

Marcus Schmücker

The Sicilian Wing Gambit



JBV Chess Books

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1.e4 c5 2.b4!?

Joachim Beyer Verlag

Table of Contents

The Structure of this Book	7
The Sicilian Wing Gambit (Introduction)	8
Chapter 1: 4...Nf6	13
Chapter 2: 5.Nf3 Lg4?!	24
Chapter 3: 5.Nf3 e6!?	36
Chapter 4: The Nanu Gambit 6.c4! (Introduction)	47
Chapter 5: 6.c4 Qe4+?!	50
Chapter 6: 6.c4 Qa5!? 7.Bb2 Nc6	57
Chapter 7: 6.c4 Qa5!? 7.Bb2 e4	64
Chapter 8: 6.c4 Qd8!?	68
Chapter 9: 6.c4 Qd6?!	83
Chapter 10: The Nanu Gambit Declined	87
Chapter 11: The Nanu Gambit with 12...Qf4!?	98
Chapter 12: The Nanu Gambit with 12...Nc6	114
Chapter 13: The Nanu Gambit with 12...Kf8	125
Chapter 14: The Accepted Nanu Gambit with 11...Ne7	131

The Structure of this Book

The main lines and side lines appear in the following order:

- I), II), III)** main line;
- A), B), C)** first-degree side line;
- 1), 2), 3)** second-degree side line;
- a), b), c)** third-degree side line.

At the beginning of every chapter you find an overall survey of all following lines for a quick and reliable orientation.

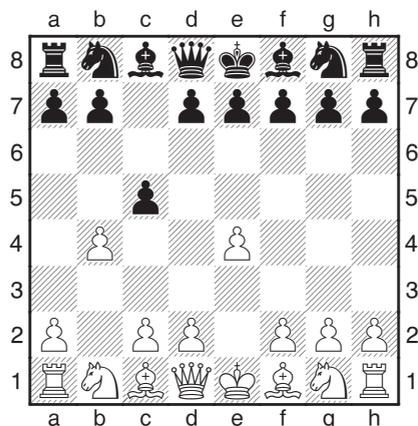
The Sicilian Wing Gambit

(Introduction)

The Sicilian Defence is the most popular weapon against 1.e4. As any symmetry is being avoided from the start, a lively fight is almost guaranteed. Many main stream players are scared off by the avalanche of theoretical material and therefore take refuge to side lines like for instance the 'Grand Prix Attack' with 2.Nc3 and 3.f4, or Alapin's system with 2.c3, to name only two.

I recommend the underestimated and thus almost virginal Sicilian Wing Gambit (short SWG), which begins with a vigorous blow on the queen side.

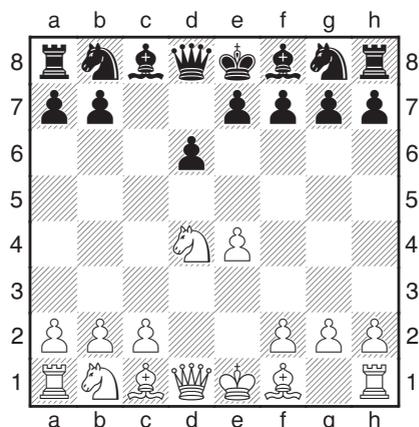
2.b4!



Already with his second move White takes the bull by the horns, thus declaring war in a very explicit way, which can hardly be misunderstood.

Question: What is the idea of the literally *excentric* move 2.b4?

Answer: To answer this question properly I have to go a little further. White's main move is 2.Nf3 followed by 2...d6 3.d4 in most cases. After 3...cxd4 4.Nxd4 the basic position of the 'Open Sicilian' arises.



White has voluntarily swapped his center pawn (d4) for the wing pawn (c5), and has thus obtained a certain prevalence in the center, which is based on a small space advantage (due to the pawn on e4) and the active position of the knight on d4. However, in the long run Black has a small structural advantage, as he disposes over one more center pawn.

From a strategical point of view I have never liked swapping White's d-pawn for Black's c-pawn. That's why approaches like 2.c3 or 2.f4 also try to

avoid it and fight for an opening advantage in other ways.

With the move 2.b4 White pulls the opponent's c-pawn out of the center, and since it loses control over the square on d4, White can fight for central dominance in an active way.

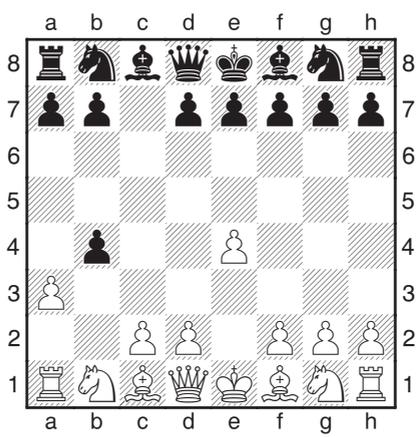
Question: What sort of compensation has White got for his pawn?

Answer: Let's add two more moves before coming back to this question.

2...cxb4

Like any other gambit the SWG can only be put to the test if one accepts it.

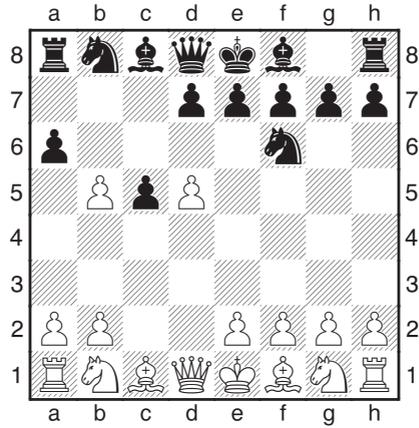
3.a3!



At this point I have also examined the alternative 3.d4, and I came to the conclusion that White should better hold back his last center pawn, as Black can often keep important lines closed by playing d7-d5.

3.a3 is much more logical because by attacking the pawn on b4 White restricts his opponent's choice to either defend the pawn or take on a3, unless he prefers the counter attack

3...d5. The moves 2.b4 and 3.a3 are clearly reminiscent of the Benko Gambit 1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 (or similar maneuvers in other Indian openings).



Here the compensation doesn't consist in sharp tactical motives, but in a long lasting positional initiative. After Black places all his major pieces in the open files on the queen side and the king bishop on g7, White has difficulties to keep his queen side intact, and he must proceed extremely careful. I will not treat the Benko Gambit any deeper. But let me underline that it's not just an uncouth tactical system.

The SWG is also based on sound positional ideas. In its basic position after 3.a3 Black can protect the pawn on b4, but after 4.axb4 he has to recapture with a piece, allowing White to win precious time by playing 5.c3 for instance. White's queen rook would be developed 'on the spot' (i.e. without making a move) and would immediately exert pressure in the open a-file.

White's compensation consists in the good control of the center, the lead in development and the active options on the queen side. However, his play is not limited to only one wing. If he can place his bishops on b2 and c4 (to name just one example), he can also target the king side. In short: White can often expand his activity to the entire board.

Question: The idea 2.b4! seems to be very logical. Why is the SWG so rarely used in practice?

Answer: First of all it's not everybody's taste to sacrifice a pawn at such an early stage of the game, and many players don't believe in the correctness of this gambit. Furthermore, there's almost no theoretical material about the SWG. That's why many people think that it must be terribly bad, as it's obviously not even worth-while to write something about it. In my opinion this is not true, and that's why I have written this book.

I hope I can prove that the SWG is in fact a fully valid weapon against the Sicilian Defence. And I'm sure that in the future more and more players are going to include it in their repertoire.

Question: Is the use of the SWG limited to players of a certain level?

Answer: The most important proponents of the gambit are the grandmasters Kravtsiv and Mariotti, and at the IM-level Shirazi, Nanu and Zajarnyi. And it was, by the way, the Romanian IM Nanu who contributed a very

important idea to the main line with 3...d5.

All in all, however, this gambit is rather something for the amateur camp, as grandmasters prefer to stick to the main lines. A player who likes to attack and who enjoys tactical complications, will feel perfectly at home taking a ride on the roller coaster of this gambit. But to avoid being misunderstood I have to reiterate: The whole thing is based on healthy positional ideas.

In a practical game Black will find it difficult to stay cool after 2.b4, as he is immediately forced to 'play chess' instead of just reproducing some theoretical line up to move 29. Meanwhile White feels 'at home', and the surprise effect alone often costs the opponent a lot of time. In such circumstances the first inaccuracy or even mistake can, of course, occur very quickly.

In my opinion every club player can use the SWG, but to guarantee a success everybody has to study the lines in detail and do his own research as well.

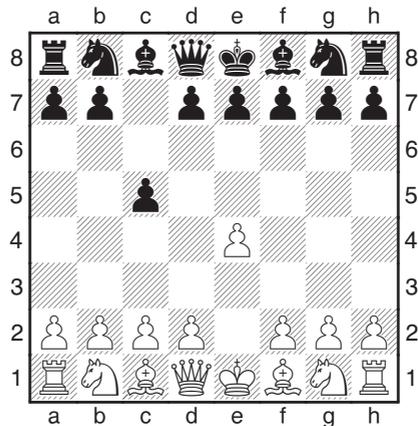
Of course, every gambit player has to live with the risk of losing the orientation in one of the arising jungle positions. However, the chances to beat a clearly stronger opponent should be definitely bigger than in a game with a 'normal' opening.

Question: Is 2.b4 better than 2.Nf3?

Answer: Is 1.e4 stronger than 1.d4? That's a similar question to which

there's no reliable answer. As long as chess has not been 'solved' by computers (i.e. calculated till the very end), chess players will have different opinions about 1.e4 and 1.d4. And somehow it's just the same with 2.b4 and 2.Nf3. Admittedly, almost everybody plays 2.Nf3. But does this automatically mean that this is the *better* move?

Let's have a look at the position after 1.e4 c5 without any prejudices.



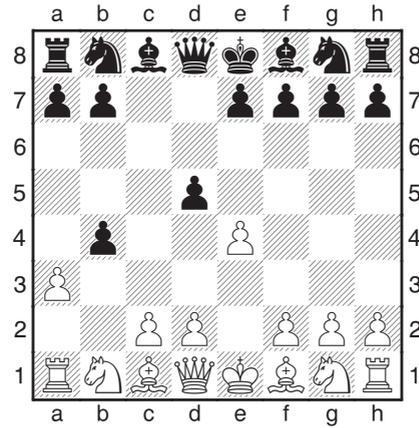
White has made a very healthy and active move. He put a pawn to the square on e4, which influences the squares on d5 and f5. Furthermore, White's first move allows the quick development of the king side. Compared to these achievements, the move 1...c5 only takes the square on d4 under control, but does nothing for the development of the pieces.

In case White wanted to 'punish' Black for this 'inaccuracy', 2.b4 is more logical than 2.Sf3, as the pawn on c5 is not even protected.

The SWG is definitely more risky than

2.Nf3, but not necessarily worse. In a practical game it's important to create problems for the opponent, and 2.b4 is the ideal means for this purpose. I'm completely convinced of this gambit's correctness, and I believe that it's a strong weapon.

1.e4 c5 2.b4 cxb4 3.a3 d5!?



If you want to play the Sicilian Wing Gambit, your main concern should be the continuation 3...d5. According to my knowledge, the few books that mention the SWG treat 3...d5 as the main line. If this line cannot be defused, any further analysis of the SWG will be useless.

I have divided the entire material into two main parts. Part 1 is exclusively about the consequences of the move 3...d5, Part 2 about all the other systems.

Question: What is the basic idea of 3...d5 at all?

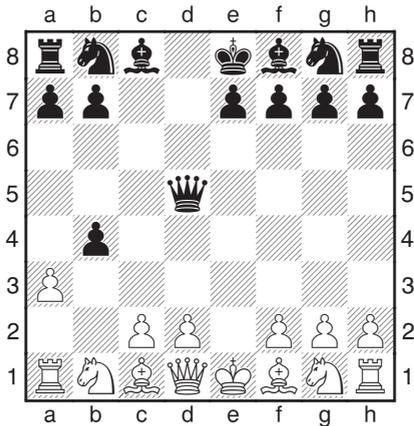
Answer: Black doesn't want to just keep his material advantage in a pas-

sive way, but to fight for the initiative. By attacking the pawn on e4 he hopes to create immediate problems for his opponent.

4.exd5

A passive defence is out of the question.

4...Dxd5



Here the main idea of 3...d5 becomes obvious. Due to the threat 4...Qe5+ (ogling the rook on a1) the b4-pawn is tactically protected. Another advantage of 3...d5 consists in the fact that White will not be able to build a full pawn center.

Question: In view of all these disadvantages: Where should White's compensation be?

Answer: Black has to pay an enormous price for his advantages. By playing 3...d5 he has opened files in the center and exposed his queen voluntarily. As a rule the opening of files (in this case specifically the e-file and the diagonal a8-h1) favors the side, which leads in development. In

the near future Black is going to lose more precious time because his queen will have to move.

Thanks to the new approach (which will be introduced from Chapter 6) it's quite possible, that the reputation of the answer 3...d5 will be considerably impaired in future.

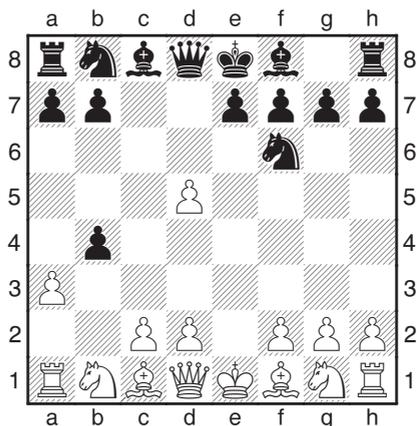
Chapter 1

1.e4 c5 2.b4 cxb4 3.a3 d5!? 4.exd5 Nf6 5.axb4 Nxd5 6.b5

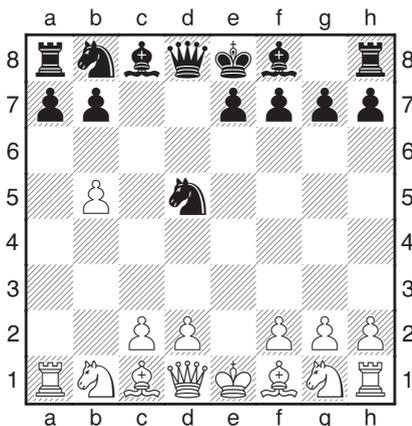
I)	6...e5 7.Bc4 Bc5 8.Qf3 Be6 9.Ba3	15
A)	9...Bxa3?	16
B)	9...e4?! 10.Qxe4! Qf6 11.Nf3! Qxa1 12.0-0	16
1)	12...0-0	16
2)	12...Bxa3	16
C)	9...Qh4!	17
1)	10...e4?	17
2)	10...Bd4!	17
II)	6...Bf5	19
A)	7.Nf3?!	19
B)	7.Bc4!	20
1)	7...Nf4?!	20
2)	7...e6	21

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 6.b5!

Before reaching the basic position, Black can opt for certain side lines, and most of them are not worse than the main line. One of those underestimated systems consists in the set-up with 4...Nf6.



6.b5!



At first I thought 6.c3 to be stronger, but the push b4-b5 gains more space, and the pawn is not attacked any more. Furthermore, White's queen bishop can be placed on a3 very effectively.

Black wants to avoid early risks for his queen and thus leaves it at home. Instead of the most valuable piece, the knight shall be placed in the center. There's not much material from practical play yet, but that could change very soon.

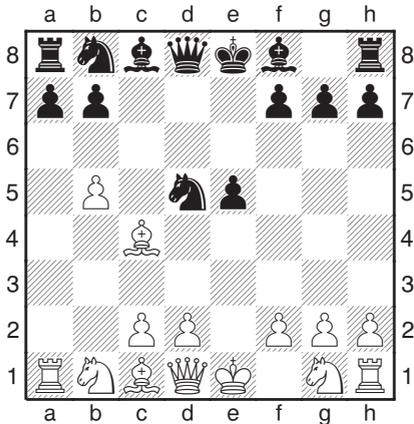
5.axb4

A basic SWG rule says: If Black does not protect the pawn on b4 in any way – just snatch it immediately.

5...Nxd5

The big advantage of 4...Nxd5 consists in the immediate attack on b4. And it's not clear at all how White should continue. However, he should not develop the king bishop too early, as the knight from d5 might appear on f4 in a very annoying way.

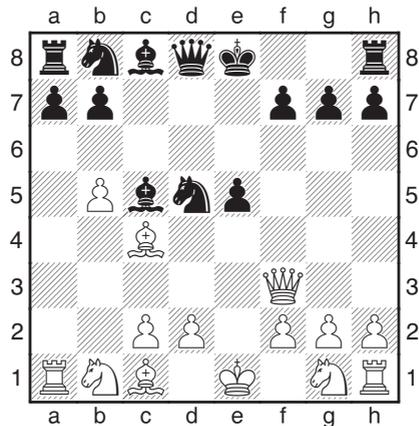
I) The important alternative **6...e5!?** controls the square on d4 and gains substantial space in the center. I recommend the active move **7.Bc4!** like in the main variation (see line II).



The knight on d5 is only protected by the queen, and the only further protection consists in ...Be6. Meanwhile, in view of the hampering effect of the pawn on b5, Black's queen knight can only be developed via d7. After 7.Bc4 this is not possible any more, and as White intends to increase his pressure by playing Qf3, Black is facing a positional problem.

Given the choice between the time consuming retreat to f6 and defending the central knight post, the latter should be preferable. However, not immediately 7...Be6, as after 8.Qf3 the pressure on d5 is so strong that only Black's king bishop could make a useful move.

7...Bc5!

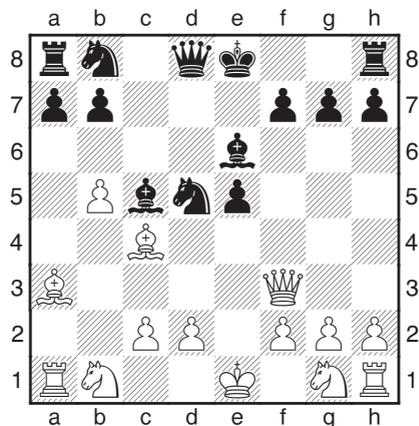


The alternative 7...Be7 is less good, as after 8.Qf3 Be6 9.Ba3! White threatens Bxe7 and Black is forced to recapture with the king.

8.Qf3

Bringing the queen into an active position gains a tempo, whereas the king knight can be activated via e2 or h3.

8...Be6 9.Ba3!



Now the timing is perfect. The position is already critical for Black, and he has to choose from a variety of ideas.

Chapter 2

1.e4 c5 2.b4 cxb4 3.a3 d5!? 4.exd5 Qxd5 5.Nf3 Bg4?!

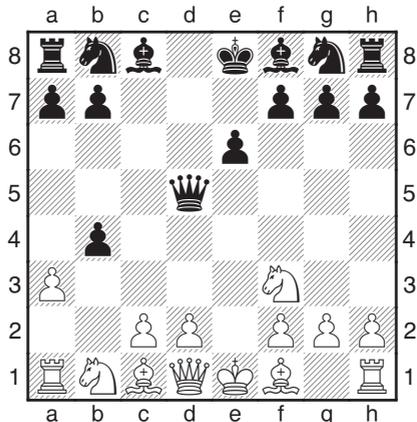
I) 6.axb4! Bxf3?! 7.Qxf3	26
A) 7...Qe5+?	26
B) 7...Qxf3 8.gxf3	27
1) 8...e6	27
2) 8...Nc6	28
II) 6...Qe4+!? 7.Be2 Bxf3 8.gxf3 Qxb4	29
A) 9.Na3!?	30
B) 9.Nc3!	30
III) 6...Nc6!? 7.Nc3 Qe6+ 8.Qe2!	31
A) 8...Bxf3	31
B) 8...Qxe2+	31
C) 8...Qd7!?	32
D) 8...Nxb4!? 9.Qxe6 Bxe6 10.Bb5+ Bd7 11.Bxd7+ Kxd7 12.0-0!	32
1) 12...Nxc2?	33
2) 12...f6! 13.Na4!	33
a) 13...Kc7?!	33
b) 13...Ke8	33
c) 13...Rc8	34
d) 13...Nxc2	34

Chapter 3

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 Qxd5 5.Nf3 e6!?

I) 6.Bb2 Nf6 7.Bd3 Nc6 8.0-0 Be7 9.Re1 0-0 10.Ne5	38
A) 10...b6?	39
B) 10...Nxe5?	39
C) 10...Bd7! 11.axb4 Nxb4 12.Nc3	39
1) 12...Qd6?!	40
2) 12... Qc5?!	40
3) 12...Qd4! 13.Be4	40
a) 13...Nxe4?!	40
b) 13...Bc5?!	41
c) 13...Qb6	41
II) 6.Be2!? Nf6 7.0-0 Nc6 8.d4	43
A) 8...Qd8 9.Re1	44
1) 9...Bd7	44
2) 9...Nd5	44
a) 10.Bb2	44
b) 10.Bd2!?	45
B) 8...Be7 9.axb4! Bxb4 10.c3 Be7	45
1) 11.Na3	45
2) 11.c4	46

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 Qxd5 5.Nf3 e6!?



expected during the next couple of moves. White patiently waits for his lead in development to grow, as Black can only castle after a move of the bishop on f8.

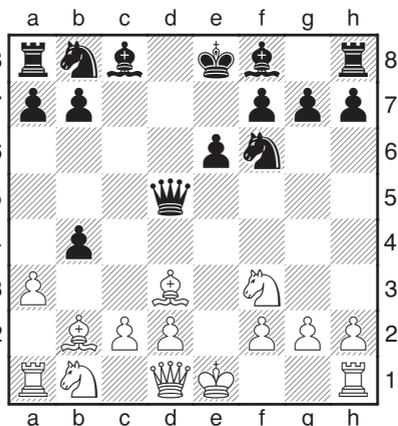
Choosing the solid approach 5...e6, Black tries to keep things calm. However, this set-up should not be underestimated, as Black protects b4 and enables the swift development of the king side.

Question: How should White treat this position?

Answer: The obvious disadvantage of the move 5...e6 consists in the imprisoned bishop on c8. However, this is a dynamic factor, as the bishop can be developed via d7 or b7. Another drawback is the queen on d5, which will soon cost Black some precious time. In view of the fact that the opponent's queen can only be attacked by a knight on c3 or by the c-pawn, White should better develop his king side first, and take on b4 at the right moment.

It's recommended to wait until Black moves his king bishop because taking on b4 will then win another tempo. A tactical confrontation is not to be

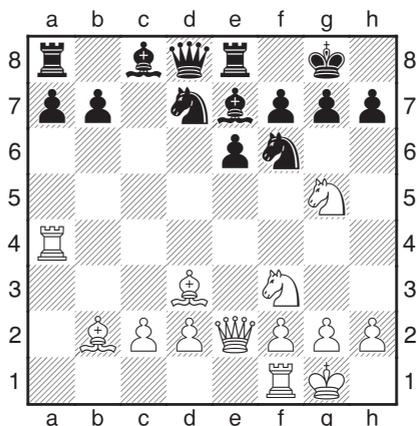
I) With **6.Bb2 Nf6 7.Bd3** White can try to succeed by means of strict piece play.



He postpones a movement of his d-pawn for the benefit of a speedy development.

7...Nc6

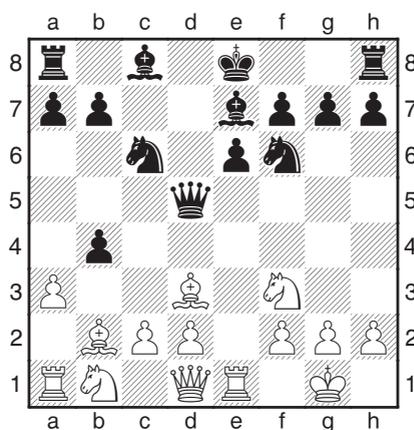
After 7...Be7?! 8.axb4 Bxb4 9.0-0 0-0 10.Nc3 Qd8 11.Qe2 Nbd7 12.Ne4 Be7 13.Ra4 Re8 14.Neg5 White's attack is already very difficult to parry.



14...Nf8? 15.Ne5 Qb6 16.Bd4 Bc5 17.Ba1 Re7 18.Rf4 Bd6 19.Rxf6 Bxe5 20.Bxe5 Nd7 21.Qh5; 1-0 Van

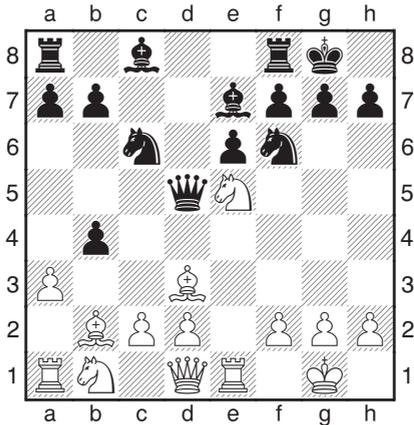
Dongen, C. – Hekhuis, J., Vlissingen 2009.

8.0-0 Be7 9.Re1



After 9.axb4? Nxb4 10.Nc3 Qd8 11.Bc4 0 0 12.Re1 b6 White has no sufficient compensation. The game Grabinsky, V. –Zhigalko, S., Minsk 2005, continued 13.Ne5 Bb7 14.Re3 a6 15.Rg3 b5 16.Bb3 Nc6 17.Ne2 Nxe5 18.Bxe5 Bd6 19.Rd3 Nd5 20.Bxd6 Qxd6 21.Ng3 Qe5 22.c3 Nf4 23.Re3 Qg5 24.f3 Rfd8 25.Bc2 h5 26.Qe1 h4 27.Re5 f5 28.Bb3 hxg3 29.hxg3 Nd3 30.Bxe6+ Kh8 31.Qe3 Qxe3+ 32.Rxe3 f4 33.gxf4 Nxf4 34.Bf7 0-1.

9...0-0 10.Ne5

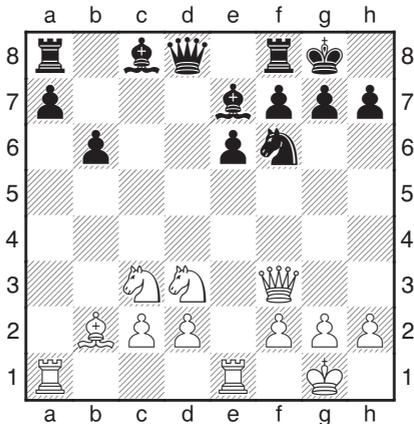


The knight opens the diagonale d1-h5 for the queen, and it can hardly be taken.

A) After 10...b6? 11.axb4 Nxb4 the continuation **12.Sc3?** is an inaccuracy.

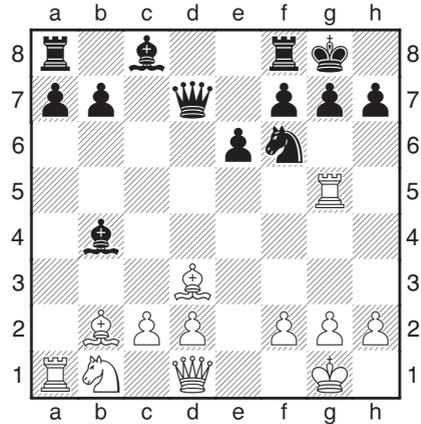
12.Be2!± would have guaranteed solid advantage for White.

12...Qd8 13.Qf3 Nxd3 14.Nxd3



1–0 Pirrot, D. – Emunds, H., Germany 2008. Without the light squared bishop White doesn't have much. The fact that he went on to win the game had nothing to do with the opening.

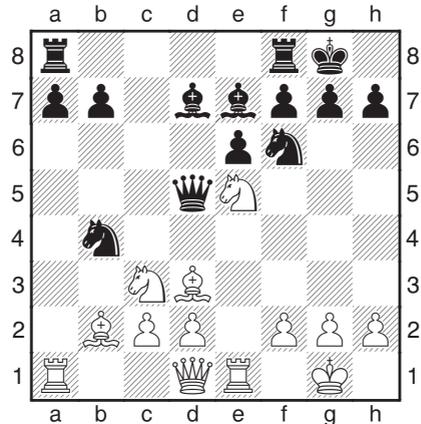
B) After 10...Nxe5? 11.Rxe5 Qd7 12.axb4 Bxb4 13.Rg5!+ ...



... with the idea 13...Le7??? 14.Rxg7+ Kxg7 15.Qg4+ Kh8 16.Qh4 Black will soon be mated.

C) 10...Bd7! 11.axb4 Nxb4

11...Bxb4?! 12.Nxd7 Nxd7 13.Be4 Qc4 14.Na3 Bxa3 15.Rxa3±
12.Nc3

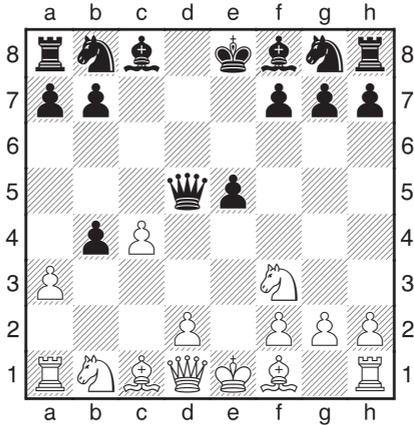


After both sides have made the most reasonable and obvious moves, this critical position has been reached. In view of the pawn structure it is clear,

Chapter 4

The Nanu Gambit 6.c4! (Introduction)

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 Qxd5 5.Nf3 e5 6.c4!



This critical position, which arises early on in the SWG illustrates the main reason why this sharp approach has been almost completely neglected by the opening theory. By playing 5...e5 Black has protected his extra pawn on b4, and at the same time gained space in the center.

According to my informations, this completely new way to treat the main line (6.c4!) was introduced to the tournament practice by the strong amateur player Markus Reinke. In the past the opening theory only paid attention to the continuations 6.axb4 and 6.Bb2. Although both moves are playable, they have some serious drawbacks. 6.axb4 only boosts the speedy development of Black's king bishop, and 6.Bb2 is too slow to create any substantial problem.

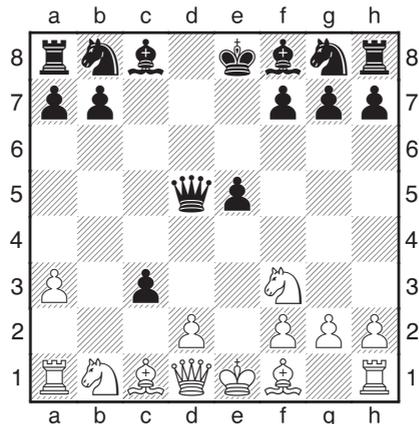
Question: Why did nobody analyze the move 6.c4 in the past?

Answer: Because White's backward d-pawn looks ugly at first glance. Furthermore, Black has a check on e4, and the consequences of 6...Qe6 are also far from clear. Presumably, the position was somehow too repulsive to attract more attention. However, this book wants to show how an ugly duck can turn into a nice swan.

Question: Why is 6.c4! the right move?

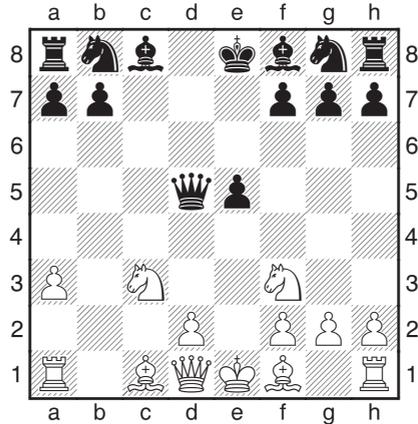
Answer: Because it puts the finger into the open wound. By immediately hassling Black's dominating queen, White forces the opponent to make a crucial decision.

6...bxc3?



A move that enables White to attack the queen with gain of tempo can hardly be good. So it's not astonishing how easy it is to come up with a refutation.

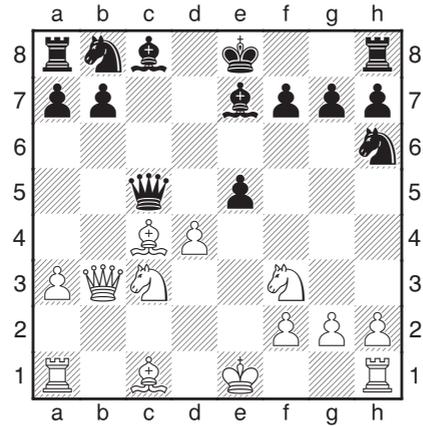
7.Nxc3



Similar to the Scandinavian Defense, the queen knight enjoys a speedy development.

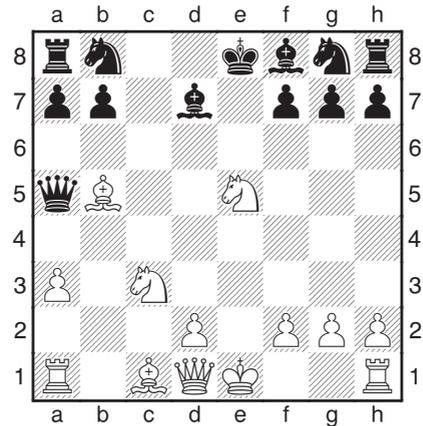
7...Qa5

After this move the e5-pawn is lost. However, after the alternative 7...Qc5 8.Qb3 the black pawn on e5 is weak as well, and the queen will soon be chased away. Furthermore, White will obtain active possibilities by playing Bc4; for instance 8...Be7 9.Bc4 Nh6 10.d4



10...exd4 11.Bxh6 gxh6 12.Bxf7+ Kf8 13.Ne4 Qa5+ 14.Nfd2+-, and the exposed black king makes a happy end rather improbable.

8.Bb5+ Bd7 9.Nxe5!



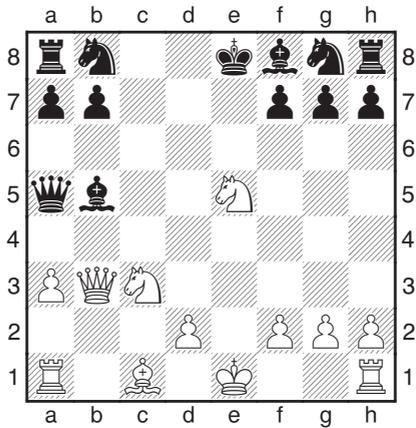
Now White cannot simply take on e5. The piece on b5 is not hanging due to a small intermediate check.

9...Bxb5

The only game in which this position arose was quickly over after the blunder 9...Nf6?? 10.Qb3, as f7 could not be protected any more. However, Black preferred to be tortured for 35

more moves; Hamann – Jordt, Germany 2004.

10.Qb3!



White's chances are clearly better, as he is far ahead in development and has an attractive target on e8.

Summary: White should better stay away from 6...bxc3?, as otherwise he might burn his fingers.

The point!

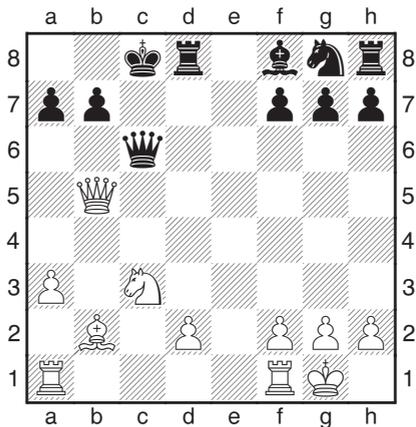
10...Qc7

10...Bc6?? 11.Qxf7+ Kd8 12.Qxf8+ doesn't require any further comment.

11.Qxb5+ Nc6 12.0-0-0-0-0

This is the only way to put up some resistance, as 12...a6? is met by 13.Nd5!.

13.Nxc6 Qxc6 14.Bb2

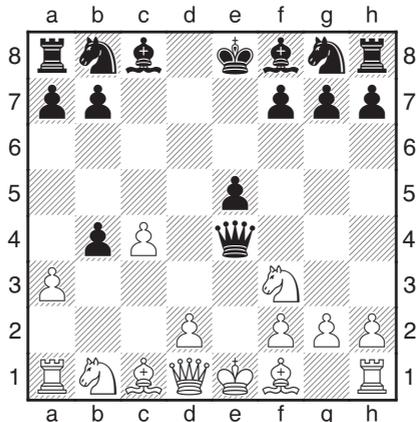


Chapter 5

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 Qxd5 5.Nf3 e5 6.c4! Qe4+?!
7.Be2 Nc6 8.0-0

I) 8...Bc5?!	51
II) 8...Be6	52
III) 8...Nf6 9.Re1 Be7 10.Bf1!	53
A) 10...Qg6	53
B) 10...Qg4 11.h3 Qh5 12.axb4 Bxb4 13.Bb2	54
1) 13...0-0	54
2) 13...Nd7 14.Nc3!	54
a) 14...Bxc3?!	55
b) 14...0-0!	55

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5
Qxd5 5.Nf3 e5 6.c4! Qe4+?!



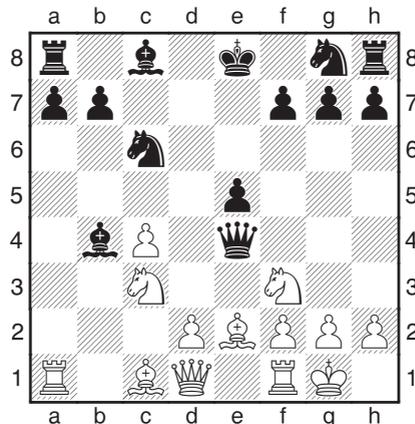
This check doesn't look logical, as the queen is not better placed on e4 than on d5, but it leads to a couple of fascinating lines. Although the move will hardly be used in practical games, it's important to be familiar with its consequences.

7.Be2

White should treat the position in a very simple manner: castle, put a rook on e1 and then play against e5.

7...Nc6 8.0-0

I) Now a move of the king bishop would lose more time; e.g. 8...Bc5?!
9.axb4 Bxb4 10.Nc3!



10...Bxc3

This is forced, as otherwise the knight will settle down on the strong square on d5.

11.dxc3

Although the doubled pawns are ugly, they control some important squares, especially the one on d4. Since Black has parted with his king bishop, his king will have to stay in the center even longer after White's queen bishop shows up on a3. White's initiative has to be taken very seriously.

11...Nge7

Only after this move (instead of 11...Nf6?! 12.Ba3+-) the king can escape.

12.Ng5

12.Bd3? would still allow 12...Qg4.

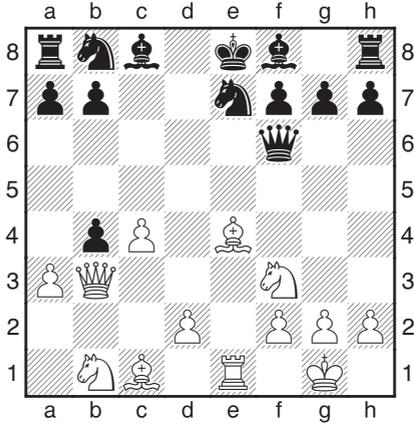
Chapter 14

The Accepted Nanu Gambit with 11...Ne7

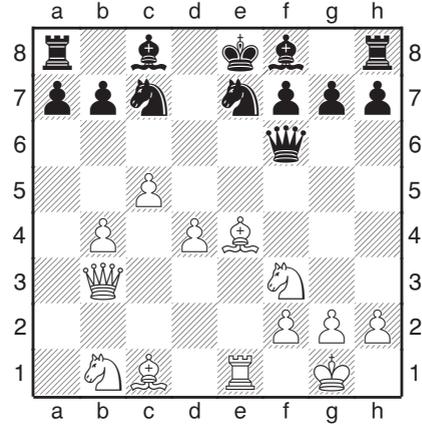
1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 Qxd5 5.Nf3 e5 6.c4 Qe6 7.Bd3 e4
8.0-0 Qf6 9.Bxe4 Qxa1 10.Qb3 Qf6 11.Re1 Ne7 12.axb4 Nbc6 13.Bb2

I) 13...Qf4	132
II) 13...Qd6	133
III) 13...Qh6 14.Nc3 Bg4 15.b5	133
A) 15...Nd8	133
B) 15...Na5	134

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5
 Qxd5 5.Nf3 e5 6.c4 Qe6 7.Bd3 e4
 8.0-0 Qf6 9.Bxe4 Qxa1 10.Qb3 Qf6
 11.Re1 Ne7



that White can set the pawn roller in motion beginning with 13.c5! Nc7 14.d4+—.



13.Bb2

Of course, 11...Ne7? must also be scrutinized, although this move blocks the further development of Black's king side even more than the bishop move and for an unforeseeable time. Contrary to the alternative 11...Be7, the knight controls the square on d5. However, after 11...Be7 the king can always make the side-step to f8. And in view of White's queen bishop moving to b2, Black cannot liberate his king side by means of g6 and Bg7. All in all, the idea 11...Ne7 should lead to a clear disadvantage, as the king cannot leave the center quickly enough.

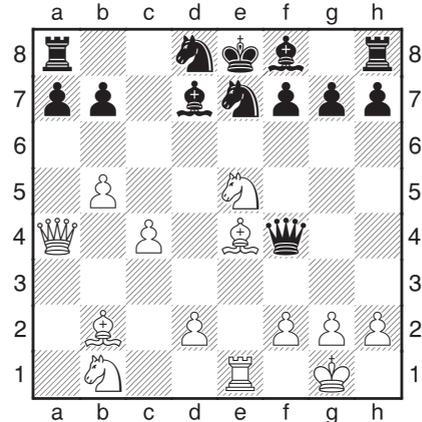
12.axb4

There are not too many useful moves for Black.

12...Nbc6

This move at least prevents d2–d4. After 12...Na6 the knight doesn't contribute anything from this square, so

I) The approach 13...Qf4 14.Qa4 Bd7 15.b5 Nd8 16.Ne5 ...



... looks hopeless, as Black's position will simply be crunched within the next couple of moves. Depending on

Black's reaction, White will either advance the pawns or take on d7. And even threats like for example c4-c5 followed by Nc4-d6# are hovering over Black's position.

II) The idea to reach c7 after **13...Qd6** allows White to play **14.c5** with gain of tempo.

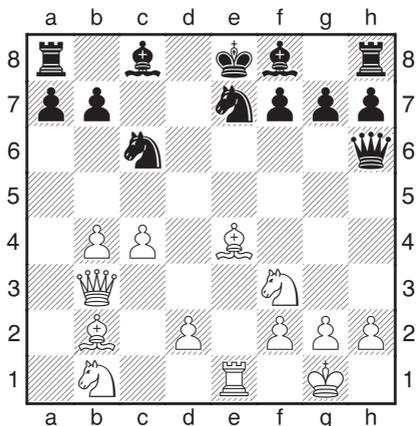
14...Be6

After 14...Qc7 15.d4+ the d-pawn is due to become a mighty battering ramm and advances unstoppably towards the most sensitive spot in Black's defence lines, the square on d6.

15.Qa4+

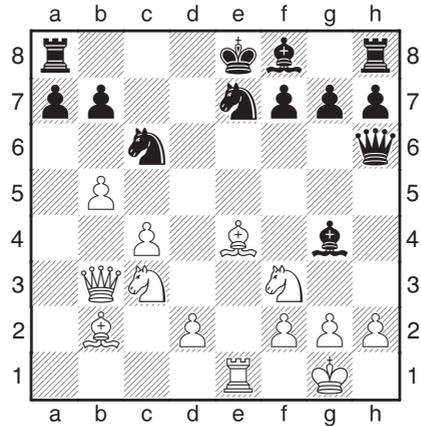
This is the same idea as in the line with 13...Qf4. White is going to crack open Black's position by just using his pawns.

III) **13...Qh6**



Here the queen is out of play.

14.Nc3 Bg4 15.b5



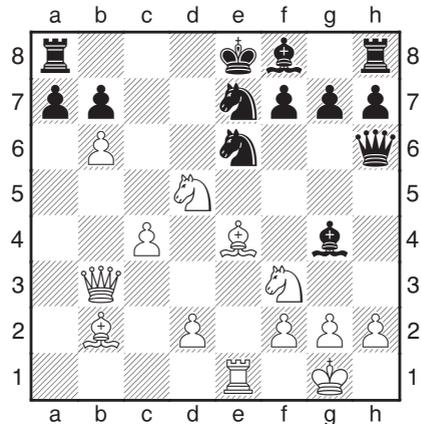
This move chases away the most important defender.

A) **15...Nd8** Black wants to block the e-file on e6.

16.Nd5 Ne6

16...Rc8 17.b6 axb6 18.Nxb6 Rc6 19.Bxc6+ Ndx6 20.d4+

17.b6

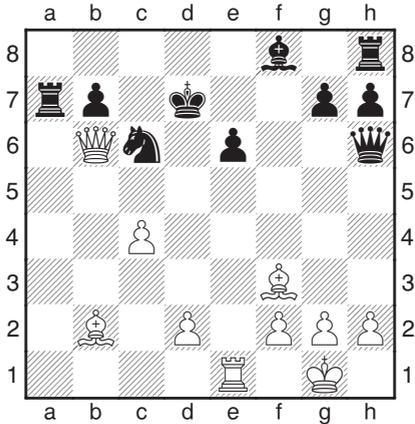


Since the file leading to e8 has been blocked, White opens the diagonal leading to the opponent's king.

17...Bxf3 18.Bxf3 Nc6 19.Nc7+ Kd7 20.Nxe6

White wants more than just the rook.

20...fxe6 21.bxa7 Rxa7 22.Qb6

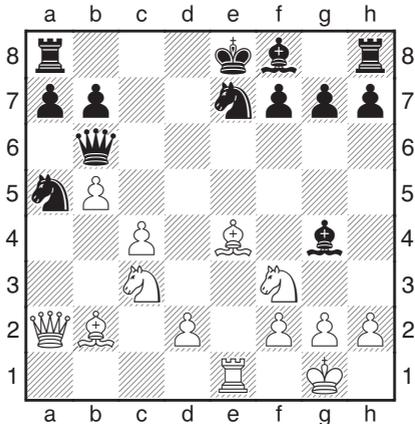


There's no defence against Bxc6+ any more.

B) 15...Na5 16.Qa2

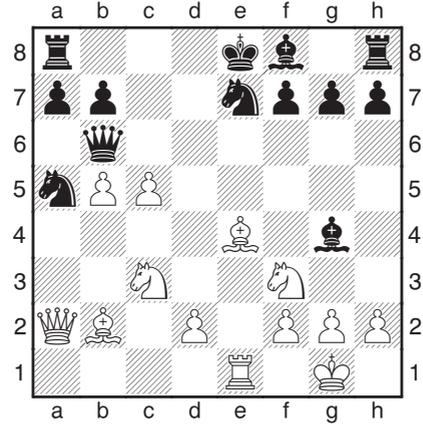
One good square is enough for the queen.

16...Qb6

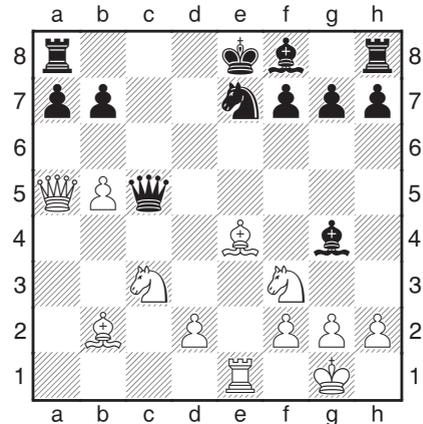


Black's queen has enough to do protecting the knight on a5, and White can simply overburden the defence.

16...0-0-0 17.Qxa5 Qb6 18.Qa1+-
17.c5!



17...Qxc5 (17...Qd8 18.Bd5+)
18.Qxa5



By now Black is only one exchange ahead, but before all his king is still stuck in the center where it will soon decrease. And even if he can somehow manage to castle queen side, White's attackers are going to finish their job.

Summary: The defence 11...Ne7 is as clumsy as it looks. And even if White cannot win 'automatically', he can at least obtain clear advantage in all lines.