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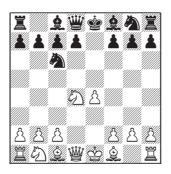
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PREFACE

The Scotch Game is a solid positional opening which has been studied and tested in practice by the strongest chess players in the world in a period of more than two centuries. It became widely popular after the correspondence match in the years 1824-28 between the chess clubs of Edinburgh and London. It is quite possible that opening had been played before but those particular games were first published in chess magazines and opening reviews at these times. Later they were included in the computer databases. The Scottish players who were on the White side won these games and accordingly the opening was called The Scotch Game. It is also very interesting that two of the games started with the variation 1.e4 e5 2. \$\tilde{\text{D}}f3\$ \$\tilde{\text{D}}c6 3.d4 \text{ exd4 4.\$\tilde{\text{L}}c4\$, which is presently named The Scotch Gambit. The Edinburgh team were White in one of the games and Black in the other game and they scored one and a half points out of the two encounters.

The idea behind the Scotch Game is simple and easily understandable. White eliminates in a purely mechanical fashion Black's e5-pawn which impedes his ambition to dominate in the centre. After the exchange on d4 there arises a pawn-structure which is very favourable for White, because he remains with a very powerful pawn in the centre, while his opponent does not have any pawn in the centre. White has occupied much more space and he has opened the diagonals of both his bishops and he can develop quickly and comfortably all his forces.

1.e4 e5 2.0f3 0c6 3.d4 exd4 4.0xd4



One of the drawbacks of this set-up for White is that he has lost an important tempo for the sake of the exchange on d4. Presently, both sides have equal development (they have developed only a knight), but now it is Black to move. The essence of the initiative in the game of chess has numerous fine points and it can easily evaporate. White however, has several long-term positional advantages. He has extra space and dominates in the centre.

According to the principles of the classical opening theory, whose famous exponent was for example the outstanding grandmaster and challenger for the World crown Paul Keres (1915 – 1975), Black's e5-pawn should not be exchanged with the move (3.d4), but it should be attacked with 3.\(\delta\)55, implying that "the only correct opening" in which White can rely on obtaining an advantage at the beginning of the game is the Ruy Lopez. One of the outstanding contemporary theoreticians Evgenij Sveshnikov shares the same point of view. Still, whenever he is White, on move three he either develops his bishop on c4, or even more frequently (!) he plays 3.d4 himself. Why does he do that?

Chess theory, moreover "pure science" is a very time consuming and interesting pastime for only a small group of people, while in practice the majority of the people who are incline to do that tend to deal with much more practical matters in their everyday life. Be frank with vourselves and tell me do you know for example how to obtain an advantage with White in the Marshall Attack? Do you have any novelties in the Open variation? Do you know how to win with White in the Berlin endgame, or in the Jaenish Gambit? If you are not Anand, Kramnik or Carlsen then you probably do not know all these things! The chess theory in the Ruy Lopez has developed enormously and the theoretical discussions continue deeply into the middle game practically in every tournament in many different directions. I have not even mentioned vet the schemes with the development of the bishop on c5, the Chigorin system, the Brever variation, the Zaitsev system and many others. How can a regular chess fan ever remember all this and can he possibly have enough time to study chess theory for so long?

The Scotch Game is very attractive for the White players mostly because he chooses the direction of the development of the fight, while the Black player much only follow suit. It is not a gambit good for a one game experiment, it is an opening based on solid positional common sense. You can choose and include in your White opening reper-

toire some more or less simple schemes in which it is quite sufficient to memorise some basic plans and typical maneuvers. Naturally, in the Scotch Game, just like in every contemporary opening, there are some very sharp lines in which every tempo is of a paramount importance. In order to grasp all the fine points, you must invest a lot of effort, but then you will have an excellent chance of surprising some not so well prepared opponent and to obtain a great opening advantage in the vicinity of moves 12-15.

The reputation of the Scotch Game as a harmless and peace-loving opening has long gone into oblivion. At the beginning of the years 1990ies, before his last match for the World title against Anatoly Karpov, Garry Kasparov included that opening in his arsenal and it served him well devotedly for a period of more than a decade. His results were terrific. Kasparov played the Scotch Game in twenty tournaments encounters and he won twelve of them drawing the rest.

The World Champions have always been the pioneers in the field of opening fashion and naturally, following the example of Garry Kimovich, many outstanding grandmasters included the Scotch Game in their repertoire. Sergey Rublevsky (This opening continues to be his basic weapon for White against 1...e5.), Alexander Morozevich, Vasily Ivanchuk, Teimur Radjabov, Emil Sutovsky and many others are among them. Magnus Carlsen joined this impressive list quite recently and understandably due to the boost of his newly acquired coach Garry Kasparov. It can be easily understood that he must have had numerous opening surprises up his sleeve! The famous grandmasters of the older generation like Jan Timman, Ljubomir Ljubojevic, Evgenij Sveshnikov, Vitaly Tseshkovsky and some others played that opening even before Kasparov did and they continued to do that even until now. Presently, the Scotch Game is a frequent guest of every important tournament.

The book which you are holding in your hands consists of seven chapters dealing with different move-orders. Every chapter comprises of Quick Repertoire, a thorough analytical material in the part Step by Step and Complete Games. In order to include a certain opening system in your opening repertoire it would be sufficient for you to read the part Quick Repertoire and play through the games and that would not take too much of your free time. After this you can boldly start playing this opening in some friendly games in your club or in the Internet. You will amass in that fashion a certain degree of experience in the Scotch

Game and then you should better have a look in the part Step by Step comparing your play with the recommendations of author of this book. I believe this process of mastering this new opening will thus become an enjoyable pastime for you.

I would like to quote for you an interesting statement of the famous Danish grandmaster Bent Larsen before starting to deal with some concrete variations. He said jokingly that all long lines are basically wrong... I would like to add that in principle some short variations tend to be wrong as well. I have tried, in a tandem with the wonderful PC-program "Rybka", to reduce the number of mistakes to an absolute minimum. The analyses and the theoretical variations which this book comprises of, cannot aspire to cover the enormously rich contents of the Scotch Game. Accordingly, you should better check and recheck some of the variations, refute some of them and try to invent some new ideas! I believe that the book "The Scotch Game for White" will help you to develop a habit of creative endeavour in the field of home opening preparation. This interesting part of the game of chess will bring you plenty of joy and fulfilment and surely numerous beautiful tournament victories!

Vladimir Barsky Moscow, December 2009