

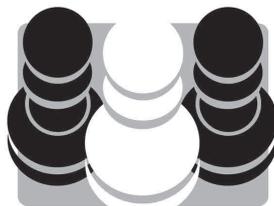
Playing 1.e4

French Defence & Sicilian Sidelines

– a grandmaster guide

By

John Shaw



Quality Chess
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Preface

The purpose of *Playing 1.e4* is to supply a top-class repertoire for White. This second volume covers the French Defence and some Sicilian sidelines. The first volume covered the Caro-Kann, 1...e5 and minor lines. The repertoire is completed by the third volume on the main lines of the Sicilian. My original intention was to create a two-volume complete repertoire, with the French and Sicilian in just one volume, but the material grew to such an extent that a split was essential.

In creating a 1.e4 repertoire, one could choose the sharpest lines, cover them in full academic detail, and supply a complete repertoire spanning a multitude of volumes. Or one could create a slim, single-volume repertoire by ducking all the theoretical challenges and giving “club players’ favourites” such as the King’s Indian Attack. My three-volume series is at neither extreme. It delivers a repertoire which I am confident will be effective even at GM level, but it demands a workload from the reader that is manageable, albeit challenging in places.

The main defence met in this volume is the French: 1.e4 e6. After 2.d4 d5 the absolute main line is 3.♖c3, as Negi covered in his *Grandmaster Repertoire 1.e4*. I believe Negi’s anti-French chapters are among the best analysis Quality Chess has ever published, but note that Negi’s repertoire includes many sharp lines, so you need to keep updating regularly. I am duty-bound to offer an alternative, so I have gone a very different route to Negi – I recommend the Tarrasch variation with 3.♗d2, which is popular at GM level but should be comparatively low maintenance. Also, I am a positional player, and I have always found 3.♗d2 to be easier to play than 3.♖c3, as the Tarrasch tends to lead to rational, controlled positions where White often has the better structure. This applies particularly to the 3...♗f6 main lines, where we will see many examples of Black suffering from a nasty hole on e5.

In the final three chapters of this volume we start our fight against the Sicilian, with some minor lines for Black. My choice is the Open Sicilian, as I feel the anti-Sicilians are not threatening enough to form an ambitious repertoire. But I will have much more to say about the Sicilian in the next volume.

As with my previous books for Quality Chess, my name is on the cover, but creating the book was a team effort. I had the final say on words and analysis, but I was aided by GM Jacob Aagaard, IM Andrew Greet and Nikos Ntirlis.

I hope you enjoy reading this book, and that *Playing 1.e4* leads you to success.

John Shaw
Glasgow, April 2018

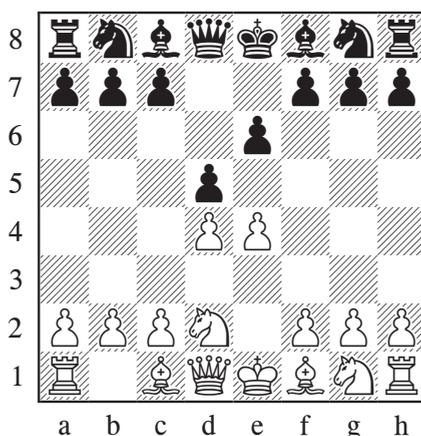
Introduction to the Repertoire

Chapters 1-11 French

1. e4 e6

The French Defence is the third most common reply to 1.e4, so this is a vital part of our repertoire. My recommendation is the Tarrasch Variation, as I feel it strikes the right balance of challenging for an edge without requiring extreme levels of memorizing theory.

2. d4 d5 3. ♘d2



And here we are, at the tabiya of the Tarrasch. I would like to introduce some *Rules of Thumb* about how we should handle this system:

- 1) We play e4-e5 in response to ...♗f6.
- 2) We play exd5 when we see ...c5, but *not* if we have played our bishop to d3 – which therefore means that in the 3...c5 4.exd5 lines, we will not place our bishop on d3!
- 3) ♗gf3 is *not* necessarily an automatic move, because if we play it, then we need to have a clear idea of where the d2-knight is heading. However, if Black plays a slow move which does not put immediate pressure on our centre, then 4.♗gf3 will generally be our choice.

The value of these guidelines will become clearer after you read through a few chapters.

Chapters 12-14 Sicilian Sidelines

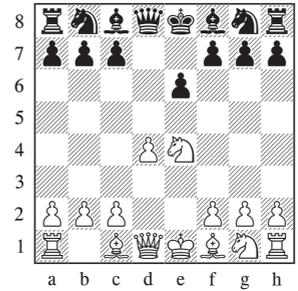
1.e4 c5

The Sicilian Defence has long been regarded as Black's most challenging response to 1.e4. We need a serious weapon against it, and to me that means the Open Sicilian.

2.d4

Against Black's most popular 2nd moves our response will be 3.d4. The different variations all have their own themes and ideas, which we will see one chapter at a time. In this volume, we will start with a few Black sidelines, leaving the main lines for the final volume.

Chapter 10

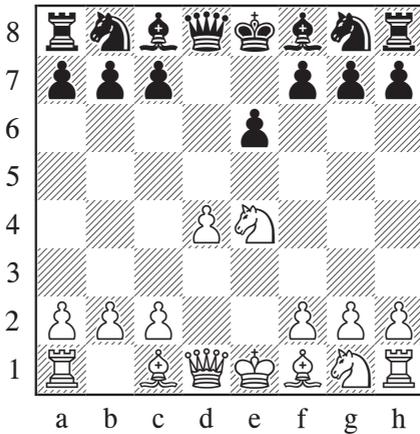


Rubinstein

1.e4 e6 2.d4 d5 3.Nd2 dxe4 4.Nxe4

A) 4...Qd5?!	254
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C) 4...Nf6!? 5.Nxf6†	257
5...Qxf6 <i>Game 32</i>	257
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D) 4...Qe7 5.Nf3 Nf6 6.Nxf6† Qxf6 7.Qd3	264
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1.e4 e6 2.d4 d5 3.♘d2 dxe4 4.♘xe4



The 3...dxe4 variation is the place in the French where Negi's repertoire and this book's repertoire re-converge after 1.e4, as of course it makes no difference whether the knight reaches e4 via d2 or c3. Naturally, I have chosen different lines from Negi (with one tiny exception) to offer something fresh, rather than just do a lazy copy-and-paste.

4...♗d7 is the Fort Knox, which is worth a chapter of its own. See the next chapter, beginning on page 286.

This chapter is called 'Rubinstein' but before we get to the main event we shall consider a few rare 4th moves: **A) 4...♖d5?!**, **B) 4...b6**, **C) 4...♘f6!?** and **D) 4...♙e7**. Then **E) 4...♘d7** is the Rubinstein Variation, which is of course the main line in this chapter.

A) 4...♖d5?!

A strange Scandinavian/French hybrid.

5.♘c3!?

5.♙d3 was Negi's choice, which is of course also fine.

5...♙b4 6.♘f3

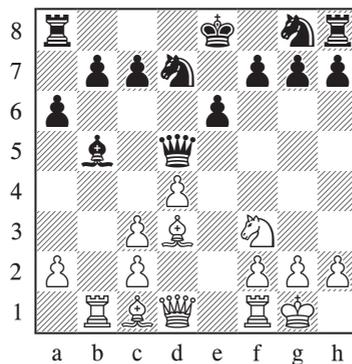
Black has a variety of options, but eventually we are likely to have the bishop pair and an initiative.

6...♘f6

The normal move, but the following two options are also worth a look:

6...b6 7.♙e2 ♗b7 8.0-0 ♙xc3 9.bxc3 ♘f6 10.c4 ♖d6 In Takle – Arvola, Fagernes 2013, the direct 11.♘e5!N would have been strong. After 11...0-0 White can choose between 12.♙f4 and 12.♙f3, with excellent play either way.

6...♙d7?! Similar plans work well in other openings, with the Nimzo-Indian the classic example: Black plans to take on c3, followed by exchanging light-squared bishops, and seizing control of the c4-square. It's the last part that is the problem here, as White will win the fight for c4. 7.♙d3 ♗b5 8.0-0 ♙xc3 9.bxc3 ♘d7 10.♖b1 a6



In Razuvaev – Kuzmin, Baku 1972, White had many ways to make progress, but most direct was: 11.a4!N For example: 11...♙c4 12.♙a3 ♘gf6 13.♘d2 ♙xd3 14.cxd3± White's next moves are likely to be ♘f3 and c3-c4; Black is close to lost.

7.♙e2!?

I like this rare move, with later ideas of ♘e5 and ♙f3.

Equally strong, but more than ten times as common, is 7.♙d3.

7...♘e4

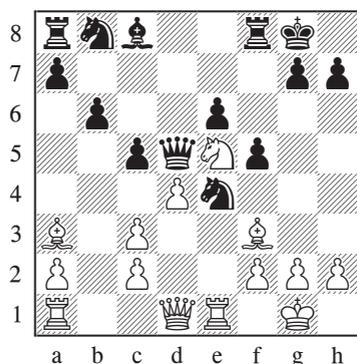
The text move is the most testing of a few options:

7...0-0 8.0-0 ♖d8 9.a3 ♙e7 10.♘e5 ♘bd7 11.♙f3± was pleasant for White in Lokander – J. Fries Nielsen, Copenhagen 2013.

7...c5 8.0-0 ♙xc3 9.bxc3 0-0 10.♙a3±

For opening prep, we have seen enough, but we can follow a game by one of the greats of 19th century chess:

10...b6 11.♘e5 ♘e4 12.♙f3 f5 13.♖e1

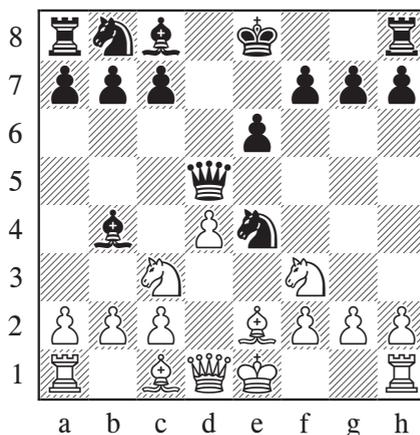


13...♞d8?!

Better was 13...♙b7 14.c4 ♖d6 but then 15.♞b1!± is a cheekily effective move, based on the following tactics: 15...♘c3? 16.♙xb7! ♘xd1 17.♞bx d1 ♘d7 18.dxc5 Black must give up his queen. 18...♖xd1 (18...♖xe5 19.♞xe5 ♘xe5 is a transposition) 19.♞xd1 ♘xe5 20.c6! ♞ad8 21.♞xd8 ♞xd8 22.♙f1 ♘xc6 23.♙xc6+– Two bishops will outgun a rook in an ending.

14.♙xe4 fxe4 15.♖h5 ♖b7 16.dxc5 ♖e7 17.c6 ♖xa3 18.♖f7† ♙h8 19.♞e3 g6 20.♘g6†

1-0 Blackburne – Grimwood, Great Britain (simul) 1873.



8.0-0!N

At first this seems to make no sense, as the knight fork on c3 will kill all White's compensation, but that fork will never land.

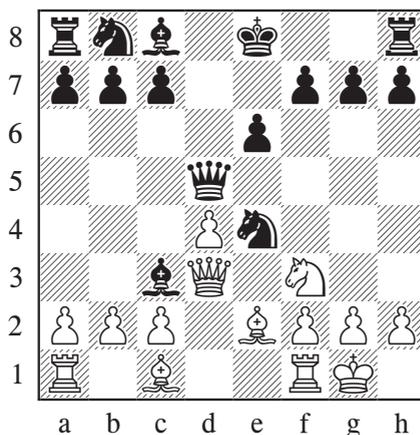
8...♙xc3

Aiming for the knight fork.

8...♘xc3 9.bxc3 ♙xc3 10.♞b1 offers great compensation for White. 10...c5! The only way to avoid a rout. (The apparently cautious 10...0-0?? in fact drops a piece after 11.♖d3! ♙a5 12.♞b5.) 11.♙a3 ♙b4 12.c4 ♖d8 13.♙xb4 cxb4 14.♞xb4±

9.♖d3!

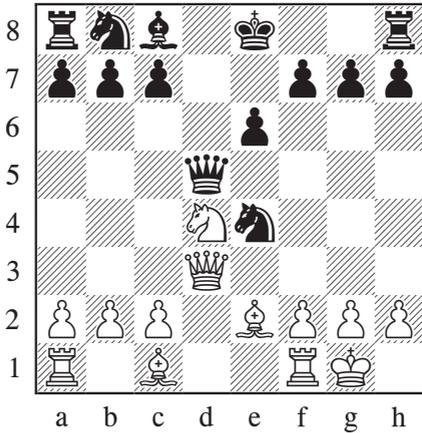
A computery move, but also a good one. White will regain one minor piece or the other, as the enemy queen can be kicked away.



9...♙xd4

The best option. Trying to keep the extra piece fails: 9...♙a5 10.c4 ♖f5 (even worse is 10...♗c6?! 11.♘e5) 11.♘h4 ♘c5 12.♗g3 ♗f6 13.dxc5±

10.♘d4±

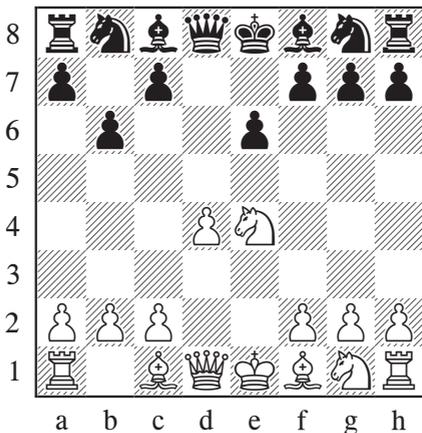


White has more than enough compensation, even if the queens come off. I will extend the line, in case anyone doubts the assessment. For example:

10...♘d6 11.c4 ♗e5 12.f4 ♗e4 13.♗xe4 ♘xe4 14.♘b5 ♘a6 15.♙f3 f5 16.b3

White is doing well after either 16...0-0 17.♞d1± or 16...♙d7 17.♙a3±.

B) 4...b6



A rare and unappealing move. Carlsen did play it once, but just in an internet blitz game, where anything goes.

5.♘f3

Negi's choice was 5.♗f3!?, which is also fine.

5...♙b7 6.♙b5±

A standard idea against ...b7-b6 ideas.

6...c6 7.♙d3±

This short line is sufficient knowledge against 4...b6; obviously White is a little better. But it's always useful to have a rough idea of typical play, so I will add a few illustrative lines:

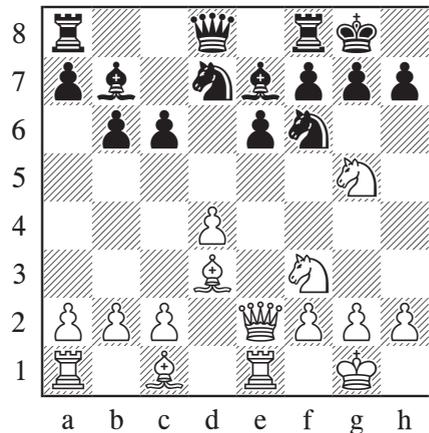
7...♙e7 8.♗e2 ♘f6 9.0-0 ♘bd7 10.♘eg5!?

Playing in lively anti-Caro-Kann style; sacs on e6 or f7 are in the air.

10...0-0

Instead 10...♘d5? loses to 11.c4!, for example: 11...♘b4 12.♙xh7! ♗c7 13.♙g6! was Solodovnichenko – Freitag, Senden 2008.

11.♞e1



11...c5

A thematic move, hoping White's attack is a bluff.

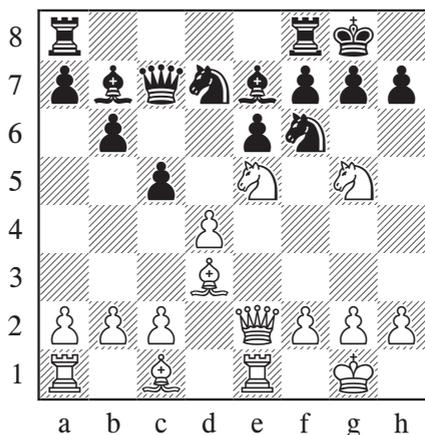
11...h6? takes the hope-it's-a-bluff approach to extremes: 12.♖xe6 That's so obvious it's not worth an exclaim; we can quickly see a full game: 12...fxe6 13.♞xe6† ♕h8 (or 13...♞f7 14.♙g6+-) 14.♗h4! ♞e8 15.♗g6† ♕h7 16.♗xe7† 1-0 Kieninger – Tautvaisas, Oldenburg 1949.

11...♞e8N would show more awareness from Black about the danger, but a simple developer such as 12.♙d2!† is promising for White.

12.♗e5!

Objectively, 12.♗xe6 also works, but after 12...♙xf3 13.gxf3 fxe6 14.♞xe6† ♕h8 15.♞xe7 ♞c7 the position is difficult to play due to White's exposed king; the main line is far more practical.

12...♞c7



At this point I suggest varying from Kolbe – Hund, corr. 1987, which continued rather slowly with 13.f4.

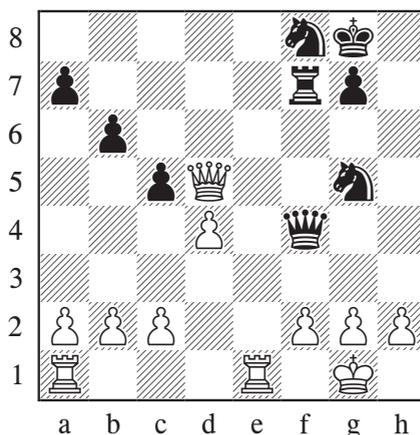
13.♗exf7!N ♞xf7 14.♞xc6 ♙d5 15.♙xh7† ♗xh7

One of the problems with 15...♕f8? is that Black is not threatening to take our queen, so 16.♙g6!+- decides.

The text move is Black's only way to continue resisting. The following line is forcing:

16.♞xd5 ♙xg5 17.♞xa8† ♗df8 18.♙xg5 ♗xg5 19.♞d5 ♞f4

White has various good options, but one simple one is:



20.dxc5 ♞xf2† 21.♕h1 ♞xc5 22.♞xc5 bxc5 23.♞e2±

Two knights against a rook and two pawns is an ugly matchup in the endgame, especially when the knights have no good outposts.

C) 4...♗f6!?

GAME 32

Vassilios Kotronias – Danilo Canda

Dubai Olympiad 1986

1.e4 e6 2.d4 d5 3.♗d2 dxe4 4.♗xe4 ♗f6!?

Most of the 3...dxe4 lines are rather dull; Black often accepts a slight disadvantage but hopes his solid structure will save him. 4...♗f6 is an exception as it can lead to some fun lines.

5.♗xf6†

Negi's suggestion was 5.♙d3 with a likely transposition to his Rubinstein coverage. An

efficient solution, but I don't recommend ♕d3 against the main line of the Rubinstein, so we need to go a different way.

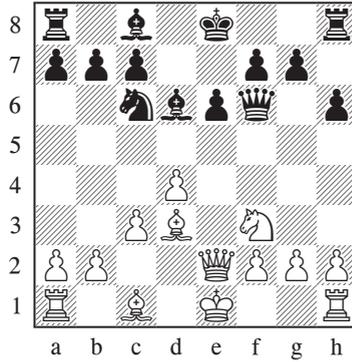
5... ♖xf6

This line could work as a surprise weapon. However, if White is ready, then gaining an advantage is quite straightforward.

The more entertaining 5...gx6!? will be seen next in Game 33.

6. ♖f3 h6 7. ♕d3±

It would be tempting to stop here and say White is obviously better, but in fact we need to be ready for Black's main idea: if Black can later safely play an ...e6-e5 break, then the resulting symmetrical structure should be fine for him.

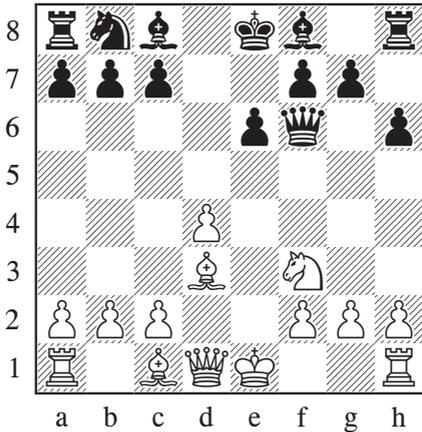


Black has a choice of which side to castle; whichever way he goes, we go the other, and then fire up the attack.

i) 9...0-0 10.h4!N

With the vicious threat of ♕g5!

Much less convincing is 10.g4 e5∞ threatening ...♕xg4.



7... ♖c6

The most testing line; by hitting d4 Black prevents a quick ♖e2.

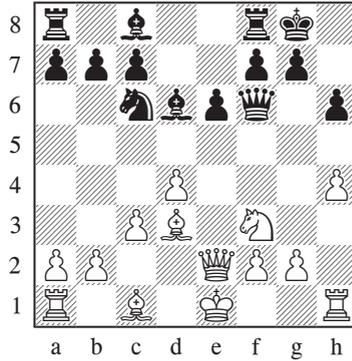
7... ♕d6

This gives White a chance to clamp down on the ...e5 break in simple fashion.

8. ♖e2! ♖c6

Or 8...♖d7 9. ♕d2!? with the idea 9...e5? 10. ♕c3.

9.c3



10...e5

Making an escape square for the queen on e6.

10...♖e8 makes a square for the king on f8, but the attack is still too strong after: 11. ♕g5! hxg5 12.hxg5 ♖d8 13. ♖e4→ Black will not survive. For example, 13...♖f8 14. ♖h7 is a good start.

Black's best try is 10...♖d8 but after 11. ♕e3→ White plans to castle long, with a powerful attack; the pawn on h6 is a handy hook.

11.d5

Taking away the e6-square; hitting the knight is just a bonus.

11...e4

Giving up a pawn for nothing is the only way to avoid instant disaster.

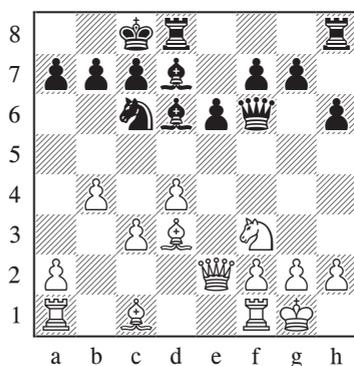
There is no time for 11...♘e7? due to 12.♙g5!.

12.♙xe4 ♖e7 13.0–0±

ii) 9...♙d7 10.0–0 0–0–0

Admittedly Black could choose 10...0–0 but then ...♙d7 was a feeble little move; 11.♖e1 is comfortably better for White.

11.b4!±



This position was first played in 1867 and is still being tried today, but Black players should give it up, as White is much better. The first game is worth seeing in full, as White's play is ideal:

11...♘e7 12.♘e5 ♘d5 13.♙d2 ♘f4 14.♙xf4 ♗xf4 15.g3 ♗f6 16.a4 ♙xe5 17.dxe5 ♗e7 18.a5 f6 19.a6 ♙c6?

Instead 19...b6 should have been an automatic move, even though Black is still in grim shape after any reasonable move, including 20.♙e4.

20.axb7† ♗xb7 21.b5 ♙e8 22.♙e4† ♗b8 23.♖xa7 ♗xa7 24.♖a1† ♗b6 25.♖a6† ♗c5 26.♗e3† ♗c4 27.♗e2† ♗c5

Draw?

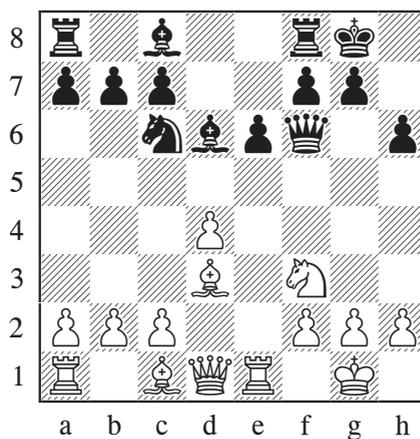
28.♗b2 ♖d1† 29.♗g2

1–0 Mackenzie – Reichhelm, Philadelphia 1867. White was Captain Mackenzie, one of

Scotland's best ever players. Mackenzie was educated at Aberdeen Grammar School, which trivia I mention because in the next century British Champions R.F. Combe and GM Jonathan Rowson attended the same school, though not at the same time as each other.

8.0–0 ♙d6 9.♖e1 0–0

White needs to be aware that Black is ready for the ...e6-e5 break.



10.♙e4!

Hitting the c6-knight means that the ...e5 break can only be played as a sacrifice.

10.c3?! is an example of what *not* to do: 10...e5! 11.dxe5 (or 11.d5 ♘e7 12.c4 is a vital tempo slower than the 10.c4 option below) 11...♘xe5 12.♘xe5 ♙xe5=

However, a good alternative is: 10.c4!? ♖d8 (10...e5?! allows 11.c5 ♙e7 12.dxe5 ♗e6 13.♙b1!± with a crude but effective plan) 11.♙e3 e5 12.d5± In Arango Arenas – Bejarano, Medellin 2016, we finally see a case where allowing ...e6-e5 is no problem; the point is that the knight must move to a bad square, as the usual retreat with 12...♘e7?? loses a piece after 13.c5.

10...♖d8 11.♙e3

I know it's getting repetitive but 11.c3?! e5 is one to avoid.

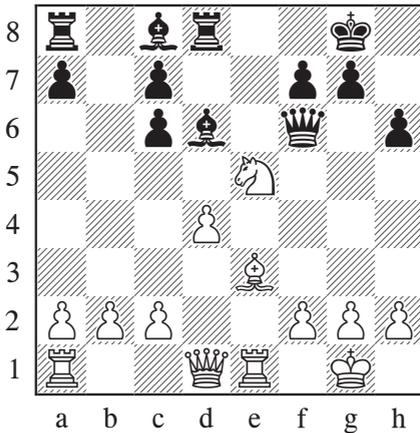
11...e5

Black seeks activity, even at the cost of a pawn.

Against calmer moves, White will simply expand. For example, 11...♘e7 12.c4 was Belkhodja – Chokbengboun, St Chely d'Aubrac 2002, or 11...♙d7 12.c4 as in Szabo – Van den Tol, Zaandam 1946. In both cases, White has more space and better coordination.

12.♙xc6 bxc6 13.♘xe5±

If you squint your eyes, it could be a Marshall Attack. Except in the real thing Black would probably have provoked g2-g3, and have his queen lurking menacingly on h3, so the game position is a cheap imitation.



13...c5

Black hopes the bishop pair will offer him compensation, but it is not convincing, as White is both solid and active.

13...♙e5 14.dxe5 ♜xd1 15.exf6 ♜xa1 16.♜xa1± leaves White with an extra pawn and the better structure, so the opposite-coloured bishops do not make this drawish.

14.♞h5

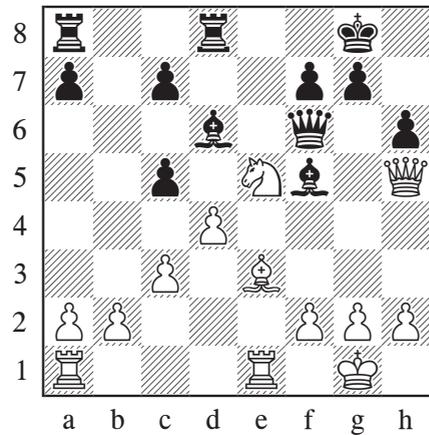
The most active option, but even the dull 14.♞f3± is better for White.

14...♙f5?!

The bishop achieves little here.

Instead 14...cxd4 15.♙xd4 ♙b4 might have offered more chances. For example 16.c3 ♜xd4 17.cxd4 ♙xe1 18.♜xe1 ♙b7 is better for White, but at least the bishop is a fine piece.

15.c3



15...♙xe5?!

Dropping a second pawn.

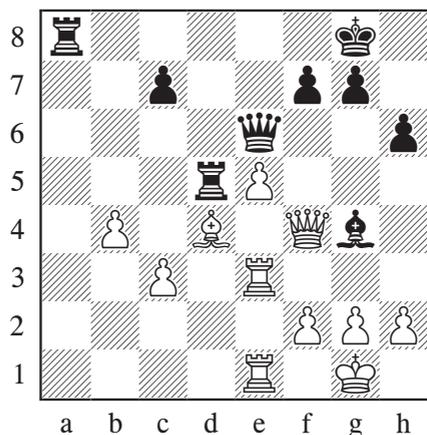
Black should have kept the tension with a move such as 15...♜e8, but after 16.♘c4± White is a solid pawn up.

16.dxe5 ♞e6 17.♙xc5 ♜d5 18.♞f3!

Keeping the material.

Black must have been hoping for 18.♙d4?! c5 when he wins the e5-pawn.

18...♞b8 19.b4 a6 20.♙d4 ♜e8 21.♜e3 a5 22.a3 ♙g4 23.♞f4 ♜a8 24.♜ae1 axb4 25.axb4



Black is two pawns down and has no productive moves. White has enough control to consider a bold plan such as h2-h3, g2-g4, ♖g3, f2-f4-f5 then e5-e6. Black decided to avoid all that by resigning.

1-0

GAME 33

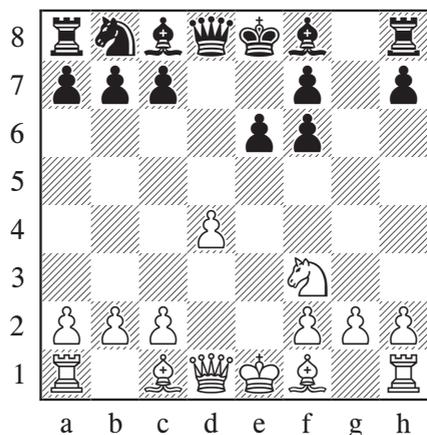
Dmitry Domanov – Alfredo Dutra Neto

email 2011

1.e4 e6 2.d4 d5 3.♘d2 dx4 4.♘xe4 ♘f6
5.♘xf6† gxf6!?

A move I was unaware of until I did my research for this book.

6.♘f3



6...♘c6!?

This rare move is the only way to make sense of Black's previous play. If Black can find a way to castle long, then the half-open g-file might be useful.

The following two moves are more common, but they are easily dealt with and require minimal knowledge.

6...b6 7.♙b5† The standard way to disrupt Black's fianchetto. 7...c6 8.♙d3± You do not need to know more about this line.

6...c5?! is the usual Rubinstein break, but it makes no sense when Black has zero development and is now struggling to find a safe location for his king on either side of the board. For example, after 7.♙e3 cxd4 8.♘xd4± White has scored heavily, with for example A. Zhigalko – Filimoniuk, Warsaw (rapid) 2012, all over in 18 moves.

7.♙c4!

It took quite some thought before I settled on this move as the best option. It is an active developer, so it makes sense if Black castles long, but it also works well against the ...e6-e5 break, which is an annoying resource for Black in many lines. It is worth a quick review of the alternatives to gain a better grasp of the position.

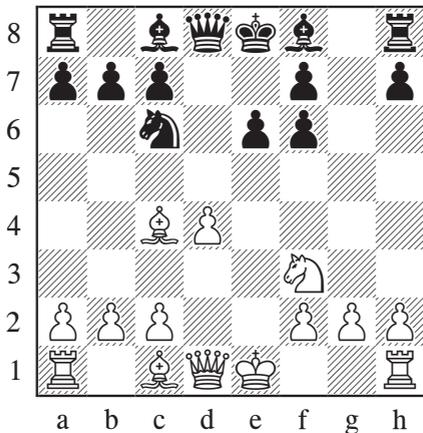
7.♙f4 Black would like to play ...♙d6, to allow castling long, and maybe also go for an ...e6-e5 break, so this move looks perfectly logical, apart from one direct problem: 7...e5! The tactical justification is 8.dxe5 ♙e7! 9.♘d4 ♙d7 10.♘xc6 ♙xc6 11.♙d4 ♙g7 12.♙e3 fxe5 13.♙g4 0-0 14.0-0-0 f5= Gregory – Santos Etxepare, email 2011.

So instead in Caruana – Rapport, Wijk aan Zee 2014, White tried 8.♙e3, but I do not believe provoking the ...e5 break helped

White. 8...♙g4[∞] was the game while 8...♙e6! was also a promising option.

7.g3 looks logical, blocking the g-file, but 7...e5! is a good reply, when White did not have much edge in the high-class game Gusan – Szczepanski, email 2010.

7.♙e3! is an interesting alternative; the game could go in many ways, with one example being: 7...♙d7 8.g3 b6 9.♙g2 ♙b7 10.0–0 0–0 11.c4↑ White's attack looked a little faster in Aharon – Ivanisevic, Jerusalem 2015.



7...♙d6

To be followed by ...♙d7 and castling queenside. Black could play many other moves, so I will offer just a couple of examples:

7...♙g8 8.0–0 was De Vriendt – Paglino, corr. 1997, when 8...e5! is messier than I would like, so instead I suggest 8.♙f4! with the obvious tactical point 8...♙xg2?! 9.♙g3.

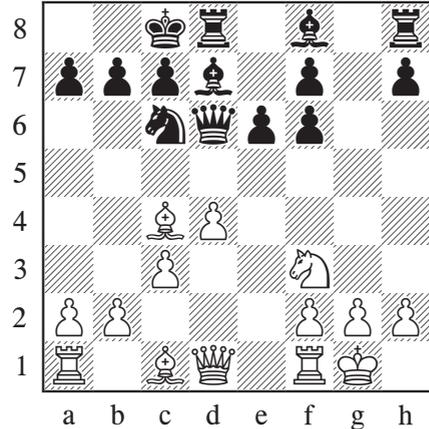
After 7...b6 as in Zidek – Wesolowski, Ostrava 2007, I suggest the simple 8.0–0N with the idea: 8...♙b7 9.d5! ♖a5 10.♙b5† c6 11.dxc6± Black's position looks shaky whether he goes for 11...♙xc6 12.♙e2 or 11...♖xc6 12.♖d4.

8.0–0 ♙d7 9.c3!

Preparing a queenside pawn storm.

Instead 9.♙e3 is well met by 9...♖e7! 10.♙b3 ♖f5 11.c4 c5[∞] as in Heimann – Rapport, Deizisau 2014.

9...0–0–0



10.b4!

With opposite-sides castling, we should not hesitate.

10.♙e2 ♖e7 11.♖d2 ♖d5 12.♖e4 ♙e7[∞] was less convincing in Naroditsky – E. Liu, Internet 2017.

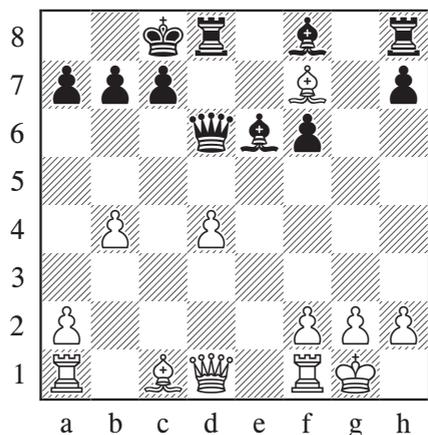
10...e5

This is the thematic plan, but White is well prepared for it.

The less forcing 10...♙g8 11.a4 also looks promising for White, who is well ahead in the race.

11.♙xf7 exd4 12.♖xd4 ♖xd4 13.cxd4 ♙e6

The logical attempt to make sense of Black's ...e5 break.

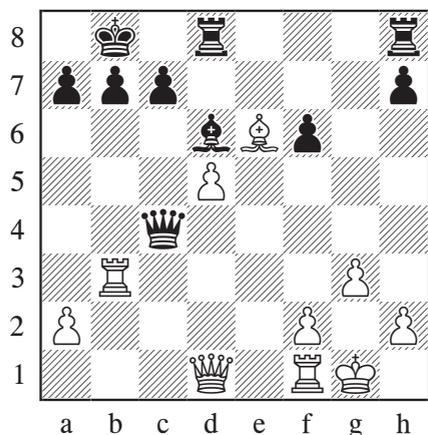


14. ♖f4!

Not caring about winning material, and correctly judging that White's light-squared bishop will be a star.

Instead after 14. ♖xe6† ♗xe6 White has an extra pawn, but his bishop is not as impressive as the one we shall see in the game.

14... ♗xf4 15. ♖xe6† ♔b8 16. d5 ♖xb4
17. ♖b1 ♖d6 18. g3 ♗c4 19. ♖b3±



Let's assess the state of play: level material and opposite-coloured bishops, but there is a massive difference between the effectiveness of the bishops. White's bishop single-handedly prevents Black's rooks from activating, while

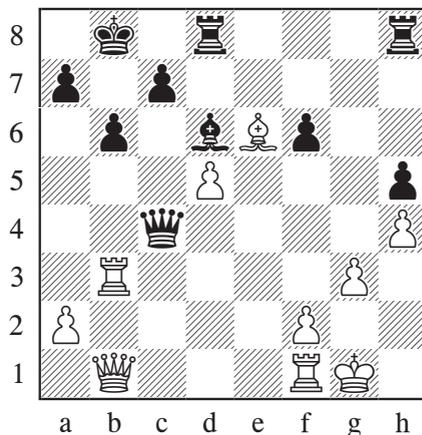
the white rooks are free to find many beautiful locations.

19...h5

With the benefit of lots of hindsight, this move fixes the pawn as a weakness, but it is tempting for Black to make some attacking gesture.

20. ♗b1 b6 21. h4

To continue his kingside attack, Black would need to play ...f6-f5-f4, but White has too much control over f5 for that to be more than a dream. So Black's play is over, while White's is just beginning.

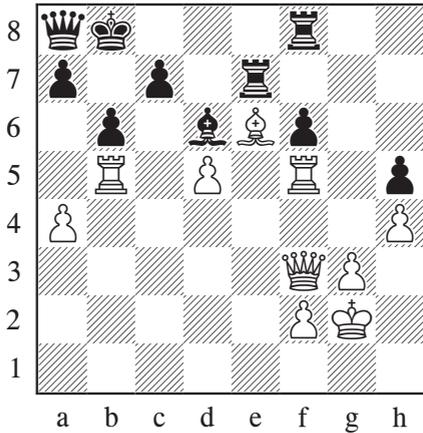


21... ♖de8 22. ♔g2 ♗a6 23. ♗c2 ♖e7 24. a4
♖d8 25. ♖f3 ♖f8 26. ♖b1 ♖g7 27. ♖b5 ♖e7
28. ♖f5

Compare and contrast the rooks. But as I said, it's the monster on e6 that makes it all possible.

28... ♖h7 29. ♗c4 ♗b7 30. ♗d3 ♖e7 31. ♗f3
♗a8

This move is not as mad as it looks; when the king steps up to b7, the queen can find some air via e8. That such contortions are necessary shows just how dominant White's pieces are.

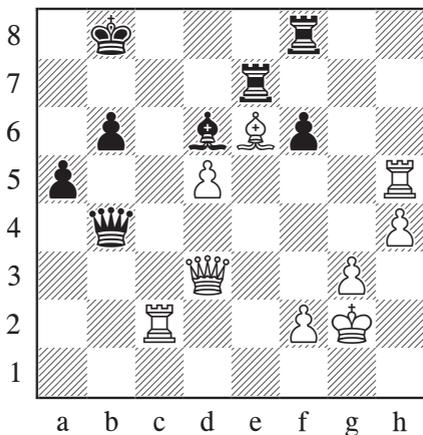


32. Bxh5!+-

Correctly creating a passed pawn before the black queen can arrive to help.

Also promising, though less convincing, is 32. Bxf6 Bxf6 33. Bxf6 Qb7! when ...We8 might save the h5-pawn.

32... Qb7 33. a5 We8 34. Bb2 Qa4 35. We2 Qa8 36. Ba2 Bb4 37. axb6 cxb6 38. Bd3 a5 39. Bc2 Qb8

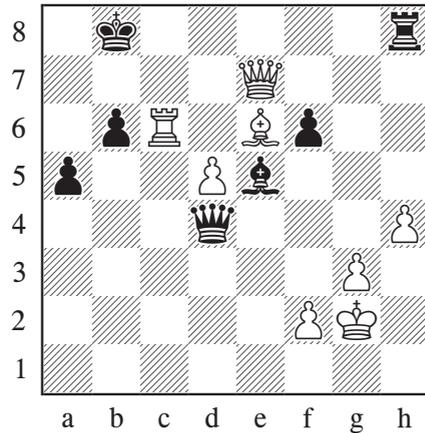


White could convert his winning advantage in many ways. The one he chooses is perfect for an email game, but an over-the-board player would never risk miscalculating such a tricky line.

40. Bb7 Bxh7 41. Bxh7 Qd4 42. Bc6 Bd8 43. Bg7 Qe5 44. Be7 Bh8

Now Black is threatening a perpetual with ...We4†.

Instead the immediate 44... We4† allows the king to escape after 45. f3 We2† 46. Qh3 Wf1† 47. Qg4 f5† 48. Qg5.

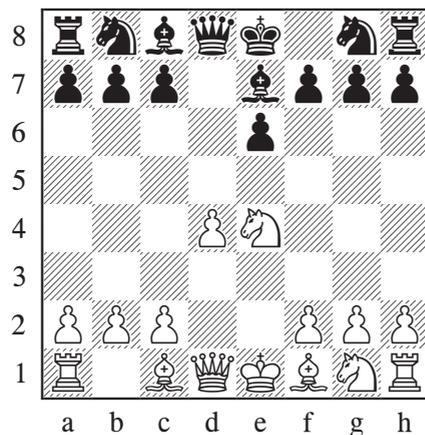


45. Qg4!

The only winning move. 1-0

And an email-game resignation. An OTB player would have wanted to see either 45... Wxd5† 46. Qf3 Wd8 47. We6! or 45... Wxg4 46. Bxb6† Qc8 47. Bb7† Qd8 when the only winner is 48. d6!, rather neatly quashing Black's dream of perpetual check.

D) 4... Qe7



Abridged Variation Index

The Variation Index in the book is 5 pages long. Below is an abridged version giving just the main variations, not the sub-variations.

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