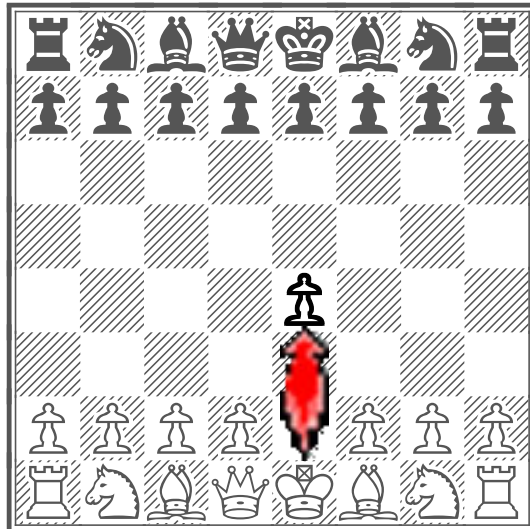


After 1. e4!



An Illustrated Directory of 30 King-Pawn Openings **Showing Views From Both Sides of the Board**

The opening lines used in this booklet were
adopted from the classic work
Modern Chess Openings, 13th Edition,
by Nick DeFirmian and Walter Korn.

This material may be photocopied for
instructional use.

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Prof. Chester Nuhmentz, Jr.
www.professorchess.com

Contents

This booklet shows the first 20 moves of 30 king-pawn openings. Diagrams are shown for every move. These diagrams are from White's perspective after moves by White and from Black's perspective after moves by Black.

The openings are grouped into 6 sets. These sets are listed beginning at the bottom of this page. Right after these lists are some ideas for ways you might use these openings in your training.

A note to chess coaches:

Although the openings in this book give approximately even chances to White and Black, it won't always look that way to inexperienced players. This can present problems for players who are continuing a game after using the opening moves listed in this booklet. Some players will need assistance to see how certain temporarily disadvantaged positions can be equalized.

A good example of where some hints from the coach might come in handy is the sample King's Gambit Declined (Set F, Game 2). At the end of the listed moves, White is down by a queen and has no immediate opportunity for a recapture. If White doesn't analyze the board closely and misses the essential move Bb5+, he will have a lost position.

Set A

1. The Spanish Game
Classical Defense
2. The Scotch Game
Steinitz Variation
3. The Sicilian Defense
Najdorf; Poisoned Pawn
4. The French Defense
Advance Variation
5. The Caro-Kann Defense
Main Line

Set B

1. The Spanish Game
Berlin Defense
2. The Italian Game
Moller Attack
3. The Sicilian Defense
Keres Attack
4. Petrov's Defense
Main Line
5. The Caro-Kann Defense
Advance Variation

Set C

1. The Spanish Game
Exchange Variation
2. The Vienna Game
Main Line
3. The Sicilian Defense
Yugoslav Attack
4. The French Defense
Winawer (Poisoned Pawn)
5. The Caro-Kann Defense
Panov-Botvinnik Attack

Set D

1. The Spanish Game
Marshall (Counter) Attack
2. The Scotch Game
Scotch Gambit
3. The Sicilian Defense
Accelerated Dragon
4. Petrov's Defense
Variation A
5. The Pirc Defense
Austrian Attack

Set E

1. The Center Game
Main Line
2. The Italian Game
Evans Gambit
3. The Center Counter Game
Main 2. ... Qxd5 Line
4. The Center Counter Game
Main 2. ... Nf6 Line
5. The Pirc Defense
Classical System

Set F

1. The King's Gambit
Kieseritzky Gambit
2. The King's Gambit
Declined Variation
3. The Danish Gambit
Accepted Variation
4. The Latvian Gambit
Variation A
5. The Goring Gambit
Main Line

Using This Booklet

Watching how an experienced player performs his art -- whether on a basketball court, with a musical instrument, or on a chess board -- is a great way to learn many techniques which can't be explained well in words, and can provide great incentive to improve our own skills. Having good models makes our own practice time better focused, more inspired.

This booklet presents models of solid opening chess moves. You won't find spectacular, brilliant moves here. Nor will you find awful, blundering moves. Just well-tested openings that have been tried over hundreds of years -- each opening has led to eventual wins by White in some games, to wins by Black in other games.

Try these openings in games and special tournaments. The openings are grouped into 6 sets, with 5 openings in each set. It's fun to have special tournaments where each round starts with a pre-determined opening. You can choose openings from a certain set, or from variations of the same general opening.

Consider having a practice tournament where the opening moves for each game are pre-selected. For example, have a tournament where all players make their first 10 moves each round based on a different variation of the Sicilian Defense. For the last round, players could create their own variation of the Sicilian. (They'd be free to play as they wished after 1. e4 c5.)

Some very different strategies are demonstrated in the 30 openings sampled here. At first glance, some of the openings may look like they violate principles you've already learned about how to begin a game of chess! But these are all legitimate openings, successfully used at sometime or other by top players. Do you enjoy the ones which have bold, aggressive moves or those with safer, more defensive moves? Find an opening style which you especially like, or which your opponents especially hate!

Read through each opening like it's a mystery story. See if you can figure out why a player made the move he did. What are the dangers on the board? Where are the obvious threats, and where are the hidden ones! What do you think might happen next? Just like in a mystery, just like in daily life, there are always surprises around the bend. What looks like a safe situation might really be the edge of disaster! And what looks like imminent doom might be the verge of great opportunity. Watch for these twists -- and when you play your own games, always keep in mind that your fortunes can change at any moment. One of the great joys in chess is finding a way to turn a potentially very bad situation into a surprisingly good one!

Set A

1. The Spanish Game
Classical Defense
2. The Scotch Game
Steinitz Variation
3. The Sicilian Defense
Najdorf; Poisoned Pawn
4. The French Defense
Advance Variation
5. The Caro-Kann Defense
Main Line

About the Names ...

The Spanish Game -- In 1561, a Spanish priest wrote a book about chess in which he presented a detailed study of the opening

1. e4 e5, 2. Nf3 Nc6, 3. Bb5.

As a result, this opening is often called *The Spanish Game*.

The Scotch Game -- In 1824, a chess team from London began a correspondence match with a team in Edinburgh. The Londoners played an opening which began

1. e4 e5, 2. Nf3 Nc6, 3. d4.

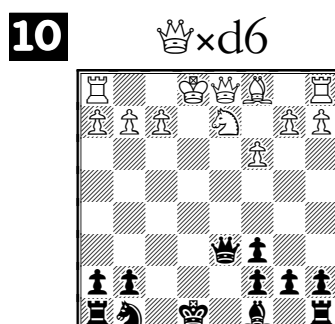
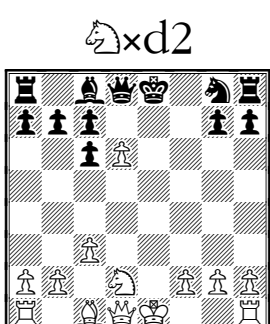
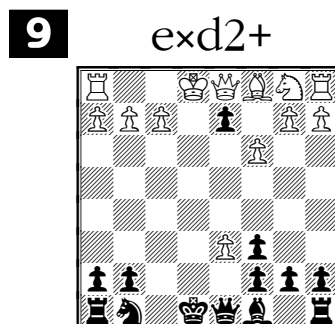
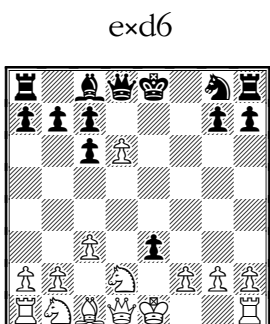
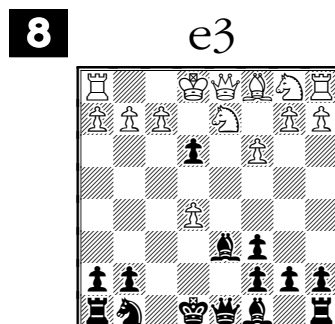
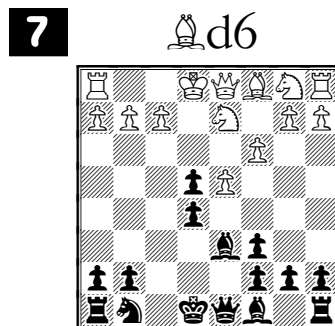
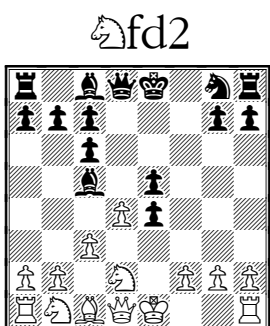
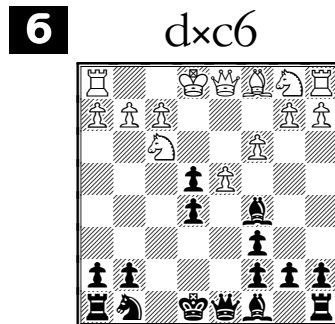
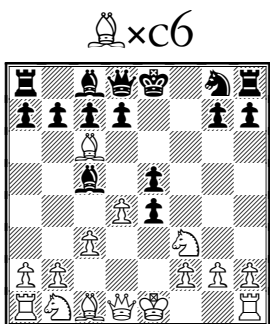
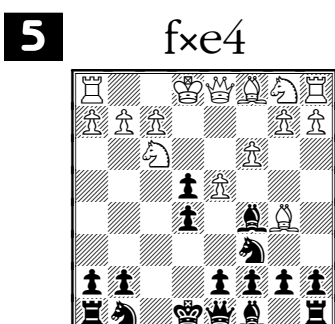
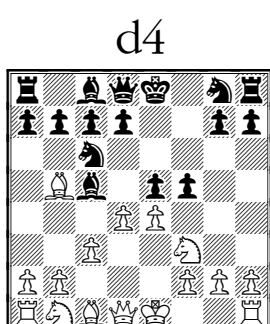
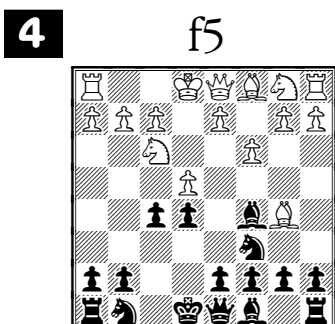
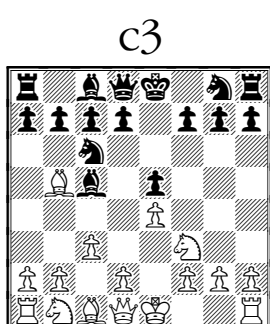
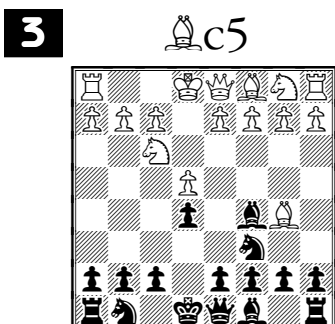
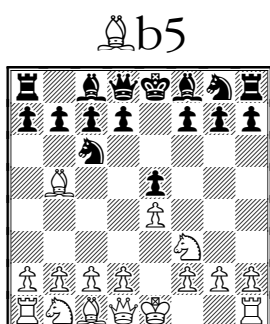
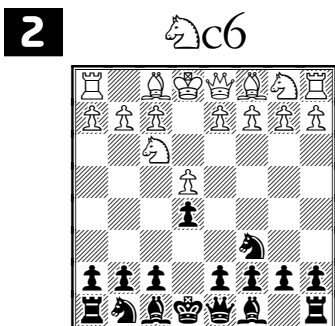
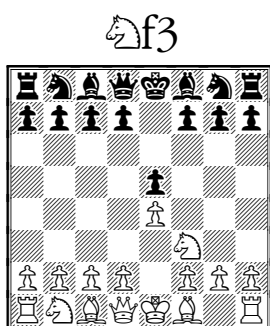
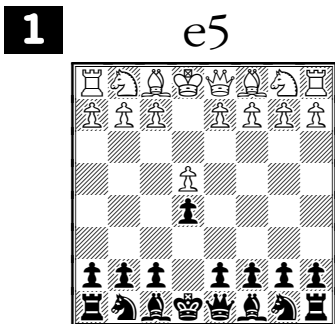
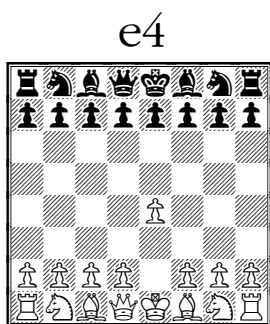
Later in the match, the Edinburgh team successfully adopted this opening themselves. The Scots won the match, and history has awarded their country's name to the opening which they helped to refine.

The French Defense -- In 1834, Londoners were in the middle of another correspondence chess battle. This time, their opponents were a team from Paris. The French team replied to **1. e4** with **e6** and, as you might guess, won the match.

The Spanish Game

Classical Defense

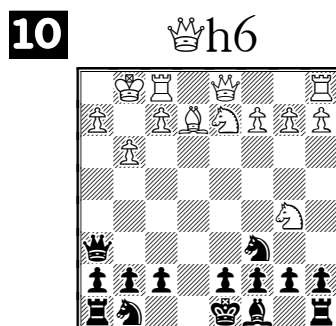
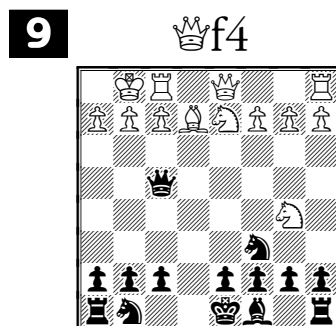
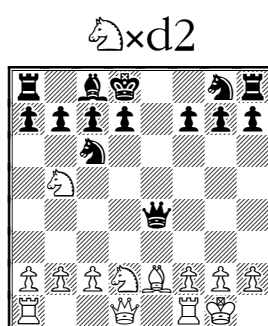
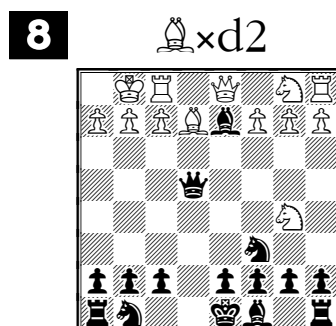
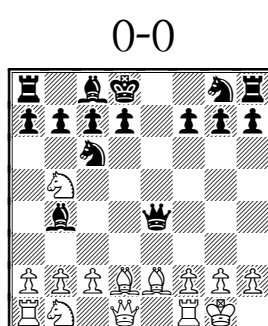
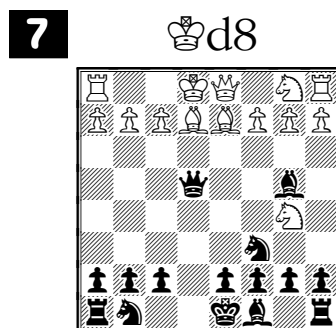
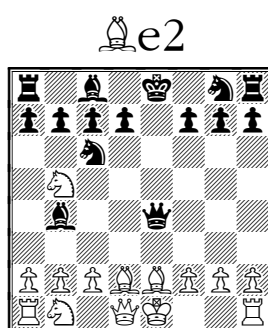
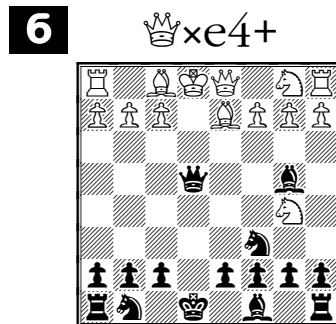
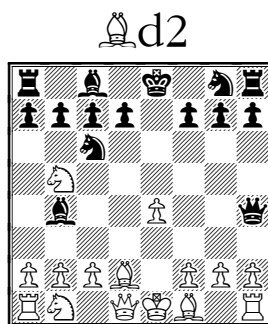
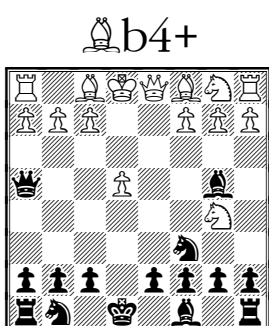
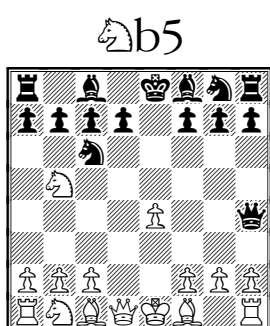
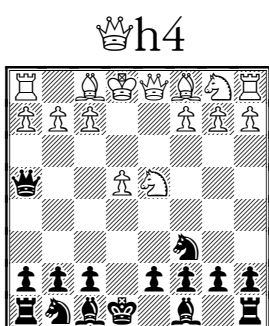
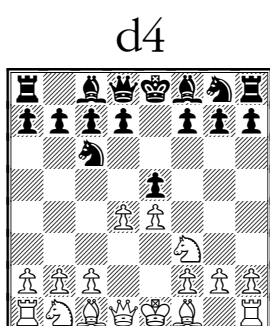
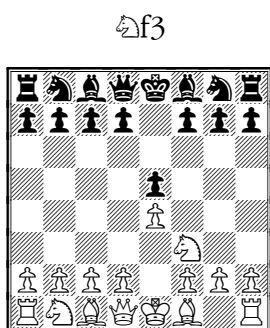
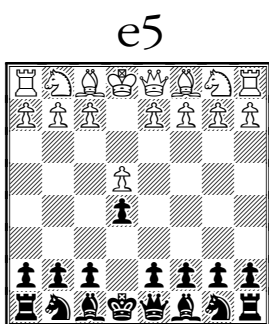
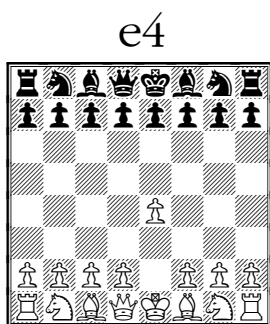
Set A Opening 1



The Scotch Game

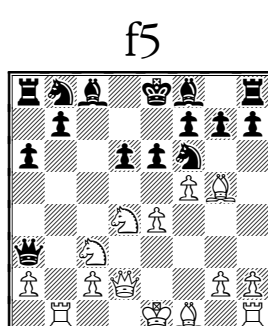
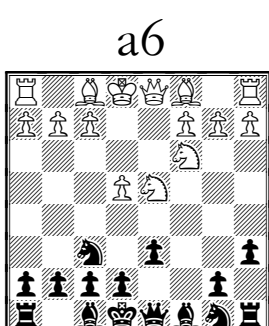
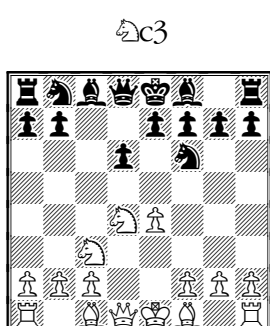
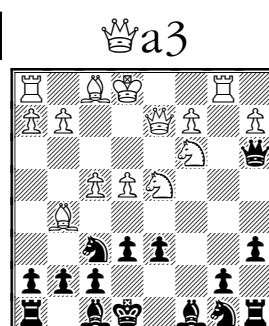
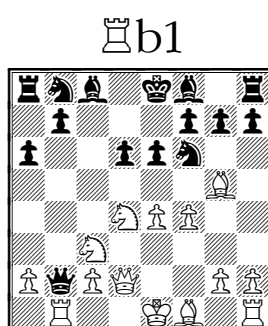
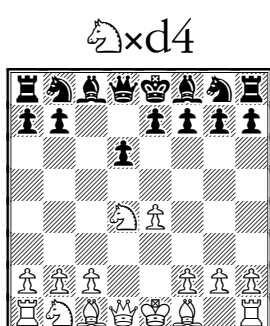
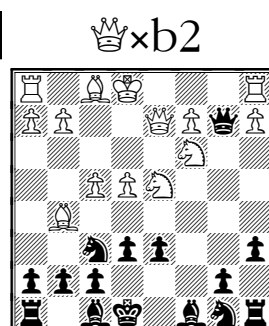
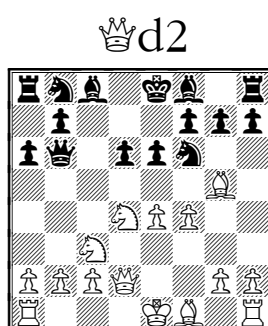
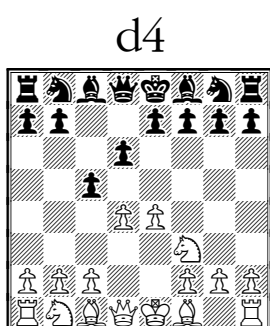
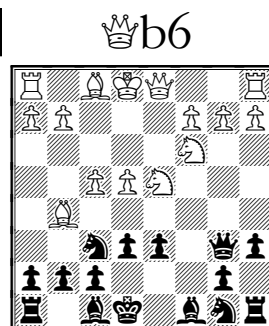
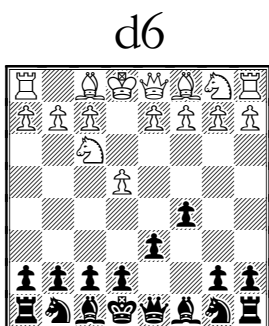
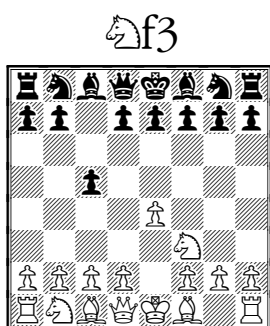
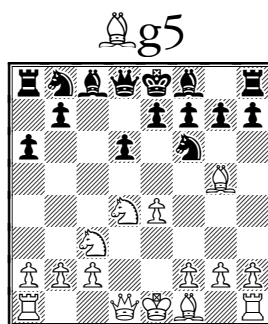
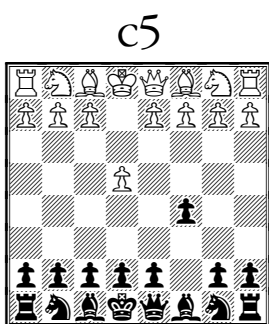
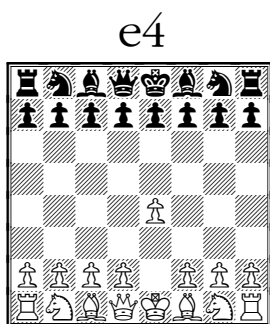
Steinitz Variation

Set A Opening 2



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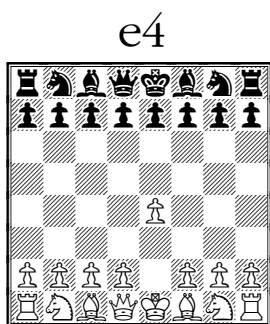
Najdorf; Poisoned Pawn Variation



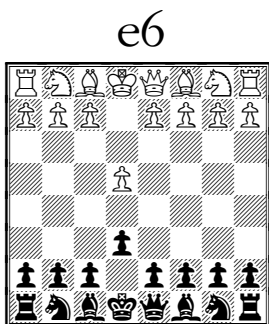
The French Defense

Advance Variation

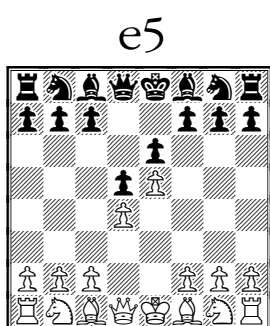
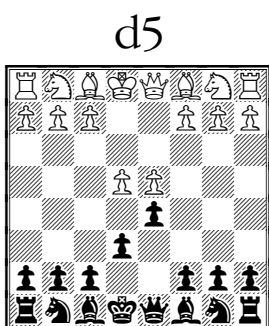
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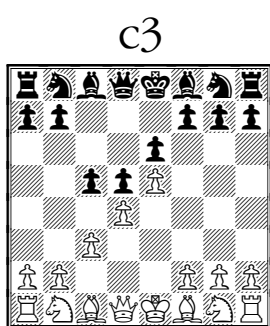
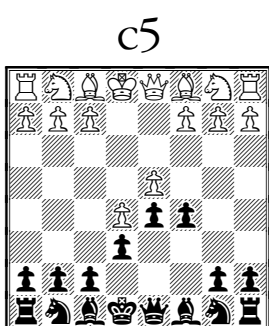
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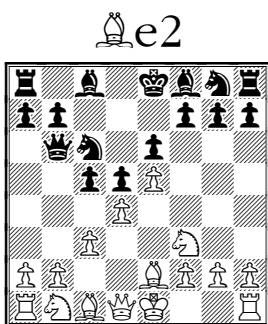
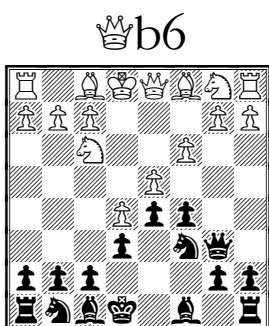
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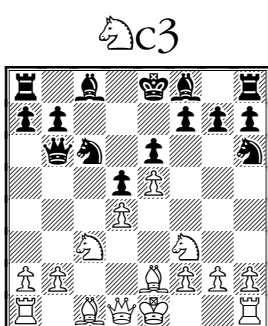
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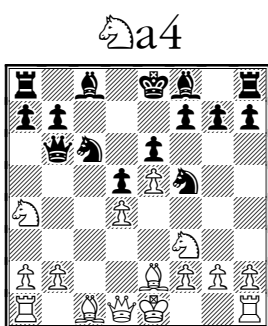
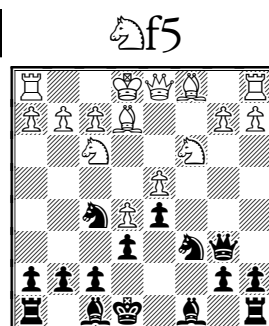
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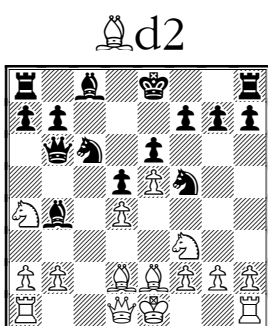
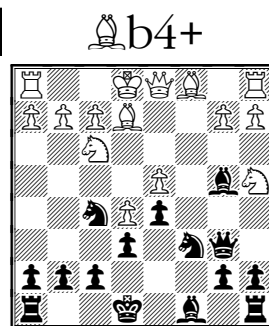
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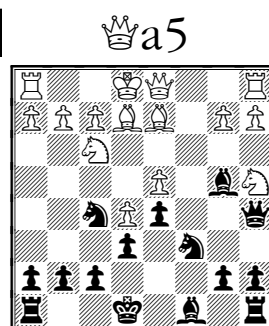
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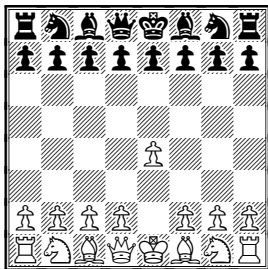
The Caro-Kann Defense

Main Line

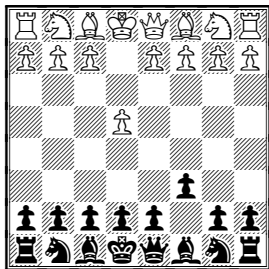
Set A
Opening 5

e4

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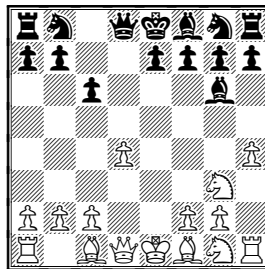


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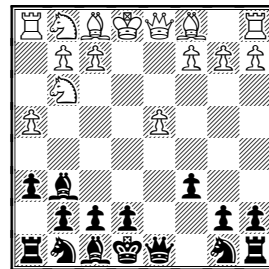


h4

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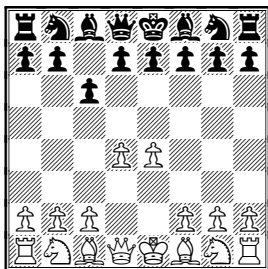


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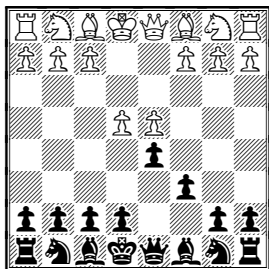


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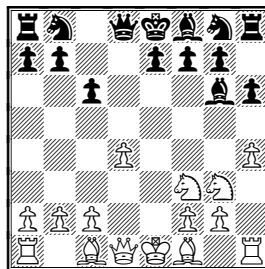


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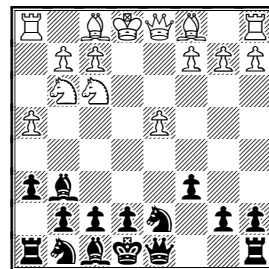


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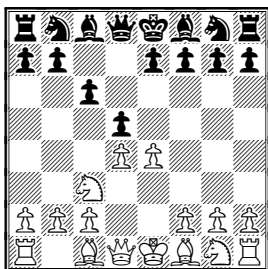


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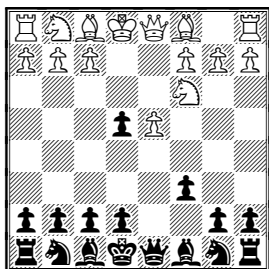


Nc3

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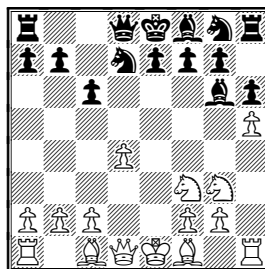


dxe4

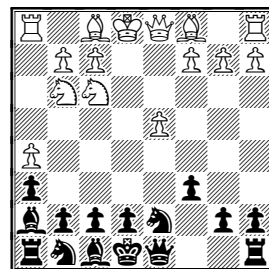


h5

8

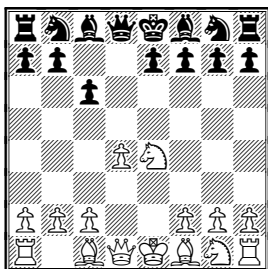


h7

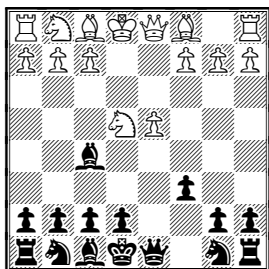


Nxe4

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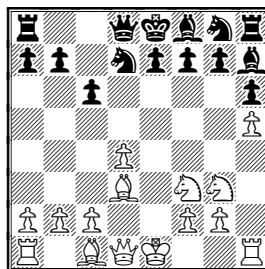


Bf5

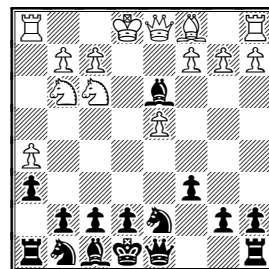


Bd3

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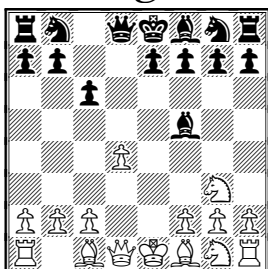


Bxd3

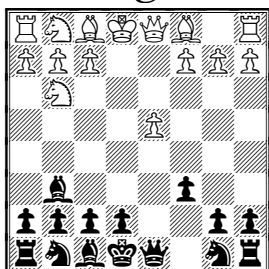


Ng3

5

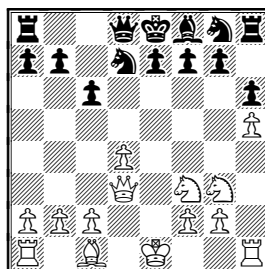


Bg6

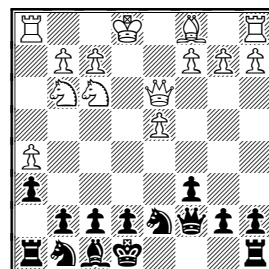


Kxd3

10



Kc7



Set B

1. The Spanish Game
Berlin Defense
2. The Italian Game
Moller Attack
3. The Sicilian Defense
Keres Attack
4. Petrov's Defense
Main Line
5. The Caro-Kann Defense
Advance Variation

About the Names ...

The Spanish Game -- The name of that Spanish priest who wrote a study about

1. e4 e5, 2. Nf3 Nc6, 3. Bb5

was **Ruy Lopez**. Players who feel confident about how to pronounce his first name will sometimes call this opening *The Ruy Lopez*. The rest of us will just call it *The Spanish Opening*.

The Italian Game -- Speaking of tricky, glorious-sounding names and their easy, less-glamorous alternatives, here's another doozy of an example. The opening

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

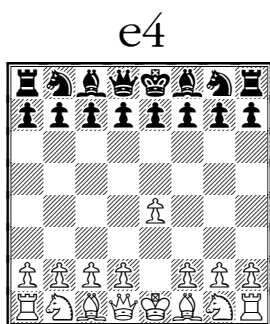
is known as either *The Giuoco Piano* or as *The Italian Opening*. For those of us still trying to learn how to say *Toy Boat* 5 times, fast, this is an easy choice.

The Sicilian Defense -- This opening was developed 400-500 years ago in Italy. (Rumor has it that this was by school kids who had not yet discovered video games.)

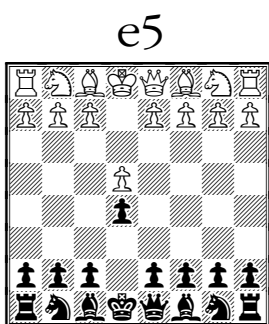
The Spanish Game

Berlin Defense

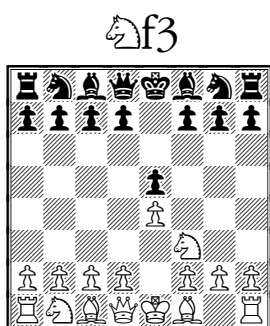
Set B Opening 1



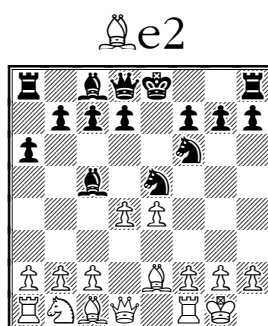
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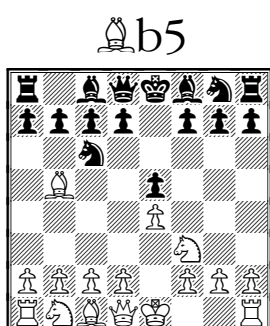
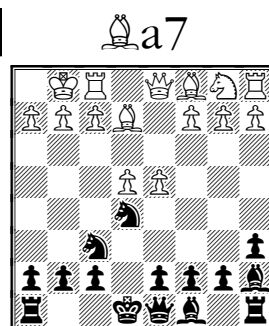
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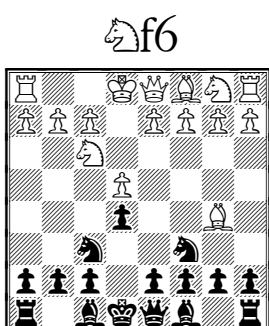
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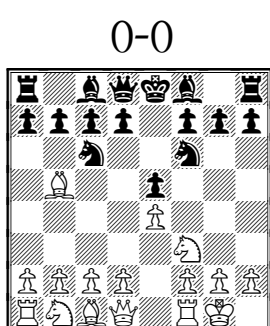
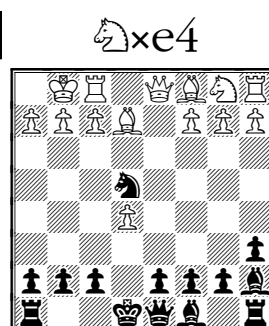
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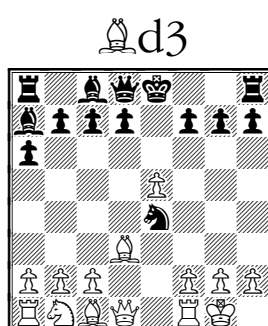
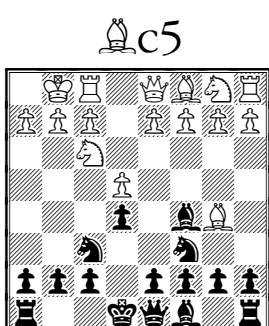
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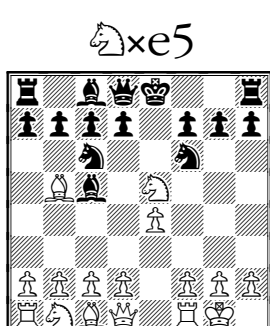
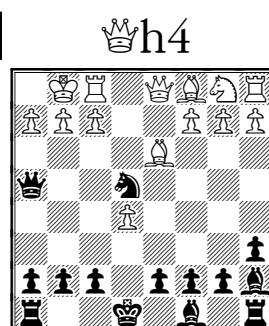
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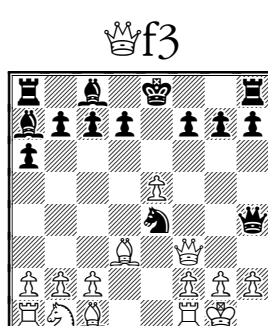
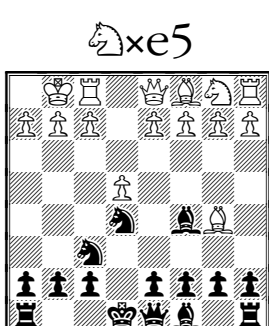
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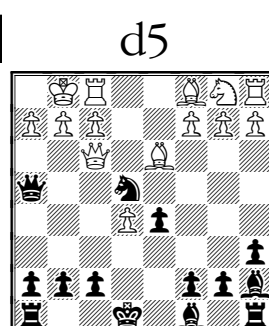
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5



10



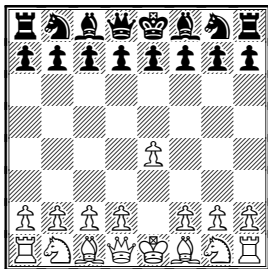
The Italian Game

Moller Attack

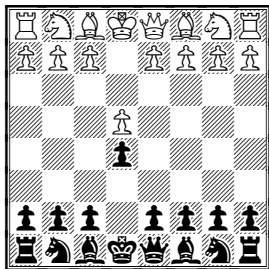
Set B
Opening 2

e4

1

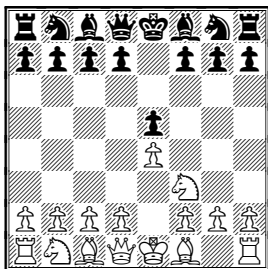


e5

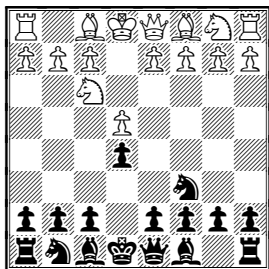


f3

2

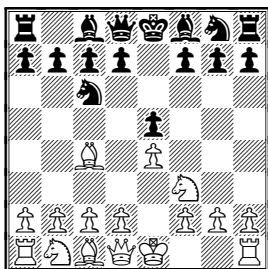


c6

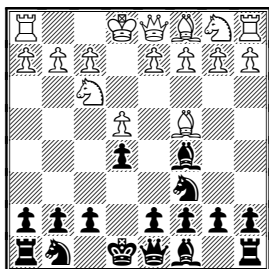


c4

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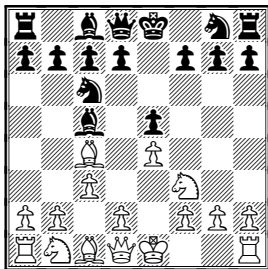


c5

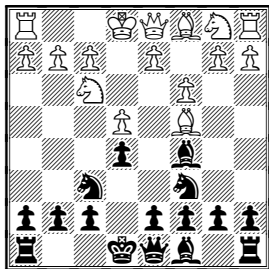


c3

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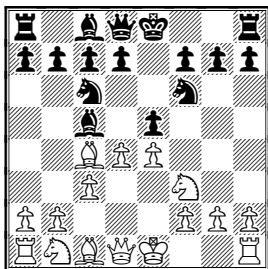


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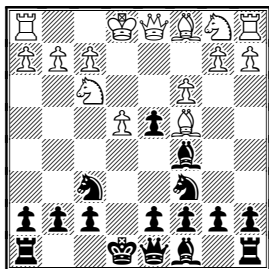


d4

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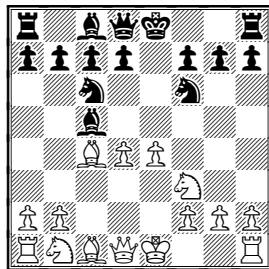


exd4

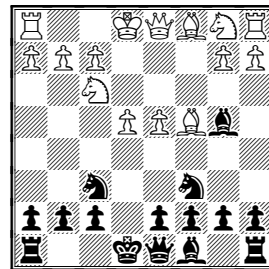


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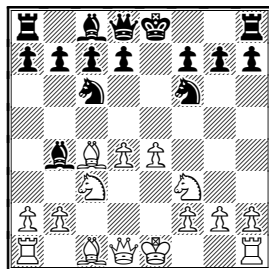


b4+

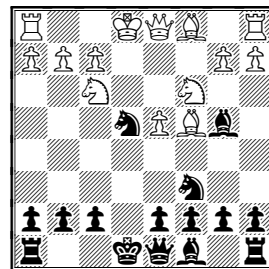


c3

7

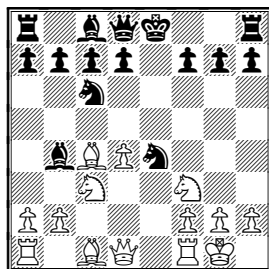


x e4

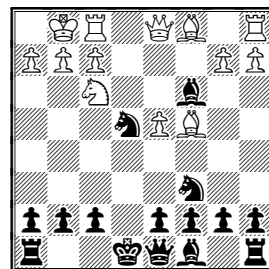


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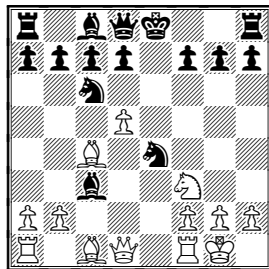


x c3

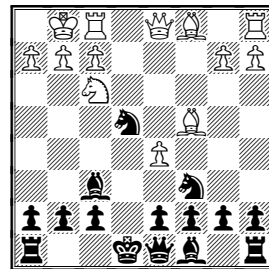


d5

9

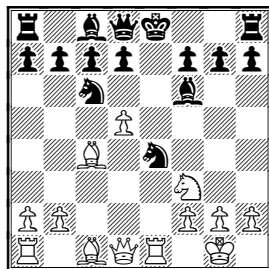


f6

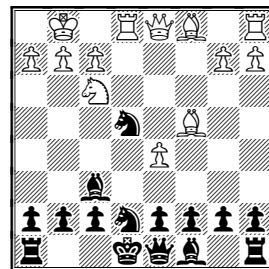


e1

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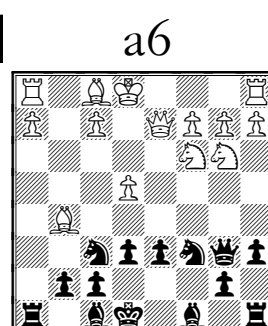
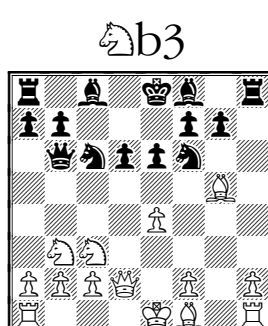
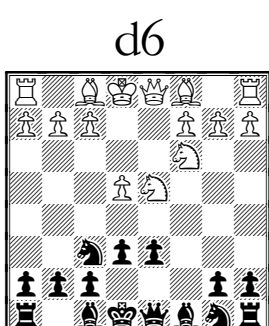
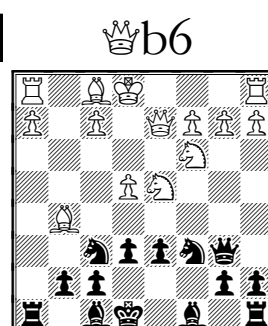
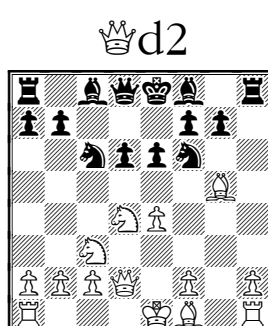
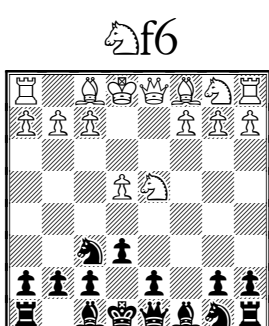
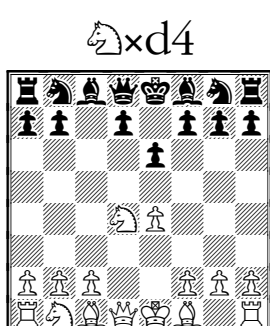
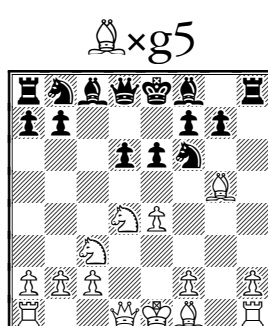
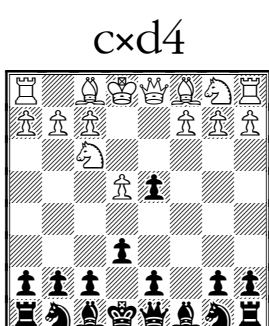
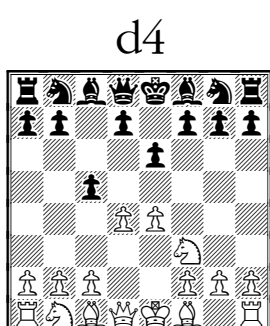
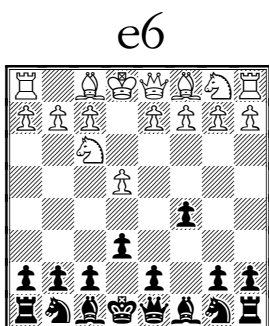
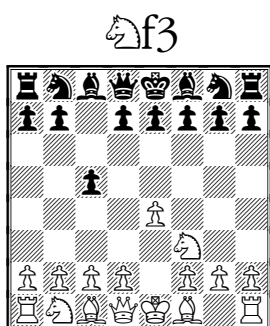
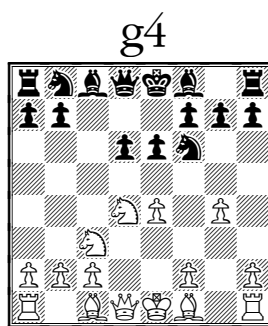
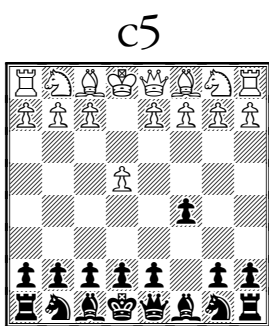
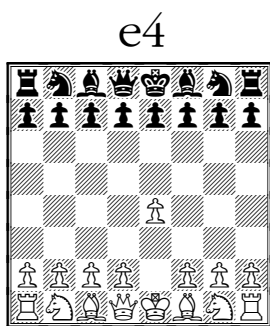


e7



The Sicilian Defense

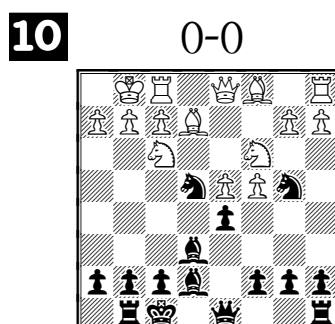
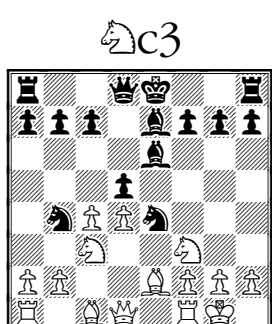
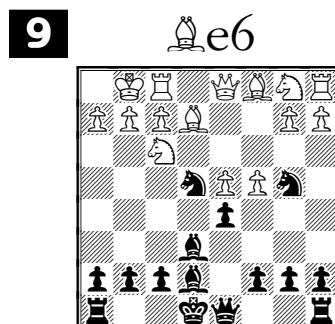
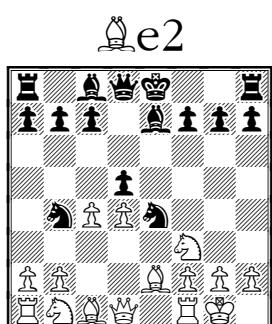
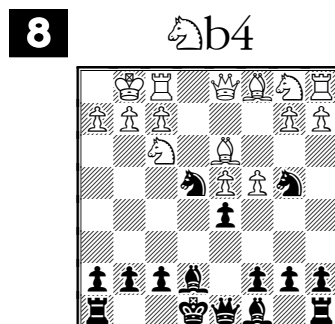
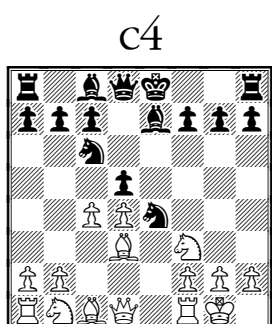
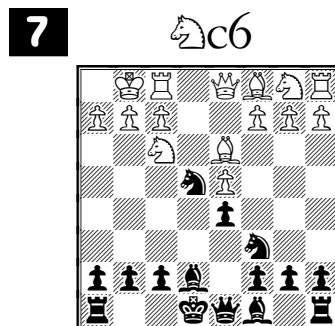
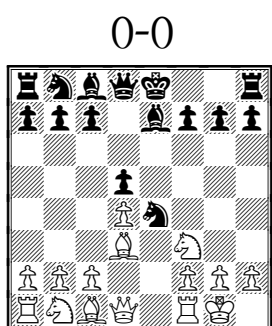
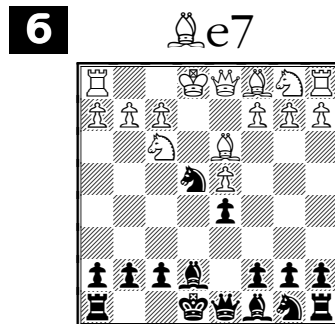
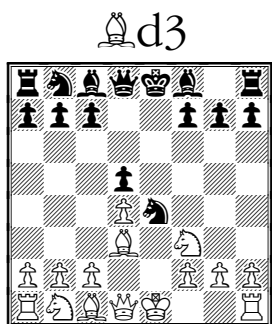
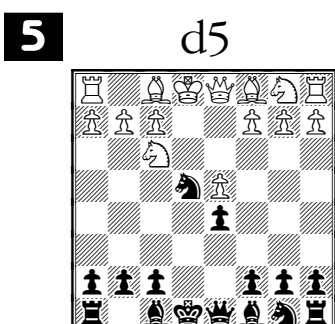
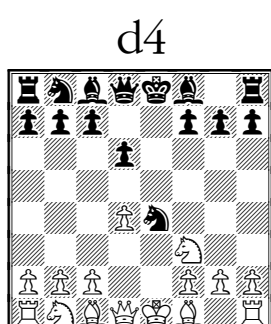
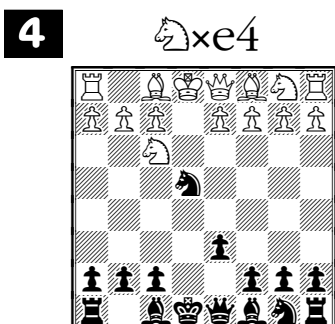
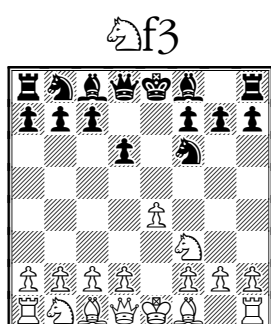
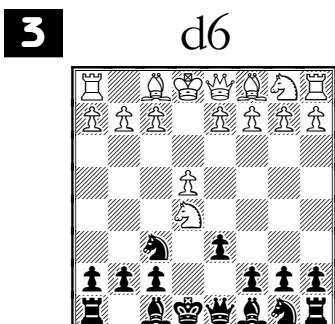
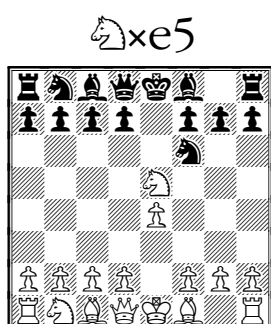
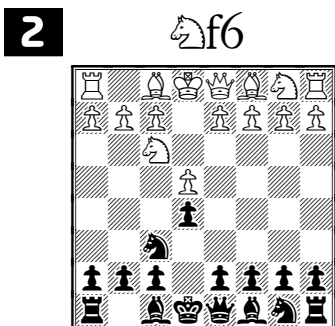
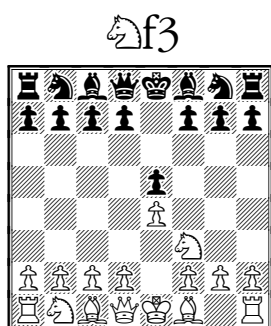
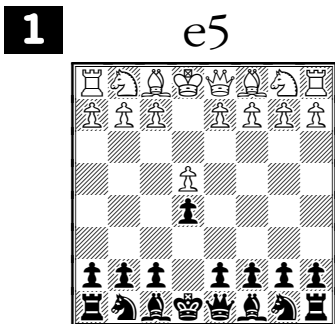
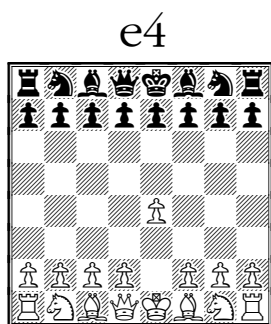
Scheveningen Variation, Keres Attack



Petrov's Defense

Main Line

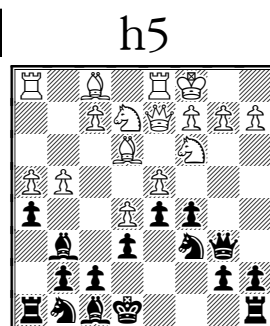
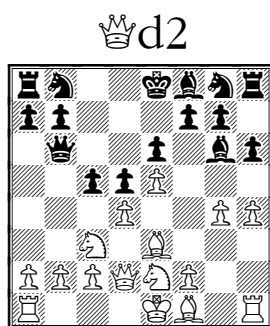
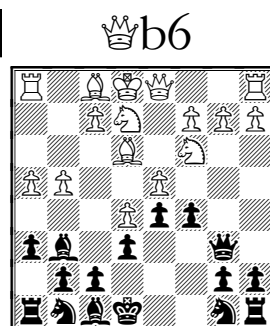
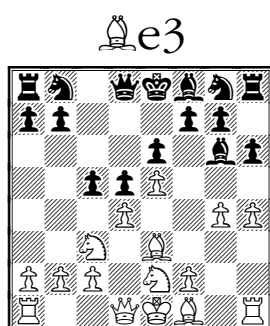
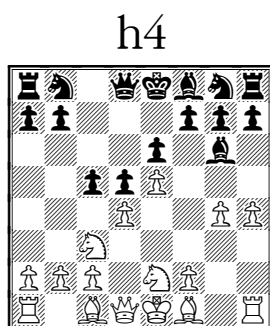
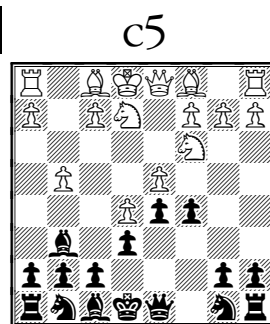
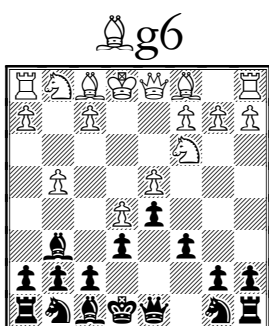
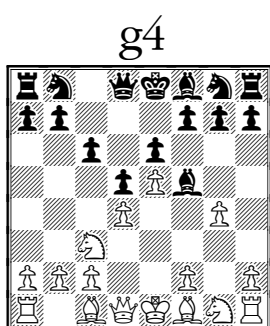
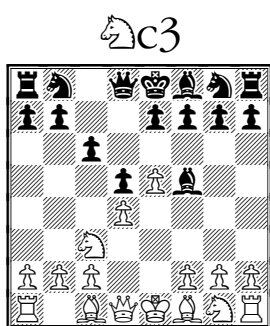
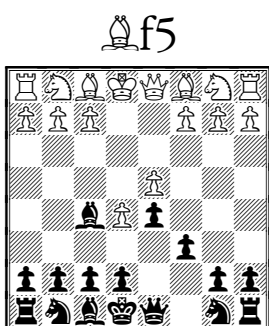
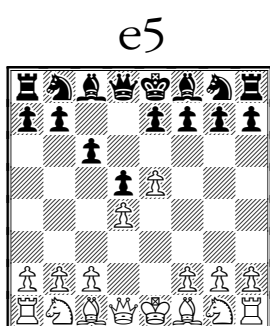
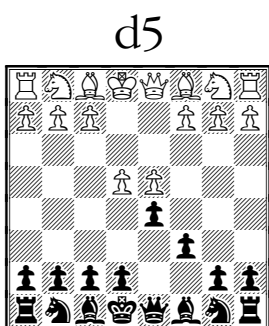
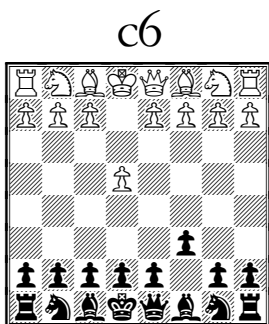
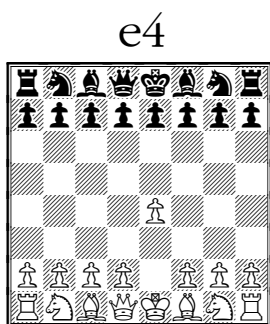
Set B
Opening 4



The Caro-Kann Defense

Advance Variation

Set B Opening 5



Set C

1. The Spanish Game
Exchange Variation
2. The Vienna Game
Main Line
3. The Sicilian Defense
Yugoslav Attack
4. The French Defense
Winawer (Poisoned Pawn)
5. The Caro-Kann Defense
Panov-Botvinnik Attack

About the Names ...

The Vienna Game -- The capital of Austria, nestled along the south bank of the Danube River, is known as the home of Beethoven and his symphonies, Mozart and his minuets, Brahms and his lullabies, and for quite a few strong chess players, including Rudolph Spielman who liked to begin his games as White with **1. e4 e5, 2. Nc3**.

Winawer -- Speaking of Vienna, the champ of the Vienna chess tournament in 1882 was a native of Warsaw, Szymon Abramowicz Winawer. He's most remember in the chess world for a variation he developed of the French Defense:

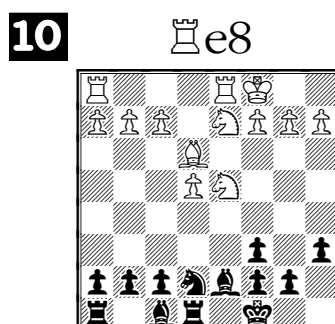
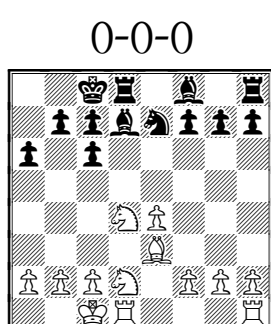
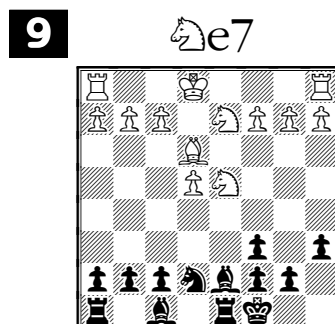
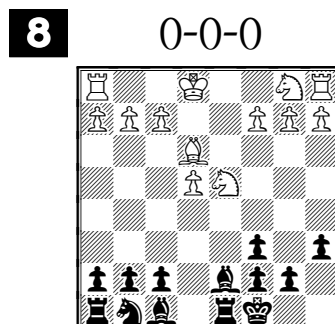
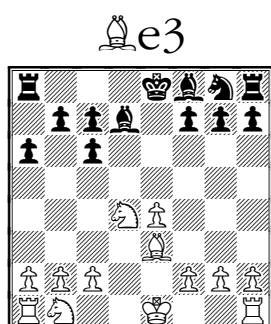
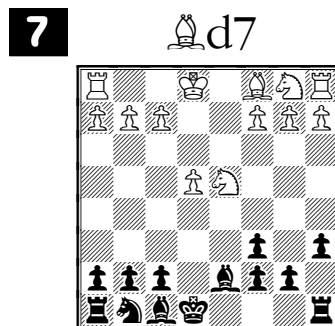
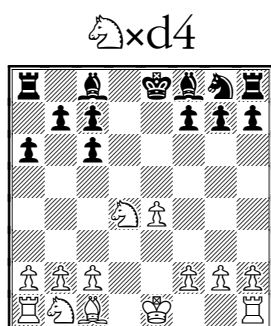
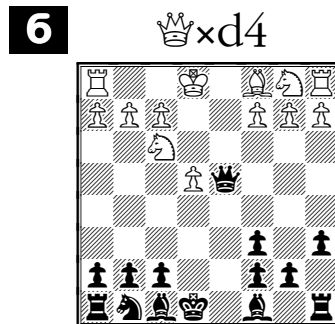
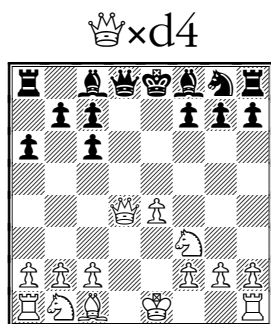
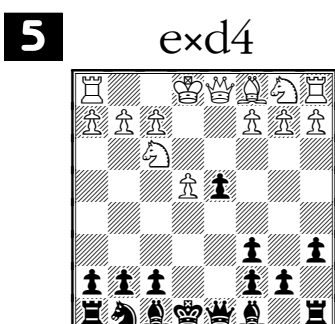
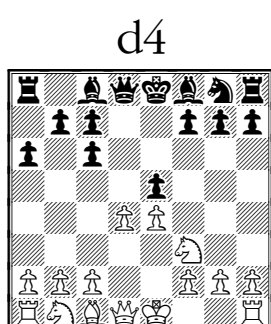
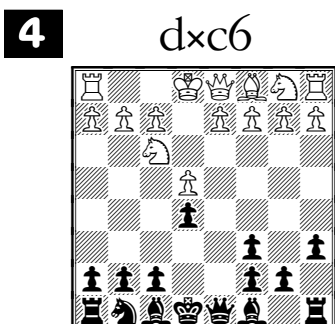
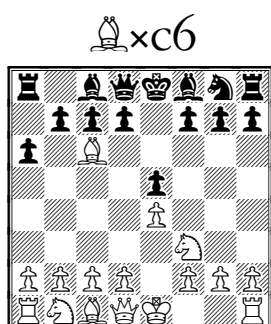
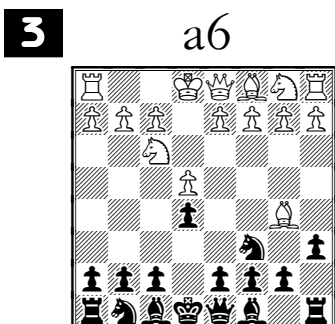
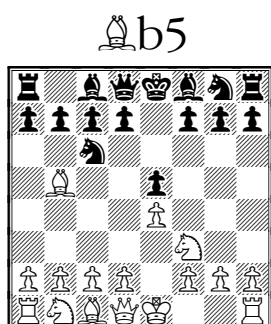
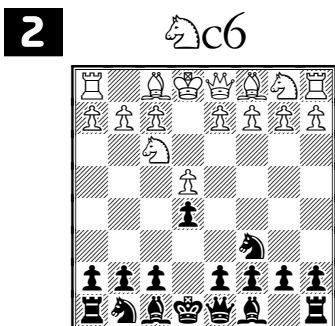
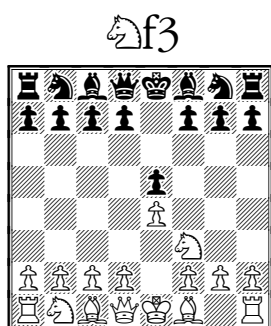
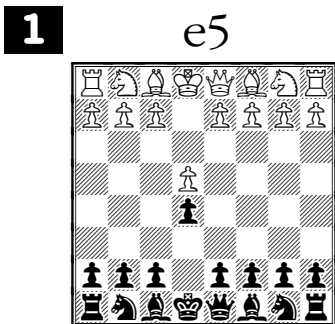
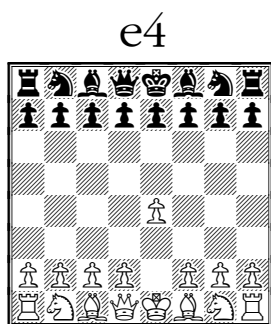
1. e4 e6, 2. d4 d5, 3. Nc3 Bb4

Caro-Kann -- And *still* speaking of Vienna, that's where Marcus Kann was from. Along with Horatio Caro, he developed studies of the opening **1. e4 c6**.

Poisoned Pawn -- Sometimes players will leave a pawn undefended during opening play, tempting opponents to take it. If the pawn is captured, a surprise attack may follow!

The Spanish Game

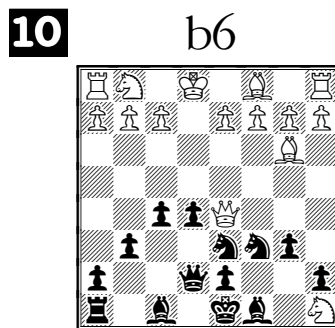
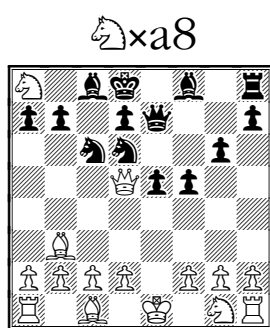
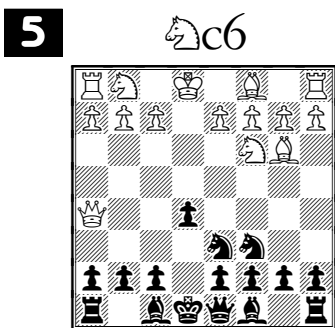
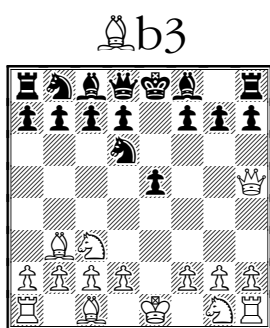
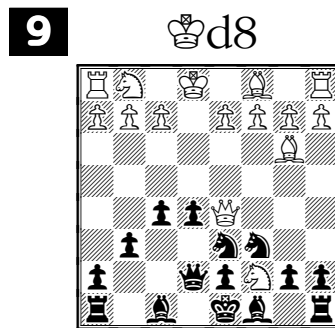
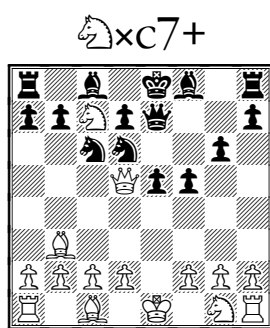
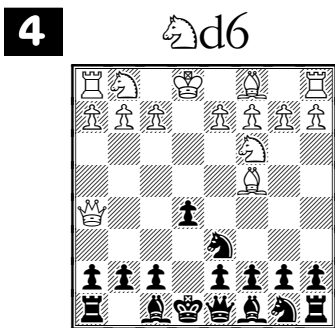
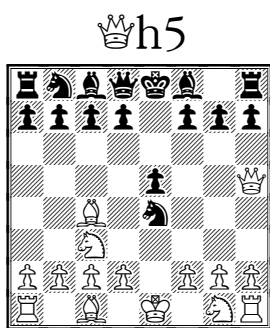
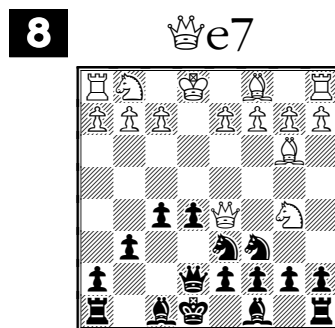
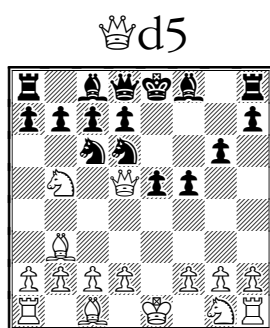
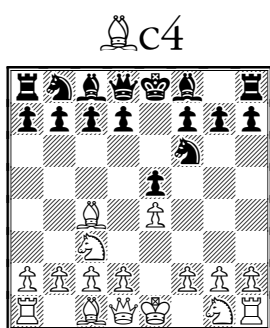
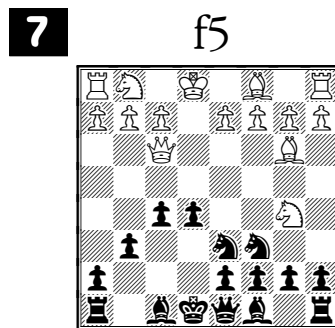
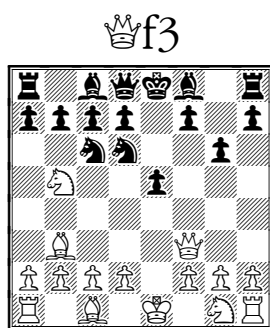
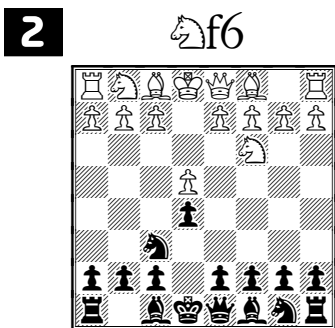
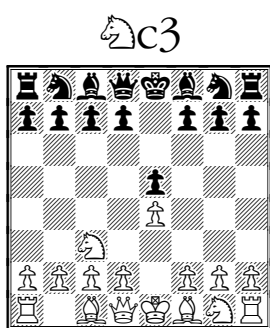
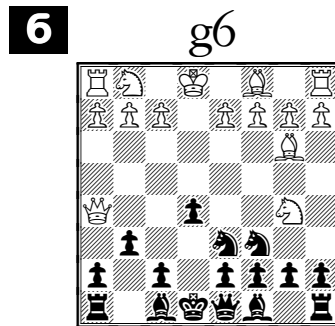
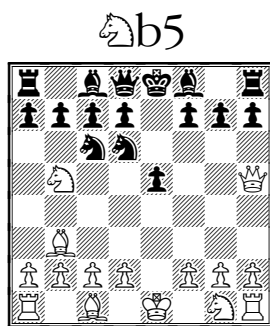
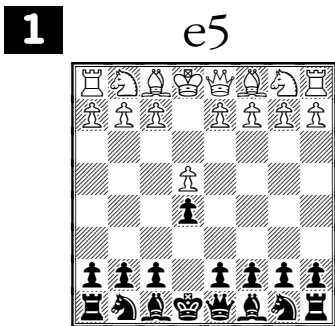
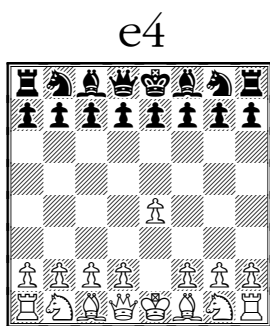
Exchange Variation



The Vienna Game

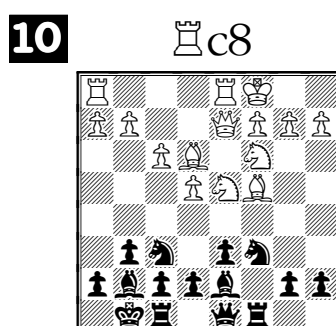
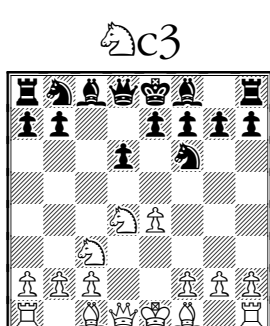
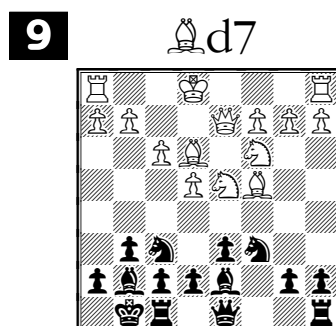
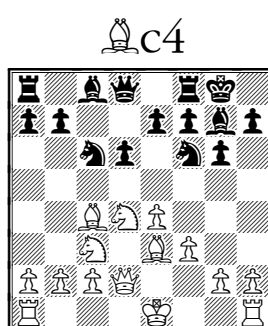
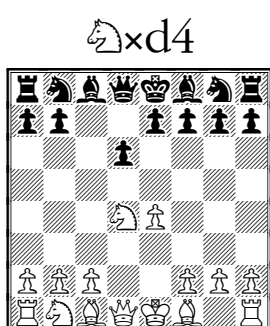
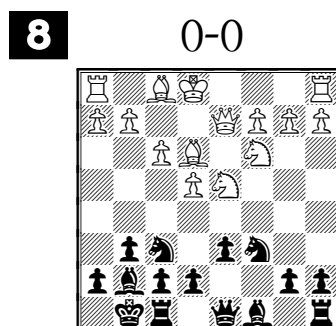
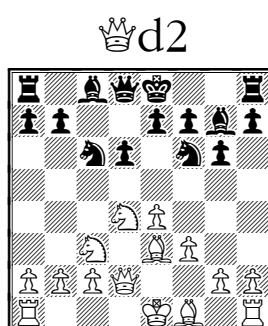
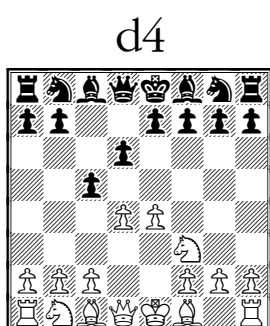
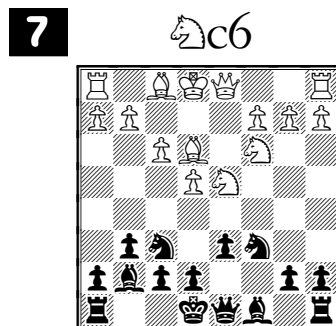
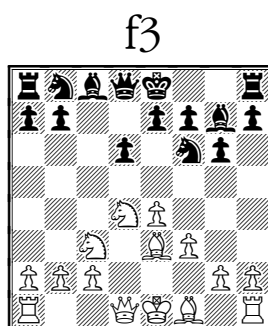
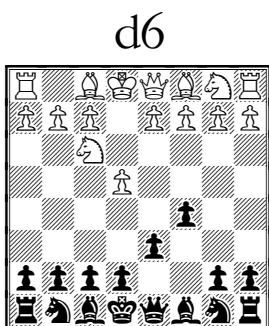
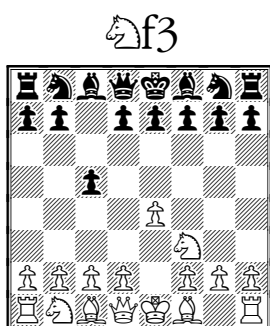
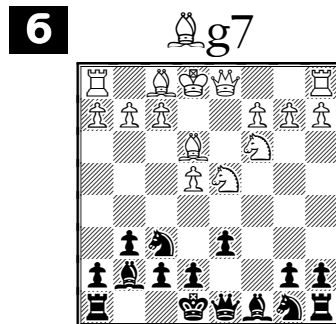
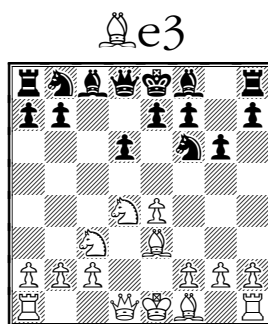
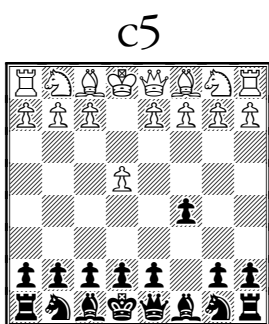
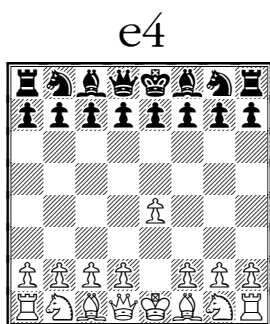
Main Line

Set C
Opening 2



The Sicilian Defense

Dragon Variation; Yugoslav Attack

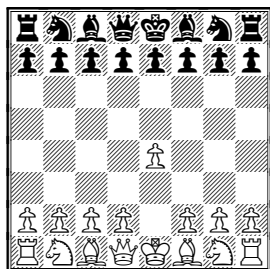


The French Defense

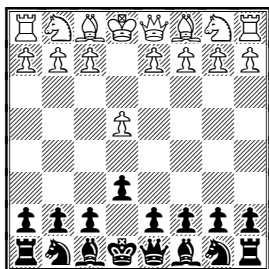
Winawer (Poisoned Pawn) Variation

e4

1

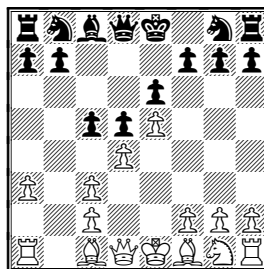


e6

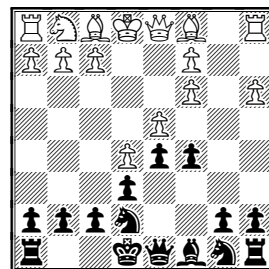


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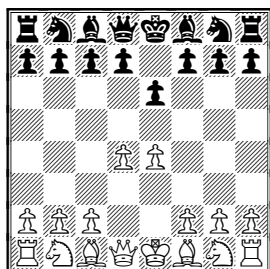


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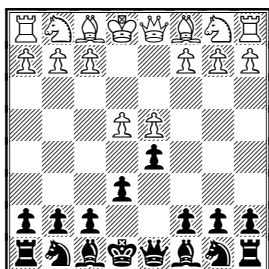


d4

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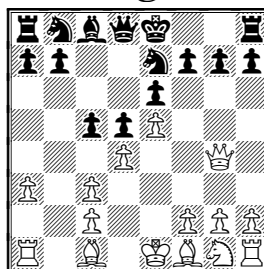


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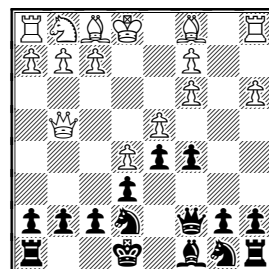


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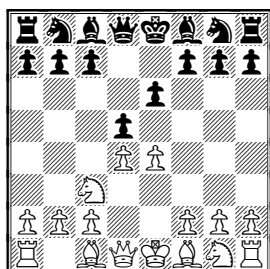


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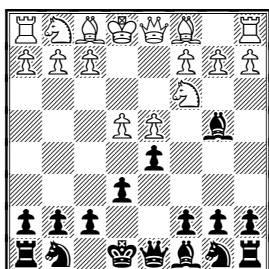


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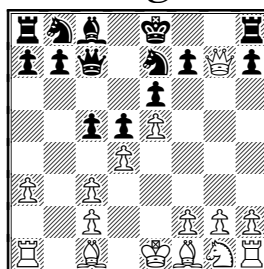


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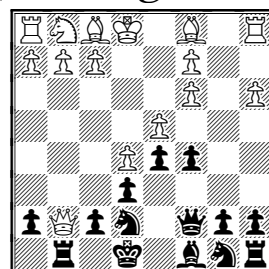


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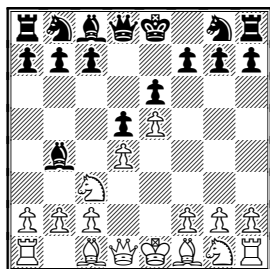


g8

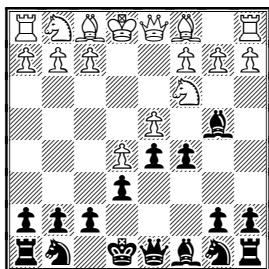


e5

4

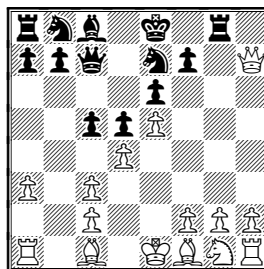


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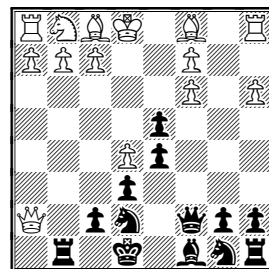


xh7

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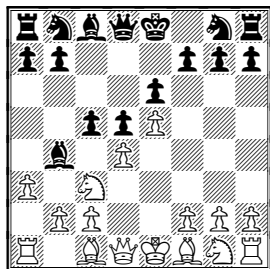


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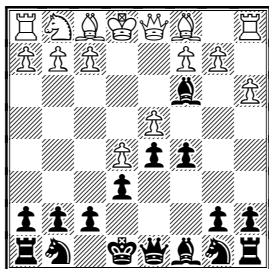


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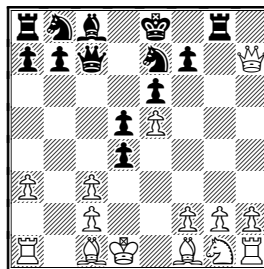


x3+

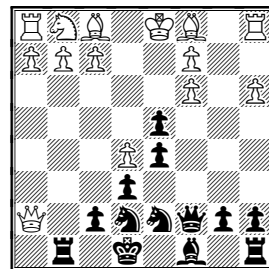


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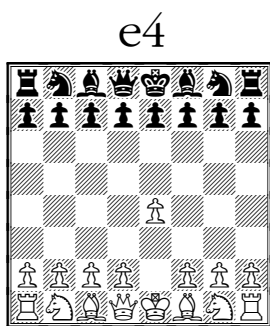
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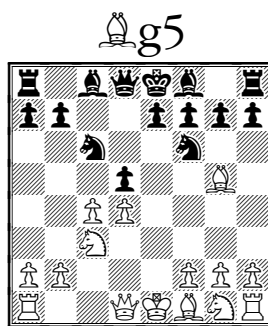
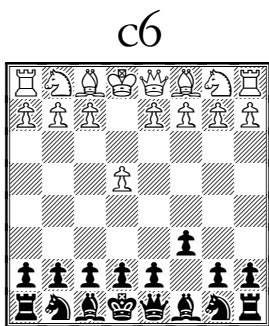
The Caro-Kann Defense

Panov-Botvinnik Attack

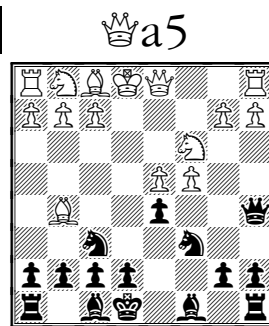
Set C
Opening 5



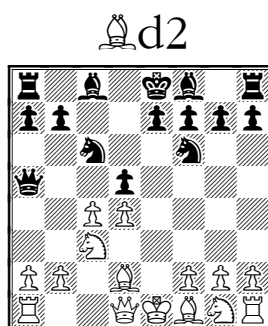
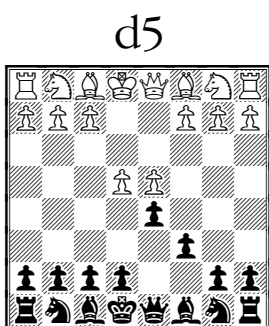
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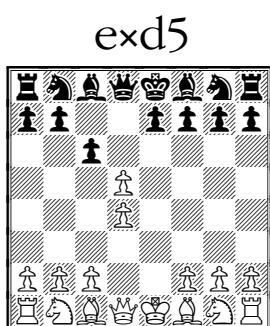
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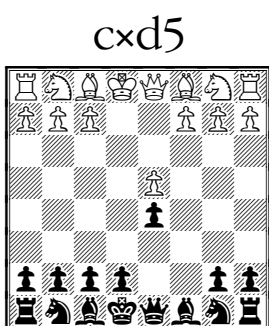
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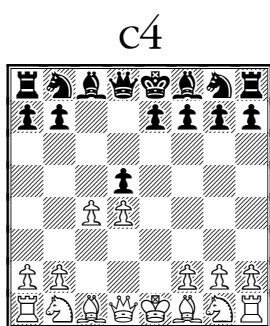
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3



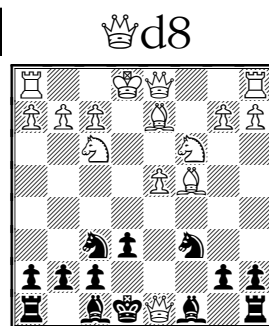
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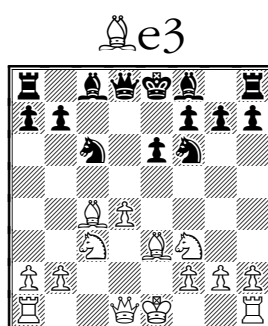
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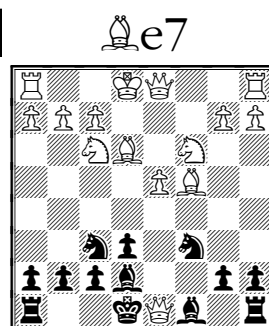
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10



Set D

1. The Spanish Game
Marshall (Counter) Attack
2. The Scotch Game
Scotch Gambit
3. The Sicilian Defense
Accelerated Dragon
4. Petrov's Defense
Variation A
5. The Pirc Defense
Austrian Attack

About the Names ...

Marshall Attack -- From 1909 until 1936, the U.S. Chess Champion was an exceptionally creative and daring player, Frank Marshall. Marshall had such a reputation for making outrageous sacrifices followed by all-out attacks that he was respectfully known by opponents as *The Great Swindler*.

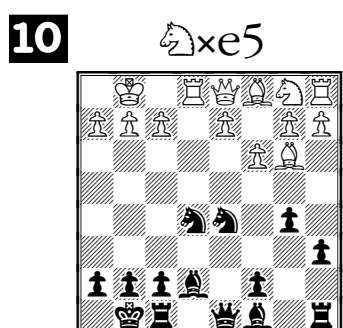
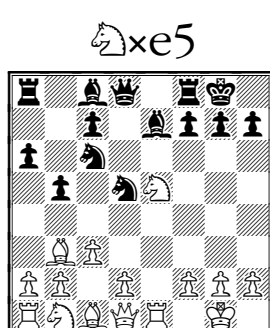
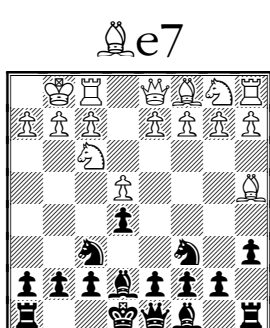
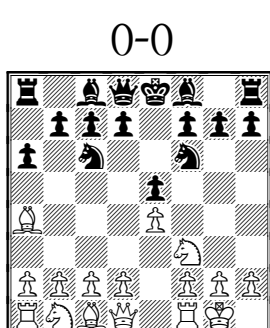
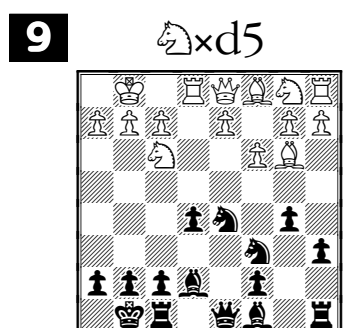
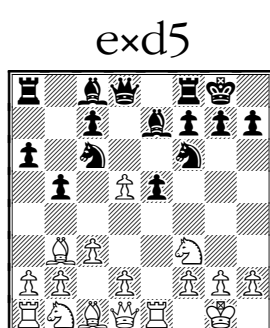
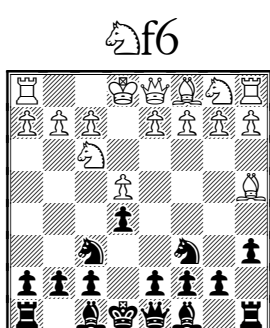
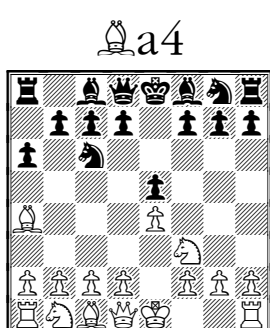
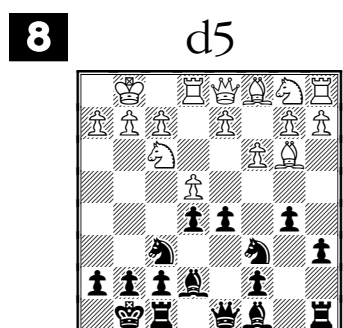
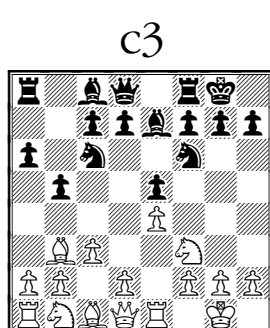
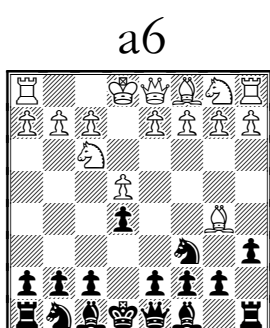
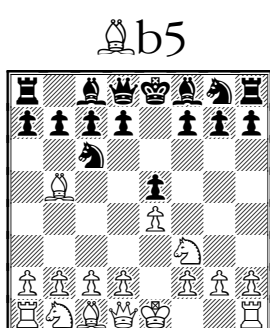
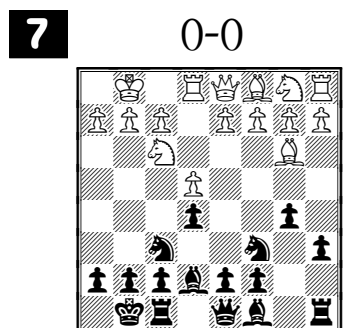
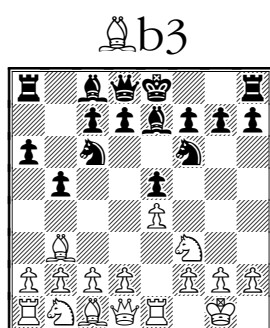
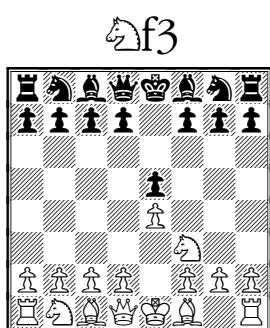
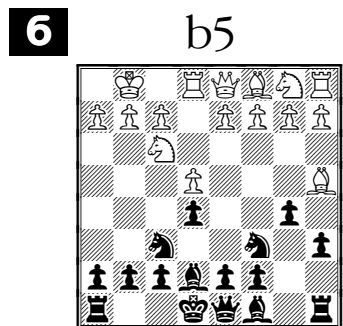
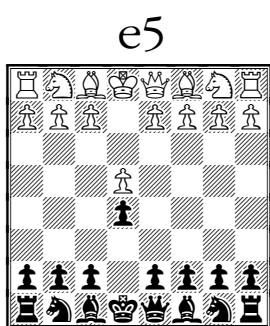
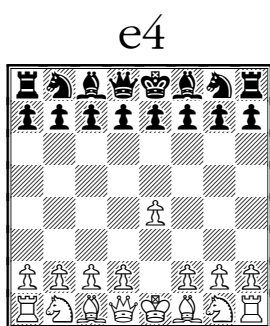
Dragon -- In chess talk, *dragon* refers to a pawn formation which (with a fair amount of imagination!) resembles the shape of a nasty serpent-like creature. Such a formation can develop with the black pawns in forms of the Sicilian Defense.

Petrov's Defense -- The opening is simple enough: **1. e4 e5, 2. Nf3 Nf6**. The name is not quite so simple: *Petrov's Defense*; *Petroff's Defense*, and *The Russian Defense* are all acceptable titles. Each of these names refers to a Russian master from the 1800s. The opening is known for a trap which Black can easily fall into on his third move. (In short, if White plays **3. Nxe5**, Black *shouldn't* immediately play Nxe4.)

The Spanish Game

Marshall (Counter) Attack

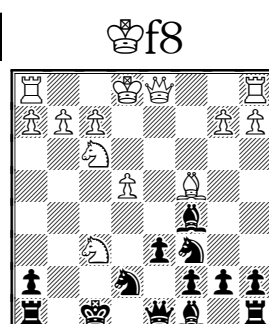
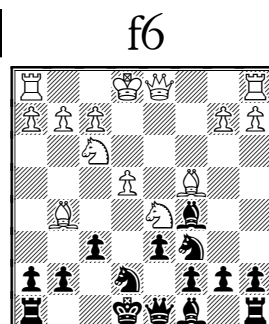
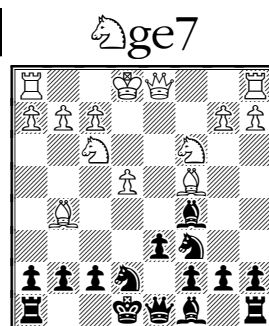
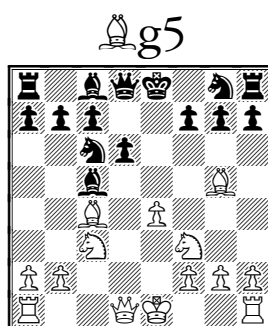
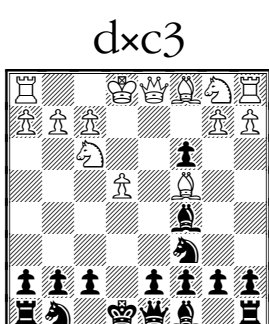
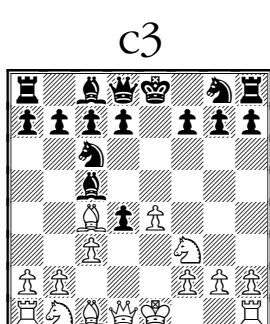
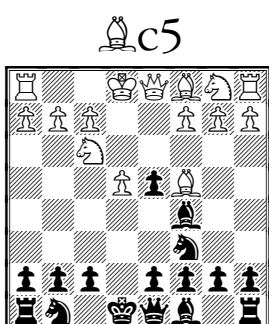
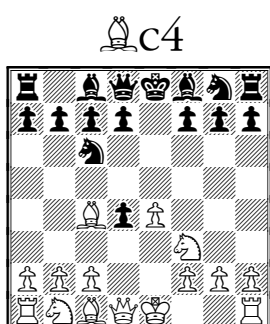
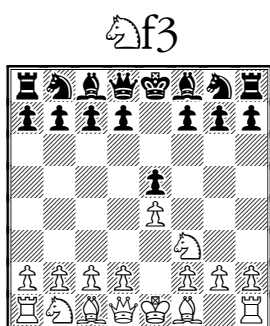
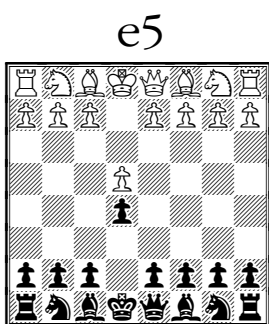
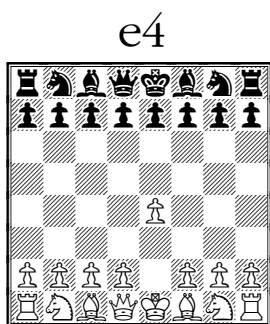
Set D Opening 1



The Scotch Game

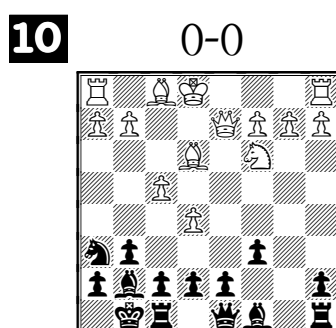
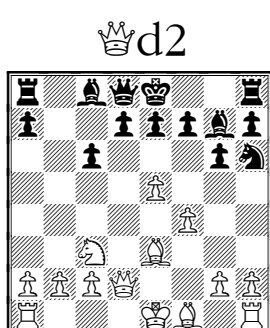
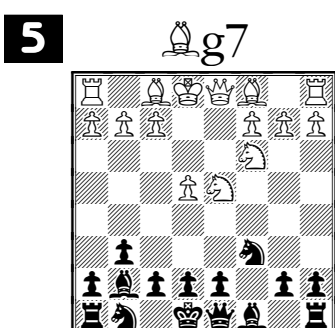
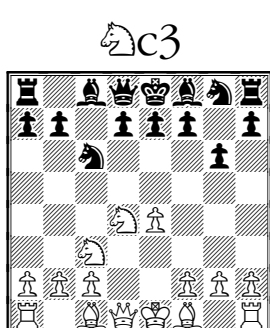
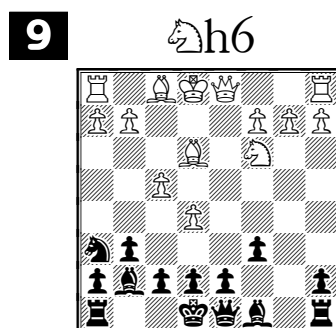
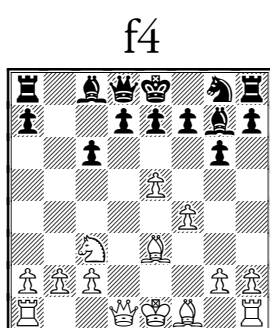
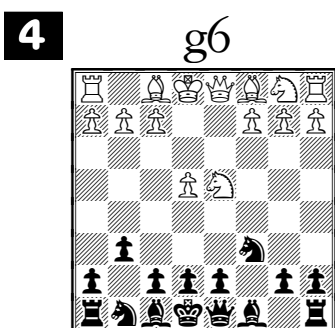
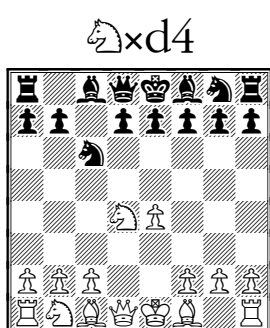
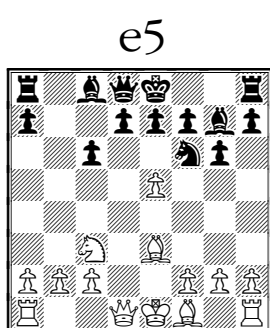
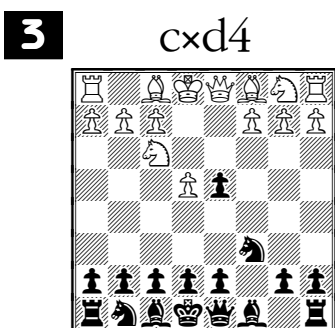
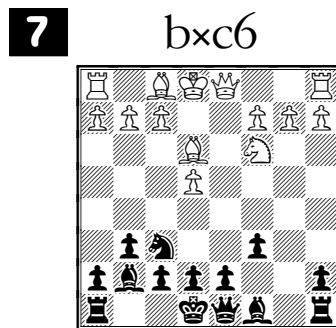
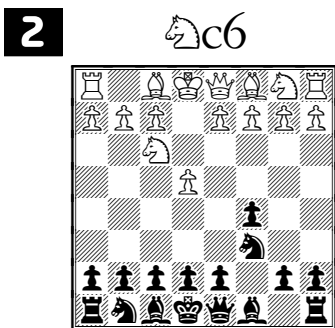
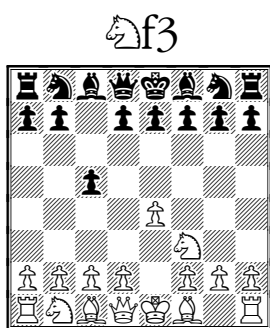
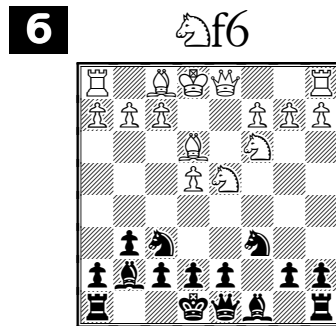
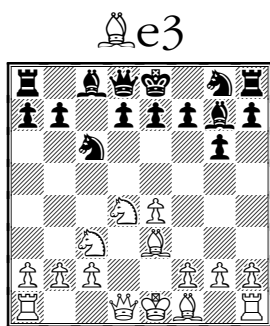
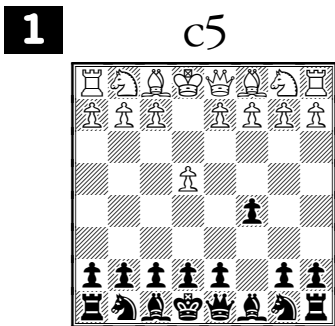
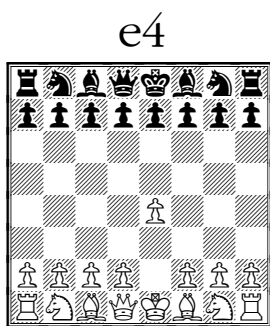
Scotch Gambit

Set D Opening 2



The Sicilian Defense

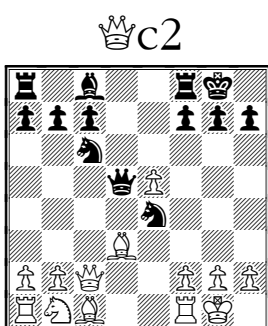
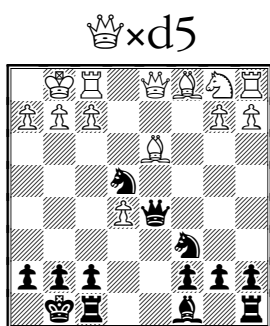
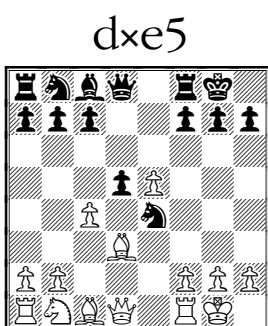
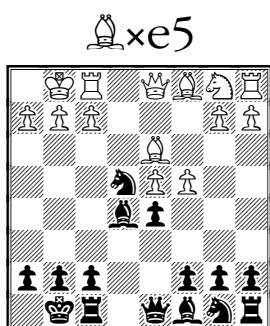
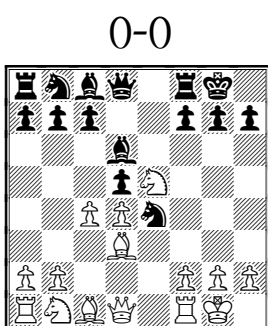
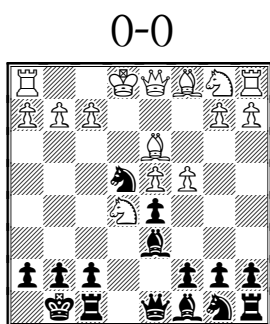
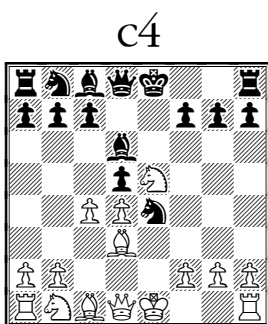
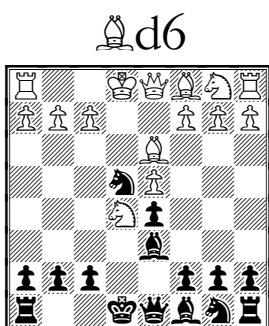
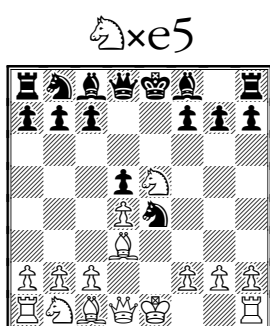
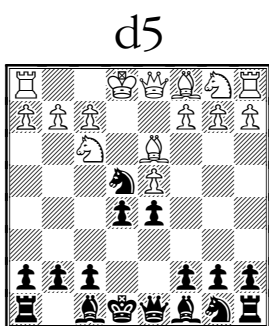
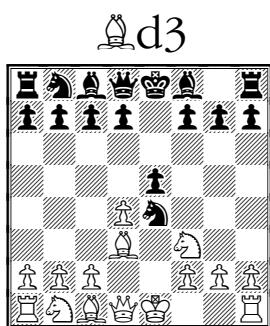
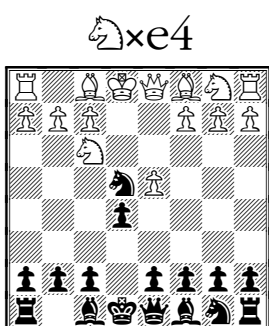
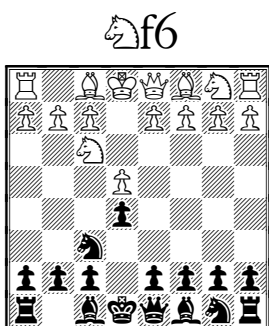
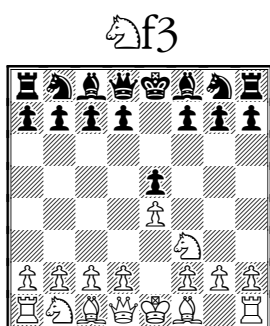
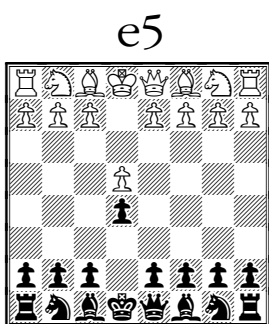
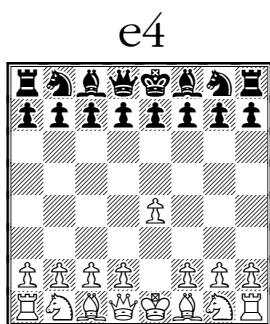
Accelerated Dragon



Petrov's Defense

Variation A

Set D
Opening 4



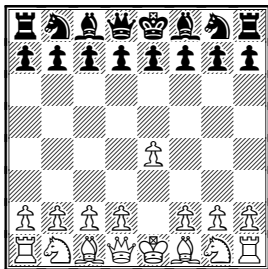
The Pirc Defense

Austrian Attack

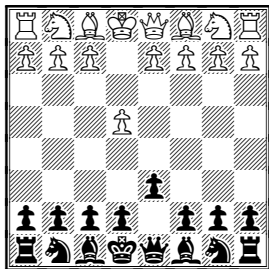
Set D
Opening 5

e4

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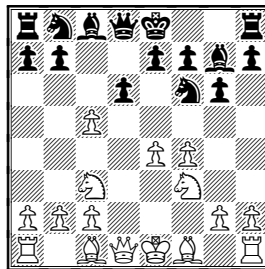


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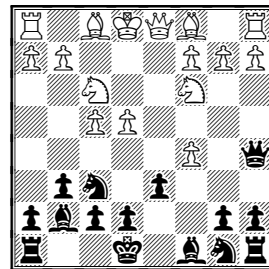


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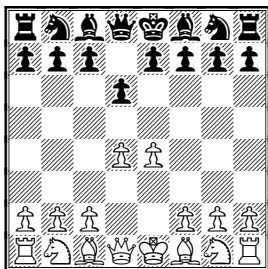


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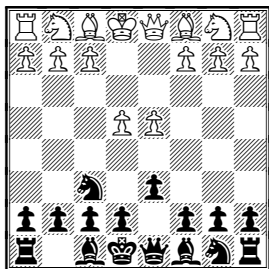


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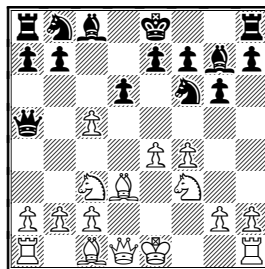


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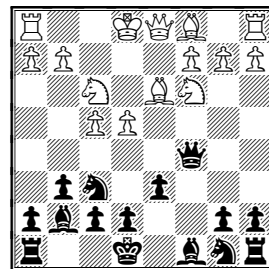


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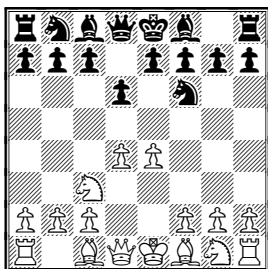


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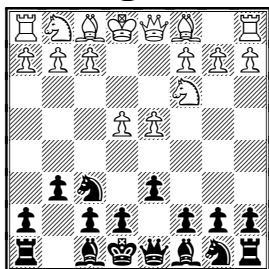


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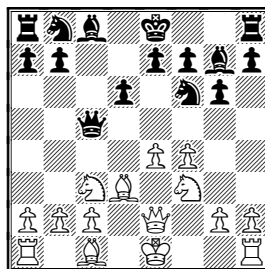


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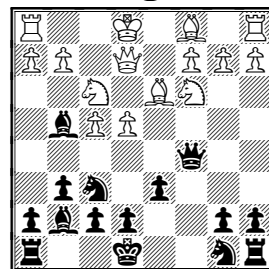


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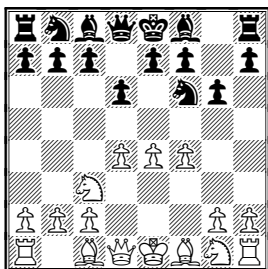


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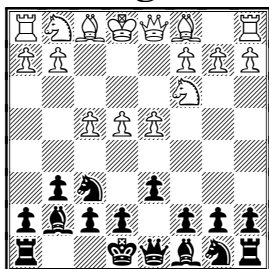


f4

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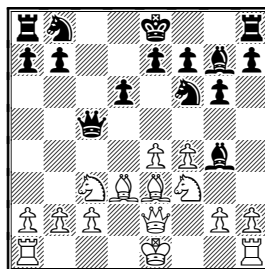


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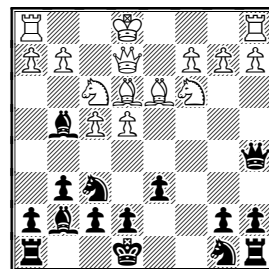


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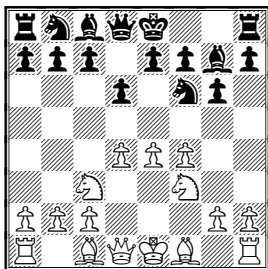


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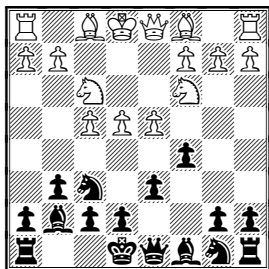


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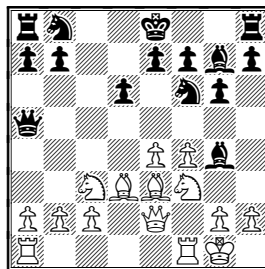


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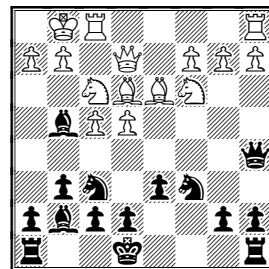


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10



♘c6



Set E

1. The Center Game
Main Line
2. The Italian Game
Evans Gambit
3. The Center Counter Game
Main 2. ... Qxd5 Line
4. The Center Counter Game
Main 2. ... Nf6 Line
5. The Pirc Defense
Classical System

About the Names ...

The Evans Gambit -- A British military commander, Captain W. D. Evans, made a name for himself in the world of chess by finding a very powerful variation of the Italian Game. In the 1830s, he used his new found weapon to topple players who were considered to be much better than him. The main idea behind this opening is to give up a pawn early in the game to make room for a crushing attack by White's bishops.

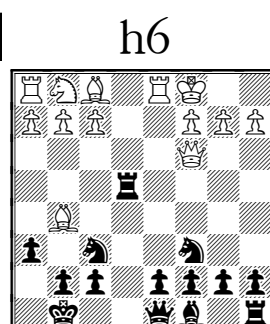
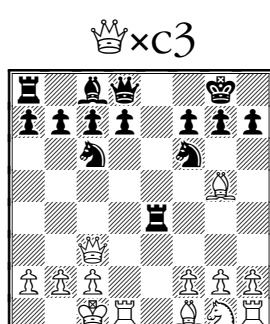
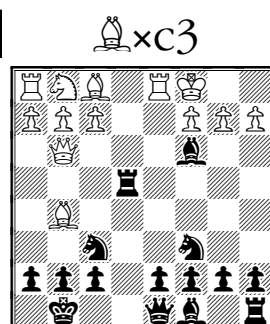
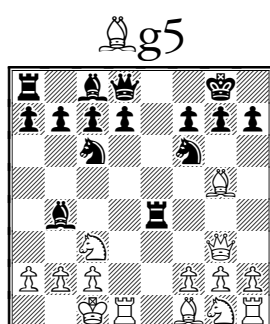
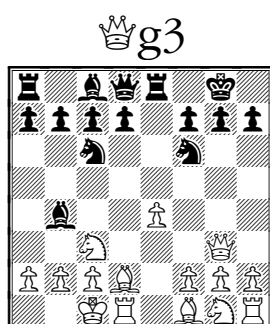
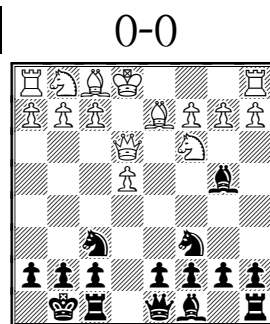
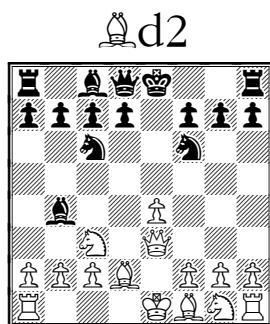
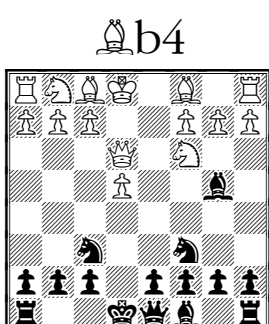
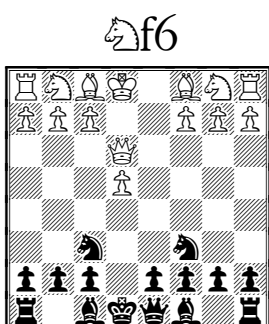
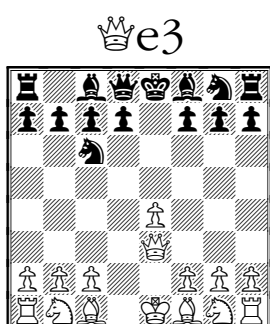
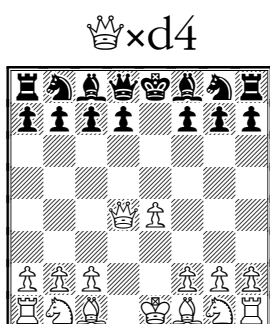
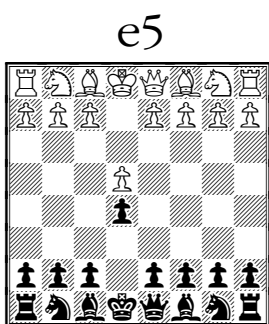
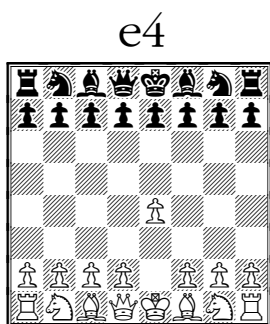
The Pirc Defense -- This opening is also named after one of its early users. It's one of the more modern chess openings and was developed this century by Vasja Pirc and his colleagues in Yugoslavia. (*Pir* rhymes with *fear* not *fir*, and the *c* is pronounced as *ts* not *k*.) The Pirc Defense usually includes these moves by Black early in the game: **d6, Nf6, g6, Bg7**.

Hypermodern -- When you study the Pirc Defense, you'll quickly see that Black doesn't try to immediately occupy the center, but instead attacks it at the edges. This is a *hypermodern* style defense: Black at first gives White the center, then launches a forceful, aggressive counterattack. This style became fashionable in the 1920s and 1930s and is still popular.

The Center Game

Main Line

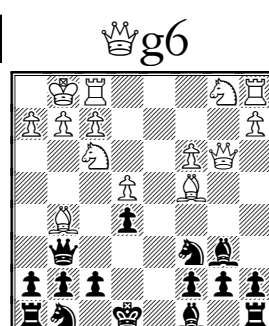
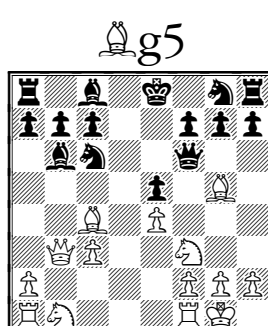
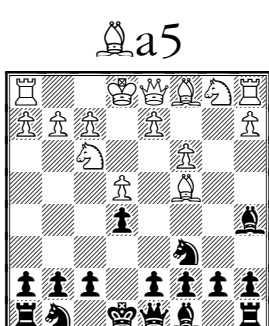
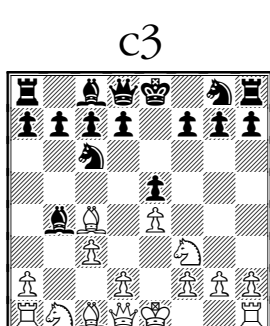
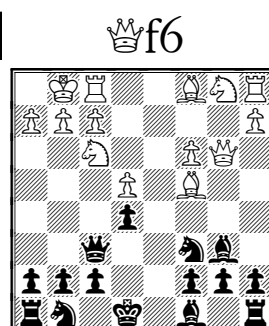
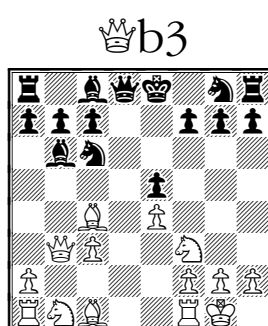
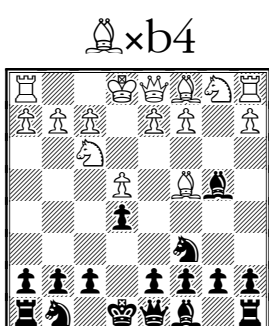
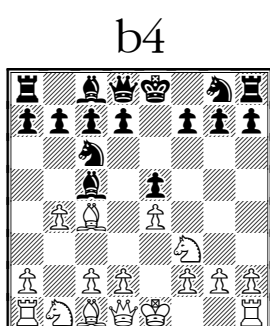
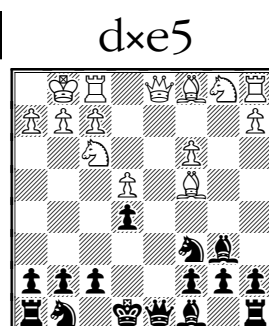
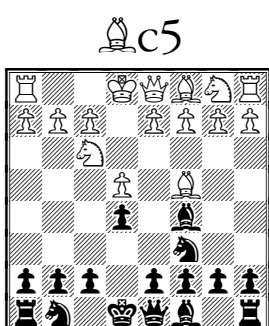
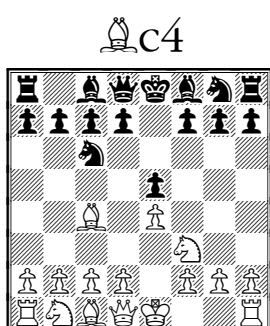
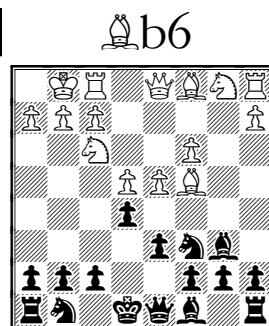
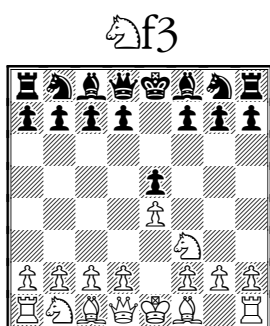
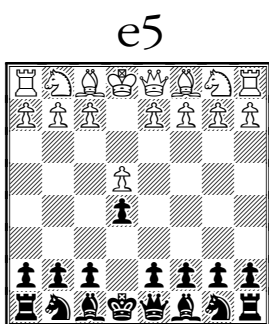
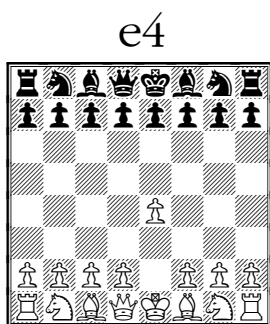
Set E
Opening 1



The Italian Game

Evans Gambit

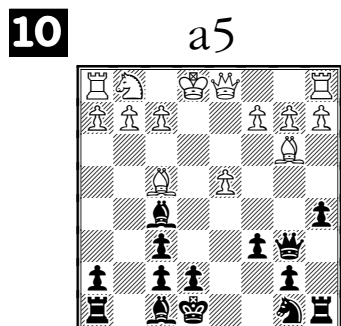
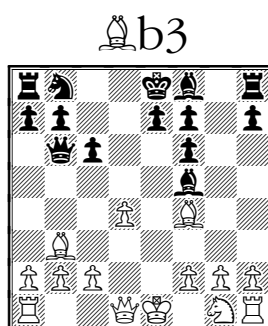
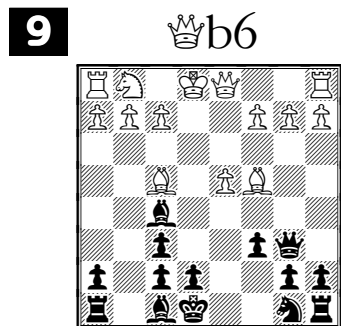
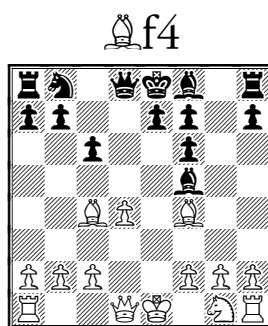
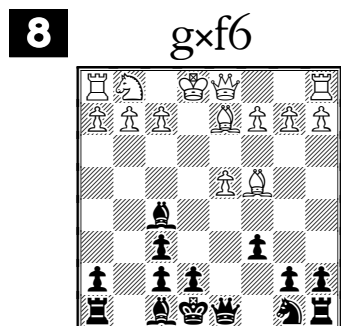
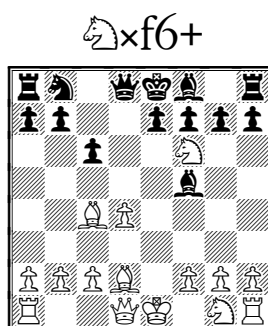
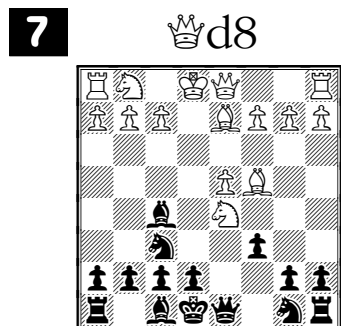
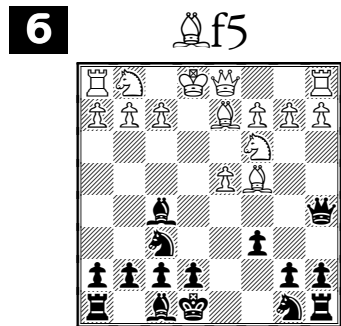
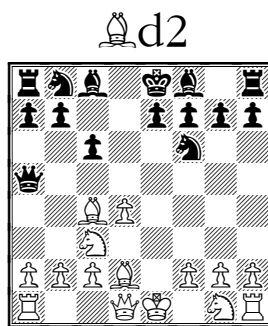
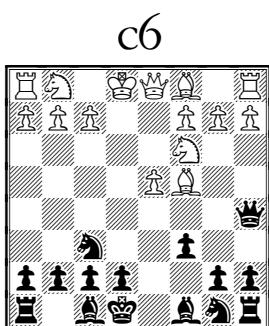
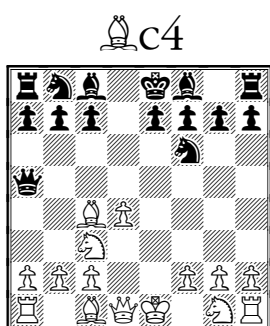
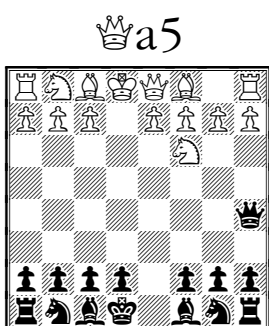
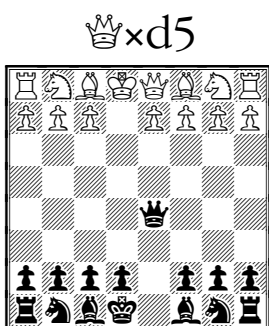
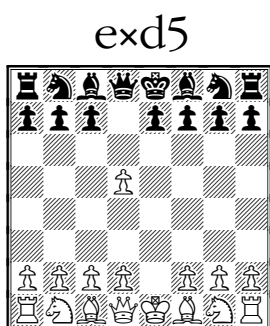
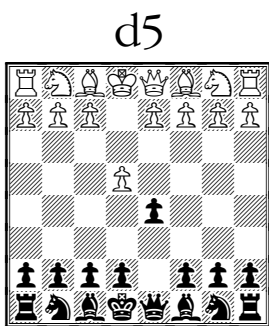
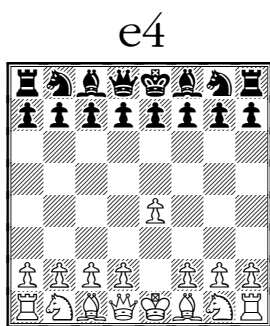
Set E Opening 2



The Center Counter Game

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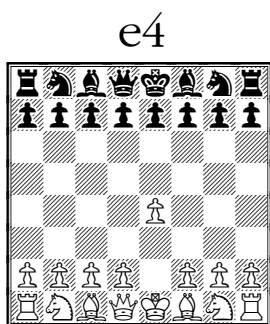
Set E
Opening 3



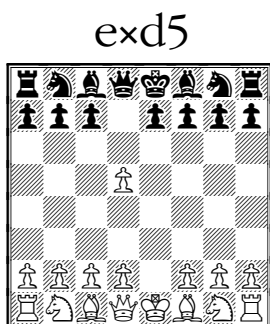
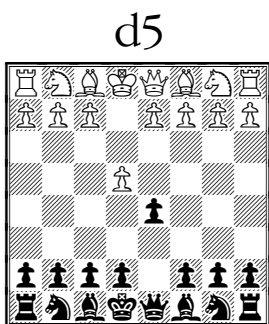
The Center Counter Game

Main Line With 2. ... Nf6

Set E
Opening 4



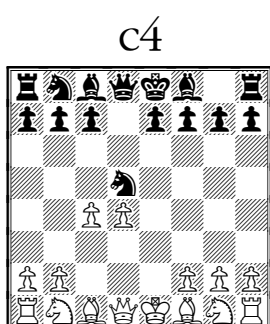
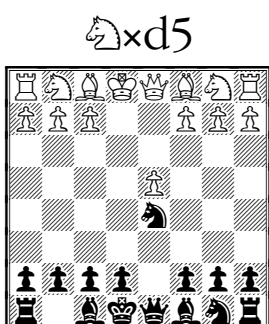
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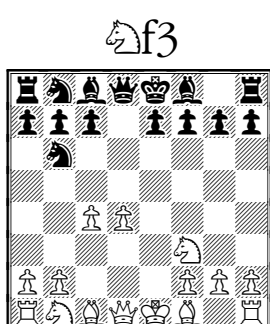
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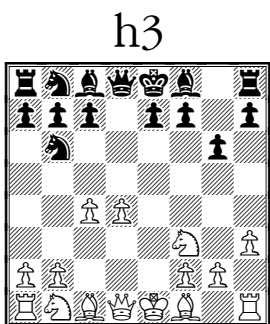
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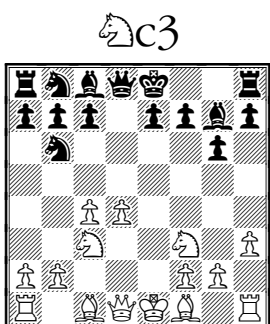
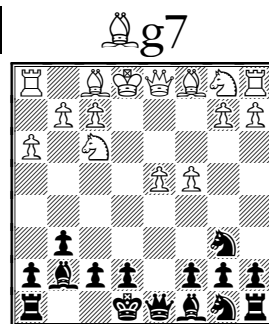
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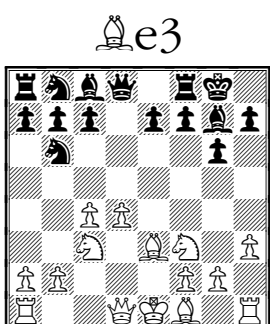
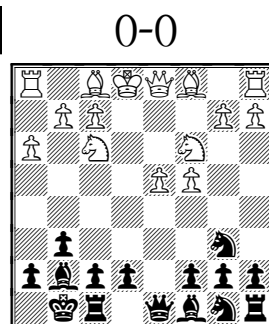
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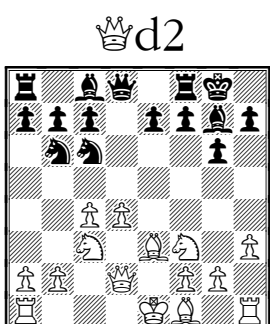
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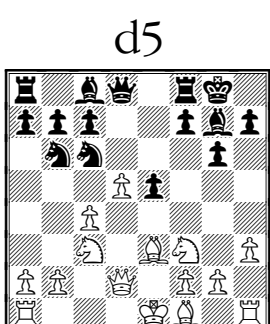
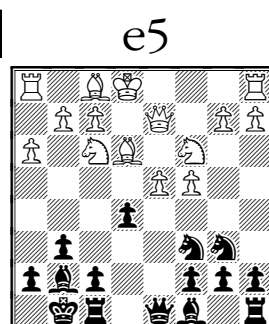
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8



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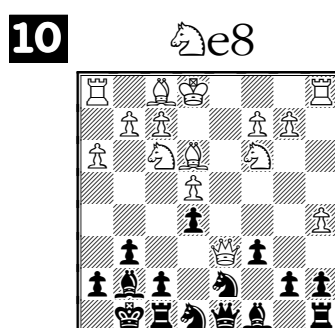
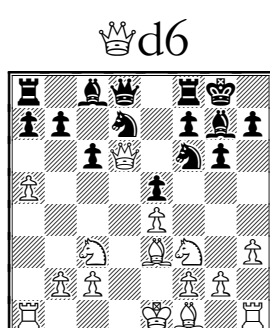
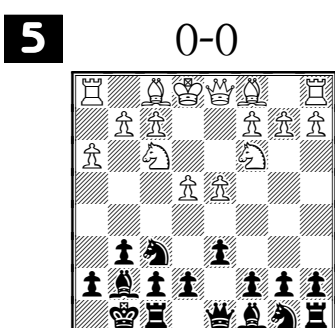
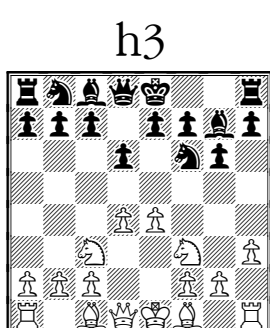
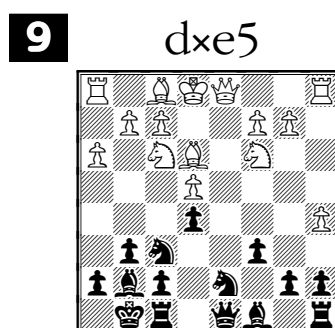
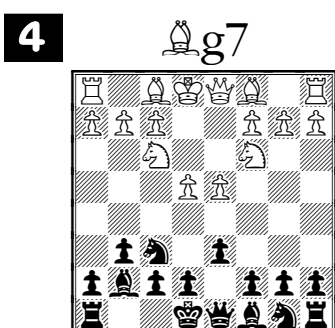
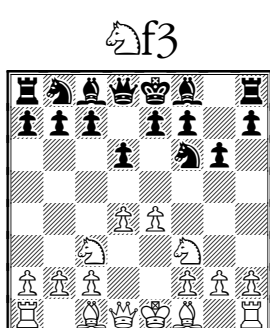
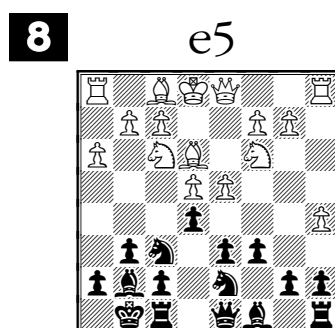
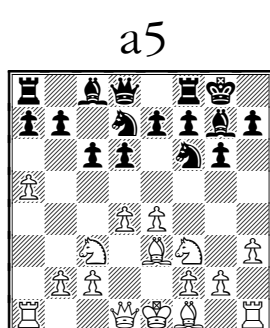
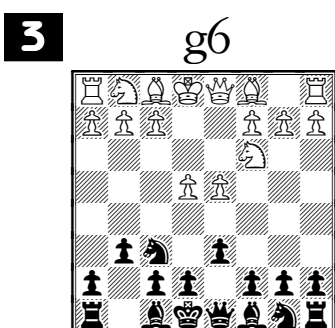
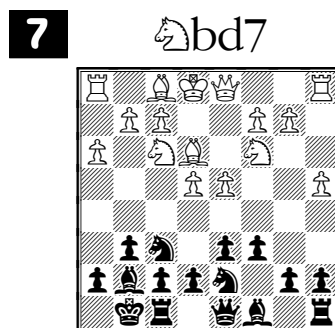
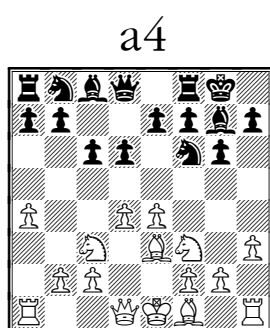
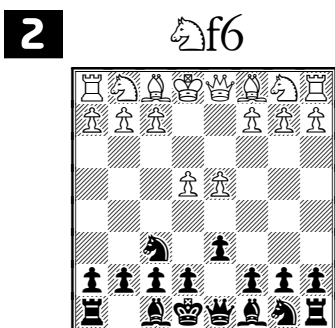
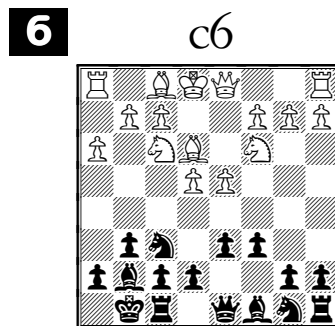
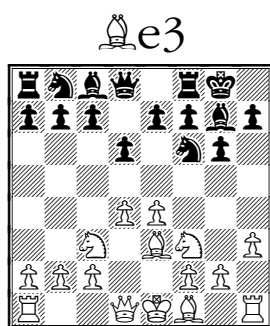
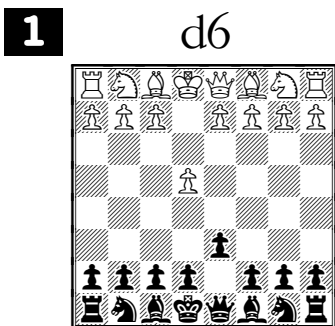
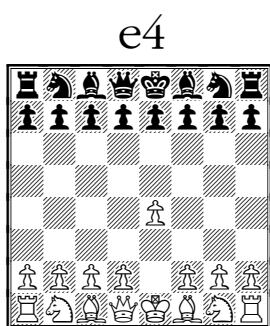


10



The Pirc Defense

Classical System



Set F

1. The King's Gambit
Kieseritzky Gambit
2. The King's Gambit
Declined Variation
3. The Danish Gambit
Accepted Variation
4. The Latvian Gambit
Variation A
5. The Goring Gambit
Main Line

About the Names ...

Gambit -- All of the openings in this last set involve at least one *gambit*. Gambits are a special type of strategic move used early in a game. They offer the opponent some material (usually a pawn) in order to:

- a) lure chessmen away from the center;
- b) clear a path which will be used for making an attack; or
- c) gain an edge in bringing out pieces.

Gambits can add a lot of excitement to a game because they mean immediate risks and opportunities for both sides.

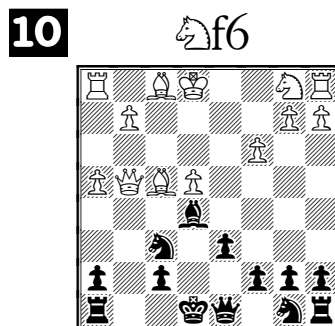
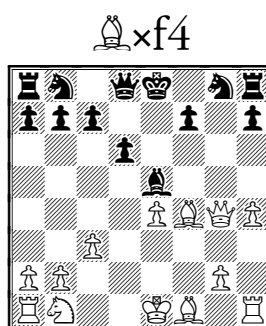
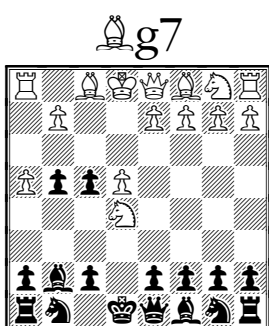
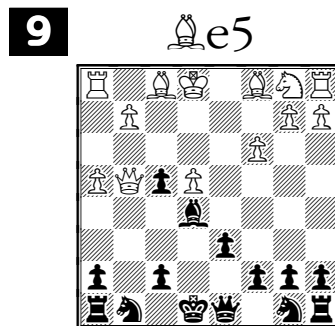
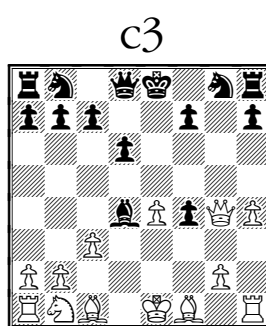
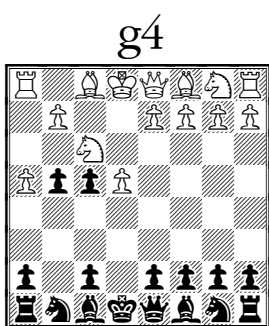
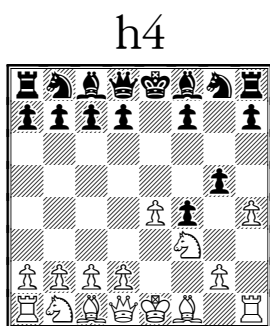
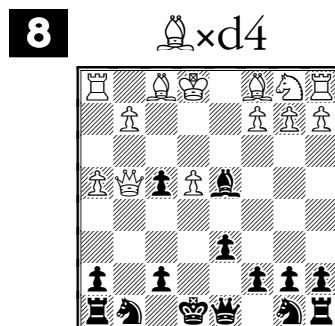
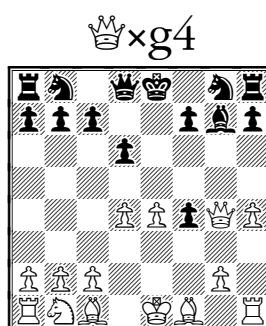
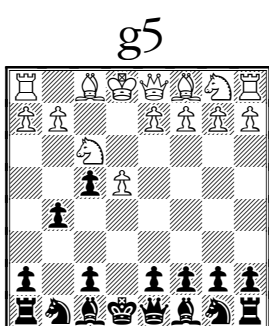
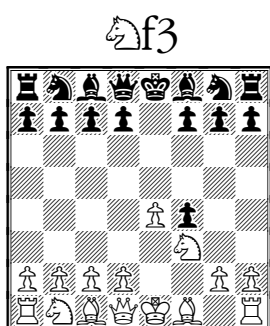
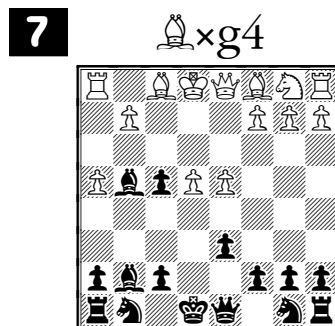
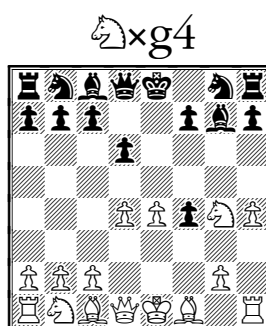
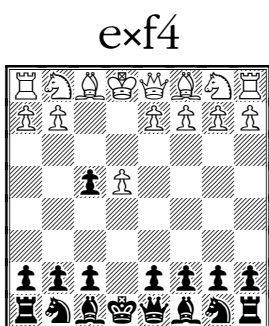
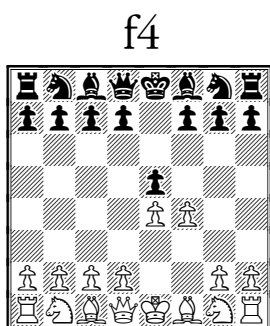
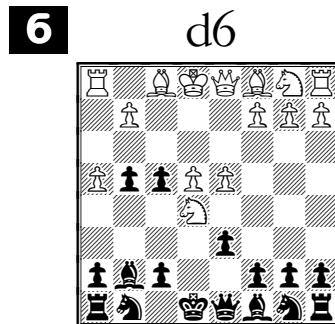
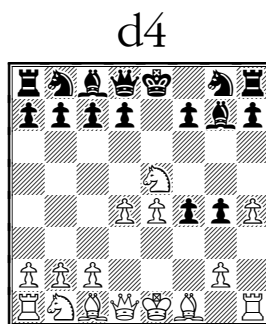
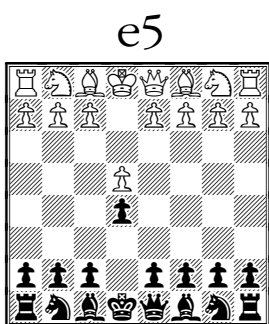
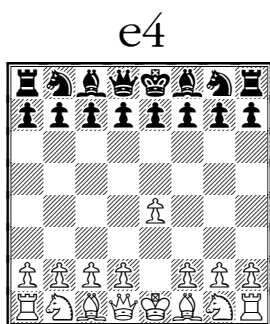
The Danish and Latvian Gambits -- These are named in honor of the players from Denmark and from Latvia who shared their studies of these especially bold openings.

In all the sample openings in this booklet, solid offense is met with solid defense. So neither side gains a big enough advantage to guarantee victory. This gives you an idea how to play against a strong opponent. Good luck to any of your opponents who can't make such strong moves!

The King's Gambit

Kieseritzky Gambit

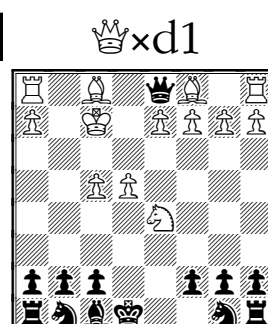
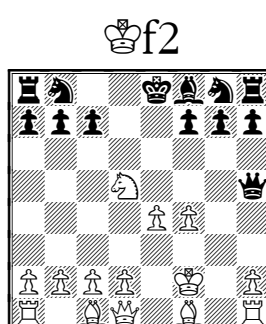
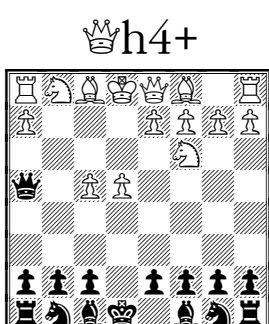
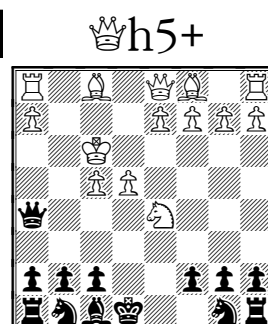
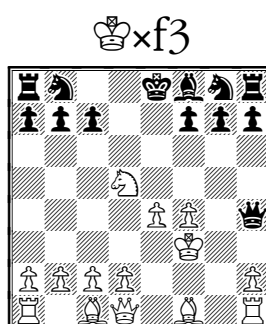
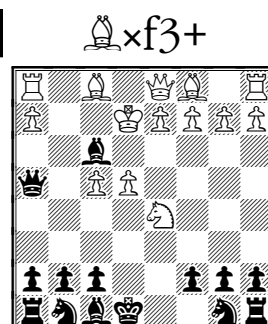
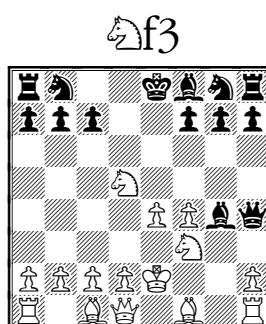
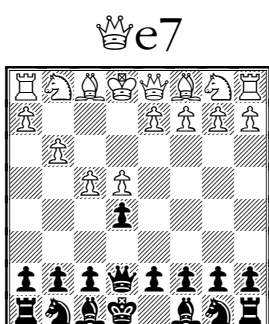
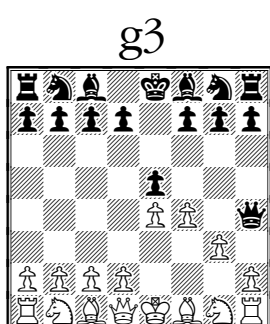
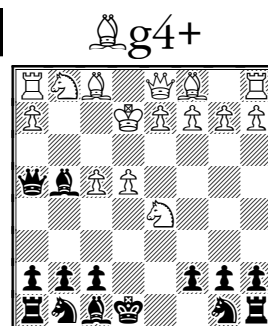
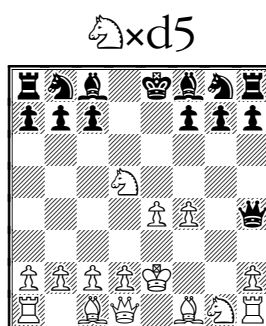
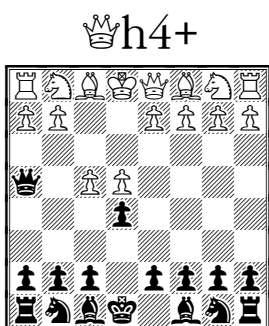
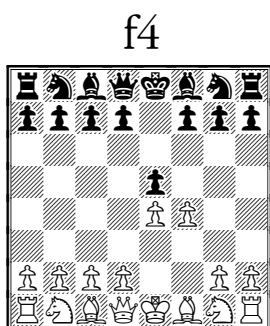
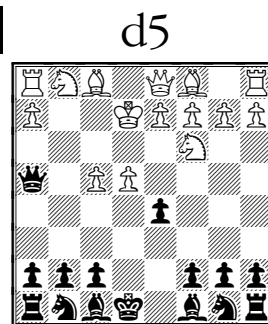
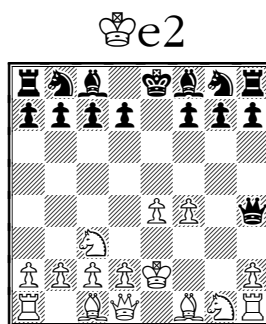
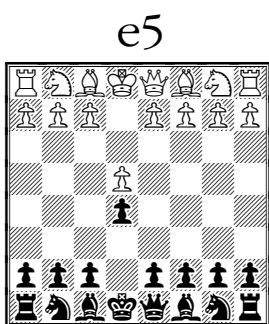
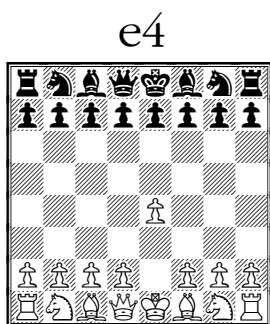
Set F Opening 1



The King's Gambit

Declined Variation

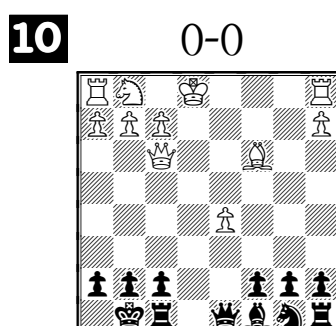
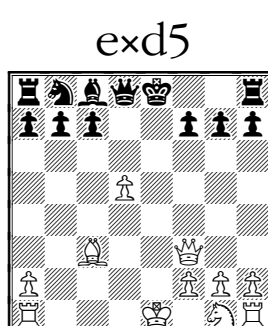
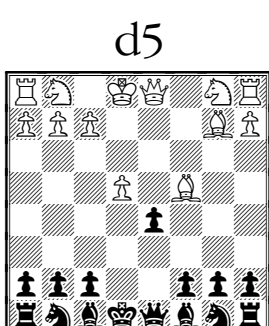
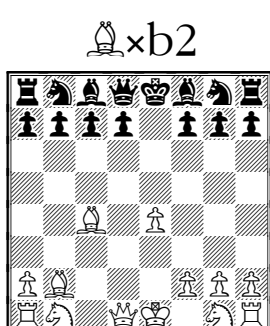
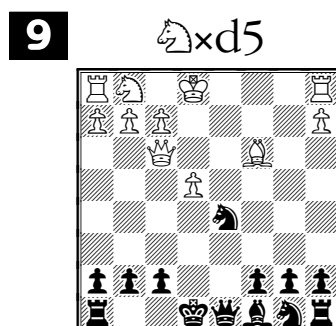
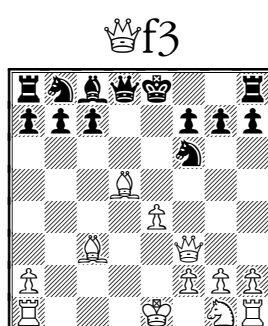
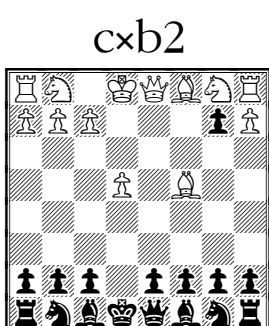
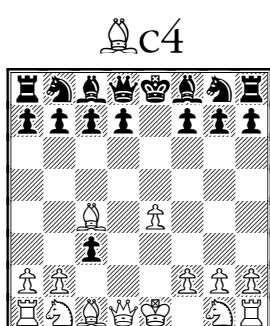
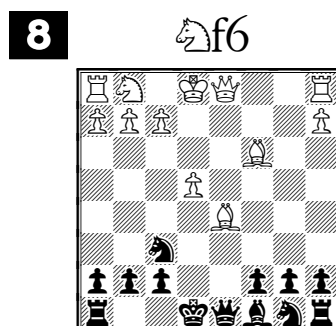
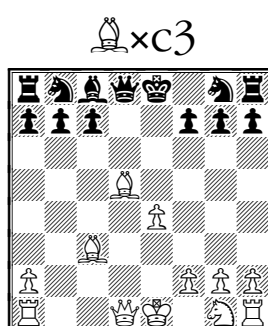
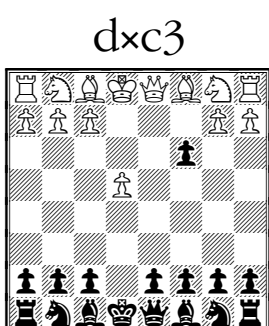
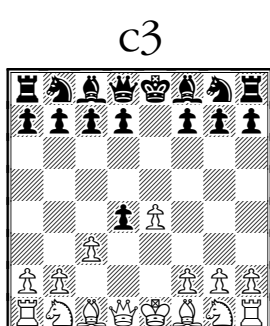
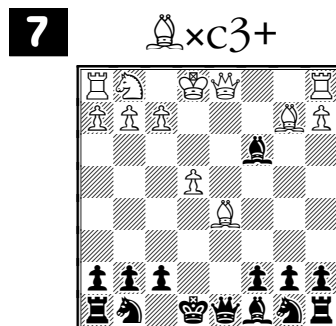
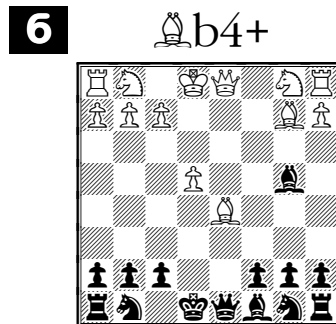
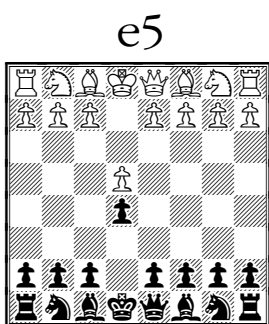
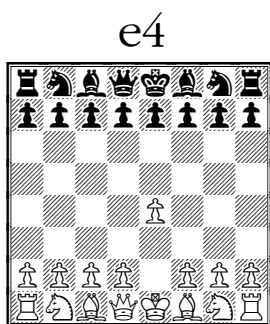
Set F Opening 2



The Danish Gambit

Accepted Variation

Set F Opening 3



The Goring Gambit

Main Line

Set F Opening 5

