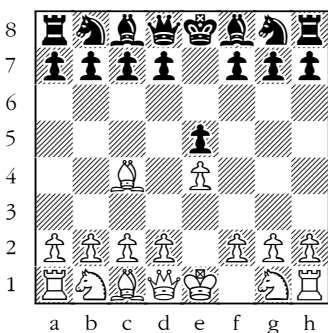


# The Bishop's Opening

Compiled by Steven Craig Miller

1. e4 e5  
2. ♖c4 ...



2. ... ♗f6

2. ... ♗c5 3. c3 ♗f6 4. d4 exd4 5. e5 d5 6. exf6 dxc4 7. ♖h5 0-0 8. ♖xc5 ♗e8+ 9. ♗e2 d3 10. ♗e3 dxe2 11. ♗d2 ♗a6 12. ♖xc4 ♖xf6 13. ♖xe2 =

After 2. ... ♗f6, White has two major choices: (A) 3. d4 & (B) 3. d3. A third possibility, 3. ♗c3, transposes to the Vienna Game.

- A**  
3. d4 exd4

3. ... ♗xe4 4. dxe5 ♖h4 5. ♖f3 ♗g5 6. ♖f4 ♖xf4 7. ♗xf4 ♗e6 8. ♗g3 ±

4. ♗f3 ...

4. e5 d5 5. ♗b3 ♗e4 6. ♗e2 ♗c5 7. ♗xd4 ♗xb3 8. ♗xb3 c5 9. 0-0 ♗c6 ♞

4. ... ♗xe4

(a) 4. ... ♗c6 transposes to the *Two Knights' Defense*.

(b) 4. ... ♗c5 5. 0-0 d6 6. c3 d3 (6. ... dxc3 7. ♗xc3 0-0 8. ♗g5 ♗e6 9. ♖b3 ∞) 7. ♖d3 ♗c6 ∞

(c) 4. ... d5 5. exd5 ♗b4 6. c3 ♖e7 7. ♖f1 (7. ♗e2!?) dxc3 8. ♗xc3 0-0 9. ♗g5 h6 10. ♗h4 ♗f5 11. ♖d4 ♗bd7 =, Estrin—Vatnikov, USSR 1961.

5. ♖xd4 ♗f6  
6. ♗g5 ♗e7  
7. ♗c3 ♗c6  
8. ♖h4 d6  
9. 0-0-0 ♗e6  
10. ♗d3 ♖d7  
11. ♗b5 0-0 =

**B**

3. d3 c6

Often 3. ... ♗c6 or 3. ... ♗c5 will transpose, after 4. ♗c3 to the *Vienna Game*, or after 4. ♗f3 to the *Two Knights' Defense*.

4. ♗f3 d5

4. ... ♗e7 5. 0-0 (5. ♗xe4? ♖a5+) d6 6. ♗b3 0-0 7. c3 ♗g4 8. ♗bd2 ♗bd7 9. h3 ♗h5 10. ♗e1 ♗c5 11. ♗c2 ♗e6 12. ♗f1 ♗d7 13. ♗g3 ♗xf3 14. ♖xf3 g6 15. ♗e3 ♗g5 16. ♗ad1 ♗xe3 17. ♖xe3 ♖b6 18. ♖xb6 axb6 19. a3 b5 =

5. ♗b3 ♗d6  
6. ♗c3 ♗e6  
7. ♗g5 ♗bd7 ∞