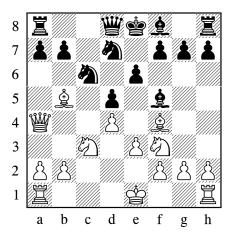
# 1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.ᡚc3 ᡚf6 5.ዿf4 ᡚc6 6.e3 ዿf5 7.ᡚf3 e6 8.ዿb5 ᡚd7

When my book was published, a few people discovered that in this position I missed a popular option:

C43) 9. ₩a4

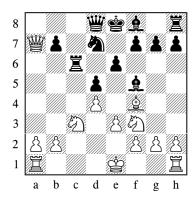


This move doesn't change the evaluation of the line as perfectly playable for Black; however, a bit of concrete knowledge is required.

#### 

Capturing the a7-pawn is dangerous for White:

10.**\$**xc6 **\mathbb{Z}**xc6 11.**\mathbb{M}**xa7

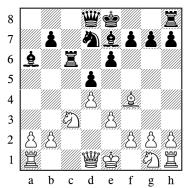


# 11...**≜**d3!

Another good possibility is 11... 28 12. 26 13. 27 2xc7 2b4 Grigorov – V. Milov, Roslavl 1989, and Black will regain the pawn, keeping the better chances.

## 12.₩a4

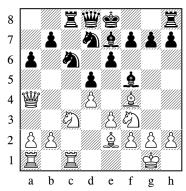
This has occurred in several computer games, but in none of them did Black play the simple:



14...ዿb4N 15.ዾge2 ዿxe2 16.₾xe2 營a5∓ Black has the better game.

## 10...a6 11.\(\mathbb{L}\)xc6

11. 2e2 2e7 12. Efc1 was played in Valov – Kurilov, St Petersburg 2007, and now Black can use the misplaced position of the white queen and play the thematic aggressive idea:



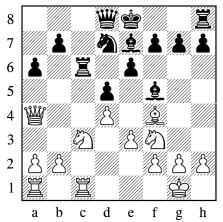
12...g5!N 13.\(\delta\)g3 h5 This looks dangerous for White.

## 11...罩xc6 12.罩fc1

White must do something quickly in order to justify giving up his light-squared bishop.

12.還ac1 allows Black to play: 12...違d3! 13.還fe1 (After 13.還fd1 Regulus – GriffySr, email 2004, Black can play 13...還c4N 14.彎b3 罩b4 15.彎a3 違c4 and he has no problems.) 13...違e7 14.彎b3 This was Stolba – Kaplan, Czech Republic 2006, now the solid 14...豐c8N would easily solve any problems.

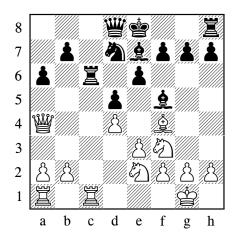
## 12...**≜**e7



Now there are two moves to consider: C431) 13. De2 and C432) 13. Dd1.

C431) 13.20e2

White is trying to use his slight lead in development to create some play along the c-file, but Black has a convincing way to hold equality.



## 13...₩b6 14.\(\mathbb{Z}\)xc6 bxc6 15.\(\mathbb{Z}\)c1

Also known is 15.增b3 but it is rather harmless. For example: 15...f6 16.罩c1 增xb3 17.axb3 åd3 18.总c3 Now 18...0–0 was comfortable for Black in Kaminik – Hector, Hamburg 1993, but also plausible was 18...位f7!? keeping the king a step closer.

#### 

After 16...\(\dong{1}\)g6, I believe White should settle for a repetition with 17.\(\dong{1}\)a4 \(\delta\)d3 18.\(\delta\)d1 etc.

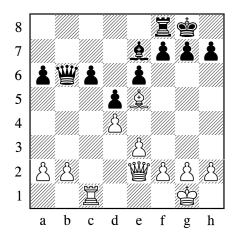
## 17.\\mathbb{u}xe2

Opinions have varied about this position. Sveshnikov claimed an edge for White, while Dvoretsky was sceptical of this view (in the sources mentioned below). I prefer the latter view and think Black will soon be equal.

# 17...0–0 18.ᡚe5

Otherwise Black will get in a quick ... c5.

# 18...2xe5 19.\(\mathbb{L}\)xe5



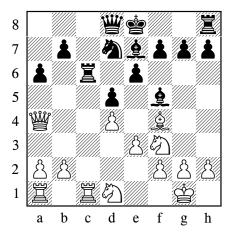
#### 19...罩c8

This is the most accurate move, as played in the model game for this line. This line was also given as equal by Vigorito in *Play the Semi-Slav*.

# 20.h4 🖺b5 21.營g4 息f8 22.b3 營d3

22...c5N looks good as well, though Black equalized easily enough with the text move in Rashkovsky – Dolmatov, Vilnius 1980.

C432) 13.包d1



This is also an important line.

## 13...b5 14.\bgraphbbb b3 \bgraphc c8

Vigorito preferred 14... \( \mathbb{Z} c4 \) which leads to sharp play after, for example, 15. \( \mathbb{Q} d2 \) \( \mathbb{Z} a5. \) His book *Play the Semi-Slav* offers a full page of analysis from this position. Sveshnikov also disapproves of 14... \( \mathbb{Z} c8 \) giving this move an "?" in the 2002 No. 4 issue of the magazine 64. So we are going against serious analysts.

## 15.e4

This move is the reason Vigorito preferred to avoid 14... ©c8. Certainly White has some play for the pawn, but Black has good defensive resources, so I believe White is struggling to show full compensation. Let's see some ideas:

## 15...\(\mathbb{L}\)xe4

In The Chess Instructor Mark Dvoretsky preferred:

#### 15...dxe4 16.d5

Or 16.\(\mathbb{Z}\)xc6 \(\mathbb{Z}\)xc6 17.\(\mathbb{Z}\)c1 and now d5 or a8 are options, of which I prefer 17...\(\mathbb{Z}\)a8 when I do not believe White has enough compensation.

#### 

In Dvoretsky's words, this move is "the most reliable".

## 18.②c6 \$f6 19.\(\mathbb{Z}\)xc4 bxc4 20.\(\mathbb{\mathbb{M}}\)xc4 \(\vartha\)b6\(\mathbb{\opi}\)

This is Franco – Ihonen, Finland 1990. Dvoretsky stopped here and indeed Black seems better. The game continued:

# 21.營c5 公xd5 22.奠d6 罩e8 23.罩c1 營b7

Black's extra pawn is the main factor. Overall, it is possible 15...dxe4 is the most reliable option, but I also cover 15...\$\documen\$xe4 as I want to offer some fresh ideas.

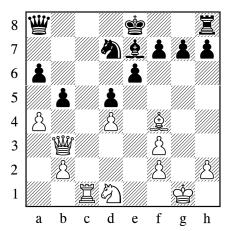
# 

White's main ideas are clear: control of the c-file and a possible invasion on c7.

#### 18.a4

The standard try.

## 18...\(\mathbb{L}\)xf3 19.gxf3



Dvoretsky assessed this as unclear. This position has been tested a few times with castling or playing 19...b4 Black's usual tries. Instead I suggest:

# 19...g5!?N 20.\(\mathbb{L}\)g3

20.\( \)\( \)\( \)\dd \( \)\\\ \) looks comfortable for Black; with no quick invasions on c7, White's compensation feels insufficient.

## 20...f5

Targeting the g3-bishop.

#### 21.f4

Or 21.\(\mathbb{L}\)c7 saves the piece but kills the plan of landing a rook on c7. For example: 21..\(\mathbb{D}\)b7 22.\(\mathbb{L}\)a5 \(\mathbb{L}\)d6=

# 21...≌g8

One of several interesting moves.

# 22.⊈h1 g4

Burying rather than winning the g3-bishop. Also possible was: 22...b4!?

Now one fun line runs:

# 23.axb5 營b7 24.\(\begin{aligned}26.\begin{align

The complications work out in Black's favour.