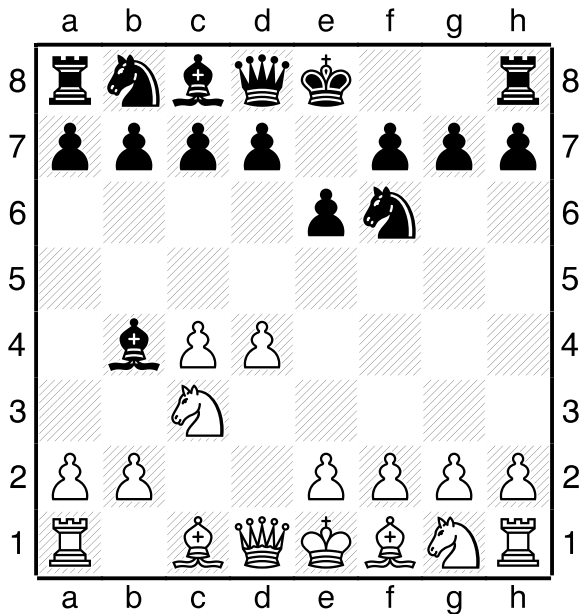


THE NIMZO-INDIAN DEFENCE

It starts:

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4



WHITE SAYS:

If you want to put your Bishop there it's fine by me. You'll probably have to exchange it off when I'll have the advantage of the two bishops. I'll play to control e4 and open up the position for my bishops. Who knows, I might even have the chance of a King-side attack.

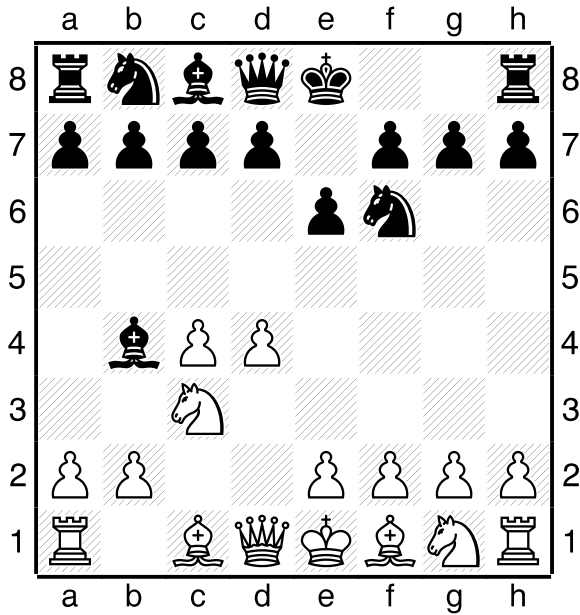
BLACK SAYS:

I'm quite happy to exchange off my Bishop for your Knight to keep control of e4. I'd like to double your pawns at the same time, giving me a positional advantage. I might keep the position closed so that my knights are better than your bishops, or I might open the position to attack your weak pawns. If you avoid doubled c-pawns I'll have a lead in development and perhaps catch your King in the centre.

In this lesson we look at three openings starting 1. d2-d4 Ng8-f6 2. c2-c4 e7-e6. In these openings the immediate battle is for the e4 square. White's most direct third move is Nb1-c3, with the threat of e2-e4, dominating the centre. Now Black can contest the e4 square by playing Bf8-b4, PINNING the Knight. This is the NIMZO-INDIAN DEFENCE, named after Aron Nimzowitsch.

White can avoid the pin by playing 3. Ng1-f3 instead. Here we look at two moves for Black. He can still play 3... Bf8-b4+, the BOGO-INDIAN DEFENCE, named after Efim Bogoljubov. Or he can fianchetto his Queen's Bishop - 3... b7-b6 - which is the QUEEN'S INDIAN DEFENCE.

Returning to the Nimzo-Indian Defence:



What should White do next?

He has a wide choice of moves here. Most players, meeting this opening for the first time, choose 4. Bc1-d2. This isn't a strong move - the Bishop is passively placed here. You don't need to be afraid of the pin in this position. More dangerous are: 4. Bc1-g5 (the Leningrad Variation, when play often continues 4... c7-c5 5. d4-d5 h7-h6, 4. a2-a3 (the Saemisch Variation, White is prepared to waste a move forcing Black to exchange on c3), 4. f2-f3 (the Shirov Variation - White plays for a quick e2-e4 at the expense of development), 4. Qd1-b3 (the Spielmann Variation, attacking the Bishop and avoiding

doubled pawns), 4. g2-g3 (the Romanishin Variation, similar to the Catalan Opening, White goes for a quiet King-side development) and 4. Ng1-f3 (when Black can play b7-b6, a cross between a Nimzo and a Queen's Indian).

But the most popular moves for White are 4. e2-e3 and 4. Qd1-c2. 4. e2-e3 is the Rubinstein Variation - White prepares to develop his King-side quickly. 4. Qd1-c2 is the Classical Variation - White controls e4 again and plans to avoid doubled pawns by capturing on c3 with his Queen.

Ideas for White:

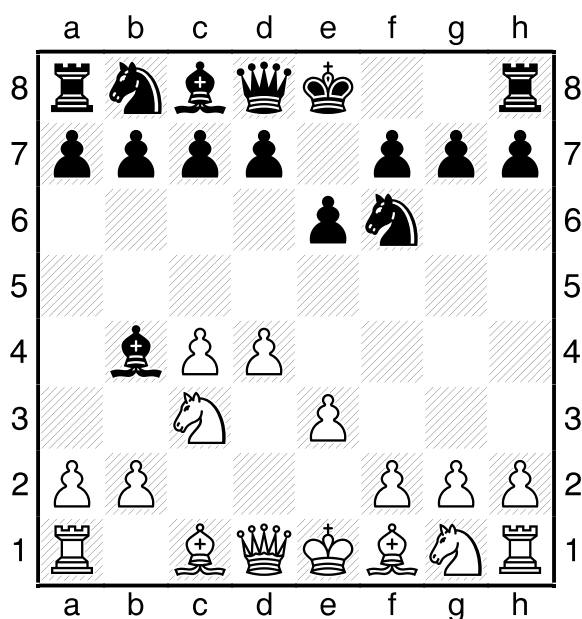
1. If you want to avoid doubled pawns you can play Qd1-c2 or Ng1-e2.
2. If Black exchanges on c3 and you recapture with the b-pawn, aim to open up the position and attack on the King-side. A useful idea for White is Ng2-e2, f2-f3 followed by e3-e4.
3. Don't develop your Queen's Bishop on d2 - it's not a good square in this opening.
4. If you play Qd2-c2 avoid getting too far behind in development. White's long-term chances are good but it's possible to lose quickly.
5. If Black plays d7-d5 and c7-c5 positions often resemble the Queen's Gambit. Make sure you know that opening as well.

Ideas for Black:

1. In most lines you will use your c-pawn to attack the centre - c7-c5. You have the choice between d7-d5 and d7-d6.
2. If you play d7-d6 and your opponent has doubled c-pawns you can play Qd8-a5, b7-b6, Bc8-a6, Ra8-c8 to attack the c4 pawn.
3. If you double White's c-pawns and he plays e4, play Nf6-e8 to meet f2-f4 with f7-f5, blocking his attack.
4. If White has the two bishops, try to keep the position fairly closed.
5. If you play d7-d5 and c7-c5 the pawn formation is like the Queen's Gambit - either player may have an IQP or Hanging Pawns - so learn that opening as well.

THE RUBINSTEIN VARIATION

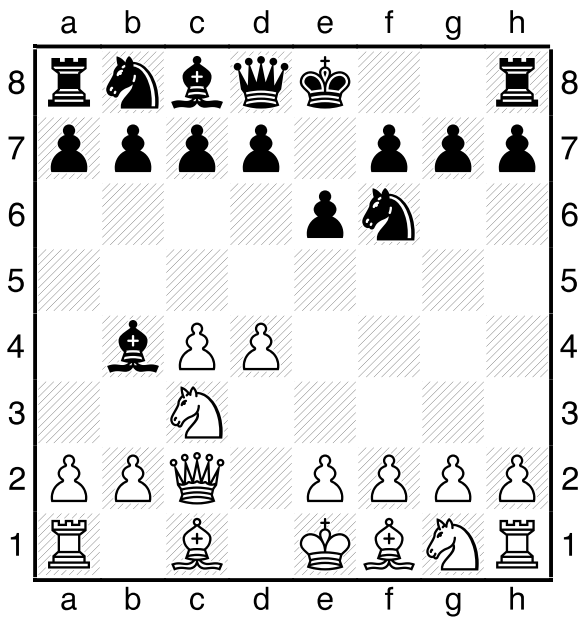
1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3



Black has a choice of four moves here: b7-b6 (to play Bc8-b7 to control e4 again), c7-c5 (with the idea of taking on c3 and playing d7-d6), d7-d5 (like a Queen's Gambit) or 0-0 (the main line). White will usually develop his King's Bishop on d3 and his King's Knight either on f3 or e2 (to capture on c3 with a Knight and perhaps play f2-f3 and e3-e4).

THE CLASSICAL VARIATION

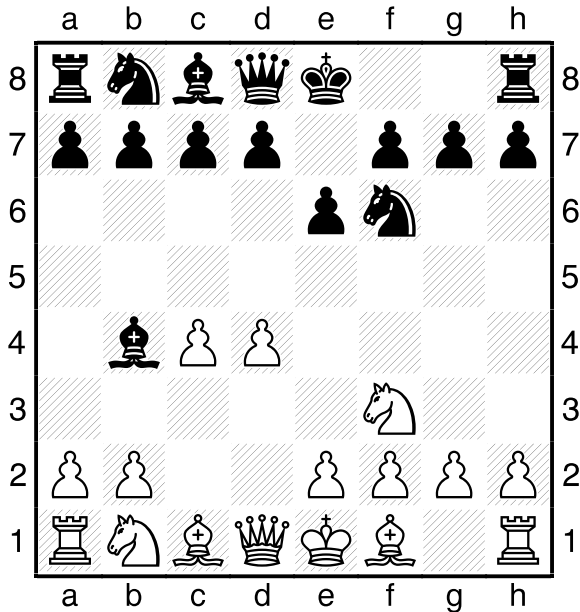
1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-c2



Here, Black has three main choices. The most popular move is 0-0, when play usually continues 5. a2-a3 Bb4xc3+ 6. Qc2xc3. Black can also play d7-d5, again usually met by either c4xd5 or a2-a3, or c7-c5, when White usually plays d4xc5.

THE BOGO-INDIAN DEFENCE

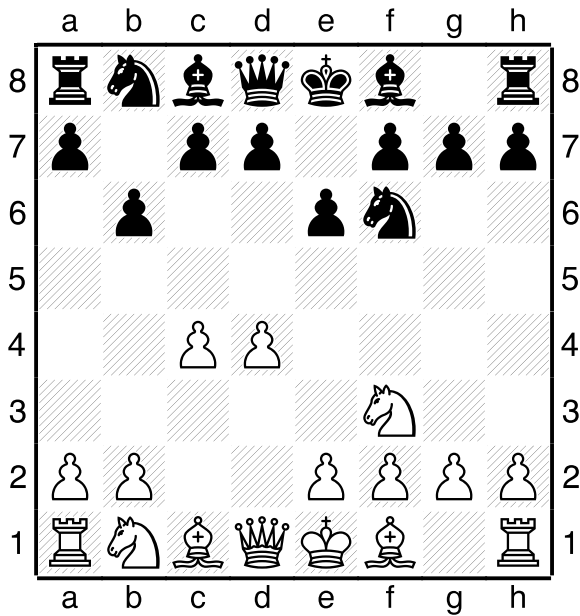
1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 Bf8-b4 +



White has two moves here: Bc1-d2 and Nb1-d2 (Nb1-c3 would be a Nimzo-Indian Defence). After Bc1-d2, Black can exchange Bishops, but more often defends with one of Qd8-e7, c7-c5 or a7-a5. The idea of Nb1-d2 is to follow up with a2-a3, to win Bishop for Knight.

THE QUEEN'S INDIAN DEFENCE

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6



Black plans to fianchetto his Queen's Bishop to continue the battle for the e4 square. White's most popular reply is g2-g3, to oppose Bishops on the long diagonal. Black can then simply play Bc8-b7 or try Bc8-a6 to attack the pawn on c4. White can also try the strange looking move a2-a3, the Petrosian System. The idea of this move is that White would like to block off the Bishop with d4-d5, but first prevents the nasty pin Bf8-b4. So play usually continues 4... Bc8-b7 5. Nb1-c3 d7-d5 with a position rather like a Queen's Gambit. White

can also try simple development with 4. e2-e3 followed by Bf1-d3 and 0-0, or play Nb1-c3 followed by Bc1-g5, a line half way between a Queen's Indian and a Nimzo-Indian.

A note on other third moves after 1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 or Ng1-f3. Black can of course play d7-d5, with a QUEEN'S GAMBIT, or c7-c5, when White usually plays d4-d5 with a BENONI (see the King's Indian Defence book). One independent opening is 3. Ng1-f3 c7-c5 4. d4-d5 b7-b5, the BLUMENFELD GAMBIT, a cousin of the Benko Gambit.

**NIMZO-INDIAN DEFENCE
RUBINSTEIN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3 0-0
5. Bf1-d3 d7-d5
6. Ng1-f3 c7-c5

**NIMZO-INDIAN DEFENCE
SAEMISCH VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. a2-a3 Bb4xc3+
5. b2xc3 c7-c5
6. e2-e3 Nb8-c6

**QUEEN'S INDIAN DEFENCE
CLASSICAL VARIATION 2**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. g2-g3 Bc8-a6
5. b2-b3 Bf8-b4+
6. Bc1-d2 Bb4-e7

**NIMZO-INDIAN DEFENCE
HUEBNER VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3 c7-c5
5. Bf1-d3 Nb8-c6
6. Ng1-f3 Bb4xc3+
7. b2xc3 d7-d6

**NIMZO-INDIAN DEFENCE
SHIROV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. f2-f3 d7-d5
5. a2-a3 Bb4xc3+
6. b2xc3 c7-c5

**QUEEN'S INDIAN DEFENCE
PETROSIAN VARIATION 1**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. a2-a3 Bc8-b7
5. Nb1-c3 d7-d5
6. c4xd5 e6xd5

**NIMZO-INDIAN DEFENCE
NIMZOWITSCH VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. e2-e3 b7-b6
5. Bf1-d3 Bc8-b7
6. Ng1-f3 Nf6-e4

**NIMZO-INDIAN DEFENCE
ROMANISHIN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. g2-g3 c7-c5
5. Ng1-f3 Nb8-c6
6. Bf1-g2 Nf6-e4

**QUEEN'S INDIAN DEFENCE
PETROSIAN VARIATION 2**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. a2-a3 Bc8-b7
5. Nb1-c3 d7-d5
6. c4xd5 Nf6xd5

**NIMZO-INDIAN DEFENCE
CLASSICAL VARIATION 1**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-c2 0-0
5. a2-a3 Bb4xc3+
6. Qc2xc3 b7-b6

**NIMZO-INDIAN DEFENCE
LENINGRAD VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Bc1-g5 c7-c5
5. d4-d5 h7-h6
6. Bg5-h4 d7-d6
7. e2-e3 Bb4xc3+

**QUEEN'S INDIAN DEFENCE
4. e3 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. e2-e3 Bc8-b7
5. Bf1-d3 d7-d5
6. 0-0 Bf8-d6

**NIMZO-INDIAN DEFENCE
CLASSICAL VARIATION 2**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-c2 c7-c5
5. d4xc5 Nb8-a6
6. a2-a3 Bb4xc3+
7. Qc2xc3 Na6xc5

**NIMZO-INDIAN DEFENCE
NIMZO-QUEENS HYBRID**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Ng1-f3 b7-b6
5. Bc1-g5 Bc8-b7
6. e2-e3 h7-h6
7. Bg5-h4 g7-g5

**BOGO-INDIAN DEFENCE
4. Bd2 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 Bf8-b4+
4. Bc1-d2 Qd8-e7
5. g2-g3 0-0
6. Bf1-g2 Bb4xd2+

**NIMZO-INDIAN DEFENCE
SPIELMANN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Nb1-c3 Bf8-b4
4. Qd1-b3 c7-c5
5. d4xc5 Nb8-c6
6. Ng1-f3 Nf6-e4

**QUEEN'S INDIAN DEFENCE
CLASSICAL VARIATION 1**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6
4. g2-g3 Bc8-b7
5. Bf1-g2 Bf8-e7
6. 0-0 0-0
7. Nb1-c3 Nf6-e4

**BOGO-INDIAN DEFENCE
4. Nbd2 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 Bf8-b4+
4. Nb1-d2 b7-b6
5. a2-a3 Bb4xd2+
6. Bc1xd2 Bc8-b7