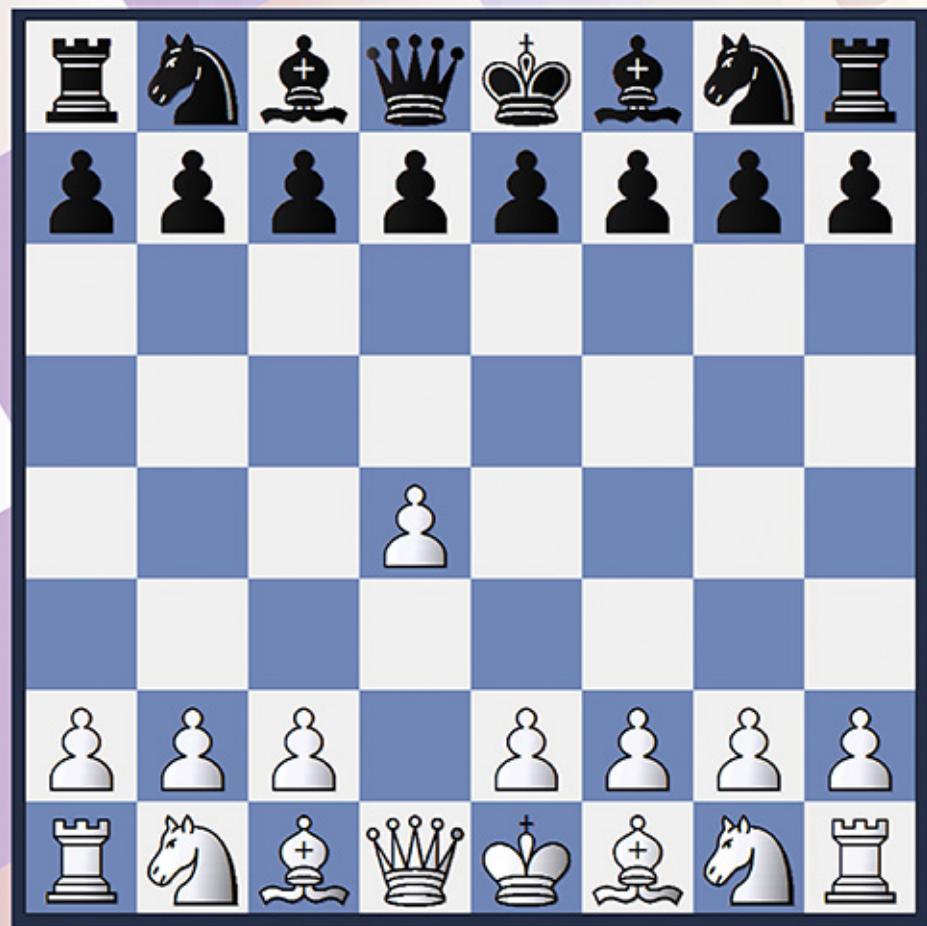


Jerzy Konikowski / Uwe Bekemann

# Winning with 1.d4!



JBV Chess Books

Jerzy Konikowski  
Uwe Bekemann

# **Winning with 1.d4!**

## **A Repertoire for White**

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**JBV Chess Books**

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## Preface

Our book '*Winning with 1.d4!*' offers a complete repertoire that was primarily arranged for 1.d4 players – thoroughly examined and well–explained suggestions of how to fight for an advantage against any more or less plausible opening move that Black has at his disposal. Regardless of whether he invites you to play the Queen's Gambit (1...d5 2.c4), comes up with something colorful from the jungle of Indian openings (e.g. 1...♘f6, 2...g6 or 1...♘f6, 2...e6) or with a rare but basically playable opening move (e.g. 1...♘c6, 1...c5) – this book serves to shed light for orientation.

For this purpose, we have only included lines that allow White an active approach to the fight for the initiative. In most cases, we have managed to find ways that promise an opening advantage.

Another goal of our book is to enable a player to ignore the vastness of modern opening theory that is hardly manageable for the average club player. So we have focused on largely unexplored lines in which White can determine the direction. The surprise factor for the opponent will often be a pleasant side effect. He may find himself being pulled out of his comfort zone and forced in an opening area where he is not at home – contrary to his opponent who has studied this book. With its support, 'newcomers' will also be able to compete against more experienced players.

'*Winning with 1.d4!*' is basically conceived from White's perspective. However, since we chose the lines and made all assessments as objectively as possible, players with Black can also benefit by finding the best approaches on their part. Mostly it's not up to *Black* to decide which system or line is played, but in other cases he can also benefit from our book.

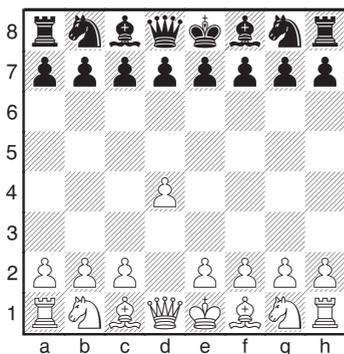
An important part of our work was reviewing and checking what the practice has to offer. Not only tournament games were of interest to us, but also correspondence games. Especially in the higher classes of modern correspondence chess, success depends on the choice of a promising opening. If a line holds its own in that domain, it deserves a comprehensive test of its suitability for classical chess. Anyway, this book contains numerous examples of how correspondence chess players have contributed to the development of the opening theory.

Now we wish you that with the help of '*Winning with 1.d4!*' you will achieve the success you desire! May our book bring you the same fun and joy that we have experienced during our work!

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# Theoretical Introduction

## 1.d4



By moving his d-pawn to the 4<sup>th</sup> rank, White takes control of the two important central squares on c5 and e5.

Our book contains the following three main parts:

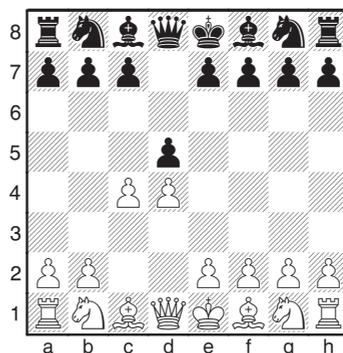
- Part 1:** Black replies 1...d5;
- Part 2:** Black replies 1...♘f6;
- Part 3:** Black chooses other moves.

## Part 1 – The reply 1...d5

### 1.d4 d5

Black follows his opponent's example and takes control of the squares on e4 and c4.

### 2.c4

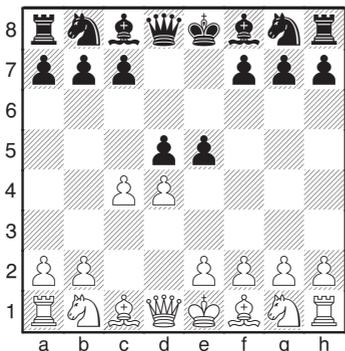


White takes advantage of the first move to immediately become active and attack the opposing center. This approach is called 'Queen's Gambit'. It's a very old opening that dates back to the mid-19<sup>th</sup> century when it was thoroughly analyzed, especially after the world championship matches between Steinitz and Zukertort (1886) and later between Steinitz and Lasker (1894). At present, the Queen's Gambit is very popular among players of virtually all classes.

### 2...e6

Defending the attacked pawn with its neighbor is the most popular reply in modern tournament practice. Black strives for the rapid development of his king side. Of course he has several alternatives.

- I. 2...c6 (Chapter 1)
- II. 2...dxc4 (Chapter 2)
- III. 2...♘c6 (Chapter 3)
- IV. 2...e5



This is the so-called ‘Albin Counter-Gambit’, an invention of the Romanian master Adolf Albin (1848–1920). Black sacrifices a pawn in order to hamper the opponent’s development. White, however, has better chances. 3.dxe5 d4 4.♘f3 ♖c6 5.a3!?

White intends to subsequently gain space on the queen side with b2–b4 and, if possible, to chase away the opposing queen knight with b4–b5. Over time, the following five answers have been worked out for Black.

### A) 5...a5

This is our main continuation.

6.♘bd2

(6.♙g5!? is an interesting alternative; e.g. 6...♙e7 7.h4 ♙g4 8.♘bd2 with an active and solid position.)

6...♙g4 7.h3 ♙xf3 (7...♙h5 8.♙b3!)  
8.♘xf3 ♙c5 9.h4!?

This move has been contributed from the think tank of correspondence chess players some time ago. White wants to let h4–h5 follow to disturb the opponent’s development.

(Of course, White can also reach a good position with a fianchetto set-up; e.g. 9.g3 ♘ge7 10.♙g20–0 11.0–0 etc.)

9...♘ge7 10.h5 ♘c8

Black has difficulty mobilizing his troops and giving them good positions. Meanwhile, White’s extra pawn is not only a material plus, but it also hinders Black’s play.

11.♙f4 ♘b6 12.♙c2 a4 13.♙h4 ♙e7  
14.g3 ♙e6 15.♙c1 with excellent play in the correspondence game, Kujoth–Stoppel, 1948.

### B) 5...♘ge7 6.b4 ♘g6

(The line 6...♙g4 7.♙b2 ♘f5 8.♙d3 g6 9.♙e4 ♙xf3 10.exf3 ♙h6 11.f4 0–0 12.c5 leads to a clear advantage for White.)

7.♙b2 a5 8.b5 ♘cxe5 9.♘xe5 ♘xe5  
10.e3 ♙e6 11.♙xd4 ♘xc4 12.♙a4!?

Sometimes even modern top players resort to the Albin counter-gambit to surprise the opponent, which is why we can discuss the alternative continuation 12.♙c2 based on **Game 1**: Topalov–Morozevich, Monte Carlo 2005.

12...♘d6 (12...♘b6 13.♙c2±) 13.♘d2  
♙d7 14.♙e2 ♙e7 15.0–0 0–0

Both sides are about to complete their development in the best possible way. For example, the correspondence

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## Theoretical Introduction

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game Jarabinsky–Cosentino, ICCF 2012, took the course 16.♖fd1 c6 17.bxc6 ♗xc6 18.♗xc6 bxc6 19.♙c5 ♖fd8 20.♖ac1, and given the weakness on c6, White's prospects were better.

**C) 5...♙e6 6.♗bd2**

Seemingly, this move is supposed to protect the pawn on c4, but its real meaning will become clear soon.

6...♗ge7 7.♗b3 ♙xc4 (7...♗f5 8.♗d3±) 8.♗bxd4 ♗d5 9.♗c2 ♗xd4 10.♗xd4 ♗xd4 11.e3 ♗xe5 12.♙xc4

In this materially balanced position White has an advantage because of the bishop pair, Ivanisevic–Khenkin, Serbia 2008.

**D) 5...♙g4**

This doesn't pose serious problems to the opponent in his quest for an opening advantage, and he can reinforce his position with a series of rather simple and solid moves.

6.♗bd2 ♗e7 7.h3 ♙h5 8.♗a4 0–0–0 9.b4 ♗xe5

(In a longer line after 9...♗b8 White doesn't give his opponent a breather so that he cannot unfold his play.

10.♙b2 ♗xe5 11.♗xe5 ♗xe5 12.g4 ♙g6 13.♗f3 ♗e4 14.♙g2 d3 15.0–0!

This not only avoids the mate, but also defends the ♙g2.

15...dxe2 16.♗e5 exf1♗+ 17.♖xf1 ♗f4 18.♗c6+!

The opening of the long diagonal entails deadly consequences.

18...bxc6 19.♗xc6 ♗c8 20.♗b7+ ♗d7 21.♙c6+ ♗e7 22.♖e1+ +-)

10.♗xe5 ♗xe5

Black has recovered his pawn, but in a worse position. Although the queen and the light-squared bishop are developed, their positions are unstable and will allow the opponent to speed up the activation of his troops. In addition, White has already reached a position that enables him to launch an attack on the queen side.

11.♙b2 ♗b8 12.g4 ♙g6 13.♙g2 ♗f6 14.♗f3 ♗f4 15.0–0

White can be fully satisfied with his position. Having largely completed his development, he has several options to initiate active play. The game P. H. Nielsen–K. Rasmussen, Denmark 2008, took the course 15...h5 16.♙xd4! ♖xd4 17.e3 ♗d6 18.♗xd4 hxg4 19.♖fd1 gxh3 20.♗c6+ bxc6 21.♖xd6 ♙xd6 22.♙xc6 with a quick win.

**E) 5...f6**

Choosing this approach, Black parts with the pawn for good and strives for compensation in the form of dynamic prospects.

6.exf6 ♗xf6 7.g3

(7.♙g5!? ♗g6 8.♗bd2 also looks good.)

7...♙e7

(– 7...♗ge7 promises no compensation. After the good reply 8.♙g5 and the natural sequence 8...♗f7 9.♗xd4 ♗xc4 10.e3 ♗d5 11.♗xc6 ♗xc6 12.♖g1, White's advantage has solidified and he has an extra pawn. The correspondence game Radeiski–Moeller, DESC 2006, took the course 12...♙e6 13.♗c3 ♗b6 14.b4 ♖d8 15.♗c2 c6 16.♗e4 ♖d6 17.♙e2 ♙f7

## Theoretical Introduction

18. ♖f4 ♗e6 19. ♛d3 ♘d5 20. ♗xd5 cxd5  
21. ♛xd5, and although nothing spectacular had happened, White already had a winning position.

– Another approach is 7... ♖f5, although the prospects of proving some compensation for the missing pawn are bleak.

8. ♖g2 h6 9. 0–0 0–0–0

Opposite-side castling usually results in a fierce fight. However, since White has a compact and safe position on the king side and is ready to launch an attack on the queen side, he doesn't have to be afraid of such increased dynamics.

10. ♗bd2 g5 11. ♖a2

White evacuates the rook from the opposing queen's X-ray view.

11... h5 12. b4 h4 13. b5 ♗b8 14. ♛a4 a6 15. ♗b3

While White has rapidly increased the strength of his attack on the queen side, Black has barely progressed on the other wing.

15... g4 16. ♗xh4 ♖xh4 17. ♗a5 ♞d7

Black needs the escape square on d8 for his king.

18. ♖xb7+ ♔d8 19. bxa6 ♗xa6 20. gxh4 ♗c5 21. ♗c6+ ♔e8 22. ♛a8+ ♔f7 23. ♖g5+–

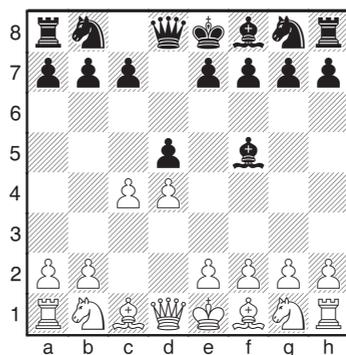
In the game Lundholm–Rojahn, Sweden 1948, Black's position was a heap of rubble.)

8. ♖g2 ♖e6 9. ♗bd2 ♗h6 10. 0–0 ♗f7 11. b4 d3 12. ♖b1 dxe2 13. ♛xe2

Black has clearly lost the fight for an opening advantage. He is materially

behind and has a bad position. The game Khenkin–Schwarz, Germany 2010, logically ended rather quickly: 13... 0–0 14. b5 ♗cd8 15. ♖b2 ♛g6 16. ♗d4 ♖g5 17. f4 ♖f6 18. ♗xe6 ♗xe6 19. f5 ♗d4 20. ♛f2 ♛h6 21. ♖xd4 ♖xd4 22. ♛xd4 ♖ad8 23. ♖d5 c6 24. bxc6 bxc6 25. ♖xf7+ ♔xf7 26. ♖b7+ ♔g8 27. ♖d7 1–0

V. 2... ♖f5



This line, which bears the name of the Estonian GM Paul Keres (1916–1975), is obviously based on the quick activation of the light-squared bishop.

**A)** First of all, White can opt for the line 3. cxd5 ♖xb1 4. ♖xb1 ♛xd5, whereupon the game Legky–Brochet, France 1999, took the following course.

5. a3 ♗c6 6. ♗f3 (6. e3 e5=) 6... 0–0–0

The interesting idea 6... ♛e4!/? (GM Rausis) with the possible continuation 7. ♖a1 e5 etc. has not yet been thoroughly examined.

7. ♛c2

(7. e3 e5! with active play.)

7... ♗xd4 8. ♗xd4 ♛xd4 9. g3 e6 10. ♖g2 ♖c5 11. ♛a4 ♛d4 12. b4 ♛c3+

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(12...♖d7 13.b5±) 13.♔f1 ♖c4 14.♙f3 a6 15.♗g2 ♙e7 16.♙f4 ♖b5 17.♖c2

As swapping queens would only be in the defender's favor, White is rightly avoiding it. Given his strong bishop pair and the free range for his heavy pieces on the queen side, he has almost built up a dream position.

17...♙d6 18.a4 ♖e8 19.b5 with a strong attack on the king.

### B) 3.♘c3

This is the positional approach.

3...e6 4.♘f3 c6 5.♖b3

**B1)** After 5...♖c7 and the strong reply 6.♙f4! the game Kramnik–Hertneck, Germany 1995, took the following course.

6...dxc4

(Of course, 6...♖xf4 7.♖xb7 would lead to Black's downfall.)

7.♙xc7 cxb3 8.e4 ♙g6 9.a3 ♙e7 10.♘d2 ♙d8 11.♙xd8 ♗xd8 12.♘xb3 ♘d7 13.♖c1 ♘e7 14.f3 ♖c8 15.♔f2 ♗c7 16.h4±

### B2) 5...♖b6 6.c5 ♖c7

(6...♖xb3 is not recommended, as after 7.axb3 White obtains good prospects on the queen side. His plan entails the advance of the b-pawn from b3 to b5.)

7.♙f4! ♖c8 (7...♖xf4 8.♖xb7+–) 8.♘h4 ♙g6 9.♘xg6 hxg6 10.e4 ♘f6 11.exd5 ♘xd5

(11...exd5 12.0–0–0 ♙e7 13.♖e1±)

12.♘d5 cxd5

(After 12...exd5, White has the strong reply 13.0–0–0!.)

13.♙b5+ ♘c6 14.0–0–0 ♙e7 15.h4!

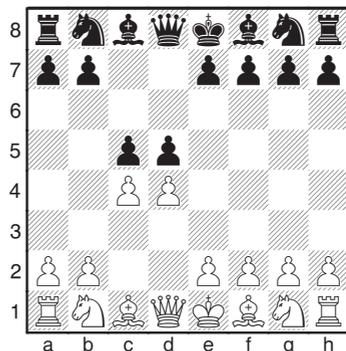
So far, Black had to settle for a passive role and, given the circumstances, this will not change in the foreseeable future, as White has a firm grip on the initiative.

15...♔f8

(15...♖xh4?? 16.♖xh4 ♙xh4 17.♖h1 g5 18.♙e3+–)

16.♔b1 a6 17.♙a4 ♘a5 18.♖f3 ♘h4–h5 with better prospects, Kramnik–Gelfand, The Netherlands 1998.

### VI. 2...c5



The so-called ‘Symmetry Variation’ may seem a bit strange at first glance.

3.cxd5 ♘f6

(After 3...♖xd5 4.♘f3 cxd4 5.♘c3 followed by taking on d4, White is better developed and has thus a small edge early on.)

### A) 4.dxc5 ♖xd5

(– 4...e6 5.♖a4+ ♙d7 6.c6 bxc6 7.dxe6 ♙xe6 8.♘f3±, Ponomarev–Pridorshni, Russia 2013;

– 4...e5 5.♘c3 ♙xc5 6.e4 ♖b6 7.♖c2 with better prospects due to the healthy extra pawn.)

## Theoretical Introduction

5. ♖xd5 ♜xd5 6. ♕d2 e5 7. ♜c3 ♜xc3  
8. ♕xc3 ♜c6 9. ♜f3 f6 10. ♖c1 ♕xc5  
11. ♕xe5 ♕xf2+ 12. ♖xf2 fxe5 13. e4

White is better. His main threat is ♕f1-b5 attacking the defender on c6 and conquering the pawn on e5.

**B)** After 4. e4 ♜xe4 5. dxc5 ♜xc5 6. ♜c3 e5 7. b4 ♜ca6 8. a3, the correspondence game Jorgensen–Casares, 1995, took the following course.

8... ♕d6 9. ♜f3 0–0 10. ♕c4 e4 11. ♜d4 ♖c7 12. ♖b3 ♖e7

(12... ♕xh2? is weak in view of 13. ♜cb5 ♖e5 14. ♕b2 e3 15. ♜f3 exf2+ 16. ♖f1 ♖f4 17. ♖xh2+–.)

13. ♜db5 ♕e5 14. 0–0

Since White has developed his troops to much better and more effective positions, his side is clearly preferable.

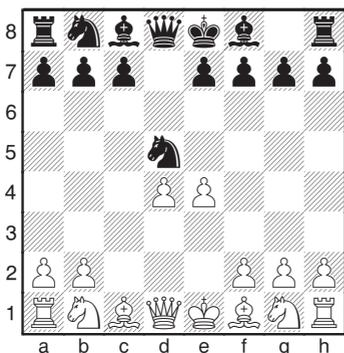
### VII. 2... ♜f6

This is the so-called ‘Marshall Variation’.

3. cxd5 ♜xd5

(3... ♖xd5 4. ♜c3 ♖a5 5. ♜f3 c6 6. ♕d2±)

4. e4



Should the knight go back to the king side or move on to the queen side?

**A)** 4... ♜f6 5. ♜c3

**A1)** 5... e6 6. ♜f3

(White can also develop according to the pattern 6. ♕e3 ♕b4 7. f3 0–0 8. a3 ♕xc3+ 9. bxc3 etc.)

6... ♕e7 7. ♕d3 ♜bd7 8. 0–0 0–0 9. ♖e2 ♖e8 10. ♕f4 c6 11. ♖ad1

Since White controls the center and is better developed, he is clearly in the driver’s seat.

11... ♜f8 12. h3 ♜g6 13. ♕h2 ♕f8 14. ♕b1 ♖e7 15. a3 ♕d7

Black has difficulty to mobilize his troops. Just a glance at the different effectiveness of the bishop pairs shows that White has made the better decisions.

16. ♜e5 ♖ad8 17. ♜c4 ♕c8 18. e5 ♜d5 19. ♜e4 with active play, Filippov–Li, Tashkent 2011.

**A2)** 5... c6 6. ♜f3 g6 7. ♕e2 ♕g7 8. 0–0 0–0 9. h3 ♜bd7 10. ♕e3 ♖a5 11. ♖d2 ♖e8

While both sides have mobilized their troops with a series of natural moves, White has obtained a clear edge. In the game Sachdev–Suryanto, Jakarta 2012, White’s position was clearly preferable after 12. a3 e5 13. b4 ♖c7 14. d5 cxd5 15. exd5 followed by ♖a1-c1.

**A3)** 5... e5

This approach is more active than 5... e6 or 5... c6, as some practical examples may demonstrate.

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## Theoretical Introduction

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6. ♖f3 exd4 7. ♗xd4 ♗xd4 8. ♘xd4 ♙b4  
(After 8... ♙d7, the correspondence  
game Akdag–Pranjic, 2009, took the  
course 9. ♗db5 ♙xb5 10. ♙xb5+ c6  
11. ♙e2 ♗bd7 12. ♙f4 ♙b4 13. f3 0–0  
14. 0–0 ♗c5 15. ♙e3 ♗fd7 16. ♖c2±.)  
9. f3 c6 10. ♙f4 ♗bd7 11. a3 ♙c5  
12. 0–0 ♗b6 13. ♗b3 ♙e7

The correspondence game Schön–  
Karacsony, 2005, took the course  
14. ♗a5 ♗fd7 15. ♙e2 ♗c5 16. ♙e3 0–0  
17. ♗d2 ♙e6 18. ♖c2. Since Black must  
always reckon with b2-b4, White is  
better.

**B) 4... ♗b6 5. ♗c3 e6**

(After 5... g6, White can develop his  
troops according to the pattern 6. ♙e3  
♙g7 7. ♗d2 0–0 8. 0–0 ♗c6 9. h4.)  
6. ♗f3 ♙e7

(The alternative 6... ♙b4 comes into  
consideration. However, it can only  
make sense if Black is willing to swap  
his bishop for a knight. A look at the  
game Kislik–Sedivy, Czech Republic  
2013, casts doubt on this approach.

7. ♙e3 ♗8d7 8. ♗b3 ♙xc3+ 9. ♗xc3  
0–0 10. ♙d3 c6 11. 0–0 ♗e7 12. ♙c2  
a5 13. a3 ♗a6 14. h4

Given his solid central position, his  
bishop pair and his active play, White  
has all the trumps in his hand. He is  
about to launch a promising attack on  
the king, while Black lacks counter  
play.)

7. ♙e3 ♗8d7 8. ♙d3 0–0 9. 0–0 h6  
10. ♗c1 ♗f6

White can be very satisfied with his  
achievements. Most of his troops are  
activated, he controls the center and  
his position has no significant weak-  
nesses. Meanwhile, his opponent has  
yet to complete his development in a  
satisfying way.

11. ♗e5

White's position is ripe for action.

11... ♗bd7 12. ♗xd7 ♙xd7 13. e5 ♗d5  
14. ♗xd5 exd5 15. ♙b1

White wants to install a battery on the  
diagonal b1-h7 with the queen ahead  
of the bishop.

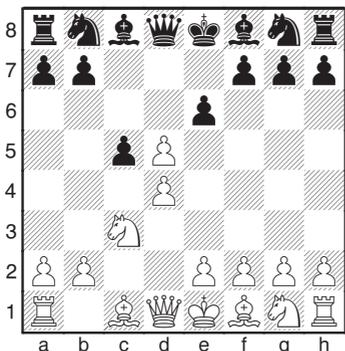
15... f5 16. ♗b3 ♙c6 17. f4 ♗d7 18. ♗c2  
♗e6 19. ♖h1 ♗ac8 20. g4 with a strong  
initiative on the king side, Schleining–  
Daemering, Germany 2013.

### 3. ♗c3 c5

This aggressive counter-attack on  
White's center was introduced to the  
tournament practice by the German  
GM and theorist Siegbert Tarrasch  
(1862–1934) and therefore bears the  
name 'Tarrasch Defense'. It's cur-  
rently not often played, as Black usu-  
ally is burdened with a so-called  
'isolani' in the center. Since this is a  
pawn which cannot be protected by  
neighboring pawns, it tends to be weak  
and therefore requires constant pro-  
tection.

For the more normal continuation  
3... ♗f6 – see **Chapter 4**.

## 4.cxd5



## 4...exd5

The 'von Hennig–Schara Gambit' 4...cxd4 (named after the German *von Hennig* and the Austrian *Schara*) is a rare bird in practice.

5. ♖a4+ ♔d7 6. ♖xd4 exd5 7. ♖xd5 ♗c6 8. ♗f3 ♗f6 9. ♖b3!?

(For the retreat 9. ♖d1 – see **Game 2**: Illescas–Rodríguez Vargas, Spain 1996.)

**A)** After 9...♗c5 10.♗g5, Black has mainly four continuations at his disposal.

**A1)** 10...♗e6 11. ♖b5 ♖e7 12.e3 a6 13. ♖a4 h6 14. ♗xf6 ♖xf6 15. ♗c4

It's already clear that Black can hardly prove sufficient compensation for the missing pawn.

15...♗d7

(15...♗b4 16.♗xe6! ♗xc3+ 17.bxc3 ♖xc3+ 18.♗e2 fxe6 19.♖ab1 ♖d8 20. ♖e4±)

16.0–0–0 ♗d4 17. ♖a5 b6 (17...♗xf3 18.♖xd7!+–) 18. ♗d5!+ bxa5

(18...♖d8 19. ♖c3 ♗e6 20. ♗e5+–)

19. ♗xf6+ gxf6 20. ♗xd4

White's advantage is obvious as the opponent's pawn structure can only be described as a ruin.

**A2)** 10...0–0 11.e3 (11.0–0–0!? ♗xf2 12.e4±) 11...♗e6 12. ♖a4 h6 13. ♗xf6 ♖xf6 14.♗e2 ♗b4 15. ♖c1 ♖g6 16.0–0.

Again, Black has no compensation, as shown in the short game Lange–Sander, Germany 1997: 16...♗h3 17. ♗h4 ♖g5 18.a3 ♖xh4 19.axb4 ♖g5 20.♗f3 ♗d7? (20...♗g4!?) 21.b5 ♗e5 22.♗xb7 ♖ab8 23. ♖xa7 1–0.

**A3)** 10...h6 11. ♗xf6 ♖xf6

Since Black has to run after his missing pawn, he cannot be satisfied with what he has achieved so far. We now focus on the consequences when both sides choose to castle queen side, although the game can also develop in different ways that have already been examined.

12.0–0–0 13.e3 ♗f5 14.♗b5 a6 15. ♖c4 ♗xe3+ 16.fxe3 axb5 17. ♗xb5 ♗e6 18. ♖a4 ♗b8 19. ♗fd4+–, Andreyev–Yordanov, Bulgaria 2012.

**A4)** 10...♖a5 11. ♗xf6 gxf6 12.e30–0–0 13. ♗c4

White's advantage is already obvious. Once he can bring his king to safety, he has mastered his opening tasks. On the other hand, Black's bishop pair counts as an advantage, although this does not significantly affect the positional verdict. The bad black pawn position can prove crucial as soon as an endgame is within reach.

13...♖hg8 14.0–0 ♗h3 15. ♗xf7

(15. ♗e1!+ is more solid.)

## Theoretical Introduction

15...♙xg2?

(After the better 15...♖xg2+ 16.♔h1 ♔b8, Black could at least put up some resistance.)

16.♙xg8 ♙xf3 17.♖fd1 (17.♙d5!) 17...♙d4 18.♗b5 with a clear advantage for White, Priehoda–Now, Czech Republic 2013.

**B)** 9...♙b4

**B1)** 10.a3 ♙e6

(Or 10...♖a5 and then 11.♙d2 0–0 12.e3 ♙g4 13.♙e2 ♖ad8 14.0–0±, Grzegorzewski–Kiejdo, Poland 1992.)

11.♖c2 ♖a5

(After 11...♙a5, White can simply play 12.b4.)

12.♙d2 ♙f5 (12...0–0 13.♖c1±) 13.♖b3 ♙e6 14.♖d1 ♙e7 15.e3 0–0 16.♙e2 ♖fd8 17.0–0 ♖d7 18.♖c2

White has maintained his advantage. The game Karason–Bjornsson, Reykjavik 1997, took the course 18...♖d8 19.b4 ♖c8 20.♖fd1 ♗g4 21.♙e1 ♙f6 22.♖xd7 ♖xd7 23.♖d1 ♖e7 24.♗d5 ♙xd5 25.♖xd5 ♖e6 26.♖d1 and White was clearly better.

**B2)** 10.♙d2 ♖e7

(Or 10...0–0 as in the game Bendorp–Van Weersel, The Netherlands 2000, in which White chose a quiet and solid set-up and secured his advantage without any risk: 11.e3 ♖c8 12.♙e2 ♖e7 13.0–0 ♖fd8 14.♖fc1 ♙g4 15.♙e1 ♗a5 16.♖a4 a6 17.a3 ♙xc3 18.♙xc3±.)

11.e3 0–0–0

Black pursues the optimistic plan of bringing the king to the queen side and

then attacking on the other wing himself. However, since White's troops are concentrated on the left side, he can develop the greater clout in that area. Furthermore, the long castling doesn't lead to more security for Black's king. White will castle to the opposite side and then be able to launch an attack faster than his opponent.

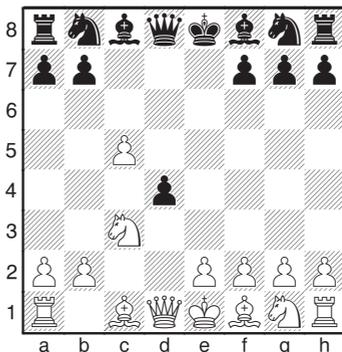
12.♙e2 g5 13.0–0 g4 14.♗d4 h5 15.♙b5 ♙c5 16.♖ac1 ♖e5 17.♗xc6 ♙xc6 18.♙xc6 bxc6 19.♗a4 ♖xd2 20.♗xc5 ♖xb2 21.♖xf7

After this exemplary attack, Black can just resign, Dreyev–Grishenko, Russia 2011.

### 5.dxc5!?

Usually White chooses the set-up with ♗g1–f3, g2–g3, ♙f1–g2 etc., which leads to the main line of the 'Tarrasch Defense'. Since it is very complicated and entails a lot of theoretical ballast, we recommend the text move – the so-called 'Tarrasch Gambit', which is less elaborated and gives White nice practical prospects.

### 5...d4



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## Theoretical Introduction

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This vigorous reply is considered the best. Let's take a look at a selection of weaker alternatives.

I. 5...♙xc5 6.♖xd5

**A)** Swapping queens with 6...♖xd5 reduces Black's chances to obtain compensation. Furthermore, after 7.♗xd5 he has to waste a tempo to protect c7.

7...♙d6 8.♗f3

(8.e4 with the possible continuation

8...♙e6 9.♗f4± is also playable.)

8...♗c6 9.♙f4 ♕xf4 10.♗xf4

Since White keeps his extra pawn, he has a clear advantage.

**B)** 6...♗d7

This move seems logical, as it protects the bishop on c5 and keeps the queen on the board. However, after 7.♖g5 ♗gf6 8.♗f3 h6 9.♖d2 0-0 10.g3 ♜e8 11.♙g2 followed by 0-0, Black has no compensation for the sacrificed pawn and White retains his advantage.

**C)** 6...♖b6 7.e3

(An alternative approach to Black's quest for active play is the multi-functional move 7.♗e4, which defends f2 and simultaneously attacks the bishop on c5. The correspondence game Preußel–Hahn, 2013, took the course 7...♙b4+ 8.♙d2 ♗e7 9.♖b3 ♗bc6 10.♙xb4 ♙e6 11.♗d6+ ♗f8 12.♙c5 ♖xc5 13.♗xb7 ♖e5 14.♖c3 ♜b8 15.♗c5 ♜xb2 16.♖xe5 ♗xe5 17.♗f3 ♗xf3+ 18.exf3 ♗g6 19.♙a6±, and White had retained the better prospects.)

7...♗f6 8.♖b3 ♖xb3 9.axb3 ♗c6  
10.♗f3 0-0 11.♙c4 a6 12.0-0

Since an extra pawn is an extra pawn, even if it is part of doubled pawns, White has better prospects.

II. 5...♗f6 6.♙e3

If Black wants his pawn back, then let him fight for it!

6...♗c6

(With 6...♗a6, Black can immediately aim for restoring the material balance. However, White obtains positional equivalents, as shown in the game Bakic–Vujicic, Serbia 2007: 7.♙d4 ♙xc5 8.e3 0-0 9.♙xa6 ♙xd4 10.♖xd4 bxa6 11.♗ge2 ♖b6 12.b3 ♙e6 13.0-0 ♜ac8 14.♜ac1 ♜fd8 15.f3 ♖xd4 16.♗xd4 with a positional advantage for White. Black's pawn structure with the doubled pawns on the rim and the weak isolani on the d-file is not suitable for an endgame.)

7.♗f3 ♖a5 8.a3 ♗e4 9.♜c1

(9.b4 ♗xc3 10.♖b3 ♗xb4 11.♖xb4 ♖xb4 12.axb4±)

9...♙e7

(After 9...♙e6, the reply 10.♖a4! is recommended.)

**A)** 10.b4 is clearly our favorite.

**A1)** After 10...♖xa3 followed by 11.♗xd5, the game can take the course 11...0-0 12.♗e5! ♙d8

(12...♗xe5 13.♜a1 ♖b2 14.♙d4+-)

13.♜a1 ♗c3 (13...♖b2 14.♗c4+-)  
14.♜xa3 ♗xd1 15.♗xc6 bxc6 16.♗xd1 cxd5 17.♙f4 with an advantage for White, even if he has still to develop the king side.

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