THINKERS PUBLISHING Announces a great new Publication

The Taimanov Bible: a complete manual for the Sicilian Player by Ivan Ivanisevic, Milos Perunovic & Robert Markus

The Sicilian Taimanov enjoys to be one of the greatest dynamic opening choices for Black. The resulting positions are rich in dynamic, positional and strategic play.

Our authors have tried to deliver a user-friendly style for all levels of the players. Nowadays, chess players are overwhelmed with piles of information and endless databases. It is very difficult to choose "your variations" and therefore this book will surely come as a great additional help.

In addition to the basic Taimanov ideas we had to keep, we followed in an original manner our two

main concepts: 'almost never play an early ...d6' (Scheveningen style) and 'push ...h5 whenever you can' (Paulsen style).

At the end of the book we carefully selected some practical exercises, enabling you to even improve your knowledge of this up-to-date Taimanov Bible.

Thinkers Publishing wishes you success on your lifelong journey of chess improvement!

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Milos Perunovic learned playing chess from his father, who was also his first coach. His first successes he achieved in his younger years: Four-time champion of Yugoslavia (1993-94-95-96), vice-champion of Europe, category up to 12 years (Verdun, France 1995), vice-champion of the World, category up to 12 years (Minorca Spain 1996).

After these successes he collaborated with the renowned Russian coaches Alexander Nikitin and Orestes Averkin. In 2005 he achieved the title of a Grandmaster. Since 2003 he is a member of the national Serbian team. He participated in four Chess Olympics 2004, 2008, 2012 and 2014 and six European championships. He was the national Champion in 2005 & 2007 and the winner of open tournaments like the "Veselin Bošković", Belgrade 2005 & Berlin 2014, shared 1st to 6th place in Skopje 2013 and shared 1st - 4th place in Oberwart. He came second in the Chicago Open 2012 and also was participating in the World Cup, Baku 2015.

Ivan Ivanisevic started playing chess when he was 5 years old, while watching his grandfather and father play. At the age of 10 he started working with IM Petar Smederevac, the coach of the national team of Yugoslavia. This is probably the real reason that he started playing professionally. Before he reached the age of 20 years old, he shared 1st place in the Championship of the former Yugoslavia. In 1000 he won the title of a Grandmaster Since 1008 he is a member of the national team and since 2007 continually playing on the first board. He was 4 times the Champion of Serbia. His most known successes were Saint Petersburg 2014, Skopje 2015, sharing 1st - 5th place in Dubai 2015, Bergamo 2014, the Bora Kostić Memorial 2006, Nova Gorica 2007, Kavala 2007 becoming the Balkan champion in 2011 and Kozloduy, the rapid championship of Danube 2012 He was also participant in the World Cup in 2011.

Robert Markus also came from a chess family, his father being a correspondence chess player. His father explained how the peaces were moving and provided all the needed basics. He worked 4 years with his first and only coach, FM Jovan Geleta. In that time he became 3 times the champion of Yugoslavia in the junior categories. In 1999 he became an IM, and when reaching 20, he made his 3 GM norms within one year, making him to decide to become a chess professional He also played many times in the national team, but his biggest success was to qualify for the World Cup in 2007 and 2009. His highest rating, 2652, he obtained in July 2011.



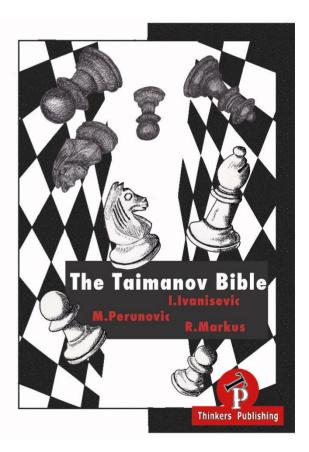


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The Taimanov Bible R.Markus . I. Ivanisevic . M. Perunovic





ISBN: 9789082256673 Published May 2016

450 pages 29.95€ - £22.00 - \$31.95

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Preface

We have to admit that the idea of writing a book was planned for quite some time, but we hesitated to take that step. Why? In today's era of computers we receive daily a sea of information. It's difficult to write something that will have a lasting impact with an important theoretical value. However, the wish prevailed to display the genesis of the Taimanov that lasts for more than twenty years in our chess careers.

With great pride we can state that the majority of the experts of our Sicilian friend comes from Serbia, starting from the legendary Milan Matulovic to Slavoljub Marjanovic, Dusan Rajkovic, Branko Damljanovic, Igor Miladinovic... and this was surely an additional motivation to write this book.

We have tried to deliver a user-friendly style for all levels of the players. Nowadays, chess players are overwhelmed with piles of information and endless databases. It is very difficult to choose "your variations" and therefore this book will surely come as a great additional help.

In addition to the basic Taimanov ideas we had to keep, we followed in an original manner our two main concepts: 'almost never play an early ...d6' (Scheveningen style) and 'push ...h5 whenever you can' (Paulsen style).

We have tried to demonstrate the classic game for the type of positions that occurs in the Taimanov, in order to make our readers primarily able to familiarize themselves with the basic motifs and ideas of this Sicilian. When we believed the variations to be sharp and complicated, we have offered two possible continuations.

The latest fashion which we have to mention, did not even exist when we started to write our book, meaning the 7.

If 3 line. Readers will have the choice between the peaceful 7...

d6 or 7... d6 where we head to a sharp Sicilian, true in its style.

In the famous English attack with '2e3 - 4d2 - 0-0-0', in addition to the well-known '...4b4 and ...4b4 and ...4b4 and safely state that we are most proud of, is liberally called the "Serbian variation" starting with ...4b4 and ...4b4 and

About the specific move order in reaching our Paulsen-Taimanov variation, there are two possibilities. The first possibility is to start with 2... e6 with 4... \bigcirc c6, and the second one is revealed by 2... \bigcirc c6 with 4... \bigcirc c7.

We decided for the move order 2... ②c6 and 4... ≌c7 because we all learned that way in the Paulsen-Taimanov variation and also for practical reasons.

Firstly, we avoided '5. \(\bar{2}\) b5' which is resulting in the typycal Hedgehog set-ups, and these positions are not to everyone's taste. Another reason is to keep in reserve the option of playing ...e5 at once or sometimes even ...g6 without touching the e-pawn.

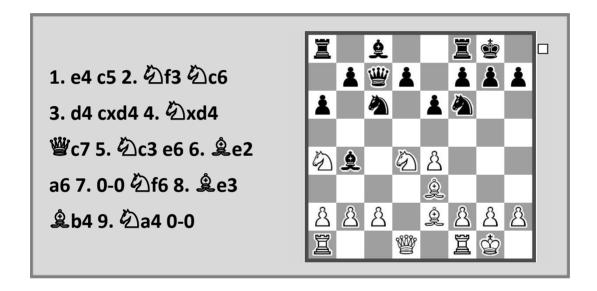
This book is the result of twenty years of our work and playing the Taimanov alltogether. We have played over 500 games in this variation and we desired to show all the beauty and richness of "our" variation.

We hope that our book will conjure all this and will help our readers into the labyrinths of our Taimanov Bible.

Ivan Ivanisevic, Milos Perunovic, Robert Markus February 2016

Chapter 13 – Classical system

6. \(\partial e2 \) (with 9. \(\Quad a4 0-0 \)



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Chapter 13 – Classical system 6. 2e2

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PART A - 10. ∅xc6 bxc6 11. f4 🖺 b8

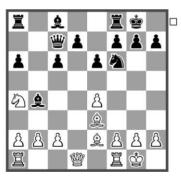
11. -- alternatives

1. e4 c5 2. ∅f3 ∅c6 3. d4 cxd4 4. ∅xd4 ≝c7 5. ∅c3 e6 6. Ձe2 a6 7. 0-0 ∅f6 8. Ձe3 Ձb4



Position after: 8... \$b4

9. (a) a4 0-0 10. (b) xc6 bxc6



Position after: 10... bxc6

11. c4

11. 臭b6 營f4

(see analysis diagram next column)



- **A)** 12. ≜d3
- B) 12. \(\mathbb{L}\)f3!?
- A) 12. 2d3 2e7 transposes to 9... 2e7 10. 2c6 bxc6 11. 2b6. (12... d5!? is also possible.)
- B) 12. \(\hat{2}\fi s! ?\) Until now his move only occurred in computer games! 12... d5 13. g3 \(\hat{2}\) b8 14. exd5 cxd5 15. c4 dxc4!? (see analysis diagram)

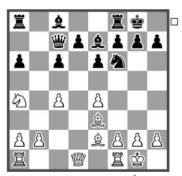


Position after: 15... dxc4

Chapter 13 - Classical system 6. \(\extrm{\pmathcal{e}} e2 \)

B2) 16. &xa8 營xa8 17. 基c1 e5 18. f3 (18. 基xc4 &h3 19. f3 &xf1 20. 含xf1 &e7!= Komodo 9.2 - Gull 3.00, 2015) 18... &e6↑ △ 19. &c5 (19. &f2 e4 20. 公b6 營b7 21. 營d4 exf3 22. 公xc4 公e4 23. 營b6 營e7 etc... The black position looks powerful.) 19... 基d8 20. 營e2 基d2 21. 營xe5 &h3 22. &xb4 公g4 23. 營e4 基g2+ 24. 含h1 基xh2+ 25. 含g1 基g2+ 26. 含h1 基h2+=

11... **≜e7**



Position after: 11... \$e7

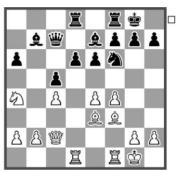
12. **營c2**

A) 12. c5 ②xe4 13. ②d3 ②f6 14. ②d4N White might have enough compensation to equalize. The game can continue like this (14. ②b6 罩b8 15. ②c4 a5〒 with the idea②a6 and there is no compensation for the pawn.) 14... ②d5 15. ②b6 罩b8 16. 罩e1 g6〒 Preventing the famous "Horwitz Bishops". (It's not a good attempt to give

the exchange for 2 pawns with 16... $\triangle xb6$ because White has the strong intermediate 17. 2e5! 48 18. 2xb8 45 19. $2c1\pm$ 1

B) 12. 公c3 c5 13. f4 臭b7 14. 臭d3 罩ad8 transposes to 11. f4.

12... c5 13. f4 d6 14. 冨ad1 息b7 15. 息f3 冨ad8



Position after: 15... 罩ad8

16. g4!?



Position after: 16... 罩fe8

B) 16. b3 罩fe8=

This is the ideal set-up for Black in this kind of position. The Knight from f6 is heading

for d7 and then depending how White plays he goes to b8 and c6 fighting for the d4 square, or to f8 and g6 where he is a very good defender.

16... ②d7 17. g5 ②b8!? 18. f5 ②c6 19. 豐g2

19. <u></u>\$g2 f6!∞

19... ⊈h8!



Position after: 19... \$\dispha\$h8

20. e5

The only way to try to create problems.

20... dxe5 21. 🖏 xc5



Position after: 22. 罩xd1

22... exf5!?

23. ፭d7 ≝a5 24. ≝f2□ âa8 25. âxc6 âxc5!?

26. ≜xa8 ≜xe3 27. ≝xe3 ≣xa8 28. ≣xf7 f4≒

(see diagram next column)

Chapter 13 - Classical system 6. \(\)e2

② 11. **②**b6 alternative

1. e4 c5 2. ②f3 ②c6 3. d4 cxd4 4. ②xd4 豐c7 5. ②c3 e6 6. 臭e2 a6 7. 0-0 ②f6 8. 臭e3 臭b4 9. ②a4 0-0 10. ②xc6 bxc6 11. ②b6 罩b8 12. ②xc8 罩fxc8 13. 臭xa6



Position after: 13. \$xa6

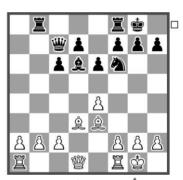
13... 罩f8



Position after: 25. a4

like in the famous game Smejkal — Karpov 1973. After this game black players switched from 13... 量d8 to 13... 量f8 because it showed clearly the weakness of f7.) 22. g3 營d6 (22... 兔e5 23. 營xf7+ �h8 24. 營h5 營d6 25. 量f7 兔g7 26. 營xg5±) 23. 兔e2 兔e5 24. 營xf7+ �h8 25. 量d1 營c7 26. 營e7 = and it is obvious that White is slightly better without a clear path for Black to draw which was proven in many games.

14. **&d3 &d6**



Position after: 14... \$d6

15. f4

- **A)** 15. g3
- **B)** 15. **\$\display\$ h1**
- **C)** 15. g4
- **A)** 15. g3
 - **A1)** 15... **\$e**5
 - **A2)** 15... 罩xb2
 - A1) 15... \(\&\)e5 Previously this was considered to be the main line. We look into two lines:

(see analysis diagram next page)

Analysis diagram

Position after: 15... \$e5

A1.1) 16. a4 **A1.2)** 16. c3

A1.1) 16. a4 臭xb2 17. 罩a2 (see analysis diagram)

Position after: 17. 罩a2

A1.1a) 17... d5 **A1.1b)** 17... &c3

A1.1b) 17... **Qc3** 18. **Qd2** (18. **Qf4** d6 19. a5 **Qxa5** 20. **Qxd6 Wxd6** 21. **Qxa5** c5 is about equal.) 18... **Qxd2**

19. 營xd2 c5! 20. 볼e1 (20. c4 볼b4 21. a5 볼a8 22. a6 볼b6 23. 볼fa1 볼a7= The white Bishop cannot participate in actions on the queenside...) 20... c4 21. 急f1 c3 22. 營d4 (22. 營d3 營a5 23. 基aa1 볼b2 24. e5 公d5 25. 急g2 is around equal.) 22... 營a5 23. e5 公d5=

Analysis diagram

Position after: 17... gxf6

A2.1) 18. c3 A2.2) 18. 当g4+ A2.3) 18. 当h5N

Chapter 13 - Classical system 6. 2e2

堂xh7 22. 營h5+ 堂g7 23. 營g4+=) **21.** 營h5+ **堂**g7 22. 營g4+=

A2.2) 18. 曾g4+ \$h8 19. 曾h4 &e7!? (19... &e5 20. 昌ab1 昌fb8 21. 温xb4 温xb4 22. f4 &d4+ 23. \$g2 c5 24. e5 f5 25. 曾e7 already looks dangerous as was demonstrated in some computer games...) 20. a4 曾a5 21. \$g2 (21. c4 曾e5!〒 Thee Bishop goes to c5 and the Rook will enter on b2.) 21... 基xa4 22. c4!? 基xa1 23. e5 f5 24. 曾xe7 基g8 25. 曾f6+ 基g7 26. 基xa1 曾xa1 27. 曾d8+ 基g8 28. 曾f6+ 基g7 29. 曾d8+ ½-½ Deep Rybka 4 — Deep Rybka 4, 3min Internet (blitz) 2010

A2.3) 18. Wh5N &e5 (see analysis diagram)



Position after: 18... \&e5

A2.3a) 19. **□**ae1 c5 20. f4 **□**d4+ 21. **□**b1 **□**b7与

A2.3b) 19. c3 基b2 20. f4 息xc3 21. e5 息d4+ 22. 含h1 f5 23. 營g5+ 含h8 24. 營f6+ 含g8 25. 營g5+ (25. g4 c5 and because of the mating threat White must give perpetual check.) 25... 含h8 26. 營f6+=

B) 15. 當h1 এe5 16. c3 基xb2 17. 營c1 ②g4 18. f4 ②xe3 19. 營xb2 এxf4 Because the Rook is now on f8, f7 is well protected. 20. 基f3 ②g4 21. g3 ②g5↑ Being the exchange down Black is out of danger. His King is much safer than White's, he holds the dark squares and his pieces are well coordinated.

C1) 19. 營g4 was played in Kasimdzhanov – Tregubov, Corsican Masters 2006. 19... 營e5 (19... 基xb2 comes into consideration. 20. 基h1 營e5 21. 營h4 f6 22. 營xh7+ 含f7〒 The King is safe in the centre.) 20. 基h1 f6 21. g6 h6〒

C2) 19. 營h5 g6 20. 營h6 營e5 21. 冨h1 營g7= ...f6 is the next move.

15... e5



Position after: 15... e5

16. f5

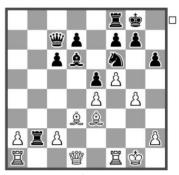
16... **≅xb2** 17. g4 h6

17... 曾a5 18. g5 &c5 19. gxf6 &xe3+ 20. ②h1↑ We do not like this position because Black needs to play a lot of only moves while White can fight for an advantage in several ways. If statistics show anything its 8-2 for White! Here a game illustrating how Black should not play: 20... gxf6 21. 曾g4+ ⑤h8 22. 眞g1 &g5 23. h4 &h6 24. 眞g3 曾d2 25. 眞ag1 ��b8 26. &c4 d5 27. exd5 cxd5 28. ��3g2 曾a5 29. &b3 曾c5 30. 曾h5 &e3? (see analysis diagram)



Position after: 30... \(\mathbb{L} e3

(30... 曾e3 31. 皇xd5 曾h3+ 32. 昌h2 曾e3=) 31. 昌g7! h6 32. 昌1g5! 1-0 (32) Papaioannou I — Kveinys A, Plovdiv 2003. Just one mistake by Black was enough for the defeat. 17... 曾a5 is very risky although the computer evaluation is equal. That's why we think that 17... h6 is the better move.



Position after: 17... h6

18. h4



Position after: 20... d5

- **A)** 21. 🖺 h6
- **B)** 21. **国**g1

Chapter 13 - Classical system 6. 2e2

- A) 21. 臭h6 營d6 22. 臭xg7? (22. 量g1 transposes to 21. 量g1.) 22... 拿xg7 23. 量g1+ 拿h8 24. 營c1 公xe4 25. 臭xe4 量fb8口 (25... 量b4?? 26. 量g6+-) 26. 量g3 營f6干
- B) 21. 罩g1 豐d6 (see analysis diagram)

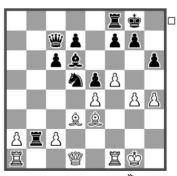


- **B1)** 22. 營f3
- **B2)** 22. 💄 h6
- **B2)** 22. 臭h6 勾g4! 23. 學xg4 學xh6



- **B2.1)** 24. a4 **②**c5 25. **③**ge1 dxe4 (25... **⑤**a8与 is also possible.) 26. **⑤**xe4 (26. **②**xe4 **⑥**d8〒) 26... **⑥**fb8与

18... 🖄 d5!



Position after: 18... 2d5

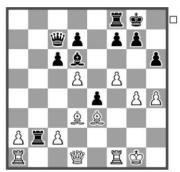
Not new, it is all well-known! After White accepts the sacrifice there are several

(see analysis diagram next column)

variations that end into a draw, for example...

19. exd5

19... e4

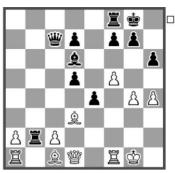


Position after: 19... e4

20. **≜c**1

B) 20. 奧xe4 冨e8 21. 營d3 cxd5 22. 營xd5 冨b4 23. c4 冨xc4 24. 冨fc1 冨exe4 25. 營xe4 冨xe4 26. 冨xc7 奧xc7 27. 含f2 冨xg4干

20... cxd5!N



Position after: 20... cxd5

20... exd3 21. 臭xb2 營b6+ 22. 含h1 營xb2 23. 營xd3 罩a8 is also playable.

21. 😩 xb2

21. এxe4 罩b4 (see analysis diagram)



Position after: 21... 罩b4

- **A)** 22. 營xd5
- **B)** 22. **\$**f3

A) 22. 營xd5 罩e8