

d4-d5 IN THE SCANDINAVIAN

In the Scandinavian, play begins with **1. e4 d5 2. exd5 Qxd5 3. Nc3** when most popular is **3. ... Qa5**. Now, one main line goes **4. d4 c6 5.**

Bc4 Nf6 6. Qe2 Bf5 7. Bd2 e6 8. Nf3 Nbd7 9. d5! (see **diagram**).

Black's best move is 9. ... cxd5, but this game (Juhasz – Paparizou, Rio Achaea, 2018) illustrates why the d4-d5 break is so powerful against an uncastled king. Play continued **9. ... Nc5 10. Nd4 cxd5 11. Bb5+ Kd8** when White won with the thematic **12. Nxd5!** and Black's queen is trapped on the doomed a5-square.

This week's exercises all have to do with the d4-d5 break and

subsequent opening of the center against Black's uncastled king.



1. WHITE TO PLAY

2. WHITE TO PLAY

3. WHITE TO PLAY

4. WHITE TO PLAY

5. WHITE TO PLAY

6. WHITE TO PLAY

SOLUTIONS

1) 15. d5! Open up! **15. ... cxd5** Or 15. ... c5 16. Rhe1 when White threatens Qe6-e8+ and d5-d6 followed by Nc3-d5. 16. ... Kc8 17. d6 with a crushing attack. **16. Rxd5 Qc7 17. Rhd1** Black can resign. (Saathoff – Artamonov, Bayern, 1998, variation) **2) 17. Rxd7 Rxd7 18. Rd1** is an idea that goes back to a famous Paul Morphy game. (Raahls – Krause, Germany, 2002) **3) 13. Bb5** The d-file is open, so this is a strong way to

coordinate. **13. ... Rd8** A number of moves win, but the idea is to pile on pressure against the pinned knight. **14. Bc3 Qg6** loses, for instance, to **15. Rxd7 Rxd7 16. Bxd7+ Kxd7 17. Ne5+.** (Raahls – Krause, Germany, 2002) **4) 14. Qc4 Qxb2 15. Qxc6+ Ke7** Or 15. ... Kd8 which allows White to capture the rook with check 16. Qxa8+ Kd7 and then save the rook with 17. 0-0. **16. Rc1** Black cannot save the bishop and the rook both. (Haria – Thomas, Glasgow, 2014)

5) 18. Ba5+! Bc7 19. Rxd7+ Or even 19. Rd6!? Qb5 20. Qxf6+ Kc8 21. Qxh8+. **19. ... Qxd7 20. Qxf6+** Instead, your author played 20. Rd1? and managed to lose. **20. ... Kc8 21. Qxh8+** winning. (Lang – Wahl, Las Vegas, 2021) **6) 14. Rhe1 Qd8 15. g4!** For once, the d-pawn push isn't best as 15. d5!? Nc5 means Black can push us back. **15. ... Nf8 16. Qc4 Kd7** And if Black tries to escape, then **17. d5!** works better now. (Saathoff – Artamonov, Bayern, 1998, variation)