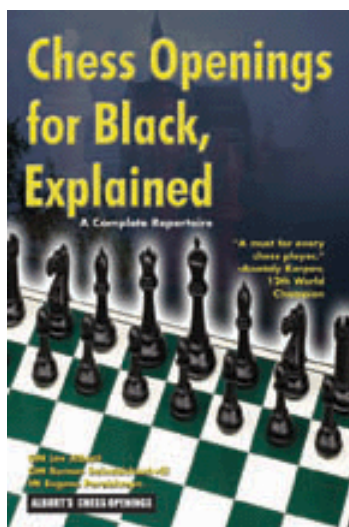




SKITTLES ROOM



Three-time U.S. Champion Lev Alburt has long been one of the most popular chess writers in America. His *Comprehensive Chess Series* has become a standard by which other instructional chess books are measured. In his most recent work he teams up with GM Roman Dzindzichashvili and IM Eugene Perelshteyn to produce one of the most well received repertoire books of our time. The massive 552-page *Chess Openings for Black, Explained* maps a complete opening system for Black. The material is thorough, yet clearly presented and easy to grasp. There is an abundance of diagrams, and as a result, many students will be able to follow most of the text only using the book. We have kept all the diagrams for this excerpt.

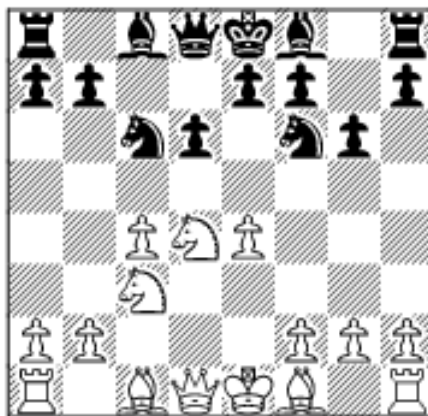
We hope you enjoy...

Excerpt: Chess Openings for Black, Explained

by Lev Alburt, Roman Dzindzichashvili, and Eugene Perelshteyn

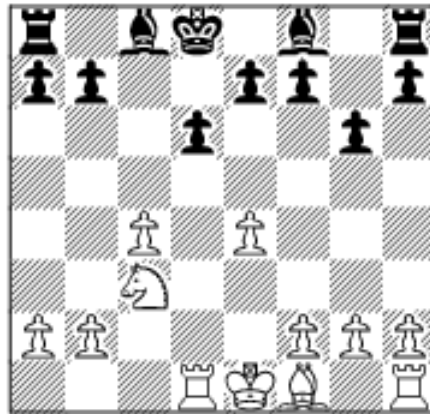
Chapter 10: The Maroczy Bind—Introduction and 7. Be3 Some Important Points to Look For

This chapter discusses the general principles of the Maroczy Bind and then shows that 7. Be3 (with the idea of recapturing on d4 with the bishop) doesn't work because of 7. ... Ng4.

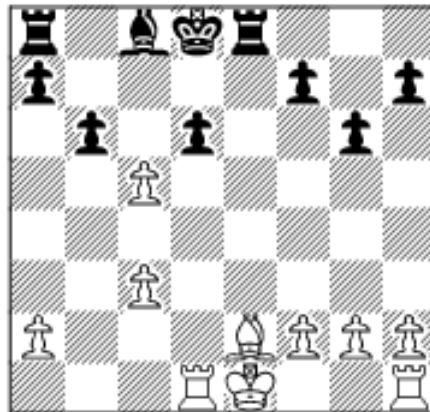


The key starting position.

See Diagram 315.



Black is fine.
See Diagram 316.



Stunning response.
See Diagram 318.



How should White play?
See Diagram 321.

Outline of Variations

1. e4 c5
2. Nf3 g6
3. d4 cxd4
4. Nxd4 Nc6
5. c4 Nf6
6. Nc3 d6
7. Be3 Ng4
8. Nxc6 Nxe3
9. Nxd8 Nxd1
10. Rxd1 Kxd8. (p.136) [B36]

- A 11. e5 Bg7 12. exd6 Bxc3+ 13. bxc3 exd6 (*p.139*)
 A1 14. c5 Re8+ 15. Be2 b6 (*p.139*)
 A2 14. Rxd6+ Kc7 15. Rd4 Re8+ (*p.139*)
 B 11. c5 Be6 12. cxd6 exd6 13. Be2 Ke7 14. Nd5+ Bxd5 15. Rxd5 Rc8 (*139*)

Chapter 10

Maroczy Bind

Introduction and 7. Be3

The Maroczy Bind setup against our Accelerated Dragon is particularly important to us. Similar or even identical positions can be reached from a number of openings in our recommended repertoire, including the symmetrical English.

White begins his “bind” with c2-c4. The pawn joins its e-pawn colleague to double-team d5, making it difficult for Black to play the typically freeing ... d7-d5 pawn push. What’s more, White’s pawn on c4 blocks the semi-open file, normally one of the avenues along which Black organizes his counter-play. White has time to push his c-pawn because Black hasn’t played ... Nf6, which in other Sicilian lines forces White to defend his e-pawn by bringing out his knight to c3, blocking the c-pawn. So we can see that the thematic ideas are different from other lines.

Should we panic in the face of these differences? Absolutely not! This is chess, after all, and in choosing c2-c4, White closes the door on other attractive options. But as Black, we must know how to fire back. In this section, we have some interesting, new ammunition for you!

1. e4 c5 2. Nf3 g6 3. d4 cxd4 4. Nxd4 Nc6 5. c4

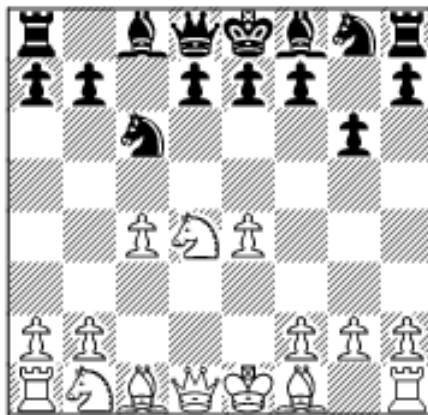


Diagram 314
After 5. c4

For many years, this continuation was considered best against the Accelerated Dragon, yielding White a small but stable advantage. White’s

plan is straightforward: consolidate, take control of the center, and use the powerful d5-outpost for his knight—and slowly grind Black down.

However, in recent years, it has been shown that Black's position is quite promising. The powerful bishop on g7, along with the ... a6 and ... b5 pawn-storm, provides Black, who is better developed, with plenty of counter-play on the dark squares and on the queenside.

In addition, the typical end-games arising from the Be3- and Qd2-setup, or a Bg5- and Qd2-formation (discussed in the next chapters), show that Black gets a good game (as in Vallejo–Malakhov), and he may even secure good winning chances (see Rowson–Malakhov).

5...Nf6 6. Nc3

6. Nxc6 bxc6 7. e5? Qa5+

6...d6

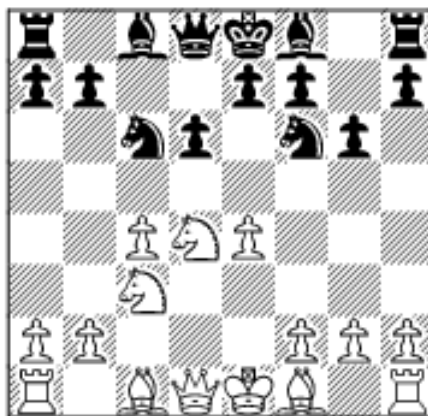


Diagram 315
After 6...d6

This is the key starting position, which can also arise from different move orders—for example, 1. Nf3 Nf6 2. c4 c5 3. Nc3 g6 4. d4 cxd4 5. Nd4 Nc6 6. e4 d6.

Now White has a choice between four setups:

7. Be3, 7. Be2, 7. f3, and 7. Nc2.

The first move is really a sideline that can be quickly dispensed with in this chapter. The second is the serious main line, which is divided between the next three chapters, depending on White's follow-up piece-placement. To end the section covering the Maroczy Bind, we give each of the last two moves a chapter of its own.

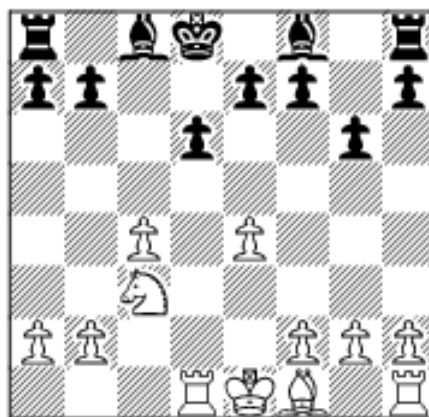
7. Be3 Ng4!

This move thwarts White's plan.

8. Nxc6 Nxe3

Another good choice is 8. ... bxc6.

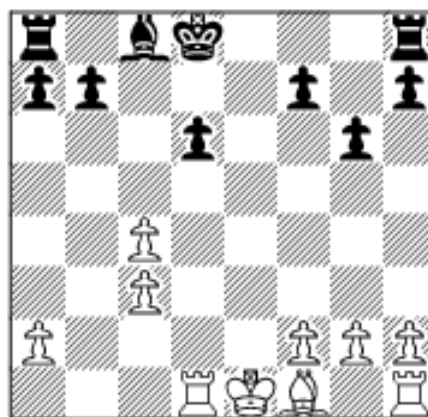
9. Nxd8 Nxd1 10. Rxd1 Kxd8



*Diagram 316
After 10...Kxd8*

Black does fine in the resulting endgame—for example, let's look at 11. e5 and 11. c5.

A 11. e5 Bg7 12. exd6 Bxc3+ 13. bxc3 exd6



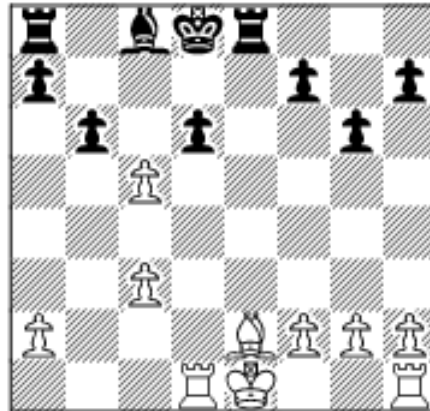
*Diagram 317
After 13...exd6*

White here tries 14. c5 and 14. Rxd6+.

A1 14. c5 Re8+ 15. Be2

Here Black has a stunning reply!

15...b6!



*Diagram 318
After 15...b6!*

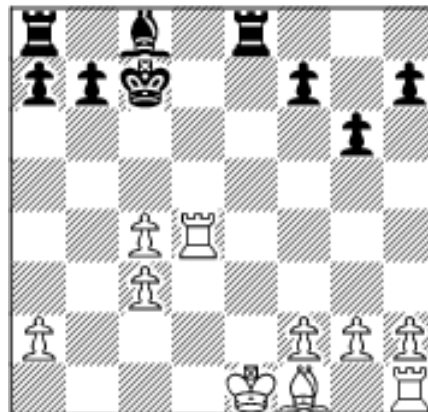
16. Rxd6+

16. cxd6 Ba6 17. Rd2 Kd7 18. Kd1 Bxe2+ 19. Rxe2 Rxe2 20. Kxe2 Kxd6

16...Kc7 17. Rd2 bxc5

The position is equal.

A2 14. Rxd6+ Kc7 15. Rd4 Re8+



*Diagram 319
After 15...Re8+*

Equal. Black is down a meaningless pawn – White's queenside pawn structure is ruined.

B 11. c5 Be6

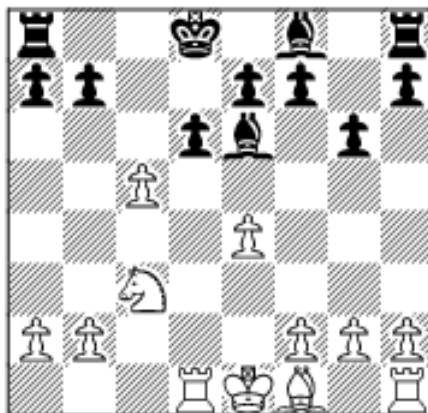


Diagram 320
After 11...Be6

12. cxd6 exd6 13. Be2 Ke7 14. Nd5+ Bxd5 15. Rxd5 Rc8 with some annoying threats.

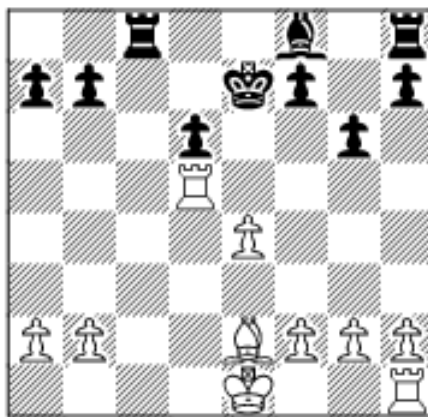


Diagram 321
After 15...Rc8

Summary:

White's Maroczy Bind setup is particularly important because it can crop up in our repertoire from a number of move-orders. Playing an early c4, White tries to suppress Black's natural play in the Sicilian by blocking the semi-open c-file and over-protecting d5. White has a number of piece-placements, which we will examine in the next five chapters. His 7. Be3, discussed in this chapter, is nullified as an attempt to get any advantage by 7. ... Ng4!.

**Chapter 10: Maroczy Bind—Introduction and 7. Be3
Memory Markers!**

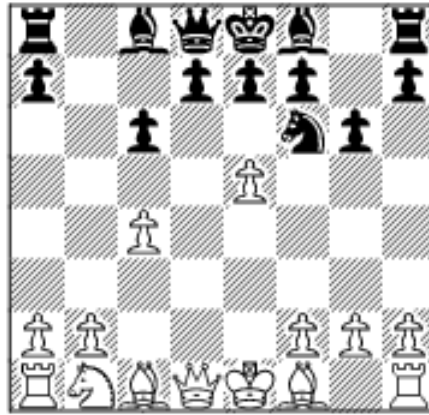


Diagram 322
After 7. e5

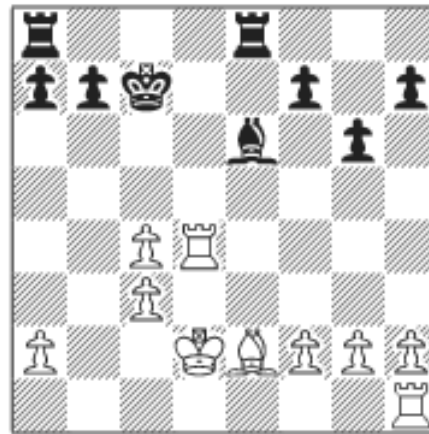


Diagram 323
After 17. Kd2

Chapter 10: Maroczy Bind—Introduction and 7. Be3 Solutions to Memory Markers!

No. 1 7...Qa5+. See page 138.

No. 2 17...Rac8 and 18...Kb8, targeting White's weak queenside pawns.
See page 139.

Game Three

Maroczy Bind

Jonathan Rowson—Vladimir Malakhov, 2003

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 g6 5. c4 Nf6



Diagram 1312
After 5...Nf6

6. Nc3 d6 7. Be2 Nxd4 8. Qxd4 Bg7 9. Be3 0-0 10. Qd2



Diagram 1313
After 10. Qd2

10...Be6 11. 0-0 Qa5 12. Rab1 Rfc8 13. b3 Ng4!

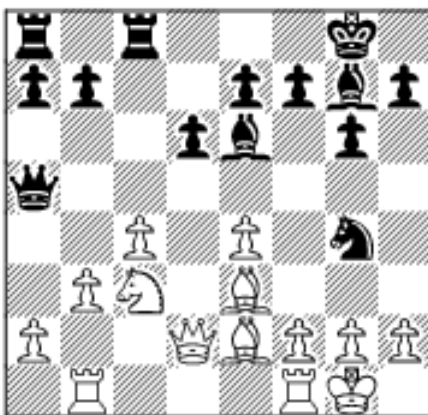


Diagram 1314
After 13...Ng4!

14. Nd5

This is Variation B2c2, Chapter 11, page 153.

14...Qxd2 15. Bxd2 Kf8 16. Bg5 Bxd5 17. exd5 Nf6

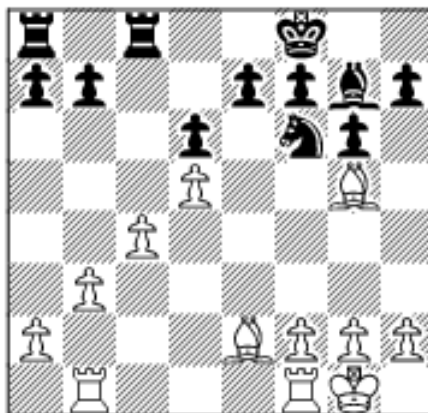


Diagram 1315
After 17...Nf6

We left the game here on page 153. This is the key endgame of this variation. White has a bishop pair, yet Black's position is solid, without any weaknesses. His plan is to play on the queenside.

18. Bd3 h6 19. Bd2 Nd7

This is the best square for the knight, where he controls the c5- and e5-outposts.

20. Rfe1 a5 21. Rbc1 Rc7

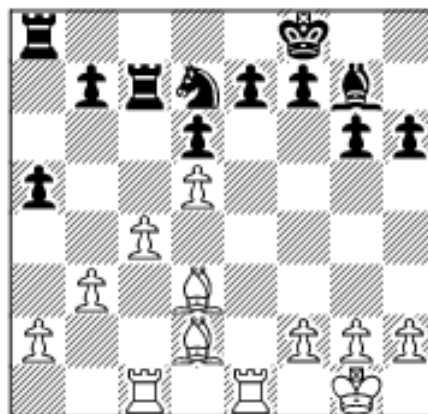


Diagram 1316
After 21...Rc7

With this quiet move, Malakhov prepares a powerful attack on the queenside.

22. f4 Bd4+ 23. Kf1 a4!

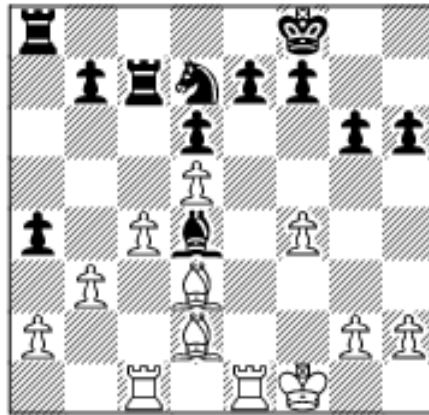


Diagram 1317
 After 23...a4!

That's the point! Now White has an unpleasant choice: to allow Black to play ... axb3 and take over the a-file, or to play b3-b4, weakening his c-pawn.

24. b4 Rac8 25. Re4 Bb2 26. Rc2 a3!

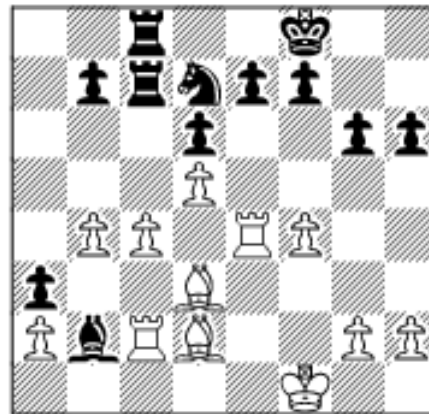


Diagram 1318
 After 26...a3!

Black takes over the initiative and stands better. He threatens ...b7-b5 or ...Nb6.

27. Bc3 Nb6 28. Bxb2 axb2 29. Rxb2 Nxc4 30. Rf2

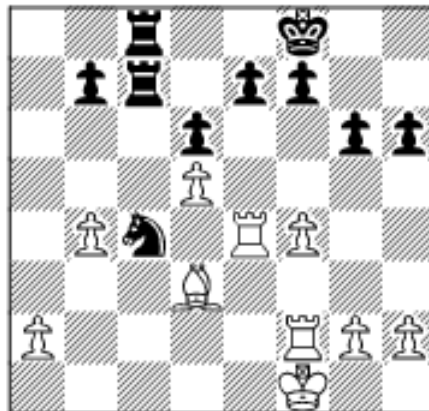


Diagram 1319
After 30. Rf2

Black is clearly better. Now pay close attention to how easily Malakhov converts his advantage.

30...Nb6

He prepares to invade along the first rank.

31. Rd4 Rc1+ 32. Ke2 Ra8 33. Ke3 Ra3! 34. g4

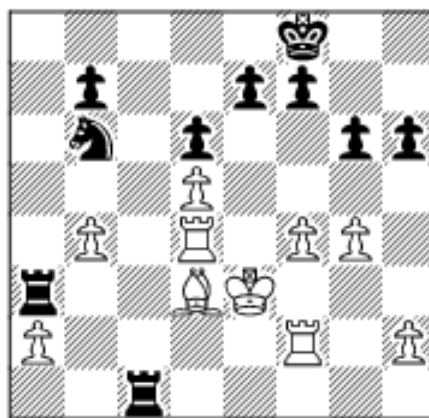
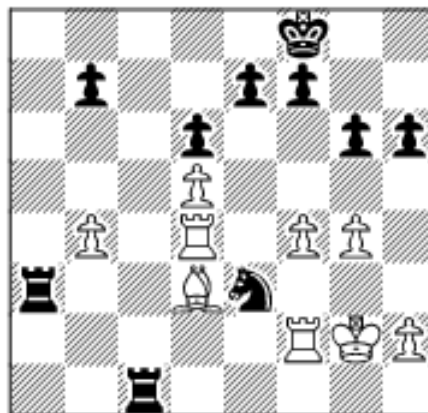


Diagram 1320
After 34. g4

White is hopelessly pinned and boxed in.

34...Nc4+ 35. Ke2 Rxa2+ 36. Kf3 Ra3 37. Kg2 Ne3+



*Diagram 1321
After 37...Ne3+*

White resigns because of 38. Kf3 Nc2!.

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