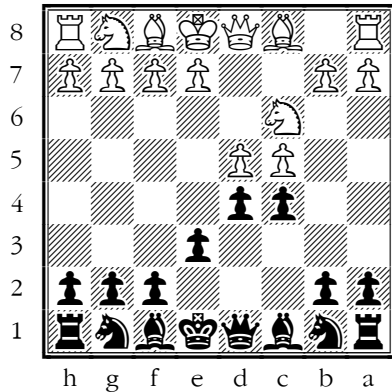
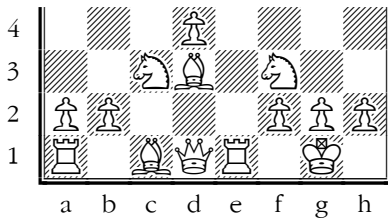
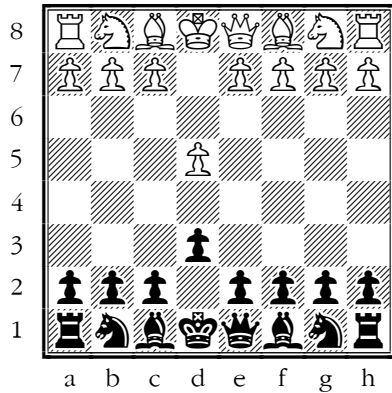
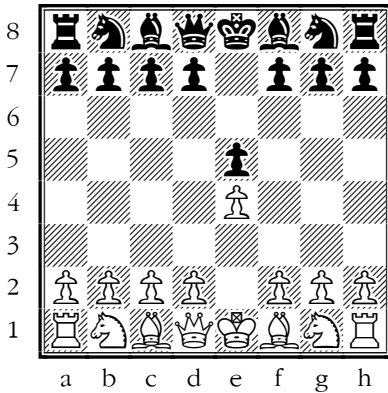


Four opening systems to start with

A repertoire for young players from 8 to 80.

























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[Summary Version].

Dr. David Regis

Exeter Chess Club.

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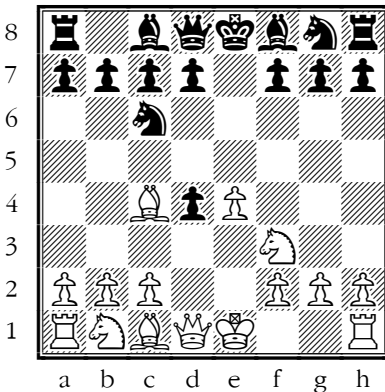


Introduction

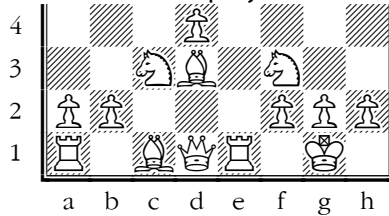
This booklet gives you a repertoire to play when you are starting out in chess. It also gives you some alternatives if for some reason you don't like my first choice.

The core of the repertoire is to play as White the Scotch Gambit.

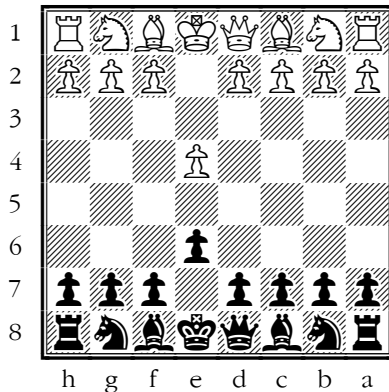
We're going to play the Italian Game, like the eighteenth-century players of Modena, del Rio, Ponziani, and Lolli, aiming at fast development and a quick attack. They were a bit fed up with Philidor telling people to stodge about. No stodge here!



When Black doesn't play 1...e5, you can steer for Isolated Queen's Pawn positions. These occur quite often in chess, so it's good to know how to play these.

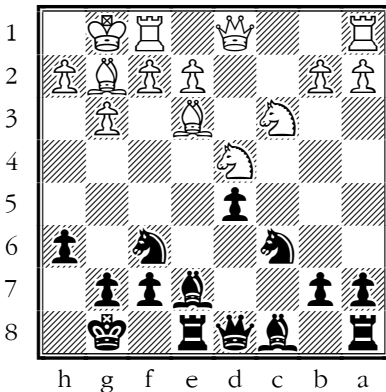


As Black against 1.e4, I think you should play the French Defence.



If you're not keen on the French, by all means play the Two Knights' Defence against the Italian-style systems. You'll also need a system to play against the Ruy Lopez and other openings.

As Black against 1.d4, I think you can get a good game by playing the Tarrasch Defence, which often leads to IQP positions.



I have selected these systems with some key ideas in mind, of which this is the most important:

"A knowledge of tactics is the foundation of positional play. This is a rule that has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player."

"A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game."

- Richard Réti, *Masters of the Chessboard*

You will notice that I recommend the French Defence for Black, which Réti says to avoid! But not everyone likes to play risky lines of the Italian Game (like the Two Knights') as Black. And I happen to think that the French Defence is easier to play for Black than for White. That's my second big idea: the systems should be easy for you to understand.

■ **Playing White with 1.e4 e5**

There are five key ideas:

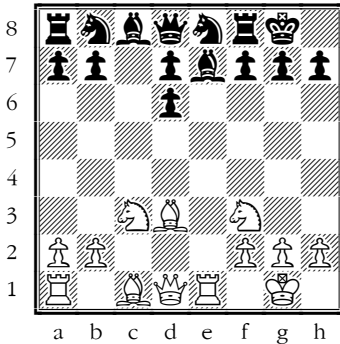
- (1) Fast development.

Stein – Langeweg [C55] 1983

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Bc5 5.c3 Nf6 6.O-O Nxe4 7.cxd4 Be7 8.d5 Nb8 9.Re1 Nd6 10.Bd3 O-O 11.Nc3 Ne8

The Bxh7 sacrifice suggests itself, but White first uses a blockading sacrifice of a pawn.

12.d6 cxd6 (DIAGRAM)



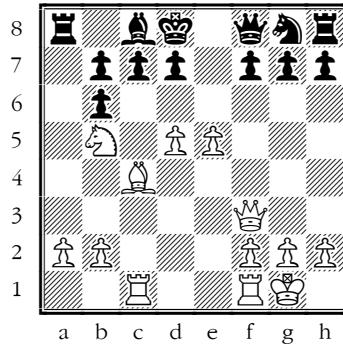
The White pieces now have the d5 point for launching, while Black will find it very hard to unravel even if the attack falters **13.Bxh7+** usually this is impossible when the bB is on e7 **13...Kxh7 14.Rxe7 Qxe7 15.Nd5 1-0** [15...Qd8 16.Ng5+ Kg6 17.Nf4+ Kxg5 18.h4+ Kf6 19.Qd4+ Kf5 20.Qd5+ Kf6 21.Qg5#]

- (2) Control of the centre.

Morphy-Cunningham [C54] London, 1859

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Bc5 5.c3 Nf6 6.e5 Qe7 7.O-O Ng8 8.cxd4 Bb6 9.d5 Qc5 10.Na3 Nd4 11.Be3

Nxf3+ 12.Qxf3 Qf8 13.Bxb6 axb6 14.Nb5 Kd8 15.Rac1

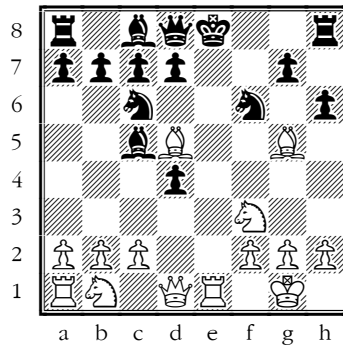


15...d6 16.exd6 cxd6 17.Qe3 Ra6 18.Nc7 Qe7 19.Ne6+ fxe6 20.Bxa6 Bd7 21.Bb5 Ke8 22.dxe6 Nf6 23.Rc8+ 1-0

- (3) Early castling and bringing the Rook into play.

Wong-Mathewson [C55] Sunnyvale, 1978

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Bc5 5.O-O Nf6 6.e5 Ne4 7.Bd5 f5 8.exf6 Nxf6 9.Bg5 h6 10.Re1+

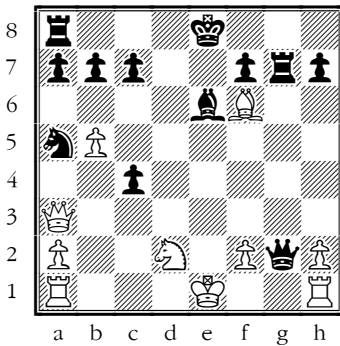


10...Be7 11.Bxf6 gxf6 12.Nxd4 Nxd4 13.Qh5+ 1-0

- (4) Hope to catch Black's King in the middle.

Romero Holmes,A-Estremera Panos,S
[C54] Leon, 1989

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Bc5
5.c3 Nf6 6.b4 Bb6 7.e5 d5 8.exf6 dxc4
9.b5 Na5 10.Qe2+ Be6 11.fxg7 Rg8
12.Nxd4 Bxd4 13.cxd4 Qxd4 14.Bb2
Qd3 15.Bf6 Qg6 16.Qf3 Rxg7 17.Nd2
Qxg2 18.Qa3 1-0



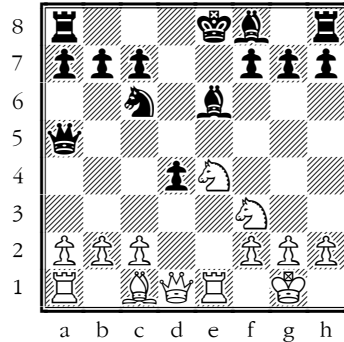
10.Nxe6 fxe6 11.Qh5+ 1-0

- More tactics...

Think for both sides!

Breivik,-Valeinis,J [C56] NOR U18 1998

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4
5.O-O Nxe4 6.Re1 d5 7.Bxd5 Qxd5
8.Nc3 Qa5 9.Nxe4 Be6



10.Nxd4?? Nxd4 0-1

(11.Qxd4 Qxe1#)

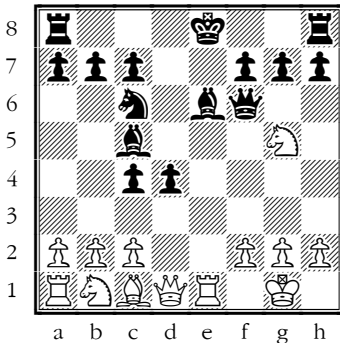
Instead, 10.Bd2 and 11.Neg5 is better.

So, that's what you're after as White. Your pieces come to the same sorts of squares in each game and Black must be very careful not to get into trouble.

- (5) Look out for tactics:

Koltanowski,G - Hutchason,C [C55]
San Francisco, 1960

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4
5.O-O Bc5 6.e5 d5 7.exf6 dxc4 8.Re1+
Be6 9.Ng5 Qxf6





Scotch Gambit

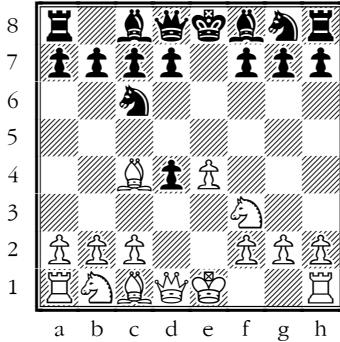
White develops as fast as possible and tempts Black to be greedy.

1.e4 e5

2.Nf3 Nc6

3.d4 exd4

4.Bc4

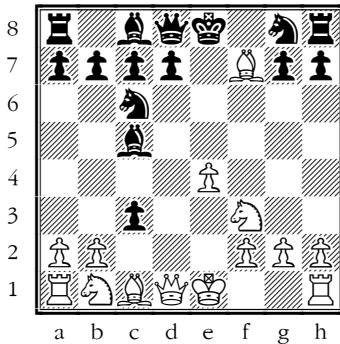


In the main line White gets a chance to win the pawn back straight away.

4...Bc5

5.c3! dxc3

6.Bxf7+

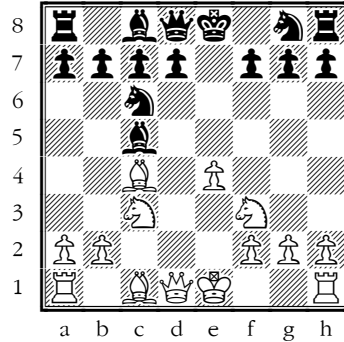


This is probably the best move.

Example game next page!

Or play a real gambit where the roof can fall on Black but White is playing a riskier game too.

4...Bc5 5.c3! dxc3 6.Nxc3



6.0-0 angles for a Danish Gambit but probably transposes after 6...d6.

Example Game next page!

Harding,TD - Dashkevich,V [C44]

EU/M/GT/360 corr, 1992

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4

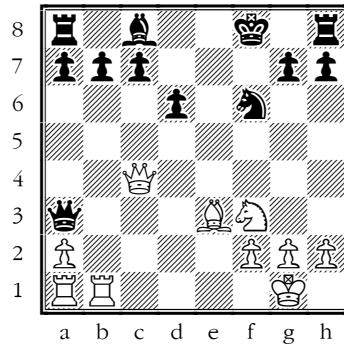
Bc5 5.c3 dxc3 6.Bxf7+ Kxf7 7.Qd5+ Kf8

8.Qxc5+ Qe7 9.Qxc3 Qxe4+ 10.Be3 d6

11.0-0 Nf6 12.Nbd2 Qb4 13.Qd3 Qxb2

14.Rfb1 Ne5 15.Qf1 Nxf3+ 16.Nxf3 Qa3

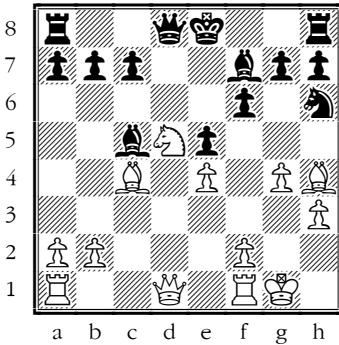
17.Qc4 1-0



White has an attack but I don't know why Black resigned so early!

Harding,TD – Zlobinsky,E [C44]
EU/M/GT/360 corr, 1992

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4
Bc5 5.c3 dxc3 6.Nxc3 d6 7.Bg5 f6 [7...Nge7]
8.Bh4 Nh6 9.O-O Bg4 10.h3 Bh5 11.g4 Bf7
12.Nd5 Ne5 13.Nxe5 dxe5



14.Qc1?! [14.Qb3] Qd6? [14...c6] 15.Rd1
O-O-O 16.Qc2 Bd4 17.Rac1 Kb8
18.Rxd4 exd4 19.Bg3 Qc6 20.Bxc7+ Ka8
21.Bxd8 Rxd8 22.Qd2 Qd6 23.Qxd4 Kb8
24.Rc3 Be8 25.Qe3 Nf7 26.Nf4 Ne5
27.Bd5 Bc6 28.Ne6 Rd7 29.Nc5 Re7
30.f4 Bxd5 31.fxe5 Qxe5 32.Qd3 b6
33.Na6+ Kb7 34.Nb4 1-0

4...Bb4+ is probably a mistake,
but not as bad as this game
makes it seem!

Staunton,H-Brodie [C44] London, 1851

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4
Bb4+ 5.c3 dxc3 6.O-O! Qf6 7.e5 Qe7
8.a3 cxb2 9.Bxb2 Bc5 10.Nc3 d6
11.Nd5 Qd8 12.exd6 Bxd6 13.Bxg7 Bg4
14.Re1+ Nge7 15.Nf6# 1-0

5...d3 declining is fine for White.

Sveshnikov,E-Petrosian,A [C44] USSR,
1974

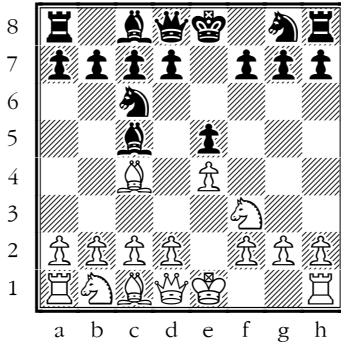
1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4
Bc5 5.c3 d3 6.b4 Bb6 7.Qb3 Qf6 8.O-O
d6 9.a4 a6 10.a5 Ba7 11.b5 Ne5
12.Nxe5 dxe5 13.bxa6 [13.Be3!+=]
13...bxa6 14.Qa4+ Bd7 15.Qd1 Ne7
16.Qxd3 Bc8 17.Na3 O-O 18.Nc2 Ng6
19.Nb4 Rd8 20.Qg3 Re8 21.Bg5 Qd6
22.Rfd1 Qc5 23.Bd5 Rb8 24.Be3 Qxc3
25.Na2 Qxa5 26.Bxa7 Nf4 27.Bc4 Rb2
28.Qc3 Qxc3 29.Nxc3 Bg4 30.Rdc1 Ra8
31.Rxa6 Rb4 1-0

Black can avoid all this: 4...Nf6 leads
to the Two Knights' and 5...Nf6 leads
to the Italian Game



Italian Game (Giuoco Piano)

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5



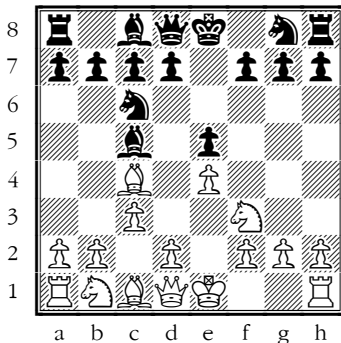
White develops quickly and prepares to castle.

Young players often play Nc3 and d3 here, but I think that's terrible old stodge. How are you going to get your Rooks into the game?

White does best to put pressure on the centre with 4.c3 to avoid the game getting stodgy.

Boleslavsky - Scitov [C54] USSR 1933

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3



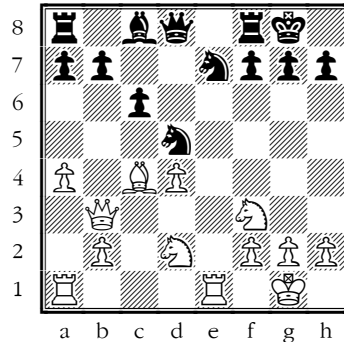
4...Nf6 5.d4 exd4 (this is where we come in from the Scotch Gambit)

6.cxd4 Bb6? 7.e5 Ng4 8.h3 Nh6 9.d5 Ne7 10.d6 Ng6 11.Bg5 f6 12.exf6 gxf6 13.Qe2+ Kf8 14.Bxh6# 1-0

Black should play a check on move 6 when you can play 7.Nc3 or 7.Bd2. The line with 7.Bd2 Bxd2 is a nice IQP position for White:

Littlewood-Paish [C54] Italian, 1993

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Bd2 Bxd2+ 8.Nbxd2 d5 9.exd5 Nxd5 10.Qb3 Nce7 11.O-O O-O 12.Rfe1 c6 13.a4



13...Qa5 14.Ne4 Rd8 15.Ne5 Nf5 16.Qd3 Be6 17.Ng5 g6 18.Qh3 Nd6 19.Qxh7+ Kf8 20.Nxe6+ fxe6 21.Bxd5 1-0

White played this game blindfold! But Black can equalise with 10..Na5 (11.Qa4+ Nc6 12.Qb3 Na5... maybe 12.Bb5!?) or may do even better with 7...Nxe4.

Coleman,D-Parker,] [C55] Isle of Man, 1999

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Bd2 Nxe4!

**8.Bxb4 Nxb4 9.Bxf7+ Kxf7 10.Qb3+ Kf8!
...0-1**

7.Nc3 may also be better for Black but he has to know it!

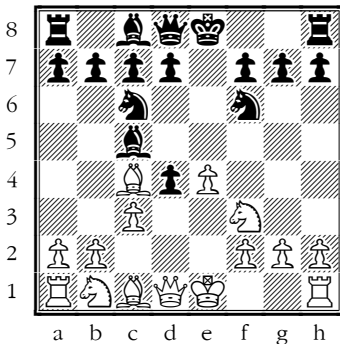
Rodriguez-Gillon [C54] IECG, Cat-M 1995

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6
5.d4 exd4 6.cxd4 Bb4+ 7.Nc3 Nxe4
8.O-O Bxc3 9.d5 Bf6 10.Re1 Ne7
11.Rxe4 d6 12.g4 h6 13.h4 g6 14.Bxh6
Bxg4 15.Bg5 Bxg5 16.hxg5 Bxf3
17.Qxf3 O-O 18.Kg2 Nf5 19.Rg4 Qe7
20.Rh1 Kg7 21.Re4 1-0**

Hmm... you have to hope Black doesn't know these ideas... and you should never play chess where your best plan is to hope Black won't play the best move! So you need something else...

White can try.

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6
5.d4 exd4** (this is where we come in from the Scotch Gambit)



6.0-0!?,

**or 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3
Nf6 5.d4 exd4 6.e5!?**

[There are example games in these lines at the start of the book.]

**or 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3
Nf6 5.b4!?** (see example game)

Nunn-Winants [C54] Brussels, 1988

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6
5.b4 Bb6 6.d3 d6 7.O-O O-O 8.a4 a5
9.b5 Ne7 10.Nbd2 Ng6 11.Bb3 c6 12.d4
Bg4 13.Bb2 d5 14.h3 dxe4 15.Nxe4 Bf5
16.Ng3 Qc8 17.Nxe5 Nxe5 18.dxe5 Ne4
19.Qf3 Nd2 20.Qf4 Nxb3 21.Nxf5 Qe6
22.Rad1 Bc7 23.c4 Nc5 24.b6 Nxa4
25.bxc7 Nxb2 26.Rd6 Qxc4 27.Qg5 1-0**

You can try **4.d4...**

4...Nxd4 5.Nxe5 is fine for White, **4...exd4** gets into lines we have seen already, so what do you think about **4...Bxd4 5.Nxd4 Nxd4 6.O-O d6 7.f4...?** (Koltanowski Attack). Here's a game:

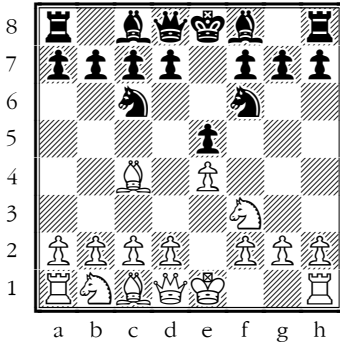
Muller-N.N. [C50] Vienna, 1927

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.d4 Bxd4
5.Nxd4 Nxd4 6.O-O Nf6 7.f4 d6 8.fxe5
dxe5 9.Bg5 Qe7 10.Nc3 Qc5 11.Bxf7+
Kxf7 12.Bxf6 gxf6 13.Qh5+ Ke6
14.Rxf6+ Kxf6 15.Nd5+ Ke6 16.Qh6+
Kd7 17.Qg7+ Kd6 18.Qe7+ Kc6
19.Qxc7+ Kb5 20.a4+ Kc4 21.Ne3+ Kb4
22.c3+ Kb3 23.Qxc5 Kxb2 24.Qa3# 1-0**



Two Knights' Defence

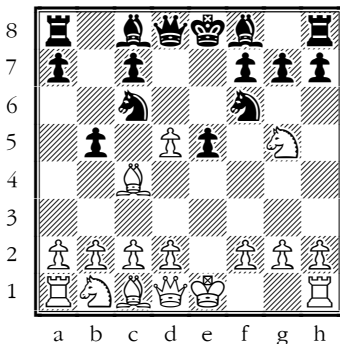
- 1.e4 e5
- 2.Nf3 Nc6
- 3.Bc4 Nf6



This fine defence can and should be played by both sides.

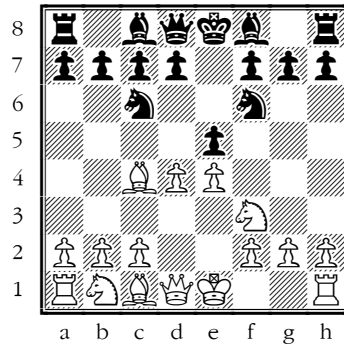
Sometimes White will attack f7, maybe hoping to sacrifice after 4.Ng5 d5 5.exd5 Nxd5 6.Nxf7, and otherwise can win a pawn -- but that's really what Black wants! Black gets an active game after variations like.

- 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5!
- 5.exd5 b5!



The Two Knights' Defence is a nice system for Black to play; I recommend it if you don't like the French. But you will also have to learn a defence to the Ruy Lopez, Kings' Gambit, Vienna Game...

In the Two Knights', instead of 4.Ng5, White does better to play 4.d4, .

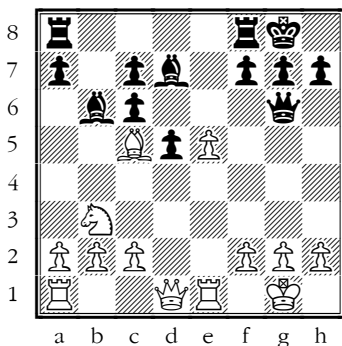


when there is a choice for both sides.

The Modern Variation with 4...exd4 5.e5 is still being worked out, but might be the easiest line to play for White.

Doghri,N -Matsuo, [C56] Yerevan (7), 1996

- 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4
- exd4 5.e5 d5 6.Bb5 Ne4 7.Nxd4 Bc5
- 8.Be3 Bd7 9.Bxc6 bxc6 10.Nd2 Qh4
- 11.Nxe4 Qxe4 12.O-O Bb6 13.Re1 Qg6
- 14.Nb3 O-O 15.Bc5



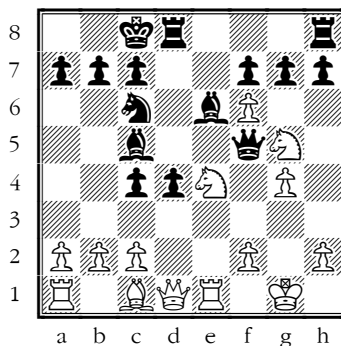
15...Rfe8 16.a4 Bf5 17.Rc1 Rab8
 18.Re3 Bxc5 19.Nxc5 Rxb2 20.Qd4
 Rxc2 21.Rxc2 Bxc2 22.h3 a5 23.Kh2
 Bf5 24.Rg3 Qh6 25.f4 g6 26.Nb3 Ra8
 27.Rc3 Qh4 28.Rxc6 Rb8 29.Nxa5 Qe1
 30.Rc5 Be4 31.e6 c6 32.Nxc6 Re8
 33.Ne7+ Kf8 34.Rc8 1-0

Alternatives for Black include
 5...Ng4 and 5...Ne4.

There's a long main line after **5.0-0 Bc5**, which is full of dangers for Black, but, if Black knows their theory, White might be happy to draw in the end.

Prasad,D-Kalyanasundaram [C55] India,
 1965

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4
 exd4 5.0-0 Bc5 6.e5 d5 7.exf6 dxc4
 8.Re1+ Be6 9.Ng5 Qd5 10.Nc3 Qf5
 11.Nce4 0-0-0 12.g4



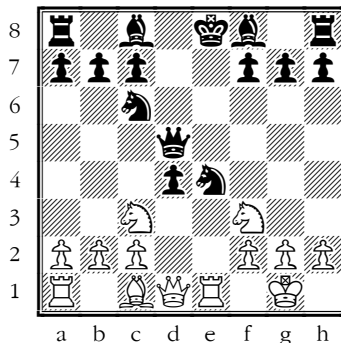
12...Qe5 13.Nxe6 fxe6 14.Bg5 g6? 15.f7
 Rd7 16.Bf6 1-0

White can move with 7.Bb5 into the Modern Variation, Black can dodge with 7...Bg4.

There's more safety for both sides after **5...Nxe4**, although there's a tricky bit early on:

Liuboshitz - Shushkta [C56] USSR, 1958

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4
 5.0-0 Nxe4 6.Re1 d5 7.Bxd5! Qxd5
 8.Nc3!



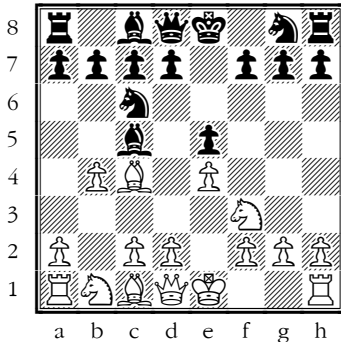
8...Qa5 9.Nxe4 Be6 10.Bd2! Qd5
 11.Bg5 Bc5? 12.c4 Qf5 13.Nh4 Qe5
 14.Nf6+ 1-0



Evans' Gambit

White plays actively for the initiative.

- 1.e4 e5
- 2.Nf3 Nc6
- 3.Bc4 Bc5
- 4.b4!?



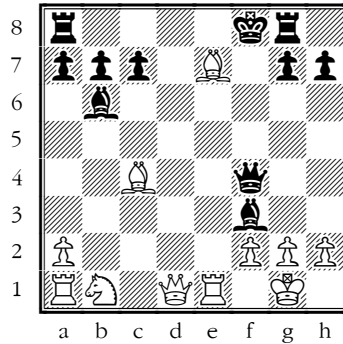
In the Giuoco Piano, White plays c3 then d4. Evans' Gambit gives up a pawn so that you can play that plan with an extra move.

- 4...Bxb4 5.c3 Bc5 6.d4

It can all go wrong for Black very quickly:

White,R-Al Marif,S [C51] London LB, 1990

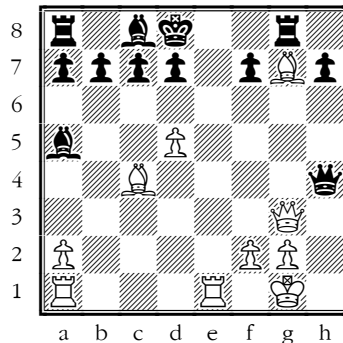
- 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4
- Bxb4 5.c3 Bc5 6.O-O d6 7.d4 exd4
- 8.cxd4 Bb6 9.Re1 Bg4 10.Bb2 Qf6
- 11.e5 dxe5 12.dxe5 Qf4 13.e6 Bxf3
- 14.exf7+ Kf8 15.fxg8Q+ Rxg8 16.Ba3+
- Ne7 17.Bxe7+ 1-0



Especially if Black is greedy:

Fischer - Fine [C52] Skittles, 1963

- 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4
- Bxb4 5.c3 Ba5! 6.d4 exd4 7.O-O dxc3?! 8.Qb3
- Qe7 9.Nxc3 Nf6?! 10.Nd5 Nxd5 11.exd5
- Ne5 12.Nxe5 Qxe5 13.Bb2 Qg5 14.h4
- Qxh4 15.Bxg7 Rg8 16.Rfe1+ Kd8 17.Qg3 1-0



6.O-O after 5...Ba5 is designed to avoid 7...dxc3 (as if that's a problem) but lets Black set up the Lasker Defence.

Alekhin,A - Sorokin [C52] Kiev, 1916

- 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4
- Bxb4 5.c3 Ba5 6.O-O d6 7.d4 Bb6
- 8.Be3 Nf6 9.Re1 O-O 10.h3 d5 11.exd5
- Nxd5 12.Bg5 Nf6 13.d5 e4 14.Rxe4

Bxf2+ 15.Kh1 Bg3 16.Nbd2 Na5 17.Bd3 Qxd5 18.Rd4 Qc6 19.Bxf6 Qxf6 20.Ne4 Qf4 21.Neg5 Qe3 22.Bxh7+ Kh8 23.Qa4 Qxc3 24.Rad1 b5 25.Rd8 Bxh3 26.Rxa8 Rxa8 27.Qe4 Rf8 28.Nxf7+ 1-0

5...Be7 doesn't solve Black's problems either.

Fischer,R - Celle,0 [C51] Davis sim, 1964

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Be7!? 6.d4 d6 7.dxe5 Nxe5 8.Nxe5 dxe5 9.Qh5 g6 10.Qxe5 Nf6 11.Ba3 Rf8 12.O-O Ng4 13.Qg3 Bxa3 14.Nxa3 Qe7 15.Bb5+ c6 16.Nc4 Qe6 17.Rad1 cxb5 18.Qc7 Bd7 19.Nd6+ Ke7 20.Nf5+ gxf5 21.exf5 Rac8 22.Rxd7+ Qxd7 23.f6+ Nxf6 24.Re1+ Ne4 25.Rxe4+ Kf6 26.Qxd7 Rfd8 27.Qg4 1-0

5...Bc5 is a bit wet. It was seen in the very first game we have with this opening by its inventor:

Evans,-MacDonnell [C51] London, 1829

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Bc5 6.O-O Nf6 7.d4 exd4 8.cxd4 Bb6 9.e5 d5 10.exf6 dxc4 11.Re1+ Kf8 12.Ba3+ Kg8 13.d5 Na5 14.Be7 Qd7 15.fxg7 Kxg7 16.Qd2 Qg4 17.Qc3+ Kg8 18.Qxh8+ Kxh8 19.Bf6+ Qg7 20.Re8# 1-0

Declining is not very good for Black: an easy system to play is from my favourite player, Tartakower:.

Tartakower -Prokofiev [C51] Paris, 1934

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bb6 5.a4 a6 6.Bb2 d6 7.b5 axb5 8.axb5 Rxa1 9.Bxa1 Nb8 10.d4 f6 11.dxe5 dxe5 12.Qe2 Nh6 13.Nxe5 fxe5 14.Qh5+ Kf8 15.Qxe5 Bxf2+ 16.Ke2 Qd7

17.Rd1 Qg4+ 18.Kxf2 Nd7 19.Qxc7 Ke7 20.Nc3 Rf8+ 21.Kg1 Rd8 22.Qd6+ Ke8 23.Be6 Qh5 24.Rd5 Nf7 25.Bxd7+ Bxd7 26.Qxd7+ Rxd7 27.Rxh5 Rd2 28.Rd5 Rxc2 29.Nd1 1-0

Nigel Short likes **7.Qb3**, which avoids Black's best defence with

7.O-O Nge7! 8.Ng5! d5! 9.exd5 Ne5 10.Qxd4!?

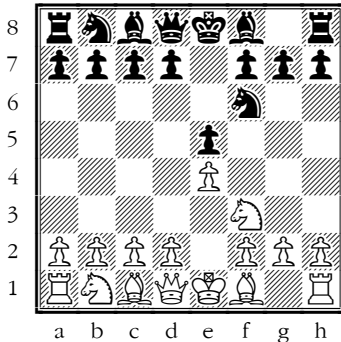
Short,N-Nielsen,P [C52] Samba Cup 1st Skanderborg (8), 2003

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Ba5 6.d4 exd4 7.Qb3 Qe7 8.O-O Bb6 9.cxd4 Nxd4 10.Nxd4 Bxd4 11.Nc3 Nf6 12.Nb5 d5 13.exd5 Bxa1 14.Ba3 Qe5 15.f4 Bd4+ 16.Kh1 Qe3 17.Nxd4 Qxb3 18.Re1+ Kd8 19.Be7+ Kd7 20.Nxb3 c6 21.d6 b6 22.Bxf7 c5 23.Nd2 Kc6 24.Nc4 Bf5 25.Ne5+ Kb7 26.a4? (26.Re3! idea Rg3xg7 +-) 26...h5 27.Bxf6 gxf6 28.Bd5+ Ka6 29.Bc4+ Kb7 30.Bd5+ Ka6 31.Bc4+ Kb7 1/2-1/2



Petroff Defence

1.e4 e5 2.Nf3 Nf6



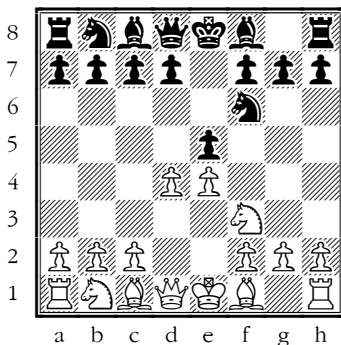
What is Black's idea?

"I won't defend, but counterattack White's e-pawn!"

What should White do?

As usual, I think White should put pressure on the centre with.

3.d4

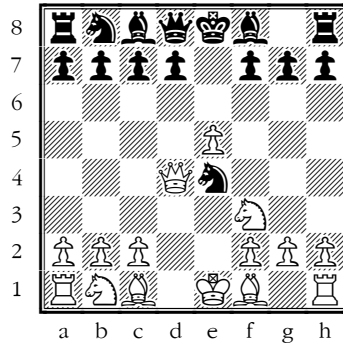


If Black goes for.

3...exd4

4.e5 Ne4

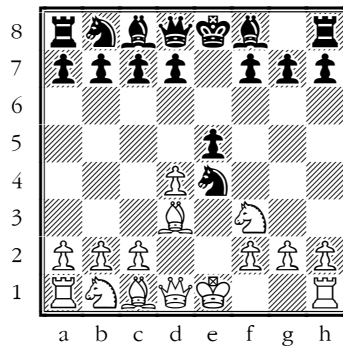
5.Qxd4



you have a nice easy position to play

Better is...

3...Nxe4 4.Bd3



After.

4...d5 5.Nxe5 Nd7 6.Nc3

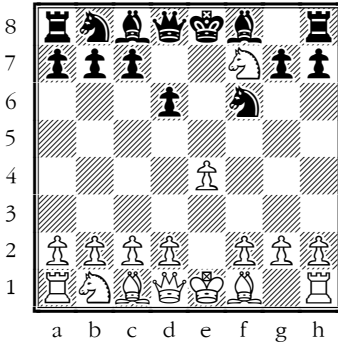
... Black has still got to show how the pieces are getting sorted out.

To be honest, the Petroff has a very solid reputation and is regularly used by top players to draw with Black. In fact, I used to recommend it as a way of avoiding White's pet opening.

As you get better and find that players know more book lines,

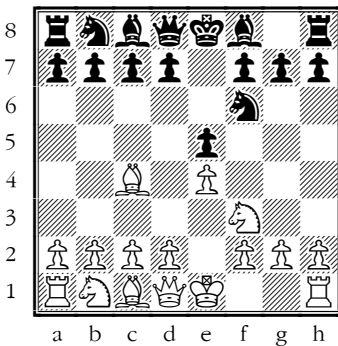
you may need to dig deeper into the theory. Until then, there are all sorts of ways to liven things up: how about the Cochrane Gambit, an avalanche of pawns against the uncastled King?

3.Nxe5 d6 4.Nxf7!?



One idea is 4...Kxf7 5.d4 Nxe4? 6.Qh5+ and White wins back the piece with advantage

You can steer for familiar Two Knights' territory after 3.d4 Nxe4 4.Bc4! or **3.Bc4** (3...Nc6! 4.d4!),



when some new gambit options turn up like the Urusoff Gambit:

3.Bc4 Nxe4 4.d4! exd4 5.Qxd4

and the Boden-Kieseritsky Gambit:

3.Bc4 Nxe4 4.Nc3 Nxc3 5.dxc3

You can even try to avoid the Petroff with the move order.

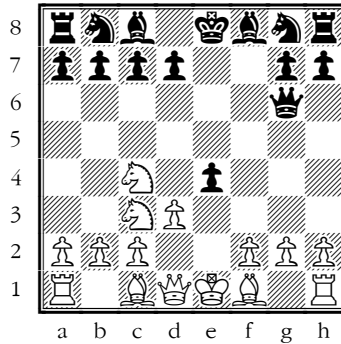
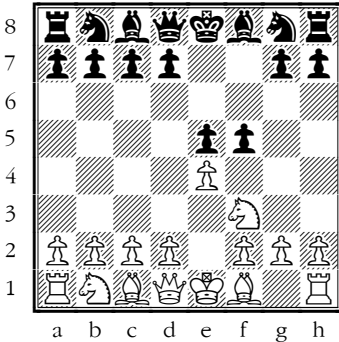
1.e4 e5 2.d4!? exd4 3.Nf3!?



Latvian Gambit

1.e4 e5

2.Nf3 f5



6...Bb4

7.Bd2 Bxc3

8.Bxc3 exd3

9.Bxd3

"I'll offer my f-pawn to get some open lines and control of the centre."

What should White do? Don't be greedy, follow the idea below to make sure you get better control over the centre.

3.Nxe5 Qf6

[3...fxe4?? 4.Qh5+]

4.Nc4 fxe4

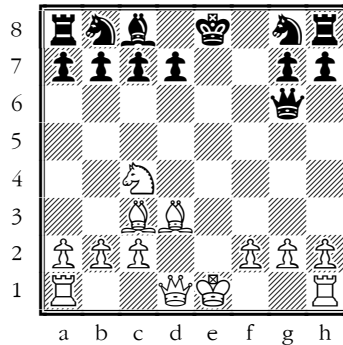
5.Nc3

5. Be2 is another idea, stopping Black's next move. (Can you see why?).

5...Qg6

6.d3!

Undermining the Black centre.

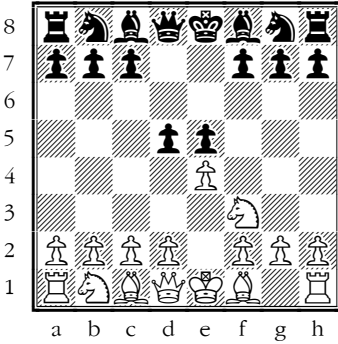


Now, Black can't take the g-pawn because of the big check on h5, when Black is in big trouble.



Elephant Gambit

1. e4 e5 2. Nf3 d5



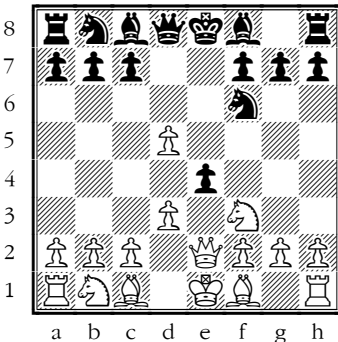
“I’ll offer my d-pawn to get some open lines and fast development.”

What should White do?

Well, as Steinitz thought, it’s often worth taking a centre pawn, but don’t be afraid to give it back if you start getting stuck.

3.exd5 Bd6

3...e4 4.Qe2 Nf6 5.d3 is better for White:



4.d4 e4

5.Ne5 Nf6

6.Nc3 Nbd7

7.Bf4 Qe7

8.Bb5 O-O

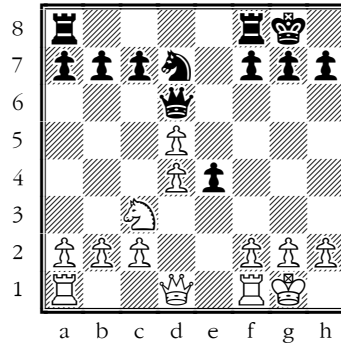
9.Bxd7 Bxd7

10.Nxd7 Nxd7

11.Bxd6 Qxd6

12 O-O

And White is a pawn up for nothing.





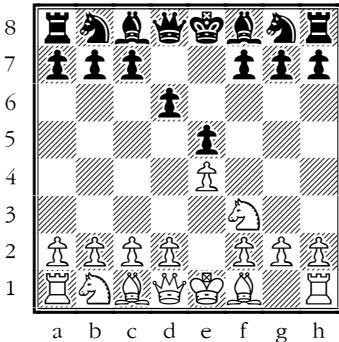
Philidor Defence

1. e4 e5 2. Nf3 d6

“I’m going to just play very solidly now and look for my chances later in the game”

Oh dear, Black is trying to play stodge... This is exactly what the Modenese were complaining about...

What should White do?



Developing naturally gives you a decent game, and there are some terrible traps for Black to avoid... But as long as Black plays 3...Nf6, most of the traps are avoided.

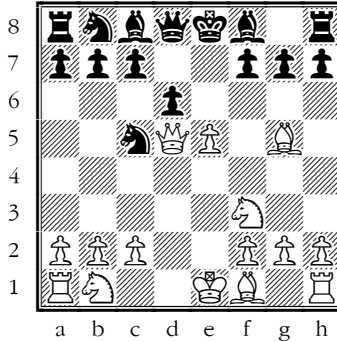
I think you can give your opponent more problems by playing:

3.d4 Nf6

4.dxe5! Nxe4

5.Qd5! Nc5

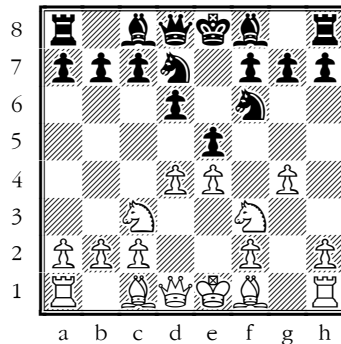
6.Bg5!



That's too slow for you? Well, White has recently been playing a gambit, due to Shirov:

Shirov,A – Klinova,M [C41] Gibraltar, 2006

**1.e4 d6 2.d4 Nf6 3.Nc3 e5 4.Nf3 Nbd7
5.g4 Nxg4 6.Rg1 Ngf6 7.Bc4 h6**



**8.Be3 c6 9.dxe5 dxe5 10.Qd3 Qc7
11.Bxf7+ Kxf7 12.Qc4+ Ke7 13.Nh4 Nb6
14.Ng6+ Ke8 15.Bxb6 axb6 16.Nxh8 g5
17.Ng6 Bc5 18.0-0-0 1-0**

This one is still being worked out!
So you can have your own ideas...

■ **Playing White with 1.e4 and Black avoids 1...e5**

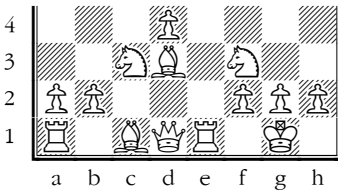
As you get better you will meet more people who do not reply to your 1.e4 with 1...e5. There are several of these "half-open" defences, but we can make life a bit easier by trying to get into the same type of positions – those with an isolated Queen's Pawn (IQP).



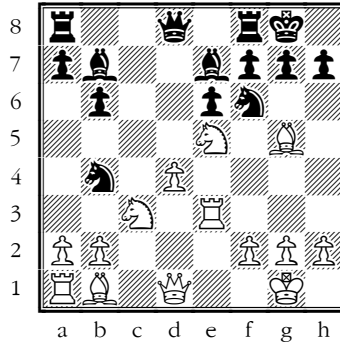
IQP positions

These common positions can and should be played by both sides – know how to win with and against the IQP!

If you have the IQP:



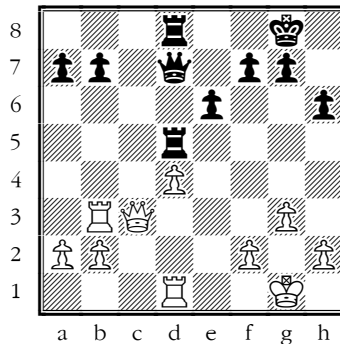
- you have more space.
- therefore, you should avoid exchanges.
- you are able to move about the board more easily.
- you are able to attack
- you have a support point on e5 for a Knight
- you have a pawn break with d4-d5 (or ...d5-d4)



This is Keene-Miles, 1975; White won by a King's-side attack

If your opponent has the IQP:

- you should restrain or blockade the pawn in case it advances.
- you have a target to aim at.
- you have less space and should seek exchanges.
- the weakness of the IQP will get worse in the endgame, so you should seek exchanges



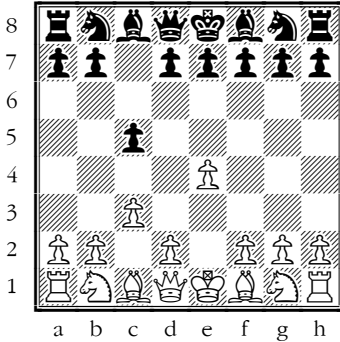
This is Kortchnoi-Karpov 1981; Black won by creating more weaknesses



Sicilian Defence

This is the best defence for masters, but tricky to handle for the rest of us!

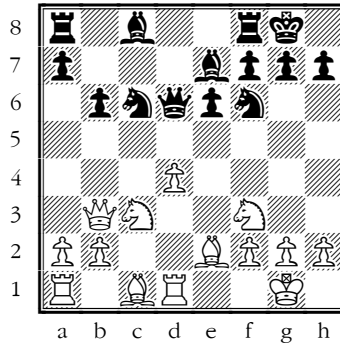
I think White can play for a small edge and an IQP game with 2.c3 (or 2.Nf3 and 3.c3).



☛ Variation with 2... d5:

**1.e4 c5 2.c3 d5
3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Nc6 6.Be2
cxd4 7.cxd4 e6 8.O-O Be7 9.Nc3 Qd6
10.Qb3 O-O 11.Rd1 b6**

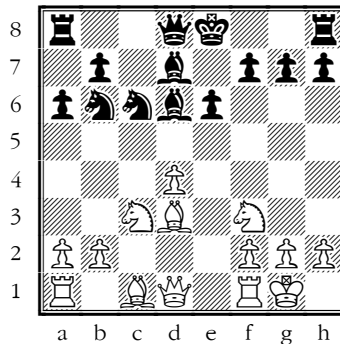
White has more space thanks to the d-pawn, but the pawn might become weak in an endgame. Black is well-developed and has good control of d5.



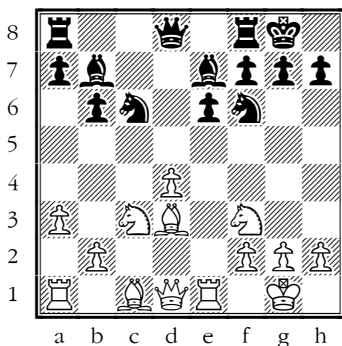
Both King's Bishops (e2,e7) are a little quiet at the moment, so, as well as getting the rest of the pieces out, both sides will want to get those bishops doing a bit more work. Chances are about equal.

☛ Variation with 2... Nf6:

**1.e4 c5 2.c3 Nf6
3.e5 Nd5 4.d4 cxd4 5.Nf3 Nc6 6.cxd4
d6 7.Bc4 Nb6 8.Bb5 Bd7 9.exd6 e6
10.O-O Bxd6 11.Nc3 a6 12.Bd3**



**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 O-O
5.Bd3 d5 6.Nf3 c5 7.O-O cxd4 8.exd4
dxc4 9.Bxc4 b6 10.Re1 Bb7 11.Bd3 Nc6
12.a3 Be7**



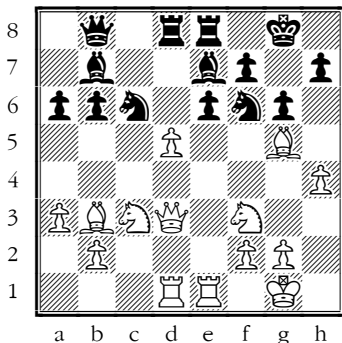
This position can arise from all sorts of openings, including the c3 Sicilian and the system we recommend against the Caro-Kann.

1.e4 c5 2.Nf3 e6 3.c3 d5 4.exd5 Qxd5
5.d4 Nf6 6.Be2 Nc6 7.O-O cxd4 8.cxd4
Be7 9.Nc3 Qd8 10.a3 O-O 11.Bd3 b6
12.Re1 Bb7

1.e4 c6 2.c4 d5 3.exd5 cxd5 4.cxd5
Qxd5 5.Nc3 Qd8 6.Nf3 Nf6 7.Bc4 e6
8.O-O Be7 9.d4 Nc6 10.Re1 O-O 11.a3
b6 12.Bd3 Bb7

13.Bc2 Re8 14.Qd3 [Sometimes it is
White to move in this position!]

**14...g6 15.h4 Qd6 16.Bg5 Rad8
17.Rad1 Qb8 18.Bb3 a6 19.d5!**



19...Na5 20.dxe6 Nxb3 [20...Rxd3
21.exf7+ Kg7 22.fxe8Q Qxe8 23.Rxd3
Nxb3 24.Rde3] **21.exf7+ Kxf7 22.Qc4+
Kg7 23.Ne5 Ng8 24.Rxd8 Qxd8 25.Qf7+
Kh8 26.Qxb3 Qd4 27.Re3 Rf8 28.Bxe7**
[28.Bxe7 Nxe7 29.Nf7+ Kg7 30.Rxe7]
1-0

ussupow,A-Lobron,E [D42] Nussloch,
1996

A wonderfully logical game.

Motwani,P-Collins,S [B22] British Ch, 2003

**1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.Nf3 e6
5.d4 cxd4 6.cxd4 d6 7.Bd3 Nb4 8.Bb5+
Bd7 9.Bc4 Bc6 10.O-O Nd7 11.Nc3 Bxf3
12.Qxf3 Nc2 13.d5 Nd4 14.Qg4 dxe5
15.dxe6 fxe6 16.Be3 Nf6 17.Qh3 Qb6
18.Bxd4 exd4 19.Rfe1 Be7 20.Rxe6 Qc5
21.Rae1 dxc3 22.Rxe7+ Qxe7 23.Rxe7+
Kxe7 24.Qe6+ Kd8 25.Qd6+ Ke8
26.Bb5+ Kf7 27.Qc7+ 1-0**

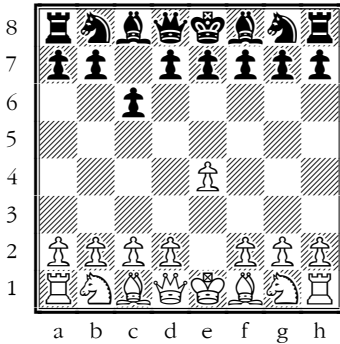
Harley- Roberts [B22] British Ch, 1993

**1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6
5.Nf3 Bg4 6.Be2 e6 7.O-O Be7 8.h3
Bh5 9.Be3 cxd4 10.cxd4 Nc6 11.Nc3
Qd6 12.Qb3 O-O 13.a3 a6 14.Rfd1 Rfd8
15.Rac1 b5 16.d5 Na5 17.Qa2 exd5
18.g4 Bg6 19.g5 Ne4 20.Nxd5 Qe6
21.Bb6 Bxg5 22.Bxd8 Bxd8 23.Bf1 Qf5
24.Bg2 Bh5 25.Ne3 Qf4 26.Qd5 1-0**



Caro Kann Defence

1.e4 c6

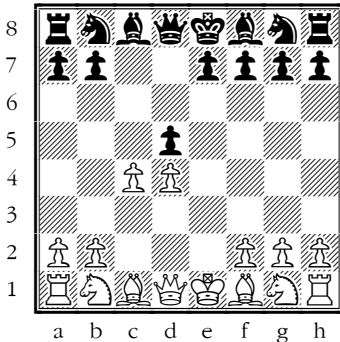


Black thinks to attack the undefended pawn on e4. It's better than the French, because the Bc8 can get out, and it's worse than the French, because the Nb8 can't go to c6.

As White, play the Panov-Botvinnik Attack and steer for an IQP position.

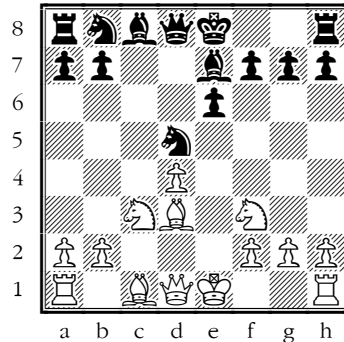
1.e4 c6 2.d4 d5

3.exd5 cxd5 4.c4



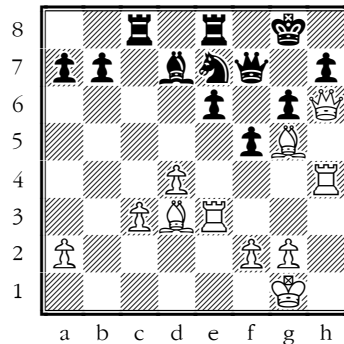
You often get an IQP attacking positions.

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6
5.Nc3 e6 6.Nf3 Be7 7.cxd5 Nxd5 8.Bd3



Hebden, M-Macak, S [D42] 4NCL (4), 2007

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6
5.Nc3 e6 6.Nf3 Be7 7.cxd5 Nxd5 8.Bd3
Nc6 9.O-O O-O 10.Re1 Nxc3 11.bxc3
Bf6 12.h4 Bxh4 13.Nxh4 Qxh4 14.Re4
Qe7 15.Qh5 g6 16.Qh6 f5 17.Rh4 Re8
18.Rh3 Bd7 19.Bg5 Qf7 20.Re1 Rac8
21.Ree3 Ne7 22.Rh4



22...f4 23.Bxf4 Rxc3 24.Bxg6 Rc1+
25.Kh2 Nxc6 26.Rg3 Rc6 27.Be5 Re7
28.Rf4 Qe8 29.Rxg6+ 1-0

Black has an alternative in 5...g6
When White should play like this:

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6
5.Nc3 g6 6.Qb3! Bg7 7.cxd5 O-O 8.Be2!

**Nbd7 9.Bf3! Nb6 10.Nge2! Bg4 11.Bxg4
Nxc4 12.Bf4 Qd7 13.a4 Rad8 14.d6!
exd6 15.a5 Nc8 16.0-0**

with pressure.

There's a line which transposes to the Nimzo-Indian, which seems more or less level:

**1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6
5.Nc3 e6 6.Nf3 Bb4**

[same as Yusupov-Lobron]

To avoid this, there is a sharp gambit idea:

Karpov,A-Ovetchkin,R [B14] Smolensk
2000

**1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6
5.Nc3 e6 6.Nf3 Bb4 7.cxd5 Nxd5 8.Qc2
Nc6 9.Bd3 Ba5 10.a3 Nxc3 11.bxc3
Nxd4 12.Nxd4 Qxd4 13.Bb5+ Bd7 14.0-
0 Qd5 15.c4 Qf5 16.Bxd7+ Kxd7
17.Qb2 b6 18.a4 f6 19.Rd1+ Kc6 20.c5
Rad8 21.Qb5+ Kc7 22.Be3 Kb8 23.Qc6
Qh5 24.Rd6 Rc8 25.Qd7 Rhd8 26.Qxg7
Qe5 27.Bf4 Qxf4 28.c6 1-0**

Also, White can be sneaky with the move order.

**1.e4 c6 2.c4 d5 3.exd5 cxd5 4.cxd5
Nf6 5.Nc3 Nxd5 6.Bc4,**

delaying d2-d4 until we see 6...Be7 played...

Then Black started being sneaky, playing moves like.

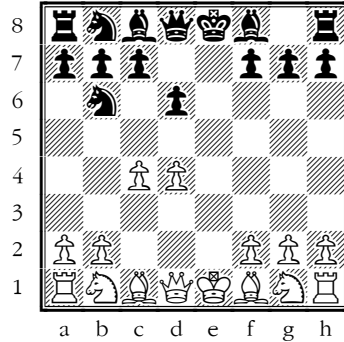
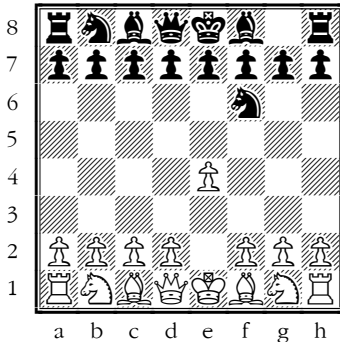
2...e5!?

See what you think!



Alekhin's Defence

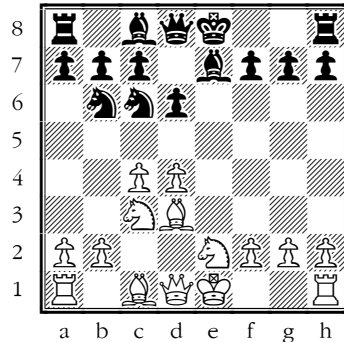
1.e4 Nf6



6.Nc3 Be7

7.Bd3 Nc6

8.Nge2



"I'm going to tempt White to make lots of Pawn moves and then White's centre will be a big hollow target for me!"

How to respond?

Surely chase the knight and set up a nice centre, which you should be doing in the opening anyway, but don't get distracted from developing and castling, which you must do as well.

"I'll grab only as much space as I am sure I can hang on to."

2.e5 Nd5 3.c4 Nb6 4.d4 d6

5.exd6 exd6

(5... cxd6 can be played; use the same scheme of development.)

White just plays to keep the advantage in the centre.

8...0-0

9.b3!

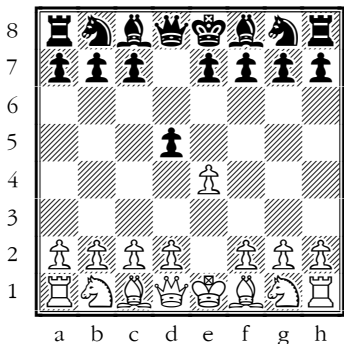
The idea is, if 9...Nb4, 10.Bb1

[Alekhin or Alekhine? Alekhine is a French spelling of a Russian name. Pronounce it Al-yekh-in, with the kh sounding like a Scottish loch, and the stress on the middle syllable. Think: "I got a checkin' from Alekhin".]



Scandinavian Defence

1.e4 d5



"I can hit back straight away and play my sort of game!"

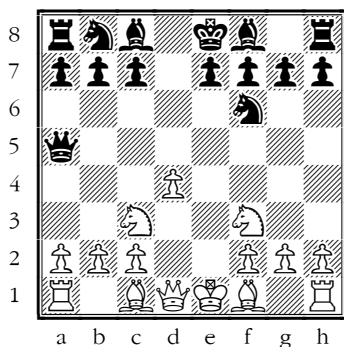
What should White do?

"I'll take the Pawn on d5 and try and set up a decent centre around the d-Pawn."

2.exd5 and Black has a choice:

2...Qxd5

3.Nc3 Qa5 4.d4 Nf6 5.Nf3



White is looking good but Black has no weaknesses and is not behind in development. Black normally plays moves like ...Bf5,

...c6, and ...e6; White can try to gain time for improving the position of the Nc3 by playing Bd2 and Ne4.

If Black plays ...Bf5 you can play b2-b4, with the idea ...Qxb4 Rb1 and Rxb7

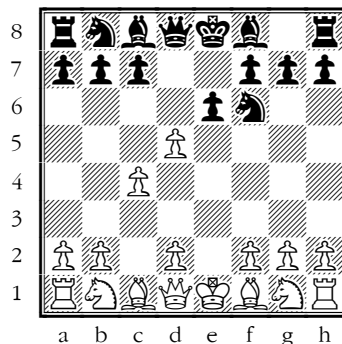
Instead.

2...Nf6

3.c4!

and now.

3...e6



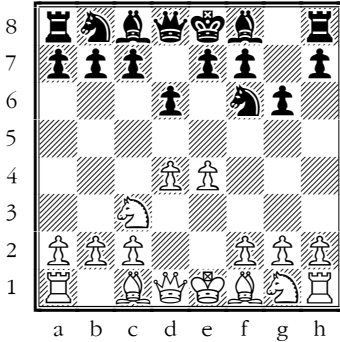
or 3...c6 and 4.d4

will turn into the lines we recommend against the French and Caro-Kann.



Pirc, Czech and Modern defences

1.e4 d6 2.d4 Nf6 3.Nc3 g6 ;
 1.e4 d6 2.d4 Nf6 3.Nc3 c6 ;
 1.e4 g6

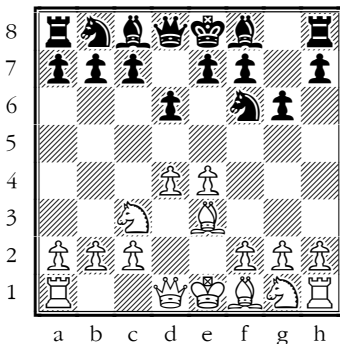


"I'm going to hold back for a while and hit back later once White has set up things in the centre."

If Black is going to let you occupy the centre, then do it! Then put your pieces on nice flexible squares in the centre.

4.Be3

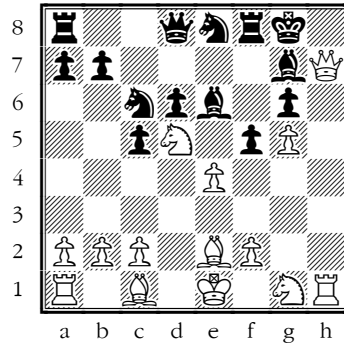
... is a sound way to play, keeping your options open.



You might get a chance to play the clockwork attack down the h-file.

Liu Wenze – Donner, [Bo7] B Aires, 1978

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Be2 Bg7
 5.g4 h6 6.h3 c5 7.d5 O-O 8.h4 e6 9.g5
 hxg5 10.hxg5 Ne8 11.Qd3 exd5
 12.Nxd5 Nc6 13.Qg3 Be6 14.Qh4 f5
 15.Qh7+



15...Kf7 16.Qxg6+ Kxg6 17.Bh5+ Kh7
 18.Bf7+ Bh6 19.g6+ Kg7 20.Bxh6+ 1-0



Weird Wonders

There's no way I can tell you about every move that Black can play. For example, there are at least four other defences that I have had played against me:



1.e4 b6 (*Owen's Defence*)



1.e4 a6 2.d4 b5 (*St. George's Defence*)



1.e5 g5 2.d4 h6 (*Basman's Defence*)



1.e4 Nc6 (*Nimzowitsch Defence*)

I could give you a line against each, but you're better off learning more about the moves that actually are played against you.

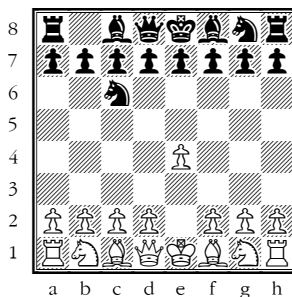
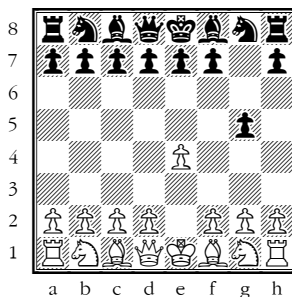
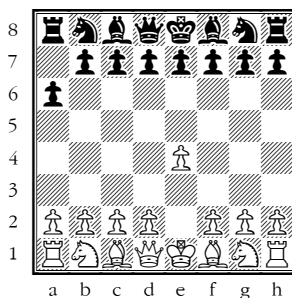
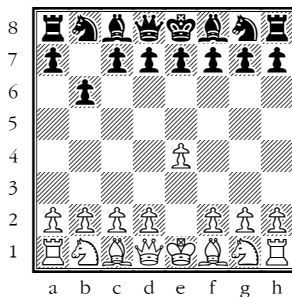
The question is: what do I do when someone plays something I haven't seen before?

Maybe they just made it up there and then, maybe they read it in a book, but either way, there is an idea behind it, and that idea might bite you.

The main things are:.

- **try and play your normal game**
- **put your pieces on the squares you usually like to see them on**
- **don't assume it's a mistake**

- **don't try and win any faster than your position deserves!**

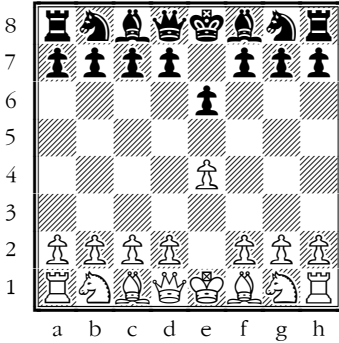


■ **Playing Black against 1.e4**

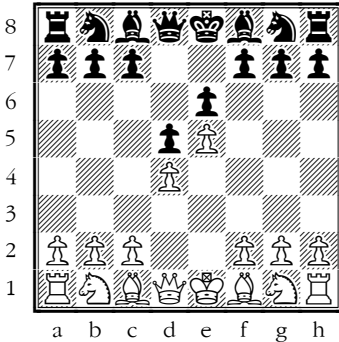


French Defence

1.e4 e6



Black intends to hit back at the undefended e4 point. Often we get blocked positions with pawns on d4 and e5 (second diagram).



It's better than the Caro-Kann, because the Bc8 can't get out, and it's worse than the CK, because the Nb8 can go to c6, and you can attack with ...c5 in one move.

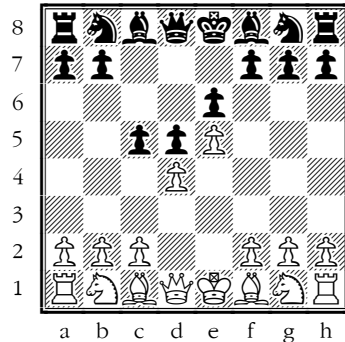
This is a good defence for Black I think; although it is quite closed it's not stodgy, and the same sorts of positions usually turn up

and the ideas are easy enough to understand.

- White has more space but:
- Black can attack the advanced pawns.
- Black has a poor Bc8.

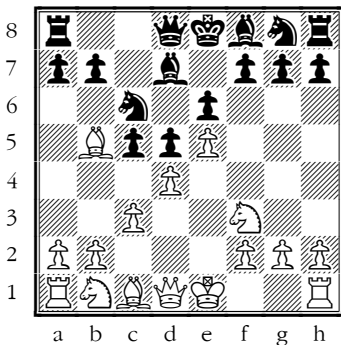
Although endgames are generally good for Black, Black must not swap off everything else leaving just this duff piece.

You might find that White swaps off this Bishop for you: I often see in junior games **1.e4 e6 2.d4 d5 3.e5 c5**



4.Bb5+ Bd7 5. Bxd7+ Qxd7 when.

Black has got rid of the biggest problem in the position! You also see **1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 6.Bb5 Bd7 7. Nf3**

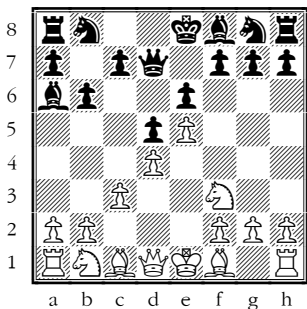


7...Nxex5! winning a pawn and maybe swapping off the Bishop. Black has two systems in the Advance Variation to swap off this poor piece:

1.e4 e6 2.d4 d5 3.e5 b6 4.c3 Qd7!

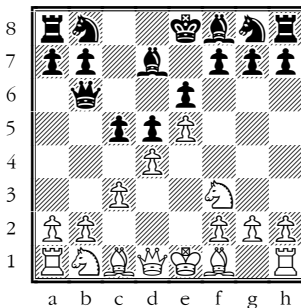
Not 4...Ba6? 5.Bxa6 Nxa6 6.Qa4+

5.Nf3 Ba6



The other idea is.

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Qb6 5.Nf3 Bd7



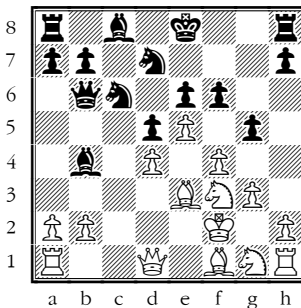
with the idea of 6...Bb5.

White can make a mess by c2-c4 so Black sometimes plays.

6.a3 cxd4 7.cxd4 Bb5

I don't know if you should play either of these lines but you should remember the ideas.

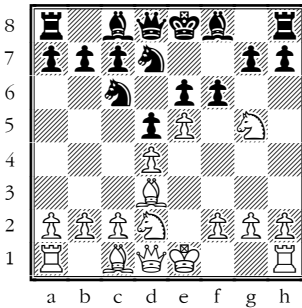
Black can attack the white pawn centre by ...c5 or ...f6 or both – sometimes you even see ...g5.



After ...f6, there is a trick that White can play with a Bishop on d3 – White plays Ng5! threatening Qh5+ g6 Bxg6+. So, if you move the Queen first, your King can slide across to d8.

Hellers,F - Jacobson [C04] Sweden, 1985

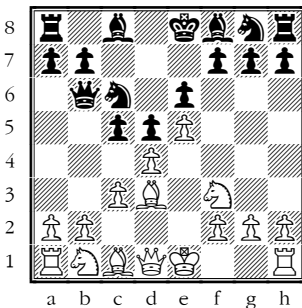
1.e4 e6 2.d4 d5 3.Nd2 Nc6 4.Ngf3 Nf6
5.e5 Nd7 6.Bd3 f6 7.Ng5



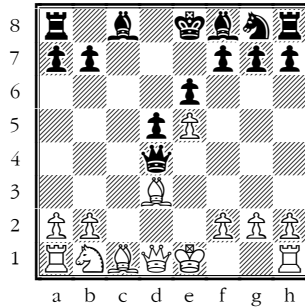
7... fxg5 8.Qh5+ g6 9.Bxg6+ hxg6
10.Qxg6+ Ke7 11.Ne4 Ndxex5 12.dxe5
Nxe5 13.Qf6+ Kd7 14.Qxe5 dxe4
15.Bxg5 Qe8 16.o-o-o+ Bd6 17.Qb5+ c6
18.Rxd6+ Kxd6 19.Rd1+ Kc7 20.Bf4+
1-0

Black wants to threaten and win the d-Pawn, but there is a trap you must know:

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3
Qb6 6.Bd3!?



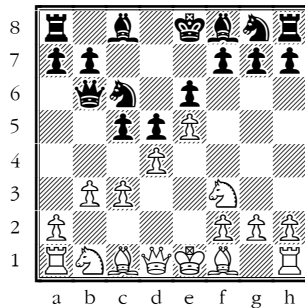
White has cut off the defence of the d-Pawn by the White Queen. But Black should not take the d-Pawn: 6...cxd4 7.cxd4 Nxd4? 8.Nxd4 Qxd4??.



White now has a deadly discovery: 9. Bb5+ and Black loses the Queen....

It's not obvious how White should defend d4.

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3
Qb6 6.b3?



White hopes to take the pressure off the b-Pawn and support d4 with a Bishop on b2, but...

6...cxd4 7.cxd4 Bb4+ 8.Bd2 Nxd4

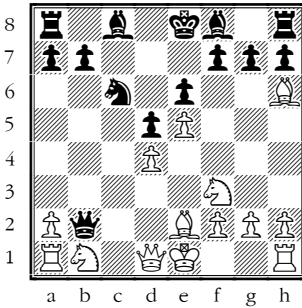
and White had lost the d-Pawn and was struggling to hang on to the e-Pawn.

Try again: 6.Be2 cxd4 7.cxd4 Nh6

When the Black Knight comes to h6, White might want to take it.

The Knight will be strong when it comes to f5, and the White Bishop on c1 is always going to be blocked in by the White Pawns. So why not take it? White will get a surprise!

8. Bxh6 Qxb2!



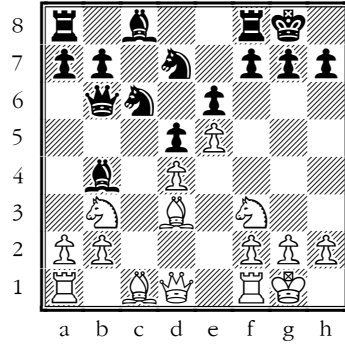
Black is winning.

N.B. 6.Be2 Nh6?! 7.Bxh6! Qxb2? 8.Be3! Qxa1 9.Qc2, and the Black Queen may be trapped, and if not White should get a big attack.

Don't castle into White's King's-side attack. With a closed centre, Black's King is sometimes safer in the centre.

Efler, L-Kubat, A [C05] CZE-CHT, 1993

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.Bd3 c5 5.c3 Nc6 6.Ngf3 cxd4 7.cxd4 Bb4 8.e5 Nd7 9.0-0 Qb6 10.Nb3 0-0



11. Bxh7+! 1-0

Black resigned! Can you follow why?

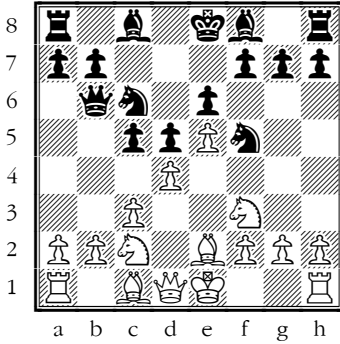
Here's a Black win now.

Lebedev - Petrosian, [Co2] Moscow Torpedo-Spartak m, 1958

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.a3 c4 7.Nbd2 Na5 8.Be2 Bd7 9.0-0 Ne7 10.Rb1 0-0-0 11.b4 cxb3 12.c4 Ba4 13.c5 Qc7 14.Bb2 Nec6 15.Re1 Rg8 16.Bd3 g5 17.Kh1 b5 18.cxb6 Qxb6 19.Rc1 Kb8 20.Nb1 Bb5 21.Bxb5 Qxb5 22.Nc3 Qb7 23.Rb1 g4 24.Ng1 Ka8 25.Nge2 Nc4 *Black slowly invades the Queen's-side...*
26.Nc1 Rb8 27.Qd3 N6a5 28.a4 a6 29.Re2 Ka7 30.Nd1 Ba3 31.Bc3 h5 32.g3 Rgc8 33.f3 b2 34.Bxb2 Bxb2 35.Nxb2 Nxb2 36.Qh7 Qc7 37.Qxh5 Nxa4 38.Rxb8 Qxc1+ 39.Kg2 Kxb8 40.Qxg4 Nc3 0-1

If White pushes forward with e4-e5 on move 3 (Advance Variation), you can play very logical moves to attack d4:

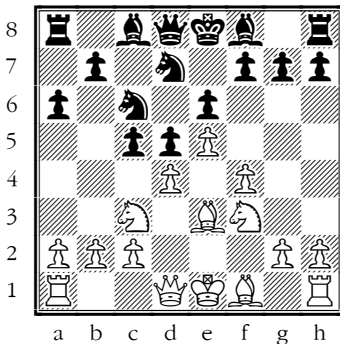
1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Be2 Nh6 7.Na3 Nf5 8.Nc2



White might push on move 4 (Steinitz Variation), when it gains time:

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5 6.Nf3 Nc6 7.Be3 a6

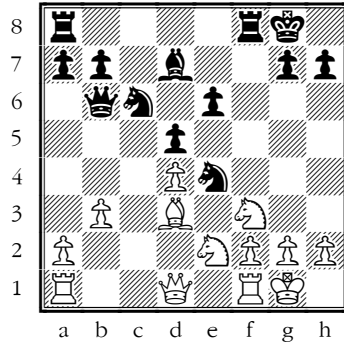
Black's last move is not the sort I usually recommend but White might be tempted to castle Queen's-side, and that is pretty risky when Black can play ...b5 so quickly.



Same idea if White plays the sneaky 3.Nd2 (Tarrasch Variation: the idea is to play c3, and get the Knight over to the King's-side)...

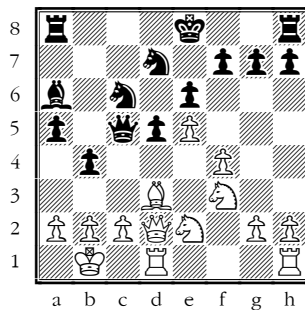
1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.c3 c5 6.Bd3 Nc6 7.Ne2 cxd4 8.cxd4

Qb6 9.Nf3 f6 10.exf6 Nxf6 11.o-o Bd6 12.b3 O-O 13.Bf4 Bxf4 14.Nxf4 Ne4 15.Ne2 Bd7



And if White pushes on move 5 (Classical Variation), you play the same sorts of moves.

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.f4 a6 8.Nf3 c5 9.dxc5 Nc6 10.Bd3 Qxc5 11.Qd2 b5
Your Bishop is pretty bad so swap it off like this: **12.o-o b4 13.Ne2 a5 14.Kb1 Ba6**



One day you must promise yourself you will try the exciting SuperMac variation (the MacCutcheon):

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Bb4 5.e5 h6 6.Bd2 Bxc3 7.bxc3 Ne4 8.Qg4 g6 9.Bd3 Nxd2 10.Kxd2 c5...

Sometimes White swaps off on d5 on move 3 (Exchange Variation), which is not bad for Black, as it releases the Bc8.

1.e4 e6 2.d4 d5 3.exd5 exd5

If White just stodes about, you can still get some play:

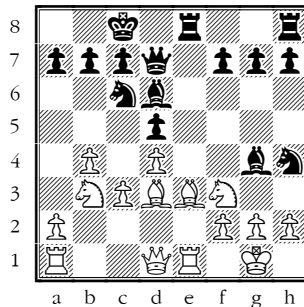
4.Bd3 Nc6 5.c3 Bd6

*6.Ne2 Qh4! 7.Nd2 Bg4! 8.Qc2 0-0-0!
9.Nf1 g6! 10.Be3 Nge7 11.0-0-0 Bf5!
12.Nfg3 Bxd3 13.Qxd3 h6 14.f4? Qg4
15.h3 Qd7 16.Rhf1 h5 17.Ng1 h4*

*18.N3e2 Nf5 19.Nf3 f6 20.Nh2 Rde8
21.Bd2 Re6 22.Ng4 Rhe8 23.Rde1 R8e7!
24.Kd1 Qe8! 25.Qf3 Na5! 26.b3 Nc4!! 0-1*

Winter – Alekhin Nottingham 1936 (...0-1)

6.Nf3 Nge7 7.0-0 Bg4 8.Re1 Qd7 9.Nbd2 0-0-0 10.b4 Ng6 11.Nb3 Rde8 12.Be3 Nh4

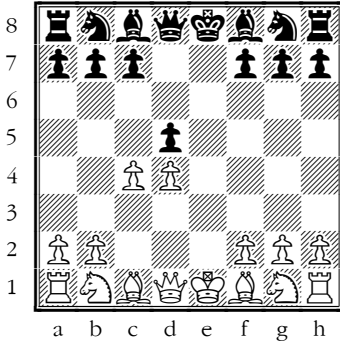


Maròczy-Spielmann, Bad Sliac, 1932

■ **Playing White against the French:**

As White, go for our usual IQP attacking position with.

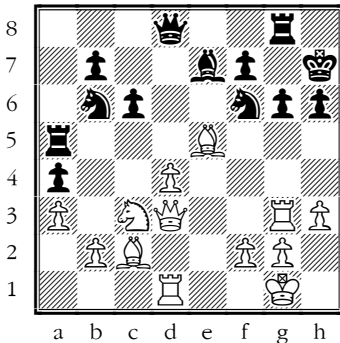
1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4



I don't think this variation has a name! You should steer for the attack as we have seen before. Here's a game of mine!

Regis-Evans [Co1] East Devon (1), 2000

**1.e4 e6 2.d4 d5 3.exd5 exd5 4.Nf3 Nf6
5.c4 Be7 6.Nc3 o-o 7.Bd3 dxc4 8.Bxc4
Nbd7 9.o-o Nb6 10.Bb3 h6 11.Re1 Bg4
12.h3 Bxf3 13.Qxf3 c6 14.Bf4 a5 15.a3
a4 16.Bc2 Ra5 17.Rad1 Bd6 18.Be5
Be7 19.Qd3 g6 20.Re3 Kh7 21.Rg3 Rg8**

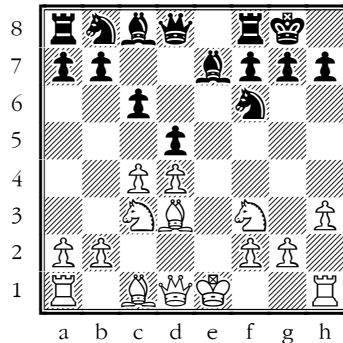


22.Qf3 Kg7 23.Rg4 Rf8

and now I should have played 24.Qf5!

Black usually takes on c4 as soon as you move your Bishop from f1 (if Black takes earlier, you gain a move). If Black doesn't take but defends the pawn, it's hard to see how Black can play for a win; White should have a nice space advantage and can play on both sides of the board.

It's one time when you might think about playing a Dreadful Rook Pawn Move (DRPM) – not because you are frightened of the pin, but you want to leave Black with as many pieces as possible, including that rubbish Bishop on c8.

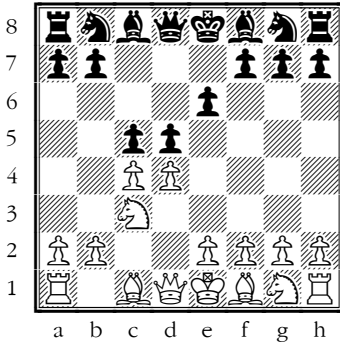


■ **Playing Black against 1.d4**



Tarrasch Defence

1.d4 d5 2.c4 e6 3.Nc3 c5



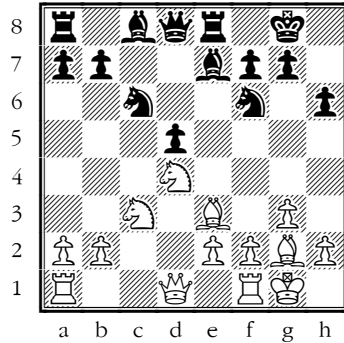
I like this opening for Black; your pieces come to very natural squares.

You usually get an IQP position, which you need to play a bit more slowly and carefully because White can set up a good attacking position against your pawn.

You can play it against 1.d4, 1.c4, 1.Nf3, 1.g3...

Vadasz L-Nunn | [D34] Budapest 1978

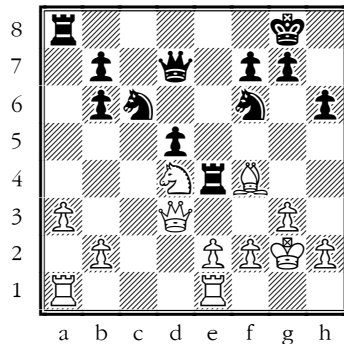
**1.Nf3 d5 2.c4 e6 3.g3 c5 4.Bg2 Nc6
5.O-O Nf6 6.cxd5 exd5 7.d4 Be7 8.Nc3
O-O 9.Bg5 cxd4 10.Nxd4 h6 11.Be3 Re8**



White has set up strong pressure against d5, but Black can equalise.

**12.Nxc6 bxc6 13.Qa4 Bd7 14.Qc2 Qc8
15.Rfd1 Bh3 16.Bh1 Ng4 17.Bd2 Qe6
18.Be1 Rad8 19.e4 Qf6 20.exd5 Ne3
21.Qa4 Nxd1 22.Rxd1 cxd5 23.Nxd5
Qe6 24.Ba5 Bc5 25.Qc2 Bb6 26.Nxb6
Qf5 27.Rxd8 Rxd8 0-1**

It's more important to have active pieces than tidy pawns; Black went on to win this Grandmaster game .



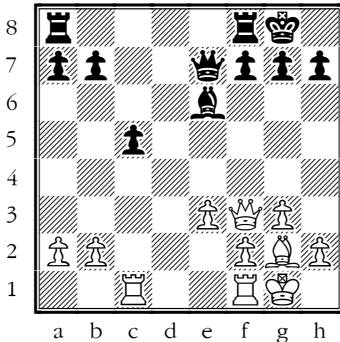
Tal-Keres, Yugoslavia, 1959

But pawns do matter: if you have untidy pawns and only so-so

pieces, then you will probably lose!

Marshall,-Capablanca [D33] NY m23, 1909

**1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5
5.Nf3 Nc6 6.g3 Be6 7.Bg2 Be7 8.o-o
Nf6 9.Bg5 Ne4 10.Bxe7 Qxe7 11.Ne5
Nxd4 12.Nxe4 dxe4 13.e3 Nf3+ 14.Nxf3
exf3 15.Qxf3 o-o 16.Rac1**



[16.Qxb7 Qxb7 17.Bxb7 Rab8 18.Bf3
Rxb2]

**16....Rab8 17.Qe4 Qc7 18.Rc3 b5 19.a3
c4 20.Bf3 Rfd8 21.Rd1 Rxd1+ 22.Bxd1
Rd8 23.Bf3 g6 24.Qc6 Qe5 25.Qe4 Qxe4
26.Bxe4 Rd1+ 27.Kg2 a5 28.Rc2 b4
29.axb4 axb4 30.Bf3 Rb1 31.Be2 b3
32.Rd2 Rc1 33.Bd1 c3 34.bxc3 b2
35.Rxb2 Rxd1 36.Rc2 Bf5 37.Rb2 Rc1
38.Rb3 Be4+ 39.Kh3 Rc2 40.f4 h5
41.g4 hxg4+ 42.Kxg4 Rxh2 43.Rb4 f5+
44.Kg3 Re2 45.Rc4 Rxe3+ 46.Kh4 Kg7
47.Rc7+ Kf6 48.Rd7 Bg2 49.Rd6+ Kg7
o-1**

Here Black won by advancing the Queen's-side majority. White has a King's-side majority, but he didn't do anything with it!

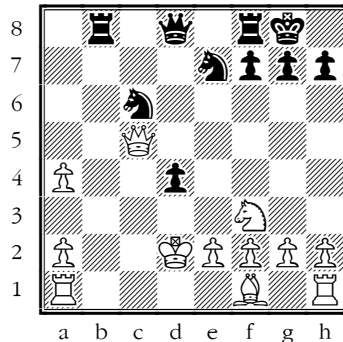
If White doesn't play the Bishop to g2 (and I think most beginners

will not), just put your pieces on natural squares and look to make some sort of advantage on one side of the board.

White can't really expect to get a good game by attacking the d-pawn straight away: you can make it into an exciting double-pawn Gambit.

Plath,B - Petzold,V [D32] corr, 1989

**1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5
5.dxc5 d4 6.Na4 b5 7.cxb6 axb6 8.Qb3
b5 9.Qxb5+ Bd7 10.Qe5+ Be7 11.b3
Bxa4 12.bxa4 Nc6 13.Qb5 Bb4+ 14.Bd2
Bxd2+ 15.Kxd2 Nge7 16.Nf3 Rb8
17.Qc5 o-o**



**18.g3 Qd7 19.Bg2 Rb2+ 20.Ke1 Rfb8
21.Ne5 Nxe5 22.Qxe5 Ng6 23.Qa5 Qe7
24.Bf3 Ne5 25.Bd5 Nd3+ o-1**

White's pawns are not really important yet!

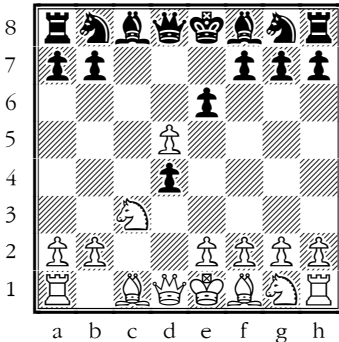


von Hennig-Schara Gambit

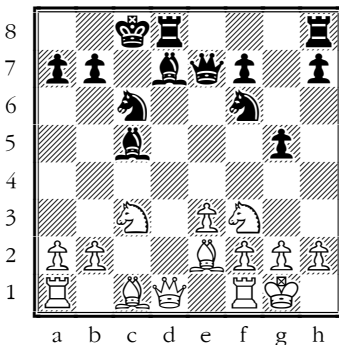
There's a terrific little gambit that you can play in the Tarrasch:

- 1.d4 d5
- 2.c4 e6
- 3.Nc3 c5
- 4.cxd5 cxd4

The main line goes:



- 1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 cxd4
- 5.Qxd4 Nc6 6.Qd1 exd5 7.Qxd5 Bd7
- 8.Nf3 Nf6 9.Qd1 Bc5 10.e3 Qe7 11.Be2
- 0-0-0 12.0-0 g5



The theory position ends up with opposite-side castling, where Black's King is probably less safe

than White's. But can White last that long?

[Actually 11...0-0 may be as good]

Example game:

- 1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 cxd4
- 5.Qxd4

[5...Qa4+ Bd7 6.Qxd4 exd5 7.Qxd5 Nc6]

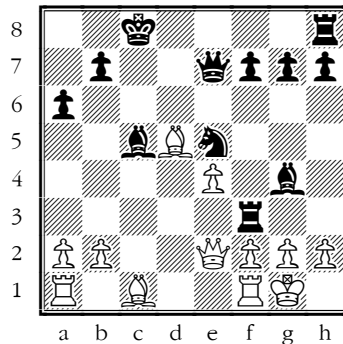
- 5...Nc6 6.Qd1 exd5 7.Qxd5

[7.Nxd5 Be6 8.e4 Bxd5 (8...Nf6!?)

9.Qxd5 Qxd5 10.exd5 Bb4+ 11.Bd2 Bxd2+ 12.Kxd2 0-0-0=]

- 7...Bd7 8.Nf3 Nf6 9.Qd1 Bc5 10.e3
- Qe7 11.Bc4 0-0-0 12.0-0 Bg4 13.Qe2
- Ne5 14.Bb3 a6 15.e4 Rd3 16.Nd5 Nxd5
- 17.Bxd5

[Glikshstein-Shkurovich, Hazin 1970]

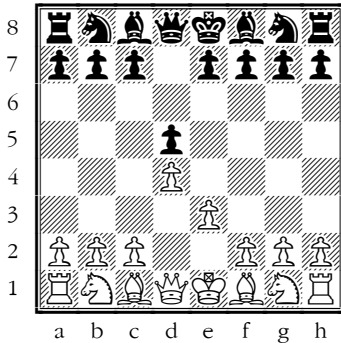


when Black should have played 17...Rxf3!! winning



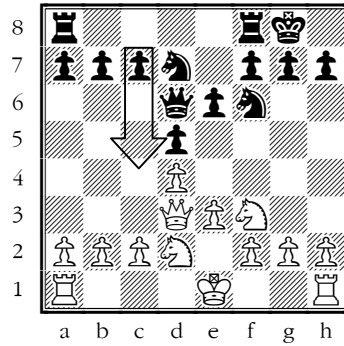
1.d4 without 2.c4: the Colle/Stonewall/London systems

- 1.d4 d5 and...
- 2.Nf3 & 3.e3 (Colle)
- 2.Nf3 & 3.Bf4 (London)
- 2.e3 & 3.Bd3 & 4.f4 (Stonewall)



I often say that you have to put pressure on the centre with pawns, and White is not doing this, so these systems tend to be a bit flat.

How should you play these systems as White or Black? Black often develops their Bishops on f5 and d6. Because White is going to take a few moves to play Bf1-d3, Black may play ...Bc8-f5 first, and the light-squared Bishops come off. Also, Black will often challenge the Bc1-f4 with ...Bf8-d6, and then the dark-squared Bishops also come off. We then have a slow game with Knights and Queens.



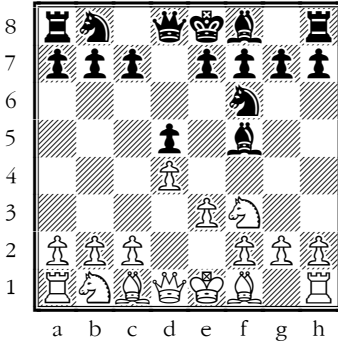
The first thing to do if you get into this sort of position (whether you are White or Black) is to **open up a file for your Rooks**. As Black, you may not be able to achieve ...e7-e5 very quickly, but it is likely that you can play ...c7-c5. So one Golden Rule for playing Black in these openings is for you to play ...c7-c5 at some point. This means that your Queen's Knight should not be placed straightaway at c6 in front of the c-Pawn, but instead go to c6 only after ...c7-c5. Another idea is to play ...Nb8-d7, which actually supports the ...c7-c5 break.

Also, **don't castle too early**: with a closed centre, your King will be fine uncastled for a while. Castle too early, and White will be able to rush pieces over to attack while your pieces might be slow to get over because the centre is closed.

☛ **Playing Black against the Colle**

1.d4 d5 2.Nf3 Nf6 3.e3 just play.

3...Bf5



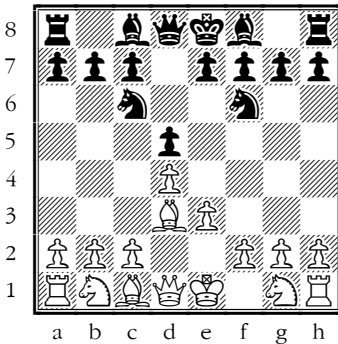
White will have to play 4.c4 to get anything out of the opening. You won't be able to play your Tarrasch but you will get a more interesting game than the Colle.

☛ Playing Black against the Stonewall

1.d4 d5 2.e3 Nf6 3.Bd3

Black can break the Golden Rule of Queen's Pawn positions and play the Queen's Knight in front of the c-pawn.

3...Nc6 with two ideas:



4.c3 e5!

White's position doesn't make any sense without control of e5.

4.f4 Nb4! 5.Be2 Bf5! 6.Na3 c5!

White's position doesn't make any sense without a Bishop on d3

☛ Playing Black against the London

1.d4 d5

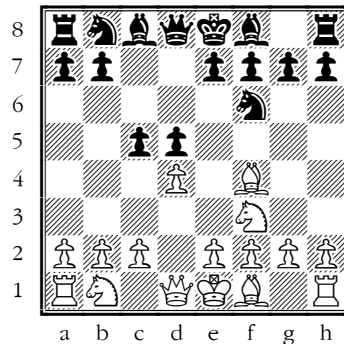
2.Nf3 Nf6

3.Bf4

Now very sensible is:

3...c5 , 4...Nc6 and 5...Bf5

This is fine for Black, if a bit dull.

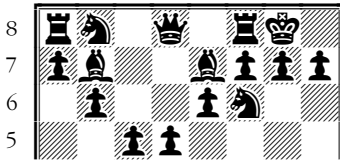


■ **Playing Black against 1.d4 – a second system**



All-purpose System against Queen's-side openings

Purdy calls it the All-purpose System: just put your pieces on the same squares!

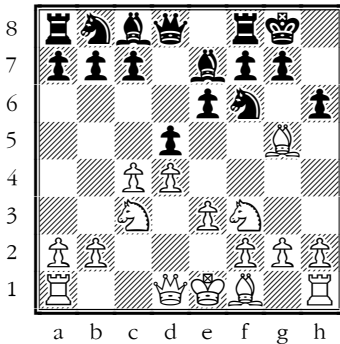


You can play it against 1.d4, 1.c4, 1.Nf3, 1.g3...

Black often can't find a good home for the Bc8; in this line we place it on the long diagonal, where it is very well placed.

There are some special moves you need to remember to play in the main line Queen's Gambit (Tartakower Variation):

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 0-0 6.e3 h6!



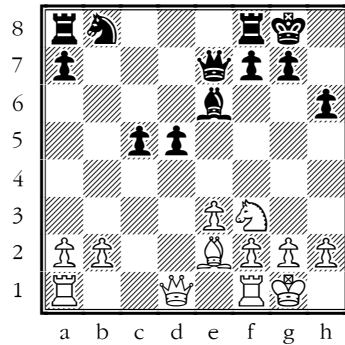
That's important: sometimes White can play Qc2 with a double attack on c7 and h7, so play it when it doesn't lose time.

7.Bh4 b6! 8.cxd5 Nxd5 9.Bxe7 Qxe7 10.Nxd5 exd5 11.Be2 Be6!

Now this Bishop is better in the centre. Here's a great game:

Bertok, M – Fischer, R [D59] Stockholm, 1962

12.0-0 c5 13.dxc5 bxc5



14.Qa4 Qb7 15.Qa3 Nd7 16.Ne1 a5 17.Nd3 c4 18.Nf4 Rfb8 19.Rab1 Bf5 20.Rbd1 Nf6 21.Rd2 g5 22.Nxd5 Nxd5 23.Bxc4 Be6 24.Rfd1 Nxe3 25.Qxe3 Bxc4 26.h4 Re8 27.Qg3 Qe7 28.b3 Be6 29.f4 g4 30.h5 Qc5+ 31.Rf2 Bf5 0-1

■ **Playing Black against 1.d4 – a third system**



Dutch Stonewall

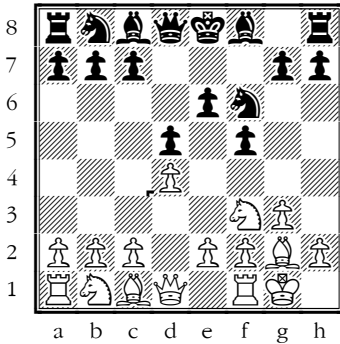
The Stonewall for Black:

- 1.d4 f5**
- 2.Nf3 e6**
- 3.g3 Nf6**
- 4.Bg2 d5**
- 5.0-0**

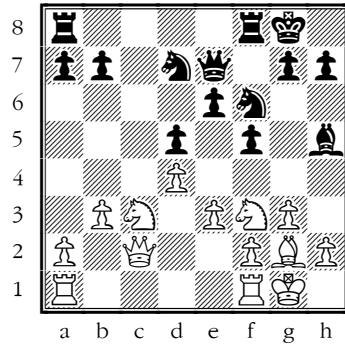
and now ...Bd6 is more fashionable than ...Be7.

You know where you're heading and your pieces often come to the same squares. In fact, the biggest problem is getting to play it – lots of White 1.d4 players will avoid the main lines of the Dutch with some wretched gambit or other.

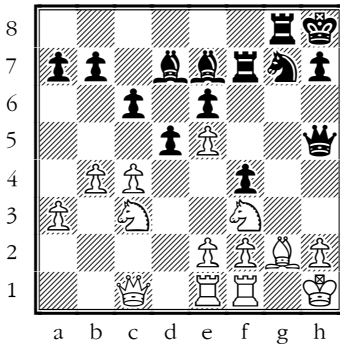
Black used to get the bad Bishop around to h4 by Bd7-e8-h4...



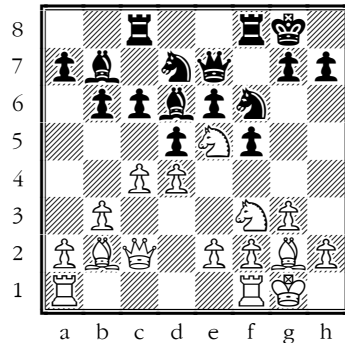
At its crudest, Black is playing for a King's-side attack..



These days, we often park it on b7, thinking that the Bg2 also has no squares to speak of.



This system is easier for Black to play than for White, I often think.



■ Summary of lines

	1	2	3	4	5	6	7
<i>Scotch Gambit</i>							
1	e4	Nf3	d4	Bc4	c3	Bxf7+	
	e5	Nc6	exd4	Bc5	dx c3		
2	e4	Nf3	d4	Bc4	c3	Nxc3	
	e5	Nc6	exd4	Bc5	dx c3		
3	e4	Nf3	d4	Bc4	c3		
	e5	Nc6	exd4	Bc5	d3		
4	e4	Nf3	d4	Bc4	c3	→ Italian #7	
	e5	Nc6	exd4	Bc5	Nf6		
5	e4	Nf3	d4	Bc4	c3		
	e5	Nc6	exd4	Bb4+			
6	e4	Nf3	d4	Bc4		→ 2 Knights #13	
	e5	Nc6	exd4	Nf6			

Italian Game

7	e4	Nf3	Bc4	c3	d4	cx d4	Bd2
	e5	Nc6	Bc5	Nf6	ex d4	Bb4+	Bxd2
8	e4	Nf3	Bc4	c3	d4	cx d4	Bd2
	e5	Nc6	Bc5	Nf6	ex d4	Bb4+	Nxe4!
9	e4	Nf3	Bc4	c3	d4	e5	
	e5	Nc6	Bc5	Nf6	ex d4		
10	e4	Nf3	Bc4	c3	d4	0-0	
	e5	Nc6	Bc5	Nf6	ex d4		
11	e4	Nf3	Bc4	c3	b4		
	e5	Nc6	Bc5	Nf6			

Two Knights'

12	e4	Nf3	Bc4	Ng5	ex d5		
	e5	Nc6	Nf6	d5	b5		
	1	2	3	4	5	6	7
13	e4	Nf3	Bc4	d4	e5		

	e5	Nc6	Nf6	exd4			
14	e4	Nf3	Bc4	d4	O-0	e5	exf6
	e5	Nc6	Nf6	exd4	Bc5	d5	
15	e4	Nf3	Bc4	d4	O-0	e5	Bb5
	e5	Nc6	Nf6	exd4	Bc5	d5	
16	e4	Nf3	Bc4	d4	O-0	Re1	Bxd5
	e5	Nc6	Nf6	exd4	Nxe5	d5	

Evans Gambit

17	e4	Nf3	Bc4	b4	c3	d4	Qb3
	e5	Nc6	Bc5	Bxb4	Ba5	exd4	
18	e4	Nf3	Bc4	b4	c3	d4	cxd4
	e5	Nc6	Bc5	Bxb4	Bc5	exe4	Bb6
19	e4	Nf3	Bc4	b4	c3	d4	
	e5	Nc6	Bc5	Bxb4	Bc5	Bb6	
20	e4	Nf3	Bc4	b4	c3		
	e5	Nc6	Bc5	Bxb4	Be7		
21	e4	Nf3	Bc4	b4			
	e5	Nc6	Bc5	Bb6			

Petroff's Defence

22	e4	Nf3	d4	e5	Qxd4		
	e5	Nf6	exd4	Ne4			
23	e4	Nf3	d4	Bd3			
	e5	Nf6	Nxe4				
24	e4	Nf3	Nxe5	Nxf7			
	e5	Nf6	d6				
25	e4	Nf3	Bc4	d4	Qxd4		
	e5	Nf6	Nxe4	exd4			
26	e4	Nf3	Bc4	Nc3	dx3		
	e5	Nf6	Nxe4	Nxc3			
	1	2	3	4	5	6	7
27	e4	Nf3	Bc4	Nc3			

e5 Nf6 Nxe4 **Nc6** → 2ND

Philidor's Defence

28 e4 Nf3 d4 dxe5 Qd5 Bg5
e5 d6 Nf6 Nxe4 Nc5

Latvian Gambit

29 e4 Nf3 Nxe5 Nc4
e5 **f5** Qf6

Elephant Gambit

30 e4 Nf3 exd5 d4
e5 d5 **Bd6**
31 e4 Nf3 exd5 Qe2
e5 d5 **e4**

Sicilian Defence

32 e4 c3 exd5 d4
c5 **d5** Qxd5
33 e4 c3 e5 d4
c5 **Nf6** Nd5

Caro-Kann Defence

34 e4 d4 exd5 c4
c6 d5 cxd5
35 e4 **c4** exd5 cxd5
c6 d5 cxd5
36 e4 c4
c6 **e5**

Pirc Defence

37 e4 d4 Nc3 Be3
d6 Nf6 g6
1 2 3 4 5 6 7

Alekhin's Defence

38 e4 e5 d4 c4 exd6

Nf6 Nd5 d6 Nb6

Scandinavian Defence

39 e4 exd5 Nc3 d4
 d5 **Qxd5** Qa5

40 e4 exd5 c4 d4
 d5 **Nf6** e6/c6

French Defence

41 e4 d4 **e5** c3 Nf6
 e6 d5 c5 Nc6 Qb6

42 e4 d4 Nc3 **e5** f4 Nf3 Be3
 e6 d5 Nf6 Nfd7 c5 Nc6 a6

43 e4 d4 Nc3 Bg5 **e5**
 e6 d5 Nf6 Be7

44 e4 d4 Nc3 Bg5 e5 Bd2 bxc3
 e6 d5 Nf6 **Bb4** h6 Bxc3 Ne4

45 e4 d4 **exd5** Bd3
 e6 d5 exd5 Nc6

46 e4 d4 exd5 **c4**
 e6 d5 exd5

1 2 3 4 5 6 7

Tarrasch Defence

47 d4 c4 Nc3 cxd5
 d5 e6 c5 exd5

von Hennig-Schara Gambit

48 d4 c4 Nc3 cxd5
 d5 e6 c5 cxd4

Colle System

49 d4 Nf3 e3
 d5 Nf6 Bf5

London System

50 d4 Nf3 Bf4
 d5 Nf6 c5

Stonewall Attack

51 d4 e3 Bd3 **f4**
 d5 Nf6 Nc6 Nb4

52 d4 e3 Bd3 **c3**
 d5 Nf6 Nc6 e5

All-purpose System

53 d5 e6 Nf6 Be7 b6 Bb7 c5

54 d4 c4 Nc3 Bg5 e3 Nf3 Bh4
 d5 e6 Nf6 Be7 0-0 h6 b6

Dutch Stonewall

55 d4 g3 Nf3 Bg2 0-0
 f5 e6 Nf6 d5

There's a lot more to these openings than I've been able to explain here. For example, where I've given just a double-page spread to an opening, you can sometimes find a whole book on just one variation. But until you regularly meet opponents who are beating you because they know more book lines, don't worry about it. If you worry, try these:

➞ Playing Italian-style as White

Free website reading: HARDING The Kibitzer Columns at Chess Café www.chesscafe.com Nos.69-70 (Giuoco Piano), Nos.114-115,148 (Two Knights') Nos.89-90,119 (Evans' Gambit) and Nos.74-75 (Scotch Gambit).
EMMS *Playing the Open Game as Black* (Two Knights' Defence etc., nothing on the Ruy Lopez) [Gambit].

MULLER & VOIGHT *Danish Dynamite!* (Scotch Gambit) [Russell].

GUFELD & STESKO *Giuoco Piano* & *Evans' Gambit* [Batsford].

BAKER *A startling chess opening repertoire* (Max Lange, Koltanowski, Cochrane Gambit) [Everyman].

➞ Playing against half-open defences

MCDONALD *Starting Out 1.e4* (Everyman).

EMMS *Attacking with 1.e4* (Scandinavian, Panov-Botvinnik against the Caro-Kann and lots of other ideas!) [Everyman].

AAGAARD *Panov-Botvinnik Attack* [Batsford].

➞ Defending against 1.e4

MCDONALD *Starting out: Defending against 1.e4* (French Defence for Black) [Everyman].

JACOBS *Starting Out – The French* [Everyman].

WATSON *Play the French* [Batsford].

➞ Defending against 1.d4

AAGAARD & LUND *Defending against 1.d4* [Everyman].

PURDY *Action Chess* [Thinker's Press].

SADLER *Queen's Gambit Declined* [Everyman].

MCDONALD *Starting Out: Dutch Defence* (Everyman).

AAGAARD *Dutch Stonewall* [Everyman].

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