THE MOST COMMON XIANGQI OPENINGS (17.1.2007 / TA,OS)

1) Central Cannon Openings

Two horse defence, Screen horses 1. C2=5 H8+7 2. H2+3 R9=8

3. P7+1 P7+1 4. H8+7 H2+3 5. R1+1 /C8+2 /C8=9

3. R1=2 P7+1 4. P7+1 C8+4 5. H8+7 E3+5 /C2=5

4. R2+6 H2+3 5. P5+1 A4+5

5. C8=6 R1=2 6. H8+7 C2=1 7. P5+1

5. H8+7 P3+1 6. R9+1 C2+1 7. R2-2 E3+5 8. P3+1 /P7+1 /R9=6 (“Two headed

H2+3 4. P3+1 P3+1 5. C8+4 E7+5 /H3+2 snake“)

5. H8+9 E3+5 6. C8+4

E7+5 6. R9+1

P1+1 6. C8=7 H3+2 7. R9+1 P1+1 /E7+5 /E3+5

4. H8+9 P7+1 5. C8=6 R1=2 6. R9=8 C2+4 7. R2+4 C8=9 8. R2=4

5. C8=7 R1=2 6. R9=8 C2+4 / C2+2 /C8+4

4. P7+1 P7+1 5. C8=7 C8+2 6. H8+9

C2+4 6. R2+4

5. H8+7 E3+5 6. C8+2

C8+2 6. H7+6

C2+4 6. R2+4 C2=7 7. E3+1

6. P5+1 C8+4 (“River crossed cannons")

5. R2+6 R1+1 6. H8+7 /C8=7

H7+6 6. H8+7 E3+5/R1+1/P7+1

C2+4 6. P5+1 E3+5 7.H8+7 A4+5 8. R9+1/C8=9

A4+5 6. H8+7 /C8=7

C8=9 6. R2=3 R8+2 7. H8+7 E3+5 (“Edge cannon")

C9-1 7. P5+1 /H8+9/C8=6

7. H8+7 R1+1 8. C8=9

A4+5 8. H7+6/C8=9

Delayed opposite direction cannon 1. C2=5 H8+7 2. H2+3 R9=8 3. R1=2

C2=5 4. R2+6 /H8+7

C8+4 4. P3+1 C2=5 5. C8+5 H2+3 (“Modern variation")

5. H8+7 R1+1 6. R9=8 R1=8 7. H3+4 /P7+1

H2+3 6. P7+1 R1=2 7. R9=8 R2+6 8. H7+6 /C8=9

R2+4 8. C8=9 R2=8 9. R8+6 P7+1/C8=7/C5=6

6. R9=8 P3+1 7. H3+4 C8+1/R1=2/R1+1

7. C8+4 C8=7 8. C8=7

Parrot cannon 1. C2=5 H8+7 2. H2+3 R9+1 3.R1=2 C8-1 4. H8+9 E3+5

4. H8+7 P3+1

Three step tiger (Left) 1. C2=5 H8+7 2. H2+3 R9=8 3. P7+1 C8=9

4. H8+7 C2=5 5. R9=8 H2+3 7. P3+1/R1+1

P7+1 5. R1+1/C8+2 /H7+6

R8+5 5. P5+1 /E7+9

Three step tiger (Left) 1. C2=5 H2+3 2. H2+3 T2=1 3. H8+7 R1=2 4. R9=8 R2+6 5. C8=9

Fan Gong Ma 1.C2=5 H2+3 2. H2+3 C8=6

3. R1+1 H8+7 4. R1=4 R9=8 5. H8+7 A4+5 6. P5+1/R9+1

3. R1=2 H8+7 4. C8=6 R1=2 5. H8+7 C2=1 6. P7+1 P7+1 7. H7+6 A6+5

4. P7+1 P7+1 5. R2+6 R9+2/A4+5

4. P3+1 P3+1 5. H8+9 E3+5 6. C8=6/C8=7

E7+5 6. C8=6/C8=7

One horse defence 1. C2=5 H2+3 2. H2+3 R9+1 3. R1=2 H8+9 4. P7+1 C8=7 5. H8+7 E3+5 /R9=4

Yuan Yang cannons 1. C2=5 H2+3 2. H2+3 P7+1 3. R1=2 R9+2 4. H8+7 C2-1 5. R2+6

Same direction cannon 1. C2=5 C8=5 2. H2+3 H8+7

3. P3+1 R9=8/R9+1

3. R1+1 R9=8 4. R1=6 R8+4 5. H8+7 H2+3/A6+5

3. R1=2 P7+1 4. H8+7 H2+3 5. P7+1 R1+1

4. P7+1 C2+4 5. H8+7 H2+3/R9+1

R9+1 5. H8+7 R9=4 6. R2+4 H2+3 7. P3+1

R9+1 4. R2+6 P3+1 5. R2=3 H2+3

5. C8=7 H2+3 6. P7+1 H3+4

4. C8=6 H2+3 5. H8+7 R1=2 6. R9=8 C2+4 7. C6+5 R9=7 8. R2+6 H7-9

R9=4 5. A4+5 H2+1 6. H8+7 R1=2 7. R9=8 R4+5 8. R2+6 C5=3

4. H8+7 H2+3 5. P7+1 R1+1 6. P3+1/C8+1

R9=4 5. P7+1 H2+1 /H2+3/R4+5

5. P3+1 R4+4 6. C5=4 /E3+1

P3+1 6. R2+5 E3+1 7. C8=9

H2+1 6. H3+4

H2+3 6. P7+1 R1+1 7. A6+5 R4+5 8. E7+9 (“Double head snake")

Opposite direction cannon 1. C2=5 C2=5 2. H2+3

H2+3 3. R1=2 R1=2 4. H8+7 H8+7 5. R9=8 R9=8 6. C8+4

H8+7 4. C8=6

H8+9 3. R1=2 R9=8 4. H8+9 /H8+7

2) Other Openings

Pawn opening 1.P7+1

P7+1 2. C2=3 C8=5

2. H8+7 H8+7 3. R9+1/C8=9

H8+7 2. P3+1 C2=3/C8=9/R9+1

C2=3 2. C2=5 E3+5 3. A6+5 P7+1/H8+7

3. H8+9 R9+1/H8+7

3. H2+3 R9+1 4. R1=2 R9=2 5. H8+7 H2+4 6. C8=9 H8+9 7. H7+6

P3+1 4. R1=2 P3+1 5. H8+9 (“Gambit variaton")

Elephant opening 1. E3+5 P7+1 2. H8+9/P7+1

C8=5 2. H2+3 H8+7 3. R1=2 R9=8 4. H8+7 H2+1/R8+6/P7+1

C8=4 2. H2+3 H8+7 3. R1=2 H2+1/P7+1

C2=4 2. R9+1 H2+3 3. R9=6 H8+7 4. H8+9 R1=2 5. P9+1

Horse opening 1. H2+3 P7+1 2. P7+1 H8+7 3. H8+7 R9+1/H2+3

2. C2=1 H8+7 3. R1=2 R9=8 4. R2+6 C8=9

2. C8=6 H8+7 3. H8+7 H2+1

Palcorner cannon 1. C2=4 C2=5 2. H8+7 H2+3 3. H2+3 H8+9 4. R1=2 R9=8 5. R9=8 R1=2 6. C4+5/C8+4

Crosspalace cannon 1. C2=6 C8=5 2. H2+3 H8+7 3. R1=2 R9+1 4. R2+6 R9=4 5. A4+5 H2+3