

# **CHESS OPENINGS FOR BEGINNERS**

Published @ 2017 Trieste Publishing Pty Ltd

ISBN 9780649420940

Chess Openings for Beginners by E. E. Cunnington

Except for use in any review, the reproduction or utilisation of this work in whole or in part in any form by any electronic, mechanical or other means, now known or hereafter invented, including xerography, photocopying and recording, or in any information storage or retrieval system, is forbidden without the permission of the publisher, Trieste Publishing Pty Ltd, PO Box 1576 Collingwood, Victoria 3066 Australia.

All rights reserved.

Edited by Trieste Publishing Pty Ltd.  
Cover @ 2017

This book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, re-sold, hired out, or otherwise circulated without the publisher's prior consent in any form or binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser.

[www.triestepublishing.com](http://www.triestepublishing.com)

**E. E. CUNNINGTON**

# **CHESS OPENINGS FOR BEGINNERS**



# CHESS OPENINGS FOR BEGINNERS

BY THE

REV. E. E. CUNNINGTON, M.A.,

AUTHOR OF

"THE MODERN CHESS PRIMER," "HALF-HOURS WITH MORPHY," ETC.

"I will lead forth my soldiers to the plain."

—*Shakespeare* K. Rich. iii; Act v, sc. 3.

LONDON :

GEORGE ROUTLEDGE & SONS, LIMITED,  
BROADWAY, LUDGATE HILL, E.C.

1900.

*All rights reserved.*

## PREFACE.

---

THE object of this unpretentious little work is to give the beginner a short sketch of the various ways, more or less tried and approved, of starting a game of chess. Except in a few cases of particular interest, the Opening has not been carried beyond the first six or seven moves on each side. Some of the Openings here given are very little practised at the present time; but they may, at any later time, be brought into favour again, there being a fashion in these as in other matters. A pleasant though unsystematic way of learning something of the Openings may be found in working out games by eminent players. Or, if a more complete course of instruction be desired, the reader may be recommended to consult Mr. James Mason's "Chess Openings," or "Chess Openings, Ancient and Modern," by Messrs. Freeborough and Ranken, the latter being the most complete English work on the subject.

If in the following pages some of the notes seem trite and trivial, the writer's apology must be that he wished to smooth the path of the beginner, to whom at first all moves seem, and naturally, alike good or indifferent. And if he has at all succeeded in lightening the difficulties of such a one, and in giving him a helping hand into higher regions, this little work will have met with all the success that he ever hoped.

---

#### ABBREVIATIONS, &c.

The notation here employed is the shortest and most commonly used. (See "How to Play Chess," price 6d., British Chess Handbook Series.) *All* squares named in describing a move are named from the *mover's* side of the board; "O—O" = Castles on K side; "O—O—O" = Castles on Q side; "—" = to; "X" = takes; "i. p." = in passing; "ch." = check; "sq." = square; "Kt(K5)" = the Kt on King's 5th sq.; "Q x B(Q4)" = Q takes the B at *her player's* Q's 4th sq.; and so on.

Where no remark is made, the variations are left at a point where neither player has any appreciable advantage.

# CHESS OPENINGS FOR BEGINNERS.

---

## THE OPENINGS.

### *The Best Ways to Start a Game.*

You have set up the men in order, and you are to play with White (which always has first move). How are you to commence operations? Only a Kt or a P can move; experience shows that to start by moving the QKt is not good; 1. Kt—KB<sub>3</sub> is sometimes played, and will be mentioned later on. 1. Kt—KR<sub>3</sub> is simply bad—reasons are (1) it only commands two squares towards front (KB<sub>4</sub>, KKt<sub>5</sub>), instead of four (KR<sub>4</sub>, KKt<sub>5</sub>, Q<sub>4</sub>, and K<sub>5</sub>), as at its B<sub>3</sub>; (2) it might be taken there by Black QB, giving you two RPs (the weakest on the board). So move a Pawn; but which of the eight?

It is best to move the K's or the Q's P (reason, sets free maximum of force, Q and a B); move it two squares (partly to free the Bs, one of which would be otherwise blocked—e.g. P—K<sub>3</sub>, blocking the QB's outlet—and partly to command squares in the enemy's ground). KP or QP moved two squares is the best start, and you need never seek a third—no' that others are bad—except as being



## 6 CHESS OPENINGS FOR BEGINNERS.

less good; the best of the others working into these two.

Now for a general idea of what you must aim at in the beginning of a game. At the start, your pieces (except the Knights) are locked up and, for the time being, useless. You have to release them, to get them out to the front, and so to arrange them that they may best work together for offence and for defence; to place them where they may stand safely (not liable to be intercepted or surprised) with lines of retreat, and also may have most attacking power (most opportunity of doing effectual work) against the enemy.

George Walker's advice is excellent, and tersely sums up what you should *aim at* (*i.e.* have as a working principle, though you may not always be able to carry it out rigidly) in opening your game: "Do not prematurely attack before your force is tolerably developed in the field. Play up the centre Ps, get out your Kts and Bs, have your K castled and your Rs in co-operation (this implies a careful advance of Q). Such is the outline of the best directions to a beginner as to opening his game."

Reason and experience have settled upon certain best ways of commencing a game; and it is better to accept these results (trying to understand the principles underlying them) than to try and strike out fresh paths for yourself. Have a reason—good or bad, as may be—still some sort of a reason for your move, otherwise how can you expect to improve?

But now, starting with 1. P—K4, let us suppose that Black answers with the same, 1. . . . P—K4; you might like to play 2. Q—R5, attacking the undefended KP. Black cannot afford to lose it,

so must defend it in some way. He could play 2. . . . B-Q3; but this is bad on principle (it obstructs his QP and consequently his QB—*i.e.* hinders his men from coming into the field). Or he might play 2. . . . Kt-QB3, to which reply might be 3. B-Kt5 (*threatens* 4. B x Kt, and then 5. Q x KP ch., winning a Pawn), followed by 3. . . . P-Q3, &c. The move 2. . . . Q-K2 has only this against it, that the block of Black's KB *might* possibly lose a little time. Black may play 2. . . . P-Q3, then 3. B-B4 (*threatens* 4. Q x BP mate!), and 3. . . . P-KKt3 stops mate and drives off Q—say Q-B3 (*threatening* same mate), and Black can stop it by . . . B-K3, or . . . Kt-KB3. White Q has now spent two moves on an attack leading to nothing, and is at a square where she has no particular future before her.

However, to go a move farther, after 4. . . . Kt-KB3, suppose 5. Q-QKt3 (*threatens* B x BP check); Black develops his Q to K2 (*defending* BP) while his KB has a good square ready for him at KKt2. White's Q moves are waste of time—a waste which *may* be fatal; his second move is not good—is a premature sally of Q, which must lose valuable time in retreating, having a little helped to develop the opponent's forces. Principle and experience are against the move. Do not ignore these two factors. As to

#### *Other Second Moves of White,*

2. P-KB3 is bad, as having no other particular effect than to block up outlet for Q which your first move had made, and to take from your KKt

his best square. P—QB<sub>3</sub> is *playable* (*i.e.* a fairly good move) as giving another outlet to Q; other moves of Pawns (except 2. P—Q<sub>4</sub>, or P—KB<sub>4</sub>, which are approved moves) are weak, as not helping to develop your forces—*i.e.* as spending time aimlessly (or nearly so).

There is not much harm in 2. P—KKt<sub>3</sub> (or P—QKt<sub>3</sub>), to place the K (or Q) B at its Kt's second square—but not much good. There are better ways of spending the time so occupied. 2. Q—B<sub>3</sub> is bad (for about the same reasons as is 2. Q—R<sub>5</sub>). 2. Q—Kt<sub>4</sub> is even worse; Black answers by 2. . . . P—Q<sub>4</sub>, unmasking his QB, and so driving off the Q; either she must stay out somewhere, running chances of being trapped by Black's minor pieces, or must go back to Q sq. (better than to K<sub>2</sub>, which obstructs KB), losing valuable time. 2. B—B<sub>4</sub> is good, and will be treated later on; so is 2. Kt—QB<sub>3</sub>. But most important is 2. Kt—KB<sub>3</sub>, giving rise to the "King's Knight's Opening," which (according to the sequel) branches off into several good and recognised "Openings."

---

### KING'S KNIGHT'S OPENING.

[1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>.]

Before going further, we will dispose of several bad answers of Black. Either he must defend his KP or attack White's (getting Pawn for Pawn). A move like 2. . . . B—B<sub>4</sub>, leaving the KP undefended, simply throws away a valuable P for a very slight gain in development.