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2 Beating the Benko/Volga Gambit

2.1 Starting Out

The Benko/Volga Gambit (1 d4 2) f6 2 c4 c5 3 d5 b5) is a dangerous weapon in Black's hands, especially when the player with White does not know how to handle it. If White accepts the pawn sacrifice he will have to combat Black's harmonious development and natural queenside play.

The founding father of the Benko Gambit is the 78-year-old Hungarian/American GM Pal Benko (twice a World Championship Candidate). In Russia it is called the Volga Gambit, probably on Cold War grounds! It is interesting to note how GM Pal Benko recollects the early history of his gambit: "When I lived in America, I worked out a new opening. In the beginning, I used to call it the Benoni Countergambit. In the 1950s, some players - especially the Swedish elite: Ståhlberg, Stoltz and Lundin – played ... b5 only after Black had castled, and White closed the centre with d5 as a reaction to their pawn move ...c5. As I pushed the b-pawn already on move 3 in an attempt to undermine the centre, a new system appeared in tournament practice. When my book The Benko Gambit was published in 1973, I toured the United States in order to popularize it. In my simuls, I let all my opponents have White if they were willing to play against the Benko Gambit. I beat all of them. If I remember correctly, I lost only two games with this opening, but in those I had to play against my own weapon as White..."

I strongly believe that White should not be in a hurry to 'win' the offered pawn immediately! Thus, my suggestion is to aim for a slow fight with 4 \$\sqrt{2}\$f3. In most cases White achieves a healthy spatial advantage and good pieceplay. Of course things are not that easy, but, at least, if White knows what to do he has no cause for worry! Here is the debut game of this opening:

R. Grau – Guerra Boneo Buenos Aires 1924

1 d4 ②f6 2 ②f3 c5 3 d5 b5 4 c4 bxc4 5 ②c3 d6 6 e4 g6 7 ②xc4 ②fd7 8 ②f4 ②g7 9 營d2 0-0 10 0-0 ②b6 11 ②e2 ②8d7 12 ②h6 a5 13 ②xg7 ③xg7 14 罩fe1 營c7 15 罩ac1 營b8 16 ②d1 罩d8 17 營c3+ f6 18 ②e3 ②f8 19 ②d1 罩d7 20 ②g5 罩b7 21 f4 a4 22 ②f3 ②bd7 23 ②c4 ②b6 24 ②xb6 罩xb6 25 e5 罩a7 26 exf6+ exf6 27 ③xa4 罩b4 28 ②b3 罩xf4 29 罩e8 營b7 30 罩ce1 罩b4 31 罩xf8 1-0

2.2 Typical Endgames

In this section I shall present two interesting and characteristic endgames of the 4 2 f3 variation against the Benko/Volga Gambit.

Endgame 1

Dobosz – Trauth Zurich 1997

1 d4 🖺 f6 2 🖺 f3 c5 3 d5 b5 4 c4 bxc4 5 🖺 c3 g6 6 e4 d6 7 🖺 d2 🚊 g7 8 🖺 xc4 0-0 9 🚊 e2 🚊 a6 10 🖺 e3 👑 a5

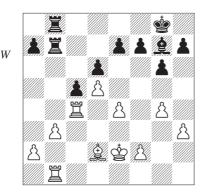
For more information on the opening play, see Section 2.6, Line B.

11 \(\hat{2} \) \(\alpha \) xe2 12 \(\bar{\pi} \) xe2 \(\bar{\pi} \) a6 13 \(\bar{\pi} \) xa6 \(\alpha \) xa6 14 \(\alpha \) e2 \(\bar{\pi} \) ab1 \(\alpha \) d7 16 g4 \(\alpha \) c7 17 \(\bar{\pi} \) hc1 \(\alpha \) b5?!

Black should not exchange knights. Better is 17... $\pm b7 \pm ...$

18 🖒 xb5 \(\bar{z}\)xb5 19 b3 \(\bar{z}\)fb8 20 \(\bar{c}\)c4 \(\bar{c}\)e5 21 h3 \(\bar{c}\)xc4 22 \(\bar{z}\)xc4 \(\bar{z}\)fb7 (D)

This is the kind of endgame that White dreams of. Better pawn-structure (because the a7-pawn is weak and most of the black pawns can be targeted by the white bishop), better bishop, more space and, most important: lack of an active plan for Black. Considering the above we can evaluate the position as advantageous for White. Of course there is still work



to be done to convert this advantage into victory.

23 罩a4 臭d4

Seeking counterplay with 23...e6 is not that easy as the black d6-pawn becomes weak, but Black should try this sooner or later.

24 &h6!? f6 25 h4! \$f7

25... 🖺 e8 26 ½ e3!? ½ xe3 27 ½ xe3 e6 28 dxe6 🗒 xe6 29 ½ f4 is also clearly better for White.

26 \(\bar{\textsq} \) 21

26 \(\bar{2}\)a6 c4!.

26...\bulletburghtarrow\bullet

Maybe it was time for 26...e6.

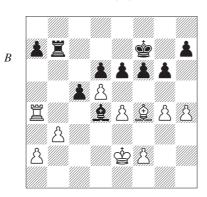
27 \(\mathbb{Z}\)c4

White correctly avoids 27 \(\mathbb{Z}\) xa7 c4 28 \(\mathbb{Z}\)d7! \(\mathbb{Z}\)e8 29 \(\mathbb{Z}\)c7 cxb3 30 axb3 \(\mathbb{Z}\)xb3, which would surrender part of his advantage.

27... \(\bar{\pi} xc4 \) 28 \(\bar{\pi} xc4 \) e6

If Black stays passive then White will make considerable progress with f3, \(\delta d2\), \(\delta d3-c4\), \(\delta d3

29 \(\bar{a} \) 4 \(\bar{b} \) 7 30 \(\bar{g} \) f4 \((D) \)



30...e5?!

An absolutely mistaken idea. Black had to try 30...exd5 31 exd5 \(\Delta e5 32 \) \(\Delta e3 f5 33 f4 \) \(\Delta g7 \)

34 g5 where, although White stands better, there still lies a fight ahead. Now the d4-bishop is a 'tall pawn'.

31 âh6 g5?

This loses quickly, but the passive 31...堂e7 32 f3 堂f7 33 罩a6 堂e7 34 堂d3 皇b2 35 皇d2 皇d4 36 堂c4 堂d7 37 b4 was hopeless anyway.

32 hxg5 \$\dig g6 33 \$\mathbb{Z}a6! \$\mathbb{Z}d7 34 \$\dig f8\$

Winning the house!

34...\$xg5 35 f3 c4 36 \$\timesxd6 cxb3 37 axb3 h5 38 gxh5 f5 39 h6 fxe4 40 fxe4 \$\timesf4 42 \$\times d3 \$\times 34 \times 43 \$\times 1-0\$

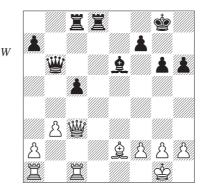
Endgame 2

Sveshnikov – Mikhalchishin USSR Ch, Frunze 1981

1 d4 🖄 f6 2 🖄 f3 c5 3 d5 b5 4 c4 bxc4 5 🖄 c3 g6 6 e4 d6 7 🖄 d2 💄 g7 8 🖄 xc4 0-0 9 💄 e2 🖄 bd7

For more information on this line, see Section 2.6. Line B.

10 **2g5** h6 11 **2d2 △**b6 12 0-0 e6 13 dxe6 **2xe6** 14 **△**e3 d5 15 exd5 **△**fxd5 16 **△**exd5 **△**xd5 17 **□**c1 **△**xc3 18 **2xc3 2xc3** 19 **□**xc3 **□**b6 20 **□**fc1 **□**fd8 21 b3 **□**ac8 (D)



White's advantage is obvious, although not that significant. His pawn-structure is much better as the black queenside pawns are weak, but on the other hand Black's pieces are well placed and he has some small tactics at his disposal.

22 ₩e3! h5

Black could also play 22... \$\ding 7 23 \$\ding 64\$ but his king on g7 might prove exposed in the future, as a check on the long diagonal would be useful for White in certain variations.

23 \(\mathbb{L} \)c4

Nothing is gained by 23 \\disphih6 \displass a5!.

This is better than 23... 2xc4 24 \(\) xc4 \(\) 4d4 25 \(\) ac1 \(\) cd8 26 h3 with a comfortable advantage for White.

24 h3

Sooner or later White had to deal with his back-rank problems.

24...罩d4!

Black correctly seeks activity.

25 \(\mathbb{2}\)e2

Unfortunately the planned 25 兔xe6 罩xe6 26 豐c3 (26 豐g5 罩e2! 27 罩xc5 罩dd2 28 罩f1 罩xa2 =) 26... 罩e2 27 罩c2 罩xc2 28 豐xc2 豐d6! only leads to equality. White could continue with 25 兔f1!? a5 26 罩c3.

25...\(\mathbb{Z}\)cd6!

Preferring activity to the passive defence of his weaknesses!

26 營g5?!

Throwing away his small advantage. With 26 \(\mathbb{Z} \)c3! White could retain some pressure, as the active 26...\(\mathbb{Z} \)d2? 27 \(\mathbb{L} \)d3! is not playable for Black

26... \(\begin{aligned} \begi

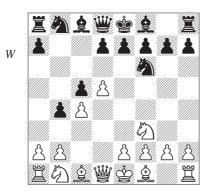
27... 學b4! is OK for Black.

28 營g5?!

White shouldn't have accepted the draw by threefold repetition. 28 \(\exists c3\) was called for.

2.3 The 4...b4 Variation

1 d4 🖺 f6 2 c4 c5 3 d5 b5 4 🗐 f3 b4 (D)



Black closes the queenside, planning to concentrate on the other side of the board. Also it should be mentioned that the black b4-pawn takes away the c3-square from the white knight,

at the same time gaining space on the queenside. On the other hand, White's centre is not under pressure any more.

5 a3!

Probably best. Other moves are harmless; e.g., 5 b3 d6 6 \(\delta \) bd2 e5! 7 e4 g6 was fine for Black in Cebalo-Barlov, Vršac 1985.

Black can now choose between:

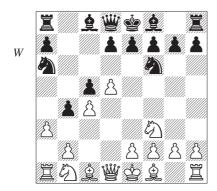
A: 5...**⊘a6** 59 **B:** 5...**a5** 59 **C:** 5...**g6** 60

Or:

- a) 5... 數b6?! (not the best square for the black queen) 6 axb4 數xb4+7 公c3 公e4 8 兔d2 公xd2 9 數xd2 兔a6 (9... 數xc4? 10 e3 數b4 11 公b5! 數xd2+12 含xd2 含d8 13 公g5 ±) 10 公b5 數xd2+ 11 含xd2 兔xb5 12 cxb5 g6 13 公e5 兔g7 14 公c4 ± Antić-Nestorović, Dimitrovgrad 2003. The c4-knight is a really strong piece and the open a-file an important asset.
- - c) 5...e6 and now:
- c1) 6 兔g5 h6 7 兔h4! (7 兔xf6 豐xf6 8 豐c2 ②a6 9 e4 兔d6 10 ②bd2 罩b8 11 罩b1 0-0 12 兔d3 e5 13 0-0 兔c7 14 ②e1 d6 15 g3 bxa3 16 bxa3 兔a5 is unclear, Chapman-Henri, corr. 1987) 7...豐b6 8 兔xf6 gxf6 9 e4 ②a6 10 ②bd2 兔g7 11 罩b1 bxa3 12 bxa3 豐a5 13 豐c1 0-0 14 兔d3 d6 15 0-0 ± Magerramov-Nikolaev, Budapest 1990.
- c3) 6 dxe6! (the most precise, as Black's centre is much less flexible and dangerous than in the Blumenfeld Gambit) 6...fxe6 (6...dxe6 7 豐xd8+ 堂xd8 8 ②e5! 堂e8 9 axb4 cxb4 10 ②d2! ②d6 11 ②d3 並) 7 axb4 cxb4 8 ②f4 豐b6 9 ②bd2 ②c5 10 e3 0-0 11 ②d3 ②b7 12 0-0 並 Glaser-Henri, corr. 1987.

A)

5...**②**a6 (D)



6 axb4

Although the text-move clarifies matters regarding the pawn-structure, White has some equally viable alternatives:

- b) 6 g3 e6 (6...g6 7 \(\hat{\textit{g}} \) 2 d6 8 b3 {8 axb4 \(\hat{\text{t}} \) cxb4? 9 \(\hat{\text{x}} \) ac6!} 8....\(\hat{\text{g}} \) 7 9 \(\hat{\text{b}} \) 2 0-0 10 0-0 \(\hat{\text{c}} \) h5 11 \(\hat{\text{s}} \) xg7 \(\hat{\text{c}} \) xg7 12 \(\hat{\text{c}} \) e1 \(\hat{\text{b}} \) b6 13 \(\hat{\text{c}} \) d2 bxa3 14 \(\hat{\text{s}} \) xa3 \(\hat{\text{b}} \) b4 15 \(\hat{\text{c}} \) e4 \(\hat{\text{e}} \) f5 16 \(\hat{\text{c}} \) c3 \(\hat{\text{b}} \) b7 8 \(\hat{\text{b}} \) h4 exd5 9 cxd5 g6 10 0-0 \(\hat{\text{g}} \) 7 11 \(\hat{\text{c}} \) d2 0-0 (11...\(\hat{\text{g}} \) xd5 12 \(\hat{\text{c}} \) xd5 13 \(\hat{\text{c}} \) c4 with compensation) 12 \(\hat{\text{c}} \) c4 d6 13 \(\hat{\text{e}} \) f4 \(\hat{\text{c}} \) 8 14 \(\hat{\text{c}} \) f3 bxa3 15 \(\hat{\text{s}} \) xa3 \(\hat{\text{b}} \) b4 16 e4 a5 17 \(\hat{\text{e}} \) e1 \(\hat{\text{c}} \) Razuvaev-Kotronias, Sochi 1989.

6...**②xb4**

6...cxb4?! 7 ②bd2 (7 ②e3!? c7 8 ②bd2 ②c5 and now 9 ②d4 ± or 9 ②d4 d6 10 e4!? ⑤fxe4 11 ②xe4 ③xe4 12 ②d3 with compensation) 7...⑤c5 8 ②b3 ②fe4 9 ②xc5 ③xc5 10 ②e3! e6 11 ②d4 offers White an obvious plus and cannot be recommended.

7 2c3 d6 8 e4 g6

8...e5 9 dxe6 **≜**xe6 ±.

9 **臭e2**

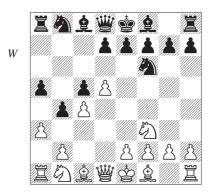
9 e5!? is interesting: 9...dxe5 10 ②xe5 ½g7 11 ½e3 ½f5 12 ②d3 ②d7 13 ②a4 罩b8 (13... ₩a5! 14 ②xb4 ₩xb4+ 15 ½d2 ₩b8! ∞) 14 ②axc5 ②xc5? (14... ½xb2! 15 ③xb4 罩xb4 16 ₩d2! ½xa1 17 ₩xb4 0-0 18 ½e2 ∞) 15 ½xc5 ②xd3+ 16 ½xd3 ₩c7 17 ½xa7 (17 ₩a4+ ±) 17... ₩e5+ 18 ½e2?! (18 ½e3 is much better for White)

18... \(\bar{\pmathbb{Z}}\) xb2 19 \(\bar{\pmathbb{Q}}\) e3 \(\bar{\pmathbb{Z}}\) Vincze-Szieberth, Budapest 1997.

± I.Sokolov-Ki.Georgiev, Sarajevo 1998.

B)

5...a5(D)



Black decides to relinquish control of the d4-square in order to obtain, as compensation, the c5-square for one of his knights. Another positive aspect for Black is the flexible queenside pawn-majority (b4 + a5 against b2) that arises, which can later cause White problems. However, in the middlegame the central squares are more important.

6 **②bd2**

White refrains from the immediate capture on b4, although that option is by no means bad: 6 axb4 cxb4 7 g3 (White refrains from the e4 advance as he wants to strengthen his control of c6; after placing a knight on that square, the g2-bishop will support it) 7...g6 8 \(\delta\)g2 \(\delta\)g7 9 0-0 d6 10 2 d4 (10 2 e3!? 0-0 11 2 d4 2 a6 12 ②bd2 ± Nass-Soyez, Reims 2004) 10...0-0 11 h3 &d7 12 &e3 2a6 (12... @c8!? 13 2d2? {13 當h2 營xc4 14 ②d2 and the weakness of c6 gives White compensation \} 13...\donax\do 豐xh3 15 ②2f3 ②g4 16 臭f4 臭e5 17 e3 h6 18 ₩d3 &f6 19 e4 &xd4 20 ₩xd4 g5 21 &c1 f5 22 b3 2d7 23 \$\(\beta\)b2 2de5 -+ Truchot-Soyez, Clichy 2002) 13 公d2 豐c7 14 豐c2 a4 15 罩xa4! 奠xa4 16 豐xa4 ②d7 17 罩b1 罩fc8 18 豐c2 豐b7 19 ac6 ae5 20 ab3 ab8 21 axe5 axe5 22 c5 \bigorup{\text{\tint{\text{\tin}\text{\texi\text{\texi}\text{\text{\text{\text{\text{\text{\texi}\text{\texi{\texi}\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\text{\text{\t compensation and a small advantage, Gulko-D.Gurevich, USA Ch (Durango) 1992.