



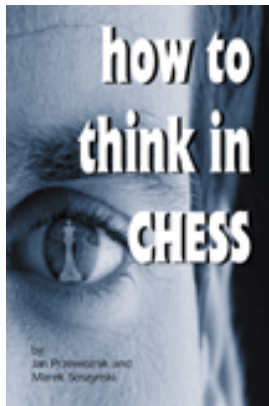
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## COLUMNISTS

### *Opening Lanes*

Gary Lane



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***Opening Lanes** is based in large part on readers' questions. Do you have a question about a particular opening line? Baffled by a branch of the Benoni or Budapest? Submit your questions (with you full name and country of residence please) and perhaps Gary will reply in his next **Chess Cafe** column...*

***Yes, I have a question for Gary!***

## The Facts of Life

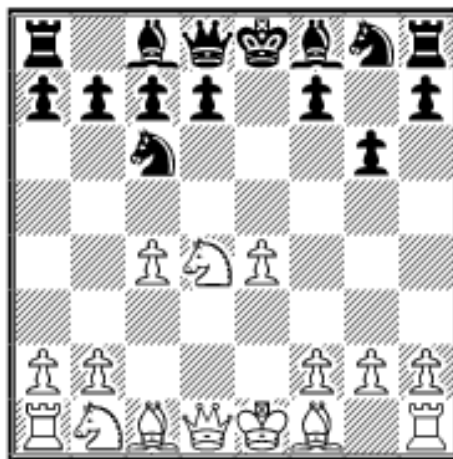
It is always intriguing when somebody comes up with a new move in a main-line variation. Anand and Kasparov are forever finding novelties around move twenty and winning in style before the thirtieth move has been played. However, according to contributors to this site it is a fact of life that few of them ever get to play their prepared line if it happens after move 10. This might explain why **Agustín F Correa** from **Buenos Aires, Argentina** is not keen to discuss the finer points of the Scotch against an opening expert. He says “Have you got games with 1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Nxd4 g6? I have played two with Black; the first by correspondence – 5 c4, and I won – but the other (by email) was awful the game ran to a 4 Knights opening and I made a big mistake. I think I had to play a sort of Larsen's variation of the Philidor's Defence.”



I can understand the attraction of 4...g6 because this is a good way to avoid main lines in the Scotch but the fact that it remains a side-line indicates that it not the most accurate reply. However, it has the merit of leading White into unfamiliar positions.

### ***Thierry Verspecht-Yves Duhayon* Belgian Team Championship 1998**

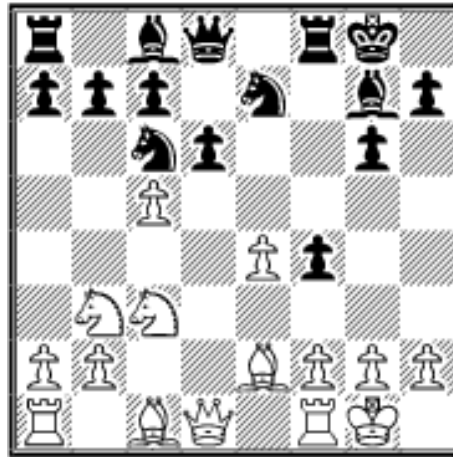
**1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Nxd4 g6** This is a good way to avoid main lines in the Scotch but the fact that it remains a side-line indicates that it not the most accurate reply. However, it has the merit of leading White into unfamiliar positions. **5 c4!?**



An old recommendation by Evans with the idea that the position resembles a sort of Maroczy Bind where the pawn on c4 will deter ...d5-d5. It is not the most critical move and Black has

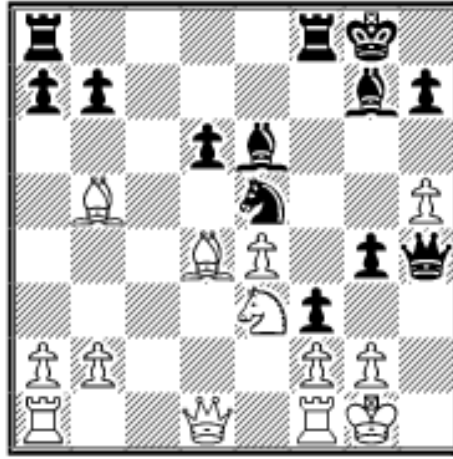
fared well against it. **5...Bg7 6 Nb3 6 Be3** to support the knight in the centre is also possible. For instance: **6...Nf6 7 Nc3 0-0 8 Be2 Re8** (Black has a comfortable game and unlike the Maroczy Bind in the Sicilian has relatively more room to manoeuvre) **9 f3 Nh5 10 0-0 Nf4! 11 Nd5? Bxd4 12 Bxd4 Nxe2+ 13 Qxe2 Nxd4 0-1** Richter-Juergens, Dortmund 1993. Also possible is **6 Nf3**, which is rather timid and allows the bishop on g7 to exert a lot of influence on the a1-h8 diagonal. Brahn-Reh, Baunatal 1998,

continued 6...d6 7 h3 Nf6 8 Nc3 0-0 9 a3?!  
 (White has vague ideas of advancing the  
 queenside pawns but he should complete  
 kingside development first) 9...Re8 10 Bd3 Ne5  
 11 Nxe5 dxe5 12 0-0 c6 13 Be3 Nh5 intending  
 ...Nxf4 with a slight edge. **6...Nge7 7 Be2 0-0 8  
 0-0 d6 9 Nc3 f5 10 c5 f4**



Duhayon is a natural,  
 attacking player and  
 jumps at the chance  
 to advance the f-  
 pawn one square  
 nearer to the white  
 king where it blocks  
 the bishop on c1 and  
 helps prepare a  
 kingside pawn

avalanche. However, it might be worth looking  
 at the alternative 10...fxe4 when 11 cxd6 cxd6  
 12 Nxe4 d5 gives Black a slight advantage. **11  
 cxd6 cxd6 12 Nd5 g5 13 h4 Ng6 14 h5?!** The  
 pawn on h5 is a long-term worry and it is hardly  
 a problem for Black to install a knight on e5  
 where White cannot easily knock it off its perch.  
 I prefer 14 hxg5 Qxg5 15 Nc7 Rb8 (15...Nh4?  
 looks strong but 16 Qd5+ wins) 16 Qxd6 Rd7 17  
 Bc4+ Kh8 18 Ne6 Bxe6 (18...Qf6? 19 Nxd8!)  
 19 Qxe6 when White has a fighting chance  
 against a strong attack. **14...Nge5 15 Bd2 Be6  
 16 Bc3 g4 17 Nd4** Of course, White wants to  
 prevent ...f4-f3 but 17 f3 is hopeless upon the  
 obvious 17...g3 intending ...Qh4 winning.  
**17...Nxd4 18 Bxd4 f3 19 Bb5 Qh4 20 Ne3**



The position is hopeless for White. For instance: 20 g3 Qh3 21 Ne3 Bh6 22 Qd2 Bxe3 23 fxe3 Qxg3+ 24 Kh1 f2 and White can go home. **20...fxg2 21 Nxc2 Qh3 22 Be2 Nf3+ 23 Bxf3 gxf3**

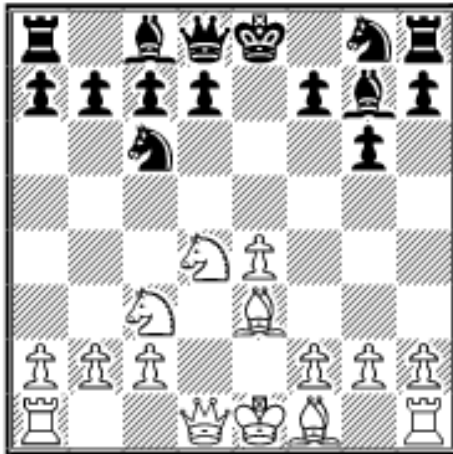
**24 Ne3 0-1** White resigned in view of 24...Rf4 intending 25 ...Rg4+ 26 Nxc4 Qg2 mate.

The four knights line is the one you have been having problems with but recent games suggest that Black has various ways to fight back.

### *Vlacheslav Slovineanu-Carlos Santos*

**Panormo 2001**

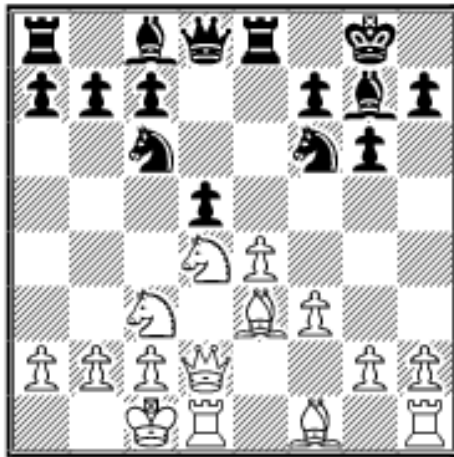
**1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Nxd4 g6 5 Nc3 Bg7 6 Be3**



This idea of developing the queen's bishop is critical because White has the aggressive idea Qd1-d2, 0-0-0 and a plan of Be3-h6 and h2-h4 with an attack.

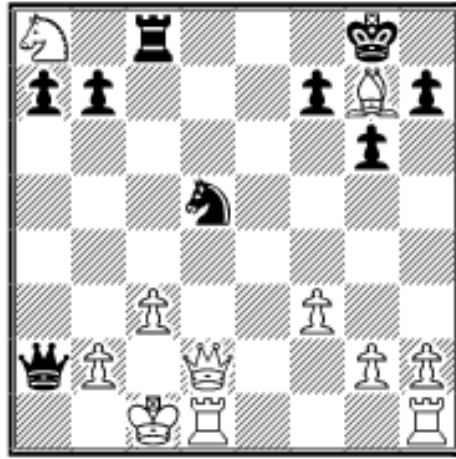
**6...Nf6 7 Qd2 0-0 8**

**0-0-0** Another idea for White is 8 Nxc6 bxc6 9 Bh6 followed by castling queenside. **8...Re8 9 f3 d5!**



It is important for Black to grasp the initiative otherwise he will roll over on the kingside. The text invites complications that will certainly catch out anyone who does not know the

possibilities. **10 Bb5** The pin on the knight is a popular reply but not critical for Black. Also possible is 10 Nxd5 to win a pawn but in the game Heinemann-Graf, Germany 2001, the top grandmaster playing Black made things look easy after 10...Nxd5 11 Nxc6 bxc6 12 exd5 Qh4! (an improvement on the old continuation 12...cxd5 because the emphasis is on attacking the queenside and the black queen prepares to swing across to a4) 13 f4 Bg4 14 Be2 Rab8 15 c3 Bxe2 16 Qxe2 Qe7 17 Rd3 (17 Rhe1 runs into 17...Bxa3 and Black is better) 17...c5 when the threat of 17...c5-c4 gave him the advantage. By the way it is worth pointing out that Graf has changed his name and used to be known as Nenashev who might be a more familiar to readers. **10...Bd7 11 exd5 Nxd4 12 Bxd4 Bxb5 13 Nxb5 Qxd5 14 Nxc7?** Who could resist forking all the major pieces? Even so 14 Nc3 is necessary. **14...Qxa2 15 c3 Rec8 16 Nxa8 Nd5 17 Bxg7**



At first sight 17 b4 seems to allow White with a perpetual check but Black can keep the game going  
 17...Qa1+ 18 Kc2 Qa4+ 19 Kb2 (19 Kd3 Bxd4 20 Kxd4 Nxc3 21 Qxc3 Qd7+

wins) 19...Nxc3 20 Qxc3 Rxc3 21 Kxa3 Qa3+ and Black has at least a draw. **17...Qa1+ 0-1**  
 White resigned rather than face 18 Kc2 Nb4+!  
 19 Kb3 Qa2+ 20 Kxb4 Rc4+ 21 Kb5 Qa4 mate.

**Pedro Neto Moreira** from **Portugal** writes, “I am a 1800 player, and I am very fond of playing the King's Indian Attack. However, sometimes I happen to run into the so-called Symmetrical Variation, e.g., 1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 0-0 0-0 5 d3 d6 6 e4 e5, and I don't seem to find any exciting continuation for White from here on; neither do I find any theoretical articles or even annotated games on this line. Even some books on the KIA seem to ignore this variation. I would appreciate very much if you could draw any kind of comment on this line and perhaps show us some ways for White to get an advantage.”

It is true this line is not always covered extensively in the books but it certainly often happens in tournaments.

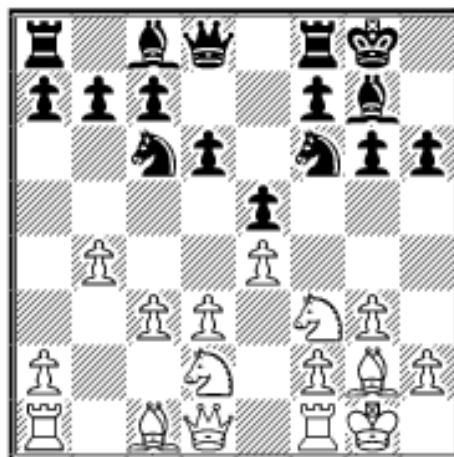
**Helmer Siepelt-Thomas Pioch** Berlin 1994  
 1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 0-0 0-0 5 d3 d6

## 6 e4 e5



This is the position that you find so frustrating. I can understand your concern because there are no obvious targets but I think the easiest way forward is to gain more space on the queenside. **7**

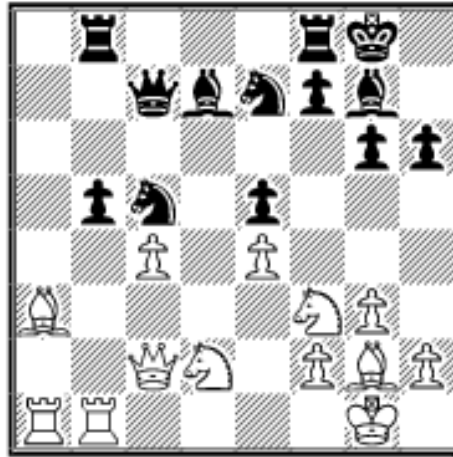
**Nbd2** The knight on d2 supports the e4-pawn in case White wishes to play d3-d4 at some stage although the basic plan is to follow up with c3 and then advance the queenside pawns. **7...Nc6**  
**8 c3 h6 9 b4**



A simple plan to grab some space on the queenside. It also allows White to consider a queenside fianchetto and eventually play d3-d4. **9...a6** Instead Black can fight the queenside advance

with 9...a5 when Sepp-Luik, Tallinn 2000, continued 10 b5 Ne7 11 d4 exd4 12 Nxd4!? (12 cxd4 with the traditional pawn centre is worth noting) 12...Bg4 13 f3 Bd7 14 Ba3 Re8 15 Rb1 Nc8 16 f4 with equal chances. **10 Bb2 b5** Pioch attempts to halt White's advance on the queenside in view of the plan a2-a4 followed by b4-b5. **11 a4 Rb8 12 axb5 axb5 13 Re1 Nd7 14 Qc2** The queen moves to allow the rooks to

unite. **14...Ne7?! 14...Bb7** looks to be logical intending to contest the a-file with **...Ra8. 15 d4!** White seizes the chance to advance the d-pawn to probe for weaknesses. Of course, with a knight on c6 it would not be possible because after a pawn exchange on d4 then the b-pawn would have been hanging. **15...c5 16 dxc5 dxc5 17 bxc5 Nxc5 18 Ba3 Qc7 19 Reb1 Bd7 20 c4!**



White has most of his forces congregated on the queenside so it makes sense to open lines of attack. **20...Rfc8 21 cxb5 Rxb5 22 Rxb5 Bxb5 23 Rc1** The pin on the c-file is decisive

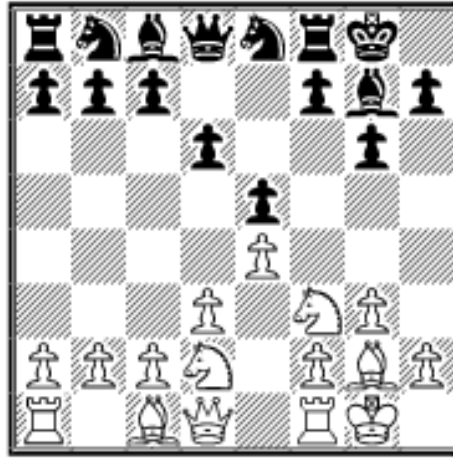
because the bishop on a3 has its eye on the e7 knight. **23...Ne6 24 Qxc7 1-0**

In my experience a lot of players with Black try to play **...f7-f5** as soon as possible so one has to be prepared.

***Stefan Schuettler–Thorsten Kleindienst***  
**Waldshut 1991**

**1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 0-0 0-0 5 d3 d6 6 Nbd2 e5 7 e4 Ne8**





A standard idea to play ...f7-f5 to initiate a kingside attack. This idea will particularly appeal to King's Indian Defence players because it steers the game to familiar territory. 7...Nh5

should not be met by 8 Nh4 because it is well met by 8...Nf4. I prefer 8 Ne1 with the idea that 8...f5? runs into 9 exf5 Bxf5 10 g4 forking the two pieces. **8 Nh4!?** This is a good idea because Black makes clear his intention to play ...f7-f5, which prompts White to set a cunning trap.

**8...f5? 9 exf5 gxf5 10 Bd5+!**



It is remarkable that an opening with a reputation for being quiet has pushed Black to the brink of defeat. **10...Kh8 11 Qh5** The big threat is 12 Ng6 mate!

**11...Rf6** If 11...Qf6 to cover the g6

square then White can achieve a winning position with 12 Ne4! fxe4 13 Bg5 when the black queen has run out of decent squares. **12 Ndf3 Nd7 13 Ng5 Nf8 14 Ng6+!**



1-0

I am happy to say I still receive material on the Colle due to recent discussions on this column and due to the publication of my book *The Ultimate Colle*.

Indeed, **David Flude** from **Melbourne**.

**Australia** sent me a copy of a game that was published in *Correspondence Chess News* and by a happy coincidence the winner of that very game sent his victory via the Internet. Mike Donnelly is an English player who at correspondence level is an international master. He was the English representative in a Russian Postal Invitation Tournament and this example 'only' took three years to complete!

### ***Mike Donnelly-Y.Karelin Correspondence*** **1998-2001**

**1 Nf3 d5 2 d4 Nf6 3 e3 e6 Jan van Gils** from **Belgium** wanted to know what happens after 3...Bf5, which in fact has already been discussed in a previous column. However, I am happy to add a little more on the subject. It is possible to play 4 c4 aiming to take advantage of the bishop being on f5 by playing Qb3 to target the b7- and d5-pawns. For instance: 4...c6 (or 4...e6 5 Nc3 c6 6 cxd5 exd5 7 Bd3 Bxd3 8 Qxd3 is equal, Plumanns-Maes, Belgian Team Ch 2001) 5 Qb3 Qc7 (5...Qc8!?) 6 Nc3 e6 7 Bd2 Be7 8 Rc1 dxc4 (if 8...0-0 then 9 cxd5 exd5 10 Nxd5! Nxd5 11 Qxd5 with advantage to

White) 9 Bxc4 0-0 10 0-0 h6 11 Ne5 with equal chances, Ramon-Fleitas, Havana 2001. I quite like 4 Bd3 which might not be a Colle but after 3...Bf5 one has little choice but to change plans. In Baltazar-Perez Cortes, Mexico 2001, Black tested 4...Bxd3 and White replied 5cxd3 in order to boost the centre. That game went 5...e6 6 Nc3 Be7 7 0-0 Nbd7 8 e4 (this is the theme of the line because White is able to create a pawn centre) 8...dxe4 9 dxe4 0-0 10 Qb3 Nb6 11 a4 a5 12 Rd1 Qc8 13 Bf4 c6? 14 Qxb6 Bb4 (perhaps Black was planning to trap the white queen but more likely he just blundered) 15 Qc7 1-0 4 **Bd3 c5 5 b3**

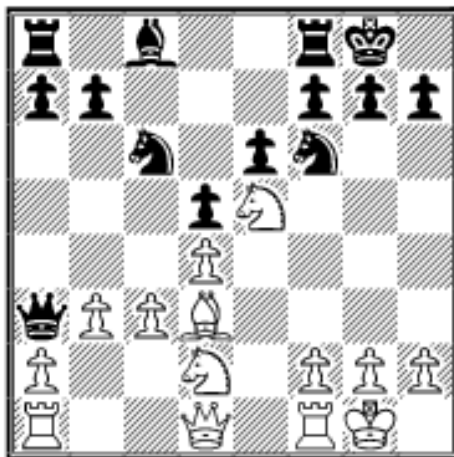


This line is known as the Colle-Zukertort System and the major difference between a standard Colle is that the queen's bishop is quickly developed.

**5...Nc6 6 Bb2 Bd6 7 0-0 0-0 8 Nbd2 8**

c4 is also possible, steering Black away from the main line. **8...Qe7 9 Ne5 cxd4 10 exd4 Ba3 11 Bxa3** It is also possible to play the calmer move 11 Qc1 when T.Le-M.Koursova, Oropesa del Mar 2001 continued 11...Bxb2 12 Qxb2 Qb4?! (the queen is fine on e7 so 12...Bd7 should be considered) 13 c3 Qb6 14 Rae1 Bd7 15 f4 (a standard idea in the Colle that adds more support to the knight on e5 and makes room for the manoeuvre Rf1-f3 intending to swing the rook across to the g or h-file) 15...Rfd8 16 Kh1 Rac8 17 Rf3 Rc7 18 Rh3 g6 19 Ndf3 Ne7 20 Qf2

gave White a strong attack. **11...Qxa3 12 c3!?**

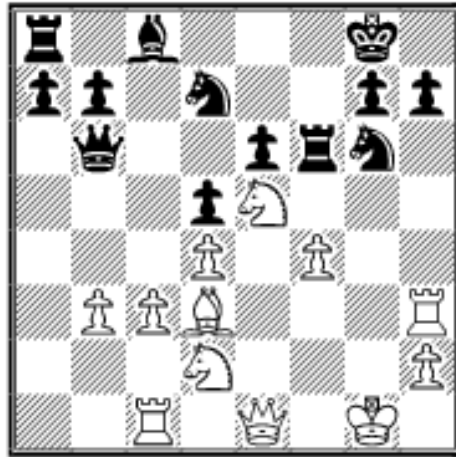


This is the relatively new idea, which stops the black knight coming to b4. In the famous game Bogljubov-Capablanca, New York 1924, White tried 12 Ndf3 when 12...Bd7 13 Nxc6

Bxc6 14 Qd2 Rac8 when Black is slightly better. **12...Qb2** Black accepts the challenge and starts to chase pawns. In the game M.Knecht-Van Buskirk, Philadelphia 2001, Black resolved to get rid of the knight on e5 with 12...Nxe5 but after 13 dxe5 Nd7 14 Qe2 f6 15 exf6 Nxf6 16 Nf3 Bd7 17 Ne5 White has managed to manoeuvre the queen's knight to the strong e5 square with an edge. **13 Rc1 Qxa2** In exchange for the pawn White is able to quickly create attacking chance on the kingside and with the black queen poorly placed on a2 the hope is that it will triumph. It is still not clear who is doing best but the results are encouraging for White. **14 f4 Qa5 15 Rf3** I suspect at a practical level White's initiative will be useful when Black has little time to consider a tough defence.

Therefore, it is interesting that in a correspondence game Black had days to ponder what to do but still failed to impress. **15...Qb6 16 Qe1** The queen prepares to join the kingside attack usually via h4. Of course 16 f5? is a disaster for White upon 16...Nxe5 because the d-pawn is pinned. **16...Ne7 17 g4** In a closed

position it is possible to safely advance the kingside pawns because Black has difficulty quickly infiltrating and threatening the white king. **17...Ng6 18 g5 Nd7 19 Rh3 f5?** Or **19...Nxf4** runs into **20 Bxh7+ Kh8 21 Rh4** with a simple win. Perhaps **19...Ndxe5** is the best bet to exchange off one of the attacking pieces. **20 gxf6 Rxf6**



**21 Bxg6 h6**

Donnelly though this was an annotation error or a way to prolong the game. However, Black has a pretty horrible choice because **21...hxg6 22 Qh4** threatens mate on h8

when **22...Nxe5** loses to **23 Qh8+ Kf7 24 Rh7**.

**22 Qg3 Nf8 23 Bd3 Bd7 24 Ng4** At this point the Russian wisely decided to save his stamp money. **1-0**

And finally, **Lionel Laffranchise** from **France** asked a series of questions including this one “After **1 f4** !? I am always a bit annoyed. Is it possible to play **1...e5** ? Is this move a good move or not?”

Well, before I debate the good or bad points of **2 fxe5 d6 3 exd6 Bxd6 4 Ng3 g5!?**. It is worth pointing out that you are just as likely to play the following position. **1 f4 e5 2 e4...**



Yes, it is the King's gambit and you are probably wondering what to do on move 2!

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