

INTRODUCING THE...

KINGS INDIAN

AND

NIMZO INDIAN

Two 30 minute talks by
Byron Jacobs

GAMES FOR "BASIC PRINCIPLES IN THE KINGS INDIAN DEFENCE".

MILES - SAX, LONDON 1980.

1 Nf3 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 d4 0-0 6 Be2 e5 7 0-0 Nc6
8 d5 Ne7 9 Ne1 Nd7 10 Bd2 f5 11 Rcl Nf6 12 f3 f4 13 Nd3 g5 14 c5 Ng6
15 cd: cd: 16 Nb5 Rf7 (both sides carry out their natural plans of
attack) 17 Qc2 Ne8 18 a4 h5 19 Nf2 Bf8 20 h3 Rg7 21 Na7: Bd7 (black
is not overly concerned at losing material, as he is banking on his
king-side attack, and his priority is to prevent white infiltrating
on the Q-side) 22 Nb5 Nh4 23 Qb3 Kh8 24 a5 g4 (A typical pawn sacri-
fice to open lines to the white king) 25 fg: hg: 26 hg: Nf6 27 Nc7 Ng4:
28 Bg4: Bg4: 29 Ng4: Rg4: 30 Rf2 Qg5 31 Qh3 Rg3 32 Qhl Rac8 33 Bel Bh6
34 a6 ba: 35 Rc6 Rg8 36 Rd6: f3 37 Ra6: Rg2:+38 Rg2: Qe3+ 39 Bf2 Rg2:+
40 Qg2: fg: 0-1

A typical demonstration of the efficacy of the black K-side at-
tacking formation. However, the next game illustrates the dangers for
black if he doesn't gain play on the K-side quickly enough.

KORCHNOI - UDOVCIC, ZAGREB 1970

1d4 Nf6 2 c4 g6 3Nc3 Bg7 4 e4 d6 5 Be2 0-0 6 Nf3 e5 7 0-0 Nc6 8 d5
Ne7 9 Nd2 Nd7 10 b4 f5 11 f3 f4 12 a4 g5 13 Ba3 Ng6 14 c5 Rf7 15 c6
Nf6 16 cb: Bb7: 17 Nc4 Bc8 18 Na5 h5 19 Nb5 (White hs created serious
weaknesses in the black Q-side, whereas blacks K-side play has not yet
come to anything) a6 20 Na7 Bd7 21 N7c6 Qe8 22 b5 ab: 23 ab: Bf8 24
Nc4 Rg7 25 Kh1 g4 26 b6 Bc6: 27 dc: Qc6: 28 Qb3 Kh8 29 b7 Rb8 30 Rab1
Nh4 31 Na5 Qd7 32 Qb5 gf: 33 Bf3: c6 34 Qe2 Nf3 35 gf: Qc7 36 Qa6 Rg8
37 Nc6: Nd7 38 Nb8: Nb8: 39 Qd3 Be7 40 Rfc1 Qd7 41 Rc8 1-0.

GUTMAN- CRAMLING LONDON 1982.

1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 0-0 0-0 5 d4 d6 6 c4 Nbd7 7 Nc3 e5
8e4 ed: 9 Nd4: Re8 10 h3 Nc5 11 Rel a5 12 Bg5 h6 13 Bf4 Nfd7 14 Be3
a4 15 Qe2 c6 16 Rad1 Qb6 17 Qc2 Ne5 18 b3 Qb4 19 Rbl ab: 20 ab: Ne6
(Black has not managed to work up any concrete counterplay, and is
merely running on the spot. Now the positional drawbacks of the
black system begin to make themselves apparent) 21 Nce2 Ra3 22 Red1

Qa5 23 Qc1 Nd4: 24 Bd4: Qa8 25 Bc3 d5 (This is the standard pawn-break for black in this variation, but here it is played in desperation as black has no active play) 26 cd: ed: 27 Nc3 de: 28 Nb5. 1-0, as white wins a whole rook.

The following game is a very famous one, played when the principles of the Kings Indian defence were still being worked out.

PACHMAN - BRONSTEIN, 1946

1 d4 Nf6 2 c4 d6 3 Nc3 e5 4 Nf3 Nbd7 5 g3 g6 6 Bg2 Bg7 7 0-0 0-0
8 b3 Re8 9 e4 ed: 10 Nd4: Nc5 11 Re1 a5 12 Bb2 a4 13 Rcl c6 14 Bal ab:
15 ab: Qb6 16 h3 Nfd7 (Black has tremendous pressure against the white
Q-side) 17 Rbl Nf8 18 Kh2 h5 19 Re2 h4 20 Rd2 (There now follows a
marvelous combination, based on blacks control of the dark squares)
Ral: 21 Ral: Bd4: 22 Rd4: Nb3: 23 Rd6: Qf2:!! (if 23... Nal: then 24
Nd5 and white is okay) 24 Ra2 Qg3:+ 25 Khl Qc3: 26 Ra3 Bh3: 27 Rb3:
Bg2:+ 28 Kg2: Qc4: 29 Rd4 Qe6 30 Rb7: Ra8 31 Qe2 h3+ 0-1

This shows the potential of the black position if he plays actively and is alert to any weaknesses in the white position.