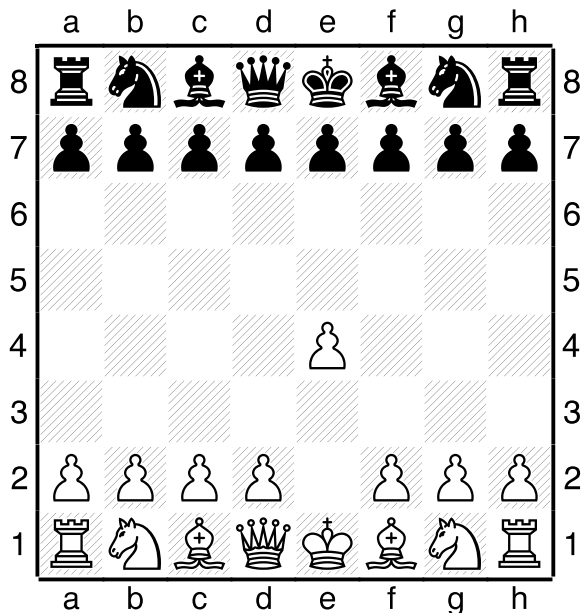


# OTHER SEMI-OPEN GAMES

They start:

1. e2-e4



## WHITE SAYS:

These openings are not so popular because they're not so good. Whichever one you play I know how to gain an advantage.

## BLACK SAYS:

My opening's just as good as anything else. Because it's not so popular I have less to learn and you probably won't know very much about it.

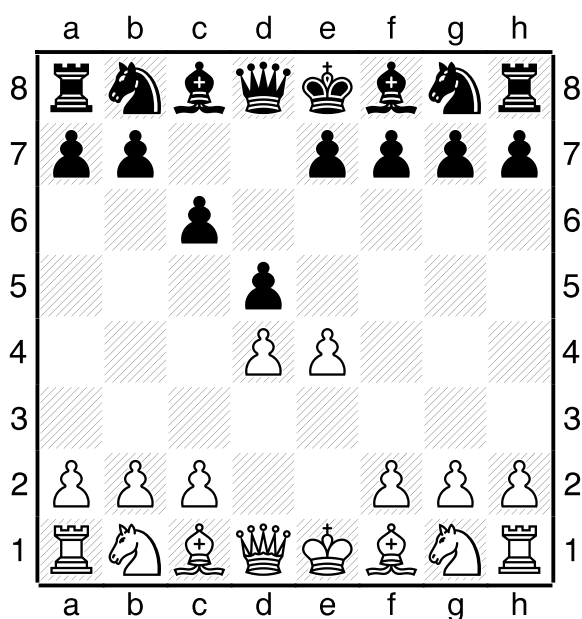
# THE CARO-KANN DEFENCE

1. e2-e4 c7-c6

2. d2-d4

If White has the chance to stick both pawns in the middle of the board he should do so. Only a wimp would do anything else.

2... d7-d5



A very solid opening, favoured by former World Champion Anatoly Karpov. If you're looking for a defence which is safe and easy to learn, but not very exciting this could be for you. As in the French Defence, Black attacks the white e-pawn with his d-pawn. As in the French Defence, White has three choices: advance, exchange or defend.

3. e4-e5 is the ADVANCE VARIATION. Black usually replies with 3... Bc8-f5 before playing moves like e7-e6 and c6-c5.

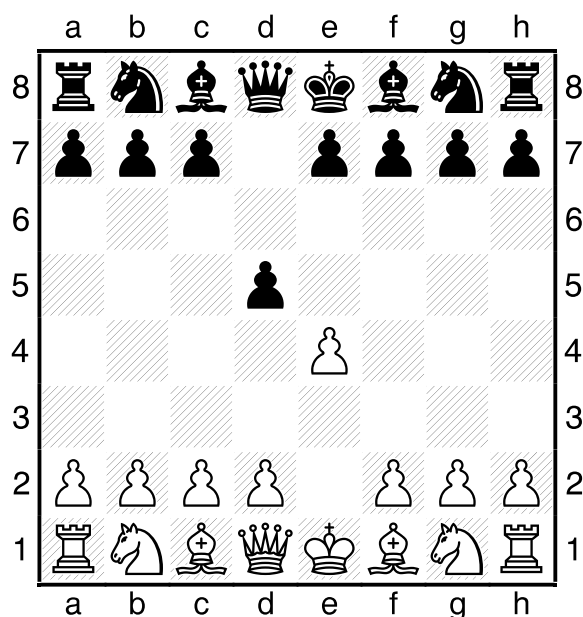
After 3. e4xd5 c6xd5, White can develop simply with Ng1-f3 or Bf1-d3, but more interesting is 4. c2-c4, the PANOV-

## BOTVINNIK ATTACK.

White's most popular 3rd move is Nb1-c3 when Black continues 3... d5xe4 4. Nc3xe4. Now Black has three choices: the traditional 4... Bc8-f5, the modern 4... Nb8-d7 (Karpov's choice) or the provocative Ng8-f6, giving White the opportunity to double Black's pawns.

## THE SCANDINAVIAN DEFENCE

1. e2-e4 d7-d5



Also known as the CENTRE COUNTER DEFENCE. This opening is becoming increasingly popular in club chess at present. This time Black attacks the White e-pawn at once.

## 2. exd5

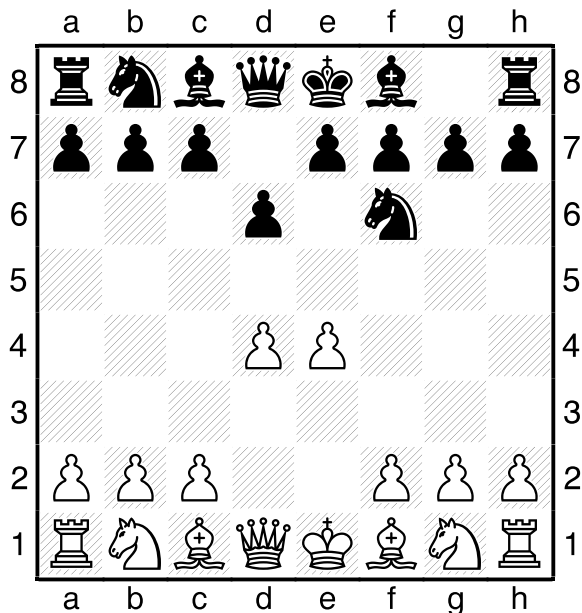
There's no reason for White to play anything else.

Now Black has two choices: Qd8xd5 and Ng8-f6. After 2... Qd8xd5, White usually replies Nb1-c3, gaining time. Black now plays Qd5-a5, following up with Ng8-f6, Bc8-g4 or Bc8-f5, and c7-c6, so that the Queen has a safe retreat.

Slightly more popular is 2... Ng8-f6, offering a gambit. After 3. c2-c4 c7-c6 (e7-e6, the ICELANDIC GAMBIT, is also interesting), it is too dangerous for White to take the pawn. Instead he should play 4. d2-d4 c6xd5, reaching the PANOV-BOTVINNIK ATTACK in the CARO-KANN DEFENCE. On move 3 White usually prefers to let Black capture on d5 and then attack the Knight. 3. d2-d4 (when 3... Bc8-g4 is the trendy reply) and 3. Ng1-f3 are both sensible moves.

# THE PIRC DEFENCE

1. e2-e4 d7-d6<
2. d2-d4 Ng8-f6



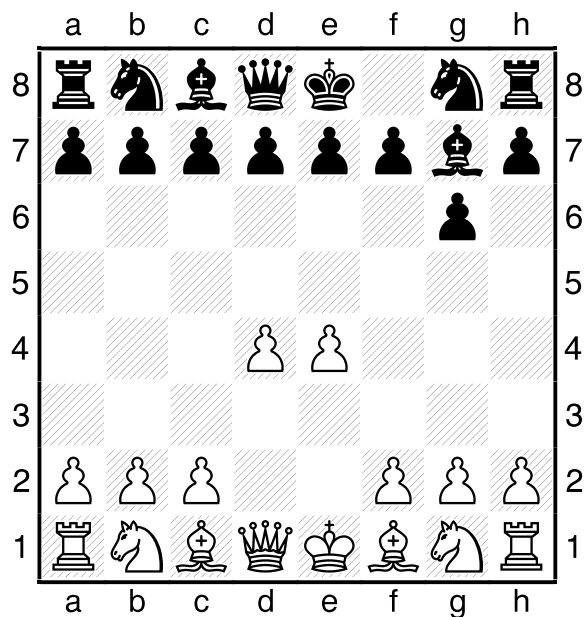
Black plans to FIANCHETTO his King's Bishop. His next moves will be g7-g6 and Bf8-g7. The plan is to attack White's centre with either c7-c5 or e7-e5, and perhaps also advance his Queen-side Pawns. But first White must defend his e-pawn, usually with Nb1-c3.

White has a wide choice of set-ups here. The two most popular are the CLASSICAL VARIATION: White plays Ng1-f3, Bf1-e2, 0-0 and Bc1-e3, and the AUSTRIAN ATTACK: White plays f2-f4 and Ng1-f3, playing for an attack in the centre with e4-e5.

A closely related opening is the MODERN DEFENCE:

1. e2-e4 g7-g6

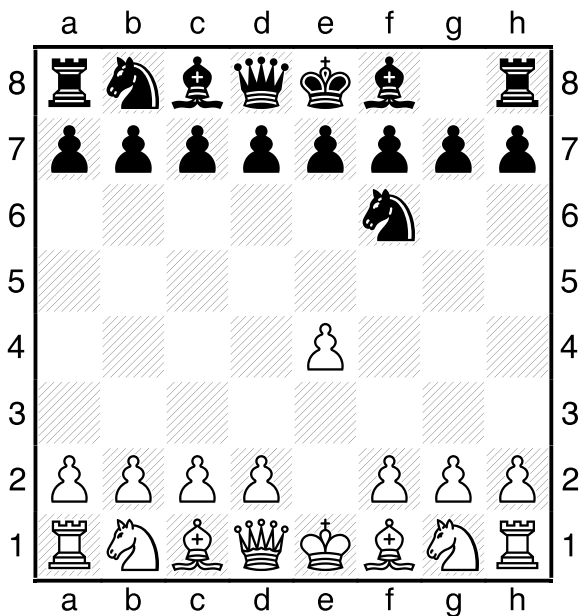
2. d2-d4 Bf8-g7



Here, both sides have even more choices than in the PIRC DEFENCE. It can easily transpose into a PIRC DEFENCE or a KING'S INDIAN DEFENCE. If you play the King's Indian Defence against d2-d4 it's a good idea to play one of these openings against e2-e4.

# ALEKHINE'S DEFENCE

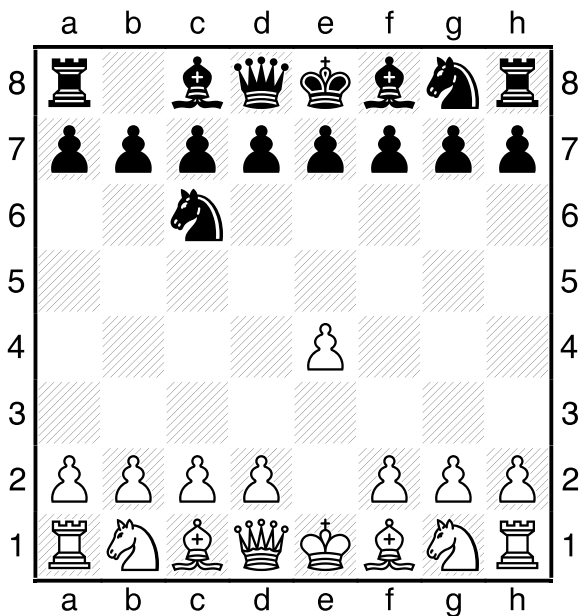
## 1. e2-e4 Ng8-f6



One of Black's most provocative defences. Black dares White to set up a big pawn centre while chasing his Knight round the board. White could play Nb1-c3 but usually chooses 2. e4-e5 Nf6-d5 3. d2-d4 d7-d6. Now White can play ambitiously with 4. c2-c4 Nd5-b6 5. f2-f4 or play 4. Ng1-f3, contenting himself with a more modest centre. If you want to play something unusual and don't mind taking a few risks this could be the defence for you.

# NIMZOWITSCH DEFENCE

## 1. e2-e4 Nb8-c6



After 2. d2-d4 Black plays d7-d5 (e7-e5 is a different idea, when White can take on e5 and attack the Knight) and as usual White has the choice of advancing (3. e4-e5, best met, as in the CARO-KANN with 3... Bc8-f5), exchanging (3. e4xd5 Qd8xd5, a sort of SCANDINAVIAN where White has to defend e4) or defending (3. Nb1-c3 d5xe4, when his d-pawn is threatened so he should play 4. d4-d5, not an easy move for Black to meet).



## THE ST GEORGE DEFENCE

1. e2-e4 a7-a6
2. d2-d4 b7-b5

Once used by English GM Tony Miles to beat Karpov. Not quite as bad as it looks: Black will follow up with Bc8-b7 (to attack the e-pawn, which White cannot defend with Nb1-c3 because of b5-b4), e7-e6 and c7-c5.

## OWEN'S DEFENCE

1. e2-e4 b7-b6
2. d2-d4 Bc8-b7

A similar idea to the St George's Defence. Black may follow up with e7-e6 and d7-d5 with a sort of FRENCH DEFENCE, but White has an easy development.

**CARO-KANN DEFENCE  
ADVANCE VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. e4-e5 Bc8-f5
4. Ng1-f3 e7-e6
5. Bf1-e2 c6-c5

**CARO-KANN DEFENCE  
EXCHANGE VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. e4xd5 c6xd5
4. Bf1-d3 Nb8-c6
5. c2-c3 Ng8-f6

**CARO-KANN DEFENCE  
PANOVA-BOTVINNIK ATTACK**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. e4xd5 c6xd5
4. c2-c4 Ng8-f6
5. Nb2-c3 e7-e6

**CARO-KANN DEFENCE  
Bf5 VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Bc8-f5
5. Ne4-g3 Bf5-g6
6. Ng1-f3 Nb8-d7

**CARO-KANN DEFENCE  
Nd7 VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Nb8-d7
5. Bf1-c4 Ng8-f6
6. Ne4-g5 e7-e6

**CARO-KANN DEFENCE  
Nf6 VARIATION**

1. e2-e4 c7-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Ng8-f6
5. Ne4xf6 g7xf6

**PIRC DEFENCE  
CLASSICAL VARIATION**

1. e2-e4 d7-d6
2. d2-d4 Ng8-f6
3. Nb1-c3 g7-g6
4. Ng1-f3 Bf8-g7
5. Bf1-e2 0-0

**PIRC DEFENCE  
AUSTRIAN ATTACK**

1. e2-e4 d7-d6
2. d2-d4 Ng8-f6
3. Nb1-c3 g7-g6
4. f2-f4 Bf8-g7
5. Ng1-f3 0-0
6. Bf1-d3 Nb8-c6

**PIRC DEFENCE  
f3+Be3 VARIATION**

1. e2-e4 d7-d6
2. d2-d4 Ng8-f6
3. Nb1-c3 g7-g6
4. f2-f3 Bf8-g7
5. Bc1-e3 c7-c6
6. Qd1-d2 b7-b5

**MODERN DEFENCE  
c4 v Nc6 VARIATION**

1. e2-e4 g7-g6
2. d2-d4 Bf8-g7
3. c2-c4 d7-d6
4. Nb1-c3 Nb8-c6
5. Bc1-e3 e7-e5
6. d4-d5 Nc6-e7

**MODERN DEFENCE  
f4 v c6 VARIATION**

1. e2-e4 g7-g6
2. d2-d4 Bf8-g7
3. Nb1-c3 d7-d6
4. f2-f4 c7-c6
5. Ng1-f3 Bc8-g4
6. Bc1-e3 Qd8-b6

**MODERN DEFENCE  
GURGENIDZE SYSTEM**

1. e2-e4 g7-g6
2. d2-d4 Bf8-g7
3. Nb1-c3 c7-c6
4. f2-f4 d7-d5
5. e4-e5 h7-h5

**ALEKHINE'S DEFENCE  
FOUR PAWNS ATTACK**

1. e2-e4 Ng8-f6
2. e4-e5 Nf6-d5
3. c2-c4 Nd5-b6
4. d2-d4 d7-d6
5. f2-f4 d6xe5
6. f4xe5 Nb8-c6

**ALEKHINE'S DEFENCE  
MODERN VARIATION**

1. e2-e4 Ng8-f6
2. e4-e5 Nf6-d5
3. d2-d4 d7-d6
4. Ng1-f3 Bc8-g4
5. Bf1-e2 e7-e6
6. 0-0 Bf8-e7

**SCANDINAVIAN DEFENCE  
2... Qxd5 VARIATION**

1. e2-e4 d7-d5
2. e4xd5 Qd8xd5
3. Nb1-c3 Qd8-a5
4. d2-d4 Ng8-f6
5. Ng1-f3 Bc8-g4

**SCANDINAVIAN DEFENCE  
2... Nf6 VARIATION**

1. e2-e4 d7-d5
2. e4xd5 Ng8-f6
3. d2-d4 Nf6xd5
4. c2-c4 Nd5-b6
5. Ng1-f3 g7-g6

**NIMZOWITSCH DEFENCE  
ADVANCE VARIATION**

1. e2-e4 Nb8-c6
2. d2-d4 d7-d5
3. e4-e5 Bc8-f5
4. Ng1-e2 e7-e6
5. Ne2-g3 Bf5-g6

**NIMZOWITSCH DEFENCE  
Nc3 VARIATION**

1. e2-e4 Nb8-c6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. d4-d5 Nc6-e5
5. Bc1-f4 Ne5-g6
6. Bf4-g3 f7-f5