

INTRODUCING THE...

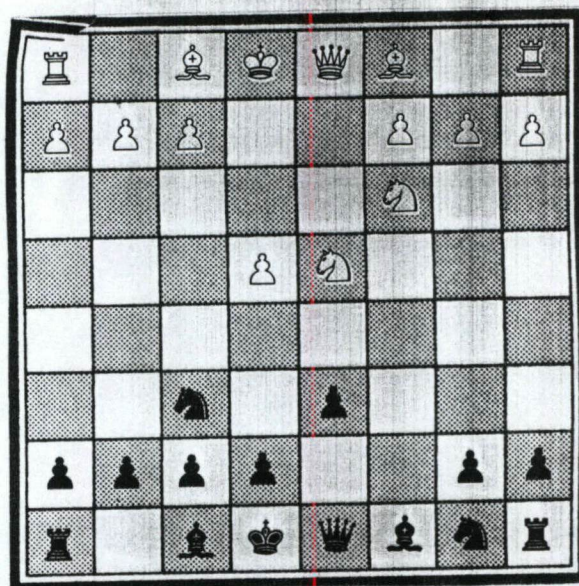
sicilian

DRAGON *and*

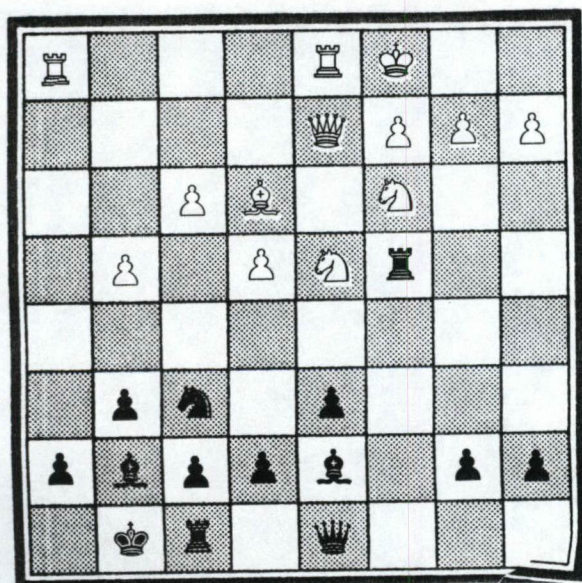
SCHEVENINGEN

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 SCHEVENINGEN"

HARTSTON - LARSEN, LAS PALMAS 74:-

1 e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 e6 6 Be2 a6 7 0-0 Qc7
 8 f4 Be7 9 Kh1 0-0 10 Qe1 Nc6 11 Be3 Nd4: 12 Bd4: b5 13 a3 Bb7 14 Qg3
 Bc6 15 Rael Qb7 16 Bd3 Rad8 17 Qh3 h6 18 Re3 b4 19 ab Qb4: 20 Ne2 Qb7
 21 Nc3 Qb4 22 Ne2 Bb5 23 Rg3 Kh8 24 Bc3 Qc5 25 Rg5 d5 26 Ng3 Qc8 27
 Rg7:!(white has all his pieces pointing at the B king, and this is the
 culmination of his strategy) Kg7: 28 Nh5+ Kh7 29 Nf6:+ Bf6: 30 ed:+
 Bd3: 31 Qd3:+ Kg7 32 Qg3+ Kh7 33 Bf6: Rg8 34 Qd3+ Rg6 35 Bd8: Qd8:
 36 d6 and white won 1-0.

In the next game, black develops his plans more swiftly than white:-

Wostyn -Sax, Nice 74:-

1 e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 e6 6 Be2 a6 7 0-0 Qc7
 8 f4 Be7 9 Kh1 0-0 10 Qe1 Nc6 11 Be3 Bd7 12 Qg3 Kh8 (A useful move.
 if white tries to play e5 as a sacrifice then after de: fe:, black
 will not have to self-pin his N with Ne5: (allowing Bf4) but can
 play Qe5: and after Nc6: safely reply Qg3: as Ne7: (which otherwise will
 win)will not be check. Kh8 also prevents a potential annoying Bh6)
 13 Rael b5 14 a3 b4 15 ab: Nb4: 16 e5 (The thematic advance, but here
 it doesn't get W very far) Nfd5 17 Nd5: Nd5: 18 Bf2 Rab8 (Whites Q-
 side is a bit exposed, and he lacks compensating pressure on the
 K-side) 19 Ba6: (White engages in a tactical battle on the Q-side,
 but black is better prepared) Rb2: 20 c4 Nb4 21 Qa3 Rf2: 22 Rf2: de:
 23 fe: Qa7 24 Rb2 Qd4: 25 Rb4: Qd2 26 Rfal Bc6 27 Qcl Qg2: 0-1

The following game shows white adopting a policy of restraining
 blacks Q-side ambitions, and attacking on the K-side with a pawn-
 storm instead of piece-play.

GELLER - MUKHIN, USSR 73.-

1 e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 e6 6 Be2 a6 7 0-0 Qc7
 8 f4 Be7 9 Kh1 0-0 10 a4 Nc6 11 Be3 Bd7 12 N b3 b6 13 Bf3 Rab8 14 g4
 Bc8 (To give a flight square to the K-knight) 15 g5 Nd7 16 Bg2 Re8
 17 Ncl Bf8 18 Nd3 Bb7 (A better idea was to break with b5, one of
 blacks two thematic pawn breaks, the other being d6-d5) 19 Qg4 g6
 20 Rf3 Bg7 21 Rh3 Nd4 22 Qh4 Nf8 23 Qf2 Qc4 24 Rd1 b5 (Too late!
 White has prepared a strong K-side attack) 25 Nel e5 26 ab: ab: 27
 f5 b4 28 f6 bc: 29 fg: Nfe6 30 bc: Ne2 31 Qh4 h5 32 gh: Nef4 33 Bf4:
 Nf4: 34 Re3 Kh7 35 Nf3 Ne6 36 h3 Rbd8 37 Nd2 Qc5 38 Rf3 f5 39 ef: 1-0

However, in this game white falls in with black's plans and is rapidly demolished. 5 Nc3 Bg7 6 Be3 Nf6 7 f3? (7.Bc4!) 0-0 8 Qd2 (again Bc4!) d5! (Now black takes the initiative) 9 Nc6: bc: 10 ed: Nd5: 11 Bd4 e5 12 Bc5 Nc3: 13 Bf8: Qf8: 14 bc: Qc5 15 Rd1 Be6 16 c4 e4! (opening move lines) 17 fe: Re8 18 Bd3 Bg4 19 h3-Bc3 20 Qc3: Qe3+ 21 Kf1 Re4: 22 Qf6 Bd1: 0-1.

SICILIAN SCHEVENINGEN continued

The potential drawbacks of an advance of the W K-side pawns are demonstrated in the next game. Black opens the centre and the Q-side, and white's advances are exposed as weaknesses.

FICHTL - MALICH

HALLE 74:-

1e4 c5 2 Nf3 d6 3 d4 cd: 4 Nd4: Nf6 5 Nc3 e6 6 Be2 Be7 7 0-0 0-0 8 f4 Nc6 9 Be3 Bd7 10 Nb3 a6 11 a4 b6 12 Bf3 Qc7 13 Qe2 Rfc8 14 g4 Be8 15 Rad1 (A typical Scheveningen position, black has less space than white, but has good possibilities to break with d5 or b5 at a suitable moment) Nd7 16 g5 Nc5 17 Nc5: (Probably a mistake - it strengthens the black centre) bc: 18 h4 Rab8 19 Qa6: (to confuse matters - good policy, as white is worse after 19 b3 Nd4!) Nd4 20 Rd2 Rb2: 21 Bd1 Bc6 22 Qd3 Bb7 23 Bd4: cd: 24 Nb5 Qc5 25 f5 Qe5 26 Qd4: Be4: 27 Qe5: de: 28 fe: fe: 29 Nd6 Bd6: 30 Rd6: Bf5. Now the game should be a draw but 0-1,45.