

Here is Part Five of your 11 part email course "Openings and End Game Strategies."

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In my last lesson, we left off with the following (Diagram 36).

Black had imitated White's moves, viz. 9. ... PxP; 10. BxP, P-QR3; 11. Castles, P-QKt4; 12. B-Q3, B-Kt2, the result is the symmetrical position in Diagram 36.

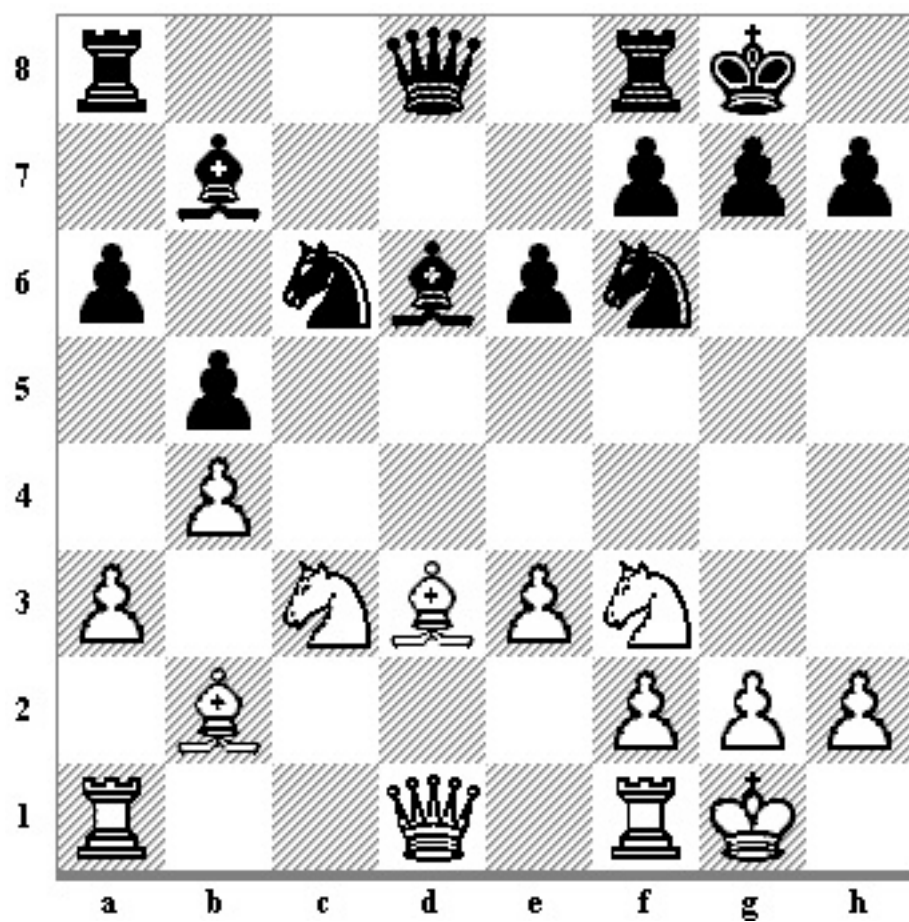


Diagram 36.

In order to obtain a more thorough understanding of the Queen's Pawn game, we must now turn our attention very closely to the opening moves. Already on the second move White can play 2. P-QB4 and turn the game into a Queen's gambit, which Black can either accept or decline. Black would be justified in playing 2. ... PxP, and so furthering White's object of getting his (Black's) Queen's Pawn away, if he could permanently hold the gambit pawn, or if the giving up of the square at Q4 fits into a reasoned system of development. The latter was, for instance, the case in the play leading to the position shown in the Diagram 36. But Black is well advised to wait until White has moved the King's Bishop before taking the pawn on his QB5. This forces the Bishop to move twice, and Black regains the move he lost in his development, when he played PxP.

It would be quite incorrect to try to hold the pawn by P-QKt4 as follows:

2. P-QB4	PxP
3. Kt-KB3	Kt-KB3
4. P-K3	P-QKt4
5. P-QR4	

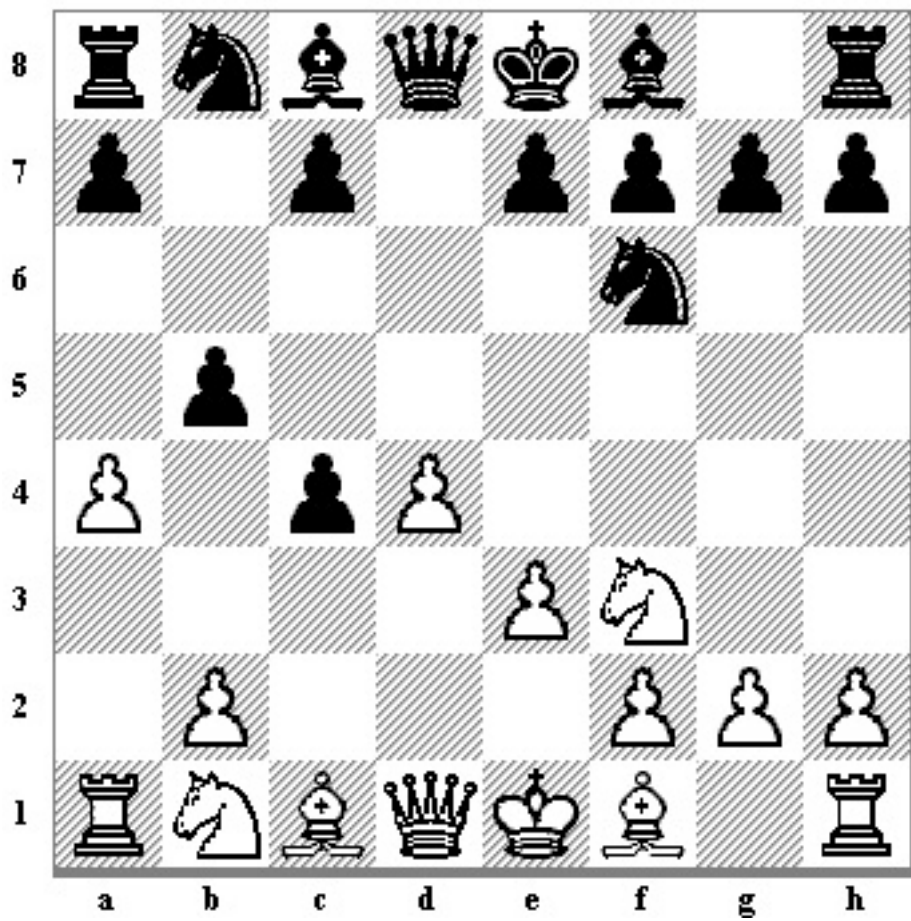


Diagram 37.

If now Black answers PxP, White simply plays BxP and the P at R5 is lost very soon. If Black plays instead: 5. ... P-B3, White wins back his pawn with 6. P-QKt3, PxKt P; 7. PxP, PxP; 8. BxPch by QxP, and moreover is much ahead with his development.

These considerations point to the conclusion that after 2. P-QB4 there is no inducement for Black to take the pawn. On the contrary, he will cover his centre pawn, which White wishes to tempt away, either with P-K3 or P-QB3. The attempt to develop the Queen's Bishop before playing P-K3 is not to be recommended, because the Q Kt's pawn remains unprotected and open to an immediate attack by 3. Q-Kt3. Of the two remaining replies, 2. ... P-K3 and 2. ... P-QB3, I will first discuss the former, as being the more natural of the two, since P-QB3 does not fit into the scheme for opening the QB file for the Rooks. White, on the other hand, can bring out his QB before playing P-K3, in this way:

2. P-QB4, P-K3; 3. Kt-QB3, Kt-KB3; 4. B-Kt5, and the game might proceed as follows: 4. ... Q Kt-Q2. (Diagram 38.)

No fault can be found with this move, although it blocks the Bishop, since the latter can only be developed effectively at Kt2. Moreover, the Knight at Q2 supports the projected P-B4. White cannot win a pawn now with 5. PxP, PxP; 6. KtxP, because of KtxKt; 7. BxQ, B-Kt5ch. Therefore 5. P-K3 must be played first, and after B-K2; 6. Kt-B3, Castles; 7. R-B1, P-QKt3; 8. PxP, PxP; 9. B-Q3, B-Kt2, all the pieces have found rational development.

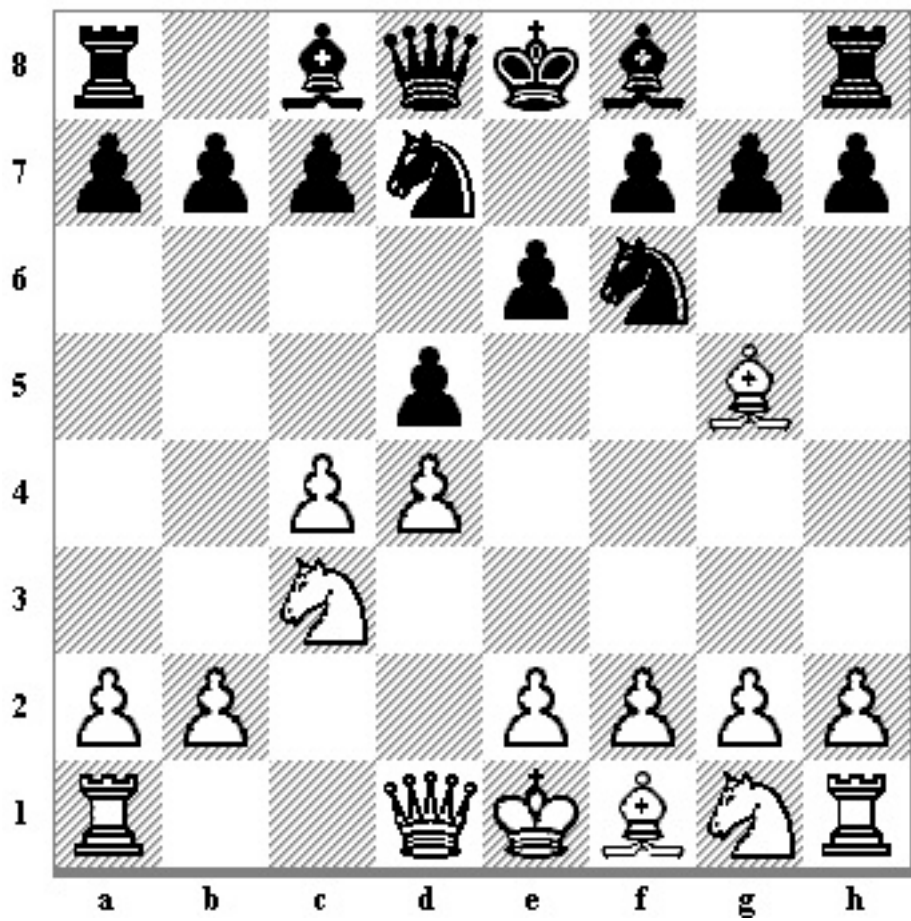


Diagram 38.

Quite a different system of opening ensues, when Black does not delay pushing the P to QB4 until after his pieces are developed, but makes the advance on his third move.

Here Black has the advantage of being able to avoid the pinning of his Knight by the opposing QB.

2. P-QB4	P-K3
3. Kt-QB3	P-QB4
4. Kt-B3	Kt-QB3!

Now Black threatens QPxP with an attack on White's Queen's Pawn. If White plays P-K3 we get the position mentioned in connection with Diagram 35. If he wishes to bring out his QB first, he must anticipate Black's threat by BPxP.

After

5. BPxP	KPxP
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the third of the typical main positions in the Queen's gambit ensues, and is given in Diagram 39. Two continuations must now be considered. White can either develop his KB at Kt2, and concentrate on the Black QP, which is somewhat weak, or he can place the KB on one of the available squares between B1 and R6. In the first instance, the KP need not be played at all, and the QB

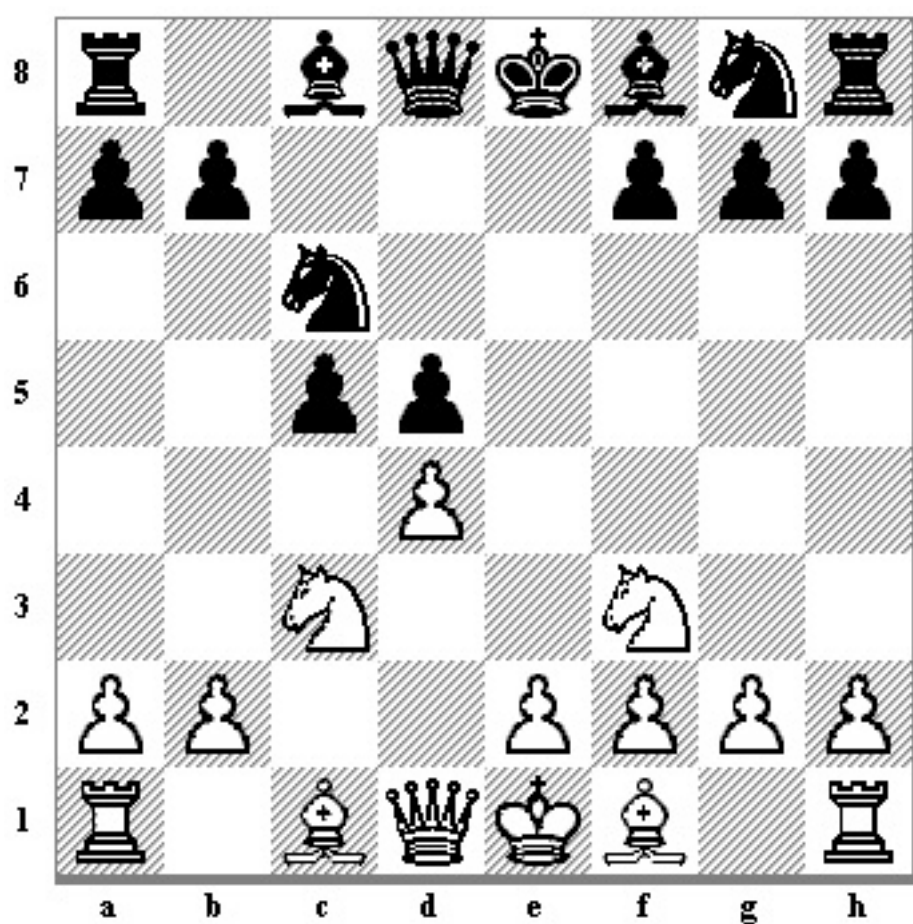


Diagram 39.

retains the option of developing at Kt5, B4, and even K3. In the second, where the K must make room for the KB, White must decide at once between B-B4 or Kt5, and only B4 can be seriously considered on account of

6. B-Kt5	B-K2
7. BxB	KtxB

which only furthers Black's development. White would only be justified in this course if he could now win a pawn with 8. PxP, but Black would win it back and have the superior game after

8. ...	P-Q5
9. Kt-K4	Castles

followed by B-B4 and Q-R4ch. The correct move in this variation is consequently 6. B-B4, and a possible continuation would be: Kt-KB3; 7. P-K3, B-K3; 8. R-QB1 or B-QKt5 or B-Q3.

With this we will close the discussion of the variations initiated by 2. P-QB4, P-K3, and study the reply 2. ... P-QB3. The first question which arises in our mind is: Which file will Black be able to utilise for his Rooks? An attempt to free the King's file through P-K4 is conceivable. But White can prevent this by simply playing Kt-KB3.

Two other possibilities present themselves: after playing P-K3, Kt-B3 and QKt-Q2, Black could steer into a line similar to the Queen's gambit accepted with PxP and P-QB4, or he could keep the centre closed with P-KB4 and Kt-B3, with the intention of playing Kt-K5 and using the KB file for activating his Rook via KB3. Diagram 40 gives the position reached after:

3. Kt-KB3	P-K3
4. P-K3	Kt-KB4
5. Kt-K5	Kt-B3

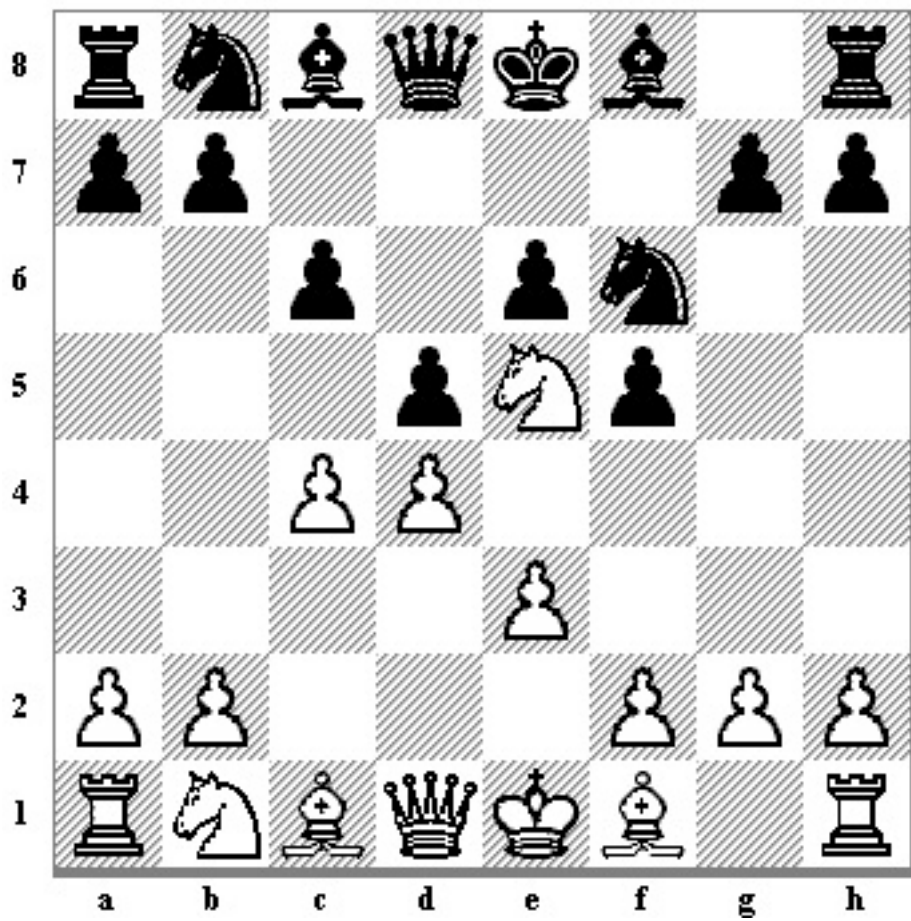


Diagram 40.

White would not accomplish much with 6. P-KB4. The more or less symmetrical lineup of the pieces would most likely lead to a draw after Black properly prepares freeing his hemmed-in Bishop with P-QKt3 and B-Kt2. A better plan would be 6. P-B3, preventing Kt- K5 and preparing the eventual advance of the King's Pawn to K4. In reply to 6. ... , QKt-Q2 White would then rather play 7. Kt-Q3 than exchange Knights, as after this exchange it would not be too difficult for Black to bring his Bishop into play on the King's wing via K1. Both of White's Bishops would be best placed on Kt2.

This "Stonewall" opening can also be played by White, who is then a move to the good in the variation just shown. But this opening has practically disappeared from modern tournament games, simply because the QB cannot easily be brought into play.

The following variation is reminiscent of the "Stonewall" in the formation of the centre pawns. White develops his Queen's side just as Black did in the opening shown in connection with Diagram 38.

2. Kt-KB3	P-QB4
3. P-K3	Kt-QB3
4. B-Q3	Kt-B3
5. P-QKt3	P-K3
6. B-Kt2	B-Q3
7. QKt-Q2	PxP
8. PxP	Castles

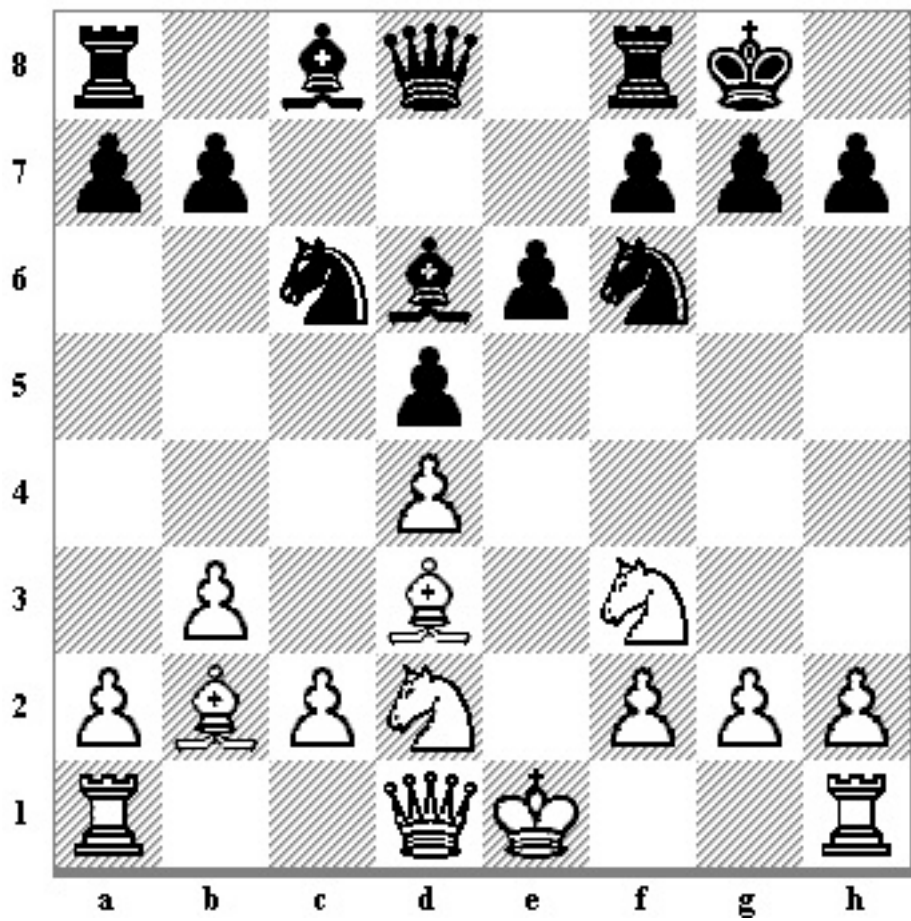


Diagram 41.

White can now settle his Knight at K5, and initiate a violent King's side attack after castling, by P-KB4, Q-B3, which could be continued with P-KKt4, K-R1, R-KKt1, and so on. Once the position in Diagram 41 has been reached, Black's resources against the dangerous onslaught of the White forces are scanty. Yet he can retaliate, not by making the simplest and most obvious developing moves, as mentioned before, but in the following way:

If White plays 5. P-QKt3 before castling, Black exchanges pawns and checks with the Queen. Now White has the disagreeable choice between B-Q2 and P-B3. The former must be bad, being contrary to the plan of development as intended by P-QKt3. The latter blocks the very diagonal on which the Bishop was meant to operate. White can open up the diagonal by playing P-QB4 after castling, nor would it really imply the loss of a move to have played the BP twice, since Black must move his Queen again from R4, where she has no future. But in any case there remains the disadvantage that White was forced to play the BP, whilst before he had the option of withholding its advance until a more opportune moment.

Another possible subtlety in Black's sequence of developing moves would be to withhold the advance of his KP until White has played P-QKt3, and then to play the QB to Kt5. For, as I have already remarked, the objection to developing Black's Queen's Bishop lies in White's threat to attack Black's QKtP with Q-Kt3. That possibility disappears after P-QKt3.

Before bringing the discussion of the Queen's Pawn opening to a close, I may remark that in tournaments it has become usual for White not to play P-QB4 at once, but to play Kt-KB3 as a preliminary, in order to avoid the complications of the Queen's counter gambit: 2. P-QB4, P-K4.

If White plays 3. PxKP, Black's reply is P-Q5, and the obvious move 4. P-K3 fails on account of the following pretty combination: B--Kt5ch; 5. B--Q2, PxP; 6. BxB, PxPch; 7. K-K2, PxKtch!!; 8. RxKt, B-Kt5ch, etc.

Instead of 4. P-K3, White should play P-KKt3 and develop his KB at Kt2. Black could now try to regain his pawn with Kt-K2-Kt3, but he can also sacrifice a pawn by P-KB3, with a view to rapid development.

It now only remains for us to discover whether Black has any other answer to P-Q4 which would necessitate close analysis on White's part.

Here must be mentioned: 1. ... Kt-KB3, 1. ... P-QB4, and 1. ... P-KB4. The former move prepares P-Q3, followed by P-K4. In this opening there is no reason why White should play P-QB4, as there is no prospect of opening the QB file for the Rooks. Furthermore, Black has relinquished the square Q4 and made K4 the basis of operations. It will be more advisable to prevent Black from playing P-K4 as far as this can be achieved in conformity with a logical development, e.g. 1. P-Q4, Kt-KB3; 2. Kt-KB3. Not 2. Kt-QB3, because Black could then lead into the Queen's gambit by playing P-Q4 and P-QB4, after which White has the disadvantage of not being able to open the QB file. 2. ... P-Q3; 3. B-B4, QKt-Q2; 4. P-K3. Now Black can only enforce P-K4 after P-B3 and QB2. Meanwhile White mobilises all his pieces, whilst Black's QB remains blocked and the Kt must remain at Q2 to cover the KP. If, on the other hand, Black exchanges pawns in order to free the Knight, there is no Black centre left.

With regard to the second irregular reply to 1. P-Q4, namely, 1. ... P-QB4, two ways are open to White. One is to turn the opening into an ordinary Queen's gambit by playing P-K3, on which Black can play P-Q4. The second is to play 2. P-Q5. Black will then develop his King's side with P-KKt3 and B-Kt2. The Bishop is well posted here, and can frequently take up an attacking position at K4 or Q5. (See Game No. 45, Rubinstein v. Spielmann.)

If White plays 2. PxP, we have after 2. ... P-K3 a Queen's gambit accepted by White, and, as pointed out before, this line of play is not commendable.

The last of the three irregular answers mentioned above: 1. ... P-KB4 leads to two entirely different plans, according to the second move chosen by White.

White can confine himself to a simple development such as: Kt- KB3, B-Kt5, P-K3, QKt-Q2 (Kt-B3 would only be good if preceded by P-B4, because Black would again lead into a Queen's gambit with P-Q4 and P-QB4). The other possibility is the following: in view of the fact that 1. ... P-KB4 does absolutely nothing to aid development, White can initiate a violent attack by giving up his King's Pawn (P-K4) and thus accelerate his own development. The play might be as follows: 2. ... PxP; 3. Kt-QB3, Kt-KB3; 4. B- KKt5, P-B3 (P-Q4? 5. BxKt followed by Q-R5ch); 5. P-B3. If Black takes the pawn he lays himself open to an attack hard to meet. It seems best to play 5. ... P-K6, which calls back the White QB and leaves White's BP as a hindrance to the development of the Kkt.

Thanks for reading! Stay tuned for the next lesson where I will discuss irregular openings.

To your chess success!Chad Kimball

P.S. This is an excerpt from my 14 Volume Chess Training Book Set guaranteed to dramatically improve your game! It contains 2,213 pages of tested and proven chess tactics.

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Bio: Chad Kimball has been playing chess since he was a young boy, and is now an editor and publisher, publishing chess instruction books and courses on the Internet. He is responsible for bringing an exciting resource to the Internet: "The Grandmaster Strategy Training Library."

This 14 Volume Set of Training Books contains 2,213 Pages of Winning Chess Strategies for the price of a single chess tips book at the bookstore. These 14 books enable you to confidently sit down at the chessboard, knowing that you are prepared with years of tested strategies to DEFEAT your opponent. Click here for more information about this exciting resource: <http://www.chessvictory.com>