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# Sicilian Attacks 

## Powerful Charges \& Typical Tactics

## Contents

Preface by Sergey Rublevsky ..... 7
Introduction - A Fight to the Death ..... 8
PART 1 - Scheveningen Structure Black Pawns on $\mathbf{d 6}$ and e6, White Pawn on e4 ..... 11
CHAPTER 1.1 - THE KNIGHT SACRIFICE ON D5 ..... 12
CHAPTER 1.2 - WHITE PAWNS ON E4 AND F4 ..... 27
1.2.1 The pawn storm on the kingside ..... 27
1.2.2 The sacrifice of the g-pawn ..... 32
1.2.3 The conflict in the centre ..... 38
A. Black prepares e6-e5 with a white bishop on e3 or d4 ..... 38
B. The central battle with the white bishop on g 5 ..... 42
CHAPTER 1.3 - WHITE PAWNS ON E4 AND F3 ..... 58
CHAPTER 1.4 - WHITE G-PAWN ADVANCES TO G5, WITHOUT SUPPORT OF OTHER PAWNS ..... 76
PART 2 - Taimanov Structure
Black Pawns on d7 and e6, White Pawns on e4 and f3 ..... 95
PART 3 - Rauzer Structure
Black Pawns on c6, d5 and e6, White Pawn on e4 ..... 105
PART 4 - d6/e5 Structure
Black Pawns on d6 and e5, White Pawn on e4 ..... 111
CHAPTER 4.1 - WHITE PAWNS ON E4 AND F3 ..... 113
4.1.1 Black creates piece pressure on the queenside, without advancing his a- and b-pawns ..... 113
4.1.2 Exploiting the weaknesses, resulting from the advance of Black's queenside pawns ..... 116
4.1.3 Mutual pawn storms on the flanks ..... 119
CHAPTER 4.2 - WHITE PAWNS ON E4 AND F4 ..... 127
4.2.1 Black allows the white pawn to advance to f 5 ..... 127
4.2.2 Black exchanges on f4 ..... 131
PART 5 - Dragon Structure Black Fianchettoes his Bishop to g7 ..... 137
CHAPTER 5.1- THE PROPHYLACTIC ADVANCE OF THE WHITE G-PAWN ..... 140
CHAPTER 5.2 - WHITE CASTLES LONG WITH HIS BISHOP STILL ON F1 ..... 143
5.2.1 Mutual attacks on the flanks ..... 143
5.2.2. Black counterattacks in the centre ..... 152
CHAPTER 5.3 - WHITE BRINGS OUT HIS BISHOP TO C4 BEFORE CASTLING LONG. ..... 168
5.3.1 Black does not play ...h7-h5 ..... 169
5.3.2 Positions with fixed h-pawns ..... 187
Index of Players ..... 203
List of Games ..... 207
Bibliography ..... 208

## Preface by Sergey Rublevsky

Amongst the enormous library of opening books, volumes on the Sicilian Defence occupy a special place, due to the fantastic popularity of the opening.

Some writers devote whole volumes to particular systems, others try to explain how to obtain the advantage as White against every Sicilian variation. For some, all their recommendations as to how to get the advantage are summarised in a single volume, whilst others have produced multi-volume works.

But opening books devoted to such a dynamic and constantly developing opening (every month, numerous theoretically important games are played in the opening) quickly date, and their pages of variations lose their significance. The knowledge of specific systems, if not supported by an understanding of the general principles of play in a wide spectrum of positions, brings little benefit.

But how can one formulate principles of play, in what appear to be widely differing positions? It is to the solution of this difficult task that the book of my friend, Grandmaster Yuri Yakovich, is devoted. The erudition and talent of the author, who in my view turned primarily to training work rather too early in his career, has enabled him to write a brilliant middlegame textbook. Mind you, everybody knows how difficult it is nowadays to define precise boundaries between different stages of the game, and in this book you will also find numerous interesting and hitherto unpublished analyses and ideas, in the opening itself.

Ever since my childhood, I have played the Sicilian Defence for both colours, but unfortunately, in my day, nobody attempted to classify the different, highly complicated positions which can arise out of the opening, nor to give recommendations as to how they should be played, backed up with concrete variations. Nobody even thought of attempting such an 'impossible' task, and I was forced to do the job bit by bit, by studying many different books, magazines and tournament books, to collect together the necessary information.

I am delighted for the reader, whatever his playing strength, in whose hands this book finds itself, because I myself have read it through from cover to cover with enormous interest, discovering along the way many interesting ideas to which I had never previously paid attention. One only has to think of the analysis of the key moments in the famous game Tal-Larsen, which forces one to re-evaluate the battle which occurred in this great game. For 30 years, the most brilliant analysts, backed up in recent years by powerful computers, have claimed that Tal was bluffing, and should have lost against correct defence. However, Yuri shows that the genius' intuition frequently counts for more than the forest of variations, unfathomably deep for the human player, and that belief in his strengths and abilities, founded on an understanding of general strategic and tactical ideas, can work miracles.

I hope that this book will give you great pleasure!
May 2010

## Introduction－A Fight to the Death

You have before you the most popular opening of the second half of the 20th，and start of the 21 st century－the Sicilian Defence．The 11th and 13th world champions，Robert Fischer and Garry Kasparov，made an enormous contribution to the growth in popularity of this opening，winning brilliant games on both sides of the Sicilian．Nowadays，too，it is difficult to name a strong player，including both the current world champion Vishy Anand and his challenger Veselin Topalov，who does not include the Sicilian Defence in his opening repertoire．

I will try to summarise Black＇s main ideas：to avoid symmetry，fight actively in the centre，and to attempt subsequently to seize the initiative and space on the queenside and in the centre．

In my opinion，the strongest－or at least，the most interesting－response to $1 . e 4$ c 5 is 2.0 f 3 followed by $\mathrm{d} 2-\mathrm{d} 4$ ，which is also the most popular system for White． Of course there are other lines，which lead to less tense positions and require less knowledge，but，in the words of Alexander Khalifman，that is the extent of their merits．

After White plays d2－d4，a situation arises with a wide choice of subsequent plans． Both sides have a very great number of playable set－ups，which is why the Sicilian is so popular－every player can find here variations which suit his style and tastes．

Even so，the great mass of white approaches can be divided into two main cate－ gories，depending on which side White castles－short or long．

Whilst in the early days of the Sicilian，White castled kingside in a clear majority of games，in more recent decades he has tended to prefer queenside castling．This is thanks to the efforts of Rauzer，Keres，and Velimirovic，and especially to the development of the white set－up involving 葸e3，欮 $\mathrm{d} 2,0-0-0, f 2-f 3$ and g2－g4．

Of course，in such variations as the Sveshnikov（1．e4 c5 2．⿹f3 ©c6 3．d4 cxd4
 4． $0 x d 4$ f6 5.0 D 3 睍b4 etc．）it is wrong for White to castle queenside，for con－ crete reasons．But in the fight against the Dragon and Najdorf Variations，the Scheveningen set－up，the Taimanov System（1．e4 c5 2．ضf3 包c6 3．d4 cxd4 4．©xd4
 strongest choice for White．

When White castles queenside，Black almost always has two principal means of creating counterplay：
1．Leave the king in the centre（until later，or even for good）and create a counterattack on the queenside as quickly as possible，hoping to get at the opponent＇s king first．
The game Alexei Shirov－Viswanathan Anand，Morelia／Linares 2008，provided a striking example of the success of such a strategy：




## 

Black's play reminds one of the game Movsesian-Kasparov, Sarajevo 2000 - there too, we see a rapid development of Black's initiative on the queenside, an exchange sacrifice on c3, and a beautiful mating attack on the king.




On the other hand, as is well-known even from textbooks for beginners, the king in the centre faces many dangers. For example, in the game Maia Chiburdanidze-Semen Dvoirys, Tallin 1980, the black king did not enjoy a rosy future. In the position of the diagram, instead of 12.0 D 3 , White played $\mathbf{1 2 .} \mathbf{D} 5!?$, which was a novelty at the time. Black immediately went wrong with 12...exd5? (12... 彩xd4 13. 畕xf6
 champion conducted a brilliant attack:





## 2. Castle kingside and obtain sufficient chances by combining counterplay in the centre with an attack on the queenside.

This book discusses means of play in the Sicilian with castling on opposite sides.
How can one learn to play such positions well? One could take up an opening book, and try to pick out and remember the relevant variations. But little reward comes from such a method of study. Viktor Kortchnoi once said that 'a chessplayer should develop his tactical and strategical intuition, and combine that with variations, in an attempt to replace the method of calculating everything. Experience is needed to achieve this balance in a tournament game'.

More than 30 years of study and practice of the Sicilian Defence, together with training work with both grandmasters and junior champions of Russia, Europe and the world, have helped me work out the following scheme for studying openings, which, in my view, is significantly more effective.

First of all, using clear illustrative games, we analyse the typical methods of attack in all of the different pawn structures which can arise from the opening. Often, detailed descriptions of the two sides' plans and typical attacking and defensive ideas teaches one more than concrete variations. In my opinion, such a method enables a player to take correct decisions at the board, even in cases where one has forgotten (or never known) the concrete variations.

In the majority of cases, it is impossible to calculate all the way to mate in a Sicilian position with opposite-side castling. In a battle with mutual chances, the advantage goes to the player who is better acquainted with the strategic and tactical ideas of the system. Analysing the games in this book can help you improve your mastery in conducting a complicated struggle, and teach you to assess accurately obscure complications, and to choose the most effective methods of attack and defence in different Sicilian set-ups, even if you are insufficiently well-acquainted with concrete variations.

The author has reserved the right in certain cases to ignore move transpositions.
Yuri Yakovich
October 2010

## Typical devices

- Piece sacrifices on d 5 , f , or g7
- Whether the move a2-a3 is useful
- The prophylactic \&̊ bl
- The prophylactic ... ${ }^{\text {ene8 }}$
- The central break e4-e5
- Black counterplay in the centre by ...e6-e5
- Black counterplay in the centre by ...d6-d5
- Sacrificing the g-pawn; on g5, with g5-g6 or by g2-g4 with a black pawn on h5
- The sacrifice of the h-pawn in the Dragon Variation
- Exploiting pawn weaknesses
- Going into a better endgame


## Chapter 1.1 - The Knight Sacrifice on d5



The sacrifice of the knight on d 5 is a typical attacking device in the Sicilian Defence. It is seen especially often when the black king is in the centre (see the game in the introduction), but can also be effective when the king has castled.

The following game has been analysed over the course of almost 40 years, in the pages of chess publications the world over, even by such great analysts as Garry Kasparov, Alexander Khalifman and Mark Dvoretsky. Even so, I think it is essential to include it in the present book, for the following reasons.

Firstly, it is a brilliant game, which illustrates the importance of being able to change the character of the battle by means of a positional sacrifice, without necessarily disturbing the objective equality. Its analysis will help to teach us how to play very sharp positions, in which any inaccuracy can have the most tragic consequences. Developing such qualities is essential to anybody who wants to be able to play the Sicilian successfully.

Secondly, in my view, the majority of commentators, despite the help of computer programs, have not assessed completely correctly the critical position arising after the piece sacrifice, and as a result the play of the two players in this magnificent game.

## Game 1

## Mikhail Tal

## Bent Larsen

Bled m 1965 (10)
Before going over to the analysis, I would like to remind the reader of the circumstances in which the game was played. The match score was 4,5-4,5. In the event of a draw in this final game of 'normal time', the players would have had to continue the battle until the first victory. The interest in the game was
enormous, and the playing hall was packed.
Mikhail Nekhemievich considered that he had the advantage before this final game: 'I had the white pieces and was in a good mood. In addition, I had faith in my ability to play crucial decisive games.'

1. e2-e4 c7-c5

2. $\mathrm{d} 2-\mathrm{d} 4 \quad \mathrm{c} 5 \mathrm{xd} 4$
3. $\mathrm{v}_{\mathrm{f}} 3 \mathrm{xd} 4$ e7-e6
4. ©b1-c3 d7-d6

With this move－order，Larsen avoids the Keres Attack，which is discussed in Chapter 1．4，hoping to reach a Scheve－ ningen position，where both sides cas－ tle kingside．But Tal has other ideas．

6．臬c1－e3！？
I would point out that，notwithstanding the absence of the black knight from f6， the move 6．g4！？（see Chapter 1．4）de－ serves the most serious attention even in this position．


8．壯 $\mathrm{d} 1-\mathrm{f} 3$ ！
At that time this was a practically un－ known set－up．Nowadays，however，it is hard to imagine a more natural plan，i．e． to castle long as rapidly as possible，and begin a pawn storm against the black kingside．The popularity of the line in－ creased sharply after the present game．

8．．．．
0－0
Larsen has no doubt that Black＇s chances will be no worse，after oppo－ site－side castling．

9．0－0－0 新 $\mathrm{d} 8-\mathrm{c} 7$
（There was a threat of $10 . \mathrm{e} 5$ ）
Which attacking plan should White se－ lect now？The advance of the pawn to g 5 is tempting，driving away the black king＇s principal defender，the knight on f6，followed by including the f－pawn in the attack，by means of f4－f5 and g5－g6 or f5－f6．


But Tal did not like the fact that the im－ mediate $10 . g 4$ would be met by the typical central counterplay introduced by the exchange $10 \ldots$ xd 4 followed by ．．．e6－e5．
Even so，Kasparov，annotating the game in the second volume of his series My Great Predecessors，gives the move $10 . \mathrm{g} 4$ an exclamation mark．In my opinion，in the position in the diagram White does better to prepare the pawn storm by means of 10 ．党g 1 ！，but we will speak more about this when analysing Games 3 and 5.
Tal played instead
10．©d4－b5？！
with the idea of＇starting the attack，af－ ter first worsening the position of the black queen＇（Tal）．

| 10．．．． | 新c7－b8 |
| :---: | :---: |
| 11．g2－g4 | a7－a6 |
| 12．${ }^{\text {eb }}$ b5－d4 | 包6xd4 |
| 13．崽e3xd4 |  |



## Part 2 －Taimanov Structure Black Pawns on d7 and e6， White Pawns on e4 and f3



The set－up with black pawns on d 7 and e6 is characteristic of the Taimanov System


In recent times，White has achieved excellent results with the variation 6．⿷⿱㇒⿸⿻日丿乚厶⿱⿰㇒一大口心 $\mathbf{e} 3 \mathrm{a}$


The pawn on d 7 often later advances to d 6 ，giving rise to positions examined in the previous Chapter 1．3．

In this section，we will analyse cases where Black quickly castles，leaving the d－pawn in its initial position．He may develop his dark－squared bishop either to e7 （Game 14）or b4（Game 15）．

In the first case，Black can save a tempo on Games 2 and 10 by dispensing with the move ．．．d7－d6 and start immediate play on the queenside with ．．．b7－b5．In the second case，he can try to exploit the pin on the knight on c3．

Utilising the fact that the e6 pawn is solidly defended in the present structure， Black is ready at a convenient moment to play ．．．f7－f5，weakening White＇s pressure on the kingside，and including the rook on f 8 in the game．

The existence of these additional possibilities resulted in the set－up 息e3，慈d2， $\mathbf{0 - 0} \mathbf{- 0}, \mathbf{f} 3$ achieving popularity in the Taimanov System rather later than in the Scheveningen and Najdorf Systems．But practice in recent years has shown that White has considerable chances of developing a dangerous initiative in this varia－ tion as well．

White＇s main weapon is a kingside pawn storm with the g－and h－pawns．In addition，at an appropriate moment he can try to exploit the drawbacks of the pawn＇s position on d 7 ，by going into a superior endgame where it will not be easy for Black to defend his weaknesses．

Game 14
Sergey Karjakin
Alexander Morozevich
Wijk aan Zee 2009 （1）
1．e2－e4 c7－c5
2． 2 $^{2} 1-f 3$ e7－e6
3．d2－d4 c5xd4
4．$\quad \mathrm{ff} 3 \mathrm{xd} 4$ 气b8－c6
5．包1－c3 断d8－c7
6．畕c1－e3 a7－a6
7．数d1－d2 $\mathrm{v}_{\mathrm{g}} \mathrm{g}-\mathrm{f} 6$
8．0－0－0！
There is no point in White＇s playing 8．f3，presenting Black with the addi－ tional possibility 8．．． 0 e5！？9．0－0－0 b5！？．

## 8．．．． <br> 鼻f8－e7

The development of the bishop to b4 will be considered in the next game． Now 8．．． ne5 $^{2}$ ？ would be met by $9 . f 4$ ！ with a big lead in development for White．

9．f2－f3 0－0
10． $\mathrm{g} 2-\mathrm{g} 4$


Compared with the position in Game 10 after White＇s 10th move，here Black has played ．．． $\begin{gathered}\text { M } \\ \text { c } \\ \text { 7 }\end{gathered}$ instead of ．．．d7－d6． Black hopes to save time on the advance of his d－pawn and because the c6 knight is defended he can immediately start play on the queenside．

> 10. ... b7-b5

11． $\mathrm{g} 4-\mathrm{g} 5$

White＇s plan is the same－a pawn storm on the kingside．But there is one addi－ tional nuance．The black pawn remains on d7，which may give White a plus in the endgame．

11．．．．
46－e8
The most common move，although af－ ter the present game the number of its supporters diminished noticeably． Lately，thanks to the efforts of Rafael Leitao，Black has had good results with 11．．．$£$ h5！？．The knight moves to the edge of the board，slowing up the white
 Of course，Black should not open up the



Leitao＇s idea is based on a tactical point


 19．．．寞c5！the white queen cannot hide from the attentions of the enemy rook：



 2009.

It seems to me that in the position of the analysis diagram the move 15．無b1！？deserves attention：
A）The pawn cannot be taken：
15．．．蒐xg5 $16 . \mathrm{e}^{5}$ winning a piece；

## Chapter 4.1 －White Pawns on e4 and f3



White＇s central formation is solid，and after short castling by Black，the advance of the $g$－and h－pawns is tempting．What can Black do against this plan？Does he have to advance on the queenside（4．1．2 and 4．1．3），or should he first create the typical Sicilian pressure along the c－file，as seen in the game below（4．1．1）？

## 4．1．1 Black creates piece pressure on the queenside，without advancing his a－and b－pawns

Game 17
Alexander Grischuk Lubomir Ftacnik
Calvia ol 2004 （5）
1．e2－e4 c7－c5
2． $0 \mathrm{~g} 1-\mathrm{f} 3 \mathrm{~d} 7-\mathrm{d} 6$
3． $\mathrm{d} 2-\mathrm{d} 4 \quad \mathrm{c} 5 \mathrm{xd} 4$
4． $\mathrm{E}_{\mathrm{f}} \mathrm{fxd} 4 \mathrm{~g}$－f6
5．包b1－c3 a7－a6
6．崽c1－e3 e7－e5
7． 2 d4－b3 䓢c8－e6
8．響d1－d2 畕f8－e7
9．f2－f3 0 b8－d7
In the event of immediate castling， White has to start with 10．0－0－0！， since after 10．g4？there follows $10 \ldots \mathrm{~d} 5$ ！ $11 . \mathrm{g} 5 \mathrm{~d} 4$ with excellent play for Black．

10．g2－g4 0－0
 （once the black knight has obstructed its b－pawn，White does not need to hurry with the advance g4－g5）12．．．0－0

analysis diagram
we have transposed into Adorjan－Ribli， Budapest（m－4）1979，where White played a new plan，starting with $13 . h 5$ ！．

Now after g4－g5 the black knight can－ not hold up the enemy attack by jump－ ing to h5．
A）Only the central break 13 ．．．d5 can place a question mark over the correct－ ness of White＇s plan，after which Adorjan＇s 14．是xb6？桎xb6 $15 . g 5$ leads to Black＇s advantage after 15．．．d4！ 16．©a4 颜c6 17．gxf6 是xf6！（Adorjan only considered 17．．．gxf6？18．©ac5！
 18．©ac5 鼻xb3 19．©xb3？鼻g5！But the simple 14．g5！（Kasparov）14．．．d4 15．gxf6 鼻xf6 16．©xd4 leaves White with an extra pawn；

 siders this move the decisive mistake． The only way to complicate White＇s task was $16 \ldots f 5!$ ？，although then too， after $17 . \mathrm{g6} \mathrm{f4}$（or $17 . . . \mathrm{h} 6$ 18．自xh6 gxh6 19．宸xh6）18．gxh7＋क्ञh8 19．鼻f2 Black＇s position is unenviable． $17 . \mathrm{g}^{\text {宸c8 }}$ Ribli hopes to get counter－ play by sacrificing the exchange on c3， but an unpleasant surprise awaits him． Now 17 ．．．f5 no longer works，because of 18.0 D d5 wimd $19 . \mathrm{h} 6$ ，whilst after 17．．．$\searrow \mathrm{f} 6$ there follows the same blow as in the game：18．鼻h6！De8 19．鼻xg7
 20．h6＋혈g821．g7＋－．


18． $\mathbf{\text { Q }}$ h6！Black was hoping for $18 . \mathrm{h} 6$ ？ fxg6 19．hxg7 亘xc3！20．bxc3 嵝xc3 with

 and Black resigned，since there is no de－ fence to 23 ． $\begin{aligned} & \mathrm{w} \\ & \mathrm{y} \\ & \mathrm{g} 7+\text { ．An impressive crush．}\end{aligned}$

11．0－0－0 曾а8－c8
Black＇s play is craftier than in the above game．He waits for $12 . g 5$ ，so as after 12．．．＇${ }^{\text {en }}$ 5 to hold up White＇s attack on the kingside，whilst not weakening his queenside with the advance ．．．b7－b5． After 12．h4 there could follow 12．．．b5 $13 . \mathrm{g} 5$ b4！？with unclear play．But White finds a cunning waiting move．


Ftacnik hopes to exploit the fact that White has lost a tempo on the game Adorjan－Ribli with the king move．Black did not like 12．．．b5 13．g5！（only after the black queenside has been weakened does White change his plan of attack） 13．．．＇h5（not 13．．．b4？because of 14．gxf6 bxc3 15．fxe7＋－）14．0 d5鼻xd5 15 ．exd5 followed by ©5－c6 and c2－c4，with a strong initiative on the queenside．This plan with be analysed more deeply in the next game（see the note to White＇s 17 th move there）．

13．h2－h4！橪d8－c7
Again，13．．．d5 fails to $14 . \mathrm{g}^{5} \mathrm{~d} 415 . \mathrm{gxf6}$息xf6 16． $0 x d 4$ exd4 17．賭xd4 with an extra pawn for White．

## 14．h4－h5！

