



Contents

Contents	3
Symbols	4
Introduction	5
The most important strategic and tactical motifs in The Colle-Koltanowski System	10
Chapter 1 Black plays ...  bd7	17
Chapter 2 Black plays ...  c6	110
Chapter 3 Black plays an early ...b7-b6	183
Chapter 4 Black plays an early ...c5-c4	196
Chapter 5 Black avoids the Colle-Koltanowski System	204
Bibliography	221
Index of Variations	222

Introduction

Dear chess friend,

First I would like to thank you for your interest in my work. Perhaps you are now expecting me to say a few words about the opening this book is about.

I shall divide my introduction into two parts:

Part 1: For those of you who are still in doubt

Probably you are holding this book and just cannot make up your mind whether it is worth buying. Will it be useful for you, will it be suitable for you or is it just a waste of money and effort?

Let me share my own thoughts with you about the contents and purpose of this book - of course under the condition that you are on the „white“ side of the board:

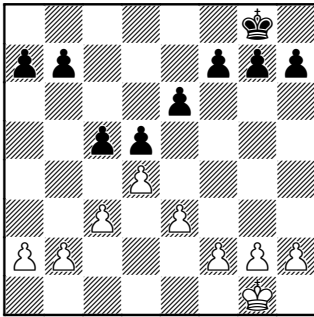
- I think that best chances with White in this opening have positional players who are also not afraid of playing aggressive attacking chess, often at the cost of material losses. At the beginning White develops relatively calmly and for that reason the Colle-Koltanowski System does not seem suitable for the typical gambit player, who is striving from the very beginning for a wild and unclear position. Very often it comes down to a White or Black isolated queen's pawn, or pawn majority on the queenside and in these cases one needs positional knowledge and skills in order to play these positions right.

On the other hand, there are many variations in which White has to attack very aggressively the Black's kingside - not a few games have been won by beautiful attacks on the Black king - and one needs solid tactical skills to do that.

- Perhaps you are not necessarily a very ambitious and regular tournament player, and do not want to be always up-to-date with the main openings. A d2-d4 player, using the Colle-Koltanowski System, at least, evades the Queen's gambit Accepted and Orthodox, Albin's counter-gambit and the Tarrasch defence. *(what you will have to do in other cases will be discussed in Chapter 5)*
- Indeed, the Colle-Koltanowski System should not be considered as a real surprise weapon since it is relatively popular among low and middle class chess players, and yet many players would find it difficult to react adequately against this opening. The latter is to be seen more often in rapidplay events in which players neither have enough time to prepare for each game, nor have enough time to search for the best variations over the board. What is more, even if an opponent does know this opening very well, it is very difficult to "punish" White because the Colle-Koltanowski System is very solid and strategically substantiated!
- Maybe you just wish to expand your opening repertoire and have a

The most important strategic and tactical motifs in the Colle-Koltanowski System

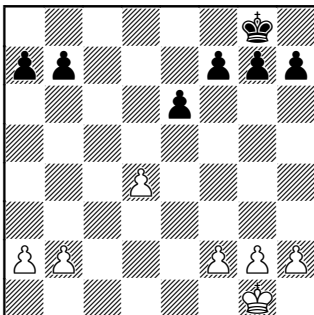
The standard pawn structure



I – Typical transformations of the standard pawn structure

A – White's pawn structure transforms into an isolated pawn on d4

Let us assume that White plays e3-e4 (without exchanging on c5 before that), Black takes on e4 (...d5xe4) and d4 (...c5xd4), White recaptures on d4 (c3xd4) and the following structure is set up:



As it is well known, a pawn structure like that has at the same time its advantages and disadvantages. It gives White a space advantage; the knight gets the outpost e5 and the rook - the semi-open e-file; very often because of these factors the first player has good chances for attack on the kingside.

Sometimes - although that is a relatively rare occasion - White can become active on the queenside, i.e. when he is in possession of the c-file or his bishop is positioned on f3 or e4 from where it can exert pressure on b7.

On the other hand, the weakness of the isolated d4 pawn can be very tangible - and the more we approach the endgame, the more tangible it gets. Furthermore, Black fully controls the important central d5 square. To put it in a few words, White is striving for dynamic and complex positions, while Black is struggling for exchanges and simplified positions.

⇒ *Games 1, 3-6, 8, 12 and 35* in the book show some possible ways of playing this particular pawn structure.

B – Black's pawn structure transforms into an isolated pawn on d5

This can occur when White exchanges on c5 in the standard pawn structure and Black takes on c5 with the bishop. Then White plays e3-e4 and if the second player does not exchange on e4, White can play e4xd5 and after ...e6xd5 the following new pawn structure is formed:

Chapter 1

Black plays ...♗bd7

An overall summary and review can be found at the end of the chapter on p. 106

Game 1
Izeta – Illescas
Los Yebenes 1990

1.d4 d5 2.♗f3 ♘f6 3.e3 e6
4.♗d3 c5 5.c3 ♗bd7
6.♗bd2
⇒ 6...♗d6

The bishop takes the more active place on d6 thus preventing ♗f3-e5 and preparing ...e6-e5. But on the other hand his position can turn out to be unsafe, if White plays e3-e4-e5 that would be a fork. If Black replies ...d5xe4 to e3-e4, then ♗d2xe4 would again attack the bishop. Besides, developing the white bishop on g5 would pin the ♗f6, what is not the case if the black bishop was on e7.

The alternate plan 6...♗e7 or 5...♗e7 ... 6...♗bd7 will be discussed in ⇒ Games 15-21.

7.0-0

In some other games White did not hurry to castle, but first played 7.♖e2 and after 7...0-0 followed 8.e4.

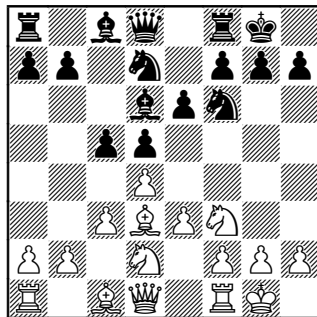
After the natural 8...dxe4?! 9.♗xe4 ♗xe4 White can get the upper hand with 10.♖xe4! ♗f6 11.♖h4!

But after the better reply 8...e5!, Black secures himself a comfortable game, e.g. 9.dxe5 ♗xe5 10.♗xe5 ♗xe5 11.0-0 (11.♗f3 ♗g4 ↑ Δ 12.h3? ♗xf3 13.♖xf3?

dxe4 14.♗xe4 ♗xe4 15.♖xe4 ♗:c3+!-+, 11...dxe4!?) 11...♖c7 12.h3 ♖e8 13.♖e1 ♗d7, and now it is White that has to think of equalizing, Popchev-Sherbakov, Belgrade 1990.

7...0-0

7...e5 8.e4! (also good is 8.dxe5 ♗xe5 9.♗xe5 ♗xe5 10.e4!, see under ⇒ Game 23, line 7...e5) 8...0-0 (White gets a comfortable and active position after 8...dxe4 9.♗xe4 ♗xe4 10.♗xe4, Steen-G. Hamann, 2. Bundesliga 1981; 10...0-0 now fails too 11.dxe5 ♗xe5 12.♗xe5 ♗xe5 12. ♗xh7+! ♗xh7 13.♖h5+ ♗g8 14.♖xe5±) 9.♖e1! leads to ⇒ Game 2.



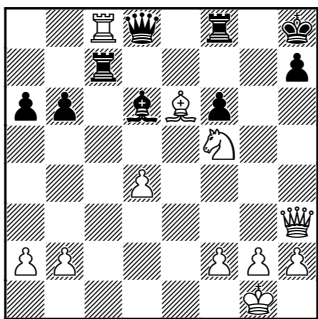
Now the initial phase is over. As we already know the main idea for White is e3-e4 that will allow the first player to gain some space in the centre and activate his pieces. The question is whether he should carry out this plan immediately or first prepare it in order to increase

27. ♖e6+ ♔g7

27...♗h8 loses in view of 28.♗g6+ ♔g7
29.♗xf8 ♗xf8 30.♖g4+! (30.♖c8 ♖c7!)
30...♗h8 31.♖c8 resp. 30...♗h6 31.♖c3.

28. ♖c8 ♖c7 29. ♗f5+

Being in terrible time trouble, Knezevic offered a draw after the last move. After 29...♗h8 (29...♗g6 30.♖h6#)



↑

the winning move was 30.♖h6! and Black is overloaded with the defence of the three crucial squares d8, f8 and g7.

1/2-1/2

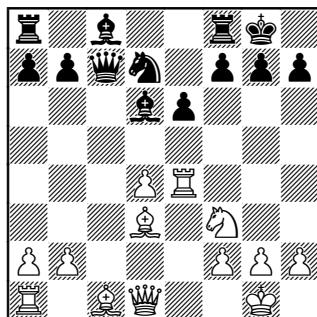
Game 5

L. B. Hansen – Vescovi
Kopenhagen 1995

1.d4 c5 2.e3 ♗f6 3.♗f3 e6
4.♗d3 d5 5.0-0 ♗bd7 6.c3
♗d6 7.♗bd2 0-0 8.♖e1
♖c7 9.e4 cxd4 10.cxd4
dxe4 11.♗xe4
⇒ 11...♗xe4

This move seems natural - usually it is a good strategy to exchange pieces when playing against an isolated pawn. Of course, this is not always the case, otherwise chess would have been too easy and boring.

12. ♖xe4!



↓

This is the only continuation that creates serious difficulties for the second player - the rook is preparing to participate in the attack on the kingside.

We should never neglect this motif since it occurs relatively often in the Colle-Koltanowski System.

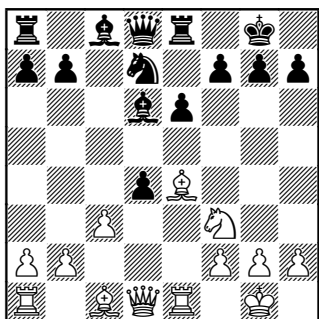
The alternative 12.♗xe4 ♗f6 13.♗c2 ♗d7 would give Black a comfortable game.

12...b6

The idea of this move is quite obvious - the ♗c8 is to go to b7.

There are some other options:

- 12...e5? is not recommendable in view of 13.dxe5 ♗xe5 14.♗xe5 ♗xe5 15.♖h5! f5 16.♗c4+ ♔h8 17.♖h4 g6 18.♖xg6 ♗xh2+ 19.♗h1! +- , Zalus-Trone, corr 1965.
- 12...♗f6? looks very dubious because of 13.♖h4! with the threat 14.♗g5, e.g.:
 - 13...h6? 14.♗xh6! gxh6 15.♖d2! and White is winning.
 - 13...♖e7? 14.♗e5!, Zillmer-Detry, corr 1998, and there is no reasonable defence against the threat 15.♗xh7+ ♗xh7 16.♖h5+-, e.g.: 14...h6 15.♗xh6! gxh6 16.♖d2+- or 14...g6 15.♗g5 ♖d8 16.♖f3 ♗e7 17.♗h6 ♖e8 18.♗b5+-.



12. ♖xh7+!

Smith/Hall believe that this sacrifice is not correct and generally evaluate the positions favourable for Black. Baburin (Megabase) also considers it to be a dubious one but he follows the analysis of Vukovic that leads to a draw. Gary Lane puts a "!" to it and reveals a gap in the Vukovic/Baburin analysis, but he offers an idea of Winants that saves Black in another line. Ottow finally proves that after the 12th move White gets a considerable, probably decisive, advantage.

As I have previously said, I was convinced by Ottow's analysis and now I only took the liberty to deepen it a little so that I can contribute a bit to the analysis of this position.

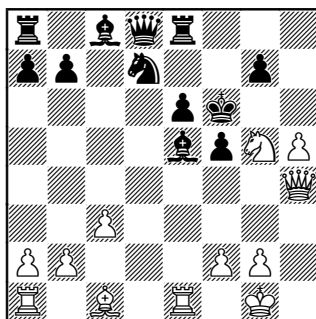
12... ♔xh7 13. ♘g5+ ♕g6

According to Smith/Hall this is the best continuation, while all the others prefer 13... ♖g8. We will come back to this critical position later.

14. h4 ♗h8?

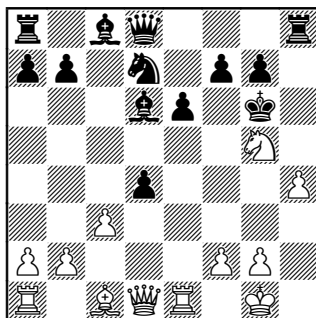
After this move all the commentators are unanimous - Black's position is lost now. Certainly 14...f5 was stronger, but in the long run it would not have saved Black either:

14...f5 15.h5+ ♕f6 16. ♖xd4+ ♔e5 17. ♖h4!



Smith/Hall, unfortunately, missed this strong continuation. White's attack could hardly be repelled now, e.g. 17... ♖a5 (17... ♖e7 18. ♔f4 ♔f6 19. ♖xe6+ ♕f8 20. ♔d6+ ♖g8 21. ♖c4+- Winants, 17... ♖c7 18. ♔f4! ♖e7 19. ♔xe5 ♗xe5 20. ♗f3+- Winants) 18. b4 ♖d5 19. ♔b2 (Winants) 19...b5 (19... ♖d3 20.f4+-, 19... ♖c6 20. ♖xe5! ♗xe5 21. ♗f3+-) 20. c4! ♖xc4 (20...bxc4 21. ♖ad1+-) 21. ♔xe5+ ♗xe5 22. ♗e4+-.

The text move loses immediately.



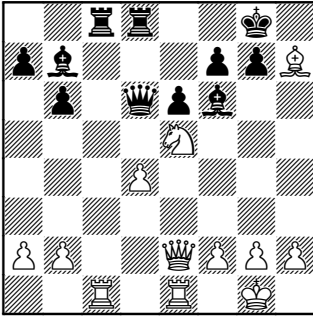
15. ♖xe6+!

More precise is 15.h5+!! ♖xh5 16. ♖xe6+! fxe6 17. ♖d3+ ♕f6 18. ♖f3+ ♖g6 19. ♖e4+- (Lane), but these are only trivial matters.

15... ♗f6

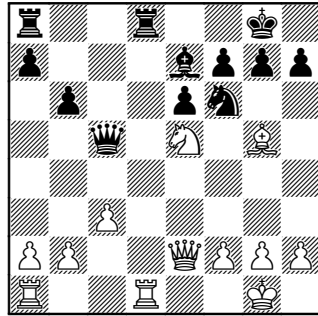
15...fxe6 16. ♖d3+ ♕h5 17.g4+ ♖xg4 18. ♖f3+ ♖xh4 19. ♖h3#.

♙xf6 20. ♖xh7+ ♚f8! seemed fine.
 18.cxd4 ♚d6 19.♙xf6 ♙xf6 20.
 ♖xh7+, Witkowski-Gens, Potsdam 1994.



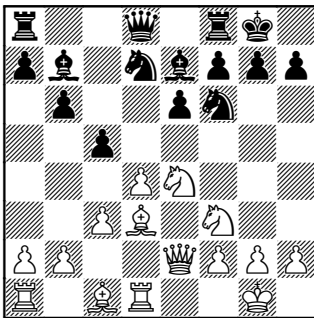
12. ♙xe4 ♙xe4 13. ♚xe4
 ♞f6 14. ♚e2 ♚c7 15. ♙g5
 15.dxc5 ⇨ game 16.

15...♗fd8 16.dxc5! ♚xc5
 17. ♞e5



Instead of 20...♚xh7?? 21. ♚h5+ ♙g8
 22. ♚xf7+ ♚h7 23. ♗xc8 ♙xc8 24. ♗e3 +
 ♙g5 25. ♗h3+ ♙h6 26. ♗xh6+! ♚xh6 27.
 ♚g6 Black had to play 20...♚f8!, and
 the position remains unclear.

9.e4 dxe4 10. ♞xe4 ♙b7
 11. ♗d1!?



It is clear that the d4 and c5 pawns will
 sooner or later be exchanged - therefore
 the rook prudently takes the d-file. Be-
 sides, the queen on d8 now does not
 feel so comfortably.

11...♞xe4

Black is a little confined and therefore
 decides to exchange some pieces. Others:
 11...cxd4 ⇨ Game 17.
 11...♚c7 ⇨ Game 18.

This is a typical position for the vari-
 ation. White has three to two pawns on
 the queenside, while Black has the
 pawn majority on the kingside. Now
 almost everything depends on whose
 pawns are more mobile. Often - but
 not always! - White has a small advantage
 because of the following factors:

- Usually, White's pieces remain more active after the exchanges in the centre, here e.g. ♙g5 and ♞e5 compared to respectively ♙e7 and ♞f6.
- From the first move White started fighting for the e5 square (think of d2-d4, ♞g1-f3 and ♚d1-e2). The effect of these moves can still be felt - it is very difficult for Black to accomplish ...e6-e5.
- White's king is closer to the black pawn majority than his counterpart to the white pawns on the queenside.
- Should the game come to a pawn ending with White having a passed pawn on the queenside, the first player should be able to win that endgame, e.g. a pawn ending with ♙c4/♙g2/♙h2 against ♙e5/♙g7/♙h7.

Summary

In the variation

1.d4 d5 2.Nf3 Nf6 3.e3 e6
4.Bd3 c5 5.c3 Nbd7
6.Nbd2

Black usually chooses between the development of his bishop to d6 or e7.

I – 6...Bd6

The continuation ...Bf8-d6 seems a bit more active - the bishop takes the e5 square under control, prepares ...e6-e5 and at the same time prevents Nf3-e5. But on the other hand it is more vulnerable to the opponent's attack.

White can immediately carry out the thematic e3-e4 after

6...Bd6 7.0-0 0-0
8.e4

However, it does not promise him any advantage - usually Black equalizes fairly easy or even gets good counter-play. ⇒ *Game 1*

It is better to prepare the advance e3-e4 first. But 8.♖e2?! is dubious in view of 8...e5!, and therefore

8.♖e1

is the best continuation. In this case

8...e5

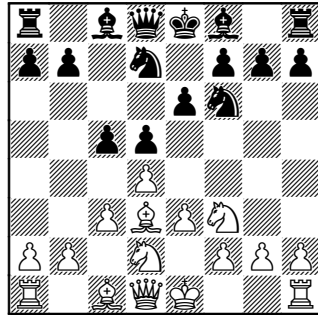
is playable, but does not promise equality: With

9.e4!

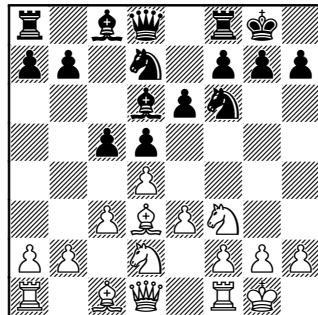
White achieves a dangerous initiative.

⇒ *Game 2*

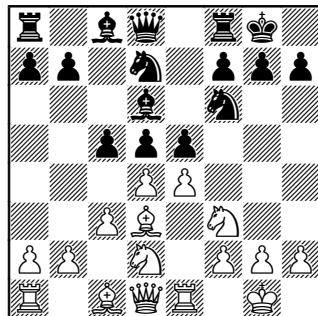
The most frequent reply to 8.♖e1 is the developing move



(after 6.Nbd2)



(after 7...0-0)



(after 9.e4!)

8...♔c7,

after which usually follows

9.e4!

After

9...cxd4 10.cxd4 dxe4 11.

♘xe4

occurs the basic position in the system with ...♗bd7 and ...♗d6, in which Black has a great variety of choices.

In my opinion

11...♘d5 ⇒ *Game 3*

and 11...♗f4 (⇒ comments to *Game 3*) do not solve Black's opening problems.

Also after

11...b6 12.♗g5 ♘xe4 13.

♔xe4! ⇒ *Game 4*

White develops a strong initiative, but here 12...♗f4!? is worth considering. After

11...♘xe4 12.♔xe4! b6 13.

♗e2 ♗b7 14.♔h4! ⇒ *Game 5*

White's initiative on the kingside is again very dangerous.

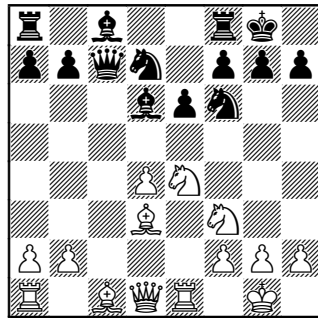
There are some alternatives to 12...b6, amongst which 12...♗b6!? seems the strongest one to me (a continuation which has not been played yet) - see the comments of *Game 5*. If Black plays 12...♗e8, then 13.♗c2!? would lead to *Game 6*, which I think is favourable for White.

However, a very interesting continuation is ...♗f8-e8 without exchanging on d4:

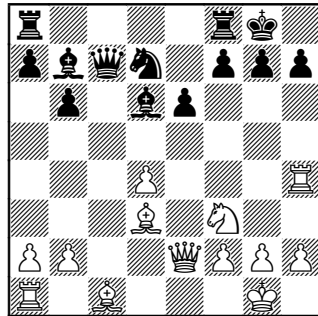
9...dxe4 10.♘xe4 ♘xe4

11.♔xe4 ♗e8 12.♗c2 ⇒ *Game 6*

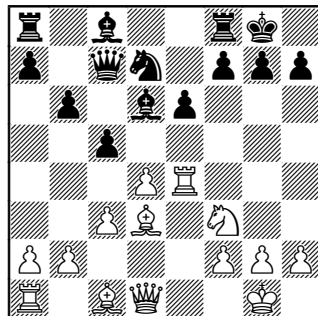
Instead of 12...cxd4?!, the continuation 12...b6!?, which we analyzed at the end of *Game 6*, deserves most attention. The arising position is extremely sharp. Probably this is the best possibility for Black in the system with ♗bd7 and ♗d6.



(after 11...♘d5)



(after 14.♔h4)



(after 12...b6)

Index of variations

Page number = the beginning of the relevant thematic game,
sometimes the key moves are reached 2-3 pages later

Chapter 1 Black plays ...♗bd7	17
6.♗bd2 ♖d6 7.0-0 (7.♖e2) 7...0-0 (7...e5) 8.e4	17
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 (8.♖e2?!) 8...e5	23
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♖c7 9.e4 cxd4 10.cxd4 dxe4 11.♗xe4 ♗d5 (...♖f4) 30	
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♖c7 9.e4 cxd4 10.cxd4 dxe4 11.♗xe4 b6	34
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♖c7 9.e4 cxd4 10.cxd4 dxe4 11.♗xe4 ♗xe4	37
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♖c7 9.e4 dxe4	39
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♞e8 9.e4 dxe4	47
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♖b6 9.e4	51
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 ♖b6 9.b3!?	54
6.♗bd2 ♖d6 7.0-0 0-0 8.♞e1 b6	57
6.♗bd2 ♖d6 7.0-0 b6?!	59
6.♗bd2 ♖d6 7.0-0 ♖c7 8.♖e2!?	62
6.♗bd2 ♖d6 7.0-0 cxd4?!	65
1.d4 d5 2.♗f3 ♗f6 3.e3 e6 4.♖d3 ♖d6 5.0-0 ♗bd7 6.♗bd2 0-0 (6...e5) 7.e4!	68
The pawn majority on the queenside (general discussion)	72
6.♗bd2 (6.0-0 ♖e7 7.♗e5) 7...♖e7 7.0-0 0-0 8.♖e2 (8.e4, 8.♞e1) 8...b6 (8...♖c7) 9.e4 dxe4 10.♗xe4 ♖b7 11.♞d1!? ♗xe4	74
6.♗bd2 ♖e7 7.0-0 0-0 8.♖e2 b6 9.e4 dxe4 10.♗xe4 ♖b7 11.♞d1 cxd4	84
6.♗bd2 ♖e7 7.0-0 0-0 8.♖e2 b6 9.e4 dxe4 10.♗xe4 ♖b7 11.♞d1 ♖c7!?	86
6.♗bd2 ♖e7 7.0-0 0-0 8.♗e5!? ♗xe5	90
6.♗bd2 ♖e7 7.0-0 0-0 8.♗e5 ♖c7 9.f4 b6 10.♖f3 (10.♞f3) 10...♖b7 11.g4 ♗xe5 94	
6.♗bd2 ♖e7 7.0-0 0-0 8.♗e5 ♖c7 9.f4 b6 10.♖f3 ♖b7 11.g4 ♞ad8 (11...♗e8) ...	97
6.♗bd2 ♖e7 7.0-0 ♖c7 8.e4!?	101
6.♗bd2 ♖c7 7.0-0 b6	102
6.♗e5	103
Summary	106
Chapter 2 Black plays ...♗c6	110
6.♗bd2 (6.♗e5) 6...♖d6 7.0-0 0-0 (7...e5) 8.dxc5! (8.e4) 8...♖xc5 9.e4 ♖c7 (9... various) 10.♖e2 ♞e8 (10... various) (10...dxe4 11.♗xe4 ♖e7 ⇨ p.158)	110
6.♗bd2 ♖d6 7.0-0 0-0 8.dxc5 ♖xc5 9.e4 ♖c7 10.♖e2 h6 11.♖c2!?	
(11. various) 11...♞d8 (11... various)	123
6.♗bd2 ♖d6 7.0-0 0-0 8.dxc5 ♖xc5 9.e4 ♖c7 10.♖e2 h6 11.♖c2 a6!?	131

6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 ♖c7 10.♗e2 h6 11.♙c2 ♚e8	133
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 ♖c7 10.♗e2 ♘e5 11.♙xe5 dxe5	135
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 ♖c7 10.♗e2 b6!?	137
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 ♖c7 10.♗e2 ♙d7	140
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 ♖c7 10.♗e2 ♙b6	141
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 ♖c7 10.exd5	141
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 e5 10.exd5 (10.♗e2) 10...♗xd5	146
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 e5 10.exd5 ♘xd5!?	149
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 dxe4 10.♙xe4 ♙xe4	154
6.♟bd2 ♔d6 7.0-0 0-0 8.dxc5 ♕xc5 9.e4 dxe4 10.♙xe4 ♙e7 11.♗e2 ♖c7	157
6.♟bd2 ♔d6 7.0-0 0-0 8.♗e2!? (8.♚e1) 8...b6? (8...e5 9.dxc5 ♕xc5 10.e4 ⇒ p. 146, 8...♗c7 9.dxc5 ♕xc5 10.e4 ⇒ p. 115., 8...♙d7!?) 9.e4!	161
6.♟bd2 ♙e7 7.0-0 0-0 8.♗e2 b6	163
6.♟bd2 ♙e7 7.0-0 0-0 8.♗e2 ♙d7	165
6.♟bd2 ♙e7 7.0-0 0-0 8.♙e5!?	166
6.♟bd2 ♙e7 7.0-0 ♗c7!?	167
6.♟bd2 ♔d6 7.0-0 cxd4 8.exd4! 0-0 9.♚e1 ♖c7 10.♗e2 ♚e8	170
6.♟bd2 ♔d6 7.0-0 cxd4 8.exd4 0-0 9.♚e1 ♖c7 10.♗e2 ♙d7!	173
6.♟bd2 ♔d6 7.0-0 cxd4 8.exd4 ♖c7 9.♚e1 ♙d7 10.♗e2 0-0-0	177
Summary	179
Chapter 3 Black plays an early ...b7-b6	183
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 c5 5.c3 ♙e7 6.0-0 0-0 7.♟bd2 b6!?	183
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 b6 5.0-0 ♙b7 6.♙e5!? ♟bd7 7.f4 g6!? 8.b3!?.	185
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 b6 5.0-0 ♙b7 6.♙e5!? ♟bd7 7.f4 g6 8.♙d2!?	189
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 b6 5.0-0 ♙b7 6.♙e5 g6	192
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 b6 5.0-0 ♙b7 6.♙e5 ♙e7 (6...♙d6)	193
Summary	195
Chapter 4 Black plays an early ...c5-c4	196
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 c5 5.c3 ♙c6 6.♟bd2 ♙e7 7.0-0 c4?!	197
1.d4 d5 2.♙f3 ♙f6 3.e3 e6 4.♙d3 c5 5.c3 c4?!	199
1.d4 ♙f6 2.♙f3 e6 3.e3 d5 4.♙d3 c5 5.0-0 c4!?	200
Summary	203
Chapter 5 Black avoids the Colle-Koltanowski System	204
I – What should be played against 1...♙f6?	204
II – Black plays 1...f5	205
III – Black plays 1...c5	206
IV – Black plays 1...e6	206
V – Black's deviations after 1.d4 d5	209
VI – Black's deviations after 1.d4 d5 2.♙f3 ♙f6 3.e3	214