

STANDARD CHESS OPENINGS

Eric Schiller

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1. INTRODUCTION

This book is an introduction to every standard opening strategy in common use in tournament and correspondence chess games. In all, more than 3,000 opening strategies are presented, and more than 250 of these openings are given special coverage with completely annotated games illustrating their principles so that you have a full picture of an opening, from the first moves right through to the endgame.

My emphasis is on understanding the openings and how they might apply to the games you'll play. Every opening includes a representative diagram of the opening position, the typical move order, clear explanations of the thinking behind the moves, the direction the opening is heading, and how the ideas behind the opening are influential not only in the first few moves, but later on in the development of the game.

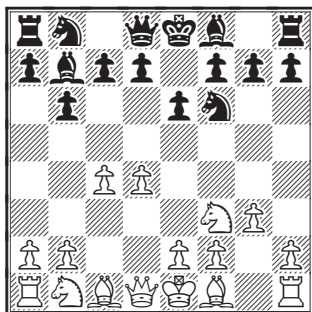
You'll also learn the important variations that can develop out of these openings, and of course, be able to follow the full course of thinking by following the annotated games. In many cases, the illustrative game showcasing the opening is played by the inventor of the opening, a world champion, a great theoretician, or the player most closely associated with it. In fact, that game often is representative of the best ever played in these openings. A few particularly interesting and appropriate games by lesser players are also included, for often, the most appropriate examples of openings seen at amateur levels are better illustrated by the games of non-professional players themselves.

All the main games are complete, so that you can see how a small advantage can turn into a masterful brilliancy, or how opportunities can be squandered.

In short, you will learn enough of the general principles of the opening so that you'll be able to play strong chess right from the start of a game, even without detailed knowledge of the openings. And once you learn to achieve good positions, and have a game plan to proceed into the middle game and beyond, many of your opponents will start to crumble and you will have all you need to bring home the point!

STANDARD CHESS OPENINGS

CLASSICAL LINES



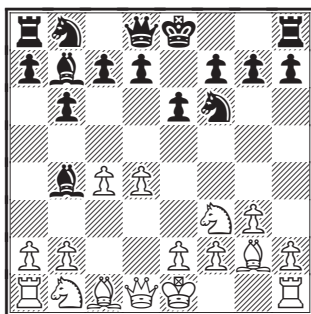
1.d4 Nf6
2.c4 e6
3.Nf3 b6
4.g3 Bb7

Despite the fact that two bishops will stare each other down on the long diagonal, the **Classical Lines** generally lead to very quiet play. Some players find it simply too boring, but others are content to try to win by a Steinitzian accumulation of small positional advantages. Black has a variety of defenses, but almost all involve straightforward development of the dark-squared bishop, kingside castling, and an eventual advance of one or more of the central pawns.

(211) EUWE - COLLE [E16]

Carlsbad, 1929

1.Nf3 Nf6; 2.d4 e6; 3.c4 b6; 4.g3 Bb7; 5.Bg2 Bb4+.



The idea behind this move is to exchange the dark-squared bishop before continuing with development, on the grounds that the White bishop would otherwise be guaranteed greater scope in the endgame. But that is not the case in most lines of the Queen's Indian, so it is a flawed logic. This is the Capablanca Variation.

6.Bd2 Bxd2+. This capture is by no means obligatory, or even recommended, these days. 6...a5; 7.0-0 0-0; 8.Bg5 Be7; 9.Qc2 h6; 10.Bxf6 Bxf6; 11.Nc3 g6 is a more solid defense, as seen in Kasparov-Karpov, World Championship (24th Match Game) 1986. 6...c5; 7.Bxb4 cxb4; 8.0-0 0-0; 9.Qb3 a5; 10.a3 Na6; 11.Nbd2 was a little better for White in Karpov-Korchnoi, Amsterdam 1987.

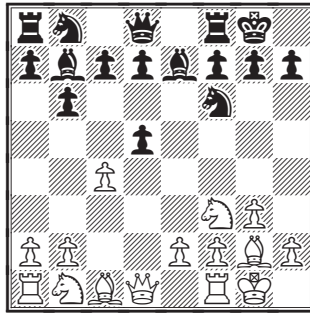
7.Nbxd2. Capturing with the queen is also possible, but Black can equalize, for example 7.Qxd2 0-0; 8.Nc3 d6; 9.Qc2 c5; 10.d5 exd5; 11.Ng5 Na6; 12.cxd5 Re8 with counterplay for Black in Psakhis-Larsen, Hastings 1987, 88. **7...d6; 8.0-0 0-0; 9.Re1** White prepares to take over the center by e4. **9...Nbd7; 10.Qc2.** White feels that, since e4 is inevitable he should wait for Black to commit his pieces before committing his own pawns. **10...e5.** A typical counterattack on the center, but it has a tactical flaw.

11.Nxe5. This discovered attack wins a pawn. Black tries to cut his losses, but only makes things worse. **11...Bxg2.** This intermediate move at least keeps White from taking over the a8-h1 diagonal as he would if Black took the knight. **12.Nxd7 Bh3.** This is one intermediate move too many. Black hopes for counterplay around White's king position, but after: **13.Nxf8.** He is simply down too much material. **White won.**

(212) TIMMAN - KARPOV [E17]

Tilburg, 1983

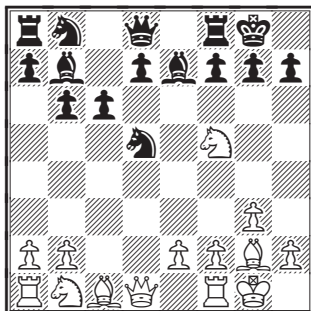
1.d4 Nf6; 2.c4 e6; 3.Nf3 b6; 4.g3 Bb7; 5.Bg2 Be7; 6.0-0 0-0; 7.d5 exd5.



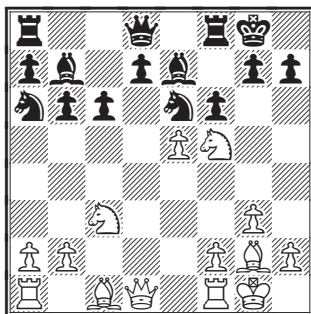
The gambit variations enjoyed a brief period of glory in the early 1980's, and have since been an important part of the repertoire, though they pose less danger to the player of the Black side than was once feared. Polugayevsky Gambit, where the knight heads for the edge of the world, is our featured line..

8.Nh4. 8.Nd4 is the Taimanov Gambit. This form of attack provides Black with a greater range of defensive resources. 8...c6 Although 8...Bc6 is a playable alternative, it makes little sense to learn two different reactions to the gambit plan. 9.cxd5 Nxd5; 10.e4 10. or 11. Nf5 would transpose into the game continuation. 10...Nc7; 11.Nc3 d6!; 12.Nf5 By delaying this move White has avoided some of the variations presented in the game. 12...Nd7; 13.Re1 (13.Qc2; 13.Qe2 comes strongly into consideration, after which White can place the rook on the d-file.) 13...Ne8 Bronstein-Balashov, USSR Cup 1980, with approximate equality. **8...c6; 9.cxd5 Nxd5; 10.Nf5.**

STANDARD CHESS OPENINGS



This gambit was popularized by Polugayevsky in 1980. It remains an interesting line for White, but Black has adequate defensive resources. **10...Nc7!** This is the best option at present. **11.Nc3.** The premature advance of the e-pawn will only get White into trouble as was demonstrated in Azmaiparashvili-Chernin, USSR 1980. 11.e4 Ne6; 12.Nc3 Na6; 13.e5 (13.Qg4 is a proposed improvement by Lepeshkin. Both 13...d6 and 13...Nac5 seem to be good replies.) 13...f6!



14.exf6 Bxf6; 15.Nd6 Nac5; 16.Qg4 Ba6; 17.Rd1 Bxc3; 18.bxc3 Qf6. **11...Ne8.** 11...d5; 12.e4 Bf6 with several options for White, including

A) 13.exd5 cxd5; 14.Bf4 (14.Qg4 Nc6; 15.Rd1 Ne5; 16.Qe2 Qd7; 17.Qc2 Rac8; 18.Nd4 Ne6; 19.Nxe6 fxe6; 20.Qe2 Kh8 gave Black a decisive advantage in Attgard-Guimares, Mediterranean Zonal 1981.) 14...Nba6; 15.Re1 Nc5!? was developed by Kasparov and tested in Douwen-Smith, Groningen 1980- 81, which continues below under A2. 16.Qg4 g6; 17.Nh6+ was played in Douwen-Pigusov, Groningen 1980- 81 17...Kg7 (17...Kh8 was best, although the game continuation was also acceptable for Black.) 18.Nf5+ Kg8; 19.Nh6+ Kg7; 20.Rad1 N5e6;

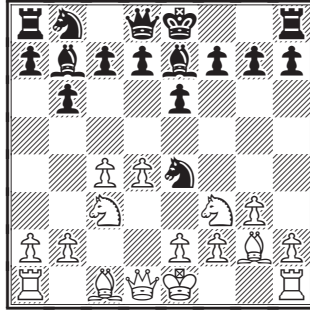
B) 13.Bf4; 13...Bc8!; 14.g4 Nba6; 15.Rc1 was seen in Kasparov-Karpov (second match game) 1984, which continued 15...Bd7 (15...Bxf5 gave Black a level game after 16.gxf5 Bg5; 17.Bxc7 Qxc7; 18.f4 Be7 Sosonko-Tukmakov, Tilburg 1984.) 16.Qd2 Nc5 and here 17.Bxc7 Qxc7; 18.exd5 Bxf5; 19.gxf5 Rad8; 20.b4 Nb7; 21.Ne4 would have given White a very good game.

12.Bf4 Na6; 13.Qd2 d5; 14.e4 Nac7; 15.Rad1 Bf6; 16.exd5 Nxd5; 17.Nxd5 cxd5; 18.Ne3 Nc7; 19.Bxc7 Qxc7 and with the d-pawn falling, the players agreed to a draw.

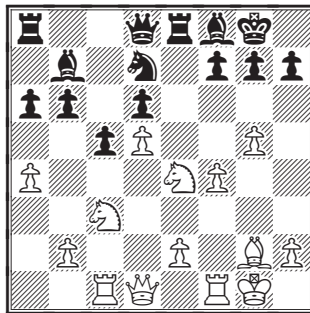
(213) KARPOV - SALOV [E18]

Linares, 1993

1.d4 Nf6; 2.c4 e6; 3.Nf3 b6; 4.g3 Bb7; 5.Bg2 Be7; 6.Nc3 Ne4.

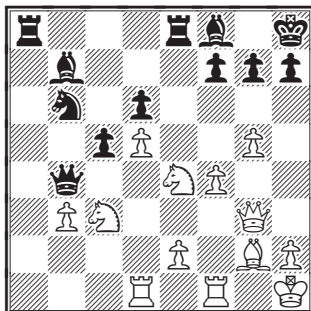


The point of putting the knight at e4 is to take control of the critical e4 square. This is the Opocensky Variation. 7.Bd2. 7.Qc2 is the most common move, but this alternative is frequently seen. 7...Bf6; 8.0-0 0-0; 9.Rc1 c5. It is already established theory that this is a good move. It leads to a series of exchanges. 10.d5 exd5; 11.cxd5 Nxd2; 12.Nxd2 d6; 13.Nde4 Be7; 14.f4. This odd-looking move is actually best, because White's plans involve a kingside pawnstorm. 14...Nd7; 15.g4 a6; 16.a4 Re8; All this was well-known at the time, and Salov's new move is just a logical alternative to 16...Nf6. 17.g5 Bf8.



White's strategy has succeeded, since he now controls e4. 18.Kh1! Karpov's prophylactic move insures that there will be no problems when Black later stations the queen at b6. 18...b5; 19.axb5 axb5; 20.Nxb5 Qb6. This sacrifice would have been more effective if White's king still stood at g1! 21.Nbc3 Qb4. Black has no time for maneuvers such as 21...Ba6 because the White rook quickly penetrates the kingside with Rf1-f3 and then it can operate on the g- or h-files. 22.Qd3 Nb6; 23.Qg3 Kh8; 24.Rcd1 Nc4; 25.b3 Nb6. Now a surprising move cracks open the Black position.

STANDARD CHESS OPENINGS

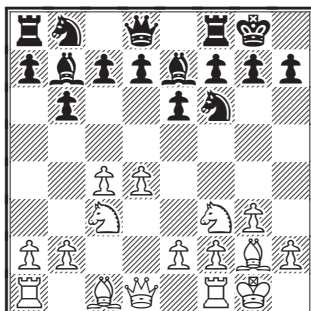


26.g6! fxc6. Taking with the other pawn also loses: **26...hxc6;** **27.Qh4+ Kg8;** **28.Ng5** and it is all over. **27.f5! gxf5;** **28.Rxf5 Nd7.** Black cannot marshal the defensive forces in time. **29.Rdf1 Ne5;** **30.R5f4 Qb6;** **31.Ng5 Ng6.** Now for an elegant finish! **32.Nf7+ Kg8;** **33.Qxg6!!** This brilliant sacrifice ends the game. There is no defense, for example **33...hxc6;** **34.Rh4 Be7;** **35.Rh8#.** **White won.**

(214) PANNO - KERES [E19]

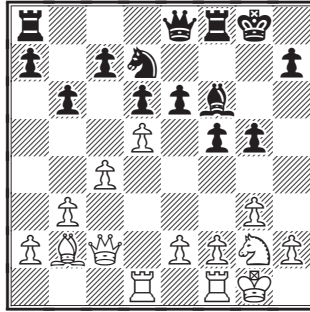
Santa Monica (Piatigorsky Cup), 1963

1.c4 Nf6; **2.Nc3 e6;** **3.Nf3 b6;** **4.g3 Bb7;** **5.Bg2 Be7;** **6.0-0 0-0;** **7.d4.**

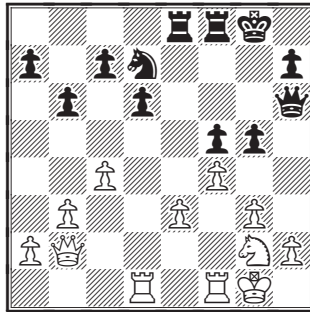


This is the main line of the Classical Queen's Indian. Black will now exchange a pair of knights and the battle for the e4-square will commence. White needs to have patience to slowly convert his slight central advantage into something meaningful. Most of the early middlegame is concerned with the center, and only after the central situation is resolved can either player try to accomplish something on the flank.

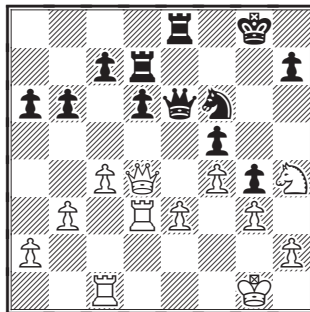
7...Ne4!; **8.Qc2 Nxc3;** **9.Qxc3 f5.** Now e4 cannot be controlled by White. **10.b3 Bf6;** **11.Bb2.** **11.Be3!?** should be met by **11...c5!?**, according to Tukmakov, as **11...d6** is a bit passive. **11...d6.** Adventurous players might wish to investigate **11...a5** where **12.Rad1 Na6;** **13.Qd2 Qe8;** **14.Ne1 Bxc2;** **15.Nxc2 g5** led to complications in Boleslavsky-Romanovsky, Kharlov 1956. **12.Rad1 Nd7.** Geller's **12...Qe8** deserves consideration as well as **12...a5** which was played in the second and fourth games of the Polugayevsky-Korchnoi Candidates match in Velden 1980. **13.Ne1 Bxc2;** **14.Nxc2 Qe8.** Black intends to initiate play on the kingside with **g7-g5** and **Qg6** or **Qh5**. From **g6** the queen also helps prevent **e2-e4**. **15.Qc2 g5;** **16.d5.**



This move leads to problems for White. Better is 16.f4. Petrosian-Najdorf from the same tournament continued 16.f4 Qg6; 17.Rfe1 Rf7; 18.e4 fxe4; 19.Qxe4 Qxe4; 20.Rxe4 with a very slight edge to White, but Black had no difficulty holding on for a draw. 16.e4 f4; 17.gxf4 gxf4; 18.Nxf4 Bxd4 is also bad for White. **16...Bxb2; 17.dxe6 Qxe6; 18.Qxb2 Rae8.** Black's play throughout has been very thematic. From move 4 on he has had control of the e4-square, one of the main ideas in the Queen's Indian. The text forces 19.e3, increasing Black's grip on the position. **19.e3 Qh6; 20.f4.**



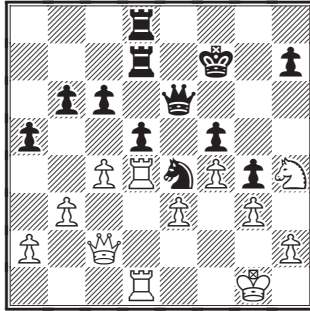
White wants to prevent Nd7-e5-f3, but this further weakens e4 and leaves White with a backward e-pawn. **20...g4; 21.Rd5 Qe6; 22.Rfd1 Nf6; 23.R5d3 Rf7; 24.Qd4 Rd7; 25.Nh4 a6; 26.Rc1.**



White can only play waiting moves while Black prepares d6-d5. **26...Kf7; 27.Qb2**

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Red8; 28.Qe2 c6; 29.Rcd1 a5; 30.Qc2 Ne4; 31.Rd4 d5.



Black breaks open the position, trades off the rooks, and has a positionally won endgame. 32.cxd5 Rxd5; 33.Rxd5 Rxd5; 34.Rxd5 Qxd5; 35.Kf1 Ke6; 36.Ke1 Nc5; 37.Kf2 Qd3; 38.Qb2 Ne4+; 39.Kg2 Nc3; 40.Qc1 c5; 41.h3 Qe2+; 42.Kh1 Ne4. Black won.