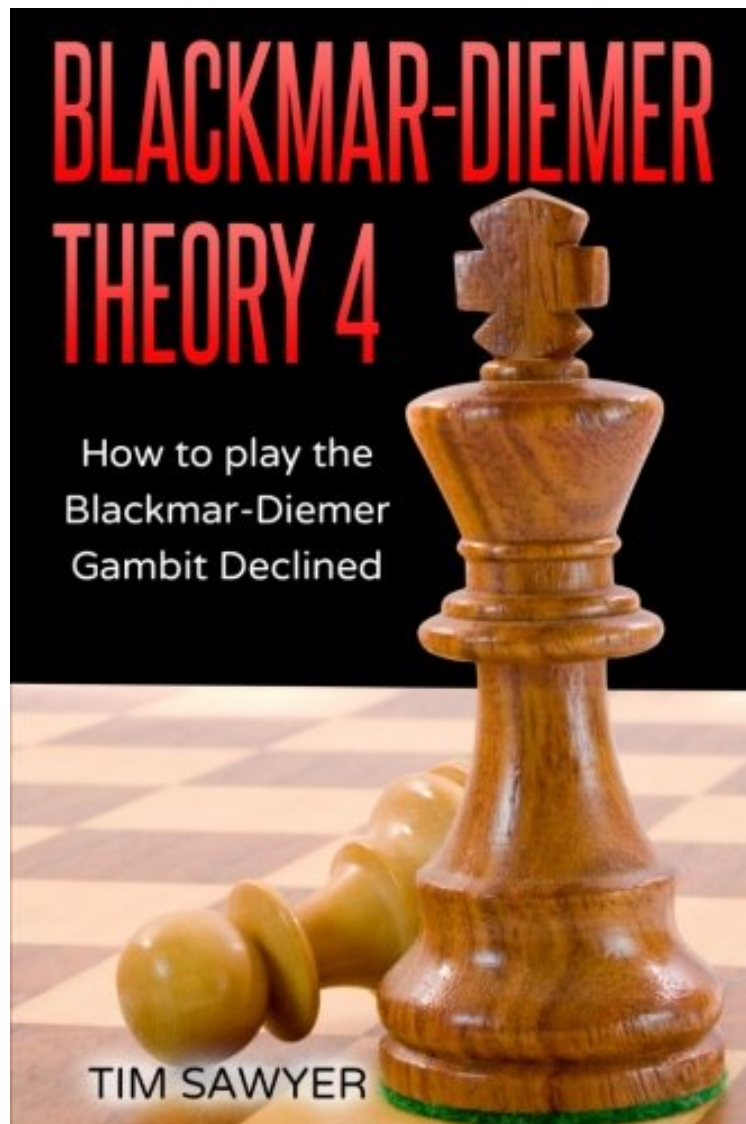


(Ebook pdf) Blackmar-Diemer Theory 4: How to Play the Blackmar-Diemer Gambit Declined (Chess BDG) (Volume 4)

Blackmar-Diemer Theory 4: How to Play the Blackmar-Diemer Gambit Declined (Chess BDG) (Volume 4)

Tim Sawyer

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Blackmar-Diemer Theory 4 provides detailed analysis of the Blackmar-Diemer Gambit Declined. This is a companion volume to the earlier Blackmar-Diemer Theory 3 which covered the Gambit Accepted lines after 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3. Here in Blackmar-Diemer Theory 4 Tim Sawyer analyzes alternatives for the third and fourth moves after 1.d4 d5 2.e4 dxe4. Added is a chapter dealing with the 1.d4 Nf6 issue. Whites hope is to transpose to a BDG by either 2.f3 d5 3.e4 or 2.Nc3 d5 3.e4. Here this book looks at lines when Black does not play 3...dxe4. The author focuses on lines you would only face on your journey to the Blackmar-Diemer Gambit. This book has been arranged according to the variations that you are most likely to see. A few critical lines are hidden in the notes. All these lines have been tested with chess engines. The goal for this Book 4 is to provide accurate Blackmar-Diemer theory of the Gambit Declined after 1.d4 d5 2.e4 dxe4 and after 1.d4 Nf6 2.f3 d5 3.e4 or 2.Nc3 d5. The critical lines are shown as concisely as possible. Tim Sawyer won about 2000 games with the Blackmar-Diemer Gambit. This is exciting chess! The opening is important. If you begin well you can end well. But understand this. The start is just the beginning. What happens next? That is up to the players. The solution is at the finish line. Theoretical analysis helps you start the game in the best possible way. Its your move!