

INTRODUCING THE...

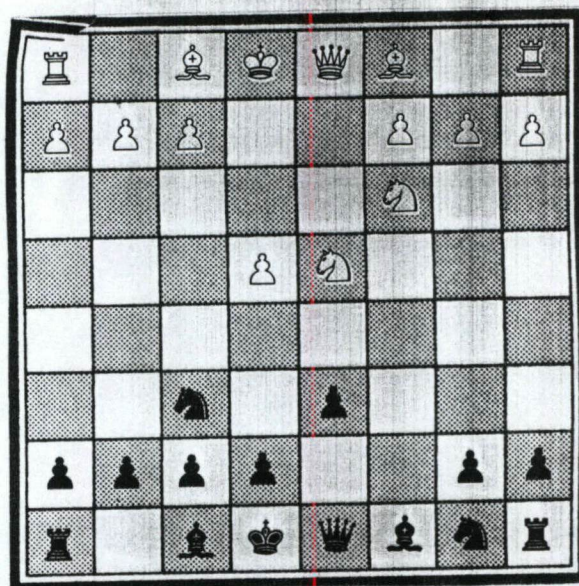
sicilian

DRAGON *and*

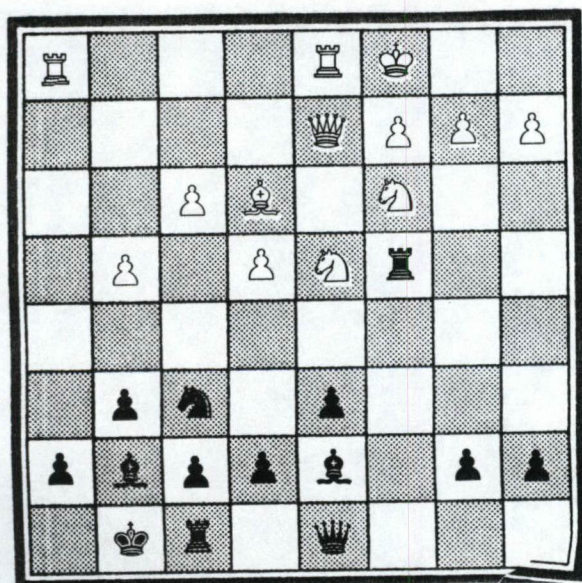
SCHEVENINGEN

Two 30 minute talks by

BYRON JACOBS



After 1e4 c5 2Nf3 d6 3d4
cxd4 4 Nxd4 Nf6 5 Nc3.
Now 5...g6 is the Dragon
variation, and 5...e6 is
the Scheveningen line.



GAMES FOR "BASIC PRINCIPLES IN THE SICILIAN DRAGON"

A. KARPOV - V. KORCHNOY, MOSCOW 1974

1 e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 Nc6
8 Qd2 0-0 9 Bc4 Bd7 10 h4 Rc8 11 Bb3 Ne5 12 0-0-0 Nc4 13 Bc4: Rc4:
14 h5 Nh5: 15 g4 Nf6 16 Nde2 Qa5 17 Bh6 Bh6: 18 Qh6: Rfc8 19 Rd3
Rc5 20 g5 Rg5: 21 Rd5 Rd5: 22 Nd5: Re8 23 Nf4 Bc6 24 e5 Bd5: 25
ef: ef: 26 Qh7:+ Kf8 27 Qh8+ 1-0

The following game illustrates how powerful the Dragon bishop can be if black is allowed open lines:

J. NUNN - A. MILES, LONDON 1980

1e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 0-0
8 Qd2 Nc6 9 Bc4 Bd7 10 0-0-0 Rc8 11 Bb3 Ne5 12 h4 h5 13 Bg5 (white
decides against a direct king-side attack, and plays for central
pressure instead) Rc5 14 Rhe1 b5 15 f4 Nc4 16 Bc4: Rc4: 17 Bf6:?
(a mistake which leaves the Dragon bishop unopposed) Bf6: 18 e5
Bg7 19 Ncb5: Qb8 20 Nc3 de: 21 fe: Bg4 22 Qd3 Rc5 23 Nf3 Bf3: 24
Qf3: Be5: 25 Rd3 Rfc8 26 Rf1 Bf6 27 Rd5 Rd5: 28 Qd5: Qb4 (black
has winning pressure on the queen side) 29 a3 Qb6 30 Nd1 Rd8 31 Qf3
Qe6 32 g3 Qa2 33 c3 Bg7 34 Rf2 Bh6+ 35 Kc2 Rb8 36 Rf1 Qb3+ 37 Kbl
Rd8 38 g4 hg: 39 Qg4 Rd2 0-1

Another example of a powerful white king side attack:

FISCHER - B. LARSEN, Portoroz 1958

1e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 0-0
8 Qd2 Nc6 9 Bc4 Nd4: 10 Bd4: Be6 11 Bb3 Qa5 12 0-0-0 b5 13 Kbl b4
14 Nd5 Bd5: 15 Bd5: Rac8 16 Bb3 Rc7 (to advance the a- pawn in an
attempt to generate q- side play) 17 h4 Qb5 18 h5 Rfc8 19 hg: hg:
20 g4 a5 (if black had time for a4 he would obtain a powerful centre
attack, but white gets in first) 21 g5 Nh5 22 Rh5: gh: 23 g6 e5 24
gf:+ Kf8 25 Be3 d5 (the standard freeing move in the Dragon, but
here it is desperation) 26 ed: Rf7: 27 d6 Rf6 28 Bg5 Qgb7 29 Bf6:
Bf6: 30 d7 Rd8 31 Qd6+ 1-0.

The following game demonstrates the power of the move d5 for black as a freeing move.

KRNIC - VELIMIROVIC, YUGOSLAVIA 1971.

1e4 c5 2 Nf3 Nc6 3 d4 cd: 4 Nd4: g6 (The accelerated dragon,
similar to the normal dragon, except that black delays moving his d-
pawn in the hope of playing d7-d5 in one go. A drawback of this system
is that white is given time for c4 which makes d5 virtually impossible.