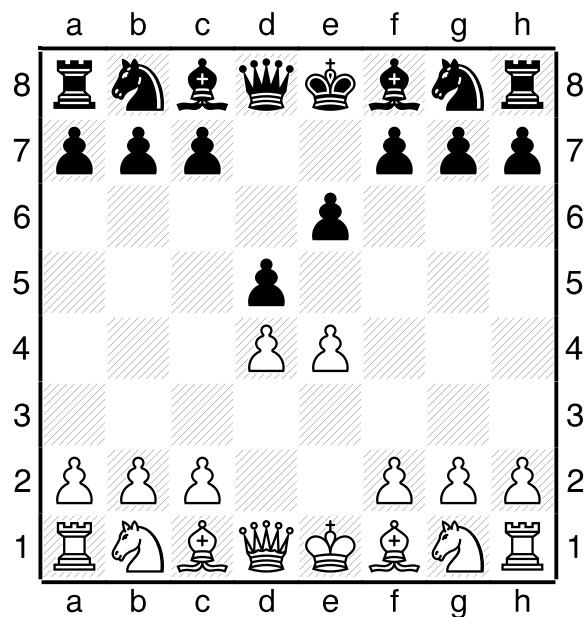


# THE FRENCH DEFENCE

It starts:

1. e2-e4 e7-e6

2. d2-d4 d7-d5

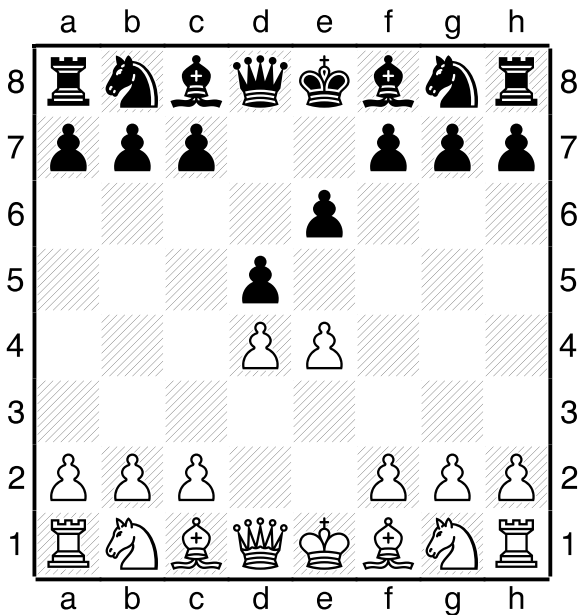


**WHITE SAYS:**

What sort of opening do you call that? You've got a cramped position and your bishop on c8 is about as much use as a fridge to an Eskimo!

**BLACK SAYS:**

Your house isn't made of bricks. It's only made of straw. I'll attack my centre with my c-pawn, my f-pawn and all my pieces. I'll huff and I'll puff and I'll blow your house down!



White's e-pawn is attacked. What should he do?

He could exchange it ( $\text{exd5}$ , the EXCHANGE VARIATION), popular with wimps who want to play safe.

He could advance it ( $\text{e4-e5}$ , the ADVANCE VARIATION), very popular in junior chess but Black usually does well against it.

He could defend it ( $\text{Nb1-c3}$ , the main line, or  $\text{Nb1-d2}$ , the TARRASCH VARIATION), the master choice.

## What's the big idea?

The FRENCH DEFENCE is a battle for control of the central dark squares: d4 and e5.

If White keeps control of these squares he will stand better.

If Black can take over control of these squares he will be able to advance his centre pawns and win the game.

When White plays e5 he creates a PAWN CHAIN.

The key moves for Black are the PAWN BREAKS  $\text{c7-c5}$  and  $\text{f7-f6}$ .

If you're Black play  $\text{c7-c5}$  as soon as you can. Play  $\text{f7-f6}$  as soon as you can AFTER YOU'VE CASTLED.

## Ideas for White:

1. Try to get your light-squared Bishop onto the b1-h7 diagonal. Don't exchange it for Black's light squared Bishop if you can help it.
2. If Black develops slowly try to play f2-f4 and f4-f5.
3. If Black moves out his dark-squared Bishop consider playing Qd1-g4.
4. Don't attack Black's centre with c2-c4 (or c3-c4) while he still has a light-squared bishop on the board.
5. If you've exchanged off your pawn on e5 try to occupy e5 with a piece.
6. If you've exchanged off your pawn on d4 try to occupy d4 with a piece.

## Ideas for Black:

1. Play c7-c5 as soon as you can, but watch out for Nc3-b5 followed by Nb5-d6.
2. Play f7-f6 as soon as your King is safe BUT NOT BEFORE: White may have tactics based on Bd3 and Qh5.
3. Think twice before playing either c5xd4 or c5-c4. Both these moves are sometimes good but do take the pressure off White's centre.
4. Consider exchanging off your light-squared Bishop by playing b6 and Ba6.
5. Aim for exchanges to free your cramped position.
6. If the centre remains blocked start a pawn advance on the opposite side of the board to where your King is living.

# THE ADVANCE VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. e4-e5 c7-c5

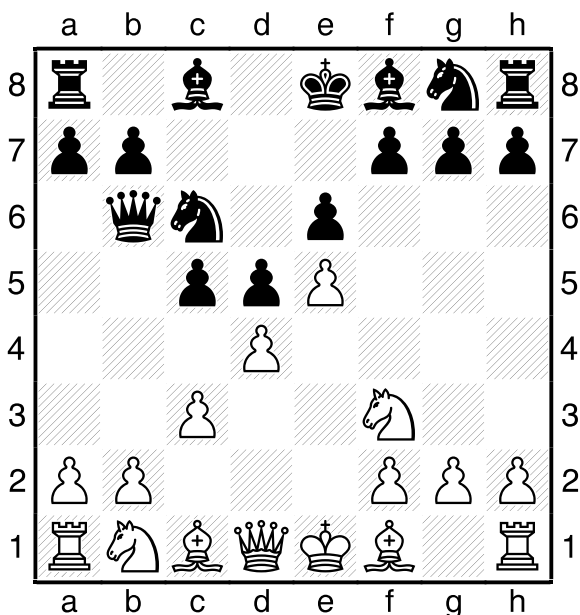
Black attacks White's centre.

4. c2-c3 Nb8-c6

White defends his centre and Black attacks it again.

5. Ng1-f3 Qd8-b6

Attacking the b-pawn so White cannot develop his Bishop on c1.



Now White can choose Bf1-e2 (simple development), Bf1-d3 (a pawn sacrifice which Black cannot take next move - why?) or a2-a3 with the idea of b2-b4, taking the pressure off the centre.

# THE CLASSICAL VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. Nb1-c3 Ng8-f6

Black attacks e4 again

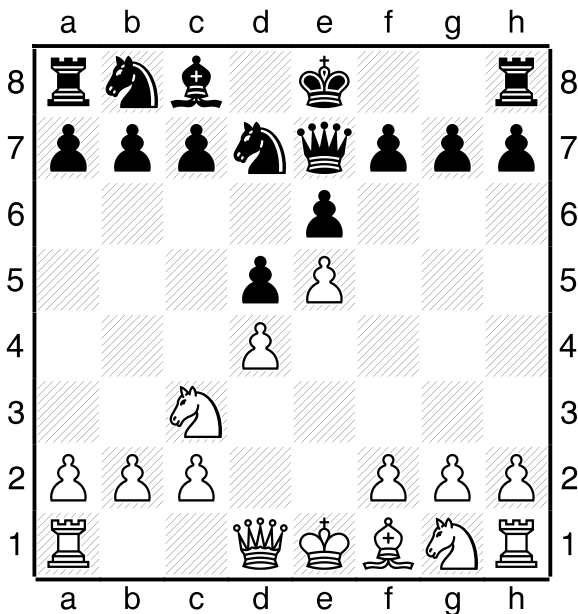
4. Bc1-g5 Bf8-e7

White defends by pinning the Knight so Black unpins.

5. e4-e5 Nf6-d7

6. Bf8xe7 Qd8xe7

White exchanges off his Bad Bishop for Black's Good Bishop



White's best move now is f2-f4, when Black cannot play c7-c5 because of Nc3-b5 so can choose either a7-a6 or 0-0, followed by c7-c5 next move.

# THE STEINITZ VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. Nb1-c3 Ng8-f6

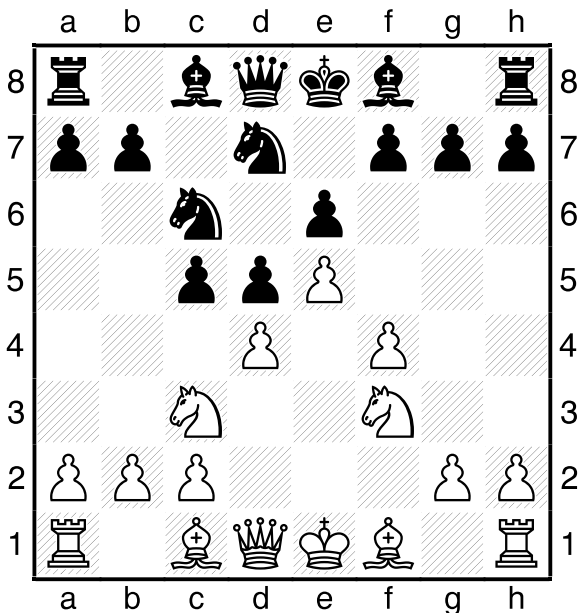
4. e4-e5 Nf6-d7

In this variation White will develop his Queen's Bishop on e3 to fight for control of d4.

5. f2-f4 c7-c5

Two important moves. White takes firm control of e5 and Black attacks d4.

6. Ng1-f3 Nb8-c6



Black keeps on attacking d4 so White should now defend it again with Bc1-e3.

# THE WINAWER VARIATION

1. e2-e4 e7-e6

2. d2-d4 d7-d5

3. Nb1-c3 Bf8-b4

Black pins the Knight on c3 and threatens to take the pawn on e4.

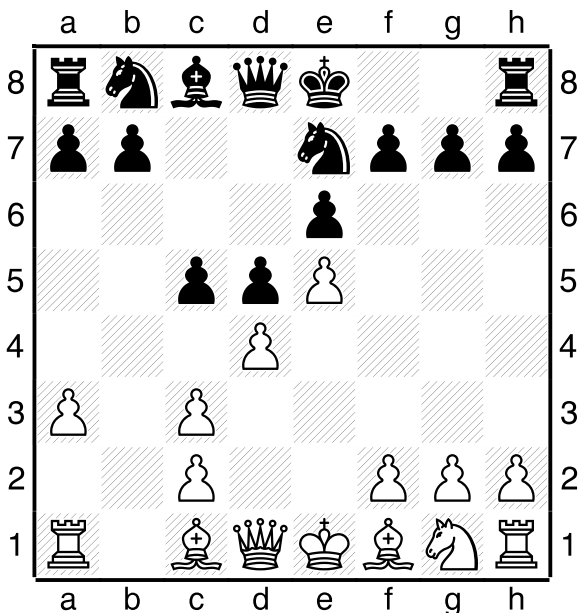
4. e4-e5 c7-c5

White meets the threat by advancing his e-pawn and Black switches his attack to d4.

5. a2-a3 Bb4xc3

6. b2xc3 Ng8-e7

Not so good is Nb8-c6 because Qd1-g4 is a strong reply.



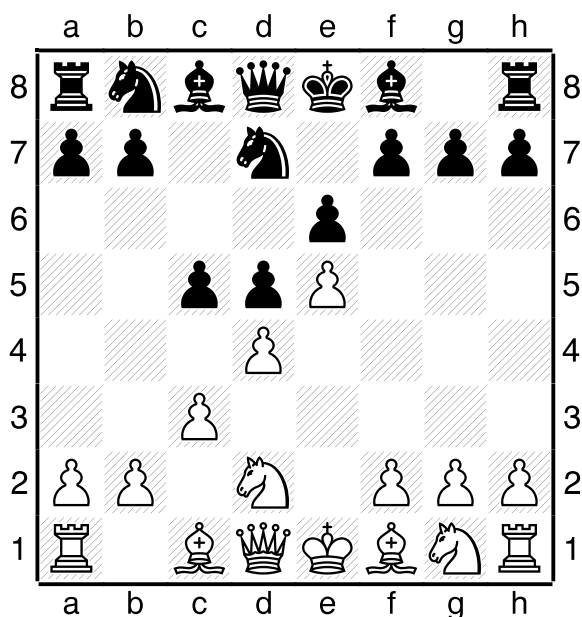
Now White can choose simple development with Ng1-f3 or attack g7 with the aggressive Qd1-g4.

# THE TARRASCH VARIATION

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 Ng8-f6

White has two good reasons for playing Nb1-d2. It stops Black pinning his Knight with Bf8-b4 and allows him to support his pawn centre with c2-c3.

4. e4-e5 Nf6-d7
5. c2-c3 c7-c5



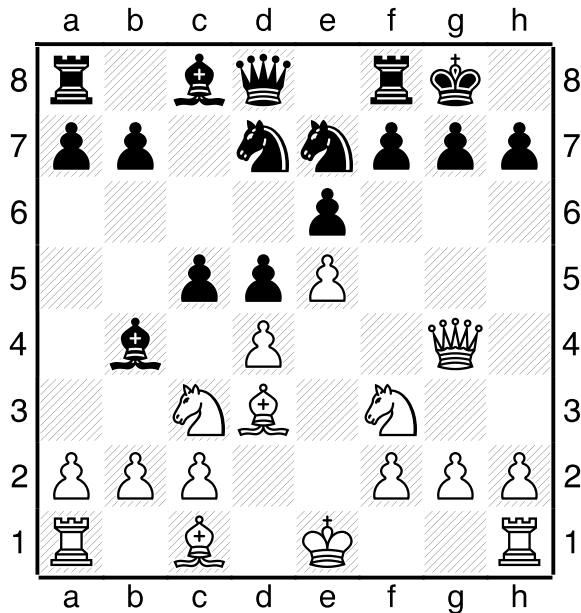
White has two plans here: to defend his centre with f4, or to exchange pawns when Black plays f6. In both cases he usually develops his Queen's Knight on f3 and his King's Knight on e2.



# THE GREEK GIFT

Take a look at this game.

1.e2-e4 e7-e6 2.d2-d4 d7-d5 3.Nb1-c3 Bf8-b4 4.e4-e5 Ng8-e7 5.Qd1-g4 0-0 6.Ng1-f3 Nb8-d7 7.Bf1-d3 c7-c5



8.Bd3xh7+ Kg8xh7 9.Nf3-g5+ Kh7-g8  
10.Qg4-h5 Rf8-e8 11.Qh5xf7+ Kg8-h8  
12.Ng5xe6 Black resigns

Everyone who plays the French Defence with either colour must know and understand the Bishop sacrifice on h7 - the GREEK GIFT SACRIFICE.

**FRENCH DEFENCE  
EXCHANGE VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. e4xd5 e6xd5
4. Ng1-f3 Ng8-f6
5. Bf1-d3 Bf8-d6

**FRENCH DEFENCE  
ADVANCE VARIATION  
MAIN LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. e4-e5 c7-c5
4. c2-c3 Nb8-c6
5. Ng1-f3 Qd8-b6
6. Bf1-e2 c5xd4

**FRENCH DEFENCE  
ADVANCE VARIATION  
MILNER-BARRY GAMBIT**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. e4-e5 c7-c5
4. c2-c3 Nb8-c6
5. Ng1-f3 Qd8-b6
6. Bf1-d3 c5xd4

**FRENCH DEFENCE  
RUBINSTEIN VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 d5xe4
4. Nc3xe4 Nb8-d7
5. Ng1-f3 Ng8-f6
6. Ne4xf6 Nd7xf6
7. Bf1-d3 Bf8-e7

**FRENCH DEFENCE  
STEINITZ VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. e4-e5 Nf6-d7
5. f2-f4 c7-c5
6. Ng1-f3 Nb8-c6

**FRENCH DEFENCE  
BURN VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 d5xe4
5. Nc3xe4 Bf8-e7
6. Bg5xf6 Be7xf6
7. Ng1-f3 Nb8-d7

**FRENCH DEFENCE  
CLASSICAL VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e4-e5 Nf6-d7
6. Bg5xe7 Qd8xe7
7. f2-f4 0-0

**FRENCH DEFENCE  
ALEKHINE-CHATARD GAMBIT**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-e7
5. e4-e5 Nf6-d7
6. h2-h4 Be7xg5
7. h4xg5 Qd8xg5

**FRENCH DEFENCE  
McCUTCHEON VARIATION**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Ng8-f6
4. Bc1-g5 Bf8-b4
5. e4-e5 h7-h6

**FRENCH DEFENCE  
WINAWER: PAWN SNATCH LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. e4-e5 c7-c5
5. a2-a3 Bb4xc3+
6. b2xc3 Ng8-e7
7. Qd1-g4 Qd8-c7

**FRENCH DEFENCE  
WINAWER: POSITIONAL LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. e4-e5 c7-c5
5. a2-a3 Bb4xc3+
6. b2xc3 Ng8-e7
7. Ng1-f3 Qd8-a5

**FRENCH DEFENCE  
WINAWER: FINGERSLIP LINE**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. Bc1-d2 d5xe4
5. Qd1-g4 Ng8-f6
6. Qg4xg7 Rh8-g8

**FRENCH DEFENCE  
WINAWER VARIATION 4. a3**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. a2-a3 Bb4xc3+
5. b2xc3 d5xe4
6. Qd1-g4 Ng8-f6
7. Qg4xg7 Rh8-g8

**FRENCH DEFENCE  
WINAWER VARIATION 4. Ne2**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-c3 Bf8-b4
4. Ng1-e2 d5xe4
5. a2-a3 Bb4-e7
6. Nc3xe4 Ng8-f6

**FRENCH DEFENCE  
TARRASCH VAR. 3... Nf6 (1)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 Ng8-f6
4. e4-e5 Nf6-d7
5. Bf1-d3 c7-c5
6. c2-c3 Nb8-c6
7. Ng1-e2 c5xd4

**FRENCH DEFENCE  
TARRASCH VAR. 3... Nf6 (2)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 Ng8-f6
4. e4-e5 Nf6-d7
5. f2-f4 c7-c5
6. c2-c3 Nb8-c6
7. Nd2-f3 Qd8-b6

**FRENCH DEFENCE  
TARRASCH VAR. 3...c5 (1)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 c7-c5
4. e4xd5 e6xd5
5. Ng1-f3 Nb8-c6
6. Bf1-b5 Bf8-d6

**FRENCH DEFENCE  
TARRASCH VAR. 3...c5 (2)**

1. e2-e4 e7-e6
2. d2-d4 d7-d5
3. Nb1-d2 c7-c5
4. e4xd5 Qd8xd5
5. Ng1-f3 c5xd4
6. Bf1-c4 Qd5-d6