

Introduction

Three objectives guided my writing of *Zuke 'Em*:

- Promote the Colle-Zukertort and help those who play it.
- Give my own model for the organization and format of opening books.
- Write in a way that untitled players could understand.

Those same goals informed the writing of *The Moment of Zuke (TMoZ)*, but this work is a very different animal from *Zuke 'Em*.

TMoZ is an effort to help Colle players make difficult decisions at the chess board. If *Zuke Em* is a banquet, *TMoZ* is a Golden Corral™ buffet. It is a practical guide to situations Colle players (both C-Z [b3-Colle] and C-K [c3-Colle] players) run into often. Some of these, like when your opponent lumbers his Knight to e4 on move 5, are endemic to class play. Others, like knowing when to play g4!?! or responding to ...Nfd7 (threatening ...f5 and the end of all happiness), are questions all Colle players must face, but class players are much less likely to have cultivated a feel for these pivotal points in a game. The Bishop sacrifice material is so common that I plan on extracting and re-releasing it as a separate book for a general audience. (Just to be clear — you should not buy that upcoming book if you have already bought this one.)

Format and Use

It should be evident from the above that this book is not intended to be anyone's first guide to the Colle. I'm assuming you already play the Colle and have a book on whichever variation you prefer.

I am hopeful *TMoZ* will contribute to the training of a new crop of titled Colle

players. Indeed, it started out as a simple exercise book similar to Chang's *Practical Chess Exercises*, but dedicated to positions from Colle games. However, while preparing these exercises I realized that I really wanted to add lessons as well. The book developed into a collection of modules. Each module contains a lesson, exercises, and solutions to the exercises. (The shape and size of the book was chosen to accommodate the huge diagrams I wanted used for the exercises.) Zuke 'Em readers who requested private lessons on the Colle now have a fair substitute.

The exercises within each module are distributed more or less randomly with regard to difficulty (after all, in OTB play no one tells you whether a given position is hard or easy). However, the modules themselves have been placed in a rough chronological order based on how far into the game you are most likely to confront the featured situation. Modules 1 and 3 are aimed at dubious moves encountered in lower level play while the other modules treat decisions germane to all players. The vast majority of exercises for modules 4-7 come from positions between strong (sometimes quite strong) players.

Weaker players (1000-1300 Elo) might just want to figure out the best move or answer the question in each case, but I recommend even modestly skilled players take time and write down all their ideas, analysis and variations in a journal. This is a very useful way to improve your game, even if your analysis ends up being totally wrong. You will get much more from this book if you write out all your ideas and compare them to the analysis in the solutions than if you just try to figure out the best move or answer the question related to the diagram.

The exercises and solutions have been selected not only as opportunity for practice, but also as fodder for pattern training. I very much suggest you repeat the exercises and re-read the solutions as part of your ongoing chess practice.

Using Guidelines

It will not take long for the reader to see I have a certain affinity for giving guidelines to follow. I'm hopeful the principles I've distilled in the various lessons will prove useful for Colle players, but I would caution you not to treat them as gospel. I have taken significant effort in only publishing rules that really are true in almost all normal situations, especially up until the early middle game. However, the farther a position is away from what might be considered orthodox, the more likely some

tactical exception occurs. You can trust that the maxims here are true most of the time. In each case I've tried to give explanation as to why the rules work.

Some people may use the information as a heuristic for finding candidate moves to analyze, others will trust them more and save clock time by doing so. More advanced players can use them for middle-game planning as they get a better and better feel for what attacks Black's pieces are (and are not) set up to meet. It is up to you to incorporate them into your play in a manner consistent with your particular style, opponents, and demeanor.

A Note on the Solutions

All modules have exercises for students to put into practice the information from the lesson. With the exception of the first module and a few exercises of the second, these all include notes and analysis. By no means should these be considered exhaustive. In general, they are meant simply to defend the solution. They may not even include best play if that "best play" is obviously good for White or leaves Black worse off than what would be expected had a different solution been picked. Some solutions include a fair amount of information in them, so many players should not feel the need to re-read the lessons on their second or third run-through of the exercises.

C-Z versus C-K Coverage

The two Colle variations share nothing in the way of main lines, but practitioners of each often find themselves facing similar strategic decisions. This is particularly true when meeting pet defenses and variations, which normally deviate before the two variations diverge. However, this is not to say that each module is equally useful to both players. C-Z players and C-K players may both have to contemplate Bxh7+, but C-K players contemplate it more often. They both have to deal with the threat of ...Ne4, but it comes up more frequently in C-Z games.

Thus, I figured it made sense to indicate how important each module is for the different variations. The chart on the next page is based on the content of the module and the frequency of the featured situation. The percentages add to more than 100% due to overlap.

The Moment of Zuke

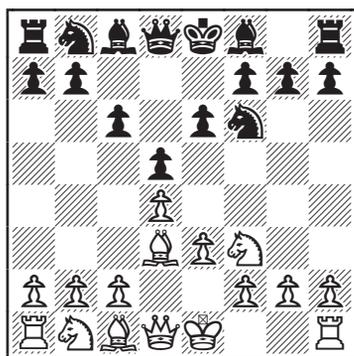
#	Topic	Pages	C-K Relevancy	C-Z Relevancy	Exercises
1	Move Order Issues	12	40%	75%	8
2	Early ...b6	20	100%	50%	12
3	Early ...Ne4	21	40%	85%	12
4	Kite Formation	30	5%	100%	16
5	Knight Retreat	35	35%	80%	20
6	g4 Charge	36	45%	100%	20
7	Classic Bishop Sac	66	85%	25%	60

I hope to see you at the Colle-Zukertort Players Forum (www.zuke-dukes.com/forum). Even you C-Kers are welcome, just don't be surprised if we try to convert you.

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Module 1: Early Move Order Quandaries

It can be frustrating playing people who don't know what they're doing. How many times have you sat down across from someone, ready to show them the gospel according to your d3-Bishop, and the following happens: **1.d4 Nf6 2.Nf3 d5** (phew, no King's Indian Defense!) **3.e3 e6** (great, his Bishop is locked in) **4.Bd3 c6?!**



This isn't in The Book.

Doesn't he know 4...c5 is the move?

No. Evidently he does not. Unfortunately, chess etiquette does not smile upon counseling your opponent to take back a move and play one you'd prefer. I learned that the hard way once in New

Orleans. I suppose I should have known better, walking into a chess club having 3 very large men at the door whose black windbreakers had SECURITY stenciled upon them.

The disturbing thing is that now you have to think. A cruel chess reality — your opponent's errors end up placing an obligation on you rather than on him. He has taken a misstep, but you know you are going to stab yourself with a plastic knife later at the food court if you don't figure out how to take advantage of it.

Of course, you could just play 5.b3 or 5.c3, figuring ...c6 didn't give Black any new opportunities. It might not be the best way to punish your opponent, but chewing up 5 minutes of your own time on move 5 hardly seems wise...especially if you don't come up with anything better.

Unfortunately, this type of thinking in chess can get your goose cooked. ...c6 may not have given Black any new active options, but it certainly deprives you of the ability to play dxc5 on some later

move compared to the normal 5...c5. Do you really want to think through all the variations and move-order options to see if this is an issue?

No. Not at the board you don't.

So, in our first nitty-gritty module, we'll discuss how to deal with odd move orders or novelties assuming the game has already started 1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 (actually, I'll be suggesting in module 2 that C-K players no longer play their Bishop out on move 4, but pretend you don't know that yet.) These guidelines are designed to engage either simple transpositions or dubious play by Black. There are several viable pet defenses that fit neither of these categories (you will find one in the next module).

Koltanowski Players Have It Easy

Because fireworks tend to happen in the C-K earlier than in the C-Z, players who utilize the c3-version of the Colle generally have an easy time knowing what they need to do when their opponent deviates: Castle (if you have not already), play e4, and if that is impossible play Ne5 or prepare it with Re1.

Meeting ...e5

If White has played accurately, he never has to worry about Black getting ...e5 in. Do not turn spastic just because

Black is able to push his e-pawn before you can push yours. Just push yours in response (perhaps exchanging off your d-pawn first) and you should always be set to come out ahead.

Players who play the C-K and only the C-K can skip forward to the *Complications with ...c5* section.

Zukertort Players Have to Think

Since the Zukertort is a bit more ambitious with regard to its opening designs, those who use b3 instead of c3 must be more careful about move-order tricks.

Five Early Priorities

Generally White plays the moves b3, Bb2, 0-0, and Nbd2 (in some order) during moves 5 through 8. To painlessly determine the correct order, use the following list of priorities.

1. Prevent ...c4.
2. Castle immediately after Black puts support on the e5 square (e.g. ...Nc6, ...Nbd7, ...Bd6)
3. Prevent early checks (...Qa5+ or ...Bb4+), or make them unappealing.
4. Make sure Black cannot play ...e5 unless he uses 3 pieces (Queen, Knight, Bishop)
5. Prevent ...Ne4.

Wait, something seems odd here. Isn't item 4 more important than item 2?

Ah, I was wondering when you were going to show up!

You bring up a good point. It certainly seems that preventing ...e5 is pretty important.

The short answer is that no move order guarantees you can accomplish all 5 goals. It turns out that you *can* guarantee three of them, but the repertoire move order needed for that leaves you in worse shape when Black accomplishes one of the two you cannot prevent.

It is better to pick a repertoire move order that prevents only two of these, but leaves you well off even when Black gets to play a move we would generally want to prevent. Prioritizing as I have gives better results than if you make stopping ...e5 an absolute priority. An alternative is to switch goals 1 and 3 if you are happy playing against 1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 c5 5.0-0 c4?! I prefer not to deal with it.

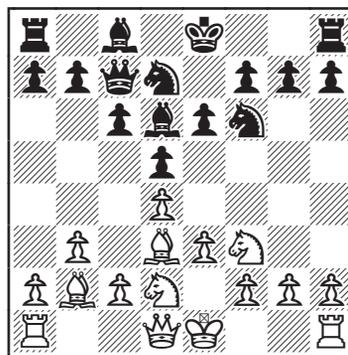
A Demonstration

Okay, I get that you have to prioritize, but I still don't see what support for ...e5 has to do with castling. What's going on there?

That's a great question. To answer it, let's remove item 2 from the list and see where it would lead us. In fact, we can use the game that began this lesson: **1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 c6?!**

Black's last move did not give any support to e5. He is certainly not threatening ...c4, so that leaves two ideas we want to prevent: ...Ne4 and an early check. **5.Nbd2** stops both of these, so that would be our logical choice.

Assume Black responded with **5... Nbd7**. He now has one piece supporting e5 but can bring in another on his next move. This means it's time for **6.b3** so that after **6...Bd6**, White can respond with **7.Bb2**, adding a third defender to the e5-square. But then Black could play **7...Qc7**, which puts a third supporter to e5.



White Wishes He Had Castled.

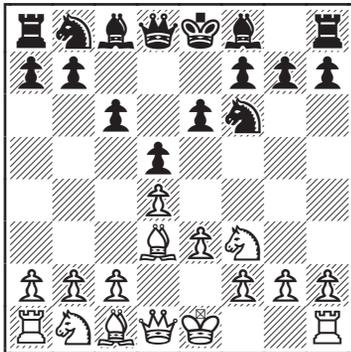
The above position is not bad for

White. He can still get a good game by either playing c4 immediately or castling a bit too late. But he would be much better equipped to handle Black's setup had he been less concerned about stopping ...e5 and more focused on making sure he was castled before it happened. Then he could take advantage of Black's uncastled King by opening up the middle.

I believe you, but show me anyway.

Fair enough. Let's step through the same moves and see what moves our prioritized goals indicate.

1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 c6?!

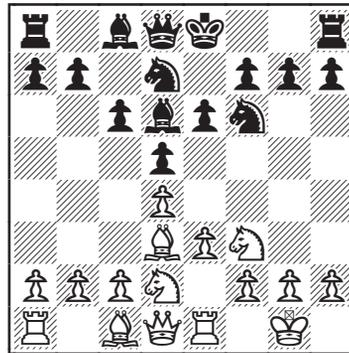


Clearly Black is not threatening ...c4, and we can castle any time. So priorities 1 and 2 seem safe. Black has nothing hitting e5 currently, so number 4 isn't at risk. Both Nbd2 and 0-0 will prevent a check, but Nbd2 also fulfills priority

5. Thus **5.Nbd2** is our move (Note, this business about Nbd2 preventing a check does not work in the 4...c5 line due to a combination of a weak c3-square and a lack of a e3-pawn after Black exchanges. For example 1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 c5 5.b3 Nc6 6.Nbd2?! cxd4! 7.exd4 Bb4, and White is on his heels.)

After 5.Nbd2, let's assume Black continues with **5...Nbd7**.

Priority two makes our next move, **6.0-0**, pretty clear. After **6...Bd6 7.Re1**, Black is already in trouble.



Black Wishes *He* Had Castled.

7...e5? drops a pawn to 8.e4 regardless of how Black responds (e.g. 8...dxe4 9.Nxe4 Nxe4 10.Bxe4 0-0 11.dxe5 Bxe5 12.Nxe5 Nxe5 13.Bxh7+!)

7...Qc7 and 7...0-0 are not quite as bad, but they both allow White a tremendous attack on Black's King after 8.e4.

Response to ...e5

The above discussion shows that we cannot stop ...e5 completely, nor should we be overly concerned about it. The more important thing is to prepare for it appropriately.

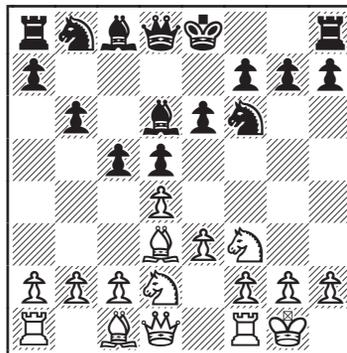
If you have played b3 & Bb2 early on, and Black is threatening e5, you should play e4.

If you have not played b3 & Bb2 yet, then prepare to meet ...e5 by playing Nbd2. If you have already played Nbd2, then play Re1.

Complications with ...c5

You might be all set to push e4 when your opponent plays a very late ...c5. The natural question is whether you should ignore this play (ramming through with e4 anyway) or respond with your normal Colle move (b3 or c3).

This can be a more critical decision than you might believe. For example, consider the position shown below. Black is obviously playing a bit whacky, but if White makes the wrong choice, his advantage will evaporate completely.



The correct move here is **7.e4**. If Black plays **7...c4**, then White simply takes with **8.Bxc4**. Now, if Black takes the Bishop, White has e5. Better is **8...dxe4**, when White has **9.Ng4**, and Black will not be able to hold onto his advanced e-pawn. Had White instead played the natural 7.c3?!, Black can vindicate himself with 7...cxd4 8.exd4 and natural moves will get him equality (or he can mix things up with ...Ba6!? soon). If White were a C-Z player and went with 7.b3, he would likely end up in a normal and decent position, but nothing nearly as nice as what he gets after the immediate 7.e4!

The critical point is that Black's Bishop was on d6, preventing Black from taking the Bishop on c4 due to the forking e5! Had the Bishop been on e7 or f8, that would not have worked and c3 or b3 would be the indicated play.

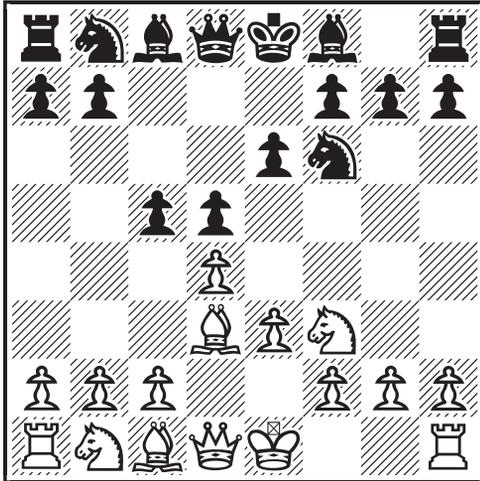
Exercises

There are 8 diagrams on the following pages. For each one, determine the best move for White. Half the diagrams are relevant to both variations (b3 or c3), and the other half are only relevant to one or the other.

Exercises

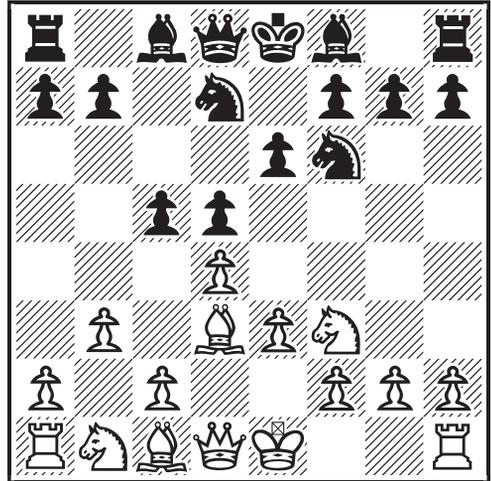
Exercise 1

Last Moves: 3.e3 e6 4.Bd3 c5



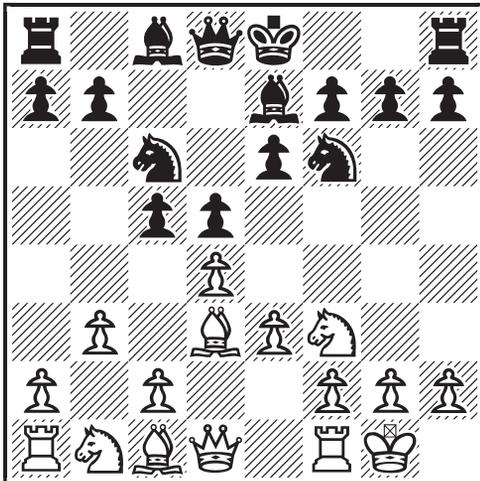
Exercise 3

Last Moves: 4.Bd3 c5 5. b3 Nbd7



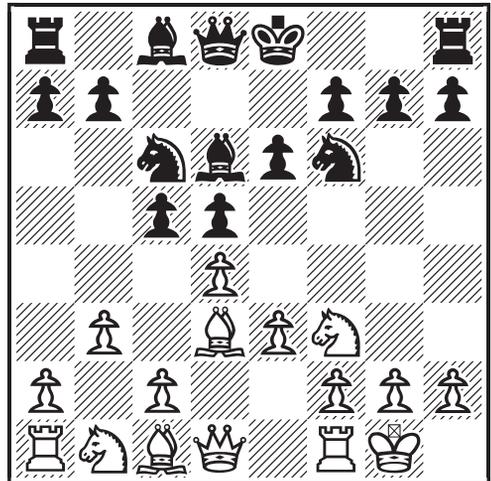
Exercise 2

Last Moves: 5.b3 Nc6 6.0-0 Be7



Exercise 4

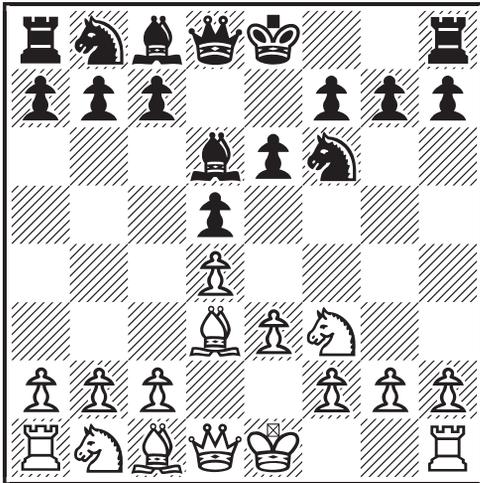
Last Moves: 5.b3 Nc6 6.0-0 Bd6



Module 1: Early Move Order Quandaries

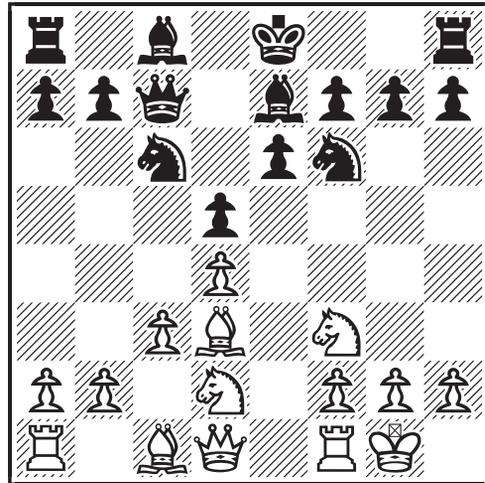
Exercise 5

Last Moves: 3.e3 e6 4.Bd3 Bd6



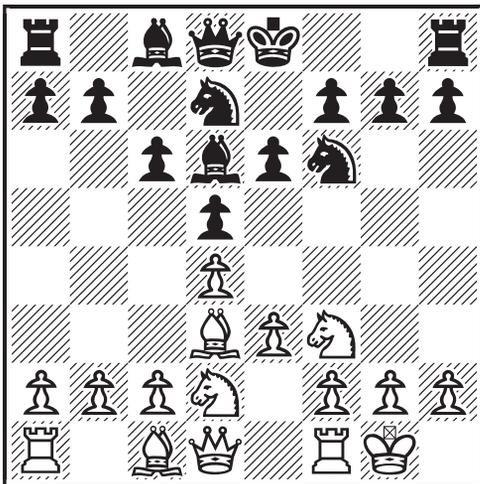
Exercise 7

Last Moves: 7.exd4 Be7 8.0-0 Qc7



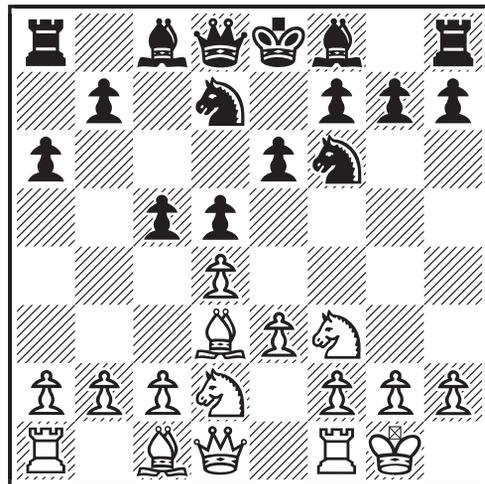
Exercise 6

Last Moves: 5.Nbd2 Nbd7 6.0-0 Bd6



Exercise 8

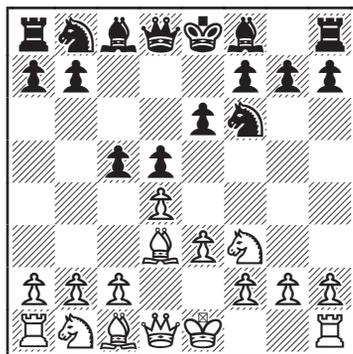
Last Moves: 5.Bd3 a6 6.0-0 c5



Solutions

Exercise 1

Last Moves: **3.e3 e6 4.Bd3 c5**



Best Move: **5.b3** or **5.c3** (or 5.0-0)

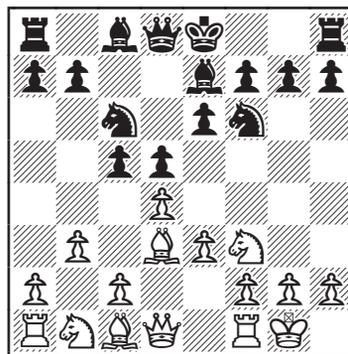
Commentary

We'll start off with an easy one that is not a "quandary" at all. This is the main line! White should discourage Black from playing ...c5.

If White is playing the alternate repertoire (switching priorities 1 and 3), then castling is fine here as well.

Exercise 2

Last Moves: **5.b3 Nc6 6.0-0 Be7**



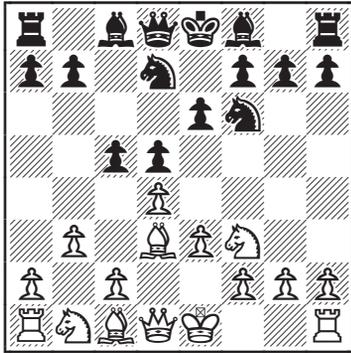
Best Move: **7.Nbd2**

Commentary

After Black moves the Bishop to e7, there is little concern about his advancing his e-pawn any time soon. Thus, it is best to play Nbd2 to prevent ...Ne4.

Exercise 3

Last Moves: **4.Bd3 c5 5. b3 Nbd7**



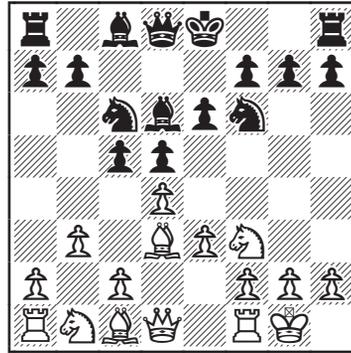
Best Move: **6. 0-0**

Commentary

Based on priority number 2, White castles. It might seem like 6.Nbd2 makes more sense, which stops Ne4. However, after 6...Bd6 White would be in a fix. Responding with 7.Bb2 would hold off ...e5 temporarily, but after 7...Qc7, White would prefer to have already been castled to open up the middle. On the other hand, responding with 7.0-0 would allow Black to get ...e5 in before White could play Re1. Furthermore, blocking the possible check with 6.Nbd2 is dubious after ...c5 and b3 have been played. 6...cxd4 7.exd4 Bb4 8.0-0 Bc3 is annoying. It is better to play 6.0-0 now, and White is well-positioned to meet all the various threats.

Exercise 4

Last Moves: **5.b3 Nc6 6.0-0 Bd6**



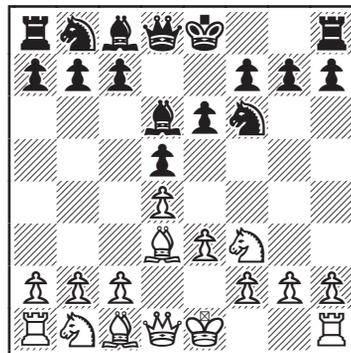
Best Move: **7. Bb2**

Commentary

The need to stop ...e5 is more critical than the need to prevent ...Ne4.

Exercise 5

Last Moves: **3.e3 e6 4.Bd3 Bd6**



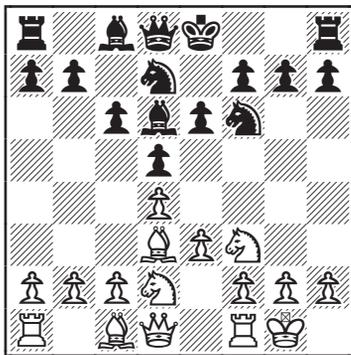
Best move: **5.0-0**

Commentary

C-Z players should castle because priority two says so. C-K should castle because they need to do that before pushing forward with e4. (Nbd2 would have been fine for C-K players as well. I don't recommend this to C-Z players unless they develop a way to avoid Prie's antidote to the mainline; see next module for more information.)

Exercise 6

Last Moves: **5.Nbd2 Nbd7 6.0-0 Bd6**



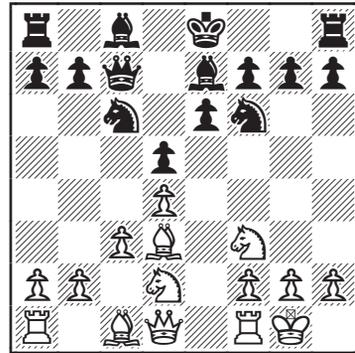
Best Move: **7. Re1**

Commentary

White cannot stop Black from advancing his e-pawn, for it takes two moves to get a Bishop on b2. White should play his Rook to e1 and get ready to blast forward with e4!

Exercise 7

Last Moves: **7.exd4 Be7 8.0-0 Qc7**



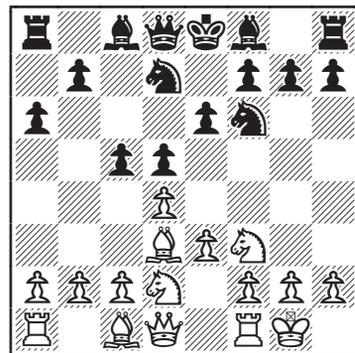
Best Move: **9.Re1**

Commentary

Black has exchanged on d4, so the correct plan is to post a Knight on e5. Currently this would lose the Knight, so White needs to prepare it with Re1.

Exercise 8

Last Moves: **5.Bd3 a6 6.0-0 c5**



Best Move: **7.c3 or 7.b3**

Commentary

Black has played a late ...c5 right when White was planning on pushing his e-pawn. Since Black's Bishop is not on d6, White should meet the threat of ...c4 using c3 or b3 (depending on which kind of Colle he plays) rather than pushing forward with e4.