

The Polar Bear is a system for players who like interesting and original positions, without being too concerned about proving a theoretical advantage. In many of the variations the positional themes and plans are of more importance than actual move orders.

Our system starts after 1.f4 (the Bird opening) and then fianchetto of the Kings, Bishop. A mirror image of the Leningrad Dutch. The system is a hybrid combination of the strategically complex King's Indian and Dutch defences with reversed colours.

By playing the Polar Bear, we make it difficult for Black to play for a flat equality. We want a potent, fighting game with a "full board". I do not understand why the Dutch defence 1.d4, f5 is considered an aggressive opening, but the Bird 1.f4, d5 not. It doesn't seem logical. I will let the veracities speak for themselves and show you a strong and fascinating system.

“One man's trash is another man's treasure”.

I have spent many years developing the Polar Bear System. I know it inside out. However I have to warn you: The Polar Bear System is difficult to handle! Indeed I have turned every stone in the system and lost many games doing so. Since there is no theory of importance, I had to work hard. I read everything about the Dutch defence and used the ideas with reversed colours. Therefore the theory in this book, was mainly created through my own games and analysis. I have played thousands of games online, trying to discover the very essences of the system. Many of the games were of poor quality, so I had to select the best ideas. And turn the cream into a repertoire book. Omitting lines in which I do not believe. The project turned out to be too substantial for one book, so I had to split it up in two books.

I would like to thank my partner Arora Hronn Skuladottir, for helping me turn the Polar Bear System into a book. She is a multitasker! Computer typesetting, creating the cover, proof

reading, photos and final preparation. Without her help, it would have been difficult.

Nevertheless here is **complete book** of the Polar Bear System, with a full covering of the main lines in 1.f4, d5.

GM Henrik Danielsen (HD)
Patreksfjordur, Iceland, February 2016

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Introduction

After the opening moves **1.f4, d5 2.Nf3, g6 3.g3, Bg7 4.Bg2, Nf6 5.0-0, 0-0 6.d3, c5 7.c3, Nc6 8.Na3** we reach our main line of the Polar Bear system.



White's strategy.

The advance e2 -e4. This is the idea behind the system. We want to expand in the centre. After dxe4, dxe4 we have an advantages type position. We do not mind to exchanging Queens.

(See Fischer game). If black keep the tension, then we expand with e4 -e5 again, with an advantages type position. (See Nigel Davies handle the endgame and I the attack).

If Black answer e2 -e4 with e7-e5, then the advance f4 -f5 potentially opens the f-file and frees the Bc1 to a full diagonal. This trust may be supported by... Nh4 or even played as an outright sacrifice. We only answer e7 -e5 with f4xe5, if we gain an advantage or see ourselves forced to do it! We do not allow Black to create a bind with d5 -d4. Our backward pawn on e2 must move to e4.

One bad backward pawn can destroy the whole army. Our trouble piece is Bc1, as it can be difficult to find a good job for it. The diagonal a7 -g1 has been weakened. Be careful. Do not allow tactics on the diagonal a7 -g1!

What are Black's plans? To create a bind with d5 -d4 and open the e-file and put pressure on the backward pawn - e2.

Black would also like to expand on the Queenside. We cannot prevent the Q-side expansion, so we ignore it by imposing our own expansion, but in the centre!

Let us talk about the Queen. You must only put her on e1 if forced, or if it is good move. The plan with Qe1, h3- g4 and Qh4 is too slow. Been there, done that. The Queen belongs on c2 or a4 to support the push e2 -e4. The c3 pawn does a great job to restrict Nc6 and Bg7 and opens the diagonal d1- a4 for the Queen! The square d3 has been weaken in the process. The strong and the weak produce the one!

(All this is covered in the study material)

Black has played many different moves at this point. We will examine these, in turn:

A 8.-, d4

We play **9.e4! dxe3**

After 9.-, e5 we acquire a great game with 10.Nc4 or 10.cxd4,cxd4 followed by Nc4 and 9.-, dxc3 10.bxc3, leaves White with the better centre. **10. Bxe3** Because of White`s time advantage, Black is under pressure. He has to protect the c5 pawn, if 10.-, Bf5 then 11.Re1, Qxd3 12. Bxc5 with joy. **10.-, b6 11.Ne5! Nxe5** We do not capture on a8. It is not good. **12. fxe5** and then after **12.-, Nd5 13.Bf2!** followed with **14.d4!** is strong. E.g. 13.-, Bxe5? 14. d4, cxd4 15. Bxd4 and Black has a hard time to survive.

B 8.-, Re8

9. Nh4! A move typical for the Polar Bear tactics. We are ready for a Kingside attack! We ignore Black`s plan by imposing our own! Now **9.-, e5** is playing into our hands **10.f5!** Nh4 has also made e4 possible.

C 8.-, b6

Black protects the vulnerable QBP and prepares to fianchetto his second Bishop to neutralize our Bg2.

9. Qa4! Designed to support e2-e4 from the side. My gain with this move is good.

D 8.-, Bg4

Black might play BxN followed by e7-e5 or Qd7 and Bh3.

9. Qc2! Here the Queen is well placed and supports the thematic e2-e4 move.

E 8.-, Bf5

If left undisturbed, the Bishop prevents e4. However, the Bishop is a target that White can exploit for his attack.

F 8.-, Qc7

This is another way in which Black can support e7-e5. The downside of 8.-, Qc7 is that the Queen may be attacked by a timely Nb5 or Bf4.

G 8.-, a6

Is too slow, and if the move b5-b4 is made later on, then Black doesn`t have the a6 square for Bc8.

H 8.-, Rb8

Intending an advance of the QNP to exploit White`s backward Q-side development and keeping the a6 square free for Ba6.

9. Ne5! Here we have no time to prepare e2-e4 with Qc2.

GM BOBBY FISCHER – IM DURAO JOAQUIM

1. e4 e6 2.d3 Many strong players have the king's Indian attack as a weapon against the French. c5 3.Nf3 Nc6 4.g3 g6 5.Bg2 Bg7 6.0-0 Nge7 7.c3 0-0 8.d4 d6 9.dxc5 dxc5 here we get a pawn structure that favours white. 10. Qe2 b6 11.e5 a5 12.Re1 Ba6 13.Qe4 Ra7 14.Nbd2 Bd3 15.Qh4 Nd5 16.Qxd8 Rxd8



This type position appears often in the PBS but with the f-pawn on f4. It looks level, but White has the better pawn structure. Slowly Joaquim is outplayed by Fischer. 17. a4 Rad7 18.Bf1 Bxf1? 19. Kxf1 Nde7 20.Nc4 Nc8 21.Bg5 +/-N6e7 22.Nfd2 h6 23.Bxe7! Rxe7



23...Nxe7 24.Ne4 Rb7 25.Ra3+/- 24.Ra3 Rc7 25.Rb3 Rc6 26.Ne4 Bf8 27.Ke2 Be7 28.f4 Kf8 29.g4 Ke8 30.Rf1 Rd5 31.Rf3 Rd8? 31...Kf8!+/- 32.Rh3+- Bf8 32...Kf8 33.Rxh6 Kg7 34.g5+- 33.Nxa5! Mate attack 33...bxa5 34.Nf6+ Ke7 35.Rb7+ 1-0

HD – FM ROBERT LAGERMAN REYKJAVIK

1. f4 d5 2.Nf3 g6 3.g3 Bg7 4.Bg2 Nf6 5.0-0 c5 6.d3 b6 7.c3, 0-0 8.e4! I am able to play it because of some tactical tricks on the h1-a8 diagonal. Bb7 Black has nothing to gain with 8.-, dxe4. (See PBS vol 2)9.e5 Ne8 10.d4 Nc6 11.Be3 cxd4 12.cxd4 with the centre closed Black has difficulty bringing Queenside forces to the defence of his King-house. White's pieces coordinate quite well for a simple attacking machine. e6 13.Nc3 Rc8 14.Rc1 Na5 15.b3, Nc7 16.Rf2 Re8 17.g4+- Bf8 18.f5 Qe7



19. fxc6? Too early. Better is 19.Ng5! 19...fxg6 20.Ng5 White has a King attack 20...Bh6 21.Qd2 Rf8 22.Rxf8+ Rxf8 23.Ne2 Nb5 24.Nf3 Bxe3+ 25.Qxe3 Rc8 26.Bf1 Rxc1 27.Qxc1 Qa3 28.Qh6 When you decide to attack, keep calm with a strong spirit. 28...Nc7 29.Ng5, Qe7 30.Nf4 Nc6 31.Bd3 Nxd4? 31...Nd8 +/- 32.Nh5! Doomsday 32...Ne8?? Terrible, but the game is lost in any case 33.Bxg6!



A devastating blow. E.g. hxg6 34.Qxg6+ Kf8 35.Qh6+ Kg8 36.Nf6+ Nxf6 37.exf6 Nf3+ 38.Kh1 1-0

GM DAVIES - GM ESPIG

1. e4 c5 2.d3 Nc6 3.g3 g6 4.Bg2 Bg7 5.f4 In the closed Sicilian understanding and ideas is more important than move orders. The system is sound and it's not going to be refuted overnight. d6 6.Nf3 e6 7.0-0 Nge7 8.c3 0-0 9.Be3 b6 10.Bf2 Bb7 11.Re1 Rc8 12.d4 cxd4 13.cxd4 d5 14.e

White gets more space and enters a typical PBS position. 14...Na5 15.Nc3 Qd7 16.Rc1 Ba6 17.b3 Rc7 18.Qd2 Rfc8 19.Bf1! Nigel exchanges Black's active pieces and transfers the space advantage into the endgame 19...Bxf1 20.Rxf1 Bf8 21.g4 Kh8 22.Bh4 Black has a cramped position 22...Ng8 23.Ne2 Rxc1 24.Rxc1 Rxc1+ 25.Qxc1 Be7 26.Bxe7 Nxe7 27.Kf2 Kg7 28.Ng3 h6 29.Qd2 Nac6 30.h4 Ng8 31.h5 White prepares the advance f5. 31...Nce7 32.Qc2, Qc6 33.Qxc6 Nxc6 34.f5 gxf5 35.gxf5 +/- f6 36.fxe6 Nge7 37.Ke3 White has a winning endgame advantage.



37...Nd8 38.Nh4 fxe5 39.dxe5 Nxe6 40.Nhf5+ Nxf5+ 41.Nxf5+ Kh7 42.b4 a6 43.a4+- a5 44.b5 Nc5 44...d4+ is the last straw 45.Kd4 Nxa4 46.e6 Kg8 47.Nxh6+ Kf8 48.Nf5 Nc5 49.Kxd5+- 49.Kxd5 a4 50.h6 Nxe6 51.Kxe6+- 1-0 A long-scale strategy.

I have polished and cleaned of all harmful moves to clear a safe path. Depending on the circumstances, the PBS should be played hard, flexible, smooth or patiently.

It is strong and resilient but in order to win with it something has to be given to us: a square, a pawn or a tempo.

I had to create this system with my own games played on the internet. Theory did not exist or it was unusable. I decided to use and present the Internet games anonymous. It's a new concept to use own games played on the Internet for a book.

I love to leave main theory to discover old underestimated openings. Develop the insights to playable systems and win.

I want to thank all of my opponents for great fights and for beating me up when I was using wrong manoeuvres. I used those lessons to get insights. I hope I gave some of you similar lessons. The coin has two sides.

The process took me 15 years. A long journey but joyful.

My intention was to write only one book but the material was extended. So I had to split it up in two books.

Every game and every move has been checked by the chess programs Stockfish and Fritz 13. It will not be easy for the reader to find a tactical mistake in the text.

It is on purpose I have chosen to comment the games with a short war strategy text. (Chess is a war game) Boiling the material down and letting the games speak for themselves. The content of the book is compressed, but there is a red line through the book. Therefore I recommend that it should be read from page one. The suggestions are for serious club players but also professionals can get inspiration. There are many pearls to be discovered. I wanted to create an opening book that is easy to read and full of new ideas.

It was not an easy task. Did I accomplish my goal? It's for the reader to judge.

*We start by looking at two typical Polar Bear System (PBS) games and two Stonewall games.
For understanding the type positions.*

**(1) HD - Svane Rasmus
Lübeck, 2011**

The PBS can be a difficult opening to handle. In the first book: The Polar Bear System vol.1 I explained typical themes and ideas in the main lines. For new readers I show only two games to explain the basic elements of the system.

1. f4 d5 2.Nf3 g6 3.g3 Bg7 4.Bg2 Nf6 5.0-0 0-0 6.d3 c5 7.c3



Cuts down the scope of Blacks Nc6 and Bg7. White plans the advance e2-e4. This is the idea behind the system. We want to expand in the centre. If dxe4, dxe4 we have a good position. We don't mind to exchange queens. If Black keeps the tension, then we expand with e4-e5 with chances for a king side attack. If Black answer e2-e4 with e7-e5 then we strive for f4-f5 (see next game)

7...b6 8.a4 It's more simple just to play 8.e4! (See part 2)

8...Bb7 9.Na3 Nbd7



Since White has advanced f2–f4, he follows up with e2–e4, creating a mobile pawn duo and controlling the centre. In that case, a King's Indian type of position is reached.

10. e4 dxe4 11.Nd2 Qc7 12.dxe4 Rad8 13.Qe2 e6 13...Qc8!? is interesting

14. Nb5± Qb8 15.e5 Bxg2 16.Qxg2 Nd5 17.Ne4 f6 17...h6 18.Qe2±

18. Nbd6 18.Qh3!?±

18...fxe5 19.Qh3 N7f6?? 19...Rf5 20.fxe5 Nxe5 21.Nxf5 exf5 (21...gxf5? 22. Ng5 Qd6 23.Qxh7+ Kf8 24.Bf4 Nxf4 25.gxf4+–)

20. fxe5+– Nxe4 21.Qxe6+ Kh8 22.Rxf8+ Rxf8 23.Qxd5 Nxd6 24.exd6 24.Qxd6? Bxe5 25.Qxb8 Rxb8=

24...Rf5 25.Qc6 Be5?? Black falls apart

25...Qg8 26.Be3 Qe6+–

26. d7 Bxg3 26...Kg7 the only chance to get some counter play **27.Bg5!!** A decisive sacrifice **27...Bf6+–**

27. Qc8+



27.hxg3 is refuted by the following interesting mate 27...Qxg3+ 28.Qg2 Qe1+ 29.Qf1 Qxf1+ 30.Kh2 Rh5+ 31.Kg3 Rh3+ 32.Kg4 Qf5#

27...Rf8 28.Qxb8 Rxb8 29. Bg5 Bc7 30.Re1 (Kg7 31.Re8+-)

1-0

(2) *HD-NN* [A03]

internet

1.f4 d5 2.Nf3 Nf6 3.g3 c5 4.Bg2 g6 5.0-0 Bg7 6.d3 0-0 7.c3 Nc6 8.Na3



The mainline of The Polar Bear System (PBS). Covered in Volume 1.

8...a6 Too slow, and if the move b5-b4 is made later on, then Black doesn't have the a6 square for

Bc8.

9.Nh4!



A move typical for the Polar Bear tactics. We are ready for a Kingside attack! We ignore Black's plan by imposing our own! Now a later e7–e5 is playing into our hands because of f4–f5! Nh4 has also made e2–e4 possible.

9...b6 10.e4 e5 11.f5! White gains space



11...dxe4 11...d4 12.g4!?

12.Bg5



12...h6?? 12...b5 is just about the only chance

13.Bxf6+- Bxf6 14.fxg6



Bxh4 14...Ra7 15.Qh5 Bxh4 16.Qxh6 fxg6 17.Rxf8+ Qxf8 18.Qxg6+ Rg7 19.Qxc6 exd3 20.Bd5+ Kh7 21.Be4+ Kg8 22.Qd5+ Qf7 23.Qxd3+-

15.gxf7+ Rxf7 16.Rxf7 Kxf7 17.Bxe4 Bf6 18.Qh5+ Ke7 19.Bxc6 Ra7 19...Rb8 does not win a prize 20.Rf1 Be6 21.Qxh6+-

20.Nc4,Bb7 20...Rc7 is one last hope 21.Be4 Qe8 22.Qxh6 Qh8 23.Qxh8 Bxh8 24.Nxb6 Kd6+-

21.Nxe5 Bxe5 22.Qxe5+ Kf8

23.Rf1+ Kg8 24.Qe6+ Kh8 25.Qxh6+ 25.Rf7 Qd4+ 26.cxd4 Ra8 27.Qxh6+ Kg8 28.Qg7#

25...Kg8 26.Qg6+ Kh8 27.Rf7



1-0

(3) Knoch - Aljechin

Semmering, 1926

This game is important for understanding the strategy in a double Stonewall. One of the simplest attempts at equalizing for Black is imitation. Black moves his king knight to the e-file outpost, and reinforces it with f5. With the centre closed we make use of the wing attacks.

1. d4 f5 2.Qd3 d5 3.Bf4 e6 4.Nf3 Nf6 5.e3 Bd6 6.Be2 0-0 7.Ne5 c5 8.c3 Nc6 9.Nd2 Qc7 10.Ndf3 Nd7 11.Nxd7 Bxd7 12.Bxd6 Qxd6 13.0-0 c4!



The beginning of active operations on the queenside. Black plays on the narrowing of the opponent.

This is significantly stronger than the liberation manoeuvre 13.-, e5.

14. Qd2 b5 15.Ne1 g5!



This move not only attacks, but also prevents the knight to reach e5.

16. f4 g4 Black gains space

17. b3 Rfb8 18.Nc2 a5 19.bxc4?



Too early. First Rb2 and Rb1 were necessary before opening up the b-file.

19...bxc4 20.Rfb1 Na7 21.Qe1 21.e4!? is noteworthy

21...Ba4 22.Bd1 Qe7 23.Qd2 Nb5 24.Rb2 Rb7 24...Nd6!? 25. Rbb1 Ne4+

25. Rab1 25.e4 Bxc2 26.Qxc2 dxe4

25...Rab8 26.Be2 h5 27.g3 27.Ne1 Kg7

27...h4 28.e4?? White crumbles in face of a dire situation

28. gxh4 Qxh4 29.Ne1—+

28...Nd6—+ 29.Rxb7 Rxb7 30.Rxb7 Qxb7 31.Qc1 31.exd5 Qb1+ 32.Bd1 Ne4—+

31...Nxe4 32.Ne3 32.gxh4 doesn't get the bull off the ice 32...Nxc3 33.Kf1 Ne4—+

32...hxg3 33.hxg3 Nxg3 34.Kf2 Ne4+ Attack both wings is optimal in a double Stonewall. Sometimes one wing attack is enough especially if it leads to the opposite king.

0–1

(4) Kramnik - Deep Junior 6

Dortmund,2000

1. d4 d5 2.e3 Nf6 3.Bd3 e6 4.f4 Be7 5.Nf3 c5 6.c3 0–0 7.Nbd2 Ng4 8.Qe2 c4 9.Bc2 f5



10.Rg1 Nc6 11.h3 Nf6 12.g4 Ne4 Double Stonewall. White has a King side attack and Black a queen side attack. The king side attack is more forcing and psychological easier to play.

13. Qg2 g6 14.Qh2 Kh8 15.h4 Nxd2?



The knight was killing the range of the attacking enemy Bishop at d3.

16. Bxd2± fxg4 17.Ng5 Qe8 17...Qc7 18.Rxg4 e5 19.Rg2 exd4 20.Nxh7 dxe3 21.Bxe3 Kxh7 22.h5+–

18. h5



gxh5 19.Rxg4 Rf6 20.Rh4 Rh6 21.0–0–0 a5 22.Rh1 b5 23.Bd1 Ra7 24.Bxh5 Qf8 25.e4 Bd8 and here white could have won with:

26. exd5 exd5 27.Bg6 Rxh4 28.Qxh4 Bxg5 29.fxg5 Qg8 30.Bb1 Rg7 31.g6 Instead Kramnik played 26.f5 and won after move 33. The pressure was too strong even for a PC program!

1–0