



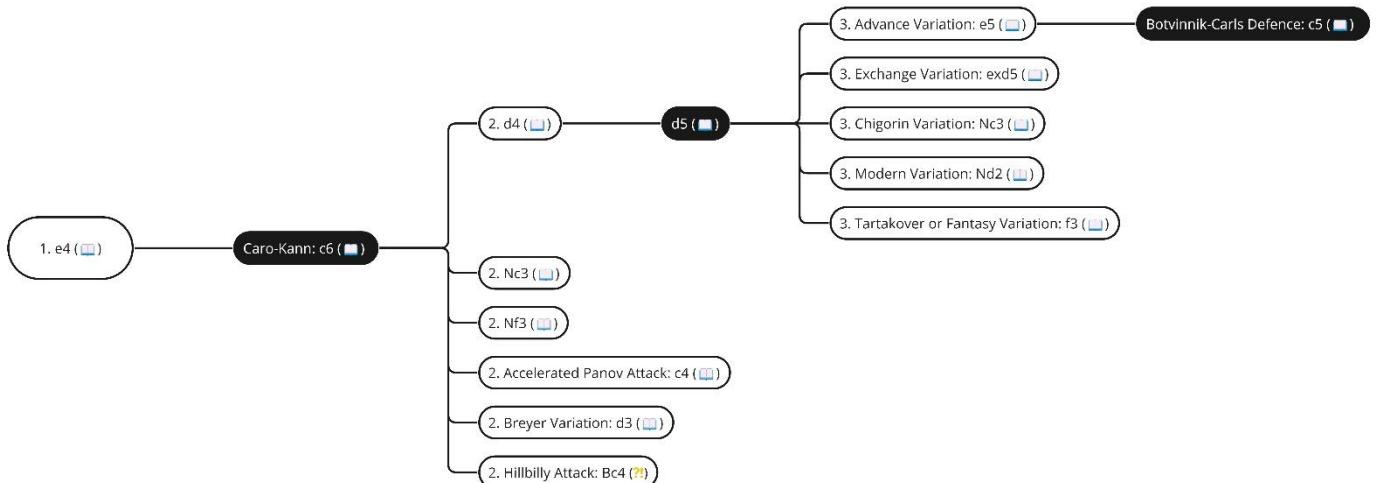
Chess Tree
Find your way

The Caro-Kann Defence

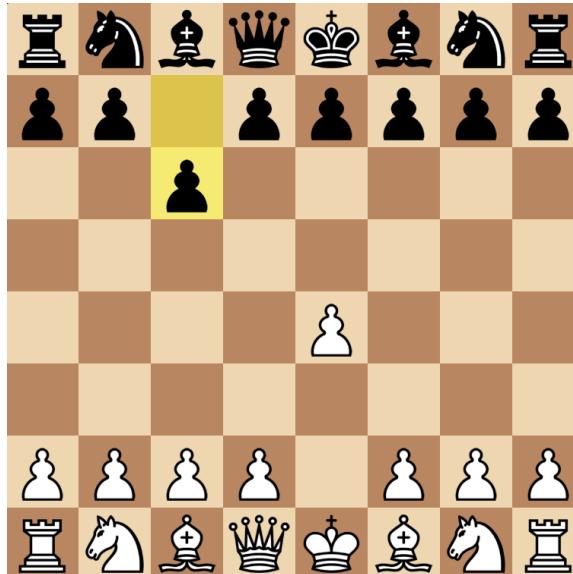
Chess Tree

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The Caro-Kann Defence



1. e4 c6

The Caro-Kann Defence is renowned as one of the most solid black defences against the advance of the white pawn to e4. With humour, Aaron Nimzowitsch even described it as a "*bold attempt to refute the premature 1. e4 push.*"

This opening is particularly recommended for beginners because of the stability it provides. However, it remains very popular even at a high level, especially among players who favour positional play, seeking safety first and prioritizing a long-term advantage, as advocated by the world champion Tigran Petrossian for the Black side. The Caro-Kann is also distinguished by its flexibility, offering Black several strategic options in response to the later moves of the White pieces.

Its name comes from the analysis conducted in 1886 by the English players Horatio Caro and the Viennese theorist Marcus Kann in the German magazine "Brüderschaft." However, it was Mikhail Botvinnik who truly brought this opening to the forefront by using it in his World Championship match against Vassily Smyslov in 1958.

How to use this guide

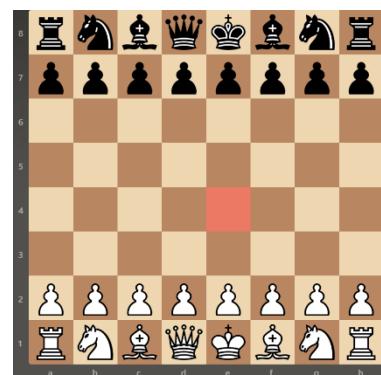
Chess Tree is a book series that explains chess theory in the form of a tree structure. Unlike traditional theoretical books, the tree structure enables comprehensive and intuitive explanations of move sequences. Chess Tree ensures the coverage of all theory and playable positions up to the 6th move!

The tree structure facilitates easy navigation through positions, ensuring quick comprehension. Beginners will swiftly grasp the theory, aided by text bubbles providing analyses and details on key aspects of positions. Experienced players will appreciate the comprehensiveness of possible positions and the precision of the analysis. The trees follow the standards used in chess to notate the moves.

1. Chessboard encoding.

A chessboard consists of 8 columns and 8 rows. Columns are denoted by the first 8 letters of the alphabet, while rows are indicated by numbers.

Thus, each of the 64 squares is identifiable by a code corresponding to the letter of its column and the number of its row. For example, the red square on the chessboard opposite is the square e4.



2. Move notation.

To write the names of chess pieces, their initials are used:

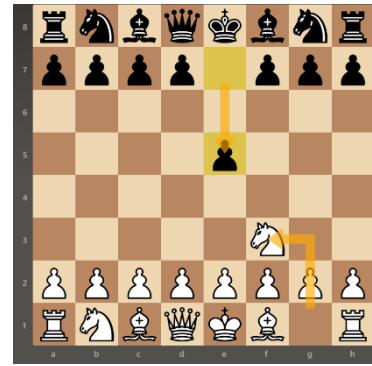
- N for Knight (K is already used for King)
- B for Bishop
- R for Rook
- Q for Queen
- K for King

To notate a move, you write the letter of the piece played next to the square it moves to. For example, the notation 'Nf3' represents the white move on the chessboard opposite.

For pawns, no letter is used. For example, the notation 'e5' represents the black move on the chessboard opposite.

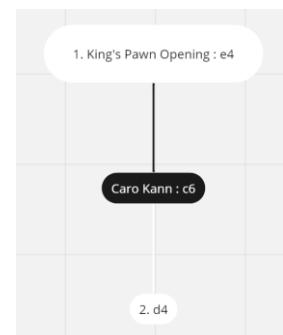
In captures, 'x' is used in the notation. So, if the knight captures the black pawn, it would be written as 'Nxe5' (Knight captures e5). Finally, here is the notation for some special moves:

- Kingside castling: 0-0
- Queenside castling: 0-0-0
- When a check is delivered, a '+' is added to the notation. For example, Qa4+.
- When checkmate is delivered, '#' is added to the notation. For example, Qa4#.



3. Move number.

In chess, a move consists of the white move and the black response. On the tree opposite, for example, the white player played e4 **as the first move**. The black response was Caro-Kann c6, and then the white player played d4 **as the second move**. We can observe that each white move is preceded by a number indicating the move number.



4. Move value.

On the tree, both the best moves and errors are documented. The goal is to play the best theoretical moves and avoid errors while effectively punishing the opponent's mistakes. To achieve this, here is the classification typology for the value of moves in chess:

!! Amazing move

* Very good move

?! Mistake

! Excellent move

Ok Good move

?? Blunder

▣ Theoretical move

?! Imprecise

X Lost profit

The symbols are written after each move, as seen on the tree opposite. Moves labelled as 'Amazing', 'Excellent', 'Very good move', and 'Ok' do not worsen your position, while 'Imprecise', 'Mistake', 'Lost profit', and 'Blunder' deteriorate it if the opponent exploits the weakness of these moves. A theoretical move is better than a 'Very good move'.

5. Text bubble and computer evaluation

Finally, at the end of each branch-variant, the computer analysis will also be provided in a text bubble.

Computer analysis is an indicator: the higher the number, the more significant the advantage.

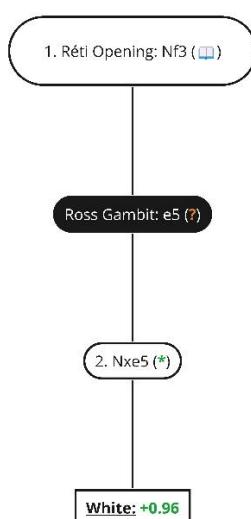
White advantage: White **+0.9**

Black advantage: Black **+0.9**

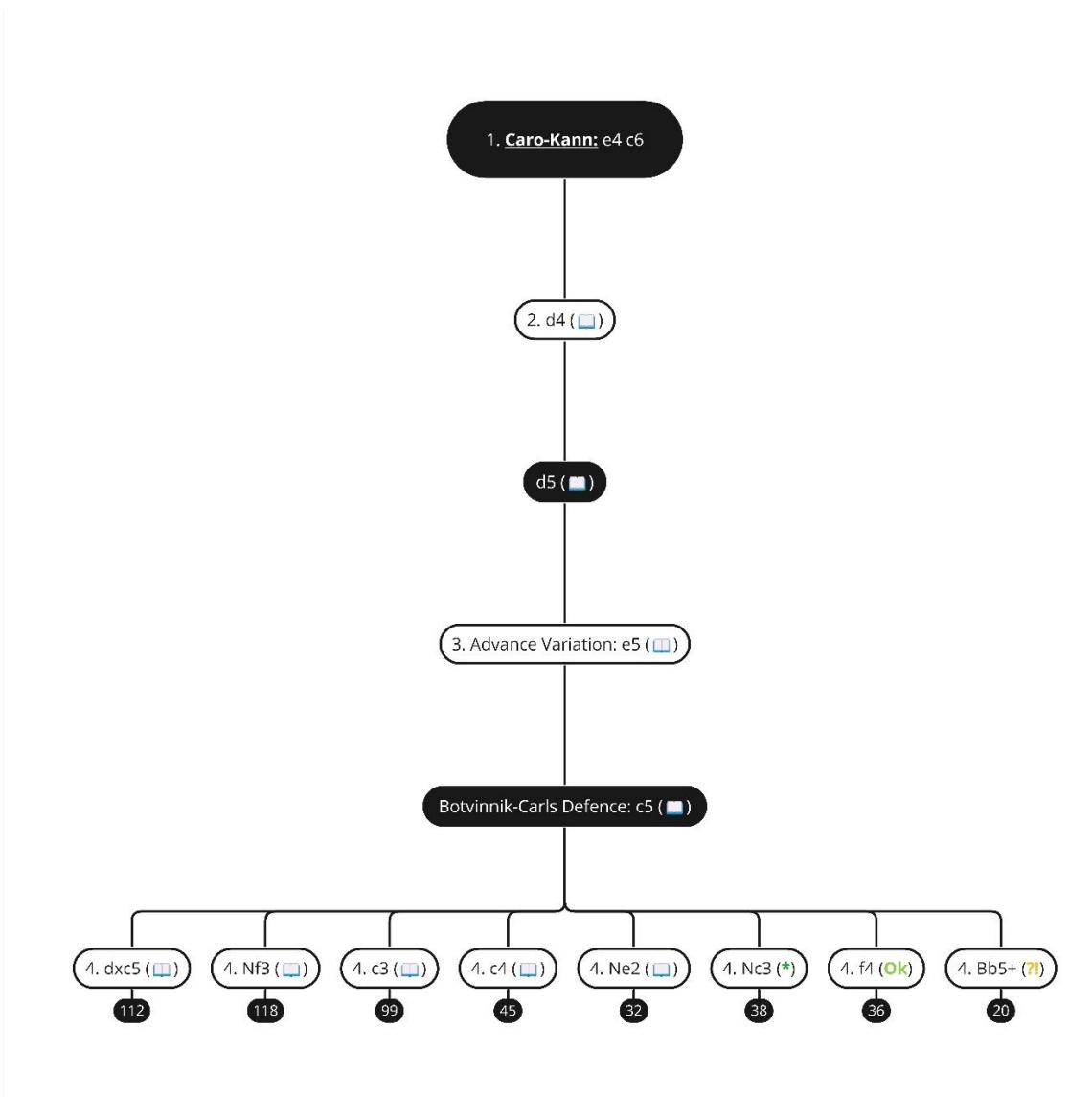
White disadvantage: White **-0.6**

Black disadvantage: Black **-0.6**

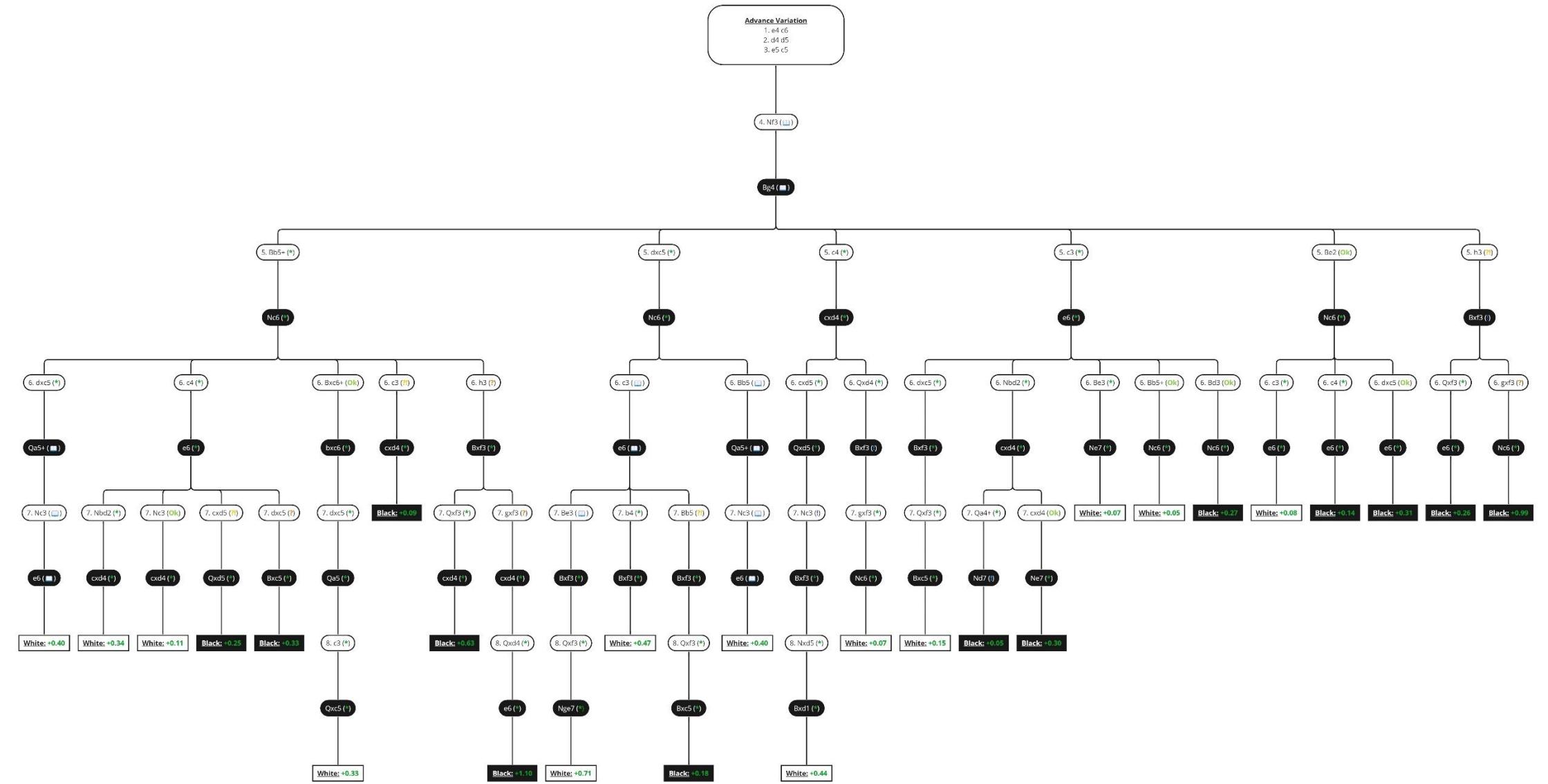
In chess, White has an advantage over Black: the advantage of opening the game. Therefore, don't be surprised if the computer analysis shows a slight advantage for White (up to 0.7). This simply means that White has played the best moves so far and, as a result, cannot be in a worse position. It's up to you to challenge them!

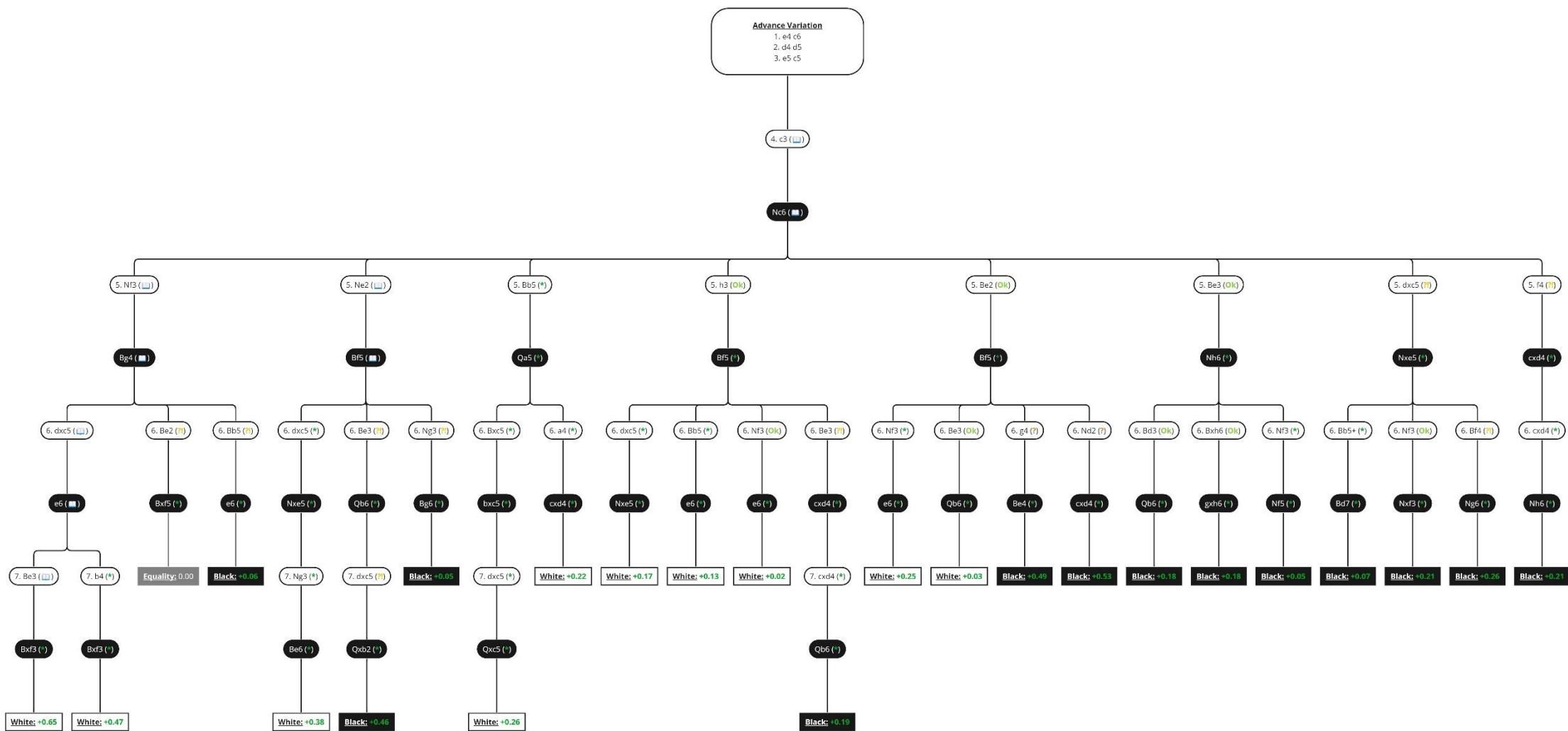


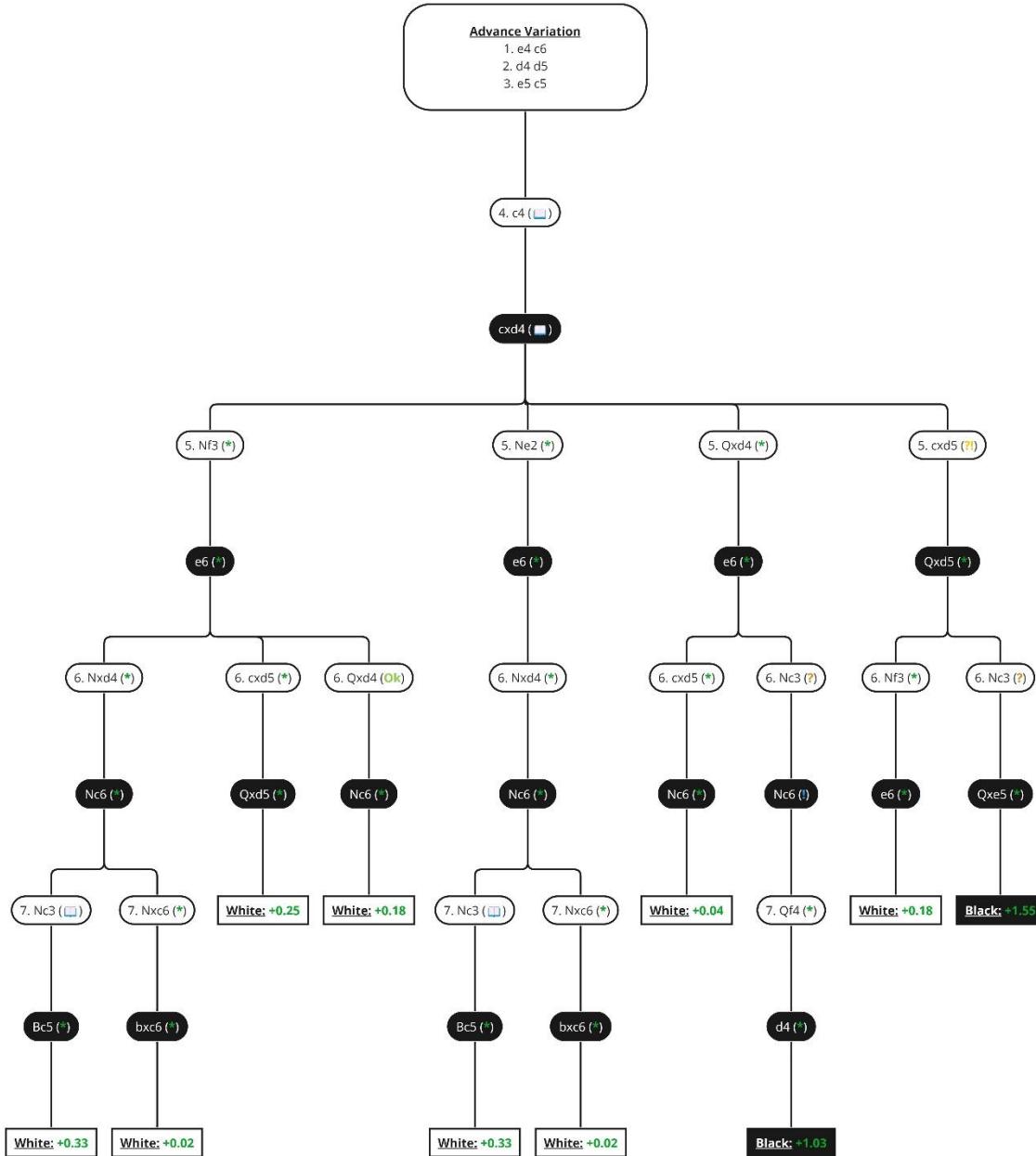
Chapter 1: Advance Variation

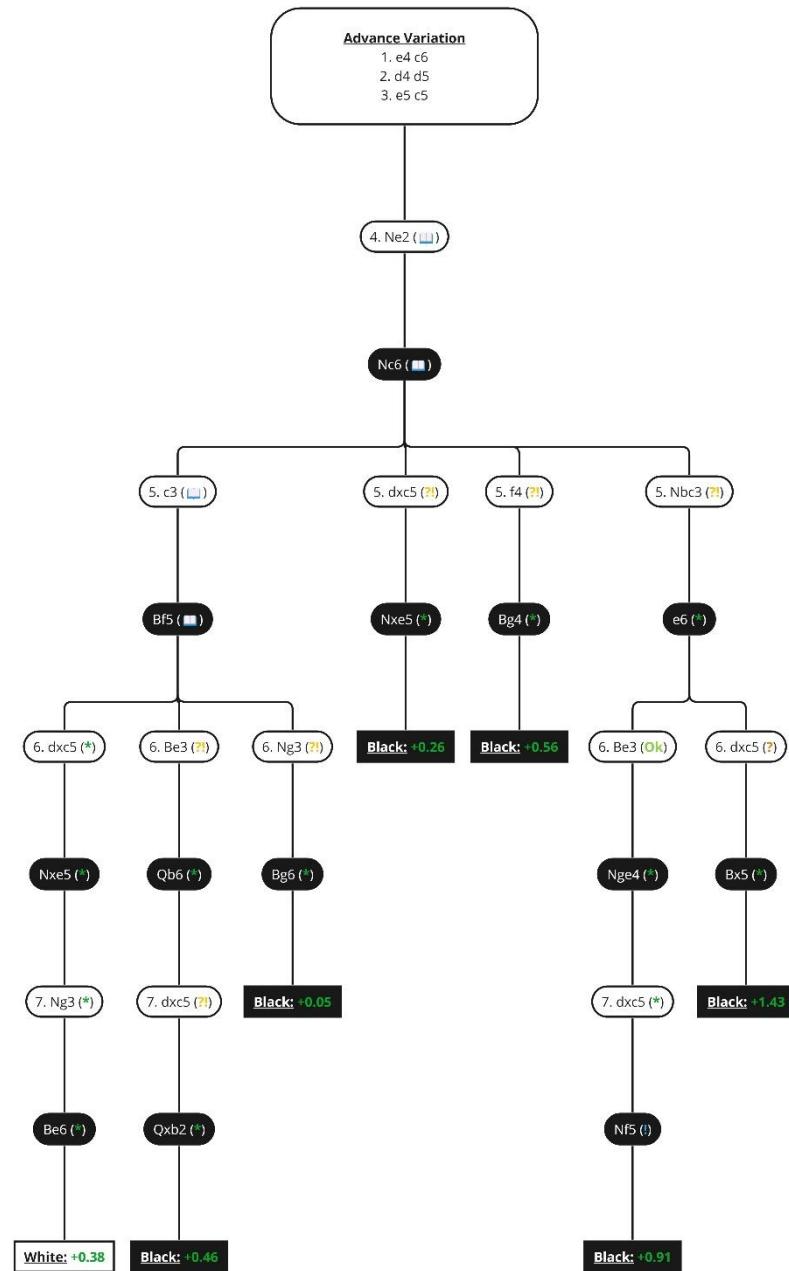


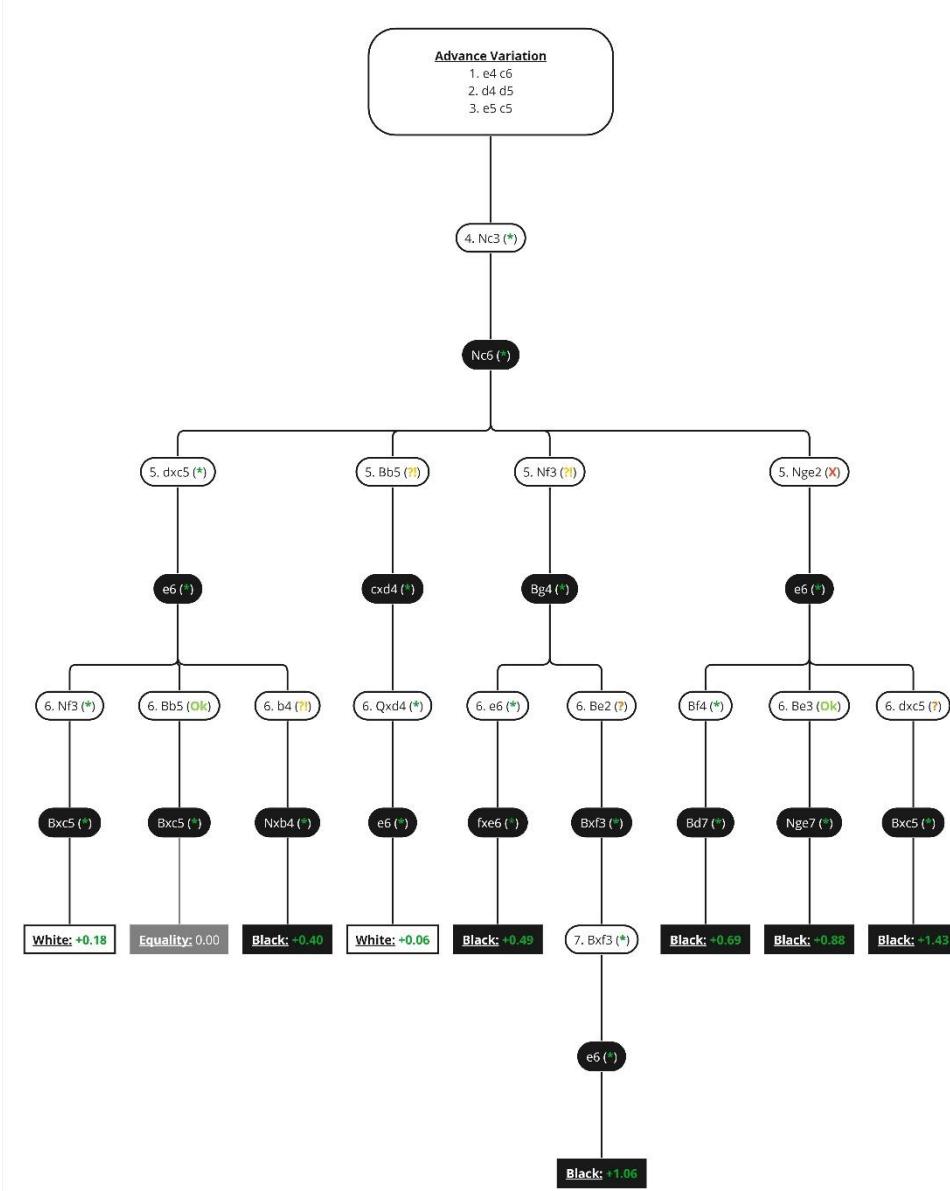


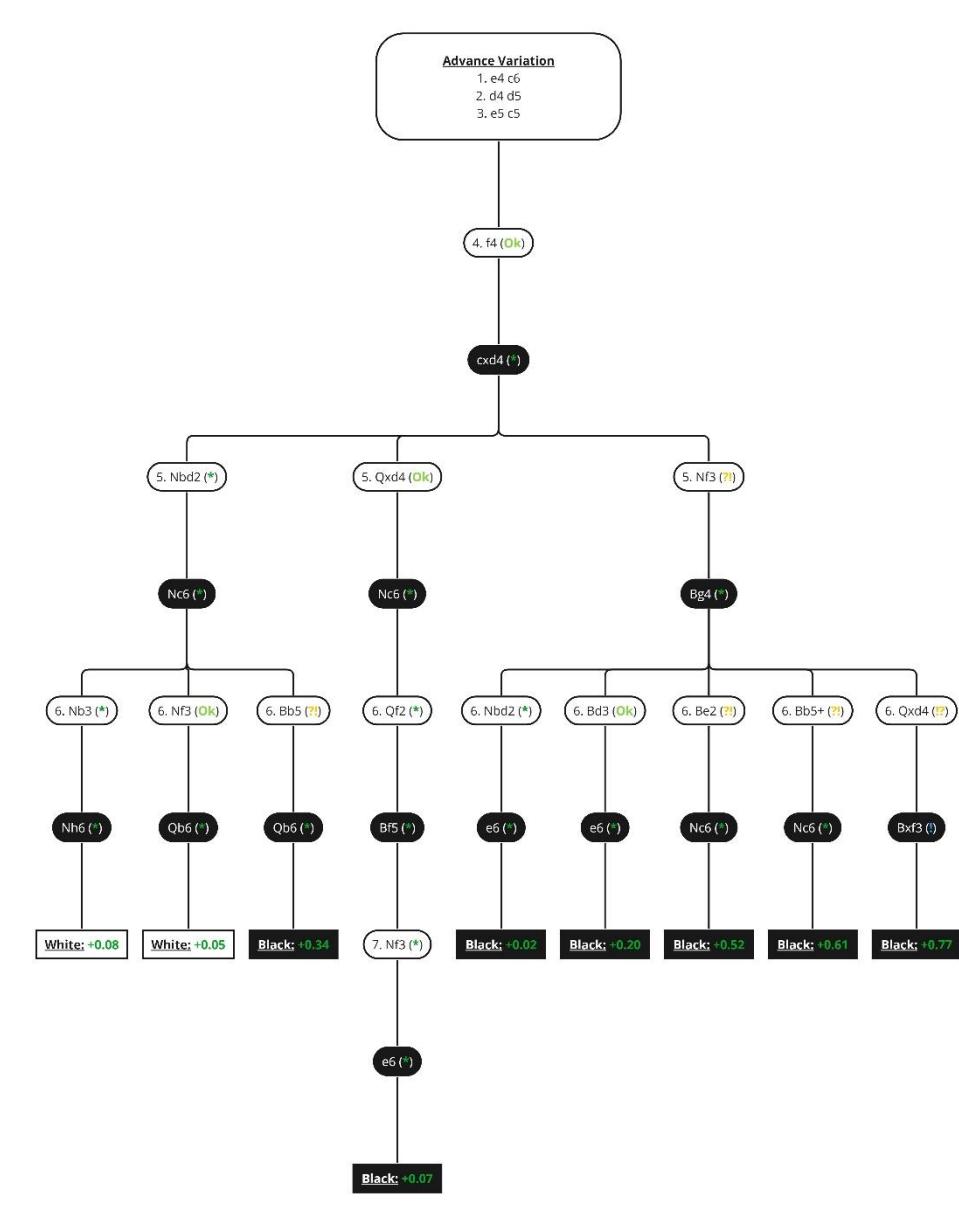


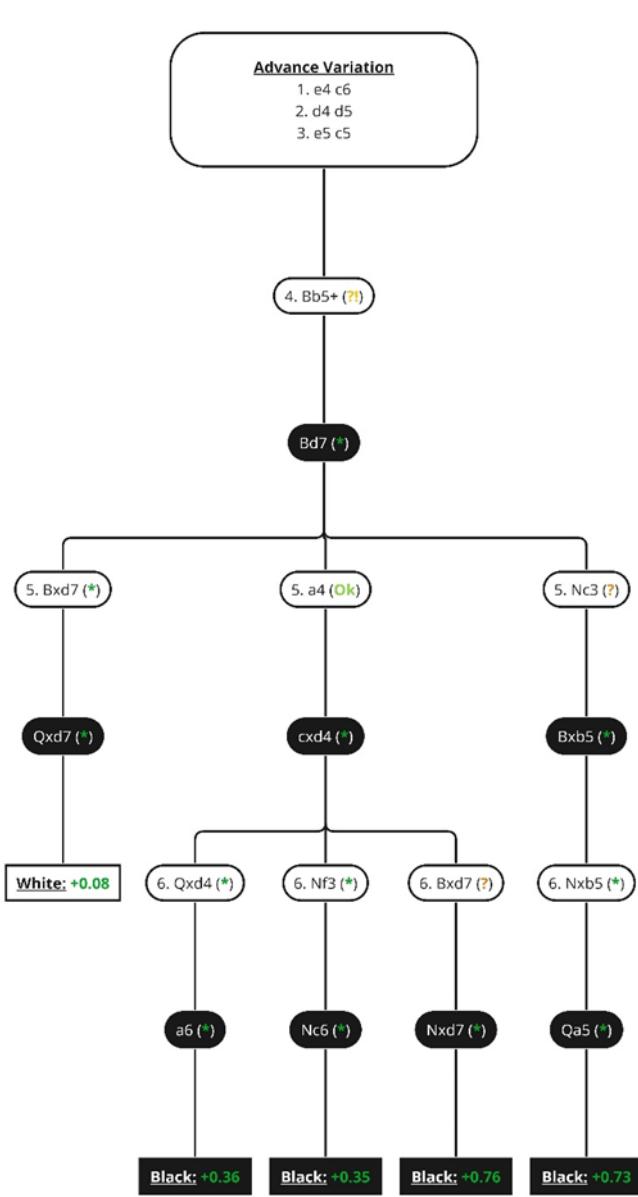




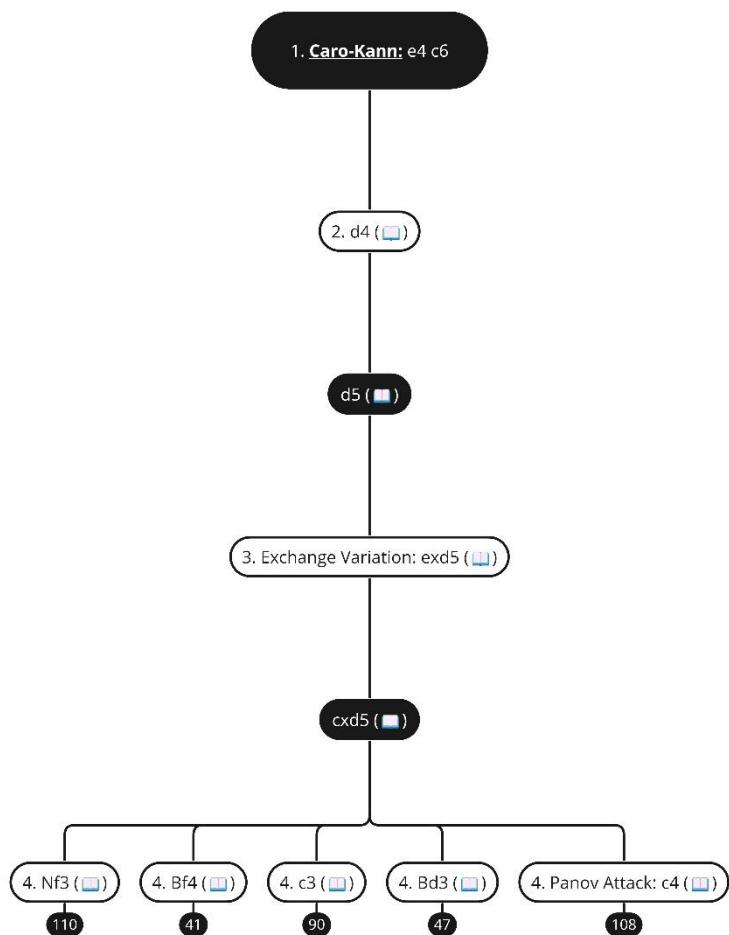


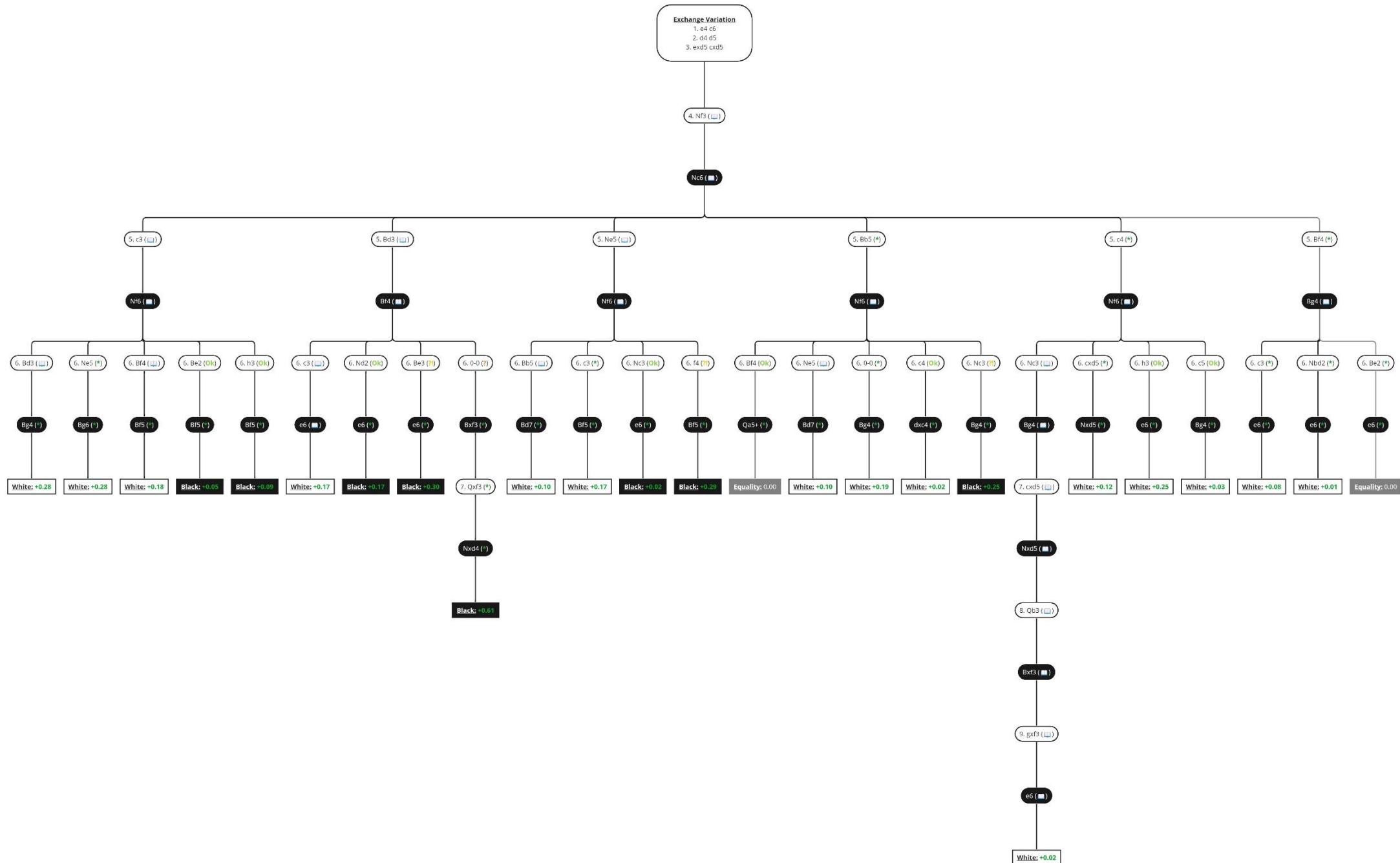


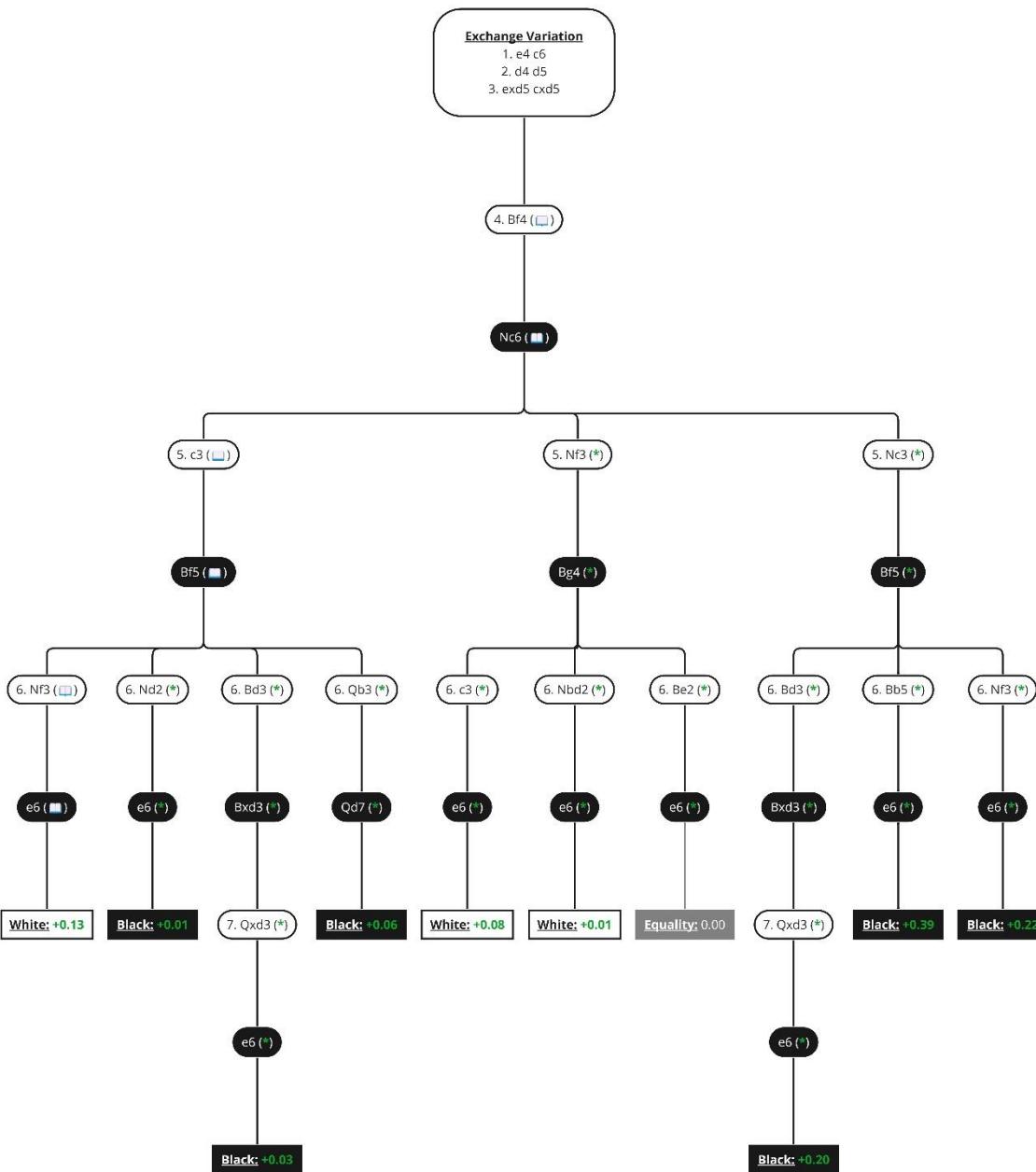


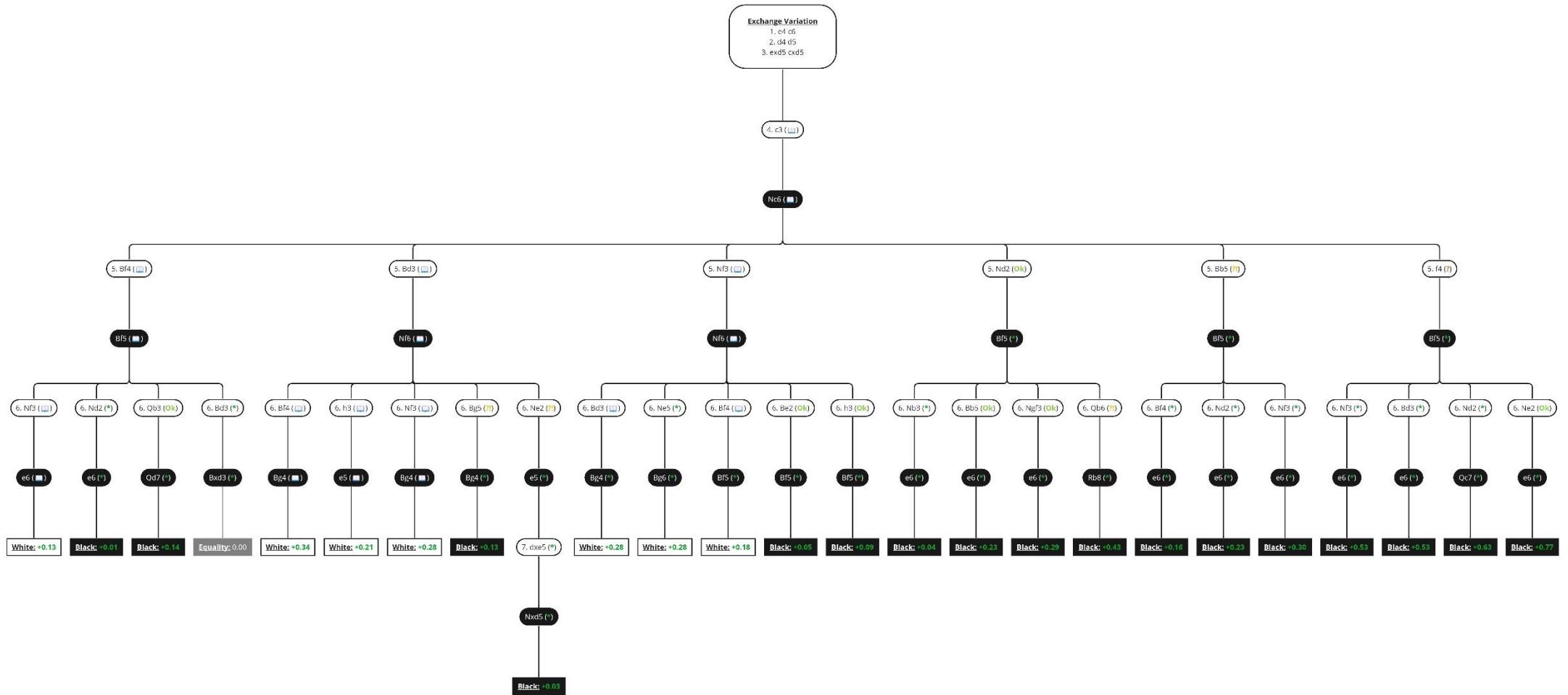


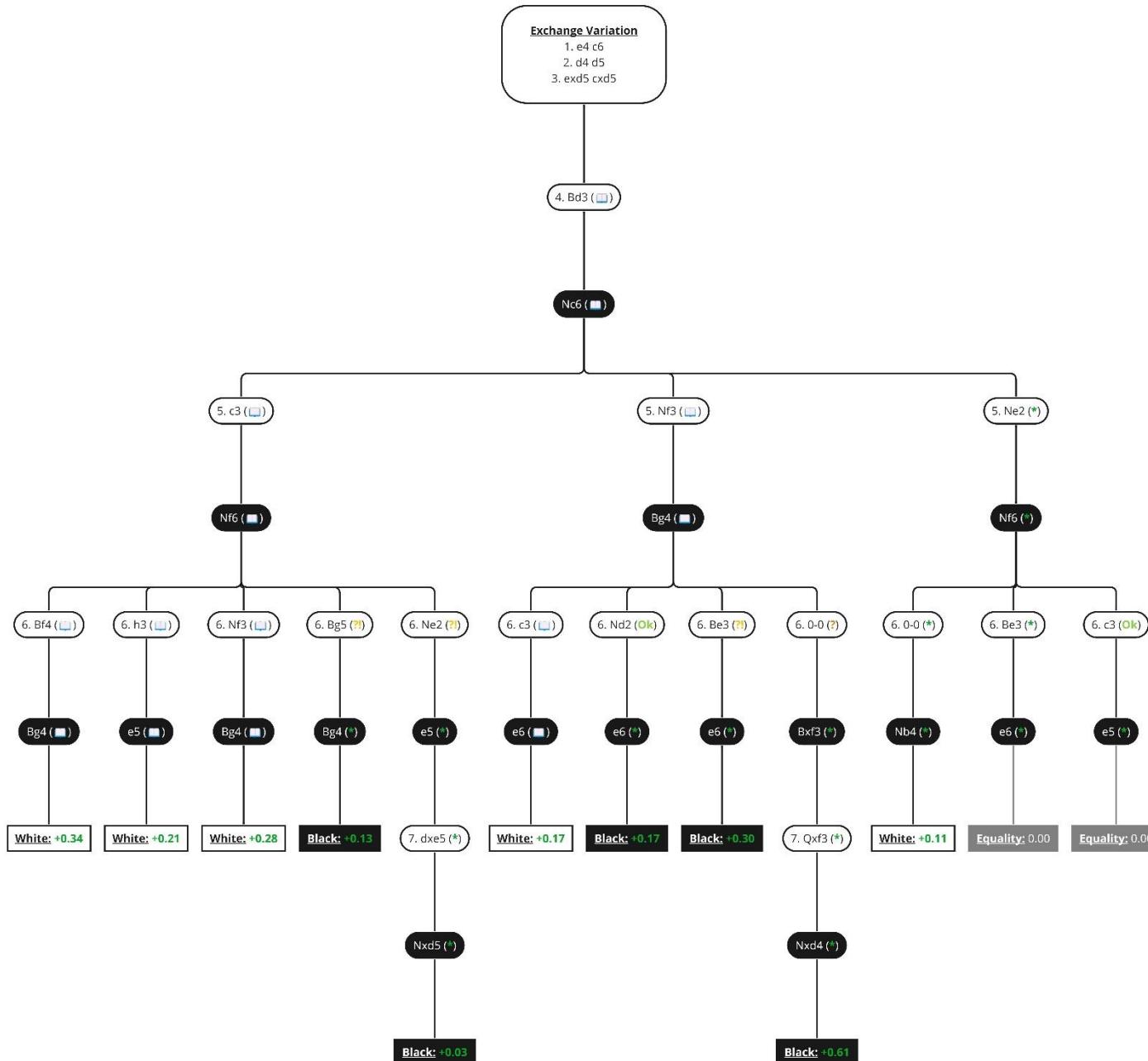
Chapter 2: Exchange Variation

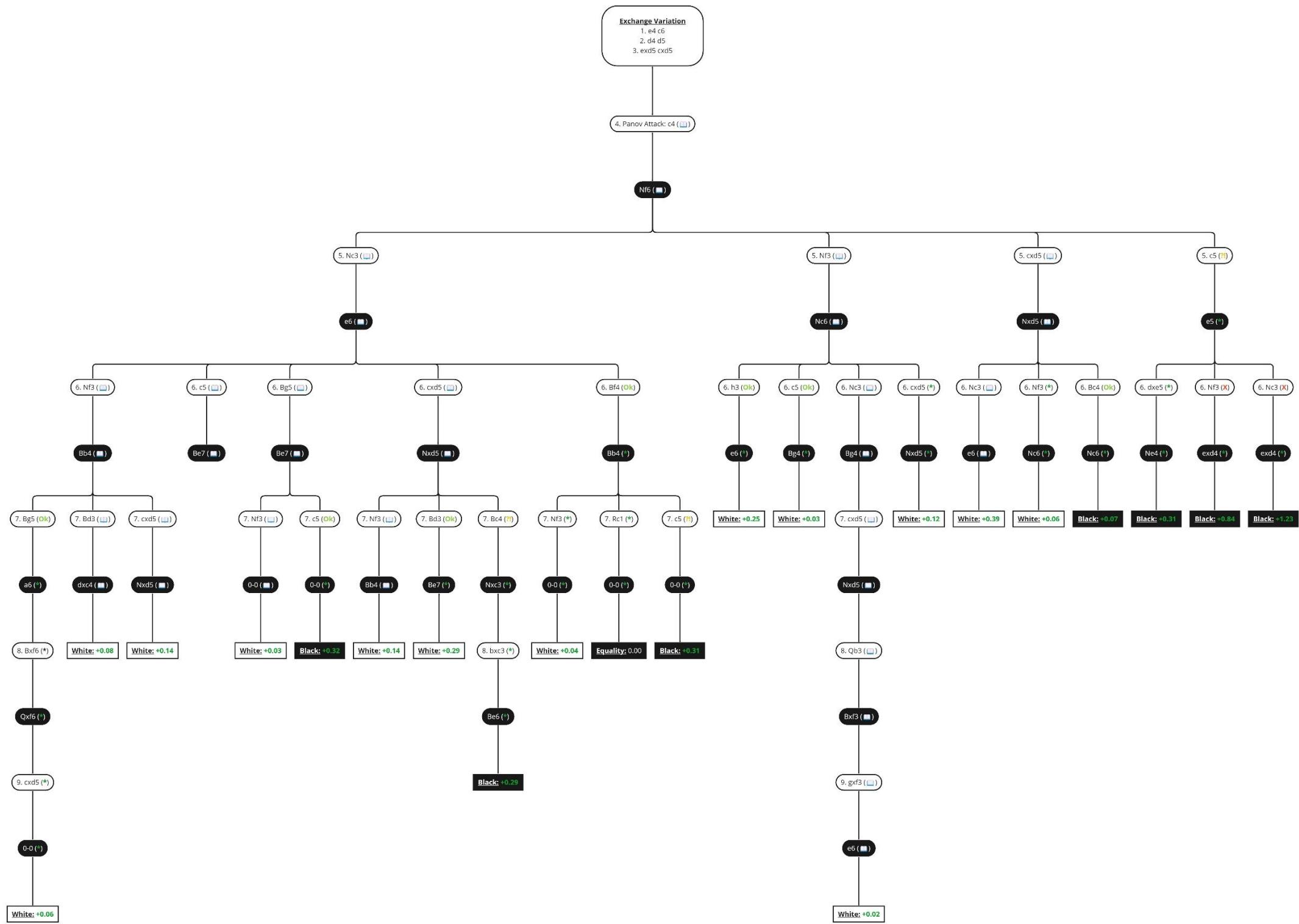




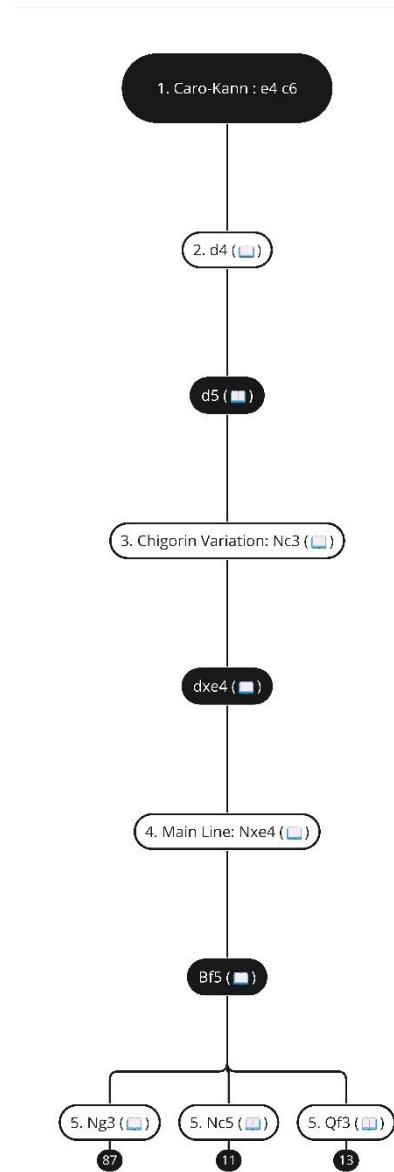


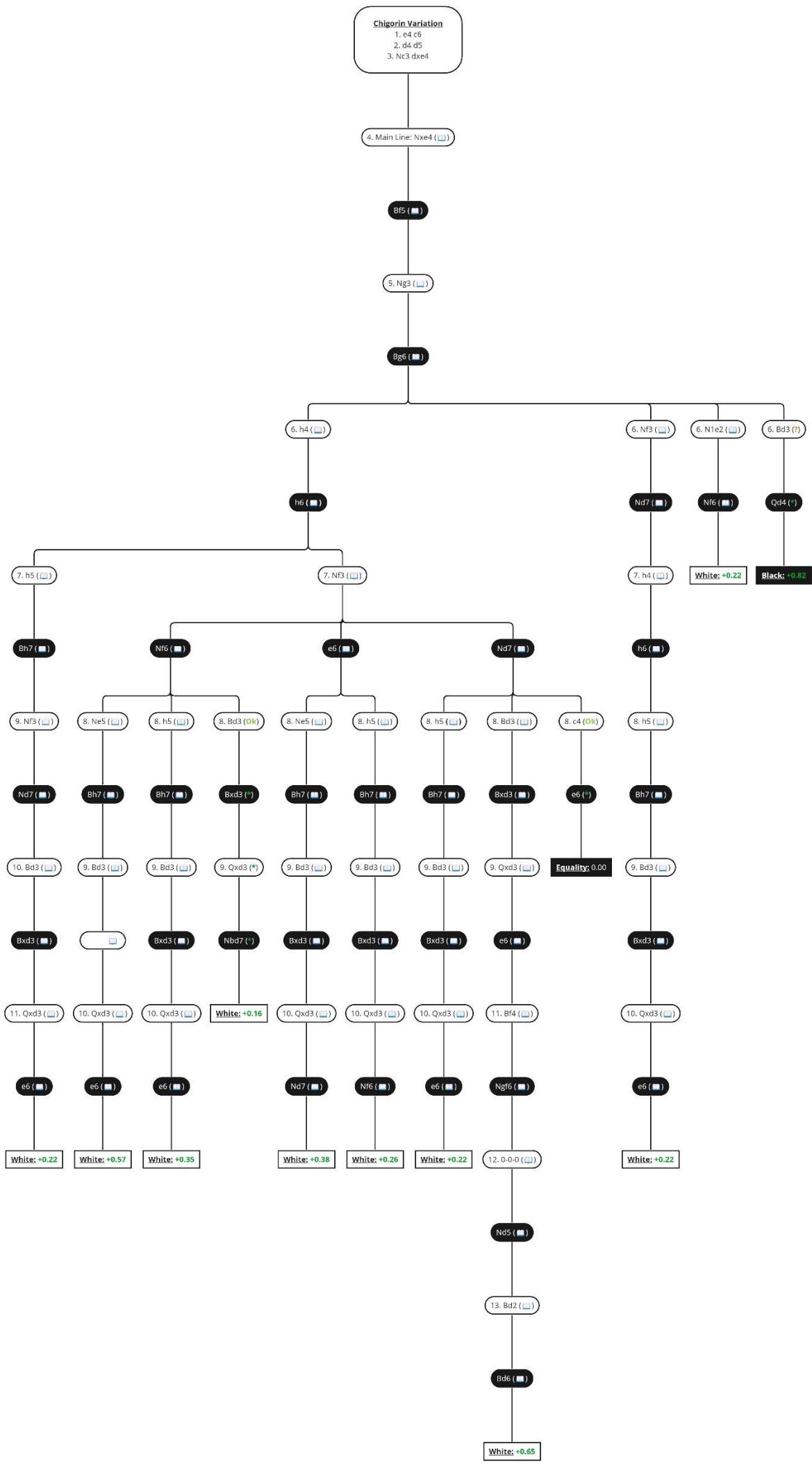


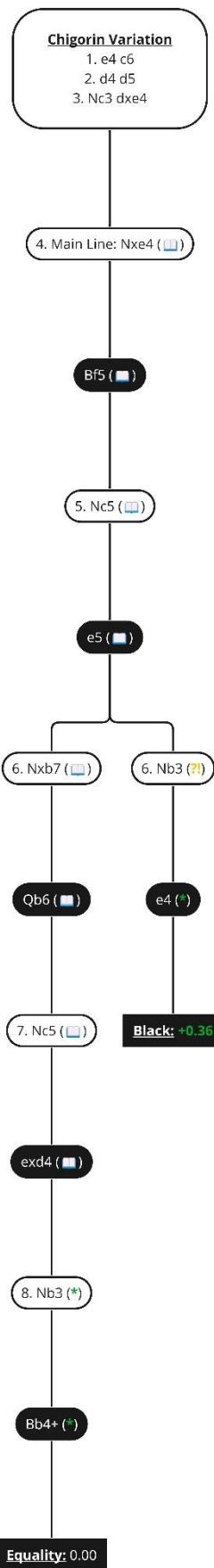


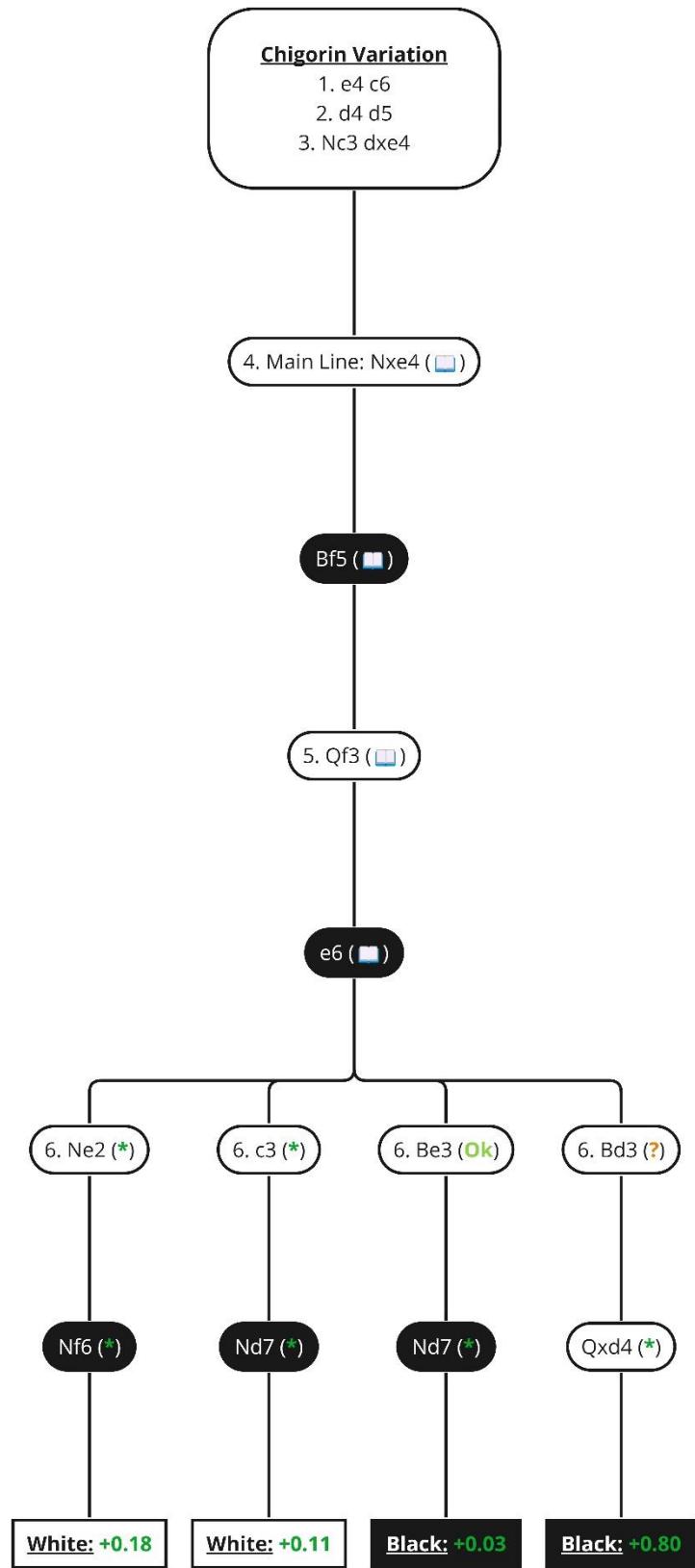


Chapter 3: Chigorin Variation

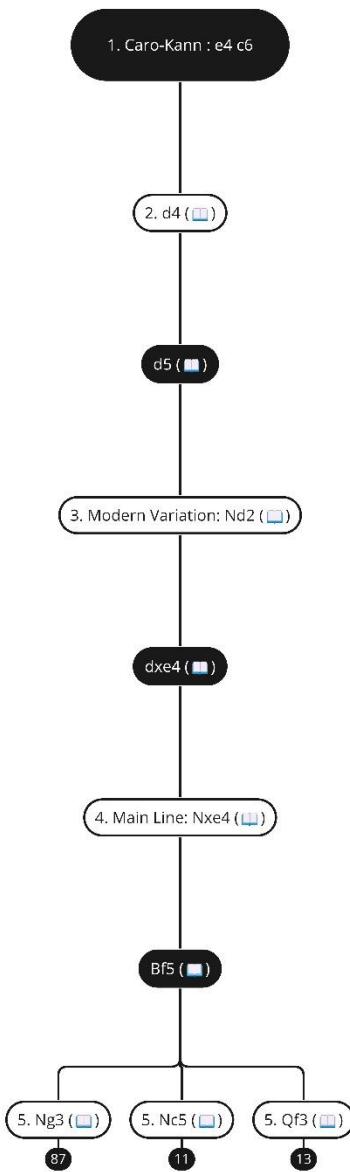


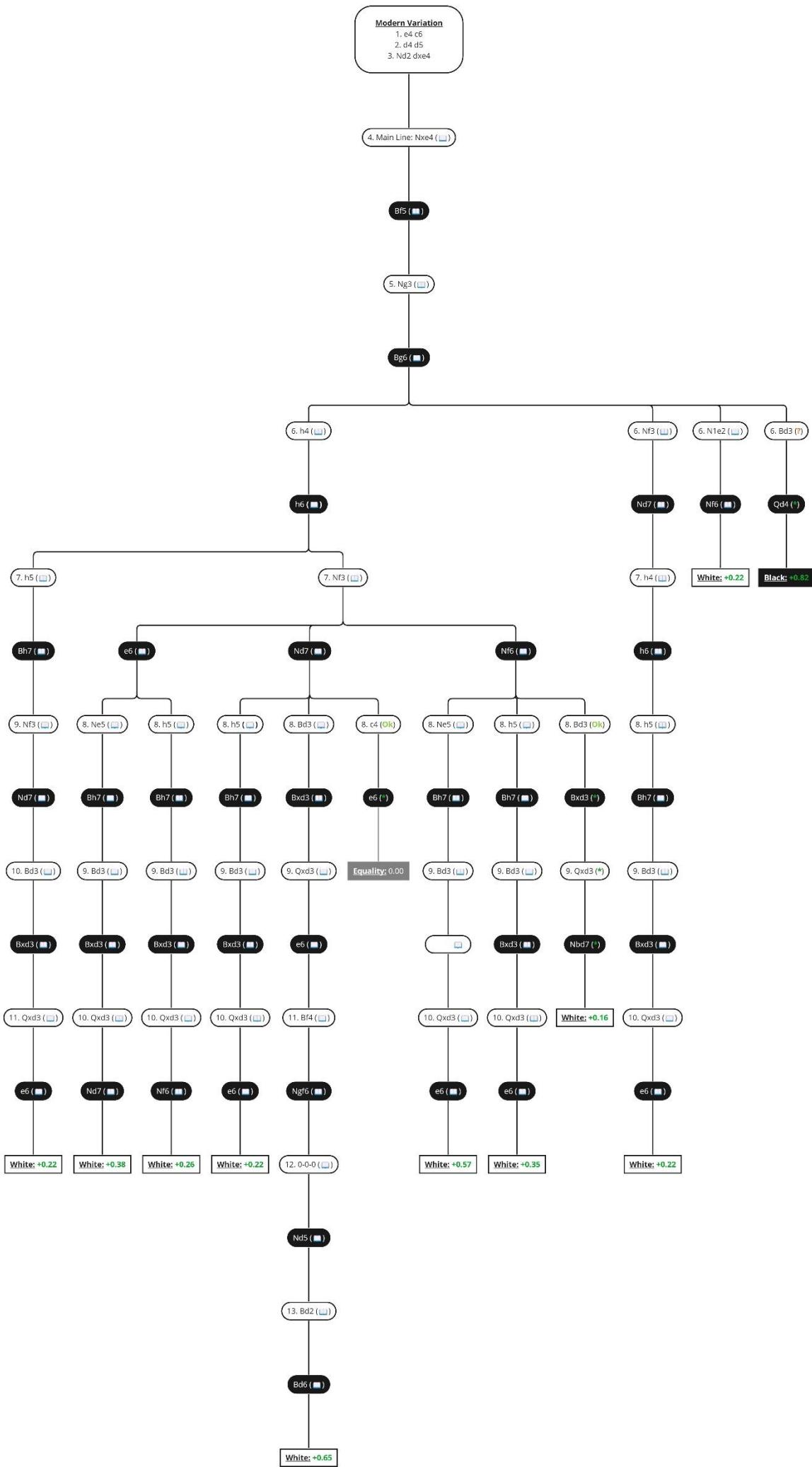


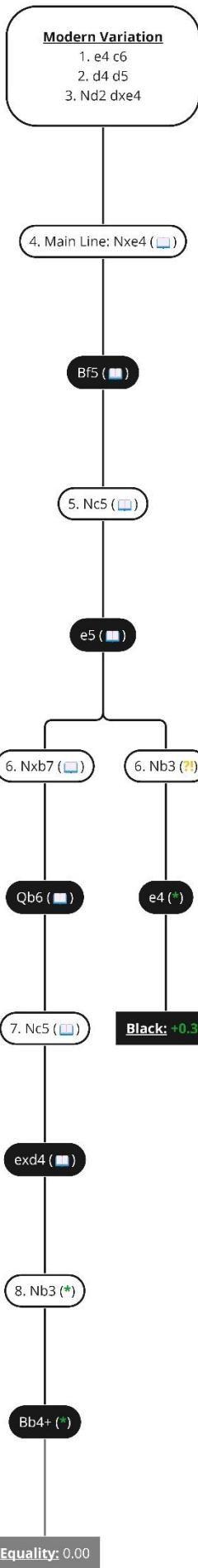


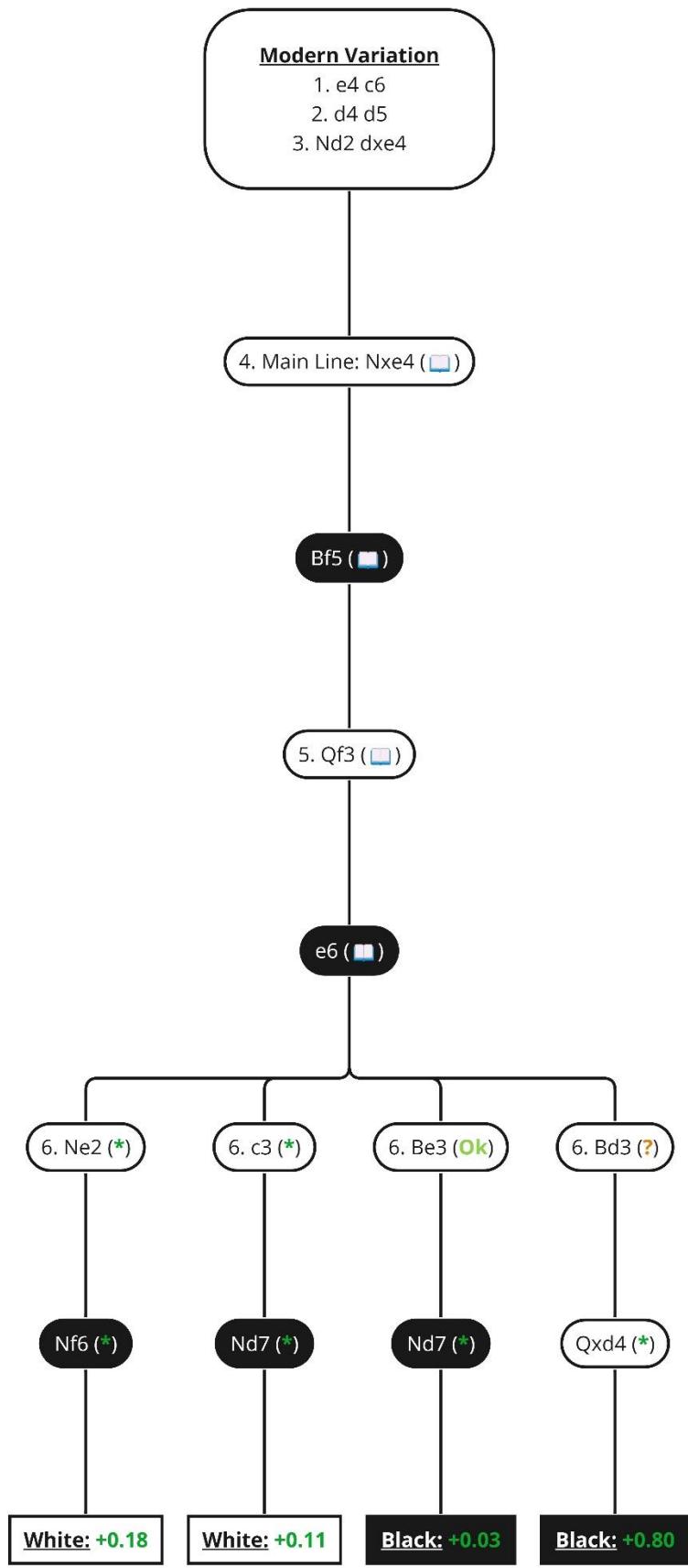


Chapter 4: Modern Variation

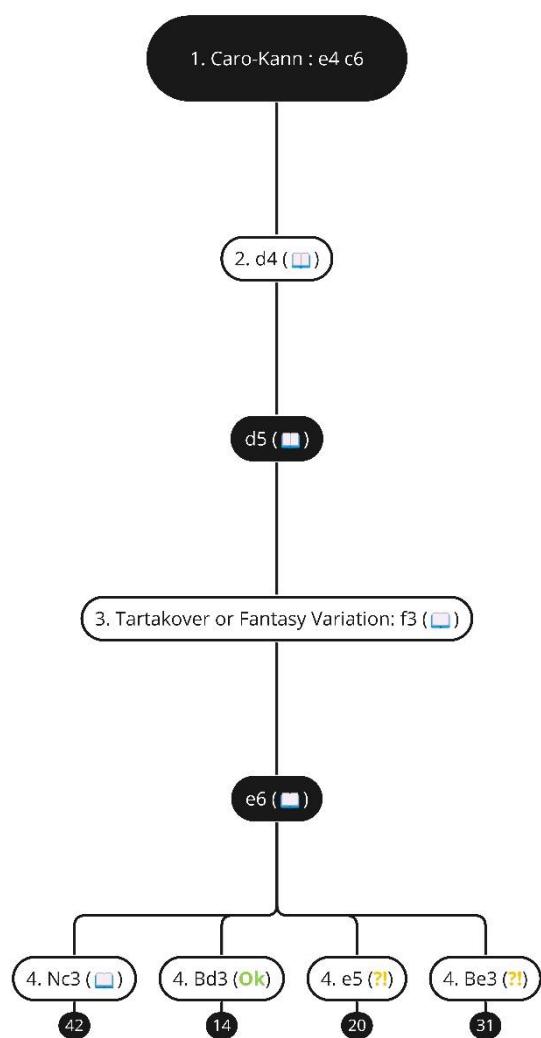


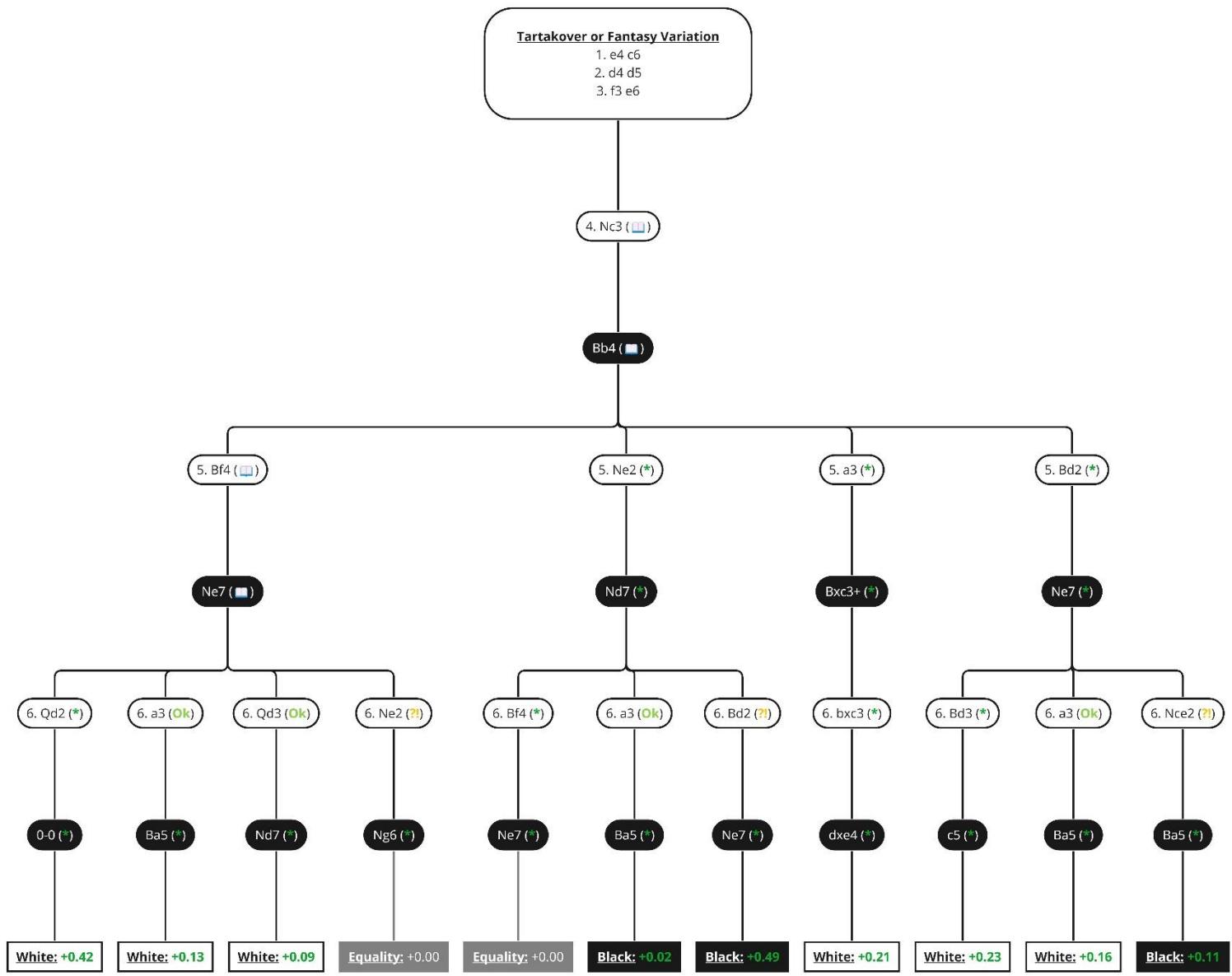






Chapter 5: Tartakover or Fantasy Variation





Tartakover or Fantasy Variation

1. e4 c6
2. d4 d5
3. f3 e6

4. Bd3 (Ok)

dxe4

5. fxe4

5. Bxe4 (?)

Qxd4 (*)

f5 (*)

6. Nf3 (*)

6. Nc3 (?)

6. Bd3 (*)

Qd8 (*)

Qd6 (*)

Qxd4 (*)

White: +0.7

Black: +0.41

White: +0.25

Tartakover or Fantasy Variation

1. e4 c6
2. d4 d5
3. f3 e6

4. e5 (?!)

c5 (*)

5. c3 (Ok)

Qb6 (*)

5. f4 (*)

Nc6 (*)

6. Bd3 (*)

6. f4 (*)

6. Nf3 (*)

6. c3 (Ok)

6. Ne2 (?!)

Bd7 (*)

Nh6 (*)

Nh6 (*)

Nh6 (*)

Nh6 (*)

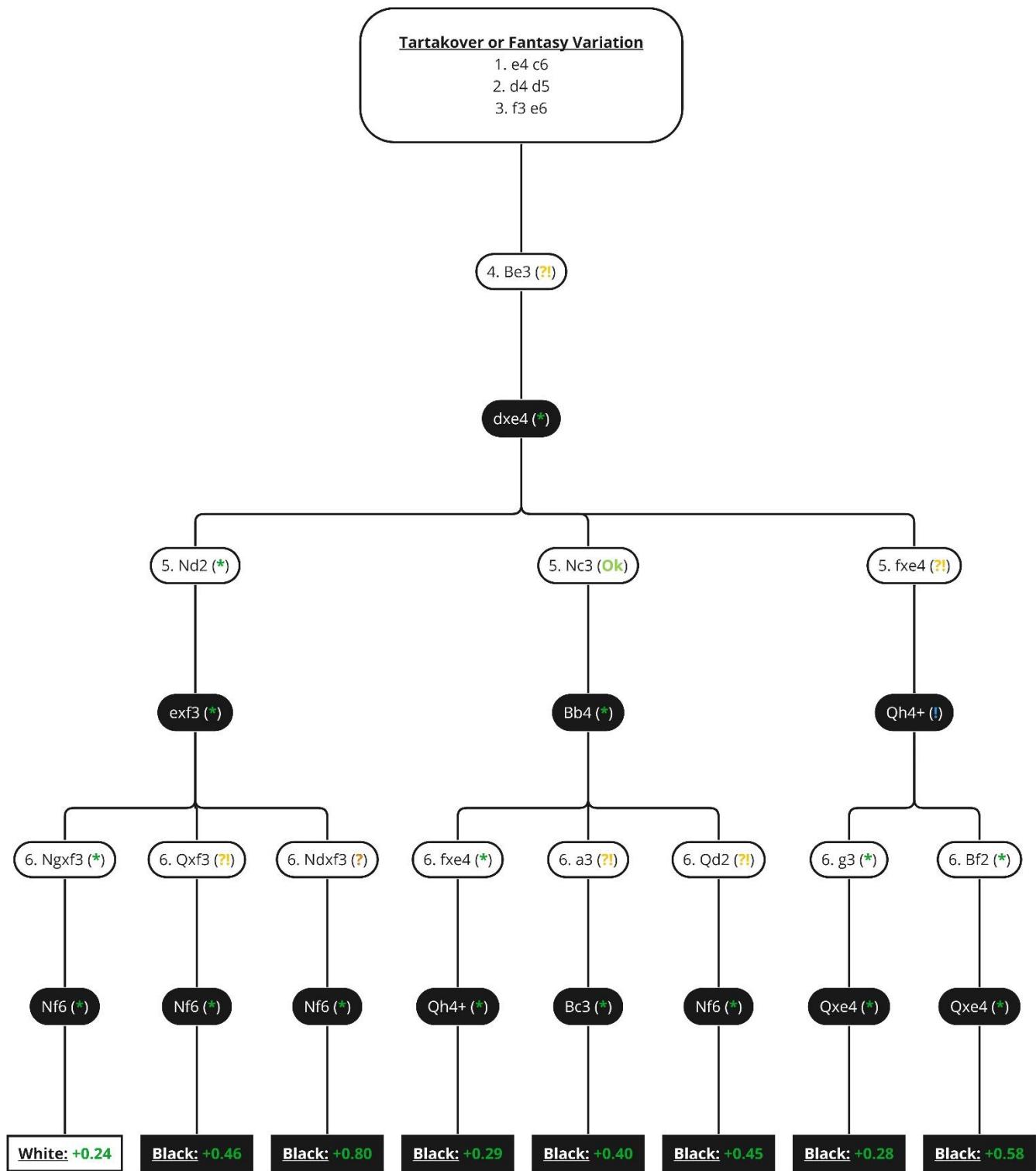
Black: +0.53

Black: +0.55

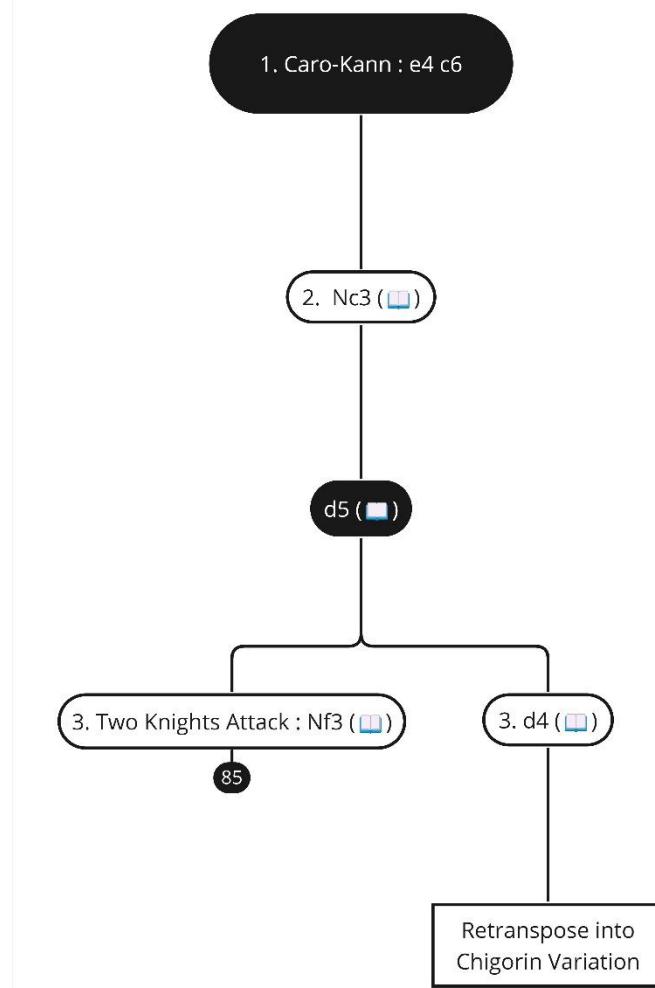
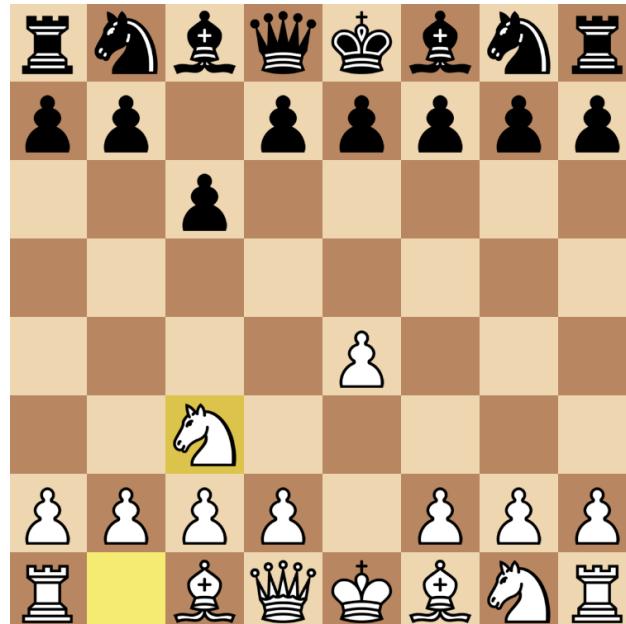
Black: +0.44

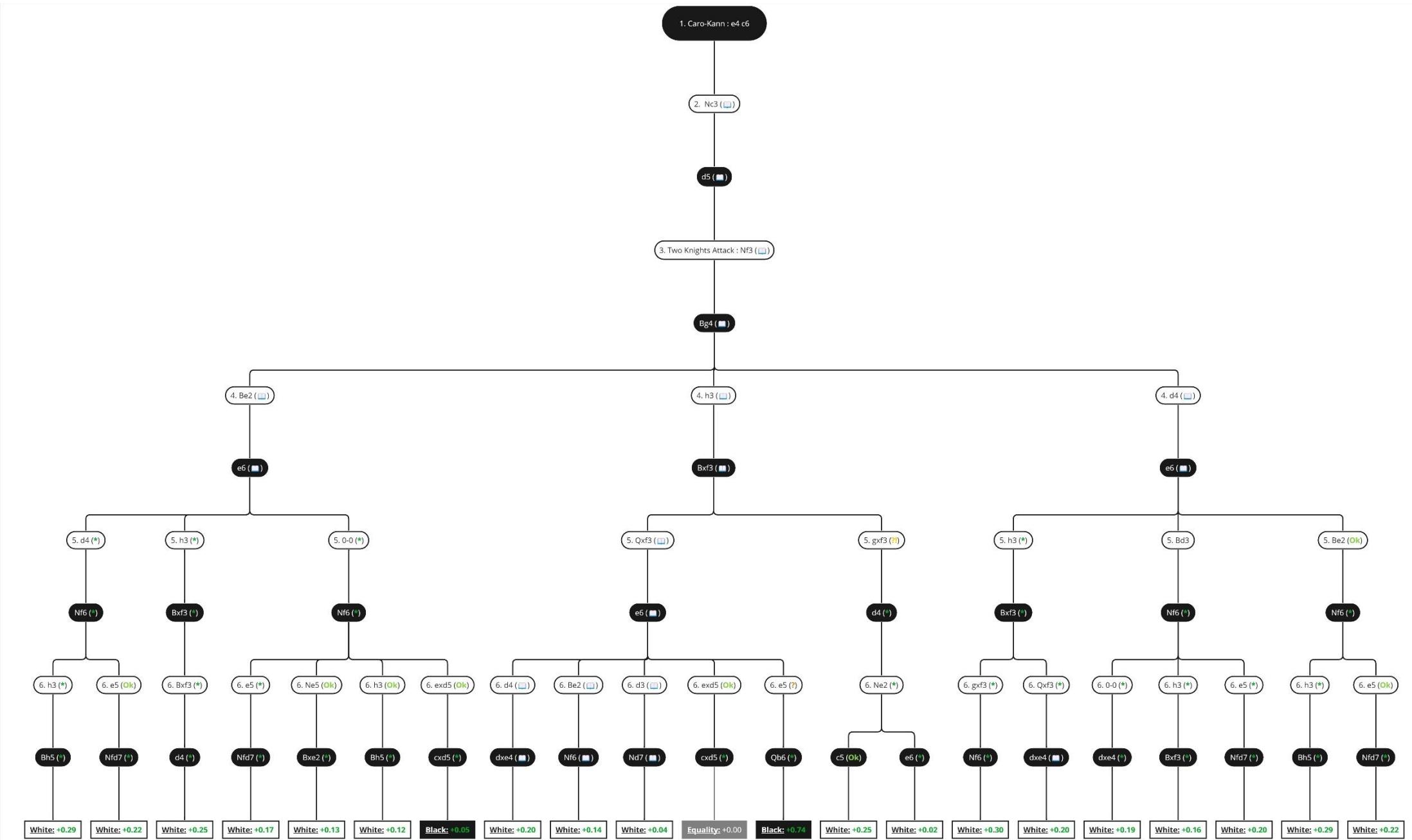
Black: +0.79

Black: +1.00

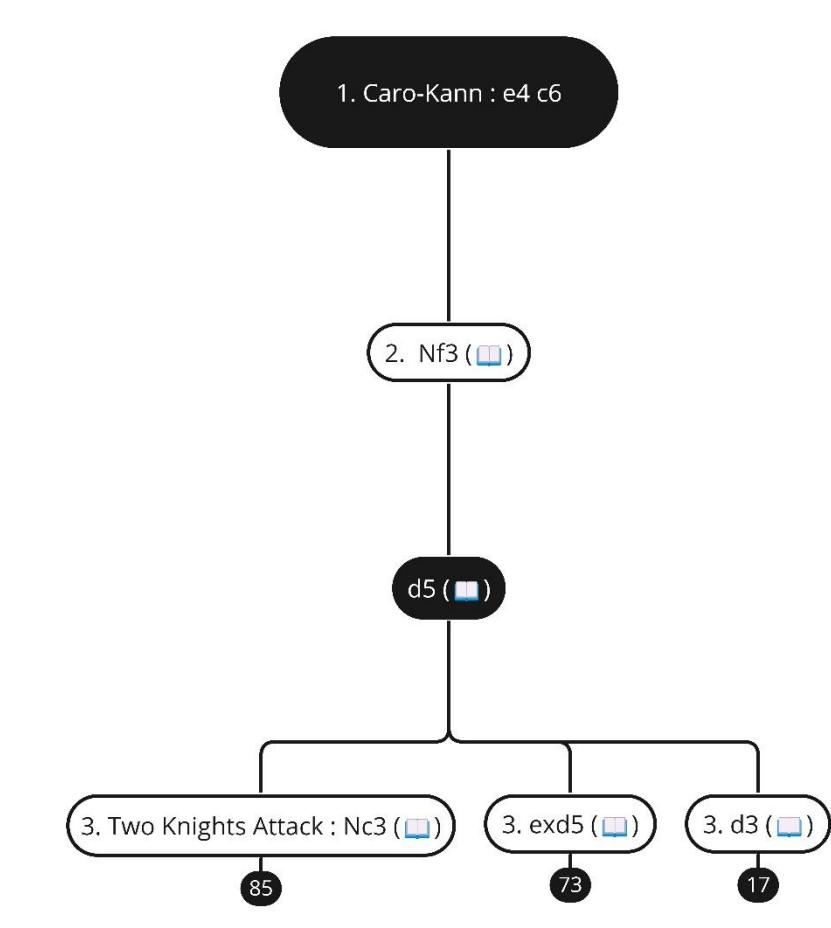


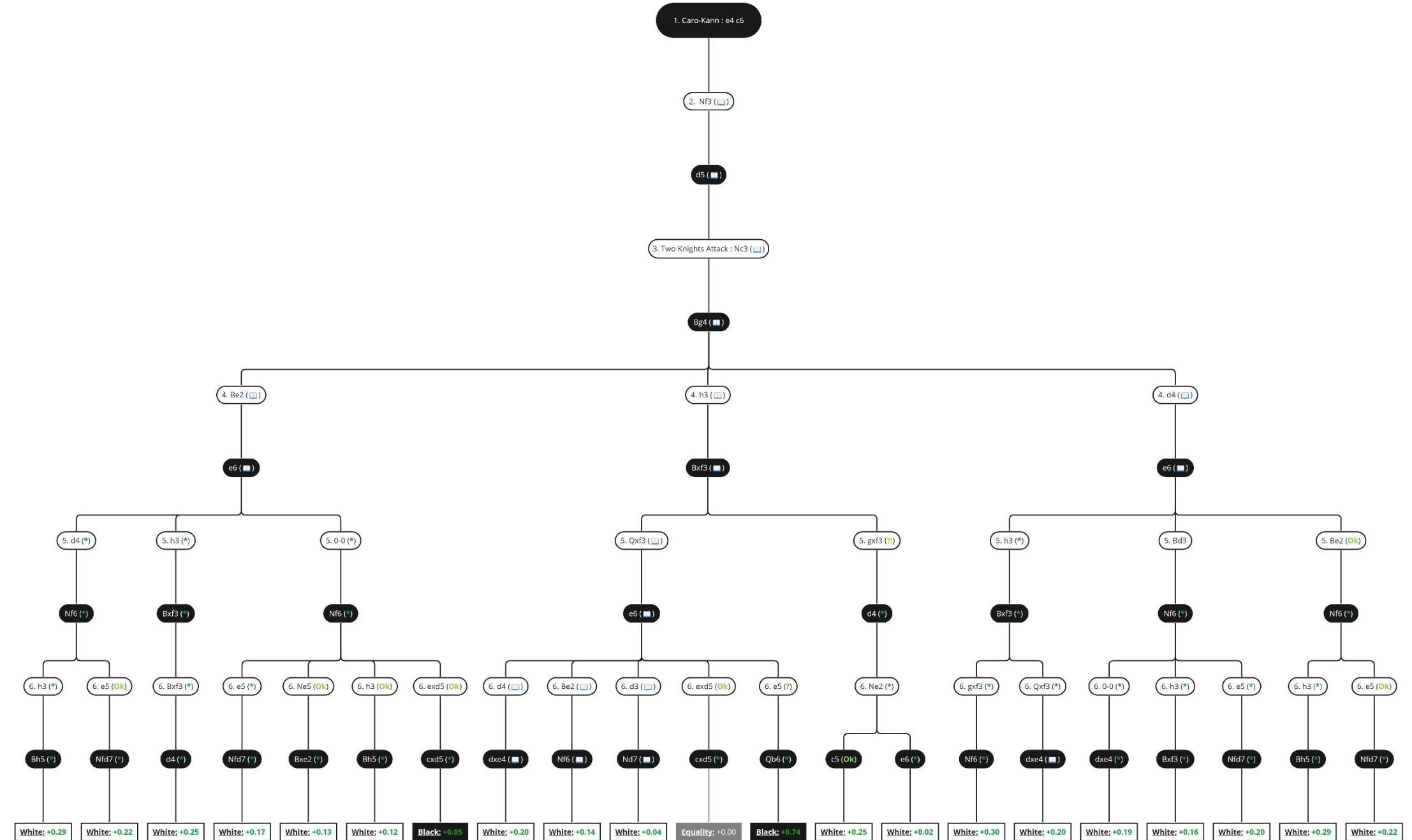
Chapter 6: Caro-Kann Nc3

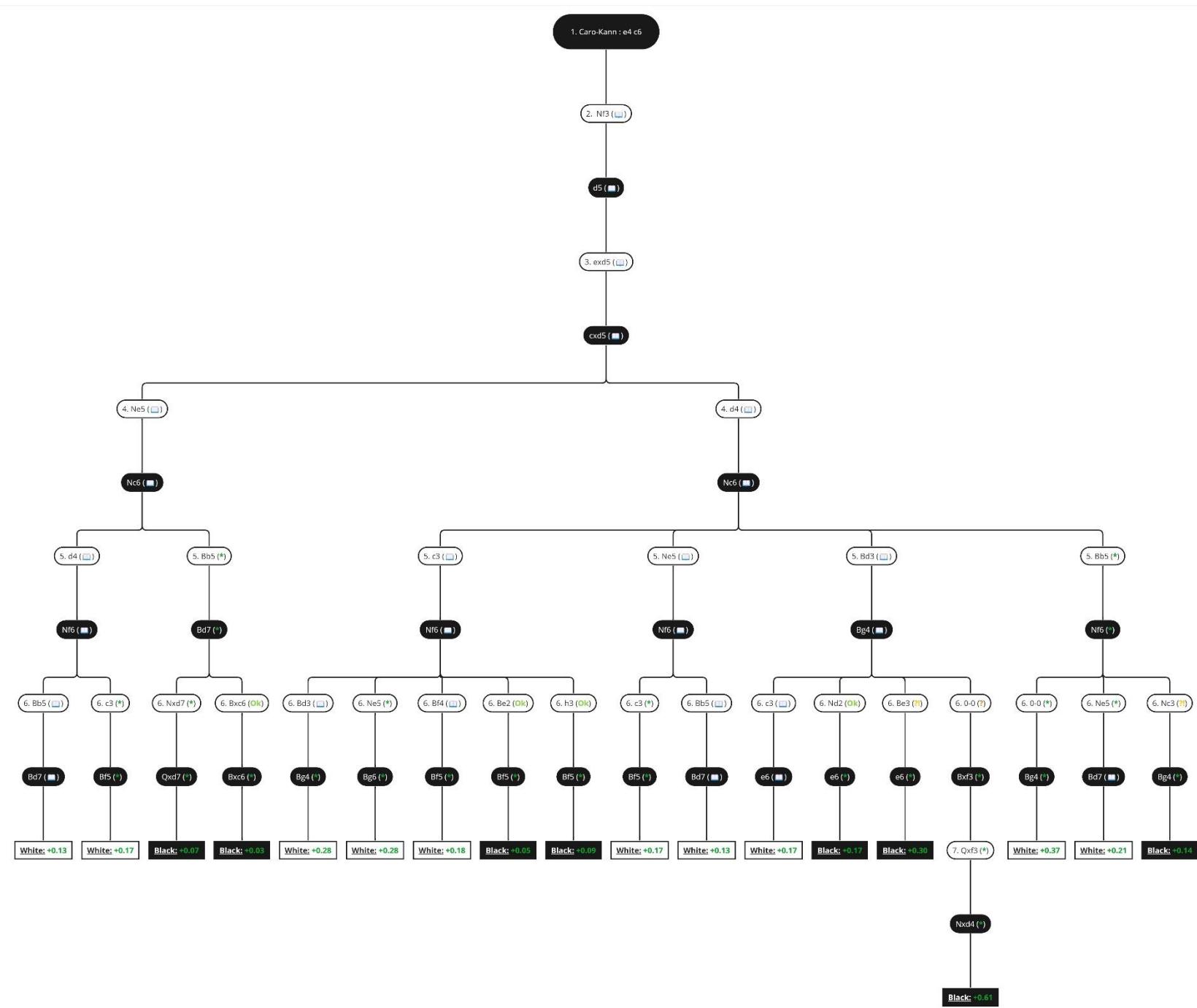


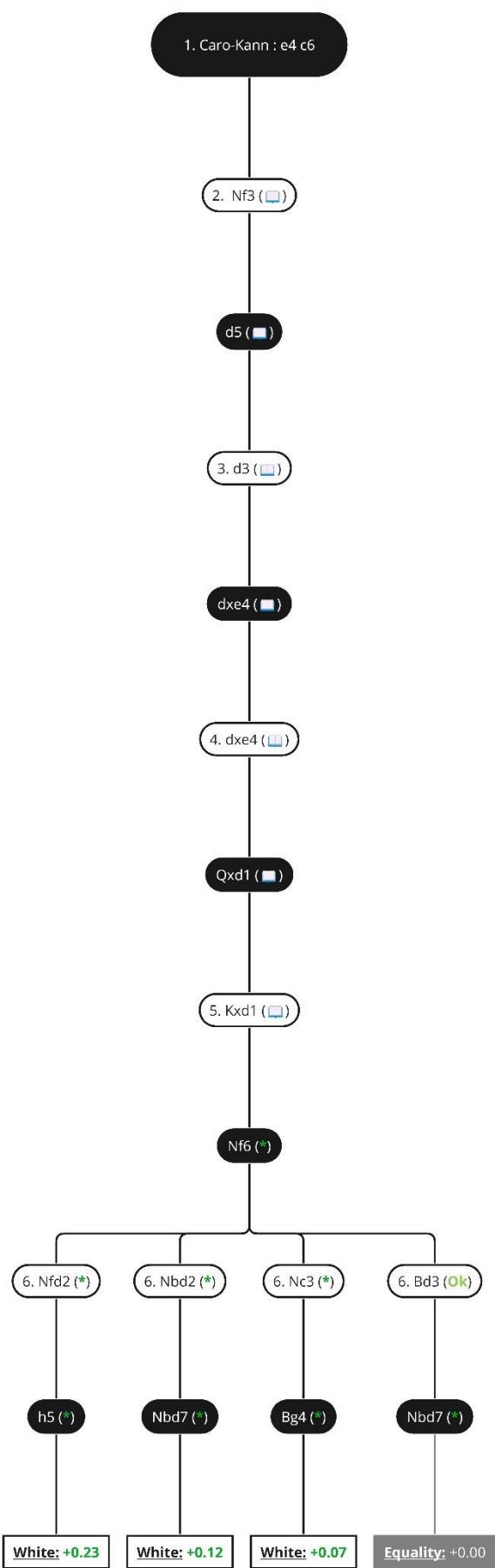


Chapter 7: Caro-Kann Nf3

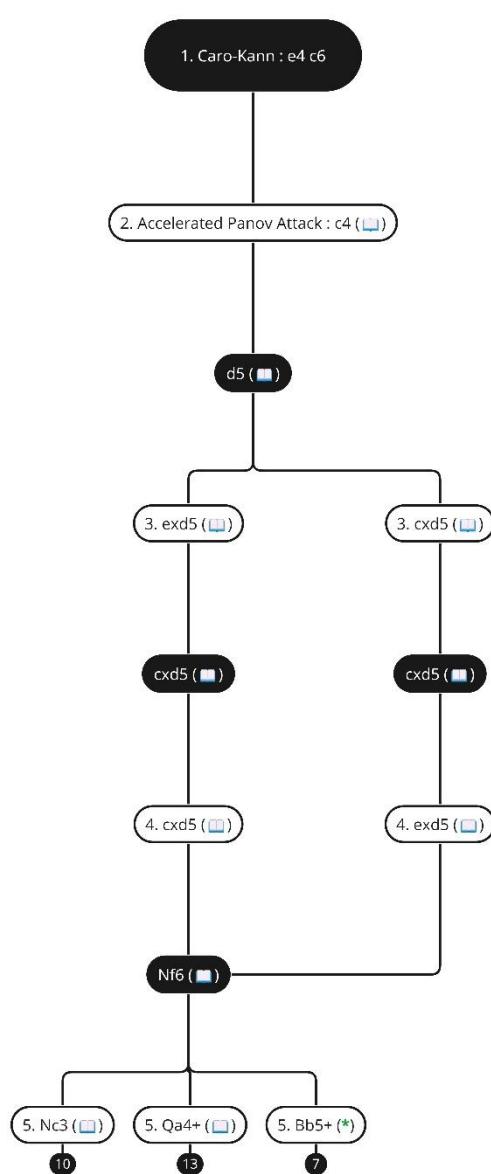


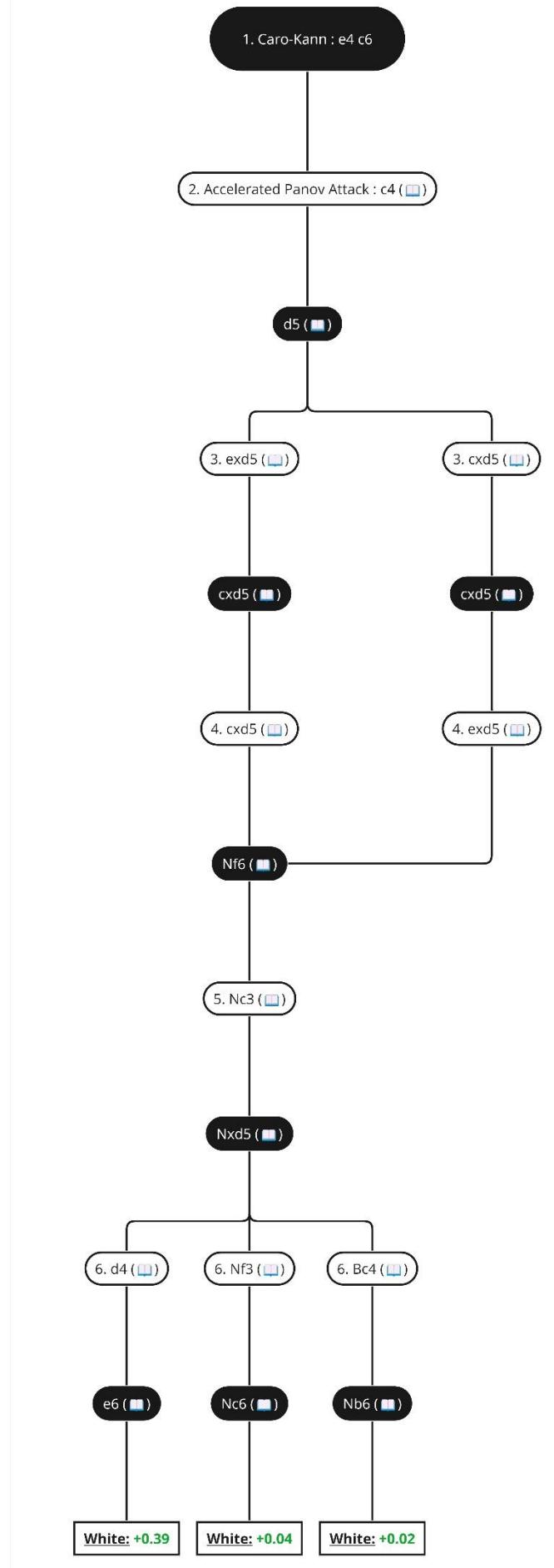


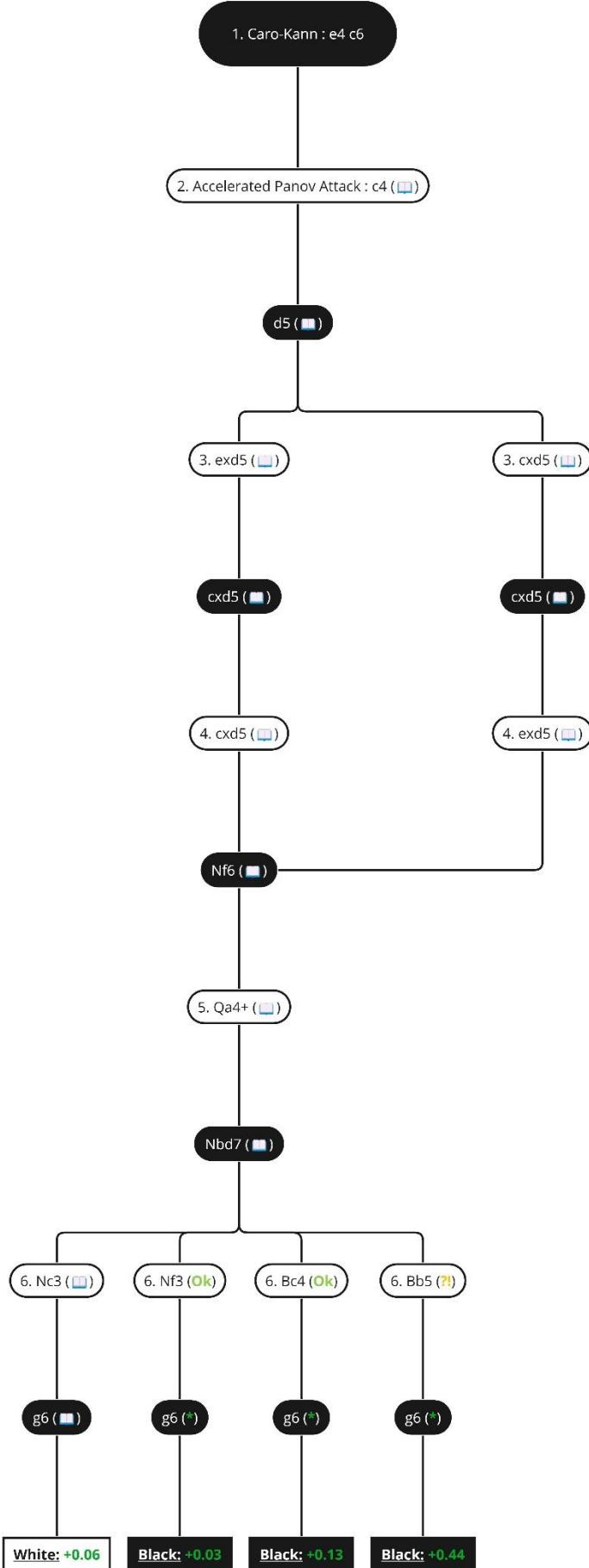


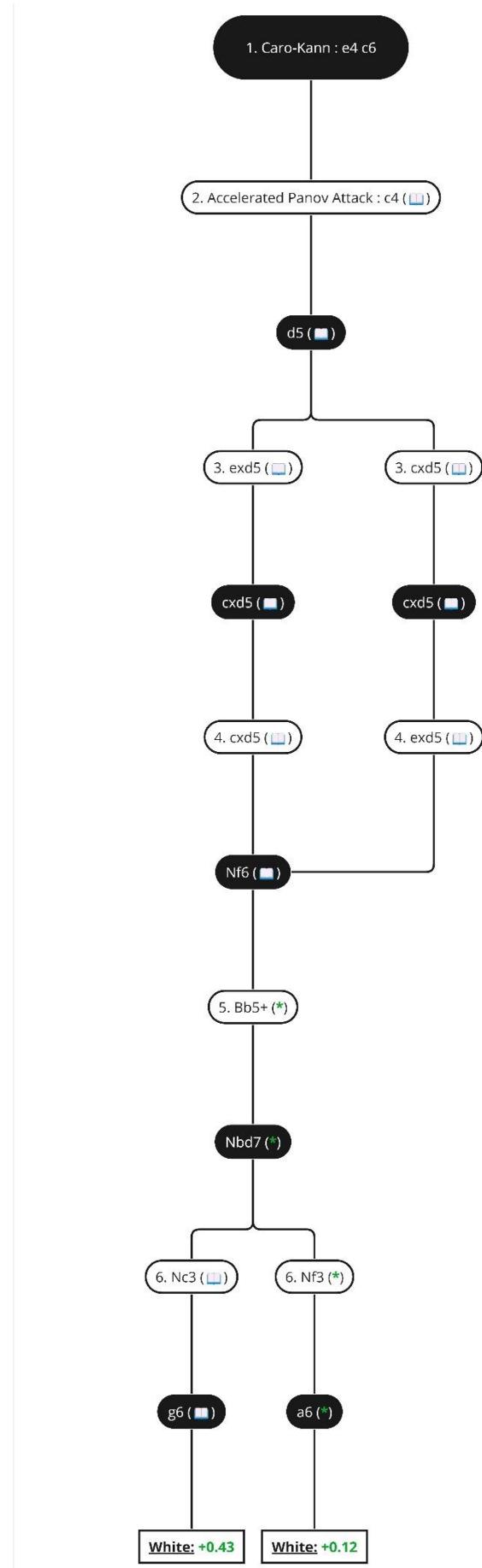


Chapter 8: Accelerated Panov Attack

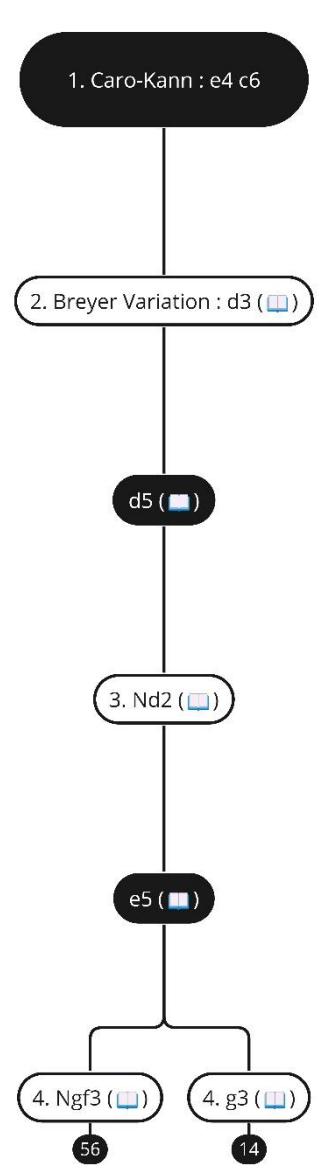


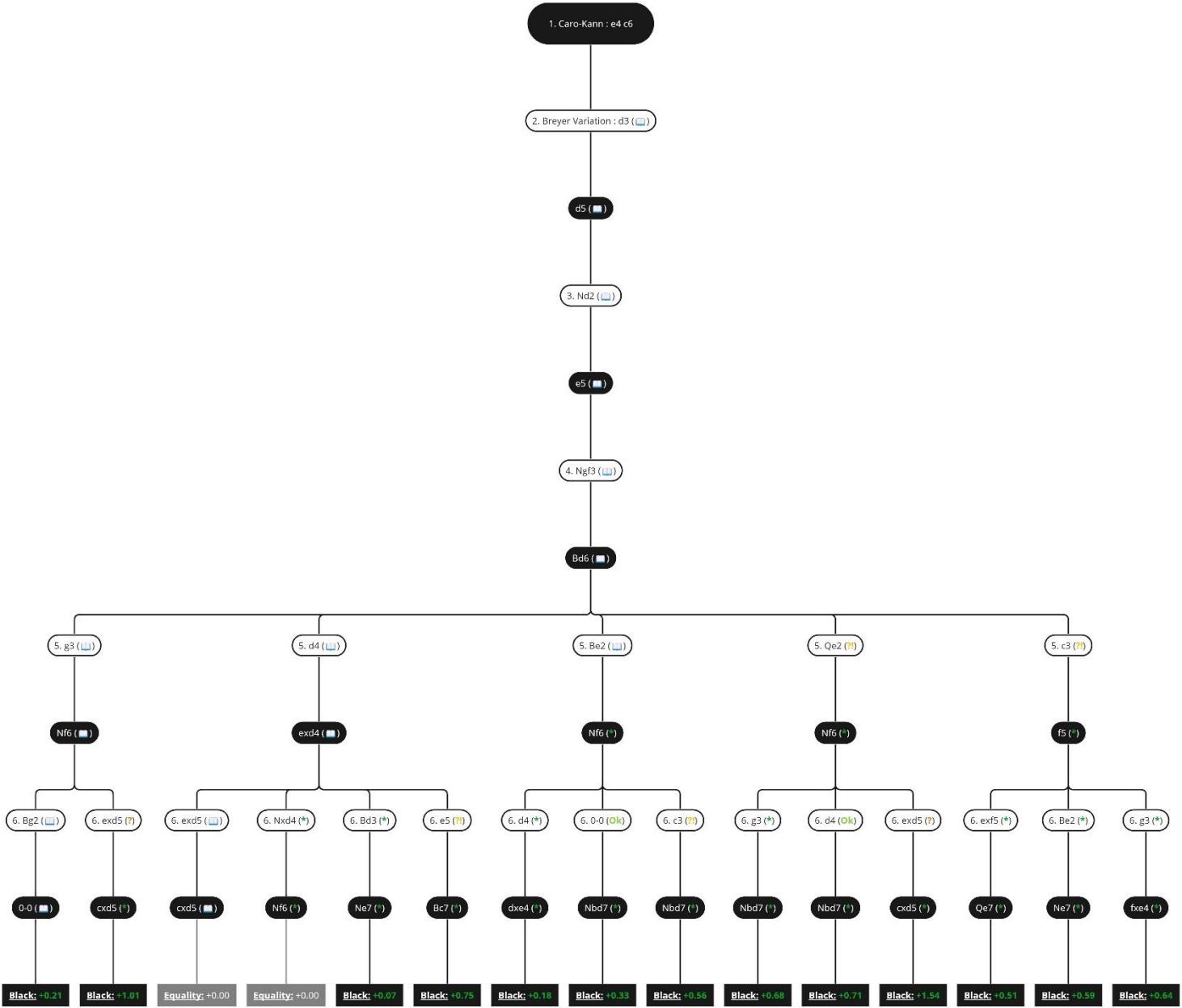


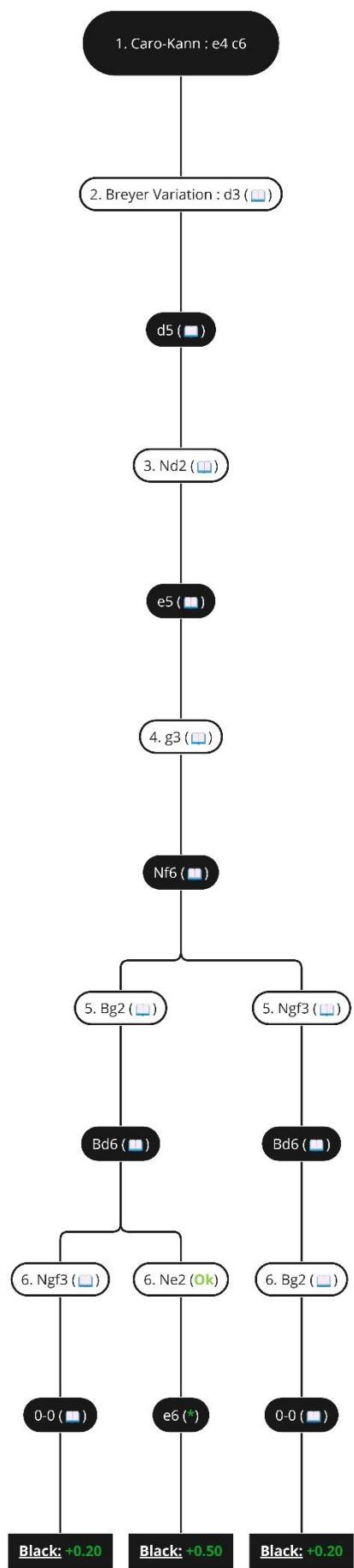




Chapter 9: Breyer Variation







Chapter 10: Hillbilly Attack



1. Caro-Kann : e4 c6

2. Hillbilly Attack : Bc4 (?!)

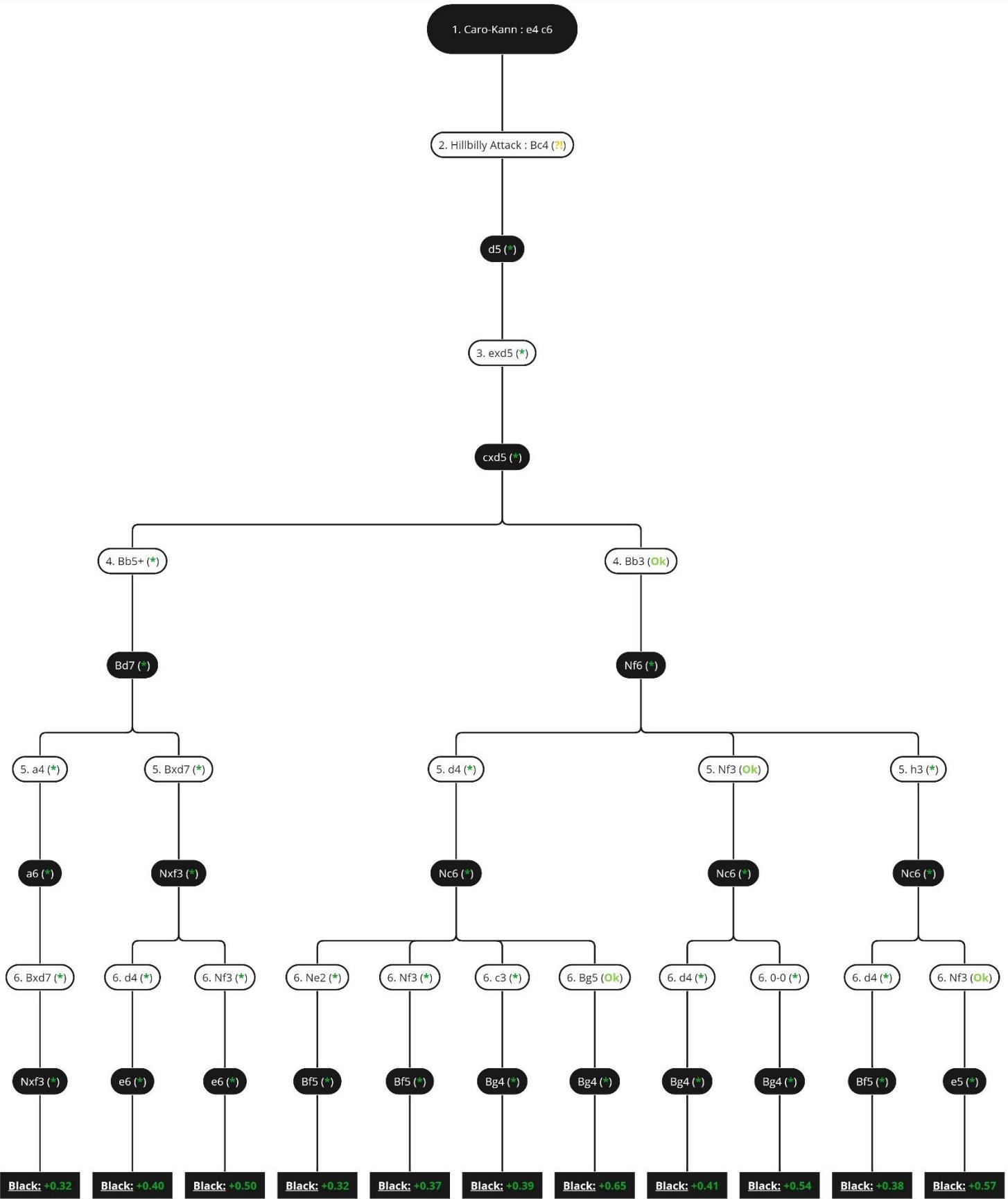
d5 (*)

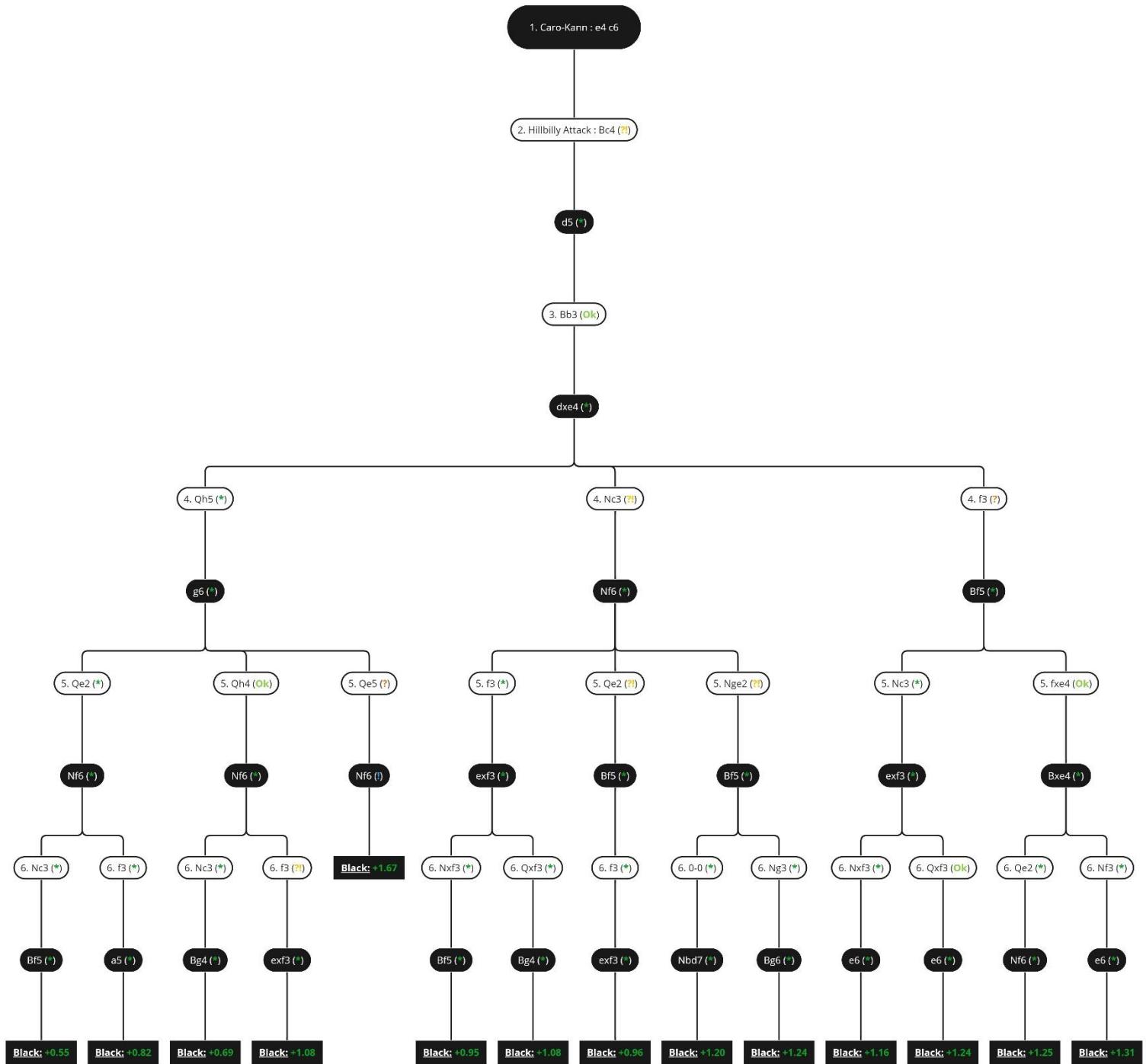
3. exd5 (*)

48

3. Bb3 (Ok)

63





Printable poster of Caro-Kann

