

now Black should have swallowed his pride and retreated his knight to f6. But he stubbornly carried on with 10...♙xe5?! 11.de ♖c5, and here White could have gained an advantage by 12.♙a3!?. Instead of 7...f5?!, by playing 7...0-0 8.c4 c6 9.♗e5 f6!? Black would have gained an important tempo for the completion of his development.

7. ♗f3-e5! ...

With this simple and strong move White prevents Black's freeing advance e6-e5.

7. ... c7-c5

Instead of this, which is one of the main moves defining the Zukertort System, Black can begin erecting a 'stone wall', adopting a Dutch set-up. In this case it can be recommended that White should not delay e2-e4 or c2-c4, seizing space:

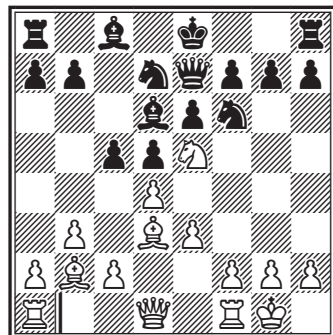
7...0-0 8.♗d2

In Shkuro – Loy (Yuzhny 2008) White found another way of preventing the opponent from erecting a 'Mannerheim Line': 8. 0-0 ♗e8 (of course, it is possible to go in for 8...♗e4 9.f3 – or 9.c4 b6 10.♖c2 ♙b7 11.f3 ♗ef6 12.♗xd7 ♖xd7 13.c5 – 9...♙xe5 – 9...♗ec5 – 10.de ♗ec5 11.♙e2, as in R. Molina – De Lima, Sao Paulo 2004, but here also the poor placing of the black pieces is very apparent)

9.c4!? (anticipating Black's erection of a 'stone wall', White can resort to a plan of Marshall, which he successfully employed in similar positions; details of this can be found in my book on the Zukertort System. 9.c4!? is a key move. 9.e4!? remains topical, and then 9...de 10.♙xe4 ♗ef6 11.♙f3 with advantage) 9...♗xe5 (or 9...f5 10.♗xd7 ♖xd7 11.c5) 10.de ♙c5 11.♗c3 (another promising plan is 11.cd ed 12.♖c2 g6 with the threat of advancing the e- and f-pawns) 11...c6 12.a3 dc 13.bc ♗c7 14.♗e4 b5 15.♗f6+! with a decisive attack.

8...♗e8 9.e4!?, and now Black fails to equalise with either 9...f6 10.♗ef3 f5 11.e5 ♙a3 12.♙xa3 ♖xa3 13.♗g5 ♖e7 14.♖h5 h6 15.h4!? with an attack, or 9...f5 10.♗xd7 ♖xd7 11.e5 ♙e7 (Fraschini – Ginzburg, Buenos Aires 1992).

8. 0-0 ...



8. ... h7-h5?

The young player displays excessive optimism. This is a rather rare plan in the Zukertort System, but in the given instance there are no grounds for it, especially since Black has not yet completed his development.

Black should have taken the play along normal lines: 8...0-0 9.♘d2 b6 10.♙f3 (or 10.f4 ♘b7 11.♙f3, Radziejewicz – Bluvshstein, Budapest 2008) 10...♘b7 11.♙h3 h6, and a position typical of the Zukertort System is reached (Gasymov – N. Guliev, Baku 2008). With his last move Black avoided one of the main traps in the Zukertort System. Thus, for example, the serene 11...♙ac8? is met by 12.♘xd7! ♙xd7 13.dc, and he is forced to part with a piece, if he does not want to be mated.

In the given instance Capablanca's idea of exchanging the dark-square bishops does not work because of the unfortunate position of the queen's knight on d7 (instead of c6), which can be seen from the example of Najdorf – Corte (Mar del Plata 1942): 9...cd 10.ed ♘a3 11.♘xa3 ♙xa3, and here the switching of the king's rook to the third rank looks very strong: 12.♙e1!? b6 13.♙e3 ♘a6 14.c4. White has the advantage thanks not

only to the opponent's complete lack of counterplay, but also to the inclusion of the rook in the attack on the kingside, combined with its X-ray observance of the black queen, which after inaccurate play by Black allowed White to carry out a decisive combination: 14...♙fd8? (a mistake, but also after 14...♙ac8 15.♙h3 the white pieces are menacingly impending over the black king's castled position) 15.b4! (15.♘c6! ♙e8 16.b4 ♙b2 17.♙b1 ♙xa2 18.♙a1 was nevertheless more accurate) 15...♙b2 (at least the pawn should have been grabbed by 15...♙xb4 16.♘c6) 16.♘c6 etc.

9. f2-f4 ...

With the pawn on f2 the ♘f6-g4 thrust was possible, since then the h2-pawn would have been under threat. After the text move White has safeguarded himself against all the threats, whereas now the h5-pawn will demand attention on Black's part.

9. ... ♘d7-f8?!

Again Black tries to be clever. It was not yet too late to revert to a classical arrangement of the pieces: 9...b6!? 10.♘c6 ♙f8 11.♘d2 ♘b7 12.♘e5 ♙e7, and now the only question is: where to castle? On the kingside, the h5-pawn may be lost, while on the queenside he may come under attack after a2-a4-a5.

10. ♖b1-c3 ...

In the Zukertort System the ‘lawful’ place for the queen’s knight is at d2, but sometimes the situation demands that it be developed at c3, or even at a3!

10. ... a7-a6

White also has the initiative after 10...♙d7, and then 11.♖b5 ♘xb5 (or 11...♙b8 12.dc ♖xc5 13.♗e1!? ♘xb5 14.♙d4!) 12.♙xb5+ ♗8d7 13.c4 0-0-0 14.♖c1.

11. ♗c3-a4 c5xd4

11...♗6d7 12.♗xd7 ♗xd7 13.dc, and White picks up the g7-pawn;

11...♗8d7 12.c4 and Black is terribly behind in development.

12. e3xd4 ...

Variations such as 12.♗b6 de 13.♗xa8 ♙c5 were not even considered. In the calculations it was possible to make mistakes. In the Zukertort System the main thing is not to allow Black the slightest hint of counterplay. Once again, 12.♙xd4 would have opened a small loophole for the black pieces in the form of the c5-point, although the opening of the a1-h8 diagonal is normally to White’s advantage. Among other things, the text move reinforces the outpost on e5.

12. ... ♗f8-d7

The knight hurries to the

defence of the queenside. The ‘pendulum clock’ of this knight is moving, while time, that it is to say the position, stands still. As in a fairy-tale! At the same time White’s play receives an acceleration.

13. c2-c4 ...

White is threatening to obtain a queenside pawn majority after 14.c5. In the Zukertort System this is a dangerous weapon. With his next move Black tries to forestall the opponent’s plan.

13. ... b7-b6?

A mistake, after which Black’s position collapses. 13...0-0 was more resilient. In this case after 14.c5 White obtains a queenside pawn majority. Of course, here he also has a big advantage, but Black at least still has some hope.

After 13...dc 14.bc 0-0 White has hanging pawns in the centre, which gives him the possibility of opening the centre with d4-d5. And if account is taken of the terrible placing of the black pieces and the ridiculous pawn on h5, here also an unenviable fate awaits Black.

14. ♗e5xd7!? ...

In the game White was all the time considering the possibility of the f4-f5 thrust, for example: 14.♗c6! ♗f8 15.f5 ♙b7 with an enormous advantage. But in this case Black would have gained some

opportunities for counterplay. The text move enables White not only to detain the black king in the centre, but also to win a pawn.

14. ... ♖f3xd7

15. c4xd5 ...

Only here did it become clear to Black that 15...ed was bad because of 16.♞e1.

15. ... ♘c8-b7

16. d5xe6 f7xe6

17. ♙d3-g6+ ♔e8-d8

Black did not risk moving his king onto the same file as the white rook – 17...♔f8, obviously fearing 18.f5. But in fact White would not have played this because of 18...♚h4, when the position becomes sharper. He would most probably have played 18.♚d3 followed by ♙g6-e4, in order to neutralise Black's dangerous light-square bishop. I think that Black's pawn deficit and broken position would have not have left him any chances of saving the game.

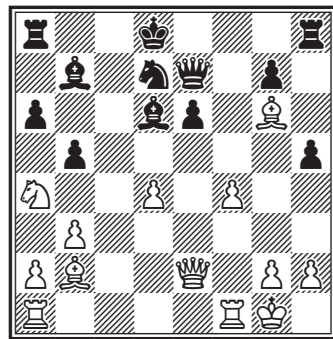
18. ♚d1-e2 ...

White avoids making any hasty, sharp actions, so as not to allow Black any opportunities for counterplay. White's intentions are very clear: to play ♞ae1 and capture the e6-pawn. And also, in the event of danger, to neutralise Black's light-square bishop by ♙g6-e4. For the present there are

no direct ways to approach the black king, but unexpectedly (once again!) Black's excessive activity simplifies White's task.

18. ... b6-b5?

It would appear that Black should have prepared artificial castling with 18...♞c8 followed by ♔d8-c7-b8. True, after 19.♞ae1 ♙b4 20.♞c1 ♞xc1 21.♞xc1 his king would have remained in the centre, but it would be easier for him to breath.



19. ♘a4-c5! ...

Was Black really hoping for the stereotyped move 19.♘c3, with which White clings on to his extra pawn? Black's last move, to put it figuratively, is like a waterfall for White's mill. 19.♘c5 cannot even be called gallant, bold or such like. White parts with his d4-pawn without any regret, since it opens the main diagonal in the Zukertort System for the bishop on b2. And

in addition, employment is found for the knight on a4, which was standing on the edge of the board, one of Black's pieces covering his king is exchanged, and the d-file is opened – a direct path to the black king.

19. ... ♖d6xc5

Black reckoned that his knight would cover his king better. And indeed, after 19...♖xc5 20.dc ♙xc5+ 21.♔h1 his king is exposed, and it is unable to escape to the queenside, for example: 21...♔c7 (or 21...♙d5 22.f5 ♖f8 23.♖fd1 ♔c7 24.fe ♗xe6 25.♗e5+ ♗xe5 26.♙xe5+ ♔c6 27.♖ac1, and Black loses one of his bishops) 22.♖ac1 ♔b6 23.♖xc5! ♗xc5 24.♖c1, and White wins.

20. d4xc5 ♗e7xc5+

21. ♔g1-h1 h5-h4

22. h2-h3 ♙b7-d5

Or 22...♗f8 23.♖ac1 ♗e7 24.♗d2+ ♗d7 25.♗a5+ ♔e7 26.♖c7.

23. ♖a1-c1 ♗c5-e7

23...♗b6 24.♙xg7 ♖g8 25.♗h5.

24. ♗e2-c2 ♗d7-f6

24...♗f8 25.♙e4!?

25. ♗c2-d2 ♖a8-a7

25...♖h6?? 26.♗a5+ ♔d7 27.♗c7#; also 25...a5 does not save Black after 26.♖fd1 followed by ♙xf6 and ♙e4, when White's heavy pieces assail the opponent's king.

26. ♗d2-a5+ ♔d8-d7

26...♖c7 27.♙e5.

27. ♙b2-a3 ♗c5-d8

28. ♗a5-b4 ♗f6-e8

29. ♗b4-c5 ♖a7-c7

30. ♗c5xd5+!

Black resigned: the queen cannot be taken because of mate – 30...ed 31.♙f5#.

INDEX OF GAMES

№ 1. M. Pavlovic – G. Welling	268
№ 2. T. Gareev – T. Luther	271
№ 3. C. Matamoros – A. Aleksandrov	275
№ 4. P. Blatny – V. Iotov	279
№ 5. G. Kamsky – V. Kramnik	283
№ 6. A. Matnadze – N. Dzagnidze	287
№ 7. G. Meins – J. Gustafsson	289
№ 8. D. Paunovic – O. Korneev	292
№ 9. S. Peric – I. Khenkin	294
№ 10. J. Ehlvest – L. Ftacnik	298
№ 11. P. Harikrishna – E. Moradiabadi	302
№ 12. I. Papaioannou – N. Managadze	306
№ 13. T. Hillarp Persson – L. Karlsson	310
№ 14. A. Yusupov – A. Volokitin	314
№ 15. L. Bruzon – V. Anand	320
№ 16. A. Yusupov – S. De Boer	325
№ 17. J. Cori – E. Tomashevsky	331
№ 18. T. Gelashvili – A. Goldin	337
№ 19. G. Bogdanovich – P. Germer	340

CONTENTS

Preface	3
Index of Variations	5
Chapter Six	
1.d4 d5 2.♭f3. Everything, apart from 2...♭f6	7
Chapter Seven. London System	
1.d4 d5 2.♭f3 ♭f6 3.♙f4	42
Chapter Eight. Romanishin Variation	
1.d4 d5 2.♭f3 ♭f6 3.g3	84
Chapter Nine. Torre Attack	
1.d4 d5 2.♭f3 ♭f6 3.♙g5	122
Chapter Ten. Colle System	
1.d4 d5 2.♭f3 ♭f6 3.e3	197
1.d4 d5 2.♭f3 ♭f6 3.e3 e6 4.♙d3 c5 5.c3	206
Chapter Eleven. Zukertort System	
1.d4 d5 2.♭f3 ♭f6 3.e3	240
1.d4 d5 2.♭f3 ♭f6 3.e3 e6 4.♙d3 c5 5.b3 ♭c6 6.♙b2	248
Illustrative Games	268
Index of Games	346