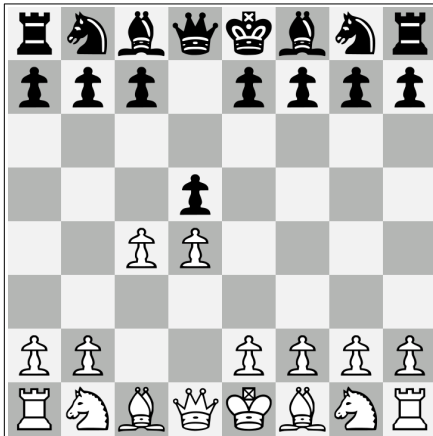


## SOME COMMON CHESS OPENINGS PART 2: QUEEN PAWN



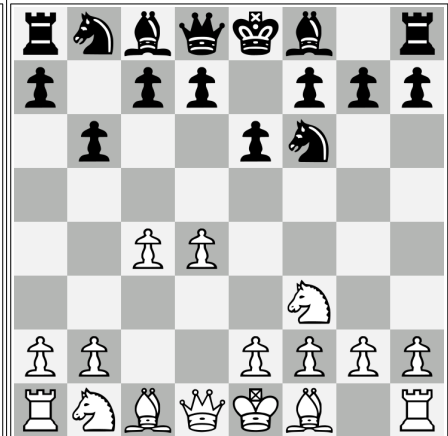
**1.d4 d5 2.c4**

The **Queen's Gambit** isn't really a gambit: if Black takes the pawn White can recover it easily. Black usually declines the gambit with 2...e6 with a solid though cramped position. Black must solve the problem of how to develop his queen's bishop. Accepting the gambit with 2...dxc4 is also fully playable.



**1. d4 Nf6 2.c4 e6 3.Nc3 Bb4**

The **Nimzo-Indian Defense** may be Black's best try against 1.d4, but opinions and mileage vary! Black seeks to prevent White from creating a big pawn center with pawn to e4.



**1. d4 Nf6 2.c4 e6 3.Nf3 b6**

To escape the troublesome pin on his queen's knight, White has played Nf3 instead of Nc3. However, this neglects the e4 square. The **Queen's Indian Defense** is marked by the fianchetto of Black's queen's bishop (...Bb7) to control e4. White can continue with g3 and then play Bg2.



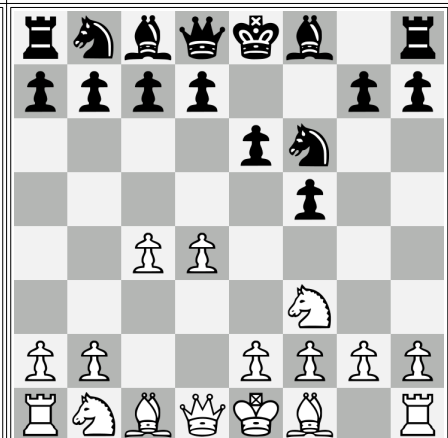
**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6**

In the **King's Indian Defense**, Black allows White to create a big center which he hopes to destroy. This defense is a favorite of many World Champions.



**1.d4 Nf6 2.c4 c5 3.d5 b5**

In the **Benko Gambit**, Black sacrifices a pawn to achieve quick, harmonious development, with a compact position and pressure on White's queenside.



**1. d4 f5 2.c4 e6 3.Nf3 Nf6**

In the **Dutch Defense**, Black seeks control of e4 and a kingside attack while keeping the center closed. White for his part wants to open up the center and attack on the queenside.