

Counter Gambits

Exeter Chess Club – October 5 2004

After last years “F Pawn” gambits theme, this years theme is “Counter Gambits”. In counter gambits (Black, it is usually black anyway) meets the offer of a pawn with an offer of his own.

In most cases these gambits are fully viable openings, and one of them is so solid as to have all but eliminated the opening in question from top level competition.

Similar gambits are grouped in pairs, so players get a fair bite at the cherry, with White and Black, assuming the draw manages to alternate players colours well, which is never guaranteed.

More gambits are given than we are expected to have time to play in one evening alas.

Kings Pawn Mutual Counter Gambits

1. **Falkbeer CG** 1. e4 e5 2. f4 d5 3. ...
2. **Latvian CG** 1. e4 e5 2. Nf3 f5 3. ...

Four Knights, give or take a pawn

3. **Rubenstein Four Knight game** 1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Nd4! 5. ...
4. **Scotch Four Knights** 1. e4 e5 2. Nf3 Nf6 3. Nc3 Nc6 4. d4 Bb4 5. ...

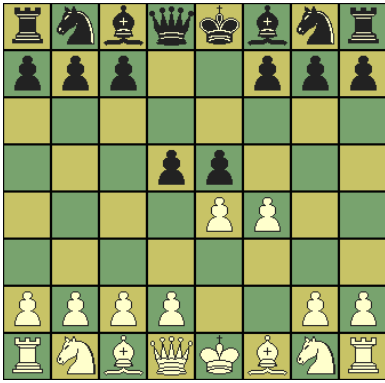
Other Kings Pawn Games

5. **Carokann** 1. e4 c6 2. d4 d5 3. exd cxd 4. c4 Nf6 5. Nc3 g6 6. ...
6. **Pirc** 1. e4 g6 2. d4 Bg7 3. c3 d6 4. f4 Nf6 5. Bd3 e5 6. Nf3 O-O 7. dxe5 dxe5 8. Nxe5 Na6 9. ...

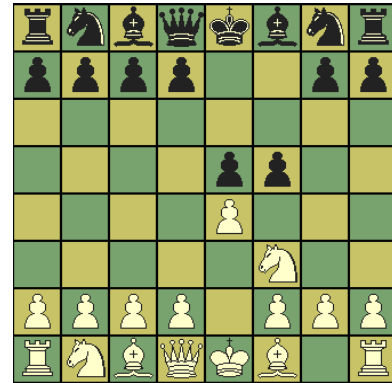
Queens Pawn Games

7. **Albin CG** 1. d4 d5 2. c4 e5 3. ...
8. **Hennig-Schara** 1. d4 d5 2. c4 e6 3. Nc3 c5 4. cxd5 cxd4 5. ...

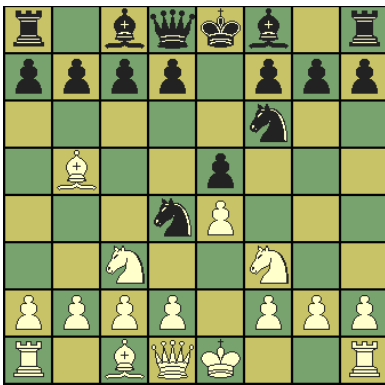
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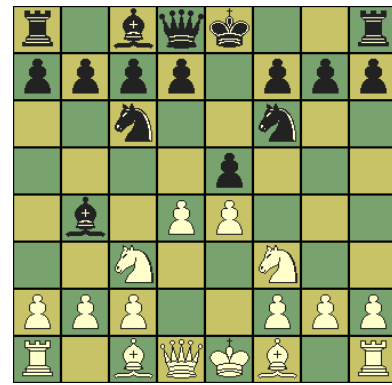
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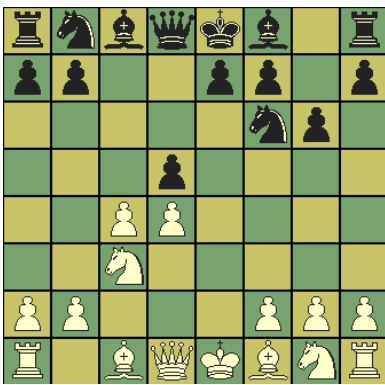
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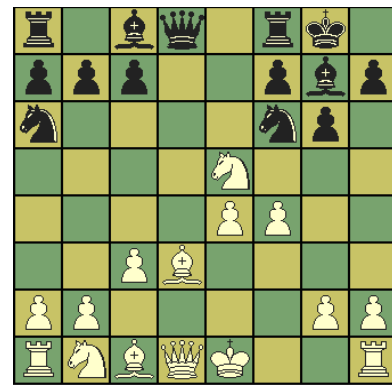
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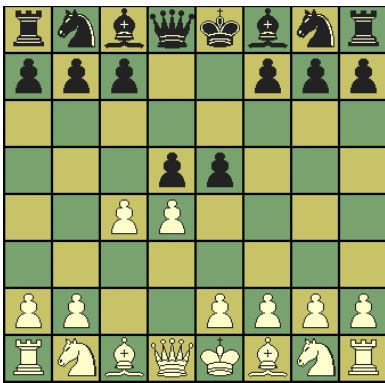
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