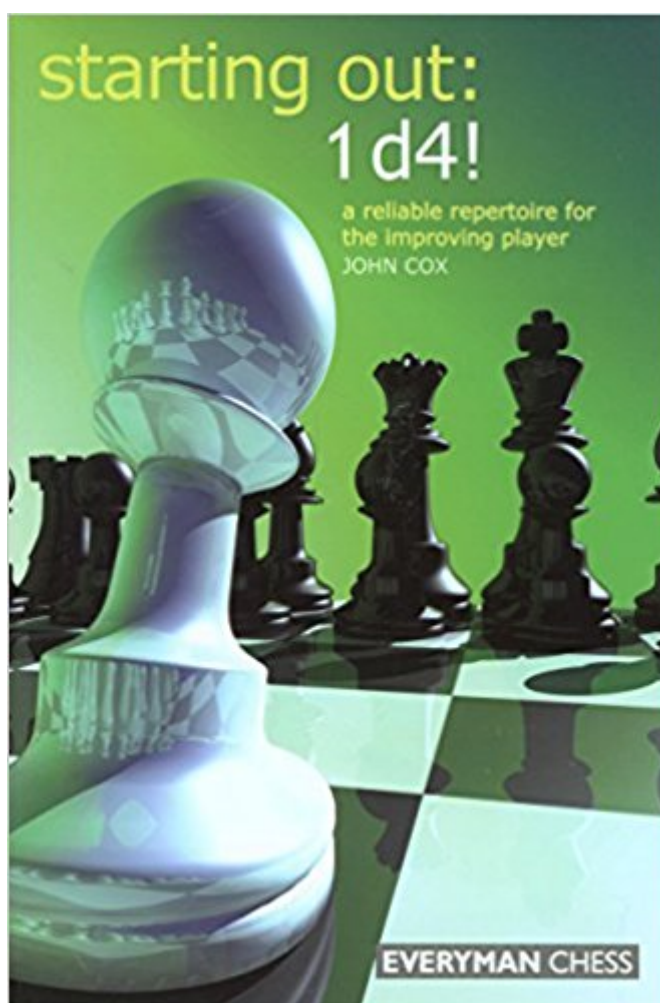


The book was found

Starting Out: 1d4 : A Reliable Repertoire For The Improving Player (Starting Out - Everyman Chess)



Synopsis

Building and maintaining an opening repertoire can be a demanding task -- for a start there are an enormous number of different lines to choose from. There's a strong temptation amongst beginners and improving players to opt solely for tricky lines in order to snare unsuspecting opponents, but this approach has only short-term value. As players improve and their opponents become stronger, very often these crafty lines don't stand up to close scrutiny, and suddenly they back to square one with no suitable opening weapons. In *Starting Out with 1 e4!* and *Starting Out with 1 d4!* Neil McDonald and John Cox solve this perennial problem by providing the reader with a strong and trustworthy repertoire with the white pieces based on the popular opening moves 1 e4 and 1 d4. The recommended lines given here have stood the test of time and are regularly employed by Grandmasters. Reading these books will give players the confidence to play these variations against all strengths of player and provides them with reliable opening armoury for years to come. These books are written in Everyman Chess's distinctive *Starting Out* style, with plenty of notes, tips, and warnings throughout to help the aspiring player.

>Grandmaster-style opening repertoires<
>Written by opening experts<
>Ideal for improving players<

English Grandmaster Neil McDonald is an experienced and successful player on the international chess circuit. He is a respected chess coach, who has trained many of England's strongest junior players. McDonald is also a talented chess writer and has many outstanding works to his name. Earlier Everyman Chess books include *Concise Chess Openings* and *Starting Out: The Dutch Defence*. John Cox is a FIDE Master and a former junior international and British Junior Champion. Previous works for Everyman Chess include *Starting Out: Alekhine's Defence* and *Dealing with d4 Deviations*. Other Books in Series *Starting Out with 1 d4!*

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Customer Reviews

This book, *Starting Out 1 d4!*, may be the best of all my opening books. Why is this? It is because this book provides a repertoire that can be counted on to get you a solid plus out of the opening. I have been duped more than once into buying a "win with the opening that always wins in 20 moves, yet it has escaped that notice of Kramnik and Ponomarev." As we all know, these books do not provide a good, let alone adequate repertoire. So then we search for and then buy book with a reliable repertoire and find out that it has lines that are very easy to learn, but only bring you equality as white or the famous "chances for both sides" as black. What makes *Starting Out 1 d4!* different is that it actually gives you lines that are played by grandmasters. The bayonet attack for the King's Indian, the Botvinnik variation of the Slav. But then the eternal question comes up: "aren't these lines designated for grandmasters who study chess 25 hours each day?" "Yes." Actually, the secret is that you actually won't be play Veselin Topalov very soon, so you can afford to know just a little theory and the main ideas of the opening. And that's what this book gives you. As we know from the back of every opening book in the world, knowing the ideas of your opening is the most important thing blah blah blah. This book, however, is one of the few that effectively teaches the ideas well. John Cox has written a book that should be popular with chess players for years to come.

A little background. I'm a solid A-class player (1870 USCF) and I have been playing for 15 years, a lot of this is a little fuzzy now. I'm not an opening guru or a chess stud just a guy who likes to play. Especially tournaments. My big problem with opening repertoire books is that they tend to offer off-beat lines to save space and then avoid the most critical line with phrases like "...with equal chances". This is ok, but as I began to climb up the rating ladder, I needed to play openings that were main-line and posed problems for black. I wasn't getting very good positions out of the Grand Prix, Exchange French, Exchange Caro, or the Scotch Gambit. So I decided to start playing 1.d4. I bought this book because what it offers are not off-beat easy to remember systems like the Colle, Veresov, or Tromp. It recommends playing the main-line Slav, King's Indian and the QGD Exchange. The reason is because they are strategically rich and probably slightly better for white (up for debate). That's why good players play them. Yes there is a lot of theory. I've come to believe that's part of chess. The reason that people have high rating is because they are good at chess, no book

you can read on an opening will make your opponent worse at chess (not a typo). I like the openings in this book because they challenge both players. When you trot the exchange variation in the queen's gambit, with all its plans and schemes you are challenging the player across from you saying in affect, "I can play this position better than you." as opposed to "I am going to put my pieces in the exact same position no matter what you do.

I suppose that the argument against lower rated players playing grandmaster level moves holds some weight. Obviously, a book that introduces you to the main lines of current theory is bound to fall short in terms of coverage. And, since you will be playing current theory you will also have to keep up with changes in it. Cox makes a good case for an advantage in many lines but I find it interesting that in several places that advantage is very minimal (just as if you had played some supposedly inferior variation) or, more to the point, the position is advantageous for White but you have to be a darned good player to understand what is going on. Also, what lines are you missing? I compared Cox's pages on the Zurich variation of the Nimzo-Indian (1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 Nc6) to Alburt, Dzindzi, Perel.'s Chess Openings for Black Explained since they recommend the variation for Black. Interestingly, Cox had 5 Nf3 d6 6 Bd2 0-0 7 a3 Bxc3 8 Bxc3 Qe7 9 e4 e5 10 d5 Nb8 11 Be2 Nh5 12 Nxe5 but then gives 12...Nf4 as the move for Black rather than the surprising 12...Nf6 in COFBE. If I didn't own COFBE I would never have known about this. So, many master players would tell you to stay away from these lines. I listened to these arguments but bought the book anyway. I was curious but also a bit dissatisfied with some of my current repertoire. Maybe I would get some new ideas? If you are familiar with the quality found in most Starting Out books you will find that it is written like many of the others. The skull and crossbone warnings call attention to important information, there are typically at least two diagrams on each page, and the author cites recent games and ideas doing an admirable job of covering a lot of ground in a short space.

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