YOUR JUNGLE GUIDE TO 1.d4!

AGGRESSIVE ENTERPRISE

Volume 1B Queen's Gambit Accepted

by

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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
- = equality
- ∞ unclear position
- \equiv with compensation for the sacrificed material
- \pm White stands slightly better
- **=** Black stands slightly better
- White has a serious advantage
- \mp Black has a serious advantage
- +- White has a decisive advantage
- -+ Black has a decisive advantage
- \rightarrow with an attack
- ↑ with initiative
- Δ with the idea of
- \triangle better is
- ≤ worse is
- N novelty
- + check
- # mate

FOREWORD

Dear Readers

What you are holding in your hands is the natural follow up of Volume 1 where some "lesser" openings after 1.d4 d5 2.c4 were examined, as well as a couple of less popular variations of the Queen's Gambit Accepted. This second Volume comprises all of the established main lines of the QGA after our recommended 3.e4 with the intention of giving you a full picture of this topical opening while helping you build a repertoire based on aggressive ideas.

Objectively speaking, it is very hard for White to find an advantage in the event of the absolute main lines 3... 66 and 3...e5, but we believe we have done our duty. We scrutinized multiple interesting variations with the help of engines while applying our human understanding to select those lines that would be the most unpleasant for Black.

Additionally, we tried to provide you with as many alternatives as possible so as not to become "victims" of a narrow repertoire. In the end a chess game may be a draw, but an author's duty is to provide you with several ideas with which you may confront your opponent to deprive him of that very draw. We believe our work has achieved this goal.

We are going to stress the view that you should not strive to remember all the material included as that is impractical. What we suggest you do is memorize the recurring patterns and try to understand why they appear so often. Additionally, try to spot the differences between similar patterns as that is the essence of good theoretical knowledge which will enhance your arsenal. This knowledge is a "must" if you want to master classical play after 1.d4.

We wish you a creative study in the QGA as White as it is the most natural reaction after 1.d4 d5 2.c4. If you work hard superior results will follow and the saying "tough training, easy game" will be vindicated.

But please remember that the strategy "you win some, you draw some" should definitely be part of your "modus operandi" in this opening as we are talking about one of the best systems against 1.d4 and one that has been throughly stud-

ied by multiple generations of chessplayers. This classical system will never be refuted no matter the number of books that are written. That is why we take the approach of winning while understanding that we will also have draws.

GM Vassilios Kotronias GM Mikhail Ivanov

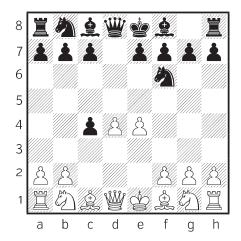
CHAPTER 1 QGA 3.e4 6 f6 WITH 5...6 c6

1.d4 d5 2.c4 dxc4 3.e4 16

1.	4. ⑤ c3	. 10
2.	. 4.e5 ②d5 5.ዿxc4 ②c6 6.②e2	. 21
3.	. 4.e5 ∅d5 5. ዿ xc4 ∅c6 6. ∅c3 with 9.a3	.32
4.	. 4.e5 ②d5 5. ዿ xc4 ②c6 6.②c3 with 9.0−0	46

{40} 1. 4.∅c3

1.d4 d5 2.c4 dxc4 3.e4 16



According to a majority of theoreticians this is the main line of the 3.e4 QGA variation, and not without good reason.

The knight develops to a natural square gaining a tempo by attacking the e4-pawn. In addition, the knight's entrance to the game tempts this pawn forward, hoping to establish control over the d5-square.

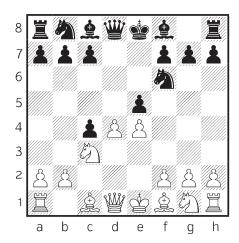
As we are about to witness the fight is very rich in both positional and attacking content which makes this choice more attractive in our opinion. Needless to say, several powerful theoreticians like Avrukh, Delchev, Semkov (to mention but a few) have made huge contributions to the cause of both sides here, but we think we managed to cope successfully with the arduous task of discovering new paths or enriching further the older ones. Hopefully, our findings will

provide supporters of White's cause with fresh new choices in their quest for an advantage and at the same time reveal to both sides the key opening features in the best possible way.

4.2 c3

This alternative to 4.e5 (covered in the rest of the chapter) fails to prevent the latter break and it is for this reason that Black equalize s immediately.

4...e5!



We examined this position for some time but both theory and praxis imply that Black is ok and we did not find anything that casts doubt on this assessment.

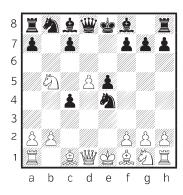
5.\(\alpha\)f3!

It is no exaggeration to say that only this move maintains level chances.

a) 5.d5? is answered strongly by 5...b5! and the computer says that Black is already better by 0.80, a surprising fact considering that only five moves

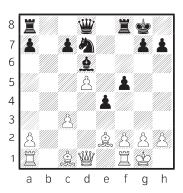
have been made. In our view White players should steer clear of this position as the computer evaluation can hardly be debated. 6. 2xb5

6...②xe4

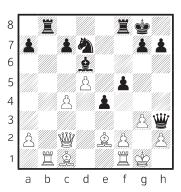


7. \(\hat{L}\) xc4 This has been the choice of Baadur Jobava, but the plain truth is that White is already significantly worse.

 \$\frac{1}{2}g4 \quad \text{11.} \frac{1}{2}e2 \frac{1}{2}xf3!? \quad \text{12.} \frac{1}{2}xf3 \quad \text{15.} \quad \text{13.0-0} \quad \text{14.} \frac{1}{2}e2 \quad \text{e4!} \quad \text{dark clouds are gathering over White's kingside.}



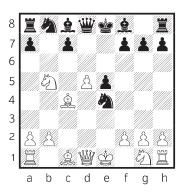
Up to this point we have actually followed the game Voloshin-Vrana, Czechia 2011. Here White could have somehow reduced the damage by playing 15. 量b1! 〒/末, activating his rook and keeping some sort of activity for his king's bishop. (Instead, the clumsy 15.c4? 量b8 16. 豐c2 豐h4 17.g3 豐h3 18. 量b1 left GM Leonid Voloshin in a hopeless position which he should have lost quickly.



18... \square be8? (Diverting the queen is simple and stronger 18... \square xb1! 19. \square xb1 \square e5-+ followed by 20. \square b3 f4! 21. \square xf4 \square xf4 22.gxf4 \square f3+ 23. \square xf3 exf3-+ it is over.) 19. \square b3 \square c5? Another slip. (19...a5 20. \square d1

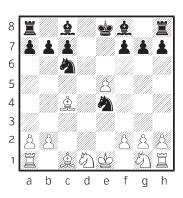
© c5∓ was the right way to proceed with good chances of victory.) 20. ≜e3∞ Suddenly White was making a fight of it and even won! That said, please refrain from copying this particular treatment of 3... ⑤ f6 in your games, as miracles do not happen too often!)]

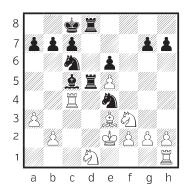
Let us now return to Jobava's choice 7. \(\delta\) xc4



7... \(\delta\)b4+! This simple move seems to refute White's opening idea. Black stops any tricks by developing his kingside and preparing to castle into safety. (Instead, 7... \(\delta c_5!\)?, as played in Jobava-Terrieux, Europe Echecs 2020, is worse after the accurate 8. \widetae2! which looks sufficient to mix things up considerably. $8... \stackrel{\triangle}{=} xf_2 + 9. \stackrel{\triangle}{=} f_1 f_5$ 10.d6 cxd6 11. \$\d5 \$\d5\$ \$b6 12. \$\d\$xa8 0−0 13. ② f3 & e6 14. & e3 \(\bar{\pi}\)/∞) 8. \(\bar{\phi}\)f1 0-0! (In our view Black should not get carried away with 8... \(\sim xf2?! \) which is merely unclear. 9. ₩a4! o-o 10. ₩xb4 @xh1 11.₩e1 c6 12.@c3 &b7 13.d6 羹a6! 14. 羹e2! xd6 15. 心h3 d4 ②*b4!* 19. □*d1*∞/=) 9. □f3 ○d6 10. ○xd6 cxd6∓ White's position lacks harmony as it is under-developed with an unsafe king and an inferior structure. Therefore, we must dismiss 5.d5? as a rather over optimistic way of playing which hardly even equalizes.

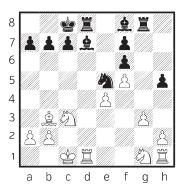
b) Another way of playing which we not approve of is 5.dxe5?! 2dxe5?! 2dxe5? 2dxe5





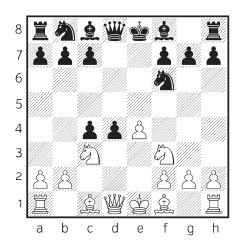
②xe3 16. ②xe3 \(\Bar{2}\) xd2 \(\Bar{2}\) xd2 \(\Bar{2}\) xd2 \(\Bar{2}\) xd4 \(\Bar{2}\) xd5 \(\Bar{

c) A last line which is not to be recommended to supporters of White's cause is 5. ②e3?! exd4 6. 營xd4 營xd4 7. ③xd4 ③e6 8.f4 ②c6 9. ③xf6 gxf6 10.f5 ③d7 11. ③xc4 ②e5 12. ②b3! (12. ③e2 0-0-0=) 12... 三g8 13.g3 0-0-0 14.0-0-0 h5!



15. =b1 (15. = d5 = g4) 15...h4 (15... = g4 16. = h3!=) 16. = ge2 = d6 17. = f4 hxg3 18.hxg3 = xg3 19. = h5 = g2 20. = xf6 = c6 21. = hg1 = xg1 22. = xg1 b5= and "eternal" control over the e5-square makes the position much easier for Black to play.

5...exd4



6. **₩xd**4

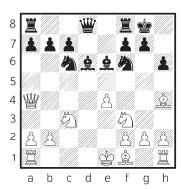
White's few chances of generating play lie in immediately going to the ending.

6...**₩xd**4

6... \(\delta\) d6\(\sim\) could well be an easier solution for Black, the point being to deny the \(\tilde{\sim}\) f3 from improving its position. A further benefit is that it accelerates development as now ... \(\tilde{\sim}\) b8−c6 will gain a tempo on the queen. The following lines serve to show us that Black is not in any real danger here. 7. \(\delta\) xc4

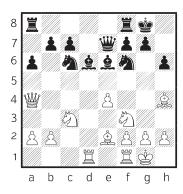
[We also looked at 7. \(\delta\)g5 which may actually be a better choice. That said, after the more or less

forced sequence 7... 2 c6 8. 2 xc4 h6 9. 2 h4 2 e6 10. 2 a4 0-0

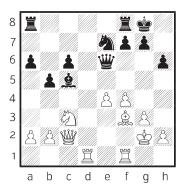


White has several tries but ultimately no advantage. We would like to further remark that the trodden path so far is not very much to our liking, so we made our main line the untried 11. \(\delta \cdot c4!\)?.

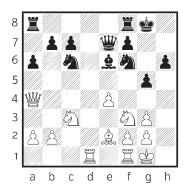
a) 11. \(\)e2 is rather too conservative a developing move. After 11... a6! (11... \(\)e5!? 12. \(\)d4 \(\)d7 13. \(\)c2 \(\)g6 14. \(\)g3 \(\)e7 15.0-0 \(\)xg3! (15...c6 16.f4\(\)) 16.hxg3 \(\)fe8= was equal in Goldin-Balashov, Irkutsk 1986.) 12. \(\)\(\)d1 \(\)e7 13.0-0 we think we have found an improvement for Black over the only existing game to have reached this position.



13...g5! This strong move yields easy equality to Black. (Instead, 13... \bigcirc e5?! looks a bit better for White after 14. \bigcirc d4! (14. \bigcirc xe5 \bigcirc xe5 15.f4 \bigcirc xc3 16.bxc3 \bigcirc c5+ 17. \bigcirc h1?! (17. \bigcirc f2! \bigcirc x) 17... \bigcirc xc3 18. \bigcirc C1 \bigcirc E3 19. \bigcirc xf6 \bigcirc Xe2 \bigcirc 7, as in Arkell-Grinfeld, Hastings 1995, looks insufficient for White.) 14... \bigcirc g6 15. \bigcirc xf6 \bigcirc xf6 \bigcirc xf6 16. \bigcirc xe6 \bigcirc xe6 17.g3 b5 18. \bigcirc C2 c6 19.f4 \bigcirc C2 20. \bigcirc f3 \bigcirc c5+ 21. \bigcirc g2 $\stackrel{\bot}{=}$

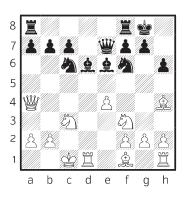


in view of the better pieces and space on the kingside, although also here things are far from easy.) 14. \(\delta\)g3 White has to duly retreat. (We checked 14.2 xg5? just in case but after 14...hxg5 15. \(\preceq\) xg5 Black gets an easy advantage after 15... \(\mathbelle{\pm}\)e5! 16.f4 (16.\(\infty\)d5? *\$xd5* 17.exd5 *₩b4!*-+) 16...b5! 17. 豐c2 ②d4 18. 豐b1 豐c5! 19. 曾h1 ②h7! 20. 臯h4 ②xe2 21. ②xe2 臯c4 22. \(\mathbb{E}\) c2 \(\dagger\) f6\(\pi\). 14... \(\dagger\) xg3 15.hxg3 This structure is not at all worrisome for Black as he controls all the critical squares in the center, and his kingside pawn weaknesses cannot be exploited.



After 15... 革fd8 16.a3 堂g7 17. 豐c2 革xd1 18. 革xd1 革d8 19. 革xd8 豐xd8 the game is equal.

b) 11.0-0-0 has been played by GM Ventzislav Inkiov and is White's most aggressive try in the position. However, we believe that White's chances are far less impressive than they look at first sight. 11... e7

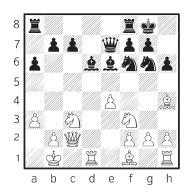


12. \$\textsquare\$ bi This is our recommendation, but all the same the first player will not be able to achieve more than equality.

{We also looked at 12. &c4 a6! 13. &xe6 \mathbb{\math

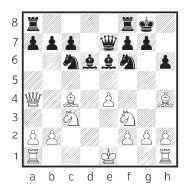
position with promising play for the second player.; 12. 2d5?! has been Inkiov's choice, yet after 12... 2xd5 13.exd5 2b4 (13... 2e5!?) 14. 2xf6 2xf6 2xf6 15.a3 2f4+ 16. 2b1 2f5+ 17. 2a1 2xd5 18. 2d3 2b6 19. 2b3 Inkiov-Le Roux, France 2007. Black has 19... 2f4! 20. 2he1 2ae8 and the idea of transferring the queen to a4 nullifies any White attacking plans thus making his compensation insufficient.}

12...a6! A strong move, preventing ≜f1-b5 or ≜f1-c4 and preparing, according to circumstances, to expand on the queenside. 13.a3 ②e5 14. ≝c2 ②g6!

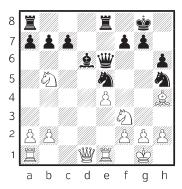


This move "kills" White's attacking aspirations. After 15. 皇xf6 營xf6 16. ②d5 皇xd5 17. 罩xd5 b5! 18. 皇d3 罩ae8 19. 罩d1 ②e5 20. ②xe5 罩xe5 21.g3 罩xd5 22.exd5 營f3 23. 營e2 營xe2 24. 皇xe2 the ending is completely drawish.

Let us now return to our recommendation 11. \(\delta c_4!\)?: 11...\(\delta e_7\)

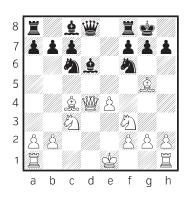


12. \(\delta\) xe6! It is best to make this exchange now as later on Black might consider recapturing with the fpawn. 12...\(\delta\) xe6 (Actually 12...\(fxe6!\)? is not out of the question here, however after 13.0-0\(\delta\) e5 14.\(\delta\) xe5\(\delta\) xe5 \(\delta\) xe5 \(\delta\) xe5 \(\delta\) xe5 \(\delta\) xe5 \(\delta\) and perhaps the tiniest of edges.) 13.0-0\(\delta\) h5! 14.\(\delta\) fe1 \(\delta\) fe8 15.\(\delta\) b5\(\delta\) e5 16.\(\delta\) d1! This pawn sacrifice yields White interesting play.



That said, after 16...②xf3+ 17.豐xf3 ②xh2+ 18.ඓxh2 豐e5+ 19.g3 豐xb5 20. 迢ad1忌 it is out of place to say he has chances for an advantage. We can merely remark that it is rather Black who has to be a bit more precise in a state of approximate equality.]

We will now return to what has been the main line (7. \$c4): 0−0 8. \$g5 \$c6

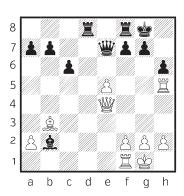


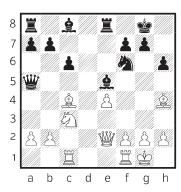
Practice has shown that White has no advantage in this position. Black's only problem is the pin of the f6-knight, but as we shall see below he should be able to deal with it comfortably. 9. We3

[Slightly inferior is 9. d2 as after 9... e5! 10. xe5 & xe5 11. xd8 axd8 12.f3! (12.f4?! & xc3+ 13.bxc3 e8 is better for Black and he managed to convert this advantage in Gerard-Van den Doel, Groningen 1999.) 12...c6 13.a4 ad4 14. ad1! d7! 15. axd4 & xd4 16. e2 e5 17. ad1 xc4 18. axd4 & e6= opposite colored bishops tend to guarantee a draw.]

9...h6 10. 2h4 2e5 11. 2xe5 2xe5 12. e2?! This looks slightly unnatural. There are two other possibilities at this point. (12. 2d1 e8 13. 2xf6 2xf6 14.0-0 is the first of them. White seems to be better developed and with a mobile kingside pawn majority, yet after 14... 2e6 he will end up with only some mild pressure which will gradually be defused. 15. 2d5 2xd5 16. 2xd5! 2e 17. 2e 18. 2e 19. 2e 19

tion we felt that White should have something as Black's bishop seems to be missing from the defense, but the computers say that White has already reached his maximum and there is no more than a draw.





15. **≜** xf6□

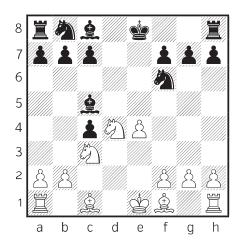
[15. \d2d3?! \d2d4! (15... \d2e6 16.f4 \d2d4+
17. \d2dah1 was unclear in Timoshenko-

Lekic, Tivat 1995.) 16. \(\begin{aligned} \begin{aligned} \partition \\ \partition \end{aligned} \) already becoming very dangerous for White.]

15... &xf6 16.f4 &e6 17. &xe6 &d4+18. ≅h1 Ξ xe6 \mp only Black has hopes to press, so we may conclude that the whole line starting with 6... &d6 \leftrightarrows is comfortable for Black.

Let us now go back to see what happens after the more popular alternative 6... ≝xd4.

7. 2 xd4 &c5!



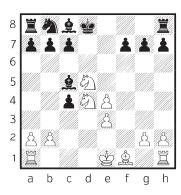
The secret is to displace the 2d4 and try to hang on to the precious c4-pawn here. Our research indicated that White does not have real chances for an advantage.

8. 2 db5!

The best possibility.

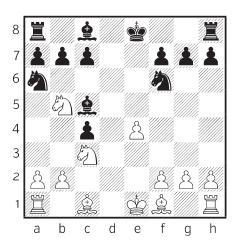
After 8. $2e_3$ $2g_4$ 9. $2d_5$ (Weak is 9. $2xc_4$?! c_6 10.0-0 $2d_7$ 11. $2f_5$ $2xe_3$ 12. f_5 $2xe_5$ 14. $2xf_5$ 0-0-0= Obolentseva-Afanasiev, Mos-

cow 2019.) 9...②xe3 10.fxe3 \(\delta d8! \le \)
Black has the easier play and quite possibly the slightly superior chances.



For example, 11. 2×6 ! 12.0-0-0 2×6 ! 13. 2×6 ! 14. 2×6 ! 14. 2×6 ! 15. 2×6 16. 2×6 ! 14. 2×6 17. 2×6 18. 2×6 16. 2×6 17. 2×6 17. 2×6 18. 2×6 18. 2×6 19. 2×6 19.

8...©a6



Forcing this knight to the edge of the board is a small success for White,

but as we shall see it only ensures equality.

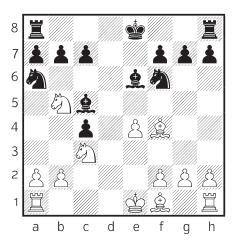
9. \(\frac{1}{2}\)f4

This is imperative.

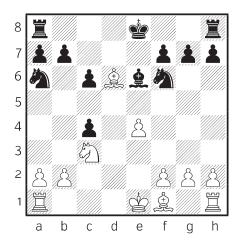
9. \(\delta\) xc4?! c6 10. \(\delta\) a3 b5! 11. \(\delta\) axb5 cxb5 12. \(\delta\) xb5+ \(\delta\) f8 13. \(\delta\) f4 \(\delta\) b7\(\pi\) did not offer White enough for the piece in Yakubboev-Zubov, St. Petersburg 2018.

9...c6!?

An ambitious move.



10. 6 d6+ 2 xd6 11. 2 xd6 2 e6



This is the position that has attracted the most attention in practice after 4. © c3 e5!. White has the bishop pair and some good dark square control in return for the pawn and a 4–3 majority on the kingside.

However, this is an ending and in endings material counts, so it is not surprising to us that Black has the easier game. We think that the following lines will convince you as well.

12.e5

The standard choice.

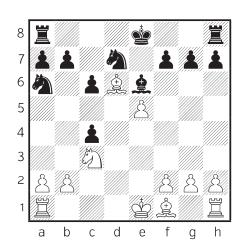
- a) Basically, White would not like to surrender the d5-square to his opponent and play something like 12.f3?!, however after 12...o-o-o! 13.o-o-o ☐d7! 14. ♠e2 ☐ac5∓ Black is clearly better, and the position is similar to Aronian-Dominguez right below.
- b) 12.0-0-0?! 0-0-0 13. 2 e2 has been tried by Levon Aronian but is hardly convincing. After 13... 2 he8!? (also nice for Black seems to be 13... 2 d7!? N 14.f4 f6 15.e5 fxe5 16.fxe5 2 ac5 1.

②d7 15. ☑d4 b5 16. ☑hd1 ②ac5 ☐ Black had a clear advantage in Aronian-Dominguez, Moscow 2009, and went on to win.

c) Finally, 12.f4?! 0-0-0 13.0-0-0 ②e8! 14. ②e7?! (14. ③e5!≒) 14... ≦xd1+ 15. ♣xd1 f6∓ was a lot better for Black in Nikolaidis-Greenfeld, Moscow 1994 and Black prevailed.

12...@d7

Surprisingly, 12...②d5 remains untried. We do not see anything wrong with it with one plausible continuation being 13. ②xc4 ②ab4 14. ②xd5 ③xd5 15. ③c1 ③xc4 ②d5 17. ③e2 f6 18.f4 h5 19. ⑤f3 ⑤f7=.



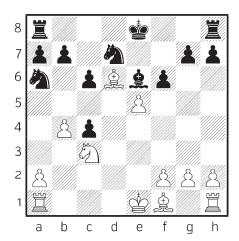
13.b4!

This strong move of Epishin's is the only way to create some play.

After 13. ≜e2 f5! 14.0-0 ac5 Black had a good blockade on the light squares and eventually made his extra pawn count in Beliavsky-Ponomariov, Enghien les Bains 1999.

13...f6!

13...cxb3? is a poor choice as after 14. &xa6 bxa6 15.axb3 &xb3 16. 量b1 &c4 17. 量b7 = the powerful rook on the 7th rank gives White more than enough for the pawns.



14.b5!N

This novel idea opens up the position for the bishops and leads to approximately equal chances.

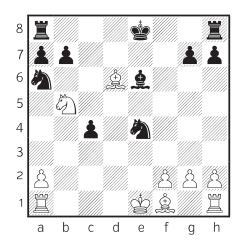
Weaker is 14.f4 fxe5 15.fxe5 0-0-0 16.b5 \triangle ac5 \mp and with his king safe and an extra pawn Black went on to win in Epishin-Dorfman, Belgrade GMA 1988.

14...cxb5

In the case of 14...②ac5 15.bxc6 bxc6 16.exf6 gxf6 17.0-0-0\(\overline{\ove

d₃+ transposing to an opposite colored bishop ending.

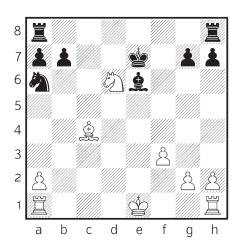
15.exf6 axf6 16. axb5 ae4



17.f3

With the position wide open White can even rely on 17. &e2!? Ξ d8 (17... &xd6 18. &xd6+ &e7 19. &xc4=) 18. &a3 \equiv , which gives him just enough for the pawn.

17... ②xd6 18. ②xd6+ �e7 19. ♣ xc4!

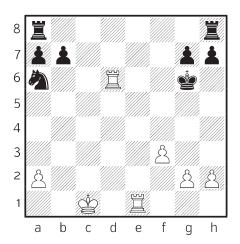


The prospects are equal as the following lines confirm.

19...**⊈xd6**

19...②b4 20. & xe6 ②c2+ 21. 堂d2 ②xa1 22. ②f7 堂xe6 23. ②xh8 罩d8+ 24. 堂c3=

20.0-0-0+ \$\ding\$e7 21. \$\dots xe6 \$\ding\$xe6 \$\ding\$xe6 \$\ding\$f6 23. \$\bar{B}\$d6+ \$\ding\$f7 24. \$\bar{B}\$d7+ \$\ding\$g6 25. \$\bar{B}\$d6+=



Thus, we may conclude that 4. 2c3 e5! leads to an abundance of possibilities for the second player giving him easy play and a rather obvious equality. The above lines can be used by White when seeking only a draw. Despite our efforts we could not detect any reasonable tries for an advantage.

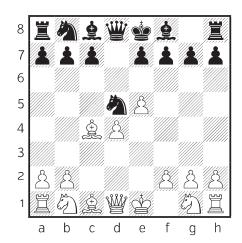
1.d4 d5 2.c4 dxc4 3.e4 5 f6

We now switch to 4.e5! which produces eventful and dynamic positions.

4.e5!

We believe that White cannot do much without this move. It may look committal but on the other hand it gains space and ensures an immediate recovery of the pawn. Strategically speaking, its main virtue is preventing the ...c7–c5 and ...e7–e5 breaks in the near future.

4.... d5 5. & xc4



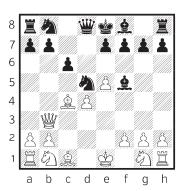
5....**②c6**

Normally Black retreats his knight to b6, which is the main line. But we will first see what happens if he tries to maintain this knight on d5.

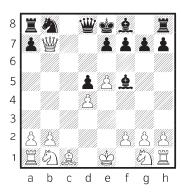
Another way to do that is with 5... \$\(\textit{\pi}\)f5. This move order has often been played by Spanish GM Anton Guijarro, and recently by other highly rated players. The idea is to lure the opposition to poorly studied positions such as 6. \$\textit{\pi}\)b3!? c6!, where Black seems to have good play. Black of course also wishes to avoid the theoretical branch

where the white bishop retreats to d3 by playing in this way. 6. 2e2! We recommend taking play into main line positions rather than trying to find a refutation which does not exist.

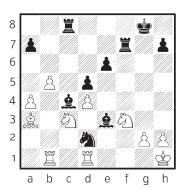
[After 6. 豐b3!? c6! (Not 6...e6? 7. 豐xb7! ②d7 8. 皇xd5 罩b8 — 8... exd5 9. 豐xd5± — 9. 豐c6 罩b6 10. 豐a4 exd5 11. ②c3 c6 12. ②ge2±) Black seems to have a normal position.



7. \bigcirc c3 (Weak is 7. \bigcirc xb7? \bigcirc b6! 8.e6 \bigcirc xc4 9. \bigcirc xa8 \bigcirc c7 10. \bigcirc a3 \bigcirc b6 11. \bigcirc b5 cxb5 12.exf7+ \bigcirc xf7 13. \bigcirc f3 \bigcirc c2 \bigcirc If White insists on playing 6. \bigcirc b3!?, we think that 7. \bigcirc xd5!? cxd5 8. \bigcirc xb7 represents his best chance.



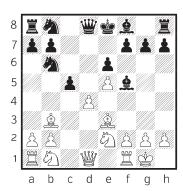
However Black should hold the ensuing ending with precise play as shown by the following model game. 8... ****** 8.! 9. ****** xc8 + ***** xc8 10. ***** c3 e6 11. f4!? ***** c6 12. ***** f3 ***** a6 13. ***** f2 ***** b8 14. ***** d1 ***** e7 15. b3 ***** c8 16. ***** b2 ***** b4! 17. ***** e1 0-0 18. a3 ***** c6 19. b4 ***** c4 20. ***** f3 f6 21. exf6! ***** xf6 22. b5 ***** a5 23. a4 g5! 24. ***** a3 ***** f7 25. fxg5 ***** xg5 26. ***** g1 ***** e3+ 27. ***** h1 ***** b3 28. ***** ab1 ***** d2!=



6...e6 7.0−0 🖾b6

[After 7... 2e7 8. 2bc3 Black should play 8... 2b6 transposing to the main lines. Instead, 8... c6? 9. 2g3 2g6 10. 6f4! 6f7 (10... 6f7 0 - 0 11. 6f7 6 exf5 12. 6f7 12. 6f7 13! f7 14 led to a large advantage for White in Belous-Huschenbeth, Greensboro 2017.]

8. \(\delta\)b3 c5 (8... \(\delta\)e7 9. \(\delta\)bc3 will again transpose to our main lines.) 9. \(\delta\)e3



Forcing play! 9... 2c6!

[9...c4?! 10. ②xc4 ②xc4 11. 營a4+ ②d7 (11... ②c6 12. 營xc4 區c8 13. 營a4± was also quite uninspiring for the defense in Malakhatko-Khodashenas, Tehran 2019.) 12. 營xc4 區c8 13. 營a4 ②c2 14. 營xa7 ②d3 15. ②bc3 ②a6 16.d5! ②xe5 17. 區fd1+— was hopeless for Black in Nakamura-Sutovsky, Douglas 2017.]

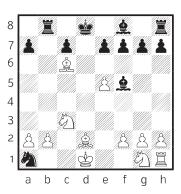
10. \bigcirc bc3 c4 So far we have followed Lei-Gara, Khanty-Mansiysk 2018. Here the obvious 11. \bigcirc c2 \bigcirc xc2 12. \bigcirc xc2 leads to positions where White can put a lot of pressure on Black by a queen transfer to the kingside. 12... \bigcirc d7 (12... \bigcirc b4 13. \bigcirc e4 \bigcirc d7 14. a3 \bigcirc 4d5 15. \bigcirc f3 \bigcirc xc3 16. \bigcirc xc3 \bigcirc d5 17. \bigcirc f61 \bigcirc c8 18. \bigcirc e4 b5 19. \bigcirc d2 \bigcirc d5 16. \bigcirc e2 \bigcirc d5 14. \bigcirc d65 16. \bigcirc e2 \bigcirc

We will now check the worthwhile alternative to 6. ∅c3.

6.2e2!?

This one looks the least committal and a better try than 6. £e3 which we decided not to cover. It follows the dictum "knights before bishops", defends d4, and prepares castling.

6. If 3? is the move that has to be discarded. After 6... $2xd_4!$ 7. $2xd_5$ $2xd_5$



14.g4!? (14.\$\overline{1}\$f3 \$\vec{\pi}\$xb2 15.\$\vec{\pi}\$e2 \$\overline{1}\$c2 16.\$\vec{\pi}\$c1 \$\vec{\pi}\$b6 17.\$\vec{\pi}\$d1+ \$\vec{\pi}\$c8 18.\$\vec{\pi}\$a4 \$\vec{\pi}\$b4 19.a3 \$\overline{1}\$a6 20.\$\overline{1}\$g5 \$\vec{\pi}\$g6 21.\$\overline{1}\$d5 e6 22.\$\overline{1}\$xb6+ axb6 23.\$\vec{\pi}\$b5 \$\overline{1}\$c5\$\vec{\pi}\$) 14... \$\vec{\pi}\$g6 15.\$\vec{\pi}\$a4 e6! (15...\$\vec{\pi}\$xb2 16.e6!\$\vec{\pi}\$

