

**First chess adventures with the**

# **Colle System**

**The Jack-in-the-Box opening!**

**by  
David Regis**



**Ten ways to play with the**

# **Colle System**

*The Jack-in-the-Box opening!*

**David Regis**

Published by Tim Onions and David Regis, *Dawlish*

## Acknowledgements

Our thanks are due to ??? comments on an early version of this book.



### Key to Symbols

| Symbol   | Meaning           | Symbol            | Meaning             |
|----------|-------------------|-------------------|---------------------|
| -+       | winning for Black | $\infty$          | unclear             |
| $\mp$    | good for Black    | $\infty$          | with compensation   |
| $\equiv$ | better for Black  | $\rightarrow$     | with an attack      |
| =        | equal             | $\uparrow$        | with the initiative |
| $\equiv$ | better for White  | $\leftrightarrow$ | with counterplay    |
| $\pm$    | good for White    |                   | Diagram             |
| +-       | winning for White |                   | Trap                |



Cool Cat Tip

### How to read books on the openings

If you have an openings book, don't start out reading every page and playing over every line -- life is too short! Instead:

- Whizz through the first chapters quickly and look at all the diagrams and ask yourself if you know what move or what plan you should be following. If not, read the bit of text that goes with it, and maybe try the moves out on the board or the screen.
- If you can remember some of your own games, or have a scoresheet, look up those lines in the book. Use the book after every game you play with the opening, to see if it has better ideas than the ones you had.
- Look at the contents page and ask yourself if you can remember what moves go to make up each variation, and what White is supposed to do against each one. Look up the lines you are not so sure of, and play over the lines on the board or the screen. Make sure you understand why both sides make those moves in that order. If you don't know why, get in touch!

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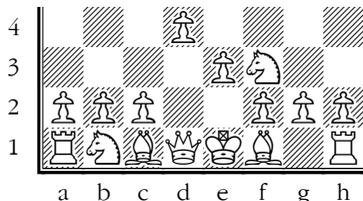


# 1. Colle's paradoxical system

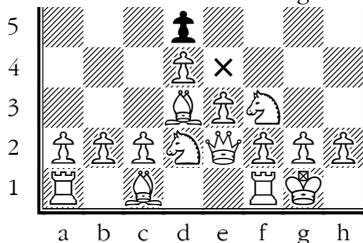
What is the best opening move, 1.e4 or 1.d4?

You may have been told that it's better to start the game with the move 1.e4, which allows the Queen and King's Bishop to enter the game. 1.d4 releases the other Bishop but the Queen can't see very far.

Now, Colle's system starts with a real paradox: after 1.d4 d5 and 2.Nf3 Nf6, White locks in the Queen's Bishop with 3.e3! But watch...

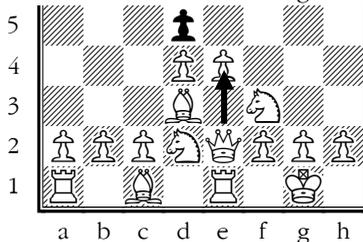


The next phase sees White put their pieces aiming at the e4 square [ X ].



White's pieces are queuing up behind the e-pawn, waiting to be released.

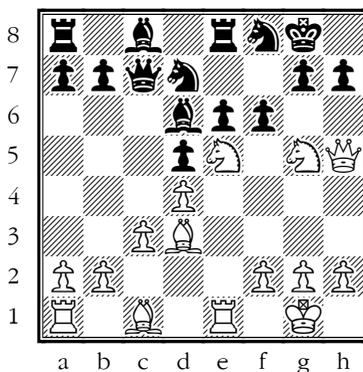
Now the Jack-in-the-Box jumps out after e3-e4!



Once released, the White pieces can race across the board to attack the Black defences.

White's attack can arrive very quickly, when Black's pieces might be on sensible but distant squares on the Queen's-side.

Let's see an example...



## Colle plays his system

■ Colle - Delvaux Terneuzen, 1929

**1.d4 d5 2.Nf3 Nf6 3.e3 e6**

Black copies White for the moment.

**4.Bd3 c5 5.c3**

White supports the d-pawn with the c-pawn.

**5...Nc6 6.Nbd2 Be7 7.0-0** ♠

Both sides have set up their positions without bothering a lot about what the other is doing!

**7...c4?**

You often see this mistake. Black hits at the Bishop but the White centre becomes more stable, and Black has less chance of putting White off his attacking ideas.

**8.Bc2 b5** ♠

Now Colle plays the standard break.

**9.e4 dxe4 10.Nxe4 0-0**

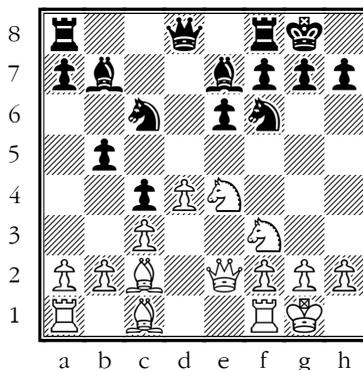
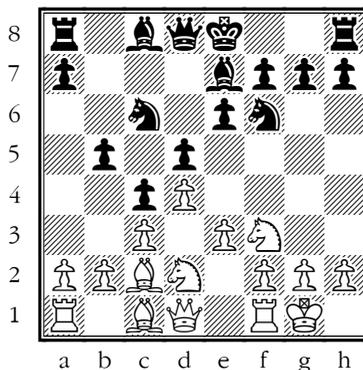
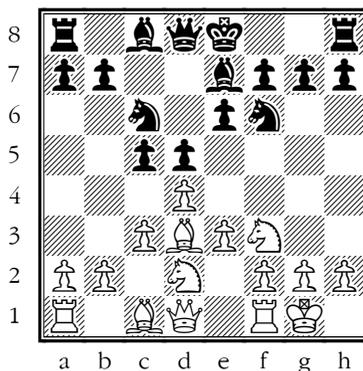
**11.Qe2!** ♠



A natural move, with a sneaky threat of 12.Nxf6 Bxf6 13.Qe4! forking c6 and h7.

**11...Bb7**

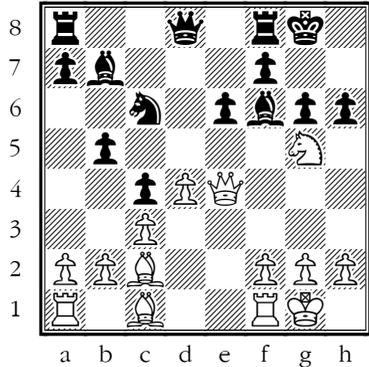
White now shoves a Knight in Black's face, threatening h7. It seems an easy threat to defend against, but Black's game is already tricky.



## 12.Nfg5 h6?!

Black moves the threatened Pawn and tries to chase the Knight away. But now the King's castle has a hole in the side. [12...g6 was best, when White has plenty of chances to attack but Black is not yet lost.]

**13.Nxf6+ Bxf6 14.Qe4! g6?**



White has tempted another pawn to step forward, and now the Black King is really feeling the draught! [14...Re8± was the only way to carry on, although that position is good for White.]

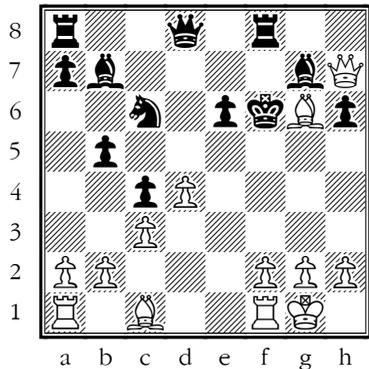
## 15.Nxe6!

White refuses to retreat!

**15...fxe6 16.Qxg6+ Bg7**

**17.Qh7+ Kf7 18.Bg6+ Kf6**

The Black King has been chased out, but now what? White rearranges the attacking pieces to threaten the Bg7, when White will be two Pawns ahead and still have an attack.



**19.Bh5 Ne7 20.Bxh6 Rg8**

The Black King is dying of exposure. [Work out the win! after 20...Bxh6]

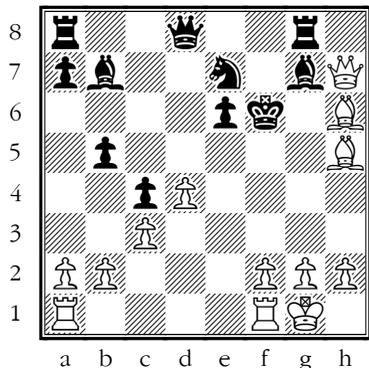
**21.h4**

Threat Bg5#

**21...Bxh6?**

[Work out the win! after 21...e5]

**22.Qf7#**



White's quiet start was a preparation for a storming attack.

## 2. Key attacking ideas for White

If Black doesn't take your e-pawn, you can move it forward to e5 and cut the board in two. ♠

Black will now find it hard to get pieces across to defend the King.

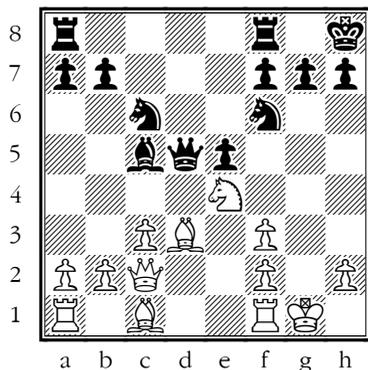
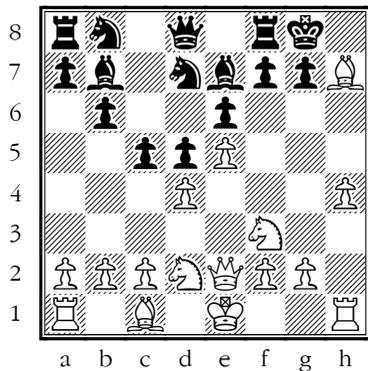
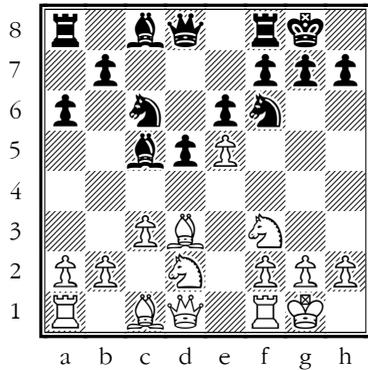
If Black's Knight is swapped or forced from f6, you might get a chance to play the Greek Gift sacrifice Bxh7+. ♠

This sacrifice generally works if you can get your Queen to h5 or g4, and at least one other piece into the attack.

Here, White can follow up with the Queen and the Knight can come to g5; if Black swaps on g5, then the Rook on h1 is revealed.

If there's not a chance of a typical Colle attack on the King, your active pieces can still create problems for Black all over the board.

♠ Here Black has defended the King but lost a Bishop: White plays c4! Black can thrash around for a bit, but the piece is lost.



■ All about the centre Pawns

When Black attacks your d-pawn with ...c7-c5, support the d-pawn with the c-pawn. This is the famous Colle triangle <sup>1</sup>.

Obviously, after ...c5xd4, e3xd4, the Bc1 would be able to get out, but we couldn't play the break e3-e4. So, we usually play c2-c3.

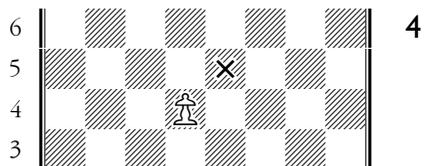
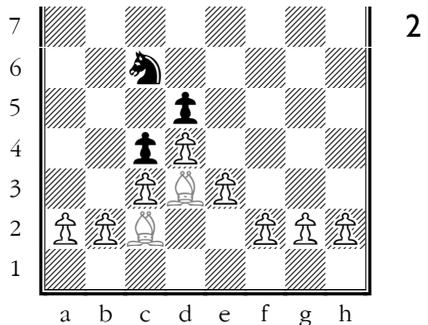
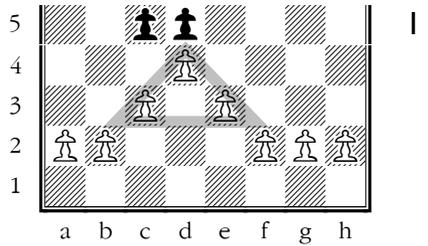
The other good thing about the c3-pawn is it stops Black attacking your important d3 Bishop with ...Nb4, and gives it a nice place to hide on the b1-h7 diagonal <sup>2</sup> after ...c5-c4.

When you make your Jack-in-the-Box break with e3-e4 <sup>3</sup>, Black can take twice in the centre (...c5xd4 and ...d5xe4) to give you an Isolated Queen's Pawn.

That isn't too bad a thing to happen – it gives you a bit more space and support for a Knight on e5 <sup>4</sup> – but it can be a weak pawn too.

So, it might be better to take on c5 before pushing the e-pawn. After d4xc5 and Black recaptures, you carry on with your e3-e4 break <sup>5</sup>, and now Black can't play anything clever to make a target to attack.

Lastly, if from the fifth position there is an exchange of...d5xe4, White has a **Queen's-side majority** in the endgame.



■ **Attacking with an IQP**

■ Plaskett,H] - Short,N [C03] 4NCL Birmingham  
ENG (10), 2000

**1.d4 d5 2.Nf3 Nf6 3.e3 e6  
4.Bd3 c5 5.c3 Nc6 6.Nbd2  
Bd6 7.0-0 0-0 8.e4 cxd4  
9.cxd4 dxex4 10.Nxe4 Be7** ♠

An IQP position.

*In fact, the players got here one move  
faster by 1.e4 e6 2.d4 d5 3.Nd2 Be7  
4.Ng3 Nf6 5.Bd3 c5 6.c3 Nc6 7.0-0  
dxex4 8.Nxe4 cxd4 9.cxd4 0-0*

**10.Nc3 Nb4 11.Bb1 b6  
12.Re1 Bb7 13.Ne5 Nbd5  
14.Qd3 Rc8 15.Qh3** ♠

These sorts of ideas are very typical  
of IQP positions. Now Black  
decides to change the structure: the  
d4 becomes supported, but the c3  
point might be easier to knock over.  
This also happens a lot in IQP games.

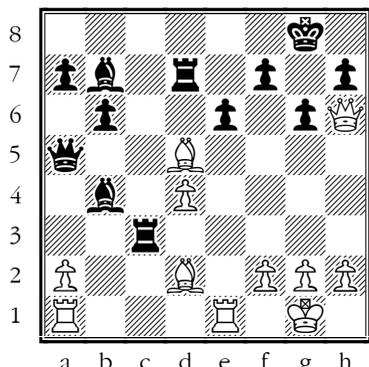
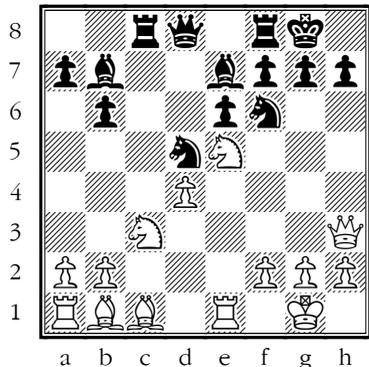
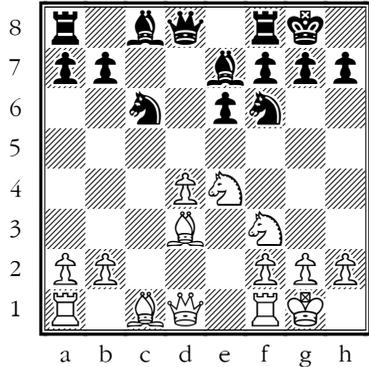
**15...Nxc3 16.bxc3 Qd5  
17.Bd2 g6?! 18.Bc2 Qa5**

[19.Bb3! HJP]

**19.Qh4 Rxc3 20.Bb3 Nd5  
21.Qh6 Bb4 22.Nd7 Rd8  
23.Bxd5 Rxd7** ♠

Black has abandoned his back rank,  
and White now has a combination.

**24.Rxe6! fxe6 25.Bxe6+ Kh8  
26.Bxc3 Rd8 27.Qf4 1-0**



■ *The Queen's-side majority in the endgame*

1.d4 Nf6 2.Nf3 e6 3.e3 d5 4.Bd3  
 Be7 5.0-0 0-0 6.Qe2 Nbd7  
 7.Nbd2 c5 8.c3 b6 9.e4 dxe4  
 10.Nxe4 Bb7 11.Rd1 Qc7 12.Bg5  
 Rfe8 13.dxc5 Bxe4 14.Bxe4  
 Nxe4 15.Qxe4 Nxc5 16.Qc4  
 Bxg5 17.Nxg5 ♠

After some swaps, we see the rival majorities.

17...Qe7 18.Nf3 Red8 19.Nd4  
 Qh4 20.Qe2 Rac8 21.a4 Qf6  
 22.b4 Nd7 23.Nb5 Nf8 24.Qe3  
 a6 25.Nd6 Rb8 26.Rd2 Qe7  
 27.Rad1 Qc7 28.c4 Rd7 29.Qc3  
 h6 30.Ne4 Rxd2 31.Rxd2 Rc8  
 32.Nd6 Rd8 33.c5 Qc6 ♠ 34.Qf3

*34.Nf5! wins the exchange*

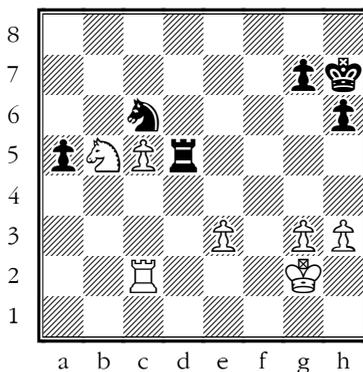
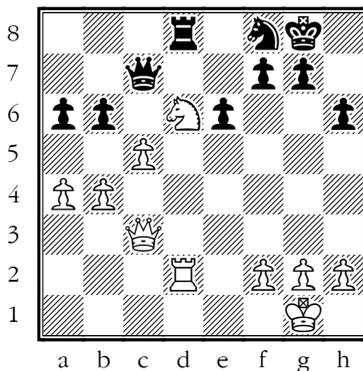
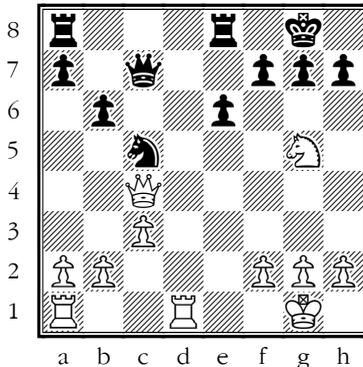
34...Qxa4 35.Qxf7+ Kh7 36.h3  
 bxc5 37.bxc5

White has his passed pawn.

37...Rb8 38.Kh2 Ng6 39.Re2 Rf8  
 40.Qxe6 Qf4+ 41.g3 Qd4  
 42.Qe3 Qxe3 43.fxe3 Ne5  
 44.Kg2 a5 45.Rf2 Rd8 46.Rc2  
 Nc6 47.Nb5 Rd5 ♠

White gives up a pawn to clear the blockade.

48.Nd4 Nxd4 49.exd4 Rxd4  
 50.c6 Rd8 51.Kf3 a4 52.Ke4 a3  
 53.Ke5 Rd3 54.c7 a2 55.Rxa2  
 Rc3 56.Kd6 Rd3+ 57.Kc6 Rc3+  
 58.Kb7 Rb3+ 59.Ka8 Rc3 60.Ra7  
 1-0



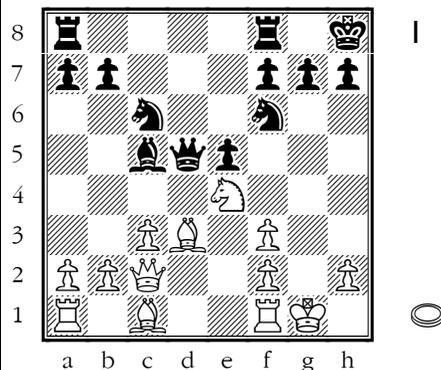
■ [Kashdan, I – Steiner, H, Pasadena, 1932](#)

### 3. Colle combinations!

All that planning waffle won't do you any good if you don't know how to strike when you have to! Here is a Colle Quiz: White to play and win from the diagrammed positions.

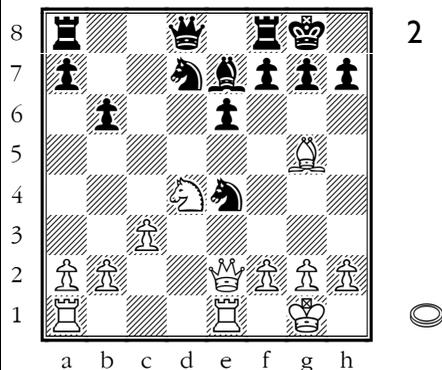
Narciso Dublan, M - Barczay, L FSGM April Budapest HUN (3), 2001

1.d4 Nf6 2.Nf3 e6 3.e3 c5 4.Bd3 d5 5.c3 Nc6 6.Nbd2 Bd6 7.0-0 0-0 8.dxc5 Bxc5 9.e4 e5 10.exd5 Qxd5 11.Qc2 Bg4 12.Ne4 Bxf3 13.gxf3 Kh8 ...



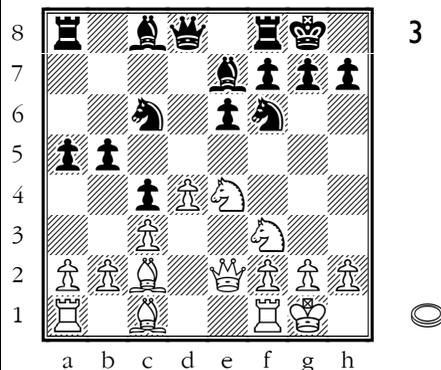
Marjanovic, S - Popovic, P YUG-ch Novi Sad, 1985

1.d4 Nf6 2.Nf3 e6 3.e3 c5 4.Nbd2 d5 5.c3 Nbd7 6.Bd3 Bd6 7.0-0 0-0 8.Re1 b6 9.e4 dxe4 10.Nxe4 Be7 11.Qe2 cxd4 12.Nxd4 Bb7 13.Bg5 Bxe4 14.Bxe4 Nxe4...

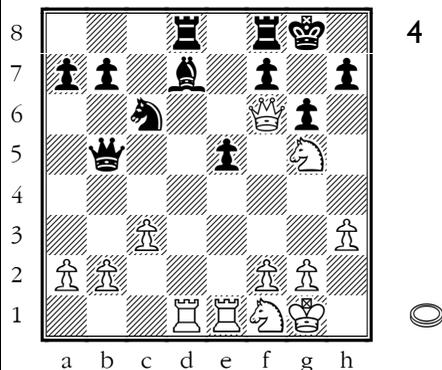


Colle, E - Delvaux Terneuzen, 1929

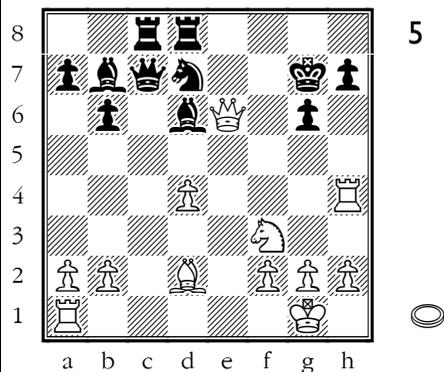
1.d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 c5 5.c3 Nc6 6.Nbd2 Be7 7.0-0 c4 8.Bc2 b5 9.e4 dxe4 10.Nxe4 0-0 11.Qe2 and now if 11...a5



Ye Rongguang - Miles 1993

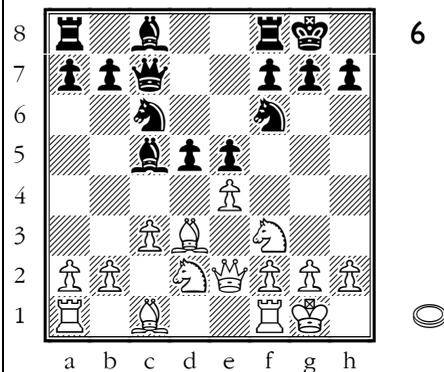


Hansen-Vescovi 1995



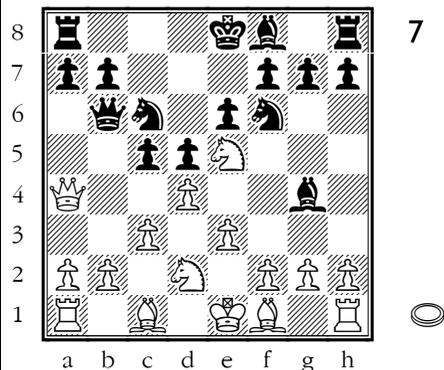
Vasseur,P - Moulin,J FRA-chT, 1996

1.d4 Nf6 2.Nf3 e6 3.e3 c5 4.Bd3 Nc6 5.c3 d5 6.Nbd2 Bd6  
7.dxc5 Bxc5 8.0-0 0-0 9.e4 e5 10.Qe2 Qc7



Lucio,G-Schneider,D 8th Touraine Open  
Avoine FRA (6), 2003

1.d4 d5 2.Nf3 Nf6 3.e3 c5 4.c3 Bg4 5.Nbd2 Nc6 6.Qa4 Qb6  
7.Ne5 e6



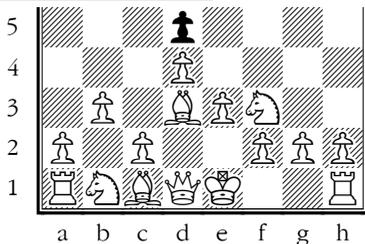
Answers:

1. 15.c4! undermines the Bishop
2. Not 15.Qxe4 but 15.Nc6! +- picks up a piece
3. 12.Nxf6+ Bxf6 13.Qe4! +-
4. 1.Nxh7! wins e.g. 1...Kxh7, 2.Re4!
5. 1.Rxh7+ and it's checkmate in a few.
6. 11.exd5! Nxd5 12.Bxh7+! Kxh7 13.Qe4+ Kg8 14.Qxd5 wins a pawn
7. 8.Nxg4 Nxg4 9.dxc5 Bxc5 10.Qxg4 1-0
- 8.

## 4. Secret weapons!

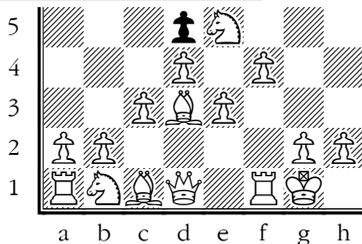
In fact, there are two other plans that White can follow, instead of Colle's e3-e4. These are nasty systems to face! Although White's attack is slower than in the Colle System, Black might have the same problem of finding that all their pieces are on sensible but passive squares on the Queen's-side.

### Zukertort's b2-b3

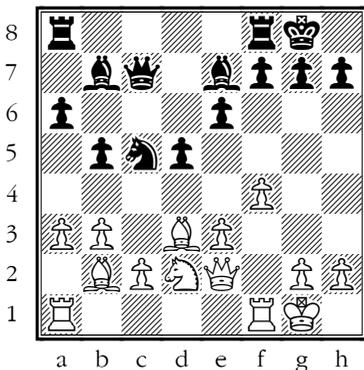


5.b3 intends to hold the centre steady, then play Ne5 and attack on the King's-side.

### The Stonewall Attack



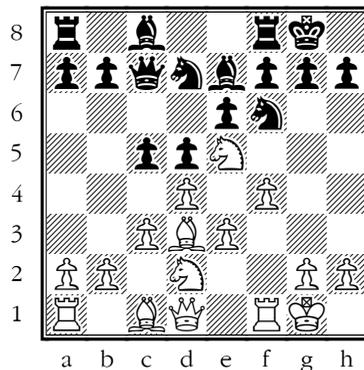
Ne5 and f4 lock up the centre, and allow White to slide pieces around to the King's-side behind the Stone Wall.



### ■ Filatov-Mayer, Philadelphia (5), 2000

1..d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 c5 5.b3 Be7 6.Bb2 Nbd7  
7.Nbd2 b6 8.0-0 Bb7 9.Qe2 0-0 10.Ne5 Qc7 11.a3 a6 12.f4  
b5 13.Nxd7 Nxd7 14.dxc5! Nxc5 T 15.Bxh7+ Kxh7 16.Qh5+  
Kg8 17.Bxg7 Kxg7 18.Qg4+ 1-0

*Rf1-f3-h3 will decide*

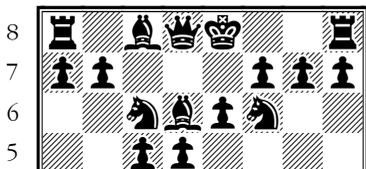


### ■ San Marco,B – Biro, FRA corr, 1982

1..d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 c5 5.c3 Be7  
6.Nbd2 Nbd7 7.0-0 0-0 8.Ne5 Qc7 9.f4 T  
9...b6 10.g4 Bb7 11.Qf3 c4 12.Bc2 Rfd8 13.g5  
Ne8 14.Bxh7+ Kf8 15.Qh5 1-0

## 5. The big main line: Black plays Nc6 and Bd6

1.d4 Nf6 2.Nf3 e6 3.e3 d5 4.Bd3 c5 5.c3 Nc6 6.Nbd2 Bd6



This is the most natural and solid way for Black to arrange their pieces. Black might also hope to get in ...e6-e5 before you play e3-d4!

All is not solved for Black, though. You have an extra move, and Black might find their position a bit loose. When the centre breaks open, the defenders of Black's King often get exchanged, and White often gets an attack. Castle before playing e4, since after 7.e4 cxd4 8.cxd4 dxe4 9.Nxe4 Nxe4 10.Bxe4 Bb4+ 11.Bd2 Bxd2+ 12.Qxd2 you have no attack and a weak pawn. So, **7.O-O** is right.



Cool Cat Tip

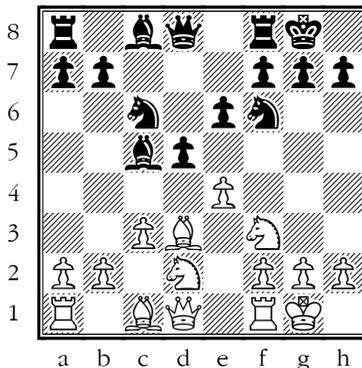
Just the same way, Black can't get in **7...e5** without problems: **8.dxe5 Nxe5 9.Nxe5 Bxe5 10.e4!** Now White threatens 11.f4 and 12.e5, **10...Bxh2+?** doesn't work because of **11.Kxh2 Ng4+ 12.Kg1 Qh4 13.Nf3!** and if instead **10...dxe4 11.Nxe4 Nxe4?** (**11...Bxh2+? 12.Kxh2 Ng4+ 13.Kg1 Qh4 14.Bf4; 11...0-0!**) **12.Bxe4 Qxd1?! (12...0-0? 13.Bxh7+ wins a pawn) 13.Rxd1 0-0 14.Be3**. The Bishops rule and Black must shed a pawn to get his Bc8 out.

The main line goes like this:

1.d4 d5 2.Nf3 Nf6 3.e3 e6  
4.Bd3 c5 5.c3 Nc6 6.Nbd2  
Bd6 7.O-O 0-0 8.dxc5 Bxc5  
9.e4

Now Black has a big choice, including:

- 9...e5 Fighting back
- 9...Qc7 Developing
- 9...dxe4 Swapping off



Fighting back: 9...e5

**10.exd5**

*10.Qe2 is another idea*

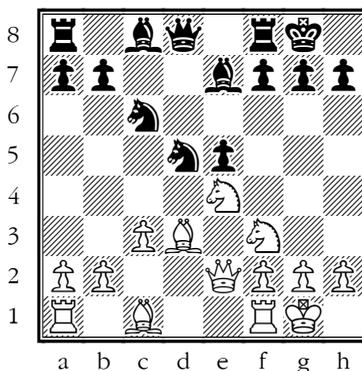
**10...Nxd5**

*10...Qxd5 11.Qc2! & 12.Ne4!*

**11.Ne4 Be7**

*12.Ng3 f5!*

**12.Qe2** 



There are lots of ways for Black to go wrong here:

*12...f5?! 13.Rd1!*

*13...Be6 14.Neg5!*

*13...h6 14.Ng3! e4 15.Bxe4!*

*13...Kh8 14.Neg5!*

Best play is **12...Qc7! 13.Ng3** and it's all still to play for.

Swapping off: 9...dxe4

**10.Nxe4 Nxe4**

Black can stop swapping at any time,  
e.g. *10...Be7 11.Qc2!?* and now:

*11...h6 12.Nxf6 Bxf6 13.Qe2!+=*

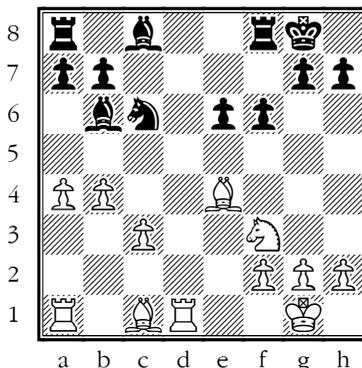
*11...Nxe4 12.Bxe4 f5?! 13.Bxc6 bxc6*

*14.Bf4+=*

*11...Nd5 12.Ng3!+=*

**11.Bxe4 Qxd1!! 12.Rxd1 f6**

**13.b4! Bb6 14.a4** 



It's not a very exciting position, but all the advantages are White's.  
One example continued:

**14...e5 15.a5 Bc7 16.a6 Rd8 17.Rxd8+ Nxd8 18.Be3 Bb6  
19.axb7 Bxb7 20.Bxb7 1-0**

Developing: 9...Qc7

**10.Qe2** ♠

*10.exd5!? can be played, with similar ideas as above.*

Black has tried all sorts of things here, but the best moves are: 10...h6 and 10...Bd6. The Bishop move is older but probably not so good.

**(a) 10...Bd6**

White can get good play against an IQP with

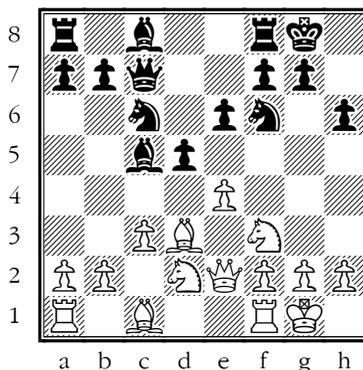
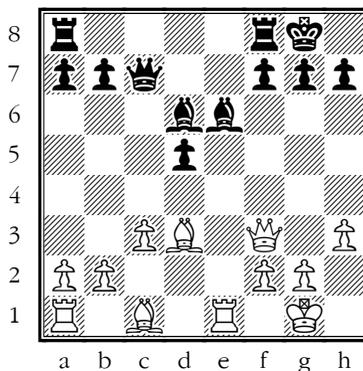
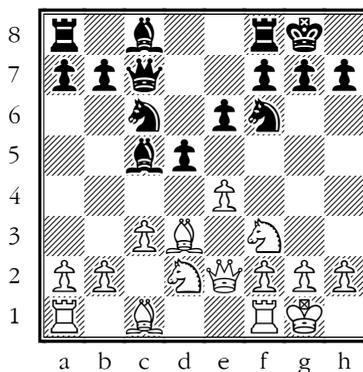
**11.Re1 Ng4 12.h3 Nge5  
13.Nxe5 Nxe5 14.exd5 exd5  
15.Nf3! Nxf3 16.Qxf3 Be6** ♠

and now 17.Qh5 and 17.Be3 are promising for White. White should swap dark-squared Bishops, leaving Black with the worse minor piece.

**(b) 10...h6** ♠

This is the move recommended in the latest books as the best line for Black and is popular among studious players. The theory is still settling down here: if White cannot show an advantage with something like 11.e5 Ng4 12.Nb3 Bb6 13.Nbd4 f6... then you should try building up more slowly with

**11.Bc2 Rd8...**



## 6. The road less travelled: Black plays Nbd7 and Be7

Now, this is quite a bright idea. It leaves the long diagonal open so Black can happily develop the Bc8 to b7. Our previous plan of dxc5 and e4 doesn't work so well, because after ...Nxc5, Black

has good control over e4 and might grab our important light-squared Bishop. So, we need a different plan; we'll carry on with e3-e4 but accept that we might have an IQP. The best build-up is with Qe2 and Rd1.

**7.0-0 0-0 8.Qe2 b6 9.e4 dxe4 10.Nxe4 Bb7 11.Rd1 Qc7 12.Bg5 Rfe8 13.dxc5** ♠

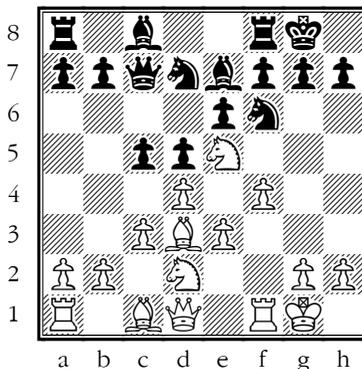
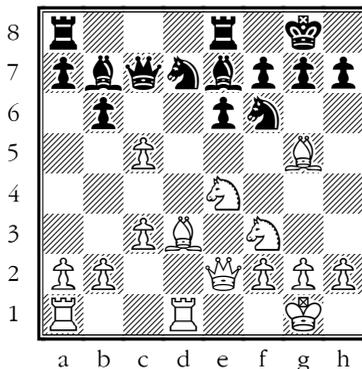
Now 13...Bxe4! swaps off all but one pair of minor pieces, with a roughly equal game. Instead:

■ [Dubleumortier-Hasler WT/II corr ICCF, 1991](#)

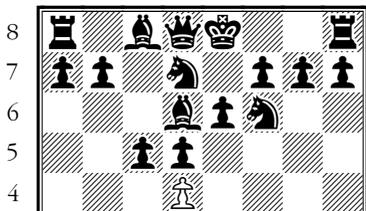
**13...Nxc5?! 14.Nxc5 Qxc5 15.Ne5! Nd7? 16.Bxh7+! Kxh7 17.Qh5+ Kg8 18.Qxf7+ Kh8 19.Ng6+ Kh7 20.Bxe7+- Qc6 21.f3 e5?! and now 22.Rd6** would have won more quickly...

Richard Palliser has written a thorough book on the Colle, and offers an alternative to this plan, which is to set up a Stonewall attack with Ne5 and f4, e.g.

**1.d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 c5 5.c3 Be7 6.Nbd2 Nbd7 7.0-0 0-0 8.Ne5 Qc7 9.f4** ♠



## 7. A bit of both: Nbd7 and Bd6



Again, dxc5 Nxc5 is no good for White, so we have to put up with an IQP.

**7.0-0 0-0 8.Re1! e5?!**

Trying to equalise too quickly.

Best is probably 8...b6 when we just continue 9.e4.

**9.e4 cxd4 10.cxd4 dxe4  
11.Nxe4 Nxe4 12.Rxe4! ♣  
12...f5?!**

Just helps the Rook on its way.

**13.Rh4 Be7 14.Rh3 e4?!  
15.Bc4+ Kh8 16.Ne5 Qe8**

Trying to cover some light squares.

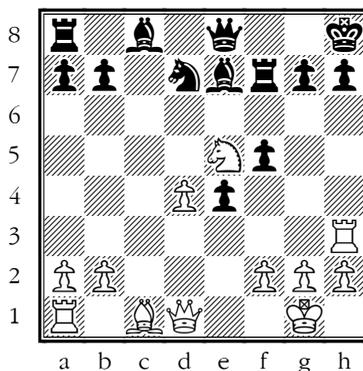
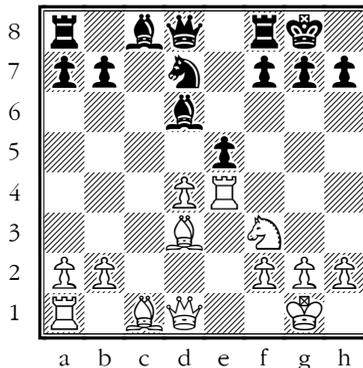
**17.Bf7! Rxf7 ♣**

Now the light squares are undefended.

**18.Ng6+! Kg8 19.Rxh7!**

19...Kxh7 20.Qh5+ mates

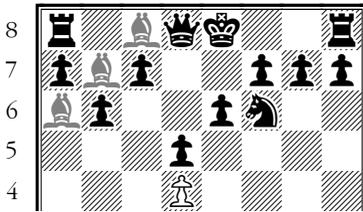
**19...Rf8 20.Qh5 1-0**



This game was both Piantoni-Popa, Verona op (6), 2002 and Piantoni-Berni, Bratto (2), 2002!

Black can try the other combination of ...Nc6 and ...Be7. This has no new ideas, so carry on as you usually do...

## 8. Black fianchettoes the Queen's Bishop



Black works on solving the development of their problem piece, the Bc8. On b7 it's on the long diagonal, on a6, it can swap off White's good Bishop on d3.

This is one of Black's best plans, and of course it can pop up into one of the lines we have seen already.

**1.d4 Nf6 2.Nf3 e6 3.e3 b6  
4.Bd3 Bb7 5.0-0 d5 6.b3  
Nbd7 7.Bb2 Bd6 8.Ne5 0-0  
9.Nd2 Ne4 10.f3 Nxd2  
11.Qxd2 c5 12.Rad1 f6** ♣

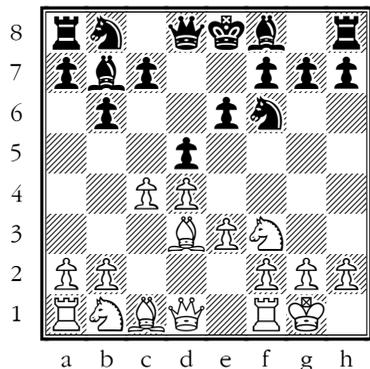
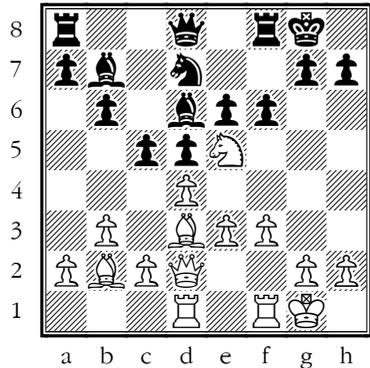
which is about equal. Instead:

**6.c4** ♣

is a line of the Queen's Indian Defence, which is generally OK for Black, but it's not an easy line for either player! Also here:

**6...dxc4!?**

slides into yet another opening, a line of the Queen's Gambit Accepted, which is also OK for Black.



Cool cat tip

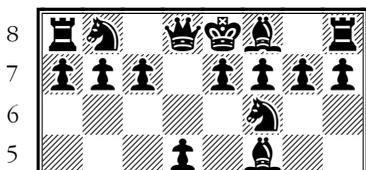
The variations with ...d5 and ...e6 are the main highways of the Colle. If Black doesn't play ...e6, you will have a harder time showing any attack by playing the main Colle ideas. So, in the rest of this booklet, we will mainly suggest playing systems with c2-c4, although those lines aren't still the Colle proper.

## 9. Slav-style defences

Some of these lines slide out into other openings entirely. It's hard to summarise it all in this little booklet, but here's a starter...



### The Slow Slav



After **1.d4 d5 2.Nf3 Nf6 3.e3**, Black's most annoying move is just to play **3...Bf5**. Obviously now **4.Bd3 Bxd3** is boringly equal. White is much better off doing something else.

**4.c4!** 

White now has several ideas, normally involving Qb3, when Black might regret moving the Bc8 so early.

**4...c6!**

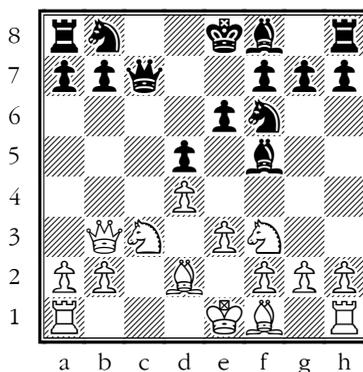
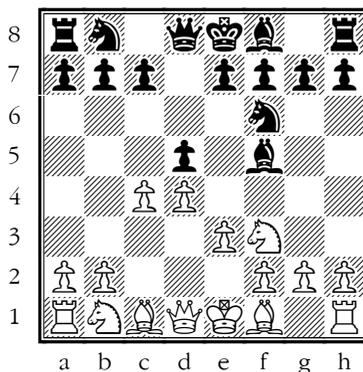
slides into the Slow Slav, normally reached by **1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.e3 Bf5**. Now you can continue:

**5.cxd5 cxd5 6.Qb3 Qc7**

**7.Nc3 e6 8.Bd2** 

White will continue with **9.Rc1** and Black is still under a bit of pressure.

The grown-up line is **5.Nc3 e6 6.Nh4 Bg6** with which Kramnik and Topalov teased each other in their 2006 match. But **cxd5/Qb3** is the right way to go at club level.

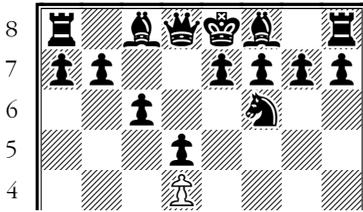


**4...e6!?** is also worth thinking about, e.g. **5.Qb3!?** **Nc6!?**

**6.Qxb7 Nb4!...**



## Going for a Slav



Black plays a solid move on the third turn. I guess Black might be hoping to slide over into a Slav Defence.

That might be White's best idea, as 4.Bd3 Bg4! seems quite OK for Black.

4.c4 Bf5

is the slow Slav that we have already met, and

4.c4 e6

is a thing called the Semi-Slav, which is a terrific opening – as you might expect, because it is, in effect, a Colle system in reverse! Do forgive us, but we can't tell you all about this opening in this little book. There's no reason for White to avoid Nbd2, Bd3, and e3-e4 as usual, since:

**1.d4 d5 2. Nf3 Nf6 3.e3 c6 4.c4 e6 5.Nbd2 Nbd7 6.Bd3 Bd6 7.O-O 0-0 8.e4 e5 9.cxd5 cxd5 10.Re1...**

slides across into Chapter 4.

A chap called David Rudel reckons that in our familiar line:

**1.d4 d5 2.Nf3 Nf6 3.e3 e6 4.Nbd2 c5 5.c3 Nc6 6.Bd3 Bd6 7.O-O O-O 8.dxc5 Bxc5, White should play 9.b4!?**

That's an idea straight from the Semi-Slav, Meran Variation! As you learn more about different openings, you will be able to spot and use cross-over ideas like this.

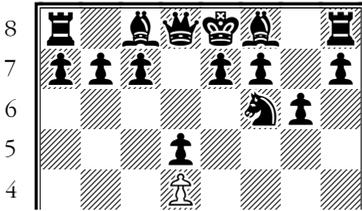
Lastly, the best idea for Black might be

*5.Nbd2 c5!?*

This gets into Queen's Gambit and Isolated Queen's Pawn positions.



## Grünfeld-style



Black decides that nothing is going to happen on the b1-h7 diagonal. This is another good defence from Black.

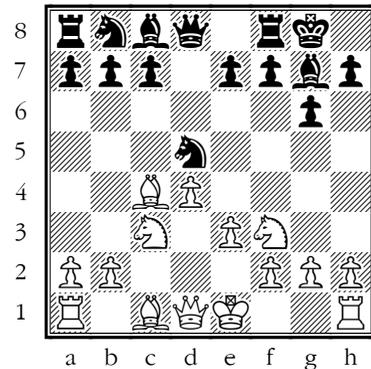
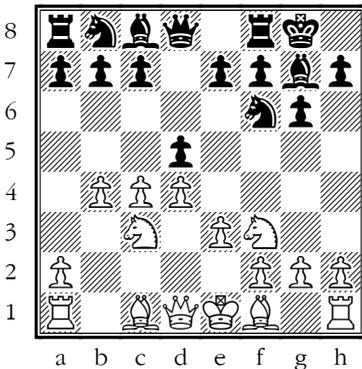
White's best line might be to head for a genuine Grünfeld line with 4.c4. Palliser suggests one of two systems against the Grünfeld:

*Closed system: 1.d4 d5 2.Nf3 Nf6 3.e3 g6 4.c4 Bg7 5.Nc3 0-0 6.b4*



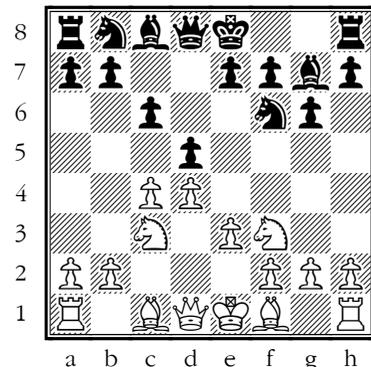
*Keres System: 1.d4 d5 2.Nf3 Nf6 3.e3 g6 4.c4 Bg7 5.Nc3 0-0 6.cxd5*

*Nxd5 7.Bc4*



I put this variation in this Chapter because of 4...c6, which is called the Schlechter Variation, and which I think you will have played against you fairly often at club level. It's tough! White might play Bd3, Be2, Qb3, maybe aim at b4...

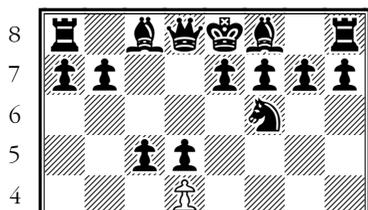
*Natural Grünfeld players will play ...c5 instead of ...c6.*



## 10. Other defences



### Reversed Queen's Gambit Accepted



Black nudges at the centre before doing anything else.

Now 4.Bd3 is met by 4...c4, so White has to try something else.

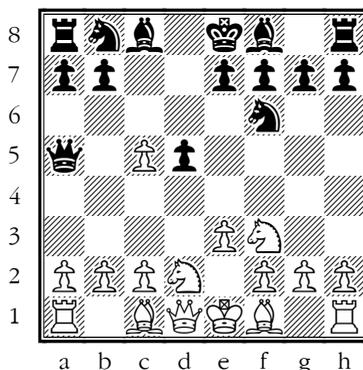
**4.dxc5**

is the most usual.

Black gets into a little hassle getting the pawn back by

**4...Qa5+ 5.Nbd2**

**5...Nc6 6.a3 Bg4 7.Be2 Qxc5 8.b4 Qb6 9.0-0 Rd8 10.Bb2 e6 11.Nd4 Bxe2 12.Qxe2 Bd6 13.c4** threatening 14.c5 winning a piece, so **13...dxc4** and the position opens up for White's Bishops. If instead:

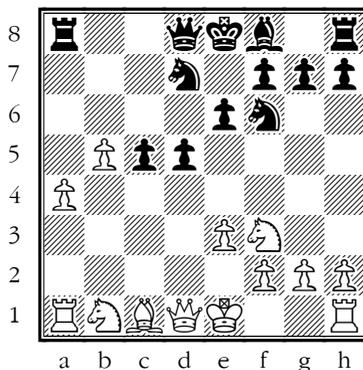


**5...Qxc5 6.a3 g6 7.b4 Qc3 8.Rb1 Bg7 9.Bb2 Qc7 10.c4 dxc4 11.Bxc4 0-0 12.Rc1 Qd8 13.Qb3 e6 14.0-0 Nbd7 15.Rfd1** and White has a nice plus, although Black is solid.

There is a super line if you are up for it when Black plays 4...e6:

**5.b4! a5 6.c3 axb4 7.cxb4 b6 8.Bb5+! Bd7 9.Bxd7+ Nbx7 10.a4 bxc5 11.b5!** ♠

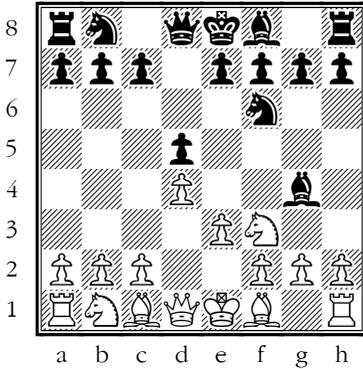
Now just shove the passed pawns forward whenever you can. If Black gets in ...e5, make sure you can play e4 in reply, so you don't get run over in the middle.



This is another of Black's ideas from the Semi-Slav Defence, one called the *Abrahams-Noteboom Variation*.



## The Errot



Black again decides to push their Queen's Bishop out first, this time to g4. ♚

Just as in the last variation, White's best plan is

**4.c4!** ♚

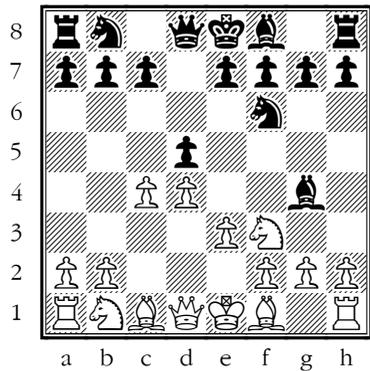
This has similar ideas to the Slow Slav line, including Qb3.

Now, 4...dxc4

is the Alekhin Variation of the Queen's Gambit Accepted, and is quite a complicated line.

4...c6

is a genuine Slav, and looks like a reversed Torre Attack. English scholar James Vigus calls this an Errot...



We play as in the Slow Slav:

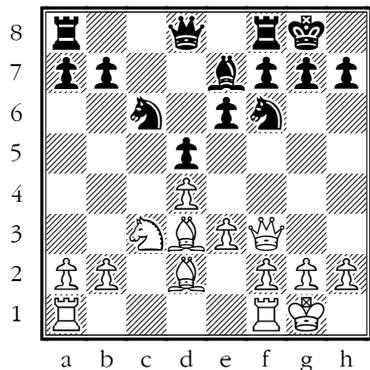
5.cxd5 cxd5 6.Qb3!

5.cxd5 Bxf3! 6.Qxf3 cxd5 7.Nc3 Nc6

8.Bd2 e6 9.Bd3 Be7 10.0-0 0-0 ♚

White's pair of Bishops are a bit quiet; White can try and organise e4 or throw up the f-pawn.

5.h3 is the other critical line.





## **Further reading**

As you get older, you will find players who will know more details about the lines you play, and will know more ways to dodge!

We would like to recommend some books to you about this and other openings when you are ready for more detail, but sometimes books go out of print while we are writing. Because of this, we list our book recommendations on the Internet:

Dave's website has a junior section too: [www.exeterchessclub.org.uk/juniors](http://www.exeterchessclub.org.uk/juniors)

We hope you have fun and success with the Colle!



This book explains a solid system which is sound, easy to learn and difficult to play against!

This book is for players who have been playing chess for a while, and already know how to play the opening reasonably well.

Dave Regis is a researcher in health education who plays chess for Exeter and Devon. He runs coaching for Exeter Chess Club and Exeter Junior Chess Club.

Dave's website for juniors:  
**[www.exeterchessclub.org.uk/juniors](http://www.exeterchessclub.org.uk/juniors)**

**£2.00**