

DOUBLE FIANCHETTO

THE ULTIMATE WORKBOOK

by
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KEY TO SYMBOLS

!	a good move
?	a weak move
!!	an excellent move
??	a blunder
!?	an interesting move
?!	a dubious move
□	only move
=	equality
∞	unclear position
∞	with compensation for the sacrificed material
±	White stands slightly better
∓	Black stands slightly better
±	White has a serious advantage
∓	Black has a serious advantage
+-	White has a decisive advantage
-+	Black has a decisive advantage
→	with an attack
↑	with initiative
↔	with counterplay
Δ	with the idea of
▷	better is
≤	worse is
N	novelty
+	check
#	mate

INTRODUCTION

I have to admit that I had not planned to start writing again so soon after the publication of the first book, but as everybody knows the world went into the Corona pandemic which completely changed everybody's life.

After many years without playing online I began to play some online blitz on a regular basis, just to have some practice. Normally I would have played some tournaments, but at the moment of writing, nobody can say when we can start playing regular tournament chess again. Of course online chess cannot replace over-the-board chess, but it is definitely better than nothing.

But let me now explain the idea of this second book. I will show you some 18 games with the more or less current trends in the double fianchetto. These games include some openings like the Tarrasch and the King's Indian, just to name a few.

The main part of the book is divided into exercises and solutions, with 110 positions taken from double fianchetto games. I have divided the exercises into chapters, with each chapter featuring games by players who have deployed the double fianchetto quite often. You will find a lot of typical motifs used by these players.

In this part you will also detect a few examples of play by the legendary German IM Podzielný, who died in the summer of 2019 at the legendary chess age of 64. My heart urged me to write something about him, because I knew him for a long time and he was a very special person.

The difficulty level ranges from very easy through to very tough, but I won't give points for the solutions. The ideas vary from tactics to important strategic subtleties. The reader decides how honestly he or she tries to solve these exercises. It is also not necessary to solve all of them, but it is definitely

important to think about these positions and take your time. The reader should gain an impression of the many ideas and structures which are possible in the double fianchetto positions.

Sometimes you will find the complete games in the solutions section, but sometimes you will only find the most important moves up to a certain point, because the rest would be irrelevant to the topic. In some solutions I also give the first moves, because I guess that it would be very interesting to know which move order was played to reach the positions in question.

Hopefully I can give the reader more input and knowledge about those preferred structures. I am sure that you will get a much better feeling for this type of position if you try to solve all the exercises and think honestly about the moves you would like to play. Some exercises will be very difficult, but don't be down in the mouth. The main idea is that you try to think about the moves as if they were yours in a tournament game. The annotations in the solutions should help you to get a deeper understanding. Hopefully I found some nice examples which will be enjoyable and helpful.

Daniel Hausrath
September 2021

PART 1

GAMES

CHAPTER 1.

DOUBLE FIANCHETTO IN THE KING'S INDIAN

The first game I would like to present to you is a real tactical masterpiece which was played by the Ukrainian GM and open specialist Vitaliy Bernadskiy, who won the tournament in Lorca at the end of 2019.

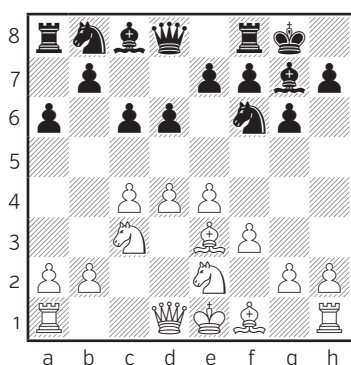
1

▷ **Marc Narciso Dublan (2516)**

▶ **Vitaliy Bernadskiy (2593)**

Lorca 2019

1.d4 ♘f6 2.c4 g6 3.f3 ♙g7 4.e4 o-o
5.♘c3 c6 6.♙e3 d6 7.♘ge2 a6



A very special move order which has not used very often. I saw it the first time in some games by Kamsky and adopted it for my own reper-

toire. With three out of five against strong opponents my result with this variation is more than okay, but I couldn't use one of my games because I never got a real Double Fianchetto, as happens here. The idea behind ...a6 is to attack on the wing starting with ...b5. If White prevents this with a4, we will play ...a5 and get a nice outpost on b4 for our knight.

8.c5!?

An interesting try!

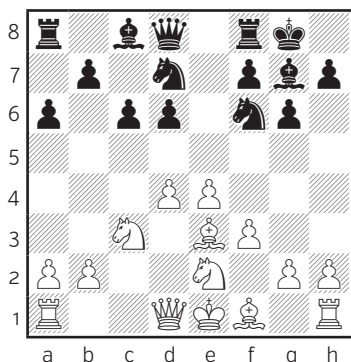
The Spanish GM wants to profit directly from the weakened square on b6 and to prevent ...b5. But with c5 he gives Black the opportunity to attack the center in the following moves.

8.a4 a5 9.♙d2 ♘a6=

8...♘bd7

8...dxc5? 9.dxc5± This would be a bad decision, because Black won't get the normal counterplay against the center.

9.cxd6 exd6



10.♘g3?!

The first inaccuracy.

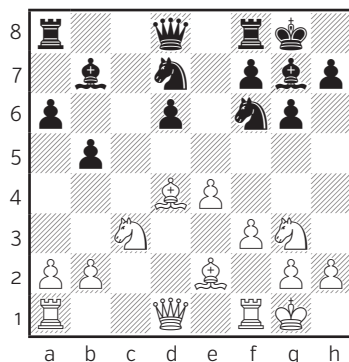
I think that the knight would be better placed on f4, because Black will soon play c5 and then the white knight would gain a nice square on d5. 10.♘g3 is a normal or typical move for a Samisch player, but here the more active square on f4 would have been the better solution.

10.♘f4 b5 11.♙e2 c5 12.0-0 ♙b7
13.♚d2±

10...b5 11.♙e2 c5 12.0-0

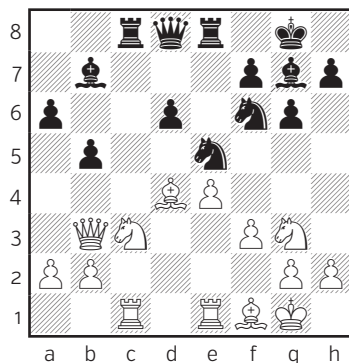
12.d5? The closed center would help Black, because he has played ...b5 and can improve on the queenside. 12...b4 13.♘a4 ♘e8! The knight starts its journey to b5 via c7.

12...cxd4 13.♙xd4 ♙b7



After some excitement we have reached the Double Fianchetto.

14.♙e1 ♙c8 15.♙f1 ♙e8 16.♙c1 ♘e5
17.♚b3?

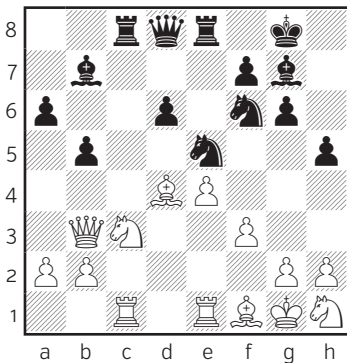


The first real mistake. The queen seems to be misplaced on b3, but the main problem is the undefended bishop on d4. Strong players normally have an acute feeling for tactical possibilities, especially King's Indian players who are always in search of attacking ideas. It is really impressive how White will be crushed in the following moves!

17...h5!

Starting a kingside attack, but this is also not an unusual move. In Samisch structures it is quite often a good idea to attack the knight on g3 with ...h5–h4.

Maybe Black could also push his pawn to h3 to undermine the potentially weak pawn on f3.

18. ♖h1??

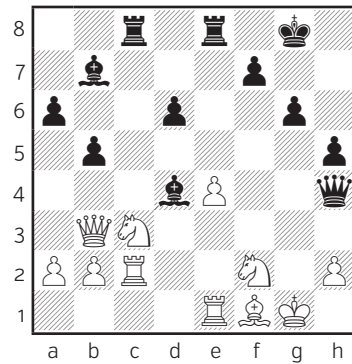
White wants to regroup his knight to f2 before getting attacked, but after this move — rather surprisingly — White loses by force! Anyway now Black plays a very creative and brilliant combination which leads to a really nice finish. It was necessary to defend the bishop on d4 before moving the knight.

18... ♖xf3+!! 19. gxf3 ♖xe4! 20. fxe4

20. ♙xg7 ♖g5+ 21. ♙g2 (21. ♖g3 ♖xg3 22. ♖xe8+ ♖xe8 23. hxg3 ♖xg3+

24. ♙g2 ♙xf3–+) 21... ♖c5+ 22. ♙f1 (22. ♖f2 ♖xf2+ 23. ♙h1 ♖g3+ 24. hxg3 ♖xe1+–+) 22... ♖d2#

I like these variations a lot from the aesthetic point of view. Here we see two of the main problems. The knight on h1 is completely misplaced and takes away a very important square from its own king. The dark-squared bishop is needed to protect the long diagonal a7–g1.

20... ♙xd4+ 21. ♖f2 ♖h4 22. ♖c2**22... ♖xc3!!**

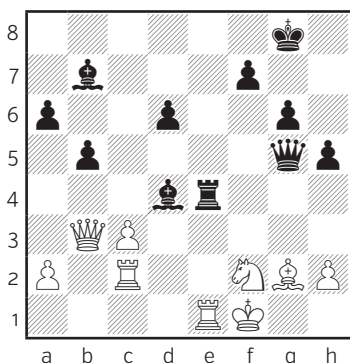
Nice execution!

Black destroys the defender of the e4-pawn and opens all the diagonals against the opponent's king.

23. bxc3 ♖g5+ 24. ♙g2

24. ♙h1 ♖xe4–+ This would also have been a stylish end with a lot of pins on the board.

24... ♖xe4 25. ♖f1



25... ♖xg2+!!

Very nice and fascinating!

Bernadskiy seems to be a great tactician, because he had to see this in advance before sacrificing the rook on c3. Everything else would have been better for White, but now Black is completely winning.

26. ♖xg2 ♖xe1+ 27. ♖e4

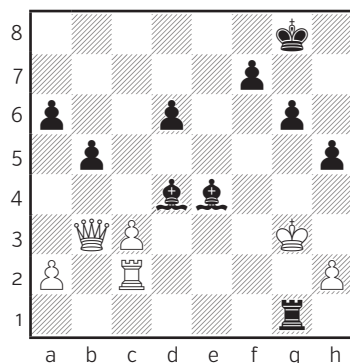
27. ♖g3 ♖e5+ 28. ♖h4 ♖f6+ 29. ♖g3 ♖e3+ 30. ♖f4 ♖f3#

27... ♖xe4+ 28. ♖g3

28. ♖h3 ♖e3+ 29. ♖h4 ♖f6#

28... ♖g1+

It will be mate in every line, so White resigned!



A very nice tactical approach from Black and a great illustration of the strength of two fianchettoed bishops.

0-1

The following game was played during the Hungarian Team Championship in March 2020. It was one of the last official games before the lockdown. The strong Serbian GM Ivan Ivanisevic shows us a very nice way of developing an initiative in a Double Fianchetto King's Indian.

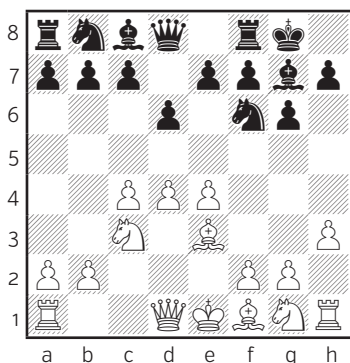
2

▷ Adam Popovics (2365)

▶ Ivan Ivanisevic (2598)

Hungary 2020

1. d4 ♖f6 2. c4 g6 3. ♖c3 ♖g7 4. e4 d6
5. h3 0-0 6. ♖e3



We have reached one of the most popular contemporary lines against the King's Indian. The Makogonov system was mostly played with 6. ♖g5 or 6. ♗f3. The variation with 6. ♕e3 is a good way to play a chess game without much theory.

6...c5!?

A very dynamic approach which leads to interesting and unbalanced play. I myself have often used 6...c6 here with the same ideas as against the Samisch system.

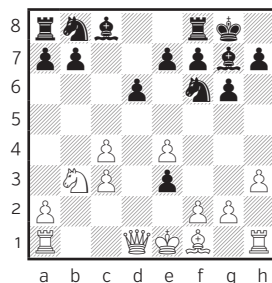
6...c6 7. ♗f3 a6 8. ♕d3 ♗bd7±

7. ♗f3

7. dxc5 ♕a5 8. ♕d3 dxc5 9. ♗f3 ♗fd7 10. 0-0 ♗c6 Black has good prospects due to his control of the d4-square; instead 7. d5 e6 would lead to typical Benoni structures.

7... ♕a5 8. ♕d3

8. ♗d2 used to be played quite often, until a very nice and brilliant idea was found: 8...cxd4 9. ♗b3 ♕xc3+!! 10. bxc3 dxe3.



This leads to a very interesting position with a special material imbalance. Black has only two minor pieces and a pawn for the queen, which shouldn't be enough, but he controls all the dark squares and gets a lot of activity. The computer evaluates this position with its typical 0.00. Incredible! But I am sure that this dynamic position is much easier to play for Black, because he definitely has the initiative and the safer king.

8... ♗fd7

A standard move.

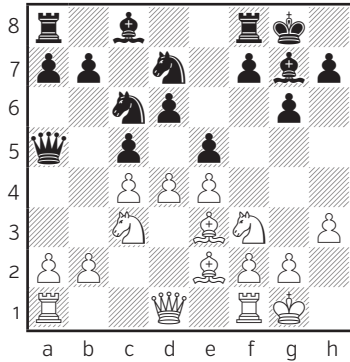
Black opens the long diagonal for his bishop to exert pressure against d4. Now he would be prepared to develop with ...♗c6 and get the squares e5 or d4 for his knight if White pushes d5.

9. 0-0 ♗c6 10. ♕e2

Otherwise Black gets a very nice outpost for his knight.

10.d5 ♞d4=

10...e5!



I like this move a lot from the practical point of view. Black forces a reaction in the center. Of course the move also has its drawbacks, because White will gain the d5-square for his knight after an exchange of pawns.

It would also have been possible to simply take on d4 and reach near-equality with Black. But first of all it is not the style of Ivánisević to play such a solid position, and secondly 10...e5 is also more in the usual spirit of the King's Indian.

11.dxc5

11.d5? ♞d4=

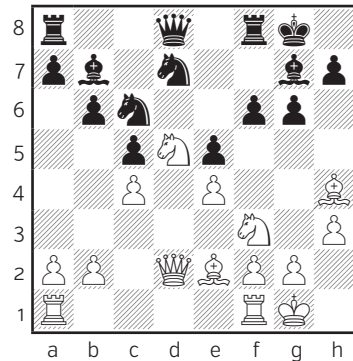
11...dxc5 12.♞d5 ♔d8

This retreat is necessary if Black wants to develop with ...b6 and ...♞b7. Otherwise the queen would get into difficulties on a5.

13.♞g5

White wants to provoke the weakening ...f6. But is there really a weakness? It is often an idea to provoke pawn moves to create weaknesses, but sometimes it is also an unnecessary loss of time and has the opposite effect to that desired. We will see in the game that the pawn on f6 has no direct influence on Black and actually gives him some additional prospects.

13...f6 14.♞h4 b6 15.♔d2 ♞b7



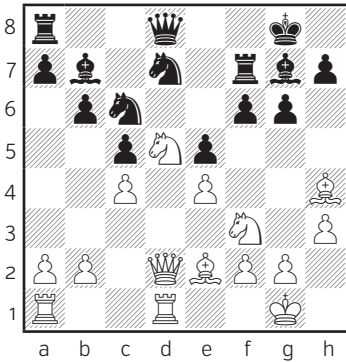
Better late than never, we have reached the Double Fianchetto.

Of course this was not the most typical way of achieving that setup, but it often happens that we play a Double Fianchetto after a completely differ-

ent opening. It was quite logical for Black to develop the bishop on b7.

The other possible square, e6, will be needed for something else, as we will soon see.

16. ♖fd1 ♜f7!



A very nice move which shows the plus side of the earlier ...f6. The rook frees the square f8 for the knight, which wants to come to d4.

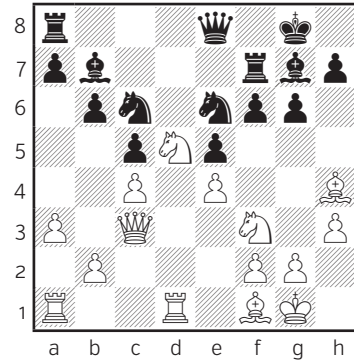
Also, the rook could switch to the d-file later on.

17. a3 ♞f8 18. ♚c3

Threatening ♞f6+.

18... ♚e8 19. ♙f1 ♞e6

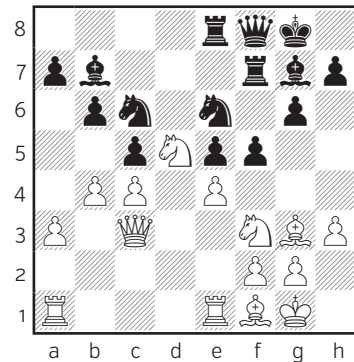
Black's position is getting better and better. He has no weaknesses and can soon start some action on the kingside.



20. b4 ♞f8!

Black patiently prepares some activity on the kingside. First of all he aims all his pieces at the white defenses in that sector of the board.

21. ♙g3 ♜e8 22. ♜e1 f5



Now the action starts.

23. exf5 e4! 24. f6?

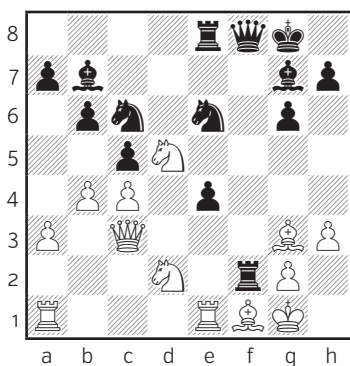
White should have sacrificed his queen to get some counterplay. Now he won't get any chance.

24. fxe6 ♗xc3 25. exf7+ ♔xf7 26. ♘xc3 exf3 27. ♘b5! ♞ Here White would have some initiative for the sacrificed material. Black would still be better, but it wouldn't be so easy to exploit his advantage.

24... ♖xf6!

White has to lose an exchange or give up his queen, but under much more worse circumstances.

25. ♘d2 ♖xf2



26. ♔xg7+

Sad necessity!

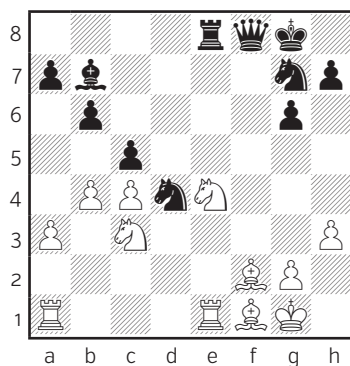
Otherwise Black gets an overwhelming initiative and wins material.

26. ♔c1 ♗d4 27. ♔h1 ♘g5! –+ White would be virtually pinned down without counterplay.

26... ♘xg7 27. ♗xf2 ♘e7?!

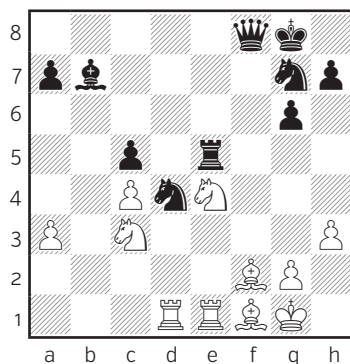
This will be good enough, but I think that Black should use the more active way, going straight to d4: 27... ♘d4 28. ♖xe4 ♗xd5 29. cxd5 ♖f6 ♞.

28. ♘c3 ♘ef5 29. ♘dx4 ♘d4



The knight came to d4 after three moves instead of one. Now White had good chances to survive, but I guess that time pressure became a big factor.

30. ♖ad1 ♖e5 31. bxc5 bxc5



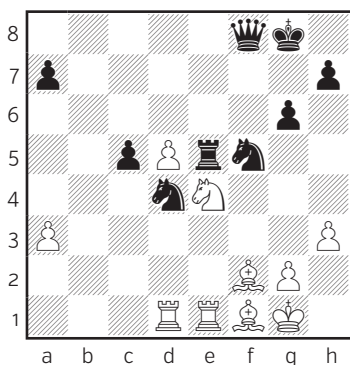
The position is quite unclear now with the standard computer evalu-

ation of 0.00. You can do what you want and create the most incredible positions, but the computer nearly always gives 0.00.

32. ♖d5?

The first step in the wrong direction again. White should have started with 32. ♙g3, gaining a tempo, 32... ♜e6 33. ♖d5=.

32... ♜xd5 33. cxd5 ♞gf5



34. ♞d2?

The exchange of rooks only helps Black. It was necessary to use the b-file for counterplay, so 34. ♜b1♗.

34... ♜xe1 35. ♜xe1 ♞d8 36. ♞e4 ♙g7 37. d6 ♞xd6 38. ♞xc5 ♞6f5 39. ♜e4??

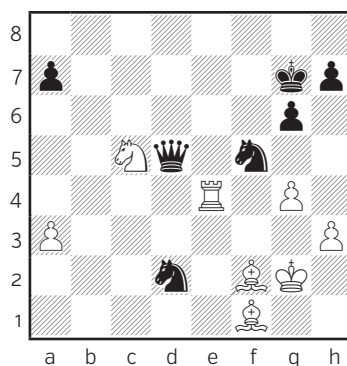
This move is a big indication of time trouble.

It is very difficult to find the best moves even with the increment — 30 seconds is definitely not enough for high-class chess. With 39. ♜e4 White blundered. Unfortunately the rest of the game is wrong in the database, which gives 39... ♞a5 when White could win after 40. ♜xd4!.

39... ♞d5-+

Now Black is winning, White will lose some material.

40. g4 ♞f3+ 41. ♙g2 ♞d2



A nice game which was not without mistakes, but it also shows a very unusual Double Fianchetto position reached after a completely different move order. In the following games I will show you a more common way to achieve this setup.

0-1