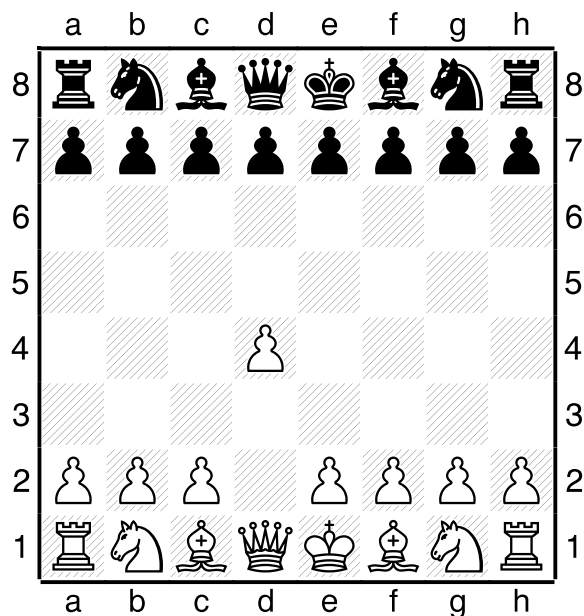


OTHER QUEEN'S PAWN OPENINGS

They start:

1. d2-d4



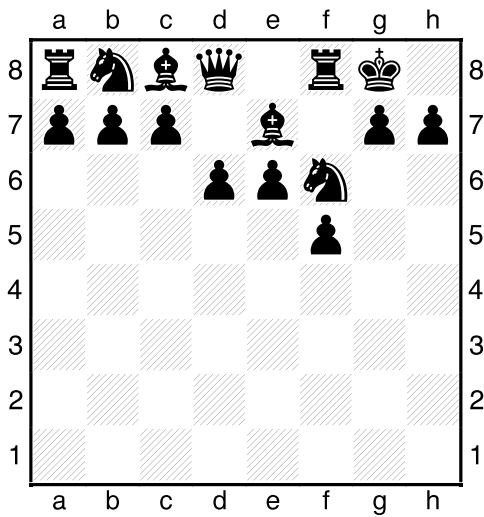
In this book we look mainly at the Dutch Defence and openings where White plays d4 but not c4.

WHITE SAYS:

(If he's playing d4 but not c4): I don't care what your favourite defence is. I'll get in my favourite opening first and see what you can do against it. Go ahead and make my day.

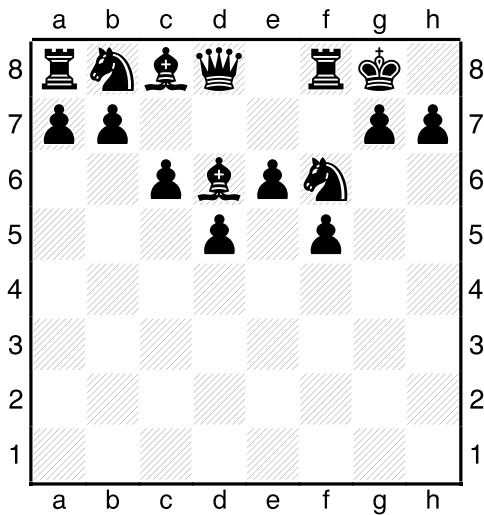
BLACK SAYS:

(If he plays the Dutch Defence): You want the Queen side? Fine. Then I'll go ahead and take the King side. Your King had better watch out or he'll end up dead meat.



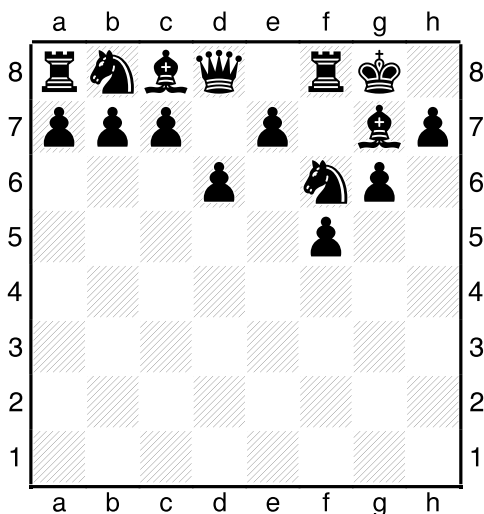
The Classical Dutch.

Black's plans are to play e6-e5 or to attack on the King side with moves like Qd8-e8, Qe8-h5, g7-g5, g5-g4. White will try to play e2-e4, open the e-file and attack Black's weak e-pawn. For this reason he will usually develop his King's Bishop on g2.



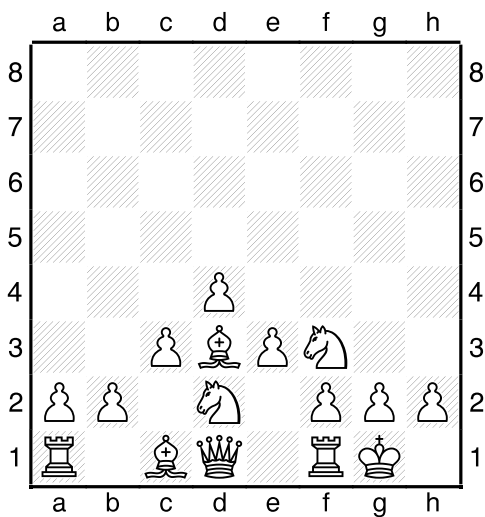
The Dutch Stonewall.

Black gains space but leaves a weakness on e5. He can either play for a King side attack, again with Qd8-e8, Qe8-h5, g7-g5, or play in the centre with b7-b6 and c6-c5. White will aim to control or occupy the e5 square with a Knight while trying to break with e2-e4.



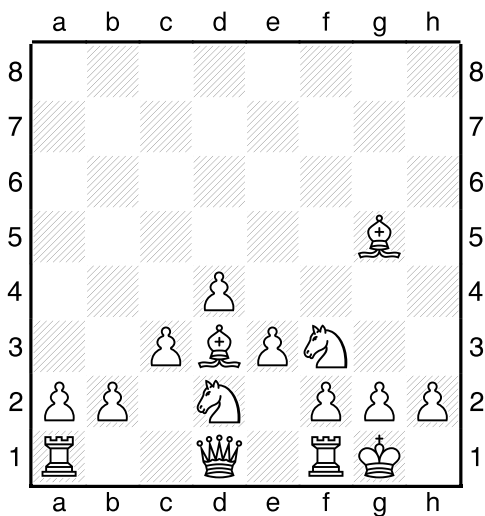
The Leningrad Dutch.

This time Black fianchettoes his King's Bishop to improve his chances of playing e7-e5. Again, White often aims to play e2-e4 and attack a weak black pawn on the e-file. Black has to remember that his e6 square is weak and watch out for Knight attacks via g5.



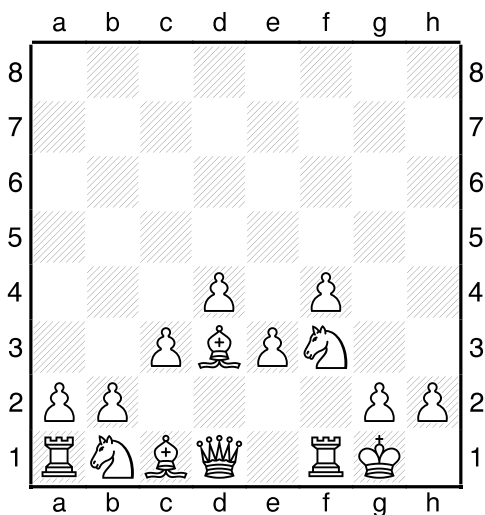
The Colle System.

This set-up is most effective when Black has a pawn on d5. White sets up a solid position and breaks with e3-e4, hoping to build up a King side attack. Watch out for the chance of a Greek Gift sacrifice (Bd3xh7+): see the lesson on the French Defence.



The Torre Attack.

White places his pawns on dark squares after developing his Bishop. White can either go for e3-e4, as in the Colle System, or put a Knight on e5 and launch a King-side attack. Unlike the other systems on this page it's also OK against the King's Indian Defence.



The same idea as the Dutch Stonewall - you can play the same system with both colours!

If Black doesn't know what to expect White can quickly get a winning attack with moves like Nf3-e5, g2-g4, g4-g5, Qd1-h5, Rf1-f3, Rf3-h3. One word of advice, don't play f2-f4 until Black has played d7-d5.

Ideas for White:

1. If you're playing the main lines against the Dutch Defence, go for the break e2-e4. Develop your Bishop to g2, then maybe Rook on e1 or Queen on c2. Against the Stonewall you can sometimes retreat your Knight on f3, play f2-f3 and e2-e4.
2. Move like 2. Nc3 and 2. Bg5 can be annoying for Dutch Defence players - why not give them a try.
3. If you're playing the Colle or the Stonewall, don't be too inflexible. If Black does something unexpected you may have to change your plan.
4. If you're playing the Colle, e3-e4 will either exchange off or drive back (with e4-e5) the Knight on f6, weakening his King's defences and giving you the chance of a king-side attack.

Ideas for Black:

1. If you're playing the Dutch Defence try to avoid positions where you have a pawn on the e-file that can be attacked.
2. If you're playing the Dutch Stonewall. try to activate your Queen's Bishop. One idea is Bc8-d7, Bd7-e8, Be8-h5. Another idea is b7-b6, Bc8-b7, c7-c5. Your choice will depend on White's moves.
3. If you think your opponent's going to play the Colle or Stonewall with White don't play d7-d5. Instead, play for e7-e5 or c7-c5 to take his central position apart.
4. Against the Torre or Trompowsky, it's often a good idea to develop your Queen to b6, attacking the Pawn on b2.

THE DUTCH DEFENCE

1. d2-d4 f7-f5

2. Ng1-f3

This, 2. c2-c4 or 2. g2-g3 are usual. 2. c2-c4 gives Black the chance of developing his Bishop on b4. Other interesting moves are 2. Nb1-c3, preparing e2-e4, 2. Bc1-g5, planning to capture a Knight on f6 and double Black's pawns, or 2. e2-e4, the Staunton Gambit (2... f5xe4 3. Nb1-c3 Ng8-f6 4. Bc1-g5 or 4. f2-f3).

2... Ng8-f6

3. g2-g3 e7-e6

If Black wants to play the Leningrad Variation he plays g7-g6 here.

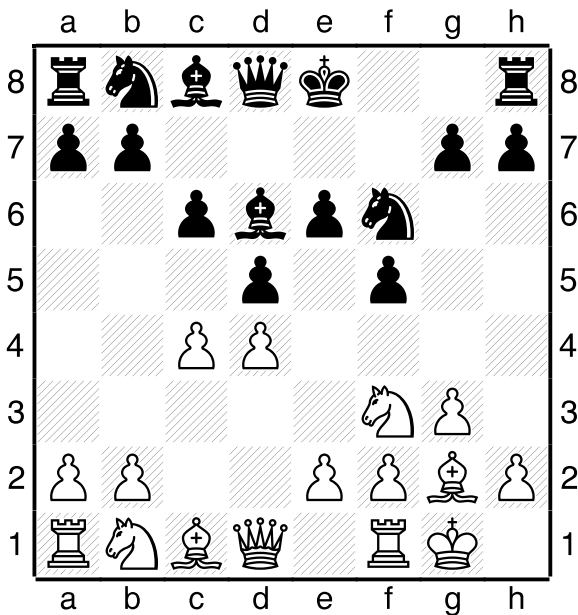
4. Bf1-g2 d7-d5

4... Bf8-e7, followed by 5... 0-0 and 6... d7-d6 is the Classical Variation

5. c2-c4 c7-c6

6. 0-0 Bf8-d6

Bf8-e7 is equally possible here.



This is the basic position for the Dutch Stonewall.

THE COLLE SYSTEM

1. d2-d4 d7-d5

2. Ng1-f3

Another idea is 2. Nb1-c3 Ng8-f6 3. Bc1-g5, again playing for e2-e4 - the Richter-Veresov Attack.

2... Ng8-f6

3. e2-e3

3. Bc1-g5 is the Torre Attack. 3. Bc1-f4 is the London System, with similar ideas.

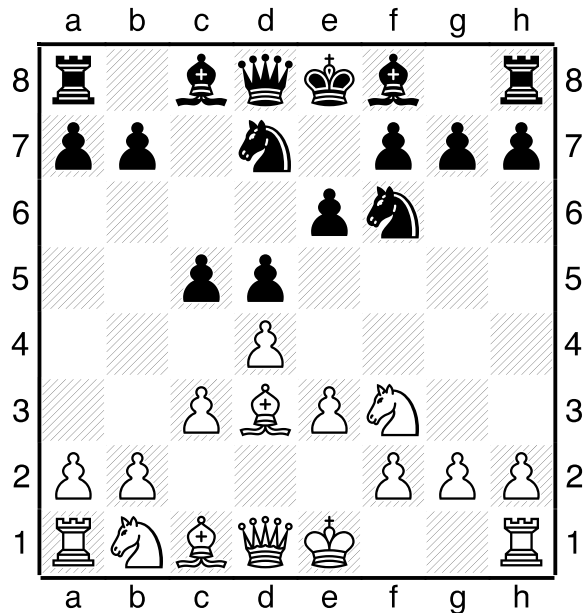
3... e7-e6

3... Nb8-c6 is interesting: 4. Bf1-d3 e7-e5 is fine for Black so White should change plans and play f2-f4 instead. If Black then plays Nc7-b4 and Nb5xd3 White should take back with the c-pawn, not the Queen.

4. Bf1-d3 c7-c5

5. c2-c3 Nb8-d7

Nb8-c6, Bf8-e7 or Bf8-d6 are all equally possible.

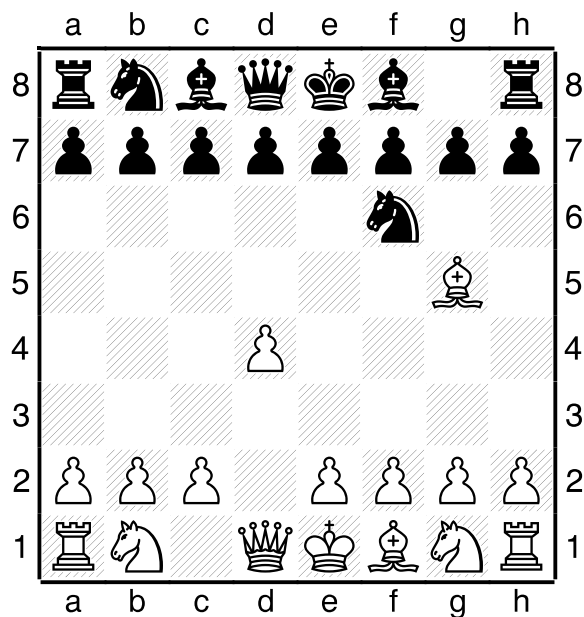


A typical position from the Colle System. White will play for e2-e4. Perhaps Black will play for e7-e5.

THE TROMPOWSKY ATTACK

1. d2-d4 Ng8-f6

2. Bc1-g5



A move made popular by English Grandmasters Michael Adams and Julian Hodgson. One idea is to take on f6 and double Black's pawns. 1. d2-d4 d7-d5 2. Bc1-g5 is also sometimes played.

Black has several choices: 2... Nf6-e4, when White can move his Bishop back to f4 or h4:

2... e7-e6, when White can play Nb1-c3 and e2-e4 but will have to exchange Bishop for Knight on f6:

2... d7-d5, when White can exchange on f6 or transpose to a Torre Attack:

2... c7-c6, hoping for 3. e2-e3?? Qd8-a5+ winning a Bishop.

Finally, a few other openings that don't fit in elsewhere.

THE BUDAPEST GAMBIT

1. d2-d4 Ng8-f6
2. c2-c4 e7-e5

Black sacrifices a pawn. After 2. d4xe5 (best) Black can play the main line, Nf6-g4, when he usually wins the pawn back, or Nf6-e4, a genuine gambit, dubious but there are many ways White can lose quickly.

THE OLD INDIAN DEFENCE

1. d2-d4 Ng8-f6
2. c2-c4 d7-d6
3. Nb1-c3 e7-e5

(after 3. Ng1-f3, Bc8-g4 is possible) Now White can either exchange pawns and queens, or play d4-d5 which will look like a King's Indian Defence with Black's bishop on e7, not g7.

THE CATALAN

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. g2-g3 Ng8-f6

A sort of Queen's Gambit where White fianchettoes his bishop to put pressure on d5. A very subtle opening, popular in master chess but less so at lower levels. Black can open the position with d5xc4, often followed by c7-c5 or defend solidly with Bf8-e7, 0-0, c7-c6.

**DUTCH DEFENCE
CLASSICAL VARIATION**

1. d2-d4 f7-f5
2. g2-g3 Ng8-f6
3. Bf1-g2 e7-e6
4. Ng1-f3 Bf8-e7
5. c2-c4 0-0
6. 0-0 d7-d6

**DUTCH DEFENCE
STONEWALL VARIATION**

1. d2-d4 f7-f5
2. g2-g3 Ng8-f6
3. Bf1-g2 e7-e6
4. Ng1-f3 d7-d5
5. c2-c4 c7-c6
6. 0-0 Bf8-d6

**DUTCH DEFENCE
LENINGRAD VARIATION**

1. d2-d4 f7-f5
2. g2-g3 Ng8-f6
3. Bf1-g2 g7-g6
4. Ng1-f3 Bf8-g7
5. c2-c4 0-0
6. 0-0 d7-d6

**DUTCH DEFENCE
DUTCH INDIAN VARIATION**

1. d2-d4 f7-f5
2. c2-c4 Ng8-f6
3. g2-g3 e7-e6
4. Bf1-g2 Bf8-b4+
5. Bc1-d2 Qd8-e7
6. Ng1-f3 0-0

**DUTCH DEFENCE
2. Nc3 VARIATION**

1. d2-d4 f7-f5
2. Nb1-c3 d7-d5
3. Bc1-g5 Ng8-f6
4. Bg5xf6 e7xf6
5. e2-e3 c7-c6
6. Bf1-d3 Bf8-d6

**DUTCH DEFENCE
2. Bg5 VARIATION**

1. d2-d4 f7-f5
2. Bc1-g5 g7-g6
3. h2-h4 Bf8-g7
4. Nb1-c3 d7-d5
5. e2-e3 c7-c6
6. Qd1-f3 Bc8-e6

**DUTCH DEFENCE
STAUNTON GAMBIT**

1. d2-d4 f7-f5
2. e2-e4 f5xe4
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Nb8-c6
5. d4-d5 Nc6-e5
6. Qd1-d4 Ne5-f7

COLLE SYSTEM

1. d2-d4 d7-d5
2. Ng1-f3 Ng8-f6
3. e2-e3 e7-e6
4. Bf1-d3 c7-c5
5. c2-c3 Nb8-d7
6. Nb1-d2 Bf8-d6

TORRE ATTACK (1)

1. d2-d4 d7-d5
2. Ng1-f3 Ng8-f6
3. Bc1-g5 e7-e6
4. e2-e3 c7-c5
5. Nb1-d2 Bf8-e7
6. c2-c3 Nb8-d7

TORRE ATTACK (2)

1. d2-d4 d7-d5
2. Ng1-f3 Ng8-f6
3. Bc1-g5 g7-g6
4. e2-e3 Bf8-g7
5. Nb1-d2 0-0
6. Bf1-d3 c7-c5

RICHTER-VERESOV ATTACK

1. d2-d4 d7-d5
2. Nb1-c3 Ng8-f6
3. Bc1-g5 Nb8-d7
4. f2-f3 c7-c5
5. e2-e4 c5xd4
6. Bg5xf6 Nd7xf6
7. Qd1xd4 d5xe4

TROMPOWSKY ATTACK (1)

1. d2-d4 Ng8-f6
2. Bc1-g5 Nf6-e4
3. Bg5-h4 c7-c5
4. f2-f3 g7-g5
5. f3xe4 g5xh4
6. e2-e3 Bf8-h6

TROMPOWSKY ATTACK (2)

1. d2-d4 Ng8-f6
2. Bc1-g5 Nf6-e4
3. Bg5-f4 c7-c5
4. d4-d5 Qd8-b6
5. Bf4-c1 e7-e6
6. f2-f3 Qb6-a5+
7. c2-c3 Ne4-f6

TROMPOWSKY ATTACK (3)

1. d2-d4 Ng8-f6
2. Bc1-g5 e7-e6
3. e2-e4 h7-h6
4. Bg5xf6 Qd8xf6
5. Ng1-f3 b7-b6
6. Bf1-d3 Bc8-b7

BUDAPEST GAMBIT

1. d2-d4 Ng8-f6
2. c2-c4 e7-e5
3. d4xe5 Nf6-g4
4. Bc1-f4 Nb8-c6
5. Ng1-f3 Bf8-b4+
6. Nb1-d2 Qd8-e7

OLD INDIAN DEFENCE

1. d2-d4 Ng8-f6
2. c2-c4 d7-d6
3. Nb1-c3 Nb8-d7
4. Ng1-f3 e7-e5
5. e2-e4 c7-c6
6. Bf1-e2 Bf8-e7
7. 0-0 0-0

**CATALAN SYSTEM
OPEN VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. g2-g3 Ng8-f6
4. Bf1-g2 d5xc4
5. Ng1-f3 Bf8-e7
6. 0-0 0-0
7. Qd1-c2 a7-a6

**CATALAN SYSTEM
CLOSED VARIATION**

1. d2-d4 d7-d5
2. c2-c4 e7-e6
3. g2-g3 Ng8-f6
4. Bf1-g2 Bf8-e7
5. Ng1-f3 0-0
6. 0-0 Nb8-d7