

Sheet1

ID,C,3	WHITE,C,5	BLACK,C,LINE,C,25	PTR,CR1,IC1,IR2,IC2,IP,C,2
OM1	1.P-K4	KING PAWN OPENING	KPO 18 22 14 22 wP
OM1	1.P-Q4	QUEEN PAWN OPENING	QPO 18 18 14 18 wP
OM1	1.P-K3	VAN'T KRUY'S OPENING	XVK 18 22 16 22 wP
OM1	1.P-KN3	KING FIANCHETTO OPENING	XFK 18 30 16 30 wP
OM1	1.P-QB3	SARAGOSSA OPENING	XSA 18 14 16 14 wP
OM1	1.P-QB4	ENGLISH OPENING	XEO 18 14 14 14 wP
OM1	1.P-KN4	KOLIBRI OPENING	XKO 18 30 14 30 wP
OM1	1.N-QR3	DURKIN'S OPENING	XDR 20 10 16 6 wN
OM1	1.N-KR3	PARIS OPENING	XPA 20 30 16 34 wN
OM1	1.P-QN4	SOKOLSKI OPENING	XSO 18 10 14 10 wP
OM1	1.N-KB3	RETI OPENING	XRO 20 30 16 26 wN
OM1	1.P-QN3	QUEEN FIANCHETTO OPENING	XFQ 18 10 16 10 wP
OM1	1.P-QR3	ANDERSSSEN'S OPENING	XAN 18 6 16 6 wP
OM1	1.N-QB3	DUNST OPENING	XDN 20 10 16 14 wN
OM1	1.P-KB4	BIRD'S OPENING	XBY 18 26 14 26 wP
OM1		-----	0 0 0 0
OM1	White's o	ne and only advantage in	0 0 0 0
OM1	this game	is the opening choice!	0 0 0 0
KPO	...P-K4	(Double King Pawn Line)	DKP 8 22 12 22 bP
KPO	...P-Q4	CENTER COUNTER DEFENSE	XCC 8 18 12 18 bP
KPO	...P-K3	FRENCH DEFENSE	XFD 8 22 10 22 bP
KPO	...P-Q3	PIRC DEFENSE	XPR 8 18 10 18 bP
KPO	...N-QB3	NIMZOVITCH DEFENSE	XNM 6 10 10 14 bN
KPO	...N-KB3	ALEKHINE'S DEFENSE	XAD 6 30 10 26 bN
KPO	...P-QN4	POLISH DEFENSE	XPO 8 10 12 10 bP
KPO	...P-QN3	QUEEN FIANCHETTO DEFENSE	XQF 8 10 10 10 bP
KPO	...P-QB4	SICILIAN DEFENSE	XSD 8 14 12 14 wP
KPO	...P-QB3	CARO-KANN DEFENSE	XCK 8 14 10 14 wP
KPO	...P-KN3	KING FIANCHETTO DEFENSE	XKF 8 30 10 30 bP
KPO		-----	0 0 0 0
KPO		The King Pawn Opening is a major	0 0 0 0
KPO		opening, it is simple and direct.	0 0 0 0
KPO		It strike s deeply at the center	0 0 0 0
KPO		and activ ates both the Queen and	0 0 0 0
KPO		the King' s Bishop. Very popular.	0 0 0 0
DKP	2.N-KB3	(the main line)	DKM 20 30 16 26 wN
DKP	2.N-K2	ALAPIN'S OPENING	XAO 20 30 18 22 wN
DKP	2.B-B4	BISHOP'S OPENING	XBO 20 26 14 14 wB
DKP	2.P-Q4	CENTER GAME	XC1 18 18 14 18 wP
DKP	2.P-KB4	KING'S GAMBIT	XKG 18 26 14 26 wP
DKP	2.N-QB3	VIENNA GAME	XVG 20 10 16 14 wN
DKP		-----	0 0 0 0
DKP	Black's c	hoice avoids any major	0 0 0 0
DKP	commitmen	ts to one particular def-	0 0 0 0
DKP	ense at t	his time. It also strikes	0 0 0 0
DKP	deeply at	the center and activates	0 0 0 0
DKP	both the	King's Bishop and Queen.	0 0 0 0
DKP	Aside fro	m the main line, White's	0 0 0 0

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DKP	only othe	r real choice here is the		0	0	0	0
DKP	King's Ga	mbit. The Vienna Game is		0	0	0	0
DKP	often see	n in "after-dinner" games		0	0	0	0
DKM	...N-QB3	(the main line)	KML	6	10	10	14 bN
DKM	...P-KB3	DAMIANO'S DEFENSE	XDD	8	26	10	26 bP
DKM	...P-KB4	GRECO COUNTER GAMBIT	XLG	8	26	12	26 bP
DKM	...N-KB3	PETROFF'S DEFENSE	XPT	6	30	10	26 bN
DKM	...P-Q3	PHILIDOR'S DEFENSE	XPD	8	18	10	18 bP
DKM	...P-Q4	QP COUNTER GAMBIT	XCG	8	18	12	18 bP
DKM		-----		0	0	0	0
DKM		White's move is solid. It develops		0	0	0	0
DKM		the Knight and attacks the pawn at		0	0	0	0
DKM		the same time. Black must now deal		0	0	0	0
DKM		immediat ly with this threat.		0	0	0	0
DKM		The Petrckf Defense is sometimes		0	0	0	0
DKM		seen in s erious tournaments. The		0	0	0	0
DKM		other choices are oddities used		0	0	0	0
DKM		only now and then for shock value.		0	0	0	0
KML	3.N-B3	(a major branch)	KP4	20	10	16	14 wN
KML	3.B-B4	(a major branch)	KP3	20	26	14	14 wB
KML	3.P-B3	PONZIANI'S OPENING	XPZ	18	14	16	14 wP
KML	3.B-N5	RUY LOPEZ	XRL	20	26	12	10 wB
KML	3.P-Q4	SCOTCH GAME	XSG	18	18	14	18 wP
KML		-----		0	0	0	0
KML	Black's c	hoice of moves is almost		0	0	0	0
KML	automatic	with most chess players.		0	0	0	0
KML	It develo	ps the Knight and defends		0	0	0	0
KML	the King'	s Pawn at once.		0	0	0	0
KML	White's m	ajor choice here is the		0	0	0	0
KML	Ruy Lopez	. The branches lead to		0	0	0	0
KML	strong pr	ferences for some. The		0	0	0	0
KML	Scotch Ga	me is "after-dinner".		0	0	0	0
XRL		-----		0	0	0	0
XRL		The Bishop of Lopez suggested many		0	0	0	0
XRL		years agc that the best place for		0	0	0	0
XRL		the King' s Bishop was at N5 where		0	0	0	0
XRL		it could exert nasty pressure. The		0	0	0	0
XRL		Ruy has been called "The Spanish		0	0	0	0
XRL		Torture" by many a hapless player!		0	0	0	0
XRL		Note that White can win a pawn by		0	0	0	0
XRL		first tak ing Black's Queen Knight		0	0	0	0
XRL		and follo wing with NxP. White is		0	0	0	0
XRL		also well ahead in development; a		0	0	0	0
XRL		kingside castle is now possible.		0	0	0	0
XRL		Black has many choices; Morphy's		0	0	0	0
XRL		3...P-QR3 is considered best.		0	0	0	0
KP3	...B-B4	GIUOCO PIANO GAME	XGP	6	26	12	14 bB
KP3	...N-B3	TWO KNIGHTS' GAME	X2K	6	30	10	26 bN
KP3		-----		0	0	0	0

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KP3	White chooses not to play the Ruy,		0	0	0	0
KP3	opting to place the Bishop where		0	0	0	0
KP3	it will be in a position to exert		0	0	0	0
KP3	much pressure on the center of the		0	0	0	0
KP3	board. The maneuver allows Black		0	0	0	0
KP3	the choice of games. Therefore		0	0	0	0
KP3	White must be prepared for either		0	0	0	0
KP3	game. It should be noted that the		0	0	0	0
KP3	games belong to the realm of after		0	0	0	0
KP3	dinner Chess.		0	0	0	0
KP4	...N-B3 FOUR KNIGHTS' GAME	X4N	6	30	10	26 bN
KP4	...(N) THREE KNIGHTS' GAME	X3N	0	0	0	0
KP4	-----		0	0	0	0
KP4	In choosing not to play the Ruy,		0	0	0	0
KP4	White allows Black the choice of		0	0	0	0
KP4	games. Both choices belong to the		0	0	0	0
KP4	category known as "after-dinner"		0	0	0	0
KP4	Chess. Many players consider this		0	0	0	0
KP4	opening as inferior because it is		0	0	0	0
KP4	too slow to develop. White cannot		0	0	0	0
KP4	yet castle in preparation to wage		0	0	0	0
KP4	war. Here the dogmatic "get the		0	0	0	0
KP4	Knights out" can be troublesome.		0	0	0	0
X4N	-----					
X4N	The FOUR KNIGHTS GAME is an after-					
X4N	dinner type game that can be quite					
X4N	entertaining in the hands of two					
X4N	experts. Please note that it is a					
X4N	game that only Black can select;					
X4N	but only with White's prior know-					
X4N	ledge and consent at that! Thus it					
X4N	could be said that the game is one					
X4N	of mutual consent.					
X4N	White can now continue with any of					
X4N	the following: 4.B-N5 (mainline),					
X4N	4.P-Q4, 4.P-QR3, 4.B-B4 or 4.B-K2					
X3N	-----					
X3N	The game is the THREE KNIGHTS GAME		0			
X3N	when Black chooses either ...P-KN3					
X3N	...B-N5, ...P-B4, or ...B-B4					
X3N	instead of 3...N-B3. It is never					
X3N	seen in serious tournament play.					
X3N	But in the hands of a good player					
X3N	who has done the homework, this					
X3N	game can be a thing of beauty.					
X3N	The amount of praxis data that can		0			
X3N	be found on any of these lines is					
X3N	truly staggering. Old lines may					
X3N	be new to the unwary opponent.					

XGP -----  
XGP The "Quiet Game" can be anything  
XGP but quiet ! It is the unabashed  
XGP favorite of the after dinner chess  
XGP lover. White's choices are the  
XGP mainline 4.P-B3, the famed Evans'  
XGP Gambit 4. P-QN4, the solid Kingside  
XGP Castle 4. O-O or the conservative  
XGP 4.P-Q3. The onus is on Black to  
XGP be prepared for White's choice.  
XGP -----  
XGP If you enjoy fireworks, bone up on  
XGP the adventurous Evans' Gambit.  
X2K -----  
X2K The TWO KNIGHTS' GAME has been  
X2K known since 1630! It has often  
X2K been called "the darling of the  
X2K tactician". It is rarely seen in  
X2K competitive Chess circles.  
X2K White's choices are: the mainline  
X2K 4.N-N5, Max Lange's Attack 4.P-Q4,  
X2K the Kingside Castle 4.O-O or the  
X2K transposition (to the FOUR KNIGHTS'  
X2K GAME) 4.N-B3. Black, of course,  
X2K must be ready for any of these.  
XPZ -----  
XPZ Ponziani's Opening is a rarity.  
XPZ It is seen only when someone wants  
XPZ to spring a surprise on an unwary  
XPZ opponent whose lack of preparation  
XPZ may prove costly.  
XPZ In general, the opening is simply  
XPZ too slow for the White player...  
XPZ because it permits Black to easily  
XPZ seize the initiative.  
XPZ The three choices available are:  
XPZ 3...P-Q4 the classic line.  
XPZ 3...N-B3 the modern line.  
XPZ 3...P-B4 the counterattack.  
XSG -----  
XSG The Scotch Game is "after-dinner"  
XSG Chess. It was originally seen in  
XSG 1763 and got its name in a game  
XSG between Edinburgh and London back  
XSG in 1824. Black must take the pawn  
XSG or else suffer dire consequences.  
XSG After which, White has the option  
XSG of continuing with the mainline  
XSG 4.NxP, the Scotch Gambit 4.B-QB4,

XSG the Relfs son Gambit 4.B-QN5 or the  
XSG Goring G mbit 4.P-B3.  
XSG All jolly good fun in the hands of  
XSG knowledgable players.  
XDD -----  
XDD Never see n in serious Chess, this  
XDD naive def ense sets up one of those  
XDD classic t raps often seen in Chess.  
XDD For examp le: after 3.NxP...PxN  
XDD comes the crushing 4.Q-R5 check!  
XDD After the smoke clears, Black's  
XDD defenses are in shambles and the  
XDD game is l ost. White's sacrifice  
XDD of the Kn ight results in victory!  
XDD "The atta ck plays itself" is the  
XDD terminolo gy often heard after such  
XDD a trap. Chess is full of these.  
XDD Some are so famous they still bear  
XDD the name of their originator.  
XLG -----  
XLG This coun ter-attack is essentially  
XLG unexplored territory.  
XLG At presen t, the major choices for  
XLG White are 3.B-B4, 3.P-Q4, 3.NxP or  
XLG 3.PxP. B lack must be prepared for  
XLG any one o f these. This fact may be  
XLG the only reason for the defenses'  
XLG obscurity . The Latvian Gambit (as  
XLG known in Europe) may await a new  
XLG virtuoso to gain fame and fortune.  
XLG The intre pid explorer may want to  
XLG include t his game in his or her  
XLG repertoir e. The game has yet to be  
XLG declared unsound.  
XPT -----  
XPT This defe nse can become a major  
XPT problem f or an unprepared White.  
XPT It is qui te old and bears the name  
XPT of the Ru ssian who introduced it  
XPT in the 19 th century. It presents  
XPT an immedi ate counter-attack upon  
XPT the King' s Pawn. White can play  
XPT the Class ical 3.NxP, the Steinitz  
XPT Variation 's 3.P-Q4, the Boden Line  
XPT 3.B-B4 or play a Three Knights De-  
XPT fense wit h 3.N-B3.  
XPT The defen se is another area worthy  
XPT of explor ation by the adventurous.  
XPD If White doesn't know that 3.P-Q4

XPD must be p  
 XPD "swindled  
 XPD If White  
 XPD then Blac  
 XPD inue with  
 XPD Counterat  
 XPD Variation  
 XPD tion) or  
 XPD The choic  
 XPD is probab  
 XPD continued  
 XPD Against g  
 XPD can only  
 XPD of the ev  
 XCG This viol  
 XCG initiativ  
 XCG complete  
 XCG Chess com  
 XCG this and  
 XCG play this  
 XCG human pla  
 XCG the machi  
 XCG White may  
 XCG 3.PxP or  
 XCG have been  
 XCG easy, att  
 XCG Grandfath  
 XCG against t  
 XCG to teach

layed here,then Black has  
 " a good game from White!  
 does indeed play 3.P-Q4,  
 k has the option to cont-  
 ...P-KB4 (the Philidor's  
 tack), ...PxP (Larsen's  
 ), ...N-Q2 (Hanham Varia-  
 ...N-KB3 (the mainline).  
 e belongs to Black; which  
 ly the reason for the  
 interest in this game.  
 ood play by White, Black  
 hope for a draw because  
 er-cramped King's Bishop.  
 ent attempt to seize the  
 e inexorably results in  
 disaster for Black.  
 puter programmers know  
 program their computer to  
 opening to give you (the  
 yer) a big advantage over  
 ne! Ego flattery at best.  
 continue with either  
 3.NxP; both continuations  
 long known to lead to an  
 acking game for White.  
 ers often play this move  
 he grandchildren simply  
 about attack mechanics.

XAO  
 XAO The reply 2...P-QB4 transposes to  
 XAO a variant of the Sicilian Defense  
 XAO well known to favor Black. Other  
 XAO replies are 2...N-KB3, 2...N-QB3  
 XAO and 2...B-B4. All of which also  
 XAO favor Black. Your choice.  
 XAO The ALAIN's distinctive 2.N-K2 is  
 XAO a waste of time, it fails to exert  
 XAO any immediate pressure on Black,  
 XAO it relinquishes the initiative and  
 XAO creates blockage problems in the  
 XAO White position. It is never seen  
 XAO in serious, competitive Chess.

XAO  
 XBO  
 XBO The Classical reply to the ancient  
 XBO BISHOP'S OPENING is the imitative  
 XBO 2...B-B4. Many players prefer the  
 XBO counter-attacking BERLIN DEFENSE's

XBO 2...N-KB3. Also seen now and then  
XBO are the minor replies of 2...P-QB3  
XBO and 2...P -KB4. Black's choice.  
XBO This opening has been analyzed to  
XBO death and no longer contains any  
XBO surprises . It is most often seen  
XBO used by a novice White player who  
XBO loves the swoop of a Bishop. The  
XBO prepared Black player wins easily.  
XBO Therefore have your reply ready.  
XBO -----  
XC1 ----- 0  
XC1 After the mainline 2...PxP, White  
XC1 can choose the old, classic move  
XC1 3.QxP (the CLASSIC VARIATION) or  
XC1 the DANISH GAMBIT's 3.P-QB3 (the  
XC1 favorite of many Europeans today).  
XC1 The move 3.N-KB3 has been tried  
XC1 now and then but the results seem  
XC1 to always give Black a good game.  
XC1 -----  
XC1 In general, the CENTER GAME is not  
XC1 seen very often simply because  
XC1 White has many other much sharper  
XC1 alternatives to choose from. It is  
XC1 seen mostly for its shock value.  
XKG -----  
XKG The KINGS GAMBIT is indeed a very  
XKG popular opening. It puts immediate  
XKG pressure on Black's King Pawn.  
XKG However, White must be prepared to  
XKG respond to any one of five replies  
XKG available to Black. These are (in  
XKG order of frequency):  
XKG 2...PxP the King's Gambit Accepted  
XKG is considered best for Black.  
XKG 2...B-B4 the Gambit Declined leads  
XKG to a sharp positional struggle.  
XKG 2...P-Q4 is the wild and wooly  
XKG Falkbeer Counter Gambit.  
XKG and two minor replies, 2...N-KB3 &  
XKG 2...P-Q3 are seen occasionally.  
XVG -----  
XVG This lack luster move is an oddity  
XVG played only to surprise an unwary  
XVG opponent Some of the better known  
XVG lines are (1) 2...N-KB3 3.N-B3 is  
XVG the Three Knight's variation of  
XVG PETROFF DEFENSE (2) 2...N-QB3

XVG	3.N-B3 is leading to the KNIGHT'S	
XVG	GAME (32...N-QB3 3.P-B4 is the	
XVG	Vienna Gambit. The latter is the	
XVG	only line with any clout (albeit	
XVG	quite weak) in this old opening.	
XVG	Tartakover, Spielmann, Smyslov,	
XVG	Steinitz & W. Adams have all tried	
XVG	(unsuccessfully) to support and	
XVG	promote this "ho-hum" opening.	
XCC	-----	
XCC	With this move, Black announces	
XCC	the CENTE R COUNTER DEFENSE. It is	
XCC	"an oldie" most favored	
XCC	by those who prefer open games in-	
XCC	stead of closed, positional games.	
XCC	Black cau ses immediate pressure in	0
XCC	the middl e of the board. White can	
XCC	transpose into the wild and wooly	
XCC	Blackmar Gambit with the response	
XCC	of 2.P-Q4 , but the game normally	
XCC	continues with 2.PxP giving Black	
XCC	the choic e of 2...N-KB3 (Marshall's	0
XCC	Gambit) o r the more placid 2...QxP	
XCC	3.N-QB3 ( the main line).	
XCC	Many CENT ER COUNTER players enjoy	
XCC	the contr ol they encounter here.	
XFD	-----	
XFD	This is a major defense...tough &	
XFD	durable w ith a lot of sting. The	
XFD	French pl ayed it in a postal game	
XFD	against t he British back in 1834;	
XFD	hence the name FRENCH DEFENSE.	
XFD	The openi ng develops slowly along	
XFD	positiona l lines & many impatient	
XFD	players h ave had cause to regret	
XFD	their ras hness when faced with it.	
XFD	The main line follows with 2.P-Q4	
XFD	and 2...P -Q4 after which White can	
XFD	select an y one of the major lines:	
XFD	3.N-QB 3 is the main line	
XFD	3.N-Q2 the Tarrasch Variation	
XFD	3.PxP the Exchange Variation	0 0
XFD	3.P-K5 the Nimzovitch Var.	0
XPR	-----	
XPR	The PIRC DEFENSE is a "dig in for	
XPR	a long ha rd seige" defense. Unlike	
XPR	the Frenc h, the PIRC results in a	
XPR	closed, p ositional game in which	
XPR	Black's f irst objective is to gain	



XPR	equality.	It is "not a fighting	
XPR	defense",	but rather a generalized	
XPR	system fo	r meeting whatever move	
XPR	White cho	oses to open with. Thus,	
XPR	some play	ers feel the PIRC is the	
XPR	only defe	nse they need to learn.	
XPR	And, in g	eneral, they often become	
XPR	quite adr	oit with its intricacies.	
XPR	After the	mandatory 2.P-Q4 (what's	
XPR	better?),	Black generally follows	0
XPR	with 2...	N-KB3 (met with 3.N-QB3).	
XNM	If not un	sound, this defense is	
XNM	certainly	bizarre. But, it has its	
XNM	advocates	and White must be prepa-	
XNM	red to pl	ay against it. The most	
XNM	direct (a	nd best?) reply is 2.P-Q4	
XNM	after whi	ch generally comes:	
XNM	1) ...P-Q	4 3.P-K5	
XNM	2) ...P-K	4 3.PxP	
XNM	3) ...P-Q	3 3.P-Q5	
XNM	4) ...P-K	3 3.N-KB3	
XNM	any of wh	ich are independent lines	
XNM	in the NI	MZOVITCH DEFENSE.	
XNM	Other lin	es, albeit tempting, are	
XNM	most like	ly to transpose into some	
XNM	variation	of either the Alekhine	
XNM	Defense,	the Four Knights' Game or	
XNM	the Cente	r Counter. Be careful.	
XAD		-----	
XAD	World Cha	mpion Alekhine revived	
XAD	this old	opening with a stunning	
XAD	success i	n 1921. It is a dynamic	
XAD	defense.	The idea is to provoke	
XAD	the early	advancement of White's	
XAD	pawns and	then attack them.	
XAD	If White	obliges with 2.P-K5, the	
XAD	mainline	continues with 2...N-Q4	
XAD	3.P-QB4..	.N-N3 4.P-Q4...P-Q3 and	
XAD	the move	5.P-B4 is known as the	
XAD	"Four Paw	ns Attack" whereas 5.PxP	
XAD	is the Ex	change Variation; the two	
XAD	major lin	es of ALEKHINE's DEFENSE.	
XAD	The other	White choices (3.N-QB3	
XAD	and even	2.N-QB3) are considered	
XAD	inferior	for the White player.	
XPO		-----	
XPO	The idea	behind this bizarre move	
XPO	is to off	er a pawn in hopes of	
XPO	kicking t	he White Bishop around	

XPO	while dev	eloping the Black side.	
XPO	The move	is never seen in serious	
XPO	Chess bec	ause if White ignores the	
XPO	bait and	plays the solid 2.P-Q4!	
XPO	then Blac	k is in deep trouble...	0
XPO	White has	a lock on the center and	
XPO	most of t	he major pieces are free	
XPO	while Bla	ck is still undeveloped,	
XPO	has a wea	kened Queenside pawn	
XPO	structure	and no hope of posing an	
XPO	immediate	threat in the center.	
XPO	Now you k	now why the defense is	
XPO	never see	n in serious Chess.	
XQF		-----	
XQF	The Black	Bishop is heading for N2	
XQF	(fianchet	toed) where it will com-	
XQF	mand the	long diagonal, hence the	
XQF	name "QUE	EN FIANCHETTO" DEFENSE.	
XQF	This defe	nse has never had a cham-	
XQF	pion to p	romote its importance.	
XQF	The amoun	t of reliable praxis data	
XQF	is small	and difficult to unearth.	
XQF	If White	proceeds with the obvious	
XQF	2.P-Q4 th	en Black can transpose to	
XQF	the Frenc	h Defense with 2...P-K3	
XQF	or Black	can select 2...B-N2 which	
XQF	is met wi	th 3.N-QB3. The alterna-	
XQF	tive for	White is 2.P-Q3...B-N2	
XQF	3.N-QB3.	In either case, both pla-	
XQF	yers will	soon be "out of book".	
XSD		-----	
XSD	This inno	cent-looking move is a	
XSD	prelude t	o all-out war...there are	
XSD	very few	draws in the SICILIAN.	
XSD	It's been	around since 1594 and it	
XSD	is always	seen in tournament play.	
XSD	It is als	o HUGE. Here, White may	
XSD	select an	y one of the following	
XSD	moves (in	order of frequency):	
XSD	2.N-KB3(t	he mainline), 2.N-QB3(the	
XSD	Closed Si	cilian), 2.P-QN4(the Wing	
XSD	Gambit),	2.P-Q4(the Morra Gambit),	
XSD	2.N-K2(Ke	res Variation), 2.P-KB4	
XSD	(Larsen-S	antasiere Var.), 2.P-QB3,	0
XSD	P-Q3, 2.P	-QB4, 2.B-B4, 2.P-KN3 and	0
XSD	2.P-QN3.	To use the Sicilian is to	
XSD	be prepar	ed for any one of these!	
XCK		-----	
XCK	The move	prepares for 2...P-Q4 and	

XCK announces a simple defense that  
XCK has a reputation for resulting in  
XCK drawn games. White simply cannot  
XCK overpower this defense. It has  
XCK been called "porcupine-like".  
XCK It owes its name to the Masters  
XCK Caro-Kann of Berlin and Kann of Vienna.  
XCK Proponents have been none other  
XCK than Capablanca, Botvinnik and  
XCK Petrosian. All Chess heavyweights!  
XCK The main line is 2.P-Q4 but the  
XCK dormant 2.N-QB3 followed by 3.N-B3  
XCK (the Two Knights' Variation) is  
XCK well worth investigation.  
XCK -----  
XKF -----  
XKF This defense does not have much  
XKF clout going for it but when care-  
XKF fully considered with some lines of  
XKF the Pirc Defense (it's then called  
XKF the PIRC-ROBATSCH) it can be most  
XKF effective. Be forewarned however  
XKF that this mix-'em-up idea will get  
XKF you into trouble more often than  
XKF not. This is the stuff of Masters  
XKF and Grand masters, not amateurs.  
XKF Like the Pirc, it can be used as a  
XKF defense against both 1.P-K4 and  
XKF 1.P-Q4. Hence its appeal to many.  
XKF The main line is 2.P-Q4...B-N2  
XKF 3.P-Q3 4.N-QB3 and, as you  
XKF can see, White stands very well!

QPO	...P-Q4	(Double Queen Pawn Line)	DQP	8	18	12	18 bP
QPO	...N-KB3	(Single Queen Pawn line)	QP1	6	30	10	26 bN
QPO	...P-K3	(Single Queen Pawn Line)	QP2	8	22	10	22 bP
QPO	...P-KB4	DUTCH DEFENSE	XDU	8	26	12	26 bP
QPO	...P-Q3	PIRC DEFENSE	XP2	8	18	10	18 bP
QPO	...P-KN3	KING FIANCHETTO DEFENSE	XF2	8	30	10	30 bP
QPO	...P-QB4	OLD BENONI DEFENSE	XOB	8	14	12	14 bP
QPO	...P-K4	ENGLUND GAMBIT	XEG	8	22	12	22 bP
QPO	...P-QN3	QUEEN FIANCHETTO DEFENSE	XQZ	8	10	10	10 bP
QPO	...N-QB3	NIMZOVITCH DEFENSE	XNZ	6	10	10	14 bN
QPO		-----					

QPO The QUE PAWN OPENING leads to  
QPO games rich in transposition possi-  
QPO bilities and complex structures.  
QPO If you enjoy complications, this  
QPO is the opening for you. It is the  
QPO predominant opening of the Slavs.

Sheet1

DQP	2.P-QB4	QUEEN'S GAMBIT	XQG	18	14	14	14 wP
DQP	2.N-QB3	RICHTER-VERESOV ATTACK	XRV	20	10	16	14 wN
DQP	2.P-K3	STONEWALL SYSTEM	XSW	18	22	16	22 wP
DQP	2.P-K4	BLACKMAR GAMBIT	XBG	18	22	14	22 wP

DQP

The Queen's Gambit is by far the most frequent continuation here. The other lines are specialties, seen only when White opts to avoid the Queen's Gambit (?). Usually, the player who opens with 1.P-Q4 is indeed quite willing to play the Queen's Gambit. And it is Black who must find the way to defend against it or else find another game to avoid it completely.

XQG

The mighty QUEEN'S GAMBIT is huge. Black's first decision is whether to take the pawn with 2...PxP (the Queen's Gambit Accepted) or select a particular line of defense. The major choices (in frequency order) are:

- ...P-K 3 Orthodox Defense
- ...P-Q B3 Slav Defense
- ...N-Q B3 Chigorin Defense
- ...P-Q B4 Symmetrical Defense
- ...P-K 4 Albin's Counter Gambit

XQG

All contained in "...a drop of poison!" The student must find the personal method which is most comfortable.

XRV

This opening is for players who can't resist simultaneously developing a Knight and attacking. It is actually a line in the Dunst Opening (ie 1.N-QB3...P-Q4 2.P-Q4) that becomes the RICHTER-VERESOV with the move 2...N-KB3. Whereupon the attack proper begins with the third move: 3.B-N5! Black may not be so obliging and may prefer to quickly wander off the beaten path with 2...P-K3 or 2...P-QB3; effectively leaving White in an inferior QUEEN'S PAWN GAME of some obscure type. Surprise!

XSW

0

XSW The move is one of those peculiar  
 XSW and tepid moves that has no reason  
 XSW for its existence. It defends a  
 XSW pawn that is NOT under attack and  
 XSW plugs up the Queen Bishop's line  
 XSW of play. If, however, you are  
 XSW terribly frightened of your oppo-  
 XSW nent's prowess then use this move  
 XSW and watch how Black can gain a  
 XSW strong momentum in short order.  
 XSW After the powerful 2...P-QB4! the  
 XSW offense now belongs to Black and  
 XSW White must decide how to defend a  
 XSW position that already shows signs  
 XSW of crumbling. The tide has turned!

XBG -----  
 XBG The staid and very British "Modern  
 XBG Chess Openings" calls this (with  
 XBG characteristic understatement)  
 XBG "...exciting Chess". It's more  
 XBG like "Yah oo!!!" than "exciting".  
 XBG The mainline continues with:  
 XBG ...PxP 3. P-KB3...N-KB3 4.N-B3 and  
 XBG then Black has the options 4...PxP  
 XBG or 4...B-B4. Both lead to sharp  
 XBG games where one slip spells doom.  
 XBG The move 3.P-KB3 was expounded by  
 XBG Diemer thus the "BLACKMAR-DIEMER".  
 XBG If Black declines to play 2...PxP  
 XBG White's taking of the pawn might  
 XBG transpose to the Center Counter.

QP1	2.P-QB4	(main line)	QPA	18	14	14	14	wP
QP1	2.N-KB3	TORRE ATTACK	XTO	20	30	16	26	wN
QP1	2.B-N5	TROMPOVSKY ATTACK	XTR	20	14	12	30	wB

QP1 -----  
 QP1 At this point if White is to deve-  
 QP1 lop a good, central pawn structure  
 QP1 the only move available is 2.P-QB4  
 QP1 (which is by far the best and most  
 QP1 popular continuation). The Torre  
 QP1 and Trompovsky Attacks are seen on  
 QP1 occasion. 2.P-QB3 leads into the  
 QP1 Saragossa. 2.P-K3 leads into the  
 QP1 Van't Kruys'. Other moves such as  
 QP1 the bizarre 2.N-QB3 will soon get  
 QP1 White into serious difficulties.

QPA	...P-K3	(main line)	QPB	8	22	10	22	bP
QPA	...P-B4	BENONI DEFENSE	XBD	8	14	12	14	bP

Sheet1

QPA	...P-K4	BUDAPEST GAMBIT	XBU	8	22	12	22 bP
QPA	...N-B3	KEVITZ-TRAJKOVIC DEFENSE	XKT	6	10	10	14 bN
QPA	...P-KN3	KING'S INDIAN DEFENSE	XKI	8	30	10	30 bP
QPA	...P-Q3	OLD (CHIGORIN) INDIAN	XOC	8	18	10	18 bP
QPA		-----					
QPA		The only real choices here are the					
QPA		King's Indian or agreeing to play					
QPA		the Queen's Gambit with ...P-Q4.					
QPA		The other moves are specialties					
QPA		that can be quite formidable in					
QPA		the hands of the master who has					
QPA		chosen to become expert in one of					
QPA		these variations.					
QPB	3.N-QB3	QUEEN'S PAWN GAME	XQP	20	10	16	14 wN
QPB	3.N-KB3	DORY DEFENSE	XDO	20	30	16	26 wN
QPB	3.B-N5	NEO-INDIAN ATTACK	XNI	20	14	12	30 wB
QPB		-----					
QPB	Black's s	teadfast refusal to play					
QPB	...P-Q4 p	ortends death by self-					
QPB	strangula	tion! White has been					
QPB	given the	choice of games. Most				0	
QPB	players c	ontinue their development					
QPB	with the	powerful 3.N-QB3 although					
QPB	it does g	ive Black one more chance					
QPB	to transp	ose to the Queen's Gambit					
QPB	with a ti	mely ...P-Q4.					
QPB		-----					
XQP		-----					
XQP		White is rapidly developing a very					
XQP		strong position. Black must now					
XQP		challenge in the center. The move					
XQP		...P-Q4 is a must for Black. It				0	
XQP		transposes to the Queen's Gambit.					
XQP		Any other move by Black is a tepid					
XQP		QUEEN'SAWN GAME...which White					
XQP		will meet with 4.P-K4! to complete					
XQP		the total domination of the center					
XQP		...and an eventual easy win.					
XQP		-----					
XDO		-----					
XDO		The DORDEFENSE is more a system					
XDO		than a defense. The "pure" Dory					
XDO		defense continues with ...N-K5.					
XDO		The move...P-QN3 transposes to a					
XDO		Queen's Indian Defense. The move					
XDO		...B-N5+ is the Bogo-Indian. The					
XDO		move ...P-B4 is the Blumenfeld					
XDO		Counter ambit. All of which are					
XDO		playable specialties for Black.					

XDO They are really entered with the  
XDO tacit per mission of White, who  
XDO started a II this with 3.N-KB3.  
XDO -----  
XNI -----  
XNI The jury is still out deliberating  
XNI this move because it allows a mass  
XNI of transpositional replies and the  
XNI value of the Neo-Indian Attack in  
XNI itself is still not clear.  
XNI Black has two major replies with  
XNI ...P-KR3 or ...B-N5+. The move  
XNI ...P-Q4 still transposes to the  
XNI Queen's gambit. The move ...P-B4  
XNI is the Blumenfeld Counter Gambit.  
XNI After ... B-N5+ White can transpose  
XNI to the Nimzo-Indian with 4.N-QB3  
XNI or play 4 .N-Q2 (the Neo-Indian).  
XBD -----  
XBD The BENONI I has been in play since  
XBD 1841. It is a fighting defense as  
XBD well as being quite rich in trans-  
XBD positional possibilities. When you  
XBD feel advised, play the BENONI.  
XBD The main line is 3.P-Q5 but other  
XBD moves often seen are:  
XBD 1) 3.PxP has not had much impact.  
XBD 2) 3.N-KB3 3 allows Black the choice  
XBD of heading for a King's Indian,  
XBD a Caro-Kann or a major Benoni.  
XBD 3) 3.P-K3 is today under intense  
XBD investigation.  
XBD Have fun and good luck!  
XBU -----  
XBU This is a violent attempt to seize  
XBU the initiative. It can be very  
XBU unnerving to an opponent not ready  
XBU for this ploy. It is quite tricky  
XBU to play and can quickly lead to  
XBU disaster for Black. Very risky.  
XBU After the solid 3.PxP, Black has  
XBU the option of ...N-N5 or ...N-K5;  
XBU each of which allows White many  
XBU plausible replies. Heady stuff.  
XBU -----  
XKT -----  
XKT This strange defense is not seen  
XKT often. But it does have its ad-  
XKT mirers in spite of both its lack

XKT of impetu s and lack of pressure on  
XKT White -- who is free to develop in  
XKT any way d esired. There are two  
XKT main cont inuations, 2.N-QB3 and  
XKT 2.N-KB3. The former is probably  
XKT best, by virtue of being the most  
XKT thematic. Neither line is dynamic.  
XKT -----  
XKI -----  
XKI With this move Black tells White  
XKI "...Go ah ead and develop as you  
XKI wish in t he center. I'll first  
XKI set up my Castle then I'll wage  
XKI war". Th e result is a game quite  
XKI slow in d eveloping but with sharp  
XKI middle ga me play. The defense is  
XKI not recom mended for amateurs. It  
XKI is howeve r a favorite of Masters. 0  
XKI The main line continues 3.N-QB3  
XKI ...B-N2 4 .P-K4...P-Q3 5.N-B3...O-O  
XKI after whi ch the battle begins.  
XKI -----  
XTO -----  
XTO This mov is a "wait and see" move  
XTO that more often than not allows  
XTO Black to equalize the game very  
XTO quickly. If Black chooses to play  
XTO ...P-K3 t he line is "pure" TORRE. 0  
XTO In 1925 Lasker (playing Black with  
XTO Torre pla ying White) equalized in  
XTO a mere 1: moves! Black can also  
XTO choose to head for the Colle Sys-  
XTO tem with ...P-Q4. Thus the TORRE  
XTO ATTACK ists more in the imagina-  
XTO tion than in actual fact.  
XTO -----  
XTR -----  
XTR The TROOVSKY ATTACK is one whose  
XTR "bark is worse than its bite". No  
XTR one (except perhaps Trompovsky)  
XTR ever trea ted this move with any  
XTR degree of seriousness. Committing  
XTR a valuabl e Bishop to such lonely,  
XTR un-suppoted duty at the 2nd move  
XTR is, was a nd probably ever shall be  
XTR considered a folly.  
XTR Black has the choice of ...P-Q4,  
XTR ...P-B4 o r ...N-K5; all of which  
XTR favor Bla ck's early and easy equa-



XTR	lization.					
XTR		-----				
QP2	2.P-QB4	(main line)	QP3	18	14	14 14 wP
QP2		-----				
QP2	At first	glance it appears that				
QP2	White has	only one choice. This is				
QP2	not so.	White has these other				
QP2	continuat	ions available ....				
QP2	1) 2.P-K4	transposes instantly to				
QP2	the FR	ENCH DEFENSE.				
QP2	2) 2.N-QB	3 transposes instantly to				
QP2	the DU	NST OPENING.				
QP2	3) 2.N-KB	3, 2.P-K3, etc etc belong				
QP2	to the	"you deserve your woes"				
QP2	catago	ry of poor choices.				
QP2	As you ca	n see 1...P-K3 is not				
QP2	only a re	quest to play the FRENCH,				
QP2	it also s	everely restricts White.				
QP3	...P-QB4	FRANCO-BENONI DEFENSE	XFB	8	14	12 14 bP
QP3	...B-N5+	FRANCO-INDIAN DEFENSE	XFI	6	26	14 10 bB
QP3	...N-KB3	(main line)	QPB	6	30	10 26 bN
QP3		-----				
QP3	The move	...P-Q4 transposes to the				
QP3	Queen's	ambit and ...P-KB4 trans-				
QP3	poses	to the Dutch Defense.				
QP3	There are	no other moves to be				
QP3	seriously	considered here other				
QP3	than those	shown above.				
QP3		-----				
XFB		-----				
XFB	Very litt	le is known about the				
XFB	FRANCO-BE	NONI. Most French Defense				
XFB	players r	arely play the Benoni and				
XFB	vice vers	a. Both systems are huge.				
XFB	Very few	players are expert in two				
XFB	major sys	tems. There is ample room				
XFB	here for	anyone with a yearning to				
XFB	explore.	The main line continues:				
XFB	3.P-Q5...	PxP 4.PxP...P-Q3 5.N-KB3.				
XFB	This may	be too sharp for many.				
XFB		-----				
XFI		-----				
XFI	This move	no doubt appeals to the				
XFI	players f	ond of Bishop play. The				
XFI	old teach	ers would blanch at such				
XFI	violent c	ommitment of the Bishop,				
XFI	but the F	RANCO-INDIAN is full of				
XFI	promise f	or the adventurous.				
XFI	The main	line continues: 3.N-QB3				

XFI	...P-QB4	4.PxP...BxN+ 5.PxB...Q-R4
XFI	and now t	he game is a free-for-all
XFI	(which ma	y explain why the FRANCO-
XFI	INDIAN is	not seen very often).
XFI		-----
XDU		-----
XDU	Although	the DUTCH DEFENSE is not
XDU	in vogue	today, it is nevertheless
XDU	a powerfu	l defense with a lot of
XDU	sting. I	t produces a game where
XDU	lively ta	ctics are the theme.
XDU	There are	three major variations.
XDU	The Class	ical 2.P-QB4 is dormant.
XDU	The Moder	n 2.P-KN3 is seen most
XDU	frequentl	y. The Staunton Gambit's
XDU	2.P-K4 is	probably the main reason
XDU	why the D	UTCH is quiet today. The
XDU	Staunton	has proved to be a strong
XDU	deterrent	to many a student of the
XDU	DUTCH; it	is simply too sharp and
XDU	tacticall	y violent for many would-
XDU	be users.	Not at all dull stuff!
XOC		-----
XOC	The OLD I	NDIAN (sometimes known as
XOC	the CHIGO	RIN DEFENSE) is a fore-
XOC	runner of	today's King's Indian
XOC	and is ra	rely seen today in "pure"
XOC	form simp	ly because it usually
XOC	transpose	s into the King's Indian.
XOC	The main	continuation for White is
XOC	the obvio	us 3.N-QB3 after which
XOC	Black has	...P-K4, ...B-B4 or the
XOC	strange .	...QN-Q2 as options. None
XOC	of which	pose any serious problems
XOC	for White	.
XOC		-----
XP2		-----
XP2	Using the	PIRC against the Queen
XP2	Pawn Open	ing is a bit trickier
XP2	than agai	nst the King Pawn Opening
XP2	because i	t allows White the option
XP2	of contin	uing with either 2.P-K4
XP2	(which is	the PIRC proper) or the
XP2	stronger	2.P-QB4 & if Black conti-
XP2	nues with	...N-KB3 the game now
XP2	transpose	s to the OLD (CHIGORIN)
XP2	INDIAN DE	FENSE; the forerunner of
XP2	today's K	ing's Indian Defense.
XP2		-----

Sheet1

XP2	See 1.P-K	4...P-Q3 2.P-Q4....				
XP2	See 1.P-Q	4...N-KB3 2.P-QB4...P-Q3.				
XP2		-----				
XF2		-----	0	0	0	0
XF2	This defe	nse does not have much	0	0	0	0
XF2	clout goi	ng for it but when care-	0	0	0	0
XF2	fully ble	nded with some lines of	0	0	0	0
XF2	the Pirc	Defense (it's then called	0	0	0	0
XF2	the PIRC-	ROBATSCH) it can be most	0	0	0	0
XF2	effective	. Be forewarned however	0	0	0	0
XF2	that this	mix-'em-up idea will get	0	0	0	0
XF2	you into	trouble more often than	0	0	0	0
XF2	not. This	is the stuff of Masters	0	0	0	0
XF2	and Grand	masters, not amateurs.	0	0	0	0
XF2	Like the	Pirc, it can be used as a	0	0	0	0
XF2	defense a	gainst both 1.P-Q4 and	0	0	0	0
XF2	1.P-K4.	Hence its appeal to many.	0	0	0	0
XF2	The main	line is 2.P-K4...B-N2	0	0	0	0
XF2	3.P-QB4..	.P-Q3 4.N-QB3 and, as you	0	0	0	0
XF2	can see,	White stands very well!	0	0	0	0
XOB		-----				
XOB	The OLD B	ENONI does not hold any				
XOB	more terr	or for White; but, it is				
XOB	neverthel	ess lots of fun to play.				
XOB	White has	three viable choices:				
XOB	1) 2.P-K4	transposes to a variant				
XOB	of the	Sicilian good for Black.				
XOB	2) 2.N-KB	3 has been tried but does				
XOB	not le	ad to anything for White.				
XOB	3) 2.P-Q5	is the Classical Line.				
XOB	After	which, Black can choose				
XOB	a vari	ety of replies: ...P-K4,				
XOB	...P-K	3, ...P-B4, ...P-Q3 (the				
XOB	Schmid	Line), or ...P-KB3.				
XOB	Some play	ers are very good with				
XOB	the OLD B	ENONI.				
XOB		-----				
XEG		-----				
XEG	Every now	and then, someone who's				
XEG	had a bad	day at the tournament				
XEG	will spri	ng this move in a "...what				
XEG	the heck"	attitude (and possibly				
XEG	ruin your	day as well). Better to				
XEG	be prepar	ed than sorry.				
XEG	There are	two major continuations.				
XEG	1) 2.PxP	...N-QB3 3.N-KB3				
XEG	2) 2.N-KB	3...P-K5 3.N/3-Q2				
XEG	Both favo	r White. But remember,				
XEG	the ENGLU	ND GAMBIT will not defeat				

Sheet1

XEG	itself.	It must be beaten.				
XEG		-----				
XQZ		-----	0	0	0	0
XQZ	The Black	Bishop is heading for N2	0	0	0	0
XQZ	(fianchet	toed) where it will com-	0	0	0	0
XQZ	mand the	long diagonal, hence the	0	0	0	0
XQZ	name "QUE	EN FIANCHETTO" DEFENSE.	0	0	0	0
XQZ	This defe	nse has never had a cham-	0	0	0	0
XQZ	pion to p	romote its importance.	0	0	0	0
XQZ	The amoun	t of reliable praxis data	0	0	0	0
XQZ	is small	and difficult to unearth.	0	0	0	0
XQZ	If White	proceeds with the obvious	0	0	0	0
XQZ	2.P-K4 th	en Black can transpose to	0	0	0	0
XQZ	the Frenc	h Defense with 2...P-K3	0	0	0	0
XQZ	or Black	can select 2...B-N2 which	0	0	0	0
XQZ	is met wi	th 3.N-QB3. And should	0	0	0	0
XQZ	Black sub	sequently play ...P-K3,	0	0	0	0
XQZ	the game	will most likely lead to	0	0	0	0
XQZ	a variant	of the French Defense.	0	0	0	0
XNZ		-----				
XNZ	This defe	nse has been ignored as a				
XNZ	"mere cur	iosity" in many texts but				
XNZ	Alex Kevi	tz of the Manhattan (USA)				
XNZ	Chess Clu	b has analyzed it exten-				
XNZ	sively. I	t requires great skill to				
XNZ	navigate	thru the shoals of trans-				
XNZ	positiona	l possibilities that will				
XNZ	arise aft	er 2.P-K4 or 2.P-QB4.	0	0		
XNZ	The forme	r is considered pure NIM-				
XNZ	ZOVITCH a	nd it allows Black the				
XNZ	choice of	...P-Q4,...P-Q3,...P-K4,				
XNZ	or ...P-K	3. All of which can lead				
XNZ	to the Fr	ench, Pirc, etc.				
XNZ	2.P-QB4 I	eads to the Queen's Gam-				
XNZ	bit or th	e Kevitz-Trajkovic Defen-				
XNZ	se as wel	!! Ignore the NIMZOVITCH?				
XVK		-----				
XVK		This opening, also known as the				
XVK		DUTCH CNING, is pure cat & mouse				
XVK		wherein hite simply wants Black				
XVK		to make t he initial commitment.				
XVK		Black has the option of ...P-Q4,				
XVK		...P-K4 o r ...N-KB3; none of which				
XVK		have any praxis data to speak of.				
XVK		The Van't Kruys has very little				
XVK		stand alo ne value because it will				
XVK		generally transpose into another				
XVK		opening. The crux of the matter				
XVK		here is . .. which player has the				

XVK better knowledge of the openings  
 XVK in order to steer the game in the  
 XVK most opportunistic direction.  
 XVK Know Thy Openings !  
 XVK -----  
 XFK -----  
 XFK The KINGFIANCHETTO OPENING (also  
 XFK known as the BENKO OPENING) is not  
 XFK seen very often. White ignores the  
 XFK center in favor of immediately  
 XFK posting the King Bishop on the  
 XFK long diagonal. The opening gives  
 XFK Black an unrestricted choice of  
 XFK moves: ...P-K4, ...P-Q4, ...P-QB4,  
 XFK ...N-KB3, ...P-KN3(the Double King  
 XFK Fianchetto), or ...P-KB4(the Dutch-  
 XFK Benko). All of which are playable.  
 XFK Not only must White be ready for  
 XFK any one of these, but both players  
 XFK must be very alert to transposing  
 XFK to other games. The opening should  
 XFK be left to the advanced player.  
 XFQ -----  
 XFQ This purely experimental opening  
 XFQ is also known as LARSEN'S OPENING.  
 XFQ It is rarely seen. Thus praxis  
 XFQ data is almost non-existent except  
 XFQ for a few articles and treatises.  
 XFQ Unlike most other openings, the  
 XFQ rough-and-tumble of contest play  
 XFQ has not yet tempered this opening.  
 XFQ Black can select from: ...P-K4,  
 XFQ ...P-Q4, ...P-QB4, ...N-KB3 or  
 XFQ ...P-QN3 (Double Queen Fianchetto)  
 XFQ and expect a free-for-all.  
 XFQ -----  
 XSA -----  
 XSA Strangely enough this "rare eccen-  
 XSA tricity" has reportedly been fully  
 XSA researched by Juncossa but no one  
 XSA seems the least bit interested.  
 XSA The move not only yields the ini-  
 XSA tiative in the center, it may be  
 XSA a total loss of tempo to buttress  
 XSA a Queen's Pawn that may never come  
 XSA under attack.  
 XSA Whatever move Black selects from:  
 XSA ...P-K4, ...P-Q4 or ...P-QB4 will  
 XSA with careful play lead to early

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XSA and easy equality for Black.  
 XSA -----  
 XEO -----  
 XEO Dubbed the SICILIAN ATTACK (but it  
 XEO attacks nothing!) this opening is  
 XEO the darling of those who feel the  
 XEO QB Pawn must advance prior to the  
 XEO deployment of the Queen's Knight,  
 XEO else the position will be horribly  
 XEO constricted. It is pure positional  
 XEO jockeying and quite drawish. Be  
 XEO aware that transpositions are rou-  
 XEO tine in the ENGLISH OPENING.  
 XEO The replies are ...P-K4, ...N-KB3,  
 XEO ...P-QB4 (Symmetrical Variation),  
 XEO as well as four other minor moves.  
 XEO It is worth knowing that ...P-QB4  
 XEO almost guarantees a draw. This may  
 XEO be the reason for its unpopularity  
 XEO when the White player needs a win.

XKO -----  
 XKO This strange opening is sometimes  
 XKO called the GROB or the SPIKE. No  
 XKO one admits to being its proponent.  
 XKO The reply ...P-Q4 is best because  
 XKO it gains some control of the cen-  
 XKO ter squares and at the same time  
 XKO creates an immediate problem for  
 XKO White who now has a pawn under at-  
 XKO tack. The usual continuations are:  
 XKO 2.B-N2 followed by either ...BxP  
 XKO or ...P-Q B3. Black's choice.

XKO -----  
 XDR -----  
 XDR Moving a Knight to the edge of the  
 XDR board always reduces its range and  
 XDR power. The maneuver is undertaken  
 XDR only when there is much to gain.  
 XDR To open with this move borders on  
 XDR folly, yet R.T. Durkin of New Jer-  
 XDR sey has had some success with it.  
 XDR The best reply is ...P-Q4 because  
 XDR it effectively chokes the Knight's  
 XDR range even further while gaining  
 XDR control of some center squares.

XDR -----  
 XDR -----  
 XPA Nimzowitch sprung this opening  
 XPA upon an unsuspecting chess world

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XPA in Paris back in the 1800's. Its  
 XPA shock value was immense. Analysts  
 XPA quickly showed this opening to  
 XPA favor Black. The main line conti-  
 XPA nues with: ...P-Q4! 2.P-KN3...P-K4  
 XPA and now .P-KB4 is known as the  
 XPA Paris Ga bit. The alternative is  
 XPA the inferior 3.B-N2. Both favor  
 XPA Black although the Paris Gambit is  
 XPA resuscitated every now and then to  
 XPA investigate a new (?) possibility.

XPA -----  
 XSO -----

XSO This bizz are opening was derisive-  
 XSO ly dubbed the "Orang-Utang" by the  
 XSO great Tar takeover. It is also known  
 XSO as the "Polish Attack". Black can  
 XSO gain equality without much trouble  
 XSO with any one of: ...P-Q4, ...P-K4  
 XSO or ...N-K B3. In the latter case,  
 XSO should White follow suit with  
 XSO 2.N-KB3 the game would then trans-  
 XSO pose to " Santasiere's Folly".

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XSO -----  
 XRO -----

XRO The RETIOPENING is for advanced  
 XRO players only; someone who is very  
 XRO familiar with all the openings.  
 XRO The move occurs in almost every  
 XRO opening and therefore one should  
 XRO expect transpositions aplenty.  
 XRO "The beauty of the move", says Reti  
 XRO "is that it prevents ...P-K4 and  
 XRO allows White to transpose at will"  
 XRO It produces profound middle games.  
 XRO The most common reply is ...P-Q4  
 XRO followed by 2.P-KN3 (the BARCZA  
 XRO SYSTEM. 2.P-Q4 would head for the  
 XRO Queen's gambit. Black however can  
 XRO digress and select from ...P-QN3,  
 XRO ...P-QB4, ...P-KB4, ...N-KB3 or  
 XRO ...P-Q3. Grandmaster stuff!

XAN -----

XAN In days of yore when Chess Masters  
 XAN traveled from town to town giving  
 XAN exhibitions, they would often earn  
 XAN extra money by enticing the local  
 XAN players into a game where they  
 XAN would receive a Rook and promise to

XAN open with the ridiculous 1.P-QR3.  
 XAN The Mastr knew that the Rook was  
 XAN not needed until the endgame and  
 XAN 1.P-QR3 as better than 1.P-KR3 0  
 XAN (many gaes require that move to  
 XAN eventuall y be made). By playing  
 XAN White, th e master could artfully  
 XAN steer the game to an early win.  
 XAN Andersse must have been very good  
 XAN at hustli ng the locals for him to  
 XAN have an cpening named after him.  
 XDN -----  
 XDN The DUN OPENING is rarely seen  
 XDN as a dire ct opening and never seen  
 XDN in seriou s chess. Amateurs heeding  
 XDN the maxi to get the Knights "out  
 XDN there ear ly" often wind up in one  
 XDN of its li nes. Most indeterminate  
 XDN Queen's awn Games are really a  
 XDN line in t he DUNST.  
 XDN The DUN is usually reached from  
 XDN 1.P-Q4... P-Q4 2.N-QB3 (A Queen's  
 XDN Pawn Ga). Witness the reply of  
 XDN ...P-Q4 h ere. It almost forces  
 XDN 2.P-Q4 (to prevent ...P-Q5).  
 XDN Other than a cursory study of the  
 XDN DUNST (I recognize its better  
 XDN known lines), you needn't concern  
 XDN yourself with this opening.  
 XBY The BIRChas its devotees. It is  
 XBY unlikely to transpose into any  
 XBY other gane. It allows the develop-  
 XBY ment of a set, predictable strate-  
 XBY gy with f ew surprises for White.  
 XBY If you li ke these ideas and you  
 XBY can hande From's Gambit (...P-K4)  
 XBY then the BIRD may be the opening  
 XBY for you. The replies are many:  
 XBY ...P-Q4,. ..N-KB3,...P-K4,...P-KB4,  
 XBY ...P-KN3 and ...P-QB4.  
 XBY The Fromis perhaps the sharpest  
 XBY for Black in spite of the fact  
 XBY that some consider it as refuted  
 XBY and unsond. It is however alive  
 XBY and well and still a deterrent to  
 XBY many a payer who would like to  
 XBY open with the BIRD OPENING.