# The Modernized Delayed Benoni

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## The Modernized Delayed Benoni

## Ivan Ivanisevic

## **Thinkers Publishing 2019**



## **Key to Symbols**

! a good move

? a weak move

!! an excellent move

?? a blunder

!? an interesting move

?! a dubious move

□ only move

N novelty

C' lead in development

zugzwang

= equality

∞ unclear position

with compensation for the

sacrificed material

**=** Black stands slightly better

± White has a serious advantage

**H** Black has a serious advantage

+- White has a decisive advantage

-+ Black has a decisive advantage

→ with an attack

↑ with initiative

 $\Delta$  with the idea of

△ better is

≤ worse is

+ check

# mate

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#### **Preface**

My aim in this book is to show that the Delayed Benoni is equally as attractive as its cousin, the Modern Benoni. For some reason – perhaps because "Modern" sounds more exciting than "Delayed"? – my favorite Benoni has been neglected for years, receiving scant coverage in chess publications.

The advantage of "our" Benoni is based on a waiting approach. Black would like to choose a perfect moment to play ...e6xd5, waiting for White to adopt some piece setup that turns out to be inconvenient for him after this exchange. At the same time, we would like to avoid some dangerous or deeply explored variations like the Flick-Knife (a.k.a Taimanov) or systems where White can place his bishop on the optimal f4-square.

A lot of variations in this book can also be useful for King's Indian players, as a main or alternative way to play. My own journey in the world of the Delayed Benoni started when I was a King's Indian kind of guy!

As every rose has its thorn, so White can annoy us by answering our ...e6xd5 not with the routine c4xd5 but rather with e4xd5. This produces a completely different pawn formation, with an open e-file. White enjoys a space advantage but Black has his chances. And just as White can depart from the well-trodden path with e4xd5, so Black can dispense with the almost automatic ...e6xd5 and instead play ...e6-e5, producing a sort of King's Indian formation. In the Main Line, covered in Chapter 4, White has already played h2-h3 and this pawn can become a target when Black gets his kingside attack moving.

Our opponent can force us into a Modern Benoni, by playing f3 (Sämisch) or f4 (Four Pawns). I think that I have succeeded defending Black's case, even finding some important nuances improving on the existing theory.

From my personal experience, the only way for White to achieve some advantage is the h3 and 2d3 variation with e4xd5, the Main Variation covered in Chapter 4. The problem for White, though, is that Black can answer that line in many different ways. So White must be thoroughly prepared and acquainted with all the nuances of our system. And even then, White's advantage is just a "normal" one.

I give a different approach to this variation, three (!) different ways for Black to respond. The reader can also, through the game commentaries, see the development of the variation in my practice.

In my opinion, the Delayed Benoni is a kind of mystery for White also, since it has not been covered deeply enough in chess publications. So I think that this work could be useful for White players, too.

Before writing this book, I had the pleasant experience of working on an e-book about the Sämisch King's Indian together with my friend and colleague Ivan Sokolov. He made an enormous contribution to Chapter 8 and the appendices of this Delayed Benoni book.

Personally, I really enjoyed this work. Not every day can a Grandmaster dedicate himself so much to a subject and reveal so much.

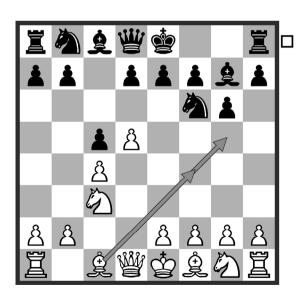
I hope that this will be a pleasant ride for the readers, too.

Ivan Ivanisevic Belgrade, August 2019



## Rare 5<sup>th</sup> Moves

1.d4 ፟∅f6 2.c4 c5 3.d5 g6 4. ∅c3 ዿg7 5.--



## **Chapter Guide**

## Chapter 1 – Rare 5<sup>th</sup> Moves

1.d4 ②f6 2.c4 c5 3.d5 g6 4. ②c3 臭g7	
a) 5. ĝ f4	11
b) 5. ዿf4 (with 7.e4)	14
c) 5. 🚊 g5	16

#### a) 5. £f4

1. d4 ፟∅f6 2. c4 c5 3. d5 g6 4. ∅c3 Ձg7 5. Ձf4



Position after: 5. \$ f4

Not the most accurate placement for the bishop.

#### 5... 0-0 6. 4 f3



Position after: 9, cxd5

In front of us is a \$\hat{2}\$f4 variation from the Modern Benoni, but with the difference that White has played \$\hat{2}\$d3 instead of h3.

In my opinion, the clearest way to use that to our advantage comes with 9... 294.

- A) 10. 0-0 After this inaccuracy, Black is slightly better in all variations, due to his powerful bishop on g7. 10... 公h5 11. h3 [11. 皇g3 公xg3 12. hxg3 公d7〒] 11... 公xf4 12. exf4 [12. hxg4公xd3 13. 營xd3 公d7〒] 12... 皇xf3 13. 營xf3 公d7〒
- **B)** 10. h3 &xf3 11. ∰xf3 ∰e7 12. 0-0 ♦h5 13. &h2 ♦d7=

#### 6... d6



Position after: 6... d6

#### 7. e3

7. h3 White is lagging in development, so he can hardly allow himself such a waste of time to save his precious bishop. 7... b5!

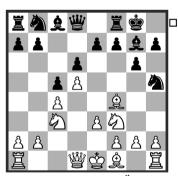
(see analysis diagram next page)



Position after: 7... b5!

- A) 8. ②xb5 ②e4 9. ②d2 [9. 豐c2 a6〒] 9... 豐a5 10. 豐c2 a6 [10... f5!?] 11. ②c3 [11. ②a3 g5! 12. 豐xe4 gxf4↑] 11... ②xc3 12. bxc3 豐xc3 13. 豐xc3 ②xc3=

#### 7... 5 h5

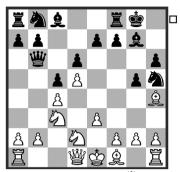


Position after: 7... 夕h5

#### 8. <u>\$g</u>5

8. **Q**d3 **Q**xf4 9. exf4 e5! 10. dxe6 [10. fxe5 dxe5 11. 0-0 f5〒] 10... **Q**xe6 11. 0-0 **Q**c6 And Black has an easy game.

#### 8... h6 9. \( \hat{2}\) h4 g5 10. \( \hat{Q}\) d2 \( \bar{Y}\) b6!



Position after: 10... \Begin{aligned} \text{\$\psi\$} 6! \end{aligned}

#### 11. 罩b1

11. ②b3 a5!↑ This is a crucial move to memorize and play; otherwise White would take over the initiative. 12. 皇xg5 [12. 營xh5 a4 13. 皇xg5 hxg5 14. 皇d3 f5干; 12. ②a4? 營b4+ 13. ②d2 皇d7—+; 12. ②b5 a4 13. ②d2 ②f6 14. 皇g3 皇d7干] 12... hxg5 13. ②a4 營b4+ 14. ②d2 皇d7 15. 營xh5 皇xa4 16. 皇d3 呂e8 17. 呂b1 ②d7〒

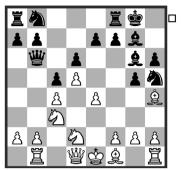


Position after: 17... 夕d7旱

#### 11... **£f**5

Provoking e3-e4, and making Black more powerful on the dark squares.

#### 12. e4 💄g6



Position after: 12... \$ g6

#### 13. **≜**e2



Position after: 16... \&e5

17. 營h3 [17. h4 冨ae8与] 17... Ձg7 18. 營f3 [18. g5 △e5 19. gxh6 Ձf6∓] 18... Ձe5=

#### 13... 🖸 f4 14. 💄 g3

(see diagram next column)

#### 14... 🖄 xe2



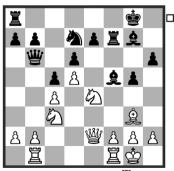
Position after: 14. \(\mathbb{L}\)g3

There is no need to enter the complications after 14...  $\triangle xg2+$  because White would keep some initiative for the pawn: 15.  $\triangle f1$   $\triangle h4$  [15...  $\triangle f4$  16.  $\triangle g4=$ ] 16.  $\triangle g1=$ .

#### 15. ∰xe2 f5 16. exf5 ≜xf5 17. ∅ de4

17.  $\bigcirc$  ce4  $\bigcirc$  d7 18. 0-0  $\boxed{\mathbb{Z}}$  f7 is similar to the text.

#### 

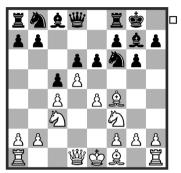


Position after: 18... \(\beta\) f7\(\sigma\)

The position is unclear.

### b) 5. £f4 (with 7.e4)

1. d4 🖄 f6 2. c4 c5 3. d5 g6 4. 🖄 c3 🌡 g7 5. 🗘 f4 0-0 6. 🖄 f3 d6 7. e4 e6



Position after: 7... e6

#### 8. dxe6

8. \( \extrm{\$\text{\tint{\text{\tint{\text{\tint{\text{\text{\tint{\text{\te}\tint{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{

#### 8... 💃 xe6 9. 💃 xd6

A) 9. 響xd6 This looks too risky. 9... 響a5 10. 公d2 公a6 11. 響d3 罩ad8



Position after: 11... 罩ad8

**A1)** 12. 營b1 公h5 13. 臭g5 [13. 臭e3 f51] 13... f6 14. 公b3 營c7 15. 臭d2 f51

**A2)** 12. ②d5 ②xe4! 13. **Q**e2 [13. **Q**xe4 **Q**xd5 14. cxd5 **Q**fe8-+] 13... **Q**f5-+

A3) 12. 營c2 ②b4 13. 營c1 冨fe8 14. ②e2 ②xe4! 15. ②cxe4 [15. ②dxe4 ③xc4! 16. ②xc4 冨xe4+ 17. ②xe4 ②d3+ 18. ⑤e2 ②xc1+ 19. 冨axc1 b5-+] 15... ②f5

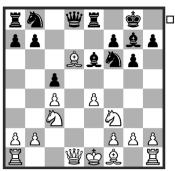


Position after: 15... \$f5

**B)** Again, 9. 2e2 you can find in Chapter 6.

#### 9... **ℤe8**

(see diagram next page)



Position after: 9... 罩e8

**10.** ≜xc5

10. **≜e2** ₩b6≅

10... **≌**a5

Following the game Dlugy – Wojtkiewicz, New York 1989.

#### 11. b4□ ₩a6 12. 罩c1



Position after: 12. 罩c1

#### 12... 🖄 bd7!N

12... ②xe4?! was played in the game.

#### 13. **&d4**

#### 



Position after: 13... 罩ad8毫

Black has enough compensation. Some examples:

A) 14. 公d5 公xe4 15. 公c7 營xa2 16. 公xe8 冨xe8



Position after: 16... 罩xe8

- 17. **Q**d3 [17. **W**c2 **Q**c3+ 18. **Q**d1 **Q**xc4 19. **W**xa2 **Q**xa2∞] 17... **Q**c3+ 18. **Q**f1 **Q**xc4∞
- B) 14. ②d4 ②g4 15. 營b3 ②de5 16. ②cb5 ②xe3 17. fxe3 臭c8 18. ②c7 營f6↑
- **C)** 14. b5 營a5 15. 營a4 [15. 急d2 公c5↑] 15... 營xa4 16. 公xa4 公xe4 17. 急e2 公b6 18. 公xb6 axb6≅ 19. 急xb6?! 公c3! 20. 急xd8 兔xc4〒

#### 13... 臭h6 14. 罩c2 臭xc4



Position after: 14... \$xc4

#### 15. b5

- **B)** 15. **2**e2 **2**xe4 16. 0-0 **2**ef6=

#### 15... ②xe4 16. ≗xc4 ②xc3+ 17. **∳**f1

17. \$e2 \$\times xe2! 18. bxa6 \$\times c3+=

#### 17... **≌**a4⊓



#### 18. **₩d3**

18... ∮)e4∞

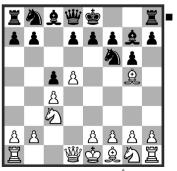
#### c) 5. \(\pm\$g5

1. d4 ፟∅f6 2. c4 c5 3. d5 g6 4. ½c3 ዿg7 5. ዿg5

(see diagram on the right)

#### 5... b5!?

A very rare continuation with the idea of entering a favorable version of the Benko Gambit.



Position after: 5. \( \pm\$g5

White's dark-squared bishop is not "at home" and his queenside pawns are not protected.

#### 6. **②**xb5

6. cxb5 a6 7. e4 [7. bxa6 營a5 8. 營d2 0-0 9. e4 e6与] 7... axb5 8. e5 [8. 兔xf6 兔xf6 9. 兔xb5 營a5 10. ②ge2 兔a6 11. 兔xa6 ②xa6 12. 0-0 0-0与; 8. 兔xb5? ②xe4 9. ②xe4 營a5+干] 8... b4 9. exf6 exf6



Position after: 9... exf6

Konstantin Chernyshov had this strange position in two games.



Position after: 14. \( \mathbb{Q} e2

And here Black simply needs to finish his development to achieve a clear

B) 10. \$\hat{2}\$f4 bxc3 11. \$\hat{2}\$d6 \$\hat{2}\$f8



Position after: 11... \$ f8

#### 6... © e4



Position after: 6... 2e4

#### 7. 🙎 f4N

In this position I have encountered a lot of difficulties just to prove to the computer that Black has a good game with a pawn less. I think that in the end I succeeded!

#### 7. 臭d2 臭xb2 8. 罩b1 臭g7



Position after: 8... \(\mathbb{g}\)g7

Black is doing fine, and if White tries 9. d6?! it may turn against him: 9... 0-0! 10. 堂c2 ②xd6 [10... ②xd2 11. 堂xd2 公c6干] 11. ②xd6 exd6 12. g3 ②c6 13. ②g2 蓋e8∞ 1-0 (39) Vaganian, R (2590) – Grigoryan, A (2452) Yerevan 2007. [Instead 13... ②a6! gives Black a strong initiative, with threats as ... ②d4 and ...d5.]

#### 7... d6



Position after: 7... d6

#### 8. f3

8. 營c2 a6 9. 公c3 公xc3 10. bxc3 兔f5 11. 營c1 [11. 營d2 營a5 12. 邑c1 公d7 13. f3 兔b1!干] 11... 營a5 12. 兔d2



Position after: 12. &d2

12... e5!∓ [If we don't play ...e5 on time White would consolidate his position, for example 12... 0-0 13. f3 and next e4.]

#### 8... ₩a5+ 9. Ձd2 ♠xd2 10. ₩xd2 ₩b6



Position after: 10... 學b6

#### 11. e3

A) 11. 罩b1 0-0 12. e3 心d7 13. b3 [13. 心e2 臭a6 transposes to 11. e3.] 13... 心f6



Position after: 13... 夕f6



Position after: 17. 2 c3

17... d5! 18. cxd5 & xd5 19. ②xd5 ②xd5 20. exd5 基xd5 21. 營c2 基fd8 22. & c4 基d2 23. 營e4 [23. 營xd2 基xd2 24. 含xd2 營a5+ 25. b4□ 營d8+ 26. 含e2 營d4 27. & d3 c4干] 23... 營a5 24. 含f1 基d1+ 25. 含f2 & d4+ 26. 含g3 基xb1 27. 營xb1 營d2=

**B)** 11. e4 0-0 12. ②e2 a6 13. ②bc3 ∰b4 14. ②c1 ⑤d7≅

#### 11... 0-0 12. ②e2 ②d7



Position after: 12... 4 d7

#### 13. 罩b1

13. 當c1 a6 14. �bc3 b4 15. b3 a5与

#### 13... & a6 14. ec3 & xb5 15. xb5

15. cxb5 ∰a5≒ Our next moves will be ... ②b6 and ...c4, and after that ...a6 or ... ②a4 will give Black the advantage.

#### 15... a6



Position after: 15... a6

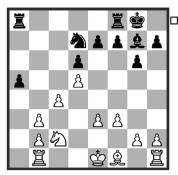
#### 16. 5 a3

16. ♠c3 ∰b4≒ Black's Dragon bishop on g7 is so strong, cutting right through

the position. White must fight for equality.

16... **≝b4** 17. **≝xb4** cxb4 18. **△**c2 b3 19. axb3 a5**≅** 

At the end of the story, the b3-pawn will fall. Open files and the strong g7-bishop then give Black enough compensation for the pawn.





#### **Conclusion**

Both 5. 2g5 and 5. 2f4 are rare setups, used mostly by players who are used to playing like that against the King's Indian. Their idea is to play a solid game with 2f3 and e3, but

the difference compared to the King's Indian is the predefined center after ...c5 and d5. Now our valuable g7-bishop becomes a Dragon! It is clear that White cannot sleep peacefully.



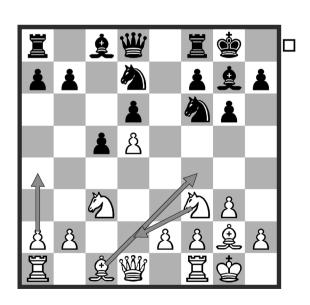
## The Fianchetto Variation

1.d4 🖾 f6 2.c4 c5 3.d5 g6

4.&்c3 இg7 5.g3 0-0

6. **≜g2** e6 7. **②**f3 exd5

8.cxd5 d6 9.0-0 **bd7** 



## **Chapter Guide**

## **Chapter 2 – The Fianchetto Variation**

.d4 ②f6 2.c4 c5 3.d5 g6 4.②c3 臭g7 5.g3 0-0 6.臭g2 e6 7.②f3 exd5 8.cxd5 0. 0-0 ②bd7	d6
) 10. 夕d2	23
o) 10.臭f4	27
) 10.a4	30
l) 10.a4 營e7 11. 罩e1	34

#### a) 10.4 d2

Even if the Delayed Benoni is our preferred choice, sometimes it is wiser to enter the complications of the Modern Benoni. The typical case is the Fianchetto Variation, as recommended by Boris Avrukh in his bestselling series of opening books.

1. d4 🖄 f6 2. c4 c5 3. d5 g6 4. 🖄 c3 🌡 g7 5. g3 0-0 6. 👢 g2



Position after: 6. \(\pmg\)g2

#### 6... e6

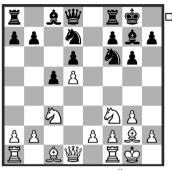
This is the tight moment for moving to a Modern cousin.

If 6... d6 7. \$\hat{Q}\$f3 e6 White can play 8. dxe6 \$\mathre{\mathre{L}}\$xe6 although after 9. \$\hat{Q}\$g5 \$\mathre{L}\$xc4 10. \$\mathre{L}\$xb7 \$\hat{Q}\$bd7 the position is unclear.

#### 7. 🖄 f3

7. dxe6 dxe6 is harmless.

#### 7... exd5 8. cxd5 d6 9. 0-0 6 bd7



Position after: 9... \(\overline{\Delta}\)bd7

This move became popular lately.

#### 10. 🖾 d2 🖄 h5!?

Black's idea: to grab some space on the kingside if White lets him. According to that scenario, he will achieve a strong outpost for the knight on e5 and all other pieces would aim at White's king! An important nuance is omitting ...a6, which White would meet with a4. In that case, White would achieve a strong outpost on c4 for a knight, just as in Nikolic – De Firmian (see below).

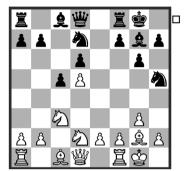
10... a6 11. a4 4 h5 12. 4 ce4!



Position after: 12. 2 ce4!

12... ②df6 [12... ②e5 13. f4 ②g4 14. ②c4±] 13. ②xf6+ 遑xf6 14. ②c4± Ni-kolic – De Firmian, Wijk aan Zee 1986.

Back to 10... \$\hdots\$h5.



Position after: 10... \$\overline{\Omega}\$h5!?

#### 11. a4

**A)** 11. ②b5 ②e5 12. ②e4 f5 13. ②g5 [13. ②exd6? a6 14. ②xc8 axb5∓] 13... ③e7 14. ②e6 急xe6 15. dxe6 昌ad8



Position after: 15... 罩ad8

16. 營d5 [16. 營b3 d5! 17. 皇xd5 a6 18. 公c3 b5≅] 16... 公f6 17. 營xb7 營xe6 18. 營xa7 公e4毫 Black has a strong initiative.

**B)** 11. ②de4 ②df6



Position after: 11... 5 df6

**B1)** If 12. 2d Black can avoid repetition of moves by 12... 3d b8 13. a4 3d g4!?



Position after: 13... 2g4!?

- 14. ②c4 [14. e4 f5! 15. exf5 ②xf5 16. h3 ②e5∞ And now 17. g4? is wrong because of 17... ②f4-+.] 14... ②e5 15. ②xe5 ③xe5 16. f4 ②g7 17. e4 a6∞
- **B2)** 12. **Q**g5 h6 13. **Q**xf6+ **Q**xf6 14. **Q**d2 **Q**e8 15. h3 **Q**f5= 1-0 (63) De Firmian, N (2520) Djuric, S (2435) New York 1986.
- **B3)** 12. ∅xf6+ ∅xf6= [12... ∰xf6=]
- **C)** 11. ②ce4 Without ...a6 and a4 there is not much sense in this now. 11... ②e5≒