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Foreword

I started playing the King's Indian in my childhood. Bronstein's classic, *Zurich International Chess Tournament 1953*, had a strong impact on me so I adopted this sharp opening for the Black side. I remember to have suffered many horrible debacles against the Sämisch, especially by the hands of my first coach Boris Nevednichy (GM V. Nevednichy's father). Only when I turned 20 did I finally decide to master 1.d4 for White. Dreev's exemplary wins inspired me to test the Sämisch. It seemed to suit my active positional style.

At first I had not a full grasp of this system. I thought White was obliged to mate the opponent. One of the most important principles of the Sämisch dawned on me much later when I understood that White had to play all over the board!

The next stage was to try 3.f3 against the Grünfeld. I'd like to remind you that in 2000 the Grünfeld was far behind its current popularity while 3.f3 was still a fairly young system. The computers were not so powerful in those times so it was very interesting to analyse all those extremely complex lines over the board. It was a sea of opportunities for both sides.

Nowadays the 3.f3 system has grown tremendously to become one of the most popular weapons against the Grünfeld. Like any fashionable opening, it has become utmost concrete, with tons of branches going deep into the endgame. The Sämisch itself is more positional. One can play it on understanding. You should learn plans rather than moves.

I have supplied enough annotated games in the "Complete Games" sections, and typical examples of the main motifs in the "Main Ideas" chapters. Nearly in most main lines I have developed new plans (rather than novelties) which should put you ahead of your opponents in the OTB battles.

The book includes games played before July 31, 2013.

I would like to express my deep gratitude to:

My grandfather who taught me to play chess;

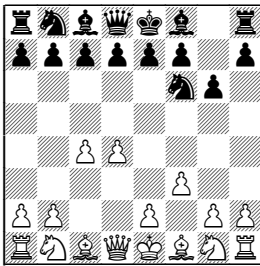
My first and main coaches Raisa and Boris Nevednichy;

My editor Semko Semkov for his help and valuable ideas.

*Dmitry Svetushkin
July 31, 2013*

Introduction

By playing **1.d4 ♘f6 2.c4 g6 3.f3**, White kills three birds with one shot.



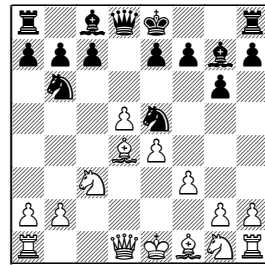
First of all, this is a natural way of seizing space. Opening theory knows a similar approach – 1.♘f3 d5 2.b3 c5 when 3.♙b2 is considered inaccurate due to 3...f6!.

The second merit of 3.f3 is that it throws the Grünfeld fans out of their main repertoire.

The third fine point is that it allows White to delay the development of his queen's knight. While in most systems its natural stand is on c3, against ...c5 plans it may go to d2 or a3, leaving c3 free for the other knight.

3.f3 has debuted at top level with the game Nimzowitsch-Tartakower, Karlsbad 26.08.1929, where Black simply ignored it by following classical King's Indian

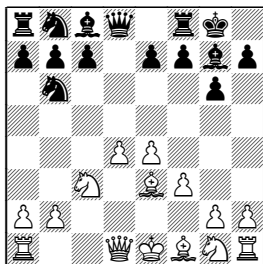
development with ...♙g7 and ...e5. Several months later world champion Alekhine promoted 3.f3 as a weapon of choice in the match for the title against Bogoljubow. In the first encounter the challenger opted for 3...♙g7, but later in the match he took up the gauntlet with 3...d5 and got a cramped position after 4.cxd5 ♖xd5 5.e4 ♗b6 6.♙e3 ♙g7 7.♗c3 ♗c6 8.d5 ♗e5 9.♙d4



9...f6?! 10.f4 ♗f7 11.a4 e5 12.dxe6 ♙xe6 13.a5 ♗d7 14.a6 b6 15.♙b5 ♗e7 16.♗ge2.

In the following decades, the mainline Grünfeld had been under strong pressure and it made no sense to avoid it. Only in the 80ies was the interest in 3.f3 revived, but White was not too successful in the variation:

3...d5 4.cxd5 ♖xd5 5.e4 ♗b6 6.♗c3 ♙g7 7.♙e3 0-0



Most games featured 8.f4 ♖c6 9.d5 ♗a5 or 9...♗b8 with sharp, but balanced play.

Alekhine's intuition hinted to him the best continuation:

8.♖d2! against the same Bogoljubow in Bled 1931, but he drew this game and the move had not caught up.

Another world champion, Kramnik, put his faith in 8.♖d2 against Shirov in the candidates match for the world title in 1998: 8.♖d2 e5 9.d5 c6 10.h4 h5, but then his play was hesitant and he went on to lose. Thus the burst of popularity of the f3-system was delayed for another decade.

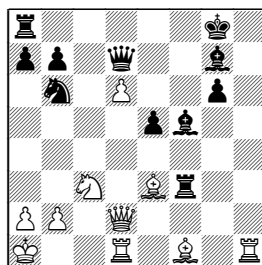
Eventually, White has developed completely new schemes and has fine-tuned the move orders. This turned 3.f3 in the last 5-6 years from a side line into the most challenging way of combatting the Indian defences. After Anand has adopted it and used in a number of games, including the world title match against Gelfand in 2012, 3.f3 has become one of the hottest systems, the ultimate anti-Grünfeld.

I have been playing 3.f3 for ten years so I can claim to be one of the

veterans of this modern line. Look at the following game:

Svetushkin-Lupulescu Bucharest 2003

1.d4 ♗f6 2.c4 g6 3.f3 d5 4.cxd5 ♗xd5 5.e4 ♗b6 6.♗c3 ♙g7 7.♙e3 0-0 8.♖d2 ♗c6 9.0-0-0 f5 10.h4 fxe4 11.h5 e5 12.d5 ♗d4 13.hxg6 hxg6 14.fxe4 c6 15.♗f3 ♗xf3 16.gxf3 cxd5 17.exd5 ♙xf3 18.♙b1 ♙f5+ 19.♙a1 ♖d7 20.d6



I combine play on the kingside with the power of the passed d-pawn. White is on top and I went on to win after 20...e4 21.♙e2 ♙g3 22.♙d4 e3 23.♖e1 ♙g2 24.♖h4 ♙c8 25.♙b5 ♙c6 26.♙xc6 bxc6 27.♙xg7 ♙xg7 28.♖d8+ ♙f7 29.♖e7+ 1-0.

This game reveals the main features of the f3-system: a clear plan for a kingside attack with h4-h5, backed by a strong centre. Try it and you'll not risk to fall asleep during the game. The opposite castles are always a herald of sharp fight.

Of course, Black can choose the King's Indian. Then the Sämisch is probably the most straightforward and natural answer. White's result in this particular branch (without 3.♗c3) is above 60%! Higher than any other system against the K.I.D.

Index of Branches

Part 1. Anti-Grünfeld I

1.d4 ♖f6 2.c4 g6 3.f3 d5 4.cxd5

4...♗xd5 (4...c6 17) 5.e4 ♗b6 6.♗c3 ♙g7 7.♙e3 0-0 (7...♗c6 18, 37, 40)

8.♙d2 (8.f4 19) 8...e5 19, 43, 47

8...♗c6 9.0-0-0 e5 23

9...f5 25, 50

9...♙d6 10.♗b5 (10.h4 52) 10...♙d7

11.♗b1 28 (11.f4 28, 59; 11.♙h6 54) 11...♗d8 12.d5 a6 13.♗c3 (13.♗a3 29)

13...♗a5 30

13...♗e5 31

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Anti-Grünfeld II

1.d4 ♖f6 2.c4 g6 3.f3, rare lines

3...♗c6 (3...e6 68, 3...e5 69) 4.d5 ♗e5 5.e4 d6 6.♗c3 ♙g7 7.f4 ♗ed7

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1.d4 ♖f6 2.c4 g6 3.f3 c5 4.d5

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4...d6 (4...♙g7 94; 4...e6 106) 5.e4 e6 94, 106

5...♙g7 6.♗e2 0-0 (6...♗bd7 98; 6...e6 105) 7.♗ec3 ♗h5 98

7...e6 101

7...♗a6 102

Part 4. King's Indian with ...c5

1.d4 ♖f6 2.c4 g6 3.f3 ♙g7 4.e4 d6 5.♗c3 0-0 6.♙e3 c5 7.♗e2

7...♗c6 (7...b6 115; 7...♙a5 116, 137; 7...cxd4 117, 139, 140; 7...♗bd7

8.♙d2 a6 118, 142) 8.d5 ♗e5 (8...♗a5 118) 9.♗g3 h5 120, 127, 129

9...e6 122, 131, 134, 136

Part 5. The Panno Variation

1.d4 ♘f6 2.c4 g6 3.f3 ♙g7 4.e4 d6 5.♗c3 0-0 6.♗e3 ♗c6 7.♗ge2

7...♗e8 152 (7...♗b8 164)

7...a6 8.♗d2 ♗a5 155

8...♗e8 9.h4 156 (9.g4 156)

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8...♗d7 160

Part 6. Main Line Panno Variation

3.f3 ♙g7 4.e4 d6 5.♗c3 0-0 6.♗e3 ♗c6 7.♗ge2 a6 8.♗d2 ♗b8

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10.♗d1 e5 170, 177, 179 (10...a5 169; 10...♗e8 170, 175; 10...♗e8 170)

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Part 7. Byrne Variation

1.d4 ♘f6 2.c4 g6 3.f3 ♙g7 4.e4 d6 5.♗c3 c6 6.♗e3 a6 7.♗d3

7...0-0 188, 197, 198, 200

7...♗bd7 192

7...b5 192, 195

Part 8. The Classical Main Line

1.d4 ♘f6 2.c4 g6 3.f3 ♙g7 4.e4 d6 5.♗c3 0-0 6.♗e3 e5 7.♗ge2

7...exd4 207 (7...♗bd7 206; 7...♗fd7 206; 7...♗h5 206)

7...♗c6 208

7...c6 209, 220, 221, 222

Part 9. Alternative Move Orders

1.d4 ♘f6 2.c4 g6 3.f3 ♙g7 4.e4 d6 5.♗e2

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