# The Modernized Colle-Zukertort Attack

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# The Modernized Colle-Zukertort Attack

# **Milos Pavlovic**

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# **Key to Symbols**

- ! a good move
- ? a weak move
- !! an excellent move
- ?? a blunder
- !? an interesting move
- ?! a dubious move
- □ only move
- N novelty
- lead in development
- ⊙ zugzwang
- = equality
- $\infty$  unclear position
- a with compensation for the sacrificed material

- ╧ White stands slightly better
- ➡ Black stands slightly better
- $\pm$  White has a serious advantage
- ∓ Black has a serious advantage
- +- White has a decisive advantage
- -+ Black has a decisive advantage
- $\rightarrow$  with an attack
- ↑ with initiative
- $\Rightarrow$  with counterplay
- $\Delta \quad \text{ with the idea of } \quad$
- $\leq$  worse is
- + check
- # mate

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## Preface

Edgard Colle and Johannes Zukertort were both masters and played from late 19th century to the beginning of the next. Though they are rarely mentioned as prominent players of that era, an entire opening carries their name, which is not something that many players can say. Colle certainly contributed enormously in implementing key ideas in this opening. Zukertort lost to Steinitz in the 1872 World Championship Match, and was very strong in the 1870s and 1880s. He often experimented with b3 ideas in various positions.

I would like to clarify that systems presented in this book that start with b3 we call Zukertort, while ideas connected with c3 we call Colle systems. Both systems are analysed in this book in detail. They often transpose into one another in terms of ideas. Moreover, both the Colle and Zukertort can be used against many setups. I have tried to do exactly that: find rare lines that can be deployed against many regular openings. These, of course, have been modernised and tailored to create unique and strong strategical play.

Indeed, this book is a modern twist on some old ideas. While reading some material on the topic, I noticed that this opening is simply out of fashion. Therefore no new games are being played, apart from a couple of Kramnik games which are obviously not enough to reach clear conclusions, let alone build an opening for your own application. I have decided to give it a fresh new look. Not only that, but after some thorough analysis, I also implemented it into my own tournament practice.

The Colle-Zukertort is a deep independent opening in its own right, but is also very flexible. Transpositions to the Queen's Indian or Slav are often possible. The simplicity of placing the bishop on d3, a knight on e5 and following up with f4 and  $\Xi$ f3 with checkmating prospects is very tempting. Underneath it all though, it is way more than that simplified idea. It is filled with rich positional possibilities and nuances that one should be aware of. I have tried to show as many aspects as possible, pointing out exactly the relevant details and knowledge that are normally only accessible to strong positional players, such as Kramnik. This opening is for fans of classical chess. I wanted to present chess in the "old" style, before players had access to engines to help them with their play and understanding. Before engines, players such as Colle and Zukertort created and innovated to such an extent that we still use their ideas today. I wanted to use this approach, to remind readers that this style of chess still exists.

Other systems are also covered in this book besides the usual 1.d4 d5 2.616 1.64 1.64 1.65

Milos Pavlovic Belgrade 2019

# Part I Systems with ...d5



# 1.d4 d5 2.∅f3 ∅f6 3.e3 e6 4.≗d3 c5 5.0-0 c4, 5...∅c6



# **Chapter Guide**

## Chapter 1 – 1.d4 d5 2.∅f3 ∅f6 3.e3 e6 4.≗d3 c5 5.0-0 c4, 5...∅c6

1.d4 d5 2.②f3 心f6 3.e3 e6 4.臭d3 c5 5.0-0 心c6 6.c3 臭d6 7.心bd2 0-0 8.dxc5 臭xc5 9.b4

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## 1) 5....c4 alternative

1. d4 d5 2. 🖄 f3 🖄 f6 3. e3 e6 4. 🚊 d3



Position after: 4. 🚊d3

An important thing to say is that this book is about deeply understanding classical chess based on a modern outlook rather then looking for direct attempts for an advantage using in-depth engine analysis.

Learning chess classically is of the utmost necessity to all competitive players. The Colle and Zukertort lines are not mainstream systems in today's chess, but I think that is because they were not properly analysed. Recently, we've seen a rise of the London system, to such an extent that everybody is now playing it. I think that the lines treated in this book may also be victims to such popularity in coming years. They hold such a variety of ideas, from positional to attacking, which is rarely found in chess nowadays. This is essential: before deciding on c3 or b3, White must castle first. However, this does gives Black the interesting possibility to close the position with ...c4 and force matters into a much slower type of game.

#### 5... c4!?

An important line, Black simply wants to gain space and defend it no matter what. A perfectly legitimate idea and something that White cannot neglect.

#### 



Position after: 7... 🚊b7

This is the line's starting position.

#### 8. a4!?

White goes for a solid plan, other ideas are also possible:

A) 8. bxc4!? bxc4 [8... dxc4 9. a4 a6 10. c3 ②bd7 11. ②bd2 If Black takes with

the d-pawn on c4, White goes for e4. The position then becomes rather imbalanced.] 9. Oc3



A1) 9... 公c6 10. 邕b1 龛b4 [10... 邕b8 11. e4!? 龛b4 12. exd5 exd5 13. 邕xb4 公xb4 14. 龛f4 公c6 15. 龛xb8 營xb8 16. 營d2 0-0 17. 邕b1 邕e8 Black is probably OK here.] 11. 龛d2 0-0 12. 公e5 邕b8 13. a3 龛xc3 14. 龛xc3 公e4 15. 公xc6 龛xc6 16. 邕xb8 營xb8 17. 龛b4 邕c8 18. f3 公d6 19. 營d2 White might even consider going for an advantage here.



13. e4! An interesting pawn sacrifice in order to disturb Black's logical play. 13... dxe4 14. 皇xc4 公xe5 15. 皇b5 營xd1 16. 邕xd1 f5 17. 皇f4 a6 18. 皇e2 公g6 19. 皇e3豪

**B)** 8. ∅c3!?



Position after: 8. ②c3!?

Kramnik's choice. 8... a6! The best and most critical. [8... b4 9. 公a4 c3 10. 公e5 皇d6 11. a3 a5 12. 皇b5+ 會f8 13. 公c5 曾b6 14. 公xb7 豐xb7 15. 豐e2 g6 16. e4! 公xe4 17. 皇h6+ 會e7 18. f3 公d2 19. 邕fe1 會d8 20. 皇f4 1-0 Kramnik, V (2808) – Giri, A (2771) Stavanger 2017. Nice miniature by the Ex-World Champion.] **9. 公e5** 



**B1)** 9... 響c7 10. 急d2 公c6 11. f4 急d6 12. a3 [12. bxc4 dxc4! is good for Black.] 12... 0-0



Position after: 12... 0-0

13. e1! [13.  $\pounds$ f3 oe7 Again, this is a good idea for Black.] 13... oe7 14. g4 oe8 15. eg3 f6 16. of3 oh8 17. b4 with the idea to transfer the knight from c3 to f2 and bishop from e2 to c2! It's usually about plans here!

**B2)** 9... ∅C6 10. f4



Position after: 10. f4

**B2.1)** 10... b4 11. ②a4 c3 12. a3 a5 13. e4 ②xe4 14. 皇b5 響c7 15. f5 exf5 16. 邕xf5 f6 17. 皇f4 皇d6 18. 響h5+ White wins.

**B2.3)** 10... & e7 11. a3 0-0 Another idea for White is to transfer the dark-squared bishop from d2 to h4 with 12. & d2. The position is unclear but full of potential.

8... a6 9. c3!?



Position after: 9. c3!?

A positional idea for White here is to exchange the dark-sqaured bishops via a3 and to later on try and build some pressure along the a- or b-file.

#### 9... 🖄 bd7 10. 🖄 bd2



Position after: 14... axb5

15. 
<sup>4</sup>Ωc2!? That's the point! White wants to occupy the b4-square with a knight.
15... <sup>1</sup>Wd6 16. <sup>4</sup>Ωb4 <sup>4</sup>Lb7 17.
<sup>1</sup>Wc2 g6 18. h3 with some pressure.

If Black ever goes ...e5, then White can simply take and play 2f3.

10... 皇e7 11. 皇a3 0-0 12. 鬯c2 皇c6 13. 鬯b2 h6 14. h3 昌b8 15. axb5 axb5 16. 皇xe7 鬯xe7



Position after: 16... <sup>W</sup>xe7

#### 17. **⊠a6**!?



Position after: 21. 習a1

White has some initiative here.

**5** ...c4 is a unique attempt. Black is driving the game into a more closed position. It's a solid idea, but White still has good chances to achieve active play. After 6. 2 b5 7.b3 2 b7 White has a few ideas: one is

### Conclusion

8.a4 to try and exchange the darksquared bishop and to get control of the a-file. The other is to go 8. ②c3!?, as Kramnik did. A rather sharp idea that requires a precise reaction from Black.

## 2) 9...**≗**e7

1. d4 d5 2. ∅f3 ∅f6 3. e3 e6 4. ೩d3 c5 10. ೩b2 5. 0-0 थ∆c6 6. c3



Position after: 6. c3

We are entering the Colle system, which is defined as the c3-setup. White has a few ideas here, e4 usually being the main one. This is often only achieved when White goes dxc5 and only then e4. Due to the knight being on c6, Black is forced to take with the bishop on c5. Resemblances with the Semi Slav are obvious and we can say that White is a clear tempo up compared to Black's perspective in the Semi Slav, and that is often an important detail in sharp positions.

#### 6... ≗d6 7. ∕∆bd2 0-0 8. dxc5 ≗xc5 9. b4 ≗e7

A slower approach to this position, but also a more solid one in a way.

For 9...  $\hat{\mathbb{R}}$ d6, see the next subchapters.



Position after: 10. 臭b2

#### 10... a6

Black's plan is more positional here and involves a more solid approach.

A) 10... b6 11. a3 😩 b7



Position after: 11... 🗘 b7

12. 營e2 [12. c4 a5 13. b5 ②b8 14. 營e2 ②bd7 15. cxd5 ②xd5 16. ②c4 ②c5 17. 罩fd1!? Black's problem is that their queen lacks good squares.] 12... 營c7 13. c4!



Position after: 13. c4!

It is important to push c4 before deciding where to put the rooks. Only after c4 can we have a clearer picture of where each rook belongs. 13... dxc4 14. 公xc4 公g4 15. 邕fc1! Escaping from potential tricks connected with a mate on h2.

B) 10... e5 11. e4 🚊 g4 12. h3



Position after: 12. h3

(see analysis diagram next column)



Position after: 15... 🖄 a5

16. <sup>Q</sup>A7+! A nice tactical solution. 16... <sup>O</sup>A8 17. c4 <sup>Q</sup>b4 [17... <sup>Q</sup>f4 18. <sup>Q</sup>xe5±] 18. <sup>W</sup>e4! White is better. This motif of bringing the queen to the centre has already been seen in other lines, showing that it is an important asset.

Back to 10... a6.



Position after: 10... a6

#### 11. a4

The most energetic. White does not want to allow ... b5 easily.



Position after: 14... <sup>W</sup>b6

15. ②d4 ②xd4?! [15... e5!] 16. exd4 ②e8 17. ②b3 ②d6 18. 皇c1! An important aspect of this idea: White manoeuvres his pieces into better positions, improving coordination.

**B)** 11. <sup>₩</sup>b1!?



Position after: 11. 鬯b1!?

11... b5 [11... e5 12. e4 dxe4 13. 公xe4 公h5 14. 邕d1 鬯c7 15. 公g3 公xg3 16. hxg3 g6 17. 臭c1 臭e6 18. 臭e3 邕ac8 19. 鬯b2 with unclear consequences.] 12. a4 邕b8 13. axb5 axb5 14. h3 鬯b6 15. 公d4 臭d7 16. 公2f3 邕fc8 17. 邕a3 臭e8 18. 鬯a2 鬯d8 19. 邕a1 with a complicated game ahead. 

15.... ②d7 [15... dxc4 16. ②xc4 ②xc4 17. Qxc4 基xa1 18. 基xa1 鬯c7 19. 基c1 基c8 20. 鬯d1 鬯b8 21. ②d4 h6 22. Qf1 基xc1 23. 鬯xc1 Qc5 24. ③c6 Although Black is close to equality, the weakness on c6 helps White to generate some pressure.] 16. cxd5 ②c5 17. e4 exd5 18. Qb1 基e8 19. 基d1 鬯c7 20. e5 g6 21. Qa2 ②e6 22. 基ac1 Qc5 23. g3 基ed8 24. Qa1 鬯e7 25. h4 An unclear position.

12. e4 dxe4 13. 🖄 xe4



11... e5

#### 13... 🖄 h5

13... 鬯c7 14. 邕e1 邕d8 15. 鬯c2 ②xe4 [15...g6 16. ②eg5!? ②g4 17. 龛c1 혛g7 18. h3 ②h6 19. 龛c4 f5 20. 鬯b3 e4 21. ②d4 ②xd4 22. cxd4 龛f6 23. 龛e6 White has the initiative.] 16. 龛xe4 g6



Position after: 16... g6

17. b5 axb5 18. axb5 邕xa1 19. 邕xa1 ②b8 [19... ②a5 20. c4! ②xc4? 21. ③xe5 wins for White.] 20. c4 ②d7 21. h4!? White's chances are preferable.

#### 14. b5 🖄 f4 15. 🚊 b1



Position after: 15. 🗘 b1

15... axb5



Position after: 20. &c3

White has more active pieces and this leads to easier play: 20... axb5 [20... @c7 21. @g3 @ad8 22. @f5 @xf5 23. @xf5 axb5 24. @ab1 g6 25. @xb5White has some edge here.] 21. axb5@xa1 22. @xa1 @d5 23. @g3 f6 24. @e1 @d7 25. h4 @h8 26. h5 h6 27. @g6 @g8



Position after: 27... 🚊g8

28. 2g5! Nice idea, but probably only leads to a draw. It still indicates that Black is under some pressure in such positions. White risks nothing, while Black has to show precise play. 16. axb5 菖xa1 17. 遑xa1 ②a5 18. ②xe5 皇e6 19. 營c2!?



Position after: 19. 響c2!?

19... f5 20. 公d2 營d5 21. 公df3 公c4



Position after: 26. Wd2

This is slightly better for White.

## 3) 9...ዿੈd6 10.ዿੈb2 --

1. d4 d5 2. ②f3 ②f6 3. e3 e6 4. 皇d3 c5 5. 0-0 ②c6 6. c3 皇d6 7. ②bd2 0-0 8. dxc5 皇xc5 9. b4 皇d6 10. 皇b2



Position after: 10. 🚊b2

10... 🖄 g4

We are now dealing with other possible ideas for Black, and there are lots of them. For 10...e5 see the next two sub-chapters.



Position after: 15. 邕c1



Position after: 16. 🖞b3

White has slightly better chances.

**C)** 10... b6 11. a3 a5 [11... ≜b7 12. c4 gives White easy play in the centre.] 12. b5 ଢ e5 13. ଢ xe5 ≜ xe5



Now White has two possible paths: 14. f4 [14. 公f3 息d6 15. c4 dxc4 16. 息xf6 gxf6 17. 息e4 邕a7 18. 營c2 f5 19. 息c6 響f6 20. 響xc4 邕e7 21. g3 臭c5 22. 邕fd1 e5 23. 公d2 with another complex middlegame position.] 14... 臭d6 15. c4 臭b7 16. cxd5 exd5 17. 邕e1 邕c8 18. 臭f5 邕c7 19. 公f3 臭c5 20. 臭e5 邕e8 21. 邕c1 邕ce7 22. 臭d4∞

D) 10... a6



Position after: 10... a6

Again, White now has a choice between allowing ...b5 or not: 11. a3 [11. a4 響e7 12. b5 ②e5 13. ③xe5 兔xe5 14. 營c2 兔d7 15. c4 兔xb2 16. 營xb2 簋fd8 17. 簋fc1 dxc4 18. 兔xc4 h6 19. 兔e2 兔e8 20. h3 axb5 21. axb5 簋xa1 22. 簋xa1 營d6 23. ③c4 營c5 24. ④e5 簋d5 25. ⑤f3 with equal play. That was just one possible example.] 11... b5 12. a4 簋b8 13. axb5 axb5 14. 營e2 營b6 15. ⓒd4 e5!?



Position after: 15... e5!?