## Attacking the Spanish

By

## Sabino Brunello



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### Attacking the Spanish

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 exd4. The resulting position is rather unclear. White's extra piece is approximately balanced by his missing pawns, lack of development and ragged structure.

#### 16....<sup>@</sup>h4 17.h3!

The immediate 17.fxg4?? would of course see White get mated after 17...遵xg4† 18.空h1 曾f3† 19.空g1 皇h3.

#### 17... Ÿxh3 18.fxg4 Ÿxg4† 19. 空h2 Ÿh3†

19... 営f8 20. 三a3 forces Black to take the draw with 20... 三f3 anyway.

#### 20.空g1 鬯g4†

1/2-1/2

Based on the evidence of this game, it seems that after 9.b4!? the theoretical ball is presently in White's court.

#### D312) 9.42c3



This is White's most popular continuation, and probably his best try for a theoretical plus. The knight is headed for d5 at the earliest opportunity.

#### **9...**曵d7

Black unpins his knight in preparation for the following sequence.

#### 10.�d5

If White tries to prepare this with 10.&g5?! there follows 10...a6! 11.&xc6 (of course there is no time for 11.&d5?? as 11...axb5hits the queen) 11...bxc6 with an excellent position.

#### 

Black has no real choice, as the alternatives would leave the knight severely misplaced.

#### 12.<sup>\$</sup>xd7†

White can change the move order with 12. Axd4 &xd4 13. &xd7 # #xd7 leading to line D3222).

#### 12...<sup>\@</sup>xd7



White must now decide whether to grab a pawn with D3121) 13.②xe5 or exchange knights with D3122) 13.②xd4.

#### D3121) 13. 🖄 xe5

With this move White wins a pawn but loses some time.

#### 13...增f5 14.纪d3 0-0-0

Black can regain his pawn with 14...b5?! 15.¤e1† \$\Deltaf7 16.\$\dots c3 \$\dots xd5\$, but after 17.\$\dots e3 his position is quite unpleasant. The text is much more in the spirit of the Schliemann.



#### 15.a4

15.堂h1 b5!? 16.營c3 營xd5 was equal in Melia – Shukurova, Kusadasi 2006. Black's active pieces compensate the slight weakening of his king's shelter.

15. axc5 dxc5 16. xc5 should not be at all dangerous for Black, as long as he makes the right choice:

In Kozhuharov – Inkiov, Fouesnant 2007, he was successful with 16...罩xd5? 17.營xa7 罩e8?! 18.逸e3?? ②e2† 19.أch1 罩a5! 0–1, but White could easily have improved with 18.營a8† 含d7 19.營xb7 with a winning position.

Therefore Black should prefer 16... 🖄 xc2:



White has no chance of an advantage, for example:

17. $\mathbb{Z}$ b1  $\mathbb{Z}$ xd5 $\overline{\mp}$  leaves Black more actively placed.

17.營xa7 ②xa1 18.營a8† 查d7 19.營xb7 ②c2 does not give White any real compensation for the rook, as only his queen is attacking.

17. 身f4!? 營xf4 18. 營xc2 罩xd5 is equal.

#### 15...IIhe8 16.空h1!

It is important to position the king away from the checking range of the knight.

16.②xc5? dxc5干 17.豐xc5 営xd5 18.豐xa7? (18.豐c4 was mandatory, although even here 18...②xc2 regains the pawn while keeping a much more active position) 18...②e2†19.堂h1 営a5! trapped the queen in Meshcheriakova – Agrest, Stockholm 2008.

#### 16...g5!

The slow 16...a6 can be met by 17.f3 &a718.c3 @e2 19. $@f4\pm$ . The text is designed to prevent this possibility.



We now follow the model game Mamedyarov – Radjabov, Baku 2008.

#### 17.**ዴe**3

White gets into trouble after: 17.c3? ②c2 18.匹b1 匹e4 19.鬯b3 ②e1!



Black must utilise all eight ranks if he is to maximise his initiative!

20.⊮d1

20.<sup>(2</sup>)xc5? dxc5 21.f3 <sup>[2]</sup>e2 is not much better for White.

20...<sup>(2)</sup>xg2!

20...增xd5 21.岂xe1 增xd3 22.違xg5 岂xe1† 23.凿xe1 違xf2 is only equal.

21.¤g1

White loses after 21.岱xg2 筥h4!, or 21.b4 创h4!.

21...@el!

21...心h4 22.罩xg5 (22.違xg5 營xd5) 22...鬯f7 gives Black a smaller advantage.



The knight's return to this unusual destination makes a nice impression. 22.∅xe1

After 22.罩xg5 幽h3 23.剑xe1 黛xf2 24.剑g2 鼍e1† 25.鬯xe1 黛xe1 26.剑xe1 鼍e8 27.罩g1 曾f5 28.罩a1 鬯xd5† 29.剑g2 罩e2 White is unlikely to survive, e.g. 22.奠xg5 创f3 23.奠xd8 创xg1-+.

25...¤xe1 26.¤xe1 ዿxe1∓

Black has excellent winning chances in the ending.

We must also examine the consequences of the critical 17.b4 when I recommend 17..., 置e4!. (At first I liked the look of 17..., ④f3!? but the problem turned out to be 18.④xc5 dxc5 19.鼍a3! when White should maintain some advantage.)



The tactics work out well for Black, although of course the position is very complicated. The following variations illustrate his possibilities quite nicely.

a) 18.∕Db2?! ∕Dc6∓

b) 18.\extstyle=1 \existsheved hardstyle=1 \existsheved for the formed and the fo

c) 18.營c3 心e2 19.營g7 (19.營d2 拿d4 20.罩a3 營xd5 21.營xg5 營f7∓) 19...拿d4 20.營xg5 營xg5 21.拿xg5 罩g8∓

d) 18.f3 ∅xf3 19.₩b3

Alternatives are no better:

- 19. Wa2 Ze2 20. Zxf3 Wg4-+
- 19.\angle xf3 \u00e9 xf3 \u20e9 xf3 \u20e9 xc4 21.bxc5 dxc5∓

19....邕e2 20.④f4

20.<sup>1</sup>/<sub>2</sub>xc5 <sup>1</sup>/<sub>2</sub>d4 21.<sup>1</sup>/<sub>2</sub>g1 <sup>1</sup>/<sub>2</sub>xb3 22.<sup>1</sup>/<sub>2</sub>xf5 <sup>1</sup>/<sub>2</sub>xa1 23.<sup>1</sup>/<sub>2</sub>e6 <sup>1</sup>/<sub>2</sub>e8 24.<sup>1</sup>/<sub>2</sub>xg5 <sup>1</sup>/<sub>2</sub>xc2-+

20.\mathbb{Z}xf3 loses beautifully after 20...)營g4 21.\mathbb{Z}g3:



21... 罩e1 †!! 22. ② xe1 營e2 23.h4 營xe1 † 24. 查h2 營g1 † 25. 查h3 營h1 † 26. 查g4 營xh4 † 27. 查f3 罩f8 † with mate in a maximum of four more moves.

20....2d4 21.12h3 gxf4 22.12xf5† 2xf5 23.bxc5 dxc5

Black stands clearly better.

e) 18. 公xc5! seems to be the only way for White to maintain the balance. My analysis continues: 18...dxc5 19. 豐xc5 罩xd5 20. 豐xa7 公xc2 21. 罩b1! 罩e1 22. 罩xe1 公xe1 23. 拿xg5!



This is the key move which enables White to force a draw. 23...鬯xb1 24.鬯a8† 空d7 25.鬯d8† 空c6 26.鬯e8† 空b6 27.臭e3† c5

28.bxc5† 罩xc5 29.營d8† 垫a6 30.營a8† 垫b6 31.營d8†=

17...�**f**3!



The other option was 17.... 萬e4 18. 公xc5 dxc5 19. 增xc5 罩xd5 when Black has some activity to show for the pawn. Play might continue 20. 增c3 色e2 21. 增g7 包f4 22. 罩fd1 罩xd1† 23. 罩xd1 b6 with some, though perhaps not quite enough, compensation.

Radjabov's choice is more incisive. Black threatens to transfer a rook to the h-file.

#### 18.Ôxc5

Of course 18.gxf3?? loses to 18...<sup>幽</sup>xf3† 19.堂g1 罩e4.

#### 18...dxc5 19.邕fd1

19.豐xc5 罩d6 20.豐b5 should also lead to a draw after: 20...豐e4! 21.gxf3 豐xf3† 22.空g1 罩e4 (or immediately 22...豐g4† 23.空h1 豐f3†) 23.罩fd1 罩xe3 24.fxe3 豐xe3† 25.空g2

#### 19....≌e4 20.₩f1

White must take care to avoid 20.響xc5? 档4 21.gxf3 響xf3† 22.空g1 骂d6 with a winning attack.

#### 20.... 2 d4 21. 2 d3 2 e5



Black's active, centralised pieces make a nice impression.

#### 22.<u>\$xg</u>5

22.c4!? was possible although 22... 置e8 would leave Black with enough for the missing pawn.

#### 22...莒e8 23.皇d2 莒h4 24.h3 鬯xd5 25.c4 鬯c6

Black's activity provides full compensation for his small material investment, and I think that Mamedyarov was quite justified in repeating the position.

#### 26.₩g3

The evaluation would be the same after 26.罩a3 罩g8 27.響f1 公f5 28.罩f3 公d4 29.罩c3 ②f5=

#### 

1/2-1/2

This was an excellent game. In fact, I would find it difficult to fault a single move by either player.

We may conclude that Black is presently holding his own after 13. 2xe5, although he should definitely make sure he comes to the board well prepared.

D3122) 13. 2xd4 &xd4 14.a4!



Tournament practice and analysis have demonstrated this to be White's most promising move. The text gains space on the queenside while also threatening to trap the enemy bishop.

#### 14...a6

Black prepares a retreat square on a7.

#### 15.**£e**3

Black was intending ...0–0 with pressure against f2. White should therefore exchange off his opponent's strong bishop while conveniently opening the f-file and preventing short castling.

#### 15...<u>\$</u>xe3

Obviously it would be far too risky for Black to venture 15.... 象太b2? 16. \abel{ab1} b5 (after 16....象d4 17. 象太d4 exd4 18. \alexb7 White will emerge with an extra pawn) 17. 增a2!? 象d4 18. 象太d4 exd4 19. axb5±.

#### 16.fxe3 0-0-0

We have reached a position with equal material, no minor pieces and symmetrical pawns. Black is close to equality, but White does control slightly more space as well as the only open file.