gxf4 (17 心xf4 could also be considered) 17...ᅌf6 18 e5! dxe5 19 心e4 and White had a powerful initiative which the experienced Dutch Grandmaster couldn't fight off.



D.Reinderman-J.Van der Wiel, Wijk aan Zee 2000, concluded 19....皇d8 20 fxe5 ②e6 21 當h1 (the direct 21 ②e3 would also have left Black with severe problems: for instance, 21...鬯e7 22 罩f6! ②d4 23 ③d5! 鬯xe5 24 罩d6 f5 25 호xd4 鬯xd4+ 26 鬯xd4 cxd4 27 薹xd7 fxe4 28 罩xe4 호f6 29 ④xf6+ 罩xf6 30 罩ee7 leaving Black with a lost ending) 21...b5 22 鬯e3! bxc4 23 鬯h6 cxb3 24 ④f6+ ⑤xf6 25 exf6 罩b7 26 罩f3 and 1-0 as there's no defence to 27 罩h3.

c) 10...②b8 is the fastest route to d4. Rublevsky, perhaps the most experienced 逾b5+ player of them all, tried the unusual 11 d3 ②c6 12 ③d2!?, ceding d4 for the moment but preparing to play down the f-file. After 12...③d4 13 營d1 a6 14 f4 exf4 15 罩xf4 b5 16 罩f1 罩b8 17 ③f3 ④e6 18 營d2 罩b7 19 薹ae1 ④g4 20 ④d5 White's opening experiment had clearly been a success in S.Rublevsky-N.Rashkovsky, Elista 1994.

d) 10... Ξ e8 was tried in a more recent game, rerouting the knight to e6 where it both looks at the outpost on d4 and helps prevent f2-f4. G.Hernandez-F.Castella Garcia, Cullera 2004, saw 11 0e1 0f8 and here White could follow Rublevsky's example with 12 0d3 (12 f4!? also looks interesting) 12...0e6 13 f4 0d4 14 0f2 exf4 15 0xf4 0g4 16 0g3 0e5 17 0cd5 when White's play on the kingside and more secure outpost promise him good chances. **11** 0e1



Yudasin follows suit.

11...Ôc7 12 Ôc2 âg5

Dissuading White from breaking with f2-f4. The problem here is that Black doesn't want to move his knight from c7 until White plays Dc2-e3 himself.

12...\$f6 has also been tried: 13 2 e3 2 e6 14 g3 g6 was G.Hernandez-H.Mecking, Mallorca Olympiad 2004, and here I would jump into d5 immediately with 15 2 cd5 \$g7 16 d3 when White can react to 16...2 d4 with 17 \$xd4 cxd4 18 2 c2 b b6 19 2 cb4, retaining an advantage thanks to the strong knight on d5.

Instead 12... 2066 13 20d5 20f6 14 20c3 20xd5 15 20xd5 20g5 16 g3 20c7 17 20e3 20xe3 18 dxe3 doesn't leave White with a huge advantage, but the pressure down the d-file will be awkward and White can increase the pressure with timely f2-f4 and b3-b4 breaks.

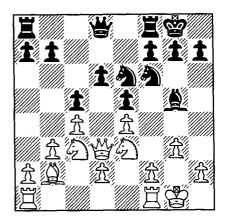
13 De3 Df6

13...\$xe3 14 dxe3! would lose the d4 outpost and leave d6 as a chronic weakness.

14 g3

Both preventing a knight jump into f4 and also preparing f2-f4, opening up the diagonal for the bishop on b2 and some lines towards Black's king.

14...∕⊇e6 15 ₩d3

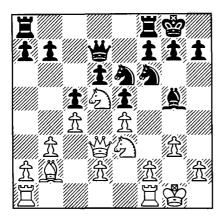


15....₩d7?!

This is rather an aimless move and it's clear Shirov isn't sure how to proceed.

15... 當h8!? is Chekhov's suggestion, but after 16 ②cd5 ③xd5, instead of his 17 cxd5, keeping the outpost with 17 ③xd5 makes much more sense when 17... ②c7 18 f4 ③xd5 19 響xd5 exf4 20 gxf4 26 21 e5 dxe5 22 fxe5 23 置f2 would keep pressure on Black's position.

16 Ôcd5



16...≜xe3?!

Shirov chooses the worst time to take on e3. Black should probably sittight and wait, although f2-f4 is a dangerous-looking threat:

a) 16...②xd5 17 ②xd5 ③d4 18 f4 &h6 19 &xd4 cxd4 20 a4! is pretty terrible for Black as the knight completely dominates the bishop.

b) 16...罩ae8 17 f4 exf4 18 gxf4 公xd5 (18... 魚h4 19 公f5 would pick up the stranded bishop) 19 公xd5 兔d8 20 f5 公c7 still looks extremely unpleasant for Black so it's clear that his opening hasn't been a success. Continuing here with 21 罩f3 would definitely cause Black's position to creak.

17 🖄 xf6+ gxf6 18 fxe3

Now Black will be completely tied down on the kingside and in fact Chekhov claims

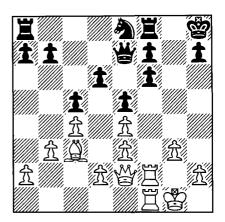
that White already has a decisive advantage.

18...₩e7 19 ¤f2 �c7 20 ¤af1 �e8

The poor knight has been forced to run back to e8 to cover the f6-pawn.

The immediate 21 \$c3 could also be considered, preparing b3-b4.

21...當h8 22 皇c3!



Yudasin, seeing that Black is totally tied down on the kingside, decides it's time to open a second flank.

22....邕g8

22...a5 would only temporarily delay the opening of the queenside. It might appear that after 23 a3 the subsequent opening of the a-file will favour Black as his rook is already on a8, but I'm not so sure. The f8-rook will struggle to be part of the game and so it is likely White will be able to take over the a-file and penetrate Black's position.

23 b4

Of course.

23...b6

Or 23...cxb4 24 皇xb4 罩c8 25 d3 followed by a transfer of pieces to the b-file and Black won't be able to keep White's major forces out.

24 bxc5 bxc5

24...dxc5 is possible, but 25 a4 a5 (oth-

erwise White would be able to open up the position anyway) 26 罩b1 營c7 27 d4!? leaves Black in an awkward situation of defending two big weaknesses.

25 邕b1

Yudasin finds the back door into Black's position.

25...罩g6 26 省d3!?

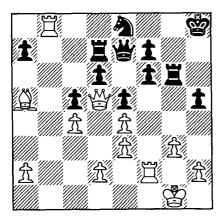
Recentralizing the queen. 26 d3 followed by either 暫b2-b7 or 暫f1 and 單b2-b7 was the alternative plan.

26...h5

26...鬯e6 is the computer's suggestion, but I really doubt that Black can hold on following the queen exchange: 27 習d5 豐xd5 28 exd5 and there's no way to prevent White taking the seventh rank.

27 **省d5 冨d8**

If 27... 墓c8 28 墓b7 公c7 (28... 墓c7 29 墓b8 would be similar to the game) 29 徵c6 h4 30 單f3 含g7 31 皇a5 徵e8 32 徵xe8 公xe8 33 罩xa7 and it's only a matter of time before the a-pawn forces a big material concession from Black.

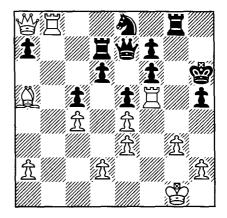


Taking the back rank and suddenly the contest is all over.

29...ጀg8

29...h4 30 響a8 邕g8 31 皇d8 響e6 32 皇xf6+ 公xf6 33 邕xf6 響xf6 34 邕xg8+ 當h7 is a pretty forced line given by Chekhov when I think the simplest win is 35 當g2 followed by邕g8-g4.

30 a8 ��h7 31 邕f5 ��h6



32 🗳f2

Yudasin was evidently enjoying himself, but finally decides to take the material on offer.

34...罩d7 35 息xf6 公c7 36 罩xg8! 公xa8 37 g4 hxg4 38 罩xg4 1-0

A pretty finish. It's not often you see Shirov forced to play without a scrap of counterplay.

Game 21 J.Timman-S.Giardelli Mar del Plata 1982

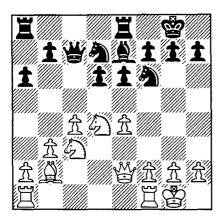
1 ②f3 c5 2 e4 e6 3 b3 d6 4 怠b2 ②f6 5 怠b5+ ᅌ로d7 6 ᅌ로xd7+ ②bxd7 7 習e2 ᅌ로e7 8 0-0 0-0 9 c4

So we have reached the normal position via a slightly weird move order, and it's useful to see that you can arrive at this position via different routes.

9....≣e8

Otherwise:

b) 9...鬯c7 is another common try, leading after 10 d4 cxd4 11 公xd4 a6 12 公c3 單fe8 to a choice for White:



b1) 13 當h1 is an inaccurate move order as Black can strike out with 13...d5! 14 cxd5 exd5 15 公xd5 公xd5 16 exd5 皇a3 17 營d2 皇xb2 18 營xb2 營e5 and the game was agreed drawn in S.Belkhodja-G.Ligterink, Amsterdam 1987.

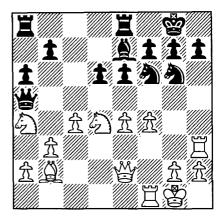
b2) 13 f4 is another possibility and was the choice of the legendary Tal, but this allows 13...b5! 14 cxb5 營a7 with good queenside play. Again we should be careful not to allow either of these two breaks.

b3) Thus 13 🖾 ad1 should be played:

b31) 13...怠f8 14 f4 (14 當h1 would not be a good option as Black could play 14...d5!) 14...e5 15 ②f5 b5 16 cxb5 axb5 was messy in M.Ulibin-V.Ruban, Santa Clara 1991, although 17 當h1! would have left White on top.

b32) 13...d5?! can no longer be advised for Black as the 14 cxd5 exd5 15 公f5! dxe4 of A.Lickleder-A.Hellmayr, German League 2003, allows 16 公d5! 公xd5 17 營g4! 皇f6 18 簋xd5 এxb2 19 创h6+ 容h8 20 创xf7+ 容g8 21 簋xd7 罾c6 22 创d6, leaving White with a strong initiative.

b33) 13...鬯c5 14 基d3 ②e5 15 ③a4 鬯a5 16 革h3 ③g6 17 f4 was a very aggressive attempt in V.Akopian-M.Illescas Cordoba, Ubeda 1997.



Black was obliged to hit back in the centre with 17...e5, but after 18 2f5! 2xf4 19 3xf4 (White must get rid of that knight to proceed with the attack and the bishop on b2 now joins the fray) 19...exf4 20 2c3 321 2xg7! 2xg7 22 3g4+ 2h8 23 3f5 2g8 the most accurate path to the win was with 24 3xf4! as if Black plays 24...b5, then 25 3g5+ 2h8 26 3h6 mates now that there's no f-pawn controlling g3.

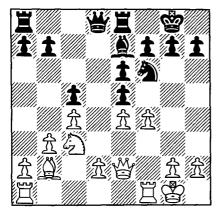
10 🖓 c3

To prevent the game continuation it's possible to start with 10 d4, which will probably transpose to lines already covered. **10...(2)e5**

The only independent option. Black prevents us opening the centre with d2-d4, but at the same time loses the possibility of a ...d6-d5 break. This ...(2)e5 idea is quite common in the 2b5+ lines and thus we should always be ready for it.

Instead 10...a6 11 d4 cxd4 12 axd4 would transpose to Anand-Carlsen, while 10...e5 transposes to note 'd' to Black's 10th move in Yudasin-Shirov.

11 🖄 xe5 dxe5 12 f4!



The most aggressive way of dealing with Black's idea. Timman opens up the f-file for his rooks and the long diagonal for his bishop.

12...exf4

This is too tame.

Black should play 12.... 增d4+ to try and cause some problems with White's coordination: 13 單f2 (13 含h1 罩ed8 14 fxe5 響xe5 15 罩ae1 also looks to favour White slightly) 13...exf4 14 罩b1 (defending the bishop and threatening to trap the queen; 14 e5 is met by the annoying 14...f3!) 14.... 響e5 (14.... 響d8 15 e5 公d7 16 罩xf4 is basically the same as the game) 15 公d5 響g5 16 公c7 e5 17 罩f3 leaves Black with some compensation for the exchange, but White should still be a little better.

13 e5!

Gaining space and forcing Black backwards.

13...Ý)d7

13...曾d4+ is too late now as 14 當h1 创d7 15 创a4 embarrasses the black queen.

Giardelli's bid for activity with his bishop is misguided, as he has left the d6-

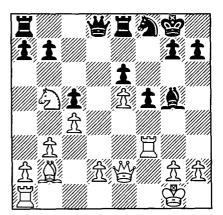
square weak. The alternatives were:

a) 14...f5 immediately is probably Black's best, although 15 exf6 \$\overline{x}rf6 16 \$\overline{a}f1 must favour White thanks to the weak e6-pawn. Note that here 16...e5? would be a bad positional error as it would cede the d5-square and block in Black's own bishop and knight.

b) If Black goes passive a typical sequence could run 14...@c7 15 0b5 @c6 16 @h5 (16 @f3!? @xf3 17 \blacksquare xf3 would leave Black with continued problems on the f-file and with the d6-square) 16... \blacksquare f8 17 \blacksquare e1 a6 18 0d6 0xd6 (18...f5 19 \blacksquare f3 0xd6 20 exd6 @xd6 21 \blacksquare h3 also leaves White with a dangerous initiative) 19 \blacksquare h4 h6 20 exd6 @xd6 21 \blacksquare g4 (21 0xg7 @xd2! isn't clear) 21...f6 22 @xh6 \blacksquare f7 23 0c3 and White's attack is ongoing.

15 🖺 f3 f 5 16 🕗 b5!

Eyeing up the d6-square and exploiting Black's mistake on move 14. This is stronger than 16 exf6 \$\overline{2}xf6\$ which would more or less transpose to 14...f5. **16...**{}**f8**



17 d4!

It makes sense to get rid of the backward pawn, while at the same time Timman opens up the d-file for his rooks to penetrate into Black's position.

How to Beat the Sicilian Defence

😫 xd6 21 exd6

Timman correctly transforms one advantage, the outpost for the knight on d6, into another, the open long diagonal for the uncontested dark-squared bishop. The advanced pawn is also going to be deeply troubling to Black who at this stage wishes he could retreat that pawn on f5 to f6.

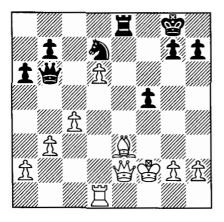
21...e5?!

Giardelli tries desperate measures to get rid of the bishop, but the pin doesn't trouble White in the least.

21...鬯xd6 22 总xg7 looks extremely dangerous for Black, but perhaps it had to be tried, since after 22...暫b6+ 23 总d4 暫c7 there's no immediate breakthrough, although of course White has a clear advantage.

However, 21.... 22 c5 is hopeless for Black as he won't be able to prevent White's queenside pawns sweeping up the board.

Getting out of the pin immediately but Black can renew it. The calm 24 \$f1! was best and after 24... \$\overline{E}e6 25 \$\overline{E}f4\$ the position is hopeless for Black.



26...∜C5?

This loses on the spot. Perhaps time trouble had started affecting the players or

else Giardelli was so disillusioned with his position he didn't want to sit there any longer.

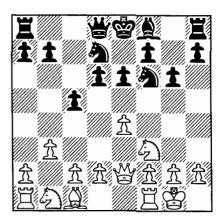
26... 徵c6 was objectively better, although Black is hardly going to survive the endgame after 27 習f3.

27 省f3

27 d7! was the most accurate win: 27... 這d8 28 當f1! and the threat of 徵e8+ cannot be prevented, as shown by 28... 當f7 29 皇xc5 徵xc5 30 徵h5+ 當f8 31 邕e1!, 27... 邕e5 28 d7 徵d8 29 皇xc5 1-0

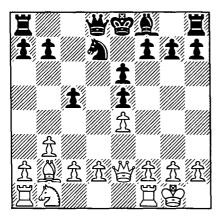
> Game 22 V.Kramnik-B.Gelfand 1st matchgame, Sakthi 1994

1 e4 c5 2 ②f3 d6 3 호b5+ 호d7 4 호xd7+ ②xd7 5 0-0 ②gf6 6 쌭e2 e6 7 b3 g6!?



This interesting idea was introduced by the world-class Israeli Boris Gelfand and then repeated by Garry Kasparov. I have already said that the dark-squared bishop is best placed on g7 against our Maroczy approach. We'll see Black playing 6...g6 in the next game, but there we can react with 7 c3 and d4 to create a pawn centre against which the bishop isn't so useful on g7. Here we have already played b2-b3 so that plan would be a little clumsy, although it's still possible. Instead we should try to exploit the fact that Black has weakened the defence of his d6-pawn.

Recently, Mr &b5 himself, Sergey Rublevsky, faced 7...Oe5!? which is an idea we always have to be on the alert for. In S.Rublevsky-D.Mikrut, Warsaw (rapid), he continued 8 Oxe5 dxe5 9 &b2 Od7 (9... &d610 f4! $\textcircled{O}d7 11 f5 exf5 12 \blacksquare xf5 0-0 13 \textcircled{O}a3$ followed by 14 Oc4 leaves White with the more pleasant game due to his greater space, superior minor pieces and kingside potential).



Here I believe we should opt for 10 $2a_3$ when it isn't so easy for Black to complete his development and defend the e5-pawn:

a) 10...&e7 was played in the game, but here 11 &c4 leaves Black with no good way to defend the pawn: 11...&f6 (otherwise, 11...@c7 12 @h5 g6 13 &xe5! picks up a pawn, 11...@b8 would hold on to the pawn temporarily, but after 12 @h5! g6 13 @h6 &f8 14 @g5 &g7 15 f4 the e5-pawn drops, and 11...f6 12 @g4 &f7 is hardly aweinspiring; Black has a vulnerable king and the e6-pawn will be a long term weakness for him) 12 &d6+ &e7 13 &c4! and with f2f4 coming next move, White has too strong an initiative. b) 10...\$d6 11 2c4 \$c7 12 a4 0-0 13 a5 followed by \$\exists fb1, \$c3 and b3-b4 with a pleasant queenside initiative.

c) 10... 智b8 11 公c4 b5 12 公e3 皇e7 13 a4 and Black will regret the weakening of his queenside.

8 d4

White has also tried:

a) 8 2b2 has been more common, but we intend to develop the bishop to a3.

b) 8 c3!? has been seen, intending to create a pawn centre: for example, 8...호g7 9 d4 0-0 10 ② bd2 營 c7 11 호b2 罩fc8 12 罩fe1 a6 13 e5!? ④ e8 14 h4 and White had promising kingside chances in S.Rublevsky-V.Neverov, St Petersburg 1995.

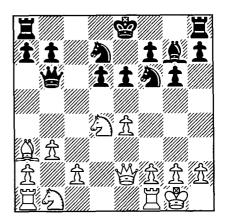
8...cxd4

8...\$g7 has also been tried when I think we should try 9 e5!? 2d5 10 \$g5 \$b6 (10...\$c7?! 11 c4 2b4 12 2c3! gives White a great position) 11 2bd2 dxe5 12 dxe5 h6 13 2c4 \$b6 14 \$d2\$ with an edge thanks to our more active minor pieces.

9 ∕∆xd4 ዿg7 10 ዿa3!

Immediately hitting the vulnerable pawn. Of course such a course of action is dangerous with the bishop on g7 looking down the long diagonal, but Kramnik has it all under control.

10...**鬯b**6



How to Beat the Sicilian Defence

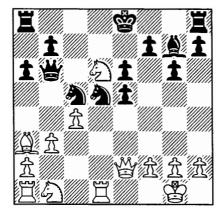
Due to the following note, perhaps Black should instead try 10...a6. The pawn on d6 is taboo so White should probably try 11 單d1 (not 11 愈xd6? 暫b6, but 11 ⑳d2!? is another try although I couldn't find an advantage after it) 11...暫c7 12 c4 ㉒c5 13 ㉒c3 0-0 14 罩ac1 and his pieces coordinate slightly better than in the final position in the main game. I can't say that White has a clear advantage here, but nevertheless I'd be happy to take White. We have our customary space advantage and can start manoeuvring to target the d6-pawn. Meanwhile Black has his solid point, but it's not so easy for him to improve his position.

11 🖗 c3!?

The kind of move it's hard to resist when you see the knight can't be taken but not the strongest.

Instead 11 2b5! is critical, with an extremely complicated position in prospect:

a) 11...0c5 12 e5! looks very promising for White: 12...dxe5 (12...0fe4 13 0d2 d5 14 0xe4 0xe4 15 0d6+ 0xd6 16 0xd6 0f8 17 0xf8 0xf8 18 0f3! and despite the simplification, Black still struggles to get his king to safety and complete his development) 13 $\fbox{0}$ d1! 0d5 (13...0-0 14 \rightleftarrows d6 wins the house) 14 c4 a6 (14...0f4 15 0e3 is also horrible) 15 0d6+!



15...豐xd6 16 cxd5 leaves Black a pawn up and he can pick up a second, but the pins are extremely damaging:

a1) 16...e4 17 创d2! 皇xa1 18 创xe4 and we will swiftly recover our sacrificed material with interest. It's impossible to cover all the lines, but one illustrative continuation runs 18... 鬯e5 19 皇xc5 0-0-0 20 f4 鬯b2 21 鬯e1 簋xd5 22 簋b1 鬯g7 23 簋xa1 f5 24 皇d6 fxe4 25 簋c1+ 會d8 26 皇e5 簋xe5 27 鬯c3 鬯d7 28 鬯xe5 and Black is no longer any material up while still suffering from an extremely exposed king.

a2) 16...exd5 17 公c3 and Black must return both pawns to get his king to safety: 17...b6 18 墓xd5 鬯c7 19 皇xc5 bxc5 20 鬯c4 0-0 21 墓xc5 鬯b6 22 公d5 鬯b7 23 墓d1 and White dominates the board.

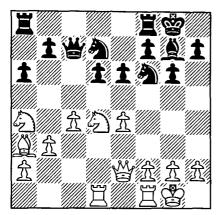
a3) 16...b6, simply trying to castle, could be best, although 17 公c3 0-0 18 公e4 鬯d7 19 dxe6 鬯xe6 20 邕d6 鬯f5 21 皇xc5 bxc5 22 邕ad1 leaves White on top.

b) 11...0-0 12 2 xd6 2 xe4 13 2 xe4 2 xa1 14 2 xf8 2 xf8 15 c3 is better for White as the bishop struggles to exit.

c) 11...①xe4 12 ②d2! (12 徵xe4? এxa1?? 13 ②xd6+ 當d8 14 ②xf7+ is given by Psakhis, but he completely forgets about 12...徵xb5!) 12...①df6 (12...①xd2? 13 ③xd6+ and 12...①xa1?! 13 ③xe4 are both losing) 13 ③xe4 ④xe4 14 徵xe4 徵xb5 15 罩ad1 0-0 16 ③xd6 罩fd8 17 c4 and White has a concrete advantage with the bishop on d6 dominating proceedings. Our plan is to start advancing the queenside pawns to create a passed pawn.

11...a6 12 邕ad1 0-0 13 ②a4 鬯c7 14 c4 ½-½

A draw was agreed at this point, although I believe White still has good chances by pressuring d6. That said, Black has only one weakness and Kramnik no doubt respected Gelfand's technique. Instead of 11 Cc3, 11 Cb5 is certainly the critical test and from my analysis, looks very strong.



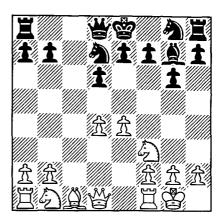


1 e4 c5 2 ②f3 d6 3 호b5+ 호d7 4 호xd7+ 신xd7 5 0-0 ②gf6

5...g6 6 c3 doesn't have much significant difference from the game continuation. Black can try developing his knight instead to e7, but then White can reach a very comfortable position with 6...全g7 (6...公gf6 7 營e2 transposes to the game) 7 d4:

a) 7... $rac{10}{2}$ C7 8 $\[1mm]$ e1 (I think here the rook move is more accurate) 8...a6 9 &f4 e5 10 dxe5 dxe5 11 &g5 h6 12 &h4 g5 13 &g3 Oe7 14 c4 0-0 15 Oc3 $\[1mm]$ fe8 16 h4 g4 17 Oh2 h5 18 f3 left White taking over in M.Arribas Robaina-T.Battsetseg, Yerevan 1996, where Black's attempt at counterplay with 18...f5 failed to 19 Od5 Oxd5 20 $\[1mm]$ xd5+ &f8 21 exf5 and White had a decisive advantage.

b) 7...cxd4 8 cxd4 gives us our perfect centre, but is the sort of dream position which might be reached on occasion at club level:



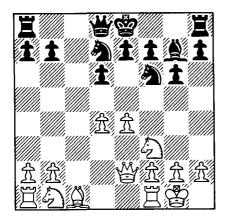
b1) 8...e5 9 公c3 a6 10 皇g5 f6 11 皇e3 ②h6 12 dxe5 dxe5 13 鬯b3 b5 14 罩ad1 罩b8 15 罩d6 ②f7 16 罩e6+ 핰f8 17 罩xa6 罩b7 18 ③xb5 핰g8 19 鬯d5 and 1-0 was total demolition in B.Golubovic-G.Hagege, Paris 1998.

b2) 8...e6 and here 9 &f4 doesn't seem to have been played before, but looks strong. White provokes 9...e5 after which 10 dxe5 dxe5 11 &g3 @e7 12 @c3 0-0 13 @b3 @c7 14 \blacksquare ac1 leaves him with a very pleasant position.

6 ₩e2 g6 7 c3 Ձg7 8 d4 cxd4

8...0-0 has also been tried a few times. It makes sense for Black not to exchange so that White doesn't have the c3-square for his knight. Unfortunately (for Black) this allows 9 e5! dxe5 (9....2e8 10 e6 2df6 11 exf7+ 邕xf7 12 ②q5 cxd4 13 鬯e6 and 1-0 in E.Rozentalis-K.Wisniowska, Warsaw 2007, shouldn't really be repeated) 10 dxe5 约q4 11 倉f4 習b6 12 h3! (well calculated; Black can temporarily win material but the queen becomes trapped in the corner) 12...②qxe5 13 ②xe5 ②xe5 14 皇xe5 皇xe5 15 響xe5 罾xb2 16 罾d5 b5 17 罾b3 罾xa1 18 ②d2 c4 19 鬯c2. Perhaps if Black had a passed pawn it would be different, but here White's queen and knight work better than Black's rooks and two pawns, G.Kaidanov-D.Gurevich, Lexington 1995.

9 cxd4



9...e5

Bu Xiangzhi takes immediate steps to fight back in the centre, but Black is now left with rather a miserable position.

9...0-0 has also been tried, but White should have a comfortable advantage thanks to his centre: for example, 10 2° C3 2° b6 was G.Meier-A.Adly, Heraklion 2002, and here White could have taken concrete steps with 11 a4 2° C8 12 2° g5 h6 13 2° xf6 2° xf6 14 2° fc1 a6 15 a5 2° d7 16 e5 2° g7 17 e6 2° f6 18 2° e1, with a wonderful position.

10 dxe5 dxe5 11 邕d1 誉b8

Various queen moves have been tried here but none are very successful:

a) 11...習a5 12 皇d2 and then:

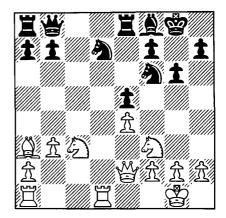
a1) 12... 響b6 was seen in S.Bruchmann-J.Schwarzenberg, Bielefeld 2005, and here I'd go for 13 公c3 0-0 14 全e3 響e6 15 公b5 響a6 16 a4 when Black's position is not enviable.

a2) 12... 響a6 is probably a better move, although defending the endgame after 13 響xa6 bxa6 14 ②c3 ②c5 15 ②g5 墓c8 16 皇e3 h6 17 皇xc5 墓xc5 18 ②f3 is a thankless task.

b) 11...鬯e7 12 b3 0-0 13 皇a3 包c5 14 包c3 單fd8 15 包a4 b6 (M.Maki Uuro-N.Alfred, Budapest 2000) 16 嘼ac1 罩xd1+ 17 罩xd1 鬯c7 18 兔xc5 bxc5 19 g3 would have left Black with great positional problems. White's plan is to exchange a pair of knights on d5 followed by pressuring the e5- and c5-pawns. Black will be lucky to keep one of them.

12 b3

Targeting the d6-square. 12...0-0 13 &a3 ॾe8 14 公c3 &f8



15 ĝb2!?

An interesting choice. Bhat decides to keep the bishops on the board to put pressure on the e5-pawn. 15 2xf8 2xf8 16 Iac1 a6 17 2d5 2xd5 18 Ixd5 f6 also looks good for White, but perhaps Black can hold on.

15...a5 16 🗏 ac 1

Black has a few problems with his position: the main one being the a8-rook, but the d5-square is also going to hurt. Bu Xiangzhi decides to develop the rook along the sixth rank, but there's no way to repair the d5-outpost.

16...ጃa6 17 ₩b5

The immediate 17 公d5 also looks very promising and 17 g4!? h6 18 h4 公c5 19 g5 公h5 20 公d5 is an interesting idea, but doesn't seem very practical to me as Black may be able to conjure up some counterplay against our exposed king.

17... 🕯 d6 18 🖓 d5 🖓 xd5 19 exd5!?

An unexpected capture. Bhat decides he wants a passed pawn and access to the e4square for his knight. 19 徵xd5 would have been more usual and after 19...公f6 20 徵d3 White still has a small advantage with the better-coordinated pieces and stronger bishop.

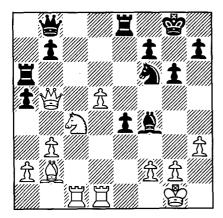
19...④f6 20 ②d2 e4!

Bu Xiangzhi exploits a tactical trick to improve the scope of his bishop and take the e4-square under his control.

21 h3

Due to the game continuation, I wonder if 21 g3 might be more accurate, controlling the f4-square. Black could try 21...e3 $(21... \& e5 22 \& xe5 \boxplus xe5 23 @c4 \boxplus h5 24$ @e3 is terrible for Black as the d-pawn will prove simply too strong) 22 & xf6 exd2 23 $\exists xd2 \& f4 24 gxf4 \boxplus xf6$, but 25 $\blacksquare d4$ keeps everything under control. With just the major pieces left on the board, the d-pawn is more important than White's compromised kingside.

21...\$f4 22 (2)c4!?



Bhat continues coming up with unexpected moves! He surmises that in the battle for the dark squares, the bishop is more important than the rook.

22...e3

Bu declines the exchange and tries to

seize the initiative himself. Grabbing the exchange must be critical, though: $22... \&xc1 23 \boxtimes xc1 e3!$ (deflecting the knight; after $23... \boxtimes d8 24 d6$ the bishop and d6-pawn totally dominate the position) 24 $\bigotimes xe3 \boxtimes d8 25 \& xf6 \boxtimes xf6 26 \boxtimes xa5$ and the knight and two pawns slightly outweigh the rook.

24 當h1 looks rather risky, but after 24...④e4 25 革c2 I don't see how Black gets any further with his attack and thus White's extra pawn should decide.

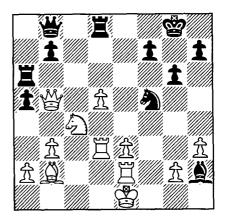
24.... 2e4 25 ≝c2 2g3+

25...這a8! is a surprising move, but looks like the best way to continue the attack. The idea is that the e8-rook is now defended so Black's queen is free to move. The most practical response looks to be 26 d6 公xd6 27 公xd6 全xd6 28 全d4 罩e6 29 罩dc1 全a3 30 罩c8+ 饗xc8 31 罩xc8+ 罩xc8 32 饗xb7 and I'd prefer White's queen, as Black still has to watch out for the safety of his king.

26 핳e1 乞f5 27 볼e2

27 罩d3 looks more accurate so that the king has an open path to the safety of the queenside: 27...罩d8 28 當d1, etc.

27...**Äd8 28 Äd**3



28....⁶g3?

The decisive mistake. I wonder if Black

just missed White's reply. $28... \& g_3 + 29 \Leftrightarrow d1$ d6 30 xd6 @xd6 would be a better bet,but White should simply be a pawn up bythis point.

29 ĝe5!

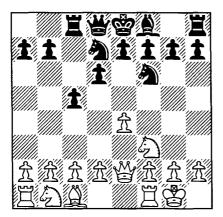
Now the h2-bishop is completely offside. 29...省名 30 基行 基合?!

And this just makes it easier.

31 d6! ₩e6 32 If6 1-0



1 e4 c5 2 公f3 d6 3 息b5+ 急d7 4 息xd7+ 公xd7 5 0-0 公gf6 6 營e2 邕c8!?



 forces him into a sideline where I think we can keep the advantage.

6...習c7 is rather a worse version of the game, as Black rarely wants the queen on c7 while the rook often wants to be on c8. 7 c3 and then:

a) 7...g6 is illogical as we have already established that c3 and d4 works well against the fianchetto: 8 d4 &g7 9 e5!? dxe5 10 dxe5 Og4 11 e6 Ode5? (11...fxe6 was better, although 12 Wxe6 Oge5 13 Obd2 Wb6 14 Wb3 favours White with his better structure) 12 Oxe5 Oxe5 13 f4 Oc6 14 exf7+ Of8 15 Od2 Od8 16 Oe4 Oxf7 17 Og5 Oxg5 18 fxg5+ Oe8 19 Ef4 Wc6 20 \blacksquare ae1 Ef8 21 Ee5 \blacksquare g8 22 Wc4 e6 23 Ed6 1-0, H.Westerinen-L.Marsa, Balaquer 2001.

b) 7...e6 8 d4 cxd4?! (8... 皇e7 would make more sense of Black's ... 鬯c7, although 9 e5 dxe5 10 dxe5 公d5 11 c4 公b4 12 公c3 a6 13 皇f4 was more pleasant for White in V.Voskanyan-A.Ghannoum, Montreal 2007; this approach reminds me of the positions we will see in the King's Indian Attack section) 9 cxd4 d5 10 e5 公e4 11 皇e3 is an improved version of the game for White.

7 c3 e6

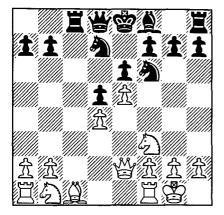
Alternatively:

a) 7...@c7 was tried by the ever-creative and sadly-missed Tony Miles, but 8 d4 cxd4 9 cxd4 d5 10 e5 0e4 11 0bd2 @c2 12 0e1 @c6 13 0b3 left him in trouble due to the lack of squares for the e4-knight. M.Ghinda-A.Miles, Dortmund 1979, continued 13...@g6 14 @b5 \blacksquare c7 when White had an extremely pleasant choice of moves. The computer points out that 15 0d3! would have been the most accurate, with the idea 15...e6 16 0f4 @f5 17 f3 0g5 18 h4, trapping the black knight.

b) 7...c4 has also been tried, cutting across White's development, but undermining the pawn with 8 b3 $\frac{10}{2}$ c7 9 bxc4

₩xc4 10 d3 ₩a6 11 c4 looks pleasant for White.

8 d4 cxd4 9 cxd4 d5 10 e5



So a French structure has been reached. This position is quite common with the bishop on e7 instead of the rook on c8. I think this difference gives us the chance to claim a small advantage.

10....⁶)e4

10...0g8!? looks strange, but is understandable once you play through the game. Black will be forced to lose tempi with his knight anyway so decides to retreat it at once when he won't have to move either his f- or h-pawns to keep the knight. Black's position is solid, but White should be slightly for preference thanks to his lead in development: 11 0c3 0e7 12 2e3 0c6 13 0e1 2e7 14 0d3 0-0 15 0g4 with some chances on the kingside.

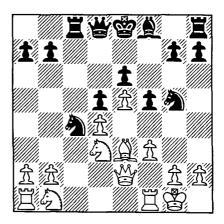
11 🗘e3

This idea has proved the most challenging. White's idea is to exploit the lack of squares for the e4-knight. Black will be forced to compromise his position somewhat to get the knight to safety.

11...₩b6

A typical French move although perhaps here it's not so useful, as d4 is securely defended and Black's knights are a long way from c6. Practice has also seen:

a) 11...②b6 was Kasparov's choice. It was only in a simultaneous, but the fact that Kasparov lost the game must bode well for our choice: 12 ②e1 ②c4 13 ③d3 (13 f3 doesn't yet trap the knight as Black has 13...③c5! 14 dxc5? ③xe3) 13...f5 14 f3 ③g5 was M.Wahls-G.Kasparov, Hamburg (simul) 1985.



Here White could have tried 15 &xg5!? (15 Od2 Oxe3 16 Wxe3 &e7 17 \blacksquare ac1 also looks a little better for White), since in this position the knights look stronger than the bishops as White can use both the c5- and f4-squares. After 15...Wxg5 16 \blacksquare c1 Wd8 17 Od2 White has the better chances: for example, 17...Wb6 18 Ob3 \pounds e7 19 Obc5 0-0 20 b3 with a small edge.

b) 11...\$e7 would be the most sensible, completing development, and after 12 and we have:

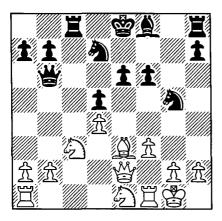
b1) 12...f5 13 2 d d 3 0-0 14 f3 2 d g 5(M.Ghinda-M.Chandler, Lucerne 1985) 15 2 d c 3 when White's advantage is not large, but again Black lacks counterplay and we can start to press on both sides of the board. Black has to watch out for his e6pawn, while we should keep in mind sacrificing a knight on d5 to start our central pawns running down the board. b2) 12...h6 is another way to keep the knight, but does nothing to prevent a white pawn thrust on the f-file: 13 f3 265 14 263 0-0 15 23d 26 was J.Rueberg-S.Ottens, German League 2009, when the most accurate follow-up looks to be 16 Zac1 20 17 f4 264 (17...2h7 18 f5! looks great for White) 18 2xe4 dxe4 19 2f2 Zxc1 20 Zxc1 f5 21 g4! and White has the start of a decent attack.

12 De1 f6

The usual way to keep the knight, but here White can seize a strong initiative. 12...h6 is the alternative way to keep that knight which would be similar to note 'b2', above.

13 f3 🖄g5 14 🖄d3

Instead 14 exf6! would have exploited Black's early ... 響b6: 14...gxf6 (14...公f7!? is probably necessary, although White is still better after 15 fxg7 15... 皇xg7 16 公c3 0-0 17 罩d1 公d6 18 f4 as there can't be enough for a pawn here) 15 公c3.



White takes the e4-square away from Black's knight, leaving him with severe problems. White's main threat is to push his f-pawn to f5, while 16 2xd5 and 17 2xg5 is also threatened:

a) 15...\$g7 16 f4 2e4 (16...2f7 17 f5 is already almost winning) 17 2xe4 dxe4 18

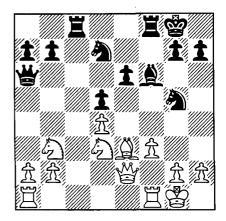
f5 exf5 19 d5 習d6 20 習h5+ 含d8 21 罩xf5 and White is in complete control.

b) 15... \$e7 16 ⁽²⁾d3!? (again 16 f4 is possible with a clear advantage after 16...⁽²⁾e4 17 ⁽²⁾xe4 dxe4 18 f5) 16...0-0 17 \$f2 shows another plan that White can employ. The e6-pawn is weak and Black will now no longer be able to jump his knight back into e4.

14...ዿe7 15 🖄 d2

15 (2)c3 0-0 16 exf6 (2)xf6 17 (2)e5 (2)b8 18 f4 must be a little better for White with his commanding knight on e5.

15...0-0 16 ②b3 鬯a6 17 exf6 皇xf6



A typical French-like position has arisen. Black has a vulnerable backward e-pawn and has given away an outpost on e5. Therefore he will try to play ... e6-e5 to liberate those weaknesses, although that will leave him with an isolated d-pawn. Meanwhile he has some play against our d4-pawn, down the c- and f-files and he can try utilizing the c4-square. I believe objectively White should be a little better and, more importantly from a practical perspective, these positions are difficult to play with the black pieces unless you have a good grounding in the French. As your opponent started with 1....c5 rather than 1...e6, we can presume he won't feel very comfortable here.

18 **Ξfe**1

18 習d2 创f7 19 创dc5 创xc5 20 创xc5 is an alternative way to proceed.

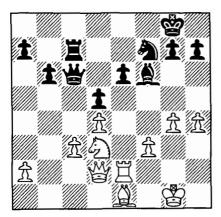
18... 신f7 19 皇f2 신d8 20 발d2 발b5 21 신bc5 신xc5 22 신xc5 발e8 23 트ac1 트c6 24 트c3 트f7

Over the last few moves lordachescu has taken over the initiative, although he is still only a little better. At this point he decides to expand on the kingside.

25 h4!?

White isn't intending to pawn storm for a mating attack, but is trying to grab squares and suffocate Black.

25 心d3 would be a quiet alternative trying to make something on the queenside. 25.... 萬行7 26 萬e2 b6 27 公d3 萬xc3 28 bxc3 習c6 29 皇e1 公行 30 g4



A continuation of the same strategy. If we can push Black's pieces away from e5 then we will have a pleasant advantage. The c3-pawn is a potential weakness, but for the moment it's defended satisfactorily.

30...**⊈d**8

30... 全e7 would prevent White's following possibility.

Missing the chance to play 31 🖄 g3! with

the idea of 31...疍c8 32 公f4! followed by exchanging the c3- and e6-pawns when Black's king will become very vulnerable, i.e. 32...鬯xc3 33 罩xe6 and then:

a) 33...當f8 34 鬯xc3 邕xc3 35 邕e2! g6 (35...邕xf3 36 ②e6+ 鸷g8 37 鸷g2 邕a3 38 ②xd8 picks up a piece) 36 皇e1! 邕xf3 (36...邕c1 is the lesser evil, although 37 鸷g2 picks up the d5-pawn) 37 皇b4+ 鸷g7 38 ③e6+ 鸷g8 39 鸷g2 邕f6 40 ③xd8 ④xd8 41 邕e8+ again wins a piece.

31...邕e7 32 皇g3 皇c7

Black gets closer to the draw.

35 f4 當f8 36 h5 might be the best way to try for something, although Black is pretty solidly placed.

35...含f8 36 含h3 含e8 37 鬯b1 含f8 38 鬯e1 含e8 39 鬯e2 含f8 40 含g2 含e8 41 鬯d2 公d8 42 邕e2 公c6 43 h5 ½-½

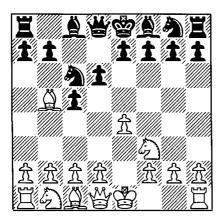
White still has his small advantage and he could carry on playing forever if he wished, but against an opponent rated 100 points higher he decides the chances that he will win are sufficiently low to offer a draw.

Conclusion

Recapturing with the knight on move 4 doesn't enjoy a very good reputation, but it is a solid option and not easy to crack. The lines examined in this chapter have similar themes to Chapter Three and give White good chances of obtaining the better game. Special care should be taken over the subvariations seen in Games 22 and 24 where Black tries to cross our plans.

Chapter Four The Hybrid Variation

1 e4 c5 2 🖄 f3 d6 3 ዿ b5+ 🖄 c6



Black's most aggressive response to 3 \$b5+. It is known as the Hybrid Variation as it is a mix of the 2...d6 and 2...2c6 systems. Black allows a structural deficiency in return for the bishop-pair and rapid development. White's main move is 4 0-0, but I have decided to advocate capturing on c6. Not only is it easier if we play the same way against all of Black's replies after the sequence 1 e4 c5 2 2f3 2c6 3 2b5, but I also believe it gives White good chances to seize the initiative.

4 ₤xc6+

This line was endorsed by Mr 2b5 him-

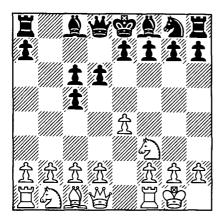
self, Sergei Rublevsky, in August of last year against a highly-rated opponent and so I can hardly be accused of offering an obscure line!

4...bxc6 5 0-0

Here Black has various ideas which will be examined in the illustrative games. Knowledge of Black's different options is necessary as play can become quite theoretical. If Black remains passive then we will be able to exploit our structural advantage and thus Black will likely try to unbalance the position.

In Games 25 and 26 we study the quieter lines in which White is allowed to conduct his plan of opening in the centre. Games 27-29 show Black employing direct methods, but as we shall see, these are very risky. Game 30 features the topical 5...\$g4 where White takes a structural advantage, but has to be careful defending his exposed king. The final two games of the chapter show sub-optimal plans for Black, which give us a very easy game.

Repertoire Outline



5...e5

Grabbing the centre thus has been the most common. Others:

a) 5...e6?! has been played by some strong players, including once yours truly, but 6 e5 leaves White with a very pleasant position.

b) Likewise, 5... bf6 allows 6 e5!. Both lines are investigated in Game 32.

c) 5...g6 is a position that can also be reached in the following chapter, but 6 d4 looks promising – see Game 31.

d) 5... 2g4 is highly topical and has been the highest-rated choice. See Game 30 for the latest theoretical debate.

6 c 3

Here we will try to undermine Black's position quickly with c2-c3 and d2-d4, exploiting our lead in development.

6....⁄Df6

This is the main line, but Black also has:

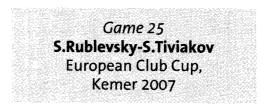
a) 6...g5 is the most aggressive try, but after Garry Kasparov demolished Judit Polgar we haven't seen many takers for the black side. This is covered in Game 29 which also looks at the rare options 6... (2) e7 and 6... (2) a6.

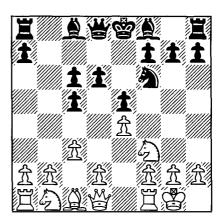
b) 6...f5 is most important line to know and has been played by many strong players. This is another very aggressive response, but extremely risky when Black is so far behind in development. If White plays accurately he has a very good position. However, you need to make sure you feel comfortable and can remember the theory – see Games 27 and 28.

c) 6.. \$ g4 is a more solid response and is likely to transpose to the 7.. \$ g4 lines of Game 25.

7 Äe1

Now Black has two options. Either he can fight for the centre with 7...\$g4, which has been slightly the more popular and is featured in Game 25, or he can simply develop with 7...\$e7 as seen in Game 26.





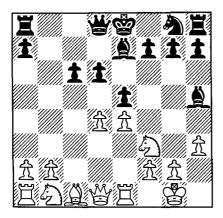
Black's most sensible move. He develops a piece and hits our e4-pawn.

6... 身g4 is likely to transpose to the game continuation, although White isn't obliged to play 罩f1-e1. Here we should immediately put the question with 7 h3:

How to Beat the Sicilian Defence

a) 7...&xf3 8 extsf3 Δ f6 and here 9 Δ e1 would transpose back to the main game, although Meier chose a quieter option with 9 d3 in a recent game, exploiting the fact that the rook doesn't need to move yet. Following 9...&e7 10 Δ a3 0-0 11 Δ c4 Δ e8 12 &g5 White already had a pleasant positional plus. Black tried 12... Δ d7?!, but 13 Δ xd6! f6 14 Δ xe8 fxg5 15 Δ xg7 &xg7 16 Δ g4 Δ f8 17 h4 left him struggling in G.Meier-A.Wirig, French League 2009.

b) 7...皇h5 8 罩e1 皇e7 (8...②f6 would transpose to Rublevsky-Tiviakov) 9 d4 cxd4 10 cxd4 with a further divide:



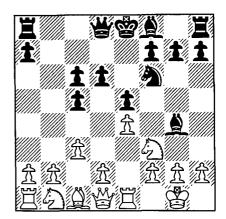
b1) 10...皇xf3 11 鬯xf3 exd4 was seen in A.Prihotko-T.Sukha, Alushta 2001, when 12 皇f4 followed by e4-e5 next move is likely to win back the pawn with a very pleasant position. Black could try 12...c5 13 e5 d5, but 14 ②a3 a6 15 ②c2 with the idea of 16 b4 would leave him struggling as he cannot develop his kingside.

b2) The immediate 10...exd4 was preferred in M.Klinova-B.lvkov, Wijk aan Zee 2001, but 11 g4! 皇g6 12 營xd4 公f6 13 e5 dxe5 14 營xd8+ 簋xd8 15 公xe5 would have left White with a pleasant edge.

7 Ïe1

7 d4!? has also been tried, but recently Black's been holding his own here after 7...②xe4 8 鬯a4 鬯b6 9 墓e1 f5 10 dxe5 d5 11 c4 鬯a6 12 鬯xa6 皇xa6 13 cxd5 cxd5, although it's possible that White might find a way to an advantage in this line.

7...**≗**g4



Fighting for the centre and trying to cut across our plan to open the position with d2-d4.

8 h3

Putting the question to the bishop immediately. It's useful having the bishop on h5 before we break in the centre so that the bishop cannot retreat back to e6.

8....倉xf3

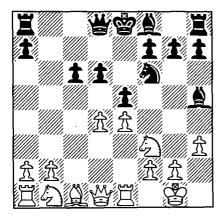
Black stops White's d2-d4 break, but at the cost of giving up his advantage of the bishop-pair. White will always be a little better now thanks to his structural advantage (i.e. Black's doubled c-pawns), and Black is rather passive.

8...2h5 is the alternative. The positions after 9 d4 are similar to those reached after 8 d4, which is another main line, but here Black's bishop has already been forced to h5. This means the bishop often becomes offside and sometimes we can even play g2-g4 disrupting Black further. Now:

a) 9... এxf3 doesn't make so sense here as Black isn't winning a pawn after 10 響xf3 cxd4 11 cxd4: a1) Indeed, 11...exd4?! doesn't win a pawn as 12 e5 dxe5 13 營xc6+ 公d7 14 室xe5+ already wins the pawn back and, moreover, 14...象e7 15 公a3 트c8 16 營a4 0-0 17 트d5 公b6 18 트xd8 公xa4 19 트xd4 leaves White a pawn up. Following 19...公b6 20 象e3 Black can weaken White's structure with 20...象xa3 21 bxa3 트c3, but he will have to defend a very unpleasant bishop versus knight endgame.

a2) 11....皇e7 12 dxe5 dxe5 13 酇g3 (13 營d1!? Ѷc7 14 皇e3 0-0 15 ②d2 罩ad8 16 ②c4 also looks very pleasant) 13...0-0 14 皇h6 ②e8 15 皇e3 ②d6 16 ②d2 left Black under significant pressure on both sides of the board in Zhang Zhong-M.Paragua, Manila 2008. He has to watch out for his e5-pawn and 皇h6 ideas, while he has a permanent structural weakness due to his fractured queenside pawns.

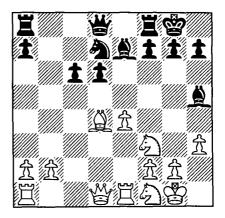
b) 9...cxd4 10 cxd4 and then:



b1) Again we would be very happy to see 10...exd4?!. Here we'd see a major difference with 8 h3 单h5 thrown in, namely 11 e5 dxe5 12 g4! and Black loses a piece: 12...②xg4 (12...皇g6 13 ②xe5 wins immediately as Black has no good way to prevent 14 ③xg6 or 14 ③xc6, since 13...皇e4 14 ④d2 鬯d5 15 ④d3 皇e7 16 ③xe4 ④xe4 17 鬯e2 wins the knight) 13 ④xe5! ④xe5 14 罩xe5+ &e7 15 \bigotimes xh5 0-0 and in C.Chase-M.Khachiyan, Las Vegas 2004, somehow Black drew the game, but here White is clearly better with his extra piece. He should bring his knight into the centre immediately with 16 \bigotimes d2 when there are zero problems with his king, and thus should be able to covert the extra piece without difficulty.

b2) 10...Wc7 11 Obd2 ec7 12 dxe5 dxe5 13 Oc4 \blacksquare d8 was tried in S.Rublevsky-R.Leitao, Poikovsky 2001, when the most accurate is 14 ed2 ec5 15 Wb3, as 15... \blacksquare b8 16 ea5! Wc8 17 Wc3 picks up the e5-pawn.

b3) After 10...公d7 11 息e3 息e7 12 公bd2 exd4 (or 12...0-0 13 鬯c2 鬯c7 14 邕ec1 邕ac8 15 b4 鬯b7 16 邕ab1 息g6, as in O.Golovkina-N.Kharmunova, Moscow 2008, and then 17 dxe5 dxe5 18 邕b3 would again have left White with an edge thanks to Black's weakened queenside) 13 息xd4 0-0 14 公f1 Black has the bishop-pair, but his bishop is a little offside on h5 and we have good chances to target his vulnerable c6- and d6-pawns.



An added bonus, as we'll see here, is that we can start a quick kingside initiative thanks to our strong dark-squared bishop: 14...@a5 (14...@f6 is suggested as an improvement by Psakhis, although White still has the better chances after 15 @1h2 @i8816 @ic1 c5 17 @xf6 @xf6 18 @d5 @xf3 19 ②xf3 with two pawn islands against three and we can focus attention on Black's backward d-pawn) 15 皇c3 鬯c7 16 ②g3 皇xf3 17 鬯xf3 ②e5 18 鬯e3 g6 19 f4 ③d7 20 ②f5! 皇f6 21 皇xf6 ②xf6 22 鬯d4 gxf5 23 鬯xf6 and White had a great position in S.Rublevsky-M.Sorokin, Russian Team Championship 2005.

c) 9...④d7 10 皇e3 cxd4 11 cxd4 transposes to variation 'b3'.

9 ₩xf3 ዿe7 10 d3

An improvement over Rublevsky's previous game. There he tried 10 0a3 0-0 11 0c4?! (11 d3 would likely transpose back into our main game) 11...d5! 12 0xe5 dxe4 13 We2 Wd5 14 0g4 Efe8 in S.Rublevsky-E.Alekseev, Poikovsky 2007, but here White's hole on d3 and problems developing his queenside are more relevant than Black's doubled c-pawns.

10...0-0 11 🖄 d2 🖄 e8

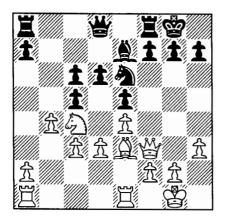
Tiviakov has a couple of ideas with this move. Firstly, he wants to relocate the knight to e6, thereby controlling the important c5- and d4-squares and therefore make it harder for Rublevsky to break open the position. Secondly, Black wants to exchange the dark-squared bishops to make his defensive task easier. This move may look strange at first sight. White exchanges his good pawn for one of Black's doubled c-pawns. However, White needs to open up some lines on the queenside for his pieces. Now the c6-pawn can be targeted by a subsequent \(\begin{bmatrix} c1. \)

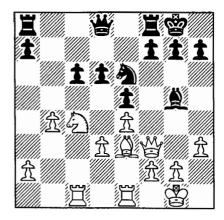
I wonder too if we could flick in 14 33 g4!? to deter the bishop exchange on g5 and prepare opening the f-file. Certainly 14...2g5 15 2xg5 2xg5 16 f4 (16 2xd6 2xh3+17 3xh3 3xd6 is not so clear; true we have a much better structure, but Black has play down both the b- and d-files) 16...exf4 17 3xf4 d5 18 2d6 with an edge.

14...cxb4 15 cxb4 🔒 g5

Tiviakov deviates from a previous game by Rublevsky. There his opponent played 15... 谢d7 16 罩ac1 罩fc8 17 罩c2 罩ab8 18 a3 全d8 19 罩ec1 全b6 20 谢g4 g6 21 公xb6 axb6 22 d4 exd4 23 全xd4 c5 (S.Rublevsky-P.Tregubov, Krasnoyarsk 2007) when 24 全a1! would have left White with good attacking chances, with control of the open diagonal. Black's king looks very loose to me. After seeing this game it's understandable why the Dutch Grandmaster chose to exchange dark-squared bishops immediately. **16 罩ac1**

12 2c4 2c7 13 2e3 2e6 14 b4





We want Black to exchange bishops on our terms and to remove the d4-outpost

from his grip. An interesting position has arisen. White will put pressure down the cfile towards the pawn on c6 and if possible will also want to play d3-d4, rectifying a structural weakness and opening the d-file, while putting pressure on the d6-pawn.

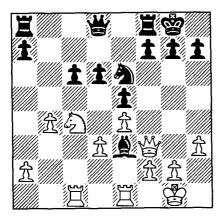
Tiviakov later repeated this position against the amiable Anglophile Russian Peter Svidler. He deviated with 16 罩ab1 全xe3 17 fxe3 罩b8 18 罩ec1 (18 罩f1 makes sense as the rook makes its way here in a couple of moves anyway) 18... 閏d7 19 徵g4 葦fd8 20 a3 h6 21 罩f1 and in P.Svidler-S.Tiviakov, German League 2008, a draw was agreed. White still has slightly better chances even if Black is pretty solid.

16...\$xe3

Black might also delay the exchange, but after 16... 省d7 17 省g4 he has to do something with his bishop:

a) 17....皇f6 18 a3 with a slight edge for White is an illogical line given by Ftacnik. If Black wants to keep bishops on the board then why did he play 15....皇g5?

b) 17...\$xe3 18 fxe3 \arrow ab8 19 a3 \arrow fd8 20 \arrow ed1 is optimistically evaluated as a clear advantage to White by Ftacnik. True, we have the easier position and Black is forced to wait for our break with d2-d4, but then we will only have a small advantage.



17 fxe3!

Of course we should capture with the pawn here. We get rid of Black's outpost and prepare to break in the centre with d3d4. In some positions we can also utilize the semi-open f-file. Black's main issue here is that he struggles for play while we have a few different ideas we can employ: targeting the c6-pawn, breaking with d3-d4 followed by hitting the pawn on d6, advancing on the queenside and playing on the ffile.

17....省d7

17... 48 18 a3 c5 is a possible bid for play by Black and at least prevents us opening the centre, although after 19 461 (Ftacnik) Black has to be very careful. We have the strong positional threat of 20 b5! when we would be strategically winning as Black would not be able to stop the pawns indefinitely.

18 🗷 ed1! 🖾 ad8 19 d4

19 h4!? is an interesting prophylactic idea, preventing the ... 295 of the game.

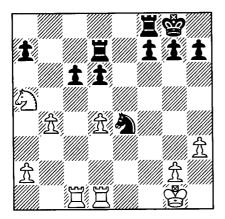
19...exd4 20 exd4 ②g5 21 鬯f5 ②xe4

Tiviakov uses a tactic to simplify further, but he still has an unpleasant task before him. Instead 21... $\forall xf5$ 22 exf5 \bigcirc e4 23 \bigcirc a5 would be a culmination of White's strategy as the c6-pawn drops.

Rublevsky decides to test Tiviakov in the ending.

22 徵xe4 also looked promising: 22...d5 23 徵f3 dxc4 24 邕xc4 徵e6!? (24...邕c8 25 邕e1! is rather unpleasant for Black; after 25...邕fe8 26 邕xe8+ 徵xe8 27 徵c3 徵e4 28 a4 a6 29 會h2 preparing the b4-b5 break would put Black under a lot of pressure) 25 邕xc6 (25 徵xc6 徵e2 gives Black decent counterplay) 25...徵xa2 26 徵c3 would give White the better chances with his passed pawn in the major piece middlegame.

22...**¤xd7** 23 ⁄ a5



So White regains his pawn and can now start to use his queenside majority. Black's position continues to be awkward to handle.

23...f5

Activating the rook and a logical try for counterplay.

24 🕗 xc6 f4

25 邕d3!

Eyeing the a7-pawn, which of course must be defended or the connected passed pawns will roll home.

25...d5

The computer suggests 25....\u00edc7, with the idea of 26 \u00eda3 (26 d5!?) 26...\u00edb8!, although we still have unpleasant pressure following 27 \u00edle1 \u00edle1 \u00edc6 28 \u00edlexe4 \u00edle7 29 \u00edla4! when Black is left with three vulnerable pawns (a7, d6 and f4).

26 Ia3 Ia8

A horrible-looking move to play, but

26...邕ff7 failed to defend the pawn: 27 ②xa7! 邕xa7? 28 邕c8+.

27 b5

27 罩a5!? was an alternative plan, overloading Black's rooks, when 27...g6 28 公e5 罩b7 29 公d3 picks up a pawn.

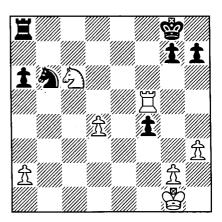
27...Ib7 28 Ib1

28 b6!? was another promising idea: 28... $\mathbb{E}xb6$ (28...a6 29 $\mathbb{E}e1!$ threatens $\mathbb{E}a3$ -b3 next move, while if Black takes, 29... $\mathbb{E}xb6$, then 30 $\mathbb{O}e7$ + is an even better version for White) 29 $\mathbb{O}e7$ + $\frac{1}{2}f7$ 30 $\mathbb{O}xd5$ $\mathbb{E}b7$ 31 $\mathbb{O}xf4$ and again White is a pawn to the good.

28...∕ົ∆d6 29 ॾa5 a6

This loses a pawn, but it was hard to offer any good suggestions: for instance, 29...心c4 30 罩a6 公d2 31 罩d1 公c4 32 a4 會f8 33 罩e1 and Black can hardly move.

30 b6 公c4 31 罩xd5 罩xb6 32 罩xb6 公xb6 33 罩f5

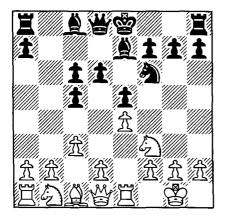


A transformation of advantages. Now Black is unable to defend the f4-pawn and thus is just going to be a pawn down. Rublevsky now shows perfect technique to convert.

33...g6 34 基xf4 公d5 35 基e4 基c8 36 基e6 基c7 37 基d6 公c3 38 公e5 安g7 39 d5 公xa2 40 基e6! 安f8 41 d6 基c8 42 基f6+ 安g8 43 d7 基d8 44 基f7 公b4 45 基e7 安f8 46 基xh7 g5 47 公g6+ 1-0



1 e4 c5 2 ②f3 ②c6 3 호b5 d6 4 호xc6+ bxc6 5 0-0 e5 6 c3 ③f6 7 프e1 호e7



Black's alternative plan. He doesn't worry about the battle for the d4-square and instead completes his development on the kingside.

8 d4 cxd4

8...公d7 was once tried by a grandmaster, but after 9 dxe5 dxe5 10 公a3 鬯c7 11 公c4 皇a6 12 公e3 g6 in V.Yandemirov-S.Voitsekhovsky, St Petersburg 1999, 13 c4!? 0-0 14 皇d2 罩ad8 15 鬯a4 would have left Black with a very ugly position.

9 cxd4 exd4

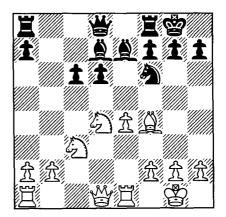
Black relieves the pressure in the centre immediately. Otherwise:

a) He can also try to hold on to his e5pawn with 9...鬯c7 10 dxe5 dxe5 11 ②bd2, leading to:

a1) 11...全a6 12 智c2 0-0 13 公c4 公d7 14 全d2 f6 15 罩ac1 含h8 16 公h4!? 公c5 was seen in V.Nevednichy-N.Fercec, Bosnjaci 2005. Here after 17 公f5 公e6 the aesthetically pleasing 18 公cd6! would have left Black under intense pressure. The idea is 18... \hat{a} xd6 19 習xc6 which regains the piece with a pawn advantage.

b) 9...0d7 has also been tried by a couple of grandmasters, but after 10 Wc2 0b7 11 dxe5 dxe5 (11...0xe5 12 0xe5 dxe5 13 Id1 Wc7 14 0e3 0-0 15 0c3 looks terrible for Black to me) 12 0bd2 Wc7 13 0c4 0-0 14 0d2 I can't see what Black has for his compromised structure. You should remember the manoeuvre 0b1-d2-c4 followed by 0c1-d2 as a strong idea in this structure, since Black will have problems defending against 0d2-0a5, 0d2-c3 and 0c4-a5.

10 🖄 xd4 🚊 d7 11 🖄 c3 0-0 12 🚊 f4



This is a typical position for the variation. White has more space and an easy plan of directing all his pieces at Black's hanging c6- and d6-pawns. Black is rather passive, but he hopes to soak up the pressure, defend his pawns and eventually exploit his bishop-pair advantage.

12...₩b6

Alternatively:

a) 12...d5 was tried by a young Levon Aronian, but following 13 exd5 公xd5 14 公xd5 cxd5 15 營f3 急f6 16 急e5 急xe5 17 基xe5 營b6 18 營c3 邕ac8 19 營d2 Black was left suffering with his isolated pawn, V.lordachescu-L.Aronian, Bucharest 1999.

b) 12....²e8 has been Black's usual choice here, bringing the rook into the game and giving the bishop a retreat square. Then 13 h3 was played in a recent game, giving the bishop a retreat square and preventing Black from using the g4-square. After 13....2f8 White broke immediately with 14 e5 but failed to obtain an advantage in Z.Andriasian-R.Mamedov, Ohrid 2009. Instead 14 ⁽²⁾f3!? looks to give good chances to keep an edge: for example, 14....2e6 15 ¹¹C2 ¹¹Wa5 16 ¹²Gad1 ¹²Gad8 17 ¹²Ge3!, intending to double on the d-file or perhaps even swing to g3 to start proceedings on the kingside.

13 **省**d2

13 罩b1!? looks rather strange, but would allow the queen to go to d3, i.e. 13...罩fe8 14 h3 (stopping Black being able to use the g4-square, an idea we've seen before) 14...全f8 15 b4 h6 16 營d3 and White is definitely making progress.

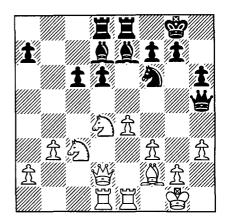
13....Ξfe8 14 Ξad1 Ξad8 15 ዿ g5!

Tiviakov has all his pieces on good squares so starts to manoeuvre and wait for Black to tire. The c6- and d6-pawns are currently defended satisfactorily, so Tiviakov plans on getting his bishop to its best square. The position is much easier for White to play as Black must be very patient. As will be seen in the game, moving the central pawns is not a good idea, but in the meantime Black has three vulnerable pawns to defend.

15...h6 16 龛h4 ₩b7 17 b3 ₩b4 18 h3

18 f3 would make sense immediately, but there's not so much difference. It's useful, though, to point out that 18... (2)h5?? loses to 19 (2)xe7 (2)xe7 20 (2)d5!.

18...省c5 19 f3 智h5 20 皇f2



So the bishop now targets a further weakness in Black's camp, the a7-pawn. Black has been unable to do anything effective over the last five moves.

20...d5

Noritsyn gets tired of waiting, but this allows the start of a pawn storm and gives away the c5-square. However, Black already seems to be in some trouble, as shown too by:

a) 20...習a5?! 21 公d5! 智xd2 22 公xe7+ 基xe7 23 基xd2 would leave Black with problems defending his dark squares.

b) 20...호f8 21 ②de2 c5 22 ③f4 響e5 23 ③d3!? 響e6 24 ③b2! 호c6 25 ②c4 and White would have definitely taken the upper hand.

21 e5

Tiviakov decides to keep the pieces on the board, although 21 exd5 looked very tempting. The endgame that arises after 21... 2xd5 22 2xd5 23 23 22 2xd5 23 ideal, but White was threatening 24 266) 24 27525752525225225very bad for Black as he is left with his queenside weaknesses. I'm surprised Tiviakov didn't try this, although the game is also very promising for White.

21....Ý)h7 22 f4

Now Black has to be very wary of the kingside pawns causing damage to both his king and queen.

22...₩g6

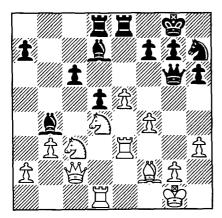
The queen needs to get out of there.

Trying to relocate his knight with 22...②f8 would allow 23 ②ce2! c5 (23...資g6 is too late now as 24 f5! 氢xf5 25 ③f4 鬯h7 26 ③xc6 picks up a pawn) 24 ③g3 鬯g6 25 f5 鬯g5 26 鬯xg5 hxg5 (26...氢xg5 27 ③f3) 27 e6! which is very strong.

Continuing the theme of attacking Black's queenside pawns.

23...**≜**b4

23...豐xc2 24 公xc2 leaves Black with problems defending his a7-pawn. 24 革e3



24...c5?

This oversight loses the game.

24...豐xc2 was better, although 25 2xc2 全f8 26 2a4 would definitely leave White the one in control as the bishop on f2 dominates the board.

25 邕g3! 獣xc2

26 🖄 xc2

Black's hanging pawns are... hanging. Unfortunately for Noritsyn he has no way to keep material parity.

26...d4

26... 皇e6 27 公xb4 cxb4 28 公b5 would win at least a pawn, as 28...a5?! 29 公d6 邕e7 30 f5 is curtains.

27 🖄 xb4 dxc3

Or 27...cxb4 28 2e4 and the d4-pawn drops while the knight jumps in to d6 with decisive effect.

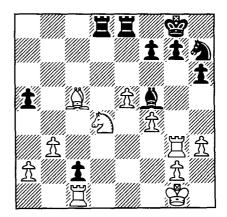
28 🕯 xc5

So Tiviakov has won one pawn, while the one on c3 is currently more of a weakness than a strength.

28...a5 29 🖄 c2 😫 f5 30 🖄 d4

30 基xd8 基xd8 31 创d4 c2 32 基c3 创f8 33 单d6 was the simplest path to victory.

30...c2 31 **ℤc**1



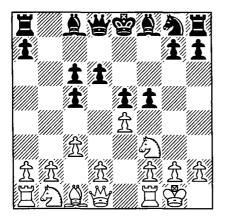
31...Äxd4

Desperation, but the c2-pawn will not cause White any major problems.

31...單d5 was the alternative, but after 32 單c3 f6 33 公xc2 皇xc2 34 單3xc2 fxe5 35 單e1 I expect someone of Tiviakov's experience would convert easily. 32 兔xd4 墨d8 33 兔b2 创f8 34 墨e3 创e6 35 g4 兔d3 36 f5 创f4 37 當f2 g6 38 e6! fxe6 39 fxe6 g5 40 e7 墨e8 41 兔e5 兔g6 42 兔xf4 gxf4 43 墨e5

Now Black doesn't have any saving chances as his rook is completely tied down. 43...當行 44 當行 當行 45 當太行 44 46 bxa4 單c8 47 單e2 單c4+ 48 當g3 嘼c3+ 49 當h4 嘼c8 50 嘼cxc2! 1-0



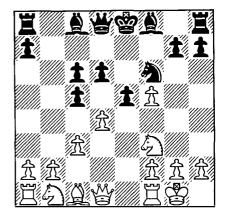


An aggressive response. Black tries to take over the centre immediately, before we have played d4 ourselves. The move is very risky as Black has not yet developed any pieces and the ensuing positions are very complicated.

Taking back the pawn is the most logical move, but Black has tried a couple of risky alternatives.

a) 7... 全e7!? has been tried by Halkias a couple of times, but not really caught on: 8 習a4 營c7 9 d4 e4 10 ②g5 皇xf5 11 f3! exf3 was D.Solak-S.Halkias, Vrsac 2008, and here 12 ②xf3 ②f6 13 dxc5 leaves White with a comfortable edge.

b) 7...②f6 was employed by a young Grischuk, but looks very risky after 8 d4 and then:



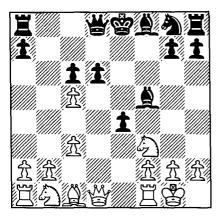
b1) 8...e4 9 2g5 (9 2e1 also looks promising, as the 9... 象xf5 10 dxc5 dxc5 11 ₩xd8+ 邕xd8 12 ②e5 邕d6 of S.Nyysti-A.Grischuk, Reykjavik 2000, must favour White despite Rowson being enthusiastic about Black's position; here 13 2d2 ge7 14 ②dc4 邕e6 15 盒f4 is very similar to the position reached in the note to Black's 9th move in our main game) 9...d5 (9... 皇xf5 10 f3!, as pointed out by Palliser, looks extremely dangerous) 10 f3 h6 11 De6 &xe6 12 fxe6 盒d6 13 fxe4 dxe4 14 皇e3 0-0 15 创d2 and even once the e6-pawn is recaptured, Black will stand worse with his compromised structure, D.Marciano-J.Lautier, Besancon 1999.

b2) 8...cxd4 9 cxd4 e4 is similar to the next game, but here we don't have the trick of 10 鬯c2. However, after the 10 ②g5 d5 (10...兔xf5 11 f3 is very dangerous for Black) 11 f3 h6 12 ②e6 兔xe6 13 fxe6 兔d6 14 ②c3 0-0 of F.Vallejo Pons-B.Predojevic, Moscow 2007, and then the long line 15 fxe4 dxe4 16 鬯e2 鬯c7 17 q3 (17 兔d2!?, not worrying about 17....皇xh2+ 18 當h1, is another valid attempt at retaining the advantage) 17....這ae8 18 ②xe4 邕xe6 19 邕xf6!? gxf6 20 盒xh6 f5 21 營c4 營f7 22 盒xf8 盒xf8 23 ②d2 盒h6 24 營d3 邕e3 25 營f1 (Palliser) White should convert his extra material.

8 d4 e4

This is extremely dangerous and after closely analysing the line, I have to say plain bad. Normally Black first exchanges in the centre with 8...cxd4 which we will see in the next game, Tiviakov-Murariu.

9 dxc5!



A very dangerous piece sacrifice which I'm surprised hasn't been played more often.

9...exf3

Instead 9...dxc5 10 $\forall xd8+ \exists xd8$ (M.Savic-N.Bojkovic, Belgrade 2001) 11 265 $\exists d6$ (or 11...& d6 12 $2xc6 \exists d7$ 13 2d2 and there's no way to trap the knight) 12 2d22f6 13 2dc4 $\exists e6$ 14 h3 looks great for White, with Black's structure extremely ugly. We plan to play 15 g4 just to make sure we have no problems with the knight on e5, while if 14...h5 15 &g5 &e7 16 \exists ad1 0-0 17 \exists fe1 \exists e8 18 h4 Black would be bound down completely.

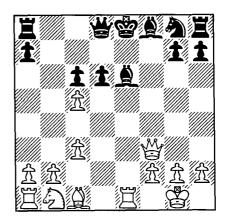
Alternatively:

a) 10...營d7 was played almost ten years later in the only other game I can find that went this far. Unfortunately for Black after 11 邕e1+! he had great problems keeping his extra piece:

a1) In R.Chavez-S.Abu Sufian, Dresden Olympiad 2008, 11...\$d8 12 g4! regained the piece, leaving White material up while Black's king still has problems.

a2) 11...&e6 12 @f5 &e7 manages to keep the extra piece, but 13 @d2! $\equive8$ 14 cxd6+ &d8 (or 14...@xd6 15 @c4 @d5 16 &g5+ @f6 17 @f4 and Black's king won't survive) 15 @a5+ &c8 16 @c4! &xd6 17 @xd6+ @xd6 18 @a6+ &d7 19 &f4! @xf420 @xa7+ @c7 21 $\equivad1+$ &d5 (if 21...&c822 @a8+ @b8 23 @xc6+) 22 @xc7+ &xc7 23 $\equivxe8$ leaves Black completely lost.

b) 10...&xb1? is a suggestion by Palliser, but 11 $\$ xc6+ &f7 12 $\$ d5+ &g6 13 $\$ xb1 looks terrible for Black. White already has three pawns for the piece and Black's king is walking in the middle of the board by itself. If Black tries at least to grab a pawn back with 13...dxc5 then 14 $\$ e4+ &f7 15 $\$ c4+ &g6 16 $\$ g4+ &f7 17 $\$ d1 $\$ e8 18 $\$ d7+ &e7 19 &g5 followed by $\$ b1-e1 wins. **11** $\$ e1



Keeping up the pressure. 11 營xc6+ 當f7 12 營b7+ 當q6 13 邕e1 also looks possible, with a dangerous initiative. 11...當d7

The king must get off the e-file.

11.... @d7 12 @f5 @e7 13 @d2 @e8 14 cxd6+ @xd6 15 @c4 @d5 16 @g5+ @f6 17 @f4 @f7 is another line previously offered as unclear, but in reality White is already winning with 18 @e5+ @g8 19 @ad1 @c520 @xf6 gxf6 21 @g4! when Black cannot hold back the tide of white pieces descending on his position: 21....@g7 22 @xf6+ @xf623 @xf6 @e7 (23...@f7 24 @xe8+ @xe8 25 @d8 @f8 26 @e5 @f7 27 @d3! @g8 28 @e6+ @g7 29 @f3 also wins) 24 @h6 @f7 25 @d3@f5 26 @g5+ @g6 27 @xe8+ @xe8 28 @d8 is one winning line.

12 cxd6

Rublevsky should have continued developing with 12 \$f4!. Then:

a) 12...0f6 13 cxd6 is pretty terrible for Black as he is not able to move his f8-bishop and thus coordinate his pieces, since 13...0xd6? drops a piece to 14 0xd6 0xd6 15 \blacksquare d1+ 0d5 16 c4.

b) 12...d5 13 徵e2 徵f6 14 兔e5 徵f7 15 徵a6! �ad8 16 b4! (16 徵xc6 邕c8 isn't so clear), and White's bind is already virtually decisive. We simply play our knight into d4 and Black is helpless.

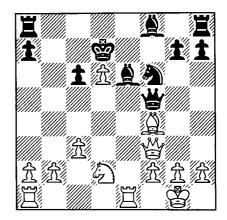
c) 12.....f6 13 cxd6 would transpose to the game.

12...省f6?!

Understandably Sveshnikov tries to relieve some of the pressure on his position, but now he will never be able to move his dark-squared bishop.

12...&xd6 had to be tried, despite leaving Black's king very vulnerable: 13 &f4 &xf4 14 $extsf{W}$ xf4 $extsf{W}$ f6 15 $extsf{W}$ b4 (15 $extsf{W}$ a4!? Oe7 16 Od2 also looks very good for White) 15...&c8 is a line given by Palliser, but now 16 Od2! (stronger than taking the draw with 16 $extsf{W}$ c5 &b7 17 $extsf{W}$ b4+) 16... $extsf{W}$ g6 17 Of3 罩b8 18 ②e5! would leave Black in extreme difficulty.

13...皇xd6?! is now too late as 14 邕d1 regains the piece: 14...皇d5 15 鬯g4+ 鬯e6 16 鬯xe6+ 當xe6 17 皇xd6 當xd6 18 c4 and White is a pawn up in the endgame. 14 约d2 约f6



14....皇xd6?! again drops the piece, this time to 15 皇xd6 鬯xf3 (15...皆xd6 16 ②c4+ 皆c7 17 鬯g3+ 皆d8 18 邕ad1+ is mating) 16 ②xf3 甞xd6 17 邕ad1+.

15 **響e**2

This allows Black the possibility of getting back into the game, although his position remains very difficult.

15 c4! would have kept everything under control, as 15...皇xd6 16 皇xd6 鬯xf3 (16...當xd6 17 鬯g3+ wins on the spot) 17 ②xf3 當xd6 18 罩ad1+ would win back the piece and leave White a pawn to the good.

15...**Ξe**8

Black should have got rid of the spike on d6 as soon as possible, although he is practically close to lost after 15... $\pounds xd6$ 16 $\pounds xd6$ $\oiint xd6$ 17 $\nexists ad1$ $\pounds d7$ 18 Oe4+ $\oiint c7$ 19 Od6, as White's bind is too strong and certainly worth a lot more than a piece for two pawns.

16 e3! a5

16...c5 is another Palliser suggestion. I think White should continue with 17 c4! g5 (17...皇xd6 18 皇xd6 當xd6 19 饗g3+ is a theme we've seen before) 18 皇xg5 皇xd6 19 主xf6 螢xf6 20 ②e4 徵e5 21 營h6 當c6 22 冨ad1 皇f8 23 徵d2 when Black's king is far too vulnerable to hope to survive.

17乞f3 皇xd6

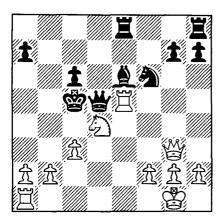
Sveshnikov finally takes the pawn, but it's too late.

17... 全c8 was possible, although after 18 b4 斷b6 19 斷d3 I don't see how Black hopes to survive with that pawn on d6 preventing the bishop and rook on the kingside getting out. Moreover, White isn't even any material down for this massive position.

18 ዿxd6 \$xd6 19 2 d4 ₩d5

19...拿g4 20 鬯g3+ 當d7 21 h3 would pick up the piece and the game.

20... 當d7 21 公xe6 罩xe6 22 鬯xg7+ is equally hopeless. 21 罩e5



And Sveshnikov limped on, trying to prevent the game being published everywhere, but already my computer program gives White more than a five-point advantage.

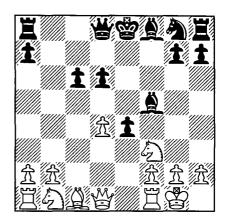
21...含b6 22 邕xd5 皇xd5 23 f3 a5 24 鬯xg7 邕hf8 25 b4 axb4 26 cxb4 心h5 27 鬯h6 心f4 28 罩c1 含b7 29 b5 cxb5 30 罾d6 罩f7 31 ②xb5 罩ee7 32 ②d4 含a7 33 罩b1 罩b7 34 ②b5+含a835罾d8+1-0



1 e4 c5 2 ②f3 ②c6 3 皇b5 d6 4 皇xc6+ bxc6 5 0-0 e5 6 c3 f5 7 exf5 皇xf5 8 d4 cxd4

Generally Black exchanges in the centre to avoid the problems which he faced in the last game.

9 cxd4 e4



This prevents the line we saw last time, but means that the c6-pawn is now vulnerable. The most consistent way to exploit that seems to be...

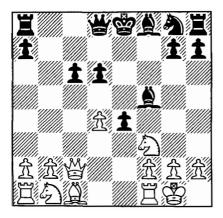
10 省c2

...but 10 Dfd2 also looks interesting:

a) 10...⁽²⁾f6 11 f3 ⁽²⁾e7 12 fxe4 (perhaps Palliser's 12 ⁽²⁾xe4!? is stronger when I imagine Black should simply castle, with a complicated position) 12...⁽²⁾g6 13 ⁽²⁾C3 0-0 14 ⁽²⁾e2 ⁽²⁾d7 and Black had decent compensation for the pawn, N.Delgado Ramirez-H.Hernandez Carmenates, Santa Clara 2007.

How to Beat the Sicilian Defence

b) I think the critical line is 10...d5 11 f3e3, but 12 $\exists e1 (12 \textcircled{0}b3 \textcircled{0}d6 13 \textcircled{0}e2 \textcircled{0}e7 14$ 0xe3 0-0 also gave Black reasonable play for the pawn in M.Klinova-S.Agrest, Istanbul 2000) 12... \textcircled{0}d6 13 \textcircled{0}f1 \textcircled{0}e7 14 \textcircled{0}c3 0-0 15 0xe3 0g6 16 0d2 favoured White with his extra pawn although the position was still far from clear in I.Ionescu Brandis-B.Kadziolka, Istanbul 2003.



10...**¤c**8

Otherwise:

a) 10...公f6 11 皇g5 皇e7 12 皇xf6 皇xf6 13 鬯xc6+ 含f7 14 鬯d5+ 含g6 15 公fd2 鬯g8 16 鬯xd6 鬯b8 17 鬯a3 皇xd4 18 公c3 and due to the strange location of Black's king, he couldn't really claim to have any compensation for the pawn in A.Chernobai-V.Kovalev, Moscow 2009.

b) 10...②e7 11 ②h4 g6 12 皇g5 鬯d7 13 ②d2 d5 14 皇f6 邕g8 was G.Borgo-S.Halkias, Cutro 2001, when 15 ②b3 would have left the Greek Grandmaster sweating.

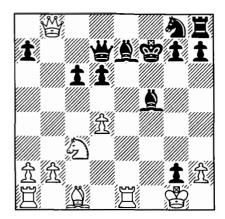
11 🖄 g5 🖄 f6

Again there are alternatives:

a) 11...🖉 e7 was Tiviakov's choice a few

rounds previously in R.Ovetchkin-S.Tiviakov, Dresden 2007. It's interesting to note that after getting a horrible position with Black he decided to become a turncoat and try the White side! Here 12 鬯e2! looks strong: for example, 12...d5 13 f3! exf3 14 ②xf3 鬯d6 15 ②c3 g6 16 皇g5 would leave White with an overwhelming position.

b) 11...徵d7 is perhaps Black's best try and has been essayed by Fercec a couple of times. However, 12 f3 hasn't been tried but looks critical to me. My main variation runs 12...exf3 13 徵b3 fxg2 14 邕e1+ 兔e7 15 ②f7 邕b8 16 徵xb8+ 當xf7 17 ②c3, reaching a very messy position and one that could do with testing.



Here I believe White should be doing fairly well as Black will struggle to develop his kingside pieces.

c) 11...d5?! would again allow the very dangerous 12 f3! 心h6 13 fxe4 dxe4 (S.Soylu-S.Halkias, Antalya 2004) 14 罩xf5! 心xf5 15 鬯xe4+ 心e7 16 心c3 鬯d7 17 心e6 會f7 18 兔g5! 心d5 19 罩f1+ 會g8 20 兔d8, as given by Martin, which leaves White with a decisive advantage.

d) 11...心h6?! 12 心xe4 d5 13 皇xh6 皇xe4 14 營e2 gxh6 15 f3 was equally hopeless for Black in S.Midoux-N.Ninov, Saint Affrique 2003.

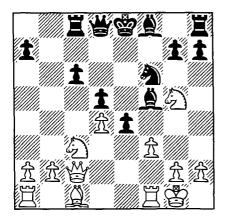
12 Øc3

12 f3 is a more accurate move order according to Tiviakov, since 12...d5 13 公c3 transposes back to the game. Meanwhile 12...習b6 can be met by the straightforward 13 皇e3 which looks good to me.

12...d5

Now 12...@d7 was possible, although White keeps the upper hand after 13 @e2d5 (13...@e7 14 @cxe4 @xe4 15 @xe4 is given as a little better for White by Tiviakov) 14 f3 @e7 15 fxe4 @xe4 16 @gxe4dxe4 17 @f4! @xd4+ 18 @e3 @d7 19 @c4with a strong initiative.

13 f3!



Again we see this classic breakthrough, opening the f-file before Black has had time to get his king safely castled.

13...ዿg6

13... 對d7 14 fxe4 dxe4 (Tiviakov also mentions 14... 鱼xe4 15 勾gxe4 dxe4, but here 16 鱼g5! 鱼e7 17 鱼xf6 鱼xf6 18 徵xe4+ would leave White a clear pawn up) 15 暫b3! (Tiviakov) gives White a great position on all levels. He threatens 16 邕xf5 and I feel Black's king will be the deciding factor.

14 fxe4 h6

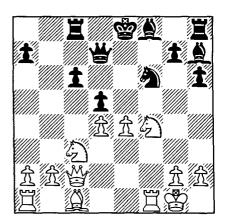
14...dxe4 15 Qe3 will win the e4-pawn (Tiviakov).

15 ②e6 幽d7 16 ②f4

Simpler would have been 16 2xf8 \(\frac{2}\)xf8 \(\frac{2}\)xf

16...**≗h**7

16... 毫xe4 17 公xe4 dxe4 cannot be seriously considered as Black has too many gaping holes in his position.



17 **響e**2!

Tiviakov sacrifices both central pawns for a very powerful attack.

17...dxe4

17...②xe4 18 ②xe4 dxe4 19 鬥h5+ does not seem to be a decisive attack, as Tiviakov suggests, but White is still doing very well after 19...曾f7 20 徵e5+ 會d7 21 2e3 徵f5 22 ②d3! 徵xe5 23 ③xe5+ 會e6 24 邕f7.

18 ②h5 鬯xd4+

Black might as well take a pawn for his suffering, but Tiviakov's attack will be simply too strong.

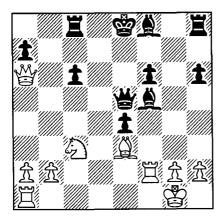
19 âe3 ₩e5 20 ᡚxf6+

The immediate 20 鬯a6! was overlooked by Tiviakov, but was stronger as now 20...皇f5 could be met by 21 罩xf5! 鬯xf5 22 罩f1 鬯e6 23 罩f4! with a decisive attack.

20...gxf6 21 鬯a6 皇f5 22 邕f2

White's attack is still very strong. He is nominally a pawn down, but can pick up

the pawn on a7 whenever he wants. Meanwhile Black still has king problems.



22... 臭e7 23 邕af1 臭e6 24 響xa7

So material parity has been restored and White has a safe clear advantage as Black's pawns are still too scattered and his king vulnerable.

24...ℤd8

24...單f8 25 皇d4 鬯b8 26 ④xe4 would also leave Black a pawn down.

25 **響a**4!

Hitting both c6 and e4, and therefore going a pawn up.

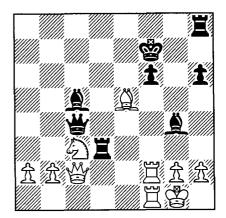
26 響a8+ 息d8 27 罩e1 was perhaps strongest when Black would do well to keep his e4-pawn while c6 is doomed.

26...含f7 27 怠f4 鬯d4 28 鬯xe4

Criticized as a major inaccuracy by Tiviakov, but actually probably the best move. Instead 28 (2)xe4 was his suggestion, but he doesn't mention 28... (2) d8 which appears to give Black dangerous compensation for the pawns.

28...食c5 29 響e2 響c4 30 臭e5

30 當h1 এxf2 31 徵xf2, as given by Tiviakov, was the simplest path when White's safer king and two passed pawns are more than a match for the exchange. **30... 2g4 31 螢c2**



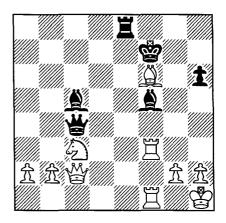
31...**Ϊe**8?!

This spoils Black's fightback. 31...道d1 32 罩xd1 &xd1 is suggested by Tiviakov, but 33 響f5 響e6 34 響xe6+ 當xe6 35 &xf6 &xf2+ 36 當xf2 當xf6 37 ②xd1 would leave with Black a difficult task to hold the draw. However, 31... 全f3! would have forced Tiviakov to suddenly have to play accurately. After 32 全g3 &b7 Black has dangerous pressure. 32 &xf6?!

Returning the favour. Tiviakov explains in his annotations that both players were in desperate time trouble at this point.

White should have first thrown in 32 b3 營a6 before capturing the pawn, as 33 皇xf6 皇f5 34 皇h4! is good for him.

32....皇f5 33 當h1 邕f3 34 邕xf3



A good practical move. Now it will be White attacking in the time trouble. Tiviakov has rook and three pawns for the queen so isn't much material down either.

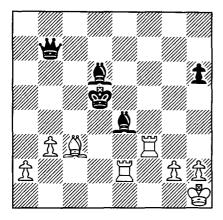
34....倉xc2 35 b3 鬯b4?!

As Tiviakov observes, Black should have taken the opportunity to sacrifice his queen back with 35... $\forall xf1+!$ 36 $\exists xf1 \& d3$ when White's rook is tied to the back rank, due to the mate threats, and thus 37 & d4+ & xf138 & xc5 is forced, but 38... $\exists e1$ should leave Black with enough play to hold the draw without any real difficulty.

36 ∅d5 ₩b7 37 ዿc3+

Tiviakov misses the chances to win a piece with 37 &d4+! &e6 38 f4+ &d6 39 &xc5+ &xc5 40 \blacksquare c3+, with too much material for the queen.

37...含e6 38 邕e1+ 含xd5 39 邕xe8 怠d6 40 邕e2 ᅌe4



The time control has been reached and an interesting material balance of two rooks and three pawns versus queen and bishop has been reached. I would say that White has the better practical chances because of Black's exposed king, but the position is still exceedingly complex.

41 邕f6

41 邕d2+ 含c5 42 邕f6 息c7 was a better try according to Tiviakov, although he has

nothing immediate here.

41...ዿb4!

Murariu needs to exchange a pair of bishops to change his king's position from a weakness to a strength.

42 볼d2+ ṡc5 43 ≗d4+ ṡd5 44 볼d1

Playing for a win.

44...ዿc2 45 볼c1 ₩h7!?

Criticised by Tiviakov, but if Black wants to keep winning chances this is not a bad move. Instead 45... 含xd4 46 邕xc2 is likely to end up drawn.

46 单e3 h5?!

But this is bad. 46... 劉d3 was better, coordinating Black's pieces as 47 全xh6? (47 單f2! keeps White in the game) 47... 饗e2! leaves Black with a very dangerous-looking attack.

47 邕f2

47 \[f4! should have been played.

47...≗d3

47...≝e7! kept equality. In such strange positions it's hard to play accurately.

48 邕f4!

Back on track.

48.... 拿 a 3 4 9 邕 d 4+ 🕹 e 5 5 0 邕 e 1 🗳 f 6

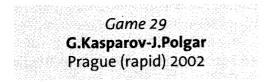
And this loses. The computer states that 50...\$b5 was the only way to carry on, but 51 \$f2+ \$f6 52 b4! gaining the dark squares would leave Black practically lost.

51... 對g6 52 罩d1 兔e4 53 罩d6+ 兔xd6 54 罩xd6+ 含e5 55 罩xg6 兔xg6 would have lasted longer, but despite the oppositecoloured bishops the extra three pawns are enough to win.

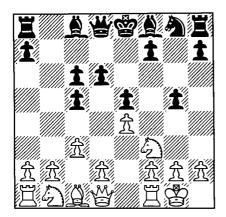
52 皇d4+ 含f7 53 邕d7+ 皇e7 54 皇c5 皇xg2+ 55 含g1!

Black loses the bishop and the game.

55...誉g8 56 墓dxe7+ 含f6 57 皂d4+ 含f5 58 墓1e5+ 含f4 59 皂e3+ 含f3 60 墓f5+ 含e2 61 墓f2+ 含d3 62 墓xg2 營c8 63 皂f2 營c1+ 64 墓e1 1-0



1 e4 c5 2 ②f3 d6 3 오b5+ ②c6 4 오xc6+ bxc6 5 0-0 e5 6 c3 g5?!



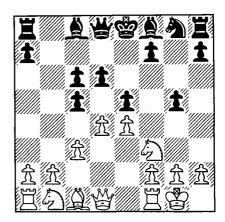
Excessively risky. Polgar was in a mustwin situation in the mini-match which prompted this move, but as we will see, Kasparov wasn't going to shy away from a challenge.

As well as 6...②f6, 6...皇g4 and 6...f5, Black has also been known to try:

a) 6...0e7 is another rare approach, but was seen in one high-rated clash: 7 d4 0g6 was P.Svidler-V.Zvjaginsev, Moscow 2005, when I like the immediate 8 dxe5 \pounds a6 (8...0xe5 9 0xe5 dxe5 10 Wxd8+ 0xd8 11 c4 is very ugly, especially as Black has no knight to stick on d4) 9 \pounds g5! f6 (both 9...Wc7 and 9...Wb8 can be dealt with by 10 exd6) 10 exf6 gxf6 11 \pounds e3 \pounds xf1 12 \oiint xf1 which gives White great compensation for the exchange, with a pawn and play on the light squares.

b) 6...&a6 has also been tried from time to time: 7 Ξ e1 &d3 (the only logical continuation of Black's previous move; 7...c4 is dealt with efficiently by 8 @a3! Wa5 9 b4! cxb3 10 axb3 暫c7 11 d4 and already White has taken full control, M.Etmans-C.Baljon, Leeuwarden 1997) 8 罩e3 c4 9 暫a4 罩c8 was seen in I.Rausis-M.Bosboom, Loewenstein 1997, and here White has a choice of which pawn to take: either 10 包e1 or 10 包a3 f5 11 exf5 gxf5 12 包xc4, both with a clear advantage to White.

7 d4!



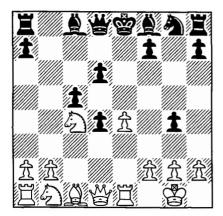
The move that ...g5 was designed to prevent. If Kasparov can successfully get away with this move then I think we can hope our opponents play ...g5 too. White sacrifices a pawn, but in return Black has a lot of holes in her structure.

7...g4 8 ∅fd2 cxd4 9 cxd4 exd4 10 ∅c4 c5

Polgar holds on to her extra pawn so that she at least has something for her suffering.

The first time this position was reached Black tried 10...\$g7, but following 11 \$\overline{14}\$ \$\overline{2.66}\$ (11...d5 12 \$\overline{0}\$ d6+ \$\overline{678}\$ 13 exd5 cxd5 14\$ \$\overline{0}\$ xc8 \$\overline{15}\$ \$\overline{0}\$ xg4 is equally horrible\$) 12 \$\overline{0}\$ xc8 \$\overline{15}\$ \$\overline{0}\$ xg4 is equally horrible\$) 12 \$\overline{0}\$ xc8 \$\overline{15}\$ \$\overline{0}\$ xc8 \$\overline{15}\$ \$\overline{0}\$ xc4 \$\overline{0}\$ to 2 (13 e5!? \$\overline{0}\$ b6 14 \$\overline{0}\$ d2 \$\overline{0}\$ cr 15 \$\overline{0}\$ 2c4 \$\overline{0}\$ cr 5 16 b4 also gives White a great initiative\$) 13...\$\overline{0}\$ er 14 \$\overline{0}\$ b3 \$\overline{0}\$ b6 15 \$\overline{15}\$ cr 16 \$\overline{0}\$ g3 h5 17 \$\overline{0}\$ f5 in S.Rublevsky-A.Stripunsky, Kazan 1995, Black had a really ugly position. Initially I thought White had great compensation for his sacrificed pawn, but then realized he's not even a pawn down! And, yes, this is yet another idea invented by Rublevsky. You could do a lot worse than following his recent games for any updates on the theoretical status of the whole 3 & b5(+) Sicilian.

11 🖺 e1!



Preparing the e4-e5 break. Black may have an extra pawn, but already her pawn structure has been severely compromised, she's a long way behind in development and there's no safe haven for her king. Initially my computer liked Black's extra pawn, but even the materialistic machine is less optimistic now.

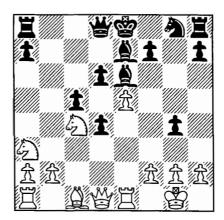
11...\$e6 12 🖄 ba3 \$e7

Alternatively:

a) 12...h5 was an attempted improvement in a recent game. It surprises me that anyone chooses to play this way with Black, but perhaps in this case 6...g5 was over-theboard inspiration? L.Genova-A.Nikolova, Dupnitsa 2010, saw 13 &f4 @h6 14 b4! &e7 and here White could win the pawn back with 15 @c1 g3!? (15...@g8 16 e5! dxe5 17 &xe5 \blacksquare h6 18 bxc5 &xc5 19 @b5 \Leftrightarrow f8 20 @cd6 &xd6 21 &xd6+ \Leftrightarrow g7 22 &e5+ @f6 23 @xd4 regains the pawn and leaves Black with no hope) 16 hxg3 @g4 17 bxc5 dxc5 18 f3 @f6 19 @b5 when White has an obvious and clear advantage; indeed, the position is already close to winning.

b) After 12...②f6 13 營a4+! (this looks very strong; instead 13 皇g5 皇e7 14 e5 dxe5 15 ②xe5 with compensation was a line given by Kasparov) 13...營d7 14 ②b5 the threats of ③xd6+ and ②c7+ force 14...皇xc4 15 營xc4 a6, although 16 e5! axb5 17 exf6+ 會d8 18 營d5 簋a7 19 皇f4 leaves White in total control.

13 e5



13...d5

Polgar tries to keep the position closed but Kasparov's next more or less refutes it. 13...dxe5 had to be tried, but obviously White has great play: 14 Oxe5 Wd5 15 Od3! (15 Oxg4 Of6 wouldn't be so clear as Black has successfully coordinated her pieces) 15...Of6 16 Qh6 Zg8 17 Wa4+ Qd7 18 Wa5 and Black's king has been caught in the centre which spells trouble. For example, 18...c4 19 \dddot{Z} xe7+! Cxe7 20 Ze1+ Qe6 21 Wc7+ Wd7 22 Wxc4 would leave White with great compensation for the exchange.

14 🖄 d6+! 🛉f8

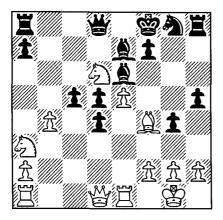
Polgar had to continue her policy of taking the material even if 14...\$xd6 15 exd6 ¥xd6 16 b4!, as offered by Kasparov, looks terrible for Black. Black's dark squares are ruined and so her king will never find safety. Psakhis continues the analysis with the line 16...②e7 17 bxc5 徵xc5, but here I think 18 ②c2 is more accurate than his 18 鱼b2. Then after 18...②f5 19 鱼b2 邕b8 20 鱼xd4 ②xd4 21 ③xd4 0-0 22 營d2 White can continue to exploit Black's advanced kingside.

15 🚊 f4?!

15 b4! would be a more accurate move order, immediately forcing a concession from Black.

15...h5?!

15...基b8 had to be played to prevent White's b2-b4 break, even if White keeps a very promising position with 16 徵d2 徵b6 17 罩ac1, as 17...徵xb2? loses to 18 皇h6+! (or 18 罩b1) 18...公xh6 19 徵xh6+ 查g8 20 罩b1. **16 b4!**



Kasparov finds it second time round and Polgar's position collapses.

16...c4

16...cxb4 would put Polgar two pawns up very temporarily, but after 17 ②ab5 營b6 18 ②xd4 White has a decisive advantage – just compare the quality of the respective minor pieces.

17 ₩xd4

Now Kasparov is level on material and definitely up on position.

17...h4 18 ∂ab5 ≦h5 19 ₩e3

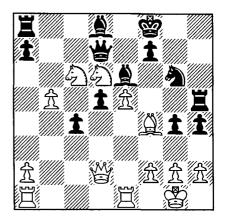
White plays a little superficially, as one might expect in rapid chess, and decides to put all his minor pieces on pretty squares in the centre of the board.

As Psakhis and Palliser point out, there was nothing wrong with 19 公xa7! when Black can keep material equality with 19...皇xd6 20 exd6 營d7 21 皇e3 營xd6, but the a- and b-pawns will roll through without any meaningful opposition.

An indication that Kasparov isn't sure how to proceed, but luckily his position is good enough to give away a couple of tempi.

21 f3! was the most precise way of continuing.

21....²e7 22 b5 ⁽²⁾g6 23 ⁽²⁾c6!



Very visual knights and psychologically damaging for Black as those knights seem to suffocate her. However, she has played well over the last few moves and her pieces have started to coordinate (thanks to the couple of tempi which Kasparov gave her with his $rac{1}{2}$ d4-e3-d2 rather than capturing the a7-pawn). However, here Polgar plays too aggressively.

23...c3?!

All this achieves is a loose pawn.

Taking a time out to improve the posi-

tion of her king with 23...\$98 was better. Kasparov could give up one of his monster knights with 24 (2)xd8 (or 24 a4 f6 25 exf6 \$xf6 and Black's pieces somehow make sense) 24...\$xd8 25 \$g5, but then 25...h3 isn't clear.

24 **₩c**1

24 營d4!? 皇b6 25 營b4 當g8 26 皇e3 would also favour White.

24...g3?

And this simply doesn't work.

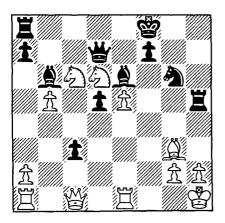
25 fxg3

25 hxg3 h3 looks risky, especially in rapid chess, but I don't see a follow-up after 26 鬯xc3 hxg2 27 全e3 d4 28 鬯xd4 and meanwhile White will have an extra couple of pawns.

25...hxg3

25...皇b6+26皇e3 hxg3 27皇xb6axb6 28 寶xc3 gxh2+ 29 當h1 would bid an end to Black's kingside play, but was perhaps a better option than the game.

26 âxg3 âb6+ 27 \$h1



27...🔄 g7

I'm not sure why no one has suggested 27...d4 as an improvement here, as surely it's useful to keep hold of that c3-pawn. After 28 營d1 邕g5! it's too early to take that pawn on d4, but 29 營f3! (29 ②xd4 邕xg3 30 hxg3 當g7 would turn the tables on White as Black's pieces suddenly coordinate in a massive attack) 29...邕e8 30 邕ad1 would leave White in complete control.

Black's play down the h-file amounts to nothing and Kasparov just has to play a couple of accurate moves and avoid tricks.

29...\$g8 30 🕮 ae1

30 a4 would make sense to get that bishop off the annoying diagonal and thus open the net around White's king.

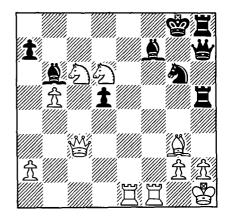
30...f5!?

The move had to be tried to bring another major piece to the h-file.

31 exf6 ₩h7 32 f7+

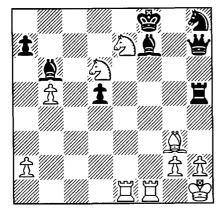
Palliser and Psakhis both suggest 32 2d4 Ixh2+ 33 2g1 as a way to block out Black's bishop, but here Black still has some compensation with 33...Ih4!. The move played in the game is the most accurate, but unfortunately Kasparov doesn't follow up correctly.

32...⊈xf7



Kasparov sacrifices his queen to get rid of the pressure down the h-file and take over the initiative himself. The extremely hard--to-spot 33 2h4!! (clearing the third rank so that the queen controls h3) 33....Zxh4 34 h3 is pointed out instantly by the computers as completely winning for White.

33...④xh8 34 ②e7+ 🕯f8



35 🕗 ec8?

This loses control and allows Black's pieces some flexibility.

35 ②ef5! was stronger, keeping the black pieces in the net in the corner when White would have great compensation for the queen.

35...₩d3

35....全c5!, as pointed out by Psakhis and Palliser, would have amazingly given Black the advantage. After 36 邕e8+ 當g7 37 皇e5+ 邕xe5 38 邕xe5 斷d3 Black is starting to take control and will be able to unravel her extra piece.

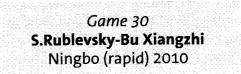
36邕f3 獣c2?

And this is the losing mistake. The queen had to hit the e1-rook so that 36... Wd2 37 Oxf7 Xf7 Xf7 38 Od6? would fail to 38... xh2+!, although here 38 ef1 must still be better for White.

37 ⓓxf7 ⓓxf7 38 ⓓd6 g6

Polgar is forced to give up her extra queen, since 38...邕h7 39 邕e8+ 含g7 40 邕xf7+ drops everything, but is now left with a lost endgame two pawns down.

39 볼xf7+ xf7 40 心xf7 함xf7 41 볼e5 볼xe5 42 오xe5 d4 43 함g1 함e6 44 오b8 함d5 45 함f1 함c4 46 함e2 d3+ 47 함d1 함xb5 48 h4 a5 49 兔e5 兔f2 50 h5 兔e3 51 ዴg7 1-0



1 e4 c5 2 ②f3 ②c6 3 호b5 d6 4 호xc6+ bxc6 5 0-0 호g4 6 h3 호h5

Instead 6... $\hat{2}xf3$ 7 $\underline{}^{w}xf3$ e6 (7...e5 would transpose to positions examined in the first game of this chapter, Rublevsky-Tiviakov) 8 d3 d5 9 $\underline{}^{\circ}$ C3 $\underline{}^{\circ}$ f6 10 $\underline{}^{w}g3$ g6 11 exd5! cxd5 12 $\underline{}^{\circ}$ D5 $\underline{}^{\circ}$ Dh5 13 $\underline{}^{w}$ C7 $\underline{}^{w}$ d7 14 $\underline{}^{w}a5$ $\underline{}^{\circ}$ d6 15 $\underline{}^{\circ}$ Xd6+ $\underline{}^{w}$ xd6 16 $\underline{}^{\circ}$ h6 $\underline{}^{\circ}$ e7 17 c4! left Black with issues to solve in I.Smirin-F.Berend, Moscow Olympiad 1994.

7 e5!?

The critical test of Black's early ... \$ g4. White exploits the fact that Black has 'forgotten' to play ... e5 himself. The line is somewhat risky as we are obliged to move a pawn in front of our king, but I believe it promises White good chances.

7...e6

This is the solid option, but condemns Black to an unpleasant middlegame with his weak c-pawns. Alternatives are:

a) The critical test of White's idea must be 7...dxe5 8 g4 and now:

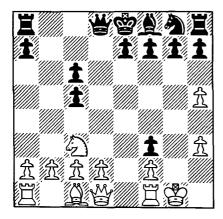
a1) 8...\$g6 9 (2)xe5 with a further branch:

a11) 9...@d5 10 Ξ e1 e6 11 Oc3 @d6 12 d3 Of6 13 Qf4 Od5 (S.Kasparov-L.Bregadze, Internet (blitz) 2007) 14 Oxg6 Oxf4 15 Oxh8 Oxh3+ 16 Of1 Wf4 17 Oe4 and Black has nothing for the rook.

a12) 9...f6 10 2xg6 hxg6 11 1f3 1d5was tried in I.Rausis-J.Lopez Martinez, Badalona 2003, and here | think White should keep the queens on with 12 1g3 (12 1e3) 12...f5!? 13 2c3 1d7 14 d3 2f6 15 g5 ⁽¹⁾d5 16 ⁽¹⁾xd5!? cxd5 17 ⁽¹⁾f4 and, although the position is unusual, I think White has an advantage with control of the dark squares.

a13) 9...e6 10 Ξ e1 \pounds d6 (E.Kulovana-N.Dzagnidze, Dresden 2007) 11 \Im f3 \Im c7 12 d3! Oe7 13 \pounds f4 0-014 \pounds g3 f6 15 Oc4 \pounds xg3 16 fxg3 e5 17 Oc3 and again the most relevant aspect of the position is Black's weak c5-pawn.

a2) 8...e4 9 gxh5 exf3 10 ②c3! is an important nuance, preventing ...鬯d8-d5.



White will capture the pawn on f3 next move, resulting in a very unusual-looking position. Of course we'd prefer our h5pawn back on g2, but the queen on f3 does a good job of keeping our king secure and Black's pieces aren't really in a position to drum up an attack. Meanwhile Black has nowhere comfortable for his king either as if he castles kingside we can try using the gfile. We are hoping that we can target Black's queenside pawns, particularly the vulnerable c5-pawn. If you have read my book on the Grand Prix Attack you will know I like hitting those doubled c-pawns.

This position has been reached a few times, but almost every black player has tried a different move:

a21) 10...邕c8 was a rather passive choice

by the Russian Grandmaster in S.Rublevsky-A.Dreev, Moscow 2005, and after 11 徵xf3 e6 12 d3 徵f6?! (the queen just gets in the way here and leaves Black a long way behind in development) 13 徵g3 徵f5 14 簋e1! 徵xh5 15 簋e5 徵g6 16 簋g5 徵f6 17 ①e4 徵d8 18 簋xg7! White had regained his pawn with a large initiative.

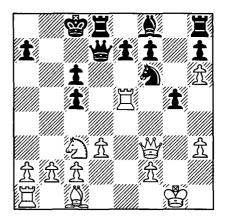
a22) 10...e6 11 豐xf3 豐d7 12 d3 包e7 13 罩e1 包d5 14 包e4 鱼e7 15 鱼d2 包f6 16 鱼c3 豐d5 was M.Schepetkova-L.Stetsko, Voronezh 2010, and now 17 h6! 罩g8 18 hxg7 罩xg7+ 19 含h2 would have picked up material.

a23) 10...②h6!? 11 響xf3 響c8 (R.Ovetchkin-M.Al Sayed, Moscow 2006) 12 ②e4 e6 13 d3 ②f5 14 皇e3 would immediately target Black's weak pawn.

a24) 10...@d7 11 @xf3 @h6 12 @e4 e6 13 d4! @f5 14 dxc5 @d4 was seen in E.Aranovitch-N.Guliyev, Coubertin 2009, and here White should have continued with 15 @d1! with a clearly better position, the idea being that 15...f5 can be met by 16 @e3.

a25) 10...心f6 has been tried the most often, leading after 11 徵xf3 徵d7 12 d3 to a further divide:

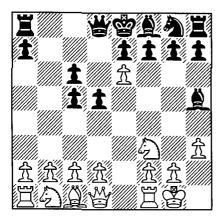
a251) 12...g6 13 h6 g5 14 \u20edee1e1 0-0-0 15 \u20edee5!



15...g4 16 hxg4 徵xg4+ 17 徵xg4+ 公xg4 18 罩xc5 查b7 19 罩h5 罩g8 20 查f1 e6 21 호f4 罩g6 22 查e2 호xh6 23 호xh6 公xh6 24 罩ah1 公f5 25 罩xh7 and White was a clear pawn up in R.Mamedov-Y.Kuzubov, Lubbock 2009.

a252) 12...2d5 was suggested by Vigorito. After 13 2e4 e6 I think White should try 14 c4!?, fixing the c5-pawn on a dark square and thus as a constant weakness: 14...2b4 15 2e3 2c2 (or 15...2xd3 16 3ad1 0-0-0 17 2g5 2e5 - 17...f6? 18 3xd3 3xd3 19 3xc6+ 2b8 20 2xe6 is decisive - 18 3e4 3xd1 19 3xd1 3xd1+ 20 2g2 2d6 21 2xf7! and White has a great advantage) 16 3ac1 2xe3 17 3xe3 and White is on top.

b) 7...d5 has also been tried a few times, but this allows 8 e6!, a pawn sacrifice more often seen in the Caro-Kann.



Here 8...fxe6 9 g4 (9 \equiv e1 \cong d6 10 d3 \odot f6 11 \odot bd2 is also possible) 9... \otimes f7 10 \odot e5 \cong d6 was V.Nevednichy-I.Chirila, Cluj 2008, when 11 d4! cxd4 12 \cong xd4 \cong c7 13 \odot d2 \odot f6 14 \odot df3 would have left White with a complete bind. Black will permanently have a bishop out of play, as the only way to activate the f8-bishop is with ...g7-g6 when the f7-bishop will be hemmed in.

8 exd6 🔒 xd6 9 d3

So Black has developed fairly actively,

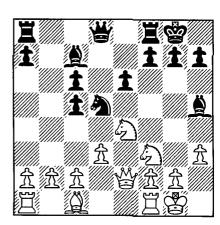
but he has a weakened queenside.

9....Ý)f6

9...公e7 was tried the first time this position was reached in A.Shirov-B.Gelfand, Dortmund 2002. The Latvian continued 10 公bd2 0-0 11 公e4 公d5 12 星e1 星e8 when 13 g4!? 皇g6 14 公xd6 豐xd6 15 h4 h6 (15...f6 16 h5 皇f7 17 公d2 is a little better for White) 16 公e5 皇h7 17 g5 hxg5 18 hxg5 looks very promising.

10 🖄 bd2 0-0 11 🍟 e2 🖄 d5 12 🖄 e4

12 2 c 4 2 c 7 13 g4 2 g 6 14 2 c 7 is an alternative approach which I imagine will receive some practical tests should this line continue to garner interest at the top level. It's dangerous playing with the pawns advanced in front of your king, but here the knights are dominating the bishops so our king should be safe. 12...2 c 7!



13 c4?!

This is the right idea, but the wrong execution. The critical try here is 13 g4 & g6 14 \bigotimes xc5 (14 c4 \bigotimes b4 15 \blacksquare d1 Шe7 16 a3 \bigotimes a6 17 &g5 f6 18 &h4 is also an interesting approach) when the key question is whether Black can drum up sufficient play against the white king in return for our pawn advantage: 14...&b6 15 \bigotimes e4 Шc7 (15...f5 16 \bigotimes eg5 is nothing to worry about) 16 d4 ad8 17 c3 and I'd say White has decent chances to convert his extra pawn, although the position is messy. Practically I would probably go for 12 ⁽²⁾C4 which is safer in my view.

Note too that 13 公xc5? fails to 13...拿xf3 14 營xf3 營d6.

13....🕗 b4 14 🖺 d1

Perhaps Rublevsky intended 14 g4 here, but suddenly realized that 14...f5! 15 gxh5 fxe4 16 dxe4 ⁽²⁾c2! was rather risky.

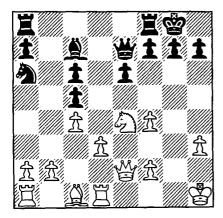
14...ዿxf3 15 gxf3

Very risky, but 15 $\forall xf3 2c2$ 16 $\exists b1 f5!$ would give Black the better prospects as the knight has a great square on d4.

15....⁽a6?!

The game is rapid, so naturally the players don't play the most precise moves. Here active play with 15...習h4! 16 當g2 f5! 17 公xc5 單f6 would have left Rublevsky regretting his 15th move.

16 f4 ¥e7 17 🕸 h1



The position is very complex now. Both sides' pawn structures are compromised and White would have big difficulties should that black knight manage to find its way to d4. Luckily at the moment it's right out of the game on a6. Meanwhile the Russian can hope to utilize the semi-open gfile. I think it is still easier for White to play, as Black struggles to get his knight into the game while White has a simple plan of developing his pieces and pressuring g7.

17....Äad8 18 Äg1 f5

This move gives away too many squares. Black should have tried jumping his knight back into the position with 18...②b4! 19 違g3 罩fe8 20 a3 ②d5! when the endgame after 21 cxd5 exd5 22 營g4 f5 23 營xf5 dxe4 24 營xe4 營xe4+ 25 dxe4 罩xe4 26 鱼e3 should be drawn.

19 🖄 g5 🖺 f6 20 a3

Keeping the black knight from joining the rest of its army.

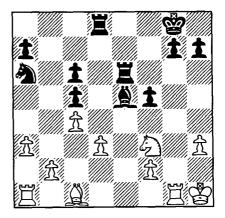
20...e5?!

This gives White an edge. Better was 20...習d6, but after 21 单d2 h6 22 句f3 豐xd3 23 罩ae1 White has good compensation as he has taken over the initiative.

21 fxe5

Rublevsky should have started with 21 d^2 as there's no rush to decide matters in the centre. Black could try 21...e4, but 22 dxe4 h6 23 d^2 f3 wxe4 24 Ξ ae1 looks very promising for White with his play down e-and g-files.

21...響xe5 22 響xe5 坌xe5 23 勾f3 罩e6



24 🛈 xe5

After this the position drifts towards a draw. 24 Ze1 was the last chance to keep

an edge: for example, 24...邕de8 25 心xe5 邕xe5 26 邕xe5 邕xe5 27 皇e3 and Bu Xiangzhi would have had to play accurately for the half-point.

24...Äxe5 25 ዿf4

Black retakes the initiative after this move. 25 2e3 2xd3 26 2ad1 2xd1 27 2xd1 would have been more sensible, with decent compensation for the pawn and in fact the better practical chances.

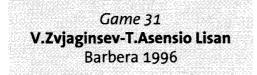
25....Ïe2 26 🖄 g2

26 볼ae1! 볼xf2 27 볼e7 함f8 28 볼gxg7 볼xd3 29 볼gf7+ 함g8 30 볼g7+ 함f8 would have been an amusing draw.

26...革xb2 27 革ae1 革b7 28 革e6 革xd3 29 革xc6 革xa3 30 革d1 心b4

30... a4 should have been tried when Black is better with his extra couple of pawns, although White is active enough to have good drawing chances.

31 볼d8+ 함f7 32 볼xc5 신d3 33 볼xf5+ 함e6 34 볼ff8 신xf4+ 35 볼xf4 볼c7 36 볼e8+ 함d6 37 볼d8+ 함e6 38 볼e8+ 함d6 39 볼d8+ ½-½



1 e4 c5 2 ∅f3 ∅c6 3 ≗b5 g6

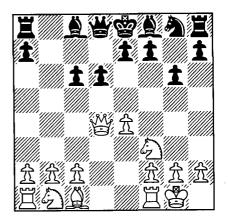
3...d6 4 &xc6+ bxc6 5 0-0 g6 would be the normal move order in this chapter, although it's useful to know we could also reach this position via our 1 e4 c5 2 &13&1c6 3 &15 g6 repertoire.

4 🗘 xc6 bxc6 5 0-0 d6

5... 297 would of course be the normal move here and we'll see more of it next chapter.

6 d4! cxd4 7 ₩xd4

This is the reason that 5...g6 is not very common (after 1 e4 c5 2 ②f3 d6 3 &b5+ ②c6 4 &xc6 bxc6 5 0-0). Here Black has to make a concession to close the a1-h8 diagonal.



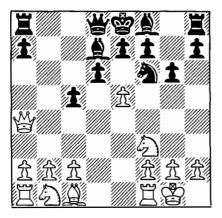
7...f6

The ugliest way to deal with the threat, but probably the best practical try:

a) 7...e5 8 營d3 leaves Black with the problem that ...e5 and ...g6 don't combine, as now either the h6-square or the d6-pawn will become exposed:

a1) 8...@b6?! 9 &e3! @xb2 (9...&a6 10 c4 @xb2 11 @bd2 @b4 12 @ab1 @a5 13 @b3@c7 14 @a3 &c8 15 c5! also looks terrible for Black; true he has netted a pawn, but he is so far behind in development that he's really going to suffer) 10 @bd2 @b5 11 @c4! d5 12 exd5 &a6 (12...cxd5 is obviously not an option because of 13 @d6+, while 12...@xd5 13 @c3! f6 14 @fd1 @e6 15 @d6+! is not attractive either) 13 @c3! @xc4 14 @xe5+ &e7 15 @xh8 0-0-0 16 @xh7 @xd517 @fe1 &b4 18 &g5 f6 19 @xa7 was crushing in D.Marciano-C.Roche, Clermont Ferrand 2001.

a2) 8...豐c7 would be safer, but White held a pleasant edge after 9 c4 h6 10 公c3 象e6 11 b3 象e7 12 象b2 單d8 13 單ac1 公f6 14 公d5! In S.Prudnikova-L.Drljevic, Belgrade 2003. This pawn structure in general favours White as Black will find it too hard to break with ...d6-d5. b) 7...②f6 might seem the most logical move, but 8 e5! compromises Black's pawn structure and after 8...c5 (8...dxe5 9 營xd8+ 含xd8 10 ②xe5 含e8 11 ②xc6 simply wins a pawn) 9 營a4+ 盒d7 White has a pretty pleasant choice:



b1) 10 營h4 dxe5 11 公xe5 皇f5 12 公c3 皇g7 (K.Kerek-J.Bordos, Eger 1999) 13 邕e1! 營c7 (13...0-0 14 公c6) 14 營a4+ 會f8 15 皇f4 looks exceedingly unpleasant for Black.

b2) 10 $\forall a_3$? looks like an interesting option too: for example, 10...dxe5 (10...2d5 is asking for trouble after 11 exd6 exd6 12 2c3) 11 2xe5 2g7 12 2c3 (12 $\forall xc5 2$ g4 13 2xd7 $\forall xd7$ 14 h3 2e5 15 2c3 \equiv c8 16 $\forall e_3 2$ c4 leaves Black with enough compensation that a draw is likely) 12...0-0 13 $\forall xc5 2$ g4 14 2xd7 $\forall xd7$ 15 \equiv d1 $\forall c8$ 16 $\forall xc8 \equiv$ fxc8 leaves Black with some compensation for the pawn, but it will be an unpleasant struggle to hold the half-point.

8 菖d1

8 h3!? could also be considered, preventing Black's next, as well as ideas of …心h6g4.

8...**≜**g4

Or 8... 2h6 9 h3 (9 @c4 @b6 10 2d4 2f7!- 10...c5 11 2e6 2g4 12 2c3 2e5 13 @d5and White's knight on e6 gives him the advantage - 11 @xc6+ @xc6 12 2xc6 2b7 13 2) d4 鱼xe4 14 ②c3 鱼b7 15 ②e6 墓b8 16 ②b5 also looks more pleasant for White) 9... 智b6
10 智c3 (10 智d3 鱼g7 seems more or less okay for Black) 10... 鱼g7 11 鱼e3 c5 12 a3 0-0
13 b4 f5 14 e5 and White's queenside play promises him the advantage.

The most natural way to defend the knight, but White has an interesting alternative in the shape of 9 @a4!? with the idea 9...@b6 (9...@d7 10 @bd2 should also be a little better for White) 10 @e3 @b5 11 @xb5 cxb5 12 @c3 with a great queenless middlegame in prospect as Black's queenside pawns are rather weak.

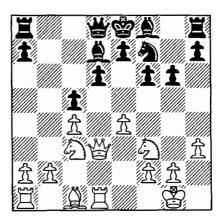
9...④h6 10 h3 皇d7

A slightly strange choice, retreating, but 10...皇xf3 11 鬯xf3 公f7 12 c4 皇g7 13 c5 gives White the advantage without any danger.

11 c4 c5

11...皇g7 12 c5 would be awkward for Black.

12 බc3 බf7



13 ⁄ d5

A nice-looking move, but this doesn't really achieve anything. It was better to play on the queenside with 13 &e3 &g7 14 a3 a5 (14...0-0 allows White to choose between 15 b4 and 15 &xc5!?, both with an edge) 15 b4 axb4 16 axb4 罩xa1 17 罩xa1 cxb4 18 创d5 0-0 19 罩a7! and White has a promising initiative.

13...ዿ̀g7 14 ዿ̀d2 0-0 15 ዿ̀c3 ⊘̂e5?!

I think this is the start of a mistaken plan. Black needs to keep the knight to support his d6-pawn. 15...e6 16 ②e3 皇c6 would leave a roughly balanced position.

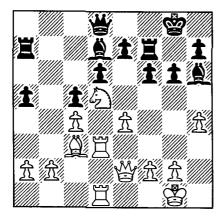
16 **響e**2

16 ②xe5 fxe5 17 堂d2! h6 18 堂e3 would have given White a pleasant advantage, as he could start his queenside proceedings while Black's g7-bishop is blocked out of play, and 16 堂xe5!? fxe5 17 a3 also looks good for White.

16...€)xf3+

16...쇤f7! would still have been fine for Black.

17 খxf3 a5 18 খe2 邕f7 19 邕d3 皇h6 20 邕ad1 邕a7 21 h4!



The Russian GM comes up with a strong plan exploiting Black's early ...f6, which has left his kingside vulnerable.

21...e6?!

Black cannot get away with this move once he has exchanged knights, but it's hard to sit still when White has started to attack his king.

22 De3

22 ②xf6+ 邕xf6 23 皇xf6 鬯xf6 24 邕xd6

must also be good for White, but Zvjaginsev decides not to imbalance the position.

22...⊈f4?

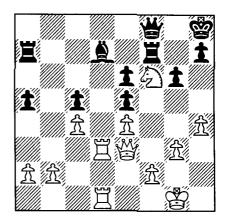
I'm not sure what Asensio Lisan missed here as it's obvious the bishop won't be able to defend d6 for long on this diagonal. 22...\$f8 was forced, although White has a great position after 23 h5 e5 24 hxg6 hxg6 25 245.

23 g3 ዿe5 24 ∕ g4 ¥f8

This allows White a winning tactic. 24... 當h8 was more tenacious, although 25 ②xe5 (25 f4 皇xc3 26 bxc3 is sufficient to win a pawn) 25... dxe5 26 鬯e3 鬯c7 27 g4! followed by 28 g5 leaves White with a decisive advantage.

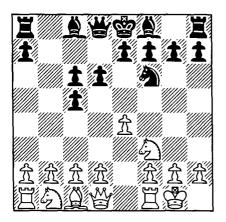
25 **響e**3

25 ዿxe5 dxe5 26 ∅xf6+! wins at once. 25...🔄 h8 26 ዿxe5 dxe5 27 ∅xf6!



He finds it second time round! 27...罩xf6 28 罩xd7 罩xd7 29 罩xd7 暫c8 30 習d2 1-0



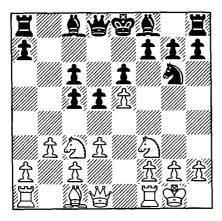


This is a careless mistake which a lot of your opponents are likely to make, thinking it will simply transpose to the first couple of games seen in this chapter. Indeed I made this mistake once and had to suffer.

5...e6 is quite similar and again White should react with 6 e5! d5 (anything else will more or less transpose to the game continuation) 7 d3 26 e7 8 b3 26 g6 and then:

a) 9 g3!? 皇e7 10 皇b2 0-0 11 创bd2 皇d7 12 h4 f6 13 邕e1 创xe5 14 创xe5 fxe5 15 皇xe5 皇f6 16 f4 皇e8 17 徵g4 and White had total control in S.Maze-B.Buehler, Geneva 2005. For a more detailed discussion of playing against Black's doubled c-pawns, see Starting Out: Sicilian Grand Prix Attack.

b) I like the look of 9 0 c3.



It looks strange to put our knight in front of the c-pawn when we want to play c2-c4, but the idea is to first put the knight on a4 to hit the c5-pawn and then fix it with c2-c4: for example, 9...f6 (9...皇a6 10 皇a3 徵a5 11 ②a4 皇b5 12 徵e1 徵xe1 13 單fxe1 皇xa4 14 bxa4 皇e7 15 罩ab1 would leave Black in a rather unpleasant endgame, as the c5-pawn will drop within a few moves) 10 ③a4 fxe5 11 皇a3 皇e7 12 皇xc5 would give White an edge.

6 e5!

It shouldn't come as a surprise that I suggest this move after we have seen Rublevsky-Bu Xiangzhi with 5....\$g4 6 h3 \$h5 7 e5!?.

6...∕⊡d5

Alternatively:

a) I tried 6...②g4, but after 7 邕e1 I felt obliged to play 7...②xe5 8 ④xe5 dxe5 9 斷h5! 皇e6 10 d3 (during the game I was rather concerned about 10 b3 營d4 11 營xe5 邕d8 12 皇b2 營xe5 13 邕xe5, leaving Black in a truly ugly position) 10...g6 11 營xe5 營d4 and here in R.Hart-G.Jones, Auckland 2009, 12 營c7! would have left me with serious problems.

b) 6...句d7 7 響e2 would still force Black to make a structural concession, as 7...d5 8 e6 fxe6 9 營xe6 is good for White.

c) 6...dxe5 7 公xe5 鬯c7 8 罩e1 e6 9 公a3 塗a6 10 公ac4 塗e7 11 鬯f3 罩c8 12 b3 0-0 13 塗b2 罩fd8 14 d3 is an instructive set-up to remember; Black's pieces have been completely restrained, T.Oral-M.Rachela, Komarno 1997.

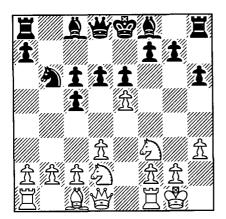
7 h3

Preventing the bishop coming to g4.

7...e6

The bishop on c8 is now left without much future. That said, the bishop is scarcely any better located after 7... \pounds f5 8 d3 e6 9 bd2 \pounds e7 10 exd6 \pounds xd6 11 e4.

8 d3 h6 9 🖄 bd2 🖄 b6



10 exd6!

Of course we don't want to allow Black to keep his structure intact with ...d6-d5. The resulting position is very pleasant for White who can start to put pressure on Black's weak c5-pawn. If we compare the position to Rublevsky-Bu Xiangzhi (Game 30), we can see that we have a big advantage thanks to the light-squared bishop being shut out of play on c8, rather than on h5. Black struggles to find any counterplay here and must endure his lousy position. **10... \&xd6 11 2e4 \&e7**

11...0-0 12 Qe3 f5!? 13 \triangle xd6 \forall xd6 would leave Black with weaknesses, but at least then he has a bit of space to himself. White is still clearly better here, however, and after 14 \blacksquare e1 e5 we should play the surprising 15 Qc1! (15 Qd2 allows the interesting pawn sacrifice 15...e4! 16 dxe4 fxe4 17 \blacksquare xe4 Qf5 18 \blacksquare e1 \blacksquare ad8 when White should still be on top, but Black is starting to get some activity) 15...e4 (15... \triangle d7 is met by 16 \triangle xe5! \triangle xe5 17 Qf4 \blacksquare e8 18 \blacksquare e2, picking up a pawn and retaining all the positional pluses) 16 dxe4 \blacksquare xd1 17 \blacksquare xd1 fxe4 18 \triangle e5 Qb7 19 Qe3 and White has a great endgame.

12 De5!

White's knights take over.

12...省d5 13 拿f4 c4

Black's position is already so terrible that this move is practically forced.

13...&b7 would allow 14 a4! a5 15 c4! @d4 16 @b3 \blacksquare a6 and I can't imagine any sane player wanting to be Black here. In fact White could win a pawn immediately with 17 @f3 @d8 18 &e3.

14 ②c3 鬯d4 15 鬯f3 皇b7 16 邕ad1!

Energetic play from Somborski who doesn't allow his opponent any time to settle.

16...cxd3

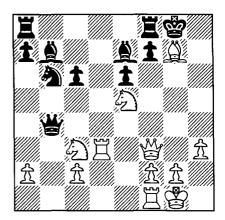
16...0-0 17 dxc4 $rac{10}{2}$ c5 18 2e4 would leave White a pawn up, with continued positional advantages and the start of an attack on the kingside.

17 ℤxd3 ₩c5 18 b4!

Classic deflection!

18...₩xb4 19 ዿxh6 0-0

An unfortunate necessity; the f7-square needed defending. 20 全xg7!

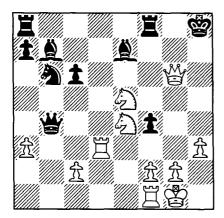


20 ②e4! was also winning and perhaps the most accurate approach: 20...gxh6 (20...f5 21 習g3) 21 習f4 容h7 22 ②xf7.

20...曾xg7 21 创e4

The knights block out the queen and leave the king defenceless.

The pawn has to prevent the rook coming to g3: for example, 22...曾xe4 23 習g6+ 含h8 24 習h6+ 含g8 25 罩g3+ mates.

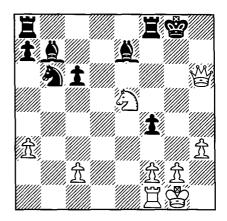


Causing the queen to lose contact with the e7-bishop and the d6-square.

27...**₩a4 28** Id6!?

Somborski is having fun and indeed White has hundreds of different wins here, including 28 $2g_5 \ge xg_5 29 \ Bh5+ 2g_7 30$ $Bxg_5+ 2h_8 (30...2h7 31 \ add 6 is mate in$ $two) 31 \ add 6 when Black is forced to play$ 31...Be4 to prevent an immediate mate, $although 32 \ add here an immediate mate,$ $although 32 \ add here a start finish would be 31 \ add here a start finish wou$

28...鬯xe4 29 鬯h5+ 鬯h7 30 邕h6 鬯xh6 31 鬯xh6+��g8 Materially the position isn't so bad for Black, but unfortunately for Kolbert everything is falling with check while the mate threats haven't disappeared.

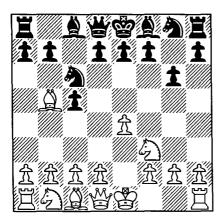


Conclusion

You will face the Hybrid Variation fairly often as it can be reached by two different move orders. This is a more dynamic attempt than the previous couple of chapters; Black takes the structural risk of doubled cpawns in the hope that he can take the initiative. The topical line examined in Game 30 should be studied carefully, but I believe White has good chances in the unusual positions which arise. It is also important to investigate the aggressive attempts of Games 27-29, although I believe White is doing very well theoretically there too.

Chapter Five Rossolimo Variation: 3...g6 4 ዿxc6 bxc6

1 e4 c5 2 ②f3 ②c6 3 龛b5 g6



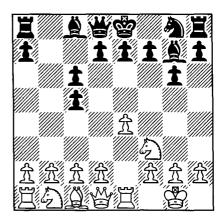
Black's main move in the 3 \$b5 Sicilian and a fair amount of theory has built up on it, but the plans are still the most important thing to remember.

Continuing to follow in Rublevsky's footsteps. Moreover, it's logical to capture on c6 in all our lines because of the transpositional possibilities. Black must now choose how to recapture which will dictate the course of the game.

4...bxc6

This is Black's more aggressive recapture and has similarities to the Hybrid Variation of the previous chapter. 4...dxc6 is the main move and will be looked at in the next chapter.

5 0-0 ዿg7 6 ¤e1



Black has three different main set-ups here. His principal set-up is the unusual ...f6 and ...2 h6 followed by ...2 f7. This looks very passive, but is solid and hard to break down, while Black's position contains some dynamism. This is examined in Games 35 and 36. The second set-up is ...e5, contesting the centre, which we look at in Game 33. The third is perhaps the most natural looking move ... (2) f6, but here White can gain time on the knight with e4-e5 and c2-c4 when the positions look a little like a Scotch to me – see Game 34. The final game of the chapter shows Black's other logical-looking moves.

Repertoire Outline

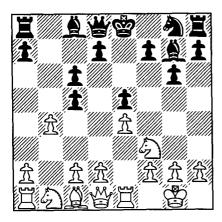
Now:

a) 6...豐b6 was employed by a young Peter Leko, but is extremely rare, 6...e6 has also played only a handful of times, and 6...豐c7 is also played very rarely, but a grandmaster has tried defending Black's position. These tries are all included in the notes to Game 37.

b) 6...d5 is another fairly logical try, but the notes to Game 37 highlight the positional flaws to this move.

c) 6...d6 has been played more often and is the principal line of Game 37, but again 7 e5! promises White a structural advantage.

d) We now move on to the most common plans for Black and start with 6...e5 which has been played over 200 times. However, I fancy White's chances after Fischer's positional pawn sacrifice 7 b4!?.

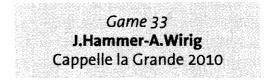


This can be seen in Game 33.

e) 6... If 6 has a bad theoretical reputation, but it is probably ill-deserved. I suggest an interesting new plan for White in Game 34.

f) 6...f6 has been played around 100 times and by some quite strong players, but is likely to transpose to variation 'g'. The nuances are explained in Game 35.

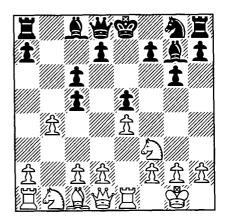
g) Finally, the strange-looking 6... h6 is the most common, planning on hiding that knight away on f7 and is looked at in Games 35 and 36.



1 e4 c5 2 ②f3 ②c6 3 皇b5 g6 4 皇xc6 bxc6 5 0-0 皇g7 6 罩e1 e5

Black blocks up the centre and dissuades our plan of opening it up. This is the second most common plan after Black's ... Ah6 and ...f6. However, I like the look of...

7 b4!?

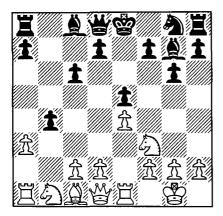


...a move that Fischer came up with for his return match with Spassky and which was advocated by Richard Palliser in his book. Instead 7 c3 is the main move.

How to Beat the Sicilian Defence

7...cxb4 8 a 3

So what exactly does White obtain for his pawn? Should Black capture on a3 then the bishop will control important squares along the long diagonal, particularly d6, while the a-file is also opened up for the a1rook. Forcing the c5-pawn away also gives White greater play in the centre. Fischer's devotion to chess was legendary and thus any novelty of his should be taken very seriously.

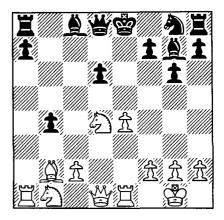


8....Ý)e7

Wirig doesn't want to see the young Norwegian's preparation, but White now has an advantage with play down the a-file and the greater central control. Others:

a) Black can try to return the pawn for a positional gain with 8...b3, which is a common theme in wing gambits, but White is not forced to take back the pawn and Ftacnik gives the interesting option of 9 \u00e2b2!? d6 10 d4! \u00e2g4 11 dxe5 dxe5 12 cxb3 \u00e7xd1 13 \u00e2xd1 \u00e2xf3 14 gxf3, with a very pleasant late middlegame, thanks to the targets on c6 and e5, a useful square on d6 and the better bishop.

b) Upon being confronted by this novelty, Spassky tried 8...c5 9 axb4 cxb4 10 d4 (10 c3!? also looks interesting) 10...exd4 11 \$b2 d6 (11...\$e7 was tried recently, but 12 全xd4 0-0 13 全xg7 含xg7 14 閏d+ f6 15 閏xb4 won back the pawn and left White clearly better in E.Gaal-M.Csarmasz, Hungarian League 2009) 12 公xd4, but this is an extremely difficult position for Black to play:

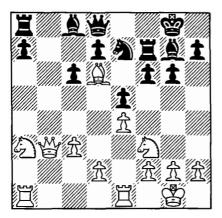


b1) 12...@b6 13 @d2!, as given by Psakhis, looks very strong: 13...@xd4(13...@a6 is the only move given by Psakhis, but he overlooks the powerful rejoinder 14 @xa6! @xa6 15 @e6!, picking up material) 14 @c4 @xf2+ 15 @h1 @c5 16 @xd6+ @e717 @f1 @xd6 18 @f3! f6 19 e5 @b8 20 @xf2when White has fantastic compensation for the piece and indeed following 20...@f5 21 exf6+ @f7 22 @e2 @e6 23 @a6 @c8 24 @e1 his pressure will prove decisive.

b2) 12...包f6 is the other suggestion by Psakhis, but the simple 13 包c6 營d7 14 包xb4 單b8 15 息c3 regains the pawn and leaves White on top.

b3) 12...Wd7 13 Qd2 Qb7 14 Qc4(there's no way for Black to parry all of White's threats) 14...Qh6 (14...Qe7 15 Qf5!and 14...Qf6 15 e5! dxe5 16 Qxe5 are both completely hopeless) 15 Qf5! Qxb2 16 Qcxd6+ Qf8 17 Qxh6 f6 18 Qdf7 Wxd1 19 Zaxd1 Qe7 20 Qxh8 Zxh8 21 Qf5+! gxf5 22 exf5+ Qe5 23 f4 was a very powerful display by the former World Champion, R.Fischer-B.Spassky, 11th matchgame, Sveti Stefan 1992.

c) 8...bxa3 9 &xa3 (the natural recapture, although 9 \textcircledarrow xa3!? d6 10 d4! exd4 11 e5 dxe5 12 \textcircledarrow xe5 &e6 13 $\begin{arrow}{l} \begin{arrow}{l} \$



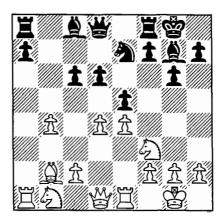
This looks great for White as Black can hardly move.

9 🕸 b2!

There's no need to take back the pawn immediately as e5 needs defending.

9...d6 10 axb4 0-0 11 d4

So we have achieved our d2-d4 break, as well as forcing some queenside concessions out of Black. Interestingly this position can also be reached by a slightly different pawn sacrifice (1 e4 c5 2 26)f3 26 c6 3 26 g6 4 0-0 27 5 21 e1 e5 6 b4!?) as occurred in D.Stellwagen-M.Carlsen, Wijk aan Zee 2005.



11....省c7

There the (other) strong young Norwegian continued 11...f6!? 12 ②bd2 (12 營d3!? 兔e6 13 ②bd2 g5 14 ②b3 looks like an edge too) 12...兔e6 13 c4 g5 when Finkel suggests 14 d5 cxd5 15 cxd5 兔d7 16 ②c4 g4 17 ②fd2 with a clear advantage thanks to White's queenside play. The position resembles a King's Indian where White's queenside play has definitely hit home before Black's respective play on the kingside.

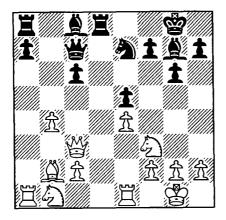
12 dxe5 dxe5 13 ₩d3

The first new move, but it doesn't change the assessment that White has a comfortable advantage thanks to Black's structural problems. Previously after 13 $\Xi_{a5} \& g4 14 @ bd2 @ c8 15 h3 \& xf3 16 @ xf3$ $f6 17 We2 @ d6 18 @ d2 \exists fb 19 c3 & h6 20$ $@ b3 Wf7 21 @ c5 @ c4 22 \exists a6 White had$ succeeded in clamping down on Black'sweaknesses in C.Larduet Despaigne-O.Dobierzin, Benasque 2000.

13...**Ϊd8 14 ₩c**3!

Forcing ... f6 out of Black who will then

have to worry about the light squares around his king.

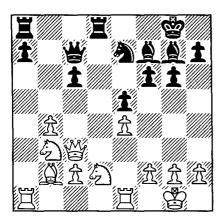


14...f6

14...基b8 was a more active alternative, although I don't think it changes much after 15 單a5 f6 16 ②bd2.

15 🕗 bd2 🌲 e6 16 🕗 b3

The white knights start to head towards the juicy squares on the queenside. 16...全行17分fd2



The position is extremely difficult for Black to play as he has no targets to play against while White manoeuvres his knights on to perfect squares. If Black does absolutely nothing, White has a plan of $2d_2$ -c4-a5, $2b_3$ -c5, and $2c_1$ -e3 followed by doubling on the a-file when one of a7 and c6 will drop. 17 필a6 필ab8 18 필ea1 心c8 19 신e1 looked a tempting alternative.

17....볼d7 18 🖄c4 ଅad8

The rooks do nothing here, so they were probably better where they were. At least then a7 was guarded. Now the rook on d7 will allow the b3-knight in with tempo.

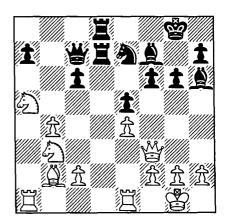
19 Ôca5

19 ②c5 罩d4 20 ②a5 f5 21 鬯a3 罩d2 22 鬯a4 was another tempting alternative, which would have left Black's position hanging by a thread.

19...**≗h**6

Trying to find some activity on the open diagonal but Hammer finds...

... exploiting the en-prise pawn.



20...ዿxb3

It's understandable that Wirig didn't feel like allowing 20...2721255322222c1 3xc2 23 2xh6+ 2xh6 24 4xf6, but now the light squares around his king become a further problem.

21 ②xb3 ॾd6 22 ②c5!

What a square for the knight. Not only does it prevent any liberating thrusts on the queenside, it also supports the white rooks penetrating on the a-file and looks at the e6-square.

25 f4! was the most dynamic route to victory as 25...\$xf4 26 \[Ixf4 exf4 27 e5! would have stripped the black king completely bare.

25...邕b8?

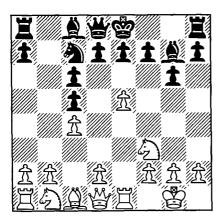
Missing White's idea. 25... £h6 was necessary to cover the dark squares behind the pawns.

26 ②xe5! ॾxb4 27 ₩f7 1-0

Game 34 H.Steingrimsson-F.Slingerland Hilversum 2010

1 e4 c5 2 신f3 신c6 3 单b5 g6 4 单xc6 bxc6 5 0-0 单g7 6 프e1 신f6 7 e5 신d5 8 c4

This is the reason 6... This is the reason 6... This is the reason 6... The formula of the term of term

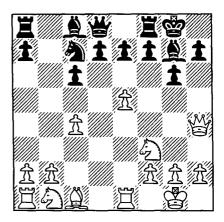


9 b3!?

An extremely rare move, but it looks sensible if you consider the Scotch Opening.

9 d4 cxd4 10 響xd4 is the main line. Black had lost faith after Kasparov beat Salov convincingly but it doesn't seem so clear. Let's have a look:

a) 10...0-0 has been condemned by most annotators, although it's interesting to see that some strong players have recently taken the black side. Of course practically White must have the better chances but the position is not so one-sided after 11 ^{\oplus} h4.



White threatens to win very quickly with 12 象h6 and 13 卻g5. Now:

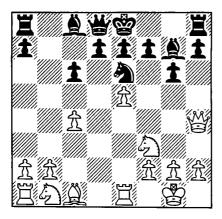
a1) 11...f6 was Sutovsky's attempted improvement: 12 exf6 exf6 13 習d4 (Lane's suggestion of 13 c5?! allows 13...🖗e6 when White cannot keep hold of the pawn; 13 盒h6 q5 14 罾h5 ②e6 15 盒xq7 ②xq7 16 罾q4 is offered by Rowson as a little better for White, but the position is extremely complicated and seems okay for Black to me) 13...②e6 14 鬯d6 f5 and another extremely complicated position had arisen in P.Svidler-E.Sutovsky, Dortmund 2005. It's important to note that White would have a great position were it not for the knight on e6.

a2) 11...d6 12 皇h6 ②e6 (12...f6 was tried in a game from 2010 between a couple of grandmasters, but White kept the advantage after 13 皇xg7 曾xg7 14 exd6 豐xd6 15

How to Beat the Sicilian Defence

2C3 2e6 16 4 ad1 4C7 17 4Eb8 18 b3 4Ee8 19 2d4 2xd4 20 4xd4 when Black's structural problems were becoming apparent, A.Pridorozhni-K.Bryzgalin, Dagomys 2010) 13 2C3 f6 14 2xg7 (14 exf6!? was later suggested by Kasparov as an improvement, but I'm not convinced it was better than the game) 14...2xg7 15 exf6+ 4xf6 16 2g5 2xg5 17 4xg5 4f8 18 4and with that anchor on e6 gone, Black had some issues in G.Kasparov-V.Salov, Dortmund 1992.

b) 10...心e6 is the other option, leading after 11 習h4 to:



b1) 11...0-0 12 皇h6 is very dangerous: for example, 12...f6 13 皇xg7 公xg7 14 exf6 exf6 15 公c3 d6 16 罩ad1 罩b8 17 b3 罩b7 18 習f4 罩d7 19 公d4 皇b7 20 公e6 公xe6 21 罩xe6 left White completely dominant in a recent game, L.Drabke-M.Kilic, Hammelburg 2009.

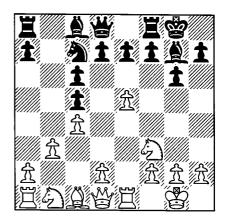
b2) 11...d6!? is an interesting suggestion by Richard Palliser when White should probably continue 12 exd6 (12 皇h6 皇xe5! didn't give White enough for the pawn in E.Miroshnichenko-Bu Xiangzhi, Bled 2000) 12...資xd6 13 公C3 h5!? 14 皇d2 (14 皇g5!? might be a reasonable try for an advantage) 14...0-0 15 簋ad1 營C7 with a rather complex position; Black's knight on e6 really keeps his position together.

b3) 11...h6 12 公c3 d6 13 邕d1! 皇b7 14 皇e3 c5 15 exd6 exd6 16 營g3, as given by Pedersen, leaves White with dangerous pressure.

The 9 d4 lines are probably critical, but I think Black is doing okay or at least the positions are very messy, so I quite like the Icelandic Grandmaster's 9 b3 for practical games.

9...0-0

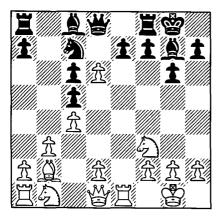
9...f5, as played in B.Dombrowski-M.Lewandowski, Gdansk 2007, was a rather strange move adopted in the only other test of 9 b3. Now 10 d4 would make sense, since ...f6 isn't playable, and after 10...cxd4 11 營xd4 0-0 12 營h4 White has a dangerous initiative.



10 🗘 b2 d6?!

Slingerland overlooks that White's reply is legal.

If this line is to catch on then I think we will see more of 10...0e6. I wonder if Steingrimsson wanted to play 11 d4 here: for instance, 11...cxd4 12 0xd4 0c7 (12...0xd4 13 2xd4 0a5 14 c5! would keep Black's bishops blocked in) 13 0e2 c5 (13...2b7 14 0xe6 fxe6 15 c5 feels better for White) 14 0xe6 fxe6 15 0c3 2b7 16 0a4 2f5 17 0e3 2c8 18 $\dddot{2}$ ad1 and White is starting to take control of the board. An interesting idea is 18... 道h5 19 公xc5! 徵xc5 20 徵xc5 簋xc5 21 簋xd7 皇c6 22 簋xa7 皇xe5 23 皇xe5 簋cxe5 24 簋xe5 簋xe5 25 f3 when the three connected passed pawns look very dangerous. **11 exd6!**



Wasn't that bishop pinned?

11...exd6

Instead 11...&xb2? 12 dxe7 @d6 13 exf8@+ @xf8 14 @c3 is terrible for Black. 11...@xd6 was the other choice, but 12 &xg7 &xg7 13 @e2 should favour White as we have that desired structure from the Hybrid Variation with Black's isolated doubled c-pawns.

12 🕸 xg7 🖄 xg7 13 h3

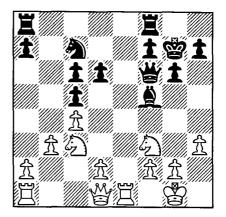
13....省f6

Black's most accurate move order looks to be 13....

a) 14 d4 cxd4 (14...@f6?! 15 @c3! @xd416 @xd4 @xd4 17 @f3 will win back the pawn with dividends) 15 @xd4 @f6 16 @xe6+ @xe6 17 @d2 d5 looks okay for Black.

b) 14 2c3 2d4 and although White

should still have the advantage, the knight on d4 prevents the opening of the position and therefore it won't be so easy to target the d6- and c6-pawns. 14 & c3 & f5



15 Ïc1

Steingrimsson chooses a slow option, but he shouldn't really have an edge after this. He should have played more dynamically with 15 d4 or even 15 g4!? &d7 16 d4 when White will have play against the d6pawn and therefore a small edge.

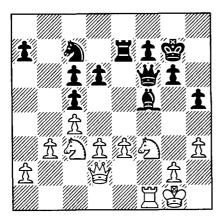
15....Ife8 16 Ie3 h5!?

16...罩ad8 17 d3 罩xe3 18 fxe3 d5! would have equalized.

17 d3 🖾 xe3 18 fxe3 🖾 e8

19 **智d2** 簋e7

19....皇xh3 is efficiently met by 20 ④e4!. 20 罩f1!



Black is suddenly in trouble as his queen is on the wrong square.

20...d5?!

21 e4!

Steingrimsson finds a very strong move, challenging Black's set-up.

21...**£**c8

Instead 21...dxe4 22 dxe4 2xe4?! (22...2c8 23 e5 3xe5 - 23... e6 24 2e4e4 d7 25 d6! e8 26 g5 would allow White a decisive initiative - 24 xe5 xe525 f4! isn't much better) 23 xe4 xe4 24 g5 would win material.

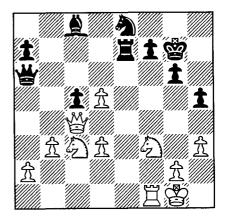
22 cxd5 cxd5 23 exd5

Steingrimsson picks up a pawn and has also gained the useful e4-square for a knight.

23... 響a6 24 響f4

24 \exists e1! \exists xe1+ 25 \forall xe1 was the most accurate as the d-pawn will become stronger the fewer pieces left on the board, i.e. 25...&f5 26 \forall e7 \forall f6 27 \forall xc5 Oa6 28 \forall d4 \forall xd4+ 29 Oxd4 &xd3 30 Oc6 and White will easily convert his extra couple of pawns.

24...④e8 2 5 \c4!



Black cannot hold on to the c5-pawn.

25...ጃe3

25...曾a5 was probably the best try, although 26 ②e4 皇a6 27 曾xc5 曾xc5+ 28 ②xc5 is objectively just lost.

25...邕c7 leaves the Black king too exposed: 26 公g5! 公d6 27 營f4!.

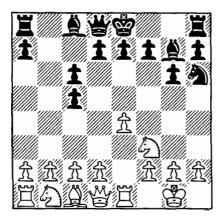
Steingrimsson has succeeded in winning another pawn and now converts without difficulty.

28...②f6 29 d6 최d7 30 b4 a5 31 핰f2 볼e8 32 볼e1 볼xe1 33 핰xe1 axb4 34 최xd7 효xd7 35 최e5 1-0



1 e4 c5 2 むf3 むc6 3 호b5 g6 4 호xc6 bxc6 5 0-0 호g7 6 프e1 むh6

This slightly strange move is actually the most common. Black's set-up involves ...f7f6 and ...心h6-f7. We will take the centre, but Black is solid and we will see a lot of manoeuvring to try and find perfect squares for the pieces. I prefer White as we have more space and an easier plan of progressing on the kingside, but Black's position should not be underestimated. His position is solid, he has the bishop-pair and there's a lot of latent dynamism just below the surface.



6...f6 7 c3 心h6 is the alternative move order, but then we don't have to worry about an immediate 8 h3 as Black's ...d7-d5 isn't so strong once he's already committed to ...f7-f6. After 8 d4 cxd4 9 cxd4 Black has:

a) 9.... 16 f7 10 b3 0-0 11 bd2 would be another path to the game.

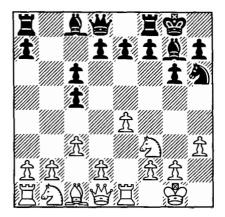
b) 9...d5?! has never been tried, perhaps due to 10 營c2 營d7 11 營c5 ②f7 12 exd5 cxd5 13 ②c3 息b7 14 息f4 邕c8 15 營a3 when Black is caught in an unpleasant bind.

c) 9...0-0 would transpose to the game and, due to the note to White's 8th, below, this might be Black's best move order.

7 c3 0-0 8 d4

The most common, but possibly an inaccuracy.

8 h3! is a more accurate move order according to Pete Wells and seconded by Richard Palliser. Unfortunately we are then committed to h2-h3, but it shouldn't make any major differences to the structure. Importantly, though, this move order does prevent Black's possibility in note 'b' to his 9th move, while it doesn't look like Black has any way to exploit the early h2-h3:



a) 8...d5?! is no longer so attractive: 9 d3! is the point. Black cannot exchange off his c5-pawn and after the ...d7-d5 lunge it will be harder to defend. Then 9...f6 10 \$e3 c4 11 exd5 leads to:

a1) 11...cxd5 12 dxc4 dxc4 13 鬯e2 鬯d3 14 皇c5 墓e8 15 ②a3 鬯xe2 16 墓xe2 e5 17 墓d2 leaves White in control.

a2) 11...cxd3 was tried in S.Rublevsky-Z.Hracek, Polanica Zdroj 1996, when I think White can grab the extra pawn with 12 dxc6!. The pawn on d3 looks annoying, but our c6-pawn is extremely useful: for example, 12...e5 13 b4 鱼e6 14 b5 ④f5 15 鱼c5 邕f7 16 ⑤bd2 響a5 17 響b1! 響xc3 18 邕c1 響a5 19 響xd3 and White would be winning.

b) 8...e5 is Black's other independent try, although I think White should be better after 9 d4 exd4 10 cxd4 cxd4 (or 10...d5 11 exd5 $ext{Wxd5}$ 12 $ilde{O}$ c3 $ext{Wc4}$, as in P.Velicka-J.Zezulkin, Czech League 2004, when 13 $ilde{O}$ e5 $ext{Wxd4}$ 14 $ilde{O}$ xh6 $ilde{O}$ sxc6 $ext{Wxd1}$ 16 $ilde{O}$ axd1 is clearly better for White, despite Black's bishop-pair, as c5 is very weak) 11 $ilde{O}$ xd4 f5 (condemned by Gershon who prefers 11...f6 12 $ilde{O}$ c3 $ilde{O}$ f7 13 $ilde{O}$ f4 $ilde{O}$ e8, offering the position as equal, but I think White must have an advantage as he has open lines for his major pieces: for example, 14 ②f3 d6 15 響a4 響c7 16 罩ac1 響d7 17 罩ed1, taking control) 12 皇xh6 皇xh6 13 e5!? 習b6 14 ②a3 皇a6 (14... 響xb2 15 ②c4 響b4 16 ₩b3!? ₩xb3 17 axb3 and despite the pawn deficit White's knights completely dominate the position) 15 習a4 罩ae8 16 罩ad1 當f7 17 ②c4 皇xc4 18 徵xc4 徵a5 19 e6! dxe6. S.Rublevsky-K.Sakaev, St Petersburg 2001, and although a disaster occurred and White lost in another three moves, at this point he's winning after 20 公xc6 鬯c7 21 罩xe6:

c) 8...f6 9 d4 would reach the typical position and should transpose to lines considered in our next game.

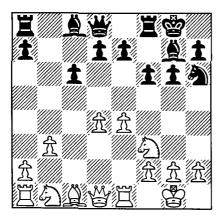
8...cxd4 9 cxd4 f6

Otherwise:

a) Against 9...d6 it would be safest to play 10 h3, transposing into the next game after 10...f6.

b) 9...d5!? is a rare but quite reasonable possibility for Black: 10 e5 f6 11 exf6 exf6 12 h3 q5!? 13 b3 怠f5 14 怠a3 嘼e8 15 嘼xe8+ 響xe8 16 ②bd2 ②f7 17 響f1 ②d8 gave White nothing special in M.Ulibin-Y.Yakovich, Maikop 1998.

10 b3!?



This is quite unusual. Normally White first develops his knight before deciding where his bishop should sit, but Morozevich has a different idea.

10 2 c3 is normal and will be considered in the next game.

10....9f7

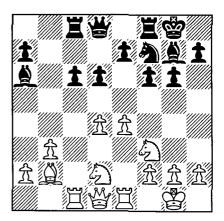
Evidently after 10...d6 Morozevich would have continued with 11 3bd2 which would have likely transposed. Black could try e5 幻f7 14 皇b2 would also have been quite pleasant) 12...fxe4 13 2xe4 2q4 14 Deq5 ₩d7 15 h3 \$xf3 16 ②xf3 邕f5 17 ₩e2 \$f6 18 Zac1 Black had no real compensation for his weak c6- and e7-pawns in R.Leitao-M.Burgos, Americana 2005.

11 () bd2 d6 12 (b2

Thanks to his set-up, Morozevich has managed to get away without playing h2h3, although it doesn't make a major different to the position. White's plan is now to put pressure on the c6-pawn. This involves pushing his b-pawn so that the knight can jump to b3 and thence to a5. 12...<u>\$</u>a6

12... 皇q4 is generally not very good in any of the 3 🕸 5 systems where White can recapture with his knight and here 13 h3 &xf3 14 \bigotimes xf3 would just cede the bishoppair with nothing to show for it.

13 罩c1 罩c8

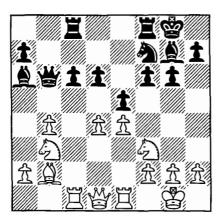


14 b4!

Freeing the b3-square for the white knight and allowing the queen access to a4. **14...e5 15 (2)b3**

15 ega4! looked tempting to provoke the bishop to a worse square: 15...2b5(15...egb6 16 ac4 egb5 17 egb3 egb8 18 h4!? looks quite awkward for Black) 16 egb3when the liberating 16...a5 runs into trouble after 17 a4 2a6 18 b5!.





16 ĝc3

This move feels a little clumsy. Morozevich was evidently worried, though, about 16 a3 \u00e9b5 17 dxe5 fxe5 18 \u00d2a5 c5 19 \u00e9c3 with rough equality.

16...**≜**c4

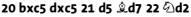
Kasimdzhanov had the chance to break out of the bind with 16...exd4! 17 Dbxd4 Ife8 18 Db3 c5!, opening the position for his bishops when he shouldn't have any problems.

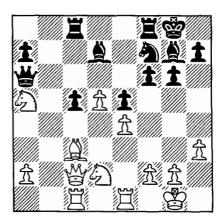
17 ₩c2 âe6 18 h3

So it was played anyway!

18...₩a6 19 ⓐa5 c5

Black struggles a little after this. In theory it's good for Black to open up the centre with 19...d5!?, but the c5-square has suddenly become a big target which White could exploit with 20 2 b3 (20 2 d2 2 h6 21 **E**cd1 is extremely complicated with such a fluid centre) 20...dxe4 21 0c5! Wxa2 22 dxe5! fxe5 (22...exf3 23 0xe6 Wxe6 24 exf6 wins back the piece) 23 Wxe4, which would give White very good compensation for the pawn with the far better structure and some useful-looking outposts.





Now Morozevich has a protected passed pawn and if he can place a knight on c4 then he will have the better chances. Kasimdzhanov is relying on the fact that his knight has a very good square on d6, but perhaps he missed the upcoming tactic.

22...句d6 23 a4 皇h6 24 邕a1 當g7 25 句dc4!

Morozevich has been preparing this for the past couple of moves. Thanks to the pin on the black queen he is able to exchange off a pair of knights when White will have a comfortable advantage, with the passed pawn supported faithfully by the knight on c4.

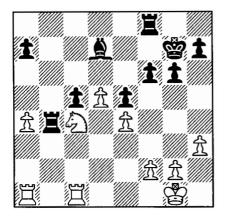
27 Za2! would have been a deep nuance. Black still cannot get out of the pin and this would allow greater coordination amongst the white camp, while Black doesn't have a constructive move with which to improve his position.

How to Beat the Sicilian Defence

②xd2 邕b2

Had the rook been on a2, this would of course have been impossible.

31 ②c4 罩b4 32 罩ec1



Temporarily sacrificing the a4-pawn, but c5 and a7 are too weak for Black ever to consolidate.

32...ዿ̂xa4

This leaves Black under a lot of pressure. Instead 32... Ξ xa4? 33 Ξ xa4 &xa4 34 Ξ a1 &b3 35 0d6! Ξ a8 36 0b7 is great for White as after 36...c4 37 d6! Black cannot stop the d-pawn, but he should have taken the time to bring his king into the game with 32...0f7! 33 f3 0e7 when Black holds equality.

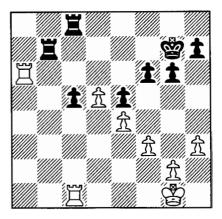
33 f3

33 心d2!? was another interesting try, as after 33... 基c8 34 基c4 White regains his pawn with the advantage, such as after 34... 基b2 35 基axa4 (35 心f1!?) 35... 基xd2 36 基xa7+ 含h6 37 q3.

33...a6

33...邕c8 was necessary to try and defend.

White has won back his pawn and holds a clear advantage in the endgame thanks to only having the one pawn island. Black has problems with both the c5- and f6-pawns while he also has to worry about the dpawn running. Morozevich shows good technique to convert.



37...c4 38 ¤c2 \$f7 39 \$f2 ¤bc7 40 h4 c3 41 g4 h6 42 g5 hxg5 43 hxg5 fxg5 44 \$g3 ¤c4 45 ¤a3 \$e7 46 \$g4 \$d6 47 \$xg5 ¤8c7 48 \$f6 ¤c8 49 ¤a6+ \$c5 50 \$xe5 g5 51 d6 g4 52 fxg4 ¤e8+ 53 \$f6 ¤exe4 54 d7 ¤cd4 55 ¤xc3+ \$b5 56 ¤e6 ¤xg4 57 ¤c7 ¤df4+ 58 \$e7 ¤g7+ 59 \$d8 ¤a4 60 \$c8 ¤a8+ 61 \$b7 ¤d8 62 ¤b6+ \$a5 63 ¤d6 \$b5 64 ¤d5+ \$b4 65 \$c6 ¤gg8 66 ¤b7+ \$c4 67 ¤d1 ¤h8 68 \$c7 \$c5 69 ¤b2 1-0

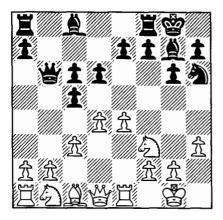


As explained in the previous game, 8 h3 is a more accurate move order when 8...d6 9 d4 cxd4 would transpose back to the game, while 9...豐b6!? would transpose to the following note.

8...cxd4

8... 響b6!? 9 h3 d6 has been a recent try

for Black and indeed was employed by Ivanchuk last year. Here 9...f6 has also been tried, but after 10 b3 cxd4 11 cxd4 ⁽²⁾f7 we again have a normal position where we could choose between 12 ⁽²⁾C3 and 12 ⁽²⁾bd2, playing like Adams or Morozevich.



Black's idea is to delay capturing on d4 and thus not give the White knight the c3square until some concession has been forced out of us. Now:

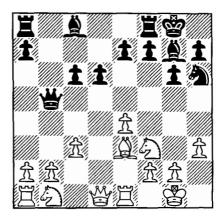
a) Upon encountering this idea Svidler tried 10 營c2, defending the b2-pawn and allowing the bishop to develop to e3. After 10...a5!? (10...f6 11 兔e3 cxd4 12 cxd4 兔d7 13 公c3 公f7 14 墓ad1 營b7 15 公d2 墓ac8 16 公c4 f5! 17 exf5 兔xf5 18 營d2 reached a typical position where White had chosen to play 兔e3 rather than 兔b2 in M.Bijaoui-F.Libiszewski, French League 2009 - we'll investigate such an approach briefly in the note to Black's 10th move in our main game) White has:

a1) 11 息e3 cxd4 12 cxd4 f5!? 13 徵d2 公f7 (13...fxe4 14 息xh6 exf3 15 息xg7 晵xg7 16 邕xe7+ is extremely dangerous for Black) 14 e5 徵b4 with a very complex position, but Black seems to be doing fine, P.Svidler-V.Ivanchuk, Nice (rapid) 2010. ;

a2) 11 dxc5!? might be a possible way to exploit Black's move order. Following

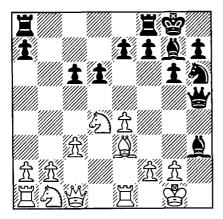
11...鬯xc5 12 皇e3 鬯h5 13 心bd2 Black's queen and knight are both offside, and an attempt to make them useful with 13...f5!? runs into 14 皇xh6 皇xh6 (14...鬯xh6 15 exf5 皇xf5 16 鬯a4 wins a pawn) 15 e5! which looks promising for White.

b) 10 dxc5!? has never been played, but strikes me as an interesting attempt to exploit the trapped knight on h6. Then 10... $ext{Wxc5}$ 11 $ilde{e3}$ $ext{Wb5}$ (11... $ext{Wh5}$ is the alternative, but I think White has decent chances for an advantage: 12 $ilde{e}$ bd2 f6 both 12...f5 13 $ilde{e}$ g5! and 12... $ext{Wb5}$ 13 b4! a5 14 a4 $ext{Wb7}$ 15 bxa5 $ilde{e}$ xa5 16 $ext{Wc1}$ also look promising - 13 $ext{Wa4}$ $ilde{e}$ d7 14 c4 $ilde{e}$ f7 15 c5! with strong queenside pressure) leads to:



b1) 12 $extsf{W}d2 extsf{W}h5 13 extsf{D}d4 extsf{Q}d7 (13... extsf{Q}xh3)$ isn't so strong now the queen is more actively placed on d2: 14 gxh3 $extsf{W}xh3 15 extsf{D}xc6$ $extsf{D}g4 16 extsf{Q}f4$) 14 $extsf{D}e2 f6$ and there's no way of trapping the queen as the queen's knight's path to f3 is blocked. White can win the exchange with 15 $extsf{D}f4 extsf{W}h4 16 g3$ $extsf{W}g5 17 extsf{D}e6$, but 17... $extsf{W}h5 18 extsf{D}xf8 extsfsface$ leaves Black with very good compensation.

b2) 12 鬯c1!? causes the game to become extremely sharp. Here 12...鬯h5 13 ②d4 would force Black to find 13...皇xh3! (13...簋e8 14 ②e2! f6 15 ②g3 鬯h4 16 ③d2 wins material, as the queen has run out of squares), leading to a further divide:



b21) 14 gxh3 鬯xh3 15 ②xc6 鬯g4+ 16 含f1 鬯xe4 17 ②xe7+ 鬯xe7 18 ゑxh6 鬯h4 is very unclear.

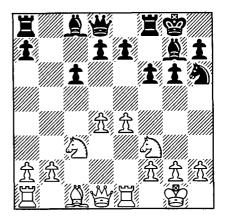
b22) 14 $2 e^{2} e^{2} g^{2}$ 15 $e^{2} g^{2}$ when Black has some threats, but I think White can successfully fight off the attack if he plays accurately: for example, 15... $2 g^{4}$ 16 Ξ h1 B^{5} 17 $2 d^{4} B^{4}$ 18 $2 d^{2}$ c5 19 B^{6} c2 2 xe3+ 20 fxe3 B^{7} xe3 21 Ξ h3 B^{6} 22 Ξ f1 B^{6} 24 xe3 Ξ g3 and the attack has been neutralized.

c) 10 b3 was tried in another recent game and appears the most logical. After 10...f6 11 &e3 (playing à la Morozevich with 11 & bd2 looks sensible) 11...cxd4 12 cxd4 &f7 13 & c3 Black has tried:

c1) 13...習b7 14 邕c1 皇d7 15 公d2 邕ad8 16 公c4 鬯a6 17 鬯d2 e5 18 邕ed1 was V.Anand-M.Taleb, Dubai (rapid) 2002, when Postny's suggestion of 18...f5 19 dxe5 dxe5 followed by 20 皇g5! would have left the future World Champion in command.

c2) 13...f5 is a common source of counterplay in this line, but 14 e5 (White's preferred way of combating ...f6-f5) 14...@a515 Ξ c1 &e6 (tried in E.Safarli-M.Leon Hoyos, Benasque 2010; instead after 15...dxe5 16 dxe5 Oxe5 17 Oxe5 &xe5 18 b4! @xb4 19 Od5! @b7 - 19...@d6 20 Ξ xc6! is the point -20 &h6 &d6 21 &xf8 &xf8 22 Of6! White has a decent initiative) 16 皇f4 邕fe8 17 邕e3 White is in control.

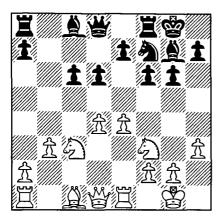
Finally, we can return to 8...cxd4: 9 cxd4 f6 10 公c3



Deviating from the previous game, but as this position can be reached by so many different move orders | think we need to have a look at this approach.

10...∜)f7

10...d6 11 h3 ⁽²⁾f7 12 b3 would be another route to the same position. Here 12 ge3 is the other way of playing, dissuading ... c5. This does give added force to Black's ...f6-f5 break, but after the 12... 皇d7 (12... 鬯b6 13 b3 would transpose to note 'c' to Black's 8th move, above) 13 Ic1 (leaving the d2-square available for the knight on the way to c4) 13...響a5 14 2d2 f5 (14...響b4 15 b3 f5 has been seen a couple of times when perhaps White should play the knight back with 16 创f3 fxe4 17 公xe4 when he can start to put pressure on the e7-pawn) 15 e5! dxe5 of R.Ruck-P.Acs, Hungarian League 1999, I like the look of 16 dxe5 when 16...6 xe5?! fails to 17 ②b3 響d8 18 臭d4 ②f7 19 臭xq7 當xq7 20 ②c5 皇c8 21 響xd8 ②xd8 22 邕xe7+, leaving White in total control - just look at that knight on c5! Here 16... ge6 is stronger, but 17 f4 would attempt to clamp the bishop on q7 out of the game.



This is the critical position of the 4...bxc6 variation, and can be reached by many different move orders, as we have already seen.

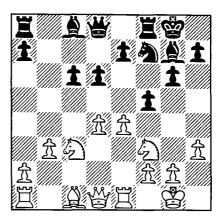
12...\$d7

By no means forced:

a) 12... Wa5 has been tried a few times, with the idea of activating the queen: 13 Qd2 Wh5 (this looks like the only logical follow-up, although now Black has to be careful he doesn't get his queen trapped; 13... Wa6 is rather illogical and 14 b4 Qd7, as in A.Zubarev-D.Kryakvin, Vladimir 2006, and then 15 b5! cxb5 16 Qd5 threatens both 17 Qxe7+ and 17 Qc7 when White regains the sacrificed pawn with the better chances) 14 Qe2! Wb5 15 Ec1 and Black's queen manoeuvre had achieved nothing in the game A.Pridorozhni-B.Shovunov, Elista 2001.

b) Fighting for the centre with 12...e5 has also been tried from time to time: 13 dxe5 fxe5 14 &a3 \bigotimes a5 15 \bigotimes a4 Ξ d8 16 \bigotimes c2 left White with a comfortable position with pressure against both c6- and d6-pawns in S.Vega Gutierrez-M.Rodriguez Costa, Formigal 2002.

c) 12...f5 is given as the critical response by Palliser.



Then:

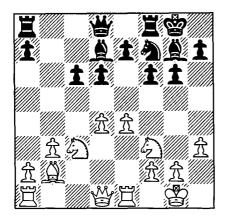
c1) 13 e5 would be ideal, but 13...dxe5 14 dxe5 (14 公xe5 公xe5 15 dxe5 營xd1 16 公xd1 鱼e6 is probably okay too for Black) 14...營xd1 15 公xd1 c5 16 鱼b2 鱼b7 17 e6 公d8 18 鱼xg7 含xg7 19 公e5 罩f6 20 公c3 gave White reasonable compensation for the pawn, with some decent squares for his knights, but probably no more than that in E.Lobron-Y.Yakovich, Saint Vincent 2000.

c2) Therefore 13 \$\overline{b}b2\$ should be tried when 14 e5 is on the cards, so Black plays 13...fxe4 14 \$\overline{b}xe4\$ and now:

c21) 14...&d7 was tried in S.Arkhipov-Y.Yakovich, Elista 1994, when Arkhipov says he should have played 15 \forall d2! to prevent the black queen entering the position. His line continues 15... \forall b6 (or 15...a5 16 Ξ e2 a4 17 b4 followed by doubling on the e-file), but here instead of 16 Ξ e2, I like the look of 16 Cc5! as 16...dxc5 (16...&xh3 fails to 17 Ca4) 17 dxc5 Cr 18 &xg7 Cxg7 19 Ξ xe7 Ξ ad8 20 Ξ d1 would win back the piece with interest.

How to Beat the Sicilian Defence

could have tried 18 0e3 0a5 19 d5!? cxd5 20 0xg7 0xg7 21 \blacksquare ad1, regaining the pawn as after 21...e6? 22 0b2+ 0g8 23 0g4 the threat of 0g4-f6+ would be decisive. 13 0b2



This position is given as equal in some places, but most analysts are of the opinion that White has a slight advantage. We have developed our pieces sensibly and have control of the centre. Black is rather passively placed, but will try to activate himself with either ... f6-f5 or ... e7-e5. In the meantime we want to bring our knight around from f3 to c4, followed by either targeting Black's queenside or breaking in the centre, depending on which set-up Black employs. Indeed, we should remain flexible so that we can easily deal with whichever plan he chooses. In any event, everyone agrees that this position is much easier for White to play.

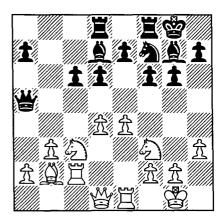
13...**Ξ**b8

A somewhat passive approach. It's not immediately obvious to me what the rook is doing on b8, but perhaps Black was simply trying to develop all his pieces. He can also consider:

a) 13...星e8 14 鬯c2 鬯a5 15 星ad1 鬯h5 was a very aggressive attempt by Black, immediately threatening 16...全xh3, but after the 16 ②e2 g5 of M.Turov-R.Ponomariov, Kharkov 2001, we should follow Gershon's recommendation with 17 ②g3 徵g6 and here perhaps 18 徵d3 is the most accurate, keeping control of the position.

b) 13.... b6 was tried in an early game in the variation, S.Rublevsky-S.Iskusnyh, Maikop 1998, but here Mr 2b5 could have exploited the fact that the d7-bishop is undefended, with 14 e5! 2c8 15 exd6 exd6 16 d5 c5 17 2e4, obtaining a positional advantage in a structure that perhaps most resembles a Benoni.

c) 13...豐a5 14 基c1 基ad8 15 基c2!? was an interesting idea by the English Grandmaster, preparing for Black's ...f6-f5 break when it will be possible to double on the e-file, hitting the e7-pawn.



J.Speelman-J.Shaw, British League 2000, continued 15...宣fe8 16 公d2 響g5 17 宣e3 f5 18 公f3 斷h5 19 exf5 皇xf5 20 罩ce2 when White had an advantage thanks to his pressure down the e-file. The Scottish GM must have miscalculated something here, however, as he tried 20...皇h6? and after 21 罩xe7 罩xe7 22 罩xe7 皇xh3 23 公e4! 會f8 24 罩xa7 (24 公f6! 斷f5 25 d5 會xe7 26 公d4 would have been a flashy but accurate finish: 26...竇g5 27 公xc6+ 會f8 28 公xh7+ drops the queen) 24...皇g4 25 ⁶f6 皇xf3 26 響e1 1-0.

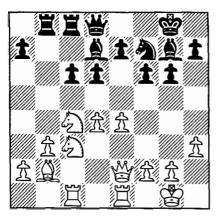
14 Ic1 ₩a5 15 🖓 d2

Adams brings his knight round to the c4-square.

15...≌fc8 16 ②c4 ₩d8

Black evidently wants to play on the queenside, but as we have no weaknesses there it's not clear what shape that play might take. Moreover, as Black's pieces are now on the queenside, Adams now finds a strong method of breaking through in the centre.

17 **響e**2



17...c5

Consistent with Black's previous moves, but this allows White a strong pawn bind in the centre. However, it's difficult to offer Black any improvements:

a) 17...f5?! 18 exf5 皇xf5 19 g4! 皇d7 20 響xe7 wins a pawn as 20...皇xd4 can be met by 21 公xd6!.

b) 17...e5 is another typical break, but Black's rooks aren't on ideal squares here. Perhaps the most thematic way of dealing with it would be 18 Ξ ed1 \pounds e6 19 d5 cxd5 20 \bigstar xd5, leaving Black in a very ugly position.

18 d5

18 dxc5 邕xc5 19 f4! would leave White

with a pleasant position as Black's pieces, particularly the knight on f7, lack squares.

18...a6?

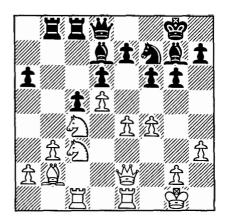
This is probably the decisive mistake. Dovramadjiev had to try activating his knight with 18...곕e5! when:

a) I would be tempted by 19 f4!? anyway, although the position after 19...心xc4 20 bxc4 習a5 is of course a better version than the game for Black.

b) 19 ②xe5 fxe5 20 ②d1 a5 21 ③e3 a4 gives Black reasonable counterplay.

c) 19 ②e3 皇h6 prevents f2-f4 when Black would have reasonable counterchances.

19 f4!



Taking control over the e5-square. The position reminds me of a Benko Gambit, but it is obviously not a great version for Black as he is struggling to find counterplay on the queenside. If Black does nothing White can casually prepare for the e4-e5 break, while h3-h4-h5 is also an interesting idea.

19...皇b5 20 @xb5!?

An interesting choice, repairing Black's pawn structure and giving Black play down the a-file, but Adams has decided he can parry that easily and believes his play on the kingside will be very powerful. 20 2041

How to Beat the Sicilian Defence

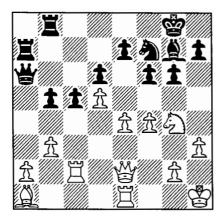
was the alternative, preparing $2de_3$ cementing the knight into place, but Black could then get some counterplay with 20...a5 21 $2de_3$ a4. Instead, though, 21 $2de_3$? $2de_3$ a6 22 $2de_2$ looks to keep everything under control.

20...axb5 21 ②e3 ₩a5 22 皇c3 ₩a7

Of course Black would rather not play 22...b4, ceding the c4-square, after which 23 ④c4 鬯a7 24 皇a1 單a8 25 罩c2 would have stopped all of his queenside counterplay.

23 含h1 罩a8 24 罩c2 罩cb8 25 公g4 誉a6 26 皇a1

26 e5 fxe5 27 fxe5 b4 would hold on for Black. White wants to keep queens on to make his kingside attack more powerful. **26....²a7**



27 e 5!

After some preparatory moves Adams finally strikes in the centre.

27...f5

Black tries to keep the position closed. 27...fxe5 28 fxe5 dxe5 29 2xe5 2xe5 30 2xe5 2xe5 31 ¥xe5 would have left Black with an exposed king, not to mention vulnerable c5- and e7-pawns.

28 e6!

The pawn on e6 cuts through the heart of Black's position.

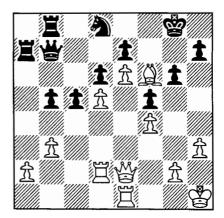
28....Gd8

29 🕗 f6+! 🎍 xf6

29... 會h8 30 创d7 邕bb7 31 息xg7+ 會xg7 32 g4! would give White a decisive attack.

30...exf6 31 e7 ②f7 32 e8罾+ 罩xe8 33 罾xe8+ 含g7 34 罩ce2! wouldn't survive long either.

31 **⊒d**2!



31...exf6

Dovramadjiev can't live with such an exposed king, so decides to give up the exchange, but the endgame is completely lost. However, I don't think Black was going to survive for long anyway. His knight on d8 can scarcely move and I can't see a way to defend Black's monarch: for example, 31... 鬯c7 32 皇a1 鬯a5 33 g4! fxg4 34 hxg4 鬯b4 35 鬯e3 邕c7 36 皇c3 鬯a3 37 鬯h3 with mate shortly.

32 e7 ④f7 33 e8鬯+ 墓xe8 34 鬯xe8+ 含g7 35 鬯c6!

Adams correctly evaluates the endgame as won.

35...,**鬯xc6 36 dxc6 邕c7 37 邕e8 b**4

37...罩xc6 38 罩b8 b4 39 罩b7 followed by

46....莒c8 47 邕e1 邕a8 48 邕b7 1-0

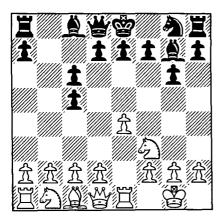
Game 37 **A.Pridorozhni-A.Shorokhov** Russian Team Championship 2009

To conclude coverage of 4...bxc6, we will have a look at Black's other 6th-move alternatives here.

1 e4 c5 2 🖄f3 🖄c6

This game actually started 2...d6 3 & b5+ \triangle c6 4 & xc6+ bxc6 5 0-0 g6 and thus White missed the chance to play 6 d4!, as in Zvjaginsev-Asensio Lisan from the last chapter.

3 ዿb5 g6 4 ዿxc6 bxc6 5 0-0 ዿg7 6 嘼e1



6...d6

Practice has also seen:

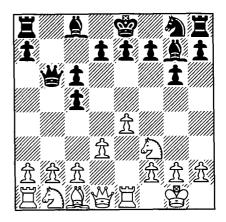
a) 6...d5 is a fairly sensible-looking move, but the problem is that the c5-pawn can no longer be defended by another pawn and thus is a chronic weakness. A recent game continued 7 d3 h6 8 公c3 皇e6 when in D.Campora-S.Medina Carrasco, Seville 2010, 9 e5! g5 10 公a4 習a5 11 b3 would have already granted White a massive advantage.

b) 6... $rac{W}{C7}$ is a speciality of the Armenian Grandmaster Kotanjian, but his results have been very poor. 7 h3 d6 8 c3 has been reached three times in his games, but he has scored just 0.5/3. In his most recent game he tried the aggressive 8...f5, but following 9 exf5 \pounds xf5 10 d4 cxd4 11 \pounds xd4! e5 12 f4!? (12 \pounds xf5 gxf5 13 c4! also looks comfortable) 12... \pounds e7 13 fxe5 dxe5 14 \pounds xf5 \pounds xf5 15 \pounds d2 \pounds d6 in B.Macieja-T.Kotanjian, Martuni 2007, White's most accurate would have been 16 $rac{W}{D3}$! when Black's lack of king safety coupled with his terrible pawn structure would have left him with severe problems.

c) 6...省b6 was the choice of a young Leko:

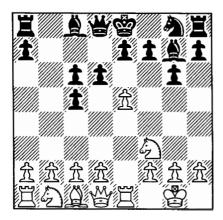
c1) Bologan chose 7 包a3 皇a6 8 d3 包f6 9 包c4! 暫c7 10 e5 包d5 11 包d6+! 會f8 12 包e4 d6 13 c4! 包b6 14 exd6 exd6 15 皇f4 and White was winning, V.Bologan-C.Troyke, Dresden 1996.

c2) However, I don't think Black is really threatening to take on b2, so 7 d3!? followed by 8 ⁽²⁾ bd2 looks sensible.



(9...豐g7 10 e5! 心h6 11 心e4 will regain the pawn with total control) 10 罩b1 鬯xa2 11 鬯c1 鬯e6 12 e5 心d5 13 心e4 leaves Black really struggling.

d) 6...e6 has been tried from time to time, but again this leaves Black with permanent problems with his c5-pawn as ...d7d6 can always be met by e4-e5: 7 d3 🖄 e7 8 e5 (in P.Royset-E.Carlsen, Tromsoe 2008, 8 ②bd2 d5 9 c4 0-0 10 鬯c2 d4 11 e5 f6 12 exf6 \pounds xf6 13 6 e4 was also good enough to be virtually winning out of the opening against the sister of the world no.1) 8...0-09 ②c3 凹b6 10 ②a4 凹a5 11 b3 f6 12 皇a3 fxe5 13 皇xc5 貿d8 14 皇d6 left White in complete control in J.Timman-C.Gamarra Caceres, Buenos Aires Olympiad 1978. Black tried grabbing the exchange with 14...e4 15 16...h6 17 ②e5! 含h7 18 鬯c3 ②q8 19 臭xf8 **澂xf8 20 邕e3 1-0**. 7 e5!



This won't come as a surprise to those of you who have read the last chapter. We are playing strategically against Black's doubled c-pawns and trying to leave c5 as a chronic weakness.

7 h3 ⁽²⁾h6 (7...e5!? is an alternative plan for Black) 8 c3 0-0 9 d4 would transpose to positions seen in the last game.

7...ົິບh6

Again there are alternatives:

a) 7...d5 has been Black's most-common response. Here I like the rare 8 c4!?. The idea is to fix Black's c-pawns and thus create a sitting target. As far as I can tell, it has only been played once, in P.Quiros Cueto-C.Fernandez Velasco, Oviedo 2004. That continued 8...&g4 9 h3 &xf3 10 \bigotimes xf3 e6 11 b3 \bigotimes e7 when 12 &a3 \bigotimes b6 (12... \bigotimes a5 13 \bigotimes c3 \bigotimes b6 14 cxd5 also wins a pawn) 13 \bigotimes c3 \bigotimes a5 14 \bigotimes a4 \bigotimes xd2 15 \bigotimes xc5 leaves White firmly in control.

b) 7... \$ g4 was once essayed by Yakovich, but doesn't look convincing: 8 exd6 鬯xd6 9 h3 \$ f5 10 ②a3 ②f6 11 ②c4 鬯c7 12 d3 0-0 13 \$ ge3 ③d7 was V.Fedorov-Y.Yakovich, Munich 1992, when White could have put Black under real pressure with 14 鬯d2 罩fe8 15 \$ h6 \$ f6 16 \$ f4 e5 17 \$ h2, since 18 g4 is a threat, picking up the e5-pawn.

c) 7...2e6 has also been tried, but doesn't seem to change much: 8 2c3 2h6(8...d5 9 2a4 3a5 10 b3 would already be rather uncomfortable for Black) 9 d4! 0-0 (9...cxd4 10 2xd4 leaves Black with no good moves) 10 dxc5 dxc5 11 3xd8 3fxd8 12 2e3 c4 13 2c5 5f5 was C.Maier-I.Rausis, German League 1992. Here the straightforward 14 3ad1 leaves Black with a wrecked pawn structure.

8 exd6 ₩xd6 9 d3

We've seen this type of positions before in the last chapter. Black is significantly worse due to his doubled c-pawns and White has a basic plan to target the c5pawn.

9...**≜e**6

This doesn't really help, but 9…0-0 10 ②bd2 營c7 11 ②b3 picks up the c5-pawn.

10 ②bd2 鬯c7

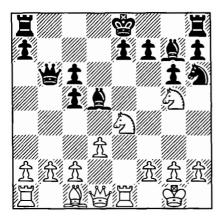
Black is forced into contortions to save the pawn.

Perhaps 10...&d5 was his initial idea, but 11 0g5! 0f5 12 0ge4 &xe4 13 0xe4 We5 14 &g5! would leave him with problems. The immediate threat is 0e4-f6+ and 14...Wxb2 15 Eb1 Wd4 16 g4! 0h6 17 c3 Wd8 (17...Wd5? 18 &xh6 &xh6 19 0f6+) 18 0xc5 would leave him with no good way to defend e7.

11 ②e4 ₩b6 12 ②fg5

Strong and logical, but 12 &xh6! &xh6 13 @fg5 would force Black to give up his dark-squared bishop and 13...&xg5 14 @xg5 &d5 15 b3 leaves Black structurally lost.

12...\$d5



13 🖄 d6+

Very tempting, but this loses time. Instead after 13 0g3! Black still wouldn't be able to castle as 14 c4 is too strong a threat. Thus he must try 13...c4, but 14 We2! Wb4 15 dxc4 2xc4 16 2d2 Wc5 17 05e4 2xe2 18 0xc5 2g4 19 Ee4 2c8 20 Eae1 would leave White with an overwhelming position.

13...當f8 14 幻de4

White starts to drift over the next few moves and lets Black back into the game. 14 2C4 2xC4 15 dxC4 2f5 16 C3 was safer, when White would still have a clear advantage.

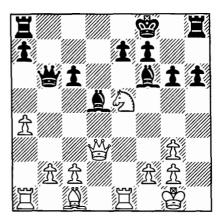
14....⁽)f5 15 a4?! c4!

Black has successfully got rid of his main problem. The isolated queenside pawns are still an issue and it will take a while to sort out his king, but Black has the bishop-pair at least as some compensation.

16 🖄 g3 🖄 xg3

16....皇d4! 17 暫d2 ②xg3 18 hxg3 cxd3 19 c3 皇f6 20 罾xd3 當g7 would leave Black with a reasonable position.

17 hxg3 h6 18 ②f3 cxd3 19 ₩xd3 ዿf6 20 ②e5!



Pridorozhni gets back on track. Black only needs one more tempo to consolidate his position, but White plays aggressively.

20...罩d8

20...當g7?! is not yet possible because White has 21 c4 皇e6 22 ②xg6!.

21 a5 響c7 22 拿f4 響c8 23 響e2

23 公xg6+! was strong: 23...fxg6 24 響xg6 h5 (24...皇g7? isn't possible due to 25 墓xe7!) 25 皇h6+ 墓xh6 26 罾xh6+ 當g8 27 罾xh5 and White's rook and three pawns should be more than a match for Black's bishop-pair.

23...ģ g7 24 🖓 g4!?

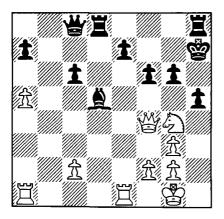
A good practical try. White gives up his b2-pawn for some dangerous threats.

24...皇xb2 25 皇e5+ 皇xe5 26 鬯xe5+ 容h7 27 習f4 h5?! 27...g5! was the correct way of parrying White's threats when it's doubtful he objectively has enough for the pawn.

28 ව්e5 f6?

The decisive mistake. Black misses the cunning switchback. However, 28...星hf8 29 c4 皇e6 30 创f3 would have left White with ongoing threats.

29 Øg4!



Now e7 is en-prise with check and thus Shorokhov can't deal with both that threat and that of @f4-h6+.

29...省d7

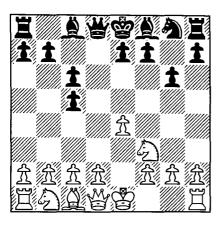
30 獣h6+ 當g8 31 獣xg6+ 當f8 32 公xf6 1-0

Conclusion

4...bxc6 is much less common than the 4...dxc6 of the following chapter. Capturing towards the centre is better strategically, but as we have seen, Black has problems developing his pieces to active posts and the c5-pawn will again be a long-term problem for him. We can take hold of a short-term initiative, which with accurate play should grant us promising chances.

Chapter Six Rossolimo Variation: 3...g6 4 âxc6 dxc6

1 e4 c 5 2 🖓 f3 🖄 c6 3 😫 b5 g6 4 😫 xc6 dxc6



This is the main move. Black is probably slightly worse after it, but is solidly placed and 4...dxc6 has been played more than twice as often as 4...bxc6. This is the most mainstream part of our repertoire and all of the illustrative games in this chapter are since 2004, with three from 2010. Indeed, over the past few years there have been many important theoretical debates in the Rossolimo. This is partly due to the fact that White players don't feel comfortable taking on the Sveshnikov and the other Open Sicilians, and thus have switched to 3 & b5 in search of an advantage.

5 d3

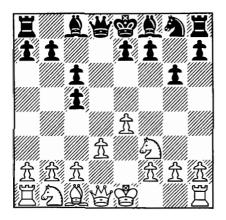
White intends to develop quickly and put pressure on Black's queenside, notably the c5-pawn. We have a structural advantage and intend to use it. Compared to the previous chapter Black can, though, develop his pieces easier. Indeed, the plan with c2c3 and d2-d4 isn't so effective here, as Black can put more immediate pressure on the centre. On the other hand, as Black has captured away from the centre we have a greater strategic advantage.

Game 38 examines the main line against which I'm opting for a plan of a3 and b4. This theme is continued in Game 42. Instead Games 39 and 40 show how we can castle long and get a swift kingside attack against Black's slower plans, while Game 41 covers a topical set-up, but the strong Israeli Grandmaster Emil Sutovsky shows that Black's position is very dangerous. Finally, in the last two games of the chapter we examine lines which allow us a positional pull.

Repertoire Outline

This chapter is the most theoretical in the repertoire, but I've still tried to show a comprehensive list of the various possibilities here.

1 e4 c5 2 ②f3 ②c6 3 单b5 g6 4 单xc6 dxc6 5 d3



5…**≜**g7

A sensible move and by far the most common. Others:

a) 5...b6 is rare here, but is likely to transpose to other lines and after 6 0-0 皇g7 7 h3 play has transposed to Game 43.

b) 5...f6?! is another rare move that was once tried by the strong Polish Grandmaster Michal Krasenkow, but is unlikely to be repeated – see Game 45.

c) 5... @c7 is another offbeat alternative covered in Game 45.

d) The immediate 5...②f6 is an unusual move order, but 6 h3 \$g7 simply transposes to the main line.

e) 5...\$g4 has been tried reasonably frequently, including by some strong grandmasters, but is rather an unambitious try and Game 45 shows how White can get a risk-free edge.

6 h3

Ruling out any notion of ... \$ g4. 6... \$ f6

This has been played around twice as often as 6...e5 and was the choice of none other than Garry Kasparov (who has played this position with both colours), but as well as 6...e5, Black also has:

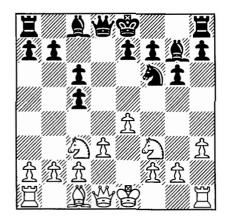
a) 6...習c7 is merely a transposition to the 5...習c7 line.

b) 6... (2) h6 is a very strange deployment of the knight, but we have seen the same idea in the previous chapter. Here it has been played by many strong grandmasters, including the Azeri GM Teimour Radjabov. I cover this idea in the notes to Game 43.

c) 6...b6 is a sensible move defending the c5-pawn and with a very strong pedigree: both Vladimir Kramnik and Vassily Ivanchuk have been happy to take the Black side. Black is flexible and hasn't yet committed to a particular set-up – see Game 43.

d) 6...e5 is the second most-common continuation with over 600 games on the database. In Game 44 I suggest we continue with 7 0-0, rather than the more common 7 & e3.





7...0-0

Straightforward and Black's main try, but again there are alternatives and important ones at that: a) 7...c4 is an important sideline attempted by the Dutch Grandmaster Van Wely. Black tries to get rid of his structural weakness, but allows White a strong initiative, as shown in the notes to Game 40.

b) 7... 習c7 is again merely a transposition to note 'c' to Black's 5th move, above.

c) 7...e5?! is an error which the strong Bulgarian GM Aleksander Delchev once made and is examined in the notes to Game 41.

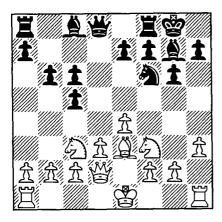
d) 7...b6 is again a flexible option seen in the notes to Game 43.

e) 7...公d7 is the second most-common response and was Rogozenko's choice in his book: Anti-Sicilians: A Guide for Black. After 8 全e3 e5 9 營d2 Black can either allow the bishop trade with 9...營e7 (Game 42) or else prevent it with 9...h6, as seen in Game 43.

8 单 e3 b6

This is really the mainline of the whole Rossolimo. Veselin Topalov, Vassily Ivanchuk, Ruslan Ponomariov, Peter Leko and Viswanathan Anand are but a few of the top grandmasters who have played this way as Black.

Instead 8...心d7 9 鬯d2 邕e8 is played occasionally, but appears very dangerous and allows us a very fast attack – see Game 42. 9 鬯**d2**



Now:

a) 9...\$e6?! indicates that Black isn't sure of the dynamics of the position – see the notes to Game 40.

b) 9...²d7 looks extremely odd linked with ...b6 and is just a bad version of the 7...²d7 lines.

c) 9... and is a rather pointless move, but is seen from time to time and is also covered in the notes to Game 40.

d) Similarly 9...a5, although it has been played by strong players, doesn't look too accurate to me, as we'll also see in Game 40.

e) 9....De8 has been played fairly often, including by some grandmasters, but looks rather long-winded and is the main line of Game 40.

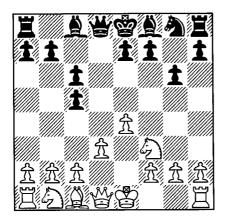
f) 9...罩e8 is often played, but 10 皇h6 皇h8 11 e5!? has scored very well – see Game 39.

g) As the pawn is indirectly defended, 9...e5 seems the most sensible, fighting for control of the centre and is the main line. Here I suggest the unusual 10 a3!? with the idea of breaking with b2-b4 – see Game 38.

> Game 38 S.Kristjansson-Nguyen Van Huy Dresden Olympiad 2008

1 e4 c5 2 ②f3 ②c6 3 单b5 g6 4 单xc6 dxc6 5 d3

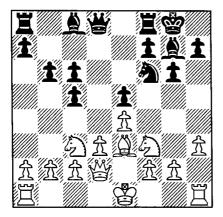
5 h3 used to be favoured, but this allows the rather annoying 5...e5!. As I've mentioned previously, a useful rule of thumb is not to worry about ... c8-g4 if we can react with 2b1-d2 keeping our pieces coordinated. We will see an example of 5... c94 at the end of the chapter with Adams-Meins.



5...**≗g**7 6 h3

We want to develop our queenside knight to c3 so first we prevent Black's ... g_4 . The move has another point that we want to play g_{c1-e3} without having to worry about ... f_{6-g4} ideas.

6...②f6 7 公c3 0-0 8 ዿe3 b6 9 響d2 e5!



This has become the main line of the whole 3...g6 Rossolimo over the past few years. Black fights for control of the centre and doesn't worry about the bishop exchange on h6.

10 a3!?

I've decided to propose a repertoire around the plan of a2-a3 and b2-b4, open-

ing lines on the queenside and allowing greater central control. Often the pawn on a7 becomes a big weakness. The text move is pretty rare and has only been played nine times according to ChessBase, albeit by a high number of titled players.

10 \pounds h6 is the main move and has been the ground for many theoretical battles. White normally castles queenside and the position develops into a pawn race. While the lines are fun if you're a hacker, many people don't like their own king being under so much pressure, especially with White. After examining the lines I'm afraid I couldn't find a clear-cut way to an advantage in these crazy positions, while I'm confident that my quieter suggestion leaves White with a pleasant position.

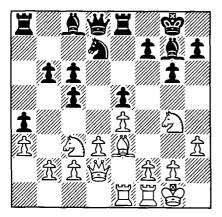
If you're interested in these wild positions, a recent grandmaster battle continued 10... 習d6 11 0-0-0 (11 g4!? is another interesting method to attack that was tried by Kasparov) 11...a5 12 皇xq7 當xq7 13 ②h2 a4 14 De2 b5 (14...c4!? 15 f4 cxd3 16 cxd3 a3 17 b3 🛓 a6 worries me rather) 15 🖄 q4 ②q8 16 f4 exf4 17 ②xf4 皇xq4 18 hxq4 鬯e5 19 響e3 and in L.Nisipeanua3 D.Reinderman, Wijk aan Zee 2010, Black's attack looked to be landing first, although of course the position is extremely unclear.

It's worth pointing out 10 2xe5?! 2xe4! gets White nowhere. We should try to keep the position closed with our knights against Black's bishops. True we can try grabbing a pawn with 11 2xf7, but after 11...2xd2 12 2xd8 2c4! 13 dxc4 3xd8 the open position favours the two bishops.

10....省6

The most logical-looking response, temporarily preventing our b2-b4 plan.

10...a5 has been the other try: 11 0-0 a4 (preventing our plan of b2-b4 for good, but now we can switch to playing on the kingside; we hope that the pawn on a 4 will turn out to be a weakness as it ties down Black's rook) 12 ae1 e8 13 a a 2 a a a source of games, both proceeding 14 f4. However I think 14 a g4 looks much more logical when it's not so easy for Black.



Here's some of my analysis on this fresh position:

a) 14...f5?! 15 exf5 gxf5 16 皇g5 鬯c7 17 ②h6+ 皇xh6 18 皇xh6 leaves Black with a very loose king.

b) The other attempt to kick away our knight with 14...h5 doesn't look very effective either as 15 0h6+ 168 (the only logical way to continue to try and prove that the knight on h6 is offside) 16 2g5! f6 17 f4! with a promising-looking attack, as the bishop is taboo. Black can try 17...2e7 18 fxe5 0xe5 19 164 1d4+ 20 2h1 2e6, but 21 0f5+! gxf5 22 exf5 2f7 23 2xe5 fxe5 24 f6+! 2xf6 25 1h6 blows his position out of the water.

c) 14...分f8 15 公h6+ forces Black to give up his dark-squared bishop and leaves him with vulnerable dark squares.

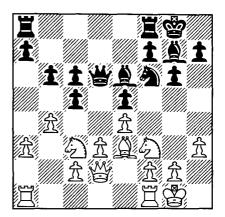
d) 14...鬯e7 looks to be Black's best, waiting for us to commit: 15 皇h6 ④f6!? (15...皇h8 16 f4 gives White a promising looking initiative, while 15...④f8 16 皇xg7 $\dot{\Phi}$ xg7 17 Θ h6+ $\dot{\Phi}$ g8 18 $\dot{\Phi}$ e3 $\dot{\Phi}$ e6 19 $\dot{\Phi}$ e2 $\ddot{\Xi}$ d8 20 f4 again looks rather awkward for Black) 16 $\hat{2}$ xg7 (16 f3!? looks interesting) 16... $\dot{\Phi}$ xg4 17 hxg4 (17 f3!? is a rather cheeky little move, with the idea of 17... $\dot{\Phi}$ xg7 18 fxg4, attempting to play down the semi-open f-file) 17... $\dot{\Phi}$ xg7 18 g5 and Black still has to be careful about his king's safety with the g5-pawn binding him down: for example, 18... Ξ h8 19 f4! h6 20 fxe5 Θ xg5 21 Θ f2 $\hat{2}$ e6 22 Θ f6+ Θ xf6 23 exf6+ $\dot{\Phi}$ h7 24 e5 leaves White favourite. **11 0-0**

This is the start of the creative Icelandic's IM new idea.

11...<u>\$</u>e6

Now 11...a5 wouldn't make so much sense as Black could have played it the previous move.

12 b4!?



Kristjansson decides to sacrifice a pawn to open up the position. He gets the a- and b-files for his rooks and the diagonal opens up for the bishop on e3.

12...cxb4

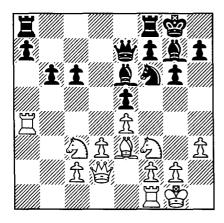
Black takes the bait. It was also possible to decline the pawn with 12...0d7!?, but 13 0g5 claims the light-squared bishop and forces a structural concession out of Black. **13 axb4 \textcircled{1}xb4 14 \blacksquarea4** I think 14 ^{III}a6 would be more accurate, getting ready to double up on the a-file and also putting pressure on b6:

a) It's possible to shift the rook with 14...皇c8, but now 15 基a4 徵d6 16 皇xb6! is playable as the rook is no longer defended. Black can try 16...皇xh3, but 17 皇xa7 皇g4 18 ②h2 皇e6 19 單fa1 gives White good chances.

b) 14... Ξ fb8 15 Ξ fa1 Ξ b7 would hold on to the extra pawn, but 16 0b1!? seems promising as after 16...Wxd2 17 0bxd2 0d7 (or 17...c5 18 0g5 \pounds d7 19 0c4 and Black has problems dealing with the threat of 20 0xb6, as 19... \pounds c6 can be met by 20 0a5!) 18 0g5 \pounds h6 19 0xe6 \pounds xe3 20 fxe3 fxe6 21 0c4 and although Black's a pawn up, he's completely tied down and it is White who can play to win at leisure.

14...**≝e**7?!

At this point we see an odd case of chess blindness. The e5-pawn is actually en prise now that the a4-rook defends the e4-pawn. Therefore 14... 單d6 was necessary and after 15 罩fa1 單c7 (15... 獸b8 looks strange, but is also possible) 16 罩a6 罩fb8 White has some queenside pressure, but certainly no more than a pawn's worth of compensation.



15 🖺 fa1?!

15 2×15 would leave White with a

great position: 15...⁽²⁾xe4? simply doesn't work here due to 16 **Z**xe4.

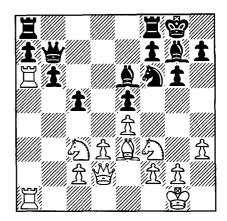
15...c5?!

15...鬯c7! would transpose to the note to Black's 14th.

16 **Ξ**a6

16 ②xe5! was again very good for White. 16...省**b7**

Now 16 ②xe5 is no longer on as the rook has moved, but White can instead win the a7-pawn with a pleasant position.



17 Ŵb5?!

This wins back the pawn, but leaves the knight somewhat offside and loses White's advantage. 17 愈h6!? was an alternative plan, weakening the e5-pawn. Meanwhile 17 徵c1! is intriguing. The idea is to either play 18 徵a3, putting another piece targeting the a7-pawn, or 18 徵b2!? when the e5pawn will again be en prise as the knight will be defended via X-ray from the queen.

17... âd7 18 🖄 xa7 🖄 e8 19 c4!

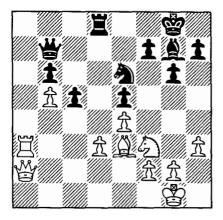
Necessary to take back control of b5 so that the a7-knight can escape.

19...④c7 20 邕6a3 ②e6 21 ④b5

21 2g5!? is interesting, although the position should still be around level.

23... c7 should have been played to tie down the queen or rook to the defence of

b5. Then 24 邕b3 邕a8 25 衡c3 ②e6! is around equal. 24 衡a2!



White's pieces suddenly infiltrate down the open a-file.

24...₩d7?!

24...公c7 was a better bet: 25 暫b3 (25 蓋a7 暫b8 26 公g5 簋f8 looks pleasant for White, but there's no finish) 25...簋a8 26 公g5 簋f8 and White's still better although Black survives.

25 🖄 g5!

Now Black has serious concerns about the f7-square and cracks immediately.

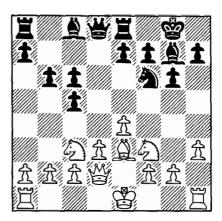
25...④f4?

25...公xg5 26 兔xg5 罩f8 27 罩a7! 酇xd3 28 兔e7 picks up the exchange, although Black can fight on: 28...c4 is necessary, but then after 29 罩a8! Ѷc3!? (threatening a sneaky perpetual) 30 �h2! Ѷc1 31 g3 Ѷf1 32 兔xf8 兔xf8 33 罩c8 �g7 34 Ѷb2 White should be winning.

26 邕a7! 鬯e8 27 公xf7 邕b8 28 臭xf4 1-0

Game 39 **R.Ovetchkin-Y.Kuzubov** Alushta 2004





10 😫 h6

If the following doesn't appeal to you, then you could play in the same manner as the previous game with 10 a3, as employed by no less than Sergei Rublevsky. That game continued 10...a5 11 0-0 207 12 202 f8 13 f4 f5 14 32 ae1 206 15 exf5 gxf5 16 207 f3 204 17 2065 2e6 18 372 2xe5 19 fxe5 28 h8 20 2xd4 37xd4 21 202 37xf2 leaving White in a great endgame thanks to his much pawn structure, one which even one of the greatest defenders ever failed to hold, S.Rublevsky-U.Andersson, Polanica Zdroj 1997.

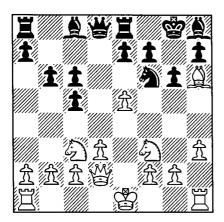
10...創8

10...e5 is also possible, but this leaves Black in a worse version of the critical pawn race, as the queen on d6 is more useful than the rook on e8. Practice has demonstrated that White's kingside play is significantly faster than Black's respective attack on the queenside. One game continued 11 &xg7 &xg7 12 g4 a5 13 e2 (a standard idea, rerouting the knight round to the kingside; from g3 the knight prevents Black blocking up the kingside with ...e16-h5 after a subsequent g4-g5 and sometimes the knight can also be sacrificed on f5) 13...ea6

How to Beat the Sicilian Defence

14 ②q3 ②d7 15 q5! (15 h4 鬯f6 16 鬯e3 鬯f4 would successfully slow White's attack) 15...) 15 0-0-0 (White still didn't have to castle, but evidently he was worried about 16 h4 c4) 16... 幻f8 17 凹c3 凹d6 18 h4 臭c8 19 Idf1 (preventing the pin on the knight with ... 拿q4) 19... b5 20 h5 b4 21 鬯e1 纪e6 22 hxq6 hxq6?! (22...fxq6 was necessary, but White's attack is still looking promising) 23 當h6! 邕q8 was V.Sanduleac-P.Benkovic, Subotica 2003, and here the most direct would have been 24 ⁽²⁾f5+! qxf5 25 exf5 ②xe5, winning. It's noticeable that here Black's attack is still a lot of tempi away from troubling White.

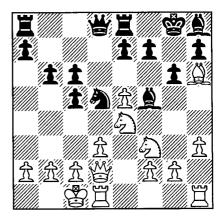
11 e5!?



I'm drawn to this aggressive move that has scored 4.5/5 in practical encounters. White forces the black knight away from the defence of the king while opening a path for his c3-knight. The move is part of a pawn sacrifice; Black will be able to win the e5-pawn, but only at the cost of his darksquared bishop, leaving his king extremely vulnerable.

11....Ôd5 12 වe4 වc7

 $12... \pounds f_5$ has been the other defensive method, with a further choice after 13 0-0-0:



a) 13...a5 14 g4 皇e6 15 單dg1 (15 c4!? should be considered) 15...鬯c7 16 h4 and then:

a1) 16... \forall d7 wins the g4-pawn, but is far too risky: 17 h5 \$\overline{x}g4 18 \$\overline{\tops}eg5\$ and it hardly looks like Black will survive long, as shown by, say, 18... \circ b4 19 \$\overline{\tops}xh7!? (both 19 \$\overline{\tops}xf7\$ and 19 hxg6 also crash through) 19...\$\overline{x}rf3\$ 20 hxg6 fxg6 21 \$\overline{x}g6+ \$\overline{r}f7\$ (21...\$\overline{x}h7\$ 22 \$\overline{g}5\$) 22 \$\overline{r}f4+\$\overline{x}g6\$ 23 \$\overline{x}rf3!\$ with mate in five according to the trusty machine.

a2) 16... Eed8 17 h5 a4 18 hxg6 fxg6 wasn't that much of an improvement in T.Oral-P.JelenP Trencin 1995. Here 19 a3 would prevent any dreams of counterplay and White will be crashing through presently.

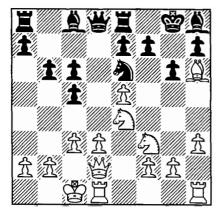
b) 13...公c7 14 營e3 營c8 15 g4 急xe4 16 營xe4 營e6 17 含b1 (17 c4!?, defending a2 and taking possession of the d5-squar,e looks strong) 17...簋ad8 18 h4 營d5 19 營e2 b5 20 h5 b4 21 簋de1 公b5 was seen in A.Naiditsch-Cao Sang, Budapest 2000, and here 22 e6! 營xe6 23 營xe6 fxe6 24 hxg6 hxg6 25 簋xe6簋d6 26 公g5 is a terrible endgame for Black. Amazingly this was the only draw that Black has managed in this line.

13 0-0-0 De6

13... b5 was tried the first time 11 e5

was played in F.Nijboer-M.Kuijf, Wijk aan Zee 1992, when White should have prevented the knight coming to d4 with 14 c3!, with a good version of the game as the black knight is rather misplaced.

14 c3!



Not allowing Black any counterplay with the d4-square. Instead 14 h4 创d4 15 创xd4 鬯xd4 16 f4 皇g4 17 罩de1 c4 gives Black decent counterplay.

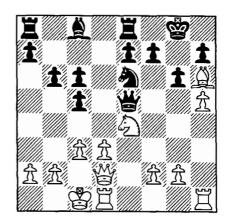
14....省c7

Black's play on the queenside is obviously going to be too slow, so he has to try catching the e5-pawn. Here's an illustrative line if Black does nothing: 14...a5 15 h4 a4 16 h5 a3 17 b3 &a6 18 hxg6 hxg6 (18...fxg6 is better, but 19 @eg5! @xg5 20 Wxg5 Wd5 21 Wh4! Zad8 22 &e3 h5 23 c4 We6 24 We4 leaves Black in a dreadful mess) 19 &f8!! is an important tactic to remember. Now wouldn't 19...@xf8 20 Zxh8+! &xh8 21 Wh6+ &g8 22 Zh1 f6 23 Wh8+ &f7 24 @eg5+ fxg5 25 @xg5 mate be a pretty game to play?

15 h4

15 當b1!? is an interesting nuance. The subtle idea is to defend the a2-pawn so that after 15... এxe5 16 公xe5 豐xe5 17 f4! 營d5 (17... 營h5 18 兔g5 公xg5 19 fxg5 leaves both members of Black's royalty in trouble), 18 g4! can be played immediately without having to worry about Black's counterplay. Indeed, here I imagine White's attack is simply too fast, such as after 18...公f8 19 f5!. 15...全xe5 16 公xe5 營xe5 17 h5

17 f4!? d5 18 g4 is also tempting, but rather messy. It's more logical to open the h-file.



17...**皇**a6

This is too slow to prevent White's steamroller of an attack on the kingside. 17...c4 is probably essential, but Black's position is really hanging by a thread. The position reminds me of certain Dragon lines and as a Dragon player myself I would not feel at all comfortable defending here. A sample line might proceed 18 hxg6 (18 f3 cxd3 19 營xd3 also leaves White with promising compensation) 18...hxg6 19 f4 營d5 20 營e3! cxd3 21 兔g5 f6 (21...資xa2 22 ゑxe7! 簋xe7 23 ⓒf6+ �g7 24 簋h7+ mates) 22 ゑxf6 營xa2 23 簋h8+ �sf7 24 簋h7+ �sg8 25 簋dh1 營a1+ 26 �sd2 螢xb2+ 27 �se1 and White wins.

18 hxg6 hxg6

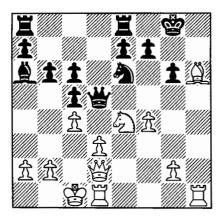
18...fxg6 is hardly a move that Black wants to play as his pawn structure has been decimated, but at least here it's harder to deliver mate down the h-file. Still, 19 Ide1 習d5 20 c4 習d4 21 f4 Idad8 22 Idad8 leaves White with a mammoth kingside attack. Black should probably try to get some counterplay with 22...皇xc4, but 23 dxc4 營xc4+ 24 營c2 營xa2 25 公c3 營a1+ 26 公b1 prevents Black's counterattack going any further when White can return to his plan of mating the black king.

19 f4

White's position simply plays itself.

19....**智d5 20 c**4!

It's unnecessary to allow Black counterplay after, for example, 20 g4 鬯xa2 21 f5 篁ed8! 22 鬯h2 鬯a1+ 23 �ac2 鬯a4+ 24 �ab1 �ac4!, which looks to hold the draw: 25 �ag5 鬯a2+ 26 �ac1 鬯a1+ 27 �ac2 鬯a4+.



20....省4

Kuzubov doesn't realise the danger he's in. 20...&xc4 had to be played. The endgame after 21 Cc3 Wxd3 22 Wxd3 &xd3 23 Zxd3 favours White, but at least Black would still be in the game.

21 g4! 🖺 ad8

 despite the simplification Black is lost, as there's no defence to 27 创f6 mate.

22 f5

22 Wh2!? would probably have finished the game quicker, but Ovetchkin goes for the safer option.

22...**鬯xe**4

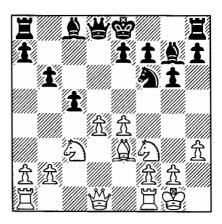
This just loses but it was already too late for Black. Instead 22... \$xc4 would transpose to the previous note.

23 dxe4 🖾 xd2 24 🖾 xd2 🖄 d4 25 🖾 dh2 1-0

Game 40 V.Bologan-A.Kharlov USSR Team Championship 1991

1 e4 c5 2 신f3 신c6 3 单b5 g6 4 单xc6 dxc6 5 h3 신f6 6 d3 单g7 7 신c3 0-0

It's possible to challenge White immediately with 7...c4!? when I think we should play for the initiative with 8 0-0 (taking the pawn with 8 dxc4 $\forall xd1+9 \Rightarrow xd1 \& e6 10 c5$ 0-0-0+ 11 $\Rightarrow e1 & d7 12 \& e3$ gave Black decent compensation for the pawn, although perhaps White is still a smudge better, A.Kim-D.Yevseev, Peterhof 2006) 8...cxd3 9 cxd3 c5 10 & e3 b6 11 d4 which has been reached in a couple of games by Van Wely.



In the first he tried 11...cxd4 12 \$\overline{x}d4 0-0 13 習a4 習d7 when I think White's best try to keep an initiative going is 14 ₩xd7 (instead 14 習b4 習d6 15 習b5 習d7 didn't really get anywhere in A.Grischuk-L.Van Wely, Wijk aan Zee 2003) 14... \$xd7 (14... 2xd7 15 皇xq7 當xq7 16 邕fd1 leaves White with a small but definite advantage thanks to his more active pieces) 15 e5 2h516 &e3, threatening to trap the knight and thereby forcing 16...f5 17 邕ad1 (17 邕fd1 18 أd5! also looks promising) 罩ad8 17...邕ad8 18 皇q5 當f7 19 邕fe1 皇e6 20 皇c1 h6 21 2d and Black still cannot be entirely happy with his position.

The Dutch Grandmaster later deviated with 11...&b7, although 12 d5 0-0 13 bb3 bc8 14 aad1 e6 15 &g5 exd5 16 e5! c4 17 bc2 cd7 18 cxd5 left White with a dynamic initiative, while the g7-bishop had been blocked out of the game in R.Ponomariov-L.Van Wely, Wijk aan Zee 2003.

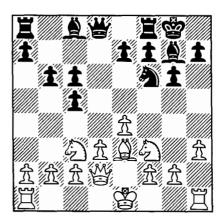
8 **≜e**3 b6

Alternatively:

a) 8...c4 9 0-0 cxd3 10 cxd3 would be rather similar to the previous note, but here Black cannot challenge the centre with ...c6c5 and thus White will retain his centre: 10...資a5 11 d4 象e6 12 徵c2 h6 13 a3 當fd8 14 b4 徵h5 15 ②e2 徵b5 16 ②f4 徵c4 17 徵b1 徵b3 18 e5 ③e8 19 ④xe6 徵xe6 20 b5 saw the former World Champion successfully grinding away in G.Kasparov-M.Miranda, Rio de Janiero (simul) 1996

b) 8...徵a5 is a slightly strange way to defend the c5-pawn, as the queen is rather out of place. Then 9 徵d2 簋d8 10 0-0 盒d7 11 盒h6 螢c7 12 盒xg7 含xg7, G.Kasparov-F.Niebling, Frankfurt (simul) 2000, was another game of probably the world's strongest-ever player. After 13 徵g5 b6 14 e5 公g8 15 簋ae1 Black is really struggling. It's noticeable that Black's queen has returned to c7 and he's been obliged to play ...b6, so 習a5 was definitely not a success.

c) 8...豐b6 is also rather a cumbersome square for the black queen. In M.Rudolf-B.Nowicki, Warsaw 2009, 9 罩b1 公d7 10 0-0 豐a5 11 豐d2 saw a rather similar position to 8...豐a5, and one in which we should feel very comfortable.



9....⁶)e8

This seems a rather long-winded approach. Black intends to defend with ...f7-f6 and ...e7-e5 or by bringing the knight round to e6 via c7. As well as 9...e5 and 9...\[extbf{ze8}, he has also been known to try:

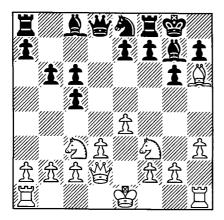
a) I have to confess I don't understand 9...a5 as White was not yet threatening b2b4, while the queenside only looks more vulnerable once Black plays ...a5-a4. Let's follow another Kasparov game: 10 皇h6 a4 11 皇xg7 當xg7 12 a3 賀c7 13 0-0 萬d8 14 賀e3 ②h5?! (14...e5 was better, although 15 ②d2 ②h5 16 ②e2 is still pleasant for White) 15 e5! (suddenly Black must place himself in contortions to keep the knight) 15... ఫg8 16 h6 f6 17 ②e4 皇f5 18 틸ae1 皇xe4 19 틸xe4 fxe5 20 틸xe5 ③f6 21 틸fe1 틸d7 22 ③g5 e6 23 틸xe6 틸f8 and Black resigned before seeing 24 圓xf6 in G.KasparovH.Papaioannou, Patras (simul) 2001.

b) Likewise 9...2a6 is sometimes played, but seeing as ...c5-c4 can be met by d3-d4 the move is futile: 10 2h6 c4 11 2xg7 2xg712 d4 b5 was N.Delgado Ramirez-S.Mirza, Mallorca Olympiad 2004, when 13 a3 would have made the idea look rather suspicious, particularly as 13...c5 can be met by 14 e5 2d7 15 e6! fxe6 16 2g5 b6 17 d5! when Black has a lot of problems.

c) 9.... 象e6 shows a lack of understanding of the position because now Black is no longer able to play ...e7-e5 and rerouting the knight will also be problematic, as he has to watch out for the threat of ②f3-g5. A fairly recent game continued 10 象h6 b5 11 象xg7 會xg7 12 響e3 暫b6 13 ②g5 象d7 14 f4 e6 15 0-0 with a very pleasant situation for White in N.Kabanov-V.Kalmachevskikh, Khanty Mansiysk 2008.

10 0-0-0

10 皇h6 is probably a more accurate move order.

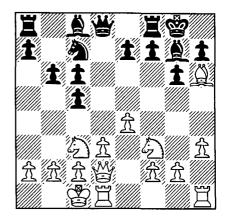


This is because White can respond to 10...f6 with 11 e5! &e6 12 0-0-0 &xh6 (the older 12...&d5 of S.Makarichev-M.Chandler, Moscow 1990, is probably stronger, although 13 &xd5 cxd5 - 13...@xd5 14 &b1 leaves White with a safe edge - 14 \blacksquare de1 looks quite promising) 13 @xh6 &g7 14 g4 全d5 15 心e4 心e6 16 h4 鬯e8, as in J.Van Mil-I.Rogers, Belgian League 2005, when 17 exf6 exf6 18 h5 호xe4 19 dxe4 g5 20 e5 鬯e7 21 罩d6 would have left the recently-retired Australian Grandmaster under overwhelming pressure. Instead here 10...心c7 11 0-0-0 would transpose to the game, although 11 h4!? is also possible.

10....⁄⊡c7

10...e5 is Black's alternative set-up and is possible thanks to White's move order: 11 &h6 f6 (11...@e7 looks a little more flexible when 12 &b1, waiting to see how Black is going to commit, looks best) 12 g4 @e7 13 Ξ dg1 @c7 14 &xg7 @xg7 15 h4 @e6 16 @e2 left White with promising kingside play in J.Peters-R.Reynolds, Los Angeles 2009.

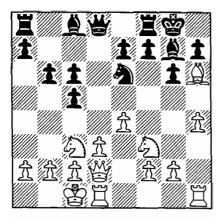
11 😫 h6



11...&e6

This plan strikes me as very lethargic. It's not even completely clear to me that the knight stands better on e6 than f6, as now there is nothing impeding the h-pawn advance. 11...b5 has also been tried, but the story was similar: 12 h4! &g4 (12...&xh6 13 Шxh6 f6, as played in our main game, is Black's only try) 13 h5! gxh5 (13...&xh5 14 &xg7 &xg7 15 g4 crashes through) 14 &xg7 &xg7 was E.Arancibia Guzman-A.Rios Escobar, Santiago de Chile 2005, and now the most accurate coup de grâce would have been 15 265! 4116 95+ 618 17 2xd1 6e8 18 8xh5 6f6 19 8h6 8c8 20 2e3! and Black has no defence to 2e3-f5 or 2e3-g4.

12 h4



Again White's play is hardly subtle, but is extremely effective. After all we have four pieces pointing towards the black king, which only has a single bishop and knight to defend.

12...ዿੈxh6 13 ₩xh6 f6 14 🖉 e2

14 e5!? also looks strong, but 14 h5?! would be ill advised, as after 14...g5 our queen is trapped for the foreseeable future. Instead 14 g4 can be met by 14... d4, so Bologan prepares that advance.

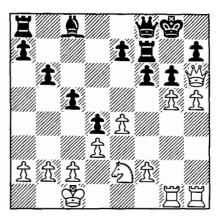
14...볼f7 15 g4 신d4 16 신fxd4 cxd4 17 볼dg1 c5?!

This is practically the losing move. 17...e5 was a better way to defend the d4pawn, as then Black does not lose a pawn, although the endgame is still unpleasant after 18 g5 管f8 19 營xf8+ 含xf8 20 h5 gxh5 21 罩xh5 fxg5 22 罩gxg5 罩xf2 23 含d2, since White's pieces are so much more active and Black's pawns rather vulnerable.

18 g5 ¥f8 19 h5!

White wins a pawn and opens up the g-

file for the rooks.



19...।\xh6 20 gxh6 g5 21 f4

21...g4 22 f5 doesn't help.

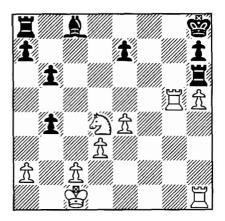
22 fxg5 fxg5 23 🖾 xg5 🖾 f6

23... 皇e6 is a better move order, but 24 單hg1 單f2 25 當d2 leaves White in total control.

24 b4!?

Attacking on both flanks. 24 ²g7! was also very strong as the pawn cannot be kept as 24...e5 can be met with 25 ²g5.

24...cxb4 25 🖄 xd4 🖾 xh6



How to Beat the Sicilian Defence

So we're back to material equality, but it's easy to see that White's pieces are far better placed – just look at the rooks on h6 and a8. White's structure is also far better. **26 Ef1**

26 Ξ hg1 2d7 27 2b2 Ξ f6 (or 27... Ξ d6 28 2f3 and thence to e5) 28 Ξ d5 2e8 29 Ξ e5 was another possible way to proceed.

26...皇e6 27 🖄 b2 a5

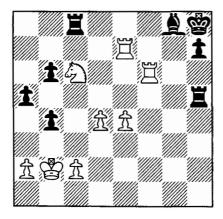
Allowing the swap of e7 and h5 is disastrous. 27... 28 looks exceedingly passive, but would at least defend the pawn.

28 蒕e5 皇g8 29 蒕xe7 蒕xh5 30 蒕f6

Black has a passed pawn, but it won't be able to move as Black's king is too vulnerable. In the meantime White has a couple of passed pawns of his own. With that in mind, 30 e5! looks very sensible. It would also prevent the next note as now 30...a4 can be met by 31 e6, blocking in the bishop. **30...34**

30...a4! had to be tried to conjure up some counter-chances against White's king, even if after 31 a3 b3 32 Ixb6 Ic8 33 Ibb7 Ih2 34 Iec7 everything should be under control. However, once a pair of rooks is exchanged, the h-pawn will be able to move and therefore Black has some counter-chances.

31 乞c6 邕c8 32 d4!



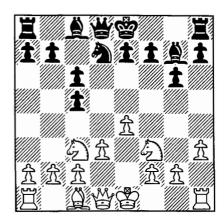
Now Bologan's pawns roll home.

32...트g5 33 d5 트g7 34 트f2 트xe7 35 신xe7 트e8 36 d6 호e6 37 트f6 호g4 38 e5 향g7 39 신f5+ 호xf5 40트xf5 트d8 41 c3 트f8 42 d7!

Certainly not 42 \Zxf8?? \Symplexf8 43 cxb4 h5!, turning the tables completely.

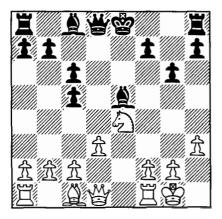
42...邕xf5 43 d8鬯 bxc3+ 44 喜xc3 邕xe5 45 鬯c7+ 音f6 46 鬯xh7 b5 47 鬯h8+ 音f5 48 鬯c8+ 含f4 49 鬯c7 含e4 50 鬯xa5 1-0





The knight drops back, preparing ...e7-e5 and defending the c5-pawn.

The immediate 7...e5?! looks inaccurate with Black's king still in the centre. White can exploit it with 8 2xe5! (interestingly 8 2xe3 has been the choice of many grandmasters, including Kasparov albeit only in a simul; this will transpose to other lines, but taking the pawn is stronger) 8...2xe4 9 2xe4 2xe5 10 0-0. I said previously it was not good to open up the position for Black's dark-squared bishop, but here it is justified because White hits the c5-pawn and threatens the black king; both of which cannot be defended at the same time. White has scored an overwhelming 6.5/7 from here:



a) 10...0-0 11 \bigtriangleup xc5 Wh4 (A.Krutko-V.Artamonov, Ekaterinburg 2008) 12 \nexists e1 \pounds c7 (12... \pounds d4 13 Qe4 gets nowhere as 13...f5 allows 14 \pounds g5 \pounds xf2+ 15 \doteqdot h1) 13 Qe4 when White has consolidated his extra pawn, as 13... \pounds xh3? loses to 14 \pounds g5!.

b) 10...We7 defends the c5-pawn, but gets into trouble along the e-file: 11 Ee1 ee6 (or 11...0-0 12 eh6 e.g7 - 12...Ee8 13 eg5 Wf8 14 ef6 leaves White with a very dangerous initiative - 13 eg5! Wc7 14 eh6+ eh8 15 ee8! and Black's dark squares are too vulnerable) 12 eg5 (12 Wf3 0-0 13 ef4 is an alternative route to a clear advantage) 12...ef6 13 exe6 fxe6 14 Wg4 ef7 15 eh6 left Black under a lot of pressure but 15...exb2? 16 \ddddot{E} ab1 ef6 17 \ddddot{E} xb7! and 1-0 certainly didn't help in G.Mohr-I.Jelen, Bled 2002.

c) With 10...c4 Black tries at least to damage White's pawn structure in return for the pawn, although after 11 罩e1! 皇e6 (11...0-0 12 皇h6 罩e8 13 皇g5 營d7 14 皇f6 is a motif we've seen before) 12 皇g5 營d4 in R.Rabiega-G.5chebler, Höckendorf 2004, the cleanest looks to be 13 c3! $\bigotimes xd3$ 14 \bigotimes c5 $\bigotimes xd1$ (14... $\bigotimes f5$ 15 f4! & xf4 16 $\bigotimes d7+! \& f8$ 17 $\bigotimes xe6+$ fxe6 18 & xf4 wins) 15 $\exists axd1$ h6 16 & h4 g5 17 & xg5 hxg5 18 $\exists xe5 \& e7$ 19 $\bigotimes xe6$ fxe6 20 $\exists de1 \ \\ \equiv h6$ 21 $\exists xg5$ which leaves White a pawn up in the endgame and this should be rather easy to convert with our connected passed pawns on the kingside.

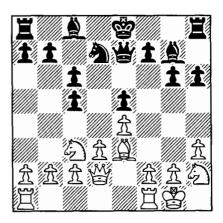
8 ዿe3 e5 9 ₩d2 h6

An ambitious choice. Black prevents the bishop exchange, but this means his king will be stuck in the centre for a few moves, allowing us to drum up an initiative.

9...鬯e7 is Rogozenko's choice in his *Anti-Sicilians: A Guide for Black* and will be looked at in the following game.

10 0-0

10 ②g1!? is a bizarre-looking move, but the idea is to get in our f2-f4 break and then recapture with our knight, thereby keeping our pieces coordinated. 10... 鬯e7 11 ②ge2 ③f8 12 f4 exf4 13 ②xf4 ②d7 14 0-0 0-0 15 罩ae1 ②e5 was unclear, but I quite like White's prospects, L.McShane-LJohannessen, Novi Sad 2009. **10....鬯e7 11** ②h2



Preparing f2-f4, opening up the kingside, while Black is obliged to keep his king in the centre. Again it is possible to play on the queenside with 11 a3, but I like the dynamic choice of the game.

11....Ðf8

Black reroutes his knight to d4 while gaining time on the white piece on f4. It's also possible for Black to take direct steps to prevent f2-f4 with 11...g5, although this weakens the f5- and h5-squares. Finkel now gives the line 12 222 218 13 233 236, but here he overlooks the possibility of 14 223b6 15 b4!, winning a pawn.

12 f4 exf4 13 🚊 xf4!?

13 Ξ xf4 has been more popular in the past, but recently the top players have switched to capturing with the bishop. Sutovsky decides he would prefer his bishop on g3. While that allows Black to castle kingside we can then build up a dangerous initiative on the e- and f-files.

13....⁶)e6

This is the logical continuation of Black's plan. Others:

a) 13....皇e6 has also been played a handful of times, but it's not very logical in conjunction with Black's previous few moves: 14 皇g3 公d7 (14...0-0-0 15 營f4 was White's idea) 15 公f3 g5 16 邕ae1 0-0 was B.Macieja-L.Schandorff, Saint Vincent 2005, and now 17 公d5! (17 e5!? could also be considered) 17...cxd5 18 exd5 皇xb2 19 c3 皇a3 20 h4! would have left Black really struggling.

b) 13...g5 has been the Belgian IM Bart Michiels' choice, with the idea of developing the knight to g6, but this creates a few holes in his position. Mickey Adams continued 14 &g3 \bigotimes g6 15 e5! 0-0 16 Ξ ae1 &e6 17 \bigotimes f3 &d5 18 \bigotimes xd5!? (18 \bigotimes e4 would be more usual) 18...cxd5 19 c3 Ξ ae8 20 d4 cxd4 21 \bigotimes xd4! with a comfortable position in M.Adams-B.Michiels, German League 2009.

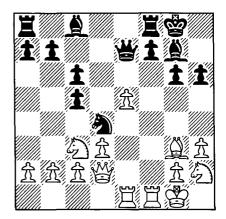
14 😫 g3 🖄 d4

Black might also try:

a) 14...0-0 15 e5 🖄d4 16 🛱ae1 would transpose to the game.

b) 14...@g5 was played a couple of times by Loek van Wely, but 15 @e1! (we want to keep the queens on for our attack) 15...@d416 @f2! 0-0 17 @d6 wins material. The rook cannot move due to the pressure on f7. Surprisingly van Wely repeated this position, but it simply looks unpleasant. He tried 17...@xh3, but after 18 @f4! @xg2+19@xg2 @xg2 20 @xg2 @xc2 21 @ad1 in bothA.Shirov-L.Van Wely, Monte Carlo (rapid) 2005, and P.Leko-L.Van Wely, Dortmund 2005, the Dutch Grandmaster failed to hold.

15 🗏 ae1 0-0 16 e5!



The point of capturing with the bishop. As we saw in the last game, e4-e5 is a useful move, controlling the f6- and d6-squares and preparing a route for the queenside knight.

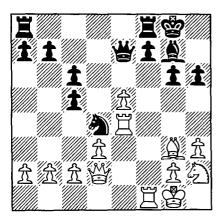
16...⊈f5

Black needs to block the way to f6.

16...②f5 is the other try, but it seems a shame for Black to move his only wellplaced piece. The game V.Papin-V.Stamenkov, Plovdiv 2008, continued 17 象f2 b6 18 ②f3 簋d8 19 ②e4 象e6 when I like the look of 20 b4! ②d4 (20...cxb4 21 g4 traps the knight) 21 象xd4 cxd4 22 ②f6+ 象xf6 (22...含h8 23 罩e4 cannot really be considered) 23 exf6 螢xf6 24 螢xh6 which promises White a strong attack.

17 De4 🕯 xe4

17...h5 was played in an earlier game from last year: 18 2/16+!? (sacrificing the pawn to weaken Black's dark squares; 18 أd6 was an alternative positional response when 18... \$e6 19 \$f3, forcing Black's knight away, looks very strong) 18... 皇xf6 19 exf6 營xf6 20 盒e5 營d8 21 q4 hxq4 was Y.Gonzalez Vidal-F.Corrales Jimenez, Ciego de Avila 2010, when White should have brought his knight into play with 22 2xq4! 營h4 (22...皇xq4 23 營h6! f6 24 營xq6+ 含h8 25 邕xf6 mates) 23 乞f6+ 當h8 24 ②e4+ f6 wins the queen) 25 $\oint xf6$ $\exists xf6$ 26 $\forall f4!$ and wins. Here 21...f6! is better when 22 qxf5 fxe5 23 習h6 ②xf5 24 習xq6+ ②q7 looks dangerous for Black, but appears to hold. 18 **邕xe**4



18...h5

Preventing White's knight jumping to the g4-square, although as Black only survived another six moves, it's perhaps unlikely to be repeated. Thus our opponents might prefer:

a) 18...④f5 19 怠f4 當h7 20 ②g4 罩ad8 21 響f2 罩d5 22 b3 罩fd8 23 ᅌc1! (craftily rerouting to the long diagonal) 23...會h8 (probably 23...h5 should have been attempted as after 24 ②f6+ 皇xf6 25 exf6 豐xf6 26 g4 Black saves his piece with 26...豐g7!, although White is still on top after 27 罩a4 ②d6 28 罩xa7) 24 皇b2 營c7 25 ②f6 皇xf6 26 exf6 會h7 27 罩fe1 left Black in a lot of trouble and after 27...徵g3? 28 營xg3 ②xg3 29 罩e7 he could already resign in J.Lopez Martinez-M.Zaslavsky, Rijeka 2010.

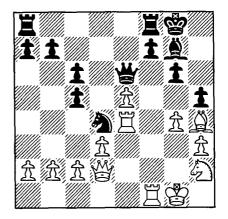
b) 18...트ad8 19 单h4! g5 20 公q4! was another good advert for White's choice: 20...公e6 21 公f6+ 含h8 22 皇g3 and it's surprising Black managed to last another 15 moves in T.Kosintseva-V.Cmilyte, Turin 2006.

19 **Ձh**4!

19 公f3 公xf3+ 20 罩xf3, as in J.Hammer-A.Korobov, Cappelle la Grande 2009, would be a safe alternative but Sutovsky, true to his spirit, goes for the throat.

19...₩e6

This is the first new move but it doesn't change the assessment. Previously 19... 谢c7 20 皇f6 當h7 21 g4 皇h6 22 谢f2 罩g8 23 e6! ②xe6 24 皇e5 谢d7 25 谢xf7+ 谢xf7 26 罩xf7+ 皇g7 27 罩xb7 was already winning for White in E.Kalegin-S.Sokolov, Kazan 2008. **20 g4!**



Opening a path for White's knight and

destroying Black's pawn cover.

20...**響xa**2

Black has nothing better so Baron decides to grab the pawn. 20...hxg4 21 2xg42f5 22 2f6+ 2h8 23 2g5 would leave Black defenceless to the threat of 24 3xf5and 25 3h4+.

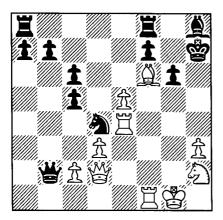
21 gxh5 ₩xb2

21...gxh5 would prevent the course of the game, but now the g-file is too exposed. The easiest finish looks to be 22 罩xd4! cxd4 23 皇f6 皇xf6 24 exf6 當h7 25 @g4! hxg4 26 習g5 罩g8 27 習h5 mate.

22 h6! âh8 23 h7+!

Forcing the king out into the open.

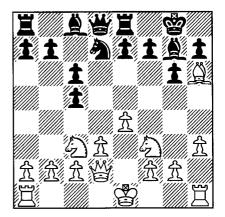
23....當xh7 24 皇f6 1-0



Black resigned as it is mate shortly.

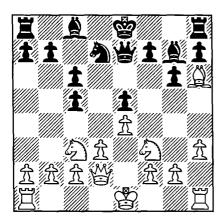
Game 42 **M.Carlsen-N.Djukic** European Team Champ'ship, Heraklion 2007

8...0-0 9 幽d2 墨e8 is played from time to time, intending to keep the dark-squared bishops on the board. However this approach seems incredibly risky after 10 0



a) 10...&h8 11 h4! has scored an almost complete whitewash with 9.5/10: 11...b5 (11...e5 doesn't change the story: 12 h5 $\ensuremath{\sc We7}$ 13 0-0-0 $\ensuremath{\sc Me7}$ 14 hxg6 fxg6 15 $\ensuremath{\sc Eh4}$ &f6 16 &g5 h5 17 $\ensuremath{\sc Bh4}$ &h7 18 &xf6 $\ensuremath{\sc Wxf6}$ 19 $\ensuremath{\sc Wh6}$ $\ensuremath{\sc Wg7}$ 20 $\ensuremath{\sc We3}$ b6 21 $\ensuremath{\sc Me4}$ 24 g4 was another success in a more recent game, J.Rowson-M.Herbold, Edinburgh 2009) 12 h5 b4 13 $\ensuremath{\sc Me4}$ 14 hxg6 hxg6 15 $\ensuremath{\sc Wf4}$ $\ensuremath{\sc Me4}$ f6 16 $\ensuremath{\sc Me4}$ 21 $\ensuremath{\sc Me4}$ 26 14 hxg6 hxg6 15 $\ensuremath{\sc Me4}$ $\ensuremath{\sc Me4}$ f6 16 $\ensuremath{\sc Me4}$ 26 14 hxg6 hxg6 15 $\ensuremath{\sc Me4}$ $\ensuremath{\sc Me4}$ f6 16 $\ensuremath{\sc Me4}$ 27 $\ensuremath{\sc Me4}$ 20 c3 was a rout, especially when you consider Black was a Grandmaster, E.Van Haastert-K.Van der Weide, Chemnitz 1998.

b) 10...e5 is the other approach, but this has transposed to positions similar to those seen in note 'b' to Black's 10th move in our main game which seem rather dubious for Black. Here 11 皇xg7 當xg7 12 0-0-0 ②f8 13 罩df1!? (preparing for the opening of the ffile) 13...豐f6 14 ②e2 皇e6 (14...②e6 was an attempted improvement in P.H.Nielsen-M.Santo Roman, Cappelle la Grande 1998, but 15 當b1! sidesteps any annoying checks when 15...a5 16 ②h2 ②f4 17 ③g4 皇xg4 18 hxg4 would have left White well on top) 15 ②e1! c4 16 f4 cxd3 17 ③xd3 exf4 18 罩xf4 罾e7 19 h4 with a promising attack, E.Kengis-H.Spangenberg, Yerevan Olympiad 1996.



10...f6

Solid, but not the only move which has been tried:

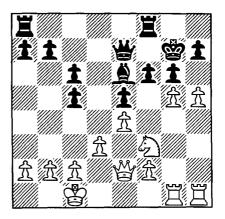
a) 10...皇xh6 is the older move, but as Rogozenko points out, we can annoy Black with 11 習xh6 f6 12 ②h4! which is rather unpleasant for Black to deal with:

a1) 13 🖄 xg6 is the threat so Black usually tries 12... 響f8 13 響d2 響e7 14 0-0-0 f5 (Filippov later tried to improve with 14...②f8, but 15 斷h6! - again we see this idea preventing the f8-knight from moving - 15...ዿe6 16 g3 - 16 f4!? exf4 17 ≌hf1, playing as in the 12... 12 f8 line, looks good -16...0-0-0 17 f4 and White was more comfortably placed in L.Nisipeanu-V.Filippov, Istanbul 2003) 15 q3 f4 16 🖄 q2 fxq3 17 fxq3 was pleasant for White with his better structure and lead in development, V.Ivanchuk-V.Filippov, Chalkidiki 2002.

a2) 12...②f8 looks logical, but the problem is that it's hard for Black to coordinate as the knight must stay on f8: 13 0-0 皇e6 (13...豐f7 14 f4 exf4 15 簋xf4 ②d7 16 e5! 豐f8 - 16...③xe5 17 邕e1 wins material by force -17 營xf8+ 邕xf8 18 exf6 g5 19 邕e4+ �ad8 20 ②f3 ③xf6 21 邕e5 left Black in an extremely difficult endgame in S.Sulskis-S.Estremera Panos, Lisbon 2001) 14 f4! exf4 15 邕ae1 0-0-0 16 徵xf4 c4 17 d4!? is pleasant for White with his superior pieces and sound structure. It's important to note that 17...g5 can be met by 18 ②f5 徵d7 19 饗e3 (19 徵h2!? 皇xf5 20 exf5 徵xd4+ 21 �ah1 is an intriguing pawn sacrifice when Black has problems with his king) 19...皇xf5 20 簋xf5 徵xd4 21 徵xd4 簋xd4 22 簋xf6 and White converted this superior endgame in A.Shirov-B.Predojevic, Sarajevo 2004.

b) 10...0-0 is a very risky approach, provoking White to start a quick kingside assault as occurred in two recent grandmaster games:

b1) 11 0-0-0 Ξ d8 12 g4 was very direct and after 12... \odot f8 13 &xg7 &xg7 14 Шe3 f6 15 Ξ dg1 (15 g5 looks promising) 15... \odot e6 16 \odot e2 \odot d4 17 h4 &e6 18 g5 \odot xe2+ (18... \odot xf3 was necessary, but 19 Шxf3 c4 20 gxf6+ Шxf6 21 Шe3 is very dangerous) 19 Шxe2 Ξ f8 20 h5 White was crashing through in Z.Andriasian-D.Sgnaolin, Rijeka 2010.



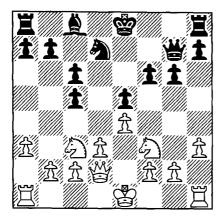
Black failed to put up much resistance: 20...f5 21 ②xe5 fxe4 22 hxg6 hxg6 23 ③xg6! 1-0.

b2) 11 皇xg7 當xg7 12 0-0-0 b5 13 g4 a5 (if we compare this position to the critical one mentioned in the first game of this chapter, Kristjansson-Nguyen Van Huy, we see that White's attack looks to be much

How to Beat the Sicilian Defence

faster: this is because the knight isn't so strong on d7 and fails to cover Black's king adequately) 14 0 e2 b4 15 0 b6 16 0 e3 a4 17 0 d2 (defending the c4-square and preparing to open the f-file) 17...0 e6 18 f4! exf4 19 0xf4 \nexists a6 20 \nexists hf1 \nexists fa8? (far too ambitious) 21 0xe6+ fxe6 22 0f3! (the knight returns and eyes up the e5- and g5squares) 22...b3 23 0g5 bxa2+ 24 0xa2 0d6 25 0xc5!? 1-0 M.Al Modiahki-C.Sochacki, Paris 2010.

11 ዿxg7 ₩xg7 12 a3



We've seen this idea before. White intends to open the queenside and put pressure on Black's a7-pawn after exchanging the a- and c-pawns. Interestingly, this is not mentioned by Rogozenko in his book and so may well catch your opponents by surprise. And, after all, it can't be a bad idea to follow Carlsen's approach. It's worth mentioning that in the *Mega Database 2010*, White has scored 6.5/7 with this little pawn more, the draw being a simultaneous game by Magnus Carlsen.

12 $extsf{W}e3$, preventing the knight shifting from d7, has been the most common reply, but it's not clear that after 12... $extsf{W}e7$ White has really gained anything, while 12 $extsf{D}h2$, preparing 13 f4, is the other main option.

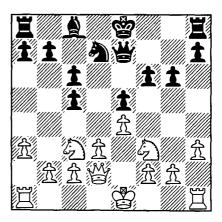
12....Úf8

Black reroutes his knight to e6, a normal plan in this structure which controls the d4and f4-squares and gives Black a little more space, but does nothing to prevent our b2b4 plan. Alternatively:

a) 12...a5 13 ⁽²⁾h2 was similar to the Gormally-Gordon game seen below. Black tried to prevent f2-f4 with the radical 13...g5, but after 14 ⁽²⁾g4 ⁽²⁾b6 15 ⁽²⁾e3 h5 16 h4! g4 17 ⁽²⁾e2 ⁽²⁾e6 18 ⁽²⁾g3 ⁽²⁾c8 19 0-0 ⁽²⁾d6 20 b4! he had problems all over the board in A.Gallardo Garcia-J.Moreno Ruiz, Collado Villalba 2007.

b) 12...0-0 13 0-0 當f7 14 b4 b5 15 包e2 a5!? was an aggressive attempt by Black in C.Balogh-M.Erdogdu, Kusadasi 2006, which I think White should have dealt with by 16 bxa5 ②f8 17 a4! b4 18 ②c1 ②e6 19 ③b3 when he has the better chances.

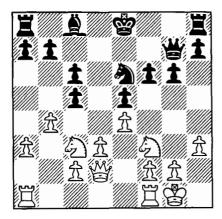
c) 12... 響e7 has been the most common:



c1) 13 2 = 2 a5 (a logical move to prevent b2-b4, but condemned by Palliser; 13...2 f8 14 b4 2 = 6 is his suggestion, holding off from making any decisions on the queenside which is similar to the game and in fact could transpose to the note to Black's 15th move after 15 0-0 0-0) 14 2 = 2 = 12 f8 15 f4! exf4 16 2 = 6 = 17 = 3 = 12 left Black with some problems to coordinate his pieces in D.Gormally-S.Gordon, Scarborough 2004. The insertion of a3 and ...a5 definitely favours White as Black will always have to be on the look-out for the b2-b4 break and is unable to castle queenside.

c2) 13 谢h6!? has never been played, but looks interesting when compared to the 10... 愈xh6 lines. Here we have played the rather unusual 12 a3, but perhaps that's still enough for an advantage: for example, 13... 谢f8 (13... 句f8 14 句h4 again ties Black up) 14 響e3 doesn't give Black anything better than 14... 響e7 when White's a tempo up on the 12 響e3 line.

13 b4 🕗e6 14 0-0



14...0-0

14...a5 was tried in the aforementioned simultaneous game, but Magnus immediately exploited the weakness on b6 with 15 2a4! cxb4 16 axb4 axb4 in M.Carlsen-S.Adan Bermudez, Madrid (simul) 2008. Here the most precise continuation looks to be 17 心b6 罩xa1 18 罩xa1 0-0 19 舋xb4 with promising play on the queenside.

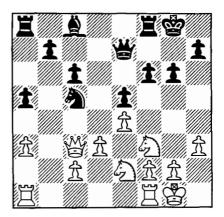
15 🖓 e2

It is also possible to open up the centre immediately with 15 bxc5 Oxc5 16 d4! exd4 (16...Oe6 17 Oe2 exd4 18 Oexd4Oxd4 19 Oxd4 also looks more comfortable for White) 17 Wxd4 We7 18 \blacksquare fe1 with an unusual position. White's b2-pawn is missing, but his aggressive chances on the kingside look the most relevant.

15...a5

15...豐e7 would allow Magnus to continue manoeuvring as he does in the game: 16罩fb1 (16 bxc5!? ②xc5 17 a4 is quite likely to transpose to the game) 16...b6 17 豐c3 鱼b7 18 ②d2 當g7 19 ②c4 and it's clear White has many more useful waiting moves than Black. Note that 19...③d4 can be met by 20罩e1.

16 bxc5 ②xc5 17 鬯c3 鬯e7



18 a4!

Fixing the a5-pawn. White has a small but definite advantage thanks to his play down the b-file and extra central pawn. The knights are also very useful in this blocked situation while the bishop is less so. White also has a much safer king, an important point if the position opens up.

18....皇e6 19 罩fb1 罩fb8 20 公d2

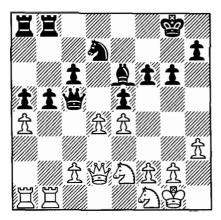
Black has no way to improve his position, so Carlsen correctly starts to position his pieces on the most efficient squares.

The queen exchange would favour Black as then he would be able to create an outside passed pawn. While the queens are still on the board Black still has to be careful about his king's safety.

22...b5

Djukic's only source of counterplay, but with accurate play Carlsen shows the move to be unsound. Perhaps Black should sit with 22...@d6, but White could continue to rearrange his forces with 23 @e3 @c5 24 @c3 when he has ideas such as @e3-c4, f2f3 and d3-d4, and even @b1-f1 and f2-f4, highlighting Black's draughty king.

23 d4!



23...exd4

This leaves Black in trouble. I think Djukic had to try 23... B b6. The position after 24 axb5 (perhaps Carlsen intended simply 24 Oe3) 24... cxb5 25 d5 \pounds f7 26 Oc3 is complicated, but White still appears to hold the better chances. The passed a-pawn can't get very far with so many pieces on the board and the bishop is blocked out of the game on f7. Meanwhile White can start creating some kingside chances with ②e3g4 and 26...b4 (26...豐a6 27 g3!? is extremely unclear) 27 ②a4 comfortably prevents Black getting any further, in view of 27...徵b5 28 ②e3 ②c5? 29 c4!.

24 🖄 xd4 🌲 c4 25 🖗 e3

This increases the pressure and retains some advantage, although I don't think it is the most accurate. The simplest looks to be 25 axb5 cxb5 26 0b3!, forcing 26...2xb3 27 cxb3 We7 28 Ic1! which leaves Black with problems defending a5, his seventh rank and his light squares.

25...Ý)e5

25...b4 should have been played when 26 0b3 2xb3 27 cxb3 0e5 28 2c1 plainly favours White thanks to his pressure against the backward c6-pawn, but it's not the end of the world for Black.

26 axb5! 🖺d8!

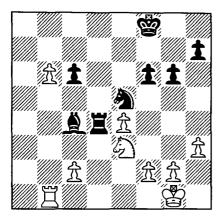
27 Ïxa5!

Very accurately calculated. White temporarily sacrifices a piece, but the b5-pawn becomes too strong.

28...豐xd4 29 b6! 22 30 b7 單b8 31 豐c7 (31 c3!?, opening up 豐a5-a2+ ideas, also looks interesting) 31...豐a7 32 單b6 2b5 (32...公d7 is necessary, but after 33 豐c8+! 公f8 34 豐xc6 White has three pawns for the piece including that monster on b7) 33 容h2 leaves Black completely tied down and powerless against 34 c4.

So despite the queen exchange Black must still give a piece for the b-pawn when

he'll be a pawn down in the endgame.



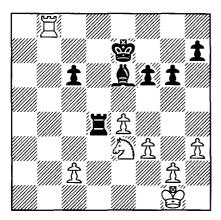
31...④d7

31...&a6 32 b7 &xb7 33 \blacksquare xb7 \blacksquare xe4 was Black's best bet, with reasonable drawing chances after 34 \blacksquare xh7 c4, although White can keep up the pressure with 35 \blacksquare d7!? xe3 36 fxe3 \blacksquare xe3 37 \blacksquare d6.

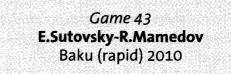
32 b7

I imagine some time trouble issues were starting to affect the players at this point. 32 邕b4! is more accurate.

32...皇e6 33 b8罾+ 公xb8 34 邕xb8+ 啥e7 35 f3



The dust has settled and White has been left in an endgame with an extra pawn which Carlsen converts with the minimum of fuss. 35...道d7 36 h4 當d6 37 當f2 當e5 38 道e8 當d6 39 當g3 急f7 40 邕h8 逸e6 41 當f4 h5 42 g4! hxg4 43 公xg4 逸xg4 44 fxg4 邕g7 45 邕h6 當c5 46 e5! g5+ 47 hxg5 fxe5+ 48 當xe5 邕xg5+ 49 當f4 邕g8 50 g5 當d5 51 g6 當e6 52 當g5 1-0

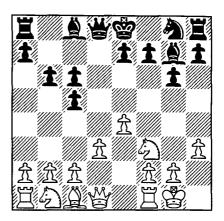


1 e4 c5 2 신f3 신c6 3 호b5 g6 4 호xc6 dxc6 5 d3 호g7 6 h3 b6!?

A fashionable way to defend the c5pawn which is the speciality of the Greek Grandmaster Vassilios Kotronias.

Instead 6...创h6 7 0-0 b6 (7...f6 8 皇e3 b6 9 a4 also transposes) 8 a4 transposes to note 'a' to Black's 7th move, below.

7 0-0



This is more flexible than the more popular 7 公c3, as our knight may want to develop via d2 as, indeed, it does in the game.

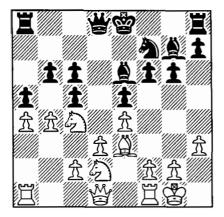
7...e5

a) 7...¹Ch6!? is an interesting deployment which we saw for the first time in the previous chapter. Black intends ...f6 and ...¹Ch6-f7. Recently Bologan came up with a new idea for White with 8 a4 a5 (not worrying about the impeding a4-a5 with 8...0-0 allows White a comfortable advantage with 9 a5 &a6 10 Ξ e1 f6 11 e5! @f7 12 e6!? @e513 $\&f4 \ @d5$ 14 $@bd2 \ @xe6$, as in S.Zhigalko-A.Iljushin, Moscow 2010, when 15 &xe5 fxe5 16 Ξ e4 b5 17 @e2 leaves Black with an abominable structure) 9 &e3!. As Bologan explains, this was the idea behind 8 a4; now it is too risky to take on b2:

a1) 9...&xb2?! 10 $\textcircledabd2$! is extremely risky for Black (10 $\textcircledabd3$ comes to the same thing, since 10... $\textcircledabd3$ g8 11 $\textcircledabd3$ c4 &xa1 12 $\bbbw]$ xa1 f6 13 $\bbbb]$ b1, as given by Bologan, gives White wonderful compensation). He could try 10...&g7, but after 11 $\bbbl]$ b1 $\bbbb]$ a6 12 $\bbbb]$ c4 both the b6-pawn and knight on h6 are problematic.

a2) 9...f6 10 🖄 a3 e5 11 🖄 c4 单 e6 12 🖄 fd2 and now:

a21) Against 12... (1) f7, Bologan mentions the strong 13 b4!



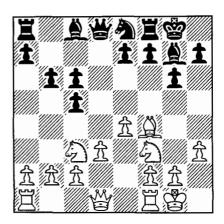
13...axb4 14 a5 bxa5 15 皇xc5 皇f8 16 皇b6 暫b8 17 皇xa5 皇e7 18 皇b6 with an edge.

a22) Against 12...0-0 it seems to me the idea still works: 13 b4! axb4 14 a5 bxa5 15 \$xc5 \$\vee\$ 816 \$\vee\$ a4! with a strong bind.

a23) 12...Äa6 13 f4 exf4 14 💩 xf4 🖄 f7

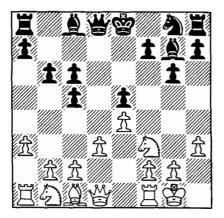
was played in V.Bologan-S.Zhigalko, Budva 2009 when Bologan reckons that 15 🖄 e3, preventing any counterplay in the shape of ...f6-f5, would have been the most accurate, with a pleasant edge as Black lacks a plan.

b) 7... (2)f6 8 (2)c3 could also be reached by way of 6... (2)f6 7 (2)c3 b6 8 0-0. White is committed to a plan with castling kingside, but his bishop is free to develop elsewhere. After 8...0-0 I quite like 9 (2)f4!?, exploiting Black's move order, and this seems to be the critical test. After 9... (2)e8 White has:



b1) 10 習d2 has previously been the main move: 10...f6 (10...心c7 doesn't trouble White: 11 皇h6 包e6 12 皇xq7 當xq7 13 包e2 ₩d6 14 ②h2 - 14 e5!? ₩d7 15 ₩e3 is an alternative plan when we could follow up with our plan of a2-a3 and b2-b4 - 14...15 ②xd4 鬯xd4 16 c3 鬯d6 17 f4 皇a6 18 邕f3 f6 19 f5! was very promising in G.Meier-T.Hirneise, Saarbruecken 2009) 11 e5 fxe5 seems okay for Black) 12... 臭xh3 (12... 邕xf3!? 13 皇xq7 ②xq7 14 qxf3 響f8 also provides Black with good compensation) 13 \$xq7 ②xg7 14 邕fe1 皇e6 was satisfactory for the leading Russian in A.Shirov-V.Kramnik, Wijk aan Zee 2004.

 11...f6 in M.Adams-N.Pert, Canterbury 2010, he could have followed Shirov's example with 12 e5!, with the point that 12...fxe5 13 2xe5! (13 2xe5 2xh3 would be very similar to the previous note) 13...4d 14 2e2!has the difference that the pawn on b2 cannot be taken as the queen gets trapped. 8 a3



8...a5

Black doesn't always rule out our plan of b2-b4:

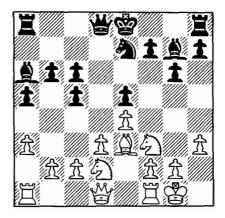
a) I have seven games on my database with 8...f6, six of them with Kotronias as Black! Kotronias evidently believes in it, but I'm not convinced. White will be able to expand on the queenside and while Black can create a solid set-up on the kingside I believe our queenside play is easier to achieve: 9 b4 cxb4 10 axb4 2h6 11 c4!? (the d3-pawn looks vulnerable, but Black has no way to exploit it) 11...乞f7 12 乞c3 0-0 has been reached twice, most recently in S.Zhiqalko-V.Kotronias, Dresden Olympiad 2008. I think we should carve out a square on d5 with 13 b5!? cxb5 (both 13...c5 14 创d5 f5 15 象b2 and 13...象b7 14 bxc6 象xc6 15 2d5 leave White dominant thanks to his strong knight) 14 ②xb5 f5 15 鬯e2 and 1 don't really see Black's kingside play going anywhere, whilst we have open lines for our pieces. However, 15 罩xa7 罩xa7 16 ②xa7 皇b7 would allow Black some counterplay against our centre.

b) Being content to simply develop the pieces spells trouble for Black and following 8...公e7 9 b4 cxb4 10 axb4 0-0 11 堂b2 響c7 12 公bd2 皇e6 13 罩a3 he is under unpleasant pressure on the queenside and lacking any counterplay. Here Black has tried 13...c5, but after the 14 bxc5 響xc5 15 響a1! 公c6 16 罩c3 斷b5 17 罩b1 a5 18 皇a3 公b4 19 斷b2 罩fc8 20 罩xc8+ 罩xc8 of T.Hillarp Persson-M.Devereaux, Gibraltar 2008, 21 公e1! threatening 22 c3 would have picked up a pawn for free.

9 🗘 e3 🖓 e7 10 🖓 bd2!

The knight is far better placed here than on c3. We plan on jumping the knight into c4, from where it targets e5 and b6, thereby making b2-b4 a serious threat. Black hasn't found a comfortable method of dealing with these threats.

10...\$a6



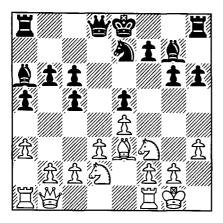
Mamedov keeps faith with this move, dissuading the knight jump into c4.

10...a4 has been tried more often, but Anand's 11 b4! looks very powerful (11 20c4 used to be the main move here). V.Anand-T.Radjabov, Nice (blindfold) 2009, continued 11...axb3 (11...cxb4 12 20c4! b5 13 2b6

A strange-looking move but logical nonetheless. Sutovsky simply prepares the b2-b4 advance.

11...a4?!

A new try but amazingly this loses a pawn by force. 11...h6 was Mamedov's previous try, but he wasn't successful:



a) 12 b4 f5 is evidently the idea, attempting to trap the e3-bishop, although after 13 習b2! 0-0 14 習b3+ 容h7 15 公c4 I would still prefer to have the white pieces.

b) 12 習a2 0-0 13 公c4 習c7 14 b4 is also very pleasant for White.

c) 12 ②c4!? and then:

c1) 12...f5?! (trying to generate counterplay, but Black is left with a lousy position) 13 習a2! 皇xc4 14 習xc4 a4 15 b4! and Black's position collapsed in A.Zhigalko-R.Mamedov, Moscow 2009.

c3) A plan with taking on c4 is necessary: 12...鬯c7 13 b4 (13 鬯a2 would transpose to variation 'b', above) 13...皇xc4 but White has a pleasant, risk-free advantage after 14 dxc4 axb4 15 axb4 基xa1 16 鬯xa1 cxb4 17 鬯a8+ ②c8 18 鬯a4 0-0 19 c5 b5 20 鬯xb4 with a continuing space advantage on the queenside and the more active pieces. He can choose when he wants to break with c2-c4.

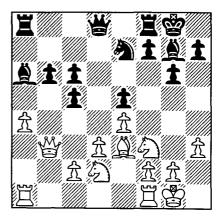
12 b4!

Black's last didn't prevent this move and in fact we get a position very similar to that of Anand-Radjabov seen in the note to Black's 10th, above.

12...axb3

12...cxb4 13 $\forall xb4$ b5 would keep the material level, but that bishop on a6 looks ridiculous and Black's dark squares are crippled. White could continue with something like 14 &c5 &c8 15 \blacksquare ad1 &e6 16 d4! when Black is already lost.

13 ₩xb3 0-0 14 a4!



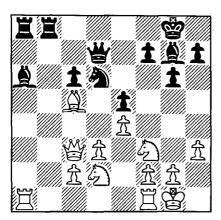
A very simple plan, but surprisingly effective. As we will see, once White breaks with a4-a5, forcing Black to move his bpawn, then the c5-pawn drops and with it White wins entry into Black's dark squares. The a5-pawn will then be too weak to fend for itself and that too will fall, leaving White materially and positionally better. Let's see how it worked out in practice against a player who, at the time of writing, is rated 80th in the world.

14... 省c7 15 a5 bxa5 16 食xc5 邕fb8 17 省a3

There falls the a5-pawn and White will still have continued pressure.

17...�c8 18 ₩xa5 ₩d7

18... \forall xa5 19 \exists xa5 is a hopeless endgame as the pin on the a-file stops Black getting even a whiff of counterplay. 19 \forall c3 \Diamond d6



Mamedov offers a second pawn in pursuit of counterplay. 19...習c7 20 罩a3 金b5 21 罩fa1 would be totally hopeless.

20 🔔 xd6!?

A good practical decision, especially in a rapid game. Sutovsky says an extra pawn is sufficient to win the game and doesn't want it to get messy. That said, 20 xe5 was completely fine: 20... 86 21 xd6 xd6 22 df3 is just an extra couple of pawns, although I can understand White

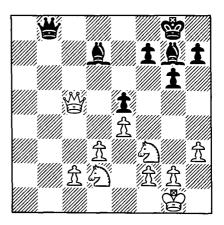
feeling uneasy about the pin along the long diagonal.

20...≝xd6 21 볼a5 ዿb5?!

21....全c8 would at least keep the c-pawn, but 22 公c4 鬯c7 would give White a choice between maintaining the pressure with 23 單fa1 or grabbing another pawn with 23 單xa8 單xa8 24 公cxe5.

Due to the threat to the bishop, Black is forced to concede a further pawn.

23...c5 24 邕b1 皇d7 25 邕xb8+ 鬯xb8 26 鬯xc5



White is simply two pawns up and Black has absolutely no play at all. Mamedov continues as it's rapid chess, but the result should never be in doubt.

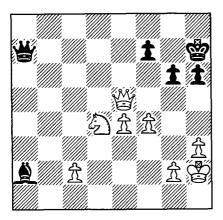
26...h6 27 當h2 皇e6 28 ②c4 皇f8 29 鬯xe5

Perhaps Mamedov was consoling himself here that the more pawns he loses the more open lines there are for his bishops? It's now three pawns and counting.

29....省a7 30 省d4

30 2e3! would keep the position completely under control.

30....皇c5 31 省d8+ 含h7 32 d4 皇xc4 33 dxc5 省xc5

So one pawn has dropped back, but White has got rid of Black's bishop-pair which was his only source of counterplay. 

Very much in Sutovsky's style, he decides to try and mate Mamedov, rather than convert his extra material in a conservative manner.

37...₩a3 38 f5 g5 39 ₩c7 🖄g8 40 e5?!

This complicates the position unduly, a sure sign of the flags hanging. 40 $2e^2$!, rerouting the knight to g3 and thence to h5, was a quick win.

40... 營e3 41 e6! fxe6 42 營d8+ 含f7 43 fxe6+ Better 43 營d6!.

43....拿xe6 44 c7+ 含g8 45 b8+ 含f7?

Mamedov allows the exchange of queens which ends the contest. 45... 学g7 should have been played when White would be winning, but it would still take a while.

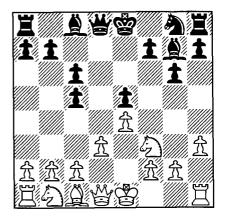
46 ②xe6 ₩xe6 47 ₩b3! 1-0



1 e4 c5 2 신f3 신c6 3 单b5 g6 4 单xc6 dxc6 5 d3 单g7 6 h3 e5

Black's second most-common move after 6... 2 f6. The positions which arise are

similar, but the location of the black knight changes things a little.



7 0-0

7 &e3 \forall e7 8 \forall d2 \triangle f6 9 &h6 0-0 is the main line which is similar to those lines examined in Carlsen-Djukic, but this is a better version for Black because the knight is actually better placed on f6, so in reality Black has gained a tempo and a half! One high-powered clash continued 10 \triangle c3 \triangle h5 11 \triangle e2 &xh6 12 \forall xh6 c4 13 0-0 cxd3 14 cxd3 f6 15 \forall d2 c5 16 a3 b6 17 b4 &a6 and Black had nothing to worry about in P.Svidler-E.Sutovsky, Tilburg 1996.

7...₩e7

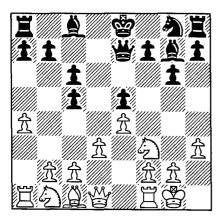
Alternatively:

a) 7... 2e7 has been tried by Svidler amongst others, but doesn't appear to be a perfect set-up and Oratovsky goes as far as awarding the move dubious status. In fact after 8 a3 a5 9 2e3 b6 10 2bd2 we would have transposed to our last game, Sutovsky-Mamedov, in which Black failed to solve his opening difficulties.

b) 7...f6 strikes me as a rather artificial method of developing: 8 皇e3 鬯e7 (8...b6 9 a3 皇e6 10 b4 cxb4 11 axb4 包e7 12 包c3 0-0 13 鬯d2 鬯d7 14 皇h6 簋ad8 15 皇xg7 當xg7 16 鬯e3 left White in complete control in J.Klein-A.Zozulia, Zurich 2004), and now 9 営d2 strikes me as sensible, preventing
Black developing his kingside knight:
9... 全e6 10 習c3 forced Black to play the miserable 10... 全f8 in C.Philippe-P.Emmenecker,
French League 1996 (10...b6 11 b4! is the problem), when White of course had a clear advantage.

c) 7...④f6? just loses a pawn here, as 8 ②xe5 ②xe4? 9 罩e1! wins a piece.

8 a4!?



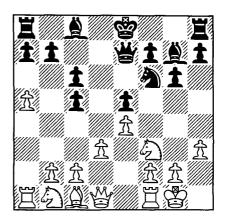
Zhigalko chooses to immediately play on the queenside, aiming to exploit Black's rather laboured kingside development.

8 a3 is again a reasonable alternative plan. The position is very similar to that examined in Sutovsky-Mamedov, but the queen on e7 gives Black more flexibility: 8...①f6 9 ②bd2 0-0 10 b4 ②d7 11 ②c4 b6 and now 12 鬯e1!? is an interesting idea, bringing the queen to c3. After 12...②a6 13 鬯c3 罩ae8 14 罩e1 h6 15 bxc5 ③xc5 16 a4 ③b7 17 ③b2 ③xc4 18 鬯xc4 ④a5 19 鬯a6 鬯b7 20 鬯xb7 ④xb7 in T.Gharamian-P.Vavrak, Cappelle la Grande 2008, 21 a5! would have left White with a clear advantage.

8...a5 would prevent Zhigalko's plan of queenside expansion, but leave Black with a vulnerable b6-square. Following 9 a3

②f6 10 ②c4 ②d7 11 氢e3 0-0 12 智d2 b6 13 ③h6 氢a6 14 氢xg7 ⑤xg7 in N.Delgado Ramirez-D.Stamenkovic, Havana 2008, 15 ②e3 would have kept White with the upper hand. Again Black struggles to find any play of his own. He could try 15...f5, but following 16 exf5 gxf5 17 邕fe1 智f6 18 智c3 Black's hanging pawns are starting to look vulnerable.

Instead 8...b6 doesn't look at all logical to me, as it just helps us with our plan: 9 a5! b5 was I.Leventic-A.Jankovic, Pula 2000, when White could try the interesting 10 $\forall e1!$, with the idea of 10...2 f6 11 $\forall c3$ 2 d7 12 & e3 (or 12 b4!? with promising queenside play) 12...0-0 13 & bd2 and Black struggles to keep hold of the c5-pawn. **9 a5**



The logical continuation of the previous move. With the pawn on a5, it will be harder for Black to defend the weak c5pawn.

9...Ød7

Neither are the alternatives ideal for Black:

a) 9...0-0 10 &e3 (10 &g5!? is an interesting idea, aiming for two knights versus two bishops in a closed position) allows Black to get rid of his extra c-pawn with 10...c4, although 11 bd2 cxd3 12 cxd3 \blacksquare d8

How to Beat the Sicilian Defence

13 $extsf{W}$ c2 $ilde{\Delta}$ e8 (13... $extsf{W}$ d6 14 d4 exd4 15 $ilde{\Delta}$ xd4 would keep up the pressure), as in L.Pergel-A.Bagonyai, Hungarian League 2004, and then 14 $ilde{I}$ fd1 would have left White for choice as Black's queenside pawns are still under a lot of pressure.

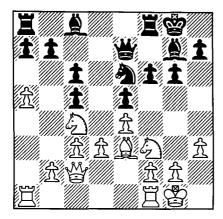
b) 9...c4 would also manage to get rid of the weak pawn, but at the cost of losing further time: 10 皇g5 cxd3 11 鬯xd3 0-0 12 ②bd2 h6 13 皇xf6 皇xf6 14 鬯c3 leaves White's knights superior to Black's bishops. **10** ②**bd2!**

Again we see an advantage in remaining flexible with the knight. c4 is a very strong square here, as it will be extremely difficult to shift.

10....විf8 11 විc4 f6

Hardly desirable, but otherwise Black cannot use the e6-square.

12 ĝe3 Øe6 13 c3 0-0 14 ₩c2



Zhigalko must have been pleased with his opening. He has expanded on the queenside and prevented both of Black's plans: to play on the b-file and to break with ...f7-f5. Therefore Black's play has been successfully neutralized and he must wait, while White can continue pressing.

14...谢h8

Perhaps Black could have tried something like 14...互d8 15 互ab1 公f4 16 互fd1 2e6, although after 17 b3 it's not clear how he continues, since 17...2xc4 18 bxc4 أو6 19 تاك is clearly in White's favour, while if White were feeling ambitious, he could also try 19 d4!? cxd4 20 cxd4 exd4 21 ألك xd4 with the better chances.

15 **≅ab1 ₩c7 16 b4!**

White's queenside ideas play themselves here.

16...cxb4 17 cxb4 f5

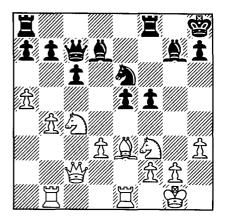
Deszczynski feels he can't wait to be suffocated and so correctly tries for some counterplay.

18 exf5 gxf5

This leaves Black's hanging e5-pawn extremely vulnerable. 18... $\Xi xf5$ looks ugly, but was a better bet. Black now has ideas of ... $\Xi f5xf3$ and so I think 19 2 fd2 should be played. Black can try repairing his structure with 19... 2 d4, but 20 2 xd4 exd4 21 $\Xi fe1$ leaves White much better strategically.

19 邕fe1! 皇d7

19... $\Xi g8$ can be dealt with in the same way as the game with 20 & d2.



20 🚊 d2

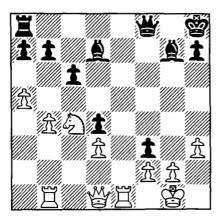
This forces Black to shatter his pawns and leaves him virtually lost strategically. However, 20 全c5! was also very strong: 20...公xc5 21 bxc5 罩ae8 22 公d6 罩e7 23 罩xb7 豐xa5 24 營c1 and Black drops material as if he were to make a waiting move, such as 24...皇f6, then after 25 公xe5! 皇xe5 26 邕xe5 邕xe5 27 劉h6! White's attack would be decisive.

20...🖄 d4 21 🖄 xd4 exd4 22 ዿ g5 f4

Black decides to sacrifice the exchange for some play, but Zhigalko easily neutralizes any aggressive ideas. 22... 道ae8 is natural, but 23 兔e7 簋g8 24 兔d6 鬯d8 25 a6! 邕xe1+ 26 邕xe1 bxa6 27 ②e5 兔e8 28 鬯xc6! would leave Black crippled.

23 单e7 f3

23... 道f7 24 26 徵d8 25 2e would leave White in complete control. It's worth pointing out that 25... 道f6?! 26 2e?! 徵xe7 27 26g6+ 墓xg6 28 墓xe7 2xh3 29 f3 wins. 24 266 徵d8 25 2xf8 徵xf8 26 徵d1!



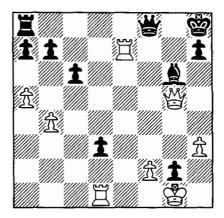
A sensible practical decision. The black pawn can be used to shelter the White king. Instead 26 g4 looks somewhat risky, but the silicon-blooded computer states White is winning.

26...fxg2 27 營h5 皇f5 28 ④e5!

Allowing Black to win another pawn, but as we shall see, White's attack on the dark squares becomes too strong.

28....倉xe5

What else? White threatened ②e5-f7+. 29 罩xe5 ②xd3 30 罩d1 ③g6 31 習g5 d3 32 罩e7

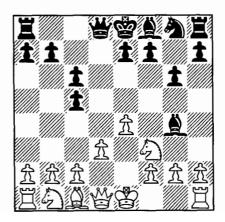


Material may be roughly level now, but White has retaken complete control of the position.

32...革d8 33 鬯e5+ 含g8 34 革xb7 革e8 35 鬯g3 含h8 36 a6! 氢e4 37 革e1 氢g6 38 革xe8 1-0



1 e4 c5 2 신f3 신c6 3 单b5 g6 4 单xc6 dxc6 5 d3 单g4



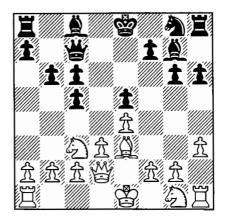
This is a rather unambitious approach. Black is content to exchange off his lightsquared bishop, but this just condemns him to a slightly worse position with few prospects. We should discuss Black's other rare fifth-move alternatives too:

a) 5...f6?! is a rare try that was once tried by Krasenkow in an important match up against Anand, but he soon regretted it. Anand now went for the critical 6 e5! 2q4 7 Black in an unpleasant position that has no pluses) 9 0-0 習d7 10 皂e3 ②h6 11 ②c3 b6 12 De4, which already left Black in a terrible position. Krasenkow now tried the ridiculous 12...🖄 q8, but didn't last long: 13 邕e1 0-0-0 14 a4 皇d5 15 a5 當b7? (15...皇xe4 was forced, but the endgame after 16 dxe4 ₩xd1 17 Zexd1 looks so good for White that it must be winning) 16 axb6 axb6 17 c4! 盒xe4 18 鬯a4! 邕b8 19 dxe4 盒d6 20 Ïed1 ₩e6 21 ₩a7+ 🕸c8 22 ₩g7 1-0 V.Anand-M.Krasenkow, Moscow (rapid) 1996.

b) 5...b6 6 0-0 \$g7 7 h3 would transpose to Sutovsky-Mamedov.

c) 5... 鬯c7 is occasionally tried here and over the next few moves, and is the most important possibility not already covered. However, I find this move rather slow and it's likely we will merely transpose into a position already covered, but with Black's queen committed to a less active square. Now 6 h3 \$ \$ q7 (6...e5 allows the bishop to develop to e7 or d6, but it's hardly clear that's a good thing: 7 皇e3 f6 8 鬯d2 皇d6 9 ₩c3! b6 10 2a3 2e6 11 2c4 2e7 12 0-0 q5 left something to be desired from Black's opening experiment in I.Teran Alvarez-S.Gonzalez de la Torre, Mondariz 2002) 7 ②c3 and then:

c1) 7...e5 8 皇e3 b6 9 鬯d2 h6 is an independent try for Black. The position resembles the illustrative game Sutovsky-Baron, but here Black's knight is still on its starting square on g8. Borrowing an idea I mentioned there, White has tried 10 ②g1!? (although playing à la Sutovsky, with 10 0-0 ②e7 11 ②h2 皇e6 12 f4 exf4 13 皇xf4, also looks reasonable).



Now 10...②e7 11 f4 皇e6 12 ②f3 0-0-0 13 ②xe5 皇xe5 14 fxe5 g5 was seen in P.Jaracz-Z.Kozul, Warsaw 2005, when 15 h4 徵xe5 16 hxg5 hxg5 17 0-0-0 gives White a pleasant advantage, especially considering that 17...f6?! 18 罩xh8 罩xh8 19 d4! wins a pawn.

c2) 7...句f6 8 皇e3 b6 (8...句d7 doesn't really make sense to me as ... 響c7 and ... ④d7 don't go too well together and after 9 \dd d2 Black is basically a tempo down on the 7... ⁽¹⁾d7 lines examined in Sutovsky-Baron and Carlsen-Djukic) 9 習d2 e5 10 皇h6 0-0 (10... 皇xh6 11 響xh6 皇e6 has been tried three times as far as I can see and with good results for Black, but objectively this way of playing must be dubious: 12 鬯g7 forcing the king to commit to the centre -12...會e7 13 凹h6 创d7 14 创q5 凹d6 was M.Venkatesh-S.Himanshu, New Delhi 2007, when 15 f4! exf4 16 0-0 looks extremely dangerous) 11 皇xq7 當xq7 12 q4 ②e8 13 0-0-0 f6 14 \[dg1 gave White a very danger-E.Sutovskyous-looking attack in V.Kotronias, Buenos Aires 1997. 6 🖗 bd2!

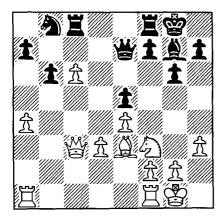
This was the point behind delaying ⁽²⁾b1c3. White can connect his knights and thus keep his pieces well coordinated.

6... **£**g7

6...e5 7 h3 皇xf3 8 ②xf3 f6 9 皇e3 ②h6 10 0-0 ②f7 11 c3 皇d6 12 a3 鬯e7 13 b4 was pleasant for White who had succeeded in starting his queenside play in M.Brodsky-U.Akcan, Izmir 2003.

7 h3 🚉 xf3 8 🖄 xf3 🖄 f6

8...e5 was tried in S.Sulskis-G.Agamaliev, Bydgoszcz 1999, but Sulskis showed an optimal plan: 9 &e3 We7 10 0-0 Of6 11 a3 0-0 12 Wd2 b6 13 b4 c4 14 Wc3 cxd3 15 cxd3 \blacksquare ac8 16 a4 c5 and here 17 bxc5 Od7 18 c6 Ob8 was evidently the reason Sulskis declined to capture on c5 (instead 18...Oc5 19 Lxc5 bxc5 20 Od2 \nexists xc6 21 Oc4 leaves White with a classic good knight versus bad bishop scenario).



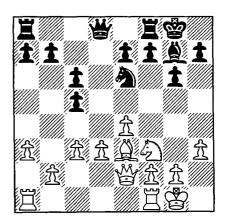
Indeed, 19 a5! $\triangle xc6$ (19... $\mathbb{E}xc6$ 20 $\mathbb{P}b3$ $\mathbb{P}c7$ 21 axb6 axb6 22 $\mathbb{E}fc1$ leaves White clearly better with his open files on the queenside; Black also has to watch out for tactics against f7) 20 axb6 $\mathbb{O}d4$ looks dangerous, but 21 $\mathbb{E}xa7$! is a clever move, leaving White with an overwhelming advantage: for example, 21... $\mathbb{P}xa7$ 22 $\mathbb{P}xc8$ $\mathbb{P}xb6$ 23 $\mathbb{Q}xd4$ exd4 24 $\mathbb{P}c4$ with an extra pawn, while the knight is better than the bishop with pawns on just one side of the board. 9 ₩e2 ②d7 10 0-0 ②f8

10...e5 was tried the previous times this position was reached. A typical position has been reached, but with the light-squared bishop exchanged. This means that Black has more space for his remaining pieces, but he doesn't have his long-term compensation in the shape of the bishop-pair. Thus Black only has his structural weakness and must suffer indefinitely: 11 皇e3 響e7 12 c3 (12 a3 约f8 13 b4! is the alternative) 12...④f8 13 a3 ④e6 14 b4 0-0 15 嘼fd1 b6 16 響b2
当fe8 showed White's queenside play normally developing in R.Ovetchkin-V.Vasiliev, Tula 2003. I think I would continue with 17 a4 here.

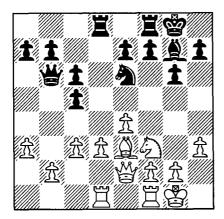
11 a 3

Considering the course of the game, 11 c3 looks more logical, but is probably not very important as tempi are not so relevant here as Black struggles to come up with a plan.

11.... 🖄 e6 12 c3 0-0 13 🌲 e3



This is a typical Adams position. White has a small but solid advantage thanks to his superior pawn structure. He can plan to play either b2-b4 or f2-f4, while Black has no targets to attack and must simply wait. **13...当b6 14 罩ad1 罩ad8**



15 Ŵh2!

We've seen this move in various positions this chapter. Adams prepares f2-f4, which only gains in strength thanks to Black's knight being on e6 here.

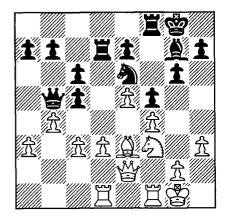
15....邕d6 16 f4 f5

Not a pretty move, but obligatory as otherwise White's pawns will roll ever onwards on the kingside.

17 �13 ₩b5?!

This leaves Black's queen in a very awkward situation. 17....¹⁰b3 should have been played to prevent Adams subsequent b2b4, although Black's position is still unpleasant. White can continue his waiting with 18 g3, leaving Black without a productive plan.

Instead trying to grab the f-pawn with 17...fxe4 18 dxe4 xf4? (18...xd1 19 xd1xf4?! 20 c4+ b8 21 2g5 is similar) 19 $\textcircled{}xf4 \ \textcircled{}xf4$ 20 $\textcircled{}c4+ \ddddot{}b8$ 21 2g5! leaves White with far too strong an attack. **18 e5 347 19 b4!**



19...b6??

Black's position was starting to become extremely difficult, but this loses at once. 19...習a4 was necessary, but 20 習a2 墓d5 21 bxc5 心xf4 22 d4 leaves White completely dominant.

Conclusion

With 4...dxc6 Black acknowledges he is slightly worse, but tries to equalize slowly. The lines are very popular, but I believe White has good chances. Perhaps the most important line, from a theoretical point of view, is the positional pawn sacrifice seen in the first game in the chapter, Kristjansson-Nguyen Van Huy. However, these positions are certainly easier for White to play with his simple strategic plans.

Chapter Seven Rossolimo Variation: 3...e6

1 e4 c5 2 🖄f3 🖄c6 3 😫b5 e6

Black has long-term structural problems. The move ...d7-d5 leaves both cpawns vulnerable, while ...d6 can often be met by e4-e5, trying to isolate and further weaken the c-pawns. Black often aims for a structure with ...d6, ...e5 and ...f7-f5, but a well-timed e4-e5 can generally prevent that. In return Black hopes to generate an initiative, but it is a rather-risky strategy. He also has a few problems developing his kingside pieces.

5 b3

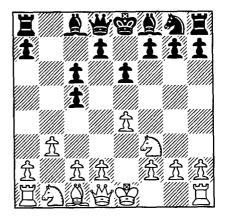
I've decided this is the way to go. Although it is still somewhat of a sideline, it has been the choice of such strong grandmasters as England's no.1 Mickey Adams, the top Spaniard Alexei Shirov, the leading German Arkadij Naiditsch and that 3 \$25 expert, the Israeli Emil Sutovsky.

Repertoire Outline

1 e4 c5 2 ②f3 ②c6 3 🔒b5 e6 4 🗟xc6 bxc6

The other recapture ...dxc6?! doesn't really make much sense, as we'll see in Game 51.

5 b3



5....Ôe7

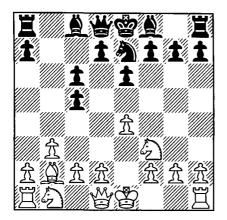
The main line and the critical continuation, but Black has also tried:

a) The sidelines 5...e5, 5...豐c7, 5...豐f6, 5...全e7, and 5...公f6 are all featured in Game 50. The first of these, although rare, is the most important of these sidelines as concrete steps have to be taken to prevent Black obtaining his ideal pawn structure.

b) 5...d6 was Etienne Bacrot's choice and that of many other grandmasters, but 6 e5! looks strong – see Game 49.

c) 5...d5 has been the choice of Hikaru Nakamura, Igor Nataf and Evgeny Sveshnikov, but is dubious strategically, as Game 48 will reveal.

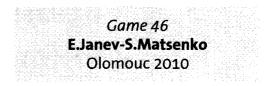
d) 5...f6 this is the second of the two main lines and a flexible choice. Black can develop his knight either via h6 to f7 or to e7. We also have to be ready to react to a subsequent ...e6-e5. Strong players on the black side include Vladimir Kramnik, Dmitry Jakovenko and Teimour Radjabov – Game 47. 6 **2** b2

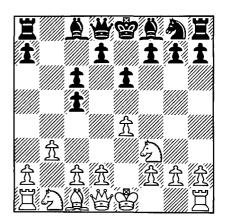


Now:

a) 6...f6 should be met by Alexei Shirov's 7 h4! – see the notes to Game 46.

b) The unusual position after 6...²g6 7 h4 h5 8 e5 is the main line of the 5 b3 variation. Although Black has done fairly well in some high-rated encounters, it has not been due to the opening stages, which have resulted in several clear advantages for White.





This is a slightly offbeat line, but nonetheless it has been employed by Adams, Shirov and Sutovsky amongst others. White exploits the fact that Black has yet to take the long diagonal.

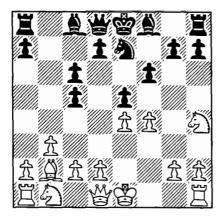
 $5 d_3 \textcircled{2}e_7 6 \textcircled{2}e_2$ is the main line, but I've struggled to find a cure to Radjabov's 6...d5. This is rather committal and weakens the c5-pawn, but Black seems to get good play and I didn't want to advocate a line in which we have to defend.

5...&e7

This is Black's most common response. The knight develops to g6.

6 🔒 b2 🖄 g6

6...f6 can be met by Shirov's 7 2h4! e5 8 f4!, aggressive play by the second Latvian wizard.



After 8...d6 9 fxe5 fxe5 10 0-0 &e6 11 c3!? (11 @a3 g6 12 @c4 &g7 13 @e2 is a safer route to a promising position) 11...c4 (11...@g6! 12 @f5 @f4 should have been played, activating the black knight and creating some threats of his own) 12 d4 cxd3 13 @xd3 @g6 14 @xg6 hxg6 15 @d2 &e7 16 @c4 d5 17 @g3! dxc4 18 @xg6+&d7 19 \blacksquare ad1+ Black was losing material in A.Shirov-J.Valmana Canto, San Sebastian 2006.

7 h4

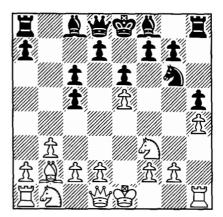
This looks very aggressive, but the idea is more positionally based. h4-h5 is a big threat and thus Black is forced to respond...

7...h5

...when he has a rather vulnerable kingside.

8 e5

This gains the g5-square for the white knight while fixing Black's pawns. He has two pawn breaks, but moving the d-pawn will leave him with doubled isolated cpawns which will be a big weakness, while moving the f-pawn leaves Black's king rather vulnerable. As the position stands Black doesn't have many open lines for his bishops, so he will be obliged to make a concession for counterplay. This is probably the critical position of the 5 b3 variation and Black has tried almost every logical move here.



8...罩b8

This move had been tried by Matsenko before, but cannot really put White under any pressure. Alternatives are:

a) 8...d6 was tried in Adams-Shirov, Reykjavik 2003. This is a big structural concession. Black hopes to obtain enough play to make it worthwhile, but it looks like a big gamble which shouldn't have paid off. 9 exd6 響xd6 was the game when I think we should follow Oratovsky's suggestion of 10 $\textcircled{a}_{3}!$ (10 \textcircled{e}_{2} was played by the top English GM and he reached a winning position before things went very wrong) 10...f6 (10...②f4 11 \$e5 picks up the knight) 11 ②c4 習d5 12 d3 e5 13 ②e3 習f7 14 ②d2 followed by \d1-f3 when White has full control of the position as well as a big structural advantage. Our king can go queenside to stay safe.

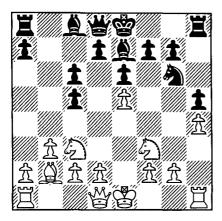
b) 8...c4?! was an innovative attempt by Grischuk, but is objectively dubious. Black gives up one of his c-pawns to improve his structure and open up the long diagonal for his uncontested bishop. Here 9 bxc4 Ξ b8 10 &c3 c5 11 d3 &e7 12 Obd2 f5 13 g3 &b7 14 We2 Wb6 15 Ξ g1!? Wc6 16 a4 &a8 17 Oh2 Ξ h6 18 f4 left Black without a way

How to Beat the Sicilian Defence

in and thus his compensation had dried up in L.McShane-A.Grischuk, Istanbul 2003. Luke steadily improved his position to a winning one, but Grischuk is tricky and another of my English team-mates had a disaster.

c) 8...f6 is another logical attempt at undermining White's centre, but leaves the kingside rather vulnerable. 9 $extsf{We2}$ $extsf{ge7}$ 10 alphac3 $extsf{Wc7}$ 11 alphaa4 $extsf{ge7}$ 12 0-0-0 fxe5 13 alphag5+! $extsf{ge8}$ 14 $extsf{Wf3}$ $extsf{gxg5}$ 15 hxg5 d6 16 $extsf{We4}$ alphaf8 17 $extsf{ge8}$ 14 $extsf{Wf3}$ $extsf{ge8}$ 18 $extsf{ge4}$ 16 17 $extsf{ge8}$ 18 $extsf{ge4}$ 16 16 $extsf{We2}$ $extsf{ge8}$ 20 $extsf{We2}$ $extsf{ge8}$ 17 $extsf{ge8}$ 18 $extsf{ge4}$ 17 $extsf{ge8}$ 18 $extsf{ge4}$ 16 16 $extsf{We2}$ $extsf{ge8}$ 20 $extsf{We2}$ $extsf{ge8}$ 21 $extsf{ge8}$ x as apparently somewhat strangely agreed drawn here in J.Van der Wiel-M.Lujan, Sao Paulo 2008. However, White's a pawn up and Black's king still vulnerable.

d) 8... 皇e7 would be a 'normal' move that doesn't make any concession, but then again it isn't very threatening either. White should develop, 9 公c3 and then:

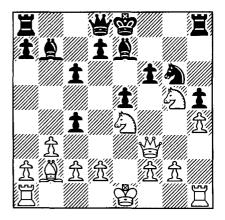


d1) 9...c4!? 10 ⁽²⁾e4 reveals a further advantage of b3 over d3. Taking on b3 doesn't really rid Black of his positional problems on the queenside, even though it does get rid of the doubled pawn. This is due to the fact that the a-file is opened up towards the isolated a-pawn on a7. Now:

d11) 10...c5?! 11 2fg5! (the crowning achievement of White's sixth and seventh

moves; Black now really struggles to get rid of the pesky knights) 11...Uc7 was F.Grafl-S.Kalinitschew, German League 2005, when 12 Uf3! (with the double threat of 2d6+ and Uxf7+) 12...2xe5 13 2xe5 Uxe5 14 Uxf7+ 2d8 15 0-0 sees White hold all the aces.

d12) 10... 全b7 11 公fg5 was somewhat oddly given a question mark by Finkel, but it puts a lot of pressure on Black's position. After 11...f6 12 exf6 gxf6, 13 習f3! is the move he overlooked. Black is forced to play 13...e5 to defend his f6-pawn, but this leaves large holes on the light squares.



Indeed, after 14 $f_5 \equiv h6$ 15 h7!, with the idea of 15... f_4 16 $hx_{f6+!} \equiv x_{f6}$ (16... x_{f6} 17 hd_{6+}) 17 $hx_{f6+} x_{f6}$ 18 g3 he_6 19 0-0, White has an overwhelming position.

d2) 9...f6 was suggested as an improvement by Finkel, leading after 10 2e4 to:

d21) 10...d5 11 exd6 \pounds xd6 12 d4!? (again not allowing Black time to play ...e6-e5, clamping down on the d4-square) 12...cxd4 13 \bigstar xd4 and White's pressure on c6, coupled with Black's problems with his king offers him a pleasant edge.

d22) 10...fxe5 11 ②xe5 ②xe5 12 皇xe5 0-0 is given as unclear by Finkel. The h5pawn isn't edible because of the rook fork, but 13 $\forall e2$ d6 14 &g3 Ξ f5 15 f4! (not allowing Black his ideal c5-c6-d6-e5 formation) 15...a5 16 a4 &f6 17 0-0-0 d5 18 d3! is a very unusual set-up where White's control of the g5-square and pressure on c5 keeps him as slight favourite.

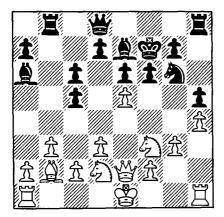
d23) 10...ዿb7 11 d3 ②xe5 (S.Pina Vega-S.Zepeda, Havana 2010) 12 ዿxe5! fxe5 13 ③xe5 and White's knights dominate the board.

9 d3 ዿe7 10 ∂bd2 ዿa6 11 g3

This was presumably Janev's prepared improvement. This takes away the f4square from the black knight and prepares We2 without any hassle. Matsenko's previous game saw the natural 11 (2)e4, but this allowed 11...c4 12 dxc4 (2)xc4, illustrating the idea behind placing Black's rook on b8, V.Gorlanov-S.Matsenko, Anapa 2009.

Having said that, 11 \forall e2 looks sensible immediately, as 11... \bigcirc f4 12 \forall e4 and the knight will be trapped if it becomes too greedy.

11...f6 12 ₩e2 谢f7



This is quite a usual theme. The f6-pawn prevents us from utilizing the g5-square. Obviously the rook is obliged to stay on h8 to protect the h5-pawn so f7 becomes the safest location for the monarch. **13 0-0** We have reached a problematic position for Black. The break ...c5-c4 has been well and truly prevented, while exchanging in the centre gives up the g5-square and leaves the king too vulnerable. Therefore the only remaining active plan is ...d6 or ...d5, but White would exchange immediately and leave Black with severe structural problems. Matsenko resorts to sitting and waiting, but as we see, this has its drawbacks too.

13 0-0-0 is also possible.

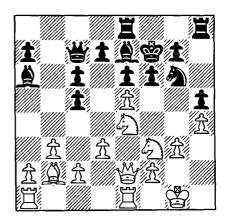
13...₩c7 14 Ife1

I would go for the immediate 14 \triangle e4, preventing the next note.

14...罩be8

14...f5! needed to be tried, preventing the knight from jumping into e4, although this gives up the g5-square for good. We shouldn't really worry about ...f5-f4 as then both our knights would have access to g5 and, anyway, it's black's king on the f-file after all!

15 🕗 e4!



15...**£**c8

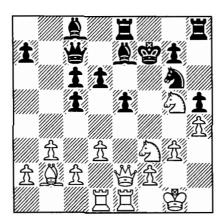
How to Beat the Sicilian Defence

②d6! 盒xd6 18 exd6 響xd6 19 盒a3 當g8 20 響e3 響d4 21 盒xc5 響xe3 22 fxe3 罩a8 23 e4 leaves Black practically lost. Both rooks are out of the game and the bishop on a6 is useless.

White has built up a massive position, but here he fails to land the killer punch.

16 🖾 ad 1?

Janev misses his chance. Here 16 exf6! gxf6 17 2fg5+! would have been a fitting end to his accurate opening play: 17...fxg5 18 ff3+2f4 (18...ga8 19 2f6+ wins everything) 19 2xg5+2g8 20 hxg5 would leave White a pawn up and with a massive attack; Black's position is simply resignable. **16...fxe5 17** 2xe5 **d6 18** 2b2 **e5 19** 2e5+



White still has a pleasant advantage as Black's king is exposed and his rook on h8 is terminally out of the game, but Black can wriggle.

19...🔄 g8 20 b4?!

Janev misses another chance to put Matsenko away. 20 \expressed equal was very strong:

23 ②xe5 dxc4 24 ②xc6 ③g6 25 dxc4 leaves White with three pawns and a huge initiative for the piece. Black will regret not being able to activate his h8-rook.

20...**⊈f6**?!

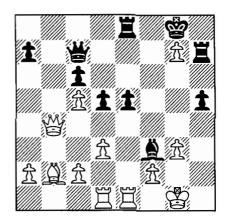
21 營e4 勾f8 22 營c4+ 勾e6 23 bxc5 d5 24 營b4

Janev has missed a couple of chances, but has still managed to pick up a pawn and has strong pressure on Black's centre. Obviously the opening was a huge success!

24...④xg5 25 hxg5 龛g4!

Black has to try and complicate the issue.

26 gxf6 ዿxf3 27 fxg7 ≌h7



28 邕b1

28 罩xe5! 罩xe5 29 徵f4 would have forced Black to defend against the mate threat with 29...徵c8, but after 30 徵xf3 the exchange sacrifice has been extremely efficient. The bishop on b2 has been opened up and defends the g7-pawn which has suddenly turned into a monster. Black will be obliged to sacrifice the exchange back on g7, but then he will simply be two pawns down.

29 \Ze5! was even stronger than on the previous move.

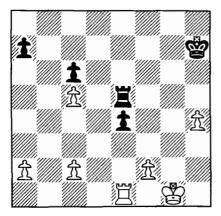
29...ዿ̀e4 30 ዿ̂xe5?!

Leaving White in a much better endgame and killing all Black's counterplay, but this gives him some hope for a draw. 30 響f6! was much better. The e4-bishop is trapped and after 30...hxg3 31 dxe4 gxf2+ 32 當xf2 邕xg7 33 當e2! Black has run out of counterplay for the piece.

30...\₩xe5 31 ₩xe5 \\$xe5 32 dxe4?!

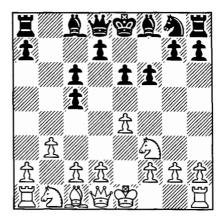
32 邕b8+ 當xg7 33 f4! was more accurate: 33...邕e7 (or 33...hxg3 34 邕b7+ 當g8 35 邕xh7) 34 dxe4 hxg3 35 e5 and White's connected passed pawns should be enough for the full point.

32...dxe4 33 邕b8+ 當xg7 34 邕b7+ 當g6 35 邕xh7 當xh7 36 gxh4



White is now only a little better and Matsenko does a good job to hold the halfpoint against a very disappointed Janev. 36...\$g6 37 \$g2 \$f5 38 \$\overline{4}e3 \$\overline{4}c5 39 \$g3 \$\overline{4}xc2 40 f3 exf3 41 \$\overline{4}xf3+ \$g6 42 \$\overline{4}a3 \$f5 43 基xa7 基c3+ 44 含f2 c5 45 含e2 基h3 46 基a4 基h2+ 47 含f3 基h3+ 48 含f2 基c3 49 含e2 基h3 50 含e1 基h2 51 含d1 基h1+ 52 含e2 基h2+ 53 含f3 基h3+ 54 含g2 基c3 55 a3 基c2+ 56 含f3 基c3+ 57 含f2 基h3 58 含f1 基f3+ 59 含e1 基h3 60 含f2 基c3 ½-½





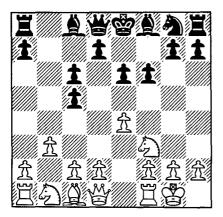
This is the other main method of combating our approach and the most logical. Black immediately blunts our bishop and prepares to play ... e6-e5 to set up a strong centre. However, he has to be careful not to do this too early or we will be able to play a quick c2-c3 and c2-d4 ourselves. Black can develop his knight to either h6 and then to f7, an idea we've seen before in the last couple of chapters, or else to e7, as in the last game.

6 0-0

6 d4!? is a very rare choice, but looks interesting. The idea is to prevent Black's ...②g8-h6-f7 plan: 6...cxd4 7 徵xd4 d5 (or 7...徵b6 8 徵d3 皇c5 9 0-0 ②e7, as in

How to Beat the Sicilian Defence

J.Mullon-A.Delorme, Nantes 2003, when 10 c4 looks more comfortable for White) 8 0-0 e5 9 營d3 兔e6 10 公c3 d4 11 公a4 邕c8 12 營a6 營d7 13 c3 c5 14 兔a3 兔e7 15 邕ac1 was Cao Sang-P.Horvath, Balatonlelle 2002, when Black's centre looks commanding, but White can undermine it quite effectively and Black still needs a few moves to complete his development.



6....ਓ)h6

Alternatively:

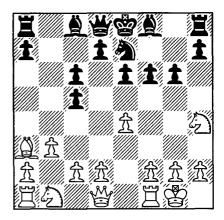
a) 6...e5 was tried by Jakovenko, albeit admittedly only in a blitz game: 7 c3 d5 8 $extsf{We2}$ dxe4 9 $extsf{We4}$ $extsf{Wd5}$ was A.Naiditsch-D.Jakovenko, Moscow (blitz) 2009. Here I advocate 10 $extsf{Wa4}$ $extsf{We7}$ 11 $extsf{Ee1}$, leaving both c3-c4, fixing the c5-pawn and d2-d4, opening up the black king, as possibilities: for example, 11...g5!? 12 d4! g4 13 dxe5! gxf3 14 exf6 $extsf{Lee6}$ 15 fxe7 $extsf{Lexe7}$ 16 g3 leaving White a pawn up.

b) 6... 2e7!? is the second most-common idea, with similar intentions to the previous game:

b1) 7 ⁽²⁾h4 has been tried a couple of times by Adams and is similar to Shirov's play in the notes to the last game. After 7...g6 White has:

 fxg5 fxg5 12 息xg7 罩xf1+ 13 營xf1 含xg7 14 ②f3 ②g6 was pretty level in M.Adams-Zhang Pengxiang, Merida 2008.

b12) 8 &a3!? has never been tried but looks like a way to breathe life into 7 &h4.



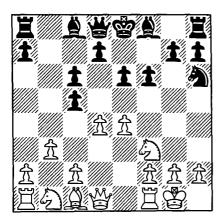
After 8...d6 9 d4! Black can't capture the pawn, so is forced into the sacrifice 9...&g7(9...cxd4 10 @xd4 @g8 11 $\blacksquared1$ is great for White) 10 dxc5 d5, but I believe White has good chances after 11 exd5 f5 12 @d2 @xd5 13 @hf3. Grabbing the exchange is going to cripple Black on the dark squares so I think White has a good position here. Certainly one for future testing.

b2) 7 皇a3 and now:

b21) 7...0g6 8 d4 cxd4 9 0xf8 0xf8 (9...0xf8 10 0xd4 0g6 11 c4 is similar, E.Kovalevskaya-T.Shumiakina, Kstovo 1998) resembles the main line, the only difference being the knight on g6 rather than f7. This means that 10 0xd4 threatens 11 0xe6+ and thus Black cannot hit the knight away immediately. Indeed, 10...0c7 11 c4 allows White to obtain the bind that we desire in this structure, C.Peptan-V.Cmilyte, Plovdiv 2008.

b22) 7...d6 is an alternative option for Black. With 8 c3 2g6 9 d4 cxd4 10 cxd4 White has managed to set up a strong centre and can proceed to put pressure on

Black's pawns. The position is complex, but I think we have good chances for an edge: for example, 10...\$a6 (10...\$e7 has been tried a few times, but 11 鬯c1 急b7 12 鬯e3 0-0 13 🖄 bd2 looks like a reasonable mode of development, with ideas of breaking with e4-e5; if Black forestalls this then we will have plenty of pressure on the d6pawn) 11 邕e1 皇e7, as in V.Yandemirov-P.Smirnov, Moscow 2009, when White chose the wrong break, but should have played 12 d5!, forcing a concession from Black, i.e. 12...cxd5 13 公d4! 習d7 14 exd5 e5 (14...exd5 15 2 c3 0-0 16 xd5 gives White a fantastic position) 15 2e6 \$f7 16 2c3 2 f8 17 \mathbb{Z} c1!? with promising chances. 7 d4



This must be critical. White threatens to capture on h6 which would decimate Black's structure and leave his king too weak. Therefore Black must move his knight and allow White a further tempo.

7...④f7

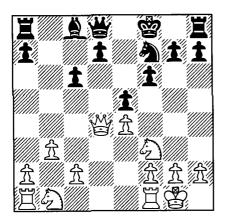
a) 9 ②xd4 營a5 (9...營e7 10 罩e1 營f7 11 c4 兔e7 12 罩e3 a6 13 ②c3 c5 14 ②de2 left White with a very comfortable position in E.Tsuboi-D.D'Israel, Sao Paulo 2004) 10 ②d2 兔a6 11 ②c4!? 營c5 12 e5!? (12 營d3 罩g8 13 I ad1 道g7 14 g3 was a solid choice) 12... Qxc4 13 bxc4 營xe5 14 III 管c5 15 III Qe7 was J.Boudre-Y.Berthelot, Clichy 1993, when 16 營d3! should have been played, to meet 16...0-0-0 with 17 營b3. Black can survive with 17... 營b4!, but 18 公xc6! dxc6 19 營xb4 Qxb4 20 IIXb4 leaves White better in the endgame thanks to the open files for his rooks.

b) 9 對xd4 黨g8 10 创bd2 looks like the most straightforward antidote when White intends to play 创d2-c4-d6 and 10... 皇a6 11 创c4! d5 12 exd5 cxd5 13 罩fe1! is too dangerous for Black.

8 🏂 a3 cxd4 9 🖄 xf8 🖄 xf8

It looks wise to bring the king over to the kingside where it's a bit safer. Otherwise, 9...邕xf8 10 鬯xd4 鬯b6 11 鬯d2 c5 12 邕d1 \$e7 13 e5!? (attempting to exploit Black's king position immediately; 13 習d3 d6 14 ②fd2 Qa6 15 斷h3 would also have been enough for an edge) 13...響c7 (13...④xe5 fails to equalize after 14 🖄 xe5 fxe5 15 資有5+ 當f7 16 對xe5 d5 17 c4 d4 18 ②d2 \$b7 19 b4! when White can play against Black's c5- and d4-pawns) 14 exf6+ qxf6 15 ②c3 皇b7 16 豐e3 ②e5 17 ②xe5 豐xe5 18 響d3 臭c6 19 罩e1 響h5 20 ④e4 罩q8 was seen in F.Bellini-V.Tomescu, Reggio Emilia 2003, when White could have continued his campaign against Black's vulnerable king with 21 ②q3! 鬯q6 22 鬯c4 h5!? (22...鬯q5 23 簋ad1 當f7 24 邕d6 leaves Black in a bind; he also needs a good defence against 25 邕xc6!) 23 鬯xc5+ ��f7 24 邕xe6! dxe6 25 對xc6 罩ae8 26 罩d1 罩e7 27 ④f1!, rerouting the knight to e3 when White's king will be completely secure which is more than can be said of Black's.

Black's next two moves aren't forced, but otherwise White will get c2-c4 in with a complete bind.



Indeed, 10...d6 11 c4 c5 12 徵e3 g6 13 公c3 當g7 14 單ad1 急b7 15 公e1 單e8 16 f4 is better for White as Black is stuck in passivity. The draw agreement here in A.Zatonskih-A.Moiseenko, Kapuskasing 2004, was presumably due to the 200 points separating White and Black, as White can play on without much risk.

It seems Black can equalize here with accurate play here so the alternatives should be examined.

a) 11 $extsf{b}d$ 3 worked out well for Karjakin after 11...d5 12 $extsf{b}d$ 1 f5?! 13 $extsf{b}d$ c3! in S.Karjakin-G.Arzumanian, Alushta 2002. However, 12... $extsf{b}d$ e7! is a better equalizing try, although 13 arrowc3 f5 (13...d4 14 arrowa4 arrowg4 15 h3 arrowxf3 16 $extsf{b}$ xf3 is more pleasant for White, who can again undermine Black's centre with c2-c3 and b3-b4) 14 exd5 e4 15 $extsf{b}d$ c4 exf3 16 $extsf{b}d$ e17 dxc6 would leave White with a very dangerous-looking initiative.

b) 11 鬯c5+!? is an unplayed suggestion by Rowson and could be White's best try for an edge. His idea is 11...鬯e7 12 鬯a5 d5!? (Rowson argues that otherwise White will bind Black with c2-c4, as we saw happening after 10...d6, above; 12...鬯d8 might put a spanner in the works if Black is happy with a draw, although 13 徵xd8+ 公xd8 14 c4 會e7 15 邕d1 is a little something for White, since Black has a problem activating his position while he always has to be careful about a potential c4-c5 after ...d7-d6) 13 exd5 cxd5 14 徵xd5 皇b7 15 徵d1 邕d8 16 徵e2 when Black shouldn't have enough for the pawn.

11...d5

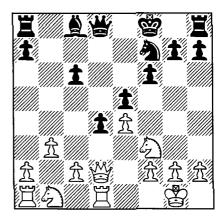
11...d6 was the choice of Sveshnikov, but this condemned Black to a rather passive position after 12 c4 g6 13 0c3 0g7 14 2ac1 2e6 15 0e1 0e7 16 0d3 g5 in L.Yudasin-E.Sveshnikov, St Petersburg 1997. Here White should have continued patiently building up the pressure with 17 0e3 and 18 $\Huge{2}$ fd1.

12 🖺 d1

Bearing in mind Black's next note, possibly White could have tried 12 h3!? dxe4 13 曾b4+ 心d6 14 邕d1 當e7 15 心e1 which leaves Black in an awkward couple of pins.

12...d4

12.... 全g4! looks interesting and might be Black's most accurate response: 13 exd5 全xf3 14 gxf3 ②g5 15 智b4+ 智e7 16 d6 (16 智xe7+ 含xe7 17 dxc6 ③xf3+ 18 含g2 ③d4 19 ②c3 is more or less level, while 16 智c4!? 智d7! gives Black a dangerous counterattack) 16... 智d7 17 ②d2 is extremely unclear.



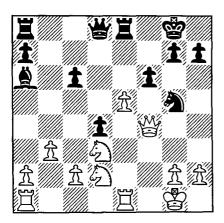
13 De1

Akopian doesn't give Eljanov another chance to pin the knight. White could try undermining the centre immediately with 13 c3 c5 14 b4, but Black can play as in the previous note with 14...&g4!. That said, 15 @d3 (15 bxc5 &xf3 16 gxf3 &g5 is very messy) 15...c4! (15...cxb4 16 cxd4 exd4 17 &bd2 &e5 18 @b3 leaves White with very good compensation) 16 @xc4 &xf3 17 gxf3 &g5 18 &h1 \blacksquare c8 19 @e2 probably favours White, although Black has counterplay.

14...Oxe4 15 We2 \pounds f5 would give White the chance to win a piece with 16 g4 (better is 16 fxe5 fxe5 17 Od3 Gg8 18 Oxe5 Wd5 19 Wc4 Wxc4 20 Oxc4 with a small plus) 16... \pounds g6 17 f5 Og5 18 fxg6 hxg6, but I think Black's compensation is too strong here. **15 \textcircled{W}xf4**

15 響xd4 響xd4+ 16 邕xd4 must be at

least somewhat better for White. 15...함f7 16 신업 프e8 17 신업 함g8 18 프e1 오a6 19 e5!



After some manoeuvring White eventually breaks in the centre.

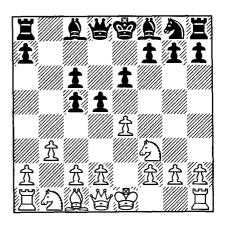
19...ዿxd3 20 cxd3 ≝c7 21 ≝xd4 fxe5 22 ≝e3

The position now veers towards a draw. 22 $\forall c4+!$ looked like the best way to retain some advantage: 22...公f7 (22...容h8 23 罩ac1 暫b6+ 24 暫c5 is also better for White) 23 單f1 罩ad8 24 罩ac1 罩d4 25 暫xc6 暫xc6 26 罩xc6 罩xd3 27 罩c7! 公d6 28 公c4 公xc4 29 bxc4 and White has the better endgame.

Game 48 A.Naiditsch-E.Sveshnikov Liepaja (rapid) 2007

In the chapter introduction I wrote that Radjabov has been doing quite well recently with 5 d3 2e7 6 2e2 d5. This is because he is able to drum up a quick initiative to exploit the placement of White's queen, with a quick ... 2e7-g6-f4, while ... c5c4 is a positional threat with the idea of taking on d3. A recent game continued 7 b3 f6 8 e5 2g6 g 2e2 e7 10 2bd2 a5 11 a4 0-0 12 0-0-0 f5 with a very complicated position. White still has his positional trumps, but it will come down to whose attack is faster, so that is rather irrelevant, A.Motylev-D.Jakovenko, Poikovsky 2010.

5...d5

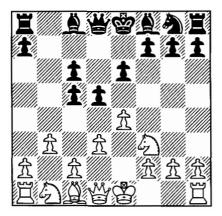


How to Beat the Sicilian Defence

A fairly common response but this is dubious strategically. Black leaves his cpawns behind and will, indeed, be left with problems with his queenside pawns.

6 d3!?

I chose this game because I wanted to show that we shouldn't fear the queen exchange even if our king is temporarily misplaced. From the last note I hope you understood that Black is playing for the initiative with these early ...d7-d5 breaks, trying to offset his structural problems. Therefore we should be happy to exchange as much as possible.



6...dxe4?!

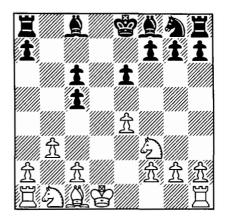
The endgame is highly unpleasant for Black even if he achieves the exchange of c5 and b3, and therefore this move must be incorrect.

a) We should respond to 6...c4?! with 7 dxc4! as 7...dxe4 (7...dxc4 8 徵xd8+ 含xd8 9 ②e5! also wins a pawn) 8 徵xd8+ 含xd8 gives White the choice of 9 ②e5 or 9 ②g5, leaving us a pawn up.

b) 6...公f6 7 鬯e2 皇e7 8 0-0 0-0 when I'd go for 9 c4!, fixing the c5-pawn as an eternal weakness. If we compare this position to the Motylev-Jakovenko game seen above, it is clear that Black has much less dynamic potential and therefore we can continue

our plan of slowly pressuring the c5-pawn: 9... 省c7 10 皇q5 (or 10 皇b2 d4 11 e5! - of course we don't want to allow Black to playe6-e5 himself - 11....🖄d7 12 âc1! a5 13 盒f4 a4 14 句bd2 句b6 15 句e4 and in H.Milligan-E.Yip, Wanganui 2007, the board one of the New Zealand women's team had taken control of the position; while Black is tied down to his queenside, we have ideas of pushing our h-pawn to create problems on the kingside too, just like in the King's Indian Attack) 10...4h5?! (the trade of bishops only helps White as c5 becomes yet more vulnerable and Black's chances for counterplay decrease) 11 息xe7 響xe7 12 e5 f5 13 ②c3 皇d7 14 ②a4 皇e8 15 凹e3 d4 16 ₩q5! and in M.Palac-T.Meynard, Asnieres sur Seine 2006, White was winning both the c5- and d4-pawns. By the way the result is given as a draw, but White is completely winning in the final position so it's probably an input error.

7 dxe4 xd1+ 8 甞xd1



This is an important position for our treatment of 5...d5. Black has exchanged queens and misplaced our king, but the most important aspect of the position is Black's mangled queenside pawns. Sveshnikov now tried to eradicate them with:

8...c4

The previous time this position was reached, Black inserted 8... (2) for 9 (2) bd2, but it didn't make much different to the overall assessment: $9...c4 \ 10 \ 2b2 \ 2c5 \ 11 \ 2e2 \ cxb3$ 12 axb3 0-0 was A.Pridorozhni-M.Ginzburg, Yerevan 2000, when White should have continued with $13 \ 2e5 \ a$ la Naiditsch, with a great position.

I'll add a line to illustrate our plans if Black doesn't push ...c5-c4 himself: 8...2e79e5 2a6 10 c4! (fixing Black's weaknesses) 10...6f6!? 11 2c2 and it's clear White has all the trumps in the position; we can continue pressing with 2h1-d1, 2c1-e3and 2c3-e4, while Black's light-squared bishop has no future at all in this structure. **9 2e5!**

Of course we shouldn't take the pawn. That would leave us a pawn up, but it's not much of a pawn and we would no longer have our strategic advantage. Instead we should provoke Black to play ...cxb3, opening the a-file for our rook. As we will see, Black's remaining couple of queenside pawns are still big weaknesses.

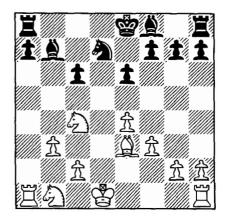
9.... ④f6 10 f3 cxb3

This leaves Black in a truly horrible position. 10... 246 had to be tried, although Black's position is still far from pleasant. Indeed, White could grab the c6-pawn when Black obtains temporary compensation, but following 11 2xc6 255 12 265ad8+ 13 261 ac6 245 12 265ad8+ 13 261 ac6 24 ac3 254 15 cd1!ac3 (15... ad8+ 16 22 ac3 17 ac3cxb3+ 18 c4! leaves White winning) 16 ac5 axe5 (Black can't win material with 16... ad8+ 17 22 ac3 18 ac7+ 268 19 ac3+ wins the bishop in the corner) 17 ac5ac7+ 263 19 ac3+ wins the bishop in the corner) 17 ac5ac7+ 263 19 ac7+ 263 19 a

11 axb3 皇b7 12 皇e3 乞d7 13 乞c4

The problems with Black's position are

becoming apparent. The a7-pawn isn't easy to defend and White has an easy job building up pressure on the a-file. Meanwhile the bishop on b7 continues to struggle to find a useful post.



13...c5

Defending the a7-pawn and opening up a few more squares for the light-squared bishop, but now c5 is in the firing line and the f8-bishop won't appreciate being hemmed in.

14 🔄 e2 f5!?

In a prospectless position Sveshnikov desperately tries for counterplay, but it's rather futile.

15 ②c3 fxe4 16 ②xe4 皇d5 17 邕a5!

Black is unable to defend both the c5and a7-pawns.

17....Ūb6

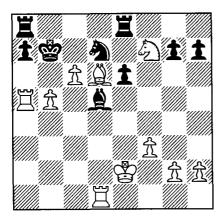
The alternative 17... এ.xc4+ 18 bxc4 ④e5 19 罩ha1! ④xc4 20 罩xa7 罩xa7 21 罩xa7 ②xe3 22 肇xe3 would have left Black in a completely hopeless endgame as he has no way to challenge the white king entering via f4-f5 or c3-c4.

18 ②cd6+ 皇xd6 19 ②xd6+ 當d7 20 皇xc5 邕hb8 21 c4!

Naiditsch has picked up the pawn and has continuing pressure on the queenside. What's worse for Sveshnikov is that his king

is wide open.

21...全c6 22 罩d1 當c7 23 ②f7! ④d7 24 全d6+ 當b6 25 b4 嘼e8 26 c5+ 當b7 27 b5 全d5 28 c6+



White picks up the bishop. One would expect Black to resign here, but it was a rapid game so Sveshnikov continues, hoping for a miracle.

28...當b6 29 cxd7 當xa5 30 dxe8響 邕xe8 31 皇c7+

31 &c5! with the threat of 32 \blacksquare a1+ and 33 0d6+, picking up the rook, would have ended matters immediately, as 31...&c4+ 32 0d2 &xb5 33 \blacksquare a1+ &a4 34 0d6 \blacksquare b8 35 &d4! followed by 36 &c3+ wins the a4bishop as well.

31...當b4 32 邕b1+ 當c5 33 皇d6+ 當b6 34 皇e5 邕c8 35 皇d4+ 當a5 36 ④e5

A sign White was in bad time trouble and starting to panic. The simple 36 \[2a1+ \[2b4 37 \]2xa7 was easiest.

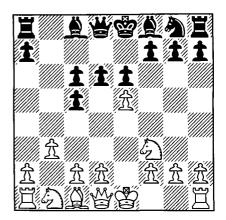
36...볼c2+ 37 함e3 볼xg2 38 신c6+ 함a4 39 볼b4+ 함a3 40 오c5 함a2 41 신e7 볼c2 42 신xd5 볼xc5 43 신f4 함a3 44 볼b1 함a2 45 신d3 볼h5 46 볼b2+ 함a3 47 볼c2 볼xb5 48 볼c3+ 1-0

I presume Black lost on time at this point as while White is still completely winning, it's the best position Black's had for 20 moves! Game 49 Zhao Jun-Zhang Pengxiang Moscow 2004

1 e4 c5 2 乞f3 乞c6 3 호b5 e6 4 호xc6 bxc6 5 b3 d6

Black's idea is to play ...e6-e5 and, although he's losing a tempo with his epawn, he argues that b2-b3 would be out of place in that structure.

6 e5!



This move was endorsed by Richard Palliser in his \$b5 Sicilian book and is the best way to cut across Black's plans.

6...dxe5

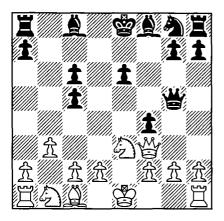
6...d5 has also been tried, but again White can put pressure on Black's queenside: 7 0-0 \$\overline\$ e7 8 d3 f5 9 c4 d4 10 \$\overline\$ g5 and White had a better structure coupled with play against Black's king in G.Sax-W.Pils, Graz 1984.

7 ②xe5 d4

Black smells no fear and goes for the rook. Alternatively:

a) 7... 習d5 8 公f3 習e4+ 9 含f1 and Black's structural problems are more important than White's temporarily misplaced king. F.Caruana-R.Vazquez Igarza, Madrid 2006, continued 9...公f6 10 d3 皇a6 11 習e2 習d5 12 公c3 營d8 13 公e4 皇e7 14 皇b2 and White had taken control of the position.

b) 7... 徵g5 is the other attempt to win material, but after 8 公g4 f5 9 公e3 f4, 10 習f3! is a very strong piece sacrifice:



b1) 10...fxe3?! 11 $\forall xc6+ \diamond d8$ 12 $\forall xa8$ exd2+ was B.Martinez-J.Morella, Villa Clara 2001, when Nogueiras suggests 13 $\bigcirc xd2$ $\forall e5+ 14 \bigcirc e4 \forall xa1 15 0-0$ and White's attack is simply too strong, which is hardly a surprise as Black's pieces are still on their starting squares, except the black queen in the corner: for instance, 15... $\forall d4$ 16 $\bigcirc g5$ $\forall d7$ 17 $\bigcirc f7+! \forall xf7$ 18 $\blacksquare d1+ \diamond c7$ 19 $\forall xa7+$ $\diamond b7$ 20 $\diamond d2! \diamond e7$ 21 $\diamond a5+ \diamond c8$ 22 $\forall b6$, mating.

b2) 10...鬯e5 should be tried, but Black's position is very rocky. Perhaps a computer can defend but Black has big practical problems, as shown by both:

b21) 11 d4!? cxd4 12 $extsf{W}$ xc6+ $extsf{w}$ f7 13 $extsf{W}$ xa8 dxe3 14 $extsf{W}$ xc8 $extsf{W}$ xa1 15 0-0 $ilde{20}$ f6 16 $ilde{20}$ c3 exf2+ 17 $ilde{w}$ h1 is extremely complex, but I would prefer White who has the more active queen.

 響xd6+ 當e8 18 皇a3 gives White a dangerous initiative for the piece.

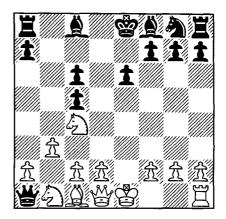
8 Ŵc4

8 皇b2!? is an intriguing, unplayed alternative. Then:

a) 8... $\forall xb2$? 9 2c3 threatens to trap the black queen with 10 2c4, so Black has to play 9... $\forall a3$ (9...a6 10 a51 a3 11 $\forall f3$ is similar), but 10 $\forall f3$! is extremely dangerous. Black is forced to try 10...2c7, but after 11 $\forall xf7+ a68$ 12 0-0 White has extremely dangerous pressure for the piece.

b) Therefore 8... We4+ should be tried when 9 If 1 is very similar to the positions examined in note 'b' to Black's 7th move, above.

8...₩xa1



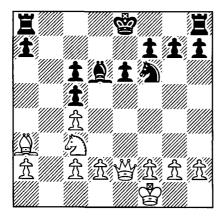
Taking the rook is the critical test, although the black queen is now stranded and therefore White is clearly better. In a couple of games Black has decided that discretion is the better part of valour with 8...&a6, but 9&b2 We4+ 10 Oe3 Of6 11 d3Wg6 12 Od2 &d6 13 Wf3 Od5, as in R.Damaso-P.Llaneza Vega, Medina del Campo 2001, and then 14 Oec4 leaves White with a fantastic position.

9 ②c3 皇a6

9... (2) f6 was tried in the only other game that reached this position, but the evalua-

How to Beat the Sicilian Defence

tion isn't altered: 10 0-0 2d5 11 @f3 2e712 2a3 @xf1+ 13 @xf1 0-0 14 2de4 2a6 15 2dxc5 2dxc4+ 16 bxc4 left White clearly better. In fact Black didn't survive long here: 16...2db6 17 @g4 g6 18 d3 @ab8 19 @d4@afd8 20 @e5 2d6 21 @g5 2f8? 22 2b2!2dxc4 (22...2g7 23 2xg7 @xg7 24 @e7 @g825 @xa7 is also hopeless) 23 dxc4 2dxc5 24 @f6?! and 1-0 in V.Cabarkapa-I.Zlatilov, Vrbas 1993, although 24 2f6! was a much more accurate finish as Black could have played on in the final position with 24...@xb2.



So the queen has eventually been captured leaving a position, with two rooks against the queen. Generally two rooks would be slightly stronger, but here c5 is dropping by force and c6 is a rather weak pawn too. Moreover, the black rooks struggle to make any impact on the position.

14...0-0-0?!

Over-ambitious. White has enough pieces to make the queenside very unpleasant for the black king. 14...0-0 was more sensible, although 15 ②e4 ③xe4 16 徵xe4 罩ab8 (or 16...罩fc8 17 徵e3 罩ab8 18 拿e2 and the c5-pawn drops) 17 螢xc6 罩fd8 18 g3 臭f8 19 肇e2 leaves White with a great ending: he will slowly be able to push his queenside pawns, with the idea of c2-c3 and d2-d4.

15 ∅a4 ∅d7 16 ₩g4

I don't believe the rest of the game is accurate unfortunately, but anyway it's clear that White has a clear advantage as he can win the c5-pawn whenever he wants. Here 16 $rac{1}{2}$ (2)e5 17 $rac{1}{2}$ (2)e5 17 $rac{1}{2}$ (2)e5 17 $rac{1}{2}$ (2)e7 is forced to win the g-pawn, as 17....(2)d7 is forced to defend the c5-pawn.

16...f6? 17 d3? 邕dg8? 18 習f3? 邕e8?? 19 智h5??邕eg8 20 習e2?! 邕e8 21 習e3

Perhaps the game is back on track now. 21... Ie7 22 ②xc5 ②xc5 23 ②xc5 ③xc5 24 ¥xc5 Ic7 25 f4 Ie8 26 \$e2 \$b7 27 \$d2 e5 28 f5 Id7 29 \$e3 Ig8 30 g3 1-0

White is clearly better although the position is far from resignable.

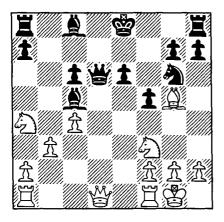


1 e4 c5 2 ②f3 ②c6 3 意b5 e6 4 意xc6 bxc6 5 b3 習f6

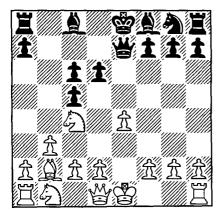
A very creative approach, but one which is unlikely to be repeated. Here we'll take a quick overview of Black's other rare alternatives:

a) 5...②f6 allows White to gain a lot of time against the black knight and the ideas are rather similar to Steingrimsson-Slingerland in Chapter Five: 6 e5 ②d5 7 0-0 鱼e7 8 c4 ②f4 9 d4 ③g6 10 dxc5 兔xc5 11 ③c3 d5 (11...f5 is more positionally desirable, although 12 exf6 徵xf6 13 ③e4! 徵xa1 14 徵e2! 鱼e7 15 鱼g5 徵xf1+ 16 含xf1 is very promising) 12 exd6 f5!? 13 鱼g5 徵xd6 14 ④a4. (see following diagram)

Here in E.Kovalevskaya-N.Eisenbeis, Baden 2003, White had achieved all that we can hope for. Note that Black's lightsquared bishop is still stuck in behind his own pawns.



b) 5...e5 has only been played a couple of times, but is critical according to Palliser. We don't want to allow Black his ideal setup with ...d7-d6, so we're obliged to play 6 2xe5 We7 7 2b2 d6 8 2c4 and then:

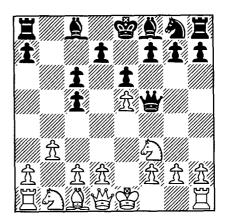


b1) 8...鬯xe4+ 9 包e3 包f6 10 皇xf6! gxf6 11 包c3 and White definitely had the better structure in E.Shaposhnikov-D.Bocharov, Kazan 2001.

b2) 8...d5 is suggested as an improvement by Shaposhnikov, who gives the line 9 ②e5!? (9 ②e3 d4 10 ②c4 賀xe4+ 11 徵e2 賀xe2+ 12 含xe2 must be somewhat better for White due to Black's crippled structure) 9...f6 10 ②xc6 徵xe4+ 11 當f1 a5, leaving the c6-knight trapped offside. Palliser, however, observes that White can drum up a quick attack with 12 公c3 營e6 13 營h5+ 會d7 14 邕e1 響xc6 15 ④xd5. The position is extremely complicated, but I would prefer to be White as he is the one with the initiative. Black will have to play extremely accurately to convert his extra piece while his king dances round the centre. If you don't feel comfortable in such a position then 9 $2e^{3}$ is a safe alternative. However, if you are interested, the computer says this position is roughly equal, proving that even the silicon monster isn't completely convinced by the extra piece.

c) 5... 全e7 may look rather flexible, but now the black knight has less possibilities. I think 6 0-0 is best when 6... 公f6 (6...f6 7 d4 leaves the g8-knight without any prospects) 7 e5 公d5 8 c4 would transpose to line 'a'.

d) Igor Nataf tried to stay very flexible with 5...徵c7, but it rather backfired after 6 0-0 皇e7 7 邕e1, leaving the black knight without a good development plan: 7...④h6 8 d4! cxd4 9 徵xd4 f6 10 皇xh6 gxh6 11 c4 and Black had problems with his king and structure in A.Naiditsch-I.Nataf, French League 2009.



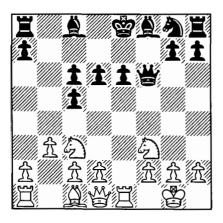
How to Beat the Sicilian Defence

Vaisser hopes he can play on the light squares and that his queen will prove active, but this rather backfires. 6... $rac{W}{96}$ was played in the only other game to reach this position. After 7 0-0 Black tried for counterplay with 7... d5, but 8 exd6 $\pounds xd6$ 9 $\pounds b2$ 2616 10 d3 0-0 11 62bd2 left him with nothing to show for his impaired structure in S.Reinso-D.Valencia, Internet (rapid) 2004.

7 0-0 f6

Undermining White's centre is logical as otherwise it's difficult to see what Black is to do.

8 프e1 fxe5 9 프xe5 빨f6 10 心c3 d6 11 프e1



Black has invested a lot of time to ex-

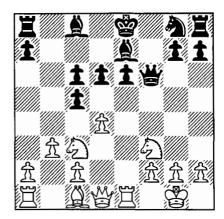
change the e-pawn. Now if he had time to playe6-e5,\$f8-e7,\$g8-h6-f5 and0-0 then he would have a great position. Fortunately he simply does not have the time, as Ehlvest illustrates.

11...ĝe7

11...e5 12 d4! cxd4 13 &g5 $extsf{W}$ e6 14 Oxd4 $extsf{W}$ g4 15 Oxc6! $extsf{W}$ xg5 16 Ob5 &h3 17 $extsf{W}$ d5 leaves Black with no good defence to the threats of Ob5-c7+ and 18 Oc6xe5: for example, 17...Of6 (17... $extsf{E}$ c8 18 Oxe5! crashes through) 18 $extsf{E}$ xe5+! dxe5 19 Oc7 mate.

12 d4!

Opening up the centre is the best way to exploit our large lead in development.



12...cxd4 13 🖄 xd4 d5

13...c5 14 ⁽²⁾db5 is of course unthinkable for Black.

16 h3! would deny Black any hope, since 16...c5 is met by 17 ②xc5! 皇xc5 18 ②xe6! 皇xe6 19 罾xd5 when Black's position collapses.

16...**≜d6 17 g**3

17 f4! was very strong, not allowing Black the option looked at in the next note, and after 17...鬯xf4 18 g3 鬯f7 19 ②xe6 皇xe6 20 皇xg7! Black is lost.

17...甞f7?!

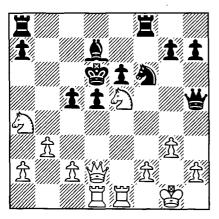
17...e5! is very risky, but obligatory as

White resumes possession of the e5square and is in full control.

18...신f6 19 皇e5 當e7 20 皇xd6+ 當xd6 21 신e5

21 營e5+ 當e7 22 ②c5 was a straightforward winning approach, but Ehlvest's choice is good too.

21...這hf8 22 邕ad1 鬯h5 23 鬯d2 c5



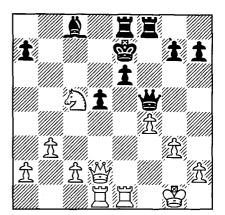
24 Ūc3?!

Ehlvest errs and gives Vaisser a lifeline. 24 ②xc5! 含xc5 25 ②xd7+ ②xd7 26 邕xe6 would have won on the spot.

24...Ξae8 25 ₩d3 ᡚg4 26 ᡚxg4 ₩xg4 27 ᡚe4+?!

I presume White was getting into deep time trouble. The simple 27 徵a6+ 當c7 (27...當e7 28 ②xd5+ 當f7 29 ②e3 also wins the bishop) 28 徵xa7+ 當c6 allowed White to win in a variety of ways, the most aesthetic being 29 簋xd5! exd5 30 徵a6+ 當c7 31 ②xd5+ 當b8 32 徵b6+ 當a8 33 ②c7 mate. 27...當e7 28 ③xc5 營f5 29 營d2 ゑc8 30 f4

White is still a pawn up with an overwhelming position, but Ehlvest continues to fail to kill off the contest.



30...🔄 f7 31 c4 dxc4 32 €de4 🖄 g8 33 bxc4

33 ②d6 鬯c5+ 34 鬯d4 鬯xd4+ 35 邕xd4 邕e7 36 邕xc4 was more accurate.

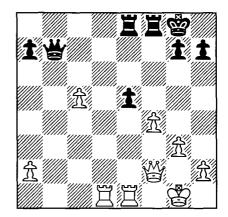
33...ዿb7 34 ∅d6 ₩c5+ 35 ₩f2

35 ₩e3 was a more active square.

35... 習c6 36 ②xb7 習xb7

Vaisser must have been very happy to reach this position. He is still a pawn down and has severe problems with his position, but at least he's managed to get his king to safety.

37 c5 e5



38 ₩e3!?

It's generally not advised to imbalance the position when you're material up, but I'm sure White knew what he was doing!

This is Black's best position since move 5! However, White still has the better chances and eventually wins a prolonged battle.

45 邕d1! 響xa2 46 c6 響b3 47 邕1d3 was a better way of doing things, as the c6-pawn is poisoned due to the check on d6.

45...獣xa2+ 46 當h3 獣b1

With White's king so exposed, the result should really be a draw now.

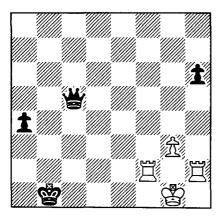
47 簋5d6+ \$\$\overline{5}\$ 48 \overline{2}\$ xg7 \overline{6}\$ h1+ 49 \$\$\overline{6}\$ q4 \overline{6}\$ 48 \overline{5}\$ xg7 \overline{6}\$ h1+ 49 \$\$\$\overline{6}\$ q4 \overline{6}\$ q4 \overline{6}\$ q5 \overline{6}\$

White cannot move, so it was time to get the a-pawn moving with 68...a5, when White would have had to take perpetual himself.

69 볼f5+ 늏e4 70 볼3f4+ 슣e3 71 볼e5+ 늏d2 72 볼a5 슣c2 73 볼f3 슣b2 74 볼h5!

Suddenly Black's king is in trouble.

74...省c1 75 邕h2+ 含b1 76 含h3 a5 77 邕ff2 a4 78 含g2 省c6+ 79 含g1 省c5

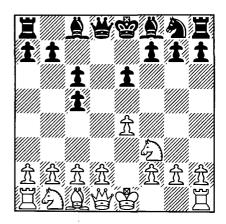


80 邕h1! 獣c1+ 81 🖄g2 1-0

A neat finish but of course the game should have been finished about 55 moves earlier!



1 e4 c5 2 ②f3 ②c6 3 🕹b5 e6 4 🛓xc6 dxc6?!



Coupled with ...e6, this move doesn't really make any sense. It is the main line in the ...g6 lines because it allows the bishop to be developed freely, but here the e6pawn merely gets in the way. Undoubtedly ...dxc6 is worse strategically than ...bxc6. Remember the axiom: when in doubt always capture towards the centre. Here Black voluntarily gives up the centre and all his hopes of breaking out with ...d7-d5.

5 d3

This makes sense now that Black cannot free himself with ...d7-d5, although 5 b3 was once tried by Kasimdzhanov here.

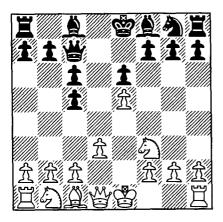
5...€)e7

Black's position may not look so bad in these positions, but he has two big problems. Primarily he is passive; it is very hard for him to drum up any play, and so he must sit and wait for White to finally decide how to make progress. Secondly, he is worse strategically and will have severe long-term difficulties with his worse structure. Here he has also tried:

a) 5...c4?! 6 dxc4 響xd1+ 7 當xd1 氢c5 8 當e2 gave Black nothing for the pawn in M.Ly-Pa.Taylor, Perth 2004.

b) 5... 🖞 f6 6 🖗 bd2 🌲 e7 7 e5 🖄 d5 8 🖗 e4 h6 9 We2 b5?! (obviously the pawns aren't talking to one another; how is the c5-pawn to be defended in the long term?) 10 0-0 ₩c7 11 c4! (fix, attack and capture!) 11... ④b6 12 皇f4 (12 皇e3 纪d7 13 cxb5!? cxb5 14 邕ac1 皇b7 15 皇xc5 ④xc5 16 ④xc5 ₤xc5 17 d4 would win a pawn) 12...0-0 13 b3 皇b7 14 響e3 纪d7 15 邕fe1 邕fd8 was S.Fedorchuk-B.Camus, Cappelle la Grande 2005, when 16 🖄 f6+! was the most dynamic: 16...qxf6 (16...④xf6 17 exf6 \$\$d6 18 盒xd6 響xd6 19 ②e5 leaves White strategically winning, as 19...gxf6 20 \mathbb{W}xh6 fxe5 21 Ïe4 is mating) 17 exf6 皇d6 18 皇xd6 習xd6 19 響xh6 響f8 20 響q5+ 會h8 21 嘼e4 mates. Again notice how useless the b7-bishop has been.

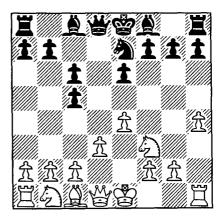
c) 5... 鬯c7, preparing ...e6-e5, has been Black's most common try. We should play 6 e5 when White has done very well:



c1) 6...b6 7 ②bd2 皇a6 was R.Ovetchkin-

S.Kalygin, Tula 2002, when 8 2e4! would prevent Black from ever developing his kingside knight, so he is obliged to play 8...f5, but 9 exf6 gxf6 10 0-0 0-0 11 Ξ e1 e5 12 2fd2 2b8 13 2ff3 leaves White with strong pressure against Black's weak pawns and lots of promising squares for his knight-pair.

c2) 6...④e7 7 b3 ④f5 8 皇b2 h5 9 ④bd2 違e7 10 ②e4 皇d7 11 ④fd2 0-0-0 12 ②c4 (White's knights totally dominate the board) 12...🔄 b8 13 a4 b6 14 a5 b5 15 🖄 cd6 ②xd6 16 exd6 皇xd6 17 皇xq7 邕h7 18 皇f6 Iq8 19 習e2! 皇e5 was J.Arizmendi Martinez-L.Mullor Gomez, Aragon 2003, when White could have killed Black off with 20 ②xc5! 皇xf6 21 ②a6+ 當b7 22 ④xc7 皇xa1 (22... 皇c3+ 23 當f1 皇xa1 24 ②xb5 is similar; White doesn't have to worry about 24...cxb5 25 響e4+ 盒c6 26 響xh7 盒xq2+ 27 當e2 罩q7, as 28 鬯xq7! 皇xq7 29 邕q1 leaves him the exchange and a pawn up) 23 2xb5! and Black can't take the knight due to 24 鬯e4+. 6 h4



We saw this idea in the first game of the chapter. The black knight obviously wants to go g6, so we provoke a weakness on g5.

6 b3!? is still possible and was Nigel Short's choice when he reached this position. His game continued 6...響a5+?! (this just forces White to develop and leaves Black's queen offside) 7 ②bd2 ②g6 8 鱼b2 f6 9 e5! (typically we should always play this move once Black is threatening to take the e5-square himself) 9...f5 10 0-0 鱼e7 11 ②c4 鬯c7 12 ②d6+ 鱼xd6 13 exd6 鬯xd6 14 鱼xg7 N.Short-M.Pekelman, Sao Paulo (simul) 2001, left the Englishman with a great position.

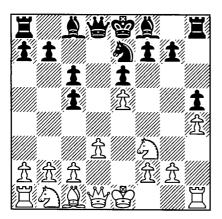
6...h5

Black has tried allowing h4-h5, but he hasn't been successful:

a) 6...f6 7 e5 2d5 8 h5 2e7 9 h6 g6 was E.Janev-S.Bardel, French League 2008, when the most straightforward looks to be 10 exf6 2xf6 11 2bd2 0-0 12 2e4 and Black has too many holes in his position.

b) 6...鬯c7 7 h5! h6 was T.Gharamian-R.Gervasio, Le Touquet 2006, when I like the cute idea 8 鬯d2!, preventing 8...e5 and aiming to trade queens on f4 which would leave Black's position without dynamism. Instead here 7...e5 is possible, although 8 皇e3 b6 9 ②bd2 f6 10 a4 a5 11 c3 followed by opening up the centre with d3-d4 leaves Black's king without a safe haven.

7 e5



Without a break on the d-file, Black will suffer indefinitely. He is really struggling to find any counterplay while White has plans to use the g5- and d6- squares, coupled with his play against the c5-pawn of course. 7...26 g6 8 2c3 2e7 9 2c7

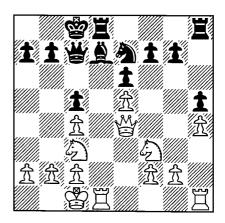
10 **₩e**4 c4

Objectively this just loses a pawn, but Stanec is struggling to find any hope of activity. Instead if 10...b6 11 &g5 &b7 12 &xe7 ildetxe7 13 0-0-0 0-0-0 14 g3 and Black is left with absolutely no dynamism in his position and must wait while White can improve his position with \blacksquare h1-e1, Of3-g5 and Oc3-e2-f4.

11 dxc4 皇d7 12 皇g5 c5

Black should probably try to keep the dark-squared bishops on the board if he wants compensation. Therefore 12... & b4 should be tried when White has the interesting dynamic option of 13 c5!? Wa5 (13... & xc5 14 0-0-0 & b6 15 Wd3! & c8 16 De4 is similar) $14 0-0 \oiint xc5 15 \clubsuit ad1$ which leaves Black with severe problems with both his king and light-squared bishop.

13 🗟 xe7 🖄 xe7 14 0-0-0 0-0-0

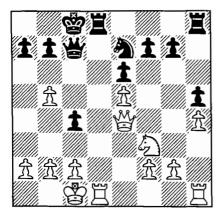


15 Øb5

Psakhis is a pawn up and thus is happy to exchange the pieces. Gershon points out that 15 \forall f4 f6 16 \triangle e4 would also leave White with a great position.

15...ዿxb5 16 cxb5 c4

Gaining the d5-square for the knight, but now the c4-pawn becomes a liability. Gershon suggests 16... (2) d5 17 c4 (2) b6, although 18 (2) g5 is just winning here. Black is unable to defend the f7- and h5-pawns, and down the d-file in the long term.



17 c3 ②g6 18 罩d4 罩xd4 19 響xd4 罩d8

Black needs to try and complicate the issue, otherwise White takes control of the dfile and thus the game. Indeed, 19... 4b8 20 Ed1 leaves Black very passive. White will steadily improve his position and exchange queens when ready, leaving him a pawn up in a winning ending.

White grabs another pawn.

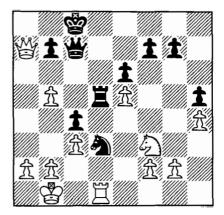
20....විf4

20...②xe5 was the alternative, but 21 響a8+ 當d7 22 ②xe5+ 當e8 23 響a4 響xe5 24 響xc4 leaves White two pawns up for nebulous compensation. That said, this was probably Black's best hope.

21 ≝d1 �d3+ 22 🔄b1 ≝d5?!

22...🖄 d7 was necessary, although after

23 ④d4 當e8 24 ④c6! 罩d5 25 b3 罩xb5 26 習a8+ 當d7 27 ④d4 罩xe5 28 暫f8 Black drops his kingside pawns.



23 **₩a8**+?!

Sloppy. 23 b6! was winning immediately: 23...豐b8 (23...豐c6 24 ②d4 doesn't help either) 24 豐a4! 當d8 25 豐xc4 when White is three pawns up and is winning even more.

23...省b8 24 省xb8+ 含xb8 25 a4

White has missed an immediate win, but still has two extra pawns in the ending which Psakhis converts with the minimum of fuss.

25...f6

25...할c7 26 할c2 b6 27 볼d2 f5 28 exf6 gxf6 29 볼e2 e5 30 心d2 would hardly help Black.

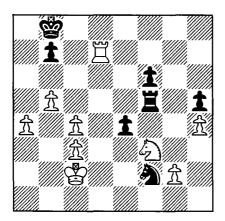
26 exf6 gxf6 27 🕸c2 🖺f5 28 b3

Time to make something of White's four against two majority.

28...e5

28...②xf2 was probably best, although 29 罩d8+ 當c7 30 罩h8 is winning as the queenside pawns will be too strong.

28... ② e5 29 bxc4 ②xf3 30 gxf3 罩xf3 31 a5 罩xf2+ allows Black two connected passed pawns, but after 32 當b3 White's queenside pawn mass will break through. **29 bxc4** ②**xf2 30 罩d7 e4**



31 b6!?

Psakhis is enjoying his position, although objectively 31 ⁽²⁾d4 ⁽²⁾C5 32 ⁽²⁾d8+ was better as 32...當a7 33 a5! mates the black king.

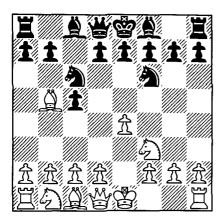
31..프c5 32 프d8+ 프c8 33 프xc8+ 함xc8 34 신d4 신d3 35 g3 신e5 36 c5 신d3 37 c6 bxc6 38 a5 함b7 39 신e6 f5 40 함d2 1-0

Conclusion

Thanks to the efforts of Teimour Radjabov, Black has been doing well against the main line of 4 \$\overline{2}xc6 bxc6 5 d3 with his quick ...d5 plan. However, I believe 5 b3 to be a sound alternative and one which promises White a good game. Game 46, Janev-Matsenko, is quite an important test of our set-up and should be examined in depth, but I believe White to be doing very well.

Chapter Eight Rossolimo Variation: Other Third Moves for Black

1 e4 c5 2 විf3 විc6 3 😫 b5 විf6

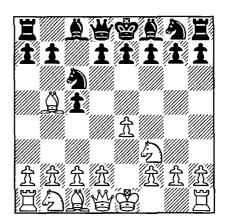


Definitely the most important move that we have yet to cover. This line has grown in popularity in the last ten years and is quite dynamic. I suggest that we continue the same theme as the previous chapters with 4 & xc6. The important variations to examine are in Games 52 and 53.

In this chapter I also investigate Black's minor options. Game 58 examines the extremely rare third move 3...a6, Game 57 covers 3...e5, which is a sensible option, but leaves f7 very vulnerable, and 3...⁶2d4 is an-

other line that I don't believe in but look at in Game 56. These are lines we should be aware of, but they shouldn't worry us. Games 54 and 55 need to be examined in more depth, however, covering the interesting 3...②a5!? and the sister variations of 3...豐c7 and 3...豐b6. We should take special care against the latter two, although if you study the theory in depth, then I'm confident you will reach a comfortable middlegame.

Repertoire Outline 1 e4 c5 2 कीf3 कीc6 3 âb5



3...④f6

The principal subject of this chapter and a move which has recently become topical. The list of black players who've tried this reads like a who's who of the elite: Viswanathan Anand, Magnus Carlsen, Vassily Ivanchuk, Vladimir Kramnik, Alexander Morozevich and Veselin Topalov being top of the pile.

Black's other third-move options, starting with the rarest, are:

a) 3... 響a5 has been tried by the Spanish Grandmaster Vallejo Pons, but seems rather dubious to me.

b) 3...d5?! just looks like a very bad Centre-Counter.

c) And 3...b6 is also a poor choice. These are all examined in the notes to Game 58.

d) 3...e5, aiming to take control of the centre, is played fairly often and has been tried twice by the inventive Russian Grandmaster Vadim Zvjaginsev. However, this seems premature and is investigated in Game 57.

e) 3... a 5, however, is a sensible alternative if Black wants an unusual game and is a favourite of Croatian GM Zdenko Kozul - see Game 55.

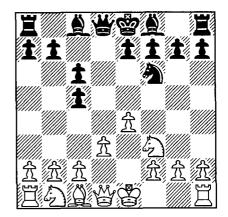
f) 3... (2) d4 has been played surprisingly often, but doesn't impress when there's no knight on c3, as we'll see in Game 56.

g) With 3...鬯c7 Black avoids his c-pawns being doubled.

h) Its sister variation is 3... Wb6 which Black also often employs, but in both cases with dynamic play White can grab a strong initiative. Game 54 shows how we can make Black's life a misery.

i) 3...a6 is another move played surprisingly often (over 1300 games in the *Mega Database 2010*!), but appears to just lose a tempo, as we'll see in Game 58. **4 2xc6 dxc6** 4... bxc6 is quite similar to Game 34, Steingrimsson-Slingerland, and will be examined in Game 52.

5 d 3



Now:

a) 5...g6 6 h3 \$g7 transposes to the 3...g6, 4...dxc6 variation of Chapter Six.

b) 5...⁽²⁾d7, keeping the bishop-pair, is covered in Game 53 together with Black's alternatives.

c) 5...\$g4 6 h3 and here Black can choose whether to try and keep the bishoppair or accept he's slightly worse and exchange on f3. Both are featured in Game 52.

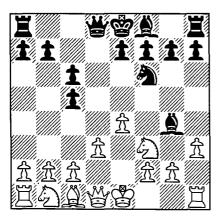
> Game 52 S.Rublevsky-Ni Hua Ningbo (rapid) 2010

1 e4 c5 2 🖓 f3 🖓 c6 3 🎍 b5 🖓 f6 4 🛓 xc6 dxc6

Usually played. Instead 4...bxc6 5 e5 0d5 6 0-0 g6 7 c4 0c7 is close to a transposition to Steingrimsson-Slingerland covered in Chapter Six, but here White has more flexibility as he is not yet committed to \exists f1-e1: 8 d4 (8 \exists e1 \pounds g7 would be a direct transposition and 8 b3 could be considered here too) 8...cxd4 9 Wxd4 \pounds g7 10 Wh4 (again 10 Ie1 would transpose) 10... 包e6 11 包c3 0-0 (S.Kalvaitis-E.Escobar Felix, Kemer 2007) when 12 皇h6 would give White a very strong attack.

5 d3 🖄 g4

This is the principal line if Black does not wish to simply transpose back into the realm of Chapter Six 5... $g6 \ 6 \ h3 \ g7$. 5...Dd7 is the other independent attempt and will be examined in the next game. **6 h3**



Hitting the bishop immediately is the most accurate. The position is very similar to Adams-Meins in Chapter Six, but with an important difference. There the pawn was on g6 and the knight still on g8.

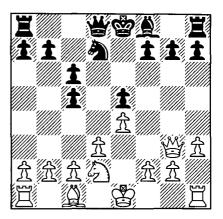
6 Dbd2 is not so accurate here, as after 6...Dd7 7 h3 Black isn't obliged to take, in comparison with the ...g6 lines where the bishop would get trapped: 7...Dh5 8 g4 Dg 9 Dc4 f6 with a complex position. White has scored well from here, including another loss by Ni Hua against an opponent who he outranked by 300 points, but I think the game continuation is a better try for the advantage.

6...≗h5

This is a more aggressive attempt than 6... 全xf3 7 鬯xf3 after which Black must be slightly worse: a) 7...公d7 8 0-0 g6 9 单d2!? (I like this idea against Black's ...g6; the idea is to trade off the dark-squared bishops, leaving White with a concrete edge) 9...单g7 10 单c3 0-0 11 单xg7 含xg7 12 公d2 e5 13 徵g3 徵f6 14 公c4 徵f4 15 徵xf4 exf4 16 a4 and White converted his endgame advantage in N.Sedlak-S.Martinovic, Nova Gorica 2009.

b) 7...g6 8 单d2!? (immediately neutralizing Black's bishop) 8...单g7 9 单c3 0-0 10 ④d2 ④e8 11 单xg7 ④xg7 12 徵e3 (it's also possible to play more aggressively with 12 h4!?) 12...④e6 13 0-0-0 徵d4 14 ⑤f3 徵xe3+ 15 fxe3 was a little better for White thanks to his better structure and he slowly brought in the full point in L.Nisipeanu-M.Gagunashvili, Saint Vincent 2004.

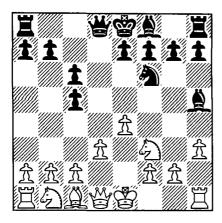
c) After 7...e5 8 公d2 (8 徵g3 徵d6 9 公d2 was similar and left White with a very pleasant position after 9...公d7 10 公c4 徵g6 11 徵g4! 徵xg4 12 hxg4 with promising play on both flanks, J.Lopez Martinez-V.Cmilyte, Novi Sad 2009) 8...公d7 9 徵g3! it was rather awkward to develop Black's kingside.



In S.Rublevsky-M.Gagunashvili, Rethymnon 2003, he tried 9... 智f6 10 公c4 皇e7 11 f4 (the typical breakthrough, leaving White firmly on top) 11...exf4 12 皇xf4 0-0 (McShane later tried defending Black's position with 12... 智g6 13 0-0 0-0 14 智xg6 hxg6

How to Beat the Sicilian Defence

in T.Nedev-L.McShane, Mallorca Olympiad 2004, when Palliser suggests 15 Zae1 intending e5-e6, keeping full control of the position) 13 0-0 b6 14 ②e3! 鬯q6 (14... 響xb2?! is far too risky: 15 幻f5 皇f6 16 Ïab1 響c3 17 Ïb3 as given by Rublevsky himself, is very strong as 17... 皇d4+ -17... 響xc2?! 18 e5! wins instantly - 18 當h2 習a5 19 習q4! 怠f6 20 ④h6+ 會h8 21 習xd7 looks terrible for Black) 15 ②f5 皇f6 16 響f3 罩fe8 17 c3 罩ad8 18 罩ad1 ④e5 (possibly the decisive mistake as White now gains time to push in the centre and bring his rook over to the kingside; 18... 皇e5 is Erenburg's suggestion, but 19 d4 cxd4 20 cxd4 &xf4 21 (19...②c4! 20 皇h2 ②a5 looks bizarre, but was necessary) 20 d4! cxd4 21 cxd4 2d7 22 皇xq5 鬯xq5 23 邕d3 ④f6 24 邕q3 邕xe4 25 省f2 1-0. It all looked very easy.



7 Ūc3!?

An interesting new try by Rublevsky, and seeing as he repeated it in the next game, obviously a product of his home preparation. The idea is to keep the c1-h6 diagonal open for the bishop so that we can prevent Black from playing ...e7-e5. Alternatives are:

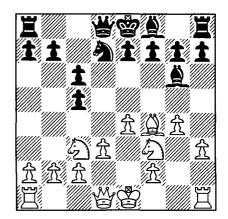
a) 7 g4 \$\overline{2}g6 8 e5 \$\overline{2}\d5 9 e6!? is an interesting pawn sacrifice suggested by Richard Palliser which is yet to be played. Perhaps Black should continue 9... 鬯c7!?.

b) 7 \$f4 is a similar idea, but here Black can play 7...c4, getting rid of his structural weakness, A.Grischuk-A.Kolev, Mainz (rapid) 2005.

7....∅d7

Preparinge7-e5. I wonder whether 7.... $rac{W}{C7}$ will be tried in the future to prevent White's 9th move. However, 8 g4 \$\overline{2}g6 9 \$\overline{2}h4 e5 (9...e6 10 f4 looks extremely risky, since in the long term the bishop looks like it will drop) 10 \$\overline{1}f3 0-0-0 11 \$\overline{2}g5 \$\overline{2}e7 12\$ \$\overline{2}hf5 \$\overline{2}xf5 13 \$\overline{2}xf5+\$\overline{2}b8 14 0-0-0 g6 15 \$\overline{1}f3 \$\overline{2}he8 16 \$\overline{2}e3 f6 17 h4 leaves White with the more comfortable position.

8 g4 😫 g6 9 😫 f4!



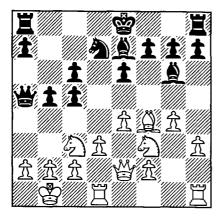
Preventing Black's break and leaving him with some problems.

9...e6

9...f6 10 e5! would again prevent Black taking over the centre.

10 **鬯e2** 皇e7

10...h5 was tried a couple of days later, but didn't solve Black's problems: 11 0-0-0 &e7 12 &b1 @a5 13 &g3 0-0-0 14 &d2 b5 15 e5 @c7 16 f4 (16 &ce4!? is possible as 16...&xe5?! 17 &xc5! &xc5 18 &xe5 picks up a pawn) 16...&b6 17 &ce4 hxg4 18 hxg4 @xh1 19 @xh1 c4 20 dxc4 &xe4 21 &xe4&xc4 22 b3 &b6 was S.Rublevsky-Wang Hao Ningbo (rapid) 2010, when 23 單h7! 全f8 24 f5 營d7 25 全h4 營d1+ 26 營xd1 罩xd1+ 27 含b2 创d7 28 罩h8! would have left White with a probable winning advantage. **110-0-0 資a5 12 含b1 b5**



A fairly typical position has been reached. White will press on the kingside and Black on the queenside. However, I think White has the easier plan. Black's bishop on g6 is blocked right out of the game and Ni Hua will have to be careful it doesn't become trapped during a white pawn storm. Meanwhile it's not clear how Black gets any further with his attacking ideas on the queenside as White's position is very solid.

13 **₩e**3!

Opening up the e2-square for the knight and a path to the kingside.

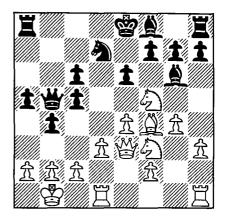
13...b4 14 ②e2 省b5 15 ②g3

Rublevsky has found a very promising square for the knight. 15 \$g3!? was an alternative, more positional approach. The idea is to play \$2e2-f4 and then h3-h4 when Black will have to make a major structural concession to save the bishop.

Probably Black should try 15...h6 immediately, but 16 h4 a5 17 h5 &h7 18 g5 hxg5 19 h6! g6 20 ②xg5 (the h7-bishop looks very stupid) 20...a4 can be met by 21 c4! bxc3 22 $\triangle xc3$ $\forall b7 23 a3$ when Black isn't getting any further in his queenside ambitions, as 23...c4 24 dxc4 & xa3 25 $\forall d2$ leaves White firmly on top. It's important that the g3bishop prevents Black from playing his rook to the b-file.

15...a5 16 🖄 f5

A strong idea, but I think it was worth delaying it for a move. 16 h4! h6 17 0f5! is better, as now after 17...exf5 18 exf5 Black still cannot keep his bishop: 18...0f6 19 fxg6 and compared to the next note, Black can no longer take with the h-pawn, while 19...fxg6 20 0e6 is completely winning) 19 $\Huge{1}e1$ wins the e7-bishop. 16...0f8



This is a very passive approach. 16...exf5 looks risky with the king stuck in the centre, but was Black's best try: 17 exf5 创f6 18 fxg6 hxg6 19 息d6 创d5 20 鬯e5 0-0 21 息xe7 罩ae8 is only a little better for White.

17 😫 d6

With a longer time control I dare say Rublevsky would have found 17 ②d2!, threatening to jump into c4 and d6. After 17...②b6 18 ②d6+ 皇xd6 19 皇xd6 Black will lose at least a pawn as after 19...c4?! (19...③a4 20 ②c4 leaves Black busted) 20 ②xc4 ③xc4 21 dxc4 響xc4? 22 響b6 簋d8 23 皇xb4! he is mated.

17...f6

Ni Hua still had to get rid of the f5knight: 17...&xf5 18 &xf8 &xe4 (18...&xf819 gxf5 exf5 20 @h4! fxe4 21 @f5! leaves White with a decisive initiative) 19 &xg7&xf3 20 @xf3 $\Xig8$ 21 c4 bxc3 22 &xc3 @b6looks unpleasant for Black, but was his best hope.

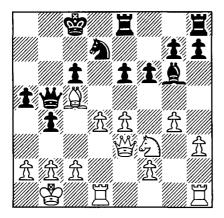
18 d4

This wins White a pawn, but Rublevsky had other very tempting options: 18 e5! looks like the most dynamic option: for example, 18...&xf5 19 &xf8 $\equiv x$ f8 20 gxf5 when it's unlikely that the Black king will survive. 18 &xf8 $\Leftrightarrow x$ f8 19 Od6 Wb8 20 Oc4 e5 21 g5 also gives White good attacking chances.

18...0-0-0

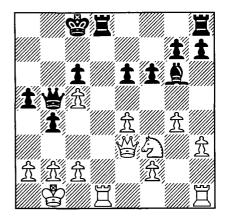
18...cxd4? 19 公3xd4 凹c4 20 b3 drops the e6-pawn and then more, while 18...c4 19 \hat{a} xf8 \hat{a} xf8 20 公d6 凹a6 21 h4 h5 22 g5 should also give White a decisive attack.

19 ②e7+ âxe7



21...∜xc5?!

This leaves Ni Hua in a terrible position and a pawn down. 21...e5! was forced: 22 皇d6 鬯b6 23 邕he1 exd4 24 鬯xd4 鬯xd4 25 邕xd4 c5 26 皇xc5! ②xc5 27 邕c4 會b7 28 ¤xc5 ≜xe4 29 ∕∂d4 leaves White a pawn up in the endgame, although Black has some drawing chances.



23 邕d6

23 b3, preventing any bank-rank problems, would be a little more accurate.

23...Ξxd6 24 cxd6 Ξd8 25 Ξd1

Temporarily sacrificing a pawn with 25 e5! fxe5 26 xe5 \blacksquare xd6 27 b3 \blacksquare d5 28 \blacksquare e1 would have left White completely dominant.

25...c5?!

Rublevsky wasn't yet threatening 豐e3a7 due to his back-rank issues so Ni Hua should have tried 25...豐c4 which would be slightly awkward to deal with, although 26 ②e1! 豐xe4 27 豐c5 當b7 28 d7 should prove decisive, in view of Black's loose king and White's strong d-pawn.

26 b3!

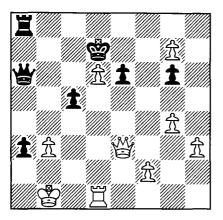
Back in control.

26...a4 27 🖄h4

27 e5 was very strong too, but I imagine Rublevsky didn't want to allow Ni Hua's bishop into the game.

Or 31...gxf6 32 營h6 and Black won't survive for long.

32 a4! bxa3 33 fxg7



Ni Hua no longer has any swindling chances and Rublevsky converts comfortably.

33...省b7 34 邕c1 a2+ 35 含a1 邕c8 36 省d3 省b4 37 省c3

The computer doesn't like this move. Indeed it goes from +6 to +1, but the endgame is easily winning.

37... 對xc3+ 38 墓xc3 墓g8 39 墓xc5 容xd6 40 墓c3 墓xg7 41 容xa2 墓f7 42 f3 e5 43 b4 墓h7 44 容b3 墓xh3 45 b5 墓h1 46 容b4 墓b1+ 47 容a5 墓a1+ 48 容b6 容d5 49 墓c5+ 容d4 50 容c6 e4 51 fxe4 墓a8 52 墓g5 1-0

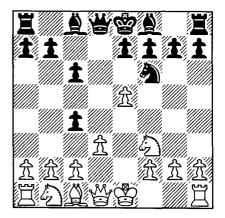


Here I should also mention:

a) 5... $lashed{W}$ c7 is the other way to erect the central pawn barrier, but Black will have to lose further time moving his knight to support it. F.Bellini-D.Collutiis, Arvier 2008, continued 6 0-0 e5 7 20 bd2 2e7 (7...b5?! is the computer's suggestion, but this leaves Black with long-term structural problems) 8

心c4 心d7 9 息d2 0-0 10 a4 b6 11 息c3 f6 12 心h4 邕d8 13 心f5 心f8 14 幽g4 and White had a strong kingside initiative.

b) 5...c4 must always be checked, but here it doesn't cause White any problems after 6 e5:



b1) 6...②d7?! 7 e6!? (to be honest 7 dxc4 looks like an extra pawn) 7...②e5! 8 exf7+ ②xf7 9 dxc4 徵xd1+ 10 혛xd1 皇g4 11 皇e3 g6 12 ②bd2 皇g7 13 혛c1 gave Black insufficient compensation in S.Arkhipov-M.Mrva, German League 1993.

b2) After 6...公g4 we can no longer take the c4-pawn, but 7 d4 erects a usefullooking centre. Indeed, after 7...h5 (G.Churgulia-M.Gagunashvili, Batumi 2003) 8 0-0 皇e6 9 鬯e2 g6 10 b3 cxb3 11 axb3 White has a great position.

A sensible way to prevent Black's plan of central control. The position is quite similar to the previous game, but Black's bishop is still on c8, meaning he can fianchetto on the kingside without having to worry about the bishop getting trapped.

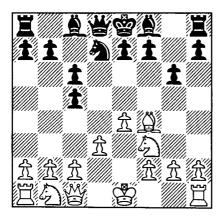
6 e5 is the alternative approach, but I'd prefer not to give up control of the central light squares until I'm forced to.

6...g6

H.Nezad-Y.Vovk, Moscow 2009, saw in-

stead 6...f6 7 e5 (definitely critical, preventing Black's ...e7-e5) 7...0b6 (7...Wb6?! 8 0bd2 Wxb2 9 0-0 looks far too risky a pawn grab to me with Black's king stuck in the centre) 8 h3 2f5 9 0bd2 Wd5 10 a4 g5 11 2g3 2g7 12 a5 0d7 13 0c4 2g6 14 0-0 0xe5 when 15 2xe5 fxe5 16 0e3 Wd7 17 0xg5 would have left White clearly better with his safer king and Black's fractured pawns.

7 **₩**c1



Defending the b2-pawn and preparing to exchange the dark-squared bishops.

7...**≜**g7

This is given as dubious by Carlsen himself. Carlsen comments that he should have continued with 7...h6, hoping to obtain a position similar to that of Sutovsky-Baron in Chapter Six. We could continue 8 2bd2(the plan with 8 2d2? 2g7 9 2c3 e5 10 a40-0 11 2a3 wouldn't be totally ridiculous either) 8...2g7 9 2c4 with a decent position.

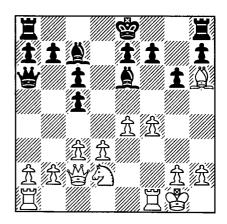
This move is necessary to try and cause some disharmony in White's ranks.

9 c3

This move isn't a major inconvenience, but we have to watch out for our d3-pawn now. Instead 9 (2):? is an interesting pawn sacrifice suggested by Rowson, but probably not completely sound. Following 9... 全xc3+ 10 bxc3, 10... ④e5! looks like a surprising antidote: 11 ④xe5 響xc3+ 12 全d2 響xe5 13 c4 0-0 14 全c3 彎d6 and White probably doesn't have enough for the pawn.

9...②e5 10 ②xe5 皇xe5 11 ②d2 鬯a6

Carlsen explains that he didn't want to play this strange-looking move, putting his queen offside, but he didn't like the following variation: 11... 皇e6 12 ②b3 省b5 (12...) 13 皇e3 皇xb3 14 axb3 favours White as Black has nothing to show for a compromised structure and lack of central control) 13 c4 省b6 14 皇e3 (personally I would be tempted by 14 0-0 0-0-0 15 f4 with a promising position as Black cannot play 15... 皇d4+ 16 ②xd4 邕xd4? due to 17 盒q7) when he assessed that 14...罩d8 gave Black insufficient play for the pawn. Here 15 \triangle xc5!? looks interesting (15 &xc5 would be the normal route), when the forcing line 15... 拿xb2 16 公xe6 響a5+ 17 拿d2 響e5 18 f4! 盒xc1 19 fxe5 盒xd2+ 20 當xd2 fxe6 would leave Black in an unpleasant double-rook ending with problems on the b- and f-files. 12 ₩c2 &e6 13 f4 &c7 14 0-0

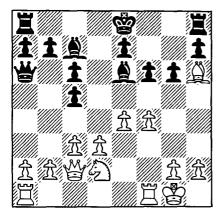


So an unusual position has been reached. Carlsen has succeeded in prevent-

ing the trade of dark-squared bishops, but has lost time and is now forced to go long with his own king. He provoked us into weakening our d3-pawn, but White has a pleasant space advantage, our typical structural edge and Black's queen is rather out of place. Black also has to watch out for f4-f5.

14...f6

Opening up a square for the bishop on f7 as a defence against the f4-f5 break. Rowson suggests that Black should allow it with 14...0-0-0, although he admits that 15 f5 gxf5 16 exf5 d7 17 \exists ae1 \exists de8 favours White with the rather cryptic comment 'White looks better here, but perhaps the future belongs to Black.' I presume he is referring to Black's possibilities with the bishop-pair, but the present definitely belongs to White and following 18 de4 b6 19 a4 \exists hg8 20 df4 dxf4 21 $\exists xf4$ I can't really see what future Black can look forward to.



15 c4!

Blocking the queen further in and indirectly defending d3.

15...0-0-0 16 a4!

Continuing the same theme. Morozevich intends to trap the queen.

16...Äd7

16...皇a5 17 ②b3 皇b4 reroutes the

bishop to an outpost, but after 18 f5 (18 a5 is Carlsen's suggestion, when he writes that his position 'is fairly cheerless, with the queen totally out of play') 18...\$f7 19 \$e3 b6 20 a5 White will crash through regardless.

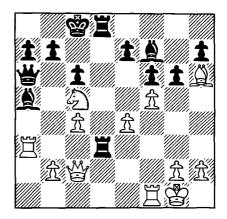
17 a5 Ähd8 18 Äa3 🕸 xa5

This move is extremely risky, but otherwise Black's queen won't take any further part in the game.

19 f5

Morozevich opens up lines for his bishop to return to the game.

19...ዿ̂f7 20 fxg6



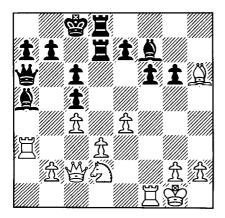
a) 21...資xc4?! 22 資xc4 皇xc4 23 公xd3 皇b6+ 24 ②f2 皇xf1 25 當xf1 should be winning for White.

b) 21...暫b6 22 罩xa5 罩3d4 (22...g5! isn't mentioned and is stronger, although 23 b4! still looks to favour White) 23 暫b3! and White has a good chance of converting his extra material.

c) 21...皇b6 22 罩xa6 皇xc5+ 23 當h1 bxa6 is very similar to the game. Carlsen thinks White is better after 24 b3, but I'm not convinced as after 24...g5! Black has more pieces working in the position.

Therefore we can say that Morozevich made the right decision, both objectively and practically.

20...hxg6



21 e5 单e6

Magnus is happy to sacrifice any material for the initiative. Otherwise:

a) 21...習b6 would keep the queen, but 22 單fa1 皇b4 23 單xa7 (Carlsen) is totally winning for White, due to the idea of 24 e6 and 25 罩a8+;

b) 21...f5 is not mentioned by either Rowson or Carlsen. The move keeps temporary material equality, although Black is rather passive and 22 罩c1! (22 ②b3 罩xd3 23 ②xc5 皇b6 24 罩xa6 皇xc5+ 25 當h1 bxa6 is again not totally clear) 22...皇g8 23 ②b3 罩xd3 24 罩xa5 豐xc4 (24...暫b6 25 ③xc5!) 25 豐xc4 皇xc4 26 罩xc4 罩xb3 27 罩c2 leaves White with a big advantage in the endgame.

22 exf6

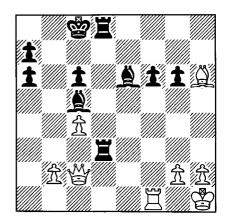
This gives White the advantage, but in a really unbalanced position. 22 0e4! is a suggestion by Rowson, with the idea of 22...2f5 23 e6! 2xe6 24 0xc5 Wb6 25 Exa5 Wxa5 26 0xe6 and White is firmly on top.

22...exf6 23 🖄 b3

We saw the ideas behind this move in the note to White's 20th. Carlsen is now forced to randomize.

23...邕xd3 24 ②xc5 皇b6!

The queen sacrifice is Black's only hope. Both 24...省b6?! 25 罩xa5 and 24...省xc4?! 25 省xc4 皇xc4 26 公xd3 should be winning. **25 罩xa6 皇xc5+ 26 含h1 bxa6**



27 皇g7??

After handling the complications well, Morozevich blunders away the whole point. He should have played 27 b4! 鱼b6 (the pawn isn't edible due to 27....鱼xb4? 28 營a4!) 28 營e2! when Black still cannot take a pawn. Carlsen gives 28....鱼f7, but here 29 c5! (29 營e4 is Carlsen's suggestion, but just leads to just a draw) 29....鱼c7 30 鱼g5! exchanges a pair of bishops and gives White very good winning chances.

27....**皇g**4!

Suddenly the threat of ... Id1 and mate proves decisive.

28 b4 皇e3! 29 h3 菖d1 30 菖xd1 菖xd1+ 31 含h2 皇f4+ 32 g3 菖d2+ 33 鬯xd2 皇xd2 34 hxg4 皇xb4

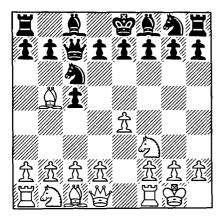
Carlsen points out he could have won quicker with 34...c5! 35 bxc5 \$g5 when the a-pawns are too fast, but Black is winning anyway. 35 \$\overline{starting{charge}} 36 \$\overline{s}g2 \$\overline{s}d7 37 \$\overline{s}f3 \$\overline{s}d6 38 \$\overline{s}e4 \$\overline{s}xg3 39 \$\overline{s}d3 \$\overline{s}e6 40 \$\overline{s}d4 a6 41 \$\overline{s}c2 \$\overline{s}a4 42 \$\overline{s}b1 \$\overline{s}e5 43 \$\overline{s}f2 \$\overline{s}d6 44 \$\overline{s}a2 \$\overline{s}c3 45 \$\overline{s}a3 \$\overline{s}e5 46 \$\overline{s}xa4 \$\overline{s}f4 47 \$\overline{s}b6 \$\overline{s}xg4 48 \$\overline{s}a5 \$\overline{s}xa5 \$\overline{s}f4 50 \$\overline{s}b6 a5 0-1 \$\overline{s}c3 \$\overline{s}c4 45 \$\overlin

An unfortunate end, but White definitely had the better position for most of the game.

> *Game 54* **F.Berkes-I.Hera** European Championship, Rijeka 2010

1 e4 c5 2 创f3 幻c6 3 皇b5 鬯b6

Black attacks our bishop and at the same time prevents us from doubling his c-pawns. 3... $rac{1}{2}$ c7 is a closely-linked idea and often the positions transpose after 4 0-0 and then:



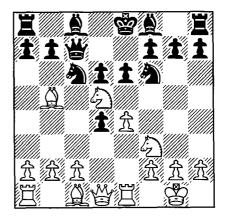
a) 4...a6 5 皇xc6 豐xc6 6 d4 cxd4 7 ②xd4 leaves the pawn definitely poisoned: 7...豐xe4? (7...豐c7 8 ②c3 e6 transposes to our main game) 8 ③c3 豐g6 9 ③d5 豐d6 10 c4 gives White tremendous play for the pawn, as shown by the 10...e5 11 邕e1 ④e7 of S.Bednarek-M.Gawronski, Lodz 1997, when 12 斷h5! exd4 13 皇g5 wins immediately. b) 4...e6 5 &xc6 $extbf{W}$ xc6 6 Oc3 Of6 (6...a6 7 d4 would again transpose to Berkes-Hera) 7 $extbf{E}$ e1 d6 8 d4 &e7 9 e5 dxe5 was V.Baklan-J.Sprenger, Metz 2003, when the best looks to be 10 Oxe5 $extbf{W}$ d6 11 &e3 cxd4 12 &xd4 $extbf{W}$ d8 13 $extbf{W}$ d3 0-0 14 $extbf{E}$ ad1 with strong pressure.

c) 4...0f6 5 \blacksquare e1 e6 6 0c3 with another branch:

c1) 6...a6?! 7 皇xc6 營xc6 8 d4 cxd4 9 ②xd4 營c4 10 e5 ②d5 11 ②e4 is already a very dubious position for Black, E.Rozentalis-B.Sahl, Copenhagen 1988.

c2) 6...②g4!? can be safely defused by 7 \$xc6 bxc6 8 d3 (Kaufman) with a comfortable edge.

c3) 6...2d47 e5! 2xb5 8 2xb5 8 2xb5 8b6 9 c4a6 10 <math>2c3 2g8 11 d4 cxd4 12 2xd4 left Black extremely passive in T.Bakre-M.lllingworth, Canberra 2007: 12...d6? 13 exd6 2xd6 14 2d5! 8d8 15 2f4 2d6 162xd6 8xd6 17 2f5! 8c5 18 b4 8c6 19 8g4g6 20 8d4 f6 21 2xf6+2f7 22 2xg8 and 1-0 was an extremely one sided affair.



c41) 8…exd5 9 exd5+ ዿe7 10 ∅xd4

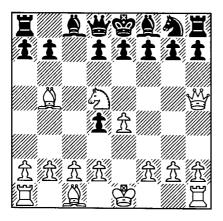
c42) 8... Wd8 9 Oxd4 Qd7 10 Qg5 Zc8(10...exd5 11 Oxc6! bxc6 12 exd5+ Qe7 13 Qxf6 gxf6 14 dxc6 is hopeless) 11 Of5! a6 12 Qxc6 bxc6 13 Oxf6+ gxf6 was seen in M.Ulibin-V.Akopian, Santiago de Chile 1990, when the easiest would have been 14 Qh4!and Black has no way to defend d6.

d) 4...d6 5 Oc3 e6 again provokes White to open up the centre with 6 d4 cxd4 7 Oxd4 Of6 8 Od5! exd5 9 exd5 Oxd5 10 Oxc6 bxc6 11 Wxd5 Db7 12 Ee1+ Ee7 13 Qg5, which in fact transposes to variation 'c41'.

4 විc3 e6

The logical follow-up, taking the d5square away from the knight. Others:

a) 4...②d4? leaves Black far too behind in development and White once won a miniature after 5 ②xd4 cxd4 6 ②d5 習d8 7 習h5!.



Black's position is already difficult, but now 7...a6?! loses instantly: 8 鬯e5! f6 9 包c7+ 當f7 10 習d5+ 1–0, I.Smirin-Y.Afek, Ramat Gan 1992.

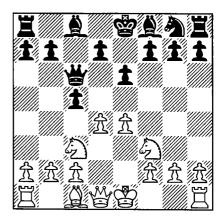
b) 4...a6 5 皇xc6 鬯xc6 6 d4 leaves White miles ahead in development, while the best thing Black can hope for is a transposition to the game.

c) 4...g6 has also been played when 5 d4! is very strong: 5...cxd4 (or 5... \triangle xd4 6 \triangle xd4 cxd4 7 \triangle d5 Wa5+ 8 b4 Wd8 9 &f4 and although Black struggled on for another five moves in T.Vujcic-B.Sevelj, Split 2005, he really should have resigned at this point) 6 \triangle d5 Wd8 7 &f4 d6 8 Wxd4 in J.Heiduczek-O.Epding, German League 1998, forced 8...f6 when White should of course be delighted with his opening.

We capture the knight anyway, even though Black is able to recapture with the queen. This is because even though we do not gain a structural advantage, we are able to seize the initiative thanks to our large lead in development.

5 0-0 a6 6 皇xc6 豐xc6 7 d4 cxd4 8 公xd4 豐c7 was the actual move order of the game, but this allows Black the added option of 5...②ge7! which seems acceptable for him, as he will be able to recapture with the knight and so keep control over d4.

5....**鬯xc6 6 d**4

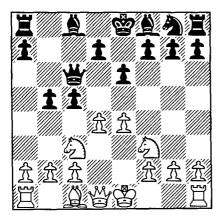


6...cxd4

This is the most usual response when the position resembles an Open Sicilian. White lacks his light-squared bishop, but is a long way ahead in development and Black has big problems on the dark squares. Alternatives are:

a) 6...2f6 7 d5 starts to look like a Pseudo-Benoni: 7...exd5 8 exd5 \forall a6 9 2g5 (9 a4 followed by 10 2b5 also favours White) 9...2e7 10 d6! \forall xd6 (or 10...2xd6 11 2xf6 gxf6 12 \forall d2 and Black's king lacks a safe haven) 11 \forall xd6 2xd6 12 2xf6 gxf6 13 0-0-0 2e7 14 2d5 2d8 15 2d2 and despite his extra pawn Black didn't last long in J.Magem Badals-Z.Franco Ocampos, Leon 1990, which concluded 15...a5 16 \equiv he1+ 2f8 17 2e4 \equiv a6 18 2e3 2e7 19 2f5 \equiv e6 20 2xe7 \equiv xe7 21 2d6 \equiv xe1 22 \equiv xe1 2g7 23 \equiv e8! 1-0. A fitting final position, in which White's knight runs rings around Black's bishop.

b) 6...b5 is given as dubious by Palliser, but as far as I can see Black already seems to be in trouble!



After 7 d5! b7 8 0-0 b4 9 ca4 d6 10 c4!? (10 \blacksquare e1 e5 11 b3 cf6 12 a3 also looks like a good start) if you were to guess, you'd definitely say this position had arisen from 1 d4. White has exchanged his light-

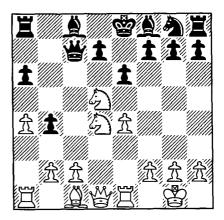
squared bishop, so correctly places all his pawns on that colour square. Indeed, he has the better chances with his extra space and lead in development, as was confirmed following 10...e5 11 \exists e1 &g4 (Black's plan of trading his bishop is flawed as he loses too much time; he had to start developing his kingside) 12 h3 &xf3 13 \boxplus xf3 g6 14 a3! b3 15 &c3 \blacksquare d7 16 &b1 \equiv b8 17 &d2 and the b-pawn dropped in I.Glek-O.Heinzel, Bad Zwesten 2002.

7 ∕⊇xd4 ₩c7

7...@c4, to prevent White castling, has been the other choice, although 8 @db5 a6 (8...@f6 9 @d3! @xd3 10 cxd3 @d8 11 @e3won a pawn by force in Aung Thant Zin-Wang Zili Kuala Lumpur 1993, as 11...b6 12 @xa7! @xa7? 13 @xb6+ @c7 14 @b5 is just terrible for Black) 9 @d6+ @xd6 10 @xd6@e7 11 @e3 @c6 12 @c5 left Black acutely vulnerable on the dark squares in T.Hillarp Persson-B.Kurajica, Guernsey 2009.

8 0-0 a6 9 ≝e1 d6

9...b5 has been tried a few times, but is extremely risky with Black so far behind on development. After 10 a4 b4 11 2d5! White has an extremely dangerous attack.



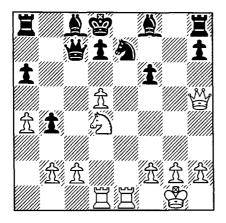
After 11...exd5 12 exd5+ Black can try: a) 12...曾d8 allows the pretty combination 13 皇g5+! f6 14 ②c6+! dxc6 15 dxc6+

How to Beat the Sicilian Defence

호d6 (15...호d7 16 cxd7 ②e7 17 習h5! g6 18 習f3 習c6 19 習xc6 ②xc6 20 호xf6+ picks up material) 16 호f4 習xc6 17 호xd6 호d7 18 호xb4 a5 19 호f8 and White's attack is far too strong.

b) 12...2e7 13 2g5 f6 14 2f5 d6 15 2xg7+2f8 (15...2d8 16 Wh5 2d7 17 2e3, as given by Wei Ming, again leaves White's attack far too strong: Black cannot develop his kingside pieces and thus in practice is material down, while his king is stuck in the centre, which adds up to more than enough compensation) 16 2e6+2xe6 17 dxe6 fxg5 18 Wf3+ (Wei Ming) is extremely strong.

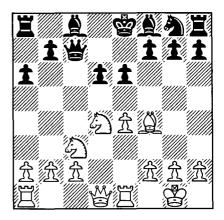
c) 12...④e7 13 皇g5! f6 was tried in Goh Wei Ming-Teo Weixing, Singapore 2005, when I think the most accurate would have been 14 皇xf6! qxf6 15 習h5+ 當d8 16 罩ad1!.



Black is two bishops up but amazingly there doesn't appear to be a good defence to White's threat of 17 2e6+:

c1) 16...公g6 would actually transpose back to the game which Wei Ming finished beautifully with 17 公c6+! dxc6 18 dxc6+ 全d6 19 罩xd6+! 響xd6 20 響a5+ 響c7 21 罩d1+.

c2) 16...@b6 is a better try, but after 17 $@f7 \ \&b7 \ (17...d6 \ 18 \ \existsxe7! \ \&xe7 \ 19 \ \exists e1 \ \existsa7 \ 20 \ @c6+ forces Black to give up his queen to parry the mate threats) 18 d6!$ White will quickly regain his sacrificed material whilst keeping a strong attack. **10 §f4!**



This is a rare move, but looks very promising. White puts pressure on d6 and has ideas to play e4-e5. Instead 10 \$25\$ has been the main move, with a consensus that White has a small edge, since Black does not really want to exchange the darksquared bishops as then d6 will become yet more vulnerable.

10...e5

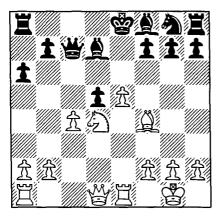
This is obviously not what Black wants to play, as the d5-square is going to be a big problem for the rest of the game. Thus he might prefer:

a) 10... 2e7 looks the most logical to me, but then 11 e5 d5 12 $rac{W}f3$ leaves Black with problems, both developing his kingside knight and dealing with the threat of 13 2xd5!

b) 10...\$d7 was played in the only previous game to reach this point. White continued 11 e5 and then:

Barcelona 2001.

b2) 11...d5 must be critical when I had great fun analysing 12 2xd5!? (12 2f5 is an alternative, but the position is roughly level following 12...@c4 - 12...exf5? 13 2xd5!@c6 14 2c7+! @xc7 15 e6 crashes through- 13 2d6+ <math>2xd6 14 exd6 @xf4 15 2xd5@xd6 16 2f6+ e7 17 @xd6+ exd6 18ad1+ ec7 19 2xd7) 12...exd5 13 c4! (the immediate 13 e6?! @xf4 14 exd7+ exd7doesn't seem to get anywhere), and Black's position is extremely dangerous. I've added a few lines of my analysis to indicate the problems Black might have:



b21) 13...dxc4?! 14 e6 營xf4 15 exd7+ 含xd7 16 ②e6+ 營d6 17 營f3 fxe6 18 營xb7+ looks very promising.

b22) 13...②e7 14 e6 豐xf4 15 exd7+ 當xd7 16 豐a4+ 當c7 17 cxd5 with a huge initiative.

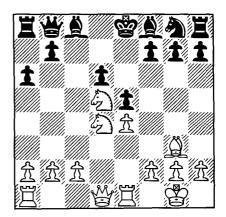
b24) 13...\$e6 doesn't solve Black's prob-

lems but as we've seen, the alternatives don't seem any better: 14 cxd5 &xd5 15 e6! @xf4 16 exf7+ &d7 (16...&xf7 17 @h5+wins instantly) 17 fxg8@ \exists xg8 (or 17...&xg8 18 \exists c1!, trapping the king in the centre of the board, and then 18...&d6 19 g3 @g5 20 @a4+ b5 21 Oxb5! @xb5 22 @g4+ &d8 23 @xg7 wins the rook for starters) 18 g3 @f6 19 \exists c1! &e7 20 @a4+ b5 21 Oxb5 axb5 22 @xb5+ &c6 23 \exists xc6 @xc6 24 \exists xe7+ &xe7 25 @xc6 leaves White in a trivially winning endgame.

11 ∕⊡d5 ₩b8

11... 智格 was Wei Ming's recommendation, but it doesn't change the game much as following 12 皇e3 it's far too risky to take the knight: 12...exd4?! 13 皇xd4 and as Vigorito observes, Black cannot parry the threat of 14 皇b6.

12 😫 g3



12....⁶)e7

This leaves Black in a really ugly middlegame with no prospects. However, taking the knight looks suicidal: 12...exd4 13 e5! 兔e6 14 exd6 (Vigorito's 14 營xd4, leaving Black in a complete bind, is also very strong, but the text is more forcing) 14...兔xd6 15 營g4! 當f8 16 邕xe6! and now 16...ゑxg3 (16...fxe6 17 營xe6 ゑxg3 18 fxg3 營e8 19 營d6+ 當f7 20 邕f1+ 勾f6 21 嶌xf6+ gxf6 22

13 🕗 b6! 🖾 a7

Black still cannot take the knight: 13...exd4? 14 e5! and White crashes through.

14 c4 ₩c7

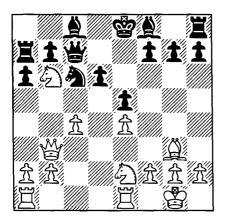
Again 14...exd4? 15 e5! wins.

15 **智b**3

15 -a4+ ad7 16 axd7 = axd7 17 ab5ac8 18 ac7+ ad8 19 axd7+ axd7 20 ad5ac7 21 ac3 was an alternative, leaving Black in a horrible-looking queenless endgame, but Berkes chooses to keep the queens on.

15....Ôc6

15…exd4 16 e5 d5 17 e6! is still winning! 16 ⁽∕)e2

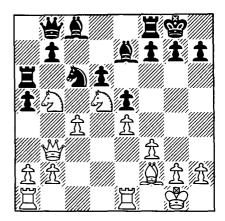


So the dust from the opening excitement has settled somewhat and it's easy to see that White has a huge advantage. The d5- and b6-squares are major weaknesses in Black's structure. Meanwhile the rook on a7 cannot move and the bishop on f8 lacks any prospects whatsoever.

16...**≗e7** 17 f3

17 f4!? was possible too, but Berkes chooses to leave Hera in the massive bind until he's ready. There's nothing Black can do but wait.

17...a5 18 皇f2 嘼a6 19 ②c3 0-0 20 ②b5 誉b8 21 ②d5



Look at those knights!

21...**≜d8 22** ≣ed1

Black is being suffocated, so desperately tries a kingside lunge.

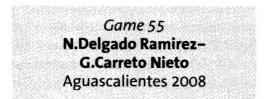
Slowly increasing the pressure.

What else? After 29...罩d7 30 響a3 the d-pawn drops.

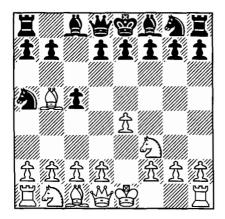
30 খxa5 b6 31 cxb6 邕xb6?

This loses immediately, but I imagine Hera was sick of staring at this position from the black side.

32 🖄 a4 1-0



1 🖄 f3 c5 2 e4 🖄 c6 3 🌲 b5 🖓 a5!?



A very strange-looking move, but not such a bad one. Black doesn't allow us to trade on c6 and has ideas ofc5-c4, trapping our bishop. However, playing such an early as is rather committal. Black should really have a large knowledge of different Open Sicilian themes, as White can open the position if he wishes when Black will have to work out which variation would favour his knight on a5 at such an early point.

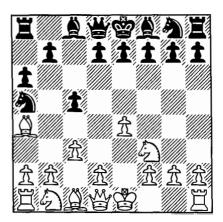
4 c3

Preparing a big centre. Playing a c3 Sicilian type position makes sense as Black rarely plays ... 2a5 there.

4 0-0 is of course reasonable too if you're happy going into an Open Siciliantype position and was the choice of Gashimov. After 4...a6 5 皇e2 b5?! (I think this is premature; 5...e6 should be preferred) 6 a4 b4 7 d4 cxd4 in V.Gashimov-O.Vea, Gibraltar 2009, 8 徵xd4 would have exploited the position of Black's knight.

4....a6

Black should force White to choose which diagonal his bishop wants to live on. Instead 4...Of6 5 e5 Od5 6 d4 cxd4 7 0-0 e6 8 cxd4 a6 9 Qd3! allowed the bishop to immediately take its place on the b1-h7 diagonal. Already following 9...b5 10 Og5 Qe7 11 Wh5 Qxg5 12 Qxg5 Wb6 13 Qe3 d6 14 Oc3 Oxc3 15 bxc3 Wc6 16 Wg5! White had great attacking chances in V.Nevednichy-M.Quinn, Bled Olympiad 2002.



White plays as in a Ruy Lopez. We allow Black ...b7-b5 with tempo, but our bishop is going to the strong c2-square.

5 2 e2 is also a reasonable option when White will probably have a good version of the c3 Sicilian after 5...2 f6 6 e5 2 d5 7 d4 cxd4 8 0-0 e6 9 cxd4, but I'd recommend that you should have experience of playing the c3 Sicilian before taking on this position.

5...b5

Alternatively:

a) 5...e6 doesn't have much independent significance, as Black will hardly be able to develop his pieces without playing ...b7-b5.

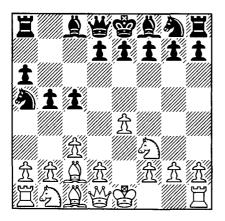
b) 5...c4?! has been played, preventing us from creating a strong centre, but looks rather dubious to me. This is because Black

How to Beat the Sicilian Defence

loses further time when he should be developing, while White can easily undermine the c4-pawn with b2-b3. Here 6 0-0 b5 7 2c2 2b7 has been tried by a couple of grandmasters, but after 8 b4! 2c6 (8...cxb3 9 axb3 is a great position for White who will be able to occupy the centre freely and play along the a-file) 9 a4 Black has problems keeping his queenside pawns: for example, 9...e6 10 axb5 axb5 11 簋xa8 豐xa8 12 2a3 2a6 13 d3! cxd3 14 2xd3 豐b7 15 豐e2 and the b5-pawn will drop.

c) 5...0f6 reaches independent positions, but they are rather promising for White: 6 e5 0d5 7 d4 cxd4 (7...e6? 8 dxc5! was simply an extra pawn in Y.Gonzalez Vidal-R.Mateo, Santa Clara 2003) 8 Wxd4!? (I like this way of recapturing if you don't want a typical c3 Sicilian position) 8...e6 9 0-0 b5 10 0c2 0c6 11 Wg4 and White's pieces were well situated to start a kingside attack. M.Novikov-A.Gusev, Tula 2002, continued 11...Wc7 12 Ze1 0b7 13 0g5 h6 when 14 0h4 g5 15 0g3 would have given White a good game as Black has a lot of holes in his position.

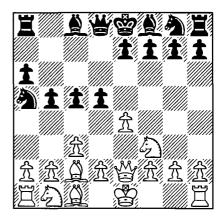
6 **拿c**2



6...e6

Again Black might deviate, especially with option 'c':

a) 6...d5?! is an aggressive attempt, but looks rather dubious strategically after 7 營e2!? (7 d4 dxe4 8 愈xe4 愈b7 9 愈xb7 ⑳xb7 10 0-0 ⑳f6 would actually transpose to variation 'a3'), and then:

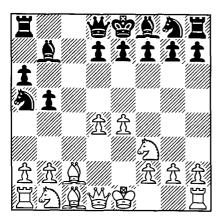


a1) 7...d4 8 e5! \$b7 9 \$e4 and White has a long-term plan of surrounding (and capturing) the d4-pawn.

a2) 7...2b7 8 e5 e6 9 d4 looks like a promising French Defence-type structure as Black's b7-bishop and a5-knight aren't able to compete on the kingside.

a3) After 7...dxe4 8 兔xe4 兔b7 9 兔xb7 ②xb7 10 0-0 ②f6 11 d4 e6 12 罩d1 c4 Black's queenside pawns may look powerful, but White can fight against them: 13 b3! 營d5 14 a4! (successfully undermining Black's pawns) 14...罩c8 15 axb5 axb5 16 bxc4 bxc4 17 ②e5 兔d6 18 ③d2 ③a5 19 罩xa5! 營xa5 20 ③dxc4 營a6? was R.Rabiega-F.Hegeler, German League 2000, when Palliser points out White could have won immediately with 21 ③xf7!.

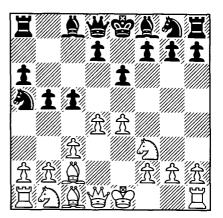
b) After 6...d6 7 0-0 e5?! the position feels like a Chigorin Ruy Lopez, but Black has forgotten to develop his kingside and after 8 d4! 營c7 in F.Osmanovic-S.Manojlovic, Senta 2010, White should have thrown in 9 a4! b4 before playing 10 dxe5 dxe5 11 營d5! 公c6 12 公xe5!, picking up a pawn. c) The main line runs $6... \pm b7$ 7 d4 (it's also possible to delay the central advance with 7 0-0 2668 $\equiv e1 e69$ d4 cxd4 when Steffen Pedersen suggests the interesting 10 2xd4!? which after 10... $\pm e7$ 11 e5 2d5 12 264 g6 13 $\pm h6$ 267 14 2d2 reached a promising position in A.Kobelev-A.Fominyh, Perm 1997) 7...cxd4 8 cxd4 and now:



c1) After 8...邕c8!? 9 0-0 公f6 White should probably transpose back to variation 'c2' with 10 公bd2.

c2) 8...0f6 9 0bd2 \nexists c8 10 0-0 d5? (far too aggressive; 10...e6 should be preferred) 11 e5 0e4 12 e6! f6 13 \nexists e1 0xd2 and in E.Bakhmatov-A.Chapman, Griesheim 2000, White could have finished off the game in picturesque fashion with 14 0e5! \nexists xc2 15 0h5+ g6 16 0xg6.

c3) 8...e6 is Black's main choice and after the 9 0-0 2f6 (or 9...2e7, as in C.Marzolo-T.Coste, St Chely d'Aubrac 2003, when I like 10 e5!, preventing Black's knight from developing) 10 2bd2 2e7 11 e5 2d5 12 2e4 h6 13 a3 2b6 14 2c5! 2c6 of M.Ulibin-O.Vea, Donostia 2010, 15 2e1 2b7 16 b4 leaves White with a pleasant advantage. The knight on c5 blocks any queenside counterplay for Black, while White can start attacking on the kingside, perhaps after 2f3-d2 and 2d1-g4. 7 d4



An interesting position has been reached. Black has been able to kick-start some queenside play, but we have our bishop on a strong diagonal, staring down at Black's kingside. It's actually useful that the knight is on a5 rather than c6 so we don't have to worry about ...(2)c6-b4, harassing our bishop. Moreover, we have created a strong pawn centre and our king will reach safety long before Black's. This means it will be possible to start a quick attack.

7...**≜b**7?!

Black does not want to allow White's knight access to c3, but this has a tactical flaw. 7...cxd4 has been the main move when 8 cxd4 \u00e9b7 transposes to variation 'c3', above.

8 0-0?!

Giving Black the option to go back to the main line, but 8 dxc5! would have picked up a pawn, due to the b2-b4 fork, when Black will struggle for any counterplay: 8...Of69 We2 Oc6 10 b4 a5 11 Qd2 axb4 12 cxb4 d6 and now giving back the pawn with 13 e5! (not 13 cxd6 Qxd6 14 e5? because 14... Qxe5 15 Oxe5? Od4 is extremely dangerous) 13...dxe5 14 Oc3! gives White a great position.

8...b4

Carreto Nieto refuses to go into the main line, but this is very risky.

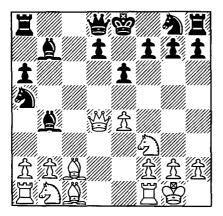
9 dxc5!

Delgado Ramirez finds it a move late. It is no longer winning material, but Black will still suffer.

9...ዿxc5

Or 9...bxc3 10 b4! 🖄 c6 11 a3 and the c3pawn will fall.

10 cxb4 âxb4 11 ₩d4



11...£f8

Forced as it's the only way of dealing with both threats. Now White has a useful lead in development and can use that to drum up an initiative.

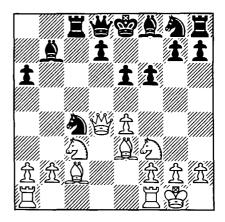
12 😫 g5!?

Provoking ...f6. Of course White could play normally with 12 2c3 when the game might continue 12...2c6 13 Wd1 Wc7 14 2e3 2f6 15 Wd2 2e7 16 2f4 d6 17 $\dddot{2}ac1$ 0-0 18 2d5! exd5 19 exd5 2xd5 20 Wxd52e5 21 Wxe5 dxe5 22 2xh7+ 2xh7 23 $\dddot{2}xc7$ 2xf3 24 $\dddot{2}xe7$ 2xg2 25 2xg2 exf4 26 $\ddddot{2}c1$, leaving us with a very promising endgame. **12...f6**

Black takes the grandmaster at his word. However, 12...公f6 may also be possible as Black gets counterplay down the g-file: 13 e5 (13 公c3 is of course safer and leaves White a little better) 13... 2xf3 14 exf6 罩c8

13 🌲 e3 🗏 c8 14 🖄 c3

14....⁄Dc4



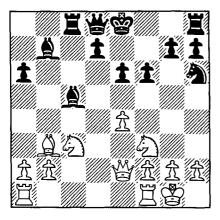
Black is delighted to be able to exploit the fact that his knight is on a5, but I don't think this was strongest. Instead 14...&c5! 15 $extsf{W}$ d3 &xe3 16 $extsf{W}$ xe3 (16 fxe3!? is a more aggressive option when 16...Oh6 17 &a4 Of7 18 $extsf{E}$ fd1 Oc6 19 $extsf{E}$ ac1 is unclear, but I doubt Black should have too many problems) 16...Oc4 17 $extsf{W}$ a7 $extsf{W}$ b6 18 $extsf{W}$ xb6 Oxb6 looks reasonable for Black.

White starts to drift. 15 \$a4! looks to keep the advantage following 15...\$xb2 16 [ab1! and then:

a) 16...2xa4 17 2xa4 2c7 18 2d4!grants White a very dangerous initiative: for example, 18...e5 19 2e6 2c6 20 2xf8 響xa4 21 ②xa4 &xe4 22 ②xd7 &xb1 23 Ixb1 Ic2 (23...含xd7? 24 ②b6+ wins the whole rook) 24 ②ac5 leaves White clearly better.

b) 16...2a3 17 2b3 $\forall c7$ 18 2c2 and Black's knight is trapped, allowing White to pick up two pieces for the rook and 18...e5 19 $\forall d2$ 2xe4 20 $\exists xb2$ 2xb2 21 $\forall xb2$ 2xf3 22 gxf3 certainly favours him. A rook and two pawns is nominally about the same as the two bishops, but Black's king is stuck in the centre, meaning White has very promising attacking chances.

15...②xe3 16 響xe3 食c5 17 響e2 ②h6



Black shouldn't really have any problems now, as he can develop fairly freely while he has the trump of the bishop-pair in this open position. White still has enough play to keep rough equality, but probably no more.

18 菖ad1 খc7 19 皇a4

This move isn't very useful as Black can defend easily. Instead 19 邕d2 0-0 20 邕fd1 邕f7 21 h3 would keep some pressure on Black's position.

19...Ïd8 20 Ic1

It would still make sense to keep pressure on the d-file. 20 Ξ d2 0-0 21 Ξ fd1 &c8! is around level, but not 21... Ξ f7 22 d4! when White has some initiative.

20...0-0 21 a3 營f4 22 營c4?!

Delgado Ramirez was definitely not on top form in this game. He should have taken the opportunity to force the queen to retreat with 22 g3 暫b8 23 當fd1, reaching a roughly level position, although it's easier for Black to play.

22...ĝa7

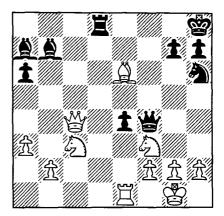
22...邕c8! would have forced the queen to retreat: 23 營d3 (23 營e2 is safer) 23...⑥g4! 24 邕cd1 f5 gives Black a strong attack.

23 🖾cd1 f5?!

After playing well, Black errs. 23...\$c8 looks passive, but would be fine for him, and 23...\$f7 was also possible.

24 🚊 xd7 fxe4

25 오xe6+ \$h8 26 볼xd8 볼xd8 27 볼e1



27....眥f6?!

After this Black drops out of the fight. It was necessary to try 27...公g4 28 公xe4 (certainly not 28 ②xg4? ③xf2+! as White's queen is no longer defended) 28...公e5 29 公xe5 徵xe5 30 ③g4 徵xb2 31 徵b4 (31 徵f7 ③xe4 32 徵xa7 徵xa3 is also slightly better for White) 31... 響xb4 32 axb4 罩e8 33 息f3 and Black has good drawing chances.

28②xe4 響xb2 29 ④fg5

29 \b4! was simplest, leaving White a pawn up in the ending.

29...罩f8 30 罩f1 e5?!

30... 響xa3 31 響c2! looks dangerous, but it seems Black can survive with 31... 響e7, although White still has a decent initiative after 32 h4.

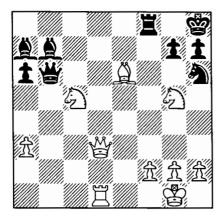
31 誉b4 邕b8 32 誉d6 誉a5 33 邕d1 誉b6 34 **省d3!?**

34 習f4, with the idea of 35 创d6 and 36 2qf7+, was the smoothest path to victory.

34....邕f8??

Black overlooks White's idea. 34... 響d4 had to be tried, exploiting the back-rank possibilities to swap queens, although 35 響xd4 ዿxd4 36 罩xd4 ዿxe4 37 h3 is a pretty easy technical win.

35 Ôc5! 1-0



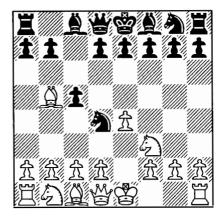
There's no real way to avert mate.



1 e4 c5 2 2 f3 2 c6 3 2 b5 2 d4

This move only really makes sense if

there's already a knight on c3 when Black would gain some time. The position will now resemble a very good version of the Grand Prix Attack as White has not lost any time with his b1-knight.



4 🖄 xd4 cxd4

The d4-pawn can be viewed as both a strength and a weakness. On the positive side, it is an extra central pawn and controls the c3-square, preventing White's knight from joining in. However, it can be easily undermined by c2-c3 which will leave White with a big centre. It has also cost Black some time and he'll have to be careful to get his king to safety.

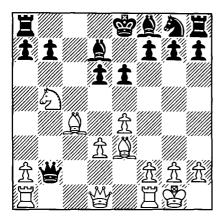
5 0-0

In this position 5 c3 is a good alternative and is the recommendation of Richard Palliser.

5...g6

The most logical follow-up. Black will fianchetto his bishop to support his d4pawn. It's very easy for Black to stand significantly worse after just a few moves here, as we can see from:

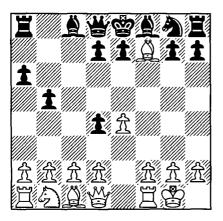
a) 5...曾b6 6 皇c4 e6 7 d3 d6 8 c3 dxc3 9 ②xc3 皇d7 10 皇e3! 響xb2?! (a very dangerous pawn to grab, but White was already clearly better) 11 2b5! already generates some powerful threats.



Here Black felt obliged to sacrifice his queen, but after 11...@xb5 (11...@c8 is no better: 12 @xa7 @a8 13 @b1 @e5 14 @xb7and White's a pawn up while Black won'tget his king to safety in time) 12 <math>@xb5@xb5 13 @b3 @c6 14 @fc1 White convertedwithout too much drama in L.Guliev-R.Oney, Agana 2007.

b) 5...a6 has been a common response when Shirov responded with 6 息c4:

b1) His opponent tries to gain more space on the queenside with 6...b5?!, but was surprised by the tactic 7 &xf7+! (7 &b3 e6 would transpose to the next note).



After 7...當xf7 8 營h5+ g6 9 營d5+ e6 10 營xa8 White won the exchange and a pawn. Of course he has to be careful not to get his queen trapped, though, and after the 10... \forall c7 of A.Shirov-Miorca, Internet (simul) 2000, 11 d3 appears to be the most accurate, with the idea of 11... \pm b7 (11... \pm d6 12 \pm g5 \pm b7 13 \forall d8 lets the queen escape with a winning position) 12 \pm f4!, deflecting the black queen.

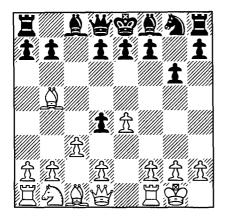
b2) 6...e6 would prevent White's idea, but 7 d3 b5 8 兔b3 兔b7 9 f4!? (I'm used to playing these positions from the Grand Prix Attack and here I think White has a good version as he has retained his light-squared bishop pointing down towards Black's vulnerable f7-square) 9...d5 10 f5! e5 (Z.Basagic-I.Miladinovic, Ohrid 2001) 11 exd5! ೩xd5 (11...②f6 12 單e1 鬯c7 13 鬯f3 0-0-0 14 兔g5 罩xd5! 15 ⓓd2 still leaves White with the upper hand) 12 罩e1 鬯d6 13 ೩xd5 鬯xd5 14 c4! leaves Black's e5-pawn and king very vulnerable.

c) 5...e6 is a sensible move when 6 c3 is the most logical response: 6...&c5 7 b4 (putting more pressure on the pawn with 7 @a4!? also looks promising) 7...&b6 8 &b2@h4 9 c4!? (this temporary pawn sacrifice looks strong, although 9 &d3 dxc3 10 @xc3@16 11 h3 also favours White) 9...@xe4 10c5 &c7 11 @e1 @d5 12 @a3 @16 wasZ.lzoria-J.Bonin, New York 2006, and here 13 &c4 @g5 14 @b5 &b8 15 @xd4 leaves White with a decent space advantage.

d) Meanwhile 5...e5?! defends the d4pawn, but gives 6 c3 greater strength now there's the big hole on d5: 6...dxc3 7 0xc30f6 8 d4 exd4 was M.Novikov-A.Bakutin, Tula 2005, when 9 0xd4 is easily winning as 9...a6 10 e5 axb5 11 exf6 $\oiint{0}xf6$ 12 2e1+0d8 13 0g5! $\oiint{0}xg5$ 14 0b6 is mate.

e) 5...0f6 has also been tried, but it's dangerous: 6 e5 0d5 7 c3 0b6 8 0c7 9 b3 e6 10 0b2 d5 11 0d3 dxc3 12 0xc3 0d7 13 0g4! (preventing Black from developing his kingside) 13...0-0-0 14 1fc1 f5?! (Black tries for counterplay, but this loses quickly) 15 exf6 gxf6 16 ②a4 皇xa4 17 皇xf6! 皇a3 18 營xa4 皇xc1 19 邕xc1 邕hf8 20 皇d4 營d6 21 營xa7 邕f7 22 皇b5! and 1-0 was S.Lputian-T.Sloan, Chicago 1994.

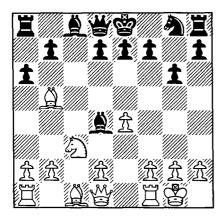
6 c3!



Immediately putting pressure on the d4pawn. Black does not want to play 6...dxc3 when White would be left with a large centre and a lead in development, so instead he tries defending the pawn.

6...**≜g**7

6...dxc3 7 ②xc3 ዿg7 8 d4 a6 9 ዿe2 would leave White with everything he could want from the opening: more space, a big centre and a lead in development. 7 cxd4 ዿxd4 8 ②c3 a6



9 🗘 a4

A natural retreat. However, 9 習a4! looks like a strong dynamic approach: 9... 智b6 (Black must keep possession of the d4square; 9... 皇q7 10 d4 is already very pleas-of R.Heischmann-K.Schmitt, Bad Wiessee 1997, White actually has an immediate win with 11 拿f4! axb5 12 習a7!, winning the rook) 10 创d5 鬯c5 11 皂e2 and now I think Black is obliged to play 11...🔄 f8 (11...🖄 f6 12 ②c7+! 響xc7 13 響xd4 can't be good for Black, while 11... \$ q7 12 d4! \$ xd4 13 \$ f4 leaves White with a decisive initiative) 12 d3 and White has a pleasant edge as all of Black's pieces are rather clumsily placed and he's forfeited the right to castle.

9...e6

9...b5 10 皇b3 皇b7 11 d3 wouldn't be much different from the game.

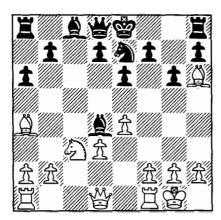
10 d3

Sax is content to simply develop his pieces and to stop Ljubicic developing his! White can also take a big centre with 10 2e2 \$g7 11 d4 b5 12 \$c2 \$2e7 13 \$e3 \$b7 14 \$2 \$d2 \$which was a little better for White in R.Ovetchkin-K.Vorobev, Soukhumi 2007, although Black had at least succeeded in completing his development.

10....⁽2)e7

This leaves Black with problems ever getting his king to safety, but after 10... 皇g7 11 d4 ④e7 12 d5 Black starts to be squashed.

However, 10...b5 11 &b3 &b7 might be the best try for Black, delaying any movement on the kingside: 12 &f4 (12 &h1!? is an alternative waiting move) 12...&e7 (12...b4?! 13 &a4 would simply give us a target on b4) 13 \bigotimes d2 (if 13 &h6 and Black would at least have gained a tempo) 13...0-0 14 a4 and White has a slight edge. **11** &h6!



Cutting the king off in the centre of the board.

14 a4!? would be an alternative, trying to prevent Black from castling long too: 14...\$b7 (14...b4 15 $2e^2$ \$e5 16 \$e3 \$B8 17 f4 looks rather pleasant) 15 axb5 axb5 16 \$Exa8+ \$exa8 17 \$e^2\$ and Black's king will be stuck in the centre, promising us a comfortable game.

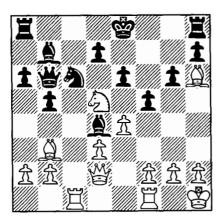
14...ዿb7 15 Äac1

Dissuading Black from castling queenside and preparing a strong sacrifice.

15...f5

15...0-0-0?! 16 $2e^{1}$ e2 $2f^{6}$ 17 d4 would be terrible for Black.

16 Ŵd5!



Sacrificing the knight to open up Black's king.

16...exd5 17 exd5 0-0-0

Ljubicic decides the safest method is to give back the knight immediately.

Instead 17...0e5 18 \blacksquare fe1 d6 19 f4 would also win back the piece, while 17...0e7? looks natural, but is in fact Black's worst option as he has no good counter to 18 \blacksquare fe1!: for example, 18... \blacksquare c8 (18...0d8 19 0b4 d6 20 \blacksquare xe7! 0xe7 21 \oiint e1+ 0e5 22 0e3! \oiint d8 23 0g5+ surprisingly wins the queen) 19 \blacksquare xc8+ 0xc8 20 0g5 \oiint f6 21 0xf6 \oiint xf6 22 d6! \oiint xd6 23 \oiint c3 and Black cannot cope with the double attack on c8 and h8.

Sax should probably have exchanged on b5 at this point so that Black is forced to decide which way to take back: 23 axb5 axb5 (23...資xb5 24 f3! 邕e7 25 兔c4 徵b6 26 d5 cxd5 27 兔xa6+ �ad7 28 兔xb7 徵xb7 29 邕c5 leaves Black with big problems with his king) 24 d5 邕d8 25 f3 邕e8 26 徵c3 邕d6 27 徵b4 墨ed8 28 墨c5 �ab8 29 墨fc1 and White has strong pressure.

23...邕f8?

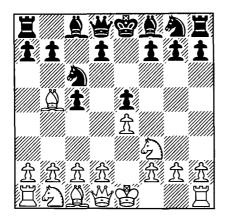
The end of the game has some problems which I presume are relay errors. After 23... Ξ d8 White is better but it's not the end of the world for the second player: for example, 24 axb5 \Im xb5 25 \Im c3 c5 26 &c4 (26 \Im xc5+ \Im xc5 27 Ξ xc5+ &d7 is a slightly unpleasant endgame despite the extra pawn, as Black's pieces are so much more centralized) 26... \Im b6 27 Ξ fd1 leaves White with an edge.

24 ₩d1?

24...會b8? 25 dxc6 皇xc6 26 響f3??



1 e4 c5 2 🖄 f3 🖄 c6 3 单 b5 e5



One of Black's main aims in the Rossolimo is often to take control of the centre. However, here ...e7-e5 is too early as it severely weakens the f7-square and allows White to open up the position with c2-c3 and d2-d4 before Black is ready.

4 0-0

Getting the king to safety and also threatening to take on c6 and pick up the e5-pawn. White cannot yet win the pawn with 4 &xc6 dxc6 5 $\bigotimesxe5$ as Black has 5... $\bigotimesd4$, just like in the Ruy Lopez.

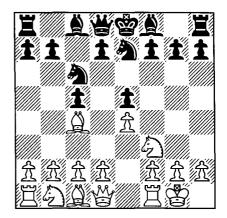
4....⁶ge7

Alternatively:

a) 4...d6 5 c3 preparing d2-d4 gives White an easy advantage: 5...Bb6 (the only try to impede White's idea; otherwise 5...ad7 6 d4 ae7 7 dxe5 dxe5 8 abd2 Bc7 9 ac4 af6 10 axc6 axc6, as in B.Kreiman-E.Sevillano, Los Angeles 2004, and then 11 acxe5 axe4 12 Ba4+ ac6 13 axc6 Bxc6 14 Bxc6+ bxc6 15 ae5 leaves Black in a dreadful queenless middlegame) 6 aa3 皇g4 7 d4 0-0-0 8 皇xc6 鬯xc6 9 ②xe5! 皇xd1 10 ②xc6 bxc6 11 罩xd1 left White a clear pawn up in V.Spasov-N.Managadze, Athens 2000.

b) $4...2d6 5 c_3$ isn't so different. White will open up the centre with d2-d4 with the advantage: 5...a6 (5......66 6 d4 cxd4 7 2 xc6dxc6 8 cxd4 2 g4 9 2 bd2 is better for Whiteas <math>9...exd4? fails to 10 e5! 2 xe5 11 @e1) 6 2 xc6 dxc6 7 d4 leaves White with a useful initiative. Black tried 7...2g4?! in H.Grund-T.Bopp, German League 1996, but 8 dxe5 2 xf3 9 @xd6 2 xe4 10 @xc5 won a pawn. .

c) 4... @f6 prevents our d4 plan, but looks rather odd: 5 d3 h6 6 @c3 @ge7 7 @c4 d6 8 @e1 g5 9 @b5 Шb8 10 c3 a6 11 @c7+ @d8 12 @d5 @xd5 13 @xd5 @e7 14 @b3 @e6 15 @xe6 fxe6 16 @e3 @c6 17 @c2 Шh7 all looked very artificial by Black in I.Hera-L.Felegyhazi, Hungarian League 2000, and here 18 b4! would have left White with a big advantage. 5 @c4!?



This is a very sneaky move. White moves his bishop twice, but now Black struggles to defend the f7-square.

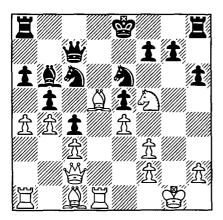
5....⁶g6

This is regarded as the best way to defend against 6 🖄 g5. Others:

a) 5...d5 6 exd5 🖄 xd5 7 🛎 e1 f6 8 d4! cxd4

9 ②xd4 ③xd4 10 豐xd4 皇e6 11 豐e4 豐a5 (Black gets out of the way of a pin down the d-file) 12 皇d2 鬯c5 13 皇e3 豐a5 14 ②d2 墓d8 15 ②f3 and White has a huge lead in development and a very strong initiative.

b) 5...h6 is the other way to defend against 6 2q5, but this leaves Black with problems developing the rest of his pieces: 6 c3! (this is even stronger than in our main game as White threatens both 7 d4 and 7 習) 6...習c7 (6...d6?! 7 習b3! f6 8 d4 智b6 9 皇f7+ 當d8 10 dxc5 響xb3 11 axb3 dxc5 12 𝔅e3 was definitely not a pretty opening for Black and he lost quickly after 12... 298 13 ②h4! q5 14 ②q6 嘼h7 15 嘼d1+ 當c7 16 皇xq8 Iq7 17 ②xf8 Ixq8 18 &xc5 &q4 19 f3 and 1-0 in O.Nikolenko-A.Flerov, Moscow 2002) 7 0 b3 0 d8 8 d4 d6 and Black had managed to defend against all the threats, but was extremely passive. The French Grandmaster continued 9 dxe5 dxe5 10 ②a3!? a6 11 罩d1 ②ec6 12 皇d5 皇q4 13 ②c4 皇xf3 14 qxf3 b5 15 ②e3 c4 16 響c2 拿c5 in C.Bauer-K,Shirazi, Vandoeuvre 2004, when the most active way to continue looks to be 17 2f5 2e6 18 b4! \$b6 19 a4.



Here White's queenside and central play is far more important than his rather irrelevant kingside weakness.

c) Of course Black must avoid 5...g6?

which allows 6 2g5! (Emms) and there's no way to defend f7: 6...d5 7 exd5 2xd5 8 2xf7! 2xf7 9 2f3 + 2e6 10 2c3. This position reminds one of the Fried Liver Attack, 1 e4 e5 2 2f3 2c6 3 2c4 2f6 4 2g5 d5 5exd5 2xd5 6 2xf7 2xf7 7 2f3 + 2e6 8 2c3. That position has been under a lot of scrutiny to see if Black can survive, but here there's no such debate as he cannot defend his knight with his c-pawn and thus 10...2ce7 11 d4! cxd4 12 2g5! dxc3 13 $\textcircled{2}xd5 + (or 13 \textcircled{2}f6 + \textcircled{2}d7 14 \ddddot{2}ad1, also win$ $ning) 13...\textcircled{2}xd5 14 \textcircled{2}f6 + \textcircled{2}d7 15 \ddddot{2}ad1 wins$ swiftly.

6 c3

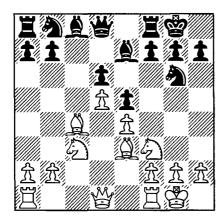
Opening up the centre, leaving White with the better structure and more active pieces.

6...ዿe7 7 d4 cxd4

Black has also kept the centre with 7...d6, but then we can exchange on c5: 8 dxc5 dxc5 9 皇d5 (also tempting is 9 鬯xd8+ 公xd8 10 皇e3 0-0 11 罩d1 when White's better structure allows him control of the d5outpost and play against Black's queenside) 9...響c7 10 ②a3 a6 (as tried in K.Neumeier-K.Doskocil, Oberwart 2004; 10...0-0 11 2045 皇xq5 12 皇xq5 ②f4 13 ②b5 鬯d7 was preferred in R.Burnett-F.Sosa Macho, Maringa 1991, when I like the aesthetically pleasing 14 幻d6!), and now 11 幻q5 皇xq5 (11...0-0? fails to 12 ②xh7! 當xh7 13 營h5+ 當q8 14 響xq6) 12 皇xq5 0-0 (12...h6 13 皇xc6+!) 13 ₩h5 leaves White better positionally and with the initiative.

8 cxd4 d6 9 d5 ∅b8 10 ∅c3 0-0 11 ዿe3

The pawn centre is typical of an Old Indian, but here White has an easy plan of playing on the queenside, combining play down the c-file with an a2-a4-a5 advance. As King's Indian players will know, the trade of c-pawns highly favours White as it weakens both d6 and b6.



11...a6

Later a German Grandmaster tried to improve with 11... ②h4, but having switched sides Zvjaginsev gave a textbook example of how White's queenside play should pro-₩xg5 15 ②b5 響e7 16 兔e2 ③d7 17 響a4! ②c5 18 鬯c2 ②a6 19 ②c7 ③xc7 20 鬯xc7 (again we see that White's possession of the c-file is a major headache for Black) 20... 食d7 21 食q4! 邕fd8 22 響xb7 邕ab8 23 White wanted to play for the win, but also very strong) 25... 基本d7 26 基本c8+ 基d8 27 Ifc1 f5 (the only way to retain the queen) 28 \$xf5 and White really should have converted the whole point in V.Zvjaginsev-D.Baramidze, Kallithea 2008.

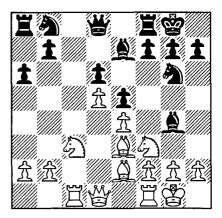
12 Ic1 😫 g4

12...b5 might look tempting, but Black shouldn't really be playing on the queenside as this weakens so many squares. White could continue 13 22 2d7 14 b4 2b6 15 a4 bxa4 16 2xa4 2xa4 17 Wxa4when his queenside play is clearly stronger than any counterplay on the kingside.

13 😫 e2

This prepares the positional threat of 14 Dd2. White would like to exchange the light-squared bishops. This is due to the

fact that Black needs that bishop to attack with on the kingside. Once they are exchanged, if Black tries the typical ...f7-f5 break then White will simply take and so claim the e4- and e6- light squares.



13...Øf4

Zvjaginsev goes for the aggressive option and tries to make use of his strangelyplaced knight. 13...皇xf3 is objectively best, although 14 皇xf3 皇g5 15 皇xg5 獸xg5 16 皇g4!? (preventing Black's queenside developing) 16...徵d8 (16...④f4 is well met by 17 h4!) 17 營d2 公d7 18 營e3 leaves Black extremely passive while White can slowly improve on both flanks.

14 🖄 d2

Rublevsky declines to give Black any counterplay and continues with his plan of transferring his pieces to the queenside.

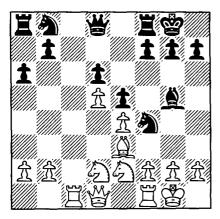
14 息xf4 was also possible, but Black can sacrifice for some squares with 14...exf4 (14...皇xf3 15 皇e3 皇xe2 16 ②xe2 leaves Black in a dreary position without any prospects, especially as he cannot exchange the dark-squared bishops: 16...皇g5 17 皇xg5 徵xg5 18 邕c7 gives White too much activity) 15 營d2 皇xf3 16 皇xf3 and then:

a) 16...②d7 17 徵xf4 皇g5 18 徵xd6 皇xc1 19 罩xc1 and White's two pawns vastly outrate the extra exchange. b) 16...\$g5 17 e5! dxe5 18 De4 gives White a very promising initiative.

c) 16...罩e8!? 17 ②e2 ④d7 18 ④xf4 (ignoring the pawn with 18 罩c2 is more principled) 18...皇g5 19 g3 ②e5 gives Black some play and was probably Zvjaginsev's 社会全xe2

It was possible to keep the bishop with 14...心xe2+, but 15 心xe2 心d7 16 f3 皇h5 17 習b3 leaves the bishop offside and powerless to prevent White's queenside initiative. **15 心xe2 皇g5**

Zvjaginsev tries to keep some kingside play going, but the position looks like a bad King's Indian. Instead 15...公xe2+ 16 衡xe2 would actually transpose to a position seen earlier where Black lacks a good plan.



16 🖄 xf4

Keeping it simple. However 16 2C4! was very strong: 16...b5 (the problem is Black cannot develop his b8-knight) 17 2D6 \equiv a7 18 2Xf4 2Xf4 (18...exf4 19 2d4 leaves White with complete control; if Black could get a knight to e5 he'd be happy, but of course that's not going to happen) 19 \equiv c8 \cong g5 20 \cong c2 and White's control of the cfile has allowed him to penetrate into Black's position. The following line is semiforced: 20...2xe3 21 \equiv xf8+ \cong xf8 22 \cong c8+ \cong e7 23 \cong xb8 2xb6 24 \cong xb6 \equiv d7 25 \cong xa6 and White picks up a pawn. 16...exf4 17 皇d4 f3!?

Black desperately tries for counterplay, although after an accurate response, this just loses a pawn. 17...公d7 18 徵g4 邕e8 19 邕fe1 would keep material equality, but Black's position is rather unpleasant. White will exchange off the knight if it ever jumps into e5, leaving him with a good knight versus bad bishop position.

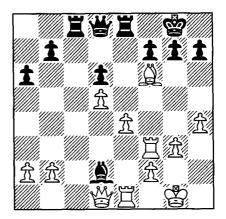
18 g3 🖄 d7 19 🕮 c3 🕮 e8

20 프e1 ④f6 21 프xf3

And the pawn drops.

21...邕c8 22 h4 皇xd2 23 皇xf6!

Rublevsky continues his simple play which has served him so well in this game. The e4-pawn isn't actually en prise after 23 $\forall xd2$, but the position is more complicated: 23... $\exists xe4$ (23...2g4!? is a good practical try; in a position a pawn down, Black should endeavour to keep any imbalance even if that's only knight versus bishop) 24 $\exists xe4$ 2xe4 25 $\forall f4$ 2f6 26 2g2 and White can choose when to exchange into the rook endgame a pawn up.



23....省a5

Necessary. After 23...gxf6 24 鬯xd2 罩c4 25 罩f4 Black's king won't survive for long.

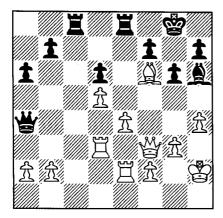
24 Äa3 ₩b4 25 ₩g4

25 罩a4! is also strong, forcing 25.... 徵c5 (if 25... 逸xe1? 26 罩xb4 逸xb4 27 徵g4 g6 28 營f4 and Black cannot stop a mate on g7; 25... 鬯b5? 26 鬯xd2 鬯xa4 27 鬯g5 also mates) 26 鬯xd2 gxf6 27 鬯f4 and Black's king has been opened up.

25...g6 26 ≌b3 ₩c4 27 ≌e2

Continuing to keep everything defended, but even better was 27 當d1! when again grabbing the e4-pawn is extremely risky: 27...當xe4 28 習f3 皇a5 (28...皇h6 29 當c3 picks up the queen) 29 鼍xb7 and the pressure on f7 is extremely difficult to handle.

27...省c1+ 28 當h2 省d1 29 省f3 皇h6 30 邕d3 省a4



31 e5!

Rublevsky has coordinated his pieces perfectly and now breaks in the centre.

31....省d7

31...dxe5 32 堂xe5 堂g7 33 堂xg7 當xg7 34 罩xe8 罩xe8 35 d6 and the d-pawn decides the game.

32 e6! fxe6 33 dxe6 🖾 xe6 34 🖾 xe6

34 智d5! 邕ce8 35 邕f3 would leave Black completely bound down. He can try

Black regains his pawn, but his loose king will prove his downfall.

37 邕c3

37 \[25], blocking the queen out of the game, should be considered.

37...這f7 38 邕c8+ 食f8 39 徵c6 徵e6 40 徵xa6

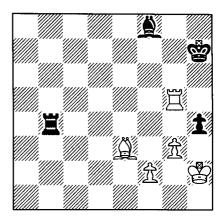
Black's material parity didn't last long. Now he has no real practical chances as he won't be able to defend against both the threats to his king and the passed b-pawn.

40...≝g4 41 âe3 h5 42 ₩c6 g5

Zvjaginsev won't go down without a fight!

43 **₩**c4

Rublevsky trusts that the passed b-pawn will win any endgame.



51 g4!

It's important that White saw he could keep his two connected passed pawns. Now it's an easy textbook win.

51....皇d6+

51...皇e7 52 邕h5+ 當g7 53 皇g5 皇xg5 54

邕xg5+ 當h6 55 邕h5+ 當g7 56 邕xh4 would have been no different.

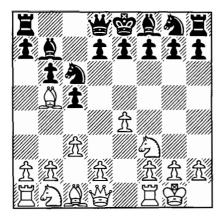
52 當h3 邕b3 53 邕h5+ 當g7 54 當xh4 1-0

Game 58 **M.Adams-E.Arslan** Turkish Team Championship 2010

1 e4 c5 2 🖄 f3 🖄 c6 3 😫 b5 a6

This move is surprisingly popular, but seeing as we were going to exchange on c6 against any normal developing move, it basically loses a tempo. Here I've also decided to have a look at some of the other strange tries Black's been known to go for:

a) 3...b6?! is played occasionally. We have the choice of reaching our typical positions with 4 \$\oxedsymbol{\oxedsymbol{x}}c6 or else trying to exploit Black's lack of kingside development with 4 0-0 \$\oxedsymbol{b}7 5 c3, preparing a big centre.



Black erred and lost immediately with 5...d5? (5...Of6 is an improvement, although after the 6 Ie1 g6 7 d4 cxd4 8 cxd4 Ic8 9 Oc3 Qg7 10 e5 Og8 11 d5 Ob8 of V.Panush-Buskov, Kishinev 1993, 12 e6 would have been decisive) 6 Wa4! Ic8 7 Wxa7 Ic7 8 Oe5 e6 9 exd5 exd5 10 Ie1 Qe7 11 Wxb6 Wc8 12 d4 Gf8 13 Oxc6 Qxc6

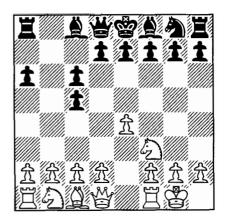
14 \$£14 and even the Latvian Wizard can't have won many games that easily, M.Tal-J.Bellon Lopez, Kapfenberg 1970.

b) 3...d5?! is optimistic, but White has played nothing which merits this lunge. Indeed, after 4 exd5 徵xd5 It's a rather bad Centre-Counter for Black: 5 0-0 (5 公c3 徵e6+6 皇e2 皇d7 7 d4 cxd4 8 公xd4 公xd4 9 徵xd4 皇c6 10 0-0, as in Y.Boidman-J.Abbet, Lausanne 2008, is a promising alternative if you wish to keep more pieces on the board) 5...皇g4 6 公c3! 皇xf3 7 公xd5 皇xd1 8 罩xd1 罩c8 (Y.Solodovnichenko-T.Rattinger, Feffernitz 2005) 9 a4 e6 10 公e3 a6 11 皇xc6+ 罩xc6 12 a5 with a pleasant positional edge.

c) 3... \forall a5 was once played by Vallejo Pons, but it seems dubious as after 4 &xc6 Black rather regrets the offside nature of his queen. E.Sutovsky-F.Vallejo Pons, Moscow 2001, continued 4...bxc6 5 e5 (5 0-0 would be the normal method with an edge, but Sutovsky wanted to punish Black) 5...c4 6 \forall e2 &a6 7 Oc3 \blacksquare b8 8 0-0 Oh6 9 d4 cxd3 10 cxd3 Of5 11 g4! Oh6 12 h3 when I'm sure the Spaniard was regretting his creativity.

4 🗘 xc6 dxc6

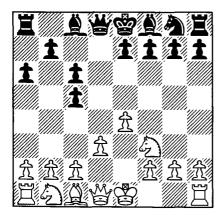
The alternative is 4...bxc6 5 0-0 and:



a) 5...g6 just leaves Black a tempo down on the 3...g6 4 &xc6 bxc6 variation. Indeed we could exploit it immediately with 6 d4! cxd4 7 營xd4, with a comfortable plus.

c) As we have observed in previous chapters, advancing the d-pawn is very risky as the c5-pawn becomes a significant weakness after 5...d5?!. White has many ways to reach a promising position here, but a straightforward solution was found in F.Erwich-D.Den Heeten, Hengelo 2001, which continued 6 d3 &g4 7 & bd2 e6 8 c4! (fixing the vulnerable c-pawns) 8...&d6 when White had the surprising tactical solution 9 cxd5! cxd5 10 e5 &xf3 (10...&xe5 11 \bigotimes a4+ is the point) 11 \bigotimes xf3 &e7 12 &e3 with strong pressure on the queenside while Black cannot develop his kingside.

5 d3



So we have reached a typical position from the 3...g6 4 \$\overline{xc6}\$ dxc6 variation, but instead of ...g6 Black has played ...a6 which is rather a big concession. Not only is it a move with no discernible benefits, it has also created a hole on b6 which Adams is quick to exploit.

5…**≜**84

Alternatively:

a) After 5...②f6 6 象e3 e6 7 ②bd2 象e7 8 h3 0-0 9 0-0 暫c7 10 a4 a5 in J.Aabling Thomsen-K.Nielsen, Copenhagen 2010, White could have tried 11 象g5!? b6 12 e5 ②d5 13 象xe7 ③xe7 14 墓e1 with promising dark-square control.

b) 5...@c7 has been Black's other treatment of the position: 6 &e3 e5 7 Obd2 f6 8 a4! &g4?! (8...a5 was necessary, but White is clearly for preference after 9 Oc4 &g4, as in S.Brynell-A.Mallahi, Istanbul Olympiad 2000, and then 10 0-0 b6 11 h3 &e6 12 Ofd2 Oe7 13 f4! with our typical break) 9 a5 0-0-0 10 Oc4 h5 11 h3 &e6 12 Ofd2 Wf7 13 f4! and we have achieved all we want from the Rossolimo, E.Kengis-M.Thaler, Bern 1992. **6 h3**

Here we don't have to worry that #d1xf3 will compromise our coordination as we have plenty of time. The position is very similar to Rublevsky-Ni Hua examined at the start of the chapter, but obviously ...²g8-f6 is more useful than ...a7-a6.

6...ዿxf3

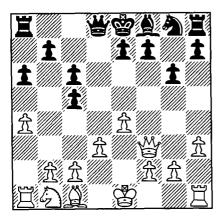
6... \hat{a} h5 is of course an option when we have a wide range of possibilities: 7 \hat{a} bd2 (7 g4!? is an aggressive option, while 7 a4, as Adams plays in the game, is very sensible) 7...e6 8 a4 a5 9 \hat{a} c4 $extsf{w}$ c7 10 \hat{a} d2 b6 11 \hat{a} c3 f6 12 g4!? \hat{a} g6 13 e5 left White in control in G.Ragainis-V.Stasius, Klaipeda 2003. **7 對xf3 g6**

Black has tried a few different moves here, but unsurprisingly White keeps a comfortable edge against everything:

a) 7...豐c7 8 皇e3 e5 9 包d2 包f6 10 0-0 皇e7 was F.Handke-S.BeckingS Saarbruecken 2002, when 11 a4 a5 12 包c4 is very comfortable.

b) A recent game of a top 100-player saw 7...e5 8 徵g3 f6 9 a4 a5 10 公a3 公e7 11 公c4 b5 (this doesn't help Black's queenside, but it's hard to offer alternatives) 12 公a3 徵d7 13 徵g4! 徵xg4 14 hxg4 單b8 15 호d2 b4 16 公c4 單a8 17 g5 公g6 18 gxf6 gxf6 19 嘼h5 호e7 20 含e2 0-0 21 罩ah1 嘼f7 22 g3 and Black wasn't able to defend his chronic weaknesses on both flanks in S.Zhigalko-V.Galyamov, Tashkent 2010.

8 a4!



A novelty, but an extremely logical advance. The top English Grandmaster sees the hole on b6 and immediately exploits it.

8...**£**g7

8...a5 really should be played. White then has a variety of strong looking continuations, but I quite like the surprising 9 [a3!? \$g7 10 \$B3 b6 11 \$g5! when Black struggles to develop as 11...\$f6 12 \$\$xf6 \$\$xf6 (12...exf6 can be tried, but positionally-speaking Black's position is very suspect) 13 e5 picks up a pawn.

9 a 5!

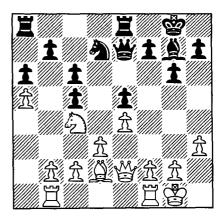
Fixing the hole on b6. Not only does this mean Black will have issues if a knight lands there, it also means he will struggle to defend his c5-pawn.

9...②f6 10 ②d2 ②d7 11 0-0 0-0 12 e2

Preparing f2-f4 when White has a promising Grand Prix Attack position on the kingside and a complete bind on the queenside.

12...e5

Black tries to avoid being squeezed. 13 ②c4 ₩e7 14 &d2 ॾfe8 15 ॾab1



Preparing to open the b-file and put pressure on Black's backward b7-pawn.

15...②f8 16 b4! cxb4 17 皇xb4 c5 18 皇d2 ②e6 19 邕b6

The style employed in this game is the

How to Beat the Sicilian Defence

hallmark of Adams. All his moves look natural and simple, yet his opponents can't keep up. Arslan can blame, partly at least, his opening choice.

Rerouting the knight to d5 also makes sense: 19 266 and 20 26d5 and 7 when White could consider exchanging bishops with 21 266?

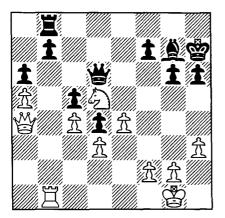
19...②d4 20 凹d1 罩ad8 21 ②e3 罩d6 22 ③d5 凹d7 23 c3 ④b5 24 罩xd6 凹xd6 25 凹a4 罩b8 26 罩b1

The b5-knight looks unwieldy, but at least it's blocking White penetrating on the b-file. However, once White is ready, it'll be easy to shift with c3-c4.

26...h6 27 皇e3 當h7 28 c4!

There we go.

28...②d4 29 âxd4 exd4

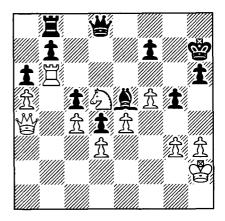


I don't think I could find a better example of a knight completely dominating the respective bishop. Black has been completely tied down the whole game. His two errors were 3...a6?! and not playing 8...a5.

30 f4

Adams takes the time to gain some more squares on the kingside.

30...省d8 31 g3 g5 32 當h2 省d6 33 邕b6 省d8 34 f5 皇e5



35 **₩d**1!

There's another juicy square available on h5. Now Arslan cannot defend his king.

35.... 食g7 36 營h5 當g8 37 f6 食f8 38 h4 1-0

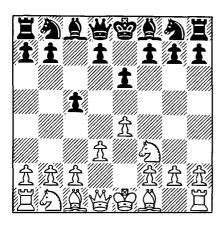
A smooth positional victory by Adams and we can conclude that 3...a6?!, although played very regularly, is a move we'd love to see played against us.

Conclusion

The most important lines in this chapter are seen in the first couple of games where Black plays 3... 0 f6, which is a highly topical line. The rest of the chapter discusses Black's other unusual tries. In my view, 3... 0 a5, is the only other legitimate try, as the remaining options leave White with a comfortable edge.

Chapter Nine King's Indian Attack withd5

1 e4 c5 2 🖄 f3 e6 3 d3



The King's Indian Attack (KIA). A somewhat passive-looking start, but don't let that fool you; we may start slowly, but we intend to start an offensive on the kingside. Personally, I think the KIA is more effective once Black has committed to ...e6. This is due to the fact that a popular set-up for Black involves ...e7-e5, which will of course cost him an extra tempo here.

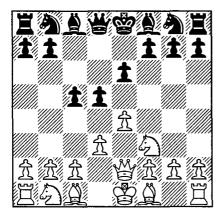
Black's set-ups can be divided roughly into two. Either he develops the bishop to e7 or he chooses to fianchetto with ...g7-g6 and I'll investigate both. In this chapter we'll examine positions in the King's Indian Attack in which Black plays an early ...d7-d5. The positions often resemble a French and indeed after an immediate...

3...d5

...we have transposed to a position more commonly reached by the move order 1 e4 e6 2 d3 c5 3 $\textcircled{}{}$ f3 d5. In the next chapter I'll look at what happens if Black tries to keep more flexibility.

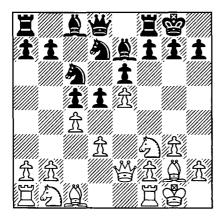
3...公c6 4 g3 d5 5 營e2 公ge7 6 兔g2 g6 is Black's other principal set-up and is analysed in the final two games of this chapter. Here the main move is 4 公d2, but I like: **4 營e2!?**

This appears to have first been played by the legendary Russian David Bronstein and was then picked up by the Latvian Wizard, Mikhail Tal. White immediately puts pressure along the e-file. There are further advantages too to delaying 20d2. Primarily, the c1-bishop is now free to develop, normally to f4 to support our e5-pawn. Secondly, the knight does not have to develop to d2 and can sometimes develop to c3 or even to a3, from where it can jump into d6 via b5, or back to c2 to support our centre and the b2-b4 pawn advance.



Many strong grandmasters have scored well with this system, amongst them Igor Glek, Lev Psakhis and Alexei Fedorov should be highlighted. I've also scored pretty well with it and indeed it was my only set-up against the French for a time. The main line continues:

4...②f6 5 g3 ②c6 6 ዿg2 ዿe7 7 0-0 0-0 8 e5 ②d7 9 c4!



White takes his chance to grab space in the centre and put Black in a bind. We want to attack on the kingside. However, as in the other chapters, first of all we want to prevent Black obtaining any counterplay. Then, once Black is tied up and has no play of his own, we can return to our ultimate plan of mating the black king! A bonus, from a repertoire point of view, is that if you enjoy playing the positions examined in this chapter then you have almost a complete repertoire against the French, via the move order 1 e4 e6 2 d3 (2 \forall e2!?) 2...d5 (or 2...c5 3 \langle Df3) 3 \forall e2, although you should also be ready for Black's plans in which he doesn't play ...c7-c5, notably an immediate ...dxe4. It's an important point to consider that if your opponent is not a French player, it is likely he will not feel comfortable in the resulting positions.

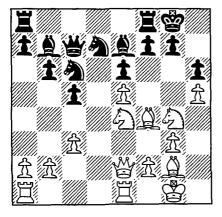
Plans for White

The last diagram shows the most important position in this chapter and it's necessary to feel comfortable here, as I predict you will reach this position frequently. Black has many possible move orders and we don't need to memorize every line, but if we know the ideas which we are aiming for, then we can be confident in fighting for an advantage.

It's important to defend the e5-square and we normally play our bishop to f4 and rook to e1. The pawn on e5 is the most important element in our attack. It controls the important f6-square so that White's queen can perhaps come out to g4 or h5, while we should be looking for attacks against g7 and h7, even contemplating piece sacrifices there.

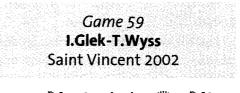
We want to attack on the kingside and h2-h4 is an important part of our plan to gain space on that flank. This thrust has two principal points. Primarily, we want control over the g5-square, which prevents Black's tactic of ...g7-g5, forcing the bishop back and trying to win the e5-pawn. We should always be ready to deal with this break, as this is Black's main source of counterplay on the kingside. However, Black weakens himself significantly when he makes this break and so we often have a tactical solution against his vulnerable king. Secondly, h2-h4 starts our kingside attack and prepares h4-h5. If Black does nothing, we are able to push the pawn all the way to h6, creating holes on Black's dark squares, in particular g5 and f6, whilst if Black plays ...h7-h6 himself, then we can prepare a sacrifice to open up the king with nableh2-nableg4xh6 or simply g4-g5.

It's important to remember that in general we are not trying to attack on the queenside, as Black has more forces on that side of the board. Our intention is to block that side of the board and have free rein on the kingside. Our ideal aggressive set-up is as follows: bishop on f4, pawn on h5 and knights on g4 and e4, as shown by the following sample position.

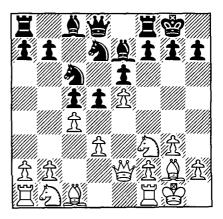


Black often feels obliged to play ...h7-h6 to prevent h5-h6, but after he has played this we are often in a position to sacrifice a piece for the pawns in front of his king to deliver a swift mate.

I have decided that it's not so relevant to have a repertoire outline for this chapter, as there are a lot of subtle different move orders for Black. In the King's Indian Attack ideas are also much more important than specific move orders. As a quick guide, though, Games 59 and 60 examine the position after 9 c4, which I consider to be the main line of this variation. Game 61 is very similar, but sees Black playing the knight instead to c7. Then Game 62 is concerned with most of Black's sidelines, while Games 63 and 64 look at Black playing with a queenside fianchetto and castling queenside. Finally, Games 65 and 66 look at Black's hybrid set-up with a kingside fianchetto and the knight developing to e7.



1 e4 c5 2 ②f3 e6 3 d3 d5 4 ≝e2 ③f6 5 g3 ፪e7 6 ፪g2 ③c6 7 0-0 0-0 8 e5 ③d7 9 c4



We immediately put pressure on d5. If possible, we want Black to play either ...d5d4 or ...dxc4, as this will make our bishop on g2 extremely strong and also give our knight a strong outpost on e4. If Black takes on c4, we can use the fact that we have played 營e2 rather than 邕e1 to swing our rook across to d1. On the other hand, if

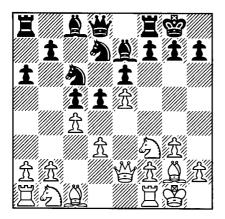
How to Beat the Sicilian Defence

Black closes the centre with ...d5-d4 then he loses that outpost for himself and allows White to start proceedings on the kingside. Generally flank attacks work much more effectively once the centre has been closed. Just remember the axiom that flank attacks are best met by an attack in the centre. If the centre is closed then this is not possible and so our flank attack gains power.

We should also remember the potential downsides of c4. We have weakened the d4-square (that's why we really want Black to push with ...d5-d4 so that he doesn't have this square for his knight), while the c4-pawn can sometimes be a target for Black's counterplay with a quickb7-b5 break. **9...**&**b6**

Black's main defence. The knight is moved yet again, trying to put pressure on the c4-pawn and giving added protection to d5. However, Black has tried many moves here and I give a complete list below. 9...d4 is the second most-common move and looked at in Kasparov-Van Beurden next. That leaves:

a) 9...a6.



This was played in one of the earliest games in this line:

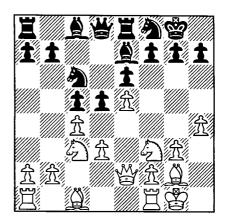
a1) Bronstein ignored Black's play on the queenside and slowly got on with his king-

side play with 10 h4 b5 11 皇f4 ②b6 12 ②bd2 皇b7 in D.Bronstein-A.Kochyev, Moscow 1972, when 13 單fd1 looks more accurate to me, so that we can use the f1-square for our knight.

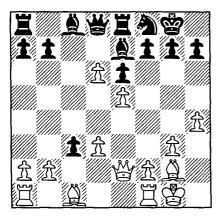
The tempo spent on speeding up our attack is more important than activating the a1-rook. We will proceed with the typical ②f1-h2-g4 and h4-h5-h6.

a2) 10 20c3 is an alternative plan when critical is 10...20d4 (10...d4 11 20e4 20cxe5 12 20xe5 20xe5 13 20xc5 20xc4 14 20xb7 20xb7 15 20xb7 gave White a small edge in R.Hasangatin-M.Schulz, Marianske Lazne 2003) 11 20xd4 cxd4 12 cxd5!? (12 20b1 followed by pressuring the d4-pawn is a safer plan) 12 ...dxc3 13 d6 cxb2 14 20xb2 205 15 d4. Here White's pawns suffocate Black's pieces and give him good compensation.

b) 9... Ξ e8. We will see more of this plan in the notes to Kasparov-Van Beurden. Black adopts a passive strategy, retreating his knight to f8 to defend his king. Now 10 h4 Of8 11 Oc3 is called for:

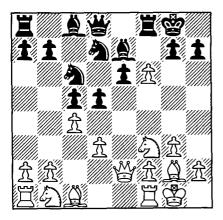


b1) It's important to see that after 11...d4 12 24 we should not be afraid of Black winning the e5-pawn with 12...26, as 13 h5 26gxe5 14 26xe5 26xe5 gives White a pleasant choice between 15 h6!? or simply 15 26xc5, retrieving the pawn. b2) 11...2d4 is a common try by Black, but often this just creates a weakness. Here 12 2xd4!? looks very strong to me with the idea of temporarily sacrificing the knight with 12...cxd4 13 cxd5! dxc3 14 d6, trapping the dark-squared bishop.



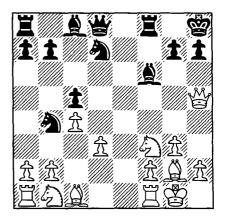
After the forced 14...cxb2 15 &xb2 &xd6 16 exd6 @xd6 our bishop-pair should give us a comfortable advantage on the open board.

c) The position resembles a French and so the typical freeing move in these structures of 9...f6 also has to be investigated, best met by 10 exf6



and then:

c1) 10...2xf6!? was played in a battle between two future grandmasters in F.Vallejo Pons-D.Mastrovasilis, Menorca 1996. I think White should take the pawn, 11 @xe6+@h8, which at first looks to give Black decent compensation, but I have found a way to take the initiative here for White with 12 @xd5! @b4 13 @h5.



White's kingside play will be sufficient compensation for the a1-rook, which Black can pick up in the corner. I think there are two critical variations:

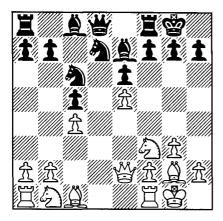
c11) 13...g6 14 鬯h6 and now Black has to take the exchange or the queen will retreat to d2 when he has no counterplay for the couple of pawns: 14...②c2 15 ②g5 鬯e7 16 ②c3 @xc3 (or 16...③xa1 17 ②d5 鬯g7 18 ②e6 鬯xh6 19 @xh6 邕e8 20 ②ec7 and White regains the material with interest) 17 bxc3 ③xa1 18 ②e4 grants White a clear advantage. The knight cannot escape from the corner, so we'll have two pawns for the exchange, rough material parity. White has a large development advantage and Black's king is exposed, so I'd say White's advantage is almost decisive.

c12) 13...2C2 14 2g5 2xg5 15 2xg5 2f6 (15...2b6 16 2e7! is extremely awkward) 16 2e2 2xa1 17 2C3 and again White will win the trapped knight and regain material equality, after which the bishop-pair and useful outposts for the

knight should promise White the better chances.

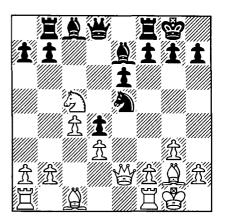
c2) After 10...④xf6 I think White has an advantage thanks to his control of the e5square. A few different moves have been tried, but I like Vallejo Pons' 11 b3 which he used to execute a miniature following 11...②q4 12 皇b2 皇f6 13 ②c3 ②d4? (a blunder, but White had already taken control; indeed, 13... 4h6 14 add increases the pressure on d5 and keeps White on top) 14 ②xd4 cxd4 15 ②b5 a6 16 ③xd4 dxc4 17 ₩xq4 1-0, F.Vallejo Pons-N.Radovanovic, Paris 2008. Here 11 邕e1 皇d6 12 ②c3 d4 13 ②e4 ③xe4 14 剿xe4 was also a safe advantage in P.Piscopo-M.Ricci, Arvier 2009, while Emms' suggestion of 11 ②c3 ②d4 12 響d1! also looks very interesting; Black has a real problem developing his c8-bishop while White can put pressure on the d5-pawn).

d) 9...dxc4?! 10 dxc4 has been a frequent try, but it offers White very good chances.



On a positive point for Black, he can now try using the d4-square. However, White's pressure down the d-file will both control the d4-square and keep the d7-knight extremely passively placed. It's easy to see that the knight is caged on d7 and as long as White keeps control of e5, Black will have problems activating his pieces: 10... $rac{1}{2}$ c7 11 호f4 프 d8 (11...a6 gave White a quick victory after 12 프 d1 2b6 13 2c3 프 d8 14 2e4 2d415 2xd4 프 xd4 16 2f6+! 2xf6 - 16...gxf6 17 exf6 프 xf4 18 fxe7 is no better - 17 exf6 프 xf4 18 빨e5! and 1-0 in A.lvanov-J.Bryan, Windsor 2002) 12 2c3 2f8 13 2b5 5b6 14 프 ad1 2d4 (Black plays his typical bid for counterplay, but again the d4-pawn just proves to be a weakness) 15 2bxd4 cxd4 16 b3 2g6 17 2c1! 2c5 18 2b2 a5 19 2e4 a4 20 2xd4 and the pawn dropped so Black threw in the towel in J.Riff-Y.Krasucki, La Fere 2005.

e) 9...罩b8 is another logical attempt at generating counterplay with ...b7-b5, but here I think we can exploit a tactic on the h2-b8 diagonal to develop our knight with 10 公c3 d4 11 公e4. The idea is 11...公dxe5 12 公xe5 公xe5 13 公xc5:



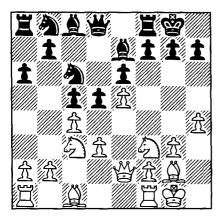
e1) 13...f6 14 f4!? \$xc5 15 fxe5 must be better for White.

e3) 13...④xc4 14 ዿf4!? looks critical:

are often drawn. However, most people forget that the opposite-coloured bishops also favour the side with the initiative. Therefore White still has an advantage here as the c5-bishop cannot provide any input on the light squares.

e32) 14...2d6 15 Ξ ac1 (15 2b3 f6! would keep the extra pawn) 15...b6 16 2b3 2b7 (now 16...f6 cannot be played due to the hole on c6) 17 2xd4 regains the pawn with a small advantage.

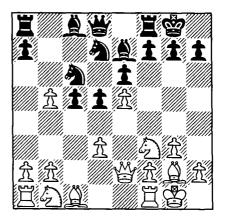
f) 9...⁽²⁾db8 looks very slow. We might as well see how Igor Glek, one of the leading experts on the white side of the King's Indian Attack, exploited Black's slow plan, beginning 10 h4 a6 11 ⁽²⁾C3:



f1) 11... 创d4 would look logical to free up a square for that knight which has been transferred to b8, but White has an idea we've seen before in the shape of 12 创xd4 cxd4 13 cxd5! dxc3 14 d6 cxb2 15 響xb2 愈xd6 16 exd6 響xd6 17 愈f4 with a continued initiative.

f2) 11...b5 12 皇f4 b4 13 ②a4 (the knight may look offside here, but Glek is planning on showing that c5 isn't easy to defend) 13...邕a7 14 邕ac1 (14 cxd5!? exd5 15 邕ac1 響a5 16 營c2 ④d7 17 b3 would promise White a clear advantage: 18 d4 is the idea when we'll have possession of the important open c-file) 14...dxc4 15 $\exists xc4 & a 5$ 16 $\exists cc1 \\ \exists c7 \\ 17 \\ a g5 \\ b7 \\ 18 \\ a e4 \\ a c5 \\ 22 \\ \exists xd8 \\ \exists xd8 \\ 23 \\ a c5 \\ \exists xc5 \\ \exists xc5 \\ a c5 \\$

g) 9...b5!? has only been tried very rarely, but by some high-rated players. I believe White's best response is 10 cxb5:



g1) 10...②a5 was tried in M.Paragua-A.Korobov, Beijing (blitz) 2008, and after 11 習c2 a6 12 a4 axb5 13 axb5 皇b7 14 ②a3!? White's extra pawn should count for something.

g2) 10... (2) cb8 (R.Hasangatin-E.Sapunov, Tula 2002) 11 a4 a6 12 (2) a3 doesn't give Black enough compensation for the pawn. It's important to remember that after 12... axb5 we should recapture with 13 axb5!. This looks illogical, weakening our pawn structure, but the pawn is very useful in preventing Black's queenside pieces developing, which leaves White with a clear edge.

g3) 10... 2d4 11 2xd4 cxd4 (A.Strikovic-

M.Perez Fungueiro, Pontevedra 1992) 12 ②a3 營b6 13 ②c2 a6 14 b4! axb5 15 皇b2 doesn't give Black any compensation for the d4-pawn which is about to drop.

Finally, we can return to 9... 5b6:

10 h4

We continue with our traditional plan, but this isn't forced:

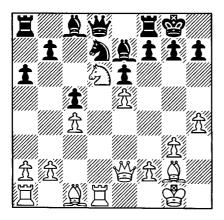
a) 10 \$\overline{4}\$ will probably transpose, but if we are worried about an early ...f6 or ...f5 break by Black this could be a better move order, as now we have more control over e5 so 10...f6 isn't as strong. One game continued 11 exf6 \$\overline{x}f6 12 \$\overline{2}\$ c3 \$\overline{4}\$ d4 13 \$\overline{2}\$ xd4 cxd4 14 \$\overline{2}\$ b5 \$\verline{1}\$ f7 15 c5 \$\overline{4}\$ a4 16 \$\verline{3}\$ c3 17 \$\overline{4}\$ d6 \$\verline{2}\$ e7 and in L.Cyborowski-K.Piorun, Warsaw 2006, the simple 18 \$\overline{6}\$ e5! would have left White with a decisive advantage.

b) We should be careful not to play 10 DC3 too early, though, as 10...Dd4 is sometimes awkward to deal with. Here 11 Dxd4 cxd4 12 Db1 still looks fine for White though.

10...≜d7

Black's attempts at clarifying the position immediately fail:

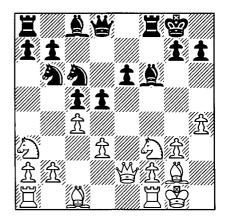
a) 10...dxc4 11 dxc4 ②d4 12 ②xd4 徵xd4 13 ②a3 徵d8 14 邕d1 ③d7 15 ③b5 a6 16 ③d6 and White has an extremely good position with total control.



D.Popovic-G.Kosanovic, Subotica 2008, concluded 16...皇xd6 17 罩xd6 鬯c7 18 皇f4 ②b8 19 罩ad1 皇d7 20 鬯g4 當h8 21 皇g5 皇e8 22 罩d8 1-0.

b) 10.... d4 immediately also favours White, as that d4-pawn proves to be a weakness: 11 公xd4 cxd4 12 b3 dxc4 13 dxc4 營c7 14 息b2 息c5 15 公a3 公d7 16 邕fe1 息b4 17 公b5 營b8 18 息a3 (18 息xd4!? might be even stronger) 18.... 息xa3 19 公xa3 f6 20 exf6 邕xf6 21 f4! 邕g6 22 f5 d3 23 營e3 1-0, D.Schuh-A.Wettengel, Ditzingen 2009.

c) 10...f5 11 exf6 &xf6 12 @a3? is an interesting way to develop the knight, with which White keeps control of the c4-pawn. Now:



c1) 12... 基e8 13 皇e3 dxc4 14 dxc4 公d4 15 皇xd4 cxd4 was G.Vescovi-R.Teixeira, Rio de Janeiro 2000, and here 16 罩ad1 would have given White a pleasant advantage as 16...e5 17 c5 公d7 18 鬯c4+ 含h8 19 公b5 would be great for him.

c2) 12...dxc4 (A.Stripunsky-S.Bercys, San Diego 2004) 13 ②xc4 ③xc4 14 dxc4 is comfortable for White with his better pawn structure.

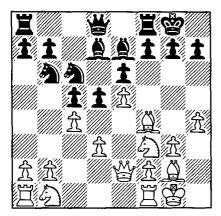
d) 10...f6 11 exf6 will transpose to variation 'c'.

e) 10...a5 either here or on the following move is probably Black's best response. We

have two options: either we can stop the pawn going any further or we can ignore it and carry on with our own plan:

e1) 11 a4!? (giving away the b4-square might seem awkward, but it's not easy to see how Black can make much use of it) 11...②b4 12 基d1 急d7 13 ②c3 急c6 14 h5 h6 15 b3 斷c7 16 急f4 基ad8 17 ③b5 斷b8 18 ④h2 was more comfortable for White as he had stymied Black's counterplay in R.Djurhuus-B.Ostenstad, Asker 1997.

e2) 11 &f4 a4 12 &c3 &d7 13 &b5 looks like an interesting alternative to try. Exploiting the weakening of the b5- and d6squares should give us a good game. **11** &f4

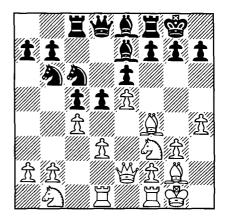


11....Ôd4

Black's forces are very cramped so it's logical to exchange pieces, but the resulting d4-pawn proves to be a major liability for Black. Thus he might prefer:

a) 11...f5, blocking up the kingside, was tried in C.Bauer-A.Chernuschevich, Swiss League 2008, but this allows White a structural advantage following 12 exf6 \$\overline{x}f6 13\$ \$\overline{c3}\$ \$\overline{e8}\$ 14 \$\overline{e9}\$ \$\overline{c3}\$ xe5 15 \$\overline{x}xe5\$ when control of the e5-square and pressure against d5 promises White a pleasant edge. Meanwhile Black has no counterplay of his own and must simply wait. I don't know about you, but I am always very happy when my opponent is playing for only a draw as it means we can carry on pressing without risk.

b) 11... $\underline{\mathbb{Z}}$ C8 12 $\underline{\mathbb{O}}$ bd2 (it's a difficult decision in these positions whether to develop the knight to c3 or d2; here we have already developed our bishop to f4, so there's no real reason that we shouldn't develop to d2, which gives added support to c4 and makes ... $\underline{\mathbb{O}}$ d4 ideas less effective) 12... $\underline{\mathbb{Q}}$ e8 13 $\underline{\mathbb{Z}}$ ad1 $\underline{\mathbb{O}}$ b1 $\underline{\mathbb{O}}$ b6 proved that Black had no plan and just had to wait to see how we improve our position. Therefore there's no reason to rush and White continues to improve his position until he's ready to strike:

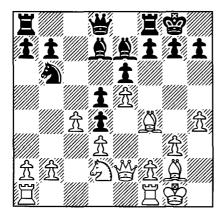


15 當fe1 创d4 (this move just gives White a weakness to hit, so Black should have continued with his passive defence, never an easy task though) 16 公xd4 cxd4 17 创d2 (17 習g4 is always a move we should consider, but here 17...h5! is an interesting defence; I still prefer White following 18 徵xh5 f5 19 鬯e2 dxc4 20 皇xb7 with an extra pawn, but there's no reason to allow Black any counterplay, so White keeps slowly improving his position) 17...dxc4 18 dxc4 d3 19 徵g4 \sink 8 20 b3 was A.lvanov-H.Van Riemsdijk, Cali 2001, when the d3-pawn was doomed in a very similar manner to the main game.

How to Beat the Sicilian Defence

c) 11...a5 is very similar to the previous note when again we have the choice: 12 a4!? or 12 2c3 a4 13 2b5, with the latter transposing to note 'e2' to Black's 10th move, above.

12 🖄 xd4 cxd4 13 🖄 d2



13...ዿc6

13...dxc4 14 dxc4 doesn't change very much and will probably simply transpose following 14...皇c6 15 罩ad1.

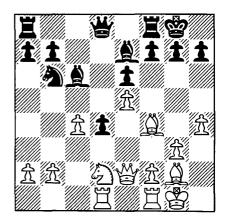
14 l ad1

It may seem strange to move the a1rook, as initially it seems that giving the d2knight access to the f1-square would be more natural. However, following 14 Ξ fd1 dxc4 15 dxc4 d3 16 \Im g4 \Im d4 I'd prefer the rook to be on f1 so that there are no tricks directed against f2. Having said that, 17 \Box b3 \Im xc4 18 \Box a5 \Im b4 19 \pounds xc6 \Im xa5 20 \pounds e4 still favours White.

14...dxc4

Critical, but now the d4-pawn proves an extreme weakness.

Instead 14...②a4 was played in a very early game, which proved to be a quick success for White: 15 ②b3 dxc4 (15...徵b6 is the only way to keep the d4-pawn, but White has a very comfortable advantage with 16 cxd5 兔xd5 17 兔xd5 exd5 18 邕c1; indeed, this position is pretty grim for Black, as the d-pawns need constant protection for the rest of the game) 16 dxc4 兔c5 17 兔xc6 bxc6 18 公xc5 公xc5 19 兔e3 and the position was hopeless for Black as after 19...d3 20 徵g4 徵e7 21 兔g5 White's attack on the kingside is decisive, D.Bronstein-R.Dzindzichashvili, USSR Championship, Baku 1972. **15 dxc4**



It's interesting that initially computer programs like Black here, but as they go deeper into the position they start to appreciate White's aggressive possibilities. The game is illustrative of these plans which the second player would do well to avoid.

15...d3 16 ₩g4

Immediately threatening 17 🚊 h6.

16....**智d4 17 b**3!

White takes a time-out to defend the c4pawn. Black has problems stopping the kingside initiative and keeping his advanced d-pawn.

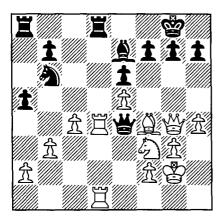
17...\$xg2

17...單fd8 18 皇xc6 bxc6 19 ②f3 鬯c3 20 皇h6 g6 21 鬯e4 also favours White as the d3-pawn will drop. Black's king is also a permanent weakness.

18 🕸 xg2 邕fd8 19 幻f3 e4

Or 19...習c3 20 皇e3 and White will easily pick up the d3-pawn.

20 프fe1 빨c6 21 프e3 a5 22 프exd3 빨e4 23 프d4



23....響e2?

A blunder, but Black's position was already terrible. 23...邕xd4 was necessary, but 24 邕xd4 鬯c6 leaves White in control and with an extra pawn.

24 âh6! 1-0

The queen is in fact trapped on e2, so Black resigned. After 24...g6 25 罩1d2 罩xd4 26 螢xd4 she has nowhere to go.

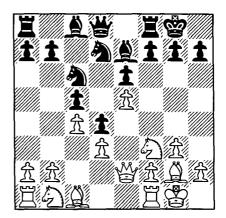
> Game 60 G.Kasparov-M.Van Beurden London (simul) 2003

1 e4 e6 2 ≝e2 c5 3 ②f3 ③c6 4 g3 ዿe7 5 ዿg2 ②f6 6 d3 d5 7 0-0 0-0 8 e5 ဩd7 9 c4

Another move order which arrives at the main position.

9...d4

A sensible way of defending against the threat of 10 cxd5 and Black's most common alternative to 9... (2) b6. However, Black relinquishes control of e4 and the long diagonal is opened for our g2-bishop. Other problems are that Black really wanted that d4square for his knight while the text also takes pressure off the c4-pawn. Now that the major source of counterplay has dried up, i.e. attacking the c4-pawn, White should have the better chances.



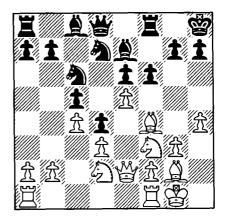
10 h4

10 In International States of the second sec

10...a6

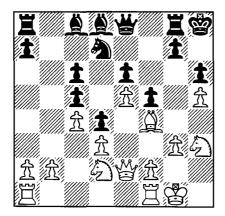
Practice has seen a number of others:

a) 10... 會h8 is a strange-looking move, but Black is preparing ... f7-f6 when his king is more secure in the corner. After 11 皇f4 f6 12 ②bd2 (Black's idea is to build a strong centre after 12 exf6 gxf6 when the position is very double-edged; here 13 響xe6?! cannot be advised as 13... ②de5 allows Black to take over the initiative) he can go:



a1) The basic 12...fxe5 13 公xe5 公cxe5 14 兔xe5 公xe5 15 徵xe5 兔d6 16 徵e2 leaves White with a great advantage. Although Black has the bishop-pair, those pieces cannot work well together. Once Black plays ...e6-e5 to activate the light-squared bishop; the one on d6 gets blocked in. Meanwhile, e4 is a great square for our knight and the bishop on g2 dominates the board.

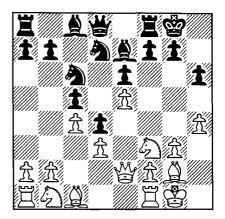
a2) 12... 響e8 was given an exclamation mark by John Emms, but after 13 皇h3! (forcing Black to do something about his vulnerable e6-pawn) 13...f5 14 🖓 q5 🚊 d8 15 皇q2 h6 16 约h3! Black's bid for counterplay has failed and White can return to attacking on the kingside. It may look like White has just lost a few tempi with \$q2-h3-q2 and 🖉 f3-q5-h3, but we have forced Black to weaken himself with ... f6-f5 taking all the pressure off our e5-pawn. As Emms observes, we can improve our position with h4-h5, 皇q2-f3, 當g1-g2, 邕f1-h1 and perhaps q3-q4. L.Psakhis-I.Smirin, Haifa 1995, continued 16...邕q8?! (Smirin attempts to obtain some counterplay with ...97-95, but this allows White to create a structural weakness) 17 &xc6! bxc6 18 h5, stopping any ideas of ... q7-q5.



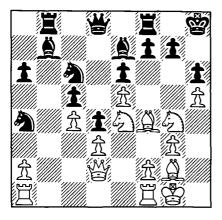
The doubled c-pawns are a definite weakness for Black and, perhaps just as

importantly, he cannot create any counterplay on the queenside with ...b7-b5. Therefore White can keep improving his position, while Black must sit passively. I'll leave the rest of the game to show how such a strong grandmaster exploited his advantage: 18...①f8 19 當g2 횙d7 20 菖h1 a5 21 ②g1 暫f7 22 ②df3 횙e8 23 營c2 營d7 24 ②e2 횙f7 25 횙d2 營e8 26 ②f4 菖a7 27 菖ae1 ②h7 28 營d1 횙g5 29 ③xg5 ③xg5 30 b3 ③h7 31 營c1 ⑤f8 32 f3 ③d7 33 g4 fxg4 34 fxg4 a4 35 g5 hxg5 36 ③g6+ 協h7 37 횙xg5 axb3 38 axb3 횙xg6 39 hxg6+ 當xg6 40 營d1 菖a2+ 41 當g3 菖h8 42 菖xh8 螢xh8 43 菖h1 1-0.

b) 10...h6 is a typical move, taking control over the g5-square and preventing White's plan of h4-h5-h6.



Black normally waits until White has played h5 for this, but the positions often transpose. The following game of mine shows a typical strategy that we should try and adopt: 11 h5 (we don't ever want to allow Black the ...g7-g5 break if we can help it) 11...a6 12 \$\overline{4} \overline{4} b8 13 \$\overline{4} bd2 b5 14 b3\$ \$\overline{6} b6 (we will see a few different positions like this; Black has grabbed space on the queenside, but now it's unclear how he can make progress, while we can start our kingside offensive) 15 \$\overline{6} h2! \$\overline{6} b7 16 \$\overline{6} g4 (again we place our knight on g4, getting ready for a decisive breakthrough) 16...當h8 17 ②e4 bxc4 18 bxc4 ②a4 19 響d2! and Black had no defence against 20 皇xh6.

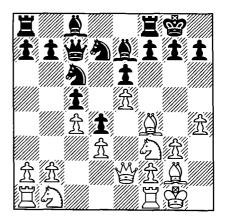


My opponent tried 19... 全g5, but after the simple 20 ②xg5 hxg5 21 全xg5 鬯c7 22 全f6! Black has no way to avoid mate. He tried 22... 黨g8, but resigned before I could play 23 鬯h6 mate in G.Jones-J.Frontali, Cortina d'Ampezzo 2002.

c1) 11 皇f4 ②f8 12 h5 f5 (Black plays in the same style as the last note, but his bid for play is double-edged) 13 exf6 皇xf6 (13...gxf6 14 ②h4 is also pleasant for White, especially following 14...f5 15 皇xc6! bxc6 16 ②f3 with great squares for our pieces) 14 ②e5 ③xe5 15 皇xe5 ②d7 16 皇xf6 gxf6 17 ③d2 and White had a comfortable advantage in A.Kim-N.Samakov, Dresden Olympiad 2008.

c2) Considering that Black wants to play ...②f8-g6, there's a case for delaying developing the bishop to f4, where it can be hit: 11 ②bd2 ②f8 12 罩e1 f5 (again Black is struggling for play, but this creates weaknesses in front of his king) 13 exf6 gxf6 14 ②h2 \$\overline{4}\$ d7 15 ③g4 \$\overline{2}\$ g7 16 \$\overline{4}\$ e4 f5 was L.Cyborowski-I.Brener, Mysliborz 2008, when White's most precise win is with 17 &h6+! &g8 18 @xc5! &xc5 19 &xc6 &xc620 @e5 @e7 (or 20...@e7 21 @f6+ &f7 22 @d5!) 21 @f6+ &f7 22 @h5! and due to the threat of 23 @f6+, White regains his sacrificed piece with an ongoing attack.

d) 10... 習c7 has been played on quite a regular basis but seeing as we're planning on putting our bishop on f4 in any case, the move seems illogical to me. Thus 11 皇f4 and then:



d1) 11...b6 12 2bd2 2b7 13 Ife1 Ife8 (13...9b4 14 9f1 a6 15 a3 9c6 16 91h2 b5 17 ②q4 罩fe8 18 h5 gave White the start of serious initiative S.Beshukovin а Y.Drozdovsky, Moscow 1999) 14 211 a6 15 ②1h2 b5 16 b3 ②f8 17 h5 bxc4 18 bxc4 ②b8 19 Zab1! (with threats on both sides of the board!) 19... \$ c6 20 h6! (here we see what happens if Black refuses to play ... h6 himself) 20...g6 21 皇q5 (with the dark-squared bishops gone, the squares around Black's king will prove extremely vulnerable) ₩d2 罩a7 25 ₩f4 罩c8 26 罩b3 罩cc7 was A.Kovalev-I.Duben, Vienna 2009, when the easiest win would have been 27 乞f6+! 當h8 (27...②xf6 28 營xf6! forces mate) 28 ②q5 and White has far too many threats.

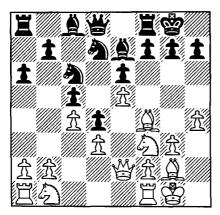
d2) 11... 🖾 b8 12 🖾 e1 b5 13 cxb5 🖾 xb5 14

②a3 罩b8 15 ②c4 again favours White and here we can copy Kasparov's play.

d3) 11...a6 12 Dbd2 b5 13 Efe1 Eb8 14 b3 \$b7 and now, instead of the 15 De4 of M.Paragua-S.Mahmud, Tarakan 2008, I'd prefer the thematic 15 h5 h6 16 Dh2. A knight belongs on g4 in these structures and once we have played De4, it will be harder to achieve this while successfully defending e5.

Returning to 10...a6:

11 🔒 f4



11...h6

Or 11... 這b8 12 心h2! (preventing ... b7-b5) and relocating the knight to g4 which increases our kingside pressure) 12...约a5 13 ②d2 b5 14 b3 皇b7 15 ②e4 (if this is playable then it must be the best move, although we have to watch out for our e5pawn of course; instead 15 皇h3!?, as in D.Bronstein-B.Kelly, Hastings 1995, is also possible and John Emms examined this move in detail in his book, Starting Out: King's Indian Attack) 15... 约c6 16 约q4 h5 (otherwise we obtain perfect coordination with h4-h5) 17 创h2 创cxe5 18 创xc5 皇xc5 in this position White seems to be a safe pawn up. 12 邕e1 b5

If 12...邕b8 13 心bd2 b5, then I would play 14 h5 with similar ideas to our main line.

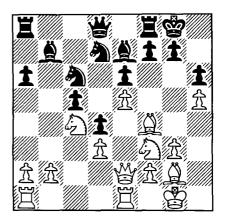
13 h5

13 Dbd2 immediately would cut out Black's 13th-move alternative.

13...耸b7

Here 13...bxc4!? 14 dxc4 \[2b8 15 b3 a5 would give Black counterplay in the form of pressure against b3.]

14 🕗 bd2 bxc4 15 🖄 xc4!



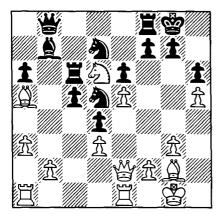
This cedes the d5-square, but Kasparov accurately assesses that the c4-knight is stronger than a knight on d5. It may look pretty there, but it does not achieve very much.

15....15....句b4 16 a3 幻d5 17 皇d2 邕c8

17...a5 would cut out Kasparov's next, but I still prefer White's chances following 18 2h2! a4 19 2g4, which is a typical manoeuvre in this line. The knight is very strong on g4 once we have played h5, as we open up the long diagonal for our g2bishop and prepare to sacrifice a piece on h6.

18 호a5! 빨e8 19 신fd2 邕c6 20 신e4 빨b8 21 신ed6 호xd6 22 신xd6

Kasparov has taken full control of the position. Black now felt obliged to give up the exchange, but of course White has much the better chances.



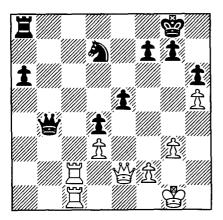
22...罩xd6 23 exd6 營xd6 24 罩ac1 皇a8 25 皇d2

The bishop has done its queenside job, so returns to pressure the kingside.

25...²b8 26 b4 cxb4 27 axb4 e5

27...②xb4 does not win a pawn, as 28 호xa8 基xa8 29 營e4 基d8 30 基c4 would regain the pawn and keep a clear advantage. 28 基c2!?

28 \equiv c4 would keep the b4-pawn and looks simpler.



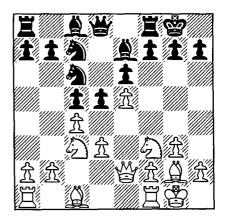
So Black has two pawns for the exchange now, although White has retaken the initiative. 31....資d6? The threat of 32 邕c8+ had to be stopped. Having said that, 31... 對f8 32 徵e4 邕b8 33 邕c7 would grant White complete control over the proceedings.

32 邕c8+! 邕xc8 33 邕xc8+ ��h7 34 鬯e4+ 1-0

Game 61 N.Davies-G.Morrison British League (4NCL) 2006

1 e4 c5 2 ②f3 e6 3 d3 d5 4 ₩e2 ②f6 5 g3 ②c6 6 ዿg2 ዿe7 7 0-0 0-0 8 e5 ②e8 9 c4 ②c7

This is the point of ... De8. Black claims that defending d5 and supporting the ...b7b5 break is more important than putting pressure on e5, which can be defended easily anyway. 9...f5 has also been played, but this creates a hole on e5: 10 exf6 &xf6 (revealing another reason for playing the knight to e8: now e6 is defended) 11 &f4 g5!? 12 &e3 d4 13 &c1 and Black will live to regret the holes his impulsive pawn thrusts have created. **10** &c3



This move looks strongest to me, simply developing the knight to an active square and slowing Black's queenside play. I have also tried 10 h4, but after 10...b5 Black has decent counterplay.

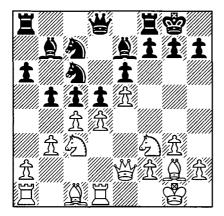
10....罩b8

Black needs to create counterplay with ...b7-b5 or else he will be extremely passive. He has tried to arrange this break in various ways:

a) 10...a6 11 b3 (11 a4 could be considered here too) 11...b5 12 \[2]d1 indirectly defends c4 thanks to the pin along the d-file and also threatens to open up the position with d3-d4. Now:

a1) 12...f6 might be Black's best bid for counterplay, but after 13 皇f4 he is obliged to lash out with the very risky 13...q5!?, otherwise White has a pleasant advantage with control of the board, a useful outpost on e5 once we exchange on f6 and Black will have a lot of holes in his position. Now 14 cxd5 🖄 xd5 (both 14...qxf4 15 dxc6 and 14...exd5 15 exf6 are hopeless for Black) 15 ②xd5 (15 皇d2!? g4 16 ②e1 ②xe5 17 ③xd5 would give White great compensation) 15...exd5 16 皇e3 q4 17 心h4 fxe5 18 罩ac1 is very interesting. White will regain the pawn on c5 when it will be tough for Black to maintain his visually-impressive centre as it is not adequately supported.

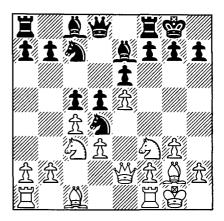
a2) 12... 2b7 13 d4! works well:



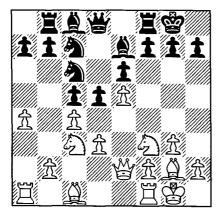
a21) 13...cxd4 14 ∅xd4 ∅xd4 15 ¤xd4 ₩d7 (15...bxc4 16 bxc4 can only favour White as he'll gain time on b7) 16 cxd5 exd5 (16...2xd5 17 2h6! is a neat tactic: 17...gxh6 18 4g4+2h8 19 2xd5, exploiting the fact that the black queen is undefended) 17 2b2 and White has a pleasant advantage: he can continue putting pressure on the d5-pawn, while the g2 bishop is far stronger than its adversary on b7.

a22) 13...b4 14 ⓐa4 cxd4 15 ⓐxd4 ¥e8 (15...ⓐxd4 16 ॾxd4 âc6 17 ⓑb2 also favours White; Black's pieces are the more passive and White can even think of returning to his kingside attack with ¥g4 and âh6 or ¥h5 and ॾg4) 16 âb2 ॾd8 17 ॾac1 a5 was C.Marcelin-J.Maiwald, German League 2009, and here 18 ⓑb5! ⓑxb5 19 cxb5 ⓑb8 20 âd4 would have given White an almost decisive advantage. Just look at how passive Black's pieces are: the queen, bishop and knight have no squares which means he cannot develop his f8-rook either.

b) 10...🖄d4 is a critical try:



11 Axd4 (11 Bd1!? isn't as ridiculous as it looks; now 12 Axd4 is threatened and so Black's best is probably 11...Ac6, giving White the decision on how the game should proceed) 11...cxd4 12 Ab1 b5 (12...dxc4 also favours White: 13 dxc4 d3 14 Bd2! Aa6 15 Ed1 Ab4 16 a3 and the d3pawn drops) 13 cxd5 Axd5 14 Ad2 (14 Bg4 After 10... 108, White has tried several moves. Generally he can either prevent Black's counterplay with ... b7-b5 or else ignore it and continue with his development. I have given a few alternative plans for White showing how to tackle this position. **11 a4**

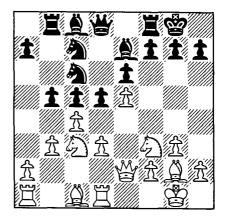


This is White's most common choice. He prevents Black's ...b7-b5, but it is very committal ceding the b4-outpost. Indeed, it's unclear whether this is a good trade off for White. The alternatives are:

a) 11 息f4 would calmly develop and allow Black to open the queenside with 11...b5, but is also playable: 12 罩fd1 g5? (a bad lapse) 13 ②xg5! 兔xg5 14 徵g4 h6 15 h4 (regaining the piece and leaving Black's king wide open) 15...b4 16 hxg5 h5 17 螢xh5 bxc3 18 亀e4! (very pretty) 18...dxe4 19 g6 營h4 20 gxh4 fxg6 21 螢xg6+ �ah8 22 營h5+ �ag8 23 �ah2 1-0, A.Rustemov-G.Baranov, Krasnodar 1998.

b) 11 Ξ d1 is a logical move, dissuading Black from opening up the position with

...dxc4. We should remember that when Black plays ... (2)f6-e8-c7, we should play Ifd1, compared to ... (2)f6-d7 when Ife1 should be preferred. This is because it is not necessary to support the e5-pawn when Black hasn't put any further pressure on it. Now 11... b5 12 b3 leads to:



b1) 12...b4 is illogical. Black wants to open up the queenside for his pieces, not close it, and after 13 always have to keep an eye on c5 while White can return to attacking on the kingside.

b2) 12...f5!? is interesting and again makes sense of the knight on c7. After 13 cxd5 exd5 (or 13...②xd5 14 ②xd5 徵xd5 15 d4 cxd4 - 15...徵e4 16 徵f1! would leave Black in awkward straits - and here I like 16 徵b2! followed by 17 ②xd4 with an edge, due to the holes in Black's structure) 14 d4 Black can try:

b21) 14...b4 15 公a4 皇a6 16 鬯c2 leaves White with a slight edge.

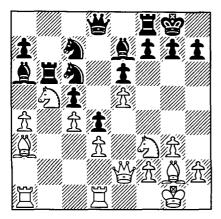
b22) 14...c4 15 a3!? cxb3 16 b b2 a a5 17 a e1 is unclear, but I like the available squares for the white knights.

b23) 14... 象a6 15 營e3 ②e6 was tried in L.Psakhis-A.Strikovic, Yerevan Olympiad 1996, and here 16 dxc5 would promise White the better chances in all lines: 16...象xc5 (16...d4 17 營e2 象xc5 18 a3!

How to Beat the Sicilian Defence

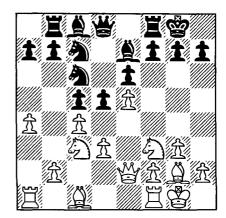
transposes) 17 營e2 d4 is given as unclear by Psakhis in the notes to the game, but 18 a3! 營d7 19 b4, blocking in the bishop on a6, gives White the advantage.

b3) 12.... 象a6 13 a4! (I like this move; not only does it force Black to take on c4 immediately, it also allows White to use the b5square to block up Black's queenside play) 13...bxc4 14 bxc4 單b4?! (this move loses time, but it's already difficult to come up with a plan for Black; 14...象b7 is the computer's top suggestion, but a difficult move to play as Black has no real threat, and at this point we could take the b-file ourselves with 15 單b1 h6 16 象a3 d4 17 ②e4, with the better chances) 15 象a3 罩b6 16 ②b5 d4?! is an instructive mistake.



This move can never really be recommended, but it's likely that many of your opponents will feel obliged to close the centre due to the pressure on d5. If he does not play ...d5-d4, Black will constantly have to investigate what will happen after the exchange. Therefore your opponents may become tired and just want to cut out that opportunity! After ...d5-d4 has been played, however, White has a clear advantage as he can utilize the e4-square to target the weak c5-pawn, while the bishop on g2 has become very powerful. G.Jones-S.Knott, British League 2003, concluded 17 Od2 Lxb5 18 cxb5!? (18 axb5 is also very good for White) 18...Oa5 19 Oc4 Oxc4 20 dxc4 (the knight on c7 is totally dominated and he must simply sit still, while White's bishop-pair and queenside pawns promise him a great advantage; I leave the rest of my game to show how White can progress) 20...f5 21 a5 \blacksquare b8 22 Wf3 Wd7 23 \blacksquare ab1 \blacksquare fd8 24 \blacksquare b3 g6 25 Wd3Lf8 26 \blacksquare a1 Wg7 27 Lc1 h6 28 Ld2 Lh7 29 \blacksquare ab1 Lg8 30 b6 axb6 31 \blacksquare xb6 \blacksquare xb6 32 axb6 Oa6 33 b7 Ob4 34 Wa3 \blacksquare b8 35 Wa8Wc7 36 \blacksquare a1 Lg7 37 f4 Lf7 38 Wxb8 Wxb839 \blacksquare a8 Oa6 40 \blacksquare xa6 Lxa6 Lxe5 1-0.

Returning to the committal 11 a4:



11...a6

Again there are alternatives:

a) 11...0b4 12 \nexists d1 gets ready to open up the position with d3-d4 so Black felt obliged to play 12...d4, but 13 0e4 f5?! (understandably Black wants counterplay, but this creates further weaknesses) 14 exf6 gxf6 15 0h6 \nexists f7 16 0h3 0c6 17 0g4!? 0f8 (17...f5 18 0h5 fxe4 19 0xf7+ $\oiint{0}$ xf7 20 0xe4 gives White a huge attack, as 20...0g8 21 0f4! 0d8 22 0d6 is terrible) 18 0d2 0xh6 19 0xh6 b6 20 0h5 gave White a promising position in E.Shaposhnikov-A.Bellaiche, Moscow 2004. b) 11...b6 looks like the critical test of White's plan. Black endeavours to break with ...b5, but he doesn't want to allow the game continuation. The plan is slow, however, and allows White to get on with his kingside plan: 12 h4 a6 13 &f4 b5 14 axb5 axb5 15 b3 bxc4 16 bxc4 Od4 17 Wd1 dxc4 18 dxc4 &a6 19 Od2 Eb4 was D.Ledger-M.Twyble, London 1998, and now 20 Wg4 gives White a promising initiative.

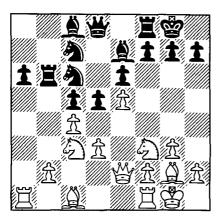
12 a5!

A common idea in Benoni set-ups, which we can borrow here. The pawn on c4 will now remain for good.

12...b5

Otherwise Black will really struggle for counterplay.

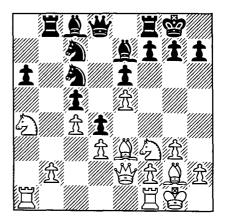
13 axb6 🖾 xb6



Black has succeeded in half-opening the b-file, but now has a structural weakness. Note that the c5-pawn is a greater weakness than a6, as it is easier to attack for White. Moreover, Black's knights are placed very badly; they cannot support the c5-pawn and get in the way of his other pieces. **14** 6a

14 h4 also led to a promising opening for White after 14...a5 15 ②a4 罩b8 16 皇e3 ②a6 (16...d4 is a move we are always trying to provoke, but here it was necessary) 17 cxd5! exd5 18 罩ac1 d4 in S.Galdunts-V.Chuchelov, Cappelle la Grande 2001, when instead of 19 象g5, l'd prefer 19 象f4 as the knight belongs on g5, to target both h7 and threaten e6 when our kingside attack has really picked up some steam.

14...äb4



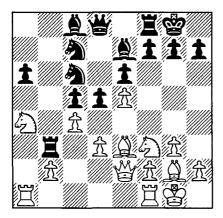
a) 16 \hat{a} f4 $\hat{\Box}$ b4 17 h4 \hat{a} b7 18 $\hat{\Box}$ g5 \hat{a} xg2 19 \hat{a} xg2 Wc8 20 $\hat{\Box}$ e4 $\hat{\Box}$ e8 21 h5 h6 was D.Solak-Z.Ribli, Murska Sobota 2007, when I would delay the g3-g4 break and first prevent Black getting any counterplay with ...f7-f5. Indeed, 22 Ih1 Wc6 23 Wf3 Wc7 24 b3 a5 25 g4 $\hat{\Box}$ a6 26 Iab1 $\hat{\Box}$ b4 27 Ibg1 $\hat{\Box}$ a6 28 g5! hxg5 29 h6! looks very promising.

b) 16 兔g5!? is an interesting tactic: 16...f6 (16...兔xg5 was required, but 17 ②xg5 營xg5 18 兔xc6 營e7 is a little better for White as Black is doomed to passivity) 17 exf6 gxf6 18 兔h6 邕f7 19 ②d2 ②e5 20 ②e4 ②d7 21 營h5 e5 was P.Girinath-M.Perunovic, Dubai 2009, when 22 兔h3! picks up the pawn on c5 and leaves White with a wonderful position.

15 **ዿd2** ⊒b3?!

Pseudo-activity which doesn't help Black. Being able to defend passively is one of the most difficult things in chess.

16 😫 e3



Black does not have a good way to defend the pawn.

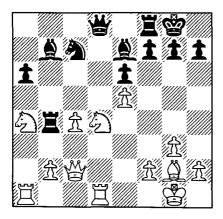
16...dxc4

16...d4 17 Dd2! exploits Black's 15th move and wins material.

17 dxc4 🖄d4 18 🚊 xd4

18 公xd4 cxd4 19 當fd1 d3 20 徵f1 and the d-pawn falls within the next couple of moves would be more accurate than the game continuation, as our dark-squared bishop is stronger than the knight.

18...cxd4 19 ₩c2 ॾb4 20 ॾfd1 ዿb7 21 ⁄2xd4



So White picks up the pawn anyway and has a clear, probably decisive advantage. The experienced English Grandmaster ultimately converts.

25 習e2! is more accurate, not letting Black have a sniff of counterplay.

25...ዿ̂xf6 26 ≌ab1

26 ②c5! looks very strong for White, but requires accurate calculation: 26...豐a7 27 ②d3 毫xd4 28 ③xb4 罩xb4 29 營d2 毫xa1 30 豐xb4 毫d4 31 罩xd4! 豐xd4 32 豐b8+ 會f7 33 豐xc7+ should by now be straightforward to convert.

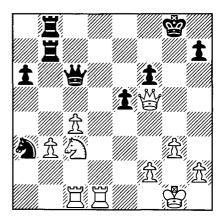
26...e5

26...②b5! was Black's last chance, although after 27 ②xb5 axb5 28 ②c5 bxc4 29 bxc4 斷c6 30 ②e4 基xb1 31 基xb1 基xb1+ 32 斷xb1 White keeps his pawn advantage as 32...斷xc4?? 33 斷b8+ 當f7 34 ③d6+ drops the queen.

27 Đe2

27 ${\ensuremath{\textcircled{}}}$ f5 looks like a stronger circuit for the knight.

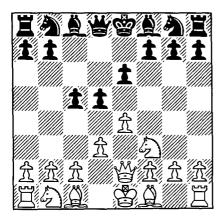
27...ෂීf3 28 හිc5 ෂීc6 29 හිe4 හිb5 30 හිxf6+ gxf6 31 ෂීf5 හිa3 32 ॾbc1 ॾ4b7 33 හිc3 1-0



A definite opening success for White. I've given a few different options for White in the notes, but the plans are very similar and it's up to personal taste which one you adopt. In general, I think the positions are easier for White to play as we have more space once we've played e4-e5 and c2-c4. We always have our kingside play to fall back upon, whereas Black has to force things on the queenside or he'll be forced to go passive for the entire game. However, as we have seen, a slightly desperate bid for counterplay often backfires.

Game 62 **G.Jones-S.Yudin** World U18 Championship, Heraklion 2004

1 e4 c5 2 ∅f3 e6 3 d3 d5 4 ₩e2



It's nigh on impossible to cover all of Black's possibilities, but I'll try and look at all his major options. It makes it easier that our plans are very similar against all of Black's set-ups. We want to play e4-e5 to gain space and if possible follow it up with c4. It's important to keep Black passive.

4....විf6 5 g3 විc6

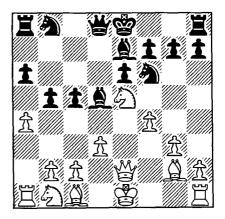
By no means forced:

a) 5...c4 has only been played once in my database, but should be checked: 6 exd5 (6 e5 cxd3 7 cxd3 ②fd7 8 d4 looks a reasonable choice too) 6...cxd3 7 營xd3 營xd5 was played in G.Cabrilo-D.Rajkovic, Herceg Novi 2001, when rather than meekly exchanging queens, 8 心c3 would give White a small edge with his advantage in development.

b) 5...皇e7 6 皇g2 公c6 just transposes back to the main line, but Black has a couple of alternatives:

b1) 6...0-0 7 e5 (7 0-0 would give Black the additional option of 7...b5, although here too we could try 8 265!?) 7...2fd7 8 c4 and I can't see any sensible way to avoid playing 8...2c6 when we'll transpose back into our main line after 9 0-0.

b2) 6...b5 7 2 e5!? doesn't seem to have been played before, but looks like an interesting attempt at exploiting Black's delaying of ...2 c6 (instead 7 0-0 looks like it will transpose to 7...b5): 7...2 b7 8 a4 a6 (8...b4 9 exd5 exd5 10 2 f4 is probably only level, but I'd prefer to play White as we can attempt to use the c4-square and apply pressure down the long diagonal) 9 exd5 2 xd5 10 f4! reaches a position that looks more like a Grand Prix Attack than a King's Indian Attack!

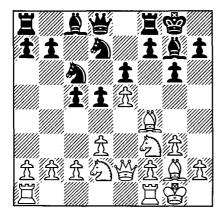


Here White's strong knight on e5 and better structure, especially after Black is obliged to play 10...b4, must give him something.

How to Beat the Sicilian Defence

c) 5...g6 is a strange mix of variations – if the knight were on e7 it would resemble the games seen later in the chapter. Here:

c1) 6 皇g2 皇g7 7 0-0 0-0 8 e5 创fd7 9 皇f4 (it's desperately important to support the e5-pawn as Black has his g7 bishop attacking it too) 9...创c6 10 创bd2 and now:

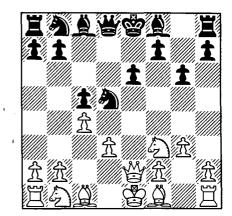


c11) 10...f6 (as we've seen before, this thrust creates holes on the dark squares in Black's position, but otherwise the bishop will be trapped on q7 for the rest of the qame) 11 exf6 鬯xf6 12 皇d6 邕f7 13 c4! b6 14 Zae1 (the e6-pawn is very difficult to defend, although 14 h4!? also looks interesting with the idea of 15 0 q5) 14...2 b7 (14...²)f8 would cede the e5-square which is disastrous: 15 De5 Dxe5 16 cxd5! exd5 17 **②xe5 鬯c6 18 ②xq7 邕xq7 19 ②e4! ③b7 20** 公c3 Id8 21 f4! and his king's safety will provide a huge headache for the second essary, to try and complicate the issue, although White is on top after 16 皇h3!) 16 邕xe6 皇xb2 was S.Zavgorodniy-N.Vitiugov, Chalkidiki 2001, when 17 🖄 q5! was the best way to pick up a pawn with a great position.

c12) 10...h6 11 h4 f6 12 exf6 \triangle xf6 (12... \forall xf6 is similar to our last variation, but the insertion of h4 and ...h6 should help

White as Black's king may become even more vulnerable) 13 265 244 14 414 aw White starting to take complete control over the position, so Black attempted to make it murky with 14...2h5!? (or 14...2h715 c3 2c6 16 2xc6 bxc6 17 2b3 and White can start to pick off Black's weak pawns) 15 2xg6 2xf4 16 2xf4 2xf4 17 gxf4 2d7(17...4xf4 18 c3 2c6 19 4f3 doesn't look anything like enough for the exchange to me) 18 c3 2f5 19 2f3 and White successfully converted his extra material in Zhang Zhong-V.Epishin, Linares 2001.

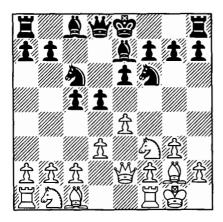
c2) 6 exd5!? 公xd5 (6...皇e7!? 7 dxe6 皇xe6 8 皇g2 0-0 9 0-0 公c6 gives Black some compensation for the pawn, but not quite enough) 7 c4 looks very interesting.



We weaken the d3-pawn, but Black's light-squared bishop is blocked in, so there's no clear way to exploit it. In the meantime we can use our development advantage to good effect. The game might continue 7...Of6 (or 7...Oe7 8 &g2 Obc6 9 0-0 &g7 10 Oc3 0-0 11 &f4 and I'd prefer White as Black has yet to develop his queenside) 8 &g2 Oc6 9 0-0 &g7 10 &e3 Od6 (10...b6 11 d4! is very strong) 11 Oc3 0-0 12 &f4 when White has more space and is ahead in development. I wonder if any-one will follow this suggestion, especially if

this hybrid plan for Black garners further interest.

Returning to 5.... (2)c6: 6 **2**g2 **2**e7 7 0-0



7....省c7?!

An odd choice by my strong Russian opponent. I presume his thinking ran as follows: White's plan is to play e5. Therefore I'll play another piece controlling that square and after 8 e5 ad7 the pawn is already under fire. Unfortunately his thinking has a flaw. Black has tried many moves here other than 7...0-0 which we have already examined:

a) 7...d4 8 e5 公d5 9 c4 would be fairly typical and again we should be happy that Black has played such an early ...d4.

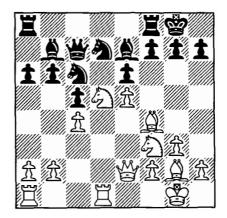
b) 7...a5 does not prevent our plan either and after the simple 8 e5 2d7 9 c4 d4 10 2a3! (exploiting that b5-outpost which Black so kindly gave us on move 7) 10...h6 11 2b5 a4 12 h4 2a7 13 2d6+ 2xd6 14 exd6 2c6 15 2f4 2f6 16 2e5 White was dominating, A.Onischuk-H.Vatter, Fuerth 1998.

c) 7...b6 is probably the most important alternative, as it is the prelude to Black's plan of castling queenside, when our play is quite different to the other lines. Play is likely to transpose to our next game, RoizStella, after 8 罩e1, but we can also try 8 e5 创d7 9 c4. Now:

c1) As we have observed before, the capture 9...dxc4?! favours White. We will gain control of the d-file and can utilize the e4square for our knight. Here 10 dxc4 息b7 11 公c3 a6 (11...鬯b8 has also been played when 12 單d1! looks like an improvement to stop Black castling, as 12...公cxe5 13 公xe5 公xe5 14 兔xb7 simply loses a piece) 12 罩d1 鬯c7 13 兔f4 threatens 公d5 which Black has to allow or he'll lose yet further time:

c11) 13...0-0-0 14 2 d5! exd5 15 cxd5 has surprisingly been played twice by strong players, but Black's in a lot of trouble here: 15...2 b4 (giving back the piece with 15...2 cxe5 16 2 xe5 2 xe5 17 2 xe5 2 d6 18 2 xg7 left White a clear pawn up in A.Strikovic-V.Moskalenko, Mesa 1992) 16 d6 2 xd6 17 2 xd6 2 f8 18 2 h3+ 2 e6 19 2 g5 2 xd6 20 exd6 2 f6 21 f3 2 b8 22 2 xe6 fxe6 23 2 f7 was totally winning in V.Chekhov-M.Krasenkow, Lubniewice 1994.

c12) 13...0-0 14 🖄 d5!, with a further divide:



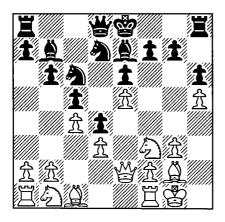
c121) 14...exd5 15 e6! 皇d6 16 皇xd6 響xd6 17 篁xd5! 公d4 (17...曾xe6 18 響xe6 fxe6 19 薹xd7 is of course great for White) 18 公xd4 皇xd5 19 皇xd5 cxd4 20 exf7+ 容h8 21 皇xa8 公f6 22 響f3 薹xf7 23 簋d1 and the complications had resulted in a clear extra pawn for White, A.Morozevich-D.Sermek, Moscow Olympiad 1994.

c122) 14...鬯c8 15 ②xe7+ ②xe7 gives White a comfortable advantage, since Black will miss his dark-squared bishop when we start attacking his king, S.Belkhodja-P.Velikov, St Lorrain 2000.

c2) If Black does not want to commit in the centre, then he should try 9... f8 here, but this looks too slow to me. One game continued 10 h4 b7 11 \blacksquare d1 d7 (11...d4 might be sensible, but then Black's knight looks stupid on f8) 12 c3 (12 d4!? looks interesting, opening up the centre while Black's pieces are not well prepared) 12... \blacksquare c8 was S.Martinovic-P.Velikov, Pamporovo 1982, when 13 g5! would have put Black under a lot of pressure. The basic threat is exchanging bishops followed by b5-d6.

c3) 9... 全b7?! allows White to open up the position with 10 cxd5! exd5 11 e6 fxe6 12 鬯xe6 when White has better chances with Black's king stuck in the middle. The d5-pawn may also become a problem.

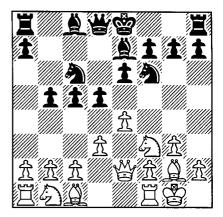
c4) After 9...d4 10 h4 (Psakhis suggests 10 곕fd2!? followed by 11 f4 which is certainly an interesting option) 10...h6 11 h5 息b7 another typical position has arisen.



If we compare it with our main line po-

sition, we can establish a few differences. In Black's favour, he has managed to fianchetto his bishop already and hasn't committed his king. This means that our plan of locating all our minor pieces on the kingside and looking for a sacrificial breakthrough won't work. However, let's move on to the positives: Black's move order has forced him to play an immediate ...d5-d4, taking all the pressure off the c4-pawn and the d4 outpost away from his knight, while allowing us the e4-square for ours. After 12 ②bd2 (12 皇f4 has also been played, but I would prefer to delay it here; as Black is not obliged to castle kingside, he can generate counterplay with ...97-95, which here would qain time on our bishop; instead 12 罩e1 would transpose directly to Roiz-Stella) 12... 省C7 13 邕e1 and the position resembles Roiz-Stella, seen in the next game.

d) 7...b5 prevents our c2-c4 idea so normally the pawn just goes as far as c3, with potential threats of d3-d4.

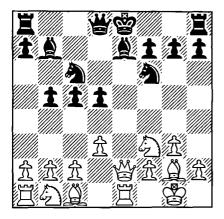


White has played many different moves here, but I decided we should play in the same style as against Black's other tries:

d1) An independent try to exploit Black's previous move by changing the style of play completely with 8 exd5!? exd5 was seen in M.Paragua-Zhang Zhong, Beijing (blitz) 2008. However, here instead of 9 a4 which seems illogical to me, I think White should try 9 d4 with one possible variation running 9...c4 10 ②e5! ③xd4 11 徵d1 ②f5 12 ③c3 象e6 13 ③c6 徵d7 14 ③xe7 ④xe7 15 象g5 0-0 16 象xf6 gxf6 17 徵d4 喻g7 18 罩ad1, with reasonable play for the pawn.

d2) 8 ²Ee1, provoking Black into castling so we have a point of attack, looks logical. Now:

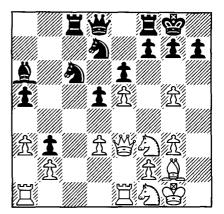
d22) 8...\$b7 is a sensible waiting move, but now we should definitely try to exploit Black's king still being in the centre with 9 exd5 exd5 and then:



d221) 10 d4 c4 11 a3!? (to prevent 11...b4) 11...0-0 12 0c3 a6 13 0d1!? with ideas of either 0e5 or 0h4. We'll develop the bishop to g5 and put pressure on Black's vulnerable d5-pawn.

d222) 10 c4!? attempts to weaken the c5-pawn: 10...b4 (or 10...bxc4 11 dxc4 0-0 12 cxd5 ②xd5 13 ②c3 ②xc3 14 bxc3 皇f6 15 鬯c2 and White maintains an advantage as the c5-pawn is more vulnerable than ours on c3; the b7-bishop is also loose which is especially pronounced following 15... b4? 16 cxb4 &xa1 17 2g5! when we win material with the double threats on h7 and b7) 11 cxd5!? 2xd5 12 2bd2 0-0 13 2c4 when our knight ensures that d3 won't become too weak and so we can start to put pressure on the c5-pawn.

d23) 8...0-0 9 2bd2 (we shouldn't worry too much about move order here; 9 e5 and 9 c3 have also been played just as frequently, but we are going to play all three moves followed by pressing on the kingside with a typical style of play that we have already seen) 9...b4 10 e5 2d7 11 2f1 a5 12 h4 皇a6 13 皇q5 (the reason behind delaying the development of our bishop; now we can qo to q5 in one qo) 13...c4 14 響e3 cxd3 15 recapture this way as now we bind Black down and we have ideas of sacrificing the knight on f6 after 2h2-q4, as well as of was I.Smirin-I.Popov, Plovdiv 2008.



Now I think 18 d4 is correct, cutting out ...d5-d4, when I like our chances.

e) 7...h6 looks ridiculous, but is actually quite interesting. Black's aim is to play a quick ...g7-g5 and is targeted against our typical plan. Here 8 Ze1 is a useful waiting

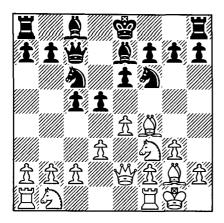
How to Beat the Sicilian Defence

move when 8...g5?! is too early as we can open up the centre with 9 exd5! exd5 10 265 & e6 11 & xc6 bxc6, as in A.Dgebuadze-J.Blackburn, Liverpool 2008, when I like 12 c4, fixing Black's weaknesses. We can continue with 2c3, b3, 2a4 and a3 with an extremely good game.

f) Trading in the centre with 7...dxe4 doesn't equalize either: 8 dxe4 e5 (otherwise we play e4-e5 ourselves, followed by c2-c4, reaching positions that resemble the ...dxc4 lines) 9 c3 (White is better here as he can utilize the d5-square, but the same cannot be said for Black as we're covering d4) 9...h6 10 ②a3 皇e6 11 ③c4 營c7 12 ④h4 0-0 13 f4!? (13 ④f5 looks logical too) 13...exf4?! 14 兔xf4 兔xc4 15 營xc4 was already very good for White, but 15...②e5? 16 兔xe5 營xe5 17 ⑤g6 b5 18 營xf7+ and 1-0 was all very easy in J.Magem Badals-P.San Segundo Carrillo, Cala Galdana 1999.

Back to Yudin's 7...鬯c7!

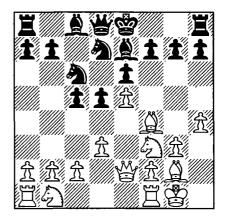
8 **፪f**4!



8....省8

A sign something's gone wrong. White has been given two free tempi as the bishop wants to sit on f4 to support the e5pawn anyway.

Instead 8...e5 9 exd5 exf4 10 dxc6 is not a palatable option, while 8... 86 9 c4! followed by e4-e5 will look like our typical setup and with the queen misplaced on b6. 9 e5 公d7 10 h4!



Cutting out ...g7-g5 which is an important source of counterplay for Black. 10...資C7

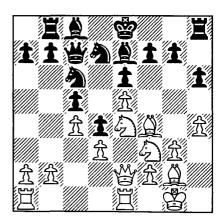
10...**₩**c7

And the queen returns to c7! It's clear Yudin is trying to play without committing any of his pieces, in particular keeping the king in the centre to prevent White's kingside initiative, but White has more useful waiting moves than Black.

11 c4 d4 12 🖄 bd2 🖺 b8

So the king isn't going queenside, but it's clear this is a very good version of the lines we looked at in Glek-Wyss.

13 🗏 fe1 h6 14 🕗 e4



14...b5

The pawn is of course taboo: 14...句dxe5 15 ②xe5 ②xe5 16 斷h5 picks up a piece.

Instead 14...0-0 is extremely scary, castling into the jaws of death. I'd consider an immediate 15 0f6+! gxf6 (15...0h8 16 0g5! is also very strong, as all the knights are poisoned!) 16 exf6 \pounds d6 17 0xd4! and Black is forced to give up his queen with 17...0xf6 18 0b5 \pounds xf4 19 0xc7 0d4 when White should still be better, after either moving the queen or even the interesting 20 gxf4!? 0xe2+ 21 \nexists xe2 when we're a pawn to the good.

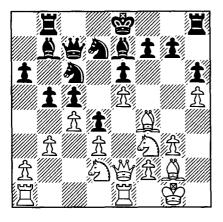
15 b3

I decided to keep Black's play under wraps, although 15 cxb5 罩xb5 16 ②d6+ would have promised me a decent edge: 16...皇xd6 17 exd6 徵b7 18 ②d2! 0-0 (or 18...罩xb2 19 螢g4 when the b2-pawn is irrelevant, but the attack on the kingside and down the long diagonal is going to decide) 19 ②c4 is great for White.

15...a6 16 h5

Continuing my plan of slowly improving my position, but again I could have struck with 16 公d6+.

16...皇b7 17 @ed2!?



An interesting plan; I decided that g4 was a better square for the knight with a

potential sacrifice ideas on h6 once Black castles.

17...bxc4

Visually at least, Black has made some progress, but the knight is now trapped on c3. With the opening of the b-file | decided to double up my rooks.

Black needs his rook in the game, so for better or worse he had to castle.

24 🕗 1d2 0-0

Black finally castles in order to contest the queenside.

25 🕗 b1 🚊 d8

Alternatively:

a) 25...公xb1 26 邕exb1 is a little better for White.

b) 25.... 金a8! would have allowed Black to equalize: 26 罩xb8 罩xb8 27 公xc3 dxc3 28 營xc3 公d4 29 公xd4 (29 公d2 金xg2 30 谷xg2 營c6+ gives Black good play for the pawn) 29... cxd4 30 營a1 金xg2 31 谷xg2 營b7+ and Black's play is worth a pawn.

26 âd2

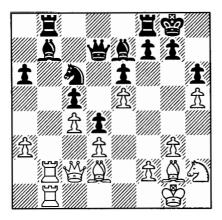
Forcing Black to take on b1.

26....🖄 xb1 27 🖺 exb1

So I've succeeded in gaining the b-file and Black is again under unpleasant pressure.

27... 🛓 e7 28 🖄 h2!

This move has two purposes: it unleashes the power of the g2-bishop and increases the pressure on the b7-bishop. The other idea is to play the knight to g4 from where it can either sacrifice itself on h6 or support a bishop sacrifice there.



28...省c7 29 響a4!

Threatening to take on b7, so Black's next is forced.

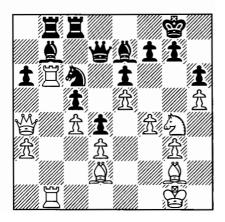
29...邕fc8 30 g4

30 ⁽²⁾f1!? is also interesting, with the idea of rerouting the knight to e4 after ⁽²⁾f4 while Black can do nothing but wait.

30....皇f8 31 邕b6 皇e7 32 f4

32 \equiv 1b2! would have brought the pressure to boiling point, with the idea that 32...\$f8 allows 33 \$xc6! \$xc6 34 \$\sum xc6, picking up the piece. The point behind \$\sum b2 is that now rook takes rook isn't check.

32...響d7?!



Picking up a piece.

33...≝e8 34 âxc6 1-0

Maybe White could have played more incisively with 2d6+ at some point, but it's clear that the position was always much easier for White to play and it was very difficult to come up with any really constructive plan for Black.



1 e4

The actual move order of this game was $1 \textcircled{0} f_3 \textcircled{0} f_6 2 g_3 b_6 3 \textcircled{0} g_2 \textcircled{0} b_7 4 0-0 e_6 5 d_3$ $\textcircled{0} e_7 6 e_4 d_5 7 e_5 \textcircled{0} fd7 8 \textcircled{0} e_2 c_5 9 \textcircled{0} e_1 \textcircled{0} c_6$ 10 c4 d4 11 h4, transposing to the game, but I decided to edit it to our more normal move order, thereby allowing me to have a look at the alternatives en route.

1...c5 2 🖄 f3 e6 3 d3 d5

3...4 c6 4 g3 d5 5 $\forall e2$ b6 6 & g2 & b7 would just transpose to the game.

4 ₩e2

Here we will look at Black's set-up with a queenside fianchetto.

4....∕⊡c6

4...②f6 is rather similar and will be covered in the next game, Sergienko-Pasiev.

5 g3 b6

This is Black's quickest way to fianchetto on the queenside. Here he usually delays developing his kingside as he wants to castle long.

6 호g2 호b7 7 0-0 乞f6 8 프e1 호e7 9 e5 신d7 10 c4 d4

Due to the pressure on d5, Black has

been forced to fix the centre. Therefore if he just castles kingside, we'll transpose to a good version of the lines we've previously looked at. Black's idea is to find activity on the kingside himself, and thus either leave his king in the centre or place it on the queenside.

11 h4

If Black's king is not forced to the kingside, then we should be very careful not to allow Black to gain space there. This is another topical position, which White should be ready for.

Instead 11 ②bd2 g5! is not ideal: 12 h3 h5 13 g4 hxg4 14 hxg4 徵c7 15 ②f1 0-0-0 16 ②g3 邕dg8 17 a3 a5 18 氢d2 當b8 19 b3 was seen in L.Psakhis-M.Illescas Cordoba, Madrid (rapid) 1988, when 19...邕h4! would have put White under a lot of pressure. **11...h6**

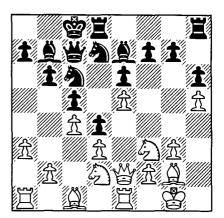
Black gets ready to break on the kingside with ...g7-g5. The idea behind the quick queenside fianchetto is to castle long, so our typical aggressive intentions don't work. Fortunately we can switch our attack fairly easily to the queenside. In particular, the b-file is easy to open and the g2-bishop exerts strong pressure on the light queenside squares. Indeed, we have already seen how White can attack on the queenside in Jones-Yudin.

Here Black might also try:

a) 11...鬯c7 is an important move to investigate. After 12 心bd2 (as Black is planning on breaking on the kingside, 12 皇f4 isn't so logical as it will allow Black to gain a tempo on the bishop; 12 心a3 also seems possible, but I think it's more accurate to play this only after Black has castled queenside) 12...0-0-0 13 a3 h6 14 h5, as Black has castled queenside, the operations are reversed.

Indeed, our plan is to open up the a- and

b-files with b2-b4. Now:



a1) 14...a5 is Black's main move, preventing our plan. Here 15 皇h3! (an oddlooking move but the idea is to prevent, or at least delay, the ...g7-g5 break, as the e6pawn would then be hanging) 15...道dg8 (15...會b8 was tried against me in a blitz game, but this allows 16 名e4! 道dg8 when in G.Jones-M.Mosnegutu, Internet (blitz) 2010, I could have played 17 名d6! 皇xd6 18 exd6 徵xd6 19 皇f4 e5 20 名xe5 名cxe5 21 皇xe5 名xe5 22 徵xe5 螢xe5 23 簋xe5, leaving Black in a tough endgame where he is very passive) 16 名e4! leads to:

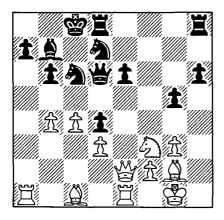
a11) Black can't swipe a free pawn with 16...①dxe5 17 ②xe5 ③xe5, as 18 皇f4 will regain at least the pawn. Note that here 17...資xe5?? 18 皇f4 traps the queen.

a12) 16...g6 17 hxg6 \exists xg6 18 &f4 h5 19 1fg5 (19 1d6+ &xd6 20 exd6 1d8 is very unclear) 19...1d8 20 b4 (a typical sacrifice to open up Black's king for our rooks) 20...cxb4 21 axb4 &xb4 22 \blacksquare eb1 1xe5 23 &g2 gives White good play for the pawn, but Black's next 23...1dc6? allowed the winning 24 1xf7! \blacksquare f8 25 c5! in A.Dreev-L.Janjgava, Simferopol 1988.

a2) The immediate 14...g5 is of course logical but probably premature. I think Black's attack works better if he can keep

How to Beat the Sicilian Defence

the g-file open. I.Glek-E.De Haan, Dutch League 2000, continued 15 hxg6 fxg6 16 2e4 (16 2h3!? would highlight a downside of Black's aggression) 16...g5 17 b4 cxb4 18 2d6+! 2xd6 19 exd6 @xd6 20 axb4.

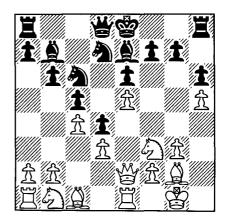


At the cost of a pawn White has opened up the position for his rook on a1 and the bishop-pair. Black's king's safety is looking decidedly dodgy and in the game he only lasted a few more moves: $20...e5 \ 21 \ a3$ g4?! 22 b5! gxf3 23 $axd6 \ fxe2 \ 24 \ bxc6$ $axc6 \ 25 \ axc6 \ c5 \ 26 \ axc5 \ 1-0$.

a3) 14... Ξ dg8 also allows White to claim the better of it with 15 b4 g5 (15...cxb4 is very risky: 16 axb4 &xb4 17 &b2 and Black's extra pawn is dropping on d4) 16 b5!? Od8 17 Oh2 (17 a4! looks even stronger) 17...&xg2 18 Dxg2 Wb7+ 19 Dg1 g4!? (otherwise 20 Og4 comes when Black has absolutely no counterplay, while we can push our a-pawn to open up his king) was seen in I.Glek-E.Kolesnikov, Sochi 2004. Here I don't really see why White didn't play 20 Oxg4 \blacksquare g5 21 Oe4 \blacksquare xh5 22 f4!? when Black's attack is not getting anywhere, as shown by 22... \blacksquare f5 23 a4 h5 24 Ogf6.

b) Black has also tried playing with his king stuck in the middle with 11...a6 12 皇f4 h6 13 h5 b5 14 ②bd2 ②b6 15 罩ac1 鬯d7 but here, rather than the double-edged 16 g4 of S.Iuldashev-M.Saltaev, Tashkent 1992, I prefer 16 De4 when Black has nowhere safe to place his king and has to watch out for the safety of the c5-pawn.

Finally, we can return to Stella's 11...h6: **12 h5**



This move grabs more space on the kingside and dissuades the freeing move 12...g5.

12 أعكَام as also often been played, but I prefer to keep the option of developing the knight to d2, especially as Black has not yet weakened the b5-square with ...a5.

12...g5?!

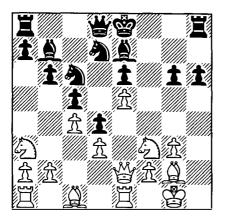
An aggressive try, but the problem is that White can open the queenside quickly when Black will have nowhere safe to place his king. Alternatives are:

a) 12...鬯c7 13 ②bd2 transposes to note 'a' to Black's 11th move, above.

b) I think 12...a6 is inaccurate, as White isn't obliged to play 2a3 anyway. After 13 2bd2 b5 (and this doesn't make sense at all; had Black wanted to play a position withb5 he could have done so earlier, and now it's not going to be so easy to find anywhere safe for the black monarch) 14 b3 a difficult position for Black to play has arisen. He has problems completing his development, since neither side of the board is safe for his king, while White can continue improving his position. Here 14...b4 took all the pressure off White's position in A.lvanov-V.Kiselev, Voronezh 2007, and here I'd play 15 ②e4!?, as White has the better chances should Black capture the e5pawn: 15...②cxe5 16 ③xe5 ④xe5 17 ④xc5! 2xg2 18 徵xe5 2h3 19 2b2 and Black's d4pawn is extremely vulnerable.

c) 12...1f8 13 1bd2 1d7 14 2h2!? (the simple 14 2e4 also looks fine) 14...f5 (not forced, but otherwise White will successfully achieve 15 2g4) 15 exf6 gxf6 16 2df3 2d6 17 2h3 2d8 (17...0-0-0 should have been tried, although 18 2xe6 2xe6 19 2xe6 2b4 doesn't promise Black adequate compensation) 18 2h4 2f7 19 2d2 and White clearly had the upper hand, M.Markovic-J.Nikolac, Neum 2002.

13 hxg6 fxg6 14 🖄 a3!



Now that Black has weakened his kingside it looks likely he will castle long. Therefore we should look at attacking on the queenside. With the text, we threaten to jump our knight into d6 via b5, so Black's next is forced.

14....a6 15 🖄 c2

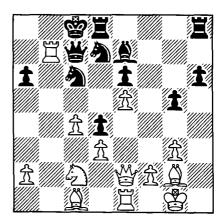
The knight is very useful here to aid the b2-b4 break.

15... 省c7 16 b4 g5 17 bxc5 bxc5 18 当b1

The queenside suddenly doesn't look so safe either for the black king.

18...**¤b**8

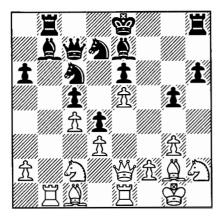
18...0-0-0 allows a great attack immediately with 19 ②fxd4! cxd4 (19...②xd4 doesn't help either, as after 20 ②xd4 皇xg2 21 ②xe6 鬯c6 22 ②xd8 罩xd8 23 e6 ②f6 24 鱼b2! the threat of 25 鱼e5 is decisive) 20 罩xb7! and then:



a) 20... $\forall xb7$ 21 2 dxd4 db8 (the attempt to sacrifice the queen fails: 21...dxd422 dxb7+ dxb7 23 $\forall b2+ db6$ 24 $\exists e4$ df3+25 dg2 $\exists xd3$ 26 de3 de1+ 27 df1 and all of Black's pieces are dropping) 22 dxe6 and the three connected passed pawns plus great attack gives White more than enough compensation for the rook. Our king is completely safe and the bishop on g2 is doing a great job dominating the board, both keeping our king safe and eyeing Black's. A sample line could run 22... \exists de8 23 d4 dxb424 dxb3 dd7 25 \exists d1 \exists hg8 26 a3 dxc7 27 c5 h5 28 d5, etc. Just look at those pawns!

b) 20...會xb7 21 ②xd4 and White may only have two pawns for the rook, but he's winning at least the exchange back with 22 ②xe6. Black's king is in deep trouble and I believe this position to be simply winning: for example, 21...②db8 (or 21...③dxe5 22 ③xe6 斷d6 23 ④xd8+ 簋xd8 24 斷xe5) 22 ②xe6 圏d7 23 圏b2+ 宮a8 24 ②xd8 罩xd8 25 息e3 圏b7 26 圏c2 followed by 27 罩b1 with a decisive infiltration on the b-file.

19 Ŵh2!



Now that Black's king is stuck in the centre we threaten 20 衡h5+.

19...ේටcxe5

Black is obliged to take the pawn or else he'll just be much worse.

20 邕xb7 邕xb7 21 皇xb7

21 f4!, delaying the recapture on b7, looks the most accurate: 21...gxf4 22 호xf4 호d6 (22...호f6 loses to 23 ②g4! when compared to the game there's no ...②e5-f3+) 23 鬯h5+ �e7 (or 23...會d8 24 호xb7 鬯xb7 25 호xe5 ②xe5 26 簋xe5 which is much better for White; Black's king is still more vulnerable than ours, whilst our knights have some useful squares from where they can both defend our king and attack Black's) 24 鬯h4+ �e8 25 ②g4! and our attack looks very strong, particularly as 25...③xg4 loses to 26 簋xe6+ �ef7 27 호d5. Therefore we'll be material up and with an ongoing attack.

21...₩xb7 22 f4 gxf4 23 ዿxf4 ዿf6

 doesn't add much to Black's attack and means his own king is far weaker.

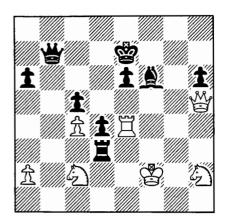
24 ₩h5+ \$e7 25 \$xe5 \$\rightarrow xe5 26 \$\vee xe5 \$\vee g8!

Perhaps White overlooked this move. Instead 26... 象xe5 27 響xe5 would have been great for him as c5 is dropping.

27 ≝e4

27 ②f1 皇xe5 28 響xe5 罩g5 would keep Black's position together.

27...邕xg3+ 28 🔄 🖾 xd3



So Black has succeeded in obtaining play of his own. We have a piece for the three pawns, but both kings are extremely exposed. White is better, but just the slightly inaccurate play from either side might well prove deadly.

29...鬯c8 is probably best, although 30 罩xe6+ 鬯xe6 31 鬯xd3 must favour White with his extra piece, even if with so few pawns a draw is a distinct possibility.

30 當e1 營b1+ 31 當xd2 皇g5+ 32 當e2 d3+?

Black cracks. 32... $\forall xc2+$ was necessary, although White is still clearly better following 33 \Leftrightarrow f3 $\forall xc4$ 34 \bigcirc g4. We would, of course, still have a lot to do here to convert the full point.

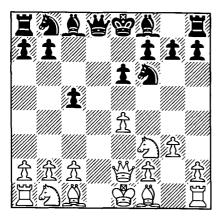
33 當f2 營xc2+ 34 當g3 龛h4+ 35 當h3 1-0

Black has run out of checks and so throws in the towel.

Game 64 **S.Sergienko-R.Pasiev** Voronezh 2009

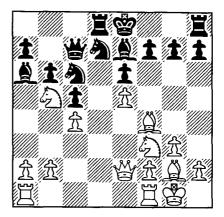
1 e4 c5 2 ②f3 e6 3 d3 d5 4 ₩e2 ②f6 5 g3 b6 Here I should also mention:

a) Trading with 5...dxe4 6 dxe4 only makes sense if Black couples it with a plan of ...b6 and ...\$.a6, but White need not worry:



a1) 6...&e7 allows us to play normally, with a better version of our main lines: 7 &g2 0-0 8 0-0 Oc6 9 e5 Od7 10 Id1 Cc7 11 &f4 b6 12 c4 &b7 13 Oc3 Iad8 was very pleasant for White in C.Nanu-J.Dovzik, Szeged 1998, and here he should have taken the opportunity to play 14 Ob5 followed by 15 Od6 with a clear advantage.

a2) 6....b6 7 &g2 &a6 (or 7...&b7 8 e5 Ofd7 9 0-0 &e7 10 \blacksquare d1 0-0 11 Oc3!? – it's unusual to play this without first playing c2-c4, but we can move the knight to e4 immediately and as Black has already traded in the centre, c2-c4 doesn't seem to be essential here – 11...h6 12 Oe4 Oc6 13 &f4 \blacksquare c8 14 h4 which again left White with a very pleasant position in G.Sax-J.Dovzik, Zalakaros 2005) 8 c4 Oc6 9 e5 Od7 10 0-0 \blacksquare c7 11 &f4 (11 Oc3!? is interesting, as the e5-pawn isn't actually threatened yet) 11... 皇e7 12 公c3 單d8 was a game of my own, G.Jones-D.Anderton, British League 2001. Here I should have played 13 公b5!.

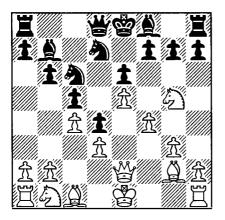


After 13... 逸xb5 (13... 鬯b8 14 邕ad1 followed by 心d6 is good for White, as always) 14 cxb5 心b4 15 邕fd1 Black would be under intense pressure, the point being that 15... 心d5? loses to 16 邕xd5! and therefore 16 a3 is a big threat.

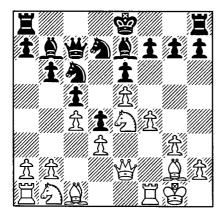
b) Black can also delay the development of his queen's knight with 5... 皇e7 6 皇g2 b6 (6...约c6 7 0-0 b6 was looked at in Jones-Yudin) 7 e5 🖄 fd7 8 c4 🌲 b7 9 0-0 d4 when White has scored well with 10 幻fd2!? 皇xq2 11 當xq2 鬯c7 12 f4, supporting the e5pawn. Psakhis assesses this position as slightly better for White due to his queenside potential and it's hard for Black to generate any counterplay. A game of his continued 12...④c6 13 ②e4 0-0-0 14 ②a3 a6 15 🖄 c2 when Black, concerned about the threat of b2-b4, attempted to get play of his own with 15...f5, but after 16 exf6 gxf6 17 f5! e5 18 Wh5 White had a monster knight on e4 and full control of the position, L.Psakhis-T.Weischede, Groningen 1996.

6 e5 ④fd7 7 龛g2 龛b7

7...公c6 8 c4 d4 9 0-0 should transpose back to the previous game after 9...皇b7 10 h4 皇e7 11 邕e1. However, we have an interesting alternative in the shape of 9 ②g5!? 皇b7 10 f4.



Black has struggled to get any play, as we support e5 securely and can proceed to utilize the e4-square for our knight. Black also has to watch out for an f4-f5 break. However we should not rush into this, first of all we develop our pieces to their strongest squares. After 10.. e7 11 2e4 C7 12 0-0 Black has a choice whether to go long or short with his king. I think queenside can be the only critical choice, as otherwise White must have a pleasant advantage with his e5-pawn and knight on e4, whilst Black really struggles to come up with a plan. The position has come up quite frequently and I've had a look at a few different options:



a) 12...a6 has been played a couple of times by strong players, but White appears to have the better chances after 13 2bd2 (13 2a3 doesn't make so much sense now that b5 is defended):

a1) 13...0-0-0 14 a3 h6 15 b4! is a typically strong pawn sacrifice: 15...🖢b8 (15...cxb4 would allow White a great attack, starting with the intermezzo 16 🖄 d6+! 盒xd6 17 exd6 鬯xd6 18 axb4 ②xb4 19 \$xb7+ \$xb7 20 \$a3 when he has great compensation for the pawn with his play on the a- and b-files; meanwhile the pin is extremely frustrating for Black), and in A.Fedorov-V.Dydyshko, Aars 1999, the most straightforward option looks to be 16 bxc5 包xc5 17 包xc5 bxc5 (17... 皇xc5 18 包e4 皇e7 19 邕b1 is also unpleasant) 18 邕b1 when White has succeeded in opening the b-file with extremely awkward pressure, especially against the bishop on b7.

a2) 13...b5 14 b3 g6 15 ⁽²⁾f3 b4 16 h3 a5 17 a4!? blocks up the queenside to prevent Black's counterplay, so Black now decides the queenside is a safe haven for his king, 17...0-0-0.

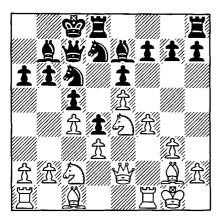
However, White still has the better chances and in R.Felgaer-F.El Debs, Sao Paulo 2009, the Argentinean Grandmaster showed a good path to increase his advantage: 18 &d2 h6 19 g4 Ξ de8 20 &e1 f5?! (a move born of frustration; this move hardly ever improves Black's position, but otherwise he has to simply sit and wait for White to continue improving his position) 21 exf6 \bigotimes xf6 22 &g3 \bigotimes xe4 23 \bigotimes xe4 g5 24 \bigotimes xe6+ \bigotimes b8 and now White should have continued with the logical 25 Ξ ae1, with a great position as 25...gxf4 26 &xf4! \bigotimes xf4 27 \bigotimes e5 picks up a lot of material.

b) 12...h6 has also been played fairly frequently, but Black never gets the chance to play ...97-95 so it seems an error to me: 13 0a3 a6 14 0c2 b5 15 2d2 b4 16 a3 a5 17 axb4 cxb4?! (17...axb4 18 $\Huge{1}$ xa8+ \pounds xa8 is safer, although White must still have the better chances following 19 $\Huge{1}$ a1 or even 19 0a1!?, relocating the knight to b3) 18 f5 gave White a great initiative in F.Bellini-E.Arlandi, Saint Vincent 2000.

c) 12...h5 looks the most critical to me when I think the best is 13 h4, slowing Black's aggressive intentions. After 13...0-0-0, instead of the materialistic 14 \$\overline{13}?! of I.Nikolaidis-D.Mastrovasilis, Kavala 2002, I'd prefer 14 \$\overline{2}\$ a3 a6 15 \$\overline{2}\$ c2 with our typical plan of opening up the king with b2b4. This actually transposes to line 'e1', below.

d) 12...0-0 13 2bd2 Zae8 14 2f3 f6 15 exf6 \$\overline{sxf6} 16 \$\overline{sd2}\$ was extremely comfortable for White in A.Sokolov-V.Rogovski, Alushta 1994.

e) After 12...0-0-0 13 $2a_3$! seems the most accurate way to develop a queenside initiative. White threatens to jump in to d6 via b5 so Black's next is forced, 13...a6, when 14 $2c_2$! reveals White's point.



There was no future for the knight on d2, as the other knight holds e4, and so this knight's purpose is to aid the opening of the queenside with b2-b4. Now:

e1) 14...h5 15 h4 (closing down Black's

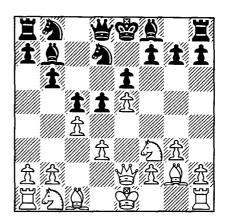
route for counterplay) 15...f6 16 exf6 gxf6 17 f5 (again attempting to keep the kingside closed) 17...exf5 18 邕xf5 兔d6 was J.Ehlvest-A.Vaisser, Tallinn 1986, and here 19 ②xd6+ 鬯xd6 20 ゑf4 鬯e7 21 ゑf3 ②ce5 22 ゑxb7+ �axb7 23 墨xh5 is an extra pawn.

e2) 14...h6 15 皇d2 邕dg8 (A.Strikovic-R.Paramos Dominguez, Mondariz 1997) 16 邕ab1 g5 17 b4 would be typical, when White's attack is the faster.

e3) 14...f5 15 exf6 gxf6 16 f5! exf5 (or 16...e5 17 2h6 and I don't see how Black gets out of the bind we've erected) 17 Ixf5 has been reached a couple of times. Here we should be extremely happy as Black's kingside attack has been dealt with and we've been left with active pieces, as well as clear weaknesses in Black's camp to exploit.

Returning to Pasiev's 7...覍b7:

8 c4



8...d4

Others:

a) 8... 鬯c7 allowed Morozevich to go his own way with 9 cxd5!? (9 公c3 also favours White) 9... 호xd5 10 公c3 호c6 11 0-0 호e7 12 單d1 鬯b7 13 d4 cxd4 14 罩xd4 0-0 15 호f4 which gave the Russian the better chances, with more space and a lead in development in A.Morozevich-D.Ruzele, Cappelle la Grande 1997.

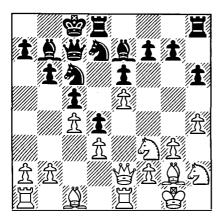
How to Beat the Sicilian Defence

b) 8...h6 was played in an online encounter by the strong Russian grandmaster Sergey Volkov: 9 h4 dxc4 10 dxc4 g6 11 0c3 2g7 when instead of 12 0b5, as played in R.Popov-S.Volkov, Internet (blitz) 2004, which allowed Black to confuse the issue with 12...0xe5, White should play 12 1f4 0-0 13 0-0 0c6 14 \blacksquare ad1 with a very comfortable advantage as he has all he can hope for. Indeed, the knight can jump into d6 when it totally dominates the board.

9 h4 빨c7 10 0-0 Ôc6 11 프e1 h6 12 Ôbd2 요e7 13 진f1

We could also try 13 a3, although 13...g5 14 hxg5 hxg5 15 @e4 g4 16 @h2 @cxe5 17 @xg4 is unclear.

13...0-0-0 14 🖄 1h2



A typical rerouting of the knight.

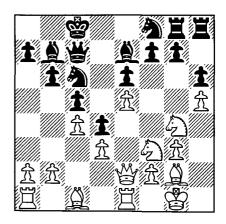
14....Ädg8

An early game in this line continued 14...g5 15 h5 f5!? (sacrificing a pawn to try and get some play; otherwise we manage complete control of the position with 16 20g4) 16 exf6 20xf6 17 8xe6+8b8 18 20e520xe5 19 8xe5 8xe5 20 8xe5 8de8 21 8xb7 8xb7 22 8d2 8d6 23 8xe8 8xe8, S.Dolmatov-E.Sveshnikov USSR Championship, Frunze 1981, when White still has great winning chances after 24 8e1 8xe1+25 8xe1 20x65 26 20g4 8f8 27 8g2 8c6 28 함f3 함d6 29 함e4 함e6 30 f4 gxf4 31 gxf4 신f6+ 32 신xf6 함xf6 33 오h4+ 함e6 34 f5+ 양f7 35 오g3 as all Black's queenside pawns can be targeted.

15 Øg4 Øf8

15...h5 would force us to retreat the knight, but cedes the g5-square when Black would have to give up on any ambitions of a kingside attack.

16 h5!

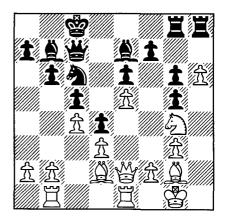


Closing down the kingside before we initiate our queenside attack.

16...④h7 17 臭d2 ②g5 18 罩ab1 g6?!

This attempt to open up the kingside fails, but it's hard to offer any good suggestions for Black.

19 🖄 xg5! hxg5 20 h6



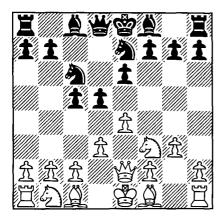
And so the kingside continues to be closed and our knight can't be shifted from g4. Watch how quickly White won this recent game:

20...含b8 21 a3 罩c8 22 b4 罾d8 23 b5 公a5 24 皇xa5 bxa5 25 皇xb7 1-0

Black resigned as after 26 \forall f3+ the f7pawn is dropping which is just the start of Black's worries.



1 e4 c5 2 ②f3 e6 3 d3 ③c6 4 g3 d5 5 ₩e2 ②ge7



We complete this chapter with a look at this hybrid set-up. The knight on e7 does not put any pressure on our centre, but now e4-e5 won't come with tempo.

Alternatives are:

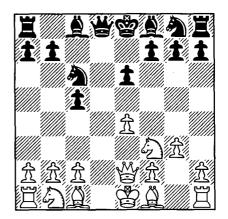
a) 5... 資a5+!? has only been attempted once as far as I can see: 6 ②bd2 ②b4 was R.Hasangatin-M.Mrva, Piestany 2004, when after 7 徵d1! White is going to gain back time on the knight with c2-c3 and Black's queen on a5 looks rather misplaced.

b) 5...d4 looks a logical way to gain space, but we can cut across Black's plan

with 6 e5!. Here we can exploit the rather early fixing of the centre and attempt to get our typical positions, as seen earlier in the chapter. One perfect example continued 6... 2ge7 7 2g2 @c7 8 0-0 2g6 9 = 1f5?! (as we've seen so often, Black's attempt for counterplay with his f-pawn backfires and simply creates further weaknesses) 10 exf6 gxf6 11 h4 2d6 12 2a3 e5 13 2d2 a6 14 2e4 2e7 15 @f3 f5 16 2g5 2xg5 17 2xg5 2e6 18 @h5 @f7 19 @h6 2d5 20 h5 2ge7 21 2xd5 @xd5 22 2c4 2d8 23 2xe7+ 2xe7 24 @g7+ 2e6 25 = xe5+ 2xe5 26 = 1 1-0, M.Paragua-F.Ranieri, Nichelino 2004.

c) 5...g6 fails to deal with White's threat of 6 exd5! 螢xd5 7 公c3 螢d8 8 公e4 兔g7 9 c3!? b6 10 兔g2 兔a6 11 兔f4! 兔xd3 12 螢e3 兔xe4 13 螢xe4 螢d5?! (13...公ge7 14 冨d1 is a lesser evil, but still White has great compensation for the pawn) 14 螢a4 and Black resigned in I.Foygel-A.Shaw, Peterborough 2000. A little premature perhaps, but 14...公ge7 15 冨d1 b5 (15...營h5 16 公h4 threatening 17 ゑf3 wins) 16 螢xb5 螢e4+ 17 �f1! regains the pawn and leaves White with a fantastic position.

d) 5...dxe4 6 dxe4 is another common try, but as we have seen before, we should be happy with Black immediately taking the pressure off the centre:

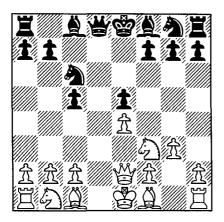


How to Beat the Sicilian Defence

d1) 6...⁽²⁾f6 7 e5! would be my choice, immediately blocking in the bishop on c8 and in all likelihood transposing to positions examined earlier in the chapter, where exchanging in the centre gave us a very pleasant game.

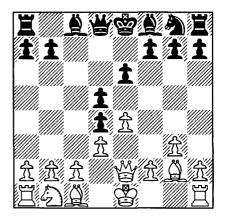
d2) 6...b6 7 兔g2 a5 8 公c3! immediately highlights the drawback to Black's previous move. Look at that beautiful outpost on b5! Here 8...公d4 9 公xd4 cxd4 10 e5 罩b8 11 公b5 兔b7 12 兔xb7 罩xb7 13 鬯e4 罩d7 14 0-0 兔c5 15 a3 f5 16 exf6 公xf6 17 鬯xe6+ 罩e7 18 鬯c4 鬯d5 19 鬯xd5 公xd5 20 b4 and 1-0 was all too easy in G.Beikert-W.Gerstner, German League 2000.

d3) 6...e5 seems critical when we have a strange-looking position.



However, after 7 c3 | prefer White as we can utilize the d5-square and we keep full control over d4. This position has been reached a few times, but I'll just give one example: 7...2e7 8 2a3 266 9 2g2 0-0 100-0 h6 11 2c4 @c7 12 26h4 Ie8 13 263(White's knights take over and are looking at jumping into d5 and f5) 13...2f8 14 2d22d7 15 Iad1 267 16 f4!? (White starts an offensive) 16...2c6 17 2g4 2xg4 18 @xg42h7? 19 2f3 (19 fxe5 is also strong)19...exf4 20 2xf4 @c8 21 @h5 g6 22 @h4 b623 2g5+ 2g8 24 2xf7 g5 25 2xg5 hxg5 26 御格 mate (1-0) was complete annihilation
 in G.Vescovi-L.Duarte, Buenos Aires 2005.

e) 5...⁽²⁾d4 is very rare, but should be taken seriously as a few strong players have attempted it. After 6 ⁽²⁾xd4 cxd4 7 ⁽²⁾g2 they have tried:



e1) 7...②f6 8 0-0 dxe4 9 dxe4 e5 was A.Minasian-P.Negi, Moscow 2006, when White could have kept an advantage with 10 營b5+ ②d7 11 c3.

e2) 7... 2e7 8 0-0 dxe4 9 \$xe4 \$\overline{2}c6 10 \$\overline{2}d2 \$\overline{2}e7\$ was C.Bauer-E.Bacrot, Wijk aan Zee 2000, when the straightforward 11 \$\overline{2}c4\$ must favour White - just compare the light-squared bishops.

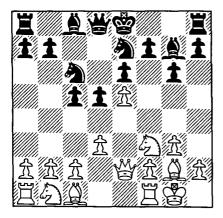
e3) 7...dxe4 8 dxe4 響a5+ (or 8...公e7 9 0-0 2c6 10 e5! - it's important not to allow Black to consolidate his weakened d4-pawn with ...e6-e5 - 10... 鬯c7 11 邕d1 皇d7 12 c3 資xe5 13
資xe5 ②xe5 14 cxd4 ②c6 15 ②c3 0-0-0 16 \$f4 and White's lead in development gives him an extremely pleasant posi-A.Morozevich-L.Ljubojevic, tion. Monte Carlo (rapid) 2003) 9 ዿd2 ₩b6 10 2a3! 響xb2 11 暫b5+ 罾xb5 12 ②xb5 當d8 13 e5 âc5 14 âa5+ âb6 15 âxb6+ axb6 16 0-0-0!? and White had a strong initiative in P.Leko-L.Ljubojevic, Monte Carlo (blindfold) 2001.

Now we can return to 5... $2ge_7$:

6 <u>ĝ</u>g2 g6

6...b6 is likely to transpose to the main line as Black won't be able to do without ...g6, but 6...h6 is an interesting move order. I think we should simply castle as 7 h4 would transpose to a line we're not covering in this book. Thus 7 0-0 when 7...b6 8 exd5 exd5 (8...2xd5 9 c4 2de7 10 2c3 is rather pleasant as Black is so far behind in development) 9 2e5 would exploit Black's lack of development.

7 0-0 ₤g7 8 e5



I think it's most logical to keep with the same theme as in the rest of the chapter. However, we should be careful when playing c2-c4, as the knight on e7 is on a better circuit than in the ... Df6-d7 lines and can come to d4 immediately via f5. Therefore, we often play c2-c3 here to prevent Black from gaining squares.

White has alternative move orders, though, which we can utilize to try and keep our position as flexible as possible:

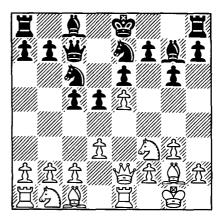
a) 8 罩e1!? has proven successful. We want to put our pieces on the same squares as in the main game, but not allow Black the use of f5 yet. Play is very likely to transpose, although after 8...b6 9 h4 皇b7 10 c3 鬯c7?! (I never understand Black giving White a free tempo to develop his bishop) 11 এf4 鬯d7 12 ②a3 এa6 13 e5 h6 14 ②c2 鬯c7 15 b4! g5 16 hxg5 hxg5 in C.Bauer-E.Agrest, Ourense 2009, the simplest is 17 皇xg5 ②g6 18 息f6 with a clear edge.

b) 8 c3 is seen in the following game, Morozevich-Gleizerov.

8...h6

Black can also try to do without ...h6, although White can normally transpose by playing h2-h4 himself, which persuades Black to react with ...h7-h6 to discourage h4-h5.

Instead 8...鬯c7 was tried in a fairly recent high-powered blitz game in which White proved triumphant after 9 邕e1:



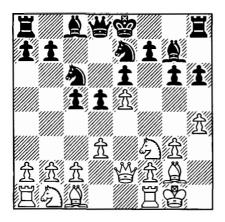
a) 9...h6 10 h4 would transpose to 9...\colored c7.

b) This line definitely has some pedigree. In fact, the first game I could find that reached this position was from the World Championship match between David Bronstein and Mikhail Botvinnik. That game continued 9...a6 10 c3 &d7 11 Oa3!? (the knight is destined for c2 from where it can jump to the kingside, help support the centre following d3-d4 or assist opening up Black's position with b2-b4) 11...h6 12 \blacksquare b1 Of5 13 Oc2 \blacksquare c8 14 h4 Wa5 15 a3 Wd8 16 &f4 (16 Oe3! looks strong too) 16...0-0 17 Oe3 Oxe3 18 Wxe3 Wh7 19 Oh2 Oe7 20 Og4 Og8 (20...Of5 looks infinitely more logical, but White would still hold a pull) 21 營d2 (21 罩ec1 followed by 22 b4 definitely comes into consideration) 21...全c6 22 d4 cxd4 23 螢xd4 皇b5 24 b3 a5 25 a4 皇a6 and the World Champion managed to hold on but his position wasn't pleasant in D.Bronstein-M.Botvinnik, World Championship (Game 14), Moscow 1951.

c) That fairly recent blitz game continued 9...b6 when I think White should continue with 10 $\textcircled{2}a_3$ (10 c4 was the choice of the top Israeli in B.Gelfand-J.Polqar, Moscow (blitz) 2009, but 10...dxc4 11 dxc4 2 f5 12 2 c3 乞cd4 13 乞xd4 乞xd4 equalizes; we should remember not to play c2-c4 too early in this variation as Black has more control over the d4-square) 10...a6 (10... 2a6 11 c3 would transpose to Morozevich-Gleizerov, seen next) 11 c3 皇b7 12 ②c2 (12 d4 is also possible, transposing to a French-type position in which White is probably a little better) 12...0-0 13 h4 邕fd8 14 皇f4 d4 15 c4 b5 16 b3 bxc4 17 bxc4 had reached a typical King's Indian Attack with good potential for White to start an initiative in Yu Shaoteng-B.Villamayor, Taqaytay City 2004.

Note that 8...b6 9 a3 a6 10 c3 will be seen in the following encounter, Morozevich-Gleizerov.

9 h4



Again it's important to prevent Black from playingg6-g5, as then our e5-pawn would be in trouble followingg5-g4 and⁶De7-g6.

9...b6

The alternative is 9...習c7 10 罩e1 and then:

a) 10...b5 11 \$f4 a5 leads to a further split:

a1) 12 0bd2 a4 13 a3 0.b7 14 0f1 b4 15 01h2 reaches a typical KIA position where Black has grabbed space on the queenside and we have slowly prepared our kingside assault. M.Mchedlishvili-D.Laylo, Manila 2008, continued 15...0f5 16 c3 h5 (preventing our knight from hopping into g4, but creating a hole on g5) 17 0g5 bxc3 18 bxc3 0a5 19 2ab1 0b3 20 0f6 c4 21 0xg7 0xg7 22 d4 0e7 23 0a2 0-0-0 when 24 0f1 0e8 25 0e3 0c7 26 0c2 0b5 27 0b2 followed by 0b4 gives White a very promising position. He can continue to pressure Black with 0g5 and 1e3-f3.

a2) 12 ②c3!? is highly unusual, but after 12...皇a6 13 a4 b4 14 ②b5 皇xb5 15 axb5 ②d4 16 徵d1 ③xb5 17 c4! bxc3 18 bxc3 0-0 19 c4 White has strong compensation thanks to the raking bishop-pair.

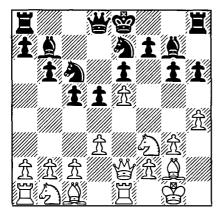
b) 10.... dd4 seems like Black's mostcritical response when 11 axd4 cxd4 12 c3 is the best way to challenge Black's centre and develop the queenside. Then 12...dxc3 13 bxc3 axc6 14 d4 aa5 was L.Bruzon Bautista-H.Urday Caceres, Cali 2000, when I like 15 Wf3, defending the c3-pawn. Following the logical 15...0-0 16 h5 g5 17 &a3 Zd8 18 ad2 White has a pleasant plus.

Generally Black players decline castling as long as possible, as otherwise White can build up an initiative very quickly, as we'll see in the notes to Morozevich-Gleizerov.

10 Ïe1

Overprotecting e5 in readiness for an at-

tempt by Black to seize the initiative withg6-g5. 10....2b7



11 c3

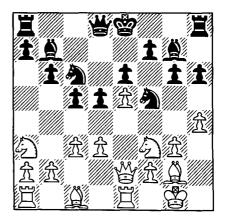
11 c4 is riskier here as the knight on e7 has access to d4. Indeed, 11...dxc4 12 dxc4 15 13 2 c3 2 cd4 14 2 xd4 2 xd4 equalizes. Therefore with the text White keeps control of the d4-square and gets ready to play d3d4, after which we should have an advantage with our space advantage and control of the centre.

11...④f5

a) 11...d4 (as elsewhere in the chapter we're happy when Black closes up the centre) 12 c4 rggmed c7 13 ggf4 when Black's bid for counterplay with 13...g5 14 hxg5 rggf4 ggf 15 rggf2 bd2 hxg5 (15...0-0-0 16 rggf2 eq rggf2 fgf2 rggf2 bd2 hxg5 (15...0-0-0 16 rggf2 eq rggf2 eq

b) 11....\d7 12 a3!? (12 a3 as per the game seems very sensible) 12...b5 13 abd2

c4 14 a4 cxd3 15 豐xd3 bxa4 16 豐c2 0-0 17 豐xa4 豐c7 18 ②b3! ③xe5 19 ④xe5 拿xe5 20 拿xh6 當fe8 21 ②a5 拿a6 22 拿g5 was already very ugly for Black, but 22...f6? allowed 23 拿xf6! 拿xf6 24 萬xe6 舊f8 25 萬xa6 簋ab8 26 豐c2 with a decisive advantage in A.Lastin-P.Zarubin, Moscow 1995. 12 ③a3!



This is a very sensible move in these positions, as now Black has to deal with both a threat of 0 b5-d6, if the knight were to shift from f5, and the more important 0 a3-c2, supporting d3-d4 and b2-b4.

12...₩d7 13 Ôc2 d4

Timman decides it's better to close the centre on his own terms than allow Leko to play d3-d4. Black also had to watch out for the interesting b2-b4!?: for instance, 13...0-0-0 14 b4! opening up the b-file and trying to create an outpost for one of the knights on d4.

14 c4

We're back into our typical type of position for the chapter. We should be happy with the closed centre, as now we don't have to worry about Black using the d4outpost and we can prepare our assault on whichever flank Black decides to send his king. The knight looks rather strange on c2, but as we will see in the game, it's actually a very useful post in order to help White open up the queenside with a future b2-b4 thrust.

14...0-0-0

Castling kingside was the other option, but Black has to be very careful of White's slow but dangerous attack whilst it's unclear from where his counterplay will arise. Indeed, 14...0-0 15 g4!? ②fe7 16 \$\$f4 looks rather promising for us.

15 Ïb1!

The logical move, preparing to open up lines towards Black's king.

15....創f8

Trying to keep the queenside closed with 15...0b4 doesn't help, as after 16 0xb4 cxb4 17 2d2 2f8 18 a3 b3 19 a4! White's attack has not been slowed.

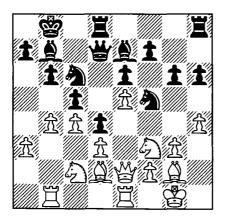
16 🔒 d2 🖆 b8

16...a5? also fails to keep the queenside closed: 17 a3 a4 18 b4 axb3 19 罩xb3 is given as winning by Psakhis, as there's no way to defend the b6-pawn.

17 a3!?

17 b4 looks more logical, but Leko decides there's no rush and wants to have the option of an open a-file too.

17...ዿ̂e7 18 b4



18...Ξdg8

Timman desperately tries to marshal his

forces together to create a counterattack, but it's clear White's queenside play is breaking through first.

Black can no longer keep the queenside closed.

20...追xb4

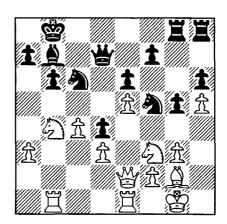
20... &e7 looks the toughest defence, keeping the position closed for the longest period of time, but 21 &xe7 &xe7 22 &b4 will be rather similar to the game.

Instead 20...公xb4 21 axb4 皇e7 22 罩a1 looks decidedly awkward.

21 ∕∂xb4!?

Attempting to exchange off another pair of pieces defending the black monarch, but 21 axb4 looks great for White: for example, 21...g5 22 h5 when Black has absolutely no counterplay and can do little but sit and wait while White's attack on the queenside starts to brew. If that weren't enough, the d4-pawn is also rather vulnerable.

21...g5 22 h5!



Of course you keep the kingside closed so that Black gets no chance to complicate the issue.

22...g4 23 🖄d2 🖄xb4

23...🔄a8 gives me the impression of a sitting duck. Perhaps White's most straight-

forward is 24 ②xc6 皇xc6 25 皇xc6+ 鬯xc6 26 ②e4 followed by 邕ec1 and c4-c5 when I doubt Black can hang on for long.

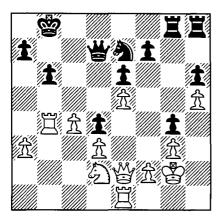
24 🖾 xb4

Keeping the b-file open to continue the attack. c4-c5 is now a big threat.

24 axb4 would also have been very promising for White.

24...ዿ̂xg2 25 🖄 xg2 ∅e7

25... Ξ c8, defending against the c4-c5 threat, only slows the inevitable after 26 Oe4!. There's no need to be greedy and snatch the g4-pawn with 26 Wxg4, as that pawn isn't going anywhere and we don't want any lines open towards our king.



26 De4

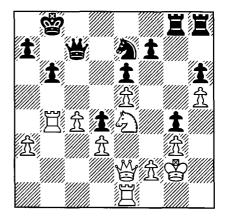
This doesn't throw away any of the advantage, but 26 c5! immediately was more precise when Black really struggles to survive. For example:

a) 26...②c6 27 單b5 ②e7 28 罩eb1 ③d5 29 ②e4 肇a8 30 cxb6 ③xb6 31 肇h2!, taking a time out to put the king on a square from which there are no checks, when Black's position is resignable as White simply has too many threats.

b) 26... 習d5+ 27 包e4 名c6 28 單b5 習xe5 29 單eb1 and Black cannot prevent White crashing through.

c) 26...🖄d5 is perhaps what worried

Leko, but 27 基xd4 省b7 (27...bxc5 28 基b1+ 塗a8 29 基c4 is easy) 28 塗g1 bxc5 29 基xg4 shouldn't be too difficult to convert. **26...省c7**



27 Ŵf6

27 \Bb5!, as given by Psakhis, looks very strong, although he's wrong to give 27 \Dbf6 a question mark.

27...^{[2}g5! 28 c5?!

But here Leko starts to go astray. He could have kept a clear advantage with 28 曾e4 智b7 29 骂b5! as White's knight is so strong, and Black's d4- and g4-pawns so weak, that the endgame doesn't give Black any solace.

28...**₩b7+ 29** ②e4

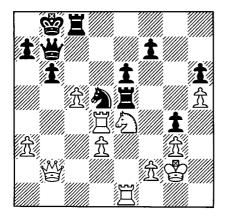
29 鬥e4 心c6 30 cxb6 心xb4 31 bxa7+ 含xa7 32 axb4 is a rather baffling line given by Psakhis who claims a clear advantage for White, but I disagree. Following 32...道b8! 33 罩a1+ 含b6 the position just looks highly unclear. It's unnecessary to give away the exchange.

29 🔄 g1!, on the other hand, retains the better chances, as 29... (2)C6 (Black has to grab any material going, otherwise White is close to winning) 30 cxb6 (2)xb4 31 bxa7+ (2)xa7 32 axb4 gives White great compensation for the exchange, as Black's king is so vulnerable. Compared to Psakhis' line with 29 營e4, it's clear that having the queens on the board favours White.

29....⁽d5!

With the active knight, Black has some counter-chances, although White is still better.

30 邕xd4 邕xe5 31 獣b2 邕c8



32 cxb6?!

Rushing rather. Leko would have kept all the chances with 32 當g1!, a strong prophylactic move, transferring the king off the dangerous diagonal, so that 32...bxc5 33 響xb7+ 當xb7 34 ②xc5+ picks up material.

32...心xb6 33 罩d8 罩xh5 34 罩xc8+ 1⁄2-1⁄2

Leko, evidently not happy with the last few moves, decides to offer a draw which was gratefully accepted by Timman. However, 34...公xc8 35 營c3! f5 36 營e5+ 會a8 37 邕c1 would still have left White with a dangerous attack.



1 e4 e6 2 d3 c5 3 🖄f3 🖄c6 4 c3

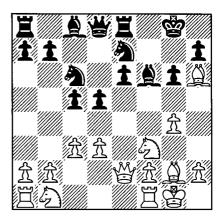
A rather committal move order. Instead 4 g3 d5 5 響e2 ②ge7 6 皇g2 g6 7 0-0 皇g7 8 c3 would be a more typical move order, transposing to the game.

4...d5 5 營e2 ⓐge7 6 g3 g6 7 ₤g2 ₤g7 8 0-0 h6

8...0-0 is of course a very logical move and may well transpose, but Black can try to do without ...h6. However, Black has now committed his king and so we can start thinking about a kingside initiative after 9 e5:

a) 9...b6 10 &f4 a5 11 a4! Of5 12 \blacksquare e1 and Black is struggling for counterplay. In L.Psakhis-G.Ligterink, Hoogeveen 1997, he tried lashing out with 12...f6 13 Oa3 g5!? (13...fxe5 14 Oxe5 Oxe5 15 &xe5 gives White a pleasant positional advantage), but 14 exf6 &xf6 15 &e5 g4 16 &xf6 Wxf6 17 Oe5 (17 Od2!? is also possible if you'd prefer to keep more pieces on) 17...Oxe5 18 Wxe5 Wxe5 19 \blacksquare xe5 left Black in an awkward position. White has more space and can force more concessions in Black's position with c3-c4 and h2-h3.

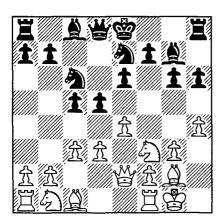
b) Of course we must always be ready for 9..f6 10 exf6 \$xf6 11 \$h6 \$\$e8 and here I like the move played by another World Champion, Bobby Fischer, namely 12 g4!?, preventing the knight from jumping into f5.



R.Fischer-R.Rodriguez, Manila 1967, continued 12...e5 13 h3 習c7 14 c4! (forcing Black to make a concession) 14...e4!? (14...d4 15 ②bd2 is awful for Black as the e4-outpost is so strong) 15 dxe4 dxe4 16 ②g5 ②d4 17 鬯xe4 皇d7 18 ②c3 皇c6 19 鬯d3 and White had an extra pawn.

c) 9...h6 10 🖄 a3 will probably transpose to note 'b2' to Black's 9th move in our main game.

d) 9...b5 10 &e3!? @xe5 (10...c4 11 d4 transposes to a typical French style set-up which should be good for White as Black has been forced to close the centre withc5-c4, allowing us free rein on the kingside) 11 ②xe5 皇xe5 12 皇xc5 皇d6 13 皇xd6 ₩xd6 14 2 d2 has been reached a couple of times and it seems like White has the better chances with a stronger bishop and chances to utilize the dark squares: for ex-on c5 and fixing Black's b5-pawn as a potential weakness) 15...e5 16 a4 a6 17 axb5 axb5 was J.Timman-F.Sanz Alonso, Orense 1976, when 18 ⁽²⁾b3 followed by 19 d4 and 20 🖄 c5 gives White a great position. 9 h4



Now Black has to decide how he's going to complete his development.

9...b6

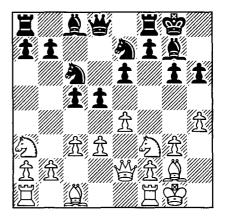
This has been Black's most common response and is similar to the previous game. Others:

a) Again we should be happy if Black closes the centre with 9...d4 10 e5!. We don't want to allow Black to gain space with ...e6-e5 and after 10... (2)f5, 11 \$\overline{1}f4 looks sensible, with an edge.

b) 9...0-0 has been condemned by various annotators:

b1) 10 e5 is much the most common response and the supposed refutation of immediate castling, but I think Black may be able to fight back immediately with 10...f6 11 exf6 🕮 xf6 12 \$\overline{14}\$ (as I.Glek-S.Siebrecht, Essen (rapid) 2000; Psakhis' 12 \$\overline{2}\$ a3 isn't clear either after 12...e5!) 12...\verline{2}\$ xf4!? 13 gxf4 \$\overline{3}\$ d6 when the initiative has switched to Black and gives him good play for the exchange.

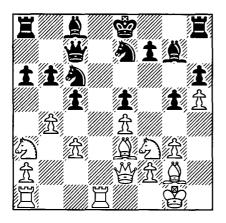
b2) 10 🖄 a3 looks more flexible to me, delaying e4-e5 for a move, while slowing down Black's queenside play and simply developing a piece. The knight always looks a little strange here, but it will jump back into the game, either via b5 to d6 or back to c2. The latter is a great square for the knight, as it not only supports d3-d4 and prepares b2-b4 in certain scenarios, but it's also on a fast track to the kingside via e3g4, putting pressure on the h6-pawn.



After 10...b6 11 e5 âa6 12 âf4 \$h8 13

c) 9...e5!? 10 exd5 \forall xd5 (S.Zavgorodniy-G.Kuzmin, Alushta 2003) 11 \bigcirc fd2 \forall d8 12 h5 g5 13 \bigcirc a3 \bigcirc e6 14 \oslash ac4 0-0 15 a4 and I'd prefer White with a more flexible position. We have plans to target the c5-pawn and provoke ...b7-b6 when we can continue attacking on the queenside with a4-a5. Black might also start regretting his weakened king.

d) 9...dxe4, as in the King's Indian, is an early exchange which is nothing to worry about. The structure following 10 dxe4 e5 favours White as we have the d5-square to utilize, whilst our c3-pawn stops Black obtaining any counterplay. We can also use our development advantage: for example, 11 h5 g5, as in L.Voloshin-N.Vyskocil, Havlickuv Brod 2005, and then 12 罩d1 響c7 13 鱼e3 b6 14 @a3 a6 15 b4!.



This simply leaves White with a great position.

e) 9...f5!? has only been tried once as far as I can see, when rather than 10 e5 as played in E.Verikakis-C.Berczes, Aghia Pelagia 2004, I'd prefer 10 exd5 exd5 (after 10...\2012 xd5 11 2 a3 0-0 12 2 c4 White takes control of e5, instantly exploiting the weakness which Black created with 9...f5) 11 2 a3 0-0 12 2 f4 and Black's pawn on f5 looks really out of place. The bishop on c8 is blocked in by it and Black has big weaknesses on e5 and e6.

10 🖓 a 3!

A flexible move and an approach very similar to the previous game. 10 e5 is more common, but it makes sense to delay it as it allows Black counterplay in the shape of the ...g6-g5 break.

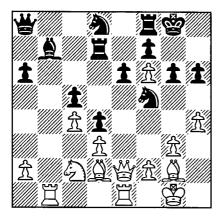
10...**⊈**a6

Again there are alternatives:

a) 10...0-0 11 e5 transposes to note 'b2' to Black's 9th move, above.

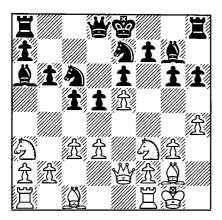
b) 10...\$b7 11 e5 a6 transposes to variation 'c'.

c) 10...a6 is the other way to prevent the knight from jumping into b5: 11 e5 &b7 12 公c2 d4 (Black prevents d3-d4 cementing our centre; alternatively, 12...鬯c7 13 罩e1 a5 14 a4 鬯d7 15 d4 &a6 16 鬯d1 鬯c7 17 &f4 公f5 18 鬯d2 left White in control in L.Psakhis-J.Horvath, Vienna 1996) 13 c4 鬯c7 14 罩e1 罩d8 15 &d2 鬯b8 16 罩ab1 鬯a8 17 b4 0-0 18 bxc5 bxc5 19 心h2 罩d7 20 心g4 心f5 21 心f6+ &xf6 22 exf6 心d8 was the game S.Belkhodja-A.Dgebuadze, Creon 2000.



Now keeping the bishops on with 23 全h3 looks strongest, giving White an overwhelming advantage. We have a very basic threat of 營e5-f4 followed by exchanging on f5.

11 e5



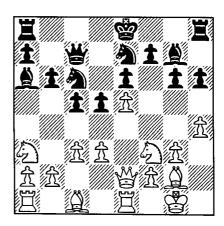
11....省c7

Again 11...0-0 would transpose to a position considered earlier, while 11... 谢d7 would be very similar to the game. That leaves:

a) 11...b5 has been tried as a bid for counterplay, but White keeps the upper hand with straightforward play: 12 公c2 b4 13 cxb4 cxb4 14 a3 b3 15 公b4 皇b5 was M.Khachiyan-G.Gogichaishvili, Pasanauri 1997, when 16 皇d2 0-0 17 a4 is very good for White.

b) 11...營c8 looks extremely odd: 12 罩e1 b5 13 公c2 b4 (S.Beshukov-T.Likavsky, Bydgoszcz 2000) 14 cxb4 cxb4 15 全f4 gives White the advantage due to our control of d4. Meanwhile Black has problems with his king as if he ever castles short then White's attack will become serious.

12 **Ξe**1



12...g5?!

This doesn't work out well for Black and so he might prefer:

a) 12...0-0 is sensible, but White's attack can now begin: 13 호f4 b5 (otherwise it's not clear what Black should do) 14 ②c2 b4 15 cxb4! (taking the d4-square under control) 15...③xb4 16 ③xb4 cxb4 17 習d2 會h7 was A.Stolte-A.Von Gleich, German League 1989, when the easiest seems to be 18 習xb4, as the forcing line 18...호xd3 19 罩ac1 習d7 20 習d6! 營e8 21 營a3 호e4 22 ③d4 호xg2 23 會xg2 would give us a pleasant edge, with our more actively-placed pieces and queenside play.

b) 12...b5 13 公c2 b4 14 cxb4 (by now we know how we should defuse this bid for counterplay) 14...cxb4 15 息f4 營b6 16 營d2 h5 (Black wants to be able to castle, but this cedes control of the important g5-square) 17 兔e3 (the 17 d4 of A.Fedorov-S.Dolmatov,

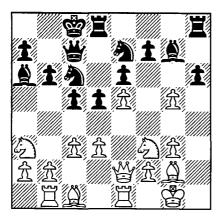
How to Beat the Sicilian Defence

Calcutta 1999, doesn't seem so logical; I'd prefer to keep that square for my knights) 17...習b5 18 怠f1 0-0 19 d4 (okay, so I'll play it now, but it nets a pawn) 19...習b6 20 食xa6 徵xa6 21 公xb4 公xb4 22 徵xb4 and White has an extra pawn.

c) 12...0-0-0 look safer for Black, but we can attack on the queenside too after 13 罩b1!, preparing b2-b4 to open up files towards Black's king. Now:

c1) 13...會b8 14 b4 cxb4 15 cxb4 b5 (a horrible move to have to play, but b4-b5 was a huge threat while if the a6-bishop moves then ②a3-b5-d6 would leave us in a winning position) 16 ②c2 罩c8 17 a4 ②xe5 (V.Bologan-A.Khruschiov, Minsk 2000) 18 ③xe5 氢xe5 (or 18...鬯xc2 19 ③xf7!) 19 axb5 氢d6 (19...氢xb5 20 ③a3 wins material) 20 ③d4 氢b7 21 氢e3 e5 22 鬯a2! and White's attack is mating.

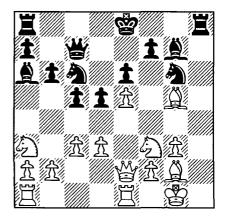
c2) 13...g5 is the only move we should be careful of once Black has castled long, but here simply Black has no real compensation after 14 hxg5.



For example, 14...2 g6 15 gxh6 &xe5 (if 15...&xh6 16 &xh6 $\blacksquarexh6$ 17 b4 and White's attack is fast while Black can do little with the open h-file) 16 b4! (the Russian supergrandmaster doesn't miss the chance for some tactics) 16...&xc3 17 b5 &xe1 18 響xe1 and Black was in a lot of trouble in A.Morozevich-A.Lastin, Moscow (blitz) 2001.

d) 12...心b8 looks slow and extremely artificial. Black's idea is to put more pressure on the e5-pawn with one knight on c6 and one on d7, but after the 13 息f4 心d7 14 閏d2 罩d8 15 d4 當f8!? of J.Rowson-I.Efimov, Istanbul Olympiad 2000, 16 心c2 (keeping the bishops on the board) 16...當g8 17 心e3, as given by Psakhis, gives White a pleasant advantage. Despite the fact that Black hasn't castled, White's attack on the kingside is still commanding.

13 hxg5 hxg5 14 🗟 xg5 🖄g6



It looks like Black is winning back the e5pawn when he would have a great position, but a nasty surprise awaits him.

15 **थ**d1!

Evidently this is the move that Black overlooked. 營d1-a4 is a big problem for Black, but if he doesn't take on e5 then we can consolidate our extra pawn with 16 d4.

15...④gxe5 16 ②xe5 皇xe5

16...②xe5 17 響a4+ picks up a piece.

17 ₩a4! Ձb7 18 🖄b5

Morozevich keeps playing forcefully with the initiative.

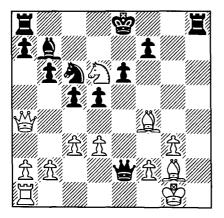
18...省b8

18...鬯d7 also allows 19 邕xe5!, picking up material: 19...公xe5 20 公d6+ 杳f8 21

19 邕xe5! 獣xe5

19...公xe5 might be a lesser evil, but still 20 皇f6 當d7 21 d4 公c6 22 皇xh8 徵xh8 23 dxc5 bxc5 24 徵f4 picks up a pawn while the initiative is ongoing.

20 **ዿf4** ₩e2 21 🖄d6+



The b7-bishop drops. White has two pieces for the rook and even though Black manages to get a pawn for it, the vulnerability of his king decides.

21...∲d7 22 ⁽²)xb7 ⁽⁴⁾yxb2 23 ⁽²⁾⊆c1

White's threat of 24 c4 is extremely problematic.

23....邕ab8

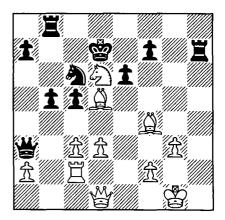
23...這ag8 seems forced to stop the threat, but then 24 公d6 f6 25 公b5 罩g4 26 響a6 is winning for White.

24 Ŵd6

24 c4!? is an alternative possibility, but there's no need to complicate the issue.

1-0 (see following diagram)

Opening up Black's king and thus he resigned. After 27...exd5 28 營g4+ 當e7 29 公f5+ it's only a matter of time before he gets mated.

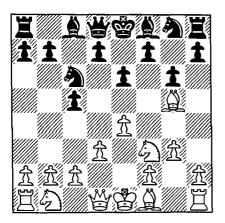


Conclusion

The positions we have examined in this chapter most resemble the French Defence and indeed often transpose. This can be advantageous to us as our opponents might well be tricked into positions that aren't familiar to them. As White we should be careful to keep Black restricted. In a perfect King's Indian Attack Black will be completely tied down and have to simply wait for our juggernaut of an attack to arrive and steam-roll his position. To this end, we should be careful about Black liberating his position with ...q7-q5. Overprotecting the e5-pawn is vital, as this is the front of our wedge with which we keep Black suffocated.

Chapter Ten King's Indian Attack without ...d5

1 e4 c5 2 🖄 f3 e6 3 d3 🖄 c6 4 🖄 g2 g6 5 🎕 g5!?



This chapter covers those lines in which Black delays playing ...d7-d5. The chapter is divided into two. First of all in Games 67-70 we examine the very interesting sideline 1 e4 c5 2 213 e6 3 d3 2266 4 22 g6 5 235? which I have been playing for the past ten years with good results and very interesting games. Black can cut out this interesting option with 4...22 ge7 which I also examine in depth in Game 71. Then we move on to Black's other options in the subsequent Games 72-74.

Repertoire Outline

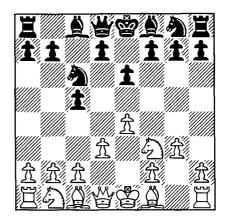
1 e4 c 5 2 🖄 f3 e6 3 d 3 🖄 c6

Black's usual choice if he doesn't want to go ...d7-d5, but he also has:

a) 3...b6!? is covered in the notes to Game 74.

b) 3...g6 allows 4 d4! which looks very strong – see Game 74.

4 g3



4...g6

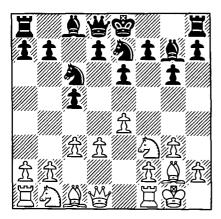
Black copies White and also employs a fianchetto. This is quite a popular and important defence, but there are also:

a) 4...d6 is seen fairly often too, as we'll see in Game 73.

b) 4... ad6!? looks bizarre and yet was the leading Czech Grandmaster David Navara's choice – see Game 74.

c) 4...4 f6 is likely to transpose to either Navara's variation or to lines considered in our last chapter.

d) 4...心ge7 cuts out our main idea and after 5 皇g2 g6 6 0-0 皇g7 we have a main line position in which we have avoided some of Black's options. Now 7 c3 is the most accurate move order:



d1) 7...e5!? takes the game into a reversed form of the Botvinnik English and has to taken seriously, as it has been played by many strong players – see Game 72.

d2) 7...0-0 8 d4, covered in Game 71, is a critical test and a line which may explain the interest in 7...e5.

5 **ĝg5!?** ₩b6

Black also has:

a) 5... $\hat{2}$ e7 is hardly a refutation – see the notes to Game 67.

b) 5...f6 will be seen in Game 70.

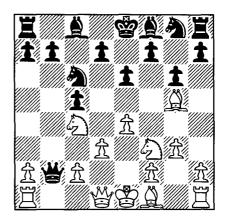
c) 5...@c7 has been played against me the most often and is covered in Game 69.

6 ∅bd2 ৠxb2

The critical test. Black has also been known to back down from the challenge,

and 6...d6, 6...h6, 6...皇g7 and 6...d5 are all examined in the notes to Game 68.

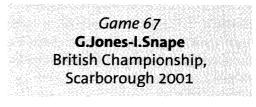
7 ∅C4



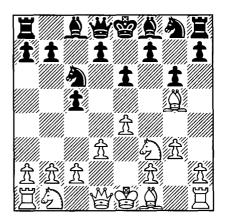
Now:

a) 7...鬯c3+ 8 皇d2 鬯g7 is looked at briefly in Game 67.

b) 7... 習g7 8 罩b1 is the critical test of the variation and is looked at in both Games 67 and 68.



1 e4 c5 2 ⁽²⁾f3 e6 3 d3 ⁽²⁾c6 4 g3 g6 5 ⁽²⁾g5!?



A rare line with only 230 games in the *Mega Database 2010*, compared to around 2500 with 5 &g2. White immediately exploits the weakened dark squares in Black's camp and forces him to make a concession. If the following lines don't appeal to you then 5 &g2 is a safe response when the game is likely to follow similar lines to our play after 4...&ge7.

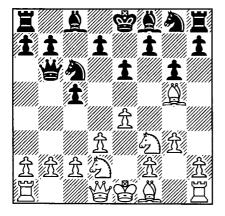
5....省b6

5... 2 ge7 6 2 f6 is the point, which is simply terrible for Black.

Exchanging the dark-squared bishops with 5...&e7 is hardly what Black wants either having played ...g6 on the previous move. A recent grandmaster game proceeded 6 h4 h6 7 &xe7 \bigotimes xe7 \bigotimes xe7 and here in A.Minasian-A.Yegiazarian, Yerevan 2008, rather than the craziness of 8 &c3, I think White should have continued with 8 &g2 d5 9 \bigotimes e2 &f6 10 e5 &d7 11 c4, reaching a typical position from the previous chapter but without the dark-squared bishops which should be slightly favourable for White.

Instead 5... 資c7 is looked at in Glek-Short, while 5...f6 will be examined in Glek-Svidler.

6 🖄 bd2!



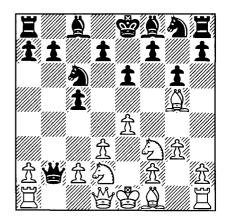
This must be the critical line of 5 & g5.

We are happy to sacrifice the b-pawn in return for a lead in development and open lines.

If you're reluctant to sacrifice the pawn, then 6 \textcircled c1 is a possibility. A recent game continued 6...\$g7 7 c3 d5 8 \$g2 Of6 9 0-0 0-0 10 Ee1 dxe4 11 dxe4 e5 12 Obd2 \$e6 13 \$g11 with a typical King's Indian Attack position in V.Nevednichy-D.Brandenburg, Sarajevo 2010.

6....**省xb**2

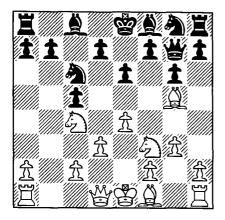
Taking the pawn must be the critical test, although Black's other options are investigated in the following game.



7 Ôc4

7 \blacksquare b1 has also been tried once and I wonder if this could be a possibility, particularly if the 8...d5 of the next game causes White problems. 7... \blacksquare xa2 8 \blacksquare a1 \blacksquare b2 9 Oc4 Bg7 must be the critical test of this move order. You might reasonably ask me how this can be good for White as we have the same position as we do in the main line, but without our a2-pawn. However, that could be useful as now ...b5 can be met with Ob6!. Indeed, 10 Af4 (threatening 11 Ob6) 10...Ae7 (now 11 Ob6 g5! will probably be good for Black) 11 h4 reaches a very interesting unexplored position. I believe White has enough compensation for the couple of pawns and it will be interesting to see if this idea catches on.

7...₩g7



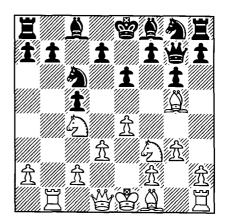
An odd position. At the cost of a pawn we have a comfortable lead in development and we have already placed our knight on the useful c4-square. Meanwhile Black's queen is definitely misplaced on g7 as it gets in the way of his other pieces and does nothing to control the important central squares on d6 and d5. You must be willing to play with a pawn deficit in return for long-term pressure and attacking chances.

Black can also throw in the check on c3, but it's not clear which the better square is for the bishop, d2 or c1. After 7...@c3+ 8@d2 @g7 9 @b1 play is going to be very similar to the game continuation. Instead 9 @g2 has been played every time this position has been reached, but I'm not sure about 9...b5 10 @e3 g5!? when it seems that Black has decent chances in this weird position.

7... 1185 8 a4 1166 looks frankly ridiculous for Black, as his queen is completely out of the game and White would have a very pleasant edge after 9 e5.

8 邕b1

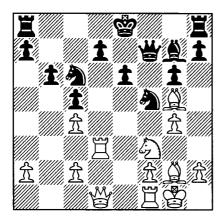
A surprisingly quiet move, but this performs many functions. Primarily we prevent Black expelling our knight from c4 with ... b5. This is especially important as we want to play e4-e5 to clamp Black down with similar ideas to those seen in the previous chapter. A second useful function is that the bishop on c8 is tied down to defending the b7-pawn. Thirdly, our rook is no longer in the sights of the Black queen on g7 so our queen is free to move.



8...d6

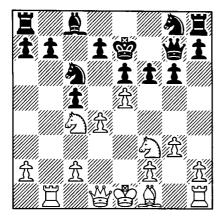
A sensible move and probably the most logical, especially considering our plan is to play e4-e5, but as we see, this does not prevent it. Thus Black might prefer:

a) Perhaps 8...b6 is strongest and was the choice of the respected Polish Grandtheoretician master and Gajewski. N.Chadaev-G.Gajewski, Kavala 2009, continued 9 \$q2 \$a6 10 0-0 f6 (10...\$xc4 11 dxc4 is hard to assess; on the one hand, we're a pawn down and we have a wrecked pawn structure, but it's certainly not that clear cut: White's bishop-pair is very useful and the c-pawns are actually a strength, as the c4-pawn controls the centre and gives us the semi-open b- and d-files down which to attack) 11 皇d2 纪h6 12 e5 皇xc4 13 exf6 ₩xf6 14 dxc4 拿q7 15 罩b3 ②f5 16 罩d3 ₩e7 17 皇q5 習f7 when 18 q4! would have left Black with severe problems.



Now 18...Ofd4 (or 18...Oh6 19 Od2 and Black cannot both keep the h6-knight and prevent Od2-e4-d6) 19 c3 h6 (19...Oxf3+ 20 Zxf3 Wg8 21 Zd3 wins) 20 cxd4 hxg5 21 d5 Od4 22 Oxd4 Qxd4 23 dxe6 Wf4 24 exd7+ Sxd7 25 Wa4+ Sd8 26 h3 leaves White with a great advantage.

b) 8...皇e7 9 皇xe7 當xe7 10 e5 f6 11 d4! opens up the centre to exploit Black's exposed king.

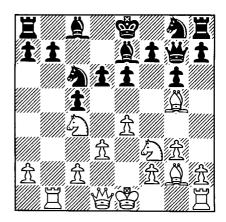


Indeed, 11...cxd4 12 2xd4 2xe5 13 2xe5 fxe5 14 2b5 looks very dangerous for Black.

c) 8...f6 expels the bishop, but in return Black will always have weaknesses in his camp: 9 皇d2 營e7 10 皇g2 (10 皇f4!? is an interesting switchback) 10...d5 11 ②e3 d4 12 2c4 e5 13 c3 &h6 (13...dxc3 should probablyhave been played to try and put pressuredown the d-file and gain the d4-outpost,when the position is very complex) 14 cxd4<math>&xd2+15 @xd2 cxd4 16 0-0 g5 was reached in D.Bojkov-E.Berg, Kalamaria 2008. I think White should have played on the queenside with 17 Ξ fc1 when the open lines on the queenside, a lead in development and Black's weakened king promise White good compensation for the pawn.

d) The critical 8...d5 is examined in the following game.

9 ĝg2 ĝe7



This already seems to be a mistake. Practice has seen too:

a) Black has tried expelling the white bishop at this point with 9...f6 when I quite like the look of 10 &c1!?, with ideas of opening up the centre with d3-d4 now that Black's monarch will be unable to find sanctuary: for instance, 10... Ξ b8 11 a4 (I also like White's prospects after the immediate 11 d4 b5 12 @e3 cxd4 13 @xd4 @xd4 14 @xd4) 11...@h6 12 d4 with a dangerous-looking initiative.

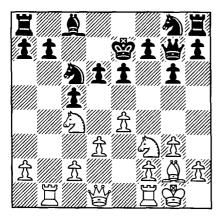
b) 9...h6 10 皇c1 e5 was P.Marusenko-A.Summerscale, Newport 2000, when I'd choose 11 c3, taking control over some important central squares, preparing d3-d4

10...d5 was stronger, although Black is

and with ideas of playing 鬯d1-a4. 10 e5!?

An interesting idea, sacrificing a further pawn to open up the g2-bishop and wreck Black's structure.

However, the simple 10 &xe7! &xe7 11 0-0! was very strong, bringing our own king to safety before we open up the position. Black doesn't now have enough time to get his king to safety:



a) 11...⁽²⁾h6 12 d4! cxd4 13 c3 forcing open the position grants White a very strong attack: for example, 13...f5 14 ⁽²⁾xd4 ⁽²⁾xd4 15 cxd4 fxe4 16 d5! and it's unlikely the black king will live long enough to see the a8-rook join the game.

b) 11...②f6 12 e5 dxe5 13 ②fxe5 ③xe5 14 ③xe5 is also very pleasant for White.

c) 11...e5 doesn't prevent our plan of opening the position: 12 d4! 2xd4 (12...exd4 13 e5! dxe5 14 2fxe5 doesn't prevent White getting in at Black's king) 13 2xd4 cxd4 14 f4 exf4 (or 14...2h6 15 fxe5 dxe5 16 2d2 and the queen joins in on the a3-f8 diagonal) 15 2d2! and although Black has three extra pawns, he won't live long enough to see the fruits of them as every single one of White's pieces is lined up against the naked king.

still worse after 11 ②d6+ âxd6 12 exd6, as his dark squares are so vulnerable. 11 âxe7 \$xe7

11...신gxe7 12 신d6+ 솔f8 13 신g5 신d8 looks very ugly and it's hard to see how Black should ever coordinate his pieces.

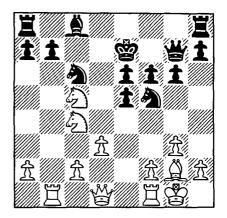
12 0-0

12 ②g5! was the most dynamic continuation, with the idea of 12...②f6 13 兔xc6! bxc6 14 營d2! ②d7 15 營a5 and again Black will regret the huge weaknesses on his dark squares. Meanwhile his extra two pawns aren't the most useful pawns I've ever seen.

12...f6 13 🖄 fd2 🖄 h6 14 🖗 e4

I was concerned about giving up my light-squared bishop, but after 14 皇xc6 bxc6 15 智f3 皇d7 16 邕b7 it's clear that White is definitely on top.

14....Ôf5 15 Ôxc5



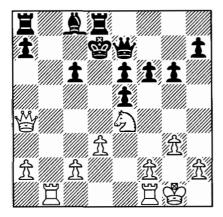
So now it's only one pawn and Black still hasn't got very close to either developing his pieces or getting his king to safety.

Missing an immediate win with 19 d4! exd4 20 營a3 and again Black meets death on the dark squares, as 20...當e7 21 ②xe6+! 當xe6 22 邕fe1+ wins the queen.

19...ዿc8 20 වe4+

Again opening up the position with 20 d4! was very strong.

20...含c7 21 খc5 罩d8 22 খa5+ 含d7 23 খa4 খe7



24 d4!

I finally found the right idea and Black is still in a lot of trouble.

This is the losing mistake, although it was hardly a pleasant position. 25...當e8 was necessary, but 26 營xf6 營xf6 27 ②xf6+ 當e7 28 ②xh7 would have left Black a pawn down and White's win should just be a matter of technique.

26 響c3 f5? 27 響e5+ 1-0

Fittingly the final check is on a dark square, while the c8-bishop and a8-rook never managed to enter the game at all. I think this is a very dangerous line for Black to face and if you go over this game again, you'll notice that Black made only logicallooking moves.

Game 68 **L.McShane-A.Volokitin** German League 2008

1 e4 c5 2 🖄 f3 e6 3 d3 🖄 c6 4 g3 g6 5 ዿ g5

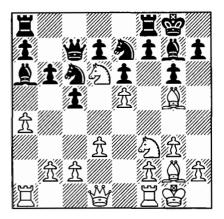
₩b6 6 ②bd2 ₩xb2

Once Black has played …豐b6 I feel he is obliged to take the pawn on b2 as otherwise he's likely to fall a tempo behind on the …豐c7 lines. Nevertheless, a few other moves have been seen:

a) 6.... 全g7 7 公c4 鬯c7 8 a4 and now:

a1) 8...0 ge7 9 2 g2 with a further divide:

a11) 9...0-0 10 e5! (claiming the d6square and preventing Black from playing the freeing ... d7-d5 break) 10... b6 (10... 幼d5 11 0-0! ②xe5 12 ②fxe5 皇xe5 13 ②xe5 鬯xe5 14 皇h6 邕e8 15 邕e1 d6 does leave Black a pawn up, but he has a lot of problems on his dark squares as well as with completing his development; here the computer recommends the quiet 16 c3!, eyeing up 17 習b3 to force that knight to move from d5, while if Black tries 16... De7 immediately, then after 17 怠f4 鬯b6 18 a5 鬯a6 19 d4 he will start to regret the lack of mobility for his queen) 11 0-0 😫 a6 was seen in A.Soltis-L.Christiansen, San Francisco 1998, when the immediate 12 🖄 d6 is enough for an edge as e5 is still taboo.

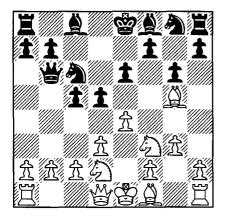


Meanwhile forcing matters doesn't help Black get anywhere closer to equality: 12...②f5 13 ②b5 金xb5 (13...豐b8 14 g4! ②fe7 15 營d2 leaves Black in a complete bind) 14 axb5 ②xe5 15 ③xe5 豐xe5 16 金xa8 IXa8 17 c3 and Black has nothing like enough compensation, as he cannot win another pawn back with 17...公xg3? in view of 18 fxg3 螢xg5 19 營f3 If8 20 IXa7.

a12) An immediate 9...d5 may be better, although after 10 exd5 Black is forced to recapture with the knight: 10...2xd5(10...exd5 11 &f4 followed by 12 &d6+ is terrible) 11 c3 0-0 12 0-0 and White holds the slightly more pleasant chances as his knight can't be shifted from c4.

a2) 8...d6 9 c3 (the computer offers the interesting possibility of 9 &h3!?, the idea being that 9...h6 10 &f4 e5 11 &xc8 \boxplus xc8 12 &d2 favours White slightly as d5 is vulnerable) 9...&f6 10 &g2 h6 was a game of my own against an Italian IM when I probably should have continued with 11 &d2 (instead in G.Jones-D.Contin, Italy 2004, I provoked Black to set his pawn structure immediately with 11 &f4!?, but Black was hardly playing ...d6-d5 anyway) 11...0-0 12 0-0 e5 13 \textcircled c1 \textcircled h7 14 b4 when I like White with his potential play on both flanks, although Black is fairly solidly placed.

b) 6...d5 has also been seen quite often and generally by high-rated players:



b1) I once tried 7 exd5 here, but after 7…exd5 8 ₩e2+ (8 c4!? looks interesting,

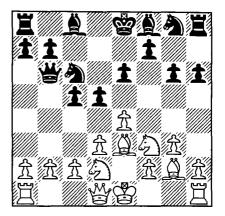
but has not been played before: for example, 8... 兔e6 9 cxd5 兔xd5 10 兔g2 h6 11 習e2+ 兔e7 12 兔f4 and Black may have some problems completing his development) 8... 兔e7 9 0-0-0!? 兔g4 Black didn't have too many problems in GJones-A.Teitelbaums, Herceg Novi 2005.

b2) 7 gg2 makes more sense:

b21) 7...鬯xb2 can be met by the straightforward 8 0-0 when Black will regret having neglected his development, a recurring theme.

b22) 7...&g7 8 0-0 h6 9 exd5 exd5 10 \blacksquare e1+ Oge7 11 &xe7 Oxe7 12 c4! \blacksquare d8 13 \blacksquare a4+ &d7 14 \blacksquare a3 0-0 15 \blacksquare xc5 &e6 16 cxd5 Oxd5 was B.Macieja-T.Markowski, Warsaw 2003, and here 17 Od4! Of4 18 Oxe6 Oxe6 19 \blacksquare a3 \blacksquare d4 20 \blacksquare ad1 would have left White a pawn up for insufficient compensation.

b23) 7...h6 8 違e3:



b231) 8...&g7 9 exd5 exd5 10 0b3! leaves Black facing problems with his dark squares, in particular the c5-pawn: 10...d4 11 &f4 &e6 12 0fd2 0f6 13 0-0 \blacksquare d8? (a natural-looking move to prevent the bishop infiltrating on d6, but White has a deadly riposte) 14 \blacksquare e1 0-0 15 \blacksquare xe6! fxe6 16 0c4 0a6 17 0xc5 0b5 18 0xe6 1-0, M.Turov-J.Cappon, Cappelle la Grande 2003. b232) 8... 響xb2 9 exd5 exd5 10 0-0 looks exceedingly risky for Black as White has completed his development whilst he has developed just one knight.

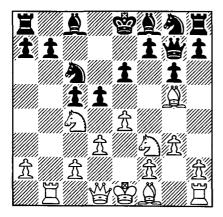
b33) 8...0f6 9 0-0 0d8 was A.David-A.Istratescu, French League 2003, when it was time to open up the position with 10 exd5 0xd5 (10...exd5 11 0b3 d4 12 2d2 would again leave Black's king with e-file problems) 11 0e2 0xe3 12 0xe3 and White's lead in development leaves him for preference. It's still difficult to see how Black should complete his development.

c) 6...d6 was the current American no.2's choice, but is rather passive: 7 & g2!? (7 & c4 is fine) 7...& g7 was A.Stripunsky-G.Kamsky,G Philadelphia 2006, when 8 0-0 was the most logical, as Kamsky was hardly threatening 8...& xb2 9 $\boxplus b1 \And xa2$ 10 & c4! with a huge initiative. Indeed, d6 cannot even be defended as 10...& d7? 11 e5 followed by 12 \blacksquare a1 would pick up the queen.

d) 6...h6 7 公c4 鬯c7 was P.Zarnicki-E.Berg, Internet (blitz) 2004, when I think White should retreat the bishop all the way back to d2: 8 意d2 意g7 9 意g2 with a typical position for the line.

Returning to the critical pawn grab, 6...資xb2:

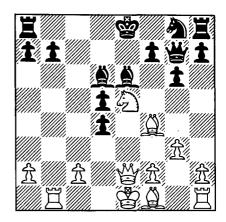
7 ∅c4 ₩g7 8 ≝b1 d5



A risky move opening up the centre while Black is behind in development. He will have to play extremely accurately to have any hopes of converting his extra pawn and in the meantime one error will result in being mated. As we see here, one of the top hundred players in the world isn't up to the task.

9 exd5 exd5 10 響e2+ 臭e7

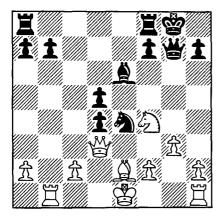
Meyer suggests 10... 兔e6 in his annotations for ChessBase and perhaps it's a better try to fight off White's initiative. The position is extremely messy and Black must navigate his way through a number of traps after 11 公ce5 公xe5 12 公xe5 兔d6 13 d4! cxd4 (13... 兔xe5? fails to 14 智b5+! ゑd7 15 智xb7, as 15... 簋b8 16 智xb8+ ゑxb8 17 鼍xb8+ ゑc8 18 ゑb5+ mates) 14 ゑf4.



And now:

a) 14...②e7 15 暫b5+ (this looks to give Black a lot of problems; instead 15 ②xg6!? ③xg6 16 ②xd6 0-0-0 17 ③c5 單he8 18 當d1 is extremely unclear with neither king too happy) 15...窗f8 16 ③xg6+ 暫xg6 17 ③xd6 暫e4+ 18 窗d2 暫xh1 19 ③xe7+ 窗g8 (highly illogical but Black's only move, since 19...窗xe7? loses to 20 暫b4+ as the king cannot go to a light square, and 19...窗g7?! 20 暫b4! is also extremely dangerous) 20 罾xb7 (20 暫b4 暫xh2 21 暫xd4 also looks like very good compensation to me) 20... 這c8 21 響xa7 愈f5 22 彎xd4 (22 愈d3!? 彎xb1 23 愈xf5 isn't a ridiculous winning plan either; on such a board the bishops look to be at least an equal match for the rooks and Black still has big problems on the kingside) 22... 邕xc2+ 23 會e3 h5 24 邕b8+ 邕c8 25 邕xc8+ 愈xc8 26 愈f8 邕h7 27 愈d3 彎c1+ 28 會f3 彎h1+ 29 會f4!? (29 會e3 is of course a draw) 29... 灣c1+ 30 響e3 灣xe3+ 31 fxe3 邕h8 32 愈c5 and Black still has to suffer in the endgame, as the bishop-pair and the apawn are extremely strong.

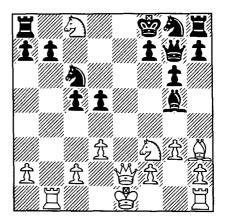
b) 14...0f6 15 0xg6 2xf4 16 0xf4 (this seems safer than taking the rook: 16 0xh8 d3 17 0xd3 2d6 18 2g2 0xh8 19 0-0 b6 20 c4 0f8 21 cxd5 2d7 is given by Meyer and he assesses this position as slightly better for Black, although it still isn't clear as Black's king hasn't found complete safety) 16...0-0 17 0d3 0e4 (17...2g4 18 2e2 is fine) 18 2e2 is still rather unclear.



Initially the computer loves Black, but then it calms down and states it's roughly equal. Black has an extra pawn, but d4 and d5 are both vulnerable while I think it's easier playing White with our safer king. This is probably the critical test of the pawn sacrifice, which we initiated with 5 &g5, but Black has to find his way through a labyrinth to this position. I don't think we should be unhappy here anyway. The game might proceed 18...基ac8 19 0-0 鬯e5 20 單fe1 b6 21 息f1 罩c3 22 鬯d1 罩fc8 23 息d3 and White has a rock-solid position and can start to try and exploit Black's king.

11 🖄 d6+ 🔄 f8 12 🖄 xc8 ዿ xg5

12...罩xc8 13 单h3 罩e8 14 单d7 is another line given by Meyer in which White has good chances, as he is winning back his sacrificed pawn and retains the initiative. 13 单h3



13....**省c3**+

In such a complicated position it's not surprising that even very strong grandmasters make mistakes, but after this move McShane is doing very well.

Volokitin should have taken a time out to play 13...b6!!:

a) It's hard to see here that the bishop isn't really en prise, but after 14 公xg5?! ②d4 15 營d2 (15 營d1 營e5+) 15...h6 Black wins back his piece and stands quite well.

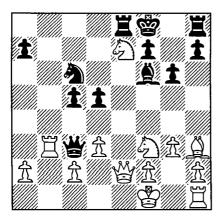
b) 14 0-0! ②d4 (or 14...豐f6 15 息d7 當g7 16 h4 皇h6 17 罩fe1 and White still has good compensation as Black will struggle to complete his development) 15 ②xd4 豐xd4 16 ②d6 皇f6 (16...②f6? 17 ②b5 豐a4 18 豐e5 wins, while 16...鼍d8 17 ②b5 豐a4 18 豐e5 皇f6 19 豐c7 also looks very scary for Black) 17 ¤fe1, as given by Meyer, leaves White on top despite his pawn deficit as Black is playing without his kingside pieces.

14 🖆 f1

The problem is now that g5 really is en prise and thus Black doesn't have enough time to save b7.

14...**⁄**⁄⁄⁄⁄⁄d4

14...\$f6 would be Black's other option: 15 $\exists xb7$ (a curious position with the kings on f1 and f8, but White has kept his development advantage as well as winning back his extra pawn and so stands significantly better) 15...\$ge7 16 axe7 $\exists e8$ and here, rather than Meyer's 17 ag2, White has a very strong possibility in 17 $\exists b3!$.



Here 17.... at the queen and thus leaves White $\triangle xc6!$ hits the queen and thus leaves White with far too much extra material, while 17... $\Box xe7$ 18 $\Box xc3$ $\Box xe2$ 19 $\Box xc5$ is also absolutely hopeless for Black. However, after 18 $\diamond g2$ $\Box xa2$ 19 $\Box g3!$ $\Box xc2$ (the only real try as 19... $\Diamond xe7$ 20 $\Diamond d7$ and 19... $\Box xe7$ 20 $\Box xc5$ both leave White with a decisive advantage) 20 $\Box f4!$ $\Diamond xe7$ 21 $\Diamond e6$ $\bigtriangleup d8$ 22 $\Diamond xf7!$ $\diamond g7$ (neither 22... $\boxdot xf7$ 23 $\circlearrowright e5$ nor 22... $\Box xb3$ 23 $\Diamond xd5+$ are playable alternatives) 23 $\Diamond xd5$ and White is in total control. Material is level, but both Black's king and queen are in desperate trouble, while the a-

and c-pawns are likely to drop off very soon. White is winning here.

15 Ŵxd4?!

This lets Black back into the game.

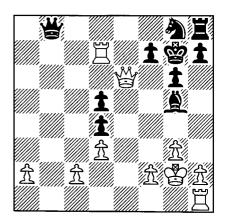
Instead 15 @e5! would have been very awkward for the Ukrainian to deal with: 15...\$\overline\$16 (15...\$\verline\$xc2 16 \$\verline\$xg5 \$\verline\$xb1+ 17 \$\verline\$g2 wins as Black's king has no cover) 16 \$\verline\$xd5 (Meyer assesses this position as only a little better for White, but Black has to be play very accurately not to collapse) 16...\$\verline\$xc2 17 \$\verline\$g2! \$\verline\$xc8! (17...\$\verline\$xd3? highlights the dangers in Black's position: 18 \$\verline\$b3! \$\verline\$a6 19 \$\verline\$xc8 20 \$\verline\$xc8 + \$\verline\$g7 21 \$\verline\$b7 \$\verline\$xd3 22 \$\verline\$h1 \$\verline\$f5 23 \$\verline\$xd4 \$\verline\$xd4 24 \$\verline\$f3 and White is clearly better with his extra exchange.

15...cxd4 16 ≅xb7 ₩c6

This wins two minor pieces for the rook, but leaves White on top.

16... $\exists xc8$! should have been played which seems to equalize: 17 $\forall g4$! (17 & xc8 $\forall xc8$ 18 $\exists xa7 \forall b8$ 19 $\exists d7$ is messy, but Black shouldn't be worse with his two minor pieces against the rook) 17... $\exists c7$ 18 $\exists b8+ \textcircled{e}g7$ 19 $\forall xg5 \textcircled{e}7$ 20 $\exists xh8 \textcircled{e}xh8$ is given as equal by Meyer, although I'd still prefer to be on the white side.

17 基xa7 基xc8 18 全xc8 খxc8 19 含g2 省b8 20 基d7 含g7 21 省e6



21...⁽2)e7

This leaves Black technically lost. Black had to try and retain the material imbalance with 21...Oh6, although after 22 Wxd5 Of6 23 Ee1 Wa8 (Meyer) 24 Eb1! would have left a horrible defensive task in store.

22 프xe7 오xe7 23 빨xe7 프c8 24 프e1 프xc2 25 a3?!

This gives Black some hope. It was time to transform one advantage into another with 25 單e6! 罩xa2 26 單d6 罩a8 27 뵅e5+ 含g8 28 徵xd5 뵅e8 29 罩d7 which would have been winning for White.

25...革c6 26 革e2 革a6 27 h4 h5 28 খc5 খb6 29 খxb6 革xb6 30 革a2 革b3?!

A mistake in time trouble. The king had to be activated: 30... 當f6 31 a4 當e5 32 a5 單a6 would of course leave White with the upper hand in the endgame, but in-depth analysis indicates the position is a draw. This endgame is rather outside the scope of this book and let's just say that Black would still have

31 a4!

Now the pawn is too fast.

31...邕xd3?

The rook had to come back to stop the pawn when perhaps Black could still have held the draw. Meyer's main line runs 31... Ξ b6 32 a5 Ξ a6 33 \pm f3 \pm f8 34 \pm f4 f6 35 g4 hxg4 36 \pm xg4 \pm f7 37 f4 \pm e7 and it appears that White cannot make progress after 38 f5 \pm f7 39 fxg6+ \pm xg6 40 h5+ \pm h6 41 \pm f5 \pm g7 42 Ξ a1 \pm h7.

32 a5 邕c3 33 a6 d3 34 甞f3 邕c2 35 邕a4 邕c1 36 甞e3 邕d1 37 a7 d4+ 38 甞xd4 d2 1-0

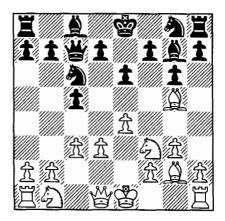
Game 69 **I.Glek-N.Short** Cap d'Agde (rapid) 1996

1 e4 c5 2 🖓f3 e6 3 d3 🖓c6 4 g3 g6 5 âg5

₩c7

The move I've had to face the most. Black declines to grab the pawn and just tries to develop as normal.

6 <u>≗g</u>2 <u></u>≩g7 7 c3



I've tried a few different moves here, but I think this is most in keeping with the lines we have examined in this and the previous chapter. The positions in this line are quite similar to the last two games of the previous chapter, as well as some upcoming games in this one.

7....²ge7

Black has tried many different moves here, but most of them result in very similar positions:

a) 7...d6 is likely to transpose to either variation 'd' or our main game, depending on what Black does with his king's knight.

b) 7...b6 can be met by 8 🖄 a3.

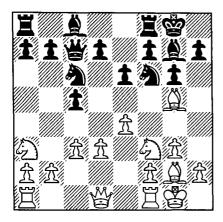
c) 7...d5 will probably transpose to positions very similar to Morozevich-Gleizerov after something like 8 $\underline{W}e2$ (8 exd5!? exd5 9 0-0 $\underline{2}ge7$ 10 d4 also looks a little better for White) 8... $\underline{2}ge7$ 9 0-0 h6 10 $\underline{2}f4$ $\underline{W}d8$ 11 h4 when we have the same position as there except that White has already played $\underline{2}f4$.

d) 7...e5 is very similar to Bruzon-Andersson seen in a few pages. The bishop being on g5 and queen being on c7 doesn't

How to Beat the Sicilian Defence

change too much. Another game by the brilliant Russian continued 8 0-0 d6 9 $2a_3$ (we saw this deployment in the last chapter) 9...h6 10 $2b_5$!? (10 $2a_3$ would be more normal, not allowing Black to hit the knight away) 10.. Wd7 11 $2a_3$ $2g_7$ (evidently Morozevich was happy should Black play 11...a6 as following the knight retreat there would be a big hole on b6) 12 d4! 2xd4 13 2bxd4 cxd4 14 cxd4 0-0 15 Wd2 exd4?! (this drops a pawn but Black's position was already unpleasant) 16 2xh6 2c6 17 2xg78xg7 18 2xd4 and White had a clear extra pawn in A.Morozevich-B.Gulko Moscow (rapid) 1995.

e) 7...(2)f6 has been the high-rated choice here, despite it being a little strange to mix ...e6 and ...(2)f6. The simplest seems to be 8 0-0 0-0 9 (2)a3 with a typical position in which the knight being on f6 rather than e7 doesn't change very much.



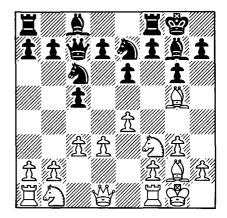
Here 9...h6 10 皇e3 d6 11 h3 鬯e7 12 鬯d2 當h7 was Zhang Zhong-Tong Yuanming, Beijing 1998, when perhaps White should try expanding on the queenside with 13 b4.

f) 7...b5 was tried in a recent game, but following 8 0-0 ②ge7 9 d4 cxd4 10 cxd4 d5 11 exd5 ②xd5 12 ②c3 ③xc3 13 bxc3 0-0 14 象f4 鬯b6 15 ②e5 Black was forced to cede his dark-squared bishop with a clearly worse position, N.Chadaev-A.Stukopin, Moscow 2010.

8 0-0 d5

Again there are alternatives:

a) 8...0-0 with a pleasant choice for White:



a1) White can take over the centre with 9 d4 cxd4 10 cxd4 d5 11 e5 \textcircled b6 (11...f6 isn't very palatable with the bishop on g5, as 12 exf6 &xf6 13 &xf6 \exists xf6 14 \textcircled c3 leaves White with a small but concrete advantage, due to Black's weakened dark squares and blocked-in bishop) 12 \textcircled d2 \textcircled f5 13 \exists d1 h6 14 &f6 &xf6 15 exf6 \textcircled d8 16 g4 \textcircled d6 17 \textcircled xh6 (17 \oiint f4!? could be considered as after 17... \textcircled e4 18 \between xh6 \between xf6 19 \oiint bd2 White gains time on the black knight) 17... \between xf6 18 \oiint c3 b6 19 h4 and in I.Glek-H.Kuijf, Holland 1996, White had good attacking chances.

a2) Of course 9 ②a3 can again be considered when 9...h6 10 皇e3 b6 11 d4 cxd4 12 ②b5 營b8 13 cxd4 a6 14 ②c3 left White with a comfortable advantage thanks to his big centre in A.Poluljahov-V.Dimitrov, Vrnjacka Banja 1996.

a3) If you don't feel like opening the centre immediately then you could follow my choice of 9 $\$ d 2 d 5 10 $\$ e1 dxe4 11 dxe4 $\$ d 8 12 $\$ e2 h6 13 $\$ e3 b6 14 $\$ a3 a6 15 $\$ d a1 $\$ b7 16 $\$ f4 e5 17 $\$ c1 b5 18 $\$ c2

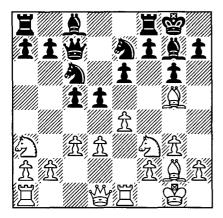
②a5 19 ②e3 and I slowly engineered a successful kingside attack which granted me my first Grandmaster norm in G.Jones-G.Sarakauskas, Liverpool 2006.

b) 8...d6 9 d4 (again 9 $2a_3$ is a fully playable alternative, although there's no reason not to grab the centre) 9...cxd4 10 cxd4 h6 (or 10...省b6 11 公c3 省xb2 -11...②xd4? 12 ②xd4 鬯xd4 13 鬯xd4 臭xd4 14 ②b5 is very strong - 12 習d3 習a3 13 習d2 a6 14 邕fc1 d5 15 邕ab1 leaves White with very good compensation for the pawn) 11 皇f4 (Emms points out that 11 皇e3 can be dealt with by 11...d5, but perhaps White can seize the initiative here with 12 exd5 ∅xd5 – 12…exd5 13 ∅c3 should be a little better for White - 13 2c3!? 2xe3 14 fxe3 0-015 Ξ c1 when he has the centre and useful lines for his rook, although Black is fairly solid and has the bishop-pair) 11...e5 (A.Shchekachev-D.Kuzuev, St Petersburg 1998), and here we should follow Emms' suggestion with 12 皇e3. The game might proceed 12... 創 43 d5 2 d4 14 2 a3 0-0 15 邕c1 凹b6 16 象xd4 exd4 17 公c4 凹a6 18 a4 when White is slightly for preference.

9 🕗 a 3

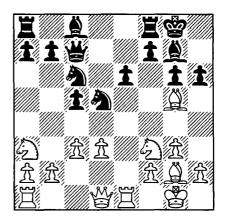
9 Ie1 has been the main move and can transpose.

9...0-0 10 ≣e1



10...h6

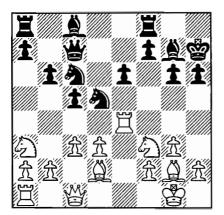
In a couple of later games Black has tried 10...a6 11 閏d2 f6 12 皇h6 (12 皇e3 also looks interesting as after 12...b6 13 exd5 ②xd5 14 d4! I believe White has something) and then:



11...exd5 is the preferable positional recapture, but here after 12 皇f4 鬯b6 13 鬯b3 Black is under uncomfortable pressure: for example, 13... 皇e6 14 響xb6 axb6 15 ②b5 when Black has no real targets for counterplay and he has to watch out for his vulnerable pawns.

12 ዿd2 b6 13 ₩c1

I actually reached this position via a different move order in a recent Olympiad game, but I have to confess I didn't realise we'd transposed to the same position! I came up with 13 d4!? cxd4 14 c4!? (objectively not the best move but it causes Black to solve some problems; instead 14 2b5 罾d7 15 ②bxd4 ③xd4 16 cxd4 皇b7 17 ②e5 is a little better for White, but I didn't feel like playing with an isolated queen's pawn) 17 & e5 gives White decent compensation for the pawn, but the position is very messy) 16 ②b5 皇b7 17 ②fxd4 a6 18 ③xc6 \$xc6 19 ②c3 \$xg2 20 \$xg2 ¥xd1 21 邕axd1 皇xc3 22 bxc3 邕fc8 23 邕d7 乞f5 24 邕b1 and I had a pleasant edge although failed to convert in G.Jones-K.Stupak, Khanty-Mansiysk Olympiad 2010.



Black is facing unpleasant threats.

14...f6

14...心de7 is Smirin's suggestion, but it doesn't stop 15 邕h4 as after the intended 15...心f5 comes 16 邕h3! when Black has no defence to 17 g4.

Thus perhaps the committal 14...g5 is best, but Black's position is rather loose. I quite like 15 營e1!? here, with the devilish idea that the logical 15... 兔a6 can be met by 16 兔xg5! hxg5 17 公xg5+ 當g8 18 罩xe6! with an extremely dangerous attack.

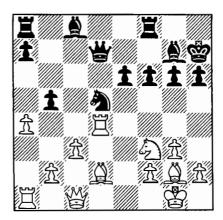
15 d4!

Now that Short has blocked in his g7bishop, it's time to open up the centre.

15...cxd4 16 🖄b5

16 ②xd4 can also be considered as 16...①xd4 17 基xd4 急b7 18 ②b5 營d7 19 c4 f5 20 基h4 (20 基d3!? is possible too) 20...h5 21 營e1 is great for White.

16...≝d7 17 ②bxd4 ③xd4 18 ॾxd4 b5 19 a4!



As in Jones-Snape, Black has failed to develop his queenside pieces and thus is in a lot of trouble. Indeed here Black is losing a pawn by force as there are too many pins.

19....皇b7 20 axb5 e5 21 邕h4

21 🗳 da4 immediately is also possible.

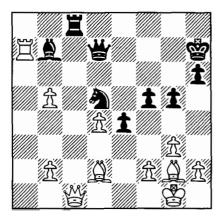
21...g5 22 🖺 ha4 f5 23 🖾 xa7

23 c4 looks the easiest win: 23...e4 (23...心b6 24 邕xa7 again leaves Black in too many pins) 24 cxd5 exf3 25 兔xf3 鬯xb5 26 兔c3 and Black is a pawn down whilst his king position is also a severe issue.

23...邕xa7 24 邕xa7 e4 25 🖄d4

Again 25 c4 could be considered, ex-

ploiting all the pins. 25....創xd4 26 cxd4 邕c8



27 暫f1 罩c2 28 徵d1 罩xb2 29 食f1 to retain the advanced b-pawn was slightly more accurate, but we should take into account this was a rapid game. At the least it has been a definite opening success for White. Glek started a kingside attack from seemingly nothing and this game shows that even a former World Championship contender (this game was played just three years after Short's match against Kasparov) can struggle with the questions posed by 5 &g5!?.

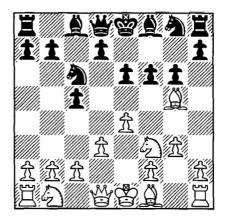
27... খxb5 28 全f1 খc6 29 খa6 罩c7 30 খxc6 兔xc6 31 罩a5 罩b7 32 b4 公xb4 33 罩c5 兔d7 34 兔xb4 罩xb4 35 罩c7 罩xd4 36 兔b5 \$g6 37 罩xd7 罩xd7 38 兔xd7 f4 39 g4 \$f6 40 \$f1 \$e5 41 \$e2 \$d4 42 \$d2 \$c4 43 \$f5 \$d4 44 \$g6 \$e5 45 \$c3 e3 46 fxe3 fxe3 47 \$d3 h5 48 h3 \$f4 49 \$e2 h4 50 \$d4 \$g3 51 \$xe3 \$xh3 52 \$e4 \$g3 53 \$f5 1-0

Game 70 I.Glek-P.Svidler Mainz (rapid) 2002

1 e4 c5 2 ②f3 e6 3 d3 ②c6 4 g3 g6 5 âg5

This game was played six years after the last one and it's encouraging to see Glek keeping faith with this line against the world's elite.

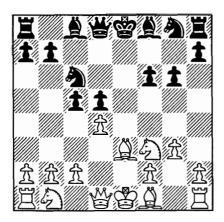
5...f6



This move has been the theoretical suggestion for Black, but to be honest I have never fully trusted it. White is forced to move his bishop again, but Black's kingside will prove vulnerable for the rest of the game. I like trying to break with d3-d4 here, as ...f7-f6 will prove a big weakness on an open board.

This is rarer than 7 &e3 and has only been played four times on my database, but with a 100% score!

I have always plumped for the main move 6 &e3 when I've reached this position: 6...d5 (6...0ge7 was tried against me once, but following 7 0c3 d6 8 d4! cxd4 9 0xd4 in G.Jones-M.Fischer, Belfort 2005, Black's extra tempo ...f6 was definitely not wanted in an Open Sicilian-type position) 7 exd5 exd5 8 d4 is obviously the critical test. White must open up the board or else the tempo invested in provoking ...f6 won't be worth it. I suggest if you choose 7 &e3, you should do some work on your own in this position:



a) 8...皇g4 9 皇e2 ②ge7 10 dxc5 ②f5 11 ②d4!? was a game of my own against the very creative and aggressive Grandmaster Simon Williams:

a1) Here he played 11...②xe3 12 fxe3 愈xe2 13 鬯xe2 愈xc5 14 ②c3 鬯e7 15 ③xd5 鬯e5 16 ②e6!? (16 c4 was more straightforward with a small edge) 16...會f7 17 ②ef4 罩he8 18 0-0 會g7 19 罩ae1 and in G.Jones-S.Williams, Bunratty 2006, I'd consolidated my extra pawn, but partly due to the fact that it was 90 minutes for all the moves and that it was a Sunday morning game, things soon started going wrong!

a2) However, I think 11.... 2xe2 is stronger when 12 營xe2 公cxd4 13 2xd4+ 含f7 14 2c3 2xc5 15 0-0 would reach an unclear position where Black's lead in development compensates for his worse structure.

b) 8...0ge7!? was Svidler's choice in a later game: 9 &g2 (perhaps 9 0c3 should be played with an extremely complicated position after 9...&g4 10 &e2 0f5 11 &f4) 9...0f5 (9...Wb6 looks critical when perhaps lvanchuk was intending to sacrifice the pawn, but following 10 0-0 Wxb2 11 0bd2 c4 I'm sceptical that there's enough compensation; White can try 12 0xc4!? dxc4 13 d5, but the complications seem to come down on Black's side: for example, 13... 创b4 14 亘b1 響xc2 15 亘xb4 響xd1 16 亘xd1 创xd5 17 亘xc4 创xe3 18 fxe3 急h6 when Black has the advantage) 10 0-0 创xe3 11 fxe3 急h6 and in V.Ivanchuk-P.Svidler, Monte Carlo (blindfold) 2005, Black could be happy with his opening experiment.

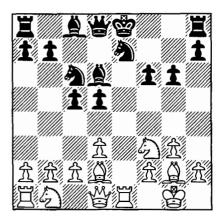
6...d5 7 皇g2 皇d6

Black has tried different moves here every time the position has been reached:

a) I doubt 7...d4 will be repeated as White has the strong reply 8 e5!, an idea we have already seen, cutting across Black's expansion ideas and leaving him with two backward e-pawns: 8...fxe5 9 營e2 皇g7 10 ②a3 ②ge7 11 0-0 0-0 12 ③c4 營c7 13 罩fe1 罩f5 14 皇h3 b5 15 皇xf5 gxf5 16 ③cxe5 ③xe5 17 ④xe5 and White is clearly better, Zhou Weiqi-Yu Yangyi, Beijing 2009.

b) 7...\$g7 8 0-0 2ge7 9 exd5 exd5 10 Ee1 0-0 11 2c3 \$d7 was M.Becker-A.Markgraf, Osterburg 2006, and here I think White should prepare b4 with 12 a3 \$h8 13 \$E1 when White has a pleasant edge as the pawn on f6 really gets in the way for Black.

8 0-0 ∅ge7 9 exd5 exd5 10 ¤e1



A normal position has arisen except for the fact that Black has advanced both his fand g-pawns. These kingside holes promise White a visible advantage.

10...🔄 f7 11 🖄 c3 🖺 e8

11...當g7 12 ^②b5 皇b8 13 c4 is also pleasant.

12 h3

This game was a rapid one and around here I think Glek was just trying to play some moves quickly and so gain some time on the clock. He might have considered:

a) 12 \$h6 is an interesting alternative:

a1) 12...🔄 g8 13 d4 is very strong.

a2) 12...2f5 13 2 are 1+ (13...g5 14 2xg5+! fxg5 15 3xe8 2xe8 16 3e1+ is very good for White) 14 3xe1 g5 15 2xg5 fxg5 16 2xg5+ 2g7 17 2xd5 would give White three pawns and a strong initiative for the piece.

a3) 12...2e6 is probably best, although 13 @d2 (13 @xe6!? looks interesting, but I can't quite find a kill) 13...@d7 14 @b5 2b8(14...@f5 15 @xd6+ is a small but safe edge for White) 15 d4 a6 16 @c3 cxd4 17 @xd4@xd4 18 @xd4 @f5 19 @d2 g5 20 @d3!keeps the piece and threatens 21 g4 with the advantage.

b) 12 息c1!? is a bizarre suggestion by the computer, but it has some sense behind it. White is preparing d3-d4 while also having ideas of 徵d2-h6 in certain circumstances.

c) 12 ②b5 皇b8 13 c4 also looks sensible when White has some advantage.

12...ዿe6 13 a3 ₩d7 14 \$h2 \$g7 15 \bar{b}b1

Black must be absolutely fine now as he has successfully coordinated his pieces, but it's amazing how it all goes wrong so fast. **15...a6**?

This is a big error as the hole on b6 allows White to kick-start his attack.

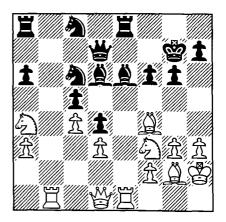
16 බිa4! බිc8 17 b4 b6

17...cxb4 18 axb4 b6 was the lesser evil, although White's back on top.

18 bxc5 bxc5 19 c4 d4?!

In light of what follows, Black should have exchanged, 19...dxc4 20 dxc4 \exists b8, but White is a little better following 21 \exists xb8 Oxb8 22 Qe3 Qxc4 23 Oxc5 Qxc5 24 Qxc5 and the bishop-pair gives him promising chances on the open board.

20 **Ձ**f4!



A surprising shot. Suddenly c5 is impossible to defend. 20.... 2 e7

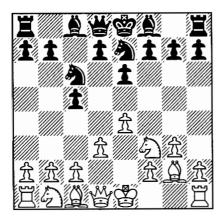
20...皇xf4 21 ②xc5 徵d6 22 罩b7+ 容h6 23 ②e4 營f8 24 gxf4 would net a pawn and keep up a strong attack.

21 ∕ d2 g5 22 ₩f3! 1-0

And Svidler threw in the towel as all his pieces are dropping. I think there's a reason why, even after being touted as the 'refutation' of this line, 5...f6 has not received much popularity. It seems that Black can probably reach equality in the 6 &e3 lines, so I advocate this fresh 6 &d2 approach with which White keeps up the pressure.

> Game 71 L.Bruzon Bautista-M.Carlsen Skanderborg 2005

1 e4 c5 2 ②f3 e6 3 d3 ②c6 4 g3 g6 The move order we are actually concerned about is 4...卻ge7 as now 5 皇g5 doesn't make sense and therefore I advocate simply transposing back into the main line with 5 皇g2.



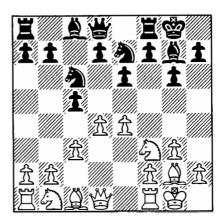
However, you should be aware of a couple of things: most people play 4...g6 and so you're likely to encounter 4... 2ge7 only if your opponent was expecting 5 \$g5, which is still a rather rare option. Secondly, we no longer have to be concerned with any lines with ... 2f6.

If you wish to avoid the main line completely you could try 5 b3!? here, which I essayed once and as far as I can see hasn't been repeated. My idea was to deter ...g6 and thus make it difficult for Black to complete his development. The game continued 5...d5 6 營e2 dxe4 7 dxe4 e5 8 兔b2 (it would also be interesting to change plan with 8 c3!? to take control over the important d4square when the position resembles a very good King's Indian reversed) 8...公g6 9 公bd2 兔g4 10 h3 兔xf3 11 營xf3 營f6 12 營xf6 gxf6 13 0-0-0 0-0-0 14 c3 and I went on to convert my positional advantages in G.Jones-N.Frost, Scarborough 2001.

5 ዿg2 ዿg7 6 0-0 ②ge7 7 c3 0-0

7...e5 is committal, but prevents d3-d4 and will be looked at in the next game, while 7...d5 8 營e2 transposes to the hybrid variations seen towards the end of the last chapter.

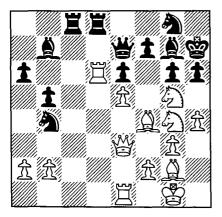
8 d4



This is definitely the most dynamic try. White grabs the centre and attempts to exploit Black's choice to delay ...d7-d5. Black is forced to play actively or else he'll be clearly worse with much less space for his pieces. The game continuation becomes very complex and I can understand some players not feeling comfortable with the forthcoming sacrifice.

Therefore I'm offering 8 We2 as an alternative plan hoping for 8...d5, transposing back into lines covered in the last chapter where we can hope to show that Black has castled too early:

a) A game of the highest-rated player in history continued 8...b6 9 堇e1 d6 10 ②bd2 兔b7 11 ②f1 b5 12 h4 h6 13 ③1h2 (I hope this plan is familiar to you all after the last chapter) 13...當h7 14 兔d2 營d7 when Kasparov judged the time was right to open the centre with 15 d4! cxd4 16 cxd4 a6 (16...③xd4 17 ④xd4 兔xd4 18 兔xh6! is extremely promising with so many holes around Black's king) 17 堇ad1 (White has a pleasant advantage with more space and continued kingside pressure; it's instructive to see how Kasparov finished off his opponent) 17... Ξ ac8 18 &f4 Ξ fe8 19 Wd2 Wc7 20 Og4 Og8 21 e5 dxe5 22 dxe5 Ξ ed8 23 We3 We7 24 Ξ d6 Ob4 25 Og5+ (25 &g5!? is also very tempting as Black is losing material: 25...hxg5 26 Oxg5+ Oh8 when perhaps the simplest is 27 Wb6 &xg2 28 Ξ xd8 Ξ xd8 29 Wxd8 and the rook and two pawns will be the more useful in the endgame)



25...當h8 26 兔xb7 (26 暫b6!, with the same idea as the previous note, should be winning: 26...象xg2 27 墓xd8 墓xd8 28 徵xd8) 26...徵xb7 27 暫b6 徵xb6 28 ②xf7+ 容h7 29 墓xb6 1-0, G.Kasparov-A.Paco, Madrid (simul) 1997.

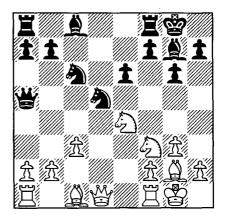
b) Perhaps 8...e5 is critical when we should switch back to playing on the queenside with 9 a3. I've written elsewhere that I'm suggesting the King's Indian Attack in our repertoire against 2...e6 as I believe that Black's best set-up involves having his pawn on e5 which of course loses a tempo now: 9...d6 (9...a5 10 a4! is an important sequence to remember; Black will regret having created such big holes on his queenside and for a thorough investigation of this type of position I suggest having a look at John Emms' Starting Out: King's Indian Attack) 10 b4 a6 (10... e6 11 bd2 a6 12 邕b1 cxb4 13 axb4 b5 14 臭b2 was sensible play between two strong grandmasters

who actually agreed a draw here in M.Roiz-I.Smirin, Fuegen 2006, although of course there's a lot of play left; I would prefer White slightly, since he can attempt to break in the centre with d3-d4 and start pushing Black backwards – more detailed coverage of this type of position will be seen in the following game) 11 心bd2 h6 12 單b1 營c7 13 急b2 急e6 14 嘼fc1 嘼ad8 was 5.Sergienko-G.Vescovi, Moscow 2010, when White should have waited a little longer before breaking with d3-d4. Indeed, 15 a4 looks like a promising start.

8...cxd4

The immediate 8...d5!? has also been tried, not giving White the c3-square for his knight.

However, we can exploit Black's delay with 9 exd5 which has been Zhang Zhong's speciality. The experienced grandmaster has tried this three times so evidently believes in White's position. Black can win the pawn back, but that takes a few tempi and we can hope to brew up an initiative in the meantime: 9...Oxd5 10 dxc5 Wa5 11 Obd2 Wxc5 12 Oe4 Wa5.



The position is not very typical of the King's Indian Attack, as we have an open centre, but nevertheless may appeal to some of you. Black is solidly placed, but still

How to Beat the Sicilian Defence

has problems developing his light-squared bishop, while White can endeavour to exploit his queenside majority. Only after 13 全g5 (played in every game thus far, but 13 鬯e2 looks like an interesting alternative: for example, 13...b6 14 c4 皇a6 15 皇d2 鬯a4 16 b3 鬯a3 17 皇c1 鬯e7 18 皇b2 with a position that resembles a Scotch) 13...h6 14 皇d2 鬯c7 15 c4 ②de7 16 ②c3 have Zhang Zhong's opponents varied:

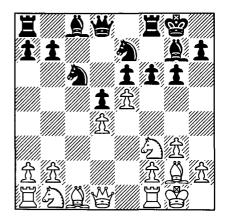
a) After losing his first game, Rublevsky tried 16...a6 as an improvement when I quite like 17 營c1 肇h7 18 營c2 單d8 (18...②b4 shouldn't be feared as 19 營b3 公d3 hits nothing and leaves the knight in danger of being trapped) 19 罩ad1 盒d7 (19...②b4 20 營b3 公d3 21 횙e3! is very unpleasant) 20 營e4 and White can return to attacking on the kingside.

b) 16...e5 was a try by one of the top women players, although 17 racksimed c18 racksimed d5 racksimed d6 19 racksimed c20 racksimed d8 21 racksimed d23 racksimed d23 racksimed d23 racksimed d23 racksimed d24 racksimed d23 racksimed d24 racksimed d25 racksimed d24 racksim

c) 16...b6 17 營e2 创f5 18 创b5 營e7 19 创e5 创xe5 20 逸xa8 逸b7 21 逸xb7 營xb7 22 f4 心c6 23 逸c3 and White had picked up an extra exchange in Zhang Zhong-S.Rublevsky, Shanghai 2001.

It is also possible to continue after 8...d5 in the same spirit as our main game with 9 e5, but this is a slightly better version for Black as he can choose when to exchange on d4. After 9... b6 (the position looks like an Advance French where both sides have taken the unusual step of a kingside fianchetto) 10 ⓐa3 cxd4 (Black takes now that we can't activate our knight to the most active square on c3) 11 cxd4 f6, as in V.Bologan-V.Ivanchuk, Moscow 1996, I think we should try to use the a3-knight with 12 exf6 2xf6 13 ⓐc2 ⓑf5 14 b3 ⓐcxd4 15 ②fxd4 息xd4 (15...④xd4 16 息e3 would be rather embarrassing) 16 ③xd4 徵xd4 17 息a3 徵xd1 18 邕fxd1 when the bishop-pair and open lines leave White with decent compensation for the pawn.

9 cxd4 d5 10 e5 f6



This is the critical test. Black tries to undermine White's centre. Your opponent will feel much more comfortable in this type of position if he is a French player; Black's position no longer resembles a Sicilian at all. Here Black has also tried:

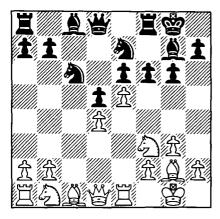
a) 10...@b6 is another typical French motif, putting pressure on our d4-pawn, but we're in time to defend it: 11 @c3 @f5 12 @a4 @c7 and here I think we should expel the knight with 13 g4 @fe7, as in M.Gomes-C.Sanchez Santana, Kemer 2007, when the simple 14 \blacksquare e1 looks strongest and after 14...f6 15 exf6 \blacksquare xf6 16 &g5 \blacksquare f4!? (Black's best bid for counterplay; if 16... \blacksquare f7 17 \blacksquare c1 @d6 18 a3 and White's successfully put Black's squirming under wraps) 17 &xf4 @xf4 18 @c5 @xg4 19 @e2 the extra exchange should count for something.

b) 10...④f5 has also been tried reasonably frequently, leading to 11 ④c3 f6 (11...習b6 transposes to variation 'a') 12 g4 and then:

(as played in Zhang Zhong-M.Kobalija, Ubeda 2001; instead the 14... $rac{W}{18}$ of V.lordachescu-R.Djurhuus, Yerevan Olympiad 1996, prepares an exchange sacrifice and the most sensible response appears to be 15 h3, so that 15... Ξ f4?! 16 &xf4 $rac{W}{x}$ f4 17 &e2 is nothing to worry about) 15 Ξ e1 &d7 16 $\$ $\$ d2 $\$ c8 17 &f4 $\$ b6 18 b3 leaves White in control of the dark squares.

b2) 12...fxe5!? was an interesting piece sacrifice tried in A.Diamant-F.Larcheveque, Calvi 2010, but White should retain the advantage with correct play: 13 gxf5 e4 14 20e5! Exf5 (the alternative 14...2)xe5 15 dxe5 Exf5 - 15...gxf5 16 2f4 blocks Black's pawn diamond - 16 2xe4 leaves Black with insufficient compensation for the piece) 15 f4! and White keeps well on top of the position.

11 Ïe1



11...fxe5

Black must do something quickly. If White gets enough time to develop all his pieces then he will be better with the greater space and the safer king. Thus Black has to target White's centre immediately.

11...0f5 has been the alternative treatment, hitting the other pawn, and after 12 0c3 Black has tried:

a) 12...fxe5 13 dxe5 h6 14 h4! transposes

to note 'a' to Black's 12th move in our main game.

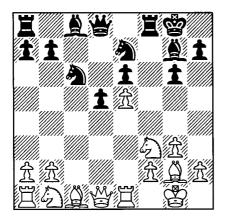
b) 12...2d7 13 g4 2 fe7 14 exf6 \equiv xf6 was I.Glek-K.Landa, German League 2000, and now I quite like playing quietly with 15 2e3 Wf8 16 h3, just consolidating on the kingside so that Black has no annoying sacrifices before we start pressing on the queenside. White should be better here so long as we don't allow the break ...e6-e5, as Black's position is rather constricted.

c) 12...當h8 (Black plays his king to safety before opening up the position) 13 g4! (forcing a concession out of Black) 13...心h4!? (an interesting piece sacrifice; evidently 13...心fe7 didn't appeal as 14 exf6 簋xf6 15 皇g5 would leave White with the upper hand, since he has successfully developed all his pieces while Black has been left with a backward e-pawn and a bad bishop on c8 - note too that the pawn on g4 is useful to control f5 and it seems that Black has no way to exploit it) 14 公xh4 fxe5 and then:

c1) 15 公xg6+!? (Vescovi sacrifices the piece back to open up Black's king) 15...hxg6 16 dxe5 公xe5 was G.Vescovi-A.Volokitin, Bermuda 2005, when, as Vescovi himself pointed out, he should have tried 17 當e3 當g8 18 뽋g3 followed by 皇e3d4 with an extremely complicated position. Black has the centre but also a rather vulnerable king and so White has reasonable chances.

c2) White could also keep the extra piece with 15 g5 when 15...exd4 (15...2xd4 16 2e2 looks quite good for White) 16 2e2 e5 leaves Black with a big centre, but White does have that extra piece and can try playing around the pawn mass: for example, 17 2b3 e4 18 2f4 2e7 19 2d2 when the extra material shouldn't be underestimated.

12 dxe5



12...罩f5

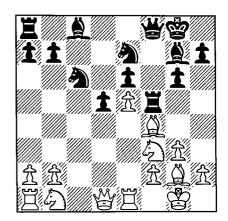
This looks critical to me. Carlsen, who was barely a teenager at this point, puts pressure on the only weak point in our position. Others:

a) 12...h6 13 h4 🖉 f5 14 🖗 c3 has been reached in quite a few high-level clashes where White has scored well: 14...\$d7 15 盒f4 皇e8 (15...邕c8 has also been played immediately, but shouldn't make much difference) 16 習d2 罩c8 (16...習b6 17 罩ad1 簋d8 18 ②a4 ₩b5 19 b3 當h7 20 怠f1 ₩b4 21 ₩xb4 ②xb4 22 ②c5 \$f7 23 a3 b6 24 axb4 bxc5 25 bxc5 was one of the first games in this line and a textbook example of what White is aiming for, L.Ljubojevic-J.Timman, Hilversum 1973) 17 🖾 ac1 🖾 c7 was A.Morozevich-N.McDonald, British League 2002, when 18 0 b5 would have put Black under a lot of pressure: for example, (20...qxf5 21 创fd4 创xd4 22 创xd4 would leave Black in a complete bind) 21 2bd4 and White picks up material. The exchange sacrifice 21...邕xf4 is dealt with most accurately by 22 ②xe6 邕xf3 23 ④xd8 ④xd8 24 Ïc7, with a decisive advantage.

 2 f5 15 2 2 2 a5 16 b3 b5?! (16...h6 was necessary, but I think White has very good chances after 17 h4) 17 2 g5! 2 b6 (17...2 e7 18 2 xe7 2 xe7 19 2 xd5 exd5 20 2 xa5 is hardly any better) 18 g4! (suddenly the knight has nowhere to go) 18...2 h6 19 2 xh6 2 xh6 20 2 xh6 2 xf3 (20...2 xc3 21 2 g5! 2 xf2 22 2 h1! is hopeless too) 21 2 xf3 2 xc3 22 2 4 2 c6 23 2 xd5 2 d4 24 2 ad1 1-0, L.Ljubojevic-S.Tatai, Manila 1973. 13 2 f4

13 &h3 would allow Black the strong 13...Oxe5! 14 &xf5 Oxf3+ 15 Wxf3 Oxf5 when he has enough control over the position to claim good compensation for the exchange.

13…省f8

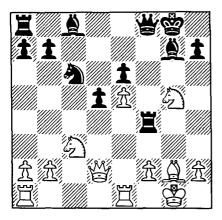


The f4-bishop needs defending. 14 $\textcircled{2}c_3$?! would allow another strong sacrifice in the shape of 14... \amalg xf4! 15 gxf4 2xf4 when e5 is likely to drop too, which would allow all of Black's pieces out of the box.

14...g5! 15 🖉 xg5 🖉 g6 16 🖗 c3 🖗 xf4

16...②cxe5?! is Black's other logical capture here, but as Postny points out, White achieves a good game with 17 皇xe5 ④xe5 (17...罩xe5 18 f4! 罩xe1+ 19 罩xe1 would leave White in complete control; Black still cannot liberate his position with the ...e6-e5 thrust) 18 f4 (2)c4, but here I prefer 19 (2)c2 (2)xb2 (otherwise Black has nothing to show for his positional problems) 20 (2)h1! (20 (2)xb2 (2)+ was Black's idea) 20...d4 (20... $\oiint{(2)}$ c5 21 (2)xe6 is terrible for Black) 21 (2)xb2 dxc3 22 (2)b3 and Black has his eternal problems with his queenside rook and bishop, while the c3-pawn doesn't cause any problems for White. It's important to realize here that we don't want to recapture the pawn on e6, at least not immediately, as that would allow Black to liberate his position.

17 gxf4 🕮 xf4



White's position may look hopeless, but don't despair – Bruzon knows what he's doing. Material is level, but we cannot defend the e5-pawn which is holding our position together. Therefore our next is forced.

18 🖄 xd 5!

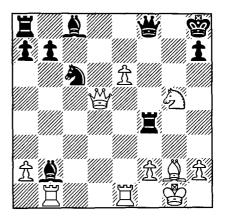
A subtle sacrifice.

18...exd5 19 \#xd5+ \#h8 20 e6!

So White has no immediate killing attack, but is content to simply play the position a piece down. The pawn on e6 is extremely useful in blunting the c8-bishop and thus stops the a8-rook from developing. Indeed, at this juncture we can claim to be a rook up in the active-piece count. The pawn is also contributing to attacking the black king. The computer's not entirely convinced, but only assesses it as slight edge to Black. That's pretty good considering we're a piece down! Certainly in practical chess Black has problems here. He must constantly be on the look out for ideas of \triangle f7+, e6-e7 or White targeting h7 with $extbf{Wd}$ 3 or $extbf{E}$ e3-h3.

20....**響e**7

The b2-pawn is hardly relevant to the position and so White doesn't need to rush after 20...皇xb2. I like the look of 21 罩ab1! (21 公f7+ is given by Postny, but this allows Black to swap off into a roughly level endgame: 21....茎xf7 22 exf7 .皇xa1 23 罩e8 皇g4 24 營e4 皇h5 25 罩xf8+ 鼍xf8 26 營b1 皇g7 27 營xb7 ②e5 28 螢xa7 薹xf7 with a rather unclear situation as the a-pawn will prove rather fast; I prefer keeping Black under pressure for longer).

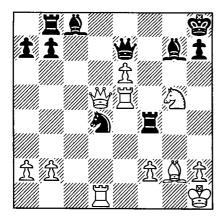


This is a difficult position to analyse seeing as it has only been reached once, but I think White has very good practical chances. A few of my lines of analysis run: 21...\$\$\$ (21...\$\$\$) (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...\$\$") (21...") (21...") (

21 🖾 ad1 🖄 d4 22 🕸 h1!

Bruzon shows remarkable patience with the position. He has two pawns for the piece and it's tough to see how Black should improve his position, let alone develop his final two pieces.

22....Ib8 23 Ie5!



23...්ටc6

Postny describes this move as the 'decisive mistake'.

23...&d7! seems like Black's only way to stay in the game. Postny's analysis runs 24 Ξ xd4 &c6 25 Ξ xf4 &xd5 26 Of7+ Og8 27 &xd5 &xe5 28 Oxe5 and despite the reduced material, Black must still be careful. White has two pieces and two pawns for the queen, while the e6-pawn still weighs the position in his favour, as Black must be careful not to allow any mates or the pawn to promote. After 28...h5 (Ξ f4- Ξ g4+ was a threat) 29 Ξ f3 (so White renews the threat) 29...省b4 White can try:

a) 30 ④d7 鬯b5 31 e7+ �g7 32 邕g3+ �b8 33 ④xb8 鬯xd5+ 34 �g1 鬯d1+ 35 �g2 鬯d5+ with perpetual (Postny).

b) 30 罩g3+ also looks interesting, but it seems that Black can hold on the draw: for example, 30...當h7 (30...當f8 31 包d7+) 31 包f7 罩c8 32 a3 罩c1+ 33 當g2 響e1 34 包g5+ 當h6 35 包f7+ and again it's perpetual.

c) 30 e7+ eg7 31 $\nexistsf7+$ (31 $\nexistsg3+$ ef6 32 Od7+ exe7 33 Oxb8 Wd6 34 $\nexistse3+$ ed8 35 exb7 Wxb8 is also equal and will likely result in perpetual) 31...eh6 32 $\nexistsf6+$ eg7 33 $\nexistsf7+$ eh6 is also given by Postny as a draw. Therefore it appears that with perfect play Black can wriggle out and hold, but I wouldn't be surprised if there were an improvement for White here, while Black must memorize many difficult lines or he'll get destroyed. Definitely a good practical try for White!

24 菖f5

Black's problem is that his king is now just too exposed.

24...ዿxe6

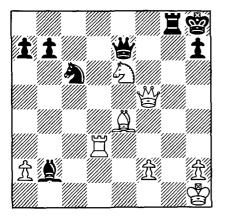
Carlsen finally gets tired of having to play around the c8-bishop and realizes that he must sacrifice to get his queen's rook into the game, but it's too late.

Instead 24... Ξ g4 25 \bigcirc f7+! sg8 26 \bigcirc d8 \bigcirc b4 27 bb3, winning for White, is given by Postny. Here 28 Ξ d7 is one of the many threats, for example: 27... a5 28 Ξ d7 sxd7 29 exd7+ sh8 30 \bigcirc f7+ sg8 31 d8b+ Ξ xd8 32 cxd8+ sh8 33 cf7+ sg8 34 ch6+ sh8 35 bg8 mate.

24... 選xf5 doesn't save Black either as 25 響xf5 皇f6 26 皇xc6 皇xe6 (26...bxc6 27 罩d8+ 響xd8 28 響xh7 mate is pointed out by Postny) 27 ②xe6 bxc6 28 b3 leaves White a pawn up and his attack hasn't disappeared. 25 ②xe6 罩xf5 26 響xf5 皇xb2 27 皇e4

All of White's pieces line up towards

Black's king. Black doesn't even have any material to show for it anymore. 27...眞g8 28 眞d3!

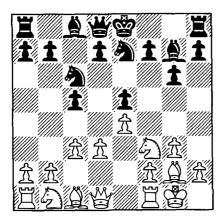


No prizes for guessing where that rook's going.

28...④e5 29 罩b3

- 29 🕮 h3! immediately is even simpler.





If Black doesn't want to allow White to expand in the centre then this is his normal try. However, Black has lost a tempo and thus White has good chances for an advantage.

The fact that $1 \oslash f_3 c_5 2 g_3 \oslash c_6 3 \oslash g_2 g_6 4 0.0 \oslash g_7 5 c_3 e_5 6 e_4 \oslash g_7 7 d_3 0.0 8 a_3 is actually a main-line position should be very encouraging to us, as we manage to get the position a tempo up as Black has not yet castled. The position is closed and so tempi don't matter so much, but still an extra tempo over a mainline position must be deemed an opening success!$

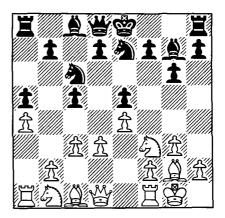
8 a3

White would like to play 8 \$e3 d6 9 d4, but unfortunately 9...exd4 10 cxd4 \$g4 is known to be quite good for Black.

8...0-0

Alternatively:

a) 8...a5?! has been played surprisingly often. Black prevents 9 b4, but the holes in his position are far more important defects, as revealed by 9 a4!.



Now Black has chronic weaknesses on b5 and c4 and after 9...0-0 10 包a3 d6 11 單e1 h6 12 包d2 皇e6 13 包b5 the knights manoeuvre into the holes. Now:

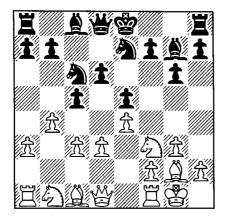
a1) 13...d5 14 exd5 ②xd5 15 ②c4 and Black has more problems than it appears at

How to Beat the Sicilian Defence

first sight. The white knights control a lot of squares and cannot be shifted. Indeed, b6 is a problem, while c5 and e5 are also under pressure. Here 15...萬a6 16 徵e2 邕e8 was seen in V.Bologan-N.Firman, Moscow 2002, when 17 f4! would actually pick up material as 17...exf4 18 皇xd5! 徵xd5 19 公c7 forks everything.

a2) 13...f5 was evidently Black's initial idea, but White can deal with this very effectively with 14 2C4! 2C8 (or 14...2xC4 15 dxC4 and Black won't be able to hold on to d6 in the long run) 15 exf5 gxf5 16 f4! e4 17 2Ce3 d5 18 dxe4 dxe4 (18...fxe4 is positionally desirable, but 19 f5! forces Black to give up material as 19...2f7 20 2Cg4 proves to be a decisive attack) 19 2Cad 20 2C7 2Bb8 21 2Xe6 2Xe6 22 2Cad and Black's f5pawn is going to be a huge headache for him for the rest of the game.

b) 8...d6 9 b4 wastes no time striking out on the queenside:

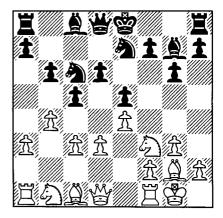


b1) 9...h6 10 Db2 266 11 2b2 0-0 when I think it might be time to play 12 b5 Da5 (12...Db8 13 Dc4 also looks quite pleasant for White; Black does not want to play 13...2xc4 14 dxc4 as the d6-pawn normally proves a bigger weakness than the c4-pawn, since it's hard for Black to target c4 while it's easy to triple up on the d-

file) 13 c4 b6, as White did in J.Ramiro Ovejero-V.Dimitrov, Cambados 2008, when I like 14 &c3 which is rather similar to Wei Chenpeng-Ni Hua below.

b2) If Black is worried about our b4-b5 advance then he can play 9...a6, although I think here too White has the easier game: for example, 10 皇e3 b6 11 公bd2 0-0 12 罩b1 h6 13 bxc5 bxc5 14 公c4 皇e6 15 公fd2 saw White making progress on the queenside in G.Hernandez-E.Moreno Tejera, Vila Real 2001.

b3) 9...b6 with a further divide:



b31) 10 创bd2 0-0 11 创c4 a6 12 bxc5 bxc5 13 罩b1 创a5 14 创xa5 豐xa5 15 创d2 逾e6 (if 15...豐xc3?? 16 创c4 and the queen won't escape) 16 创c4! 豐c7 (16...愈xc4 17 dxc4 would leave Black with big problems on the d-file) 17 愈g5 f6 18 愈d2 罩fb8 19 豐a4 愈f8 was J.Timman-L.Kavalek, Tilburg 1977, and here expanding on both sides of the board with 20 f4! would have given White a pleasant edge.

b32) Closing the queenside is also possible: 10 b5 (2) a5 11 c4 0-0 12 a4 h6 13 (2) b2 (2) bd2 (2) c7 was Wei Chenpeng-Ni Hua, Jinan 2005, when 15 (2) would have kept White with a small advantage, as we don't have to worry about 15...f5 (15... (2) b7 16 (2) e1 is more comfortable for White with

his extra space), since 16 exf5 gxf5 17 ⁽²⁾h4 ⁽²⁾ae8 18 f4! is generally a good way to deal with Black's attempted ...f7-f5 break.

c) 8...d5 takes the centre, but allows White another very good version of a King's Indian. By my reckoning, White is two tempi up on a normal KID (one because he's White and one because Black has played ...e6-e5). This should mean that White is doing rather well and, indeed, after 9 b4 dxe4 10 dxe4 \not xd1 11 \not xd1 cxb4 12 axb4 a6 13 b5 \darkappa b8 14 \darkappa bd2 \darkappa d7 15 \darkappa c4 0-0 16 \overline a3 Black was already lost in V.Sanduleac-A.Coset, Kishinev 2007.

9 b4 cxb4

This doesn't work out at all well for Black who cedes control of the centre and has structural problems.

9...d6 has been the most common way to deal with the threat to the c5-pawn. It's important not to rush this position with White. We would like to expand with d3-d4, but first we should get everything ready. We should also watch out for Black's most dynamic plan of ...f7-f5:

a) 10 2b2 a6 11 2bd2 h6 12 2c4 2c613 2c3 2b8 14 bxc5 dxc5 15 a4 f5 was G.Vescovi-A.Motylev, Bermuda 2003, when White should take: 16 exf5 gxf5 17 2c32d7 18 2c3 fd1 and Black has to be very careful that we can't suddenly open up the position with d3-d4 as his king is so exposed. Therefore again 1'd prefer to have the white pieces.

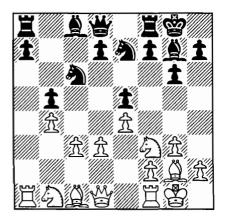
b) 10 皇e3 b6 (J.Timman-C.Lutz, Saint Vincent 2000) when I think 11 鬯c2 is a good chance for an advantage: for instance, 11...皇g4 12 ②bd2 邕c8 13 鬯b2 with chances in the centre and on the queenside.

c) 10 b5!? is also interesting.

10 axb4 b5

So this was Andersson's idea. In keeping with certain KID lines, Black blocks up the

queenside and hopes to eventually be able to play ...a7-a5. However, here Black will never manage that liberating thrust and thus a5 and c5 will prove to be big weaknesses in his position.



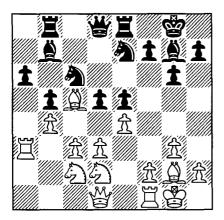
11 🖄 a3

Forcing the black rook off the a-file, thereby diminishing the value of any future a7-a5 break. This position was also reached recently in which White opted for the direct 11 d4!? exd4 12 2xd4:

a) 12...②xd4 13 cxd4 ②c6 14 e5 fails to win a pawn for Black and he'll regret having allowed White such a large centre.

11...Ib8 12 🚊 e3 d5

Giving away the c5-square forever, but otherwise Black had no counterplay and would have to sit and wait until White felt completely ready to break with d3-d4 or c3c4. 13 皇c5 邕e8 14 ②c2 a6 15 ②d2 皇b7 16 邕a3



White's b4-c3-d3-e4 pawn formation is very strong. It is flexible and allows us to prepare either c3-c4 or d3-d4 pawn breaks, while the b4-pawn holds up two outposts on c5 and a5. Black has no targets to hit to generate any counterplay and thus Andersson, one of the finest defenders in the history of the game, has to wait while Bruzon slowly increases his advantage to decisive proportions.

16...邕c8 17 乞b3

It was also possible to release the tension with 17 exd5 公xd5 18 公e4 革e6 19 公e3 公xe3 20 兔xe3 with a clear advantage, but Bruzon prefers to wait.

17.... 2b8 18 De3

This doesn't spoil any of the advantage, but there was a tactic available. White had the chance to win material here with 18 2a5! 2a8 19 exd5 when Black would have had to give up the exchange as after 19...2xd5 (19...2xd5 20 c4 2c7 21 2xa8 2xa8 22 2b7 2d7 23 2d6 picks up the exchange) 20 2b7 2xb7 21 2xb7 the c8-rook is trapped.

18...d4

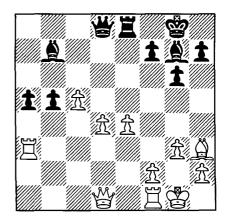
Black felt obliged to push the pawn, but now White can concentrate on picking up the resulting isolated pawn.

22 2d6 was more accurate. The d4pawn is going to drop anyway and the game continuation allows Black a little counterplay.

22...心xc5 23 心xc6 罩xc6 24 心xc5 罩xc5?!

24...鬯e7 should have been tried when Black has some chances due to his darksquare control. 25 d4? doesn't work as now 25...邕xc5! 26 dxc5 徵xe4 would be very strong. Similarly 25 皇d7? can't be advised as 25...邕xc5 26 皇xe8 邕c8 picks up two pieces for the rook, and so 25 衡b1! looks best.

25 bxc5 a5 26 d4!



The most accurate way to convert the material advantage.

26...b4

Black's alternatives are no better:

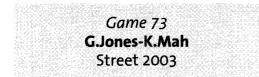
a) 26... এxe4 27 d5! 邕e5 28 d6 邕xc5 29 邕e3 and the remaining pawn is too strong.

b) 26...基xe4 27 世c2 基xd4 28 c6! 基c4 29 世xc4 bxc4 30 cxb7 毫e5 31 基b1 is likewise hopeless for Black.

27 邕e3 獣c7

27... 当xd4 was the last chance, but after 28 当4 邕e7 29 c6 the c-pawn is just too strong.

28 **êg2 ≣a8 29 ₩d2** ≣d8 30 e5 **êxg2 31**

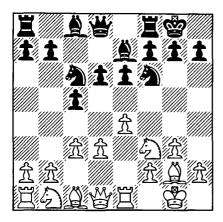


1 e4 e6 2 d3 c5 3 විf3 විc6 4 g3 d6

This is hardly a critical set-up. White should be able to advance in the centre and obtain a small advantage.

Instead 4...2f6 5 2g2 2e7 6 0-0 0-0 is a rather devious move order. Black delays moving his d-pawn and forces us to commit. I have decided that 7 2e1 is sensible when 7...d5 (7...d6 8 c3 would transpose back into our main game here) 8 e5 2d7 9 2e2 is likely to transpose to positions we looked at in the previous chapter.

5 皇g2 乞f6 6 0-0 皇e7 7 邕e1 0-0 8 c3



8...**⊈d**7

This is the most common, although Black has a few alternatives:

a) 8... 省c7 9 d4 d5!? and then:

a1) 10 e5 2 e4 11 2 bd2 f5 12 exf6 xf6 (S.Khader-I.Shehab, Dubai 2004) 13 2 g5 cxd4 14 xe6 xe6 15 \blacksquare xe6 dxc3 16 bxc3 with a slight edge thanks to the bishoppair.

a2) 10 exd5!? also looks interesting as 10...公xd5 (10...exd5 should be played, although perhaps White has a little something after 11 皇f4 斷b6 12 斷b3) 11 c4 公f6 12 d5 exd5 13 cxd5 簋d8 14 公c3 皇g4 15 皇f4 斷b6 16 斷b3 公d4 17 公xd4 cxd4 18 簋xe7 dxc3 already left Black a pawn down in V.Jansa-J.Votava, Turnov 1996.

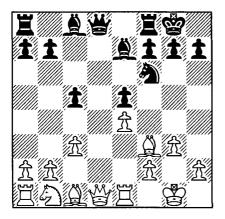
b) 8...e5 has been played here too, although the bishop looks better placed on g7 to me. White should have a small advantage here thanks to the hole on d5: 9 2a3ae8 10 2c2 af8 11 ag5! (as the position is blocked up, knights are more important than bishops) 11...h6 12 axf6 @xf6 13 2e3ae6 14 af1 @d8 15 2d2 ae7 16 f4 and White had the makings of a pleasant initiative on the kingside, Yu Shaoteng-Wang Rui, Gyula 2000.

c) 8...罩b8 9 d4 cxd4 10 cxd4 d5 11 e5 ②e4 doesn't change much and indeed I would be attracted by 12 ②c3 even more here as Black will struggle to put pressure on the c3-pawn.

d) We'd be very happy to see 8...d5 9 e5 ∂d7 when we have gained some time on positions from the previous chapter.

e) 8...b6 9 d4 d5 appeared in A.Skripchenko-V.Milov, Port Erin 2004, when I like 10 ②e5! 皇b7 (10...②xe5 11 dxe5 ②xe4 12 f3 embarrasses the knight) 11 ③xc6 皇xc6 12 e5 with good attacking chances.

e) 8...Oe5!? is an uncompromising possibility that a few strong players have tried: 9 d4 Oxf3+ 10 Qxf3 e5 (or 10...Od7 11 Oa3 a6 12 Oc4 Wc7 13 d5 Oe5, as in M.Dzhumaev-V.Zvjaginsev, Linares 2000, when 14 Oxe5 dxe5 15 c4 exd5 16 cxd5 isn't totally clear, but White has chances to play on the queenside or for an f2-f4 break) 11 dxe5 dxe5 looks like an Exchange King's Indian.



I really like White in these set-ups as we have use of the d5 outpost while Black doesn't have the d4-square in return. A.Minasian-L.Nisipeanu, Moscow 2005, continued 12 習e2 皇e6 and here perhaps White could switch plans with 13 罩d1 營c7 14 c4!?, as Black's knight is so far from d4: 14...罩ad8 15 罩xd8 罩xd8 16 毫c3, with a pleasant edge.

9 d4

The most direct choice, although White can also choose to play as in the previous game. Indeed, 9 a3 was the choice in V.Bologan-C.Sandipan, Gibraltar 2008.

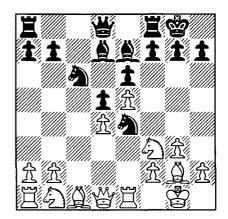
9...cxd4

9...d5 is possible too when I think we should exchange on d5: 10 exd5 exd5 (10...2xd5 11 c4 looks promising for White and is similar to the variation 'a2' above) 11 2e3 Bb6 12 Bb3 c4 13 C2 when we have ideas of undermining Black's pawns with b2-b3, as well as utilizing the e5-square and putting pressure on d5.

10 cxd4 d5 11 e5

If you enjoy playing with the isolated pawn then 11 exd5 is an alternative plan which seems to promise White a small edge: 11...②xd5 12 公c3 罩c8 13 皇d2 皇f6 14 ②e5! ②xc3 15 皇xc3 皇e8 16 幽g4 幽c7 17 罩ad1 and White was very active, S.Polgar-V.Korchnoi Curacao 2002.

11....⁽2)e4



So far the moves have been quite logical by both sides, but here we have a choice. Black is solidly placed but I prefer White with his greater space. Remember our plan of starting an initiative on the kingside with h4-h5.

12 Øc3!?

I choose the more dynamic option, although this leaves Black a target to attack on c3.

12 2 bd2 is the safer option and we could do worse than follow a game of Amin, an Egyptian Grandmaster who seems to play the King's Indian Attack exclusively: 12...2 xd2 13 2 xd2 2 c8 (13...2 b6 was once played against the much-missed English Grandmaster, Tony Miles: 14 2 c3 2 ac8 15 2 db4 16 2 ac1 2 xc3 17 2 xc3 2 as 18 2 ec1 2 xc3 19 2 xc3 2 c8 20 b3 2 xc3 21 2 xc3 2 c6 saw White retain a small pull with his space advantage and as the bishop on d7 doesn't do much in this position, A.Miles-K.Helmers, Reykjavik 1980) 14 a3 (Amin prefers not to let his opponent exchange bishops) 14...2 b6 15 2 c3 2 a5 16 2 d2 2 fd8 17 h4 ②c4 18 邕b1 鬯c7 19 邕c1 鬯b6 20 鬯c2 邕c7 21 ②xc4 dxc4 22 臭e4 h6 23 鬯d2 鬯b5 24 皇b1 皇c6 25 鬯c2 q6 26 當h2 鬯d5 27 f4 h5 28 邕q1 當f8 29 邕ce1 當e8 30 響f2 響b5 31 'c8 35 ≜c2 and White was ultimately successful in B.Amin-G.Marqvelashvili, Yerevan 2007.

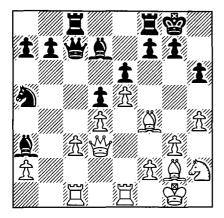
12...②xc3 13 bxc3 ②a5

Or 13...b5 14 h4 b4 15 cxb4 \$\overline{x}b4\$, as in E.Mortensen-B.Ahlander, Swedish League 2002, when I'd prefer to keep the darksquared bishops on the board with 16 Ξ e2. 14 h4!

It doesn't make sense to delay our kingside offensive.

15...曾c7 16 皇g5 皇xg5 17 ②xg5 would be rather awkward to deal with.

16 龛f4 c7 17 邕ac1 龛a3 18 ②h2!



This is the critical point of the line. I decided that the dark-squared bishop is Black's strongest defensive piece and so was happy to sacrifice one of my rooks, which at the moment wasn't doing anything anyway, in order to continue my attack and delay his counterplay on the queenside. I'm going to stick my neck out and say that the exchange sacrifice is sound and that White is doing very well.

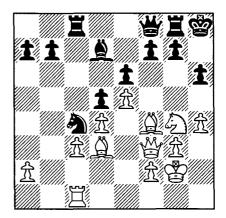
18....省C4

Initially after 18... \$xc1 (the proof of the pudding must be in the eating!) 19 Exc1 the computer isn't impressed, but I persevered. Interestingly my computer cannot come up with a plan for Black. It can defend against the mate threat, no mean task by the way, and I doubt many of your opponents will be up to the task, but the computer fails to improve its position if I do nothing. I have given some lines below to demonstrate: 19... 當h8 20 營f3 (I don't think the move order matters too much, but this at least has the immediate threat of 21 盒xh6; our plan is to play 盒q2-f1-d3, 创h2q4, 當q1-q2 and then 皇f4-q5 and 習f3-f4, which is a very long-term plan but I can't see what Black can do) 21 ②g4 (21 皇f1!? would prevent 21...\$b5, but as we will see that's not a real problem). Now:

≜xh6 is extremely dangerous. White won't even be behind on material.

b) 21... \$ b5 22 \$ xh6 f5 23 exf6 qxh6 24 f7! is very strong.

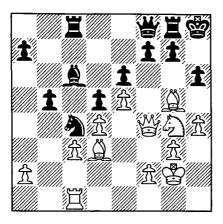
c) 21.. 邕q8 22 皇f1 ②c4 23 皇d3 (23 **盒xh6!? qxh6 24 ∕公xh6 營e7 25 龛d3 is also** great compensation) 23...響f8 (23... 象b5 24 罩b1 a6 25 a4 皇c6 26 乞f6 is very promising) 24 🗳 q2.



How to Beat the Sicilian Defence

I think this is the critical position. Black has successfully parried any immediate mates, but I don't see how he gets any further. Meanwhile we have our plan of 全g5 and 曾f4 followed by sacrificing on h6. Currently my computer is suggesting ...b6 and全b5-e8-a4-c6 as its next five moves!

After 24...&c6 (24...&b5 might be slightly annoying, but still 25 Шb1 &a6 26 &c1 0a3 Шb3 &xd3 28 Wxd3 0c4 29 \blacksquare xb7 leaves White doing well, and perhaps we could even have thrown in 24 \blacksquare b1) 25 &g5! (the bishop is of course taboo, as there is a swift mate down the h-file) 25...b5 (25...0b2 is not a good idea as after 26 &b1 the knight is now stuck on b2 to prevent Wd3, while 25...&b5 26 \blacksquare b1 would transpose to the previous note) 26 Wf4! Black might try:



c1) 26...h5 27 ②h2 皇e8 28 暫f3 g6 29 g4 and Black won't be able to parry the attack.

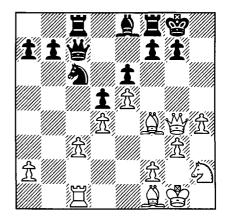
c2) 26...0b6 27 0xh6! gxh6 28 0f6+ \blacksquare g7 29 0xh6+ 0g8 30 $\oiint{6}$ f4 \blacksquare h7 (30...0d7 31 h5! 0xf6 32 exf6 \blacksquare h7 33 0g5+ 0h8 34 0xh7 0xh7 35 h6! and Black has no defence to 36 \blacksquare h1 and 37 $\oiint{0}$ g7+) 31 h5 $\oiint{0}$ h6 32 0g5 and I doubt Black can defend against so many pieces.

息g5 營f8 33 邕h1 with what looks like a mating attack and Black's extra rook is irrelevant.

Of course I can't cover everything here, but suffice it to say that I'm looking forward to reaching this position again!

19 ₩f3 âxc1 20 ¤xc1 h5

Mah panics, but his position was already difficult: for example, 20... 全b5 21 全f1 智a4 22 全xb5 智xb5 23 公q4 (White's queen, bishop and knight are unopposed) 23... 萬fe8 24 全xh6 gxh6 25 公xh6+ 舍h7 26 智xf7+ 舍h8 (26... 舍xh6 27 g4 mates) 27 智f6+ 舍h7 28 公q4 and Black cannot prevent mate. 21 全f1 智c7 22 智xh5 全e8 23 智g4 公c6



24 **≜d**3

24 h5! is the easiest win, since we can push the pawn through to force an open line for our pieces: 24... ②e7 25 h6 g6 26 h7+! \$\Bar{1}\$ h8 (26...\$\Bar{2}\$xh7 27 習h3+ \$\Bar{2}\$g8 28 ②g4) 27 ②f3 and Black has no defence to a plan of \$\Dar{2}\$f4-q5-f6.

24...④e7 25 ዿg5

Again 25 h5! was very strong.

25...f5?

Black sacrifices a further pawn to try and get his pieces over to cover his king, but the pressure is just too strong.

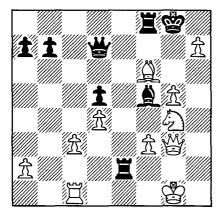
26 exf6 🖄 f5 27 ዿ xf5

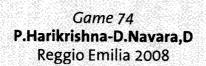
27 倉f4! 習d7 28 皇e5 would have caused

King's Indian Attack without ...d5

resignation as 28...g6 29 鬯g5 鬯h7 30 ②g4 is just hopeless.

27...exf5 28 對xf5 對d7 29 對f4 皇h5 30 g4 皇g6 31 h5 皇e4 32 f3 皇h7 33 h6 gxf6 34 皇xf6 皇g6 35 g5 邕ce8 36 ②g4 邕e2 37 對g3 皇f5 38 h7+! 1-0

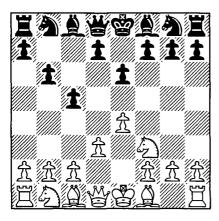




In the final game of this chapter we'll have a look at some unusual options that Black might occasionally opt for.

1 e4 c5 2 🖄 f3 e6 3 d3 🖄 c6

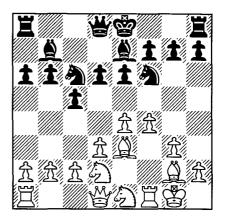
a) 3...b6!? is interesting, developing the c8-bishop before everything else.



Should Black play ...d7-d5 at any point then play will likely transpose to Roiz-Stella in the previous chapter, but Black can also play ...d7-d6 which is more independent although still similar to the previous games. After 4 g3 & b7 5 & g2 d6 6 0-0 Black has:

a1) Emms mentions that 6...②f6 is not so accurate as now we can play 7 ②h4!? followed by advancing on the kingside with f2-f4. It's important to note that 7...皇e7?! allows 8 e5! 皇xg2 9 exf6 皇xf1 10 fxe7 豐xe7 11 豐xf1 and in such a closed position, the two pieces are definitely more useful than the rook and pawn.

a2) After 6... এe7 Bologan attempted to exploit Black's lack of development with 7 ②e1!? (7 邕e1 would be more in the King's Indian Attack spirit and White was on the right side of equality following 7... ②f6 8 ③bd2 0-0 9 c3 ②c6 10 a3 ③e5!? 11 ③xe5 dxe5 12 ③c4 鬯c7 13 f4 exf4 14 息xf4 鬯c6 15 鬯e2 邕ad8 in A.Morozevich-V.Ivanchuk, Moscow 2002) 7... ③c6 8 f4 ②f6 9 兔e3 a6 10 ③d2.

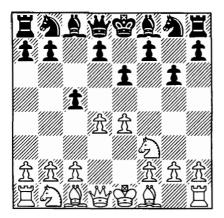


I quite enjoy these positions with my background in the Grand Prix Attack. They should be around level, but I find White's position easier to play. His plan is to pawnstorm Black, commencing with the advance g3-g4-g5. It is easy for Black to get steamrolled. Thus he tried 10...e5 11 c3 d5!? fighting in the centre, but 12 fxe5 2xe5 13 2f4 2g6 14 e5 2d7 15 d4 cxd4 16 cxd4 was more comfortable for White in V.Bologan-A.Zapata, Buenos Aires 2000.

b) 3...g6 has also been tried fairly often. Black's thinking is sound; he wants to develop his bishop on the long diagonal where it is most actively placed, but this allows White a couple of interesting options:

b1) 4 皇g5!? has only been seen occasionally, but looks like a good version of our favourite 3...②c6 4 ②gf3 g6 5 皇g5 plan: for example, 4...徵b6 5 ②bd2 when 5...螢xb2 is again critical, although after 6 ②c4 徵g7 7 骂b1 ③c6 perhaps White could try 8 皇f4!?, claiming the d6-square. Instead 8 g3 would of course transpose back into our main line.

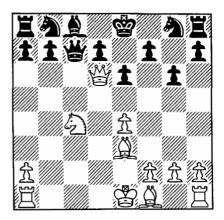
b2) 4 d4! is the most logical step. Playing an Open Sicilian with both e6 and g6 has been rightly condemned as the dark squares, in particular d6, are extremely vulnerable.



Now:

b21) 4...cxd4 only seems to have been played once. White has a pleasant choice over how to recapture, with 5 響xd4 ②f6 6 ②c3 ③c6 7 響a4 and 5 ③xd4 a6 6 c4 皇g7 7 ②c3 ②e7 seen in L.Mikhaletz-R.Skrobek,
Polanica Zdroj 1999. Here I think 8 皇e3 is
the more accurate as then 8...d5 allows 9
cxd5 exd5 10 習a4+! 皇d7 (10...②bc6 11
③xc6 wins a pawn, in view of 11...bxc6 12
④xd5!) 11 習a3 dxe4 12 罩d1 0-0 13 皇g5!,
leaving Black in a rather awkward state.

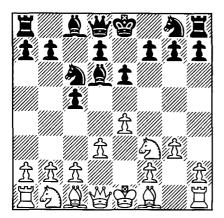
b22) 4...&g7 5 dxc5 \forall a5+ 6 c3 \forall xc5 7 &e3 \forall c7 8 &a3! &xc3+ (necessary as 8...a6 9 &c4 is already losing) 9 bxc3 (9 &d2!? would also put Black under tremendous pressure) 9... \forall xc3+ 10 &d2 \forall xa3 11 &c4 \forall b4+ 12 &d2 \forall c5 13 \forall c7 &e3 (13... \forall b4+ 14 &d2 \forall c5 15 &c3 was also terrible: 15...f6 16 \forall d2 is a position that I can't bear even considering), and here in A.Skripchenko-A.Galliamova, Warsaw 2001, the most accurate finish was 14 \forall d6!.



After 14... $\forall xd6$ (or 14... $\forall c6$ 15 $\forall a3!$ followed by 16 0d6+ and an eventual $\nexistsa1-c1$, winning the house) 15 0xd6+ White picks up a piece.

c) 3...a6!? has also been tried, but I doubt the positions will be that different from ones we have examined in the last couple of chapters. I'll just give one reference for an idea of how White might proceed: 4 g3 b5 5 &g2 &b7 6 0-0 d6 7 Ξ e1 Of6 8 a4 (it makes sense to try and prove that ...b5 was premature) 8...Obd7 9 axb5 axb5 10 Ξ xa8 Wxa8 11 $2a_3 \& c6 12 c4! b4$ (if 12...bxc4 13 @ xc4 & e714 &f4 e5 15 &g5 0-0 16 @ h4 and White has some useful squares to use) 13 @ b5! (Black's light-squared bishop is an integral part of his position and thus it's worth a pawn to make him part with it) 13... @ b7 14 d4 &xb5 15 cxb5 @ xb5 16 e5 dxe5 17 @ xe5 @ xe5 18 dxe5 @ d7 19 @ f3 @ b8 20 @ a8 &e7 was L.Cyborowski-M.Bartel, Ustron 2007, and here rather than rushing with 21 &c6+, 21 @ a7! would have been very strong, paralysing Black: for instance, 21...c4 22 &e3 &d8 23 Ξ d1 0-0 24 @c5 @xc5 25 &xc5 Ξ e8 26 &xb4 which would have left Black in a very unpleasant endgame.

4 g3 臭d6!?



This move has actually been played by a few strong players and so should be taken seriously despite the fact that it looks like a beginner's move. Black's idea is similar to that in the Snake Benoni in which Black reroutes the bishop to c7 before pushing in the centre. I'm rather sceptical that it's worth the extra tempi, but it does make sense to put more pressure on e5 which, as we've seen, is a crucial square in the King's Indian Attack.

5 ዿg2 ∅ge7 6 0-0 ዿc7

Instead 6...0-0 7 &e3 b6 8 c3 (8 d4 is also possible: 8...&a6 9 Ie1 cxd4 10 Axd4 Ic8

King's Indian Attack without ...d5

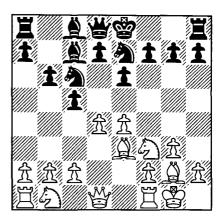
11 ②xc6 罩xc6 12 ②d2 when I think White has a small edge as the bishop on d6 looks rather clumsy) 8...皇c7 9 d4 cxd4 10 cxd4 d5 11 e5 a5 12 徵d2 皇a6 13 罩c1 b5 14 ②c3 皇b6 was the typical KIA treatment in L.Yudasin-J.Ehlvest, New York (rapid) 2003. Now 15 a4! b4 16 ②b5 ③a7 17 皇f1 looks quite promising as 17...徵d7 can be met by 18 ⑤c7!.

I like this move which doesn't give Black enough time for his attempted ...d7-d5.

7...b6

7...d6 was suggested as an alternative by John Shaw, but after 8 d4 cxd4 9 2xd4 the c7-square looks like a really odd home for the bishop in this sort of Open Sicilian. Nevertheless, I guess this might be playable for Black. The most sensible way to play this for White would be with a Maroczy bind style c2-c4.

8 d4!



White is ahead in development and there's a big hole on d6, so it makes sense to open the position.

8...d5

Black initiates hand-to-hand combat and perhaps unsurprisingly, considering he is behind in development, comes off second best. 8...cxd4 9 \triangle xd4 &a6 10 \blacksquare e1 0-0 was another suggestion by Shaw, but I think that 11 \triangle a3! leaves White with the upper hand: for instance, 11... \blacksquare c8 12 c3 &b8 13 \triangle xc6 \triangle xc6 14 \blacksquare a4 &b7 15 \blacksquare ad1 when the hole on d6 is still a little problematic.

9 exd5 ∅xd5 10 Ձg5 f6

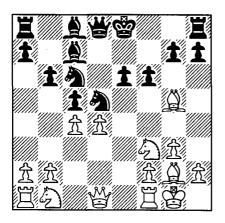
After this Black will always have weaknesses in his camp.

Neither 10...0 ce7 11 c4 nor 10...0 f6 11 0 e5 are remotely possible. 10...0 de7 is harder to refute, although the pins are extremely awkward for Black to deal with. I like the look of 11 0 c3! when Black is up against it:

a) 11...0-0 12 dxc5 bxc5 (12...皇a6 13 響xd8 罩axd8 14 cxb6 doesn't give Black any compensation for the pawn) 13 響e2 and I can't see any positives in Black's position, so White has a clear edge.

b) 11...h6 12 皇xe7 ②xe7 (12...豐xe7 13 ②e5 again picks up material on the long diagonal) 13 dxc5 bxc5 14 豐xd8+ 皇xd8 15 ②e4 and Black is forced to give up the c5pawn as 15...皇b6? 16 ②d6+ 會f8 17 ②e5 is hopeless.

11 c4!



11....⁽de7

As Shaw points out, the bishop isn't edible: 11...fxg5 12 cxd5 exd5 13 \[2e1+ \sqrt{s}f8 (or 13...②e7 14 ②xg5 0-0 15 ②c3 and d5 will drop and with it at least an exchange) 14 ②c3 g4 15 dxc5! gxf3 16 豐xf3+ 豐f6 17 ②xd5 豐xf3 18 毫xf3 (Shaw) leaves Black's position resignable as 18...皇b8 19 ②xb6 axb6 20 毫xc6 picks up one of the rooks.

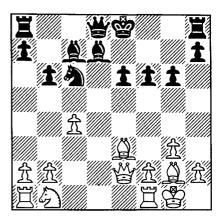
12 😫 e3 cxd4

Perhaps Navara overlooked that this move was forced when he tried 9...d5. The problem is that 12...(2)f5? is again met by a discovered attack down the long diagonal with 13 (2)h4!, as noted by Shaw.

13 🖄 xd4 🗟 d7 14 🖗 xc6 🖗 xc6

It's strategically desirable to exchange the light-squared bishops but (un)fortunately we have 14...2xc6? 15 2xc6+2xc6 16 Wa4 and the knight cannot be defended, as 16...Wd7 17 Ed1 2d6 18 c5! picks up the bishop.

15 響h5+ g6 16 響e2



So after a forced series of moves Navara must have been regretting his aggressive opening play. Not only does Harikrishna have the super-powerful bishop on g2, more space and open lines for his rooks, but Black's king will also never find sanctuary with the kingside pawns advanced. The Indian doesn't play as accurately as he could have done yet White's advantage is large enough for that not to matter.

16...當f7 17 ②c3 罩c8 18 ②b5 皇b8

Black must keep both bishops on the board or else he'll get outrun on the diagonals on such an open board.

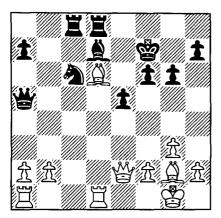
19 c5!?

19 罩ad1 鬯e7 20 c5! was slightly more accurate: 20...bxc5 21 皇xc5 and d7 is loose.

21 a4 more accurate, tying Black down further.

21...罩hd8

21...2e5! 22 2d6+ 2xd6 23 2xd6 25and unfortunately there's no square for the white queen which keeps both bishops, so Black will be able to grovel on after 24 @e32c4, although of course White's still better. **22** 2d6+ 2xd6 **23** 2xd6 **e5**



Black has managed to get his pawn structure on the kingside to look a bit more sensible, but at the cost of his dark-squared bishop.

24 邕d5

24 b4! was very strong here as 24...公xb4 25 曾d2 公c6 26 曾h6 會g8 27 皇f8! would have resulted in a mating attack.

24...省b6 25 皇c5 省b8 26 省a6 ②e7 27 皇xe7 含xe7 28 罩ad1

So one advantage has been converted into another. Again it's the weakness of Black's king which decides.

28...**≜**b5

This swaps off but at the cost of losing material. 28...智b6 was perhaps better, but 29 習a3+ 會e8 30 皇f1 would have left Black with a really disgusting position.

29 খa3+ 含e8 30 罩xd8+ 罩xd8 31 罩xd8+ খxd8 32 খb3!

The queen does everything on this square. It defends d1, hits the bishop and threatens to infiltrate on g8.

Two pawns down, Navara really could have resigned at this point.

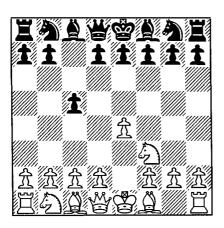
36...鬯c7 37 皇g2+ 含e6 38 鬯e8+ 含d6 39 h4 鬯c1+ 40 含h2 鬯xb2 41 鬯c6+ 含e7 42 鬯c5+ 含e6 43 皇d5+ 1-0

Conclusion

3...②c6 4 ②qf3 q6 5 \$q5!? is an interesting line which has still not reached the mainstream, but gives White good chances in positions in which your opponent won't be familiar. The critical line seems to be 5... 徵b6, 6... 徵xb2 and 8...d5, as played in McShane-Volokitin, although Black has to play extremely accurately or he'll fall to an early death. If, for whatever reason, you do not feel comfortable in the 5 & q5 lines then 5 gq2 is likely to transpose into the later games in this chapter. Paradoxically, the lines investigated in the Bruzon games (Games 71 and 72) are more common, yet I would expect you to face them less. This is because most players play 4...q6 rather than 4...9 ge7 and thus most of the time you should be able to play our 5 & q5 ideas.

Chapter Eleven Other Second Moves For Black

1 e4 c5 2 🖄f3



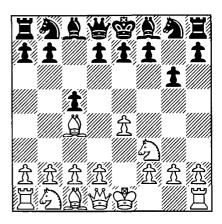
In this chapter I cover Black's other second moves and complete coverage of the Sicilian. The most important sidelines are covered in Games 75 and 76, while the Nimzowitsch Sicilian is examined in Game 77. Game 78 wraps up all the rare lines.

Repertoire Outline 1 e4 c5 2 公f3 g6

The so called Hyper-Accelerated Dragon, a line | have played myself on a few occasions. Here we'll also consider: a) 2...b6 is covered in Game 78 which also includes all of Black's alternative second moves.

b) 2...21f6 is the Nimzowitsch Sicilian when I'm following John Emms' recommendation of 3 e5 21d5 4 g3!?, which he examined for *Dangerous Weapons: Anti-Sicilians* and has been played by Sergei Rublevsky amongst others – see Game 77.

c) 2...a6 is the O'Kelly Variation when my suggestion of 3 b4!? is a very interesting pawn sacrifice, as we'll see in Game 75. 3 **2c4!**?



Other Second Moves for Black

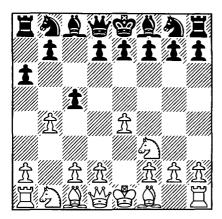
An interesting idea. Admittedly White has scored badly with it, but only due to being highly outrated and I think it's a reasonable try for an advantage – see Game 76.

Game 75 **T.Hillarp Persson-S.Van Eijk** Porto Mannu 2009

1 e4 c5 2 🖄f3 a6

The O'Kelly Variation. A sideline I've dabbled with myself. Black's position is very flexible; he wishes to wait until White has committed to a set-up before deciding how to develop. Of course White has many different options, but I think we should continue our task of taking Black outside his comfort zone with:

3 b4!?



This is a pawn sacrifice which Keres came up with. It is obviously a very good version of the Wing Gambit as 2 ⁽²⁾f3 is a lot more useful than 2...a6. If you don't feel like sacrificing a pawn then White obviously has a lot of good alternatives.

3 g3!?, playing in the style of the King's Indian Attack, as we do against 2...e6, is sensible. The game might proceed 3...b5 4 全g2 金b7 5 營e2!? e6 (changing tack with 5...d66 d4!? cxd4 7 2xd4 e5 8 2f5 g6 9 2e3 2f6 10 2c3 2g7 11 0-0 2c6 12 2cd5 2d4 13 Wd1 0-0 14 c3 2e6 15 a4 resembled a good Najdorf for White in B.Smith-I.Krush, US Internet League 2007) 6 d3 and we have a fairly similar position to those examined in the 2...e6 chapters. Of course Black is very flexible and can choose different set-ups after 2...a6, but White's play is fairly logical.

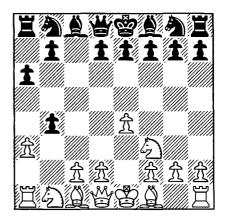
3 c3 and 3 c4 are probably the critical moves. In the latter White is aiming for a Maroczy bind type formation in an Open Sicilian, but this is a relatively theoretical choice. Meanwhile with the former White transposes to the c3 Sicilian where he claims that ...a6 is not the most useful move.

3...d5

Van Eijk responds to an attack on the wing with one in the centre, but White keeps an advantage after this. Alternatives:

a) 3...d6 has also been tried a couple of times, but is hardly a critical test of our idea and after 4 bxc5 dxc5 5 &e2 &f6 6 d3 &c6 7 &bd2 e6 8 0-0 &e7 9 &b2 0-0 in B.Van der Lijn-T.Levers, Cappelle la Grande 1995, 10 a4 \bigotimes c7 11 &c4 would have left White with a safe advantage.

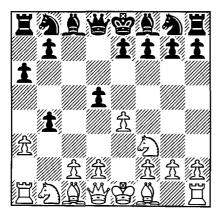
b) Taking the pawn must be the critical test, 3...cxb4 4 a3 and then:



How to Beat the Sicilian Defence

b1) 4...e6 is reasonably sensible, although 5 axb4 &xb4 6 c3 &e7 7 d4 d6 8 &d3 @16 9 0-0 @bd7 (T.Tukhvatullin-R.Gabdrakhmanov, Kazan 2008) 10 @bd20-0 11 &a3 leaves White with his typical compensation on the queenside and in the centre.

b2) The pawn thrust 4...d5 is very similar to the game and is rather popular.

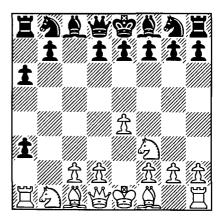


I think this can be traced back to the fact that in the analogous position (1 e4 c5 2 b4 cxb4 3 a3) Black's accepted theoretical response is 3...d5. However, here White has a much better version: 5 exd5 響xd5 (5...④f6 6 axb4 🖏 xd5 7 b5, J.Rudd-M.Franklin, Coulsdon 2008, is better for White with his queenside and central play) 6 axb4 響e4+ (this is Black's only way to remain a pawn up, but he loses a lot of time) 7 皇e2 響xb4 8 ②a3 習d6 9 d4 象d7 10 0-0 ②c6 11 ②c4 鬯c7 12 d5 ②a7 13 ②fe5 ②f6 14 皇f4 剿d8 15 Øa5 ዿc8 16 ዿf3 q6 17 d6! exd6 18 Øec4 d5 19 邕e1+ ②e4 20 臭xe4 dxe4 21 鬯xd8+ \$\$xd8 22 \$\overline{D}b6 left Black's position a sorry sight in J.Radlovacki-M.Markovic, Budva 2003.

b3) 4...b5 attempts to make use of 2...a6 and was the suggestion of John Emms in his chapter on the O'Kelly for *Dangerous Weapons: The Sicilian*, but I think White has a solid edge here: 5 axb4 急b7 6 氢d3!? 公c6 7 c3! g6 8 氢c2 d5 9 e5 營c7 10 d4 left White with a very pleasant space advantage and attacking chances on both flanks in L.Mikhaletz-I.Csom, Budapest 1998.

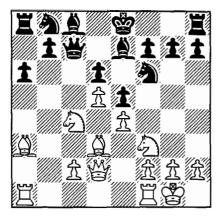
b4) 4... (2)f6!? is another way to keep the pawn, but Black loses a lot of time with his knight: 5 e5 (2)d5 6 axb4 (2)xb4 was D.Andreikin-J.Dorfman, Internet (blitz) 2006, when 7 c3 (2)d5 8 d4 e6 9 (2)d3 again leaves White with very good compensation and play on both sides of the board.

b5) 4...bxa3 with a further divide:



b51) After 5 \$xa3 d6 6 d4 (6 \$c4!? has also been tried: for example, 6... 響c7 7 響e2 e6 8 0-0 2d7 9 d4 2qf6 10 2bd2 2b6 11 皇a2 皇e7 12 c4 勾fd7 13 邕fc1 勾f8 was C.Kennaugh-G.Wall, British League 1998, 17 2c4 leaves Black in extreme difficulty) White has the centre, open lines on the queenside and a developmental lead which, in my view, compensates adequately for the pawn: 6...e6 (6...④f6 7 皇d3 g6 8 h3 皇g7 9 0-0 0-0 was M.Vokac-R.Kholmov, Trencianske Teplice 1979, when I would advise you to continue 10 響e2!? with the idea of meeting 10... 创h5 with 11 響e3) 7 息d3 皇e7 (or 7... ④e7 8 ⑤bd2 ⑤q6 9 q3 e5 10 c3 皇e7, as in Y.Rantanen-V.Garber, Vantaa 1999,

when 11 0-0 0-0 12 신c4 b5 13 신e3 息h3 14 볼e1 신d7 15 신f5 leaves White on top as Black is rather passive) 8 0-0 신f6 9 신bd2 신c6 10 鬯e2 e5 11 d5 신b8 12 신c4 鬯c7 was R.Felgaer-J.Cubas, Mar del Plata 2001, when I like 13 徵d2!.



White has the idea of putting further pressure on d6: 13... ②bd7 14 鬯a5! b6 15 鬯b4 0-0 16 ②cxe5! ②c5 17 ②c6 when White regains his pawn and stands very comfortably.

b52) 5 ②xa3!? is also interesting: for instance, 5...d5 (5...d6 6 d4 ②f6 7 皇d3 g6 8 皇d2 皇g7 9 ②c4 looks like very good compensation) 6 exd5 ②f6 7 c4 g6 and in R.Bressanelli-R.Magrini, Bratto 2005, 8 d4 left White in total control.

Returning to 3...d5:

4 exd5 cxb4 5 c4!?

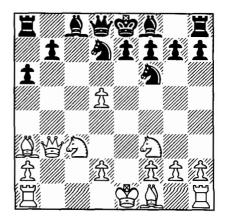
5 a3 would transpose to variation 'b2', above.

5...bxc3

This is forced as the alternative 5...2666a3 b5!? (6...e6 7 dxe6 &xe6 8 &e2 is very comfortable for White who has the central pawns) 7 axb4 bxc4 8 &xc4 &xd5 9 Wa4+ &d7 10 Wb3 e6 11 &xd5 exd5 12 0-0 &e7 13 &b2 0-0 14 &c3 leaves White with a pleasant initiative.

6 ②xc3 ②f6 7 習b3 ②bd7 8 臭a3

This pawn structure reminds me of certain lines of the Panov-Botvinnik Attack. White's structure looks very bad, but the d5-pawn is preventing Black completing his development and binds him down. Van Eijk decides to try and win the pawn, but this allows White a great initiative.

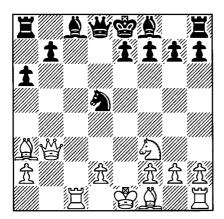


8...Øb6

Black could simply develop with the straightforward 8...g6, but I think White has a pleasant edge after 9 $\exists c1 \& g7 10 g3 0.0 \\ 11 \& g2$ (the pawn on d5 is still doing a good job and White has many open lines for his pieces; he has ideas of @f3-g5, targeting the f7-pawn, or @f3-d4 after Black moves his b-pawn).

9 🛎 c1 🕗 bxd5 10 🖓 xd5 🖓 xd5

10....豐xd5? is initially the computer's suggestion, but I think it loses! Following 11 兔c4 豐e4+ 12 含d1 Black may be a pawn up and has stopped White castling, but there's too much pressure on his own king: 12...e6 13 堇e1 鬯f5 (13...鬯g4 14 h3 鬯xg2 15 兔xe6! also crashes through) 14 堇e5 鬯g4 15 h3 鬯xg2 16 兔xe6! 兔xe6 (16...fxe6 17 堇xc8+! 堇xc8 18 鬯xe6+ 含d8 19 兔e7+ mates) 17 鬯xb7 堇d8 18 鬯c6+ 薹d7 19 鬯c8+ 堇d8 20 墓xe6+ fxe6 21 鬯xe6+ and again White has succeeded in proving Black's king to be too weak.



11 🗘 C4

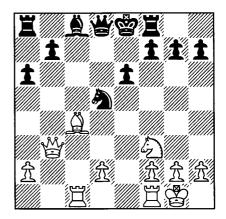
White simply develops and forces Black's king to remain in the centre.

11 De5!? is an interesting alternative, trying to mate Black immediately: 11...e6 12 In the second light squares) contest the 12... **智xc**8 (12... 邕xc8 13 鬯a4+ 邕c6 14 公xc6 bxc6 15 響xc6+ 響d7 16 響a8+ 響d8 17 響xa6 is at least an extra pawn) 13 習a4+ b5 14 皇xb5+ axb5 15 響xb5+ 當d8 16 公xf7+ 當c7 17 遑b2! d7 18 臭e5+ 當c8 19 c4+ 當b7 20 ②xh8. Black has avoided an immediate mate, but White should still stand somewhat better. The black king is still somewhat loose and White has an extra couple of pawns. Of course the position isn't totally clear, as the knight is trapped in the corner, but nonetheless this continuation merits serious consideration.

11...e6 12 🚊 xf8 🖾 xf8

 which Black cannot defend against as after 18... 創在5 19 單c7 響f8 20 公d7! 響xb4 21 罩c8+ 響f8 22 公xf8 罩xc8 23 罩xc8 White will pick up the immobile h8-rook.

13 0-0



So White has completed his development and it's obvious he retains very good compensation. Black's king is stuck in the centre for the foreseeable future and the c8-bishop is also rather a big problem.

13 a4!? would cut out Black's following possibility and keep Black tied down. 13...(아주

This is too passive and allows the Swedish Grandmaster (who really is named after a certain character from Winnie the Pooh) too much activity.

13...b5 was necessary when perhaps Black can hold on, but White is certainly the side for preference: 14 皇xd5 營xd5 15 營b4 皇d7 16 營g4 基g8 17 d4 f6 18 基c5 營xa2 19 d5 and I don't think Black will survive even if a computer might find the draw.

14 ₩c2 g6 15 Ձb3 🖄b5

16 d4

Tiger prepares to use his pawn as battering ram to open up Black's king.

16...f6

The pawn is invulnerable: 16... 公xd4? 17 公xd4 營xd4 18 邕fd1 and Black gets mated after 18... 營f6 (or 18... 營b4 19 營c7) 19 皇a4+ b5 20 營c6+.

17 🗳 fd1 🖄 d6 18 h4!?

The right plan. It's important to find some open lines towards Black's king. However 18 ②e5! was stronger when Black becomes completely tied down: 18...②b5 (18...③f5 19 &a4+) 19 ②c4 ③d6 20 d5 e5 21 閏d2 篁f7 22 徵b4 ③xc4 23 &xc4 b5 24 &b3 and White will achieve d5-d6 when there will be too many weak squares in Black's camp.

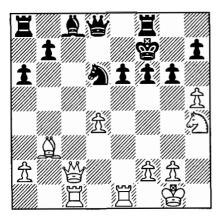
18... 創行 was a more accurate defence so that 19 h5 can be met by 19... 邕c8, although here 19 鬯d2 邕c8 20 邕e1 當f7 21 鬯f4 keeps the advantage.

19 h5 ₩e7 20 ¤e1

20 ⁽²⁾h4!? f5 21 ⁽²⁾f3, gaining the important e5-outpost, could have been played immediately.

20...省d8

21 ②h4!



21...f5 22 🖄 f3?!

Hardly bad, but there was better:

a) 22 d5!? looks very strong: 22...exd5 (or 22...豐xh4 23 dxe6+ 會e8 24 皇a4+ ②b5 25 e7 邕f7 26 豐xc8+!) 23 豐b2! and Black's king cannot survive due to White's complete control of the a1-h8 and a2-g8 diagonals. Thus 22...e5 is forced when 23 鬯c7+ 豐xc7 24 邕xc7+ 當f6 25 邕xh7 is clearly better for White.

b) 22 鬯c7+! looks simplest: 22...鬯xc7 23 邕xc7+ 含f6 24 邕xh7 and White will start picking off Black's loose pawns.

22....9e8?!

Black defends c7, but this is far too passive.

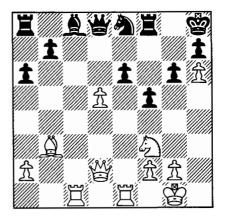
22...②e4 was necessary, although 23 響c7+ 響xc7 24 墓xc7+ 會g8 (24...會f6 is better, but 25 墓xh7 gxh5 26 ②e5 leaves Black under a huge bind) 25 墓ec1 and, despite the queen exchange, the pressure on Black's king's has only increased.

The only way to prevent the queen penetrating Black's position via h6.

24 h6+

24 2g5! also looks to be immediately winning.

24...얔h8 25 d5!



It's obvious that with every single one of

White's pieces competing in the attack, Black's king won't survive.

25...e5

This doesn't help, although after 25...④f6 26 dxe6 徵xd2 27 ②xd2 the e-pawn will cost Black a piece.

26 邕xe5

Not the most accurate, although thankfully White has more than enough wins. 26 $2\times 5!$ dd = 27 dd = 4 df = 28c7, with the threat of 2 = 5-77+, forces Black's instant resignation.

26....皇d7 27 邕xe8!?

Tiger goes for the interesting finish. 27 d6 徵f6 28 邕e7 was a much simpler victory.

27...ዿxe8 28 d6?!

28 罩c7! was a better follow-up, as the rook cannot be taken due to 28...資xc7 29 資d4+ 含g8 30 d6+.

28...罩f6

28...徵f6 would have forced Tiger to be more accurate, although 29 邕c7 邕d8 30 ②g5 皇d7 31 鬯e3! 鬯xd6 32 鬯c3+ 鬯f6 33 鬯d2 leaves too much pressure on Black's position.

29 邕c7 খxd6 30 খc3 잁a4 31 ②g5! 잁xb3 32 邕xh7+ 當g8 33 খxb3+ 邕e6 34 邕g7+ 當h8 35 ②f7 mate (1-0)

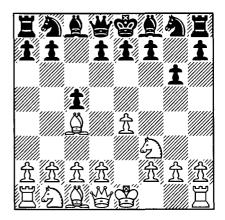


1 e4 c5 2 🖄f3

The actual move order of this game was 2 c3 g6 3 곕f3 皇g7 4 皇c4.

2...g6

The Hyper-Accelerated Dragon. This isn't a bad move order if Black is happy to play a Maroczy Bind structure and I have been on black side a fair few times. Of course if you're happy as White to go into either an Accelerated or normal Dragon then this isn't a problem, but I've decided to suggest: 3 @c4!?



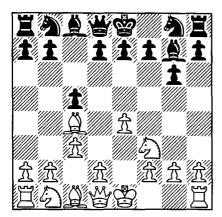
I like this move order. The main way to combat 2...g6 is either to go into a main line Sicilian or to play 3 c3, but this allows Black to transpose into a variation of the c3 Sicilian should he so choose with 3...d5.

I have also tried 3 d4 cxd4 4 \forall xd4 \Diamond f6 with both colours, but I'm not convinced of any great advantage here.

3 & c4 is rather rare and so is likely to catch your opponents off guard. White plans to create a pawn centre with c2-c3 and d2-d4 and if Black doesn't fight actively in the centre then he will be significantly worse.

3...ዿg7

Should Black try an immediate 3...e6?! we can exploit his dark-square holes by opening up the game: 4 d4! and Black is already struggling. A recent game didn't last long: 4...cxd4 5 \forall xd4 Of6 6 Qg5 Qg7? (6..Qe7 was necessary, but 7 Oc3 h6 8 Qxf6 Qxf6 9 e5 Oc6 10 We3 Q7 11 Ob5 is quite unpleasant) 7 e5 Oc6 8 Wh4 Wa5+ 9 Qd2 Ob4 10 exf6 Oxc2+ 11 Cd1 Wf5 12 fxg7 \blacksquare g8 13 Od4 Oxd4 14 Wxd4 1-0, J.Mejzini-M.Anderson, Sydney 2009.



The Italian GM Michele Godena has played this position a few times and obviously believes in White's set-up.

4...e6

This must be the critical test of our idea. Black intends to play ...d7-d5 as soon as possible. However, there are alternatives.

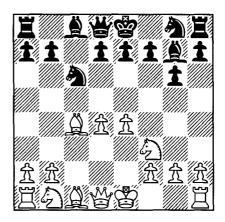
a) In practice Black has played 4...d6 almost as often as 4...e6. However, I think White can look forward to a comfortable advantage here: 5 d4 cxd4 6 cxd4 26672630-08 263 (8 0-0!? was the choice of the young Italian Fabiano Caruana against Bu Xiangzhi in Cap d'Agde 2008, but this allows Black the typical tactic of 8...262 xe4 9 2xf7+!? 2xf7 10 262 when the position was rather complicated, but I tend to favour Black's bishops even if White did go on to win) 8...2669 h3 has been reached in two games of Godena, both against the same opponent!

a1) In the first Black tried 9...2a5 10 & c2d5 11 e5 2e8 12 h4!? (feeling aggressive; 12 0-0 is at least a little better for White) 12...&g4 13 h5 @c7 (13...&xh5? would allow the classic Greek Gift with 14 $\Xi xh5$! gxh5 15 &xh7+! &xh7 16 @g5+ &g6 17 @e2!, with a decisive attack) 14 @d2 @e6 15 hxg6fxg6 16 @g5 @c4 17 @xe6 &xe6 18 @g5 $$f5 19 &xf5 <math>\Xi xf5 20 @g4$ and Black had defended well, but White still had decent pressure in M.Godena-A.Habibi, Lugano 2007.

a2) In the second game Habibi deviated with 9...b6 10 0-0 公 a5 11 全 c2 (I also like the look of 11 e5 dxe5 12 dxe5 公 xb3 13 axb3 খxd1 14 罩xd1 公 d7 15 全 f4 when White has very strong pressure) 11...全 b7 12 營 e2 d5 13 e5 公 e8 14 公 g5 and again White had the start of a decent kingside attack in M.Godena-A.Habibi, Lugano 2008.

a3) Interestingly Godena had this position a third time (from a different move order) and there his opponent tried 9...b5, but 10 0-0! b4 11 2045 2b7 (11...2)xe4? 12 Wc2 wins a knight) 12 20xf6+ 2xf6 13 2h6 2g7 14 Wd2 a5 15 2fe1 a4 16 2d5 Wb6 17 Zac1 Zac8 18 Zc4 Zb8 19 Zec1 Zfc8 20 2h2 (20 Wf4 20d8 keeps Black on the board) left Black under extreme pressure. Here he blinked with 20...2a8? and after 21 Wf4! e6 he could no longer play ...2c6-d8 as c8 is hanging. Thus after 22 2g5 he was forced to resign in M.Godena-D.Dvirnyy, Bratto 2007.

b) 4... ac 5 d4 cxd4 6 cxd4 looks promising for White:



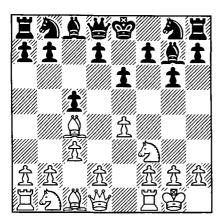
 "We6 16 Wc3 leaves White with great play for the pawn as Black will never be able to get his king to safety, J.Rubinstein-B.Wexler, Mar del Plata 1962.

b2) 6...e6 7 d5! favours White: 7...exd5 8 exd5 @e7+ 9 @e2 @e5 10 0-0 d6(E.Shaposhnikov-B.Savchenko, Internet (blitz) 2004) 11 @xe5! dxe5 (11...@xe5 12)@a3 followed by 13 @c4 is good for White) 12 d6 @d8 13 @d5! leaves Black in immediate trouble, i.e. 13...a6 14 @d1 when Black cannot develop his pieces without dropping material.

b3) 6...d6 7 (2)c3 would transpose to variation 'a'.

c) 4...鬯c7 5 0-0 公c6 6 罩e1 d6 7 d4 cxd4 8 cxd4 e6 9 公c3 公xd4?! 10 公xd4 鬯xc4 11 公db5 left Black with significant problems in N.Short-M.Cardona, Ajelat 2003.

5 0-0



5....Ý)e7

Again there are alternatives:

a) 5...d5 6 exd5 exd5 7 25+2d7 8 @e2+2e7 9 a=1 c4 10 2xd7+@xd7 11 b3! Dbc6 (11...cxb3 12 axb3 Dbc6 13 b4 is rather awkward for Black to deal with) 12 bxc4 0-0 13 Da3 and Black had insufficient compensation for the pawn, N.Mokhna-D.Pudovkin, Krasnodar 2004.

b) 5...心c6 6 d4 cxd4 7 公xd4!? is similar

to our main game. Now:

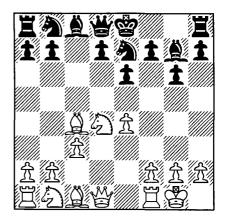
b1) 7...公f6 8 邕e1 0-0 9 e5 公d5 10 兔xd5 exd5 11 兔f4 鬯b6 12 公b3 a5 was A.Kvon-M.Dzhumaev, Tashkent 2007, and here 13 兔e3 鬯d8 14 鬯xd5 兔xe5 15 公a3 leaves White with a small but definite edge.

b2) 7...a6 8 & e3 d5 9 exd5 exd5 10 2 xc6 bxc6 11 = 2 2 2 f1 0-0 13 2 d2 = b8 14 2 b3 favoured White in J.Rasin-W.Paschall, Boylston 1995, as he could play on the dark squares.

b3) 7...②xd4 8 cxd4 ②e7 9 d5 exd5 10 exd5 d6 11 邕e1 0-0 12 皇g5 邕e8 was M.Kaminski-T.Markowski, Ksiaz 1998, when 13 習d2 皇f5 14 ②c3 邕c8 15 皇b5 皇d7 16 皇d3 leaves White with a small edge as Black has problems activating his pieces.

6 d4 cxd4

Or 6...d5 7 exd5 exd5 8 &b5+ &d7 9 &xd7+ Oxd7 10 &g5 f6 11 &f4 Wb6, as in M.Karalkin-V.Guivan, Mukachevo 2009, when 12 \blacksquare e1 &f7 13 dxc5 Oxc5 14 &e3 Wc6 15 &xc5 Wxc5 16 Wb3 would have been very pleasant. 7 Oxd4!?



The Italian GM keeps the d-file open so he can try to utilize the weakness of d6. **7...6**

Naturally Gromovs was concerned about a knight hop into d6, but this allows

White a pleasant edge. Black shouldn't worry about the b5-square, but should play 7...0-0! when White has various options:

a) 86 b5 d5 is fine for Black.

b) 8 Ie1!? d5 9 exd5 2xd5 10 2d2 2c6 11 2xc6 bxc6 12 2e4 is slightly better for White thanks to Black's compromised queenside.

c) Playing as in the game with 8 & g5 is also possible when 8...a6 would transpose, but Black should play 8...0 bc6. However, he has to see that following 9 0 xc6 bxc6 10 0 d6 (10 0 d2!?), he can play 10...0 f5! (10...f6?! 11 0 e3 \varXi f7? 12 0 xe6 was a very quick win. for White in W.Kugelmann-H.Westerman, Bad Wörishofen 2008) 11 0 d2 0 e7, leaving White the option to repeat or to play for more with 12 $\Huge{2}$ e1 when the position is unclear. Black is rather passive, but has a strong centre if he can start to get it rolling, so we should endeavour to keep him under a strong bind.

8 g5 0-0

The most logical, but Black has tried other moves:

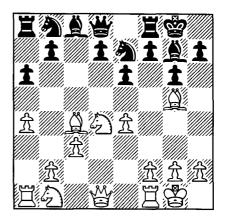
a) 8...h6 9 &h4 d6 10 f4!? (developing with 10 0d2 0-0 11 0e2 is also fairly promising or even 10 a4!? like in the game) 10...0b6 11 0h1! 0c5 (11...0xb2? 12 0b3 g5 13 1f2 traps the black queen) 12 0a3 0bc6 was A.Vajda-W.Paschall, Budapest 2004, when 13 0b3! 0h5 14 0xh5 gxh5 15 0ad1 0g6 16 0e1 would have been very strong. Indeed, 16...0e7 17 f5 0ge5 18 0h4+ 0d7 19 fxe6+ fxe6 20 0c5+ should already be winning.

b) 8...d6 9 a 3 bc6 10 a 2 h6 11 h4 g5 12 g3 e5 13 xc6 bxc6 14 e e3 looks very suspicious positionally, D.Lalic-A.Dragojlovic, Sremska Mitrovica 2006.

9 a4

9 ②d2! is more accurate so that we can respond to 9... ②bc6 with 10 ②2f3, retaining

a central knight. Instead 9...b5 10 2d3 shouldn't be anything to worry about, as we can fight back with a2-a4 and Black will have given us a lot of squares.



9...b6

Black can consider too:

a) 9...②bc6 10 ②xc6 bxc6 11 鬯d6:

a1) 11...f6?! (Black's only winning try, but very suspicious) 12 &e3 @e8 13 @d2 $\Xif7$ 14 a5 &f8 15 @d3 d5 16 &a2 &b7 17 @b3 @c8 18 @c5 @d6 19 $\Xife1$ $\Xie7$ was Y.Shabanov-B.Khanukov, Dresden 2006, when 20 &d4 @f7 21 e5 fxe5 22 &xe5would have successfully completed the task of binding Black completely down.

a2) 11...(2)f5! should have been tried and after 12 (2)d2 (2)e7 13 (2)e1 f6 14 (2)f4 d5 15 (2)a2 (2)e7 13 (2)e1 f6 14 (2)f4 d5 15 (2)a2 (2)e7 13 (2)e1 f6 14 (2)f4 d5 15 (2)a2 (2)e7 13 (2)e1 f6 14 (2)f4 d5 15 (2)a2 (2)e7 13 (2)e7 13 (2)e7 13 Black's central pawn mass and White's minor pieces. Black should be careful not to advance his pawns too far or they will be difficult to defend. Meanwhile we will try to use the vulnerable squares in Black's camp and subsequently undermine his centre. A formation of (2)c5, (2)b4 and a5 looks very powerful.

b) 9...h6! is probably the strongest, since 10 &h4 (10 &e3 d5 11 exd5 公xd5 12 &xd5 營xd5 13 公f3 is still slightly more comfortable for White thanks to the weakness on b6) 10...②bc6! 11 ②xc6 bxc6 12 鬯d6?! allows 12...②f5!.

10 🗷 e1 d6 11 🖄 a3

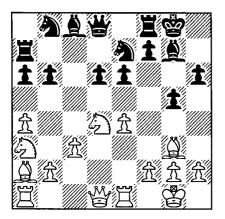
The opening has been a definite success. White has a plan to target the d6-pawn and has very easy development. Black, on the other hand, has been stifled and struggles to play either of the desirable ...b6-b5 or ...d6-d5 breaks.

11...Äa7 12 Ձa2

12 🖞 d2 also looks strong as Black really suffers to coordinate his pieces.

12...h6 13 âh4 g5

The start of a suspect plan, but Black was struggling to find any play whatsoever and the pin was annoying him. However, he has some problems to coordinate his pieces, as shown by 13... Ξ c7 14 Oc4!, while 13... \pounds b7 makes the rook look rather foolish. Here we should continue to pressure d6: 14 We2 (14 \pounds g3!?) 14...Obc6 15 Of3 Wc7 16 \blacksquare ad1 g5 17 \pounds g3 Oe5 18 h4!, leaving Black with problems on both sides of the board. **14** \pounds g3

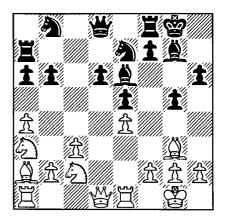


14...e5?!

This move is incredibly ugly. Gromovs was concerned about his d6-pawn, but this leaves him with too many holes on the light squares. This reminds me of a certain King's Indian line, but here White's dark-squared bishop has a healthy life to look forward to following f2-f3, while Black's g7 bishop isn't so fortunate.

14...2 g6 would have made better use of Black's previous move. Here 15 2 c4 2 e5 16 2 f3 looks very tempting, but perhaps 16 2 gc7 17 h4! is stronger with a very pleasant position. The problem with 16 2 f3 is that 16...2 xc4 17 2 xc4 2 c6! allows Black the tactic 18 2 xc6 2 dc? 19 2 xc6 2 b7 with decent compensation for the pawn following 20 2 c7 2 xc6 21 2 xd8 2 fxd8.

15 🖄 dc2 😫 e6



16 De3

Eyeing the vulnerable d5- and f5squares. 16 毫xe6 fxe6 17 徵g4 徵d7 18 罩ed1 would also have been very strong as Black struggles to guard both the d6- and b6- weaknesses, as well as against a kingside attack, starting with h2-h4. Instead Godena decides it's better to keep his large structural advantage with Black incredibly weak on the light squares.

16...ዿxa2 17 ॾxa2 ॾd7 18 ⁄ d5

18 Bb3 would allow Black to liberate himself with 18...d5, although his position remains highly unpleasant following 19 exd5 Axd5 20 Af5 Ac6 21 Ac4 $\blacksquaree8$ 22 $\blacksquareaa1$ when he cannot defend both b6 and e5 adequately.

18...②bc6 19 菖a1 ②xd5 20 鬯xd5 ②e7 21 鬯b3 鬯c7

Black can not break with 21...d5 as 22 exd5 \mathbb{Z} xd5 23 \mathbb{Q} c4 picks up either b6 or e5.

22 ට්c4 🕮 b8 23 ට්e3 b5

Gromovs has finally found a break, but his temporary initiative is easily contained. Perhaps his best hope was breaking in the centre: 23...鬯c6 24 f3 d5. After 25 罩ad1 dxe4 26 罩xd7 鬯xd7 27 fxe4 White would continue to have the upper hand, but at least Black's position has improved.

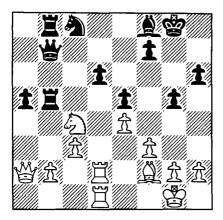
24 axb5 邕xb5 25 খa2 a5 26 邕ad1 邕d8 27 邕d2 邕db8 28 邕ed1

Slightly inaccurate: 28 公c4! was a better move to avoid Black's next possibility when 28...公c8 29 邕ed1 鬯c6 30 f3 a4 31 皇f2 is very good for White.

28....省b7

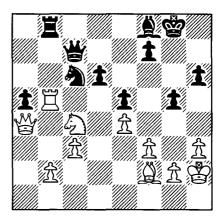
28...罩b3! would have blocked White's queen in on a2 and prevented White's ②e3c4. However, we'd still be better with 29 h4!, targeting Black's weak kingside.

29 2c4! 2c8 30 f3 \$f8 31 \$f2



All of White's pieces now coordinate perfectly.

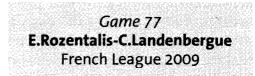
31...,曾c7 32 h3 邕a8 33 谢a4 邕ab8 34 邕d5

Black's temporary counterplay has been completely neutralized and he is left with a further weakness on a5. 

Straightforward play. Godena would like to exchange everything leaving his knight vs Black's terrible bishop.

Finally a pawn drops and already Black has no hope. He tries to generate some counterplay on the queenside, but Godena converts very comfortably.

42....句d7 43 b4 h5 44 皇d8 g4 45 鬯c7! 鬯xc7 46 皇xc7 gxf3 47 gxf3 f6 48 句b6 句xb6 49 皇xb6 當f7 50 b5 當e6 51 c4 皇h6 52 皇d8 皇e3 53 當g3 f5 54 當h4 1-0



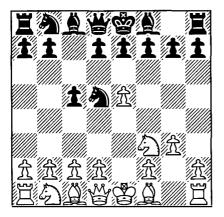
1 e4 c5 2 🖄f3 🖄f6

The Nimzowitsch Variation is an interesting attempt to unbalance the position immediately. The line is similar to the Alekhine: Black will lose tempi as his knight gets kicked around, but hopes to exploit White's over-advanced pawns.

3 e5 🖄d5 4 g3!?

Sensible; we simply play a King's Indian

Attack-style position and therefore we don't need to know tons of theory.



4...d6

Alternatively:

a) 4...④c6 5 皇g2 is likely to transpose. The only independent options are:

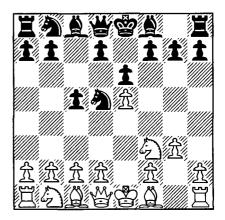
a1) 5... $rac{6}{2}$ attacks the e5-pawn, but we don't have to defend it: 6 0-0! 2xe5 7 2xe52xe5 8 d4! cxd4 9 3e1 2d6 was P.Popovic-M.Bjelajac, Novi Sad 1981, when Bjelajac has suggested 10 2xd4 2d1 2d1 with more than adequate compensation for the pawn thanks to White's large lead in development and the g2-bishop cutting down the long diagonal. John Emms continued the line with 11...2d6 12 2dc3 e6 13 a3 2d514 2f4 2e7 15 2d3 a6 (15...0-0 16 2d5forces 16...2de8 to keep the exchange, but after 17 c4 White has very promising play) 16 2d6 2d6 2d3 4 0-0 18 2d1 and Black's pieces are a rather sorry sight.

a2) 5...g6 6 0-0 \$g7 with a further divide:

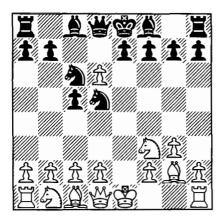
a21) 7 d4 cxd4 8 2xd4 2db4 9 c3 2a6 (J.Van der Wiel-Y.Afek, Wijk aan Zee 2006) 10 f4 0-0 11 2e3 and White's extra space and strong bishops must count for a little.

a22) Emms' suggestion of 7 Ie1 0-0 8 2C3 also looks decent: 8...2C7 (8...2xc3 9 dxc3! and Black has problems developing his queenside, as 9...d6 10 exd6 exd6 can be met by 11 2g5, intending 12 2e4 to pick up the d6-pawn) 9 d3 2e6 10 2d5 d6 11 exd6 2xd6 12 c4 2c7 13 2g5! 2xd5 14 cxd5 2b4 was W.Pietzsch-F.Baumbach, Colditz 1967, when Emms suggests 15 2f4 2a6 16 2xe7 2f6 (16...2xb2 17 d6!) 17 d6! 2xe7 18 dxe7 2e8 19 2e4 2xe7 20 2xc5 2b6 21 d4 and White's raking bishop-pair offers him good compensation.

b) 4...e6 is a try, although the positions are likely to be very similar to the game:



5 臭q2 心c6 6 0-0 d6 (or 6... 皇e7 7 c4 ②db4 8 d3 d6 9 a3 ②a6 10 exd6 鬯xd6 11 ②c3 0-0 12 皇f4 習d8 13 習e2 皇d6, as in S.Rublevsky-A.Belozerov, Internet (blitz) 2004, when 14 象xd6 響xd6 15 ②b5 響e7 16 d4 cxd4 17 ව්රාන්ද ව්රේෂ 18 ව්රාන්ද leaves White with a comfortable edge, as Black will always struggle to match the g2-bishop while White's knight is also far more actively situated) 7 exd6 \$\overline{x}d6 8 d4 0-0 9 c4 ②de7 (9...②b6 10 dxc5 龛xc5 11 鬯e2 ②d4 12 ②xd4 響xd4 13 ②d2 臭e7 14 邕b1, as suggested by Jansa, looks good for White; the idea is b3-b4 and \$c1-b2 when the two bishops will control almost the whole board) 10 2c3 cxd4 11 2xd4 2e5 12 2xc6 ∕∑xc6 13 ≜e3 was pleasant for White in V.Jansa-M.Krasenkow, Hamburg 1992.

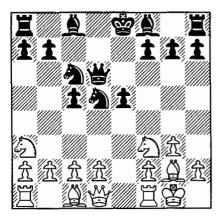


6...e6

Planning to recapture with the bishop. 6...exd6 has also been tried, but 7 0-0 &e7 8 d4 0-0 9 0a3 &f5 10 c3 1c8 11 1e1 &f6 12 0h4 &xh4 13 &xd5 &f6 14 dxc5 dxc5 15 &f4 2d7 16 0c4 &g4 17 &f3 2xd1 18 &xd1 &xd1 19 $\Huge{2}$ axd1 left White with a clear advantage in the endgame, F.Nijboer-J.Van der Wiel, Wijk aan Zee 2003.

Instead 6... Wxd6 has typically been the main line, but again White retains his advantage thanks to his strong light-squared bishop after 7 0-0:

a) Against 7...e5 8 2a3! is very strong when it's not so easy for Black to keep hold of the centre.



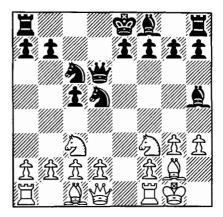
P.Popovic-B.Ivanovic, Belgrade 1987, continued 8...②b6 9 ②b5 營d7 10 邕e1 兔e7 11 a4 f6 when I like John Emms' suggestion of 12 ②h4!? with the idea that 12...0-0 13 a5 ②c4 14 ②c7! (classic deflection) 14...資xc7 15 兔d5+ 會h8 16 營h5 wins material.

b) 7...g6 is also mooted by Emms, but his suggestion of 8 d4 &g7 9 c4 0b6 10 d5 0e5 (or 10...0a5 11 0a3! and the pawn cannot be taken due to 0d1-a4+ at the end) 11 0xe5 &xe5 12 0e2 0-0 13 Ee1 gives White an obvious advantage.

c) 7... \$ g4 seems critical and after 8 h3:

c1) 8... \hat{a} xf3 is the solid option, but White should have a safe edge thanks to his uncontested g2-bishop: 9 \forall xf3 e6 10 \Diamond c3 Ξ d8 was S.Rublevsky-A.Khalifman, Kazan 2001, when Emms suggests 11 Ξ e1 \hat{a} e7 12 \Diamond xd5 \forall xd5 13 \forall g4 \forall d4 14 \hat{a} xc6+ bxc6 15 Ξ e4 \forall f6 16 d3 0-0 17 \hat{a} f4 with a typical structural advantage we have seen in the 3 \hat{a} b5 chapters.

c2) 8...&h5 9 0c3 with a further split:

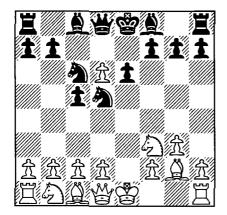


c21) 9...e5? is now too late and is a blunder: 10 公xd5 營xd5 11 g4 皇g6 12 公xe5!.

c22) 9...e6 was tried in M.Narciso Dublan-J.Magem Badals, Lleida 2009, when again we should follow Emms suggestion of 10 邕e1 皇e7 11 公xd5 exd5 (11...響xd5 12 g4 皇g6 13 公e5 營d6 14 公xc6 bxc6 15 營f3 leaves White with the better of it) 12 d4! and Black won't be able to hold on to the extra pawn after 12...&xf3 (or 12...cxd4 13 g4 &g6 14 Oxd4 when White should be a little better thanks to the isolated d-pawn) 13 Wxf3 Oxd4 when I think 14 Wd3 is easiest. Black's only try to hold on to d5 is 14...Ed8, but now 15 &g5 Oe6 16 &xe7Wxe7 17 $\ddddot{E}e5$ wins either d5 or b7.

c23) 9... 公xc3 10 bxc3 e5 11 罩 b1 0-0-0 12 響e2 響c7 13 響b5 f6 was V.Zaitsev-I.Dudukin, Serpukhov 2004, when instead of the crazy 14 d4!?, 14 d3 would have left White with a comfortable edge. Here White can also play very dynamically against 10...e6 with 11 邕b1 খc7 (11...邕b8?! 12 d4! is very awkward to deal with, especially as 12...cxd4 13 創f4 e5 14 ②xe5! 創xd1 15 ②xc6 forces Black to go into a lost endgame after 15...bxc6 16 罩xb8+ 資xb8 17 兔xb8 兔xc2 18 &xc6+ &d8 19 cxd4, as mentioned by Emms) 12 d4 邕d8 13 鬯e2 cxd4 14 q4 d3 (14... g6 15 2xd4 and White's attack is too strong) 15 cxd3 ዿ g6 16 🖄 d4! 🖄 xd4 17 cxd4 習d6, as in A.Shabalov-L.Christiansen, Parsippany 1996, and here Shabalov should have taken on b7 with the rook, with an extra pawn and strong attacking chances.

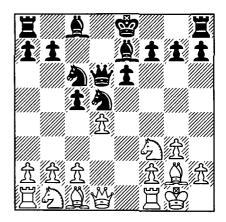
d) 7...e6 would transpose back to the game.



7 d4 ₩xd6

An unusual move order. Instead 7...&xd6 might seem more logical, although this would force Black to suffer after 8 c4 &f6 9 dxc5 &xc5 10 @xd8+ &xd8 11 &c3 &e7 12 0-0 \blacksquare d8 (Y.Shabanov-D.Losev, Moscow 2007) when I like the idea of 13 a3, attempting to expand on the queenside. Again the g2-bishop tips the balance in White's favour.

8 0-0 单e7



9 dxc5

9 $2c_3$! is a strong alternative. Following 9... $2c_3$ 10 bxc3 0-0 11 $2f_4$ $4d_8$ 12 $2c_5$ $2c_5$ 13 $2c_5$ Black will have to suffer for a long time. In particular b7 isn't so easy to defend. Typically we're happy to exchange most of the other pieces to increase the strength of our g2-bishop.

9...晋xc5 10 ②bd2 ②f6 11 ②b3 鬯b6

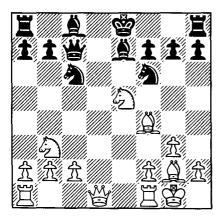
11... 營c4 looks risky, but wouldn't give White so much free time to develop. Perhaps White should continue with 12 c3 0-0 13 创bd4 创xd4 14 鬯xd4 鬯xd4 15 创xd4, swapping off into a very pleasant queenless middlegame.

13 2 dfd4!? would be a more positional path.

13...e5

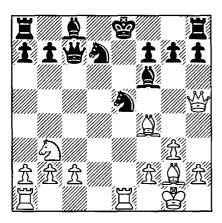
13...暫b6 14 暫e2 0-0 15 當fd1 拿d7 16 c4 leaves White with a very straightforward advantage, but the game puts Black under a lot of pressure.

14 🛈 xe5!



Despite being a great positional player, Rozentalis doesn't miss this tactical opportunity. The pins on the king and queen mean that Black won't be able to retain his extra piece.

14...②xe5 15 邕e1 ②fd7 16 鬯h5 皇f6



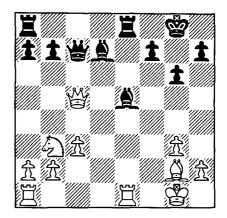
This wins back the piece but loses the advantage. Instead White should have used both bishops with 17 皇h3! 0-0 18 皇xd7 皇xd7 19 皇xe5 皇xe5 20 鬯xe5 鬯xc2 21 邕ac1 鬯g6 22 鬯c7 皇c6 23 公d4 when his activity gives him the edge.

17...⁽²⁾xe5 18 f4 0-0 19 fxe5 g6! 20 ₩e2 볼e8 21 ₩f2 âxe5 22 c3

So after a fairly forced line, we're back to material parity. Black has the bishop-pair but our play against the queenside means White's position is easier to play. Rozentalis outplays Landenbergue over the next few moves to build up an advantage once more. 22...2d7

22...&f5! looks to equalize as after 23 Uc5 Uxc5+ 24 Oxc5 Iab8 25 Oxb7 f6! Black will likely regain his material while his bishops control a lot of important squares.

23 **獣c**5!



23...ዿc6 24 Iad1 Iac8

I'm going to take the liberty at guessing this was the move. Black needs to sit tight. 24...罩ad8? is the move inputted into Chess-Base, but this simply loses a piece to 25 罩xd8 豐xd8 26 罩xe5 豐d1+ 27 皇f1 罩xe5 28 豐xe5 豐f3 29 公d2 豐h1+ 30 當f2 豐xh2+ 31 當e1.

How to Beat the Sicilian Defence

Vacating the c5-square for the knight. Black is under unpleasant pressure now and Rozentalis is one of the best in the world at converting this type of advantage.

27...邕ce8 28 纪c5 邕6e7 29 a4 皇g7 30 邕xe7 邕xe7 31 纪a6 খe5 32 邕f1 邕e6

32... \forall d5+ is the computer's suggestion, but this condemns Black to a dismal task of defending the endgame after 33 \forall xd5 cxd5 34 \Diamond b4 d4 35 c4.

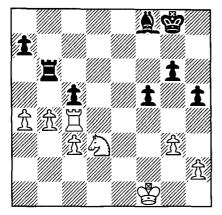
33 ②b4 h5 34 響f4 響xf4 35 邕xf4

The queen exchange will make it easier to target the isolated queenside pawns. Objectively this position probably should be a draw, but it's certainly not an easy task.

35...皇f8

35...c5 36 ⁽²⁾d3 ⁽²⁾h6, playing for activity, is a better bet.

36 🕸 f1 f5 37 ≌c4 c5 38 🖄 d3 ≌b6 39 b4!



The queenside pawns will prove decisive. Already I think it is too late to save the game for Black.

Now a rook exchange will be hopeless for Black as b5-b6 and a6-a7 is too strong a threat.

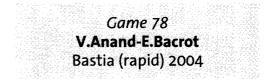
44....谢 f7 45 🖉 e5+ 谢 e6

45...當f6 46 邕c4! is already completely lost for Black: 46...息d6 47 b6! 邕h7 48 公c6 axb6 49 a7 邕h8 50 邕d4! 皇c7 (or 50... 當e6 51 ②b8! 邕xb8 52 邕xd6+) 51 邕d8! and the apawn queens. Thus Black is forced to give up a pawn.

46 ②xg6 ዿd6 47 ②f4+ ��d7 48 ጄd5 ጄc5

Black must have known this was akin to resigning.

49 볼xc5 皇xc5 50 堂e2 皇g1 51 堂d3 날c7 52 h4 1-0



1 e4 c5 2 🖄f3 b6

This is Black's most-played response out of all the 2nd moves we're yet to consider. The French Grandmaster Christian Bauer has tried it quite often, but it is rather committal, particularly as ...a6, then ...b5 is played in most Open Sicilian structures, while here the b-pawn prevents any ... 劉名b6 or ... 劉名-a5 ideas. In response, I've decided we should follow Anand's example.

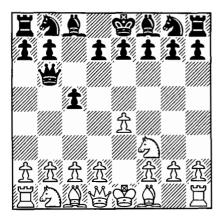
Other bizarre tries:

a) 2... 徵c7!? sees Black play a waiting move which he hopes will come in handy once White shows his hand. Here 3 c3 makes sense when 3... 创f6 4 e5 创d5 5 d4 cxd4 6 创a3! 创c6 (6... 创xc3? 7 徵xd4 创xa2 8 创b5 wins material) 7 创b5 徵b8 8 cxd4 is a little better for White.

b) 2...豐a5 is a strange queen move. I think the idea is to prevent White playing d2-d4, but we can play our typical KIA type ideas while keeping open the idea of opening up the position: 3 g3 g6 4 皇g2 皇g7 5 0-0 ②c6 6 c3 d6 7 ②a3!? ②f6 8 罩e1 0-0 9 h3 d5 10 e5 ③e8 11 ③c2 ②c7 12 d4 cxd4 13 ③cxd4! ③xd4 14 ③xd4 left White with a comfortable KIA position in N.Short-I.Nogueira, Sao Paulo (simul) 2001. c) 2...d5 looks like a very poor version of the Centre-Counter as 2673 is far more useful than ...c5. The pawn normally moves to c6 in those structures anyway. Kasparov continued 3 exd5 2632 263

d) 2....e5? has also been tried a few times, but after the straightforward 3 公xe5 鬯e7 4 d4 Black has issues reclaiming his pawn, as 4...d6 5 皇b5+ 公d7 (or 5... 會d8 6 公f3 鬯xe4+ 7 皇e2 when the opening has obviously been a disaster for Black) 6 公xd7 鬯xe4+ 7 皇e3 皇xd7 8 皇xd7+ 會xd7 9 0-0 gives White a great attack.

e) 2... b6 is another queen move hoping to transpose to an Open Sicilian where the queen belongs on b6 and White might be disorientated:



e1) I think we should simply go for 3 g3 as the queen never wants to be on b6 in the King's Indian Attack. One grandmaster game continued 3...g6 4 \$g2 \$g7 5 0-0 e6 6 \$a3! (Karlsson finds a way to play against Black's queen) 6...d5 (Black tries to prevent e2) 3 2c3? is also possible. Black has normally responded 3...2c6 when 4 2b5transposes to 1 e4 c5 2 2f3 2c6 3 2b5 6b64 2c3, as covered in Berkes-Hera in Chapter Eight. Here 3...e6 has also been tried, but 4 d4 cxd4 5 8xd4! 8a5 (if 5...2c5? 6 8xg7 or 5...8xd4 6 2xd4 a6 7 2a4! which leaves Black with some holes) 6 8e5 8d8 7 8g3!leaves White with a great Open Sicilian position as he has gained a lot of tempi. The queen is very useful on g3 preventing Black from developing his f8 bishop, T.Nabaty-B.Kantsler, Petah Tiqwa 2007.

g) 2...2a6?! is good for White so long as we don't get provoked into taking the knight: 3 2c3 d6 4 d4 cxd4 5 2xd4 sees White exploit the fact that the queen can't be driven away when the knight on a6 looks decidedly out of place.

h) 2...h6!? looks completely ridiculous, but I saw an article trying to advocate it written by Stefan Bücker. I think the easiest response is 3 0c3 d6 (3...g5?! was Bücker's original idea, but he admits that 4 d4 g4 5 0e5 cxd4 6 0c4 e6 7 Wxd4 is practically winning) 4 0b5+!? when ...h6 looks rather out of place.

Finally, we return to 2...b6:

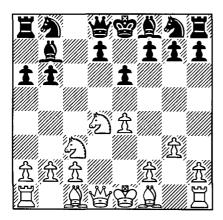
3 €)c3

Again it would be possible to play in King's Indian Attack spirit with 3 g3 \$b7 4 d3 when in all probability the position will transpose to one already covered in Chapters Nine and Ten.

3...ዿb7 4 d4 cxd4

4...e6 5 d5!, blocking in the b7-bishop looks very comfortable: 5...公f6 6 兔c4 exd5 7 exd5 d6 8 0-0 兔e7 was P.Blatny-B.Carlier, Budapest 1991, when 9 公h4! 0-0 10 公f5 leaves White with a clear advantage.

5 🖄 xd4 a6 6 g3 e6

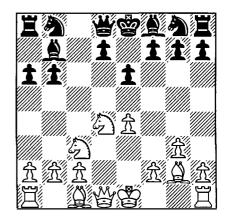


Black is going for a Hedgehog structure so the move order isn't so relevant. Meanwhile our plan is \$f1-g2, 0-0 and f2-f4 to start putting pressure on Black. Here practice has also seen:

a) 6...d6 7 2.g2 2d7 8 0-0 e6 9 2e1 2e710 2e3 2c8 11 f4 is very similar to the game, but here Black has a few problems as he cannot develop his king's knight: 11...2c5 (11...2g6?! 12 e5! is very awkward) 12 2b3 2c7 13 2xc5 bxc5 (or 13...dxc5, as in D.Breder-S.Conquest, Reykjavik 2009, and here the simple 15 fxe6 fxe6 16 2h3 2d7 17 2f4 leaves Black under a lot of pressure) 14 f5! 2f6 (14...e5 is really not a move Black wants to play and 15 2d52xd5 16 exd5 2f6 17 c4 leaves White with a risk-free edge) 14 鬯e2 leaves White with the upper hand as 14...公f6 15 罩ad1 0-0 16 e5 公d7 17 公e4 is somewhat unpleasant.

b) 6...g6 is an alternative development plan, transposing into a kind of Dragon, but here Black usually strives for ...b7-b5 not the more passive ...b6. Following 7 &g2 &g7 8 0-0 d6 9 &e3 \oslash d7 10 f4 Ξ c8, rather than 11 a4 allowing Black his typical exchange sacrifice with 11... Ξ xc3!? in J.Koch-L.Guidarelli, French League 2010, I'd go for 11 Шe2 when 11... Ξ xc3 12 bxc3 Шa8 isn't so convincing as White can defend with 13 &d2.

7 ĝg2



7...省c7

Instead 7...d6 8 0-0 公d7 9 f4 is likely to transpose.

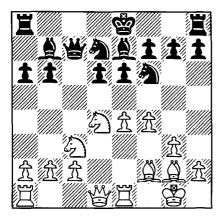
7...&b4 is an independent option, but it appears that the fight for the dark squares is much more important than the doubled c-pawns: 8 0-0 &xc3 9 bxc3 0e7 10 &a3 0-0 11 \blacksquare b1 \blacksquare e8 12 c4 0c7 13 0d6 14 \blacksquare fd1 0c8 15 0f3 0c6 was J.Toledano Llinares-J.Bellon Lopez, Cala Galdana 1999, when White could have simply won a pawn with 16 &xd6 as 16...0xe4 17 0c3! (threatening 18 0e1) 17...0c6 18 c5 b5 19 0e5! wins material.

8 0-0 d6 9 f4 2d7 10 ईe3 2gf6 11 ॾe1

Preparing to defend e4 and with ideas of pushing e4-e5, as we'll see in the game.

11...ĝe7

12 ĝf2



This is a typical set-up and easy to remember. The bishops adequately protect White's king, while the f4- and e4-pawns are very useful controlling the central squares. Black's position is actually more perilous than it appears.

12....Ôc5

12...0-0 should be preferred, although White has a couple of interesting options here:

a) 13 g4 is possible, with the aim of taking squares away from Black's minor pieces.

b) 13 a4, preventing ...b6-b5, also looks

sensible.

c) 13 e5!? is the most dynamic try, but 13...dxe5 14 fxe5 创d5 15 创xd5 皇xd5 16 皇xd5 exd5 17 创f5 皇c5 18 皇xc5 響xc5+ 19 雪h1 looks fairly level.

d) 13 鬯e2! and it's not so easy to see how Black makes any progress, since 13...b5 14 e5 dxe5 15 fxe5 创d5 16 创xd5 皇xd5 17 皇xd5 exd5 18 创f5 皇c5 19 皇xc5 鬯xc5+ 20 含h1 now looks fairly promising as 20...g6 (20...罩ae8 can be dealt with by 21 创xg7!) 21 e6! is strong.

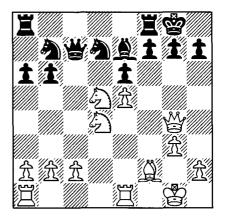
13 e5! dxe5 14 💩 xb7 🖄 xb7

This move looks rather strange, but Bacrot wants to keep pressure on the e5square.

14...豐xb7 15 fxe5 公d5 16 公xd5 豐xd5 would leave White a choice between attacking on the kingside with 17 豐g4 or 17 豐f3!? 豐xf3 18 公xf3, leaving him with a safe advantage in the endgame as he can use his queenside majority, while the e5-pawn continues to tie Black down.

15 fxe5 ∅d7 16 ₩g4 0-0?

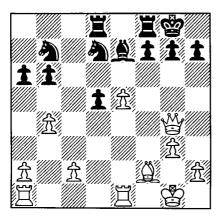
This loses the game to White's knights. 16...g6 was necessary, although White retains good attacking chances after 17 罩ad1 b5 18 皇e3! 公xe5?! 19 響e4 罩d8 20 皇f4. 17 公d5!



17...省8

Neither 17...exd5 18 신f5 g6 19 신xe7+ 솔h8 20 신xd5 鬯c6 21 ⋓d4 nor 17...신xe5 18 신xe6! 신xg4 19 신exc7 would save Black. 18 신c6!

Black is forced to give up his queen and I'm pretty sure if this hadn't been a rapid game he would have resigned at this point. **18...exd5 19 (2)** xd8 **(3)** axd8 **(3)** 20 b4!



A pretty move. All of Black's minor pieces were hoping to use the c5-square and now they, the b7-knight in particular, are completely out of the game.

20...罩fe8 21 e6! 创f6 22 exf7+ 當xf7 23 習e6+ 當f8 24 營xb6 创d6 25 皇c5 创fe4 26 罩xe4!?

Simplifying with a huge material advantage.

26...④xe4 27 ዿxe7+

27 邕f1+! 心f6 (27...當g8 28 এxe7) 28 邕xf6+ gxf6 29 鬯xf6+ 當g8 30 এxe7 was a slightly more accurate finish.

27...\$xe7 28 邕e1 邕d6 29 獣d4 \$f7 30 c4 1-0

Conclusion

This chapter has tied up all the loose ends in our repertoire. The most critical and common continuations in this chapter are 2...a6 and 2...g6, as seen in Games 75 and 76. I have played both lines myself and consider them reasonably sound. However, I like the look of the interesting pawn sacrifice 3 b4!? in Game 75, while 3 &c4 causes Black immediate difficulties in Game 76.

I hope you are now ready to play against the Sicilian with confidence and I wish you all the best in your games with 1 e4 c5 2 2 states f3.

Index of Variations

1 e4 c5 2 (2)f3 and now: A: 2...d6 C: 2...Others A) 2...d6 3 🕸 5+ 🗟 d7 3.... 🖄 d7 4 d4 4...a6 – 23 4...④f6 5 0-0 5...⁶xe4 - 25 5...a6 - 27 5...e5 – 17 5...e6 - 19 7 c4 – 9 70-0 - 13 5...④f6 6 0-0 6...a6 - 31 6...q6 – 35 6...e5 - 37 5....⊈q4 – 112 5...q6 - 116 5...e5 6 c3 6...q5 - 108 6....④f6 7 邕e1 7...ዿ̂q4 - 91 7...ĝe7 − *9*7 6...f5 7 exf5 \$ d4 8...e4 - 100

How to Beat the Sicilian Defence

8...cxd4 - 103

4 âxd7+ ₩xd7

```
4...心xd7 5 0-0 公gf6 6 智e2
6...g6 - 83
6...夏c8 - 86
7 b3
7...g6 - 80
7...象e7 8 象b2 0-0 9 c4
9...e5 - 73
9...夏e8 - 77
9...a6 10 d4 cxd4 11 公xd4 簋c8 12 公c3 鬯a5 13 簋ad1 簋fe8
14 鬯d2 - 65
14 容h1 - 70
```

5 0-0 Ŵf6

5...∕⊇c6 6 ₩e2 g6 - 60

8 c 3 🕸 g 7 9 d 4 cxd4 10 cxd4

10...d5 – 47 10...0-0 – 49

B) 2....∕⊇c6 3 😫b5 g6

```
3...d6 - 2...d6 3 âb5+ ∅c6
3...₩b6 - 213
3....省c7 - 213
3...e5 - 228
3...a6 - 233
5...g6 6 h3 ዿg7 − 3...g6 4 ዿxc6 dxc6 5 d3 ዿg7 6 h3 幻f6
      5...$q4 - 204
      5.... 🖄 d7 - 209
3...e6 4 ዿxc6
     4...dxc6 - 198
      4...bxc6 5 b3
           5....9e7 - 180
           5...f6 - 185
            5...d5 - 189
            5...d6 - 192
```

4 ዿxc6 dxc6

4...bxc6 5 0-0 全g7 6 ≝e1 6...e5 - 123 6...②f6 - 127 6...d6 - 141 6...③h6 7 c3 0-0 8 d4 cxd4 9 cxd4 f6 10 b3 - 130 10 ②c3 - 134

5.... 省f6 - 194

5 d3 😫 g7

5...ĝg4 - 175

6 h3 🖄f6

6...b6 – 167

6...e5 – 172

7 ∕⊇c3 0-0

7...纪d7 8 皇e3 e5 9 習d2

9...h6 – 158

9...₩e7 – 162

8 ዿe3 b6 9 ₩d2

9...e5 - 147 9...¤e8 - 151 9...©e8 - 154

C) 2...e6

2...a6 - 325 2...g6 - 330 2...&f6 - 335 2...b6 - 340

3 d3 d5

3...④c6 4 g3 4...逾d6 - 315 4...逾d6 - 319 4...④ge7 5 g3 g6 6 逾g2 逾g7 7 c3 7...0-0 - 303 7...e5 - 311 4...g6 5 愈g5 5...鬯c7 - 297 5...f6 - 301 5...鬯b6 6 心bd2 彎xb2 7 心c4 彎g7 8 罩b1 8...d6 - 287 8....d5 - 292

4 ₩e2 ��f6

4...∕⊇c6 5 g3

5 g3 单e7

```
5...b6 − 269
6 ≩g2 ②c6 7 0-0 0-0
```

7...省c7 - 257

8 e5 🖄 d7

8....²)e8 – 251

9 c4

9...©b6 – 239 9...d4 – 247

Index of Complete Games

Adams.M-Arslan.E, Turkish Team Championship 2010	233
Adams.M-Dovramadjiev.T, European Internet Championship 2003	134
Adams.M-Meins.G, European Club Cup, Ohrid 2009	
Akopian.V-Eljanov.P, Moscow 2006	
Anand.V-Bacrot.E, Bastia (rapid) 2004	
Anand.V-Carlsen.M, Mainz (rapid) 2008	
Baklan.V-Degraeve.J.M, Belgian League 1997	
Berkes.F-Hera.I, European Championship, Rijeka 2010	213
Bhat.V-Bu Xiangzhi, Seattle 2001	
Bologan.V-Kharlov.A, USSR Team Championship 1991	154
Breder.D-Bates.R, Hastings 2009/10	51
Bruzon Bautista.L-Andersson .U, Havana 2003	
Bruzon Bautista.L-Carlsen.M, Skanderborg 2005	
Bu Xiangzhi-Guseinov.G, Internet (blitz) 2005	
Carlsen.M-Djukic.N, European Team Champ'ship, Heraklion 2007	
Chuiko.A-Arbakov.V, Tula 2000	
Davies.N-Morrison.G, British League (4NCL) 2006	
Delgado Ramirez.N-Carreto Nieto .G, Aguascalientes 2008	
Ehlvest.J-Vaisser.A, Novosibirsk 1993	
Fressinet.L-Bricard.H, Bastia (rapid) 2005	
Glek.I-Short.N, Cap d'Agde (rapid) 1996	297
Glek.I-Svidler.P, Mainz (rapid) 2002	
Glek.I-Wyss.T, Saint Vincent 2002	
Godena.M-Gromovs.S, Bratto 2005	
Hammer.J-Carlhammar.M, Gibraltar 2009	
Hammer.J-Wirig.A, Cappelle la Grande 2010	
Harikrishna.P-Navara,D.D, Reggio Emilia 2008	
Hillarp Persson.T-Van Eijk.S, Porto Mannu 2009	
lordachescu.V-Timofeev.A, Moscow 2007	
Ivanchuk.V-Kasparov.G, Linares 1991	
Jakovenko.D-Naumann.A, Internet (blitz) 2006	
Janev.E-Matsenko.S, Olomouc 2010	
Jones.G-Mah.K, Street 2003	
Jones.G-Snape.I, British Championship, Scarborough 2001	287

How to Beat the Sicilian Defence

Jones.G-Yudin.S, World U18 Championship, Heraklion 2004	257
Kasparov.G-Polgar.J, Prague (rapid) 2002	108
Kasparov.G-Van Beurden.M, London (simul) 2003	247
Kramnik.V-Gelfand.B, 1st matchgame, Sakthi 1994	80
Kristjansson.S-Nguyen V an Huy, Dresden Olympiad 2008	147
Lastin.A-Popov.V, St Petersburg 2009	27
Leko.P-Timman.J, Wijk aan Zee 2000	273
Malakhov.V-Areshchenko.A, Moscow 2005	55
Malakhov.V-Kozul.Z, Croatian Team Championship 2008	65
McShane.L-Volokitin.A, German League 2008	292
Morozevich.A-Carlsen.M, Biel 2006	209
Morozevich.A-Gleizerov.E, Tomsk 1998	280
Morozevich.A-Kasimdzhanov .R, Wijk aan Zee 2002	
Muzychuk.A-Giri.A, Wijk aan Zee 2010	
Naiditsch.A-Sveshnikov.E, Liepaja (rapid) 2007	
Ni Hua-Carlsen.M, London 2009.	
Ovetchkin.R-Kuzubov.Y, Alushta 2004	
Pridorozhni.A-Shorokhov.A, Russian Team Championship 2009	
Psakhis.L-Stanec.N, Pula Zonal 2000	
Roiz.M-Stella.A, Biel 2009	
Rozentalis.E-Landenbergue.C, French League 2009	
Rublevsky.S-Bu Xiangzhi, Ningbo (rapid) 2010	
Rublevsky.S-Efimenko.Z, Moscow 2003	
Rublevsky.S-Ni Hua, Ningbo (rapid) 2010	
Rublevsky.S-Sveshnikov.E, Herceg Novi 1999	
Rublevsky.S-Tiviakov.S, European Club Cup, Kemer 2007	
Rublevsky.S-Ye Jiangchuan, Moscow 2004	
Rublevsky.S-Zvjaginsev.V, Russian Team Championship 2006	
Sax.G-Ljubicic.F, Split 2010	
Sergienko.S-Pasiev.R, Voronezh 2009	
Skripchenko.A-Bojkovic.N, Rethymnon 2003	
Somborski.N-Kolbert.E, Vrnjacka Banja 2008	
Steingrimsson.H-Slingerland.F, Hilversum 2010	
Sutovsky.E-Baron.T, European Championship, Rijeka 2010	
Sutovsky.E-Mamedov.R, Baku (rapid) 2010	
Timman.J-Giardelli.S, Mar del Plata 1982	
Tiviakov.S-Murariu.A, European Championship, Dresden 2007	
Tiviakov.S-Noritsyn.N, Ottawa 2007	
Tkachiev.V-Fressinet.L, Bordeaux (rapid) 2000	
Yandemirov.V-Gerasimov.I, Kazan 2009	
Yudasin.L-Shirov.A, European Club Cup, Ljubljana 1995	
Zhao Jun-Zhang Pengxiang, Moscow 2004	
Zhigalko.S-Deszczynski.A, Warsaw 2010	
Zvjaginsev.V-Asensio Lisan.T, Barbera 1996	

how to beat the **Sicilian** defence

The Sicilian Defence is by far the most popular chess opening. If you play 1 e4 as White, on average you are likely to meet the Sicilian in virtually every other game! You need to be prepared to face the Sicilian at all times, and a ready-to-use repertoire against it is an indispensible weapon.

In this book, Gawain Jones confronts the challenge of meeting the Sicilian head on. He has constructed a comprehensive Anti-Sicilian repertoire for White, which is based on lines that are successfully employed at grandmaster level. These are sound, reliable options for White, but don't be fooled – they also contain more than a drop of poison. Variations covered include the popular King's Indian Attack, various Bb5 systems and weapons against Black's offbeat tries.

- A Grandmaster's repertoire against the Sicilian
- Packed with new ideas and critical analysis
- Highlights key tactical and positional ideas

Gawain Jones is a Grandmaster and one of the UK's leading players. He's a regular in the England national team and was their most successful performer at the 2010 Chess Olympiad. He was awarded the individual silver medal playing top board at the 2006 European Club Championship.

