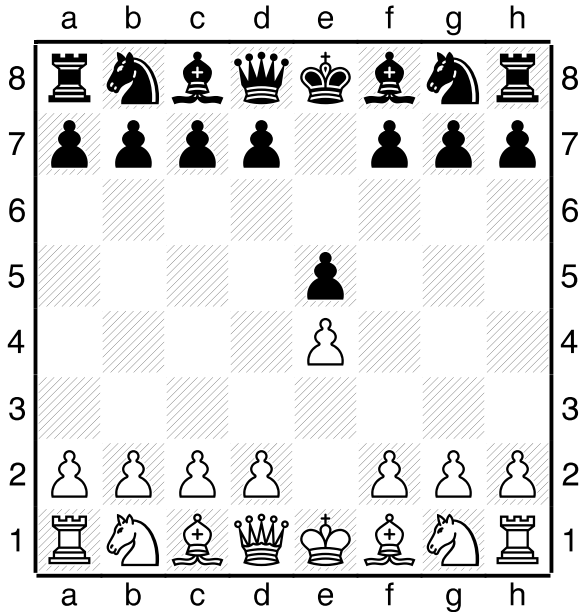


OPEN GAMES

They start:

1. e2-e4 e7-e5

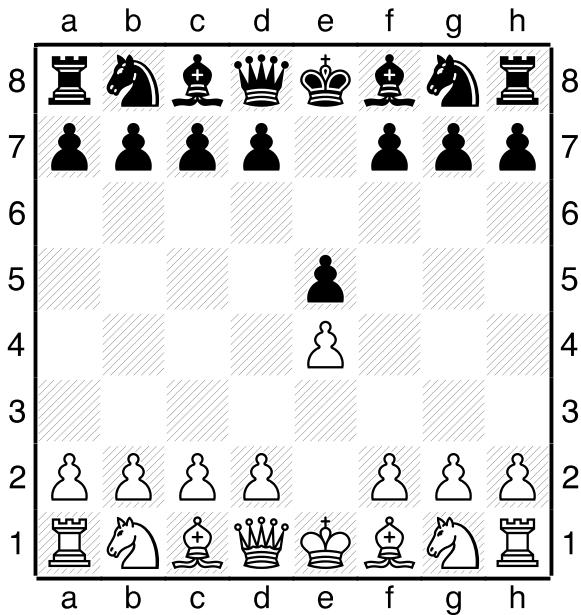


WHITE SAYS:

You're expecting the Ruy Lopez? Tough. I'm going to play my favourite opening and see what you know about it. It could be anything from a wild gambit to a quiet line. You'll soon find out.

BLACK SAYS:

These openings really aren't so scary. I'm well prepared: I can reach at least an equal position whichever one you choose. Go ahead and do your worst.



Most of these openings fall into one of three categories:

1. White plays for a central break with d4 (Scotch Game, Ponziani, most lines of Giuoco Piano and Two Knights).
2. White plays for a central break with f4 (King's Gambit, most lines of the Vienna and Bishop's Opening).
3. White plays quietly with d3 (Giuoco Pianissimo, Spanish Four Knights).

We also look at some other defences for Black after 2. Ng1-f3, from safe defensive systems to sharp counter-gambits. What should Black do next?

Ideas for White:

Adults will expect the Ruy Lopez while juniors are more used to this sort of opening. So it's a good idea to play the Ruy Lopez against juniors, and, for example, the Giuoco Piano against adults.

Most of these openings lead to open positions. Rapid, effective development and King safety are the most important factors.

Don't play the Ng5 line against good opponents unless you really know what you're doing. They won't fall for the Fried Liver Attack: in many lines Black gives up a pawn or two for a dangerous initiative.

It's worth learning a good reply to the Latvian and Elephant Gambits: they're quite popular at club level.

Ideas for Black:

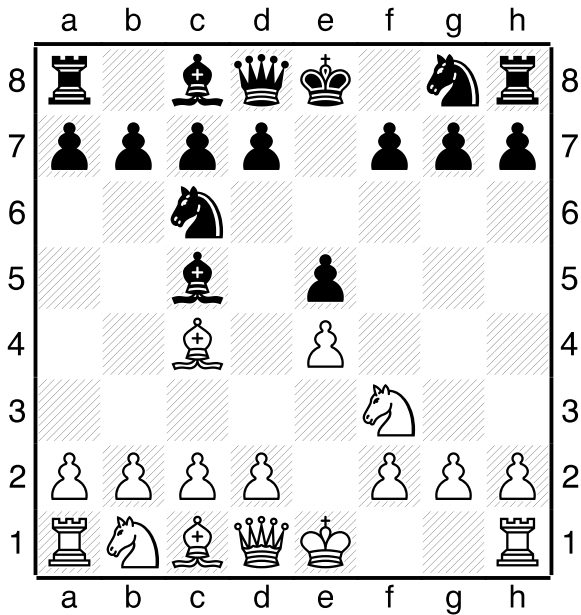
1. A lot of these lines are very dangerous against an unprepared opponent. If you play 1... e5 you **MUST** have a good defence against ALL these openings.
2. In most of these openings the key move for Black to equalise is d7-d5. Go for it. Against gambits it's often worth returning the gambit pawn to play it.
3. There are several good ways for Black to avoid the Ruy Lopez. If you're looking for a safe, solid defence, consider the Petroff. If you don't mind taking a risk, try the Philidor with 3... f5.
4. If White opens the position with d4 or f4, rapid development and King safety are of paramount importance.

THE GIUOCO PIANO

1. e2-e4 e7-e5

2. Ng1-f3 Nb8-c6

3. Bf1-c4 Bf8-c5



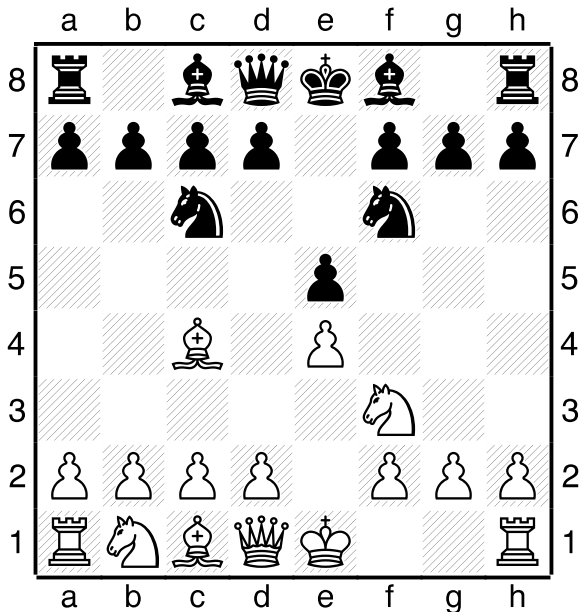
White can now choose: a) the Giuoco Pianissimo (d3 and Nc3) - boring as long as Black avoids castling after Bg5, b) the modern closed system (d3 and c3), with similar ideas to the Ruy Lopez, c) the classical Giuoco Piano (c3 and d4) - Black can equalise easily if he knows the theory but can lose quickly if he doesn't or d) the Evans Gambit (b4 followed by c3 and d4 when Black takes the pawn).

THE TWO KNIGHTS' DEFENCE

1. e2-e4 e7-e5

2. Ng1-f3 Nb8-c6

3. Bf1-c4 Ng8-f6



Now White has a) Nc3 (not recommended: Nxe4 followed by d5 is fine for Black, b) d3 followed by c3 or Nc3 with a closed game, c) Ng5, trying for the Fried Liver Attack, but in many lines Black gives up material for a strong attack (4. Ng5 d5 5. exd5 Na5 or b5 or Nd4, NOT Nxd5), or d) d4 when Black can equalise as long as he avoids all the traps (he must start with exd4, NOT Nxe4).

THE SCOTCH GAME

1. e2-e4 e7-e5

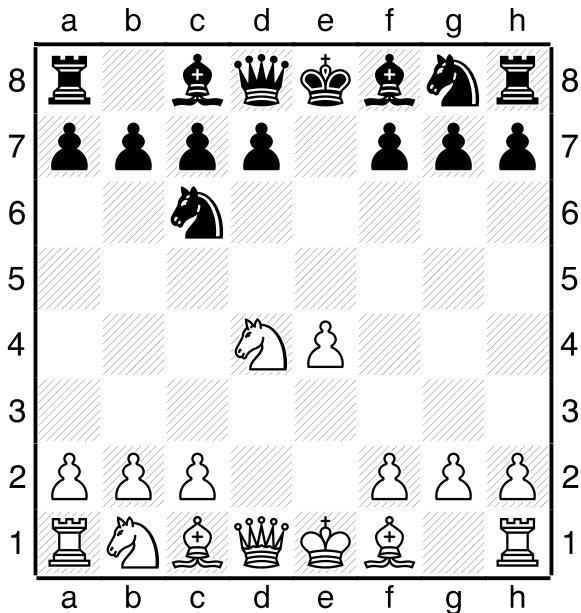
2. Ng1-f3 Nb8-c6

3. d2-d4 e5xd4

The only good move: 3... d6 4. dxe5 is better for White.

4. Nf3xd4

Or White can play c3 - the Goring Gambit or Bc4 - the Scotch Gambit

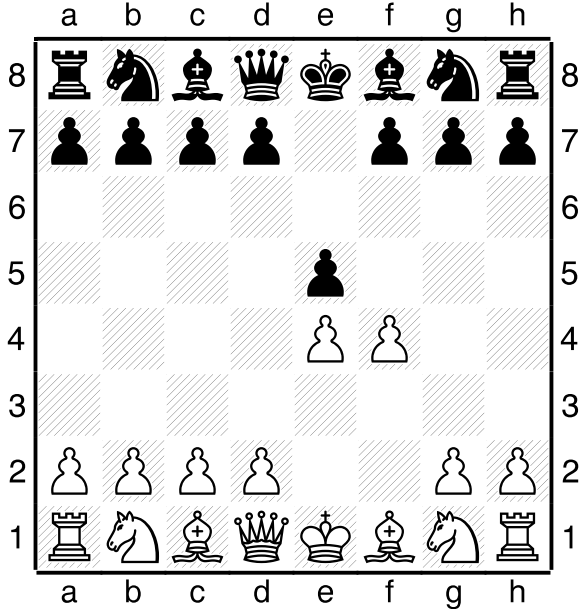


Now Nxd4 is a mistake, putting the White Queen on a strong square. If you don't mind taking a risk, Qh4 is interesting: White's best reply is Ndb5. The two main lines are Nf6, to attack a pawn, or Bc5, to attack a knight.

THE KING'S GAMBIT

1. e2-e4 e7-e5

2. f2-f4



Black can choose Bc5 (the King's Gambit Declined), d5 (the Falkbeer Counter-Gambit) or...

2... e5xf4

3. Ng1-f3

The usual move, to prevent Qh4+, although Bc4 is also possible. Black must choose whether to hold the pawn or challenge White in the centre. Here, g5 (to play g4 and Qh4+; White's usual reply is h4), d5 and Be7 are good defences, but not Bc5 because of d4.

THE VIENNA GAME

1. e2-e4 e7-e5

2. Nb1-c3 Ng8-f6

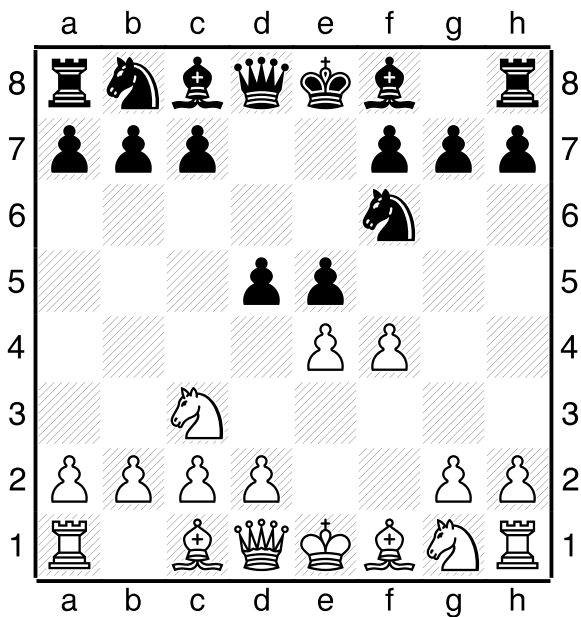
The usual move, but Nc6 is also possible.

3. f2-f4

White can also play Bc4 or choose a quiet system with g3 and Bg2

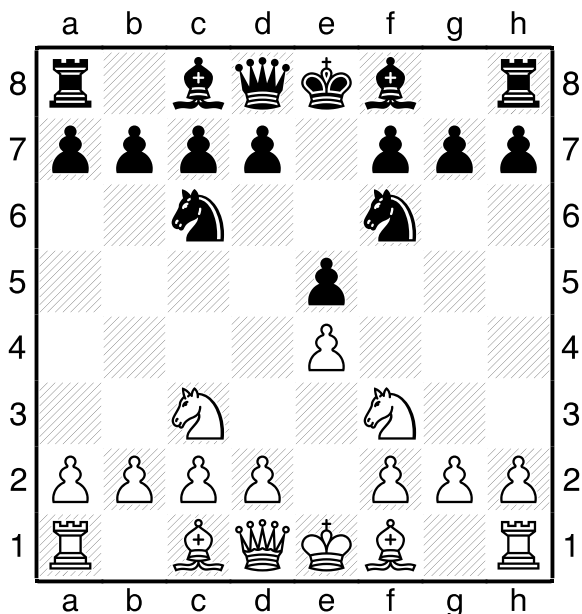
3... d7-d5

The only good move. Unlike the King's Gambit, exf4 is bad because of e5 and the Knight has to go back to g8.



Now play usually continues 4. fxe5 Nxe4 5. Nf3 or 5. d3, with equal chances.

A brief look at some other ideas for White: 1. e4 e5 2. Nf3 Nc6 2. Nc3 Nf6 is the FOUR KNIGHTS GAME.



Now 4. Bc4 again allows Nxe4, 4. d4 is the Scotch Four Knights and 4. Bb5 is the Spanish Four Knights: in reply Black should play either Bb4 (safe but boring) or Nd4, but not a6 when White can safely take on c6 and then on e4.

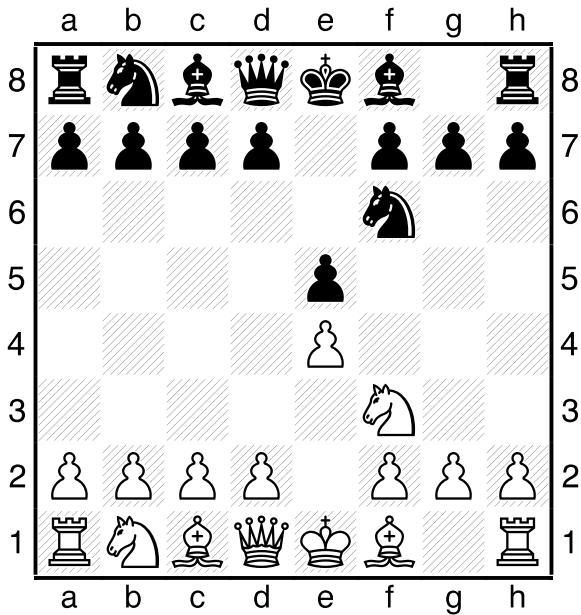
1. e4 e5 2. Nf3 Nc6 3. c3 is the PONZIANI OPENING. White intends to play d4, but either 3... d5 or 3... Nf6 equalises.

1. e4 e5 2. Bc4 is the BISHOP'S OPENING, which might become a Giuoco Piano, Vienna Game or King's Gambit Declined.

1. e4 e5 2. d4 exd4 (the best move) 3. Qxd4 is the CENTRE GAME: Black gains time with Nc6.

1. e4 e5 2. d4 exd4 3. c3 is the DANISH GAMBIT: Black can equalise with 3... d5 rather than taking the pawns.

Some ideas for Black after 2. Nf3: 1. e4 e5 2. Nf3 Nf6 is the PETROFF DEFENCE, a solid choice.



White could play 3. Nxe5 (when Black must play 3... d6, not Nxe4 which loses material after 4. Qe2), 3. d4 or 3. Nc3 when Black can play 3... Bb4 or go into a Four Knights with Nc6.

1. e4 e5 2. Nf3 d6 is the PHILIDOR DEFENCE. White usually plays 3. d4 (Bc4 is also good), when Black can a) play defensively with Nf6, Nbd7, c6 and Be7, b) play 3... exd4 4. Nxd4 (Qxd4 is also good) or c) play the sharp but risky 3... f5.

After 1. e4 e5 2. Nf3, Black could also try 2... f5 (the LATVIAN or GRECO COUNTER-GAMBIT) or 2... d5 (the ELEPHANT GAMBIT or QUEEN'S PAWN COUNTER GAMBIT). They both work well if White plays passively but White can gain an advantage if he knows how.

**GIUOCO PIANO
OPEN VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5
4. c2-c3 Ng8-f6
5. d2-d4 e5xd4
6. c3xd4 Bc5-b4+

**GIUOCO PIANO
MODERN CLOSED VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5
4. c2-c3 Ng8-f6
5. d2-d3 d7-d6

EVANS GAMBIT

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5
4. b2-b4 Bc5xb4
5. c2-c3 Bb4-a5
6. d2-d4 d7-d6

**TWO KNIGHTS DEFENCE
4. Ng5 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. Nf3-g5 d7-d5
5. e4xd5 Nc6-a5
6. Bc4-b5+ c7-c6
7. d5xc6 b7xc6

**TWO KNIGHTS DEFENCE
4. d4 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. d2-d4 e5xd4
5. O-O Nf6xe4
6. Rf1-e1 d7-d5

**TWO KNIGHTS DEFENCE
MAX LANGE ATTACK**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. d2-d4 e5xd4
5. O-O Bf8-c5
6. e4-e5 d7-d5
7. e5xf6 d5xc4

**SCOTCH GAME
4... Nf6 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. d2-d4 e5xd4
4. Nf3xd4 Ng8-f6
5. Nd4xc6 b7xc6
6. e4-e5 Qd8-e7

**SCOTCH GAME
4... Bc5 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. d2-d4 e5xd4
4. Nf3xd4 Bf8-c5
5. Nd4-b3 Bc5-b6
6. a2-a4 a7-a6

GORING GAMBIT

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. d2-d4 e5xd4
4. c2-c3 d4xc3
5. Nb1xc3 Bf8-b4
6. Bf1-c4 d7-d6

SCOTCH FOUR KNIGHTS

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Nb1-c3 Ng8-f6
4. d2-d4 e5xd4
5. Nf3xd4 Bf8-b4
6. Nd4xc6 b7xc6

**SPANISH FOUR KNIGHTS
RUBINSTEIN VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Nb1-c3 Ng8-f6
4. Bf1-b5 Nc6-d4
5. Bb5-a4 Bf8-c5
6. Nf3xe5 O-O

**PETROFF DEFENCE
3. Nxe5 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Ng8-f6
3. Nf3xe5 d7-d6
4. Ne5-f3 Nf6xe4
5. d2-d4 d7-d5

PHILIDOR DEFENCE

1. e2-e4 e7-e5
2. Ng1-f3 d7-d6
3. d2-d4 Ng8-f6
4. Nb1-c3 Nb8-d7
5. Bf1-c4 Bf8-e7
6. O-O O-O

VIENNA GAME

1. e2-e4 e7-e5
2. Nb1-c3 Ng8-f6
3. f2-f4 d7-d5
4. f4xe5 Nf6xe4
5. Ng1-f3 Bf8-e7

**KING'S GAMBIT ACCEPTED
KIESERITZKY GAMBIT**

1. e2-e4 e7-e5
2. f2-f4 e5xf4
3. Ng1-f3 g7-g5
4. h2-h4 g5-g4
5. Nf3-e5 Ng8-f6
6. d2-d4 d7-d6

**KING'S GAMBIT ACCEPTED
3... d5 DEFENCE**

1. e2-e4 e7-e5
2. f2-f4 e5xf4
3. Ng1-f3 d7-d5
4. e4xd5 Ng8-f6
5. Bf1-c4 Nf6xd5

KING'S GAMBIT DECLINED

1. e2-e4 e7-e5
2. f2-f4 Bf8-c5
3. Ng1-f3 d7-d6
4. Nb1-c3 Ng8-f6
5. Bf1-c4 Nb8-c6
6. d2-d3 Bc8-g4

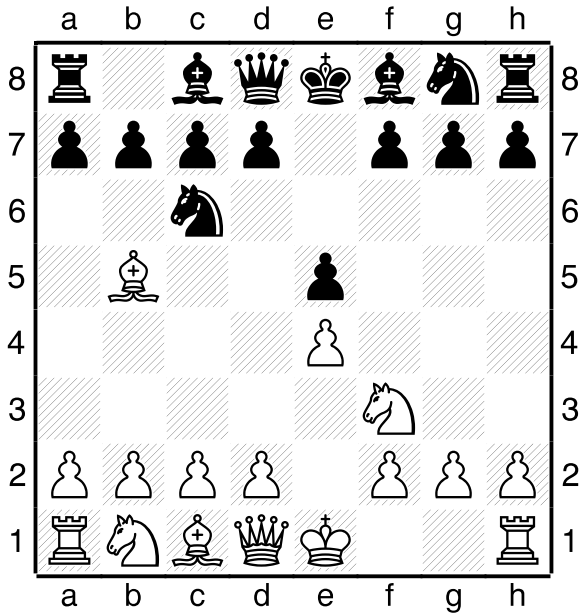
DANISH GAMBIT

1. e2-e4 e7-e5
2. d2-d4 e5xd4
3. c2-c3 d4xc3
4. Bf1-c4 c3xb2
5. Bc1xb2 d7-d5

THE RUY LOPEZ

It starts:

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5

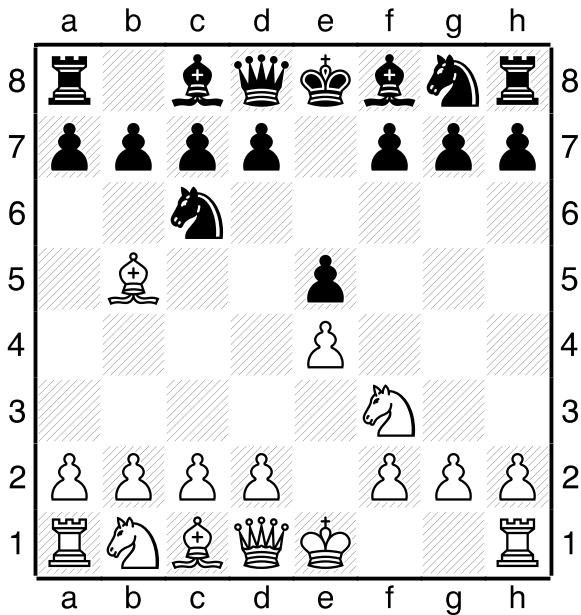


WHITE SAYS:

I'm going to attack your e-pawn and prevent you playing d5 to free your game. At the same time I'll set up a pawn centre with d4, perhaps after playing c3 first.

BLACK SAYS:

I'm going to defend my centre and play to reach an equal position. I'll make sure you don't take over all the centre and when you overreach I'll hit back and take the advantage.



What happens next?

The tactical battle over the next few moves revolves around the two e-pawns. The best way to explain this is to go through the most popular variation move by move.

The first thing to note is that White is not yet threatening the e-pawn. If he plays $Bb5xc6$ $d7xc6$ $Nf3xe5$ Black will win the pawn back with a Queen Fork: $Qd8-d4$ with a good position. So Black usually plays:

3... $a7-a6$

to be able to break the potential pin whenever he chooses.

4. $Bb5-a4$ $Ng8-f6$

Black does best to wait until he's closer to castling before playing $b7-b5$.

Ideas for White:

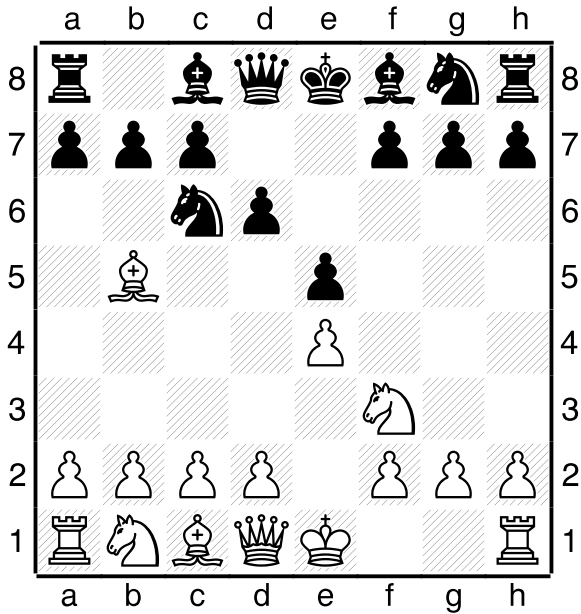
1. Look for opportunities to capture safely on e5, especially if Black's foolish enough to play d5.
2. Don't play Nb1-c3 before d2-d4. If Black plays an early d7-d6 you can reply with d2-d4 followed by Nb1-c3. Otherwise, play c2-c3 before d2-d4.
3. If you've played c2-c3 look for the Knight tour Nb1-d2, f1, g3, f5 or Nb1-d2, f1, e3, d5.
4. If Black plays Bf8-c5 early on it's often worth playing Nf3xe5 followed by d2-d4.
5. Before Black's castled you can often give up your e-pawn to catch his King on the open e-file. Otherwise, make sure your e-pawn is defended.
6. Learn the Noah's Ark Trap: if White takes on d4 with his Queen: Black plays c7-c5 to hit the Queen and c5-c4 to trap the Bishop.

Ideas for Black:

1. Make sure your e-pawn is defended at all times. In particular, playing d7-d5 with the White Bishop on b5 or a4 will probably allow Nf3xe5.
2. Be very careful about capturing on e4 when your King is still in the centre: watch out for tactics on the e-file.
3. If you're playing down the main line make sure you get the move order right.
4. In the middle game look for ways of attacking White's centre with c7-c5 or d7-d5.
5. If you're defending the Exchange Variation keep the Bishops if you can. Most pawn endings will be lost.
6. If you're looking for a sharp defence to e2-e4 a look at the Schliemann Defence, 3... f7-f5.

THE STEINITZ DEFENCE

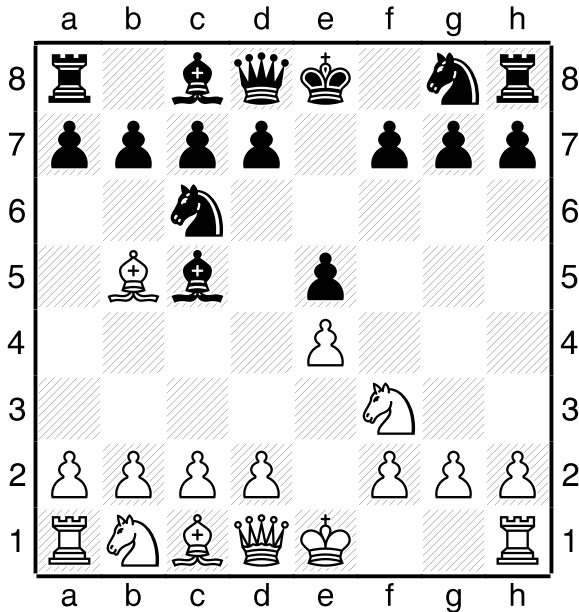
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 d7-d6



Not Black's best move, but often played by those who think the e-pawn is attacked. White should reply 4. d2-d4 when Black has a solid but cramped position. White is already threatening d4-d5 so Black should play Bc8-d7. White then does best to continue developing with Nb1-c3 rather than pushing the d-pawn.

THE CLASSICAL DEFENCE

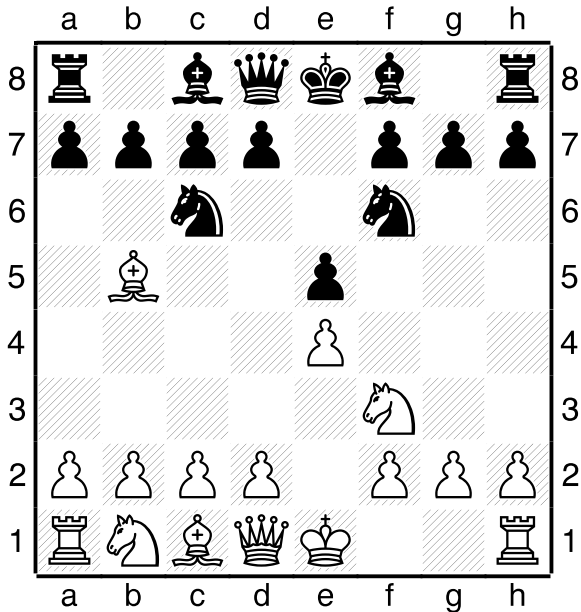
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 Bf8-c5



Another move you'll often meet at lower levels. White's ideas are c2-c3 followed by d2-d4 and Nf3xe5 followed by d2-d4, possibly preceded by 0-0. The same ideas are possible at any time if Black plays an early Bf8-c5. Both plans give White chances of an advantage.

THE BERLIN DEFENCE

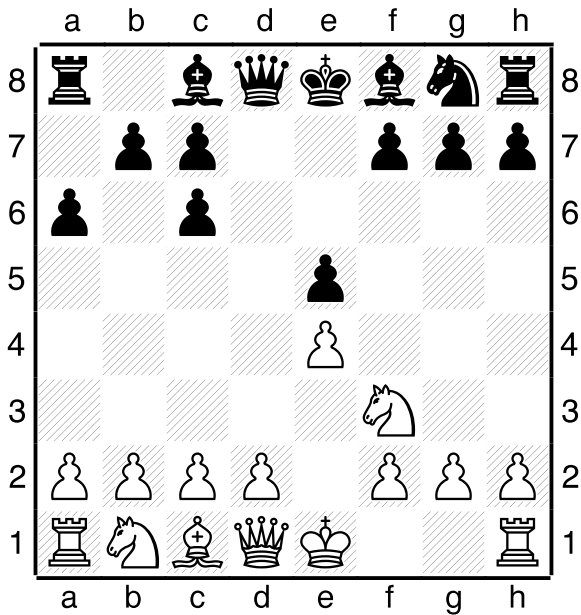
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 Ng8-f6



Another solid defence. White's usual reply is 4. O-O, threatening the e-pawn. Then d7-d6 is a Steinitz Defence. Or Black can play Nf6xe4 when White can regain the pawn at once with Rf1-e1 or play the stronger, but more complicated, d2-d4. Black has to be careful about tactics on the e-file.

THE EXCHANGE VARIATION

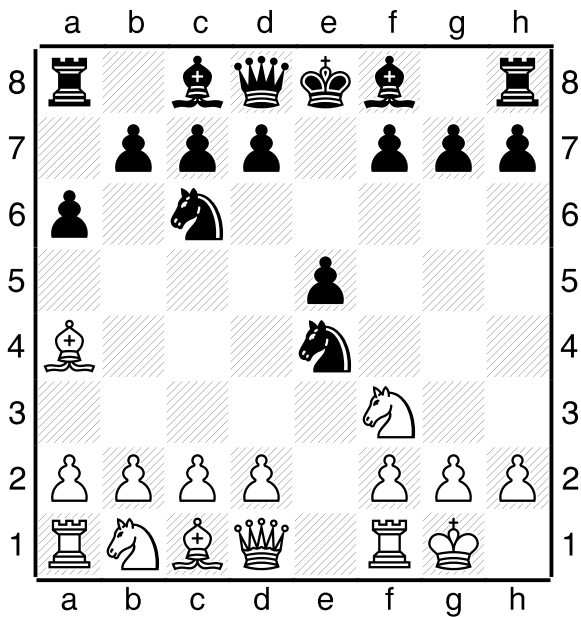
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5xc6 d7xc6



A good choice for White if you like simplified positions and endings. He could now play 5. d2-d4 e5xd4 6. Qd1xd4 Qd8xd4 7. Nf3xd4 when White will be winning the pawn ending if Black lets him get there, or he could defend his pawn directly with Nb1-c3 or d2-d3, or indirectly with 0-0 (the best move) and see how Black proposes to defend his threatened e-pawn.

THE OPEN VARIATION

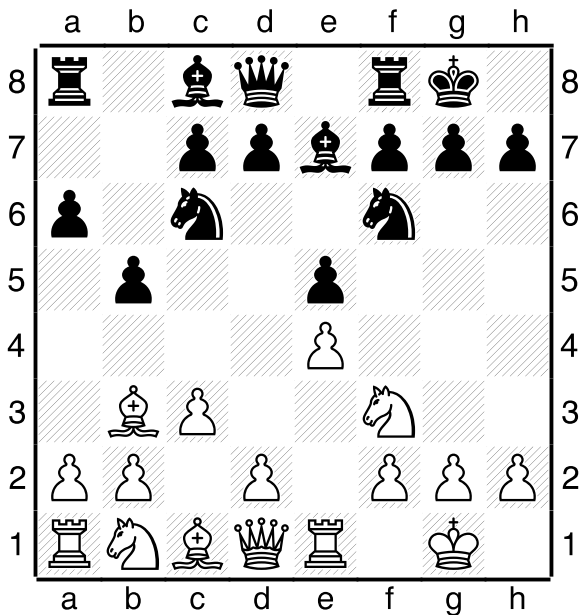
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. 0-0 Nf6xe4



6. Rf1-e1 is the simplest move but play usually continues
6. d2-d4 b7-b5 (e5xd4 is too dangerous)
7. Ba4-b3 d7-d5
8. d4xe5 Bc8-e6 when Black has active piece play but his Queen-side pawns may become weak and his King-side looks a bit short of defenders. But it's still a good choice for Black if he favours a tactical game.

THE CLOSED VARIATION

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. 0-0 Bf8-e7
6. Rf1-e1 b7-b5
7. Ba4-b3 0-0
8. c2-c3



Black can sacrifice a pawn with d7-d5 (the Marshall Gambit) or play d7-d6 (also often played on move 7). Then White usually plays h2-h3 to prevent Bc8-g4 and only then d2-d4.

**RUY LOPEZ
STEINITZ DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 d7-d6
4. d2-d4 æc8-d7
5. Nb1-c3 e5xd4
6. Nf3xd4 Ng8-f6

**RUY LOPEZ
BIRD'S DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 Nc6-d4
4. Nf3xd4 e5xd4
5. O-O c7-c6

**RUY LOPEZ
SMYSLOV DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 g7-g6
4. d2-d4 e5xd4
5. Bc1-g5 f7-f6
6. Bg5-h4 Bf8-g7

**RUY LOPEZ
CLASSICAL DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 Bf8-c5
4. c2-c3 Ng8-e7
5. O-O Bc5-b6
6. d2-d4 e5xd4

**RUY LOPEZ
BERLIN DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 Ng8-f6
4. O-O Nf6xe4
5. d2-d4 Ne4-d6

**RUY LOPEZ
SCHLIEMANN DEFENCE (1)**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 f7-f5
4. Nb1-c3 f5xe4
5. Nc3xe4 d7-d5

**RUY LOPEZ
SCHLIEMANN DEFENCE (2)**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 f7-f5
4. d2-d3 f5xe4
5. d3xe4 Ng8-f6
6. O-O Bf8-c5

**RUY LOPEZ
EXCHANGE VARIATION (1)**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5xc6 d7xc6
5. O-O f7-f6
6. d2-d4 e5xd4

**RUY LOPEZ
EXCHANGE VARIATION (2)**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5xc6 d7xc6
5. d2-d4 e5xd4
6. Qd1xd4 Qd8xd4

**RUY LOPEZ STEINITZ DEFENCE
DEFERRED (1)**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 d7-d6
5. Ba4xc6+ b7xc6
6. d2-d4 f7-f6

**RUY LOPEZ STEINITZ
DEFENCE DEFERRED (2)**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 d7-d6
5. c2-c3 f7-f5
6. e4xf5 Bc8xf5

**RUY LOPEZ
CENTRE ATTACK**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. d2-d4 e5xd4
6. O-O Bf8-e7

**RUY LOPEZ DELAYED
CLASSICAL DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. O-O Bf8-c5
6. Nf3xe5 Nc6xe5

**RUY LOPEZ
ARCHANGELSK VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. O-O b7-b5
6. Ba4-b3 Bc8-b7
7. Rf1-e1 Bf8-c5

**RUY LOPEZ
OPEN VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. O-O Nf6xe4
6. d2-d4 b7-b5
7. Ba4-b3 d7-d5

**RUY LOPEZ DOUBLE DELAYED
EXCHANGE VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. O-O Bf8-e7
6. Ba4xc6 d7xc6

RUY LOPEZ MARSHALL ATTACK

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. O-O Bf8-e7
6. Rf1-e1 b7-b5
7. Ba4-b3 O-O
8. c2-c3 d7-d5

RUY LOPEZ CLOSED DEFENCE

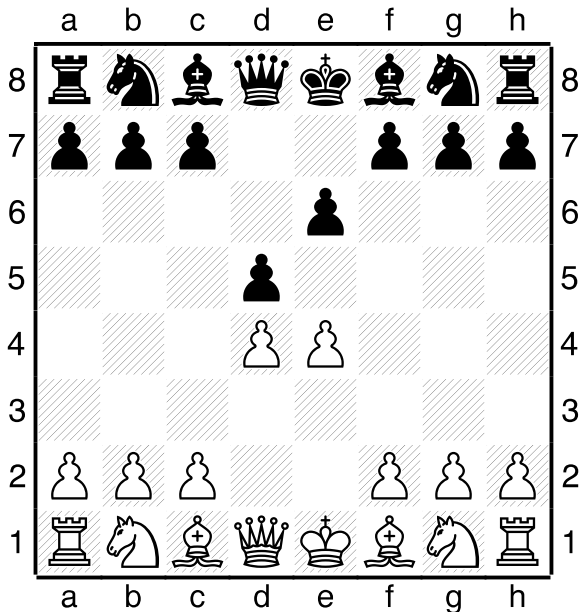
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5-a4 Ng8-f6
5. O-O Bf8-e7
6. Rf1-e1 b7-b5
7. Ba4-b3 d7-d6
8. c2-c3 O-O

THE FRENCH DEFENCE

It starts:

1. e2-e4 e7-e6

2. d2-d4 d7-d5

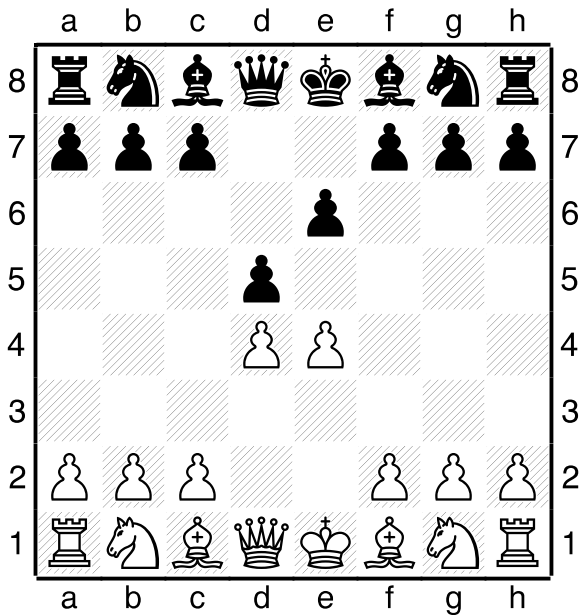


WHITE SAYS:

What sort of opening do you call that? You've got a cramped position and your bishop on c8 is about as much use as a fridge to an Eskimo!

BLACK SAYS:

Your house isn't made of bricks. It's only made of straw. I'll attack my centre with my c-pawn, my f-pawn and all my pieces. I'll huff and I'll puff and I'll blow your house down!



White's e-pawn is attacked. What should he do?

He could exchange it (exd5, the EXCHANGE VARIATION), popular with wimps who want to play safe.

He could advance it (e4-e5, the ADVANCE VARIATION), very popular in junior chess but Black usually does well against it.

He could defend it (Nb1-c3, the main line, or Nb1-d2, the TARRASCH VARIATION), the master choice.

What's the big idea?

The FRENCH DEFENCE is a battle for control of the central dark squares: d4 and e5.

If White keeps control of these squares he will stand better.

If Black can take over control of these squares he will be able to advance his centre pawns and win the game.

When White plays e5 he creates a PAWN CHAIN.

The key moves for Black are the PAWN BREAKS c7-c5 and f7-f6.

If you're Black play c7-c5 as soon as you can. Play f7-f6 as soon as you can AFTER YOU'VE CASTLED.

Ideas for White:

1. Try to get your light-squared Bishop onto the b1-h7 diagonal. Don't exchange it for Black's light squared Bishop if you can help it.
2. If Black develops slowly try to play f2-f4 and f4-f5.
3. If Black moves out his dark-squared Bishop consider playing Qd1-g4.
4. Don't attack Black's centre with c2-c4 (or c3-c4) while he still has a light-squared bishop on the board.
5. If you've exchanged off your pawn on e5 try to occupy e5 with a piece.
6. If you've exchanged off your pawn on d4 try to occupy d4 with a piece.

Ideas for Black:

1. Play c7-c5 as soon as you can, but watch out for Nc3-b5 followed by Nb5-d6.
2. Play f7-f6 as soon as your King is safe BUT NOT BEFORE: White may have tactics based on Bd3 and Qh5.
3. Think twice before playing either c5xd4 or c5-c4. Both these moves are sometimes good but do take the pressure off White's centre.
4. Consider exchanging off your light-squared Bishop by playing b6 and Ba6.
5. Aim for exchanges to free your cramped position.
6. If the centre remains blocked start a pawn advance on the opposite side of the board to where your King is living.

THE ADVANCE VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. e4-e5 c7-c5

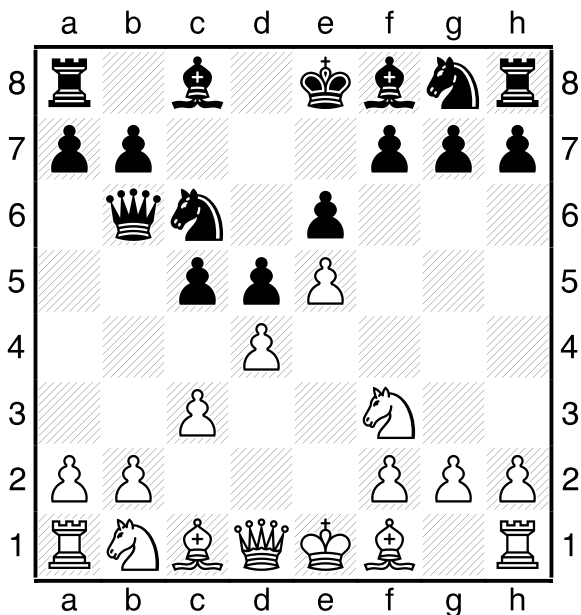
Black attacks White's centre.

4. c2-c3 Nb8-c6

White defends his centre and Black attacks it again.

5. Ng1-f3 Qd8-b6

Attacking the b-pawn so White cannot develop his Bishop on c1.



Now White can choose Bf1-e2 (simple development), Bf1-d3 (a pawn sacrifice which Black cannot take next move - why?) or a2-a3 with the idea of b2-b4, taking the pressure off the centre.

THE CLASSICAL VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. Nb1-c3 Ng8-f6

Black attacks e4 again

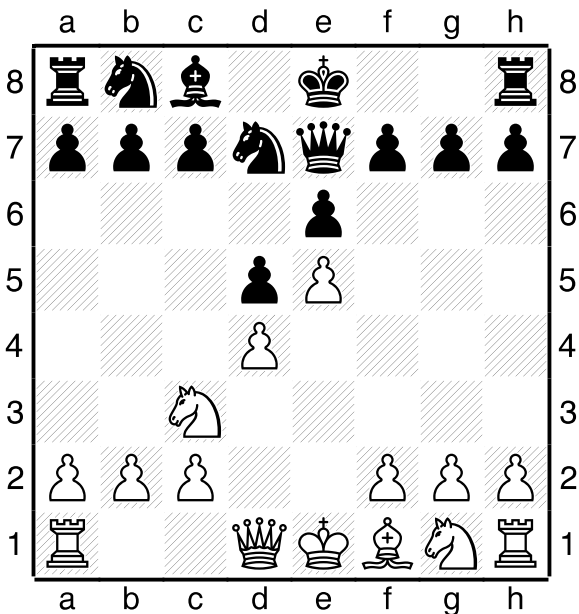
4. Bc1-g5 Bf8-e7

White defends by pinning the Knight so Black unpins.

5. e4-e5 Nf6-d7

6. Bf8xe7 Qd8xe7

White exchanges off his Bad Bishop for Black's Good Bishop



White's best move now is f2-f4, when Black cannot play c7-c5 because of Nc3-b5 so can choose either a7-a6 or O-O, followed by c7-c5 next move.

THE STEINITZ VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. Nb1-c3 Ng8-f6

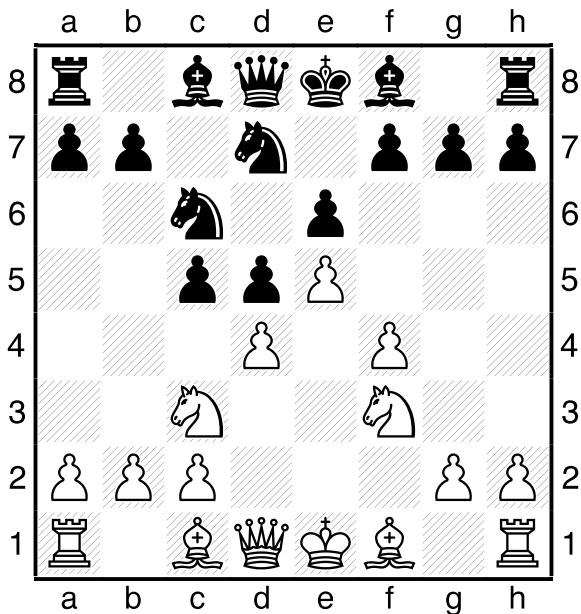
4. e4-e5 Nf6-d7

In this variation White will develop his Queen's Bishop on e3 to fight for control of d4.

5. f2-f4 c7-c5

Two important moves. White takes firm control of e5 and Black attacks d4.

6. Ng1-f3 Nb8-c6



Black keeps on attacking d4 so White should now defend it again with Bc1-e3.

THE WINAWER VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. Nb1-c3 Bf8-b4

Black pins the Knight on c3 and threatens to take the pawn on e4.

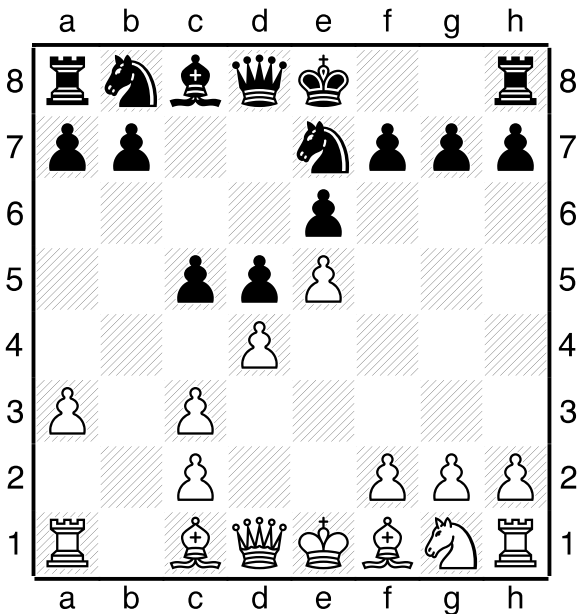
4. e4-e5 c7-c5

White meets the threat by advancing his e-pawn and Black switches his attack to d4.

5. a2-a3 Bb4xc3

6. b2xc3 Ng8-e7

Not so good is Nb8-c6 because Qd1-g4 is a strong reply.



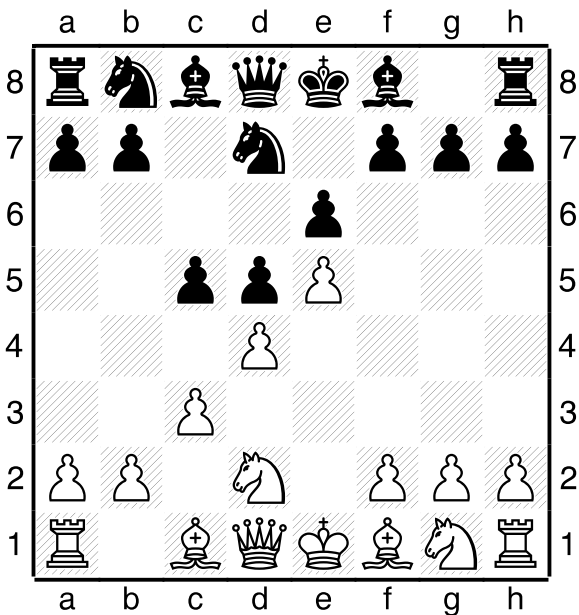
Now White can choose simple development with Ng1-f3 or attack g7 with the aggressive Qd1-g4.

THE TARRASCH VARIATION

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 Ng8-f6

White has two good reasons for playing Nb1-d2. It stops Black pinning his Knight with Bf8-b4 and allows him to support his pawn centre with c2-c3.

4. e4-e5 Nf6-d7
5. c2-c3 c7-c5



White has two plans here: to defend his centre with f4, or to exchange pawns when Black plays f6. In both cases he usually develops his Queen's Knight on f3 and his King's Knight on e2.

**FRENCH DEFENCE
EXCHANGE VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. e4xd5 e6xd5
4. Ng1-f3 Ng8-f6
5. Bf1-d3 Bf8-d6

**FRENCH DEFENCE
CLASSICAL VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e4-e5 Nf6-d7
6. Bg5xe7 Qd8xe7
7. f2-f4 0-0

**FRENCH DEFENCE
WINAWER VARIATION 4. a3**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. a2-a3 Bb4xc3+
5. b2xc3 d5xe4
6. Qd1-g4 Ng8-f6
7. Qg4xg7 Rh8-g8

**FRENCH DEFENCE
ADVANCE VARIATION
MAIN LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. e4-e5 c7-c5
4. c2-c3 Nb8-c6
5. Ng1-f3 Qd8-b6
6. Bf1-e2 c5xd4

**FRENCH DEFENCE
ALEKHINE-CHATARD GAMBIT**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e4-e5 Nf6-d7
6. h2-h4 Be7xg5
7. h4xg5 Qd8xg5

**FRENCH DEFENCE
WINAWER VARIATION 4. Ne2**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. Ng1-e2 d5xe4
5. a2-a3 Bb4-e7
6. Nc3xe4 Ng8-f6

**FRENCH DEFENCE
ADVANCE VARIATION
MILNER-BARRY GAMBIT**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. e4-e5 c7-c5
4. c2-c3 Nb8-c6
5. Ng1-f3 Qd8-b6
6. Bf1-d3 c5xd4

**FRENCH DEFENCE
McCUTCHEON VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-b4
5. e4-e5 h7-h6

**FRENCH DEFENCE
TARRASCH VAR. 3... Nf6 (1)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 Ng8-f6
4. e4-e5 Nf6-d7
5. Bf1-d3 c7-c5
6. c2-c3 Nb8-c6
7. Ng1-e2 c5xd4

**FRENCH DEFENCE
RUBINSTEIN VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Nb8-d7
5. Ng1-f3 Ng8-f6
6. Ne4xf6 Nd7xf6
7. Bf1-d3 Bf8-e7

**FRENCH DEFENCE
WINAWER: PAWN SNATCH**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. e4-e5 c7-c5
5. a2-a3 Bb4xc3+
6. b2xc3 Ng8-e7
7. Qd1-g4 Qd8-c7

**FRENCH DEFENCE
TARRASCH VAR. 3... Nf6 (2)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 Ng8-f6
4. e4-e5 Nf6-d7
5. f2-f4 c7-c5
6. c2-c3 Nb8-c6
7. Nd2-f3 Qd8-b6

**FRENCH DEFENCE
STEINITZ VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. e4-e5 Nf6-d7
5. f2-f4 c7-c5
6. Ng1-f3 Nb8-c6

**FRENCH DEFENCE
WINAWER: POSITIONAL LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. e4-e5 c7-c5
5. a2-a3 Bb4xc3+
6. b2xc3 Ng8-e7
7. Ng1-f3 Qd8-a5

**FRENCH DEFENCE
TARRASCH VAR. 3...c5 (1)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 c7-c5
4. e4xd5 e6xd5
5. Ng1-f3 Nb8-c6
6. Bc1-b5 Bf8-d6

**FRENCH DEFENCE
BURN VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 d5xe4
5. Nc3xe4 Bf8-e7
6. Bg5xf6 Be7xf6
7. Ng1-f3 Nb8-d7

**FRENCH DEFENCE
WINAWER: FINGERSLIP LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. Bc1-d2 d5xe4
5. Qd1-g4 Ng8-f6
6. Qg4xg7 Rh8-g8

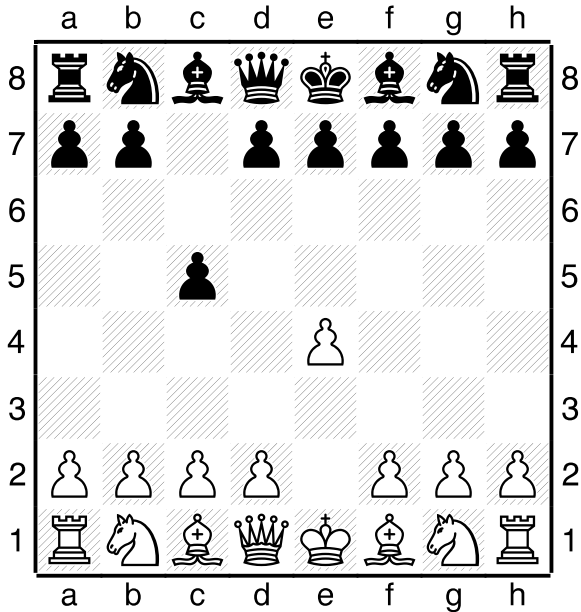
**FRENCH DEFENCE
TARRASCH VAR. 3...c5 (2)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 c7-c5
4. e4xd5 Qd8xd5
5. Ng1-f3 c5xd4
6. Bf1-c4 Qd5-d6

THE SICILIAN DEFENCE

It starts:

1. e2-e4 c7-c5

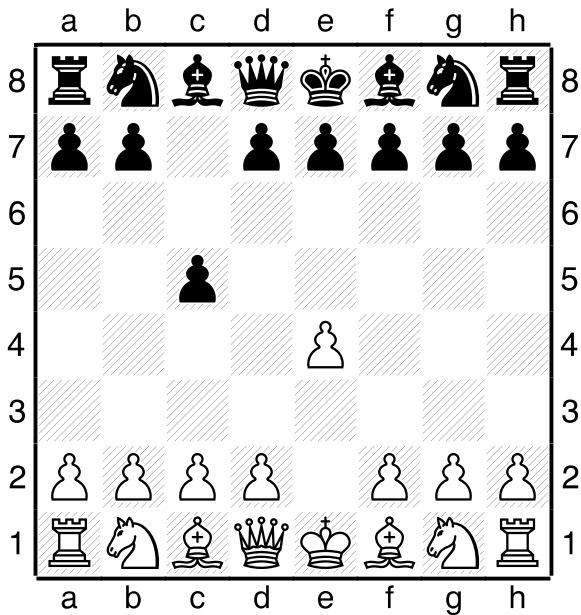


WHITE SAYS:

Ha! What's that pawn doing over there? You're giving me a free hand on the King side and I'll use it to attack you as hard as I can by throwing my pawns and pieces at your king.

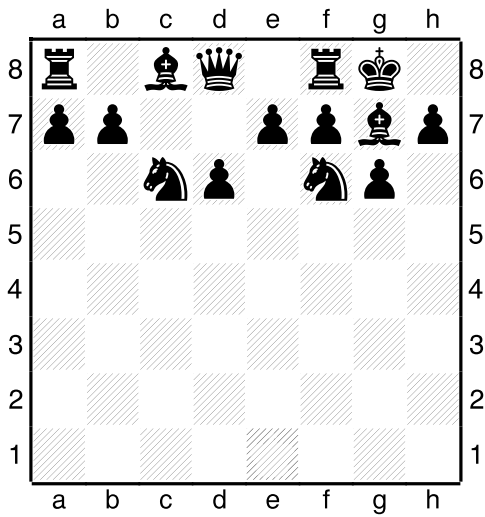
BLACK SAYS:

You're welcome to the King side. I'm going to attack you on the Queen side. If I can't mate you I'll take advantage of your King side weaknesses to win the ending.



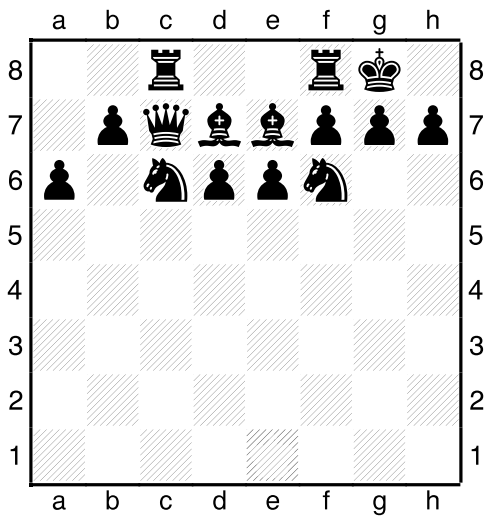
What should White do next?

The usual plan is for White to play Ng1-f3 on move 2 and d2-d4 on move 3. He will then attack on the King side using both pawns and pieces. Meanwhile Black has a choice of Pawn formations: d6 and g6 (the DRAGON formation, d6 and e6 (the SCHEVENINGEN formation, d6 and e5 (the BOLESZAVSKY formation).



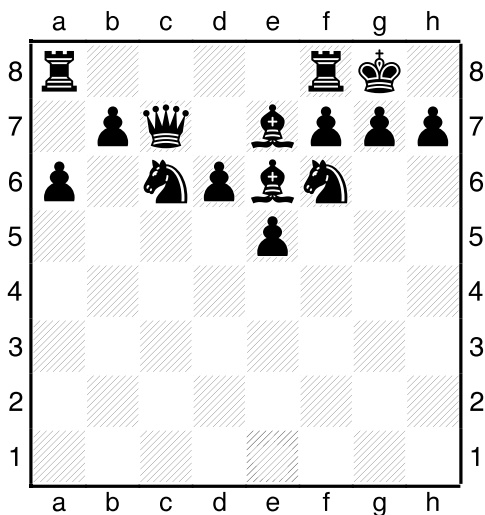
The DRAGON formation.

Don't play e5: it blocks in your Bishop on g7 and weakens your pawn on d6. Attack down the c-file and on the Q-side using pieces and pawns.



The SCHEVENINGEN formation.

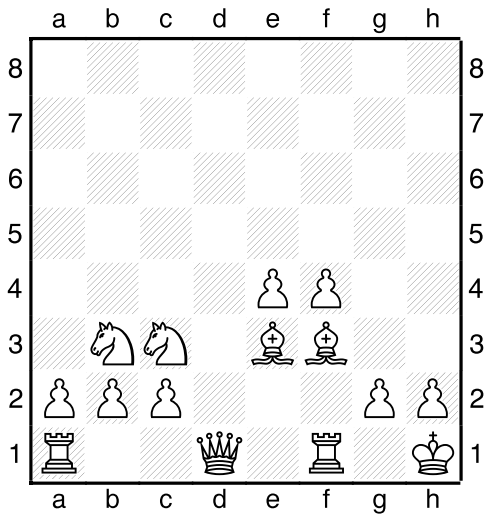
Black sets up a solid position in the centre of the board. Attack on the Q-side, often with your b-pawn. Look for the opportunity to play d6-d5 to open up the centre.



The BOLESLAVSKY formation

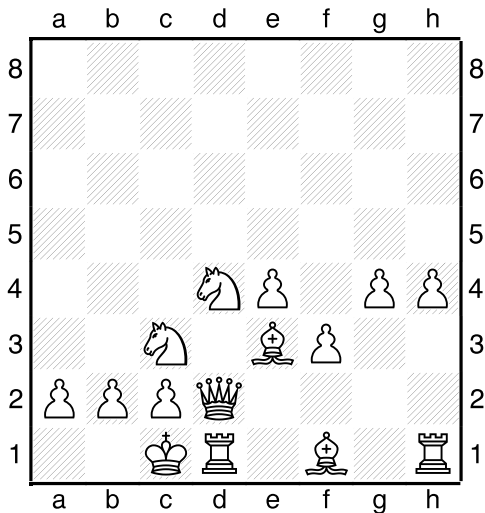
The battle rages over the d5 square. If White establishes a Knight on d5 he will have a big advantage. If Black plays d6-d5 successfully he will obtain at least an equal position.

A classical attacking position for White in the Sicilian Defence



If you head for this position you won't go far wrong. Note that White has played Nd4-b3 to avoid exchanges and Kg1-h1 to get his King off the open diagonal. He will probably continue with g2-g4 followed by either f4-f5 or g4-g5 with a King-side attack. The Queen often moves from d1 to e1.

A modern attacking position for White in the Sicilian Defence.



Often played against the Dragon Variation: White usually plays Bf1-c4 and not always g2-g4. Be3-h6 will exchange off Black's Bishop on g7 and h4-h5, often as a sacrifice, will open up the h-file. White hopes to mate on h7 or h8. This set-up can also be played against other Black systems.

Ideas for White:

1. Don't play Bf1-b5 in the Open Sicilian - it only leads to exchanges.
2. Don't play Nd4xc6 unless your next move is going to be e4-e5.
3. Attack with your pawns: it's often worth sacrificing a pawn to open lines on the King side.
4. If Black plays e7-e5 before a7-a6 it's the best reply is usually Nd4-b5, aiming for d6.
5. In the Dragon Variation, if you play Bc1-e3 you must either play f2-f3 or Bf1-e2 to avoid Nf6-g4, trying to exchange off your strongest minor piece.
6. You can only play the Open Sicilian against strong (150+) opponents if you're prepared to do a lot of work. You may be better off learning one of the Anti-Sicilian lines at the end of the lesson.

Ideas for Black:

1. The main idea of the Sicilian Defence is a Queen-side attack. You should be playing moves like Qd8-c7, Ra8-c8, a7-a6, b7-b5.
2. Leave your e-pawn on e7 in the Dragon Variation. If you move it you weaken d6 and on e5 it blocks in your Bishop on g7.
3. Don't play e7-e5 if White has already played either Bf1-c4 or Bc1-g5. Both these moves help him control d5.
4. Don't play a7-a6 in the Dragon - it's usually too slow.
5. If your opponent throws his K-side pawns forward try to play either d5 or e5.
6. Make sure you know how to play against the Anti-Sicilian lines at the end of the lesson.

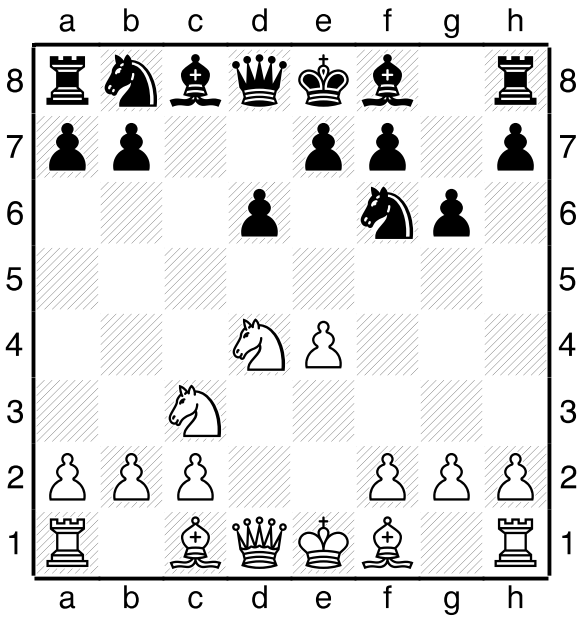
THE DRAGON VARIATION

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6

4... g7-g6 is possible but 5. c2-c4 is a strong reply for White.

5. Nb1-c3 g7-g6

Black prepares to develop his Bishop on g7.

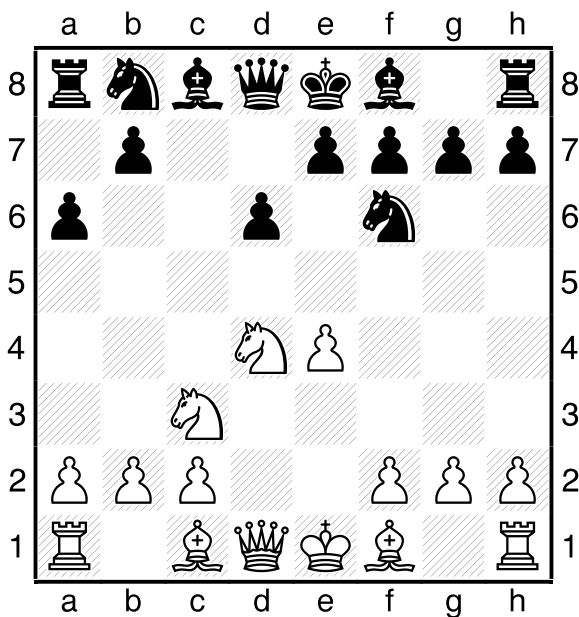


White's main lines are now 6. Bc1-e3 Bf8-g7 7. f2-f3, the Yugoslav Attack and 6. Bf1-e2 Bf8-g7 7. Bc1-e3, the Classical Variation).

THE NAJDORF VARIATION

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 a7-a6

This is partly a waiting move: Black waits to see where White is putting his Bishops before deciding whether to play e7-e6 or e7-e5, and partly the start of a Queen-side attack.

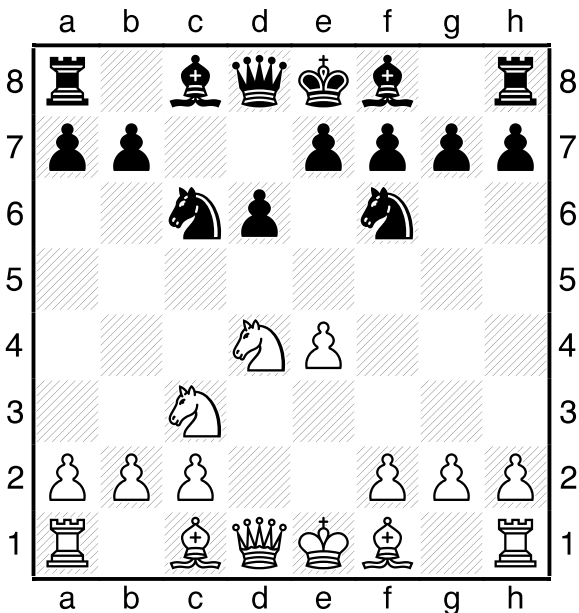


White now has many good moves, Bc1-g5, Bc1-e3, Bf1-c4, Bf2-e2, f2-f4. If he plays either Bg5 or Bc4 Black should NOT play e7-e5.

THE CLASSICAL VARIATION

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 Nb8-c6

5... e7-e6 is also possible, heading straight for the Scheveningen formation.



White has a similar choice of moves. Note that Black can equally well play Nb8-c6 or e7-e6 on move 2 if he wants to play the Scheveningen system. Each move order gives White different options.

THE ANTI-SICILIANS

THE MORRA GAMBIT

1. e2-e4 c7-c5
2. d2-d4 c5xd4
3. c2-c3 d4xc3
4. Nb1xc3

If you like gambit play this could be for you. White sacrifices a pawn to gain a lead in development.

THE CLOSED SICILIAN

1. e2-e4 c7-c5
2. Nb1-c3 Nb8-c6
3. g2-g3

White will continue with Bf1-g2, d2-d3 and f2-f4. If you like building up a King side attack from a closed position this is a good choice. 2. f2-f4 can lead to similar positions.

THE ALAPIN VARIATION

1. e2-e4 c7-c5
2. c2-c3

White aims to build up a strong centre with d2-d4. Black can reply 2... Ng8-f6 3. e4-e5 Nf6-d5 4. d2-d4, or 2... d7-d5 3. e4xd5 Qd8xd5 4. d2-d4, or 2... e7-e6 3. d2-d4 d7-d5 when 4. e4-e5 is a French. If you like open piece play this variation is a good choice.

THE Bb5 VARIATION

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. Bf1-b5+

2... Nb8-c6 3. Bf1-b5 is also good. White will usually play 0-0, Rf1-e1, c2-c3 and d2-d4, like a Ruy Lopez. If you like the Ruy Lopez why not try this line?

**SICILIAN DEFENCE
DRAGON VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 g7-g6

**SICILIAN DEFENCE
MAROCZY BIND**

1. e2-e4 c7-c5
2. Ng1-f3 e7-e6
3. d2-d4 c5xd4
4. Nf3xd4 a7-a6
5. c2-c4 Ng8-f6

**SICILIAN DEFENCE
MOSCOW VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. Bf1-b5+ Bc8-d7
4. Bb5xd7+ Qd8xd7
5. O-O Nb8-c6

**SICILIAN DEFENCE
NAJDORF VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 a7-a6

**SICILIAN DEFENCE
ACCELERATED DRAGON**

1. e2-e4 c7-c5
2. Ng1-f3 Nb8-c6
3. d2-d4 c5xd4
4. Nf3xd4 g7-g6
5. c2-c4 Bf8-g7

**SICILIAN DEFENCE
ALAPIN VARIATION (1)**

1. e2-e4 c7-c5
2. c2-c3 Ng8-f6
3. e4-e5 Nf6-d5
4. d2-d4 c5xd4
5. Ng1-f3 Nb8-c6

**SICILIAN DEFENCE
RICHTER-RAUZER ATTACK**

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 Nb8-c6
6. Bc1-g5

**SICILIAN DEFENCE
SVESHNIKOV VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 Nb8-c6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 e7-e5

**SICILIAN DEFENCE
ALAPIN VARIATION (2)**

1. e2-e4 c7-c5
2. c2-c3 d7-d5
3. e4xd5 Qd8xd5
4. d2-d4 e7-e6
5. Ng1-f3 Ng8-f6

**SICILIAN DEFENCE
SOZIN-VELIMIROVIC ATTACK**

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 Nb8-c6
6. Bf1-c4

**SICILIAN DEFENCE
MORRA GAMBIT**

1. e2-e4 c7-c5
2. d2-d4 c5xd4
3. c2-c3 d4xc3
4. Nb1xc3 Nb8-c6
5. Ng1-f3 d7-d6

**SICILIAN DEFENCE
CLOSED VARIATION**

1. e2-e4 c7-c5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. d2-d3 d7-d6

**SICILIAN DEFENCE
SCHEVENINGEN VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 e7-e6
3. d2-d4 c5xd4
4. Nf3xd4 Ng8-f6
5. Nb1-c3 d7-d6

**SICILIAN DEFENCE
QUEEN CAPTURE VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 d7-d6
3. d2-d4 c5xd4
4. Qd1xd4 Nb8-c6
5. Bf1-b5 Bc8-d7

**SICILIAN DEFENCE
GRAND PRIX ATTACK (1)**

1. e2-e4 c7-c5
2. f2-f4 Nb8-c6
3. Nb1-c3 d7-d6
4. Ng1-f3 g7-g6
5. Bf1-c4 Bf8-g7

**SICILIAN DEFENCE
TAIMANOV VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 e7-e6
3. d2-d4 c5xd4
4. Nf3xd4 Nb8-c6
5. Nb1-c3 a7-a6

**SICILIAN DEFENCE
ROSSOLIMO VARIATION**

1. e2-e4 c7-c5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 g7-g6
4. O-O Bf8-g7
5. c2-c3 Ng8-f6

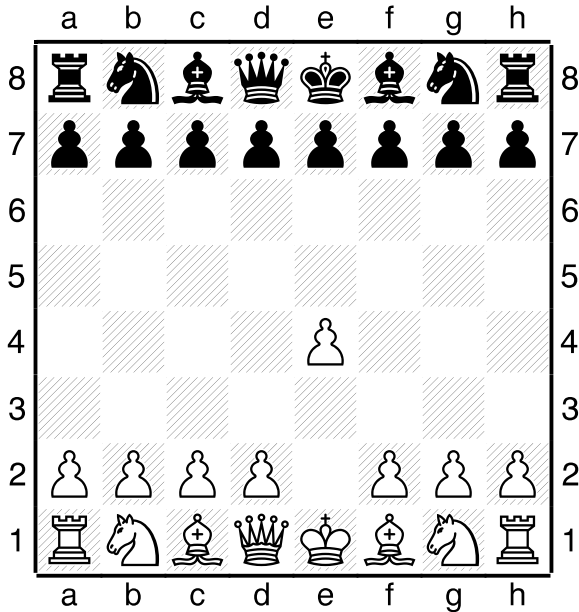
**SICILIAN DEFENCE
GRAND PRIX ATTACK (2)**

1. e2-e4 c7-c5
2. f2-f4 e7-e6
3. Ng1-f3 d7-d5
4. e4xd5 e6xd5
5. Bf1-b5+ Bc8-d

OTHER SEMI-OPEN GAMES

They start:

1. e2-e4



WHITE SAYS:

These openings are not so popular because they're not so good. Whichever one you play I know how to gain an advantage.

BLACK SAYS:

My opening's just as good as anything else. Because it's not so popular I have less to learn and you probably won't know very much about it.

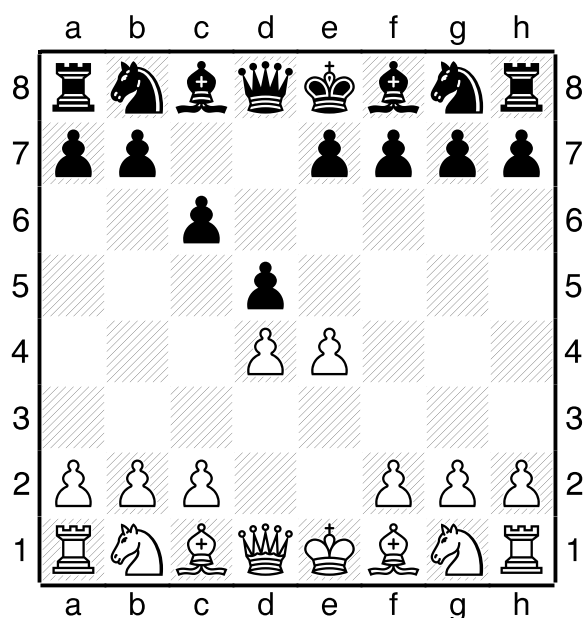
THE CARO-KANN DEFENCE

1. e2-e4 c7-c6

2. d2-d4

If White has the chance to stick both pawns in the middle of the board he should do so. Only a wimp would do anything else.

2... d7-d5



A very solid opening, favoured by former World Champion Anatoly Karpov. If you're looking for a defence which is safe and easy to learn, but not very exciting this could be for you. As in the French Defence, Black attacks the white e-pawn with his d-pawn. As in the French Defence, White has three choices: advance, exchange or defend.

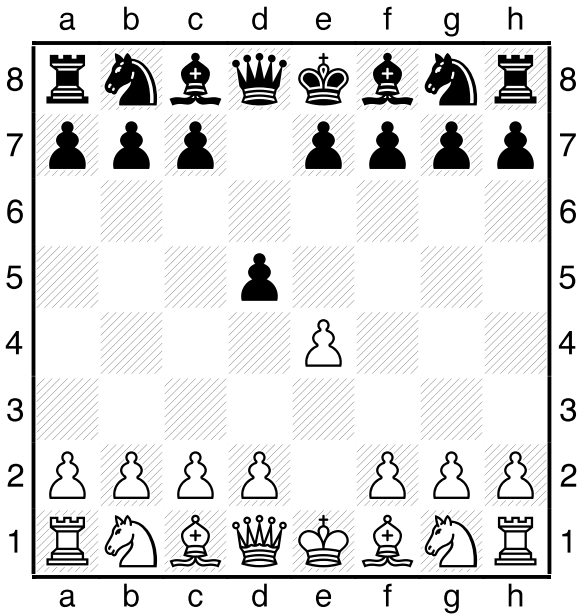
3. e4-e5 is the ADVANCE VARIATION. Black usually replies with 3... Bc8-f5 before playing moves like e7-e6 and c6-c5.

After 3. e4xd5 c6xd5, White can develop simply with Ng1-f3 or Bf1-d3, but more interesting is 4. c2-c4, the PANOV-BOTVINNIK ATTACK.

White's most popular 3rd move is Nb1-c3 when Black continues 3... d5xe4 4. Nc3xe4. Now Black has three choices: the traditional 4... Bc8-f5, the modern 4... Nb8-d7 (Karpov's choice) or the provocative Ng8-f6, giving White the opportunity to double Black's pawns.

THE SCANDINAVIAN DEFENCE

1. e2-e4 d7-d5



Also known as the CENTRE COUNTER DEFENCE. This opening is becoming increasingly popular in club chess at present. This time Black attacks the White e-pawn at once.

2. exd5

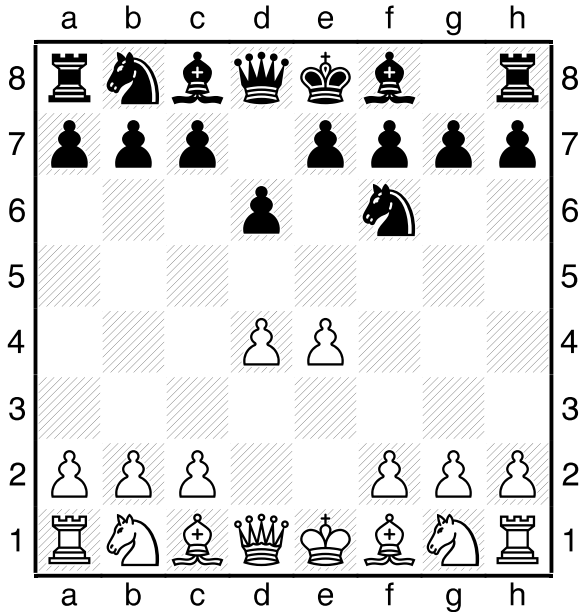
There's no reason for White to play anything else.

Now Black has two choices: Qd8xd5 and Ng8-f6. After 2... Qd8xd5, White usually replies Nb1-c3, gaining time. Black now plays Qd5-a5, following up with Ng8-f6, Bc8-g4 or Bc8-f5, and c7-c6, so that the Queen has a safe retreat.

Slightly more popular is 2... Ng8-f6, offering a gambit. After 3. c2-c4 c7-c6 (e7-e6, the ICELANDIC GAMBIT, is also interesting), it is too dangerous for White to take the pawn. Instead he should play 4. d2-d4 c6xd5, reaching the PANOV-BOTVINNIK ATTACK in the CARO-KANN DEFENCE. On move 3 White usually prefers to let Black capture on d5 and then attack the Knight. 3. d2-d4 (when 3... Bc8-g4 is the trendy reply) and 3. Ng1-f3 are both sensible moves.

THE PIRC DEFENCE

1. e2-e4 d7-d6<
2. d2-d4 Ng8-f6

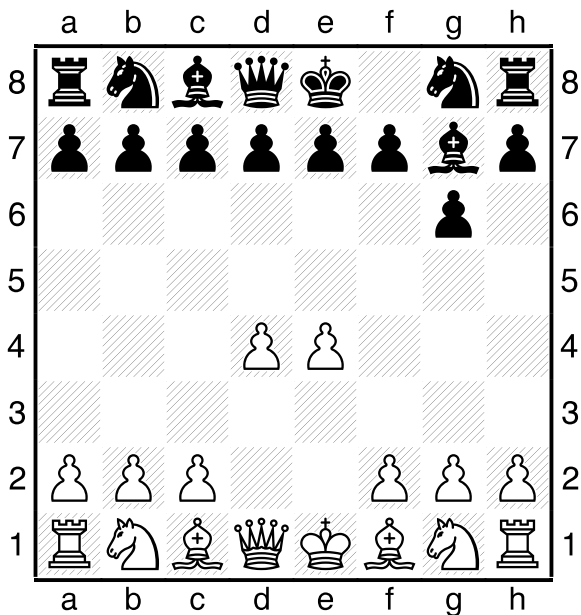


Black plans to FIANCHETTO his King's Bishop. His next moves will be g7-g6 and Bf8-g7. The plan is to attack White's centre with either c7-c5 or e7-e5, and perhaps also advance his Queen-side Pawns. But first White must defend his e-pawn, usually with Nb1-c3.

White has a wide choice of set-ups here. The two most popular are the CLASSICAL VARIATION: White plays Ng1-f3, Bf1-e2, 0-0 and Bc1-e3, and the AUSTRIAN ATTACK: White plays f2-f4 and Ng1-f3, playing for an attack in the centre with e4-e5.

A closely related opening is the **MODERN DEFENCE**:

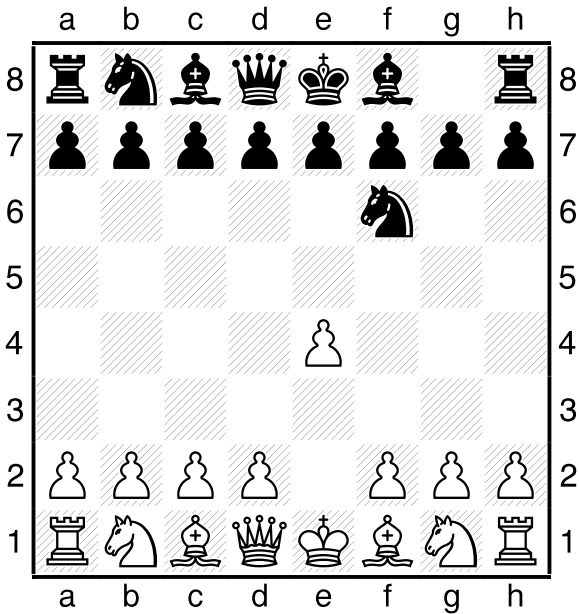
1. e2-e4 g7-g6
2. d2-d4 Bf8-g7



Here, both sides have even more choices than in the PIRC DEFENCE. It can easily transpose into a PIRC DEFENCE or a KING'S INDIAN DEFENCE. If you play the King's Indian Defence against d2-d4 it's a good idea to play one of these openings against e2-e4.

ALEKHINE'S DEFENCE

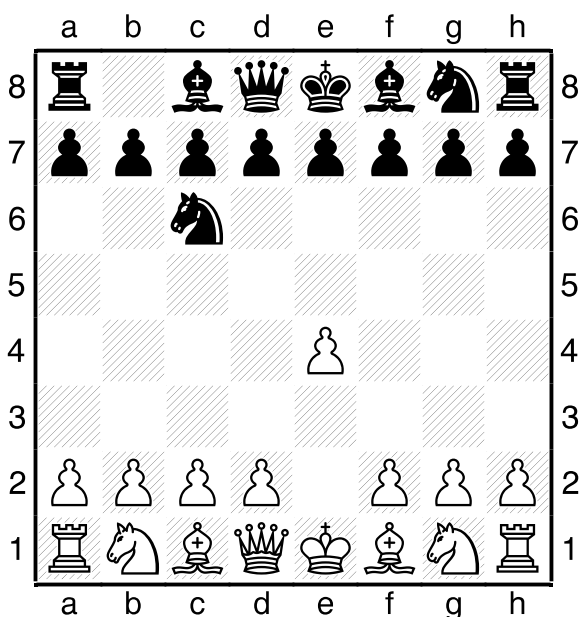
1. e2-e4 Ng8-f6



One of Black's most provocative defences. Black dares White to set up a big pawn centre while chasing his Knight round the board. White could play Nb1-c3 but usually chooses 2. e4-e5 Nf6-d5 3. d2-d4 d7-d6. Now White can play ambitiously with 4. c2-c4 Nd5-b6 5. f2-f4 or play 4. Ng1-f3, contenting himself with a more modest centre. If you want to play something unusual and don't mind taking a few risks this could be the defence for you.

NIMZOWITSCH DEFENCE

1. e2-e4 Nb8-c6



After 2. d2-d4 Black plays d7-d5 (e7-e5 is a different idea, when White can take on e5 and attack the Knight) and as usual White has the choice of advancing (3. e4-e5, best met, as in the CARO-KANN with 3... Bc8-f5), exchanging (3. e4xd5 Qd8xd5, a sort of SCANDINAVIAN where White has to defend e4) or defending (3. Nb1-c3 d5xe4, when his d-pawn is threatened so he should play 4. d4-d5, not an easy move for Black to meet).

THE ST GEORGE DEFENCE

1. e2-e4 a7-a6
2. d2-d4 b7-b5

Once used by English GM Tony Miles to beat Karpov. Not quite as bad as it looks: Black will follow up with Bc8-b7 (to attack the e-pawn, which White cannot defend with Nb1-c3 because of b5-b4), e7-e6 and c7-c5.

OWEN'S DEFENCE

1. e2-e4 b7-b6
2. d2-d4 Bc8-b7

A similar idea to the St George's Defence. Black may follow up with e7-e6 and d7-d5 with a sort of FRENCH DEFENCE, but White has an easy development.

**CARO-KANN DEFENCE
ADVANCE VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. e4-e5 Bc8-f5
4. Ng1-f3 e7-e6
5. Bf1-e2 c6-c5

**PIRC DEFENCE
CLASSICAL VARIATION**

1. e2-e4 d7-d6
2. d2-d4 Ng8-f6
3. Nb1-c3 g7-g6
4. Ng1-f3 Bf8-g7
5. Bf1-e2 O-O

**ALEKHINE'S DEFENCE
FOUR PAWNS ATTACK**

1. e2-e4 Ng8-f6
2. e4-e5 Nf6-d5
3. c2-c4 Nd5-b6
4. d2-d4 d7-d6
5. f2-f4 d6xe5
6. f4xe5 Nb8-c6

**CARO-KANN DEFENCE
EXCHANGE VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. e4xd5 c6xd5
4. Bf1-d3 Nb8-c6
5. c2-c3 Ng8-f6

**PIRC DEFENCE
AUSTRIAN ATTACK**

1. e2-e4 d7-d6
2. d2-d4 Ng8-f6
3. Nb1-c3 g7-g6
4. f2-f4 Bf8-g7
5. Ng1-f3 O-O
6. Bf1-d3 Nb8-c6

**ALEKHINE'S DEFENCE
MODERN VARIATION**

1. e2-e4 Ng8-f6
2. e4-e5 Nf6-d5
3. d2-d4 d7-d6
4. Ng1-f3 Bc8-g4
5. Bf1-e2 e7-e6
6. O-O Bf8-e7

**CARO-KANN DEFENCE
PANOV-BOTVINNIK ATTACK**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. e4xd5 c6xd5
4. c2-c4 Ng8-f6
5. Nb2-c3 e7-e6

**PIRC DEFENCE
f3+Be3 VARIATION**

1. e2-e4 d7-d6
2. d2-d4 Ng8-f6
3. Nb1-c3 g7-g6
4. f2-f3 Bf8-g7
5. Bc1-e3 c7-c6
6. Qd1-d2 b7-b5

**SCANDINAVIAN DEFENCE
2... Qxd5 VARIATION**

1. e2-e4 d7-d5
2. e4xd5 Qd8xd5
3. Nb1-c3 Qd8-a5
4. d2-d4 Ng8-f6
5. Ng1-f3 Bc8-g4

**CARO-KANN DEFENCE
Bf5 VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Bc8-f5
5. Ne4-g3 Bf5-g6
6. Ng1-f3 Nb8-d7

**MODERN DEFENCE
c4 v Nc6 VARIATION**

1. e2-e4 g7-g6
2. d2-d4 Bf8-g7
3. c2-c4 d7-d6
4. Nb1-c3 Nb8-c6
5. Bc1-e3 e7-e5
6. d4-d5 Nc6-e7

**SCANDINAVIAN DEFENCE
2... Nf6 VARIATION**

1. e2-e4 d7-d5
2. e4xd5 Ng8-f6
3. d2-d4 Nf6xd5
4. c2-c4 Nd5-b6
5. Ng1-f3 g7-g6

**CARO-KANN DEFENCE
Nd7 VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Nb8-d7
5. Bf1-c4 Ng8-f6
6. Ne4-g5 e7-e6

**MODERN DEFENCE
f4 v c6 VARIATION**

1. e2-e4 g7-g6
2. d2-d4 Bf8-g7
3. Nb1-c3 d7-d6
4. f2-f4 c7-c6
5. Ng1-f3 Bc8-g4
6. Bc1-e3 Qd8-b6

**NIMZOWITSCH DEFENCE
ADVANCE VARIATION**

1. e2-e4 Nb8-c6
2. d2-d4 d7-d5
3. e4-e5 Bc8-f5
4. Ng1-e2 e7-e6
5. Ne2-g3 Bf5-g6

**CARO-KANN DEFENCE
Nf6 VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Ng8-f6
5. Ne4xf6 g7xf6

**MODERN DEFENCE
GURGENIDZE SYSTEM**

1. e2-e4 g7-g6
2. d2-d4 Bf8-g7
3. Nb1-c3 c7-c6
4. f2-f4 d7-d5
5. e4-e5 h7-h5

**NIMZOWITSCH DEFENCE
Nc3 VARIATION**

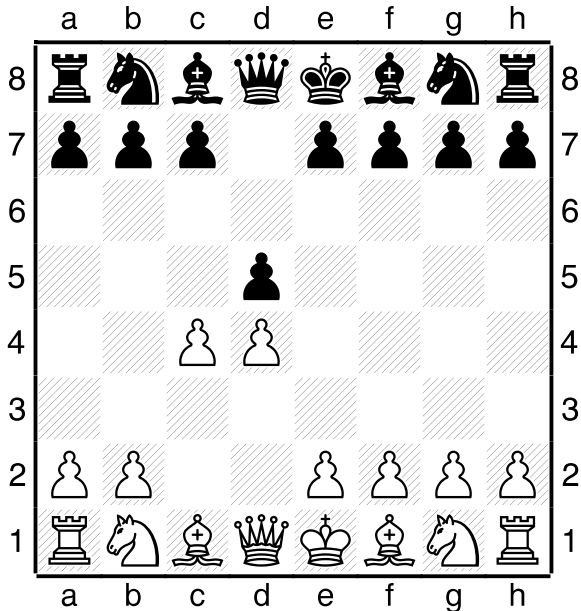
1. e2-e4 Nb8-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. d4-d5 Nc6-e5
5. Bc1-f4 Ne5-g6
6. Bf4-g3 f7-f5

THE QUEEN'S GAMBIT

It starts:

1. d2-d4 d7-d5

2. c2-c4

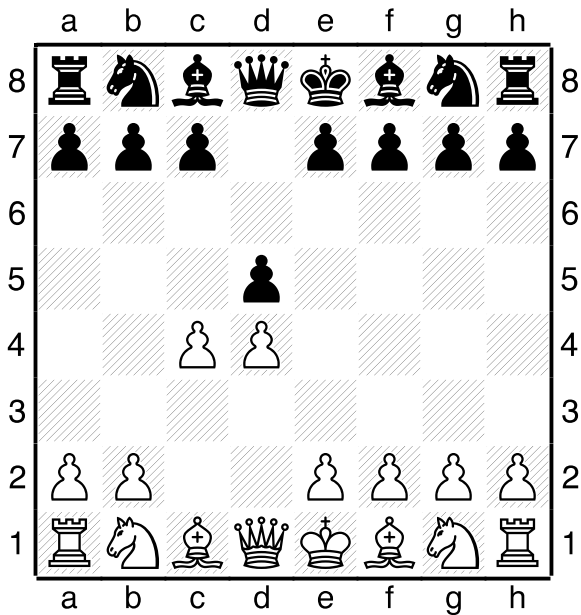


WHITE SAYS:

I'm going to attack in the centre and on the Queen side. I'm trying to get rid of your centre pawn and open the c-file for my major pieces. If you're not careful I might switch to the King-side as well.

BLACK SAYS:

I'm going to hold onto the centre with my pawns and equalise by playing either c5 or e5 at the right time. If you attack me on the Queen side I'll attack you on the King side.



What should Black do next?

White is threatening to take on d5. If Black takes with the Queen White will gain time with Nb1-c3. Black has three good moves: he can DECLINE the gambit with 2... e7-e6, the ORTHODOX DEFENCE or c7-c6, the SLAV DEFENCE, or he can play the QUEEN'S GAMBIT ACCEPTED: 2... d5xc4. Don't play 2... Ng8-f6. This is a poor move. White plays 2. c4xd5 and whichever way Black recaptures his piece will be open to attack by e2-e4.

What's the big idea?

First, note the difference between e-pawn and d-pawn openings. In most openings starting 1. e2-e4 e7-e5 White tries to play d2-d4. This is usually quite easy to arrange because he has a Queen to support his d-pawn. But after 1. d2-d4 d7-d5 it takes a lot longer to arrange e2-e4 so White prefers to fight for the centre with his c-pawn instead.

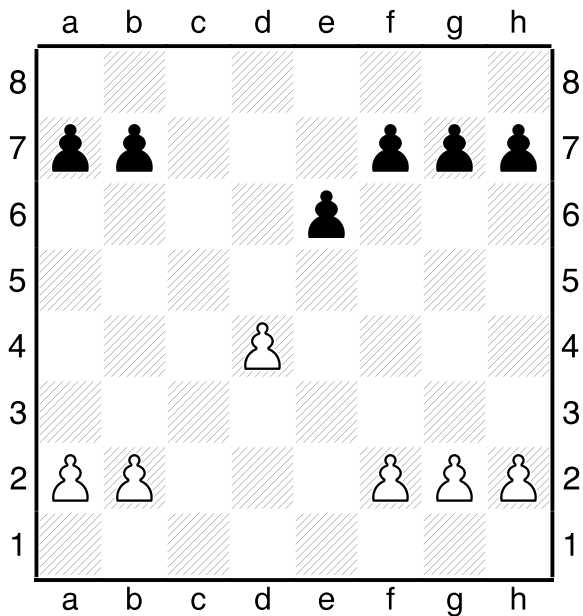
Black has to watch out for two things: firstly that he keeps control of the centre with his pawns (especially in the Queen's Gambit Accepted) and secondly that he does not become too cramped. He must play to free his game with either c7-c5 or e7-e5 as soon as he can.

Ideas for White:

- 1. Use the c-file for your major pieces.**
- 2. The best square for your King's Bishop is usually d3.**
- 3. If Black develops his Queen's Bishop early on it's usually good to play Qd1-b3.**
- 4. Don't play c4-c5 unless your opponent has already played a7-a6. It takes the pressure off his centre and offers his pawn breaks with b7-b6 and e6-e5.**
- 5. Try to make it as hard as possible for Black to free his game with either c7-c5 or e7-e5.**
- 6. If you have an isolated Queen's Pawn or hanging pawns stay in the middle game: if your opponent has them head for the ending. You need to understand these pawn formations.**

Ideas for Black:

1. Don't develop your Queen's Knight on c6 in front of the c-pawn.
2. If you accept the Queen's Gambit don't try to keep the extra pawn. Hit back in the centre with c7-c5 or e7-e5 as soon as you possibly can.
3. Try to avoid being left with a bad Queen's Bishop, blocked in by its own pawns.
4. Don't put your Queen on c7. White will put a Rook on c1 giving him tactical chances.
5. If your opponent attacks on the Queen side try to attack on the King side. Look for moves like Nf6-e4 and f7-f5.
6. It's often dangerous to develop your Queen's Bishop early on: White can reply with Qd1-b3 attacking d5 and b7.



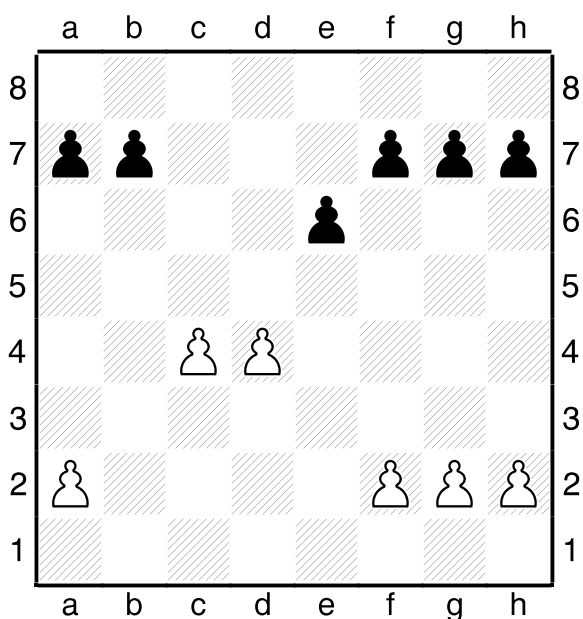
White has an Isolated Queen's Pawn.

White's plans:

1. Avoid exchanges.
2. Play for a K-side attack (one idea is Bg5, Qd3, Bc2 to threaten Bxf6 and Qxh7#).
3. Look for a breakthrough with d5.

Black's plans:

1. Keep control of d5.
2. Exchange pieces whenever possible.
3. Head for an ending, ideally with Knight against dark-squared Bishop.



White has Hanging Pawns.

White's plans:

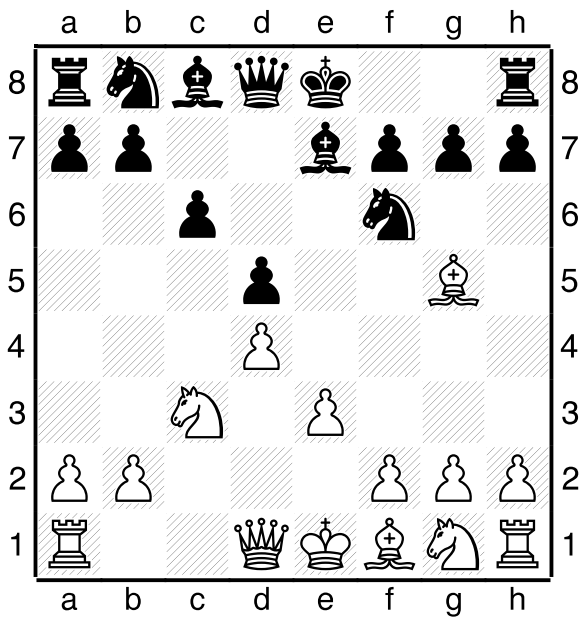
1. Avoid exchanges.
2. Don't play c5: it gives B an outpost on d5.
3. Use your spatial advantage to attack.

Black's plans:

1. Try to force exchanges.
2. Attack the Hanging Pawns and try to force them to advance.
3. Look for the chance to play b5.

THE EXCHANGE VARIATION

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. c4xd5 e6xd5
5. Bc1-g5 Bf8-e7
6. e2-e3 c7-c6



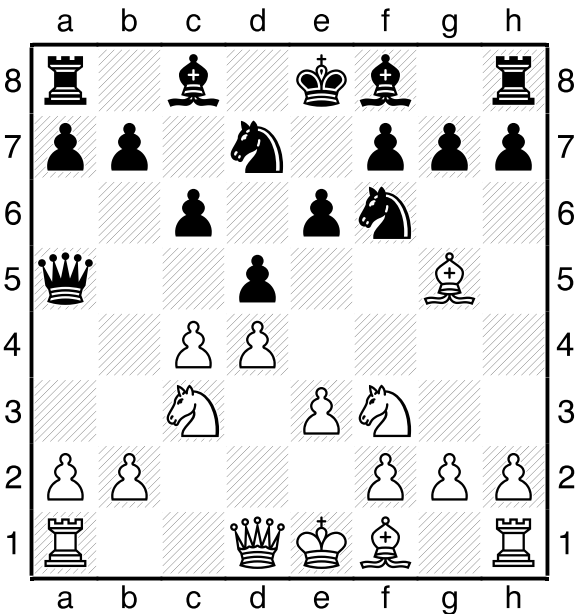
White follows up with Bf1-d3 and Qd1-c2 when he has two good plans: Ng1-f3, 0-0, Ra1-b1, b2-b4 and b4-b5 (a MINORITY ATTACK, leaving Black with a backward c-pawn or an isolated d-pawn) or Ng1-e2, 0-0, f2-f3 playing for a central advance with e3-e4.

THE CAMBRIDGE SPRINGS VARIATION

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Nb8-d7

Setting a trap: if 5. c4xd5 e6xd5 6. Nc3xd5, Black wins a piece with 6... Nf6xd5! 7. Bg5xd8 Bf8-b4+ 8. Qd1-d2 Bb4xd2+.

5. e2-e3 c7-c6
6. Ng1-f3 Qd8-a5

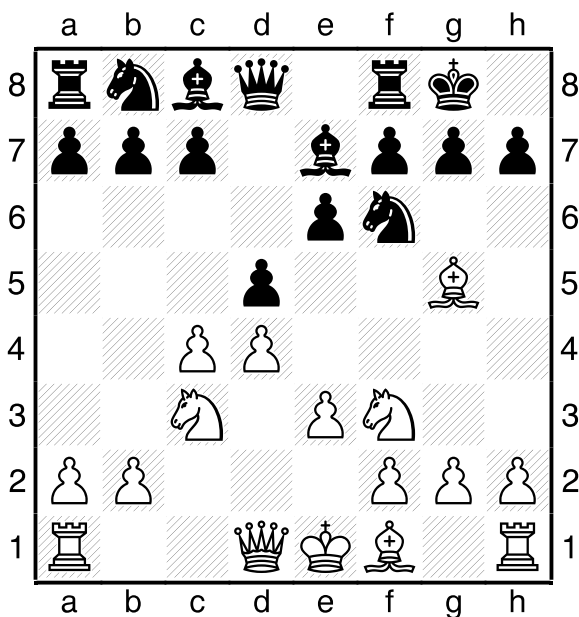


Black will follow up with Nf6-e4 and Bf8-b4 when White can easily lose a piece if he's not careful.

SOME OTHER IDEAS:

The ORTHODOX DEFENCE

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 Ng8-f6 4. Bc1-g5 Bf8-e7. White's 4th move threatens 5. Bg5xf6 when if Black takes with the Queen he loses his d-pawn and if he takes with the pawn his King side pawn structure is ruined.
5. e2-e3 0-0 6. Ng1-f3



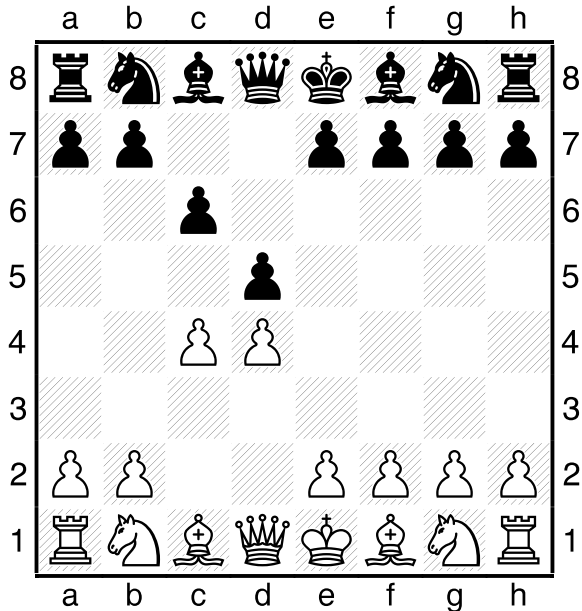
and Black can play either 6... Nb8-d7 or 6... h7-h6 7. Bg5-h4 Nf6-e4 or 7... b7-b6.

The TARRASCH DEFENCE

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 c7-c5. Black strives for free play for his pieces, at the cost of an isolated d-pawn after 4. c4xd5 e6xd5 (Nf6xd5 is the SEMI-TARRASCH DEFENCE) and White will play d4xc5 after Black moves his Bishop.

The SLAV DEFENCE

1. d2-d4 d7-d5 2. c2-c4 c7-c6.



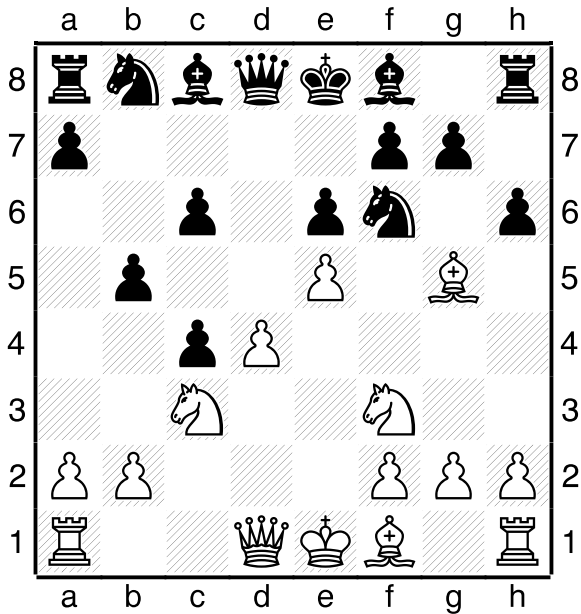
This move has two points: after d5xc4 Black is threatening b7-b5 to try to hold the extra pawn, and if White plays Bc1-g5 the Knight will not be pinned and Nf6-e4 will be possible. Play might continue 3. Ng1-f3 (3. c4xd5 is safe but boring) 3... Ng8-f6 4. Nb1-c3 d5xc4 5. a2-a4 to prevent b7-b5, followed by e2-e3 and Bf1xc4.

The QUEEN'S GAMBIT ACCEPTED

1. d2-d4 d7-d5 2. c2-c4 d7xc5. White has several good moves: 3. Ng1-f3 (followed by e2-e3 and Bf1xc4) and 3. e2-e4 are both popular, or he can set a trap with 3. e2-e3 and if 3... b7-b5 4. a2-a4 c7-c6 5. a4xb5 c6xb5 6. Qd1-f3 wins a piece.

The SEMI-SLAV DEFENCE

Very popular in Grandmaster chess at present. Black plays both e7-e6 and c7-c6. For instance: 1. d2-d4 d7-d5 2. c2-c4 c7-c6 3. Ng1-f3 Ng8-f6 4. Nb1-c3 e7-e6 5. Bc1-g5 (5. e2-e3, the MERAN VARIATION, is also popular) 5... d5xc4 6. e2-e4 b7-b5 7. e4-e5 h7-h6 with wild complications.



**QUEEN'S GAMBIT DECLINED
ORTHODOX DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 Nb8-d7

**QUEEN'S GAMBIT DECLINED
LASKER VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 h7-h6
7. Bg5-h4 Nf6-e4

**QUEEN'S GAMBIT DECLINED
TARTAKOWER VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 h7-h6
7. Bg5-h4 b7-b6

**QUEEN'S GAMBIT DECLINED
BISHOP EXCHANGE LINE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 h7-h6
7. Bg5xf6 Be7xf6

**QUEEN'S GAMBIT DECLINED
Bf4 VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Ng1-f3 Bf8-e7
5. Bc1-f4 0-0

**QUEEN'S GAMBIT DECLINED
CAMBRIDGE SPRINGS
DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Nb8-d7
5. e2-e3 c7-c6
6. Ng1-f3 Qd8-a5

**QUEEN'S GAMBIT DECLINED
VIENNA VARIATION**

2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Ng1-f3 Bf8-b4
5. Bc1-g5 d5xc4
6. e2-e4 c7-c5

**QUEEN'S GAMBIT DECLINED
SEMI-TARRASCH DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Ng1-f3 c7-c5
5. c4xd5 Nf6xd5

**QUEEN'S GAMBIT DECLINED
EXCHANGE VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. c4xd5 e6xd5
5. Bc1-g5 Bf8-e7
6. e2-e3 c7-c6

**QUEEN'S GAMBIT DECLINED
TARRASCH DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 c7-c5
4. c4xd5 e6xd5
5. Ng1-f3 Nb8-c6
6. g2-g3 Ng8-f6

**QUEEN'S GAMBIT DECLINED
SEMI-SLAV DEFENCE
MERAN VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. Nb1-c3 e7-e6
5. e2-e3 Nb8-d7
6. Bf1-d3 d5xc4
7. Bd3xc4 b7-b5

**QUEEN'S GAMBIT DECLINED
SEMI-SLAV DEFENCE
BOTVINNIK VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. Nb1-c3 e7-e6
5. Bc1-g5 d5xc4
6. e2-e4 b7-b5

**QUEEN'S GAMBIT DECLINED
SLAV DEFENCE
CZECH VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. Nb1-c3 d5xc4
5. a2-a4 Bc8-f5

**QUEEN'S GAMBIT DECLINED
SLAV DEFENCE
EXCHANGE VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. c4xd5 c6xd5
5. Nb1-c3 Nb8-c6

**QUEEN'S GAMBIT ACCEPTED
MAIN LINE**

1. d2-d4 d7-d5
2. c2-c4 d5xc4
3. Ng1-f3 Ng8-f6
4. e2-e3 e7-e6
5. Bf1xc4 c7-c5
6. 0-0 a7-a6

**QUEEN'S GAMBIT ACCEPTED
e4 VARIATION**

1. d2-d4 d7-d5
2. c2-c4 d5xc4
3. e2-e4 e7-e5
4. Ng1-f3 Bf8-b4+
5. Bc1-d2 Bb4xd2+

**QUEEN'S GAMBIT
CHIGORIN DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 Nb8-c6
3. Ng1-f3 Bc8-g4
4. c4xd5 Bg4xf3
5. d5xc6 Bf3xc6

**QUEEN'S GAMBIT
ALBIN COUNTER-GAMBIT**

1. d2-d4 d7-d5
2. c2-c4 e7-e5
3. d4xe5 d5-d4
4. Ng1-f3 Nb8-c6
5. g2-g3 Bc8-e6

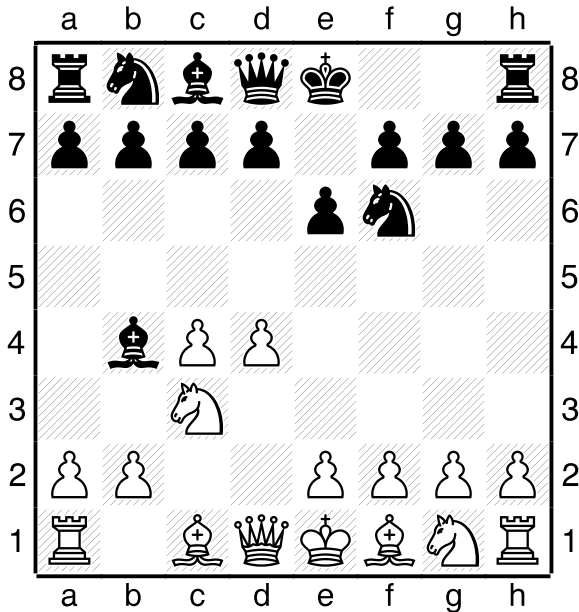
THE NIMZO-INDIAN DEFENCE

It starts:

1. d2-d4 Ng8-f6

2. c2-c4 e7-e6

3. Nb1-c3 Bf8-b4



WHITE SAYS:

If you want to put your Bishop there it's fine by me. You'll probably have to exchange it off when I'll have the advantage of the two bishops. I'll play to control e4 and open up the position for my bishops. Who knows, I might even have the chance of a King-side attack.

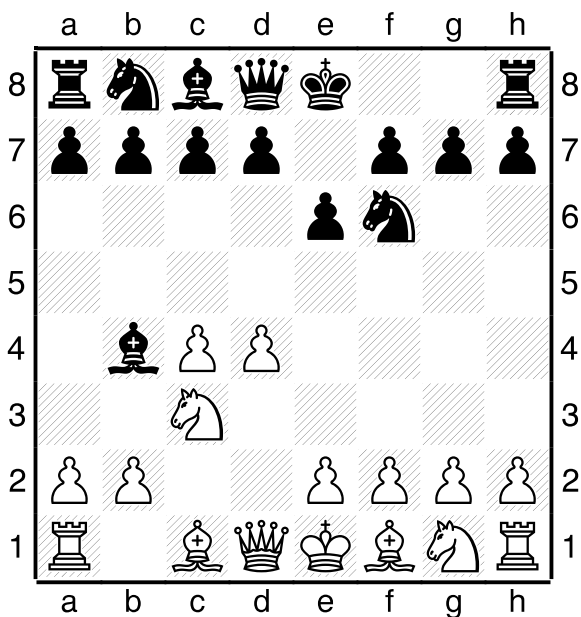
BLACK SAYS:

I'm quite happy to exchange off my Bishop for your Knight to keep control of e4. I'd like to double your pawns at the same time, giving me a positional advantage. I might keep the position closed so that my knights are better than your bishops, or I might open the position to attack your weak pawns. If you avoid doubled c-pawns I'll have a lead in development and perhaps catch your King in the centre.

In this lesson we look at three openings starting 1. d2-d4 Ng8-f6 2. c2-c4 e7-e6. In these openings the immediate battle is for the e4 square. White's most direct third move is Nb1-c3, with the threat of e2-e4, dominating the centre. Now Black can contest the e4 square by playing Bf8-b4, PINNING the Knight. This is the NIMZO-INDIAN DEFENCE, named after Aron Nimzowitsch.

White can avoid the pin by playing 3. Ng1-f3 instead. Here we look at two moves for Black. He can still play 3... Bf8-b4+, the BOGO-INDIAN DEFENCE, named after Efim Bogoljubov. Or he can fianchetto his Queen's Bishop - 3... b7-b6 - which is the QUEEN'S INDIAN DEFENCE.

Returning to the Nimzo-Indian Defence:



What should White do next?

He has a wide choice of moves here. Most players, meeting this opening for the first time, choose 4. Bc1-d2. This isn't a strong move - the Bishop is passively placed here. You don't need to be afraid of the pin in this position. More dangerous are: 4. Bc1-g5 (the Leningrad Variation, when play often continues 4... c7-c5 5. d4-d5 h7-h6, 4. a2-a3 (the Saemisch Variation, White is prepared to waste a move forcing Black to exchange on c3), 4. f2-f3 (the Shirov Variation - White plays for a quick e2-e4 at the expense of development), 4. Qd1-b3

(the Spielmann Variation, attacking the Bishop and avoiding doubled pawns), 4. g2-g3 (the Romanishin Variation, similar to the Catalan Opening, White goes for a quiet King-side development) and 4. Ng1-f3 (when Black can play b7-b6, a cross between a Nimzo and a Queen's Indian).

But the most popular moves for White are 4. e2-e3 and 4. Qd1-c2. 4. e2-e3 is the Rubinstein Variation - White prepares to develop his King-side quickly. 4. Qd1-c2 is the Classical Variation - White controls e4 again and plans to avoid doubled pawns by capturing on c3 with his Queen.

Ideas for White:

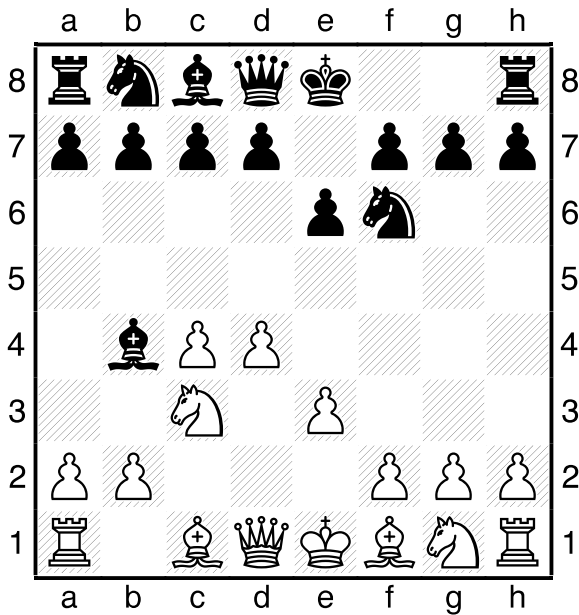
1. If you want to avoid doubled pawns you can play Qd1-c2 or Ng1-e2.
2. If Black exchanges on c3 and you recapture with the b-pawn, aim to open up the position and attack on the King-side. A useful idea for White is Ng2-e2, f2-f3 followed by e3-e4.
3. Don't develop your Queen's Bishop on d2 - it's not a good square in this opening.
4. If you play Qd2-c2 avoid getting too far behind in development. White's long-term chances are good but it's possible to lose quickly.
5. If Black plays d7-d5 and c7-c5 positions often resemble the Queen's Gambit. Make sure you know that opening as well.

Ideas for Black:

1. In most lines you will use your c-pawn to attack the centre - c7-c5. You have the choice between d7-d5 and d7-d6.
2. If you play d7-d6 and your opponent has doubled c-pawns you can play Qd8-a5, b7-b6, Bc8-a6, Ra8-c8 to attack the c4 pawn.
3. If you double White's c-pawns and he plays e4, play Nf6-e8 to meet f2-f4 with f7-f5, blocking his attack.
4. If White has the two bishops, try to keep the position fairly closed.
5. If you play d7-d5 and c7-c5 the pawn formation is like the Queen's Gambit - either player may have an IQP or Hanging Pawns - so learn that opening as well.

THE RUBINSTEIN VARIATION

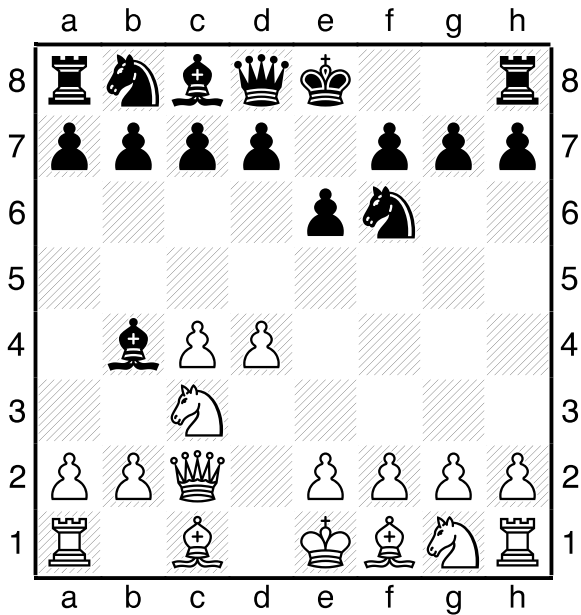
1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3



Black has a choice of four moves here: b7-b6 (to play Bc8-b7 to control e4 again), c7-c5 (with the idea of taking on c3 and playing d7-d6), d7-d5 (like a Queen's Gambit) or 0-0 (the main line). White will usually develop his King's Bishop on d3 and his King's Knight either on f3 or e2 (to capture on c3 with a Knight and perhaps play f2-f3 and e3-e4).

THE CLASSICAL VARIATION

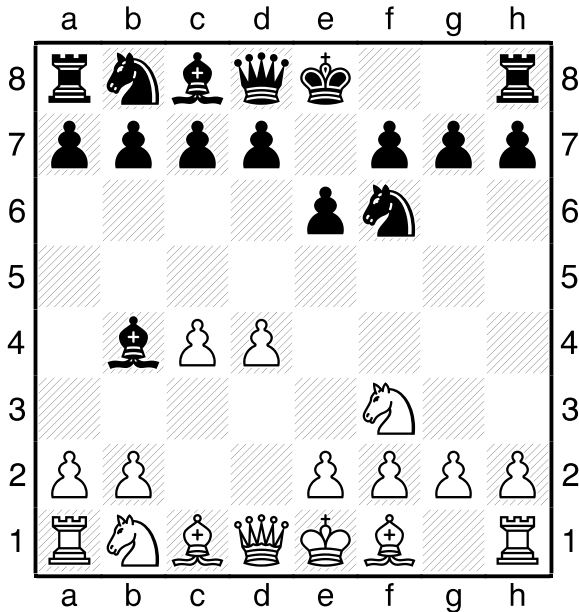
1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-c2



Here, Black has three main choices. The most popular move is 0-0, when play usually continues 5. a2-a3 Bb4xc3+ 6. Qc2xc3. Black can also play d7-d5, again usually met by either c4xd5 or a2-a3, or c7-c5, when White usually plays d4xc5.

THE BOGO-INDIAN DEFENCE

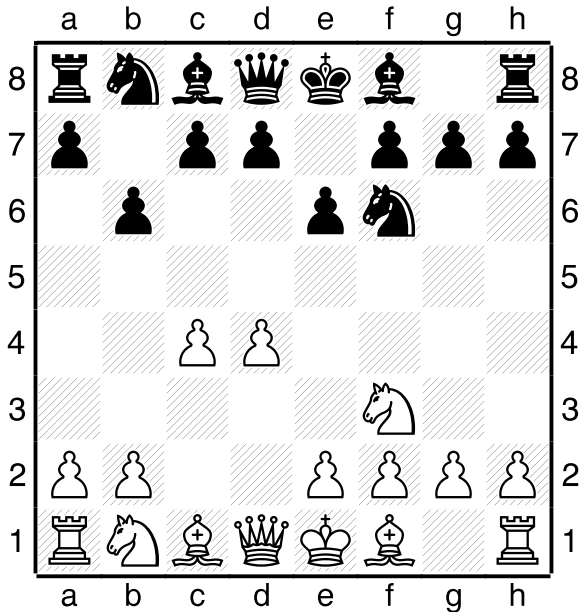
1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 Bf8-b4+



White has two moves here: Bc1-d2 and Nb1-d2 (Nb1-c3 would be a Nimzo-Indian Defence). After Bc1-d2, Black can exchange Bishops, but more often defends with one of Qd8-e7, c7-c5 or a7-a5. The idea of Nb1-d2 is to follow up with a2-a3, to win Bishop for Knight.

THE QUEEN'S INDIAN DEFENCE

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6



Black plans to fianchetto his Queen's Bishop to continue the battle for the e4 square. White's most popular reply is g2-g3, to oppose Bishops on the long diagonal. Black can then simply play Bc8-b7 or try Bc8-a6 to attack the pawn on c4. White can also try the strange looking move a2-a3, the Petrosian System. The idea of this move is that White would like to block off the Bishop with d4-d5, but first prevents the nasty pin Bf8-b4. So play usually continues 4... Bc8-b7 5. Nb1-c3 d7-d5 with a position rather

like a Queen's Gambit. White can also try simple development with 4. e2-e3 followed by Bf1-d3 and 0-0, or play Nb1-c3 followed by Bc1-g5, a line half way between a Queen's Indian and a Nimzo-Indian.

A note on other third moves after 1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 or Ng1-f3. Black can of course play d7-d5, with a QUEEN'S GAMBIT, or c7-c5, when White usually plays d4-d5 with a BENONI (see the King's Indian Defence book). One independent opening is 3. Ng1-f3 c7-c5 4. d4-d5 b7-b5, the BLUMENFELD GAMBIT, a cousin of the Benko Gambit.

**NIMZO-INDIAN DEFENCE
RUBINSTEIN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3 0-0
5. Bf1-d3 d7-d5
6. Ng1-f3 c7-c5

**NIMZO-INDIAN DEFENCE
HUEBNER VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3 c7-c5
5. Bf1-d3 Nb8-c6
6. Ng1-f3 Bb4xc3+
7. b2xc3 d7-d6

**NIMZO-INDIAN DEFENCE
NIMZOWITSCH VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3 b7-b6
5. Bf1-d3 Bc8-b7
6. Ng1-f3 Nf6-e4

**NIMZO-INDIAN DEFENCE
CLASSICAL VARIATION 1**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-c2 0-0
5. a2-a3 Bb4xc3+
6. Qc2xc3 b7-b6

**NIMZO-INDIAN DEFENCE
CLASSICAL VARIATION 2**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-c2 c7-c5
5. d4xc5 Nb8-a6
6. a2-a3 Bb4xc3+
7. Qc2xc3 Na6xc5

**NIMZO-INDIAN DEFENCE
SPIELMANN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-b3 c7-c5
5. d4xc5 Nb8-c6
6. Ng1-f3 Nf6-e4

**NIMZO-INDIAN DEFENCE
SAEMISCH VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. a2-a3 Bb4xc3+
5. b2xc3 c7-c5
6. e2-e3 Nb8-c6

**NIMZO-INDIAN DEFENCE
SHIROV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. f2-f3 d7-d5
5. a2-a3 Bb4xc3+
6. b2xc3 c7-c5

**NIMZO-INDIAN DEFENCE
ROMANISHIN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. g2-g3 c7-c5
5. Ng1-f3 Nb8-c6
6. Bf1-g2 Nf6-e4

**NIMZO-INDIAN DEFENCE
LENINGRAD VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Bc1-g5 c7-c5
5. d4-d5 h7-h6
6. Bg5-h4 d7-d6
7. e2-e3 Bb4xc3+

**NIMZO-INDIAN DEFENCE
NIMZO-QUEENS HYBRID**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Ng1-f3 b7-b6
5. Bc1-g5 Bc8-b7
6. e2-e3 h7-h6
7. Bg5-h4 g7-g5

**QUEEN'S INDIAN DEFENCE
CLASSICAL VARIATION 1**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. g2-g3 Bc8-b7
5. Bf1-g2 Bf8-e7
6. 0-0 0-0
7. Nb1-c3 Nf6-e4

**QUEEN'S INDIAN DEFENCE
CLASSICAL VARIATION 2**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. g2-g3 Bc8-a6
5. b2-b3 Bf8-b4+
6. Bc1-d2 Bb4-e7

**QUEEN'S INDIAN DEFENCE
PETROSIAN VARIATION 1**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. a2-a3 Bc8-b7
5. Nb1-c3 d7-d5
6. c4xd5 e6xd5

**QUEEN'S INDIAN DEFENCE
PETROSIAN VARIATION 2**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. a2-a3 Bc8-b7
5. Nb1-c3 d7-d5
6. c4xd5 Nf6xd5

**QUEEN'S INDIAN DEFENCE
4. e3 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. e2-e3 Bc8-b7
5. Bf1-d3 d7-d5
6. 0-0 Bf8-d6

**BOGO-INDIAN DEFENCE
4. Bd2 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 Bf8-b4+
4. Bc1-d2 Qd8-e7
5. g2-g3 0-0
6. Bf1-g2 Bb4xd2+

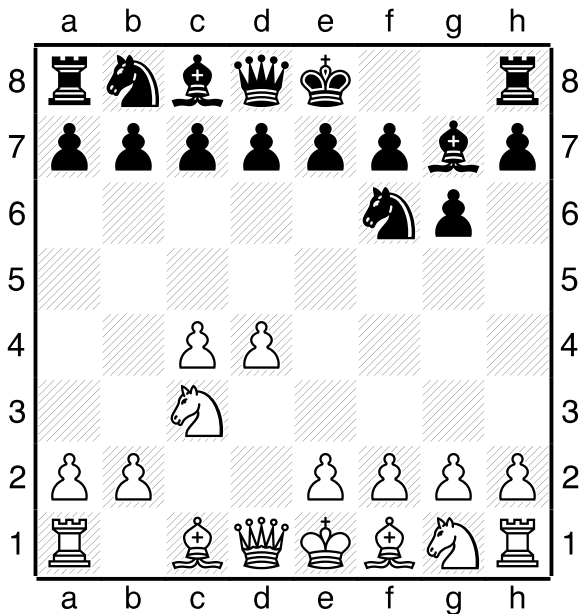
**BOGO-INDIAN DEFENCE
4. Nbd2 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 Bf8-b4+
4. Nb1-d2 b7-b6
5. a2-a3 Bb4xd2+
6. Bc1xd2 Bc8-b7

THE KING'S INDIAN DEFENCE

It starts:

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7

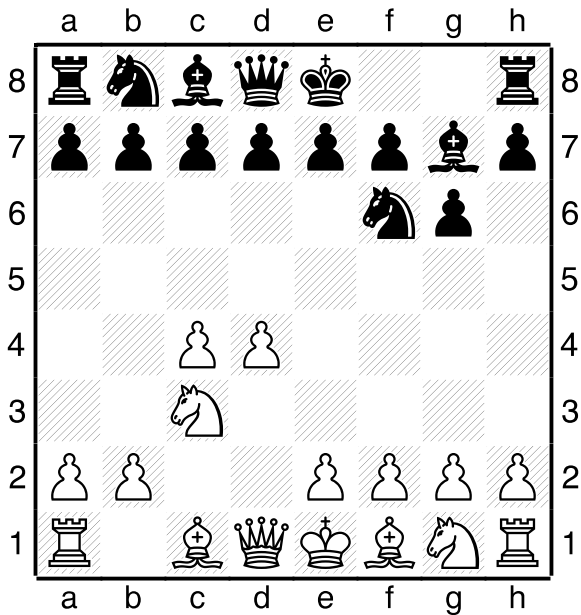


WHITE SAYS:

Fine! If you want to give me more space I'll take it. Attack me on either side of the board. See if I care. I'll refute your attack and crush you to death. My space advantage will be decisive.

BLACK SAYS:

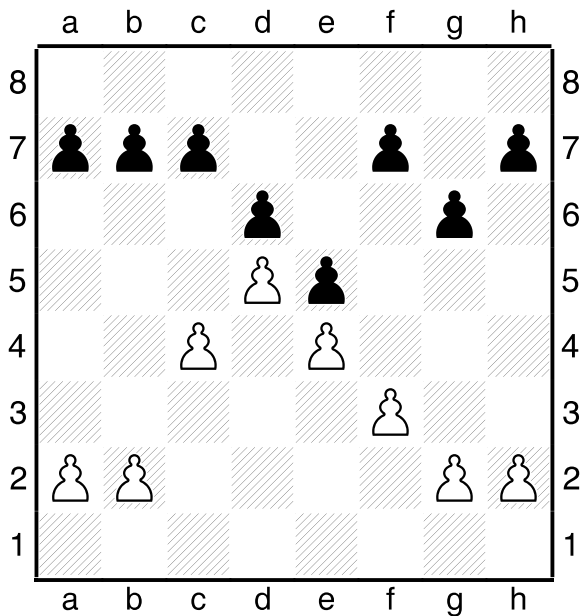
Go ahead and make my day. Build up a big pawn centre if you choose. The bigger you build it the more I'll like it. I'll attack it with e5 or c5 and smash it to pieces with the help of my g7 Bishop.



What happens next?

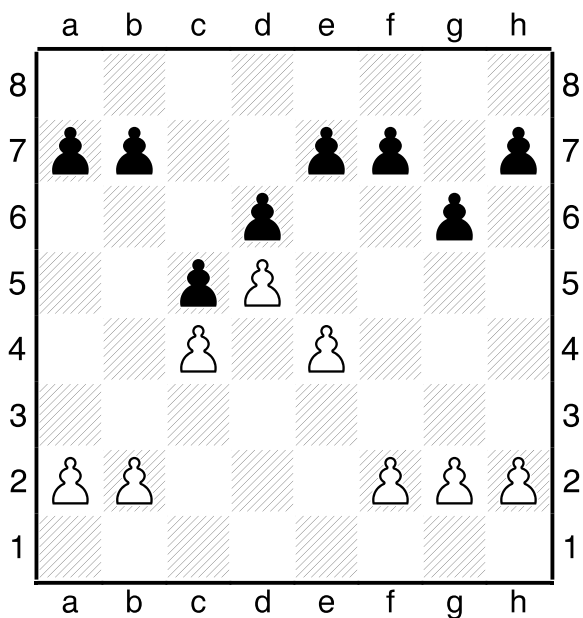
White will usually continue with e2-e4, accepting Black's challenge to build up a pawn centre. Black will play d7-d6, 0-0 and then either e7-e5 or c7-c5, depending on which set-up White chooses.

Then White will have the choice of exchanging (wimpish), pushing with d4-d5 or waiting to see if Black will exchange pawns on d4. In most games White plays d4-d5 either at once or soon afterwards.



A typical pawn formation in the King's Indian Defence after Black has played e7-e5 and White has replied d4-d5.

Black's PAWN BREAK is f7-f5 to which White will often reply f2-f3 if he has not already played that move. One plan for Black is f5-f4 and a King-side pawn storm. White will play for c4-c5 followed by a major piece invasion on the c-file or an ending where Black has a bad dark squares Bishop.



A typical pawn formation in the King's Indian Defence (or Benoni) after Black has played c7-c5 and White has replied d4-d5.

Here Black's PAWN BREAKS are e7-e6, playing in the centre, and b7-b5, which can sometimes be played as a pawn sacrifice, playing on the Queen side. White's PAWN BREAK is e4-e5, which will usually be preceded by f2-f4.

Ideas for White:

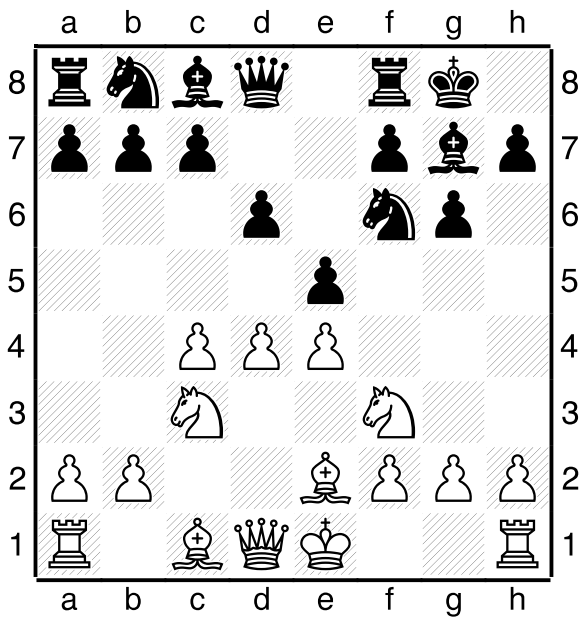
1. If you close the centre with d4-d5 go for your PAWN BREAK as quickly and efficiently as you can.
2. If you've played d4-d5 don't close the position on the side of the board where you're attacking.
3. Where Black has played e7-e5 and you've played d4-d5 head for an ending where Black has a bad dark squared bishop.
4. If you have a space advantage try to avoid exchanges.
5. In some positions you can meet f7-f5 with e4xf5, but make sure Black cannot activate his g7 Bishop.
6. If you're playing Bc1-e3 and Qd1-d2 make sure you have a pawn on f3 or h3 to prevent Ng4.

Ideas for Black:

1. If White closes the centre with d4-d5 go for your PAWN BREAK as quickly and efficiently as you can.
2. If White has played d4-d5 don't close the position on the side of the board where you're attacking.
3. If White plays e4xf5 it's nearly always right to recapture with your g-pawn, not with a piece.
4. After e4xf5 g6xf5 consider a pawn sacrifice to activate your g6 Bishop.
5. If White plays f2-f3 in reply to f7-f5 throw your g- and h-pawns down the board. Be prepared to sac a piece to break down his defences.
6. If White plays Bc1-e3 in the opening the best reply, if it doesn't lose a piece, is Nf6-g4.

THE CLASSICAL VARIATION

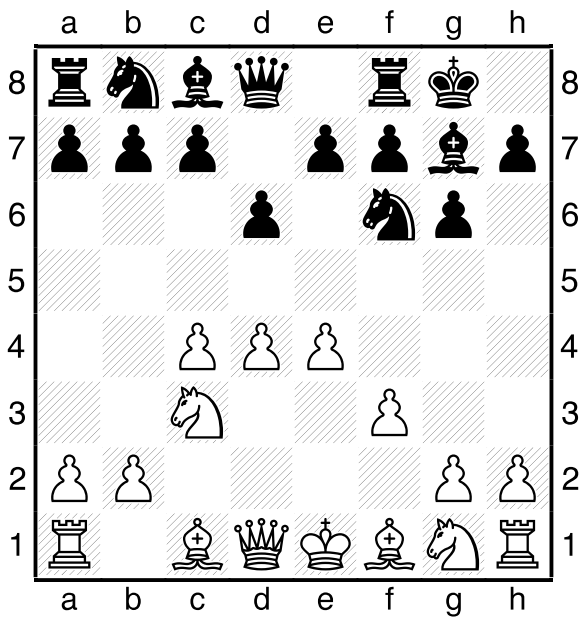
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Ng1-f3 0-0
6. Bf1-e2 e7-e5



White's most popular set-up and an important tactical point. If 7. d4xe5 d6xe5 8. Nf3xe5, Black regains the pawn with a good position after Nf6xe4! (unmasking the g7 Bishop). The main line continues 7. 0-0 Nb8-c6 8. d4-d5 Nc6-e7. Other 7th moves are d4-d5 and 7. Bc1-e3. 7. d4xe5 is playable but boring.

THE SAEMISCH VARIATION

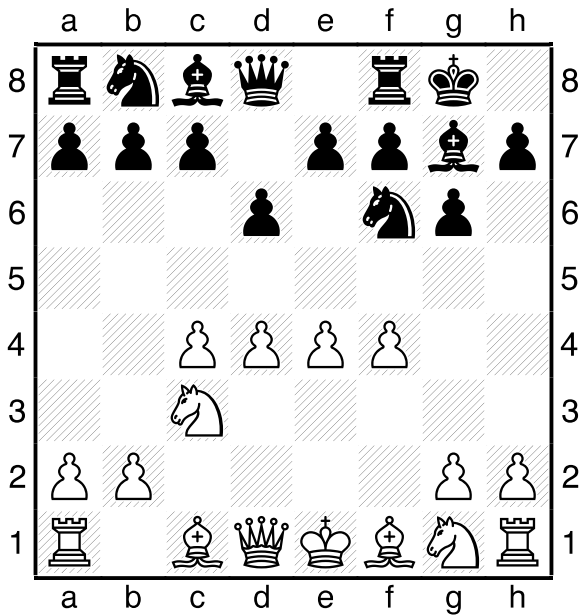
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f3 0-0



A strong and solid variation for White. In addition to his usual plans he has the idea of a King-side attack with Bc1-e3, Qd1-d2, 0-0-0, h2-h4, g2-g4, h4, Be3-h6 as in the Sicilian Dragon. Possible moves for Black after the usual 6. Bc1-e3 are the immediate 6. e7-e5 and 6. Nb8-c6, followed by a7-a6, perhaps Ra8-b8 and/or Rf8-e8 followed by either b7-b5 or e7-e5.

THE FOUR PAWNS ATTACK

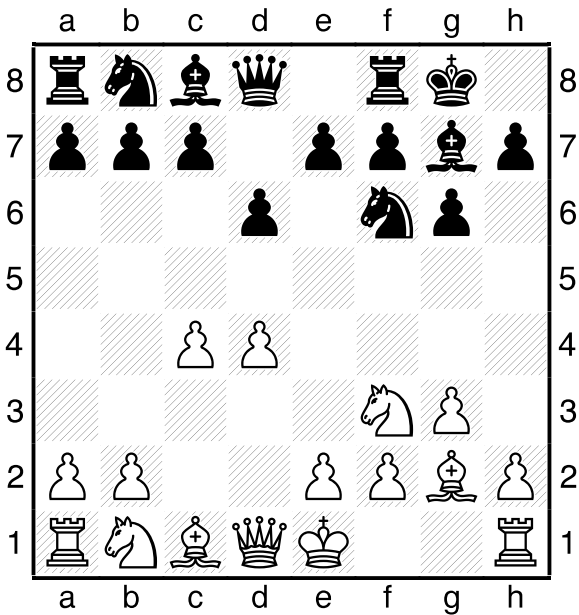
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f4 0-0



White's most aggressive formation. After the usual 6. Ng1-f3 Black's safest line is 6... c7-c5, and if 7. d4-d5, e7-e6 attacking White's big centre immediately. This line can be very dangerous if Black doesn't know how to meet it, but other, slightly less ambitious variations give White more chance of a lasting advantage.

THE FIANCHETTO VARIATION

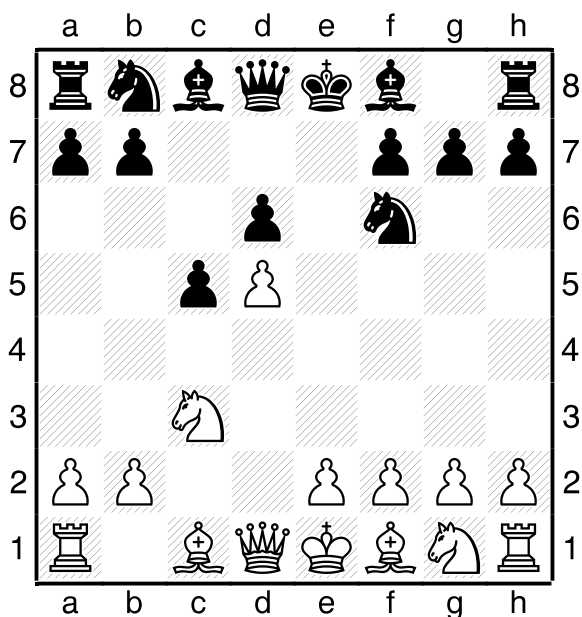
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 0-0



A safe line for White, slightly less ambitious than the others we've looked at. White develops his King side quietly without over-committing himself in the centre. After 6. 0-0 Black can play Nb8-d7 to prepare e7-e5, the immediate c7-c5 or Nb8-c6.

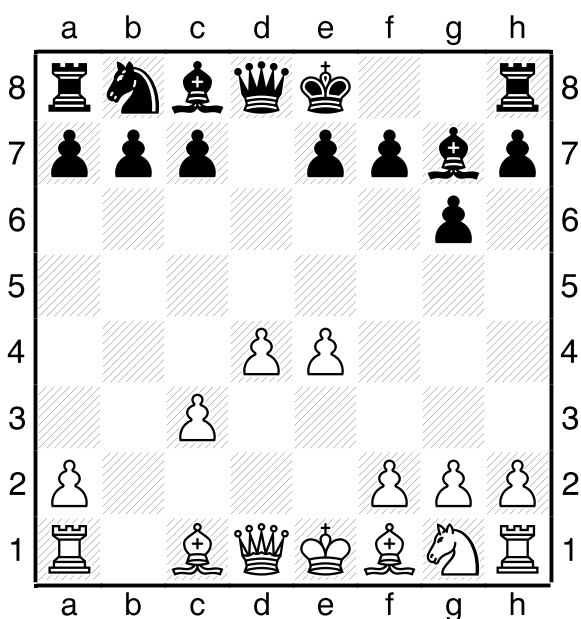
There are several openings in which Black plays an early c7-c5, following up with g7-g6 and Bf8-g7 if White, as he usually does, plays d4-d5.

The most popular of these is the MODERN BENONI, which starts 1. d2-d4 Ng8-f6 2. c2-c4 c7-c5 3. d4-d5 e7-e6 4. Nb1-c3 e6xd5 5. c4xd5 d7-d6, followed by g7-g6 and Bf8-g7 with play on the long diagonal, the e-file and the Queen side (with the pawn break b7-b5).



A related opening is the BENKO GAMBIT, where Black sacrifices a pawn to get his pawn break in at once: 1. d2-d4 Ng8-f6 2. c2-c4 c7-c5 3.d4-d5 b7-b5, and if 4. c4xb5, a7-a6 with open lines on the Queen side for the major pieces and a strong Bishop on g7.

An opening which starts like the King's Indian Defence but is based on a very different idea is the GRUENFELD DEFENCE. After 1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Black plays d7-d5. The main line continues 4. c4xd5 Nf6xd5 5. e2-e4 Nd5xc3 6. b2xc3 Bf8-g7 when White's centre looks very strong but Black plans to attack it with c7-c5.



**KING'S INDIAN DEFENCE
CLASSICAL VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Ng1-f3 O-0
6. Bf1-e2 e7-e5
7. O-0 Nb8-c6

**KING'S INDIAN DEFENCE
PETROSIAN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Ng1-f3 O-0
6. Bf1-e2 e7-e5
7. d4-d5 a7-a5

**KING'S INDIAN DEFENCE
AVERBAKH VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Bf1-e2 O-0
6. Bc1-g5 c7-c5

**KING'S INDIAN DEFENCE
FOUR PAWNS ATTACK**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f4 O-0
6. Ng1-f3 c7-c5

**KING'S INDIAN DEFENCE
ORTHODOX SAEMISCH**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f3 O-0
6. Bc1-e3 e7-e5

**KING'S INDIAN DEFENCE
SAEMISCH PANNO**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f3 O-0
6. Bc1-e3 Nb8-c6
7. Ng1-e2 a7-a6

**KING'S INDIAN DEFENCE
CLASSICAL FIANCHETTO**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 O-0
6. O-0 Nb8-d7
7. Nb1-c3 e7-e5

**KING'S INDIAN DEFENCE
YUGOSLAV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 O-0
6. O-0 c7-c5
7. Nb1-c3 Nb8-c6

**KING'S INDIAN DEFENCE
PANNO VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 O-0
6. O-0 Nb8-c6
7. Nb1-c3 a7-a6

**GRUENFELD DEFENCE
CLASSICAL EXCHANGE**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. c4xd5 Nf6xd5
5. e2-e4 Nd5xc3
6. b2xc3 Bf8-g7
7. Bf1-c4 c7-c5

**GRUENFELD DEFENCE
MODERN EXCHANGE**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. c4xd5 Nf6xd5
5. e2-e4 Nd5xc3
6. b2xc3 Bf8-g7
7. Ng1-f3 O-0

**GRUENFELD DEFENCE
SMYSLOV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. Ng1-f3 Bf8-g7
5. Qd1-b3 d5xc4
6. Qb3xc4 O-0

**GRUENFELD DEFENCE
Bf4 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. Ng1-f3 Bf8-g7
5. Bc1-f4 O-0
6. e2-e3 c7-c5

**GRUENFELD DEFENCE
SCHLECHTER-SLAV
VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. g2-g3 d7-d5
4. Bf1-g2 Bf8-g7
5. Ng1-f3 O-0
6. O-0 c7-c6

**MODERN BENONI DEFENCE
MAIN LINE**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 e7-e6
4. Nb1-c3 e6xd5
5. c4xd5 d7-d6
6. e2-e4 g7-g6
7. Ng1-f3 Bf8-g7

**MODERN BENONI DEFENCE
MIKENAS VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 e7-e6
4. Nb1-c3 e6xd5
5. c4xd5 d7-d6
6. e2-e4 g7-g6
7. f2-f4 Bf8-g7

**MODERN BENONI DEFENCE
FIANCHETTO VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 e7-e6
4. Nb1-c3 e6xd5
5. c4xd5 d7-d6
6. Ng1-f3 g7-g6
7. g2-g3 Bf8-g7

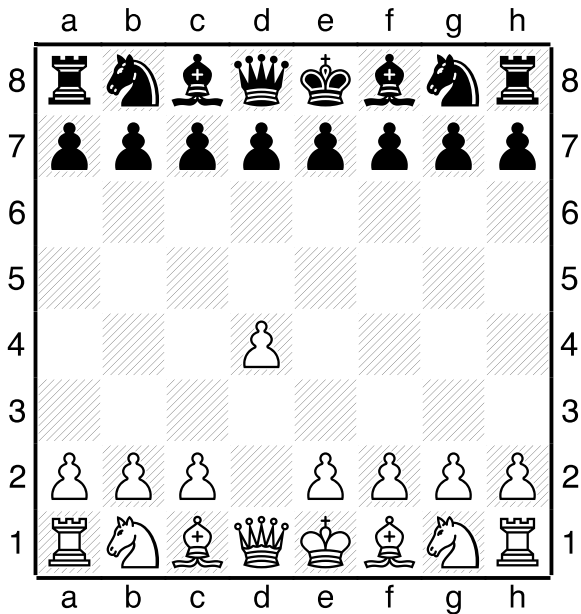
**BENKO GAMBIT
MAIN LINE**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 b7-b5
4. c4xb5 a7-a6
5. b5xa6 Bb8xa6
6. Nb1-c3 d7-d6
7. Ng1-f3 g7-g6

OTHER QUEEN'S PAWN OPENINGS

They start:

1. d2-d4



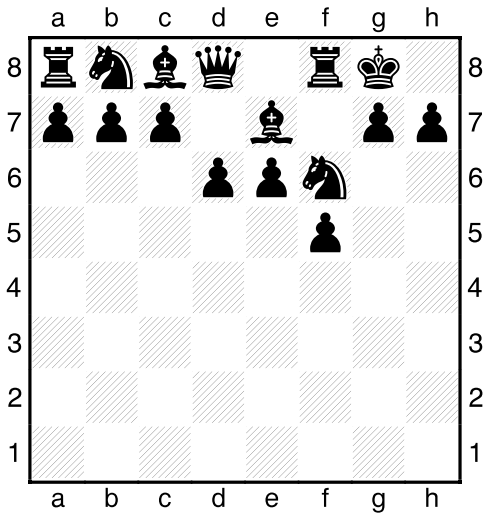
In this book we look mainly at the Dutch Defence and openings where White plays d4 but not c4.

WHITE SAYS:

(If he's playing d4 but not c4): I don't care what your favourite defence is. I'll get in my favourite opening first and see what you can do against it. Go ahead and make my day.

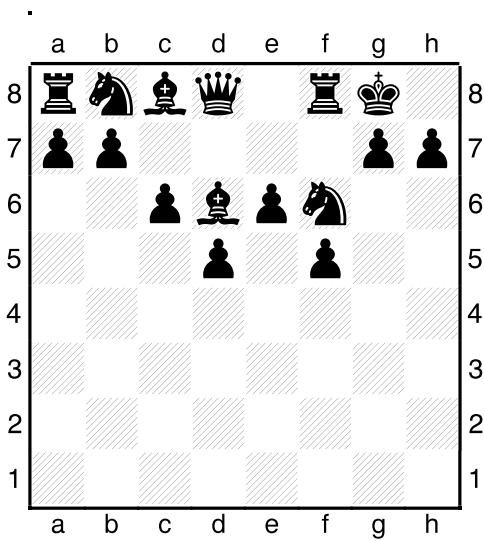
BLACK SAYS:

(If he plays the Dutch Defence): You want the Queen side? Fine. Then I'll go ahead and take the King side. Your King had better watch out or he'll end up dead meat.



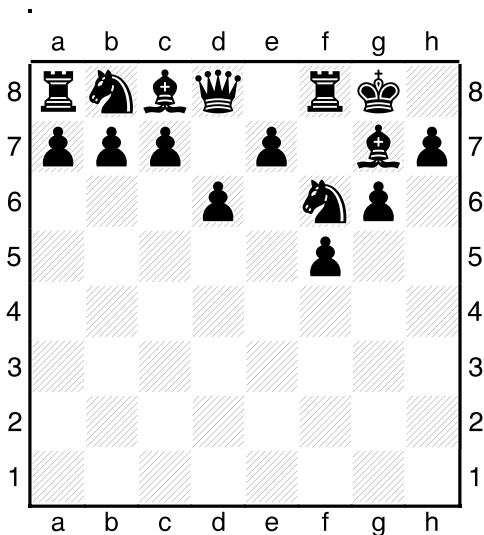
The Classical Dutch.

Black's plans are to play e6-e5 or to attack on the King side with moves like Qd8-e8, Qe8-h5, g7-g5, g5-g4. White will try to play e2-e4, open the e-file and attack Black's weak e-pawn. For this reason he will usually develop his King's Bishop on g2.



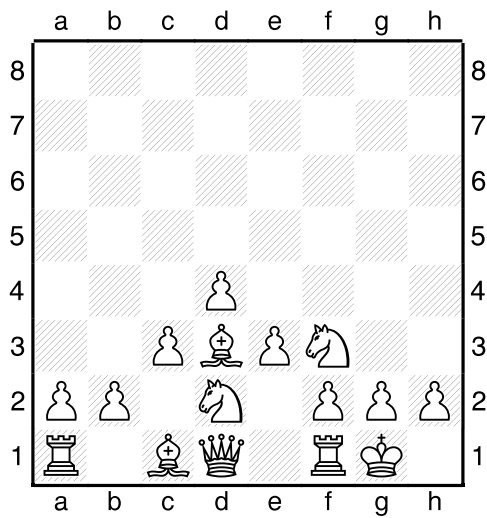
The Dutch Stonewall.

Black gains space but leaves a weakness on e5. He can either play for a King side attack, again with Qd8-e8, Qe8-h5, g7-g5, or play in the centre with b7-b6 and c6-c5. White will aim to control or occupy the e5 square with a Knight while trying to break with e2-e4.



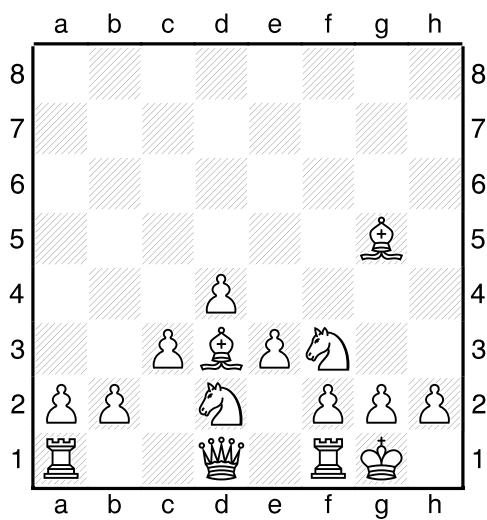
The Leningrad Dutch.

This time Black finachettos his King's Bishop to improve his chances of playing e7-e5. Again, White often aims to play e2-e4 and attack a weak black pawn on the e-file. Black has to remember that his e6 square is weak and watch out for Knight attacks via g5.



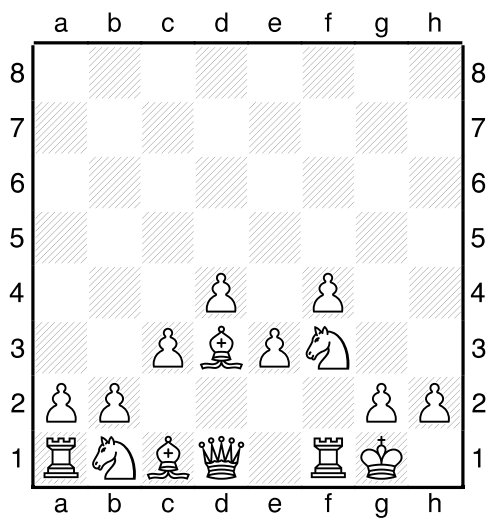
The Colle System.

This set-up is most effective when Black has a pawn on d5. White sets up a solid position and breaks with e3-e4, hoping to build up a King side attack. Watch out for the chance of a Greek Gift sacrifice (Bd3xh7+): see the lesson on the French Defence.



The Torre Attack.

White places his pawns on dark squares after developing his Bishop. White can either go for e3-e4, as in the Colle System, or put a Knight on e5 and launch a King-side attack. Unlike the other systems on this page it's also OK against the King's Indian Defence.



The same idea as the Dutch Stonewall - you can play the same system with both colours!

If Black doesn't know what to expect White can quickly get a winning attack with moves like Nf3-e5, g2-g4, g4-g5, Qd1-h5, Rf1-f3, Rf3-h3. One word of advice, don't play f2-f4 until Black has played d7-d5.

Ideas for White:

1. If you're playing the main lines against the Dutch Defence, go for the break e2-e4. Develop your Bishop to g2, then maybe Rook on e1 or Queen on c2. Against the Stonewall you can sometimes retreat your Knight on f3, play f2-f3 and e2-e4.
2. Move like 2. Nc3 and 2. Bg5 can be annoying for Dutch Defence players - why not give them a try.
3. If you're playing the Colle or the Stonewall, don't be too inflexible. If Black does something unexpected you may have to change your plan.
4. If you're playing the Colle, e3-e4 will either exchange off or drive back (with e4-e5) the Knight on f6, weakening his King's defences and giving you the chance of a king-side attack.

Ideas for Black:

1. If you're playing the Dutch Defence try to avoid positions where you have a pawn on the e-file that can be attacked.
2. If you're playing the Dutch Stonewall. try to activate your Queen's Bishop. One idea is Bc8-d7, Bd7-e8, Be8-h5. Another idea is b7-b6, Bc8-b7, c7-c5. Your choice will depend on White's moves.
3. If you think your opponent's going to play the Colle or Stonewall with White don't play d7-d5. Instead, play for e7-e5 or c7-c5 to take his central position apart.
4. Against the Torre or Trompowsky, it's often a good idea to develop your Queen to b6, attacking the Pawn on b2.

THE DUTCH DEFENCE

1. d2-d4 f7-f5

2. Ng1-f3

This, 2. c2-c4 or 2. g2-g3 are usual. 2. c2-c4 gives Black the chance of developing his Bishop on b4. Other interesting moves are 2. Nb1-c3, preparing e2-e4, 2. Bc1-g5, planning to capture a Knight on f6 and double Black's pawns, or 2. e2-e4, the Staunton Gambit (2... f5xe4 3. Nb1-c3 Ng8-f6 4. Bc1-g5 or 4. f2-f3).

2... Ng8-f6

3. g2-g3 e7-e6

If Black wants to play the Leningrad Variation he plays g7-g6 here.

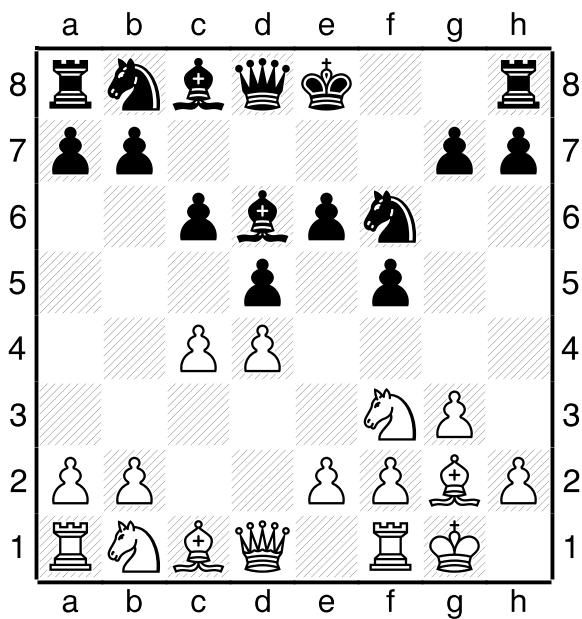
4. Bf1-g2 d7-d5

4... Bf8-e7, followed by 5... 0-0 and 6... d7-d6 is the Classical Variation

5. c2-c4 c7-c6

6. 0-0 Bf8-d6

Bf8-e7 is equally possible here.



This is the basic position for the Dutch Stonewall.

THE COLLE SYSTEM

1. d2-d4 d7-d5
2. Ng1-f3

Another idea is 2. Nb1-c3 Ng8-f6 3. Bc1-g5, again playing for e2-e4 - the Richter-Veresov Attack.

2... Ng8-f6

3. e2-e3

3. Bc1-g5 is the Torre Attack. 3. Bc1-f4 is the London System, with similar ideas.

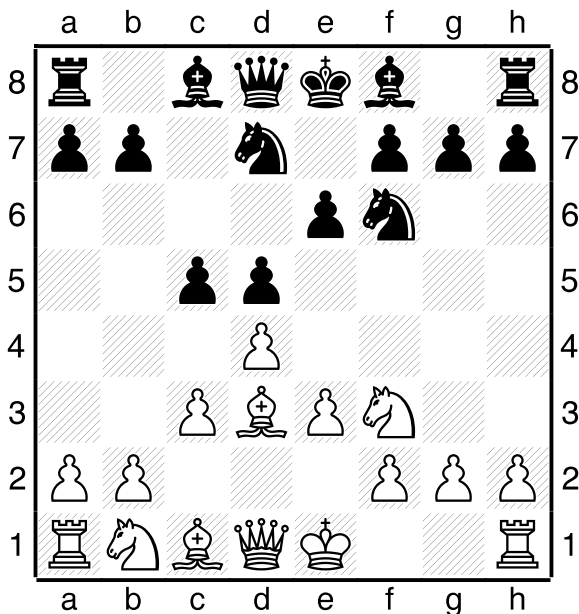
3... e7-e6

3... Nb8-c6 is interesting: 4. Bf1-d3 e7-e5 is fine for Black so White should change plans and play f2-f4 instead. If Black then plays Nc7-b4 and Nb5xd3 White should take back with the c-pawn, not the Queen.

4. Bf1-d3 c7-c5

5. c2-c3 Nb8-d7

Nb8-c6, Bf8-e7 or Bf8-d6 are all equally possible.



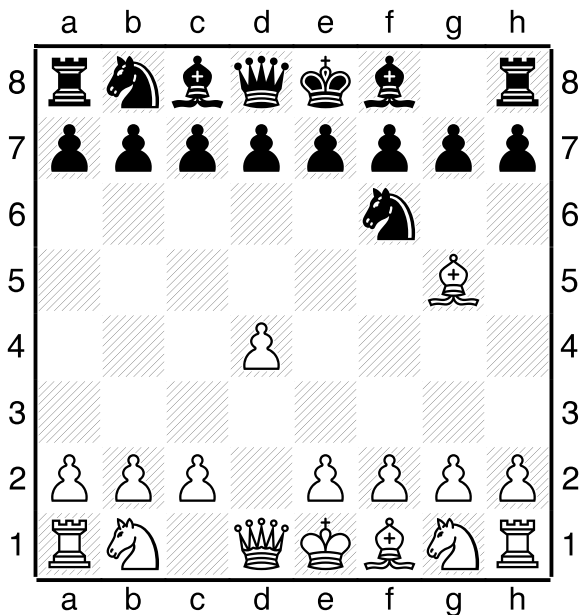
A typical position from the Colle System.

White will play for e2-e4. Perhaps Black will play for e7-e5.

THE TROMPOWSKY ATTACK

1. d2-d4 Ng8-f6

2. Bc1-g5



A move made popular by English Grandmasters Michael Adams and Julian Hodgson. One idea is to take on f6 and double Black's pawns. 1. d2-d4 d7-d5 2. Bc1-g5 is also sometimes played.

Black has several choices: 2... Nf6-e4, when White can move his Bishop back to f4 or h4:

2... e7-e6, when White can play Nb1-c3 and e2-e4 but will have to exchange Bishop for Knight on f6:

2... d7-d5, when White can exchange on f6 or transpose to a Torre Attack:

2... c7-c6, hoping for 3. e2-e3?? Qd8-a5+ winning a Bishop.

Finally, a few other openings that don't fit in elsewhere.

THE BUDAPEST GAMBIT

1. d2-d4 Ng8-f6

2. c2-c4 e7-e5

Black sacrifices a pawn. After 2. d4xe5 (best) Black can play the main line, Nf6-g4, when he usually wins the pawn back, or Nf6-e4, a genuine gambit, dubious but there are many ways White can lose quickly.

THE OLD INDIAN DEFENCE

1. d2-d4 Ng8-f6
2. c2-c4 d7-d6
3. Nb1-c3 e7-e5

(after 3. Ng1-f3, Bc8-g4 is possible) Now White can either exchange pawns and queens, or play d4-d5 which will look like a King's Indian Defence with Black's bishop on e7, not g7.

THE CATALAN

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. g2-g3 Ng8-f6

A sort of Queen's Gambit where White fianchettoes his bishop to put pressure on d5. A very subtle opening, popular in master chess but less so at lower levels. Black can open the position with d5xc4, often followed by c7-c5 or defend solidly with Bf8-e7, 0-0, c7-c6.

**DUTCH DEFENCE
CLASSICAL VARIATION**

1. d2-d4 f7-f5
2. g2-g3 Ng8-f6
3. Bf1-g2 e7-e6
4. Ng1-f3 Bf8-e7
5. c2-c4 0-0
6. 0-0 d7-d6

**DUTCH DEFENCE
STONEWALL VARIATION**

1. d2-d4 f7-f5
2. g2-g3 Ng8-f6
3. Bf1-g2 e7-e6
4. Ng1-f3 d7-d5
5. c2-c4 c7-c6
6. 0-0 Bf8-d6

**DUTCH DEFENCE
LENINGRAD VARIATION**

1. d2-d4 f7-f5
2. g2-g3 Ng8-f6
3. Bf1-g2 g7-g6
4. Ng1-f3 Bf8-g7
5. c2-c4 0-0
6. 0-0 d7-d6

**DUTCH DEFENCE
DUTCH INDIAN VARIATION**

1. d2-d4 f7-f5
2. c2-c4 Ng8-f6
3. g2-g3 e7-e6
4. Bf1-g2 Bf8-b4+
5. Bc1-d2 Qd8-e7
6. Ng1-f3 0-0

**DUTCH DEFENCE
2. Nc3 VARIATION**

1. d2-d4 f7-f5
2. Nb1-c3 d7-d5
3. Bc1-g5 Ng8-f6
4. Bg5xf6 e7xf6
5. e2-e3 c7-c6
6. Bf1-d3 Bf8-d6

**DUTCH DEFENCE
2. Bg5 VARIATION**

1. d2-d4 f7-f5
2. Bc1-g5 g7-g6
3. h2-h4 Bf8-g7
4. Nb1-c3 d7-d5
5. e2-e3 c7-c6
6. Qd1-f3 Bc8-e6

**DUTCH DEFENCE
STAUNTON GAMBIT**

1. d2-d4 f7-f5
2. e2-e4 f5xe4
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Nb8-c6
5. d4-d5 Nc6-e5
6. Qd1-d4 Ne5-f7

COLLE SYSTEM

1. d2-d4 d7-d5
2. Ng1-f3 Ng8-f6
3. e2-e3 e7-e6
4. Bf1-d3 c7-c5
5. c2-c3 Nb8-d7
6. Nb1-d2 Bf8-d6

TORRE ATTACK (1)

1. d2-d4 d7-d5
2. Ng1-f3 Ng8-f6
3. Bc1-g5 e7-e6
4. e2-e3 c7-c5
5. Nb1-d2 Bf8-e7
6. c2-c3 Nb8-d7

TORRE ATTACK (2)

1. d2-d4 d7-d5
2. Ng1-f3 Ng8-f6
3. Bc1-g5 g7-g6
4. e2-e3 Bf8-g7
5. Nb1-d2 0-0
6. Bf1-d3 c7-c5

RICHTER-VERESOV ATTACK

1. d2-d4 d7-d5
2. Nb1-c3 Ng8-f6
3. Bc1-g5 Nb8-d7
4. f2-f3 c7-c5
5. e2-e4 c5xd4
6. Bg5xf6 d4xc3
7. Bf6xc3 d5xe4

TROMPOWSKY ATTACK (1)

1. d2-d4 Ng8-f6
2. Bc1-g5 Nf6-e4
3. Bg5-h4 c7-c5
4. f2-f3 g7-g5
5. f3xe4 g5xh4
6. e2-e3 Bf8-h6

TROMPOWSKY ATTACK (2)

1. d2-d4 Ng8-f6
2. Bc1-g5 Nf6-e4
3. Bg5-f4 c7-c5
4. d4-d5 Qd8-b6
5. Bf4-c1 e7-e6
6. f2-f3 Qb6-a5+
7. c2-c3 Ne4-f6

TROMPOWSKY ATTACK (3)

1. d2-d4 Ng8-f6
2. Bc1-g5 e7-e6
3. e2-e4 h7-h6
4. Bg5xf6 Qd8xf6
5. Ng1-f3 b7-b6
6. Bf1-d3 Bc8-b7

BUDAPEST GAMBIT

1. d2-d4 Ng8-f6
2. c2-c4 e7-e5
3. d4xe5 Nf6-g4
4. Bc1-f4 Nb8-c6
5. Ng1-f3 Bf8-b4+
6. Nb1-d2 Qd8-e7

OLD INDIAN DEFENCE

1. d2-d4 Ng8-f6
2. c2-c4 d7-d6
3. Nb1-c3 Nb8-d7
4. Ng1-f3 e7-e5
5. e2-e4 c7-c6
6. Bf1-e2 Bf8-e7
7. 0-0 0-0

**CATALAN SYSTEM
OPEN VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. g2-g3 Ng8-f6
4. Bf1-g2 d5xc4
5. Ng1-f3 Bf8-e7
6. 0-0 0-0
7. Qd1-c2 a7-a6

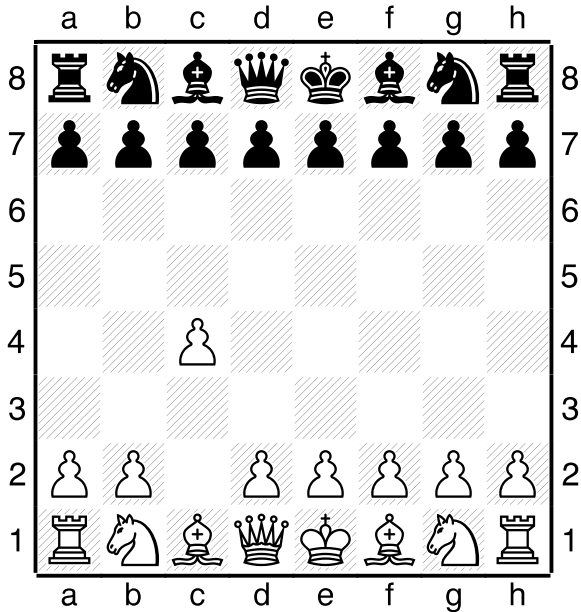
**CATALAN SYSTEM
CLOSED VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. g2-g3 Ng8-f6
4. Bf1-g2 Bf8-e7
5. Ng1-f3 0-0
6. 0-0 Nb8-d7

THE ENGLISH OPENING

It starts:

1. c2-c4



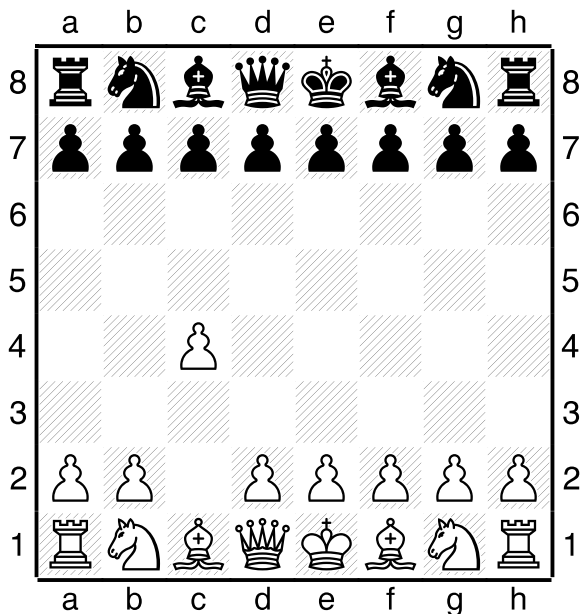
It was named in honour of Howard Staunton, who was the best player in the world from 1843-1851.

WHITE SAYS:

My plan is first of all to control d5. After that, who knows? Perhaps I'll transpose to a Queen's Pawn opening. Perhaps I'll play Nc3, g3 and Bg2 keeping it as an English. You'll just have to wait and see.

BLACK SAYS:

Well, at this point Black can say almost anything. After all only one move has been played so far and White has yet to reveal his hand. Read on for some ideas on what Black might play next.



How should Black reply?

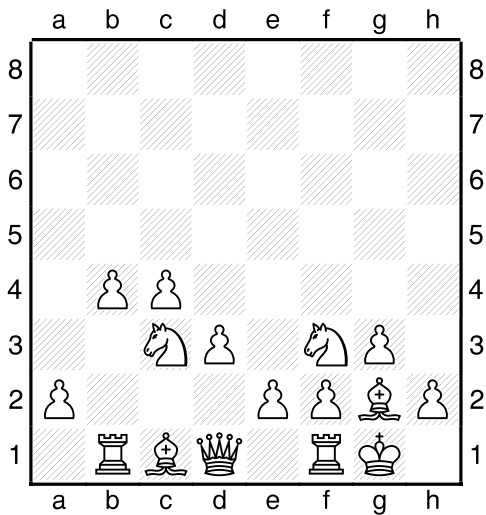
1. If you like playing the Queen's Gambit with Black play 1... e6 2. Nc3 (the usual move) 2... d5. You are now threatening d4 so White will often play 3. d4 and you have a Queen's Gambit.
2. If you like playing the King's Indian Defence play 1... Nf6 followed by g6, Bg7, d6 and 0-0. If White plays d4 at any time you have a King's Indian Defence.
3. If you like playing the Nimzo-Indian Defence play 1... Nf6 and 2... e6. If White has played Nc3 play 3... Bb4.
4. If you like playing the Dutch Defence play 1... f5.
5. If you're an e4 player and like playing against the Sicilian Defence play 1... e5. You have a Sicilian Defence with colours reversed.
6. If you like playing the English Opening with White play 1... c5 with a symmetrical English.

Ideas for White:

1. Remember that your pawn formation determines your plan especially in closed positions. If Black keeps the position closed head for one of the three diagrams on the previous page and learn the middle-game plans for the one you prefer.
2. If Black opens the position up with an early d5 play energetically and don't waste time. If you have a bishop on g2 try to make the most of it.
3. In most variations your territory is the Queen-side, your opponent's territory is the King-side, so go for a pawn advance on the Queen-side, usually with b4.
4. If Black goes for a King-side pawn advance with f7-f5 try to block his pawns by playing f2-f4.

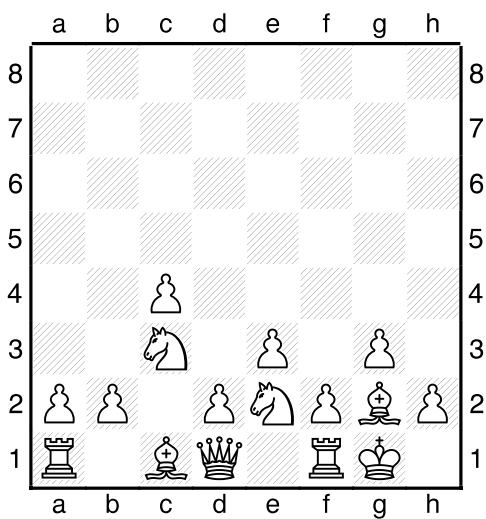
Ideas for Black:

1. Whatever you do, don't play d5 on move 1: White plays c4xd5 and, after Qd8xd5, Nb1-c3, gaining time as well as a pawn advantage in the centre.
2. If you're playing an Open Sicilian Reversed don't be too aggressive. Ideas that work with White will not work if your opponent has an extra move.
3. If you've played an early e5 and/or f5 your territory is the King-side. Go for an attack on that side of the board, using your pawns.
4. The English Opening is very popular at all levels from Club to Grandmaster. Even if you don't play it with White make sure you know a good way of meeting it with Black.



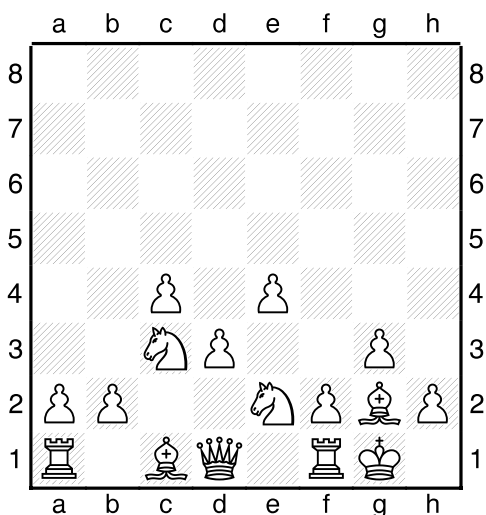
A standard English setup for White.

He has started a Queen-side attack. Note the Rook on b1 to prepare b4. He will follow up with b5 to attack c6, supported by the Bishop on g2. White could also play e2-e3 and Ng1-e2 instead of Ng1-f3. You may recognise this as a Closed Sicilian Reversed.



The Staunton System.

White is preparing d4 to gain space in the centre of the board. If Black captures on d4 he can take with either the e-pawn or the Knight on e2. Note that White has played Ng1-e2 not Ng1-f3 to keep the long diagonal open for his Bishop.



The Botvinnik System.

White may choose to attack on the Queen-side with b4, on the King-side with f4, or in the centre with d4. If Black does nothing about it he may be able to get in two or even all three of these moves. The bad news for White is the hole on d4 which Black will try to occupy with a Knight.

THE e5 VARIATION

1. c2-c4 e7-e5

2. Nb1-c3 Nb8-g6

Or Ng8-f6, giving Black the option of c7-c6 followed by d7-d5.

3. Ng1-f3

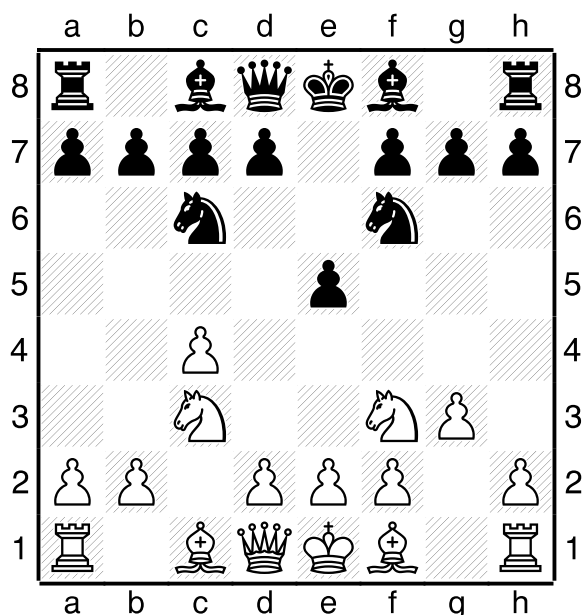
White can also play g2-g3 here to play like Staunton or Botvinnik.

3... Nb8-c6

Another idea is 3... f7-f5 with a Closed Sicilian Reversed.

4. g2-g3

4. d2-d4 is also possible.



Now 4... d7-d5 is a Dragon Reversed. 4... Bf8-b4 is also popular. 4... Bf8-c5 can be met by Nf3xe5!

THE c5 VARIATION

1. c2-c4 c7-c5

2. Nb1-c3

Or 2. Ng1-f3 heading for a quick d2-d4.

2... Nb8-c6

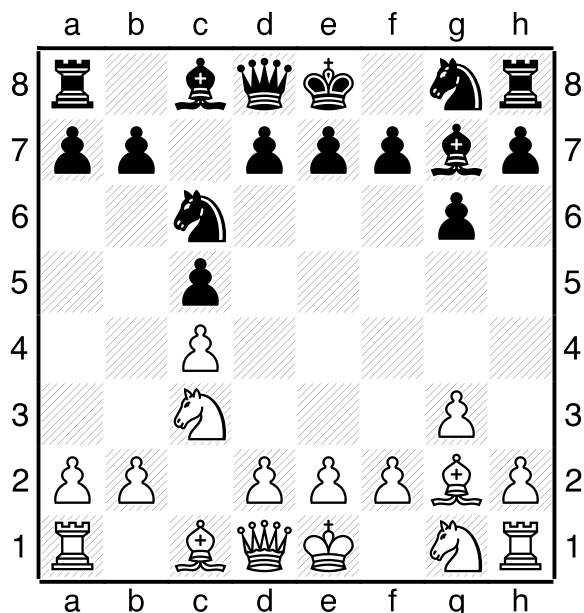
Again he could play Ng8-f6 followed by d7-d5.

3. g2-g3

Of course Ng1-f3 is equally good.

3... g7-g6

4. Bf1-g2 Bf8-g7

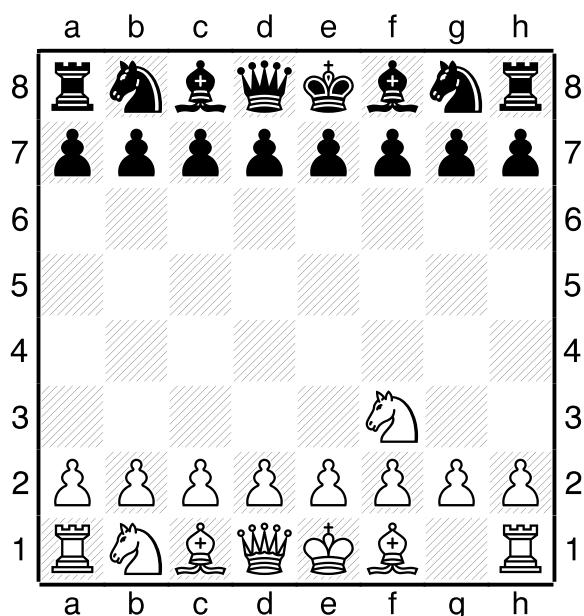


Now White has a wide choice: a2-a3 to prepare b2-b4, e2-e3 (Staunton), e2-e4 (Botvinnik), or Ng1-f3 after which Black has a similar choice.

All openings other than 1. e2-e4 and 1. d2-d4 are called FLANK OPENINGS. The rest of this book looks at some of these moves.

THE RÉTI OPENING

1. Ng1-f3



Named after Richard Réti, who pioneered this move in the 1920s.

If you're Black and you meet this move think of it as a close relation of d2-d4 and c2-c4. Don't try to get into a King's pawn opening by playing 1... Nb8-c6: after 2. d2-d4 d7-d5 3. c2-c4 you've transposed to the risky Chigorin Defence to the Queen's Gambit.

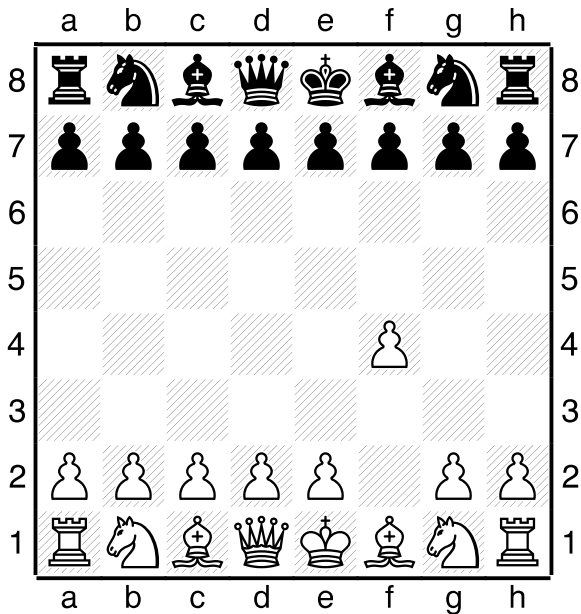
White might be playing the Réti with one of several ideas in mind:

1. To attack Black's centre with c2-c4 if he plays d2-d4
2. To play a King's Indian Attack with g2-g3, Bf1-g2, 0-0, d2-d3.
3. To play b2-b3, Bc1-b2 controlling e5.
4. To transpose into a Queen's Pawn opening.

If you're Black one plan is, as against the English, to try to head for your favourite defence to d4.

BIRD'S OPENING

1. f2-f4



Named after Henry Bird, an English master active from about 1850-1900.

After 1... d7-d5 it's a Dutch Defence reversed. White plans a King-side attack using one of several ideas seen in the Dutch Defence.

Black can also reply 1... e7-e5, and if f4xe5, d7-d6 (the FROM GAMBIT), or if 2. e2-e4 we have a King's Gambit.

Just as White can play either c2-c4 or f2-f4, so he can play either Ng1-f3 or Nb1-c3.

Nb1-c3 (The Queen's Knight Attack or Dunst Opening) is rare but not bad. It might transpose to the Vienna Game, Closed Sicilian, Richter-Veresov Attack (1. Nb1-c3 d7-d5 2. d2-d4 Ng8-f6) but also possible is 1. Nb1-c3 d7-d5 2. e2-e4 d5-d4 3. Nc3-e2.

White can also fianchetto on move one:

1. g2-g3 (the Benko Opening) will usually lead to a reversed King's Indian Defence/King's Indian Attack or a reversed Pirc Defence.

Or 1. b2-b3 (the Nimzo-Larsen Attack) aiming to control the e5 square.

Finally, White can push either Knight's Pawn two squares instead of one:

1. b2-b4 (the Sokolsky, Polish or Orang-Utan Opening) is unusual but respectable, gaining space on the Queen-side. Black should avoid 1... Nb8-c6 2. b4-b5 as well as 1... e7-e6 2. Bc1-b2 Bf8xb4??.

Finally, 1. g2-g4 (the Grob or Spike) which weakens White's King, and, although there are one or two tricky lines, is not recommended.

ENGLISH OPENING
e5 4 KNIGHTS: 4. g3 Bb4

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. Ng1-f3 Ng8-f6
4. g2-g3 Bf8-b4
5. Bf1-g2 0-0

ENGLISH OPENING
REVERSE DRAGON

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. Ng1-f3 Ng8-f6
4. g2-g3 d7-d5
5. c4xd5 Nf6xd5
6. Bf1-g2 Nd5-b6
7. 0-0 Bf8-e7

ENGLISH OPENING
STAUNTON SYSTEM v e5

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. e2-e3 d7-d6
6. Ng1-e2 Ng8-e7

ENGLISH OPENING
e5+f5 SYSTEM

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. g2-g3 f7-f5
4. Bf1-g2 Ng8-f6
5. d2-d3 g7-g6
6. e2-e3 Bf8-g7

ENGLISH OPENING
SYMMETRICAL: d4

1. c2-c4 c7-c5
2. Ng1-f3 Ng8-f6
3. d2-d4 c5xd4
4. Nf3xd4 e7-e6
5. g2-g3 Qd8-c7

ENGLISH OPENING
a3+b4 v SYMMETRICAL

1. c2-c4 c7-c5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. a2-a3 a7-a6
6. Ra1-b1 Ra8-b8

ENGLISH OPENING
BOTVINNIK v SYMMETRICAL

1. c2-c4 c7-c5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. e2-e4 e7-e6
6. Ng1-e2 Ng8-e77

ENGLISH OPENING
FLOHR-MIKENAS SYSTEM

1. c2-c4 Ng8-f6
2. Nb1-c3 e7-e6
3. e2-e4 d7-d5
4. e4-e5 d5-d4
5. e5xf6 d4xc3
6. b2xc3 Qd8xf6

ENGLISH OPENING
NIMZO-ENGLISH

1. c2-c4 Ng8-f6
2. Nb1-c3 e7-e6
3. Ng1-f3 Bf1-b4
4. Qd1-c2 0-0
5. a2-a3 Bb4xc3
6. Qc2xc3 b7-b6

ENGLISH OPENING
1... Nf6 2... d5

1. c2-c4 Ng8-f6
2. Nb1-c3 d7-d5
3. c4xd5 Nf6xd5
4. g2-g3 g7-g6
5. Bf1-g2 Nd5xc3
6. b2xc3 Bf8-g7

ENGLISH OPENING
1... Nf6 2... e6 3... d5

1. c2-c4 Ng8-f6
2. Ng1-f3 e7-e6
3. g2-g3 d7-d5
4. b2-b3 Bf8-e7
5. Bf1-g2 0-0

RETI OPENING
2. c4 dxc4

1. Ng1-f3 d7-d5
2. c2-c4 d5xc4
3. Nb1-a3 c7-c5
4. Na3xc4 Nb8-c6
5. b2-b3 f7-f6
6. Bc1-b2 e7-e5

RETI OPENING

2. c4 dxc4
1. Ng1-f3 d7-d5
2. c2-c4 d5xc4
3. Nb1-a3 c7-c5
4. Na3xc4 Nb8-c6
5. b2-b3 f7-f6
6. Bc1-b2 e7-e5

RETI OPENING
Bg4 VARIATION

1. Ng1-f3 d7-d5
2. g2-g3 Ng8-f6
3. Bf1-g2 c7-c6
4. 0-0 Bc8-g4
5. c2-c4 e7-e6
6. b2-b3 Nb8-d7

KING'S INDIAN ATTACK

1. Ng1-f3 d7-d5
2. g2-g3 c7-c5
3. Bf1-g2 Nb8-c6
4. 0-0 e7-e6
5. d2-d3 Ng8-f6
6. Nb1-d2 Bf8-e7
7. e2-e4 0-0

NIMZO-LARSEN ATTACK

1. b2-b3 d7-d5
2. Bc1-b2 c7-c5
3. e2-e3 Ng8-f6
4. Ng1-f3 e7-e6
5. Bf1-b5+ Bc8-d7

BIRD'S OPENING

1. f2-f4 d7-d5
2. Ng1-f3 Ng8-f6
3. e2-e3 g7-g6
4. Bf1-e2 Bf8-g7
5. 0-0 0-0
6. d2-d3 c7-c5

FROM GAMBIT

1. f2-f4 e7-e5
2. f4xe5 d7-d6
3. e5xd6 Bf8xd6
4. Ng1-f3 Ng8-f6
5. g2-g3 Nb8-c6
6. Bf1-g2 Bc8-g4