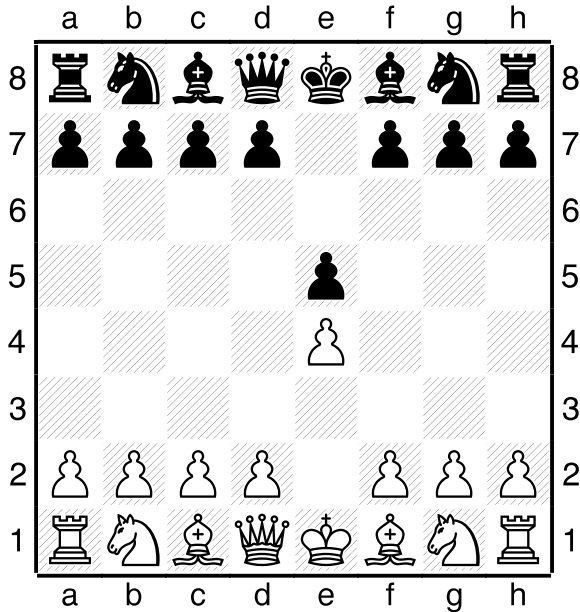


# OPEN GAMES

They start:

1. e2-e4 e7-e5

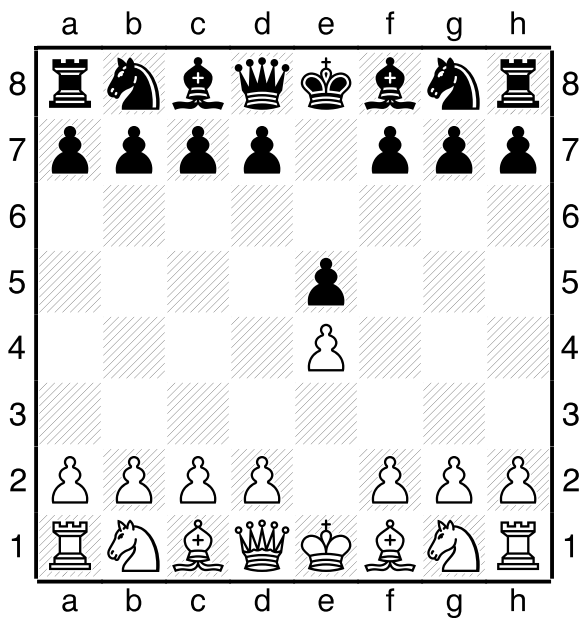


## ***WHITE SAYS:***

You're expecting the Ruy Lopez? Tough. I'm going to play my favourite opening and see what you know about it. It could be anything from a wild gambit to a quiet line. You'll soon find out.

## ***BLACK SAYS:***

These openings really aren't so scary. I'm well prepared: I can reach at least an equal position whichever one you choose. Go ahead and do your worst.



Most of these openings fall into one of three categories:

1. White plays for a central break with d4 (Scotch Game, Ponziani, most lines of Giuoco Piano and Two Knights).
2. White plays for a central break with f4 (King's Gambit, most lines of the Vienna and Bishop's Opening).
3. White plays quietly with d3 (Giuoco Pianissimo, Spanish Four Knights).

We also look at some other defences for Black after 2. Ng1-f3, from safe defensive systems to sharp counter-gambits. What should Black do next?

## *Ideas for White:*

Adults will expect the Ruy Lopez while juniors are more used to this sort of opening. So it's a good idea to play the Ruy Lopez against juniors, and, for example, the Giuoco Piano against adults.

Most of these openings lead to open positions. Rapid, effective development and King safety are the most important factors.

Don't play the Ng5 line against good opponents unless you really know what you're doing. They won't fall for the Fried Liver Attack: in many lines Black gives up a pawn or two for a dangerous initiative.

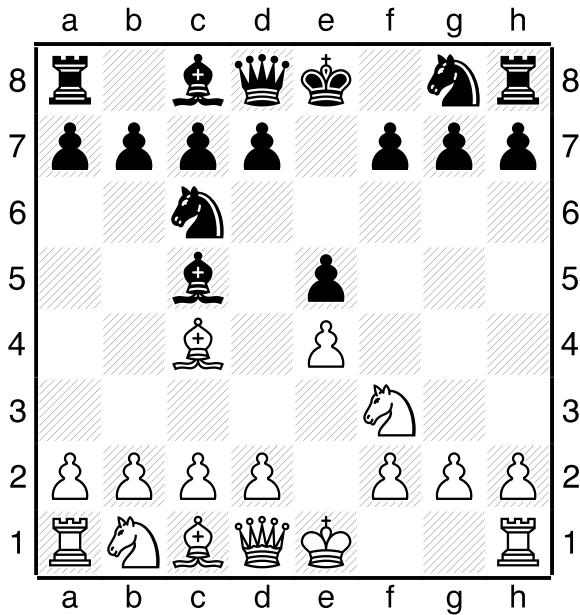
It's worth learning a good reply to the Latvian and Elephant Gambits: they're quite popular at club level.

## *Ideas for Black:*

1. A lot of these lines are very dangerous against an unprepared opponent. If you play 1... e5 you MUST have a good defence against ALL these openings.
2. In most of these openings the key move for Black to equalise is d7-d5. Go for it. Against gambits it's often worth returning the gambit pawn to play it.
3. There are several good ways for Black to avoid the Ruy Lopez. If you're looking for a safe, solid defence, consider the Petroff. If you don't mind taking a risk, try the Philidor with 3... f5.
4. If White opens the position with d4 or f4, rapid development and King safety are of paramount importance.

# THE GIUOCO PIANO

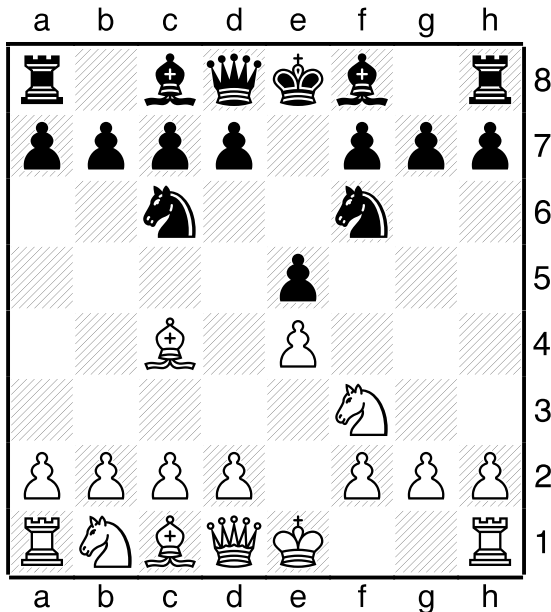
1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5



White can now choose: a) the Giuoco Pianissimo (d3 and Nc3) - boring as long as Black avoids castling after Bg5, b) the modern closed system (d3 and c3), with similar ideas to the Ruy Lopez, c) the classical Giuoco Piano (c3 and d4) - Black can equalise easily if he knows the theory but can lose quickly if he doesn't or d) the Evans Gambit (b4 followed by c3 and d4 when Black takes the pawn).

# THE TWO KNIGHTS' DEFENCE

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6



Now White has a) Nc3 (not recommended: Nxe4 followed by d5 is fine for Black, b) d3 followed by c3 or Nc3 with a closed game, c) Ng5, trying for the Fried Liver Attack, but in many lines Black gives up material for a strong attack (4. Ng5 d5 5. exd5 Na5 or b5 or Nd4, NOT Nxd5), or d) d4 when Black can equalise as long as he avoids all the traps (he must start with exd4, NOT Nxe4).

# THE SCOTCH GAME

1. e2-e4 e7-e5

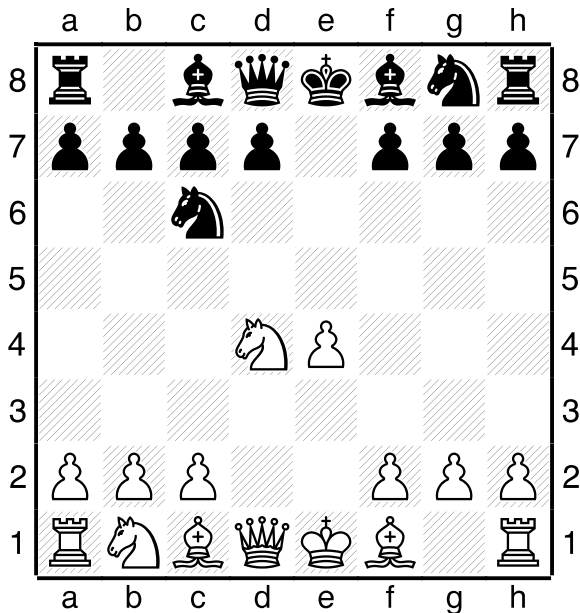
2. Ng1-f3 Nb8-c6

3. d2-d4 e5xd4

The only good move: 3... d6 4. dxe5 is better for White.

4. Nf3xd4

Or White can play c3 - the Goring Gambit or Bc4 - the Scotch Gambit

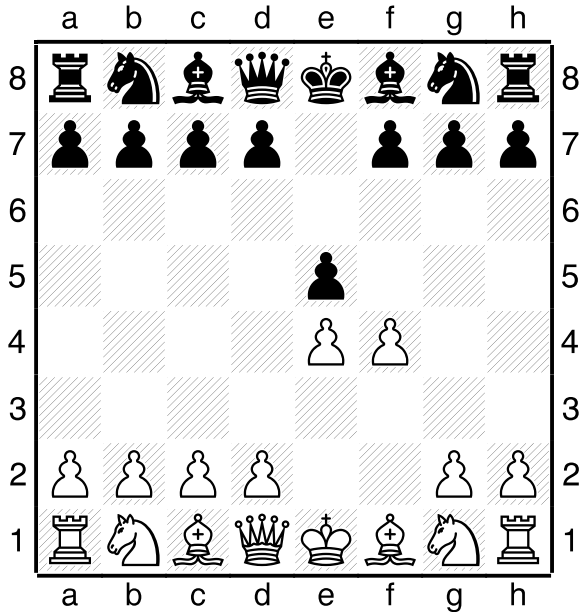


Now Nxd4 is a mistake, putting the White Queen on a strong square. If you don't mind taking a risk, Qh4 is interesting: White's best reply is Ndb5. The two main lines are Nf6, to attack a pawn, or Bc5, to attack a knight.

# THE KING'S GAMBIT

1. e2-e4 e7-e5

2. f2-f4



Black can choose Bc5 (the King's Gambit Declined), d5 (the Falkbeer Counter-Gambit) or...

2... e5xf4

3. Ng1-f3

The usual move, to prevent Qh4+, although Bc4 is also possible. Black must choose whether to hold the pawn or challenge White in the centre. Here, g5 (to play g4 and Qh4+; White's usual reply is h4), d5 and Be7 are good defences, but not Bc5 because of d4.

# THE VIENNA GAME

1. e2-e4 e7-e5

2. Nb1-c3 Ng8-f6

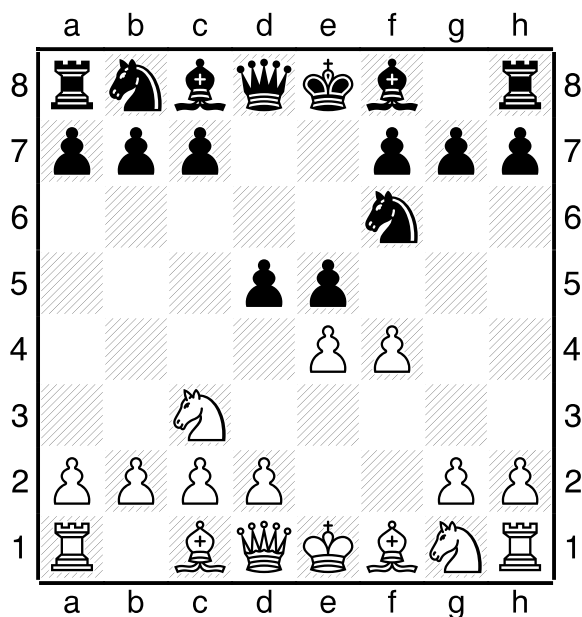
The usual move, but Nc6 is also possible.

3. f2-f4

White can also play Bc4 or choose a quiet system with g3 and Bg2

3... d7-d5

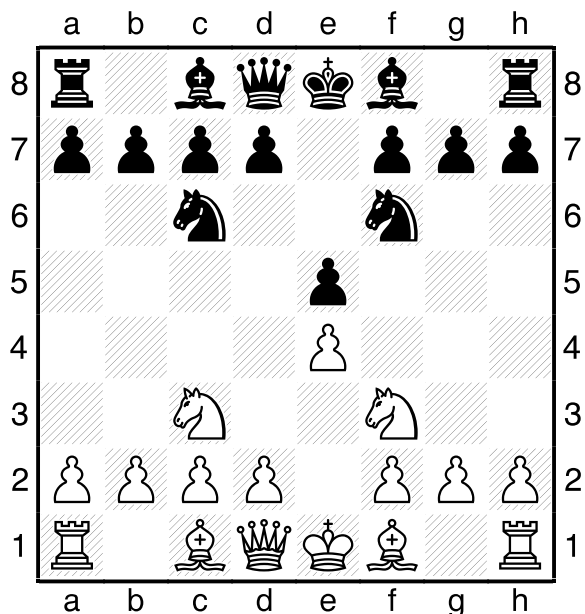
The only good move. Unlike the King's Gambit, exf4 is bad because of e5 and the Knight has to go back to g8.



Now play usually continues 4. fxe5 Nxe4 5. Nf3 or 5. d3, with equal chances.



A brief look at some other ideas for White: 1. e4 e5 2. Nf3 Nc6 2. Nc3 Nf6 is the FOUR KNIGHTS GAME.



Now 4. Bc4 again allows Nxe4, 4. d4 is the Scotch Four Knights and 4. Bb5 is the Spanish Four Knights: in reply Black should play either Bb4 (safe but boring) or Nd4, but not a6 when White can safely take on c6 and then on e4.

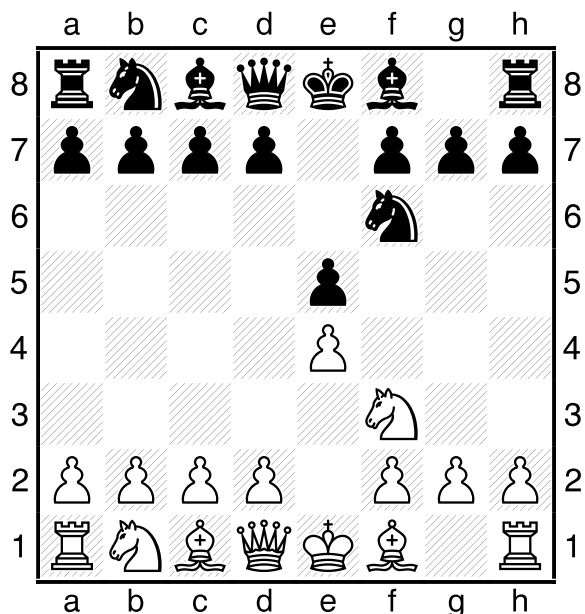
1. e4 e5 2. Nf3 Nc6 3. c3 is the PONZIANI OPENING. White intends to play d4, but either 3... d5 or 3... Nf6 equalises.

1. e4 e5 2. Bc4 is the BISHOP'S OPENING, which might become a Giuoco Piano, Vienna Game or King's Gambit Declined.

1. e4 e5 2. d4 exd4 (the best move) 3. Qxd4 is the CENTRE GAME: Black gains time with Nc6.

1. e4 e5 2. d4 exd4 3. c3 is the DANISH GAMBIT: Black can equalise with 3... d5 rather than taking the pawns.

Some ideas for Black after 2. Nf3: 1. e4 e5 2. Nf3 Nf6 is the PETROFF DEFENCE, a solid choice.



White could play 3. Nxe5 (when Black must play 3... d6, not Nxe4 which loses material after 4. Qe2), 3. d4 or 3. Nc3 when Black can play 3... Bb4 or go into a Four Knights with Nc6.

1. e4 e5 2. Nf3 d6 is the PHILIDOR DEFENCE. White usually plays 3. d4 (Bc4 is also good), when Black can a) play defensively with Nf6, Nbd7, c6 and Be7, b) play 3... exd4 4. Nxd4 (Qxd4 is also good) or c) play the sharp but risky 3... f5.

After 1. e4 e5 2. Nf3, Black could also try 2... f5 (the LATVIAN or GRECO COUNTER-GAMBIT) or 2... d5 (the ELEPHANT GAMBIT or QUEEN'S PAWN COUNTER GAMBIT). They both work well if White plays passively but White can gain an advantage if he knows how.

**GIUOCO PIANO  
OPEN VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5
4. c2-c3 Ng8-f6
5. d2-d4 e5xd4
6. c3xd4 Bc5-b4+

**GIUOCO PIANO  
MODERN CLOSED VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5
4. c2-c3 Ng8-f6
5. d2-d3 d7-d6

**EVANS GAMBIT**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5
4. b2-b4 Bc5xb4
5. c2-c3 Bb4-a5
6. d2-d4 d7-d6

**TWO KNIGHTS DEFENCE  
4. Ng5 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. Nf3-g5 d7-d5
5. e4xd5 Nc6-a5
6. Bc4-b5+ c7-c6
7. d5xc6 b7xc6

**TWO KNIGHTS DEFENCE  
4. d4 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. d2-d4 e5xd4
5. O-O Nf6xe4
6. Rf1-e1 d7-d5

**TWO KNIGHTS DEFENCE  
MAX LANGE ATTACK**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. d2-d4 e5xd4
5. O-O Bf8-c5
6. e4-e5 d7-d5
7. e5xf6 d5xc4

**SCOTCH GAME  
4... Nf6 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. d2-d4 e5xd4
4. Nf3xd4 Ng8-f6
5. Nd4xc6 b7xc6
6. e4-e5 Qd8-e7

**SCOTCH GAME  
4... Bc5 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. d2-d4 e5xd4
4. Nf3xd4 Bf8-c5
5. Nd4-b3 Bc5-b6
6. a2-a4 a7-a6

**GORING GAMBIT**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. d2-d4 e5xd4
4. c2-c3 d4xc3
5. Nb1xc3 Bf8-b4
6. Bf1-c4 d7-d6

**SCOTCH FOUR KNIGHTS**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Nb1-c3 Ng8-f6
4. d2-d4 e5xd4
5. Nf3xd4 Bf8-b4
6. Nd4xc6 b7xc6

**SPANISH FOUR KNIGHTS  
RUBINSTEIN VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Nb1-c3 Ng8-f6
4. Bf1-b5 Nc6-d4
5. Bb5-a4 Bf8-c5
6. Nf3xe5 O-O

**PETROFF DEFENCE  
3. Nxe5 VARIATION**

1. e2-e4 e7-e5
2. Ng1-f3 Ng8-f6
3. Nf3xe5 d7-d6
4. Ne5-f3 Nf6xe4
5. d2-d4 d7-d5

**PHILIDOR DEFENCE**

1. e2-e4 e7-e5
2. Ng1-f3 d7-d6
3. d2-d4 Ng8-f6
4. Nb1-c3 Nb8-d7
5. Bf1-c4 Bf8-e7
6. O-O O-O

**VIENNA GAME**

1. e2-e4 e7-e5
2. Nb1-c3 Ng8-f6
3. f2-f4 d7-d5
4. f4xe5 Nf6xe4
5. Ng1-f3 Bf8-e7

**KING'S GAMBIT ACCEPTED  
KIESERITZKY GAMBIT**

1. e2-e4 e7-e5
2. f2-f4 e5xf4
3. Ng1-f3 g7-g5
4. h2-h4 g5-g4
5. Nf3-e5 Ng8-f6
6. d2-d4 d7-d6

**KING'S GAMBIT ACCEPTED  
3... d5 DEFENCE**

1. e2-e4 e7-e5
2. f2-f4 e5xf4
3. Ng1-f3 d7-d5
4. e4xd5 Ng8-f6
5. Bf1-c4 Nf6xd5

**KING'S GAMBIT DECLINED**

1. e2-e4 e7-e5
2. f2-f4 Bf8-c5
3. Ng1-f3 d7-d6
4. Nb1-c3 Ng8-f6
5. Bf1-c4 Nb8-c6
6. d2-d3 Bc8-g4

**DANISH GAMBIT**

1. e2-e4 e7-e5
2. d2-d4 e5xd4
3. c2-c3 d4xc3
4. Bf1-c4 c3xb2
5. Bc1xb2 d7-d5