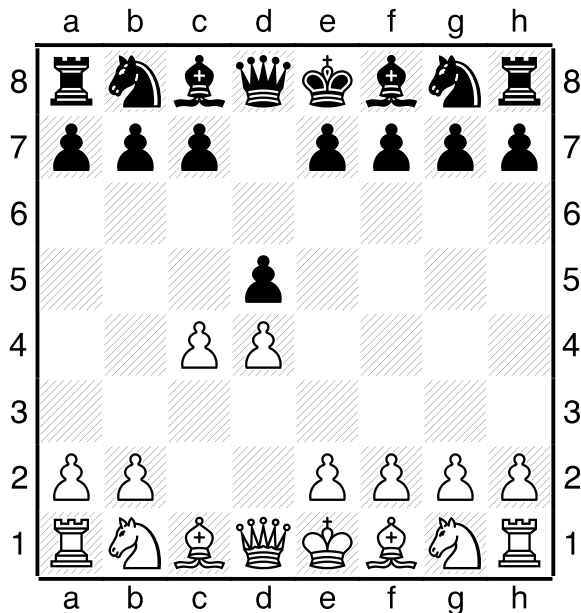


THE QUEEN'S GAMBIT

It starts:

1. d2-d4 d7-d5

2. c2-c4

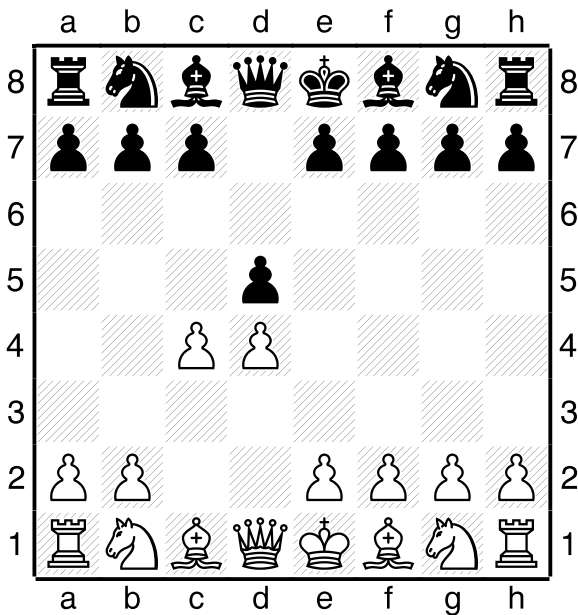


WHITE SAYS:

I'm going to attack in the centre and on the Queen side. I'm trying to get rid of your centre pawn and open the c-file for my major pieces. If you're not careful I might switch to the King-side as well.

BLACK SAYS:

I'm going to hold onto the centre with my pawns and equalise by playing either c5 or e5 at the right time. If you attack me on the Queen side I'll attack you on the King side.



What should Black do next?

White is threatening to take on d5. If Black takes with the Queen White will gain time with Nb1-c3. Black has three good moves: he can DECLINE the gambit with 2... e7-e6, the ORTHODOX DEFENCE or c7-c6, the SLAV DEFENCE, or he can play the QUEEN'S GAMBIT ACCEPTED: 2... d5xc4. Don't play 2... Ng8-f6. This is a poor move. White plays 2. c4xd5 and whichever way Black recaptures his piece will be open to attack by e2-e4.

What's the big idea?

First, note the difference between e-pawn and d-pawn openings. In most openings starting 1. e2-e4 e7-e5 White tries to play d2-d4. This is usually quite easy to arrange because he has a Queen to support his d-pawn. But after 1. d2-d4 d7-d5 it takes a lot longer to arrange e2-e4 so White prefers to fight for the centre with his c-pawn instead.

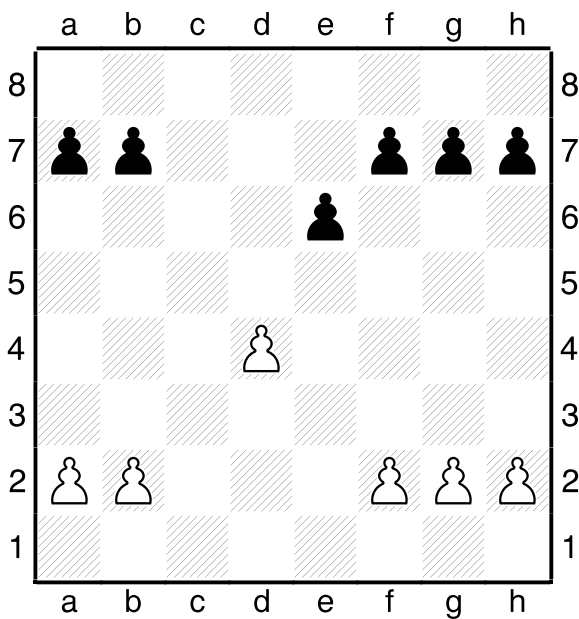
Black has to watch out for two things: firstly that he keeps control of the centre with his pawns (especially in the Queen's Gambit Accepted) and secondly that he does not become too cramped. He must play to free his game with either c7-c5 or e7-e5 as soon as he can.

Ideas for White:

1. Use the c-file for your major pieces.
2. The best square for your King's Bishop is usually d3.
3. If Black develops his Queen's Bishop early on it's usually good to play Qd1-b3.
4. Don't play c4-c5 unless your opponent has already played a7-a6. It takes the pressure off his centre and offers his pawn breaks with b7-b6 and e6-e5.
5. Try to make it as hard as possible for Black to free his game with either c7-c5 or e7-e5.
6. If you have an isolated Queen's Pawn or hanging pawns stay in the middle game: if your opponent has them head for the ending. You need to understand these pawn formations.

Ideas for Black:

1. Don't develop your Queen's Knight on c6 in front of the c-pawn.
2. If you accept the Queen's Gambit don't try to keep the extra pawn. Hit back in the centre with c7-c5 or e7-e5 as soon as you possibly can.
3. Try to avoid being left with a bad Queen's Bishop, blocked in by its own pawns.
4. Don't put your Queen on c7. White will put a Rook on c1 giving him tactical chances.
5. If your opponent attacks on the Queen side try to attack on the King side. Look for moves like Nf6-e4 and f7-f5.
6. It's often dangerous to develop your Queen's Bishop early on: White can reply with Qd1-b3 attacking d5 and b7.



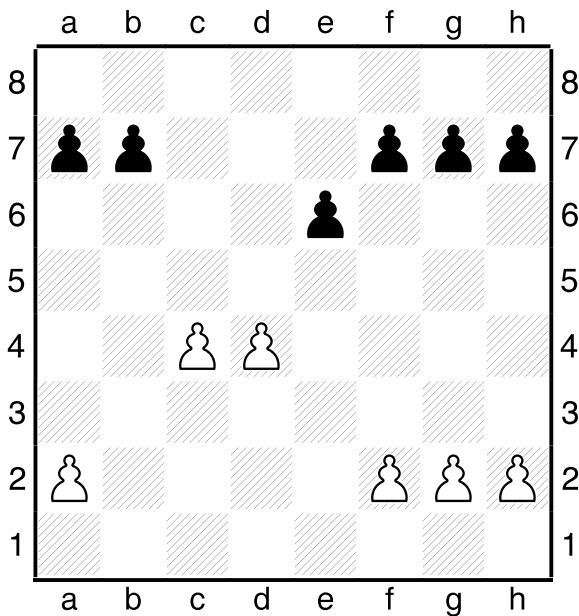
White has an Isolated Queen's Pawn.

White's plans:

1. Avoid exchanges.
2. Play for a K-side attack (one idea is Bg5, Qd3, Bc2 to threaten Bxf6 and Qxh7#).
3. Look for a breakthrough with d5.

Black's plans:

1. Keep control of d5.
2. Exchange pieces whenever possible.
3. Head for an ending, ideally with Knight against dark-squared Bishop.



White has Hanging Pawns.

White's plans:

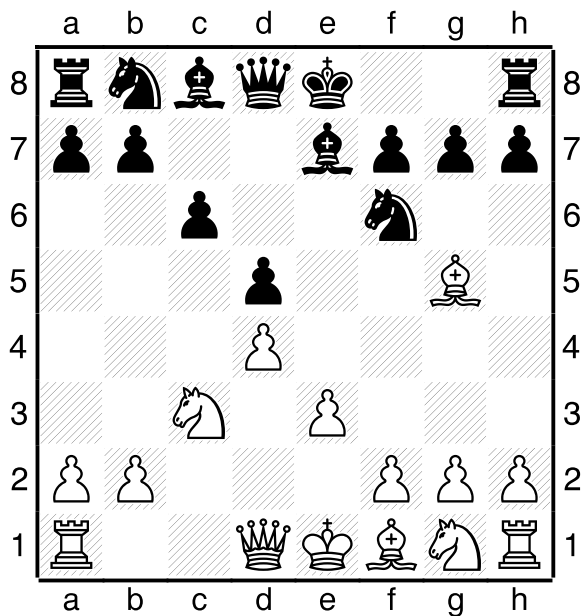
1. Avoid exchanges.
2. Don't play c5: it gives B an outpost on d5.
3. Use your spatial advantage to attack.

Black's plans:

1. Try to force exchanges.
2. Attack the Hanging Pawns and try to force them to advance.
3. Look for the chance to play b5.

THE EXCHANGE VARIATION

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. c4xd5 e6xd5
5. Bc1-g5 Bf8-e7
6. e2-e3 c7-c6



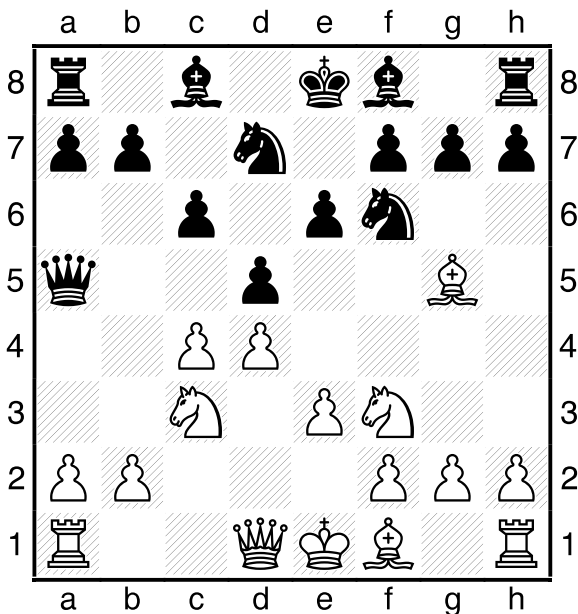
White follows up with Bf1-d3 and Qd1-c2 when he has two good plans: Ng1-f3, 0-0, Ra1-b1, b2-b4 and b4-b5 (a MINORITY ATTACK, leaving Black with a backward c-pawn or an isolated d-pawn) or Ng1-e2, 0-0, f2-f3 playing for a central advance with e3-e4.

THE CAMBRIDGE SPRINGS VARIATION

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Nb8-d7

Setting a trap: if 5. c4xd5 e6xd5 6. Nc3xd5, Black wins a piece with 6... Nf6xd5! 7. Bg5xd8 Bf8-b4+ 8. Qd1-d2 Bb4xd2+.

5. e2-e3 c7-c6
6. Ng1-f3 Qd8-a5



Black will follow up with Nf6-e4 and Bf8-b4 when White can easily lose a piece if he's not careful.

SOME OTHER IDEAS:

The ORTHODOX DEFENCE

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 Ng8-f6 4. Bc1-g5 Bf8-e7. White's 4th move threatens 5. Bg5xf6 when if Black takes with the Queen he loses his d-pawn and if he takes with the pawn his King side pawn structure is ruined. 5. e2-e3 0-0 6. Ng1-f3 and Black can play either 6... Nb8-d7 or 6... h7-h6 7. Bg5-h4 Nf6-e4 or 7... b7-b6.

The TARRASCH DEFENCE

1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. Nb1-c3 c7-c5. Black strives for free play for his pieces, at the cost of an isolated d-pawn after 4. c4xd5 e6xd5 (Nf6xd5 is the SEMI-TARRASCH DEFENCE) and White will play d4xc5 after Black moves his Bishop.

The SLAV DEFENCE

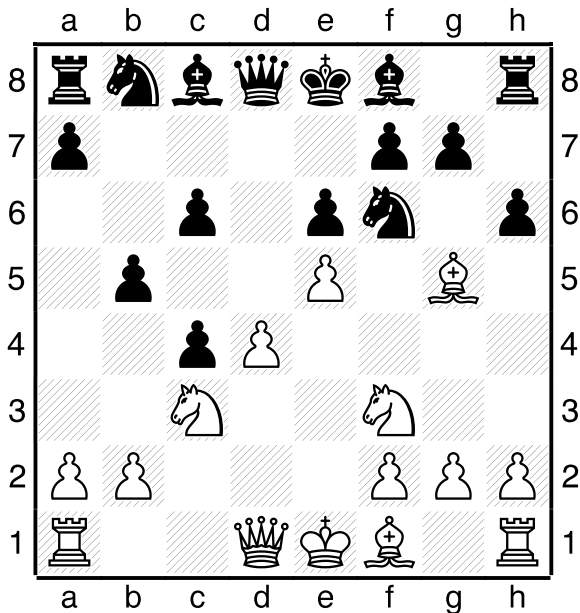
1. d2-d4 d7-d5 2. c2-c4 c7-c6. This move has two points: after d5xc4 Black is threatening b7-b5 to try to hold the extra pawn, and if White plays Bc1-g5 the Knight will not be pinned and Nf6-e4 will be possible. Play might continue 3. Ng1-f3 (3. c4xd5 is safe but boring) 3... Ng8-f6 4. Nb1-c3 d5xc4 5. a2-a4 to prevent b7-b5, followed by e2-e3 and Bf1xc4.

The QUEEN'S GAMBIT ACCEPTED

1. d2-d4 d7-d5 2. c2-c4 d7xc5. White has several good moves: 3. Ng1-f3 (followed by e2-e3 and Bf1xc4) and 3. e2-e4 are both popular, or he can set a trap with 3. e2-e3 and if 3... b7-b5 4. a2-a4 c7-c6 5. a4xb5 c6xb5 6. Qd1-f3 wins a piece.

The SEMI-SLAV DEFENCE

Very popular in Grandmaster chess at present. Black plays both e7-e6 and c7-c6. For instance: 1. d2-d4 d7-d5 2. c2-c4 c7-c6 3. Ng1-f3 Ng8-f6 4. Nb1-c3 e7-e6 5. Bc1-g5 (5. e2-e3, the MERAN VARIATION, is also popular) 5... d5xc4 6. e2-e4 b7-b5 7. e4-e5 h7-h6 with wild complications.



**QUEEN'S GAMBIT DECLINED
ORTHODOX DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 Nb8-d7

**QUEEN'S GAMBIT DECLINED
LASKER VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 h7-h6
7. Bg5-h4 Nf6-e4

**QUEEN'S GAMBIT DECLINED
TARTAKOWER VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 h7-h6
7. Bg5-h4 b7-b6

**QUEEN'S GAMBIT DECLINED
BISHOP EXCHANGE LINE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e2-e3 0-0
6. Ng1-f3 h7-h6
7. Bg5xf6 Be7xf6

**QUEEN'S GAMBIT DECLINED
Bf4 VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Ng1-f3 Bf8-e7
5. Bc1-f4 0-0

**QUEEN'S GAMBIT DECLINED
CAMBRIDGE SPRINGS DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Nb8-d7
5. e2-e3 c7-c6
6. Ng1-f3 Qd8-a5

**QUEEN'S GAMBIT DECLINED
VIENNA VARIATION**

1. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Ng1-f3 Bf8-b4
5. Bc1-g5 d5xc4
6. e2-e4 c7-c5

**QUEEN'S GAMBIT DECLINED
SEMI-TARRASCH DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. Ng1-f3 c7-c5
5. c4xd5 Nf6xd5

**QUEEN'S GAMBIT DECLINED
EXCHANGE VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 Ng8-f6
4. c4xd5 e6xd5
5. Bc1-g5 Bf8-e7
6. e2-e3 c7-c6

**QUEEN'S GAMBIT DECLINED
TARRASCH DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. Nb1-c3 c7-c5
4. c4xd5 e6xd5
5. Ng1-f3 Nb8-c6
6. g2-g3 Ng8-f6

**QUEEN'S GAMBIT DECLINED
SEMI-SLAV DEFENCE
MERAN VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. Nb1-c3 e7-e6
5. e2-e3 Nb8-d7
6. Bf1-d3 d5xc4
7. Bd3xc4 b7-b5

**QUEEN'S GAMBIT DECLINED
SEMI-SLAV DEFENCE
BOTVINNIK VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. Nb1-c3 e7-e6
5. Bc1-g5 d5xc4
6. e2-e4 b7-b5

**QUEEN'S GAMBIT DECLINED
SLAV DEFENCE
CZECH VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. Nb1-c3 d5xc4
5. a2-a4 Bc8-f5

**QUEEN'S GAMBIT DECLINED
SLAV DEFENCE
EXCHANGE VARIATION**

1. d2-d4 d7-d5
2. c2-c4 c7-c6
3. Ng1-f3 Ng8-f6
4. c4xd5 c6xd5
5. Nb1-c3 Nb8-c6

**QUEEN'S GAMBIT ACCEPTED
MAIN LINE**

1. d2-d4 d7-d5
2. c2-c4 d5xc4
3. Ng1-f3 Ng8-f6
4. e2-e3 e7-e6
5. Bf1xc4 c7-c5
6. 0-0 a7-a6

**QUEEN'S GAMBIT ACCEPTED
e4 VARIATION**

1. d2-d4 d7-d5
2. c2-c4 d5xc4
3. e2-e4 e7-e5
4. Ng1-f3 Bf8-b4+
5. Bc1-d2 Bb4xd2+

**QUEEN'S GAMBIT
CHIGORIN DEFENCE**

1. d2-d4 d7-d5
2. c2-c4 Nb8-c6
3. Ng1-f3 Bc8-g4
4. c4xd5 Bg4xf3
5. d5xc6 Bf3xc6

**QUEEN'S GAMBIT
ALBIN COUNTER-GAMBIT**

1. d2-d4 d7-d5
2. c2-c4 e7-e5
3. d4xe5 d5-d4
4. Ng1-f3 Nb8-c6
5. g2-g3 Bc8-e6