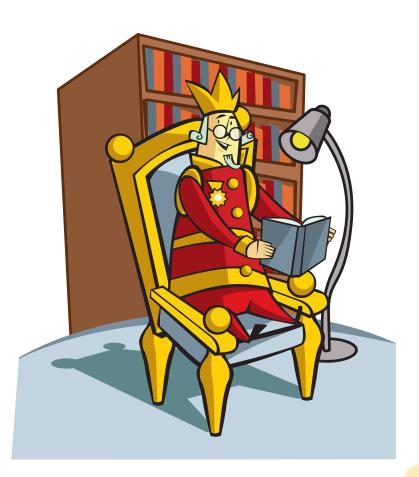
# Unit 1

# Kinds of openings

Classification Openings with 1.e4

Openings with 1.d4

Openings without 1.e4 and 1.d4



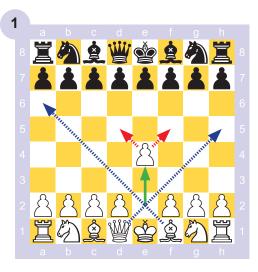


# **Classification**

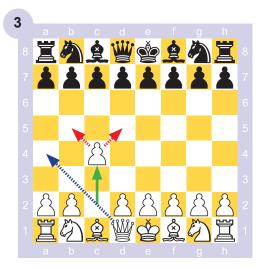
The openings can be classified in different ways. One of them has to do with the way in which white begins the game.

The two more frequent ones are 1.e4 and 1.d4, central pawns advancing two steps, sticking to the principle of quickly occupying the center of the board. A little less frequent are 1.c4, 1.f4 and some other like 1.Nf3, 1.g3 and 1.b3.

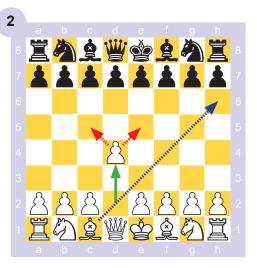
## Example



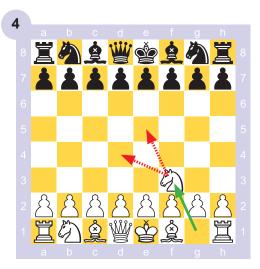
This way to start the game is called King's Pawn Opening (1.e4). It is the most popular and besides controlling d5 and f5, it frees the way through the diagonals for the king's bishop and the queen.



The game can also be started with 1.c4, which is known as English Opening. The pawn controls the central square d5 and b5. The development of the bishops is not favored for the time being, only the d1-a4 diagonal is opened for the queen.



This other way receives the name of Queen's Pawn Opening (1.d4). It is also quite popular and besides controlling e5 and c5, it opens a diagonal for the queen's bishop.



The first move with the king's knight 1.Nf3 is known as Reti Opening, in honour of the famous Czech master. While a minor piece is developed, the central squares d4 and e5 are controlled.



Another way to classify the openings is to divide them into open, semi-open and closed. But it has the inconvenience that many openings can give raise to any of those three kinds of positions.

For this type of classification the number of lines available for piece action and the type of center (unit 2 of "Intermediate 2" book ) should be observed.

## Examples



#### **Danish Gambit**

1.e4.e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2

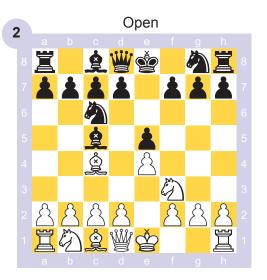
White sacrifices two pawns in return for better development and opening of lines for the attack. There are no blocked pawns in the center and the pieces have great mobility.



#### Sicilian Defence

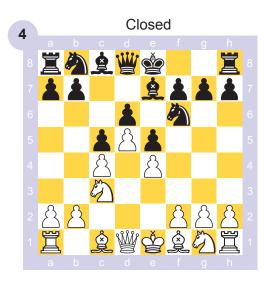
1.e4 c5 2.Nc3 Nc6 3.f4 e6 4.Nf3 d5 5.Bb5 Nf6 6.Bxc6+ bxc6 7.Qe2 Be7 8.d3 0-0 9.0-0

This is a variation where no central pawns have been either exchanged or blocked.



#### **Italian Opening**

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 It is considered an open opening. In many of its variations there is little or non-existent blocking of central pawns.



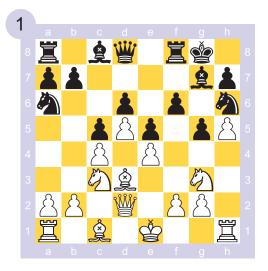
#### Benoni Defence

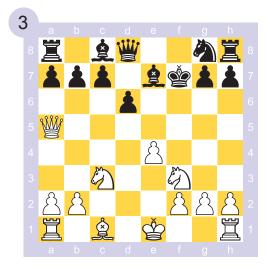
1.d4 Nf6 2.c4 c5 3.d5 e5 4.Nc3 d6 5.e4 Be7

There is a strong blocking of pawns in the center (**e**, **d** and **c** pawns).

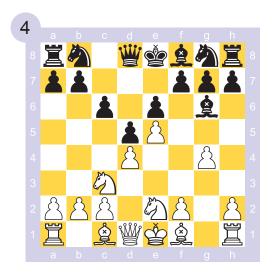


Write down if the opening position featuring in each diagram is open, closed or semi-open.

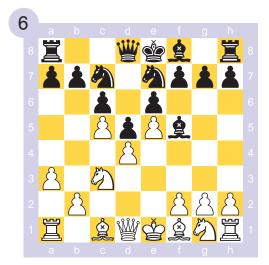








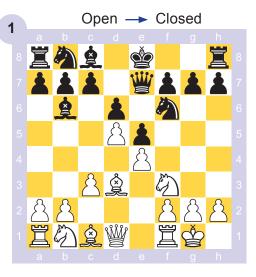






As it was already mentioned, sometimes the character of the position is transformed within the same opening, passing, for example, from open position to semi-open, or to closed, and vice versa.

### Examples

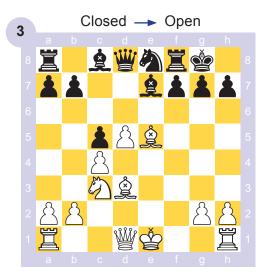


#### Italian Opening

Starting from diagram 2 of page 3, the present position is reached after:

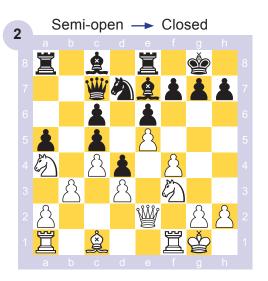
4.c3 Qe7 5.0-0 Nf6 6.d4 Bb6 7.d5 Nb8 8.Bd3 d6.

The position is blocked in the center of the board.



#### Benoni Defence

Starting from diagram 4 of page 3, this one is reached after the moves: 6.f4 exf4 7.Bxf4 0-0 8.Bd3 Nbd7 9.Nf3 Ne8 10.e5 dxe5 11.Nxe5 Nxe5 12.Bxe5

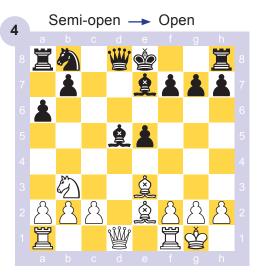


#### Sicilian Defence

Starting from diagram 3 of page 3, this position is reached after the moves:

9... Qc7 10.Na4 a5 11.c4 Re8 12.b3 Nd7 13.e5 d4.

It can be observed that a strongly blocked center has arisen.



### **Sicilian Defence**

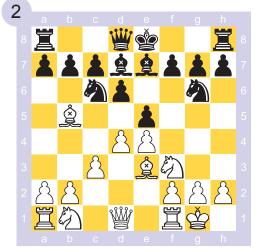
After 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be2 e5 7.Nb3 Be7 8.Be3 the position is semi-open. If 8... Be6 9.0-0 d5 10.exd5 Nxd5 11.Nxd5 Bxd5 (diagram), the position becomes open.

# 2

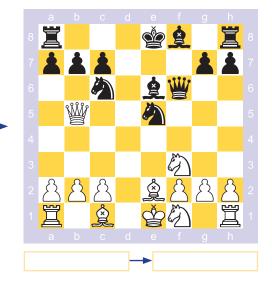
Write down between what kinds of positions (open, closed, semi-open) do the following transformations take place.

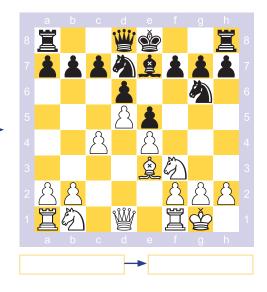


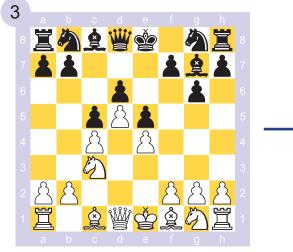
1.Be2 f6 2.exf6 Qxf6 3.Nf1 e5 4.dxe5 Ndxe5 5.Qxd5 Be6 6.Qb5



1.d5 Nb8 2.Bxd7+ Nxd7 3.c4







1.Be2 f5 2.exf5 gxf5 3.Bh5+ Kf8 4.Nf3 Bf6 5.h4 h6 6.g4 e4 7.Nd2 Bxc3 8.bxc3 Nd7 9.gxf5





## Openings with 1.e4

There are in total 20 different ways to answer 1.e4

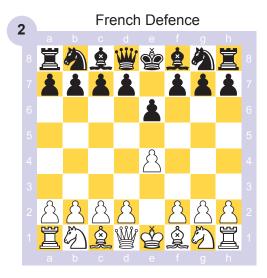
Many of them comply with the principles that must be observed during the opening; they are, of course, the most used ones. Some other do not comply with those principles and therefore they should not be used.

## Examples



1. e4 e5

Black plays a symmetric move in the center, searching for control of d4 and f4, and favoring the development of the pieces.

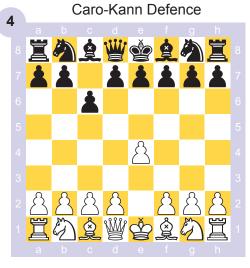


1. e4 e6 Black prepares the advance of his **d** pawn to d5, in order to fight for the control of the center of the board.



#### 1. e4 c5

Black controls the square d4 and, unlike in the case of 1.e4 e5, an asymmetric situation is created in the center of the board. Black intends to get a semi-open (or open) **c** file if white advances d2-d4 in some moment.



1. e4 c6

Black prepares the advance of his **d** pawn to d5, in order to fight for the control of the center (as in the French Defence, but with the difference that black's queen bishop is not limited by its own pawns).



At times transpositions occur between one opening and another.

For instance: 1.e4 d6 2.d4 Nf6 3.Nc3 e5, it began as a Pirc Defence but has transposed to a Double King's Pawn Opening.

#### Examples



1. e4 d5

Questioning the position of black's pawn on e4 and quickly opening lines to develop the pieces. It has the disadvantage of the queen being exposed too early in the center of the board after 2.exd5 Qxd5.



1. e4 Nf6

A piece is developed with immediate attack on the white pawn, tempting white to advance it. The idea is to launch a counterattack on white's central pawns after they have advanced, but it involves the risk of repeatedly moving the knight in the first few moves of the game and leaving the center to the white pawns.



1. e4 d6

Controls the central square e5 and leaves the way open for the queen's bishop. Generally it is combined with black's king bishop being developed via fianchetto (g6 and Bg7).

#### 1. e4 Nc6

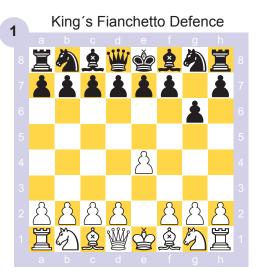
Develops the knight but allows white to occupy the center immediately with 2.d4. The idea is to counterattack in the center, be it by 2... d5 (Nimzowitsch's original idea) or 2...e5.

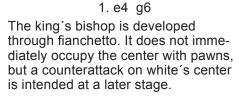


From the openings shown in this page, the King Fianchetto is the most frequently used one; sometimes it is also called Modern Defence.

It is a flexible defence, which occasionally transposes to positions from the Pirc Defence or even from other openings.

## Examples

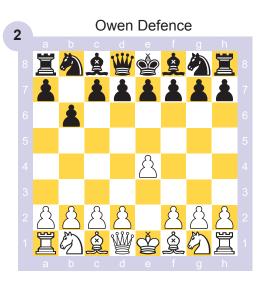






1. e4 a6

Dubious way to play, contradicting the principles of play in the opening. Its idea is to play 2... b5, develop the bishop to b7 and later on try to counterttack in the center.



1. e4 b6 The queen's bishop is developed via fianchetto and similarly to the previous case a later counterattack on white's center is intended.

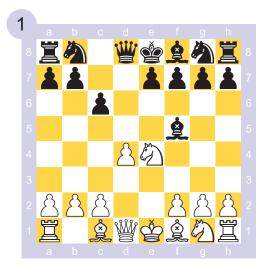


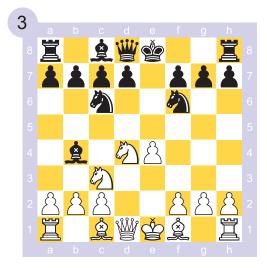
1.e4 g5

A provocative move which significantly weakens black's position. The idea is to develop the bishop to g7 and eventually counterattack on white's central formation. It is used only occasionally as a surprise.

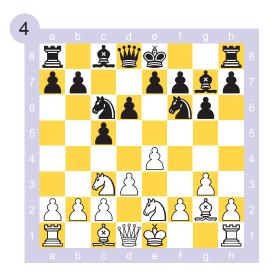
3

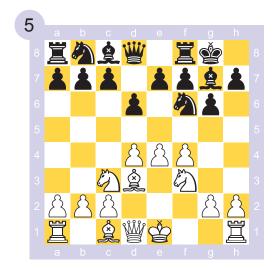
Write down to which of the openings arising from 1.e4 belongs each of the shown positions.

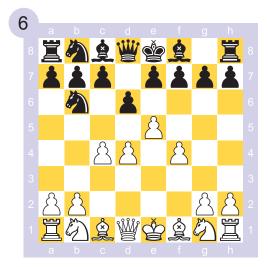














# Openings with 1.d4

After 1.d4 black also has 20 possible moves at his disposal. As in the case of the king's pawn, not all those answers are adequate.

## Examples



1. d4 d5

Black makes a symmetric move in the center. He tries to control e4 and the development of the queen's bishop is, in principle, facilitated.



1. d4 c5

Black counterattacks in the center right away. It seems that the pawn on c5 is being sacrificed, but in fact it can be easily taken back, in case white captures it.



1.d4 Nf6 (after 2.c4) The knight is developed while controlling the central point e4, preventing white from advancing e2-e4. White's most usual move is 2.c4, and it is hereafter, that the so- called Indian Defences arise.



1. d4 f5

This is the third way black has to control e4 immediately (in addition to 1... d5 and 1... Nf6). It is considered a defence with a rich strategic content.



In the summary shown in this unit on the several ways in which black can answer after 1.d4, some very logic ones do not appear, as it is the case with 1.d4 e6, 1.d4 c6 or 1.d4 d6.

This is due to the fact that generally these ways of playing transpose to other opening systems. Like for instance 1.d4 e6 2.c4 d5 which transposes into a Queen's Gambit declined.

## **Examples**



1. d4 b6

Black prepares the queen's fianchetto for the bishop to exert influence on the center from a distance, and later on counterattack with pawns in the center. Similar to the Owen Defence against 1.e4.



1. d4 b5

The fianchetto of the queen's bishop is prepared, but advancing the pawn two steps instead of one. On one hand, this wins more space in the queen's flank, but on the other it generates more weaknesses, beginning with the b pawn itself which is not defended. It is not very usual.



1. d4 g6 Prepares the fianchetto of the king's bishop, similar to the Defence of the same name against 1.e4.



#### 1. d4 Cc6

This is an uncommon Defence, similar to the Nimzowitsch Defence against 1.e4. It is a natural developing move, but the knight becomes exposed to possible attacks by white's d pawn.



The two most common ways to answer 1.d4 are 1... d5 and 1... Nf6. In the following pages the most frequent openings arising after 1.d4 are shown.

In the present page we show the main openings after 1.d4 d5. The main reply is 2.c4 leading to the Queen's Gambit; there also exists the possibility to play without the advance c2-c4, which leads to what is called Games of the Double Queen's Pawn.

#### **Examples**



1.d4 d5 2.c4 c6

Black defends his central pawn to keep control of the center, but in this case he does it with the **c** pawn instead of the **e** pawn. Black's queen bishop has the option to be developed through the c8-h3 diagonal.

Queen's Gambit Declined



1.d4 d5 2.c4 e6

Black defends his central pawn in order to keep control of the center. The f8-a3 diagonal is opened to develop the king's bishop. It has the inconvenience of blocking the c8-h3 diagonal to black's queen bishop.



1.d4 d5 2.c4 dxc4 In this variation black accepts the offered pawn. Although some control of the center is lost, a small material advantage is provisionally obtained and a quick development of the pieces is aimed at.





## 1.d4 d5 2.c4

White sacrifices, at least temporarily, the **c** pawn, in order to deflect black's **d** pawn from the center, thus being able to gain a broader control of that important zone.



Black develops the king's knight and controls the e4 square, preventing white from occupying it with the **e** pawn. When white continues 2.c4, the so-called Indian Defences arise. The main Indian Defences are shown below.

## Examples



1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 The bishop is developed, and upon pinning the knight on c3, it prevents the e2-e4 advance..

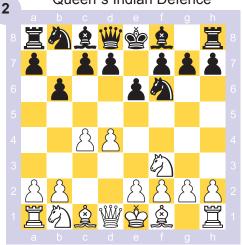


Bogoljubow's Indian Defence



1.d4 Nf6 2.c4 e6 3.Nf3 Ab4+ The bishop is developed with check and castling kingside is prepared.





1.d4 Nf6 2.c4 e6 3.Nf3 b6 Prepares the development of the bishop via fianchetto, from where it will control the central squares e4 and d5.



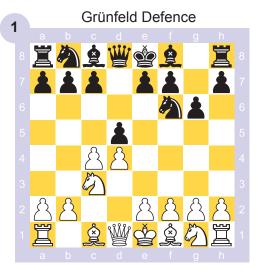
1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 It is characterized by the fianchetto of the king bishop. Black's **d** pawn is placed on d6 (allowing white to advance e2-e4) and only after castling kingside black tries to counterattack in the center



In the three first diagrams we continue enumerating the Indian Defences.

When white does not play c2-c4, the Double Queen's Pawn games arise. One of them is the Torre Attack (diagram 4).

### **Examples**



1.d4 Nf6 2.c4 g6 3.Nc3 d5 It is also characterized by the fianchetto on the kingside, but here black plays d5 to attack the center quickly.



1.d4 Nf6 2.c4 c5 Black attacks the center immediately. The pawn offer is only apparent, as black wins it back easily if white captures.



1.d4 Nf6 2.c4 d6 3.Nc3 e5 4.Nf3 Nbd7 5.e4 Be7

It is characterized by the bishop's development to e7 and the central position of the black pawns (e5, d6).

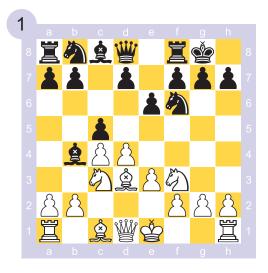
Old Indian Defence

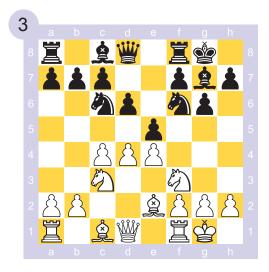


1.d4 Nf6 2.Nf3 e6 3.Bg5 There are also other openings like the London and Colle Systems (the later will be shown in more detail in the "Advanced 2" book).

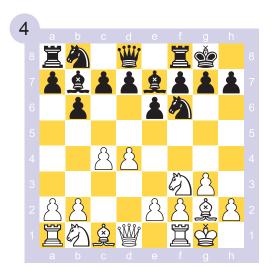


Write down to which of the openings arising after 1.d4 does each of the following positions belong.

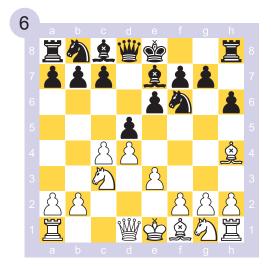














# **Openings** without 1.e4 or 1.d4

Besides opening the game with 1.e4 or 1.d4, white can also do it in some other different ways. We have already shown 1.c4 and 1.Nf3.

Next other usual openings are shown.

## Examples



1. f4 Aimed at controlling the e5 point with this pawn.



1. b3 Develops the queen's bishop through fianchetto.



1. g3 White prepares the fianchetto of his bishop. It is flexible, as the position of the pawns is not early defined.

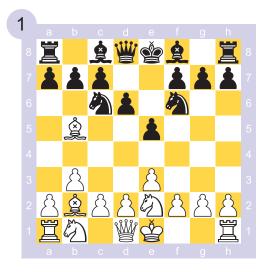


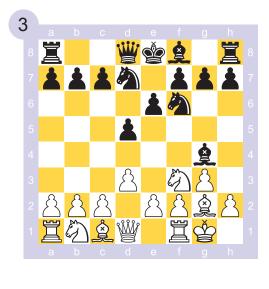
1. b4 ping the o

Aimed at developing the queen's bishop through fianchetto. It wins more space (compared to 1.b3); as counterpart the pawn is more exposed and more weaknesses are created.

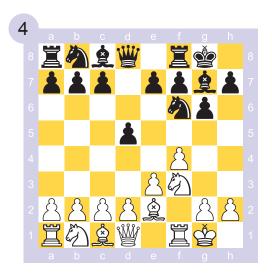


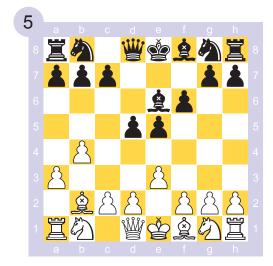
Write down to which opening does each of the shown positions belong (openings without 1.e4 or 1.d4).

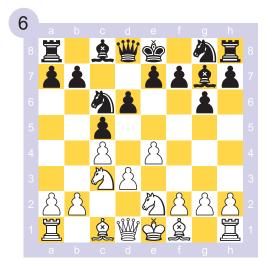






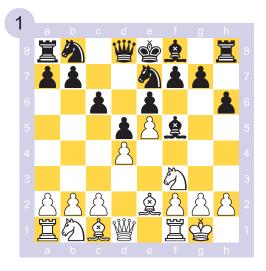






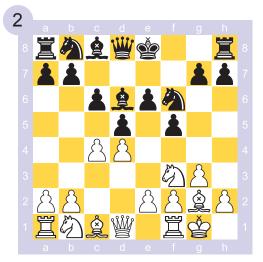


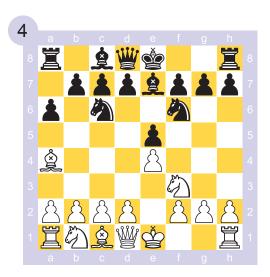
Write down to which of the openings studied in this Unit does each of the shown positions belong.

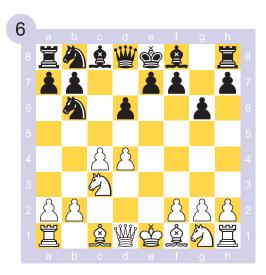














Write down to which of the openings studied in this Unit does each of the shown positions belong.



