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POISONED PAWN

5
6
8

## The 50 Mighty Openings

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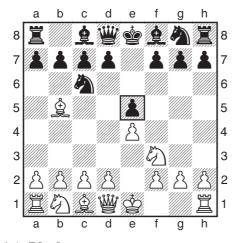
MIGHTY OPENING **11** 

### **Ruy Lopez: Introduction**

*The opening that has stood the test of time like no other* 

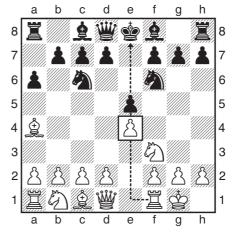
The Ruy Lopez is one of the oldest and most important openings. After **1 e4 e5 2** (2) **f3** (2) **c6**, White plays **3** (2) **b5** (1a). This looks less scary than 3 (2) 4 as White doesn't target the f7-pawn, but White's plan is to put pressure on the e5-pawn by attacking its defender. Sooner or later, Black will need to parry this threat, and White hopes to use the time gained to establish a strong grip on the centre. Note also that Black's pawn-thrust ... d5, which we saw repeatedly in the Giuoco Piano and Two Knights, will not hit the bishop. Black has a wide choice of replies, as White isn't yet threatening 4 (2) acc6 dxc6 5 (2) xe5, because 5... d4 regains the pawn with a good game. Thus 3... d6 is unnecessarily passive, and 4 d4 gives White the freer game. The main line is 3... a6, with points like 4 (2) at 4 d6 5 d4?! b5! 6 (2) and the wild 3... f5 (4) are also possible, while the natural 3... (2) feaves the bishop exposed to White's c3 and d4 pawn-break.

#### Basic Positions of the Ruy Lopez



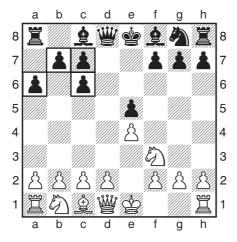
1a) Black moves

3...a6 forces the bishop to declare its intentions. For 4 ≜xc6 dxc6 see diagram 2a.
4 ≜a4 keeps the bishop, waiting for a better moment to exchange on c6.



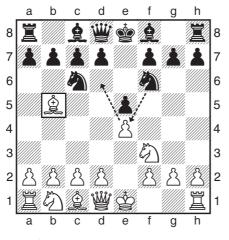
1b) Black moves

Then 4... (2) fo 5 0-0 leads to this position. It looks as if White has forgotten about his epawn, but see page 40 for 5... (2) xe4. The main move is 5... (2) e7 (pages 36-9).



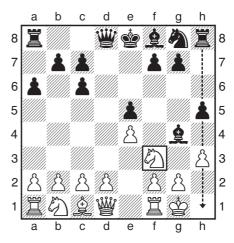
2a) White moves

After 5 d4 exd4 6 營xd4 營xd4 7 公xd4, a pure pawn ending would be bad for Black, so he must avoid too many exchanges and put his strong bishops to work. 5 公xe5 營d4 gives White nothing.



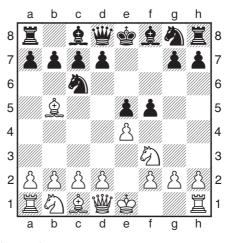
3) White moves

This defence has the idea 4 0-0  $2 \times 45$  $3 = 1 2 \times 66$ , attacking the b5-bishop. This pops up again in the line 5 d4  $2 \times 666$   $2 \times 666$ dxc6 7 dxe5  $2 \times 65758$   $3 \times 2686$  with a complex queenless middlegame.



**2b)** White moves

The position after 5 0-0 拿g4!? 6 h3 h5!. The bishop is taboo: 7 hxg4? hxg4 8 心h2? 營h4. After 7 d3 營f6 Black intends ...心e7g6 and may exchange on f3 if this doubles White's pawns too.



4) White moves

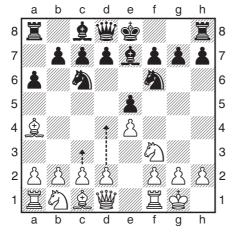
A point of this thrust is 4 d4 fxe4 5  $2 \times 25$   $2 \times 25$  6 dxe5 c6. If the bishop moves, 7... $2 \times 25$  8 wins the e5-pawn. After 4  $2 \times 25$ fxe4 5  $2 \times 24$  6 f6 6  $2 \times 16$  4  $2 \times 16$  7  $2 \times 26$  $2 \times 26$  8 Black offers a pawn to get piece-play.

### MIGHTY OPENING 12 Ruy Lopez: Closed Main Lines

A true test of chess understanding

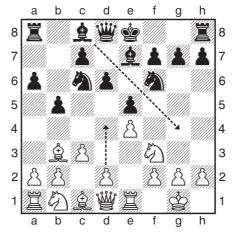
1 e4 e5 2 26 f3 26 c6 3 25 a6 4 24 26 f6 5 0-0 2e (*1a*) is known as the Closed Ruy Lopez, and often leads to play of great strategic subtlety. But don't be fooled by the name: there are plenty of ways for the game to open up. First things first though: White now needs to protect his e4-pawn, so 6 216 is the normal move. White then threatens to exchange on c6 and take on e5, so Black prevents this idea with 6...b5 7 2b. You might think that White has simply lost time with this bishop, but it has arrived on a very good diagonal, and Black's moves ...a6 and ...b5 can provide useful targets for White. Having secured his e5-pawn, Black needs to decide how to deploy his pieces. 7...d6 is the standard move, bringing in ideas of ...2g and also with the positional threat of ...2a5, exchanging off White's potent bishop. That's why White normally replies 8 c3 (*1b*), which also prepares the move d4. Then after 8...0-0 9 h3 (*2a*) we have reached a position where Black has a very wide choice of plans.

#### **Basic Positions of the Closed Ruy Lopez**



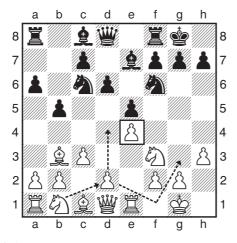
1a) White moves

Direct attacking methods achieve little for White here. His best plan is to secure his e-pawn and play c3 and d4, building a strong and flexible pawn-centre.



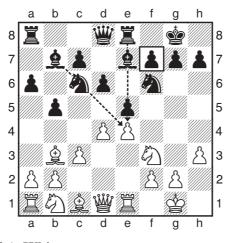
1b) Black moves

Now 8...<sup>(2)</sup>a5 gets nowhere after 9 <u>2</u>c2. Following 8...0-0 9 d4, Black's 9...<u>2</u>g4! idea puts pressure on White, as 10 h3? <u>2</u>xf3 11 <u>3</u>xf3 exd4 costs him a pawn.

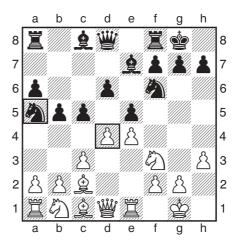


#### 2a) Black moves

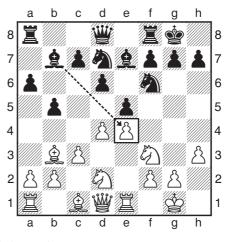
White plans d4, with an ideal centre, and then to develop by Dbd2, and if possible Df1-g3, freeing the c1-bishop. Black's main defences all hinder this manoeuvre – see the next three diagrams.



2c) White moves



**2b) Black moves** 



2d) White moves

Breyer's 9... (2)b8 10 d4 (2)bd7 11 (2)bd2 (2)b7 reorganizes Black's pieces flexibly, with ...d5 and ...c5 both still possible. The two players must manoeuvre carefully, ready for many different structures.