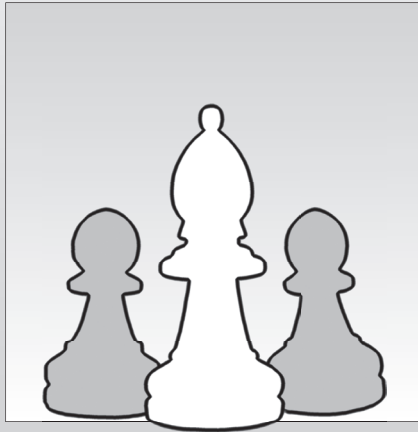




**Chess
University - 9**

**Anatoly KARPOV
Nikolai KALINICHENKO**
**Complete Guide
to the Queen's
Pawn Opening**

Volume 2



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PREFACE

The second volume of this monograph on the Queen's Pawn Opening follows on naturally from the first volume. There we covered the moves 2.♗g5 and 2.♖c3 after 1.d4 d5, and now the discussion continues about positions after 2.♗f3.

Chapter Six is devoted to rare continuations (without 2...♗f6).

Beginning with **Chapter Seven**, the initial position for analysis will be the following: 1.d4 d5 2.♗f3 ♗f6. In Chapter Seven itself the move 3.♗f4 (the London System) is investigated – White pins his hopes on his control of the e5-point.

In **Chapter Eight** the Romanishin Variation 1.d4 d5 2.♗f3 ♗f6 3.g3 is analysed. It has many features in common with the Reti Opening and the Catalan Opening, but our analysis will be mainly devoted to original ways of developing.

The Torre Attack (1.d4 d5 2.♗f3 ♗f6 3.♗g5) is analysed very thoroughly in **Chapter Nine**.

The monograph concludes with absolute classics: the Colle System and the Zukertort System (**Chapters Ten and Eleven**). In both cases the initial moves are 1.d4 d5 2.♗f3 ♗f6 3.e3. But whereas in the Colle System the bishop on c1 remains shut in for at least some time (its development is possible only after the e3-e4 break, and this does not happen soon), in the Zukertort System, without losing time, White develops his bishop on the long diagonal, for which he plays b2-b3.

The theoretical part of the book is provided with a detailed **Index of Variations**.

The book concludes with nineteen **Illustrative Games**. Their role is one of repetition: by playing through these games, the reader will as though again read through the entire book in miniature.

* * *

Nominally the two volumes of the monograph complement each other. As regards content, they are antipodes.

The first volume mainly covers systems that have been forgotten and abandoned (whether justly or unjustly, that is another question), such as the Blackmar-Diemer Gambit and the Veresov Opening. Or, by contrast, new systems which have not yet have time to acquire an established theory and sufficient practice. As examples, one can remember the variations 1.d4 d5 2.♗g5 c5!? or 2...f6!?. Studying Chapters One to Five, the reader must inevitably arrive at the thought that the recommendations suggested are more or less approximate in character, and that a final or at least firm theoretical word on most of the variations has not yet been said.

In the first volume it is imagination and boldness that prevail. The leitmotif of the second volume is knowledge.

The systems of Torre, Colle and Zukertort, as well as the variations 1.d4 d5 2.♖f3 ♖f6 3.♗f4 and 3.g3, possess a stable and branched theoretical structure. With rare exceptions, on these variations theory is ready to give not approximate, but the most concrete recommendations. Improvisation is allowed, but not encouraged; at any event, it must be based on deep theoretical knowledge.

One further detail. Studying the material given in the first volume, the reader could not help but notice that the strongest modern grandmasters have largely not supported White's ideas, but have opposed them. In other words, they have played with Black, and not with White. In the second volume in practically every chapter there is its 'locomotive' – a strong modern grandmaster, driving forward the theory of the given variation for White. You should latch on to such a 'locomotive', take his games as model examples and, by thoroughly analysing them, approach closer to the essence of an individual variation or system as a whole.

Thus the difference between the two volumes is a fundamental one. At first sight this creates some inconvenience, but if you think it over, it can turn into a distinctive advantage. Two different volumes – two different styles; possibly two different tactical approaches to one specific game. If you want to improvise – choose 2.♗g5 or 2.♖c3. If you want to rely on a firm base – play 2.♖f3.

One opening. But its interpretation can vary. Study, compare and choose.

Good luck!

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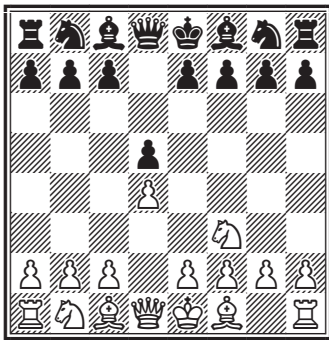
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CHAPTER SIX

1.d4 d5 2.♘f3. Everything, apart from 2...♘f6.

1. d2-d4 d7-d5
2. ♘g1-f3 ...



This chapter resembles a children's game, where in a conversation it is strictly forbidden to pronounce some common word. Black must watch that he does not accidentally 'say' ♘g8-f6 (the entire further material in this volume will be devoted to an analysis of 2...♘f6); White, in turn, by the conditions of the 'game' must refrain from an early c2-c4 – otherwise events will move out of the framework of the Queen's Pawn Opening and revert to lines of the Queen's Gambit.

Black's main options are: 2...c6

(I), 2...c5 (II), 2...e6 (III), 2...g6 (IV), 2...♘c6 (V), 2...♙f5 (VI) and 2...♙g4 (VII). 2...f5 and 2...♘d7, and even 2...a6 or 2...f6 have also been played (and by some very respected players), but not everything can be covered.

I (1.d4 d5 2.♘f3)

2. ... c7-c6

As has already been mentioned in the first volume, this move normally contains two ideas. The first is an active one: awaiting the development of the bishop from c1, to immediately play the queen to b6, attacking the queenside pawns. The second is a waiting one: Black wants to see the opponent's reaction, and, depending on it, to transpose advantageously into other lines: with g7-g6, ♙c8-g4 or something else.

3. g2-g3 ...

In the present chapter there is no point in discussing 3.e3, since the strongest reply is 3...♘f6; and in the event of 3...♙g4 or 3...♙f5