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# 4 Flexible Variation: 5 <sup>(2)</sup>C3 <sup>(2)</sup>C7 6 <sup>(2)</sup> €2

#### Introduction

Lines involving  $2e^2$  and  $2e^3$  can often transpose into each other – I have pointed out these transpositions in the game notes. For ease of understanding, the coverage of these lines has been separated into three chapters as follows:

- Chapter 4: White plays  $\hat{a}e2$  without  $\hat{a}e3$  (Flexible Variation);
- Chapter 5: White plays \$e3 without \$e2 (Sharp Variation);
- Chapter 6: White plays &e3 and &e2 (Paulsen Main Line).

The three games in Chapter 4 feature lines which arise after 1 e4 c5 2 163 e6 3 d4 cxd4 4 123 xd4 123 cc6 5 123 126 c 123 c

- Exchange knights on d4 to draw the white queen into the centre of the board, then play ... &c5 to attack it.
- Play an early ... \$c5 to prompt White into exchanging or retreating his d4-knight.

Strategies involving ... Xt 4 followed by ... C 5 seek to exploit the gain of tempo obtained by harassing the white queen; also, an early exchange of minor pieces tends to benefit the defender. Advocates of the white side of this variation believe that a Black-initiated knight exchange benefits White because his queen is developed 'for free' to a central square – even after ... C 5, the white queen can be very effective after retreating to d2 or d3. We cannot state that one of these black strategies is preferable to the other – the eternal 'battle for tempi' in these variations leads to many fascinating middlegame positions and contributes to the popularity of these lines for both White and Black.

## The Games

**Game 13** (Zhao-A.Horvath) features 6...a6 7 f4 公xd4 8 營xd4 b5 – White soon castles queenside and a typical Sicilian battle featuring opposite-side castling develops. Zhao stacks his major pieces along the d-file and incurs doubled f-pawns in order to further his attack. Horvath boldly but hastily advances his h-pawn, and White misses an opportunity to win Black's backward d-pawn. The black h-pawn makes its way down to the h3-square and plays a decisive role in the game by supporting a black rook on g2. A pawn-race develops between White's b-pawn and Black's h-pawn – both players succeed in promoting their passed pawns, but White's king is too exposed and quickly succumbs in the exciting four-queen middlegame.

In **Game 14** (Y.Geller-Shaposhnikov), White avoids the immediate f-pawn advance and after 6...a67 0-0 (2) for 8 (2) h (2) c S White is compelled to make a decision concerning his d4-knight – he

exchanges on the c6-square and Black recaptures with the b7-pawn to bolster his centre. White voluntarily gives up his dark-squared bishop for Black's f6-knight in order to give Black a set of doubled f-pawns. Geller triples along the f-file in anticipation of exploiting Black's weakened kingside, but Shaposhnikov castles queenside to escape the potential pressure. Black obtains a protected passed e-pawn and his dark-squared bishop coordinates beautifully with his pawns on the light squares. White tries to obtain counterplay on the queenside, but Black is able to defuse the pressure and simplify into a winning position.

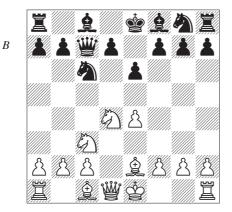
In **Game 15** (Nijboer-Van der Wiel) Black varies with 8... (instead of 8... (instead

Nijboer obtains a nominal positional advantage by giving Van der Wiel an isolated e-pawn. Black counters by manoeuvring his rook onto the fourth rank and bothering White's pieces. White rejects the opportunity to repeat moves and gradually drifts into an inferior position. White eventually loses the thread of the game and weakens some key squares – a further tactical error enables Black to win by setting up and exploiting a pin along the d-file.

### Game 13 [B47] **Zhao Zong Yuan – Adam Horvath** World Junior Ch. Athana 2001

World Junior Ch, Athens 2001

1 e4 c5 2 ②f3 e6 3 d4 cxd4 4 ③xd4 ③c6 5 ②c3 營c7 6 拿e2 (D)



This is the Flexible Variation – White develops his light-squared bishop to a flexible square and waits to see which piece set-up Black will adopt.

#### 6...a6

After 6...0f6, 7 f4!? (more challenging than 7 2e3-6 2e3 0f6 7 2e2) "is very rare, but looks critical" – Burgess. This move-order finesse poses a dilemma for Black if he wishes to remain in the Taimanov Sicilian. Now:

a) 7....a6? 8 e5 ②g8 9 ②e4 is very strong for White due to Black's vulnerable dark squares.

b) 7... b4 8 b5 b8 9 a3 cxc3+ 10 bxc3 gives White a clear advantage because he has acquired the bishop-pair 'for free'.

c) 7...公xd4 8 營xd4 盒c5 9 營d3 0-0 10 盒e3 盒xe3 11 營xe3 d6 12 0-0-0 with an edge for White – he can launch a kingside attack with g4, or target Black's weak d-pawn.

#### 7 f4

White inhibits Black from playing ... (2) f6 because of the reply e5, driving the knight away. Alternatives:

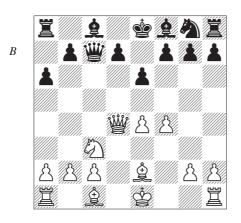
a) 7 0-0 is covered in Game 14.

b)  $7 \triangleq e^3 - 6 \triangleq e^3 a 6 7 \triangleq e^2$  is the subject of Chapter 6.

#### 7...②xd4

Black seeks to exploit White's omission of \$\overline{e}3\$ by exchanging knights and drawing the white queen into the centre of the board. My database contains more than 300 games with 7...b5, though I shall not be covering this major alternative in this book. Black can also play 7...d6 8 2e3, again transposing into a Scheveningen.

8 ₩xd4 (D)



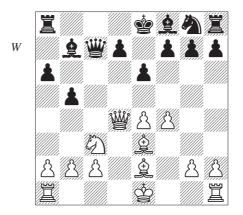
#### 8...b5

9 皇e3 皇b7 (D)

Alternatives:

a) 9...b4?! (Black needs to focus on developing his pieces here – this is no time for pawn-grabbing!) 10 公a4 營xc2?? (10...金b7 11 0-0 gives White a clear advantage due to the weakness of the b6-square) 11 公b6 黨b8 12 黨c1, trapping the black queen.

b) 9...公e7 (this is another method of development) 10 0-0 公c6 11 營d2 拿b7 12 罩ad1 拿e7 13 a4 b4 14 公d5! (a common motif in such positions – Black's pawn-structure is weakened by this temporary piece sacrifice) 14...exd5 15 exd5 營d6 (15...0-0 16 d6 拿xd6 17 營xd6 營xd6 18 罩xd6 with a clear edge for White as he has a powerful bishop-pair and Black's d-pawn is a juicy target, Dujković-Vojinović, Herceg Novi 1999) 16 dxc6 營xd2 17 邕xd2 逸xc6 (Hecht-Matulović, European Team Ch, Hamburg 1965) 18 逾f3 with a slight edge for White – Nunn.



#### 10 0-0-0

This is White's most aggressive choice here – the alternatives 10 & f3 and 10 0-0 are also quite popular.

#### 10....\arrowdellectrical delta and a second second

A multi-purpose move – White protects the sensitive c-pawn and prepares to double rooks along the d-file.

#### 11...Øf6

Black can force simplification with 11...2c5 12 ''wxc5 (12 ''dd3 2xe3 13 ''wxe3 b4 14 'Da4 'Df6 is fine for Black as he is ready to castle out of danger) 12...''wxc5 13 2xc5 ''Exc5 14 ''Ehd1 2c6 15 a3 'Df6 16 2f3 with a slight edge for White according to Kupreichik. This endgame looks promising for White because of his pressure along the d-file.

12 鼻f3 (D)

12...ĝe7

Alternatives: a) 12....倉c5 13 鬯xc5 鬯xc5 14 息xc5 罩xc5 15 罩e1 盒c6 16 创d5 with a slight edge for

White because of his central pressure, Abreu-Vescovi, Cali 2001.

b) 12...豐a5 13 豐a7! 豐c7 (13... 盒a3? loses to 14 ②b1!; 13... 罩xc3 14 bxc3 豐xc3 15 豐b8+ 盒c8 16 罩d3 gives White a decisive attack) 14 罩e1! (also promising is 14 e5!?, Gallagher-P.Cramling, Biel 1990) 14... 盒b4 (14...b4 15