

**GAMBIT  
OPENING  
REPERTOIRE  
FOR WHITE**

**Eric Schiller**

**Cardoza Publishing**

*To all those who play chess for fun, for sport and for art!*

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# INTRODUCTION

If you enjoy attacking from the very first move, you will be rewarded here with a powerful repertoire of brilliant gambits. I'm going to show you how to give up a bit of material, usually a single pawn, and in return, throw immediate attacking pressure on your opponent. Your sacrifice will bring you rapid development, control of the center, and open lines to use for your attack. This is pressure chess—one small mistake by Black and we'll crush his forces!

Gambits are the most exciting of the chess openings, and in this book, you'll learn how to effectively use such sharp weapons as the Göring Gambit (Accepted and Declined), Halasz Gambit, Alapin Gambit, Ulysses Gambit, Short Attack, and more, to use against the most popular defenses including the Sicilian, French, Scandinavian, Caro-Kann, Pirc, Alekhine, and a host of opening situations.

If you want to win at chess, you have to take some risks, and in the opening, gambits are a sure way to seize the initiative from the very start. You exchange a little material for some intangible but very powerful weapons, and increase the pressure until your opponent cracks.

The ideas and key concepts are clearly explained for each gambit, and I have provided example diagrams to illustrate each of the key positions. Even if you don't remember all of the analysis, you'll see the patterns at work, and at the chessboard, you'll be able to attack, attack, attack! Most of your opposition, unless they are experienced Masters, will find their defensive barriers falling quickly. Even the best players can be ambushed with these sharp openings. You can learn the entire repertoire at once, or use the various strategies individually, mixing and matching them with your current openings.

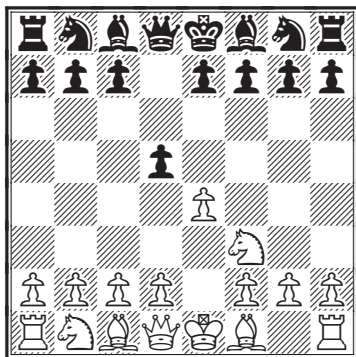
I have selected some fairly obscure ideas so that your gambits will have the added potency of a surprise attack. Not only will you find a carefully researched set of variations, I'll also share with you some secret ideas which have not been published anywhere else.

Using the tips in this book you'll not only get good results, but you'll enjoy every game as White as you smash opponent after opponent, often catching them completely unaware. You'll become a true gambiteer, well versed in the art of attack.

So read on, enjoy, and win!

# SCANDINAVIAN DEFENSE

## • Tennison Gambit •



### OPENING MOVES

1.Nf3 d5  
2.e4

## OVERVIEW

The **Tennison Gambit** is a radical attempt to alter the opening landscape with a gambit which encourages Black to create weaknesses early in the game. It is not sound, and most sensible defensive plans will suffice to get out of the opening alive as Black.

Still, if you want to play a gambit in every game as White, you will need to be reckless on occasion! So don't worry that Black can defend against your immediate threats. You can play this gambit in the style of Charousek, and patiently wait for your pressure to build to a point where your opponent must make a material or positional concession to maintain the pressure.

In a tournament situation your opponent is likely to crack and make that one small error that gives you the chance to close in for the kill or make a transition to a favorable endgame. Thus, when playing the Tennison, be patient, wait for mistake, and then close in for the finish!

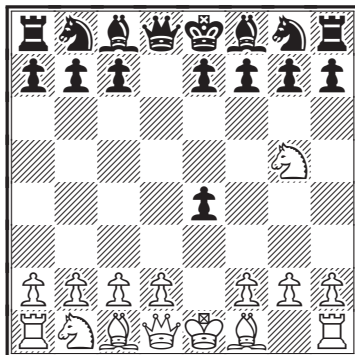
### SCANDINAVIAN DEFENSE

#### *Tennison Gambit*

2...dxe4; 3.Ng5

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2...dxe4; 3.Ng5.



There are several tries, all involving central squares. The e-pawn can go to e5 to enable development of the bishop from f8. The pawn at e4 can also be defended by the weakening move 3...f5, or with a bishop at f5, or even with the queen! The most reasonable move, however, which we will save for last, is the simple defensive and developing move 3...Nf6.

### TENNISON GAMBIT - OPTIONS AT MOVE 3

1.Nf3 d5; 2.e4 dxe4; 3.Ng5

Option 1: 3...e5

Option 2: 3...f5

Option 3: 3...Qd5

Option 4: 3...Bf5

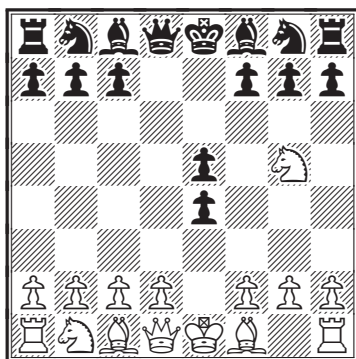
Option 5: 3...Nf6

### TENNISON GAMBIT, MOVE 3

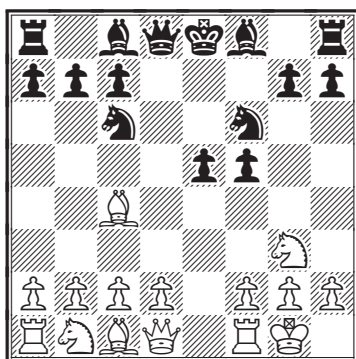
#### Option 1: 3...e5

This is a principled move. Black opens lines for the bishop and queen, and attacks the knight at g5. There is really no downside. The weakness of f7 is normal in a King Pawn Game. This is my preferred reply.

## SCANDINAVIAN DEFENSE • TENNISON GAMBIT



4.Nxe4 f5 is a position I recommend for Black in the companion book, *Gambit Opening Repertoire for Black*. But that is not to say the White side is unplayable. Indeed, after 5.Ng3 Nf6; 6.Bc4 Nc6; 7.0-0, Black will find it difficult to castle.

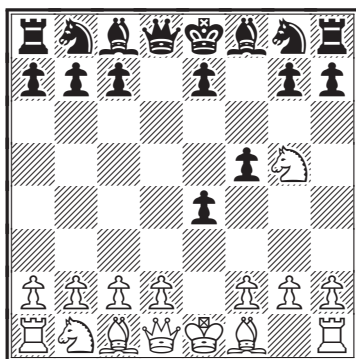


Nevertheless, I admit that I'd still prefer to be playing Black. It is hard to force a gambit in the Scandinavian, and if you want to enjoy the other exciting positions in this chapter, you have to be willing to put up with this.

### TENNISON GAMBIT, MOVE 3

#### Option 2: 3...f5!?

This creates many weaknesses on the light squares, but is better than its reputation, so White must be careful.



4.Bc4 Nh6 is the natural continuation.

A) 5.d3 exd3; 6.0-0! is the line gamebit lovers will prefer. 6...dxc2 7.Qxc2 A1) 7...Nc6; 8.Rd1 Nd4; 9.Rxd4! Qxd4; 10.Be3 Qf6; 11.Nc3 c6; 12.Rd1 f4? (12...Bd7; 13.Qb3 0-0-0; 14.Ne6 gives White enough compensation for the pawns.) 13.Nb5! Qe5 (13...cxb5??; 14.Bxb5+ and mate in 3.) 14.Qe4! and Black lost in Lutes – Felt, Indianapolis (blitz) 1969.

A2) 7...e5; 8.Rd1 Bd6; (8...Qf6 is stronger. 9.Nc3 c6; 10.Qb3 provides compensation for at least one of the pawns.)

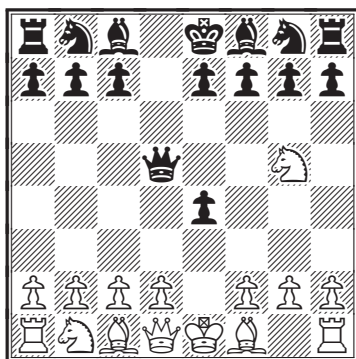
B) 5.Nxh7?! is not as good as it looks: 5...Rhx7 (5...g6!, suggested by Moser, keeps the game level.) 6.Qh5+ Kd7; 7.Qg6 Rh8; 8.Be6+ Kc6; 9.Bxc8+ Qd6; 10.Qe8+ Kb6; 11.Qa4. Black resigned in Tennison – Anonymous, New Orleans 1891. Tennison gives the possible conclusion: 11...Qc6; 12.Qb3+ Ka6; 13.Nc3, answering any move with Bxb7+, Qa4+ and Qb5#

## TENNISON GAMBIT, MOVE 3

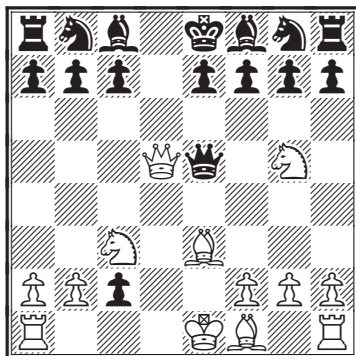
### Option 3: 3...Qd5

Black can stubbornly hang on to the pawn.

## SCANDINAVIAN DEFENSE • TENNISON GAMBIT



A) 4.d3 exd3; 5.Nc3 Qe5+; 6.Be3 dxc2; 7.Qd5



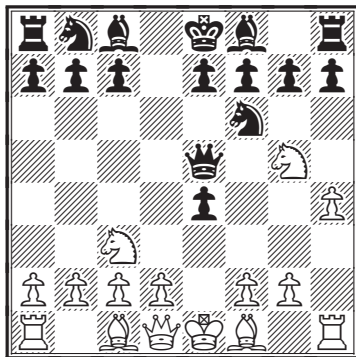
What an amazing sight! White has sacrificed three pawns and now offers an exchange of queens. But Black cannot accept! 7...Qf6 (7...Qxd5; 8.Nxd5 h6; 9.Nxc7+ Kd8; 10.Nxa8 hxg5; 11.Bxa7 Nc6; 12.Bb6+ Kd7; 13.Rc1 and White has an extra exchange.) 8.Bd3. This is analysis by Jakobetz, Somlai and Varnusz.

I can't quite agree with their evaluation of a clear advantage for White, but do think that White has enough compensation, after, say, 8...c6; 9.Qb3 h6; 10.Nce4 Qg6; 11.Nc5 (11.Nd6+ Qxd6; 12.Nxf7 Qxd3; 13.Qxd3 Kxf7; 14.Qxc2 does not appeal to me.) 11...Qf6; 12.Nh7 (12.Nce4 Qg6; 13.Nc5 Qf6 bails to a draw.) 12...Qe5; 13.Nxf8 Kxf8; 14.Bxc2 Nf6; 15.Rd1 Nbd7; 16.Nxd7+ Nxd7; 17.0-0 and White is fully developed, while Black has little prospect of getting the rooks into the game and the king may never be safe.

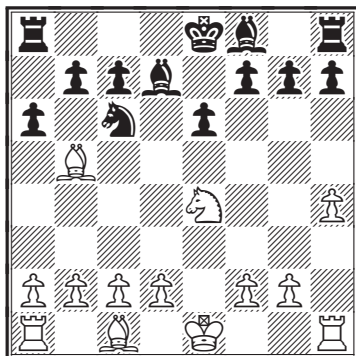
Worth two pawns? I am not sure, but if you are going to play

gambits, you ought to be able to appreciate your compensation here.

B) 4.h4 can be considered as a safer, if less interesting, alternative. 4...Nf6; 5.Nc3 Qe5.



6.Bc4 e6; 7.Qe2 Nc6 is roughly level, according to Benjamin, whose analysis has received a practical test: 8.Bb5 (8.Ngxe4 Nxe4; 9.Nxe4 Nd4 leads to undesirable consequences for White.) 8...Bd7; 9.Ngxe4 Nxe4; 10.Qxe4 Qxe4+; 11.Nxe4 a6.



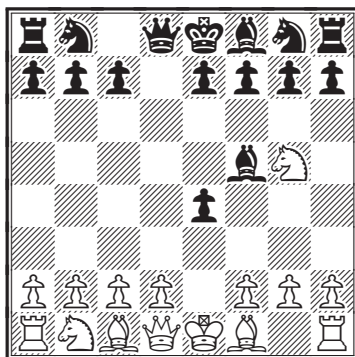
12.Ba4 (12.Bxc6 Bxc6; 13.d3 is likely to be drawn in the end, as ...f5 is not such a great threat. Still, Black is better.) 12...b5; 13.Bb3 Nd4; 14.c3 (14.d3 Nxb3; 15.axb3 would maintain the balance.) 14...Nxb3; 15.axb3 left Black with the bishop pair and better pawns, which adds up to the much better game in Bullockus – Wegener, World Senior Championship 1996.

## SCANDINAVIAN DEFENSE • TENNISON GAMBIT

### TENNISON GAMBIT, MOVE 3

#### Option 4: 3...Bf5

The bishop can be driven back with tempo, and then the White bishop can be aimed at the weakening on e4.

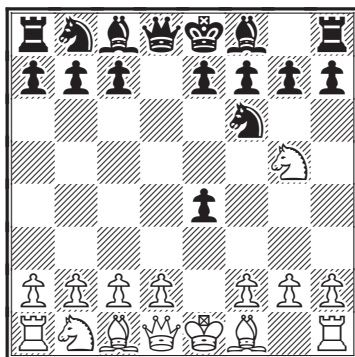


4.g4 Bg6; 5.Bg2 Nf6; 6.Nc3 Nc6; 7.Ngxe4 e6; 8.Nxf6+ Qxf6; 9.d3 Bd6; 10.Bxc6+ bxc6; 11.Be3 Ke7; 12.h4 h6; 13.Qe2 provided a lively game in Bendic – Melchor, Postal 1992.

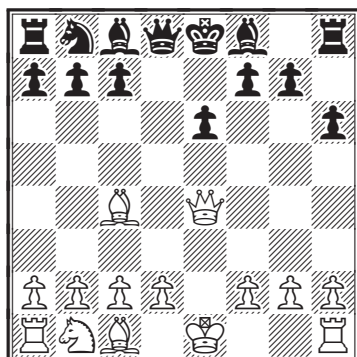
### TENNISON GAMBIT, MOVE 3

#### Option 5: 3...Nf6.

The development of the knight, protecting the pawn, is the most obvious move for Black.

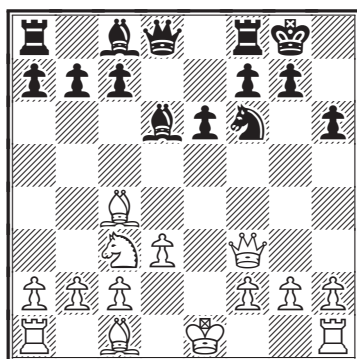


4.Bc4 e6; 5.Qe2!?. More common is Nc3, but this move is at least as good. 5...h6. 5...Nc6; 6.Nxe4 Nd4; 7.Nxf6+ Qxf6; 8.Qe4 and White will play c3 and d4 with a strong position. 6.Nxe4 Nxe4; 7.Qxe4.



White has two pieces developed and the queen sits safely in the middle of the board. Black will have problems developing the bishop from c8. So White's position is already comfortable.

7...Nd7; 8.d3 Nf6; 9.Qf3 Bd6; 10.Nc3 0-0.



**11.g4!** The reason that White does not castle is that the kingside attack will take the form of a pawnstorm. Therefore, the king is safer on the other side of the board. **11...Nh7; 12.h4 Qf6.** Black attempts to get the queens off the board. White will not cooperate. **13.Qe2 Bb4; 14.Bd2 b5.**

This was Black's desperate reaction in Vazquez – Corzo, Havana 1900. In the famous 8th edition of the *Bilguer Handbuch*, Schlechter and Berger recommend 15.g5! instead of capturing the pawn at b5. The attack on the kingside should prove successful.