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9 The King's Indian Formation

In this chapter we shall look at kingside fianchetto lines where Black leaves his d-pawn at d6 (or even d7). Illustrative Games 17-19 are all typical examples of pressure against the c7/d6-pawns after Black has played ...e5. Game 20 is an example of play against a temporarily disorganized queenside, while Games 21 and 22 demonstrate play against queenside pawn weaknesses. Game 23 illustrates the extra queenside pressure provided by a semiopen a-file.

Chapter Outline

1 d4	②f6 2 龛f4	
9A:	2g6 (3 🖄 f3)	129
9B:	2g6 3 e3 (3d6)	131
9C:	2g6 3 e3 ≜g7 (4 ⊅f3 d6)	132
9D:	2g6 3 e3 ≜g7 4 ∅f3 0-0	
	5 ge2 b6	133
9E:	2g6 3 e3 🚊 g7 4 🖄 f3 0-0 5 🚊 e2	
	(5d6 6 0-0 c5 7 c3 營b6)	134
9F:	2g6 3 e3 ≜g7 4 ∅f3 0-0	
	5 🚊 e2 d6 6 0-0 c5 7 c3 b6	136
9G:	2g6 3 e3 ዿg7 4 ∅f3 0-0	
	5 âe2 d6 6 0-0 Dfd7/Dc6	137
9H:	2g6 3 e3 ≜g7 4 ∅f3 0-0 5 ≜e2	
	d6 6 0-0 🖄 bd7 7 h3 (7 🖄 e4)	138
9I:	2g6 3 e3 ≜g7 4 ∅f3 0-0 5 ≜e2	
	d6 6 0-0 🖄 bd7 7 h3 (7 🖉 e8	
	8 c4 e5 9 ≜h2 ②e4)	140
9J:	2g6 3 e3 🚊 g7 4 🖄 f3 0-0 5 🚊 e2	
	d6 6 0-0 ∅bd7 7 h3 ₩e8 8 c4 e5	
	9 鼻h2 鬯e7	141

9A: 2...g6 Introduction

(1 d4 约6)

As will soon become clear, there are certain advantages to this move against most of Black's opening systems, including the King's Indian. However, it isn't all glory. The main drawback is that by declaring his intention to play the London so early, White allows Black to design his set-up solely to meet the typical London strategy.

2...g6 (D)



Most likely this is the move of a King's Indian player. And probably an optimistic one too – expecting sooner or later to gain a tempo on the exposed f4-bishop by playing ...e5. He of course realizes (and probably expects) that White can enter orthodox London lines with 3 Df3. We shall have a closer look at that position below, but we shall concentrate on 3 e3. Please note that 2...d6 followed by a quick ...g6 is an alternative and in some ways more precise path to the King's Indian.

3 🖄 f 3

3 2 d2 may be imprecise as in some lines White should play c4 and 2 c3 rather than 2 bd2. It's sometimes played in the hope that Black will respond to the 'threat' of e4 by 3...d5, leading to a Grünfeld formation. We consider that an insufficient motivation – partly because the Grünfeld formation is one of the hardest to prove an advantage against, but primarily because the Pirc-like formation with pawns at e4 and d4, a knight at d2 and a bishop at f4 isn't attractive for White; compare with 3 2 f3 2 g7 4 2 bd2 below.

3....[©]h5!?

This somewhat strange-looking move may be a reason to prefer 3 e3 over 3 2 f3. The alternatives will mostly transpose:

a) 3...d6 4 e3 − 3 e3 d6 4 ⁽²⁾f3.

b) 3...&g7 4 2bd2?! (4 e3 - 3 e3 2g7 4 2f3) 4...0-0 5 e4 d6 is rather similar to the Pirc, but the knight is passive at d2 and without the possibility to play <math>2d2 and 2h6, the bishop will probably be more vulnerable than menacing on f4. There is a little tactical trick worth noting: 6 2d3?! (the modest 6 c3 2c6 7 2e2 is better) 6...2c6 7 0-0 (7 c3 e5 8 2e3 2g4 =) 7...2xd4! 8 2xd4 e5 9 2e3 exd4 10 2xd4 2xe4 11 2xg7 2xd2 12 2xf8 2xf1 13 2h6 (13 $\textcircled{2}xd6 \textcircled{2}xd6 14 \textcircled{2}xf1 =) 13...\textcircled{2}h4 \mp$.

c) 3...c5 may remain independent. After 4 e3 (*D*) we have:



c1) 4...ĝg7 – *3 e3* ĝ*g*7 *4* ∅*f3 c5*.

c3) 4... 鬯b6?! 5 ②c3 and then:

c31) 5...d6 6 &b5+ &d7 7 a4 a6 8 a5 Шc7 9 &e2 &g7 10 0-0 0-0 11 d5 \pm Vera-Popović, Lucerne Wcht 1989 (see Illustrative Game 20).

c32) 5... 響xb2? 6 ④b5 and now:

c321) 6...2a67 a3! 2e48 2b1 2a29 2e52e610 f3 2f6 (10...d611 2c4 d512 fxe4 dxc413 d5 2f614 0-0 +-) 11 dxc5 2d5122c4 2xd1+13 2xd1 e614 2d6+ 2xd615cxd6 and although material is even, White is obviously winning – mainly because of Black's dark-square weaknesses and missing development.

c322) 6... 创d5 7 创d2! also seems a close to forced win for White: 7...a6 (7...d6 8 邕b1 豐xa2

9 奠c4 響a5 10 奠xd5 ±) 8 罩b1 響xa2 9 奠c4 響a5 10 罩a1 響b6 11 奧e5 f6 12 dxc5 響xc5 13 奧d4 響c6 14 奧xd5 響xb5 15 c4 響b4 16 罩a4 響d6 17 ②e4 響c7 18 ②xf6+! +-.

4 **≜e5!**?

4 &c1 is no answer, unless White intends to answer 4...&f6 with 5 &f4 and a draw offer (or leave London territory altogether). And in the pseudo-Dutch after 4 &d2 f5 the knight may be better placed at h5 than the bishop at d2. That leaves us with 4 &g5 h6 5 &h4 g5 6 &g3 &g7 as the most promising alternative. The position is unbalanced; Black has kingside weaknesses but can work up pressure on the dark squares with ...&g7, ...c5 and ...Bb6. Most likely, play will transpose to Line 9C. White may try to play for e4 with extra central activity, but that is likely to make Black's dark-squared bishop more influential.

4...f6 5 g4!?

This is Soltis's suggestion. Gallagher adorns it with an '!', claiming that Black is in trouble without giving any variations. After 5 & g3 $\bigotimes xg3 \ 6 \ hxg3 \& g7$, White has activity but Black's dark-squared bishop will be a longterm power source. 7 e4!? will be quite double-edged as White will become more active, but it will be easier for Black to activate his bishop-pair.

5...fxe5 6 gxh5 (D)



This messy position never seems to have been tested in tournament play. A possible continuation is 6...e4 7 (2)e5 d6 8 (2)c4 (2)g7, when our impression is that Black's darksquare play may be the dominant positional feature. However, in a practical game his insecure king position will give White excellent chances.

Conclusion:

There are certain problems with the immediate $2f_3$ move-order, but nothing that should worry White too much. Correspondingly it seems $2 2f_3$ g6 $3 \& f_4$ is a fully valid moveorder.

9B: 3 e3

(1 d4 ⁽²)f6 2 ≜f4 g6) **3 e3** (D)



There may not be much to be gained by holding back 2673 for long in the King's Indian, but occasionally it stops ...26h5 followed by ...h6 and ...g5.

3...d6(!)

This is a difficult move to counter. Black doesn't seem to achieve anything with the immediate 3... (2) h5 4 (2) g5 h6 5 (2) h4 as the h5-knight will soon have to retreat (5...f5 6 (2) g7!?) 7 (2) f6 (6... (2) g7!?) 7 (2) xf6!? exf6 8 (2) f3 seems clearly better for White).

4 🖄 f 3

White cannot really avoid this position as Black can force it with the Old Indian moveorder 2...d6 3 21f3, when after 3...g6! White has nothing better than 4 e3. However, it's possible that the clever 4 &e2!? is better. In all available games Black has transposed back to standard waters with 4...&g7 – 3...&g7 4 &e2 d6. More testing is 4...2bd7!?, when it's hard to suggest a good alternative to 5 21f3, when Black can again try 5...2h5!? (5...&g7 – 3...&g7 4 2df3 0-0 5 &e2 d6) 6 &g5 h6 7 &h4 g5 8 &g3 2df6 (8...2xg3 9 hxg3 &g7 10 c3 e6 = Bartha-J.Tiller, Bavaria 2002) 9 c4 &f5 10 2c3 &g7 11 2d2 2xg3 12 hxg3 c5 with unbalanced play; e.g., 13 dxc5 dxc5 14 e4 &h7 15 e5 2d7 16 f4 Of8 (16...Ob6 17 Wb3 Wd7 18 0-0-0 ±) and in Burmakin-Kupreichik, Tula 2002, White could have secured a clear advantage with 17 Wa4+! Wd7 18 Wxd7+Oxd7 19 Lh5 Of8 20 Od5 Oe6 21 0-0 ±; e.g., 21...Ld3 22 f5! Lxf1 23 \fbox{L} xf1 Cd8.

4...∕⊇h5!? 5 ≜g5 h6

Kupreichik has repeatedly preferred the less direct 5.... 全g7!?, when White has to be careful so the exchange at g3 doesn't take place under unfavourable circumstances. After 6 全e2 h6 7 全h4 f5 White should probably play 8 h3 (8 g4!?) 8...c5 9 c3 營b6 10 公a3 全e6 11 公d2 公f6 12 公dc4 營d8 13 dxc5 dxc5 14 營xd8+ 全xd8 15 全g3 ± M.Berg-Kupreichik, Stockholm 1992.

6 **黛h4 g5**

Or 6...2d7 7 2c4 2df6 8 2bd2 g5 9 2g3 2g7 10 c3 a6 11 e4 b5 12 2b3 2xg3 13 hxg3 e6 14 2e2 2b7 15 e5 2d7 16 d5 exd5 17 exd6+ 2f8 18 dxc7 2rc7 19 0-0 2e8 and Black's piece-play and bishop-pair compensated for his pawn weaknesses in S.Ledger-Bronstein, Hastings 1995/6.

7 🖄 fd2! 🖄 g7

After 7...0f6?! (or 7...0f4?! 8 0g3 \pm) Black has weakened his kingside for very little in return: 8 0g3 0g7 9 0c3 0bd7 10 0d3 c5 11 0e2 b6 12 d5 0f8 13 h4 0b7 14 e4 a6 15 a4 0g6 16 hxg5 hxg5 17 0-0-0 \pm Koziak-Kazmin, Voronezh 1999.

8 ĝg3 ĝf5 9 ĝd3 ĝg7 (D)

Chances were balanced after 9... 2xg3 10 hxg3 &g7 11 c3 2d7 12 2f3 2f6 13 2bd2 c6 14 @c2 @c7 15 &f5 (15 e4 planning 2f1-e3 is better) 15... &xf5 16 @xf5 e6 17 @c2 in Franklin-Gligorić, Hastings 1971/2.



10 營f3