

Repertoire Development (And How to Use This Book)

This book has two goals:

- Provide a guide allowing c3-Colle system players to play a superior response (the Koltanowski-Phoenix) to the two most critical lines of that opening.
- Make a case for the general viability of the Colle-Koltanowski (when equipped with the new line) to those who may consider changing their opening.

Conspicuously missing from the list is “provide an improved (complete) repertoire for c3-Colle system players.” I presume that most readers already play some variant of the Queen’s Pawn Game and already have implements in their toolshed for addressing the various (important!) pet defenses the intrepid Colle System player must frequently face. Adding material covering these variations would have added over 250 pages to the work, a half-ream that many readers would find largely unrelated to their needs.

Fortunately, there is no lack of resources for any players looking to firm up their repertoire. Combined, Richard Palliser’s two Colle System books provide responses to every major defense with the important and lamentable exception of the Dutch. A one-volume reference that does not cover lines as deeply, but does include the Dutch, exists in the form of Sverre Johnsen’s update to Aaron Summerscale’s *A Killer Chess Opening Repertoire*.

My own recommended lines to alternative defenses, including the Dutch, are described in the two-volume set *Zuke ‘Em* and *The Zuke ‘Em Companion*, the latter of which should be out in early 2012.

Most serious Colle System players know that these side variations cannot be underestimated, and much of your opening study time should be spent working on responses to defenses that take the game outside traditional Colle territory (e.g., 1.d4 Nf6 2.Nf3 g6; 1.d4 Nf6 2.Nf3 d5 3.e3 b6). While the Colle System is sturdy enough to be played against almost anything Black throws out, your results will improve significantly once you learn superior antidotes to the common anti-Colle responses.

With those considerations in mind, this book is organized to minimize the amount of time you need to spend studying the K-P before playing it. The meat of the book is divided into three sections that serve different goals:

1. *A Simplified mini-Repertoire* (SmR) equipping you with the minimal information necessary to begin using the line in your repertoire. It focuses on the critical, sharp variation and gives simple responses to many alternate continuations. Some lines do not have any satisfactory, simple response, in which case the chapter sketches the basic strategy White should use.
2. *An Additional Weapons* section, each chapter of which is an individualized lesson detailing an improvement you can add as you have time. These are upgrades from the “simple, easy-to-learn-and-play” lines in the SmR described above.
3. *A Reference Analysis* section that has nitty-gritty analysis for each line and gives interested readers some idea of how the game is likely to evolve with good play from both sides.

The first two parts are the most important for initial study. When first learning the opening, you may only occasionally dip into the *Reference Analysis* chapters to see how a given continuation might go or to compare a game you played with my analysis. As you master the basic contours of the K-P, you will have more and more reason to refine your comprehension by studying the lines in that section.

Hitherto, the K-P has not been played often, and this presents special complications. If I only covered the lines that have been played in high-level games up to this point, the book would be slim indeed. I preferred to write a more comprehensive book that addressed continuations that had

not earlier seen the light of day. A great deal of computer analysis went into finding reasonable defenses, heretofore untried, that were worthy of prepared response. My hope is that doing so will allow the work to better withstand the test of time.

Another challenge attendant on writing a book about a young (toddler, really) opening is that there simply are not many illustrative games to use. I'm hopeful the various possible continuations discussed throughout the *Reference Analysis* chapters will constitute a functional substitute.

One final note on move order bears mention. In *The Moment of Zuke*, I describe how Colle-Koltanowski players may be well served by playing Nbd2 before Bd3 (i.e., 1.d4, 2.Nf3, 3.e3, 4.Nbd2) because it gives them more flexibility in meeting some Black replies, in particular an early Q-side fianchetto. I have used this move order throughout the book.