



Vegas Chess Coach --- Oliver Hemmers

Chess Opening Principles

1. Develop your chess pieces effectively
2. Pawns belong in the center
3. Don't move chess pieces more than once
4. Don't do too many pawn moves
5. Keep your King safe – in most instances, castle the King
6. No early moves with the Queen
7. Keep the squares b2, f2, b7, and f7 safe from attacks
8. An example of following the opening principles for White could be

- a. 1. e4
- b. 2. d4
- c. 3. Bc4
- d. 4. Bf4
- e. 5. Nc3
- f. 6. Nf3
- g. 7. Qe2 or Qd2 or Qd3
- h. 8. 0-0
- i. 9. Rad1
- j. 10. Rfe1



This is a quick guide to playing against 1.d4 with the black pieces. Most setups are based on pawns on d5 and e6, followed by Nf6, Be7, 0-0 and a queenside fianchetto. **1.d4 d5**

This helps Black to develop and prevents White from establishing a two-pawn center. **2.c4** This is the Queen's Gambit. White hopes that Black will capture on c4, allowing e2-e4 to take over the center.

[2.Bf4 This is the London System.

White simply develops the bishop to a good square. Nf6 3.e3

Black develops and controls the center. Our development plans are similar to our setups against the Queen's Gambit. c5 4.Nf3 (4.dxc5 e6) 4...e6 will soon win back the pawn. 5.c3 Defending the c5-pawn. and preparing Bd6. Nc6 6.Nbd2 Bd6 Black would be happy to exchange bishops on d6, which helps to develop the queen. 7.Bg3 0-0 White would like to trade on g3 and capture with the h-pawn in order to free the h1-rook. Black has no need to allow this idea. 8.Bd3 b6 Black aims for Bb7 to develop the last minor piece. 9.e4 White wants to play e4-e5 and fork Black's bishop and knight, so one careful move is required. (9.Ne5 Bb7 10.f4 Ne7) 9...Be7 Black retreats the bishop to a safe square and keeps a comfortable position.]

[2.Nc3 White prepares a "Jobava London." The downside of this move is that it blocks the c2-pawn. Nf6 Simple development. 3.Bf4 e6 Black aims to develop the f8-bishop and castle quickly. 4.Nb5 This early aggression isn't too dangerous. Na6 Black develops and defends c7. 5.e3

c6 Forcing White's knight to retreat. 6.Nc3 Bb4 Black pins the c3-knight and is ready to castle, with a good game.]

2...e6 There are several good options for Black, but this is the simplest.

Whenever White captures on d5, Black can play exd5 and retain a pawn in the center. **3.Nc3** White develops and adds pressure against d5. Let's develop without allowing any pins. **3...Be7**

This move might look a little odd, but it's nice to avoid a pin after Nf6 and Bg5.

4.Nf3 Nf6 We are already prepared to castle. **5.Bf4** White develops and targets the c7-pawn.

[5.Bg5 White adds pressure against the black knight. h6 It's useful to make the white bishop retreat so that it loses touch with the c1-h6 diagonal. 6.Bh4 (6.Bxf6 This capture is OK, but not scary for Black. Bxf6 7.e3 0-0 Black has the bishop pair and a safe king.) 6...0-0 Black has already managed to castle. The only question is how to develop the queenside. 7.e3 b6 The bishop will be well placed on b7. 8.Bd3 Bb7 Black plans Nbd7 and c5 with a good position.]

5...0-0 We already have a safe king.

Next, we can focus on developing the queenside pieces. **6.e3 b6** Nbd7 or c7-c5 are also strong ideas, but this move lets us aim for a consistent setup with our other Queen's Gambit lines. **7.cxd5 Nxd5** exd5 is also OK, but it's nice to keep the long diagonal open for your c8-bishop for the moment. **8.Nxd5 exd5** This is the safest option, although Qxd5 is also possible.

[8...Qxd5!? This is an interesting alternative capture, but you need to

be ready to sacrifice the c7-pawn.

9.Bxc7 Bb4+ 10.Nd2 Nc6

Black has a lead in development to
compensate for the sacrificed pawn.]

9.Bd3 c5 10.0-0 Black fights back in
the center with pawns. Much like
White's initial idea of 2.c4 to start the
game. **10...Nc6**

This is a guide to defending against 1. e4. **1.e4 e5** This is the simplest way for Black to reach a good position. Black is ready to develop the f8-bishop and prevents White from playing d2-d4.

2.Nf3

[2.f4 Bc5 3.Nf3 (3.fxe5??

This is a huge mistake. Now Black can take advantage of the exposed white king and win material. Qh4+ Forking e1 and e4. 4.g3 Qxe4+ Forking e1 and h1. 5.Qe2 Qxh1 Black wins a rook!) 3...d6]

2...Nc6 Developing and defending e5.

3.Bc4

[3.Bb5 This is the Ruy Lopez. White targets the knight that defends the e5-pawn. a6 Black forces the bishop to move.

A) 4.Bxc6 This is the Exchange Variation of the Ruy Lopez. Black can safely recapture and use a trick to avoid losing the e5-pawn. dxc6 This recapture allows the c8-bishop to develop quickly. 5.0-0 White's best try for an advantage, but Black has a nice trick to get counterplay. (5.Nxe5 White can't keep this extra pawn for long. Qd4! Black forks e4 and e5. 6.Nf3 Qxe4+ Black equalizes material, with a good position.) 5...Bg4 Black pins the knight and prepares a dangerous trap. 6.h3 h5!? This is called a fishing pole tactic. White can't safely capture the bishop and the game is roughly even. Let's see what happens if hxg4? 7.hxg4? hxg4 The open h-file is worth more than the bishop. 8.Nxe5 Qh4 Black soon checkmates. 9.f4 g3 10.Re1 Qh1#;

B) 4.Ba4 White retreats the bishop, hoping to pin the black knight.

4...Nf6 Black continues to develop and attacks the e4-pawn. 5.0-0 Now White prepares to exchange on c6 and win the e-pawn, so Black needs to defend. b5 6.Bb3 Bc5 Be7 is also good, but this is the more active option. Black is ready to castle. 7.c3 d6 Developing and supporting the e5-pawn. 8.d4 Bb6 White occupies the center, but Black has strong pressure against both pawns on the fourth rank.]

[3.d4 This is the Scotch Game.

Black's best plan is to exchange pawns. exd4 4.Nxd4 Bc5

Black gains time developing and attacking the d4-knight. 5.Nxc6

White hopes for dxc6 and plans to trade queens on the d-file and stop Black from castling. (5.Be3

White threatens the nasty move, Nxc6, which would win the bishop on c5.

Qf6 Now Black is ready to meet Nxc6 with Bxe3 and damage White's pawn structure. 6.c3 Nge7 7.Bc4 0-0

Black's castled and keeps a safe position.) 5...Qf6 Black threatens mate on f2 in order to avoid a trade of queens. 6.Qd2 dxc6

Black recaptures with a lead in development and a good game.]

[3.Nc3 White calmly develops, but Black is able to reach a good position with simple development. Nf6

The Four Knights Defense. 4.Bb5

Black can reach a safe game by developing with simple moves, even if it's a copy-cat strateg for a few moves. (4.d4 This is the Scotch Four

Knights. Black will capture the pawn and keep developing. exd4 5.Nxd4

Bb4 Black develops and pins the c3 knight. Now Black threatens *Nxe4*.

6.Nxc6 bxc6 This is stronger than *dx6*, which allows a trade on d8.

7.Bd3 0-0 8.0-0 d5 Black fights back in the center with a good game.)

4...Bb4 5.0-0 0-0 6.d3 d6 7.Bg5 Black has a good game. The only serious concern is *Nd5* to attack the pinned knight on f6, so we eliminate the c3-knight. *Bxc3* The game is even.]

3...Bc5 Black develops and targets f2. Notice that *Ng5* could be met by *Qxg5*.

4.c3 White wants to play d2-d4 to dominate the in the center, so Black has to act fast!

[*4.Nc3* This leads to a symmetrical position, where Black has even chances. *Nf6 5.d3 d6 6.Bg5 h6* (*6...0-0?* Black has trouble here. You don't want to castle and allow White to apply pressure to the pinned knight. *7.Nd5* White soon plays *Nxf6+* and rips open the black kingside.)

7.Bh4 (*7.Bxf6 Qxf6* Black recaptures without accepting doubled pawns.

8.Nd5 Qd8 The queen retreats and defends c7. Black has a good game.) *7...g5* Since Black hasn't castled yet, advancing this pawn to break the pin isn't too risky. The position is roughly equal.]

4...Nf6! Black targets e4. **5.d3**

White develops safely and protects e4.

[*5.d4 exd4 6.cxd4 Bb4+* This check gives Black enough time to fight back in the center. *7.Bd2 Bxd2+ 8.Nbxd2 d5!* Breaking up the white pawn center. *9.exd5 Nxd5* Black is ready to castle and has a safe position.]

5...d6 Black is ready to develop the c8-bishop. **6.0-0 0-0** Black's king is safe

and both sides have equal chances to play for a win.