

Attacking 1...d5

Volume 2

Kiril Georgiev

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Introduction

When I started writing *Attacking 1... d5*, I planned to analyse only gambit treatment of the Slav and the Semi-Slav. Then I added also some ideas against 1.c4 e6 2. C3 d5, planning to stop at that. Apparently I hit a hot theme since the publisher got many letters asking to complete the work by building a full repertoire. Thus a second volume became necessary.

I took for a base the English move order 1.c4 e6 2. a c3 d5 3.d4 to be consistent with my book *The Modern English* vol. 2. This approach helps us to avoid the Queen's Gambit Accepted, which has been a very tough nut to crack lately.

The most complex opening in this new book is the Ragozin Defence. It is abundant with long forced variations, which often finish with forced draws. The best way to get a playable position is probably the line 1.c4 e6 $2.\triangle$ c3 d5 3.d4 \triangle f6 $4.\triangle$ f3 2b4 $5.2a4+!? \triangle$ c6 6.e3 0-0 7.2a2.



It looks like a Nimzo, but the knight on c6 hampers Black's counterplay with ...c5. He can prepare ...e5 instead, when we can choose between allowing an isolated pawn on d4 and castling long. In the latter case the plan with h3 and g4 demands from Black utmost precision and difficult decisions early in the opening stage.

Chapter Four deals with the Vienna Variation -1.c4 = 62. 0c3 d53.d40f64. 0f3 dxc46.e4 0b4.



I analyse here the pawn sac 7. 2xc4!? 2xe4 8.0-0. It is the latest trend, bringing White a series of notable victories. Just to mention that the fireproof Anand has scored 0 out of 2 against it!

The Chebanenko 1.c4 c6 2.d4 d5 3.263 3.266 4.263 a6 has the reputation of a very reliable opening, but our patent approach works well against it -5.g3! dxc4 6.2g2 b5

Preface



7.b3!!. Amazingly, this thematic break is a novelty here, but we have seen such ideas in the first volume.

Chapter 6 deals with the Hennig-Schara Gambit 1.c4 e6 2. △c3 d5 3.d4 c5 4.cxd5 cxd4?! 5. ₩a4+!



It is the only dubious system I co ver in this book. I could not ignore it as it is a frequent guest at lower levels. Lately Black has been trying to revive it castling short and relying on his activity in the centre.

Of course the Tarrasch is a bigger challenge. After 1.c4 e6 2. (2) c3 d5 3.d4 c5 4.cxd5 exd5 5. (2) f3 (2) c6 I propose the fashionable 6.dxc5. It poses serious practical problems, and the books do not offer adequate coverage to help Black. Second players will probably need a few years to discover the best defensive set-ups.



In any case White will enjoy the bishop pair advantage in a totally safe position.

Then I discuss the weird move 3... a6, which has become very topical lately after its adoption by Magnus Carlsen.



The most sensible choice here is 4.cxd5 exd5 5. (a)f3 (c)f6 6. (c) f3 (c) f6 6. (c) f3 (c) f6 f6 (c) f6 f6 (c) f6

Finally, I analysed 3... b4 4.a3!. Play is likely to transpose to the Sämish Variation of the Nimzo.

> Kiril Georgiev Sofia, December 2021

Main Ideas

1.c4 e6 2.එc3 d5 3.d4 එf6 4.එf3 ඉb4



This system is a hybrid between the Nimzo and the QGD, but it is much more aggressive than the latter. The pin allows ideas with ...心e4, ...c5, ...曾a5 or ...g5, which involve long forced variations. Although play often transposes to other openings, as the Vienna Variation or the Nimzo, White can also try to use the particular move order to discoordinate Black's pieces with:

5.₩a4+!?

In the 1920s Alekhine wrote: "...by the reply 5. "a4+! White can force 5....acc6, which makes it significantly more difficult for the opponent to achieve the important task of opening lines in the centre". In my youth the check was still considered the strongest retort. Nowadays the engines manage to level almost any sensible opening, so we tend to base our repertoire choices on psychological and practical considerations. I like the fact that 5.⊮a4+ is perhaps the only way for White to achieve a normal playable position without taking any strategic or tactical risk (if you stick to plans with short castling of course). Moreover, you need to remember just a few basic lines. To be fair, any attempt to extract an opening edge should be based on a deep knowledge of the subtleties of the different move orders. But that is the reason to have separate chapters for "Main ideas" and "Step by Step".



Remember this move order! We do not want to open the enemy lightsquared bishop with cxd5, but we also prefer to avoid 7.\u00e9d3 dxc4 8.\u00e9xc4. The only other reasonable way to fight for the tempo is 7.\u00e9d2, but 7...\u00e9d6, followed by ...dxc4 and ...e5 equalizes.

In the diagram position Black has many possibilities, and his choice will define the character of play. 7... b6 and 7...\nother 8 are covered in the next chapters, while here I started with:

7...ĝd6

Black's general plan is to open the centre withe5. If he does it promptly, I propose to castle short. Otherwise we could contemplate a direct attack with g4. The latter consideration makes me choose 8.h3 over the more popular 8.a3. Its only drawback is the possibility of the still untested 8... b4!? 9. b1 c510.dxc5 \$xc511.a3 \$c612.b4. On the other hand, 8.a3 also has a flip side - White will need h3 anyway, when the tempo spent on a3 will enable Black to open the centre withe5 and sacrifice a piece on h3 after ...ዿd7, ... [™]c8. I'll return to this sac later in this section.



Practice has seen 8...a6 9.a3 dxc4

10.&xc4 e5 11.0-0 &d7, which transposes to **Game 5** Ibragimov-Onischuk, New York 2006, while 11...h6 12. \mathbb{Z} d1 exd4 13.exd4 &e7 14. $\&e5\pm$ leads to:

IQP pawn structure

Game 3 Nakamura-Gavrilescu Caleta 2019



This is White's **main positional goal** in the Ragozin with 5.曾a4+. His pieces are much more active. The threat is 15.曾b3, and after 14... b5 15.愈d3 both bishops target the black king.

Let me show you another example in the same pawn structure:

Analysis



17. axf7! Xxf7 18.dxc5 &e5 19. g5, with strong pressure and full material compensation. For instance,

19....^wc7 20.¹/₂xf6 gxf6 21.^wh5 ¹/₂xc3 ¹/₂c2 23.^we2 ¹/₂f5 24.^wf3+-.

If we analyse the cause of Black's misfortunes in the last two diagrams, we'll notice that the e-file opened in White's favour as he was able to take it with a rook and plant a dominant knight on e5. That prompts many players to adopt a waiting game with Black, **avoiding to take on d4**. What should we do in that case?

Pawn structure 4:3 on the kingside

In the general case changing the pawn structure with dxe5 leads to a balanced game as White's pieces are too passive to support the advance e4+f4.



Analysis

Black obtains nice places for his pieces after 12.dxe5 ②xe5 13.③xe5 \$\u00e9xe5 14.\u00e9d2 b5 15.\u00e9a2 \u00e9b7 16.f4 \$\u00e9xc3=, clamping on e4.

But suppose that the second player delayed ...exd4 for too long. Then we can mount an attack, building on the weakness of g6:

Analysis



Black's queen is misplaced, his waiting game ...a6 and ...h6 allowed White to make two more useful moves (單d1, 彙a2). Thus, 14.dxe5! ②xe5 15.②h4!± underlines White's space advantage as he keeps all the minor pieces on the board. That would enhance the effect of f4+e4.

Analysis



15.心h4! 空h8 16.dxe5 鬯xe5 17.罩xd6!! 鬯xd6 18.罩d1 鬯e7 19.힕a2! with a debacle on the b1-h7 diagonal.

Pawn structure with d5

Closing the centre with d4-d5 at once is commonly ineffective. Black obtains good practical results by piling up pieces against the white king. Breaking the centre with ...c6 is also a solid equalizer.

Chapter 1

Timman-Leko Douglas 2017



The simplest treatment is to undermine White's centre with ...c6 (although ...f5 is also a legitimate option) – 15...b5! 16.&d3 (the game actually saw 16.&a2?! ⁽²⁾g6 17.\[fe1 (²⁾h5↑) 16...\[c8 17.\[fe1] c6 18.dxc6 [[xc6=.]]

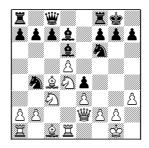
However, if Black builds a **B** battery against h3, I propose to take space with d5. This is the case in my main theoretical line:

7...dxc4 8.≜xc4 ≜d6 9.0-0 e5 10.h3 ≜d7 11.≌d1 ≌c8



12.d5!? ②b4 (we meet 12....^②e7 by 13.[≜]f1, then e4, [≜]e3, and if ...f5, we take and install a knight on e4) **13.[™]e2 e4 14.[◎]d4.**

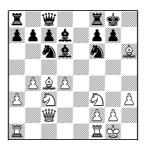
This position has never been tested. Pert evaluates it as unclear.



My analysis shows that White's game is preferable as his pieces are well coordinated for an attack on the queenside. The awkward knight on b4 will remain out of play for long.

Sacrifices on h6 and h3

Sacrifices on h3 and h6 are recurring motifs in the IQP structure. They commonly lead to an extra pawn for White, which is rather weak and difficult to convert. Some nuances, for instance, the placement of the king's rook, play considerable role in the sidelines:



Analysis

Here White's rook is on f1 - he should be aware that 14.&xh6 is a real sacrifice due to 14...&f5.

After 14...\$xh3 15.\$g6 \$g4 16.\$xg7+ \$xg7 17.\$xg7 \$xg7 18.gxh3 單h8 19.堂g2 單ag8 20.罩h1 單h5 21.堂f1 Black is still a pawn down, although his activity might be sufficient for a draw.

15.營d2 gxh6 16.營xh6 心h7 17.Ξfe1 The point is 17.g4? 查h8! 18.gxf5? Ξg8+∓.

17...☆h8 18.</bd>
18.
19.
2
ad1 with sufficient compensation.





15.^{\$}xh6 ^{\$}xh3

Here the f1-square is free, so the line 15...≜f5? walks into 16.⊮d2

gxh6 17. \forall xh6 \Diamond h7 18.g4 \diamond h8 19.gxf5 \exists g8+ 20. \diamond f1+-. The rook on d1 proves useful also in the line:

Conclusion

The main repertoire I propose against 7...\$d6 and 7...dxc4 brings about calm positional play with some initiative for White. The main focus of the opening battle is which pawn structure to choose and the best timing for that. I especially like the fact that White can play for a win without having to commit himself with permanent strategic weaknesses or unclear sacrifices. I'll also note that you should not remember any lines beyond 15-20th move.

Index of Variations

Chapter 1. 1.c4 e6 2.බc3 d5 3.d4 බf6 4.බf3 ĝb4



5.∰a4+ (5.a3 12; 5.∰c2 12; 5.ዿg5 12) 5...\alphace condition conditions of the formula of the fo

Chapter 2. 1.c4 e6 2.
थेc3 d5 3.d4 थेf6 4.थेf3
 \$b4 5.

 ba4+ थेc6 6.e3 0-0 7.
@c2 b6



8. 2d2 (8. cxd5 50) 8... 2b7 50 (8...a5 50; 8... 2a6 51)

Chapter 3. 1.c4 e6 2.23 d5 3.d4 26 f6 4.3f 26 f3 26 f3 26 f3 26 f3 26 f6 6.e3 0-0 7.26 ge8



8. \$d2 a6 70 (8...e5 70; 8... \$f8 71; 8... \$d6 72)

Chapter 4. 1.c4 e6 2.බc3 d5 3.d4 බf6 4.බf3 dxc4



5.e4 (5.[§]g5 93) 5...c5 94

5...b5 96 6.e5 ∅d5 7.∅xb5 ∅b6 8.ዿe2 ∅c6 9.ዿe3 96 9.0-0 99 9...ዿe7

10.營d2 0-0 11.營f4 100 11.舀d1 102 5...愈b4 103 6.愈xc4 (6.愈g5 104) 6...②xe4 7.0-0 ②xc3 104 7...⑤f6 107

Chapter 5. c4 c6 2.d4 d5 3.@f3 @f6 4.@c3 a6 5.g3



5.g3 (5.c5 128) 5...e6 129 5...\$15 131 5...g6 132 5...b5 133 5...dxc4 136

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5.營a4+! 愈d7 (5...b5 155) 6.營xd4 exd5 7.營xd5 包c6 155 7...公f6 157

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5....²c6 (5...²f6 167) 6.dxc5 168

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4.cxd5! exd5 5.心f3 188 (5.營b3 188)

Chapter 9.1.c4 e6 2.公c3 d5 3.d4 ଛb4



4.a3 \$xc3+ 5.bxc3 \$f6 205 (5...\$e7 205; 5...c6 205; 5...dxc4 206) 5...c5 209