The Modernized French Defense

Volume 1: Winawer

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Managing Editor: Romain Edouard

Assistant Editor: Daniël Vanheirzeele

Proofreading: Bernard Carpinter

Software: Hub van de Laar

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The Modernized French Defense

Volume 1: Winawer

David Miedema

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Key to Symbols

! a good move? a weak move!! an excellent move

?? a blunder!? an interesting move

?! a dubious move □ only move

N novelty

 ${\circlearrowleft}$ lead in development

zugzwangequality

unclear position

 $\overline{\overline{z}}$ with compensation for the

sacrificed material

± White stands slightly better

= Black stands slightly better

± White has a serious advantage

→ Black has a serious advantage

+- White has a decisive advantage

—+ Black has a decisive advantage

→ with an attack

↑ with an initiative

 Δ with the idea of

△ better is

≤ worse is

+ check

mate

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New in Chess, Yearbook

ChessBase, Mega Database 2018, including updates

ChessBase, Correspondence Database 2018

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Preface

Here we are, together on this page, both interested in the French Defence with 3. 2c3 \$\overline{2}\$b4. Before telling you what you can learn from this opening, let me tell you a little story about my journey in the French. I started playing the French after reading John Watson's Play the French, which improved my play a lot. I learned that the French is a positional yet concrete opening, and many of my young opponents couldn't grasp its subtleties. Moreover, many opponents were far less prepared against 1...e6 than against 1...e5 or 1...e5.

Unfortunately those days would end. During the 2008 Dutch Youth Championships (U20), I understood that everyone would throw 7. 4 in the Winawer at me. In that respect, my opening preparation was simple: I'd study the Winawer for Black very intensively and the problem would be solved. In reality, I faced many difficulties. Novelties I'd find in the evenings were promptly refuted by the engine the next morning; I was constantly thinking about the French, but I couldn't quite make it work. There was this strange, inexplicable feeling in my stomach, some might call "butterflies". I had fallen in love with a chess line! Despite my two losses in the crucial games, I still believed I had a great repertoire with countless novelties to show for it.

Which line was that?

Alas, that variation, with 7...0-0 and 8... bc6, is almost refuted nowadays. Thus, I was obliged to spend a considerable amount of time adjusting my repertoire to present a sound recommendation for this book. I devoted three months to learning a completely new, sharp line – namely, the Poisoned Pawn Variation, characterized by 7.... c7 8. xg7 kg8 9 xh7 cxd4. Fortunately, this tactical jungle has proven to be an excellent fighting zone. After seven months, the result, here before you, is a massive update on the Winawer Variation.

Usually one imagines the classical writer sitting, pondering behind his desk in his book-lined study. Well, not this one. I have travelled and lived in various places during the writing process. Part One was conceived in Krakow, Poland. A wonderful place with wonderful people and memories I am fond of. Then, surrounded by the golden wheat fields of Denmark, I discovered that my old pet line has been refuted forever. Although I would love to share the new things I have found there, there is

no point devoting a lot of space to a bad line. The second part, then, was mostly written in the hamlet of Mollerup, Denmark.

Lastly, to round it all up and make the final checks, I went to Plovdiv, Bulgaria – the oldest city in Europe! This is where all the move-orders and transpositions finally started to make sense. I am thankful for all these places. Travelling really broadens the horizon, and I would recommend you to take this copy with you to start a journey on your own.

But wait. Why should you take this journey?

Well, chess is sport. To win, you must cause your opponents to err. The Winawer is very difficult to face for those who have not studied it properly. This means you'll often win simply by learning the lines well. Along the way, you'll get better at closed and unbalanced positions and suddenly, you'll know how to play with a "bad bishop"!

Well, chess is also art. Rest assured, you'll experience true aestheticism with this opening. From strange queen manoeuvres to stunning sacrifices and more, the journey will be like exploring a new city, finding beauty around every corner.

Along this journey, you must have had some support.

Yes, I did, there is a long list. Reaching from the inventors of chess to the Spokoj bar in Krakow, where I wrote most of the book. But let's not forget everything in between. I would like to thank: my parents for solving my childhood boredom with chess; the volunteers of my old chess club in Eindhoven for teaching the youth every single week; the late Theo van den Berkmortel for showing me the key ideas in the French; Jos Sutmuller for his flawless bad-bishop exchanges in 10,000 blitz games; everyone who aided me to play international open tournaments when I needed it the most; my school for allowing me to be in France instead of the classroom; NIC Yearbook for publishing my first survey; the families I've lived with as a chess trainer; the friends who support my passion for chess, especially the ones at Sint Anna 74; the clubs that keep me in their team, even though I have a bad season; Thinkers Publishing and the editorial team for their hard work and offering me this opportunity; and last but not least, my brave opponents who play 3. and do not take 3.exd5. Just in case I have mistakenly skipped you, know that I am addressing you right now. I might just have saved you for another volume.

What about the next volume?

Well, that will cover everything apart from 3. ♠c3. I will start a new journey to complete that. After studying that book as well, you should be armed with a complete 2020-ready French repertoire.

Lisbon 2019

David Miedema

Part I

Deviations Before Move Seven



4. **≝g4?!** – The Impatient Queen

1.e4 e6 2.d4 d5 3.∕\(\tilde{\Delta}\)c3 \(\tilde{\Delta}\)b4 4.\(\tilde{\U}\)g4



1. e4 e6 2. d4 d5 3. ②c3 ♣b4 4. ∰g4?!



Position after: 4. ₩g4?!

With this variation we will start our investigation of White's sidelines on move 4. This queen move is premature in my opinion. I would recommend White players who like this line to take a more serious look at 4. a3 and 6.

g4, because the queen sortie on move 4 gives Black a lot of extra options. Basically, 4.
g4 is premature because the centre still has tension to be resolved. This gives Black several options to seize the centre, as we will see.

4... �f6 5. ∰xg7 월g8 6. ∰h6 월g6!

The immediate attack puts the question to the queen. It's best to see where it goes first, in order to stay flexible.

A) 6... c5 This move looks good at first, but after 7. a3 and the doubling of pawns on c3, ...c7-c5 appears not to be



Position after: 6... c5

that useful, and to have long-term drawbacks. 7. a3 罩g6 [7... 兔xc3+ 8. bxc3 dxe4 9. ②e2 Now we have transposed to the 4. a3 variation, which is considered better than 4. 營g4.] 8. 營h4 營a5 9. ②ge2 cxd4 10. e5



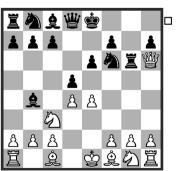
Position after: 10, e5

With a difficult position for both sides. Fortunately Black has better than this. Berg has analysed this position extensively in his GM repertoire series, but he gives many variations where White can get a perpetual check. I want to win with Black; in tournament play winning is more important. So let's make it easier for ourselves and more difficult for our opponent. Here you can enjoy some humans struggling in complications. 10... 2e4!? 11. axb4



Position after: 11... "xa1

- 12. ②b5 [12. ②xe4! dxe4 13. 堂d1! led to an advantage for White, e.g. 13... ②c6 14. ②g3 d3!? 15. ②xe4 and now after the natural 15... dxc2+ White plays 16. 堂d2! and the engines give him +4, no need for further details!] 12... ②c6 13. f3 d3 14. cxd3 ②xe5 15. dxe4 ②d3+ 16. 堂d1 皇d7 17. ②d6+ 堂f8 18. 營xh7 皇e8 19. e5 ②xc1 20. 營h8+ 堂e7 21. 營h4+ 當f8 22. 營h8+ 全e7 23. 營h4+ 當f8 24. 營h8+ ½-½ To, N (2301) Nagy, E (2223) Budapest 2015.
- B) 6... dxe4 A lot of games feature this move, but I dislike it because White can choose to transpose to the 4. a3 and 7. ②ge2! line. Oh and by the way, this also scores great for White.



Back to 6... **\(\Back g6**.

(see diagram previous column)

7. **₩e**3

The most played option but not the best.

- 7. Wh4! It's White who needs to equalize, actually.

 - B) 7... ②xe4 8. 豐xd8+ 當xd8



Position after: 8... 🕸 xd8

The queen exchange is advantageous for White, but we get piece activity in return. 9. ②ge2 [9. a3 looks more active. 9... ②xc3+ 10. bxc3 ②xc3\overline{\pi} White has some compensation but it's not enough.] 9... b6! After exchanging the bad bishop, Black must have the slightly better position. Exchanging bad bishops is a priority because the centre will be very fixed af-

terwards, which means good/bad bishops will be more relevant. Hence the exchange. 10. a3 [10. f3!? \triangle xc3 11. bxc3 &d6= With a nice equal position to fight in.] 10... &xc3+ 11. bxc3 [11. \triangle xc3?! \triangle xc3 12. bxc3 &d6 \mp And Black gets all he ever wanted. A big house, a beautiful partner and a bad bishop swap.] 11... &a6=



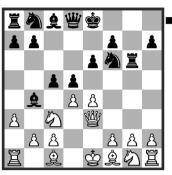
Position after: 11... \(\mathbb{2} a6=

This position is equal but easier to play for Black. The longer I spend thinking for White, the less I can come up with a sensible plan. Moreover, I like the positional control over the light squares.

7... c5

Now the move is justified because of the unfortunate position of the white queen. Instead, 7... 2xe4 was played in Alekhine – Euwe 1935. This is less to the point. 8. a3 2xc3+ 9. bxc3 c5 Black lost the option of preserving his bishop. We need that bishop to maintain the balance

8. a3



Position after: 8. a3

8... **≜**a5!

Taking on c3 would strengthen White's centre. After 8... 2a5 White has three options: 9. 2e2, 9. 2d2 and 9. b4.

A) 8... cxd4!? is worth considering. 9. 營xd4 公c6 10. 營d3 兔xc3+ 11. 營xc3 e5! 12. 兔b5 d4



Position after: 12... d4

The only bad thing about this variation is that we are closing the position when we have an advantage in development. This is counterintuitive to me, so I don't prefer this way of playing, even though it's a nice equal position.

B) 8... **a**35? does not work, but it does illustrate White's options: 9.

②ge2 cxd4 10. axb4 ∰xa1 11. ②xd4 e5 12. ⑤b3+-.

9. 🖄 ge2

A) 9. b4 Not the best option. 9... cxd4! 10. 營xd4 息b6 11. 營d3 a5!〒



Position after: 11... a5!∓

Opening up the position is always a good thing when you're ahead in development. The white queen definitely made too many moves.

B) 9. **\$\mathref{1}**d2?



Position after: 9. \(\mathbb{L} \) d2?

This very normal-looking move is a mistake

B1) 9... ②g4? Despite the big urges to attack a queen, don't do it, control yourself! In most positions the knight loses control over the centre after ... ②g4. 10. 營d3± 0-1 (31) Velcheva, M (2283) — Socko, M (2440) Ostrava 1999

B2) 9... ②c6! 10. **Qb5** cxd4N [10... ②g4?! DON'T DO IT, like really. 11. 当d3 cxd4 12. 当xd4∞ 1-0 (28) Miladinovic, I (2599) — Calandri, F (2115) Assisi 2003.] 11. **Qxc6+** bxc6 12. 当xd4



Position after: 12. Wxd4

12... c5! 13. 營xc5 d4 14. 0-0-0 急b6 15. 營e5 dxc3 16. 急xc3 營c7干 And Black is close to winning.

9... cxd4

The only way to create any problems. Often exchanging something will let you keep the initiative.

9... ♠xe4?! is not direct enough.



Position after: 9... ②xe4?!

10. dxc5± [10. b4 is also an option. 10... cxb4? An instructive mistake, Black gives up the fight for the centre. 11. ♠xe4 dxe4 12. axb4± 1-0 (34) Varga, Z (2457) – Birnboim, N (2319) Balatonlelle 2009.]

10. 🖾 xd4



Position after: 10. 2xd4

White gets another knight in the centre.

10... **②**xe4 11. **≜**d2

11. b4 The other sensible option, but that's pushing the bishop to the right



Preparing to attack the pinned piece again. 14. \$\tilde{\text{\text{d}}}2\$ e5 Showing muscle. 15. \$\tilde{\text{c}}c2\$ This is the sensible option, not getting in anyone's way. 15... \$\tilde{\text{w}}xd2+ 16. \$\tilde{\text{s}}xd2\$ Due to the central majority and the pressure on the g-file I think Black can safely claim an edge. For example: 16... \$\tilde{\text{c}}c6\$ 17. \$\tilde{\text{e}}e3\$



Position after: 17. \(\hat{L}\)e3

11... ዿb6 12. ②xe4 dxe4 13. c3 ≝d5



The same idea as the variation above still works. Black takes over the centre and gets an advantage, e.g.

14. ∰h3 ᡬΩc6



Position after: 17. Wh5

17... 罩d6! [17... 營b3 Decentralizing gets you into trouble. 18. 鱼e3 營xb2 19. 罩c1± This is worth considering but it will be a pain to play against the bishops.] 18. 鱼e3 ②f6 19. 營d1 營c6= Black's central presence compensates for the bishop pair.

15. \(\psi\)xh7 e5 16. \(\psi\)h8+ \(\pri\)d7! 17. \(\psi\)h5

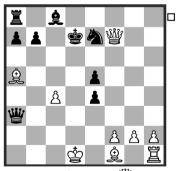


Position after: 17. 營h5

In this position Black has many interesting possibilities. I have selected a fighting option which gives White a lot of options to go wrong!

This part was all forced.

22. 罩d1 罩xd1+ 23. 掌xd1 豐xa3=



Position after: 23... \widetaxa3=

With a wildly interesting position. Black can give a perpetual if he chooses. I'd invite you to check your pockets right now. Yes, you can feel a draw in your pocket! This position is at least equal.

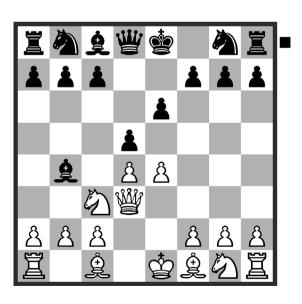


Conclusion

 just take on e4 and exchange into the endgame. White players get this kind of endgame quite often, but Black has a pleasant position after the exchange of his bad bishop. I would recommend you to remember those two things: "e3 is met with ...c5 and otherwise, entering an endgame and exchanging the bad bishop will work.



4. ₩d3 - The Clever Queen



Chapter Guide

Chapter 2 – 4. ₩d3 (The Clever Queen)

1.e4 e6 2.d4 d5 3.心c3 臭b4 4.豐d3	
1) 4	23
2) 4dxe4 5.營xe4 ②f6 6.營h4 營d5	27
3) 4dxe4 5. 營xe4 分f6 6. 營h4 分c6	29

1) 4...**②**e7

1. e4 e6 2. d4 d5 3. 公c3 ዿb4 4. d3



Position after: 4. Wd3

Most people are very surprised when they meet a sideline like this. And it is definitely tempting to immediately go into refutation mode. 4. 營d3 is an exception. This is a very decent move and it is actually quite hard to fully equalize. I believe this is the best of the minor alternatives for White. I consider 4. e5, 4. a3, 4. exd5, and 4. ②e2 to be the main alternatives.

White breaks the rule "Don't get your queen out too quickly", yet this time, it is justified. The queen, being a woman, likes to have many tasks at the same time. And here she is covering e4 and c3, getting out of the way for queenside castling and preparing a kingside swing all at the same time. We need to react appropriately or we will end up worse. Black can consider four moves here. 4... c5 and 4... \(\frac{1}{2}\) C6 are

interesting but only as a surprise. 4...
©e7 is a very serious move, as it is recommended by authors like Berg, Watson and Williams. I have made some proper research on this move and I believe the winning chances are decent, but objectively it is not the best. Don't worry, I will demonstrate a bit about this move as well. I think if you really need a win, this might be a safer bet as the pawn structure is less drawish.

Last but not least, the very logical move 4... dxe4, which I have chosen as my main line. The main reason is that I have found two very decent continuations to play for a win. The play is quite forced and White has few options to deviate. I like that. So, after 5. ** xe4 \$\alpha\$16 6. ** h4 Black has two interesting plans:

- 1) 6... $bar{\ } d5$ (subchapter 2), a centralizing move I really like. Queens will be exchanged, so endgame lovers put your hands up!
- 2) 6... ②c6 (subchapter 3), intending ... ②e7 and ... ②f5 is my chosen main line. It scores very poorly, but I have some novelties to make you ready for battle.

4... **②e7!**?

This is the big alternative here. Depending on the situation and the opponent, I might prefer this line, actually.

5. 🖄 ge2!

I have been unable to equalize against this move. 5. ②ge2 is a useful waiting move, postponing the c1-bishop's choice, so it is still able to go to f4. Berg most notably recommends …②bc6, but if you listen very carefully you can hear your c-pawn cry after that move.

5. \(\hat{2}\) Most authors see this as their main line. But it's not the best move. 5... 0-0 6. a3 \(\hat{2}\)xc3 7. \(\hat{2}\)xc3 b6



Position after: 7... b6

Preparing to hit the queen and exchange our semi-bad bishop. The centre is not closed yet, so be careful; your bishop does not fit the stereotype of bad just yet. 8. 当f3 Here Black has a wide array of options to get a position to play for a win. 8... 皇a6 [8... 皇b7 9. 皇d3 dxe4 10. 皇xe4 皇xe4 11. 当xe4 当d5=] 9. 皇xa6 ②xa6 10. 当d3 ②b8= At least equal.



Position after: 5. 2 ge2!

5... 🖄 bc6

A) 5... b6 I tried to make this work, but White gets the upper hand. 6. 总f4! 6... 总a6 [6... dxe4 7. 当xe4 心bc6 8. 0-0-0 0-0 9. 兔g5士 And White is ready to launch an attack on the kingside.] 7. 当g3 0-0 8. 0-0-0 兔xe2 9. 兔xe2 [9. 兔xc7 is a little more risky. I prefer the bishop pair instead of a shaky pawn. 9... 当d7 10. 心xe2士] 9... 兔xc3 10. 当xc3 dxe4 11. 当xc7士



Position after: 11. 營xc7生

And Luke Skywalker is crushing all hopes for the dark side. I actually used to own a *Star Wars* chess set with two Luke Skywalker/Yoda pieces. Of course, if anyone was losing they would claim

"the force" magically made all the pieces fly from the table.

B) 5... 0-0 is the computer's choice. 6. a3 dxe4 7. ∰xe4 &d6!?N



Position after: 7... \$d6!?N

8. h4! 心bc6 9. 臭d2 e5 10. 0-0-0 臭f5 11. 營e3± I'm quite afraid of the white attack, which will arrive first.

C) 5... ②d7 I really like this flexible move and it is Black's best bet. After 6. Ձd2 0-0 7. 0-0-0!? we have a very complicated position.



Position after: 7. 0-0-0!?

C1) 7... c5?! A very normal move but not the best. 8. exd5 exd5 9. dxc5?! [White should have played 9. a3!N c4 10. If f3± with great attacking chances.] 9... \(\infty\)xc5= 0-1 (30) Kupper,

P (2310) – Dgebuadze, A (2425) Leon 1996.

C2) 7... a5!∞ This variation is double-edged, but I must admit it's not to my taste. Nevertheless, Black should be no worse objectively and can try to win! For example 8. h4!? b5!? 9. h5 êxc3 10. ②xc3 b4 11. h6



Position after: 11. h6



Position after: 18. &b5

18... ♠g6! 19. ♣h6+ ♣e7 20. ♣g5+=

6. e5!



Position after: 6, e5!

In closed positions pawn breaks are very important. The c-pawn is starting to cry a little louder now. Note that compared to the 4. ②ge2 variation White has not played a3 yet. This is advantageous for White because Black's attack will be a little slower.

6... b6

7. a3

The move ...b6 signifies that Black is going for a positional setup, so White

can take a deep sigh of relief. No pawn storms today.



Position after: 9. g4! ±

With a wildly interesting position, but I do believe White can claim an edge.

It's very easy to make mistakes as Black in this cramped position.

9... h5?!

This standard counter is not possible.

2) 4...dxe4 5.\(\paralle{\paralle}\) xe4 \(\overline{\paralle}\) f6 6.\(\paralle{\paralle}\) h4 \(\paralle{\paralle}\) d5

- 1. e4 e6 2. d4 d5 3. 公c3 息b4 4. 營d3 dxe4 5. 營xe4 公f6 6. 營h4
- 6. **当d3**?! c5 7. dxc5 0-0 =

6... **쌀d5!**?



This queen move is very interesting, and definitely worth checking out if you like endgames.

7. 💄d2

- A) 7. ②ge2!? 当f5! [7... 0-0!?; 7... 当e4?! 8. 当xe4 ②xe4 9. a3 ±] 8. 当g5 0-0 [8... 当g6 9. 息f4=] 9. 当xf5 exf5 10. a3 象a5=



Position after: 9... 2xe4

- **B1)** 10. **2**b2 **2**d6 11. a4 [11. c4 b6 12. c5 **2**b7!∓ Did anyone cheer, "Hurray, a long-term weakness!"? 11... b6 12. a5 **2**a6 13. **2**xa6 **2**xa6 14. axb6 axb6=
- **B2)** 10. **2**d3 **2**xc3 11. **2**d2 **2**d5∓
- **B3)** 10. c4 This is the most critical.
 - **B3.1)** 10... c5 was played by French expert Milan Drasko. Milan has a very original repertoire, it's always a pleasure to see his games for inspiration. Despite the fact that 10...c5 equalizes, I still prefer 10... b6!N (see below). 11. ♣d3 ♠f6



Position after: 11... 4 f6

12. c3?! [Better is 12. 位f3! cxd4 13. 位xd4 0-0=.] 12... b6 13. 位f3 息b7 14. dxc5 bxc5 15. 量b1 息e4〒 0-1 (52) Batricevic, S (2232) — Drasko, M (2508) Cetinje 2008.

B3.2) 10... b6!N 11. Ձd3 ፟\(\tilde{\Omega}\)d6 12. c5 [12. ዿf4 ዿa6 13. c5 bxc5 14. dxc5 ⟨\tilde{\Omega}\)b7!=



Position after: 12... \(\hat{Q}\)b7!=

Again this strange looking knight move works. That's the only thing I would like you to remember. Play could continue: 13. ②f4 bxc5 14. ②xc7 cxd4 15. ②e4 ②a6 16. ②c6+ ③e7 17. ②e5 d3 18. cxd3 ②ac5 19. ③xg7 ☐g8 20. ②c3∞



Position after: 20. &c3∞

Throughout this variation it is very hard to play the White side.

7... 🚊 xc3 8. 🚊 xc3



Position after: 8. \$\overline{x}xc3

8... **≝e4**+

8... 臭d7!? is also worth considering. 9. ②f3 臭b5 10. 臭xb5+ 豐xb5 11. 豐g3 0-0 12. d5 ②h5 13. 豐xc7 豐xd5 14. 豐e5 ②f6=

9. ∰xe4 ᡚxe4

Now there are a lot of ways for White to go wrong.

10. 9 e2!

The best, solving opening problems with development is always best!

- A) 10. \$\&_b4?! \$\overline{\infty}c6 11. \$\&_b5 \$\&_d7 12. \$\&_a3 \$\overline{\infty}d6 13. \$\&_xd6 cxd6= In this equal position it's easier to play Black.
- **B)** 10. \triangle f3?! \triangle xc3 11. bxc3 b6 \mp With a little advantage because of the better pawn structure.

10... 5 c6!