

**Sergey Kasparov**

# **The Dynamic Benko Gambit**

**An Attacking Repertoire for Black**

**New In Chess 2012**

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## Introduction

Dear chess fans, welcome on behalf of international grandmaster **Sergey Kasparov**.

I was born in the USSR, in the capital of Azerbaijan – Baku. You may remember that my outstanding namesake Garry began his career there. During tournaments people often ask: ‘Are you relatives?’. I believe not, though they say that ‘in the Caucasus all people are relatives’.



I met my favourite chess player (Garry) twice. The first time was when he casually dropped in during our training. The future World Champion played a few light games with kids (I am 5 years younger than him). At that time Garry was a master and he gave me a handicap. I cannot recollect the exact results, but in the first game Garry played without a rook and I managed to win. Only two of my rooks against one of the master remained on the board. So he resigned, which was a pleasant surprise for me, as the realization of this advantage did not seem easy (then).

In this book we will try to look through the cobwebs of one of the most difficult and most interesting chess openings. Right here at the beginning, I kindly ask the readers to consider the following: the author does not claim to be completely right in all his assessments. I believe that even a grandmaster with 2800 Elo cannot know the absolute truth. After all, even he is defeated from time to time.

For your convenience, I have included a lot of diagrams in the text. I am guided by personal experience. Our family consists for 95% of chess players but the chessboard is practically never used. In our high-tech age, ‘wooden chess’ has been successfully replaced by the computer. The considerable quantity of diagrams in the book will allow lazy readers to study the contents lying on the sofa, on the beach, or even sitting on the toilet.

Nevertheless, I advise you to study the most interesting ‘key’ games (they will be highlighted by a special sign – \*\*\*) on your computer, entering the moves on the keyboard.

I won’t confine myself to a dry technical text. From time to time my ‘lyrical digressions’ will acquaint you with funny tournament episodes. Thus, the reader can learn something useful about competitions in different countries.

Allow me to introduce to you those who helped with the creation of this work:

**WIM Tatiana Kasparova** (analysis of games, maintenance of the author at work and providing some fragments on the topic ‘how you should NOT play chess’)



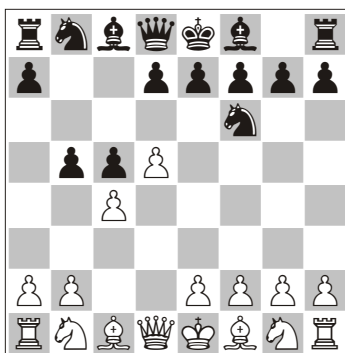
and **Eva Kasparova**  
(translation Russian-English)



It is logical to assume that a chess player who aspires to a hard-fought battle prefers 1.e4 as a first move, entering an open or semi-open game. This is certainly a simplification, but there is probably a considerable amount of truth in the idea.

1.d4 leads to more 'solid' play. What can Black attempt here if he doesn't wish to just dejectedly struggle for equality? For those of us who like the initiative and to play irrational positions, this book is recommended.

**1.d2-d4 ♘g8-f6 2.c2-c4 c7-c5 3.d4-d5 b7-b5**



These are the moves that characterize the Benko (Volga) Gambit.

Before you plunge up to your ears into a whirlpool of complicated variations, please acquaint yourself with some opinions of several opening experts.

*Today I consider the Benko as a half-correct opening, though earlier I used it myself and beat some quite good chess players with it, including Joel Lautier. I think the maximum for Black is a struggle for a draw. The opening is more suitable for rapid and blitz – Vadim Malakhatko (GM, Belgium, Elo ~2550-2630)*



*With the right move-order this opening is certainly correct, White's advantage in basic lines is no more than theoretically feasible. But the Volga has turned from 'an opening for a struggle' into 'an opening for a draw' – White doesn't need so many skills to prevent Black from getting more than some equalizing simplifications, and in many lines – Yury Solodovnichenko (GM, Ukraine, ELO ~2550-2600).*



I'll risk expressing my own opinion too. Even if the Benko Gambit is only half-correct, does this strongly distinguish it from, for example, the Grünfeld or Old Indian Defences? These things are quite relative. Of course, it is extremely risky to use this opening against an opponent with an Elo above 2700. However, hardly anyone of us participates in super tournaments, do we? Opponents above 2600 are dangerous, but they can't always prove flaws in gambits either – to say nothing about amateurs.

I will try to expound on the 'Benko philosophy' using military terminology.

Strong (grand-)masters can be compared to a modern army. They study openings and regularly look out for novelties. In other words, they are armed with modern weapons (aircraft, fleet, armour).

What can an amateur chess player oppose to this? He has a job, for example, with the police, at a university or in a shop – he has little time for chess. So, it makes sense to study a *rare* (which does not mean 'incorrect!') opening in detail, to lure the opponent into a virtual minefield or a jungle. There you can strike blows jumping from trees, even if you only have a bludgeon against your opponent's submachine gun.

If you are stronger than your opponent, the Benko Gambit, as opposed to, for example, the Slav Defence or the Petroff Defence won't give him chances to quickly steer the game into a drawn position – for example **1.d4 d5 2.c4 c6 3.cxd5 cxd5** (the Exchange Slav) or **1.e4 e5 2.♟f3 ♟f6 3.♞xe5 d6 4.♟f3 ♞xe4 5.♚e2** in the Petroff.

To reduce the probability that your opponent is perfectly prepared for you and allow him to, in tennis language, 'serve an ace', it is advisable to use at least one more alternative opening. Then the opponent will have to do a huge amount of work before the game. Many of them won't be bothered, believe me.

At a certain point I noticed that the majority of my opponents started to avoid the gambit completely. What resources does the white player have for this purpose?

**1.d4 ♟f6 2.♟f3** It is possible to manage without c2-c4. This narrows down White's possibilities somewhat if, for example, Black transfers to King's Indian constructions, where the knight is not always necessary on f3. Besides, as I have done myself, Black can pretend that he hasn't noticed the difference and play **2...c5** anyway. If he wants to fight for the advantage, White should obviously play **3.d5**, which all the same leads to Benoni structures where it is not easy to get an advantage without c2-c4, or **3.c4**, transferring to the English Opening.

In recent years chess is accelerating more and more. Time controls for ‘old men’, like 2 hours for 40 moves and then adjournment of the game, have become things of the past. About 15-20 of these first 40 moves are theoretical now.

Nowadays, tournaments where we play two games a day (for example, 90 minutes for the entire game +30 seconds extra after every move) are the fashion. Then there are many rapid and blitz tournaments. Under such controls, the role of preparation for a concrete opponent is near zero.

For example, in the interesting Neckar Open event in Deizisau (Germany) we play almost round the clock. We are driven by bus to the tournament hall (the transfer is well-organized), which takes some time. In the morning – the first game (~5-6 hours), then a 30-to 60-minute break and a second game (~5-6 hours). We come back to the hotel late at night and exhausted. Would you think of preparation then? Moreover, it is impossible to prepare for the game *between* morning and evening rounds.

Of course, I do not recommend to apply the gambit in a world-title match against the brigade of Vladimir Kramnik’s seconds. Failure would be almost guaranteed. But the gambit which we will study poses considerable difficulties to White without special preparation. Your opponent cannot keep in mind *all* the openings, can he? Besides, under a time control of 10-15 and especially 3-5 minutes per game (without increment) it is much easier to attack than to defend.

In this opening Black is more often than not the active side. Usually he attacks not his opponent’s king but his queenside.

Even if your opponent plays the Benko with black himself, this is not to say that he will manage to confound you. Again, I am talking from personal experience. One time, a family expansion announced itself to us. How should we name the child? Opinions were divided. To combine work and pleasure me and my wife played a blitz match of 100 games (1 minute against 5). We battled for many days and I experienced considerable difficulties in fighting against ‘my’ Benko Gambit.

In classical tournaments I didn’t always manage to win playing White against opponents with appreciably lower Elo ratings. For instance: Bajarani (a little boy), Melamed (also strong, but... a woman), Mensch. Further on you will see these encounters.

And here is a special example. Significantly, the game was played in the period when my work on the book was coming to an end. In an open tournament in Arco (Italy) I decided to fight against the opening with white. The idea was: if I win – OK, and if I don’t the Benko Gambit will have proved itself.

Everything turned out perfect. My opponent, with Elo 2180, obtained a good position (the gambit in action), but then I

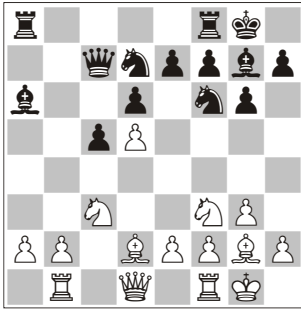
did manage to win – which was also good.

Game 1

□ **Kasparov, Sergey**  
■ **Trauth, Dr. Michael**

Arco 2011 (4)

**1.d4 ♘f6 2.c4 c5 3.d5 b5 4.cxb5 a6  
5.bxa6 g6 6.♗c3 ♙xa6 7.♗f3 d6  
8.g3 ♙g7 9.♙g2 ♗bd7 10.♖b1 ♜a5  
11.♙d2 0-0 12.0-0 ♜c7!?**



An interesting idea. Black has lured the bishop to d2, where it is in the way of its own queen, and the pawn on d5 is vulnerable.

Black operated less successfully in the following elite game: 12...♘g4 13.♖c2 ♘ge5 14.♗xe5 ♗xe5 15.b3 ♖a3 16.♙c1 ♖a5 17.♙d2 ♖a3 18.♙c1 ♖a5 19.a4 ♗f3+ 20.♙xf3 ♖xc3 21.♖a2± Wang Yue-Bologan, Khanty-Mansiysk Olympiad 2010 (3.14).

**13.b3 ♗b6 14.♙c1**

14.♗h4!?

14.♗g5!? h6 15.♗h3 is not very aesthetic, but quite possible.

**14...♙b7**

14...♖ae8 Kislik-Vajda, Kecskemet 2011 (4.3).

**15.e4 ♗g4 16.♙b2 ♙a6**

16...♙xc3 17.♙xc3 ♖xa2 18.♖a1± and objectively White's position is slightly better, though the number of pawns is equal again.

**17.♖e1 ♗d7 18.♙a1**

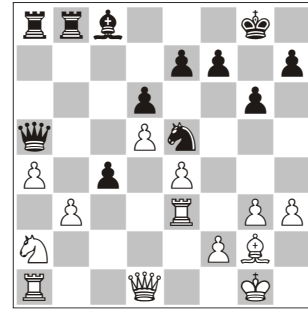
18.♙h3!? ♗ge5 (18...♗de5 19.♙xg4 ♗xg4 20.h3 ♗e5 21.♗xe5 ♙xe5 22.♗a4±) 19.♙xd7 ♗xd7 20.♗e2± but the weakness of his light squares (f3, g2, h3) is unpleasant for White.

**18...♖fb8 19.a4 ♖a5 20.♗a2 ♙xa1**

**21.♖xa1 ♗de5 22.♗xe5 ♗xe5**

**23.♖e3 ♙c8 24.h3 c4!**

With initiative.



**25.♗c1 cxb3?!**

So far Black has been operating rather logically and quickly. The German chess player had a certain temporary advantage. 25...♙d7= was correct.

**26.♗xb3 ♖b4 27.♗d4 ♙d7 28.a5!±**

Miraculously, the pawn survives. 28.♖ea3 ♖a5 is weaker.

**28...♖c8?!**

28...♖xa5? 29.♖b3+-; 28...♖c5.

**29.a6**

29.♖b3 ♖c5 30.a6±.

**29...♖c3 30.♖e1 ♖c4 31.♗f3**

Time trouble. 31.♖xb4 ♖xb4 32.♗f3 ♗c4 33.♖c3+-.

**31...♖xe1+ 32.♖xe1**

32.♗e1!?

**32...♗d3?**

The most persistent line is 32...♗xf3+ 33.♙xf3 ♙c8 34.a7 ♖c7 35.♖eb1 ♖xa7 36.♖xa7 ♖xa7 37.♖b8 ♖c7 38.♙g4 f5 39.exf5 h5 40.♙e2 ♗g7 41.fxg6 ♙xh3 42.♙d3± (42.♙xh5).

**33.♖eb1 ♖b4**

33...♖xe4 34.a7 ♖b4 35.♗e1+-.

**34.♖xb4 ♗xb4 35.a7 ♙c8 36.♙f1 ♗a6**

36...♙a6 37.♖b1+-.

**37.♗d4 ♗c5 38.♗b5**

**1-0**

Please note how much effort White had to make for the win, even though he had an Elo advantage of more than 300 points as well as the white colour!

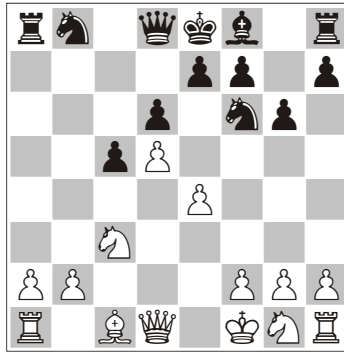


## Chapter 2

# The Wandering King

This chapter is devoted to a second popular system. White meets Black's wishes out of principle. He accepts the sacrifice and then develops his pieces without feeling troubled with the loss of castling rights.

1.d4 ♘f6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 g6 6.♗c3 ♕xa6 7.e4 ♘xf1 8.♔xf1 d6



First we will consider the most natural knight development to f3.

9.♗f3 ♕g7

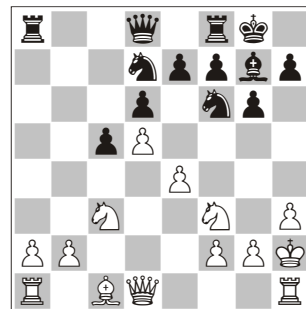
Unlike the majority of other variations, the inverted move order in this system is an everyday occurrence. That's why we will arrange the material not move by move but according to theme. It is often more useful to understand ideas rather than to remember the exact order of moves in order to operate successfully in the labyrinths of this system without castling. It would be ideal to know both.

### Section 1 – King goes to h2

As you may have already understood, after ♔e1xf1 the white king is compelled to move somewhere 'by foot'. It is unpromising to remain at f1 as the diagonal f1-a6 is open, besides it is not clear how to employ the h1-rook.

Thus, White must choose where to go – h2 or g2. Let's discuss the first possibility.

10.h3 ♗bd7 11.♔g1 0-0 12.♔h2



This can be taken as the starting position, though of course sometimes Black develops his knight at a6 etc.

The following set-up looks the most logical for Black: ...♖a5, ...♗fb8 and further depending on the circumstances. White ideally wishes to realize the standard push e4-e5 sooner or later.

In the absence of enough 'fresh' games from high-level players (Elo above 2600), I'll confine myself to a number of modest examples from personal experience plus a sound victory by Nikola Sedlak from the Hungarian team championship. However, I believe that these examples will suffice for the reader to get acquainted with the basic motives of the scheme h2-h3, ♖f1-g1-h2.

My encounter with Tregubov is the first I will bring to your attention. This game is remarkable due to the fact that the white pieces were led by one of the experts on the opening. As you will have noticed from the above material, the Russian grandmaster masterly applies the Benko Gambit himself. Nevertheless, back in 1999 I did not know this because... I had no computer.

Game 56

□ Tregubov, Pavel

■ Kasparov, Sergey

\*\*\*

Rowy 1999 (2)

1.d4 ♘f6 2.c4 c5 3.d5 b5 4.cxb5 a6  
5.bxa6 ♙xa6 6.♗c3 d6 7.♗f3 g6  
8.e4 ♙xf1

One of Black's main ideas is to prevent White's 0-0.

9.♖xf1 ♙g7 10.h3 ♗bd7 11.♖g1

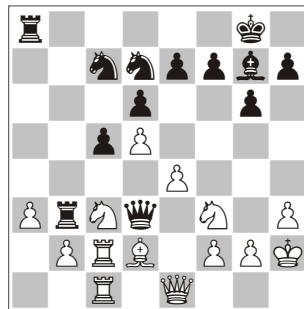
Typically castling 'by hand'.

11...0-0 12.♖h2 ♗a5 13.♗e1 ♗fb8  
14.♗e2 ♗e8

A standard move. The knight is launched on the route ...♗f6-e8-c7-b5. The idea is

to exchange off the knight on c3, which covers the pawns on b2 and a2 'with its body'.

15.♗c2 ♗c7 16.♙d2 ♗a6 17.♗ac1  
♗b4 18.♗e1 ♗d3 19.a3 ♗b3



Another typical action. The rook stops the b-pawn mechanically.

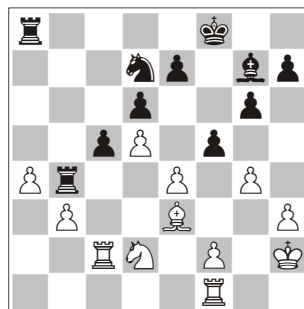
20.♙g5 ♗e8

It is dangerous to use the king, for example 20...♖f8 21.e5 ♗xe5 (21...dxe5 22.♙xe7+ ♖xe7 23.♗d2 ♗f5 24.d6+-) 22.♙xe7+ ♖g8 (22...♖xe7 23.♗xe5 ♙xe5+ 24.f4 with attack) 23.♙xd6 ♗xf3+ 24.gxf3 ♗xd5 25.♗d2 ♗xf3 26.♗xd5 ♗xh3+ 27.♖g1 ♗g4+ 28.♙g3 ♙d4, unclear.

21.♗d2 ♗bb8 22.♗f1 ♗xf1 23.♗xf1

White has managed to exchange queens but this doesn't guarantee any big advantage in the ending. Sometimes quite the contrary!

23...♗b5 24.♗xb5 ♗xb5 25.b3 ♖f8  
26.♙e3 ♗a8 27.a4 ♗b4 28.g4± f5!

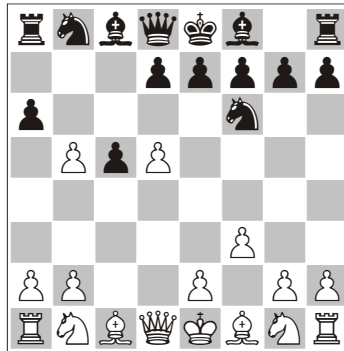


## Chapter 4

# The Sämisch Way

In search of a comfortable advantage in the Benko Gambit White sometimes tries to build a pawn skeleton g2-f3-e4-d5. The idea is derived from the Sämisch Variation in the King's Indian Defence. There is an appreciable difference, though.

**1.d4 ♖f6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.f3**



In this line White's pawn chain is not so solid as pawn c4 has already been eliminated. If in the King's Indian White's position resembles a fortification in the Maginot Line and Black needs considerable preparation work to blast open the queenside by ...b7-b5, in the Benko Gambit this move has been made *already at the start*.

For this system I have resort to examples from 1994 and later. This testifies to the fact that this variation is not so popular. Usually Black obtains good counterchances.

### Section 1 – Ignoring with 5...d6

Black may refuse to pay attention to the refinements of his artful opponent and continue moving in a groove. But don't be surprised if you won't reach full equality by ignoring White's play.

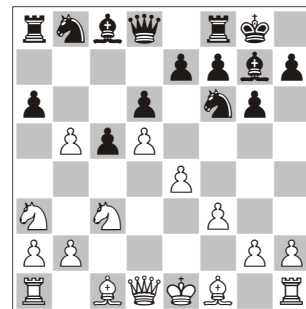
Game 118

□ **Henrichs, Thomas**

■ **Kasparov, Sergey**

Nancy Open 2005 (8)

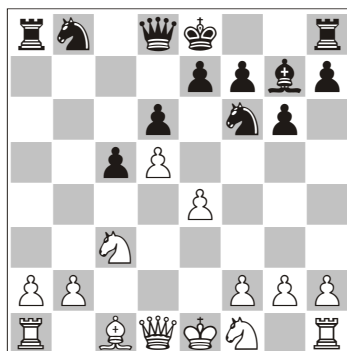
**1.d4 ♖f6 2.c4 c5 3.d5 b5 4.cxb5 a6  
5.f3 d6 6.e4 g6 7.♗a3 ♕g7 8.♗e2  
0-0 9.♗c3±**



White has achieved the required arrangement of his knights. He has total control on the queenside.

## Chapter 10

### The Manoeuvre ♖f3-d2xf1



In my childhood, I saw a variation in one of the chess encyclopaedias which gives White an opportunity to develop while avoiding the loss of castling rights. I applied it in the Belorussian youth championship, but my opponent's appropriate reaction resulted in difficulties for me. The game was lost, but the idea dwelled in my memory. And in the Austrian team championship of 2009 (I play for the club 'ATUS' in Weiz) I managed to play it on the Black side.

White intends to advance e2-e4 and on the expected ...♙a6xf1 to respond with ♘d2xf1. Then the knight goes to e3 and 0-0 follows. Basically, in itself this is harmless for Black, of which you can convince yourself by looking at an elite duel with Garry Kasparov playing Black. But Black also has the possibility to nip the opponent's plan in the bud, as happened in my game and in an example from the European women's championship.

Game 196

□ Bareev, Evgeny

■ Kasparov, Garry

Linares 1994 (1)

**1.d4 ♗f6 2.c4 c5 3.d5 b5 4.cxb5 a6  
5.bxa6 g6 6.♘f3 ♙xa6 7.♘c3 d6  
8.♘d2 ♙g7 9.e4 ♙xf1 10.♘xf1 ♖a5  
11.♙d2 0-0 12.♘e3 ♘bd7**

12...♖a6 13.♖e2±.

**13.0-0 ♖a6 14.♖c2**

After castling 14.♖e2 is not good in view of 14...♖xe2 and White has to capture

with the knight instead of the king:  
15.♘xe2 ♘xe4.

**14...♘e5 15.b3**

Covering point c4, however White has no resources for the protection of square d3, where the knight of the opponent is headed.

15.f4 ♘c4 16.♘xc4 ♖xc4 with compensation.

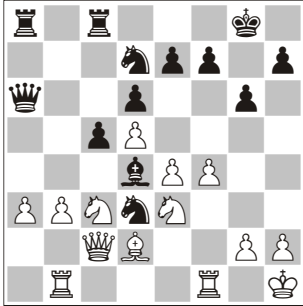
**15...♘fd7 16.f4**

16.a4 is unclear.

**16...♘d3 17.a3**

17. ♖c4 ♙d4+ 18. ♙e3 ♗b4 19. ♖d2 ♙xc3  
20. ♖xc3 ♗f6 21. ♖b2 ♗xe4 is unclear.

**17... ♙d4 18. ♗h1 ♖fc8 19. ♖ab1**



**19...c4**

19... ♙xe3 was interesting: 20. ♙xe3 c4 with a position that is difficult to assess, but it seems Black's chances are not worse.

**20.b4?!**

More principled was 20. ♗xc4!? ♗f2+ 21. ♖xf2 ♙xf2 with a more or less dynamical balance, but White's position looks more pleasant; or 20. bxc4 ♙xe3 21. ♖xd3 (21. ♙xe3 ♖xc4 22. ♖fd1 ♖xa3 23. ♖xd3 ♖xd3 24. ♖xd3 ♖cxc3 25. ♖xc3 ♖xc3) 21... ♙xd2 22. ♖xd2 ♖xc4 23. ♖fc1 ♗c5! 24. ♖b4 ♖d3!.

**20... ♗f6**

20... ♖xa3? 21. ♗b5+-; 20... ♙xc3 21. ♙xc3 ♖xa3 with initiative.

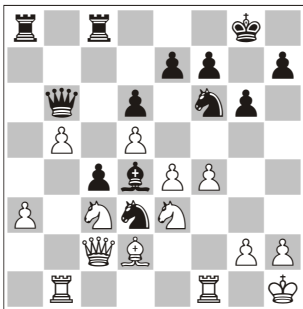
**21. ♗ed1 ♖cb8 22. ♗e3 ♖c8**

22... ♖xa3 23. ♗xc4.

**23.b5**

23. ♗ed1 ♖b6 24. a4 ♗xb4.

**23... ♖b6!**



**Garry Kasparov**

Black's pieces are placed as actively as possible and the opponent's extra pawn is of no great relevance.

**24. ♗xc4 ♗f2+ 25. ♖xf2 ♖xc4 26. ♖f3 ♖xa3 27. ♖b2 ♗xe4**

27... ♖c5! 28. b6 ♙xc3 29. ♙xc3 ♖axc3 30. ♖xc3 ♖xc3 31. b7 ♗d7 32. b8 ♖+ ♗xb8 33. ♖xb8+ ♗g7. The difference in activity of the major pieces is obvious, and White's centre will fall under attack.

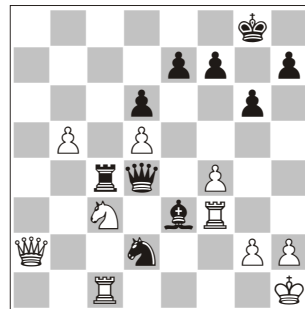
**28. ♖xa3 ♗xd2 29. ♖a2 ♙e3!**

29... ♙xc3 30. ♖xc3 ♖xc3 31. ♖xd2 ♖c5 32. ♖e3 ♖b7 33. b6 ♖xd5 34. h3 unclear.

**30. ♖c1**

30. ♗d1 ♖a7!. A beautiful trick! White has no time to capture the bishop: 31. ♖xa7 (31. ♖b2 ♗xf3+-) 31... ♙xa7 32. b6 ♙xb6 33. ♖xb6 ♗xf3 34. gxf3 ♖c1+-.

**30... ♖d4**



However, the advance of e-pawn does not yield high profits. Black can exchange on e5, which leads to an ending which is slightly better for White, but extremely difficult to win.

If Black is willing to fight for three results, he makes the provocative move ...f7-f6, enticing the enemy e-pawn to e6. But then his position expands like a spring (...c5-c4, ...f6-f5) and he takes over the initiative.

One more rarely used defensive resource is the mechanical stopping of pawn e4 by massive exchanges of minor pieces on e5. This is a passive strategy, but it can be quite enough for a draw.

White's perennial problem is that it is very difficult to rearrange his pawn from c2 to c4. The knight on c3 prevents this, and it's usually impossible to put it aside as it is concerned with the protection of the advanced pawn on b5.

It's like a vicious circle.

Along the way we will consider other possibilities for Black too.

## Section 1 – 6...♘fd7

Game 235

□ Sokolov, Ivan

■ Topalov, Veselin

Hoogeveen 2006 (5)

1.d4 ♘f3 2.♗f3 c5 3.d5 g6 4.♘c3  
♙g7 5.e4 d6 6.♙b5+ ♘fd7 7.a4 ♘a6  
8.0-0 ♘c7 9.♙e1

It is more logical to avoid the exchange with 9.♙c4 as Topalov used to do playing White, for example 9...0-0 10.♙e1 a6 11.♙f4 ♗b8 12.♙d3 ♘b6 (12...b5?! 13.axb5 ♘b6 14.bxa6!± Topalov-Velimirovic, Vrnjacka Banja 1991) 13.b3 (13.♙b3!? ♙g4 14.♘d2 ♘c8 15.a5 ♙d7) 13...♙g4 14.e5 ♙xf3 15.♙xf3 dxe5 16.♙xe5 ♙xe5 17.♙xe5 ♘d7 18.♙ee1 b5 with counterplay, Elianov-Brodsky, Polanica Zdroj 1999.

9...♘xb5 10.axb5 0-0 11.♙f4 ♘b6  
12.e5 ♙f5

The bishop on f5 is a rare sight in the given system.

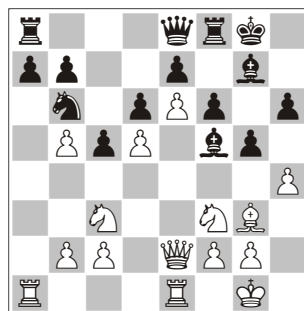
13.h3 h6 14.♙e2 g5 15.♙g3 ♙d7

The position is unclear.

16.h4?! f6

16...g4 17.♘h2 h5 is unclear.

17.e6 ♙e8



18.♘h2 ♙g6 19.f4 ♙h5 20.♙d3 gxf4  
21.♙xf4 ♙g6

Again Black has the better chances with the white pawn on e6.

22.♘f1 f5

22...♙xd3 23.cxd3 ♙g6

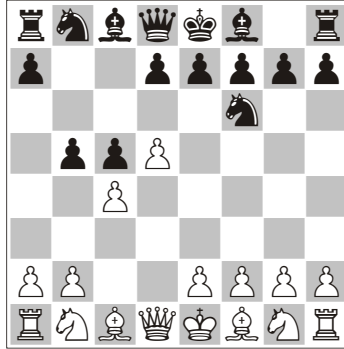
23.♘h2 ♙g4 24.♙g3 ♙xg3+  
25.♘xg3 ♙e8 26.♘ge2 ♘h7 27.♙g3  
♘c4 28.b3 ♘e3 29.♙ac1 ♙g8

White is completely paralysed. It's paradoxical, but even though he has more space he cannot protect his weaknesses on g2, d5, and b5 simultaneously.

30.♘d1 ♘xd5 31.c4 ♘b4 32.♘e3 a6  
33.bxa6 ♙xa6 34.♘xf5 ♙f6 35.♘f4  
♙a2 36.♘d5 ♘xd5 37.cxd5 ♙h5

# Index of Variations

## Benko Gambit 1.d4 ♘f6 2.c4 c5 3.d5 b5



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### 4.cxb5 a6 5.bxa6 g6 6.♘c3 ♙xa6 7.e4 ♙xf1 8.♙xf1 d6

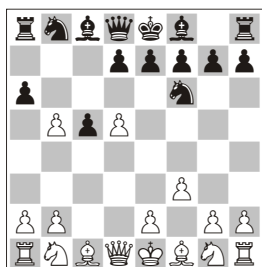


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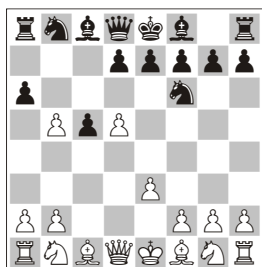
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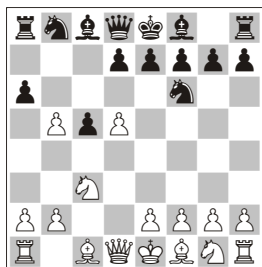
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