

## Preface

### CODE NAME: ZUKA

After finishing *Zuke 'Em: The Colle-Zukertort Revolutionized*, a recurring question from readers and players on the *Colle System Players Forum* was “When are you going to write a book discussing how to meet ...g6?” Several other readers asked about the Dutch.

*Zuke 'Em* gave little guidance against an early ...g6 or ...f5 (other than directing the reader to other books) for two reasons:

- I didn't have any new ideas I deemed worth advocating against these lines.
- Those systems were outside the intended scope of the work.

To clarify this second point, *Zuke 'Em* provided ammunition against anti-Colle lines, especially those where Black deviated after White had already blocked his dark-squared Bishop with e3. Its other main purpose was to address tricky move orders that leave Black the option of transposing to a typical QGD.

My thinking was that systems like the KID, Pirc, Modern, Grünfeld, and Dutch generally take the game so far outside normal Colle territory before White commits to e3 that they represent less of a repertoire challenge for the first player, who is free to pick any of several opening systems more suited to meeting ...g6 or ...f5 than the Colle.

To some extent that basic idea still holds, but even within its truth we find the source of a frustration for Colle System



I have dubbed this setup “Zuka,” because I believe it is the perfect companion to those using a Zuke 'Em repertoire, but it also integrates well with a c3-Colle system repertoire. In fact, our move order allows the system to be used by almost any 1.d4-player, whether you prefer 2.c4 or 2.Nf3.

It might seem arrogant to assign this setup a name. I'm quite definitely not the first person to propose the configuration. It is becoming more and more popular to meet the Grünfeld with this setup, and it is not uncommon for people to use it against the Dutch, though we will be incorporating a twist by developing the Bishop to f4 early.

I'm giving it a name for four reasons. First, I believe it has never previously been developed as an integrated system designed to combine seamlessly with the Colle, allowing White to meet practically any defense the Colle struggles against. Second, we will be using a novel move order in most cases, delaying Nc3 to avoid certain troublesome lines. Third, of all the relevant defensive systems, the KID poses by far the biggest problem for those who play quiet e3-systems, and I know of no modern work exploring this setup for White against the KID. Finally, I'll be referring to this complex frequently, and didn't want to say “The c4/d4/e3/Nf3/Be2/Nc3 configuration” over and over again.

Normally one expects these one-size-fits-many approaches to come with a concomitant reduction in power, but the advantage sacrificed for simplicity is surprisingly small in this case. As we shall find later, there are just not many critical setups Black can use against the Zuka configuration *once he has played ...f5 or ...g6*, and White has every reason to expect a genuine advantage against each. Sure, White can score better against the KID if he knows the Classical Variation 20 moves deep, but I suspect such people have little interest in the Colle in the first place, and knowing the KID so well doesn't solve the problems of the Dutch, the Grünfeld, etc.

Perhaps best of all, the Zuka system allows White to take the game into waters that are both unexplored and thematic, so he should expect to understand the relevant strategy better than his opponent. Finally, I believe the lines I propose here will appeal to readers of *Zuke 'Em* because they achieve the same goals that informed the variations in that book: they suppress Black's counterplay while giving White either an initiative or long-term, concrete advantages.

As always, I hope to see you on the forum (<http://www.zuke-dukes.com/forum>), and feel free to write me with feedback at [David@zukertort.com](mailto:David@zukertort.com).

David Rudel

Budapest, Hungary