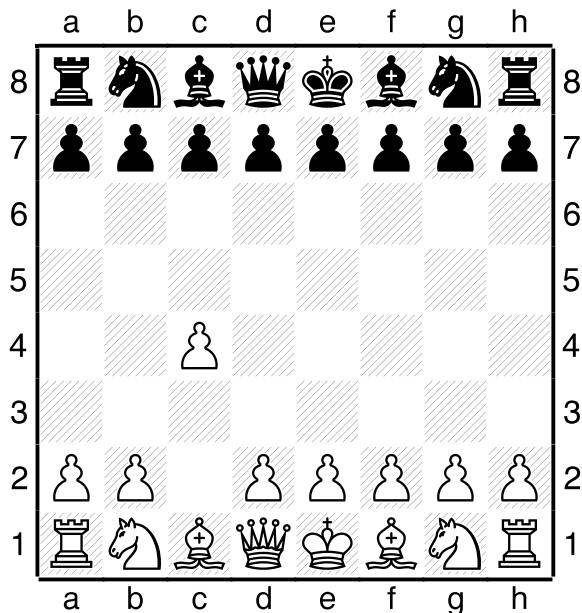


THE ENGLISH OPENING

It starts:

1. c2-c4



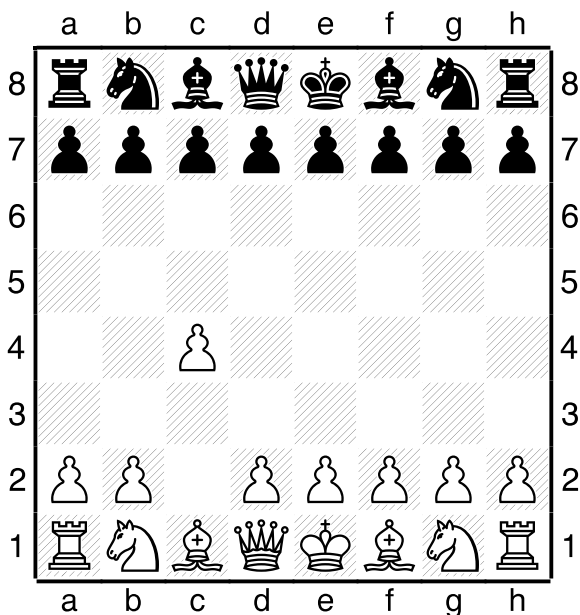
It was named in honour of Howard Staunton, who was the best player in the world from 1843-1851.

WHITE SAYS:

My plan is first of all to control d5. After that, who knows? Perhaps I'll transpose to a Queen's Pawn opening. Perhaps I'll play Nc3, g3 and Bg2 keeping it as an English. You'll just have to wait and see.

BLACK SAYS:

Well, at this point Black can say almost anything. After all only one move has been played so far and White has yet to reveal his hand. Read on for some ideas on what Black might play next.



How should Black reply?

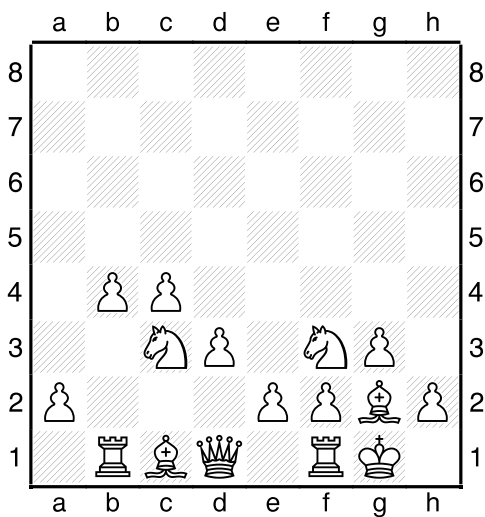
7. If you like playing the Queen's Gambit with Black play 1... e6 2. Nc3 (the usual move) 2... d5. You are now threatening d4 so White will often play 3. d4 and you have a Queen's Gambit.
8. If you like playing the King's Indian Defence play 1... Nf6 followed by g6, Bg7, d6 and 0-0. If White plays d4 at any time you have a King's Indian Defence.
9. If you like playing the Nimzo-Indian Defence play 1... Nf6 and 2... e6. If White has played Nc3 play 3... Bb4.
10. If you like playing the Dutch Defence play 1... f5.
11. If you're an e4 player and like playing against the Sicilian Defence play 1... e5. You have a Sicilian Defence with colours reversed.
12. If you like playing the English Opening with White play q... c5 with a symmetrical English.

Ideas for White:

1. Remember that your pawn formation determines your plan especially in closed positions. If Black keeps the position closed head for one of the three diagrams on the previous page and learn the middle-game plans for the one you prefer.
2. If Black opens the position up with an early d5 play energetically and don't waste time. If you have a bishop on g2 try to make the most of it.
3. In most variations your territory is the Queen-side, your opponent's territory is the King-side, so go for a pawn advance on the Queen-side, usually with b4.
4. If Black goes for a King-side pawn advance with f7-f5 try to block his pawns by playing f2-f4.

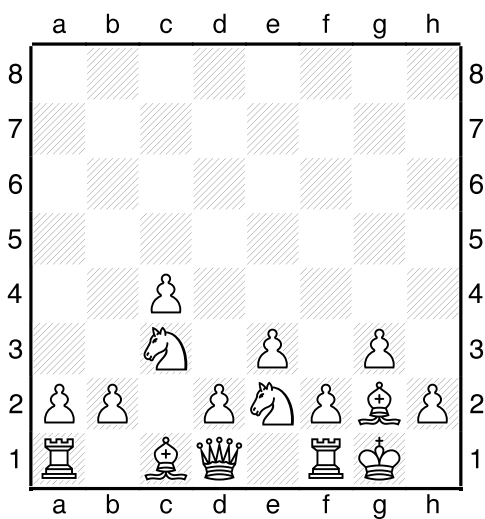
Ideas for Black:

1. Whatever you do, don't play d5 on move 1: White plays c4xd5 and, after Qd8xd5, Nb1-c3, gaining time as well as a pawn advantage in the centre.
2. If you're playing an Open Sicilian Reversed don't be too aggressive. Ideas that work with White will not work if your opponent has an extra move.
3. If you've played an early e5 and/or f5 your territory is the King-side. Go for an attack on that side of the board, using your pawns.
4. The English Opening is very popular at all levels from Club to Grandmaster. Even if you don't play it with White make sure you know a good way of meeting it with Black.



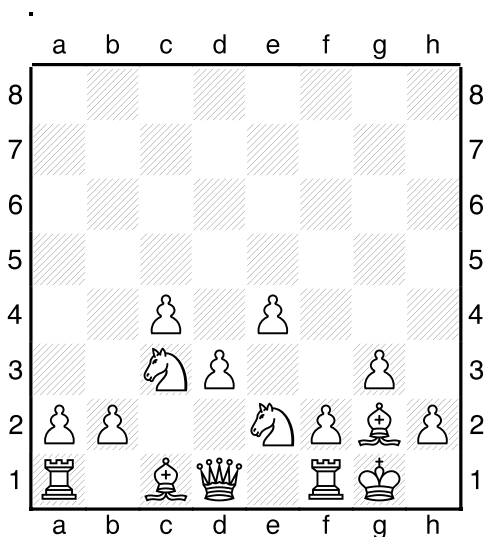
A standard English setup for White.

He has started a Queen-side attack. Note the Rook on b1 to prepare b4. He will follow up with b5 to attack c6, supported by the Bishop on g2. White could also play e2-e3 and Ng1-e2 instead of Ng1-f3. You may recognise this as a Closed Sicilian Reversed.



The Staunton System.

White is preparing d4 to gain space in the centre of the board. If Black captures on d4 he can take with either the e-pawn or the Knight on e2. Note that White has played Ng1-e2 not Ng1-f3 to keep the long diagonal open for his Bishop.



The Botvinnik System.

White may choose to attack on the Queen-side with b4, on the King-side with f4, or in the centre with d4. If Black does nothing about it he may be able to get in two or even all three of these moves. The bad news for White is the hole on d4 which Black will try to occupy with a Knight.

THE e5 VARIATION

1. c2-c4 e7-e5

2. Nb1-c3 Nb8-g6

Or Ng8-f6, giving Black the option of c7-c6 followed by d7-d5.

3. Ng1-f3

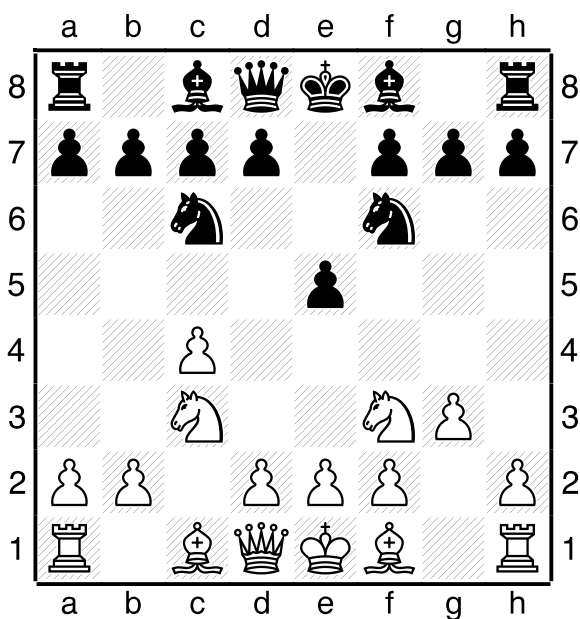
White can also play g2-g3 here to play like Staunton or Botvinnik.

3... Nb8-c6

Another idea is 3... f7-f5 with a Closed Sicilian Reversed.

4. g2-g3

4. d2-d4 is also possible.



Now 4... d7-d5 is a Dragon Reversed. 4... Bf8-b4 is also popular. 4... Bf8-c5 can be met by Nf3xe5!

THE c5 VARIATION

1. c2-c4 c7-c5

2. Nb1-c3

Or 2. Ng1-f3 heading for a quick d2-d4.

2... Nb8-c6

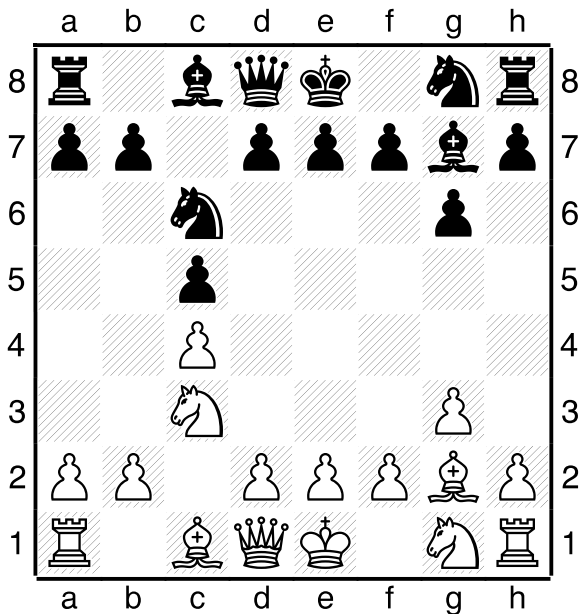
Again he could play Ng8-f6 followed by d7-d5.

3. g2-g3

Of course Ng1-f3 is equally good.

3... g7-g6

4. Bf1-g2 Bf8-g7

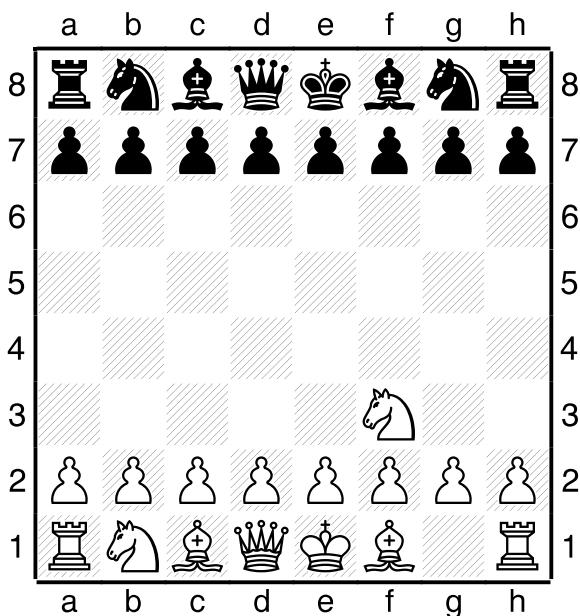


Now White has a wide choice: a2-a3 to prepare b2-b4, e2-e3 (Staunton), e2-e4 (Botvinnik), or Ng1-f3 after which Black has a similar choice.

All openings other than 1. e2-e4 and 1. d2-d4 are called FLANK OPENINGS. The rest of this book looks at some of these moves.

THE RÉTI OPENING

1. Ng1-f3



Named after Richard Réti, who pioneered this move in the 1920s.

If you're Black and you meet this move think of it as a close relation of d2-d4 and c2-c4. Don't try to get into a King's pawn opening by playing 1... Nb8-c6: after 2. d2-d4 d7-d5 3. c2-c4 you've transposed to the risky Chigorin Defence to the Queen's Gambit.

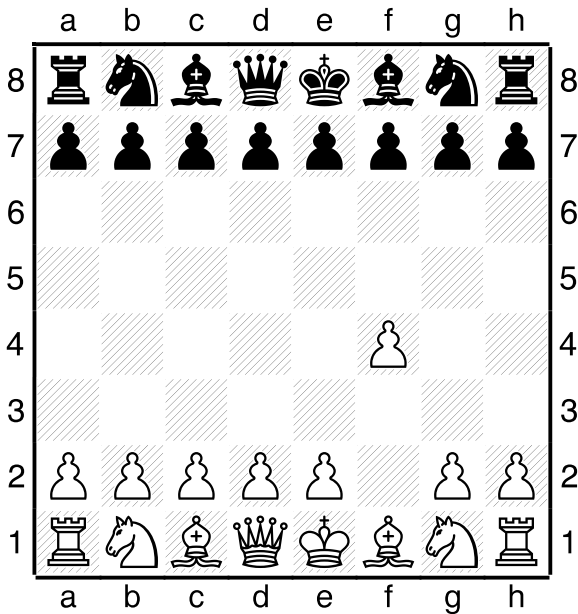
White might be playing the Réti with one of several ideas in mind:

- 1.To attack Black's centre with c2-c4 if he plays d2-d4
- 2.To play a King's Indian Attack with g2-g3, Bf1-g2, 0-0, d2-d3.
- 3.To play b2-b3, Bc1-b2 controlling e5.
- 4.To transpose into a Queen's Pawn opening.

If you're Black one plan is, as against the English, to try to head for your favourite defence to d4.

BIRD'S OPENING

1. f2-f4



Named after Henry Bird, an English master active from about 1850-1900.

After 1... d7-d5 it's a Dutch Defence reversed. White plans a King-side attack using one of several ideas seen in the Dutch Defence.

Black can also reply 1... e7-e5, and if f4xe5, d7-d6 (the FROM GAMBIT), or if 2. e2-e4 we have a King's Gambit.

Just as White can play either c2-c4 or f2-f4, so he can play either Ng1-f3 or Nb1-c3.

Nb1-c3 (The Queen's Knight Attack or Dunst Opening) is rare but not bad. It might transpose to the Vienna Game, Closed Sicilian, Richter-Veresov Attack (1. Nb1-c3 d7-d5 2. d2-d4 Ng8-f6) but also possible is 1. Nb1-c3 d7-d5 2. e2-e4 d5-d4 3. Nc3-e2.

White can also fianchetto on move one:

1. g2-g3 (the Benko Opening) will usually lead to a reversed King's Indian Defence/King's Indian Attack or a reversed Pirc Defence.

Or 1. b2-b3 (the Nimzo-Larsen Attack) aiming to control the e5 square.

Finally, White can push either Knight's Pawn two squares instead of one:

1. b2-b4 (the Sokolsky, Polish or Orang-Utan Opening) is unusual but respectable, gaining space on the Queen-side. Black should avoid 1... Nb8-c6 2. b4-b5 as well as 1... e7-e6 2. Bc1-b2 Bf8xb4??.

Finally, 1. g2-g4 (the Grob or Spike) which weakens White's King, and, although there are one or two tricky lines, is not recommended.

ENGLISH OPENING
e5 4 KNIGHTS: 4. g3 Bb4

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. Ng1-f3 Ng8-f6
4. g2-g3 Bf8-b4
5. Bf1-g2 0-0

ENGLISH OPENING
REVERSE DRAGON

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. Ng1-f3 Ng8-f6
4. g2-g3 d7-d5
5. c4xd5 Nf6xd5
6. Bf1-g2 Nd5-b6
7. 0-0 Bf8-e7

ENGLISH OPENING
STAUNTON SYSTEM v e5

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. e2-e3 d7-d6
6. Ng1-e2 Ng8-e7

ENGLISH OPENING
e5+f5 SYSTEM

1. c2-c4 e7-e5
2. Nb1-c3 Nb8-c6
3. g2-g3 f7-f5
4. Bf1-g2 Ng8-f6
5. d2-d3 g7-g6
6. e2-e3 Bf8-g7

ENGLISH OPENING
SYMMETRICAL: d4

1. c2-c4 c7-c5
2. Ng1-f3 Ng8-f6
3. d2-d4 c5xd4
4. Nf3xd4 e7-e6
5. g2-g3 Qd8-c7

ENGLISH OPENING
a3+b4 v SYMMETRICAL

1. c2-c4 c7-c5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. a2-a3 a7-a6
6. Ra1-b1 Ra8-b8

ENGLISH OPENING
BOTVINNIK v SYMMETRICAL

1. c2-c4 c7-c5
2. Nb1-c3 Nb8-c6
3. g2-g3 g7-g6
4. Bf1-g2 Bf8-g7
5. e2-e4 e7-e6
6. Ng1-e2 Ng8-e7

ENGLISH OPENING
FLOHR-MIKENAS SYSTEM

1. c2-c4 Ng8-f6
2. Nb1-c3 e7-e6
3. e2-e4 d7-d5
4. e4-e5 d5-d4
5. e5xf6 d4xc3
6. b2xc3 Qd8xf6

ENGLISH OPENING
NIMZO-ENGLISH

1. c2-c4 Ng8-f6
2. Nb1-c3 e7-e6
3. Ng1-f3 Bf1-b4
4. Qd1-c2 0-0
5. a2-a3 Bb4xc3
6. Qc2xc3 b7-b6

ENGLISH OPENING
1... Nf6 2... d5

1. c2-c4 Ng8-f6
2. Nb1-c3 d7-d5
3. c4xd5 Nf6xd5
4. g2-g3 g7-g6
5. Bf1-g2 Nd5xc3
6. b2xc3 Bf8-g7

ENGLISH OPENING
1... Nf6 2... e6 3... d5

1. c2-c4 Ng8-f6
2. Ng1-f3 e7-e6
3. g2-g3 d7-d5
4. b2-b3 Bf8-e7
5. Bf1-g2 0-0

RETI OPENING
2. c4 dxc4

1. Ng1-f3 d7-d5
2. c2-c4 d5xc4
3. Nb1-a3 c7-c5
4. Na3xc4 Nb8-c6
5. b2-b3 f7-f6
6. Bc1-b2 e7-e5

RETI OPENING
2. c4 d4

1. Ng1-f3 d7-d5
2. c2-c4 d5-d4
3. g2-g3 g7-g6
4. b2-b4 Bf8-g7
5. d2-d3 e7-e5

RETI OPENING
Bg4 VARIATION

1. Ng1-f3 d7-d5
2. g2-g3 Ng8-f6
3. Bf1-g2 c7-c6
4. 0-0 Bc8-g4
5. c2-c4 e7-e6
6. b2-b3 Nb8-d7

KING'S INDIAN ATTACK

1. Ng1-f3 d7-d5
2. g2-g3 c7-c5
3. Bf1-g2 Nb8-c6
4. 0-0 e7-e6
5. d2-d3 Ng8-f6
6. Nb1-d2 Bf8-e7
7. e2-e4 0-0

NIMZO-LARSEN ATTACK

1. b2-b3 d7-d5
2. Bc1-b2 c7-c5
3. e2-e3 Ng8-f6
4. Ng1-f3 e7-e6
5. Bf1-b5+ Bc8-d7

BIRD'S OPENING

1. f2-f4 d7-d5
2. Ng1-f3 Ng8-f6
3. e2-e3 g7-g6
4. Bf1-e2 Bf8-g7
5. 0-0 0-0
6. d2-d3 c7-c5

FROM GAMBIT

1. f2-f4 e7-e5
2. f4xe5 d7-d6
3. e5xd6 Bf8xd6
4. Ng1-f3 Ng8-f6
5. g2-g3 Nb8-c6
6. Bf1-g2 Bc8-g4