

**EXERCÍCIOS DE ABERTURAS - TREINAMENTO BÁSICO**

**TREINAMENTO BÁSICO**  
**THE OPENING**

**PROBLEMS**

**No. 7**



White has just played 2 B-Kt5. Is this good or bad and why?

**No. 8**



Black to play. What is his best move?

**No. 9**



Black has just played 1 . . . . P-QR3. What rule or rules has he violated?

**No. 10**



Who has the better center position?

**No. 11**



Black to play. Who has the better game and why?

**No. 12**



Black has given up a Pawn for this position. Is the sacrifice worth while?

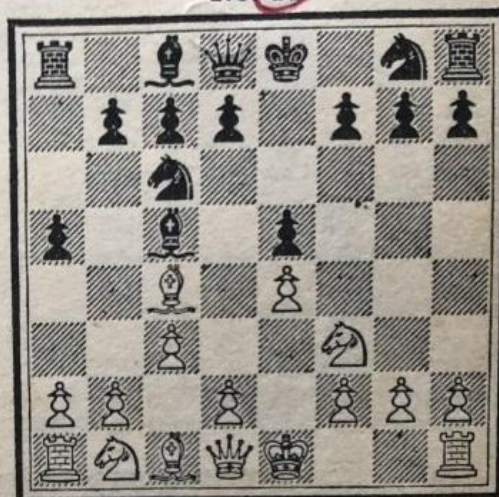
PROBLEMS

No. 13



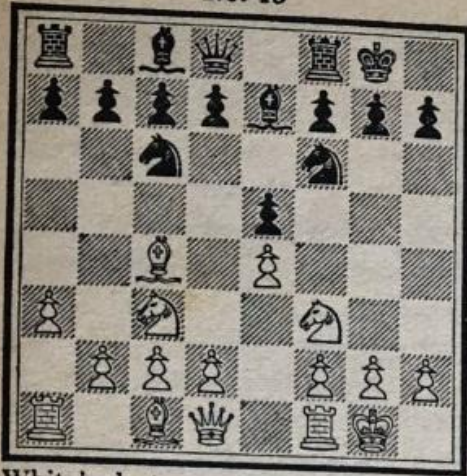
Black's last move was 3 . . . . P—B3.  
Is this good or bad? How should White proceed?

No. 14



Black just played 4 . . . . P—QR4.  
Why is this weak? How should White meet it?

No. 15



White's last move was 6 P-QR3.  
What is Black's best reply?

No. 16



Black to play has only one good move.  
What is it? What is the trap involved?

No. 17



This is known as the Classical Defense.  
Suggest a good line for White.

No. 18



What happens on 11 ... Q-Q2?  
11 ... Kt x KP is considered theoretically best. Can you see why?

No. 19



Black has just played 8 ... B-Q2.  
What should White reply?

No. 20



This is the Lasker Defense to the Evans Gambit.  
What is the idea behind it?

No. 21



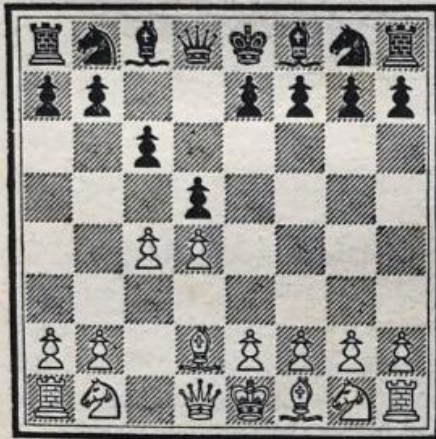
In the French Defense White has played 3 P—K5. What should Black reply?

No. 22



Position in the Sicilian Defense. White to play. What is his best move?

No. 23



White has just played 3 B—Q2 in the Slav Defense. Why is this weak? What is Black's best answer?

No. 24



What is White's best move and why?

No. 7. Bad. The Bishop attacks nothing and will be driven away with loss of time. Best is 2 . . . . Kt—KB3; 3 Kt—QB3, P—B3; 4 B—R4, B—B4 and Black is somewhat better developed.

No. 8. 3 . . . . P—Q4, to gain the upper hand in the center. It may be postponed one or two moves, but must occur sooner or later.

No. 9. First, second and eighth. Proceed against it by normal development.

No. 10. Black. He has undisputed control of Q5, while any White piece that plays to his Q4 can be chased away by . . . . P—QB3.

No. 11. Black. His development is superior. The White Queen has been brought out too early.

No. 12. No. He has gained only one tempo for it.

No. 13. Bad because it weakens the King position and deprives the Kk of its most natural square. 4 B—QB4 followed by speedy natural development is the best procedure.

No. 14. It does not develop a piece and has no effect on the center. 5 P—Q4, P×P; 6 P×P, B—Kt3; 7 O—O gives White an ideal set-up.

No. 15. 6 . . . . Kt×KP. Always get rid of an enemy center Pawn.

No. 16. The only good reply is 11 . . . . P—KB4. The trap is 11 . . . . Kt(B5)—Q3?; 12 Q×KtP, Q—B3; 13 Q×Q, Kt×Q; 14 R—K1ch, K—B1; 15 B—R6ch, K—Kt1; 16 R—K5, Kt(B3)—K5; 17 R—K1, P—KB4; 18 R—K7, P—Kt3; 19 Kt—R4, B—Kt2; 20 R—Kt7ch, K—B1; 21 R×RP dis ch, K—Kt1; 22 R—Kt7ch, K—B1; 23 Kt—Kt6ch and wins.

No. 17. Both 4 P—B3 and 4 O—O are excellent: White should plan to set up a strong Pawn center at an early stage. A sample continuation is 4 P—B3, KKt—K2; 5 P—Q4, P×P; 6 P×P, B—Kt5ch; 7 B—Q2, B×Bch; 8 Q×B, P—QR3; 9 B—R4, with advantage to White.

No. 18. 11 . . . . Q—Q2? loses a piece after 12 Kt×B! If then 12 . . . . P×Kt; 13 R×Kt!, and if 12 . . . . Q×Kt; 13 R×Kt!, for the Black QP is pinned in both cases.

The Black QKt must move. On 11 . . . . Kt×Kt; 12 P×Kt time must be lost to extricate the Kt at K5.

11 . . . . Kt×KP is considered best because it gives Black a strong counter-attack after 12 P—B3, B—Q3!; 13 P×Kt, B—KKt5; 14 Q—B2, P—QB4.

No. 19. 9 Kt—Q5, to break up the Black King position.

No. 20. Black wishes to give back the Pawn and secure a better ending rather than try to hold on to the extra material at the expense of a cramped position. The main variation is 8 P×P, P×P; 9 Q×Qch, Kt×Q; 10 Kt×P, B—K3.

No. 21. 3 . . . . P—QB4. In such positions it is imperative to break up the White center Pawn formation.

No. 22. P—QB4! This prevents both any eventual counterplay on the QB file and the advance of the Black QP.

No. 23. It does nothing about the center and violates the rule that Knights should be developed before Bishops. The best answer is 3 . . . . P×P; 4 P—K3, P—QKt4, when White has insufficient compensation for the Pawn.

No. 24. 3 P×P, to secure the better Pawn center after 3 . . . . Kt×P; 4 P—K4. After 3 . . . . Q×P; 4 Kt—QB3 Black will likewise be at a disadvantage because he has no Pawn in the center.