Andrew Martin

play the O'Kelly Sicilian



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About the Author

Andrew Martin is a FIDE Senior Trainer and International Master. He teaches in twelve schools, is an experienced chess writer and has produced numerous chess DVDs.

Also by the Author:

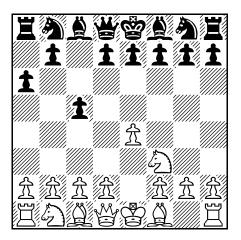
Starting Out: The Sicilian Dragon First Steps; The Queen's Gambit First Steps; The King's Indian Defence Play the Budapest

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Introduction

For me, the O'Kelly variation, 1 e4 c5 2 2 f3 a6, is one of the last great, relatively unexplored variations of the Sicilian.



Most 1 e4 specialists have ready-made solutions to the Najdorf, Dragon, Sveshnikov and other main lines, but against the O'Kelly I get the impression that players of all levels are not so well prepared. The general view is that White is just a bit better after any of 3 (2, 3, 3) c3 and 3 c4, and the chess world seems to have been content to leave it at that.

I have found that matters are not so simple. If White is caught unprepared then he has his work cut out and even if he is fully prepared, Black has good solutions in all lines. Top grandmasters such as Artemiev have been using the O'Kelly with great success during the pandemic era, cashing in on a direct lack of knowledge. Let me illustrate.

> *Game 1* **H.Grieve-V.Artemiev** Titled Tuesday Blitz 2020

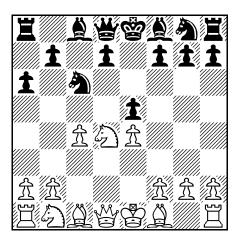
1 e4 c5 2 🖄f3 a6 3 c4

This has always been thought as one of the main challenges to the O'Kelly. White tries to strangle counterplay right from the outset. In fact, Black has good choices against this continuation.

3....⁄ြc6 4 d4

We will find that 4 $2c_3 e_5!$ leaves Black with the ready-made plan ofg6, g_7 , g_{ge7} ,0-0 and then possibly f_5 .

4...cxd4 5 🖄 xd4 e5!



A strong, active move, after which positions are reached similar to the Kalashnikov variation. This will be my main line suggestion in the 3 c4 chapter, where I have a back-up line for you as well.

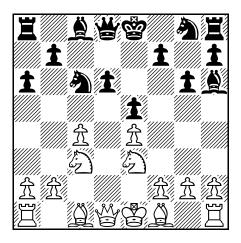
6 🖄 f5

This is thought to be the only challenging move.

6...d6

6...d5?! is a bit too aggressive and White obtains the upper hand after 7 cxd5 ≗xf5 8 exf5 ⁽²⁾/₂d4 9 ⁽²⁾/₂c3 ≜b4 10 ≗d3 ⁽⁴⁾/₂xd5 11 0-0.

7 ②c3 g6 8 ②e3 皇h6!



This is an idea which has been around for a while without a great deal of attention being focused on it. Recently, it has come into fashion. Black simply exchanges off his 'bad' dark-squared bishop.

9 ዿe2 ②ge7 10 0-0 0-0 11 ≝d3 ②d4 12 ②cd5

Grieve sticks to basic development, which does not get him anywhere. Meanwhile, Artemiev can set up a position which could have come directly from the Kalashnikov (1 e4 c5 2 2f3 2c6 3 d4 cxd4 4 2xd4 e5 5 2b5 d6 6 c4, etc), and gains a good position.

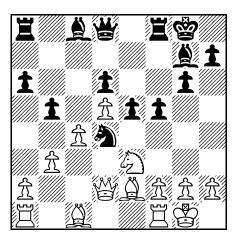
12...Øxd5 13 exd5

13 公xd5 总xc1 14 罩axc1 总e6 15 營d2 罩c8 also leaves Black with a very comfortable game.

13...**≜**g7

He could also have considered 13...f5!, with which I see nothing at all wrong.

14 🖞 d2 b5 15 b3 f5



Black has taken the initiative on both sides of the board.

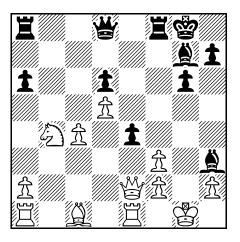
16 ②c2 ②xe2+ 17 ₩xe2 bxc4 18 bxc4 f4!

The position is turning out badly for White.

19 🖗 b4

If White tries to block the coming attack, he will find that Black's activity cannot be quelled: 19 f3 全f5! 20 罩b1 (or 20 罩f2 罩b8 21 全a3 e4, which simply had to come, and if 22 罩e1 e3) 20...響a5 and White is losing.

19...f3! 20 gxf3 🖄 h3 21 🗏 e1 e4!



This style of attack is usually the province of the Sveshnikov player.

22 ≝b1 ዿc3 23 ዿd2 ₩h4

Carnage, and now 24 響xe4 響xe4 25 罩xe4 拿xd2 would win cleanly.

24 fxe4 ዿxd2 25 ₩xd2 ₩g4+ 0-1

A crushing win for Black. Here we saw the O'Kelly in a Sveshnikov disguise, and we are going to see other transpositional devices as we go through the book. White can sometimes be tricked into an opening he might not be ready for.

The pandemic era has been full of rapid, blitz and even bullet chess, played almost exclusively online. In this climate, the surprise opening weapon is king. Top players have been starting to use the O'Kelly to throw the opponent off balance, with Artemiev at the cutting edge.

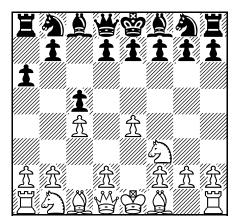
We are just coming out of the bubble as I write. It will be fascinating to see whether this growth in popularity continues or whether the O'Kelly will only be a very rare guest in classical chess events and resumes an offbeat role.

Welcome to the book. I hope it will be an interesting journey.

Andrew Martin, Bramley, January 2022

Chapter Five Seizing Space: 3 c4

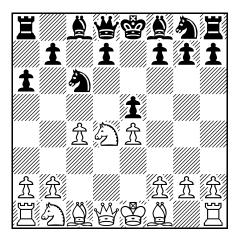
1 e4 c5 2 🖄 f3 a6 3 c4



3 c4 is supposed to one of the best ways for White to meet the O'Kelly. A central bind is established, making it difficult for Black to break out. Clearly, Black can go into a Hedge-hog-like position after 3...e6 and this may well transpose into the Kan variation, but I am going to suggest an active and aggressive response, which is more in keeping with the unorthodox and varied nature of O'Kelly positions. After that, we will take a look at an unexpected back-up response, which may be used to surprise.

Game 85 A.Karpov-M.Taimanov Leningrad 1977

1 e4 c5 2 🖓 f3 🖓 c6 3 d4 cxd4 4 🖓 xd4 a6 5 c4 e5!



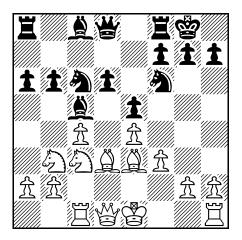
This will be my main recommendation against 3 c4. I will go so far as to say it may take away a lot of white interest in this line. We begin with one of the most famous black victories.

6 🖗 b3?!

A passive square for the knight, the only benefit of which is to prevent Black from playing $\dots \& c5$. Despite this, Black can continue aggressively.

6...ඕf6 7 බc3

7 息d3 息b4+ 8 息d2 does not discomfort Black: 8...息xd2+ 9 響xd2 0-0 10 公c3 d6 11 0-0 息e6 and Black is fine. If White tries to target d6, here is what might happen: 12 罩fd1 彎b6! 13 罩ac1 罩ac8 14 息f1 罩fd8. White has the worse bishop and Black has all bases covered. 7....息b4! 8 f3 0-0 9 息e3 d6 10 罩c1 b6 11 息d3 息c5!



In a level position, Taimanov concentrates on dark-squared control. The d4-square seems ripe for occupation at some point.

12 🖞 d2 🛓 e6 13 🖄 xc5 bxc5 14 0-0 🖄 d4 15 🖄 d5 🖄 d7

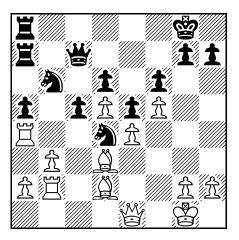
15...邕b8 16 b3 এxd5 17 exd5 心h5! also seems sensible, with the idea of ...f5.

16 f4

16 b4 might be answered by 16...單b8 17 bxc5 dxc5 (or 17...②xc5!? 18 單fd1 皇xd5 19 cxd5 營f6) 18 單b1 h6 with approximate equality.

Continuing to batten down the hatches on the dark squares.

21 프a4 프a8 22 빻e1 프a7 23 b3 프fa8 24 프b2 빻c7 25 오d2 心b6!



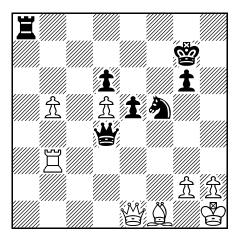
26 🖾 xa5

26 \$xa5? \$xa4 27 \$xc7 \$xb2 was Taimanov's clever point.

26...c4! 27 🚊 f1

The alternatives would suggest that Karpov found the only move: 27 罩xa7 響xa7 is no good for White at all. Meanwhile 27 皇b1 罩c8 28 罩xa7 響xa7 29 當h1 響a3 30 皇c3 cxb3 31 axb3 心b5 32 罩a2 響xb3 leaves Black extraordinarily active.

27...Ξxa5 28 ዿxa5 c5 29 ዿxb6 xb6 30 \\$h1 cxb3 31 axb3 g6 32 fxg6 hxg6 33 b4 \\$g7 34 b5 f5 35 exf5 心xf5 36 ॾb3 \dd



The scene is set for a famous finish.

37 b6??

37 邕b1 邕b8 38 h3 響xd5 would probably have led to a draw.

37...Ξa1 38 Ξb1 🖄g3+! 0-1

A very nice move. If 39 hxg3 單a8! decides. Black does not experience any difficulties after 6 心b3.

Game 86 **M.Socko-N.Dzagnidze** European Women's Team Championship, Reykjavik 2015

1 e4 c5 2 🖄f3 a6 3 c4

Many players try 3 c4 because they have read that it is good for White somewhere without any precise knowledge about how to continue. In general, Maroczy Bind positions are relatively easy to play once you have set up the bind. Well, not here, as Black will ask precise questions early in the game. Throughout the course of this game, the experienced Monika Socko seems uncomfortable, maybe due to the opening choice.

3...Ôc6 4 d4 cxd4 5 Ôxd4 e5 6 Ôb3 Ôf6 7 Ôc3 🎍 b4 8 🛓 d3

Socko tries to improve on Karpov's play by developing a piece. Although 8 2d3 may be slightly better than 8 f3, it does not change the evaluation of the position. Black is comfortable.

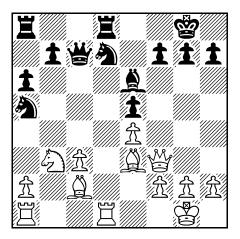
8...d6 9 0-0

9 单d2 0-0 10 0-0 单e6 11 创d5 单xd2 12 響xd2 a5! sees Black starting to set up the darksquare barricade typical of this variation.

9...≜xc3! 10 bxc3 0-0 11 c5 ≜e6

11...d5 is also pretty good.

12 cxd6 響xd6 13 @e3 單fd8 14 @c2 響c7 15 響f3 🖄d7 16 罩fd1 🖓a5



All very fluid for Black, who has a target on c3 to aim at. White's bishop-pair does not compensate.

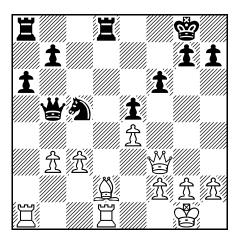
17 ㉒xa5 ♛xa5 18 ዿg5 f6 19 ዿb3 ㉒c5

In view of White's improvement on the next move, Black could consider 19...\$xb3! 20 axb3 \"c7 21 \$d2 \(\overline{C}c5 22 b4 \(\overline{C}d3) instead.

20 âd2?

Socko should have seized the opportunity to play 20 變g4!, which I think is forcing enough to hold the draw: 20...當f7 21 營h5+ 當g8 22 變g4, etc.

20...ዿ̂xb3 21 axb3 ₩b5!



Leaving the white position on the verge of falling apart.

22 🚊e3

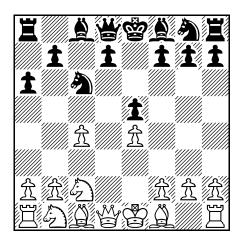
22 b4 ②b3 23 邕a2 邕d3 24 響g4 f5!! puts White to sleep: 25 響xf5 (or 25 exf5 邕ad8 26 f6

27 邕c1 響a3 28 邕a1 響e7 29 響xd4 would have prolonged resistance.

27...프xd5 28 exd5 프e8 29 프b1 d3 30 g3 d2 31 쌯a4 프e1+ 32 솔g2 쌯e5 33 쌯a2 쌯e4+ 0-1 We can say that 6 心b3 is not White's best option.

> Game 87 K.Karaoglan-V.Bernadskiy Novi Sad 2021

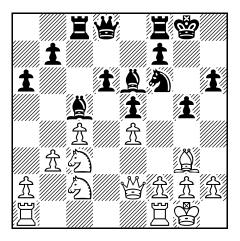
1 e4 c5 2 🖄 f3 a6 3 c4 🖄 c6 4 d4 cxd4 5 🖄 xd4 e5 6 🖄 c2



Let's look at the positives:

- 1) White avoids exchanges.
- 2) ... 🕸 b4 is dissuaded.
- 3) If Black plays ... \$c5, White can challenge the active bishop with \$e3.

But in all other respects 6 2 c2 is a passive move and does not give Black any difficulty. 6 2 f3 has been played surprisingly often too, as to me it looks like a loss of time. The knight has now moved three times in the first six moves and does not attack anything. Here we have another variation which Black should not fear. Active play is the order of the day: 6...2 c5! 7 2 c3 d6 8 2 c2 2 f6 9 0-0 0-0 10 2 g5 h6 11 2 h4 2 e6 12 2 e1?! (12 2 c1 maintains a level game) 12...g5! 13 2 g3 2 d4 (control and safe occupation of the central dark squares is a key theme for Black running through the whole variation) 14 2 c2 2 xe2+ 15 2 xe2 2 c8 16 b3.

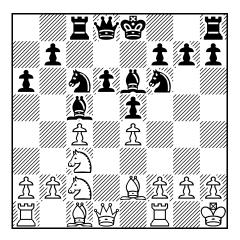


This was E.Homiakova-J.Fries Nielsen, Internet (blitz) 2021, where 16...b5! would have been excellent: 17 cxb5 響a5 18 響f3 當g7 19 勾d5 (19 bxa6?? ゑa7 picks off a piece) 19...勾xd5! (19...ゑxd5 20 exd5 響xb5 21 勾e3 響d7 22 勾c4 is rather unclear) 20 exd5 ゑd7 21 bxa6 響xa6 22 a3 f5. The machines do not like this at all for White, who faces an uncomfortable defence.

In short, 6 ②f3 can be confidently answered by 6... £c5. We now return to Karaoglan's 6 ②c2:

6...≜c5!

There is no reason to refuse this active deployment of the bishop. 7 $2c_3 d_6 8 \leq e_2 \leq e_6 9 0-0 2 f_6 10 \leq h1 \leq c_8$



The opening is nearly over and the middlegame about to begin. Black has felt no pressure at all and once castled, can look for the initiative. **11 b3** \triangle **d4 12 f4 h6** A good move, taking away ideas of a later $\&g_5$.

13 h3 0-0 14 🚊d3?!

Maybe he should try 14 f5 单d7 15 營d3, but it does not feel too promising after 15...单c6! 16 单f3 ④xf3 17 罩xf3 b5!.

14...②xc2! 15 罾xc2 ②h5!

It looks like White is going to regret h2-h3.

16 🕗 e2 🚊 g4!

A easy tactic, but nice at the same time.

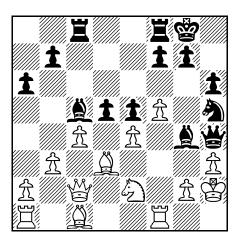
17 🖄 h2

Of course, not 17 hxg4? Wh4 mate.

17...**₩h**4

The storm clouds have gathered very quickly.

18 f5 d5!



Bernadskiy is right on top of his game.

19 😫 b2

Let's see the tactical details: 19 cxd5 皇g1+ and 19 exd5 e4! 20 皇xe4 皇xe2 21 響xe2 ②g3, winning.

19...dxe4 20 🚊 xe4 🕮 fd8?!

I am unsure why he does not play 20...\$xe2 21 ¥xe2 23.

21 ≗xb7

21 &c3! &xe2 22 &e1! would have made it far more difficult for Black.

21...ጃc7 22 ₩e4 ②f6 0-1

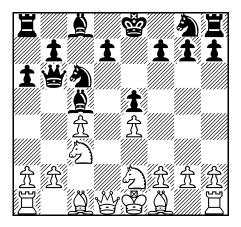
I honestly do not know what the time control was for this game. Until move twenty I would have said relatively slow, but after that play became briefly erratic, albeit still enter-taining. That does not overly concern us, as both 6 $2c^2$ and 6 $2f^3$ can be answered by 6... c^5 , after which Black sets up with something like ... f^6 f6, ...d6, ... c^6 6, ...0-0, ... c^6 8 and will enter the middlegame on at least an equal footing

Game 88 **A.Afraoui-N.Maisuradze** Brest (blitz) 2020

1 e4 c5 2 🖄 f3 a6 3 c4 🖄 c6 4 d4 cxd4 5 🖄 xd4 e5 6 🖏 xc6

Throughout the Open Sicilian complex, captures such as this are frowned upon, because they strengthen the black centre, giving additional control over d5. White may argue that ...a6 is a wasted move in this type of position, but in general 6 \triangle xc6 is unambitious.

There is also 6 ②e2?!, but I am not sure why anyone would want to play this move. Some have, but not many. The retreat does not really blend in with c2-c4 and White will probably have to spend time soon regrouping the knight. The usual active way will do as Black: 6...全c5! 7 ②bc3 營b6.



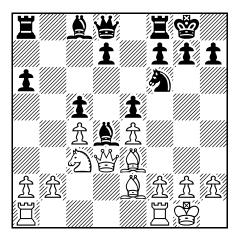
After 8 &e3 &xe3 9 fxe3 \bigcirc f6 (9...@xb2 10 \blacksquare b1 @a3 11 \bigcirc d5 @a5+ 12 \bigcirc ec3 might give White compensation and 9...@xe3? 10 \bigcirc d5 is not what Black wants at all) 10 @d2 0-0 11 \bigcirc d5 @d8 12 \bigcirc g3 d6 13 &d3 \bigcirc xd5 14 exd5 \bigcirc e7 15 0-0 f5 we have a Sveshnikov-type position on the board. Black seeks kingside chances and White hopes to get his queenside pawns rolling: 16 \blacksquare f2 e4 17 &e2 @b6 18 \degree h1 &d7 19 \blacksquare af1 (if 19 b4 a5!) 19...a5 20 &d1 a4 21 \bigcirc e2 \bigcirc g6 22 \bigcirc d4 \oslash e5 23 &e2 g6 24 b3 axb3 25 axb3 \blacksquare fc8 26 @b2 @d8 27 \blacksquare c1 @g5 28 \blacksquare f4 \blacksquare a7 29 @c3 b5 30 \blacksquare ff1 bxc4 31 bxc4 \blacksquare ca8 32 \blacksquare b1 \blacksquare a2 33 \blacksquare fc1 \bigcirc d3 34 \blacksquare c2 @xe3 0-1, R.Jun-R.Mitra, Pardubice 2018. We can say that the better player won, which is not always the way of the chessboard, and that 6 \bigcirc e2 poses no threat.

6...bxc6! 7 🖄c3

7 逸e3 prevents 逸c5 and should be met by 7... 创f6 8 f3 (or 8 创c3 逸b4 9 變d3 0-0 10 逾e2 d5!) 8...d5! 9 cxd5 cxd5. Note that ...a6 now comes in useful, preventing a check on b5. **7.... 逸c5**

Or maybe 7...④f6 keeping the option of ...单f8-b4 available: 8 单e2 单b4 (or just 8...单c5 9 0-0 0-0) 9 營d3 0-0, in both cases with a nice position for Black.

8 ≜e2 ⁽²)f6 9 0-0 0-0 10 ⁽²)d3 ≜d4 11 ≜e3 c5



Both players can entrench a piece in the middle of the board. The game is equal.

12 🛓 xd4 cxd4 13 🖄 d1?

This is playing for a loss. White must play 13 🖄 d5, keeping equality. Once again we must face the uncomfortable fact that this is a blitz game. Niceties often get overlooked at speed. I always feel a bit uneasy when including such games, but over the last couple of years that is all we have had, and some of them, even parts of them, are relevant and interesting.

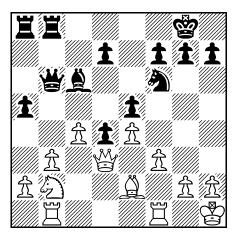
13...≗b7 14 f3 a5!

Keep an eye on this move, restraining the white queenside pawns.

15 b3 🖞 b6 16 🖄 b2 🎍 c6 17 🖆 h1

There can be no doubt that Black has pressure.

17...Äfb8 18 Äab1



18...**₩b**4

18...a4! seems correct and if 19 2xa4 a7! maintains the advantage.

19 🖉 c2 d6 20 🖄 d3 🖉 b7 21 c5 d5 22 🖄 xe5 dxe4

White found a way back into this game and now 23 & c4 would have confirmed that. Instead, she blunders.

23 ②xc6? d3 24 ¥c4 dxe2 25 ¥xe2 ¥xc6 26 fxe4 ¥xe4 27 ¥f2 a4 28 Zbe1 ¥c6 White can now resign with a clear conscience.

29 ¤d1 axb3 30 axb3 ¤d8 31 ¤c1 ¤ab8 32 ₩b2 ¤b5 33 ₩c3 ¤c8 34 b4 @d5 35 ₩f3 f6 36

当b1 当xb4 37 当xb4 ②xb4 38 營b3+ ④d5 39 当c1 容h8 40 營c4 ④e3 41 營d3 營xg2 mate There is nothing in the capture 6 ④xc6.

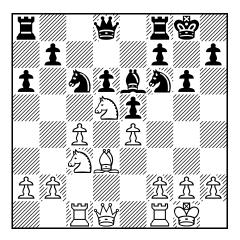
On to 6 🖉 f5, the only way that White can hope to mount any pressure.

Game 89 **P.Shuvalova-V.Kazakovskiy** European Online Championship Qualifier 2020

1 e4 c5 2 🖄 f3 a6 3 c4 🖄 c6 4 d4 cxd4 5 🖄 xd4 e5 6 🖄 f5 d6 7 🖄 c3 g6 8 🖉 e3 🎍 h6

We first encountered 8...&h6 in the opening game of the book, Grieve-Artemiev. This is not a new twist. It's been around for a while, but has only come to the fore recently. The idea of exchanging off Black's bad bishop has definite appeal. Previously, Black preferred 8...&g7, but 8...&h6 is a bit more unorthodox and fully in the spirit of the O'Kelly. **9** &**e2**

Normal chess. 9 ②ed5 is a common alternative, leading to 9... \$xc1 10 \$xc1 \$e6 11 \$d3 \$\overline{D}\$f6 12 0-0 0-0.



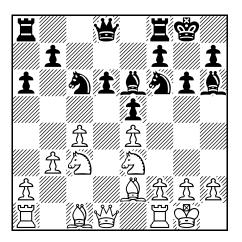
Now:

a) 13 ②e2 罩c8 may lead to 14 營d2 當g7 15 b3 營a5 16 罩fd1 營xd2 17 罩xd2 毫xd5 18 cxd5 ②b4 19 罩xc8 罩xc8 20 毫b1 a5 21 a3 ②a6, R.Zacarias Martinez-V.Kazakovskiy, Internet (blitz) 2021 with a level game, where the black knight is slightly to be preferred over the white bishop. Black won in 78 moves.

b) 13 f4!? (aggressive looking, but it cedes the e5-square) 13...exf4! 14 Ξ xf4 (maybe 14 \Box xf4 when White has to consider the consequences of 14...Bb6+ 15 Bh1 Bxb2 16 \bigcirc fd5 Dd7 17 Ξ b1 Ba3 18 Ξ xb7 Oce5) 14...Bxd5 15 exd5 Oe5 16 Be2 Dfd7 17 b3 f5 18 Ξ f1 Bg5 was K.Ambartsumova-V.Kazakovskiy, Internet (blitz) 2020. Black is a bit better, as the white bishop is nothing to write home about. Another line where White seems to have been tricked into playing an inferior system against the Sveshnikov or Kalashnikov, but it's hard to pinpoint exactly how and why.

Instead, 9 g3 is somewhat quieter, after which Black may develop in peace: 9....2hf6 10 2 g2 0-0 11 0-0 2 e6 12 I e1 (after 12 f4 Black should continue calmly with 12...I c8, and if 13 2 ed5 exf4 14 gxf4 2 g7 or 13 f5 Wb6! 14 fxe6 2 xe3+ 15 2 xe3 W xe3+ 16 2 h1 fxe6 17 Wxd6 I ce8) 12...I c8 13 b3 4 (covering the potentially weak pawn on d6) 14 2 b5 15 cxb5 axb5 16 b4 Wb6 17 h3 I c6 18 2 h2 I fc8, F.Perez Ponsa-V.Kazakovskiy, Internet (blitz) 2021. Once again, Black has obtained extremely active play.

9... 🕯 e6 10 0-0 🖄 f6 11 b3 0-0



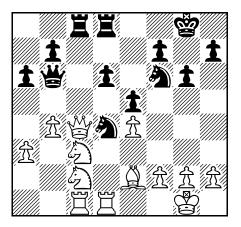
Black's development plan is straightforward and easy to understand.

12 🖄 c2 💩 xc1 13 🕮 xc1 🖤 a5 14 🖤 d3 🖾 ac8 15 🛎 fd1 🛎 fd8

With effortless equality. Now d6 is covered and White must be careful that his queenside does not come under fire.

16 a3 🖞b6 17 b4 🖄g7

Rock solid. 17...\$xc4!? 18 ¥xc4 ⁽²⁾d4 was certainly interesting here, putting White to the test.



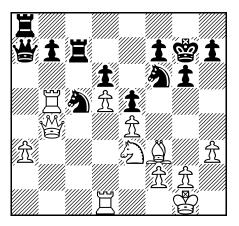
She would have to have found 19 $\exists xd4! exd4! (and not 19... \exists xc4? 20 \exists xc4) 20 \forall xd4$ $\forall xd4 21 \otimes xd4 \otimes xe4 22 \otimes a2 \exists xc1+23 \otimes xc1 \equiv c8 24 \otimes cb3 \otimes g7$ with an unclear endgame on the board. I would probably put my money on an eventual draw.

18 h3 a5

Again, 18... 🖄 xc4 is possible.

19 🖄 d5 ዿ xd5 20 cxd5 🖄 b8

This looks like a concession, but the knight will reemerge.



This is a position which could have come from a Bogo-Indian.

28 🖄 c4 🖄 cxe4 29 🖄 b6 🖄 c3 30 🖄 xa8 🖉 xa8 31 🕮 a5

This looks obvious, but is a mistake.

31...₩d8 32 ¤e1 e4 33 \$xe4

White falters.

33...②cxe4 34 罩xe4 ②xe4 35 當h2 ②c5 36 響d4+ 響f6 0-1