

ARTUR YUSUPOV



BOOST YOUR CHESS
BEYOND THE BASICS

2

QUALITY CHESS

ARTUR YUSUPOV



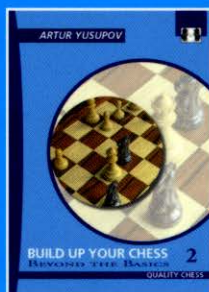
Artur Yusupov was ranked No. 3 in the world from 1986 to 1992, just behind the legendary Karpov and Kasparov. He has won everything there is to win in chess except for the World Championship. In recent years he has mainly worked as a chess trainer with players ranging from current World Champion Anand to local amateurs in Germany, where he resides.

Winner of the Boleslavsky Medal from FIDE (the World Chess Federation) as the best instructional chess books in the world (ahead of Garry Kasparov and Mark Dvoretsky in 2nd and 3rd place).

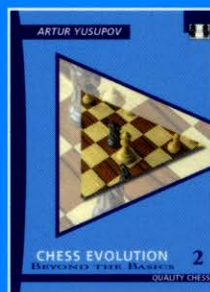

QUALITY CHESS

BOOST YOUR CHESS BEYOND THE BASICS

Boost Your Chess 2 continues Yusupov's Beyond the Basics series. The Fundamentals series shows players the basic ideas they should know, then the Beyond the Basics series sets off on the road to mastery. Yusupov guides the reader towards a higher level of chess understanding using carefully selected positions and advice. This new understanding is then tested by a series of puzzles.



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Boost Your Chess 2

Beyond the Basics

By

Artur Yusupov



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20 Balvie Road, Milngavie, Glasgow G62 7TA, United Kingdom
Phone: +44 141 227 6771
e-mail: info@qualitychess.co.uk
website: www.qualitychess.co.uk

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Key to symbols used

	White to move
	Black to move
$\pm$	White is slightly better
$\mp$	Black is slightly better
$\pm$	White is better
$\mp$	Black is better
$+-$	White has a decisive advantage
$-+$	Black has a decisive advantage
$=$	equality
∞	with compensation
$\rightleftharpoons$	with counterplay
∞	unclear
	zugzwang
$\supset$	better is
Δ	intending
$?$	a weak move
$??$	a blunder
$!$	a good move
$!!$	an excellent move
$!?$	a move worth considering
$?!$	a move of doubtful value
$\#$	mate

Preface

It was a pleasure to have Artur Yusupov working as my second, both personally and professionally. It is therefore an honour for me to write the preface to the new manual *Boost Your Chess*.

This new book was created by expanding and improving the original online lessons from the Chess Tigers University. As an honorary member of the Chess Tigers, it has given me great pleasure to see this logical follow-up take concrete form and meet the twin challenges of being both a valuable textbook and a bedside book.

It was in 1994 that I met Artur Yusupov in the semi-finals of the Candidates' cycle in Wijk aan Zee. I managed to come out ahead by 4.5–2.5, but I recognized that Artur harboured great potential, both in his chess knowledge and extensive match experience.

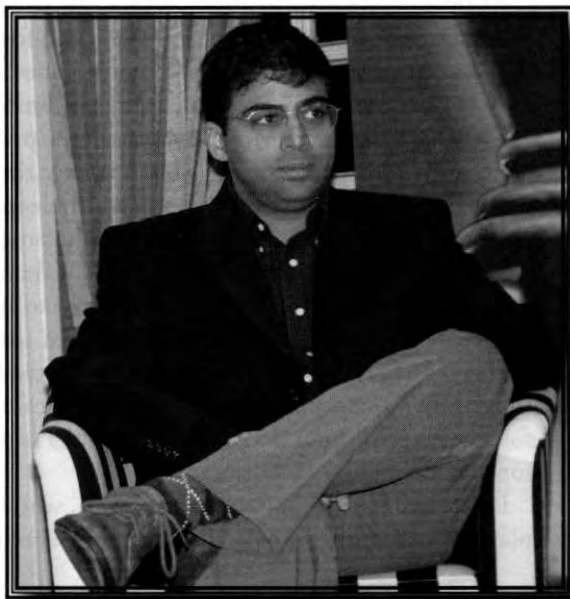
Artur's systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as during the matches themselves. It was his idea that I should play the Trompovsky in the last game in Lausanne. I was 3-2 down, but was able to level the match at 3–3 and thus force a play-off.

I am still very grateful for everything that Artur did for me.

Artur's vast experience as a trainer convinced him that there is a considerable need for better tuition for amateurs. Matching the level to the needs of the student is perhaps not too difficult, but the masterstroke is structuring the information in such a way that makes it immediately useful for amateurs. I am naturally enthusiastic about the rich variety of material in this series, which can help beginners become top amateurs.

I wish Artur Yusupov all the best with the publication of the first book in the series *Boost Your Chess*. Making this work available in English means that even more people who are keen to learn can enjoy it to the full.

World Champion, Viswanathan Anand



Introduction

During my many years of work as a chess trainer, I have noticed that there are only a few books which are really suitable for most amateur players. Some good books treat individual aspects of the game (middlegame or endgame, tactics or positional play) without paying any real heed to the reader's playing level. This brought about the idea of working out a teaching programme aimed specifically at a certain playing strength. Such teaching programmes, in a brief form and intended as systematic help for trainers, are common only in Russia, where they are very popular. One very well known and much valued example is a publication by Golenishev, which inspired some aspects of my methodology.

In 2003 I began a 3-year training programme in my chess academy. Three groups were set up according to playing strength: under Elo 1500, under Elo 1800 and under Elo 2100. Each annual stage consisted of 24 teaching modules and 24 tests, plus a final test at the end of the course.

This programme was later taken over, in a different form, by the Chess Tigers University and is still being used there.

The overwhelmingly positive comments of my students encouraged me to rework this programme in the form of a series of books. In doing so, I was able to make use of many evaluations, corrections and suggestions from my students. While I was redrafting, especially the explanations in the solutions, that feedback from my students was very valuable.

This book is the first volume in a series of manuals designed for players who are building the foundations of their chess knowledge. The reader will receive the necessary basic knowledge in six areas of the game – tactics, positional play, strategy, the calculation of variations, the opening and the endgame.

The reader will benefit from the methodical build-up in this book, even if some of the material is familiar, as it will close any possible gaps in his chess knowledge and thus construct solid foundations for future success. To make the book entertaining and varied, I have mixed up these different areas, but you can always see from the header to which area any particular chapter belongs.

At this point I must emphasize that just working with this book does not guarantee a rise in your rating. It simply gives you a solid basis for a leap forward in chess ability. You should also play in tournaments, analyse your own games, play through well-annotated games of stronger players and read books on chess (I have included some suggestions at the end of this book).

I have also been concerned with another problem area since I moved to Germany: the role of trainers in chess education. In Germany there are unfortunately too few qualified trainers. There is also a widespread opinion that a talented chess player does not need a trainer. I do not share that opinion. I believe that many talented chess players could develop much further, if they had support at the correct time and if they had not left gaps in their learning.

Chess is a complicated sport, which has to be studied for many years. It is hard to imagine any other sport without coaches. (Is there a single athletics club or football club that does not have a trainer?) This manual is intended for the many club players who unfortunately receive no support in attempting to master our complicated sport. In this way it is intended as a substitute for a trainer for those that have none (and a support for trainers), but not an equal replacement for a trainer.

I further believe that many chess lovers, who show great commitment to working with young players in chess clubs, will gain with this series of books (as well as with the programme of the

Chess Tigers University) important methodological support and high quality training material for their chess lessons. The students will certainly profit from the supplementary explanations given by trainers and from lively discussions about the themes in the books.

How to work with this book

First read through the lessons. **You absolutely must play through all the examples and all the variations on a chessboard.**

First think about every diagram position (for at least 5 minutes) and try to find the solutions on your own. On average, you will need 1 to 2 hours per lesson. However, there is no time limit; some students may need more time for specific lessons.

It is important to have a good understanding of the subject.

The second part of the lesson is a test with 12 positions. The stars near the number of each exercise indicate the level of difficulty and, at the same time, the maximum number of points which you can earn for the correct solution with all necessary variations (★ = 1 point). Try to solve the positions without moving the pieces! If you cannot solve the position straight away, you must try for a second time for approximately 10 minutes. This time you may move the pieces. You must look for new ideas.

On absolutely no account may you get help from a computer!

Normally you will also need 1 to 2 hours for each test. Try to solve all the exercises. Consider each position as though it were appearing in one of your own games and look for the best possible continuation. You do not always have to mate or win quickly. It is sometimes enough to suggest a good move. Especially in the lessons on the opening, it is more important for you to reflect on the position, take a decision and then carefully play through the solutions. This will help you better understand the ideas of the opening. Mistakes are part of the learning process!

It is very important to write down all the necessary variations. If you do this you will be able to compare your solution with the one given in the book and you can also see how well you have understood the particular subject. If your score is too low, we recommend that you work through the chapter again. **We also recommend that you play through the solutions, including all the variations, on a chessboard.**

You will find an explanation of the standard chess symbols used in this book on page 4.

At this point I should like to express my gratitude to a large number of people who have supported my work in various ways. There is firstly my wife Nadja for the design of the German edition book and her help in working through the solutions, my daughter Katja for many corrections to my German, my chess trainer Mark Dvoretsky, from whose training methods I have learned so much, the Chess Tigers and Hans-Walter Schmitt for their constructive and productive cooperation, Mike Rosa for correcting some mistakes, Reinhold from Schwerin for his proofreading, and finally to Semen Oxman and Oleg Aizman, who gave valuable advice concerning the design of the book.

I would also like to thank Augusto Caruso for his elaboration of Nadja's design for the English edition and Ian Adams for translating the book.

GM Artur Yusupov

Contents

- ✓ Significance of the attack on the king
- ✓ Preconditions for a successful attack on the king
- ✓ Removing a defender
- ✓ Exploiting the open king position
- ✓ Sacrifices
- ✓ Forced moves

Attacking the king

The attack on the king has the highest priority of all in chess. For a successful attack on the king, you can sacrifice almost the whole army. But attacks do not always work. Before Steinitz, many players believed that it was only the player's tactical abilities that had any part to play. Steinitz established that a successful attack can only be mounted if based on positional advantages – such as the initiative, better development, control over important central squares, etc.

But whoever has the chance to attack must do so in the most energetic manner!

In the following examples, look for the most active continuation! **Bring your pieces closer to the opposing king, open up the position for your rooks and bishops, break up your opponent's castled position, create specific threats!**

But you must also remain realistic: sometimes our attack on the king is 'only enough to win material'!

W.Steinitz – C.von Bardeleben

Hastings 1895

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♙c5 4.c3 ♘f6 5.d4 exd4 6.cxd4 ♙b4† 7.♘c3!?

An old gambit line. 7.♙d2 is the safer way.

7...d5?!

A better option is 7...♘xe4 8.0–0 ♙xc3, as in the game Steinitz – Schlechter in the same tournament.

8.exd5 ♘xd5 9.0–0 ♙e6

Diagram 1-1

It is risky for Black to take the pawn as White's lead in development would be too great. After 9...♘xc3 10.bxc3 ♙xc3 comes 11.♙xf7† ♖f8 12.♜b3! ♙xa1 13.♙a3† ♘e7 14.♞e1+–; while if 9...♙xc3 10.bxc3 ♘xc3, then 11.♜b3 gives White a strong attack.

10.♙g5!

White brings his bishop into the game with tempo, thus increasing his lead in development.

10...♙e7?!

For his part, Black loses a tempo. However, it is very difficult to correctly evaluate the attack which ensues.

Diagram 1-1



Kasparov gives the better defence: 10...♖d7
11.♙xd5 ♙xd5 12.♞e1† ♜f8±

11.♙xd5! ♙xd5 12.♜xd5

12.♙xe7 is not so good, because after 12...♜xe7
13.♞e1 0-0 14.♞xe7? Black has the intermediate
move 14...♙xf3!=.

12...♖xd5 13.♙xe7 ♜xe7

Diagram 1-2

14.♞e1

A typical idea to prevent the opponent castling.

14...f6 15.♖e2

Later Zaitsev suggested another, even better, way to
pursue the attack with 15.♖a4† and now:

a) Perhaps Black should surrender a pawn: 15...♖d7
16.♖b4 ♜f7 (16...c6? 17.♞xe7†+–) 17.♖xb7 ♜d5±

b) 15...♜f7 16.♜e5†! fx5 17.♞xe5 ♖d6 18.♖c4†
♜f8 19.♞ae1 ♜g8 (19...♜g6 20.♞f5†+–) 20.♞d5
♖c6 21.♖b4† ♜f7 22.♞c5 ♖d6 23.♖c4† ♜f8
24.♞xc7+– (Geller)

15...♖d7

15...♖d6? would be bad: 16.♖b5† ♖c6 17.♖b4
♖d6 18.♖xb7+–

16.♞ac1

Steinitz brings his final reserves into the game; it
can be very useful to attack with all available forces!

16.♞ad1! (Zaitsev) would also be very strong.

16...c6?

The immediate 16...♜f7! is correct, in order to bring
the knight to d5 more rapidly, e.g. 17.♖c4† ♜d5 is
fine for Black. The exchange sacrifice 17.♖xe7†! is
not dangerous: 17...♖xe7 18.♞xe7† ♜xe7 19.♞xc7†
♜d6 20.♞xg7 ♞ac8 21.g3 ♞c7! (Kasparov)

Steinitz developed the principle: 'The player with
the advantage must attack!' White has brought
all his pieces into the game. If he now hesitates, his
opponent will also bring his reserves into play and the
initiative will disappear. So Steinitz sacrifices a pawn,
opens files and puts his opponent under pressure.

Diagram 1-3

17.d5!! cxd5

17...♜f7 is objectively better: 18.dxc6 bxc6±
(Kasparov)

18.♜d4

This superb square is only a staging-post for
the knight, who is aiming to get even closer to the

Diagram 1-2

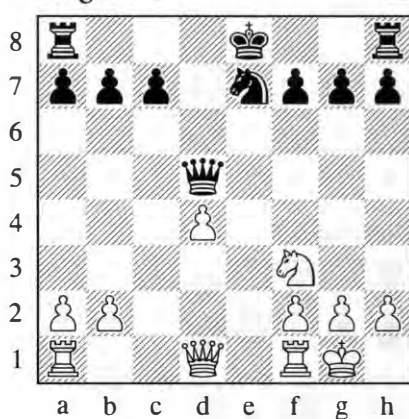


Diagram 1-3

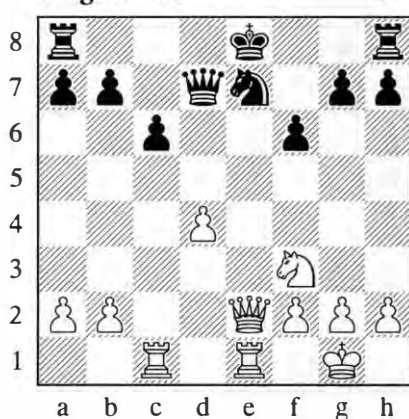


Diagram 1-4

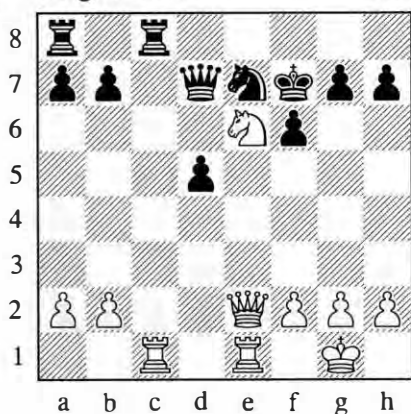


Diagram 1-5

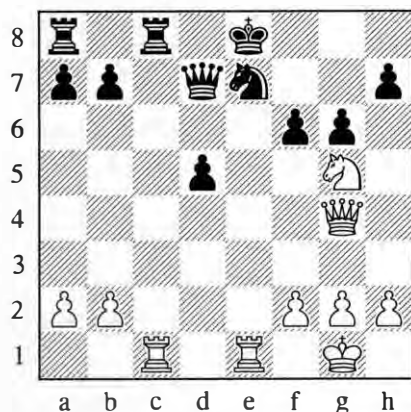
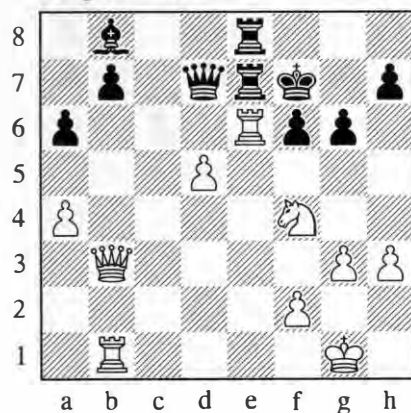


Diagram 1-6



opposing king!

18...♔f7 19.♖e6

The threat is now 20.♖c7.

19...♖hc8

19...♖ac8 is likewise met by 20.♖g4.

Nor is 19...♖c6 any better; White wins with 20.♖c5 ♖c8 21.♖h5† (Kasparov).

Diagram 1-4

20.♖g4!

The attacking side cannot afford to waste time! The threat is mate in two moves.

20...g6 21.♖g5† ♔e8

Diagram 1-5

Steinitz now ends the game with a fantastic combination.

22.♖xe7†! ♔f8!

The most stubborn reply. If 22...♖xe7, then 23.♖xc8† ♖xc8 24.♖xc8† is a simple win.

After 22...♔xe7 then 23.♖e1† wins. (23.♖b4†! is also good, but you can only win a game once! The important thing is to calculate your winning line carefully.) 23...♔d6 24.♖b4† ♖c5 (24...♔c6 25.♖c1#; 24...♔c7 25.♖e6† ♔b8 26.♖f4†+– Steinitz) 25.♖e6† ♖xe6 26.♖xe6+–

23.♖f7†!

But not 23.♖xd7?? ♖xc1†+–.

23...♔g8!

23...♖xf7 24.♖xc8† ♖xc8 25.♖xc8† ♖e8 26.♖xh7† is hopeless.

24.♖g7†! ♔h8!

Or 24...♔f8 25.♖xh7† ♔xg7 26.♖xd7†+–.

25.♖xh7†!

After this move von Bardeleben simply left the tournament hall! Steinitz demonstrated the following forced variation for the benefit of the spectators: 25...♔g8 26.♖g7†! ♔h8 27.♖h4† ♔xg7 28.♖h7† ♔f8 29.♖h8† ♔e7 30.♖g7† ♔e8 31.♖g8† ♔e7 32.♖f7† ♔d8 33.♖f8† ♖e8 34.♖f7† ♔d7 35.♖d6#

Diagram 1-6

J.Capablanca – N.Zubarev

Moscow 1925

Capablanca finds an elegant and forcing way to win.

1.♖xe7† ♔xe7

Otherwise White wins with the discovered check d5-d6.

2. ♖xb7 ♙xf4 3. ♖e1†!

An important intermediate check, which leads to the following forced line.

3... ♙e5

3... ♙d6 loses to 4. ♖b6†, as does 3... ♙d8 to 4. ♖a8†.

4. d6†! ♙e6

4... ♙d8 is met by 5. ♖b6†+.

5. ♖b3† ♙f5

5... ♙xd6 loses the queen after 6. ♖d1†.

6. ♖d3† ♙g5 7. ♖e3† ♙f5

If 7... ♙h5, then 8. g4†+.

8. ♖e4† ♙e6

8... ♙g5 9. ♖h4† ♙f5 10. ♖g4#

9. ♖c4† ♙xd6

Forced, since 9... ♙f5 runs into 10. ♖g4#.

10. ♖d1† ♙e7 11. ♖xd7† ♙xd7 12. ♖xa6

The attack has secured White a decisive material advantage.

1-0

Diagram 1-7

I. Capablanca – H. Steiner

Los Angeles 1933

1. f4!

The black king is already rather exposed. White opens further lines for the attack.

1... ♙g8 2. ♖h5† ♙g7 3. ♙xe5 dxe5

Diagram 1-8

4. ♙xf6!

A very natural continuation of the attack. White loses no time getting on with the decisive onslaught.

4... ♙xf6 5. ♖f1† ♙f5

5... ♙g7 6. ♖f7† ♙h8 7. ♖xh7#

6. ♙xf5!

Here Capablanca had certainly calculated all the way to the end.

6... exf5 7. ♖xf5† ♙e7 8. ♖f7† ♙d6 9. ♖f6† ♙c5 10. ♖xb7!

A difficult move, but one which contains several mating threats.

10... ♖b6

Diagram 1-7

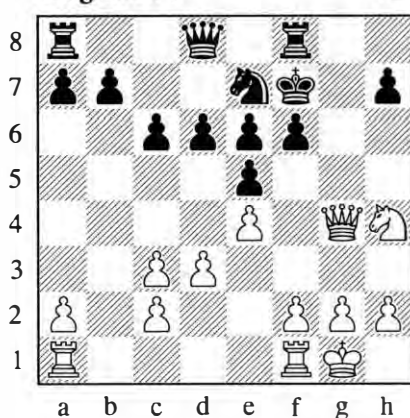
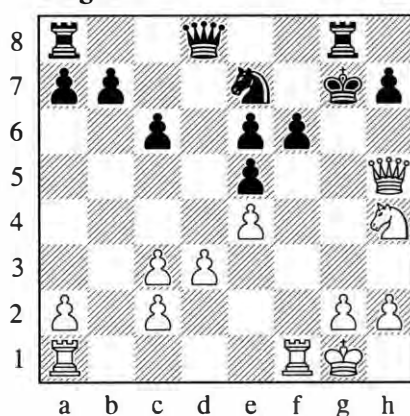


Diagram 1-8



Or 10...♖xf6 11.♗b4#.

11.♙xc6†! ♜xc6

11...♜b5† 12.♙xb6† axb6 13.♗xh7+– would lead to a prospectless ending.

12.♗b4#

Diagram 1-9

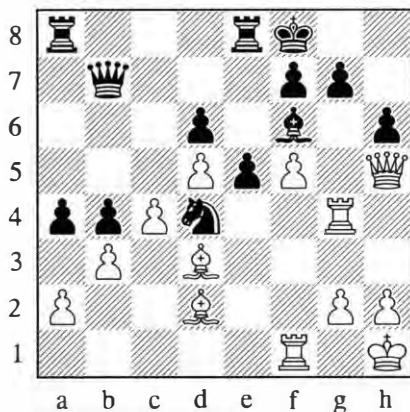


Diagram 1-9

E.Vasiukov – M.Taimanov

USSR Ch, Kharkov 1967

The black king wants to escape to the centre. To prevent that happening, White must act immediately.

1.♙xg7!

A correct sacrifice.

1...♜xg7

As the following variations show, other moves are no better:

a) 1...♙xg7 2.f6 ♙xf6 3.♙xf6 ♙e7 4.♗xh6† ♜e8 5.♙xd6 ♙d7 6.♗h8† ♜e7 7.♗xe5†+–

b) 1...axb3 2.♙xh6 (Δ♙xf7†) 2...♙xg7 3.f6+–

c) 1...♙e7 2.♙g4 ♜e8 3.♗xh6 axb3 4.axb3 ♜xb3 5.♙g8† ♜d7 6.♙xa8 ♗xa8 7.♙xb4+–

White was faced with an interesting problem at this point in the game. Which is more important here, material (♗xh6† and then ♗xf6) or the attack (♙xh6†)?

2.♗xh6†?

White decides on material and wins the bishop. However, in doing so he loses a tempo for the attack. The correct choice is 2.♙xh6† ♜g8 3.♗g4† ♜h8 4.♙g5! ♙xg5 (4...♗e7 5.♗h4†+–) 5.f6! ♙h6 (5...♙xf6 6.♙xf6+–) 6.♗h5+–.

2...♜g8 3.♗xf6 ♗e7 4.♗h6 f6 5.♙xb4 axb3

The position is now anything but clear, since the black rooks can become active via the open queenside. White takes an unfortunate decision and leaves the dangerous black pawn on the board.

6.a3?! ♙ac8 7.h3?!

7.♙e1!?

7...♗g7 8.♗h4 e4!?

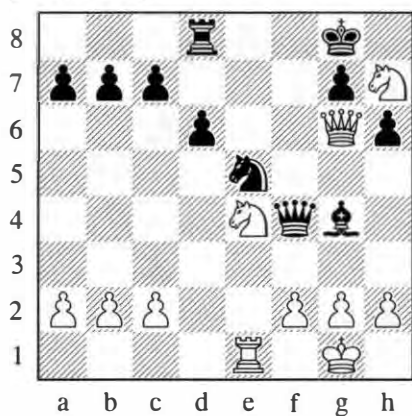
Now it is Black who wants to open lines. He takes the initiative and even goes on to win the game.

9.♙xe4 ♜e2! 10.♙d3 ♜g3† 11.♜g1 ♜xf1 12.♜xf1 ♙e3 13.♙b1 ♙ce8 14.♗f4

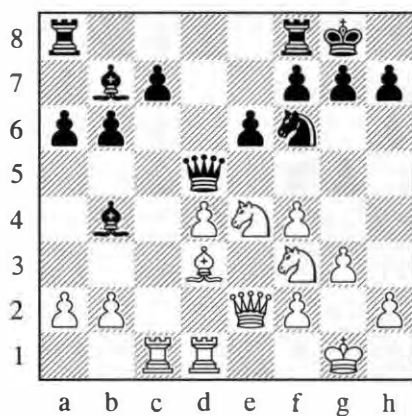
And White resigned.

Exercises

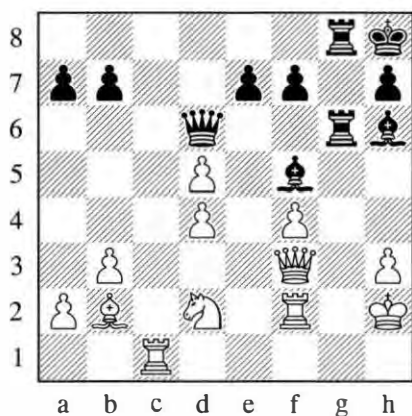
► Ex. 1-1 ◀ ★★ △



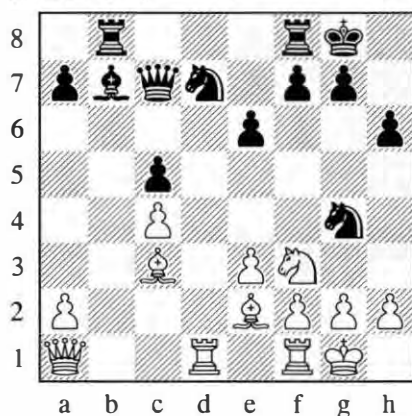
► Ex. 1-4 ◀ ★ △



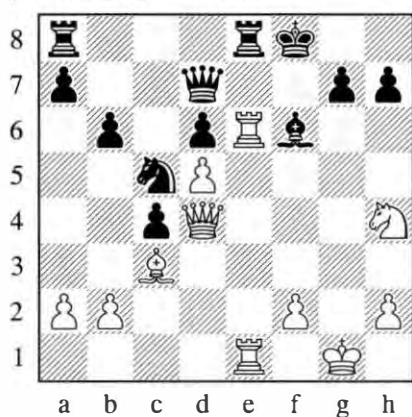
► Ex. 1-2 ◀ ★ ▼



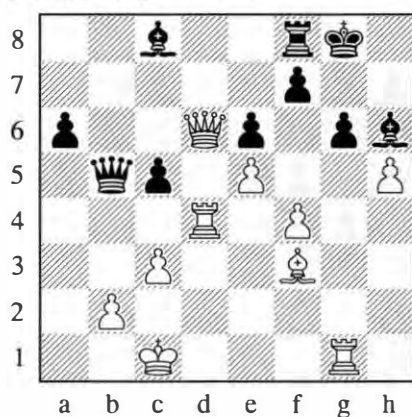
► Ex. 1-5 ◀ ★ △



► Ex. 1-3 ◀ ★★ △



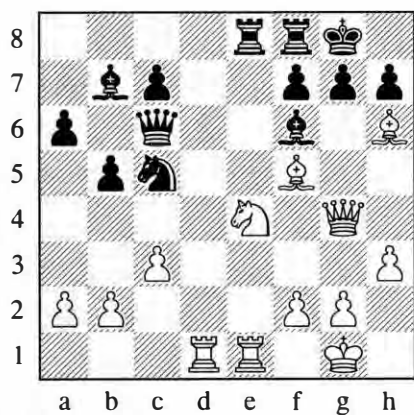
► Ex. 1-6 ◀ ★★ △



Exercises

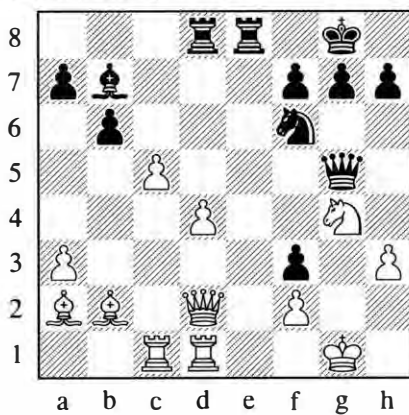
► Ex. 1-7 ◀

★★



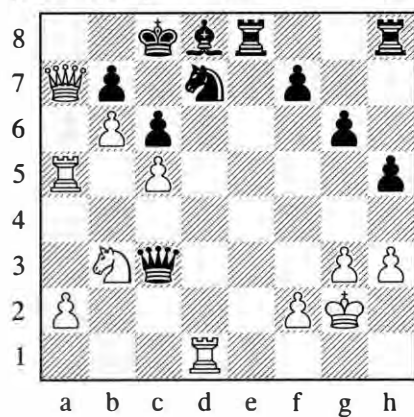
► Ex. 1-10 ◀

★



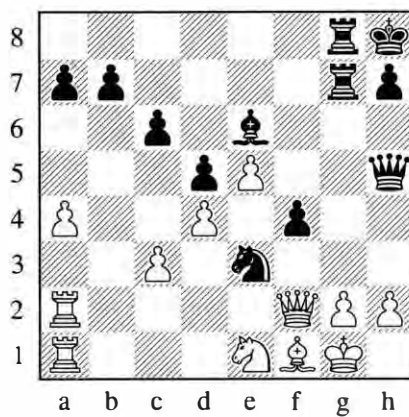
► Ex. 1-8 ◀

★★



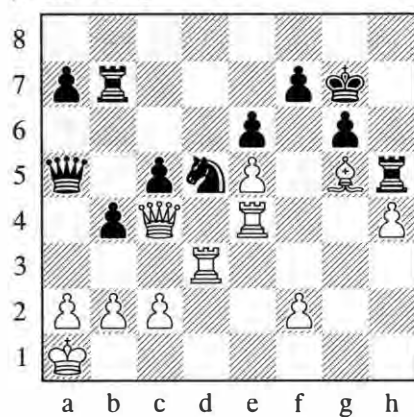
► Ex. 1-11 ◀

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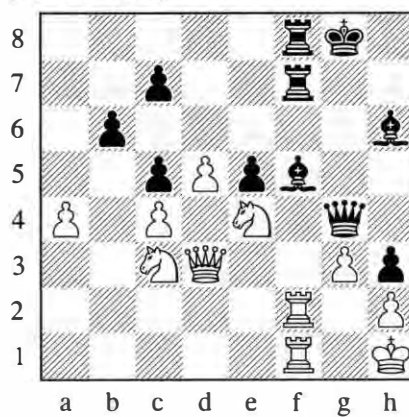
► Ex. 1-9 ◀

★



► Ex. 1-12 ◀

★★★



Solutions

Ex. 1-1

Based on the correspondence game

Morse – Bashein

1. $\text{d}e\text{f}6\text{!}$ $\text{c}h8$

Of course 1... $\text{g}x\text{f}6$ would also be hopeless.

2. $\text{d}g5\text{!}$

(1 point)

The threat is 3. $\text{g}h7\#$.

2... $\text{g}f5$

Or 2... $\text{d}f5$ 3. $\text{g}e8\text{!}$ $\text{g}xe8$ 4. $\text{d}f7\text{!}$ $\text{d}xf7$

5. $\text{g}xe8\#$.

3. $\text{g}e8\text{!!}$

Decoying.

3... $\text{g}xe8$ 4. $\text{d}f7\text{!}$ $\text{d}xf7$ 5. $\text{g}xe8\#$

(another 1 point for these variations)

Ex. 1-2

L. Rellstab – V. Petrovs

Kemer 1937

1... $\text{d}xf4\text{!}$ 2. $\text{g}xf4$ $\text{g}g3\text{!}$

(1 point)

2... $\text{g}h6$ is just as good, since 3. $\text{g}c3$ $\text{g}g6\text{!}$ wins for Black.

White resigned, in view of 3. $\text{g}xd6$ $\text{g}hx3\#$ or 3. $\text{g}xf5$ $\text{g}g2\text{!}$ 4. $\text{c}h1$ $\text{g}h2\#$ or 3. $\text{c}h1$ $\text{g}xf4-\text{+}$.

Ex. 1-3

Tomas – Markwell

Correspondence game

1. $\text{g}xf6\text{!}$

(1 point)

1... $\text{g}xf6$ 2. $\text{g}xf6\text{!}$ $\text{g}f7$

2... $\text{c}g8$ 3. $\text{g}h8\text{!}-\text{+}$

3. $\text{d}g6\text{!}$

Or 3. $\text{g}h8\text{!}$ $\text{g}g8\text{!}$ 4. $\text{d}g6\text{!}-\text{+}$.

3... $\text{h}xg6$ 4. $\text{g}h8\text{!}$ $\text{g}g8$ 5. $\text{g}h6\text{!}$ $\text{c}f7$ 6. $\text{g}f4\#$

(another 1 point)

Ex. 1-4

J. Capablanca – A. Becker

Karlsbad 1929

1. $\text{d}fg5\text{!}$

(1 point)

White threatens $\text{d}xf6\text{!}$ followed by $\text{d}e4$.

The immediate 1. $\text{d}xf6\text{!}$ only leads to a draw: 1... $\text{g}xf6$ 2. $\text{g}xc7$ $\text{g}xf3$ 3. $\text{g}xb7\text{!}$ $\text{g}xb7$ 4. $\text{g}g4\text{!}$ $\text{c}h8$ 5. $\text{g}h4$ $\text{f}5$ 6. $\text{g}f6\text{!}=\text{+}$

1... $\text{d}e8$

No better are 1... $\text{g}xd4$ 2. $\text{d}b1-\text{+}$ or 1... $\text{d}xe4$ 2. $\text{d}xe4-\text{+}$.

2. $\text{d}xh7\text{!}$ $\text{f}5$ 3. $\text{d}hg5\text{!}$

3. $\text{d}xf8$ also wins after 3... $\text{c}xf8$ 4. $\text{f}3$.

Black resigned, as 3... $\text{f}xe4$ is simply met by 4. $\text{d}xe4-\text{+}$.

Other moves also lose, e.g. 3... $\text{d}f6$ 4. $\text{d}c4$ $\text{g}d8$ 5. $\text{d}xe6\text{!}-\text{+}$ or 3... $\text{g}d7$ 4. $\text{g}h5$ $\text{d}f6$ 5. $\text{d}xf6\text{!}$ $\text{g}xf6$ 6. $\text{g}g6\text{!}$ $\text{c}h8$ 7. $\text{d}xe6$ $\text{g}xe6$ 8. $\text{g}xc7$ $\text{d}e7$ 9. $\text{d}c4-\text{+}$.

Ex. 1-5

J. Capablanca – E. Colle

Hastings 1930/1

1. $\text{g}xd7\text{!}$

(1 point)

1. $\text{d}xg7\text{?}$ would be bad, due to 1... $\text{d}xf3$ 2. $\text{g}3$ $\text{d}xe2-\text{+}$.

1... $\text{g}xd7$ 2. $\text{d}xg7$ $\text{g}c7$

2... $\text{g}fc8$ 3. $\text{d}e5$ $\text{d}xe5$ 4. $\text{g}xe5$ $\text{f}5$ 5. $\text{d}xh6\pm$

3. $\text{d}xf8$ $\text{g}xf8$ 4. $\text{g}3\text{+}$

Ex. 1-6

Kofman – S. Zhukhovitsky

Moscow 1936

1. $\text{h}xg6\text{!}$

Not the only way, but the quickest route to victory.

1... $\text{c}xd4$ 2. $\text{g}xf7\text{!}$ $\text{c}h8$

2... $\text{c}xf7$ 3. $\text{d}h5\#$

2... $\text{c}h7$ 3. $\text{d}e4\text{!}$ $\text{c}h8$ 4. $\text{g}xf8\text{!}$ $\text{d}xf8$ 5. $\text{g}g8\#$

Solutions

3. ♖xf8†!

(1 point)

3... ♙xf8 4. ♖g8† ♜h7 5. ♙e4† ♜h6 6. ♖h8†
♜g7 7. ♖h7#

(another 1 point)

Ex. 1-7

E. Vasiukov – R. Kholmov

Moscow 1964

1. ♜xc5!

(1 point)

1. ♙xg7 ♙xg7 2. ♜xc5 (1 consolation point)
is less precise, on account of 2... ♖xel† 3. ♖xel
h6 4. ♜xb7 ♖xb7±.

1... ♖xc5 2. ♙xg7!

Black resigned, in view of 2... ♙xg7 3. ♖h5
♖xel† 4. ♖xel h6 5. ♙h7†+.

(another 1 point for finding this idea)

Ex. 1-8

Mumelter – N.N.

Vienna 1896

1. ♖a8†!

(1 point)

1. ♖xd7 also wins, but is more complicated:
1... ♜xd7 2. ♖xb7† ♜e6 3. ♖xc6† (1 consolation
point) 3... ♜f5 4. ♖d6 ♖e5 (4... ♙f6 5. c6†
♖e5 6. ♜d4† ♜e4 7. f3† ♜d3 8. ♜b5†+)

5. ♜d4† ♜e4 6. ♖a4+–

1... ♜b8 2. ♖xd8†! ♖xd8

Or 2... ♜xd8 3. ♖xb8† ♜d7 4. ♖d6† ♜c8
5. ♖a8#.

3. ♖xb7†! ♜xb7 4. ♖a7† ♜c8 5. ♖c7#

(another 1 point for the whole variation)

Ex. 1-9

A. Suetin – G. Kasparian

USSR Ch, Moscow 1952

The game saw 1... ♜b6?? 2. ♙f6† and Black
resigned, because 3. ♖d8 is coming next.

The correct continuation would have been:

1... ♖xg5! 2. hxg5 ♜b6 3. ♖b3 c4 4. ♖xc4
♜xc4 5. ♖xc4 b3 6. cxb3 ♖e1†+–

(1 point)

Ex. 1-10

Variation from the game

S. Bromberger – S. Löffler

Bundesliga 2002

1... ♖e1†!!

By this deflection, Black gains the time
needed for the capture on g4.

2. ♖xe1 ♜xg4 3. ♜h1

3... ♙xf7† ♜xf7+–

3... ♖h4 4. ♖f1 ♜xf2† 5. ♜h2 ♖f4† 6. ♜g1
♖g3†+–

(1 point)

Ex. 1-11

G. Stahlberg – A. Alekhine

Prague Olympiad 1931

1... ♜g4!

(1 point)

2. ♖xf4 ♖f7

White resigned, on account of 3. ♖g3 ♜xh2
(or 3... ♖xf1† 4. ♜xf1 ♜xh2†+–) 4. ♖xh2
♖xf1†+–.

(another 1 point for this variation)

Ex. 1-12

Trubnikov – Radchenko

Novosibirsk 1965

1... ♙d2!

(1 point)

The defending white pieces are overloaded.
This deflecting sacrifice ruins the coordination
of the opposing pieces.

Of course 1... ♙xe4? would be bad: 2. ♖xe4
♖xe4† 3. ♜xe4 ♖xf2 4. ♖xf2 ♖xf2? 5. ♜xf2±

2. ♖xd2

If 2. ♖xf5 ♖xf5 3. ♜xd2, then 3... ♖xf1†
4. ♜xf1 e4 5. ♜xe4 ♖xe4†+–.

Solutions

2. ♖xd2 is simply met by 2... ♗xe4† 3. ♘xe4

♗xf1†-+.

2... ♗xe4† 3. ♘g1

Or 3. ♘xe4 ♗xe4† (3... ♗xf2 is also good:

4. ♗xf2 ♗xe4† 5. ♘g1 ♗b1†-+) 4. ♘g1 ♗g2†!

5. ♗xg2 ♗xf1#.

(1 point for this variation)

3... ♗xg3†! 4. hxc3 h2†! 5. ♘xh2 ♗h7†-+

(another 1 point for this variation)

Scoring

Maximum number of points is 20

18 points and above ➤ **Excellent**

14 points and above ➤ **Good**

10 points ➤ **Pass mark**

If you scored less than 10 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The significance of the open file
- ✓ Penetration to the 7th or 8th rank
- ✓ Typical ideas in the struggle for the open file

The open file

The open file is an important positional factor. We have already underlined the significance of the open file in *Build Up Your Chess 2*, Chapter 13 – ‘Evaluating the position’; and also in *Build Up Your Chess 1*, Chapter 14 – ‘Open files’. In this lesson we shall extend our knowledge.

Major pieces require an open file in order to come into play. It is very important to occupy an open file or at least to control it. It is often the struggle for a single open file which determines the whole strategic course of a game.

Why is it so advantageous to control an open file?

The aim is to penetrate to the 7th or 8th rank with the major pieces! From there the rooks or the queen can attack from the side, either the opponent’s king or his defenceless pawns and other pieces.

If this is not possible – if, for example, all the squares are well protected by the defending side – then the control of the open file serves no useful purpose.

Diagram 2-1

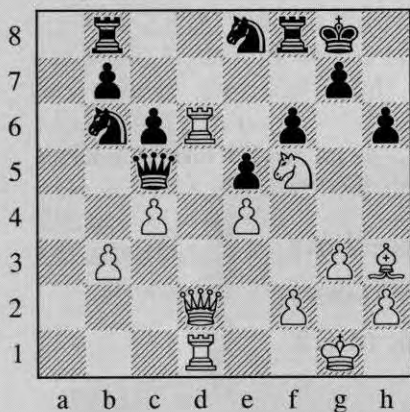


Diagram 2-1

M. Janata – S. Bojkovic

Vrnjacka Banja 1963

White has achieved control of the important central file and now exploits this opportunity to mount a quick attack.

1. ♖e7†!

1... b4! ♜xc4 2. ♖e7† with the additional motif ♙e6† was a nice alternative (M. Rosa).

1... ♗f7

1... ♗h7 would be no better, due to 2. ♙f5† and then ♖g6.

2. ♙d7!!

The penetration to the 7th rank decides the game on the spot.

2... ♖xd7 3. ♜xd7

Black resigned, on account of 3... ♜xe7 4. ♜xe7† (or 4. ♙e6†+-) 4... ♗xe7 5. ♙d7#.

In the struggle for the open file, you can make use of the following elements:

- 1) the simple doubling of the rooks;
- 2) the use of an outpost;
- 3) control over the penetration squares on the 7th or 8th rank;
- 4) a timely opening of the file – doubling behind a pawn before exchanging it;
- 5) the creation of a battery (queen behind the rooks);
- 6) exchanging the major pieces in order to neutralize your opponent's activity on the file.

In the examples which follow and in the test you should employ these elements in the struggle for the open file.

Diagram 2-2

J.Capablanca – K.Treylbal

Karlsbad 1929

If White now opens the h-file, he does not obtain any immediate advantages on the kingside, since Black is pretty well prepared there. For that reason Capablanca opens a different file.

1.b5! axb5 2.h6†!?

An important intermediate check. The black pieces now have less room and become disorganized. Capablanca sees that he can gain control over the a-file. This advantage will play a decisive part in the game.

2...♙f8 3.axb5 ♖e7 4.b6!

White now has an important outpost on the 7th rank.

4...♜b8 5.♞a1 ♞c8

5...♜a8 is simply met by 6.♜c3.

6.♜b4 ♞hd8 7.♞a7

Capablanca places his pieces on optimal squares.

7...♙f8 8.♞h1 ♙e8 9.♞ha1 ♙g8 10.♞1a4 ♙f8 11.♜a3

A typical rook-queen battery has been set up.

11...♙g8 12.♙g3 ♙d7 13.♙h4 ♙h8 14.♜a1 ♙g8 15.♙g3 ♙f8 16.♙g2 ♙e8

Diagram 2-3

Diagram 2-2

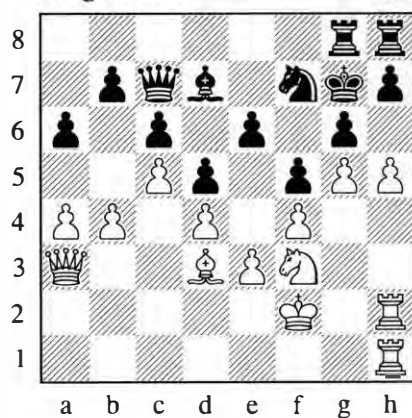
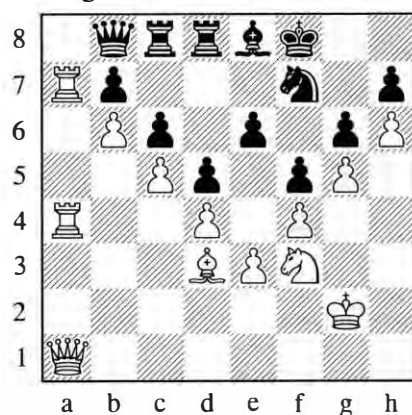


Diagram 2-3



The preparations have all been made. Capablanca now attacks the b7-pawn.

17. ♖d2! ♙d7 18. ♖b3 ♜e8

Or 18... ♙e8 19. ♖a5 ♜d7 20. ♖xb7 ♜xb7 21. ♜xb7 ♜xb7 22. ♙a6 ♜b8 23. ♙xc8 ♜xc8 24. ♜a8 ♜b7 25. ♜a7+.

19. ♖a5 ♖d8 20. ♙a6! bxa6 21. ♜xd7

The black pawn chain has been broken up. The position rapidly collapses.

21... ♜e7 22. ♜xd8† ♜xd8 23. ♖xc6
1-0

Diagram 2-4

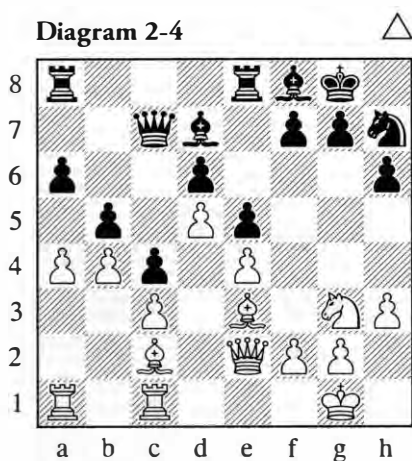


Diagram 2-4

Computer Deep Blue – G. Kasparov

New York match(2) 1997

1. ♜a3!

White first doubles the rooks behind the a-pawn, so as to open the file at a favourable moment.

1... ♜ec8 2. ♜ca1 ♜d8 3. f4?

3. axb5 axb5 4. ♙a7!? is one of Karpov's favourite ideas. In this way White prevents the exchange of major pieces on the a-file. But the computer probably does not know the classic games!

3... ♖f6 4. fxg5 dxe5 5. ♜f1!

Very accurate play. 5. ♜f2 is followed by 5... a5! 6. axb5 (6. ♙b6 ♜e8! 7. ♙xa5?? ♜xa5 8. bxa5 ♙c5+) axb4 7. ♜xa8 ♜xa8 8. ♜xa8 ♜xa8 9. cxb4 ♙xb5=.

5... ♖e8

If now 5... a5, then 6. axb5 axb4 7. ♜xa8 ♜xa8 8. ♜xa8 ♜xa8 9. ♜xc4±.

6. ♜f2! ♖d6

Now 6... a5 is bad in view of 7. ♙b6± and the black queen cannot go to e8.

7. ♙b6 ♜e8 8. ♜3a2 ♙e7 9. ♙c5 ♙f8

Black is very passive and must always be aware of the possible opening of the file.

9... ♜f8 is met by 10. ♖h5± (Deep Blue).

10. ♖f5! ♙xf5

Deep Blue prefers 10... ♖xf5 11. exf5 bxa4±.

11. exf5 f6

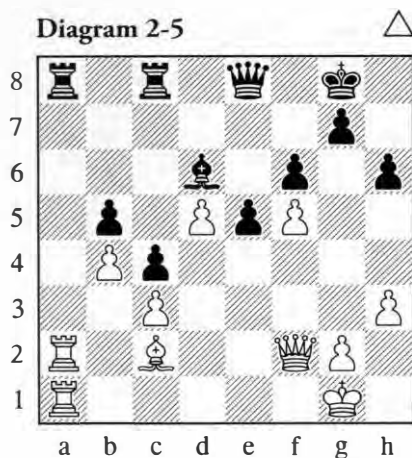
If 11... ♜d8, then 12. f6+.

12. ♙xd6 ♙xd6 13. axb5 axb5

Diagram 2-5

14. ♙e4!

Diagram 2-5



This is how White maintains control over the open file. Apparently even the computer understands this concept!

14...♖xa2 15.♗xa2 ♜d7 16.♗a7±

In spite of the bishops of opposite colours, White has a clearly superior position.

16...♞c7 17.♗b6 ♞b7 18.♞a8† ♕f7 19.♗a6

A good redeployment of the major pieces.

19...♞c7 20.♞c6 ♗b6†

Diagram 2-6

21.♕f1?

This move is inaccurate and allows Kasparov counterplay.

Instead, the computer should have played 21.♕h1!. Then comes 21...♞b8 22.♞a6 and if Black tries 22...♗e3 23.♗xd6 ♞e8, then 24.♞a1! wins. The point is that the bishop on e4 is now taboo, as after 24...♗xe4 25.♞a7†! ♕g8 26.♗d7+— there is no perpetual check.

21...♞b8 22.♞a6

But Kasparov resigned here! He did not exploit the chance he had been offered: 22...♗e3!! 23.♗xd6 ♞e8!! and if 24.♕f3, then 24...♞c1† 25.♕f2 ♗d2† with perpetual check.

Diagram 2-7

P.Keres – M.Botvinnik

Moscow 1947

Black is ready for the struggle for the open c-file. So White should immediately prepare to exchange the major pieces. The next, natural looking, move is a positional error.

1.e3?

1.♔a2! was necessary, to meet 1...♕b5 with the exchange of rooks: 2.♞xc7 ♞xc7 3.♞c1!=

1...♕b5! 2.♞fe1 ♕g8

The immediate 2...♕c4! is also possible.

If 2...♔e4, then 3.♕xe4 ♞xe4 4.♕g2 ♕g8 5.f3±.

3.f3

The struggle for the open file is lost. If 3.♕f1, then 3...♕xf1 4.♕xf1 ♔e4 5.♔a2 ♞c2±.

3.♔a2! is not answered by 3...♞c2 4.♔c3!! intending 4...♞xb2? 5.♔xd5!, but simply by 3...♕c4! with an advantage for Black.

Diagram 2-6

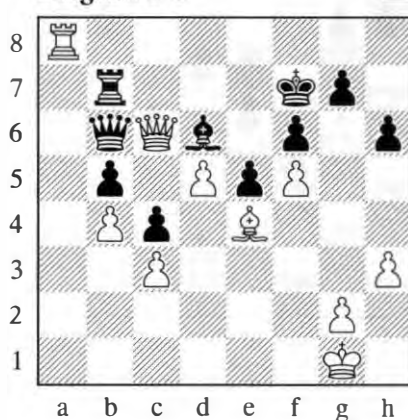


Diagram 2-7

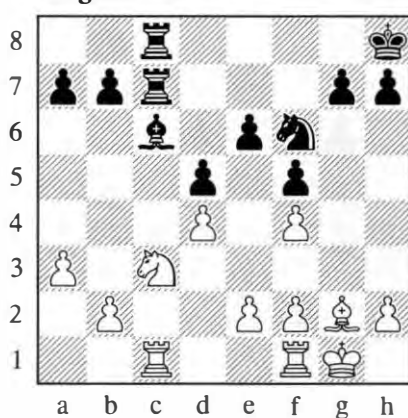


Diagram 2-8

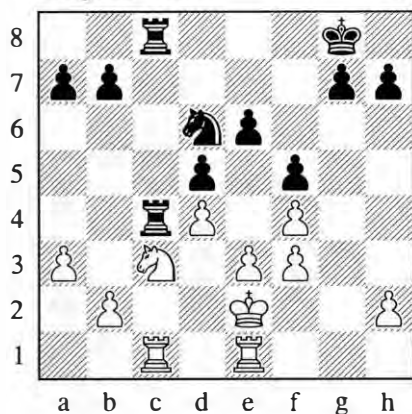
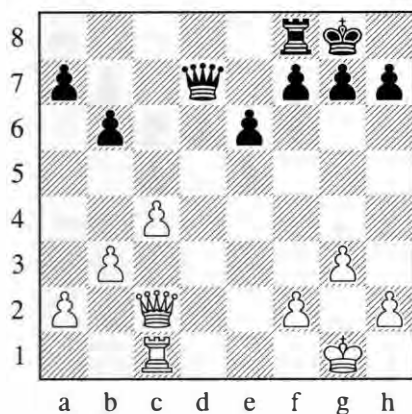


Diagram 2-9



3...♙c4 4.♙f1

4.e4? would be bad, due to 4...♜h5.

4...♜e8!

Heading for d6.

5.♙xc4 ♜xc4 6.♙f2 ♜d6 7.♙e2?!

Instead, 7.♜e2! ♜c2 8.b3 deserves consideration, although Black has the initiative here too.

Diagram 2-8

7...b5!

Black must make haste with active operations on the queenside.

8.♙d3

White would only need one more move and then he could equalize with b2-b3.

8...b4! 9.♜a2

9.axb4 is followed by 9...♜xb4 10.♜b1 ♜cb8 11.♙c2 ♜c4.

9.♜e2 would be somewhat more stubborn: 9...bxa3 10.bxa3 ♜xc1 11.♜xc1 (11.♜xc1 loses the a-pawn after 11...♜xc1 12.♜xc1 ♜c4) 11...♜b8

9...bxa3 10.bxa3 ♜a4 11.♜xc8 ♜xc8 12.♜c3 ♜xa3

Black has won a pawn and went on to win the ending.

Diagram 2-9

A.Yusupov – H.Beitar

Thessaloniki Olympiad 1988

White takes control of the open file.

1.♜d1 ♙e7

1...♙c6! 2.♙d3±

2.♙d3 g6

Operations on the queenside bring Black no relief:

2...♙a3 3.♜d2 a5 4.♙g2 a4 5.♙d6±

3.♙d6

After 3.♙d7 Black could reply 3...♙a3.

3...♜e8 4.♙d7

The exchange of queens does not promise much: 4.♙xe7 ♜xe7 5.♜d8 ♙g7 6.♙f1 ♙f6 and Black will continue with e5, ♙e6 and ♜d7 with near equality.

4...♙f8?!

Black intends 5...♙xd7 6.♜xd7 ♜e7, but he is defending very passively. He should look for counterplay in the centre with 4...e5!±.

Diagram 2-10

5. ♖a4!?

White prepares ♜d7.

5...a5?!

5...♜b7 would be better: after 6. ♜d7 ♜e4 Black has chances of a perpetual check.

6. ♜d7!

This is stronger than 6. ♜c6 ♜d8! 7. ♜xd8† ♜xd8.

6...♜c5 7. ♜b5!

The rook ending offers White a considerable advantage, because his rook is the more active. The deterioration of his pawn structure on the queenside, on the other hand, is not so important.

7...♜xb5 8. cxb5 ♜c8?!

This move loses by force, but other moves do not seem to bring salvation either: 8...a4!? 9. b4!?± or 8...♜e7 9. ♜d6 ♜b7 10. a4±.

But appearances can be deceptive, and in the variation 8...e5 9. ♜d6 ♜e6!! Dr Fritz finds, after a long period of calculation, a saving grace. The black king marches quickly to the queenside and the sharp pawn ending ends in a draw!

9. ♜b7 a4

Or 9...♜c2 10. a4! and White wins both pawns on the queenside.

10. bxa4 ♜c4 11. ♜xb6 ♜xa4 12. ♜a6

1-0

Diagram 2-10

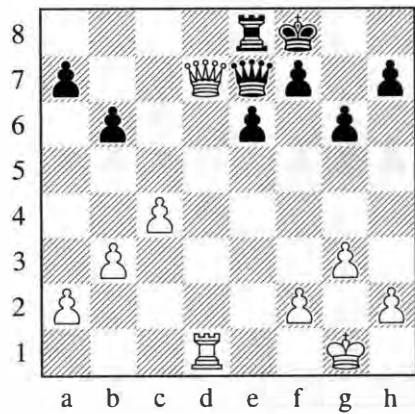


Diagram 2-11

M. Botvinnik – I. Boleslavsky

USSR Ch, Moscow 1945

1. b4!?

White has doubled his rooks nicely. But he cannot achieve much in the centre alone, since Black still controls all the squares on the 7th and 8th ranks. So White begins some action on the queenside, with the aim of forcing back the black pieces and thus gaining control of some squares (d7, d6) on the d-file.

1...♜e6 2. ♜b3

The threat is general exchanges on d8 and then ♜xe6, which would lead to a noticeable weakening of the black pawn structure.

2...♜xd2 3. ♜xd2

Now White has control over the open file.

Diagram 2-11

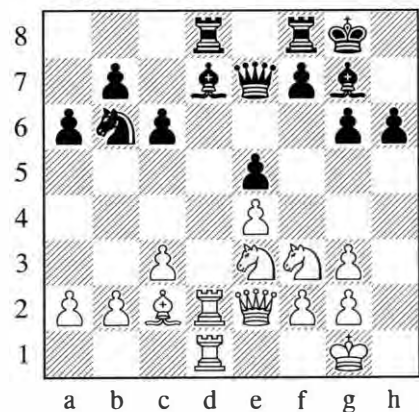


Diagram 2-12

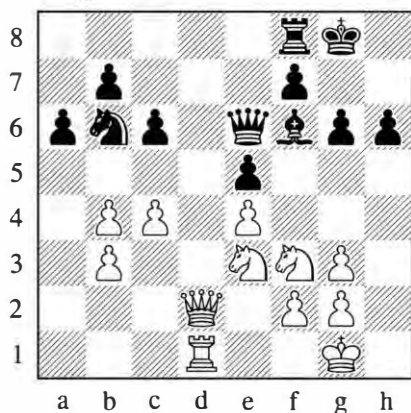
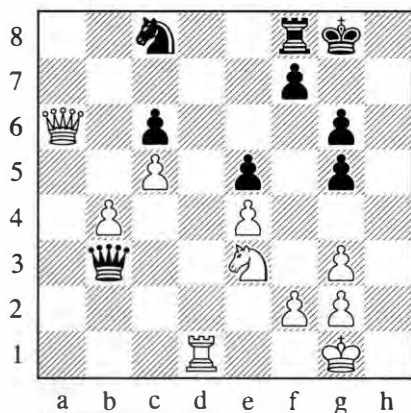


Diagram 2-13



3...♙xb3 4.axb3 ♜e6 5.c4 ♙f6

Diagram 2-12

6.c5!

This hinders ...♞d8 and achieves the desired control over the d7-square.

6...♞c8

6...♞d8 is bad, in view of 7.♜xd8† ♙xd8 8.♞xd8† ♜g7 9.cxb6+.

7.♜d7! ♜xb3

7...♞d8 is followed by 8.♜xe6 ♞xd1† 9.♞xd1 fxe6 10.♞e3 and Black will lose the e5-pawn.

8.♜xb7 ♙g5

Or 8...♞e7 9.♞d6+.

9.♞xg5 hxg5 10.♜xa6+—

White has an advantage in material. The rest of the game is relatively simple.

Diagram 2-13

10...♞e7 11.♜b7 ♞e8 12.♜d7 ♜f8 13.♜d6 ♜xb4

14.♞g4! ♞a8

14...♜xe4 15.♞f6+—

15.♜xe5

15.♞xe5 would be simpler: 15...♜xe4 16.♜f6 ♜f5 17.♞d7†+—

15...♜b3 16.♞d7 ♞g8 17.♜d6† ♜g7 18.♜d4†!

But not 18.♞e5? ♞f6 19.♞xf7†?? on account of 19...♜xf7 20.♞xf7 ♞a1† 21.♞h2 ♞g4† 22.♞h3 ♞xf2† 23.♞h2 ♞h1#.

18...♞h7 19.♞f6† ♞xf6 20.♜xf6 ♜g8 21.♞h2 ♞f8 22.♜xc6! ♜g7

22...♜b2 is refuted by 23.♜d6! ♜h8† (23...♜xf2 24.c6 ♜g7 25.♜xf8†! ♜xf8 26.c7+—) 27.♜g1 ♜a1† 28.♜d1.

23.♜d6 ♜b1

Or 23...♞h8† 24.♜g1 ♜b1† 25.♜d1 ♜xe4 26.♜a1†!+—.

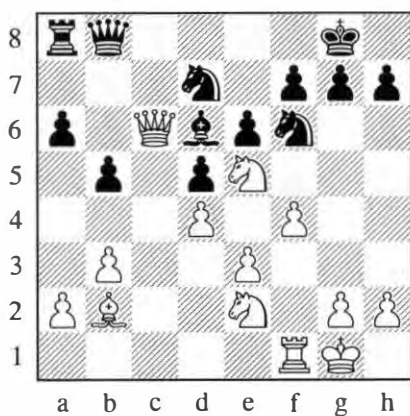
24.♜d4† ♜h7 25.c6

If 25...♞h8 then 26.♜xh8† followed by c7 wins (Botvinnik).

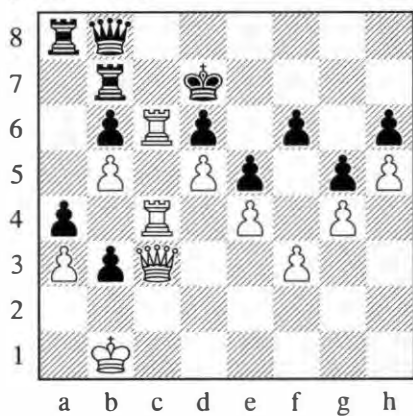
1—0

Exercises

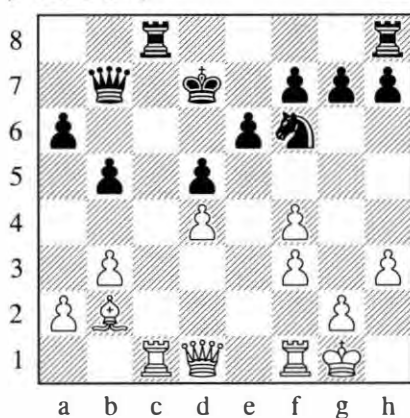
► Ex. 2-1 ◀ ★ ▼



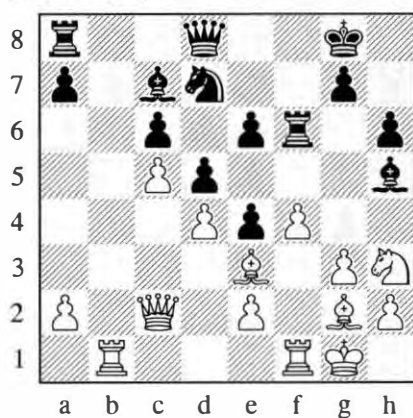
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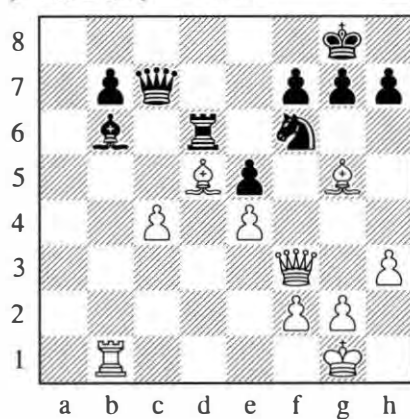
► Ex. 2-2 ◀ ★★ △



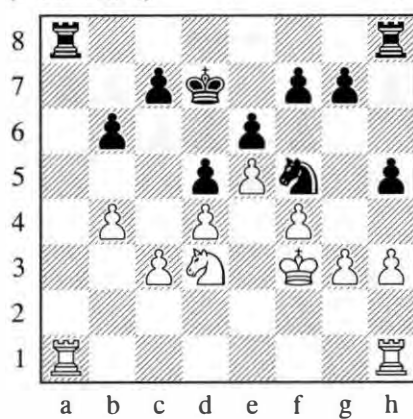
► Ex. 2-5 ◀ ★★ ▼



► Ex. 2-3 ◀ ★★ △

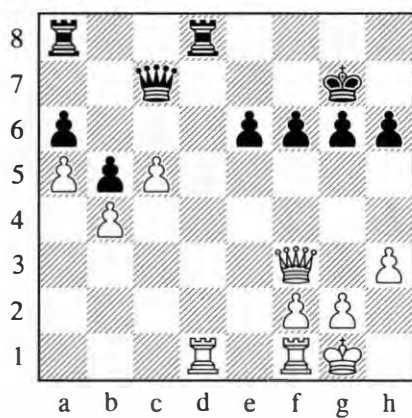


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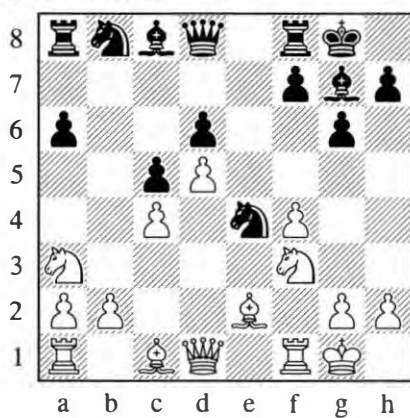


Exercises

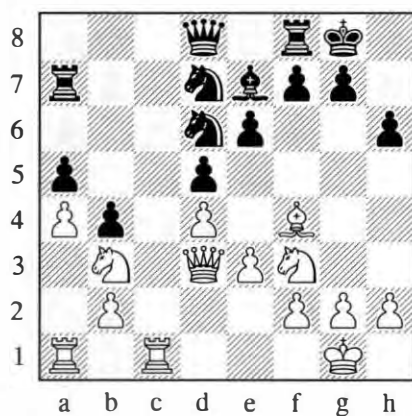
► Ex. 2-7 ◀ ★ △



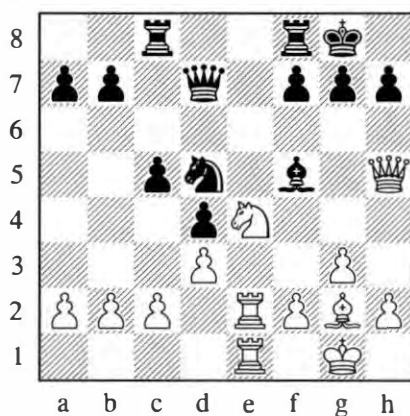
► Ex. 2-10 ◀ ★★ ▼



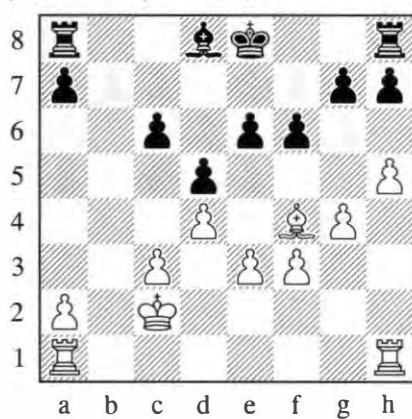
► Ex. 2-8 ◀ ★ △



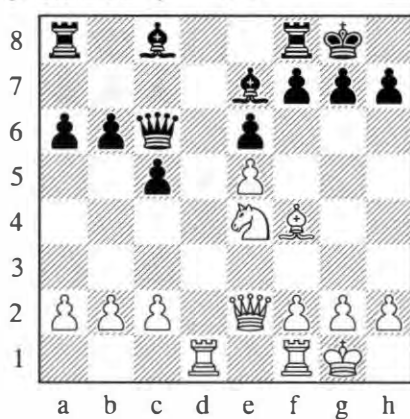
► Ex. 2-11 ◀ ★ △



► Ex. 2-9 ◀ ★★ △



► Ex. 2-12 ◀ ★★ △



Solutions

Ex. 2-1

B.Avrukh – R.Dautov

Istanbul Olympiad 2000

1...♖a7!?

(1 point)

1...♖b6!? is equally good. White may try 2.f5 (2.♖c1 ♖a7 transposes back into the game) 2...exf5 and now:

a) 3.♖g3 g6 4.♖a3 ♖e8 5.♖c5 ♖xc5 6.♖xc5 ♖d6?

b) 3.♖xf5 ♖c8!?: 4.♖xd6? ♖xf5 5.♖xb6 ♖c2 6.♖c6 ♖d1† 7.♖f2 ♖e4†+.

2.♖c1

2.f5!? would be interesting: 2...exf5 3.♖xf5 ♖b6 (Δ...♖c7) 4.♖xf6 gxf6 5.♖g4?

After 2.♖g3 there comes simply 2...g6? rather than 2...♖b6 3.f5?.

2...♖b6

By threatening ...♖c7 Black neutralizes the open c-file.

3.♖c2

But not 3.♖c2?? on account of 3...♖e4+ followed by ...♖c7.

3...♖c7 4.♖d1 ♖c8?

Black is better, because of the weakness on e4.

Ex. 2-2

S.Ovsejevitch – A.Braun

Budapest 2003

1.♖c5!

(2 points)

In this way White exploits his outpost on c5. If Black now exchanges the rooks, White gets a protected passed pawn and in addition opens the long diagonal for the bishop.

1 consolation point for the positional sacrifice 1.f5!? exf5 (1...♖xc1 2.♖xc1) 2.♖d2 or 2.♖d3. White employed this idea a little later.

1...♖b8 2.♖d2 g6 3.♖a3 ♖he8 4.♖fcl ♖g8 5.f5!? gxf5 6.♖g5 ♖xc5 7.♖xc5 ♖e7 8.♖c2+

Ex. 2-3

A.Lilienthal – L.Aronin

Moscow 1948

1.c5!

(1 point)

White opens the c-file.

1...♖xc5

If 1...♖xc5, then 2.♖xb7+.

2.♖c1 ♖a5 3.♖xf6

(another 1 point)

First playing 3.♖c8† will come to the same thing, since 3...♖d8? 4.♖xf6 ♖xc8 loses to 5.♖g4.

3...♖xf6

3...gxf6 loses more quickly: 4.♖c8† ♖d8 (4...♖d8 5.♖h5 ♖d7 6.♖g4†+.) 5.♖h5 (also winning is 5.♖g4† ♖f8 6.♖d7 or 5.♖xf6 ♖xd5 6.exd5) 5...♖xd5 6.exd5 ♖xc8 7.♖g4†+ (Lilienthal)

4.♖c8† ♖d8 5.♖c3!?

5.♖d1! would have been even better: 5...♖d6 (5...♖f8 6.♖c6+.) 6.♖xf7†+.

5...♖b6 6.♖b2!

6.♖xe5 ♖f8 7.♖g3+

6...♖d6

6...♖a5 is met by 7.♖d2!+.

7.f4!?

The alternatives 7.♖xb7 ♖f8 8.♖a8 ♖e7+ and 7.♖xe5 ♖f8+ are not bad either.

7...exf4!?

7...♖xf4? loses to 8.♖xe5 ♖b6† 9.♖h2.

The most stubborn defence was 7...♖d7 8.♖xb7 ♖d6±.

8.e5 ♖d7

8...♖xd5 9.exf6 gxf6 (9...♖d7 10.♖b5+.) 10.♖b6!+.

9.♖xb7+ ♖e8 10.♖b8 ♖d6 11.♖xd6

11.exd6?? ♖el†=

11...♖b6† 12.♖xb6 ♖xc8 13.e6 g5 14.e7 ♖g7 15.♖c6

1-0

Solutions

Ex. 2-4

N.Rossolimo – G.Wood

Southsea 1949

1.f4!

(1 point)

The time is ripe for an immediate breakthrough on the kingside!

1...♖b7

1...gxf4? would be hopeless: 2.g5! fxe5 3.♖h3† ♕d8 4.♗e6 ♜d7 5.♗xh6+–

2.♗h3 ♗d8

If 2...exf4? then 3.e5! fxe5 4.♗d3+–.

3.fxg5 fxg5

Now there is a struggle for two open files. This means that the defence will be overloaded.

4.♞c1!

4.♞c3! is better: 4...♕e8 5.♗f1 ♞f7 6.♗c1! (Δ♞c8+–)

4...♗e7?!

4...♕e8 is more stubborn: 5.♞f1 ♞f7 6.♞f5±

5.♗c3?!

Simply 5.♞xb6± would be stronger.

5...♗d8?

Passive defence does not offer any hope. Black should attempt to activate his queen with 5...♗f6!.

6.♞f1!

The control of the second open file brings White a rapid victory.

6...♕e7

6...♕e8 7.♗f3 ♗e7 8.♗f5 ♗f7 9.♞c8†+–

7.♞f5 ♜d7

This allows an elegant finish. 7...♗e8 is followed by 8.♗f3 ♜b8 9.♞xe5†! dxe5 10.♗f6† ♕d7 11.♗d6#.

8.♗xe5†!!

1–0

Ex. 2-5

V.Chekhov – A.Yusupov

German Cup 1993

First Black activates the queen and brings it to a6. Then he can neutralize the pressure on the b-file and equalize.

1...♗c8!

(2 points)

1...♞b8 (1 point) would be less accurate, in view of 2.♕f2 ♗c8 3.♞xb8 ♕xb8 4.♞b1 ♗a6 5.♕f1 ♕d7 6.♕c1 ♞f8 7.e3±.

2.♞b2 ♗a6 3.♞fb1 ♞ff8 4.♕f1

Now Black exchanges all the rooks and thus draws the teeth from White's initiative on the b-file.

If 4.♞b7!? then 4...♞fc8 5.♕f1 ♞ab8 6.♗b2 ♕a5±.

4...♞ab8 5.♕c1

5.♕f2!±=

5...♞xb2 6.♞xb2 ♞b8 7.e3 ♗c8 8.♕f2 ♕f6=

Ex. 2-6

Variation from the game

A.Vajda – A.Nimzowitsch

Kecskemet 1927

After activating his knight, Black will also win the struggle for the open a-file.

1...h4!

(1 point)

2.g4 ♕g3 3.♞hc1 ♕e4

The weakness of c3 means that Black is threatening ♞xa1.

4.♞xa8 ♞xa8†

Ex. 2-7

D.Bronstein – N.Cortlever

Amsterdam Olympiad 1954

1.♞d6!

(1 point)

White exploits his outpost on the d-file.

Solutions

1...♞e8

Or 1...♞xd6 2.cxd6 ♖c8 3.d7+.

2.♞fd1 ♞ad8

2...♞a7 is no better, on account of 3.♞d7+ ♖xd7 4.♞xd7+ ♞xd7 5.♖c6+.

3.♞xa6

1-0

Ex. 2-8

T.Petrosian – W.Unzicker

Hamburg 1960

1.♙xd6?!

(1 point)

White has another equally good solution:

1.♞c2?! ♗c4 2.♗bd2 ♗db6 3.b3±

1...♙xd6 2.♞c6 ♗b8

2...♗b6 would be a bit better: 3.♗bd2 ♞a8

4.♖b5 ♗c8 5.♞c2 ♖e8±

3.♞c2 ♗d7

3...♞c7 4.♞ac1±

4.♞ac1 ♗b6 5.♖b5 ♗c4 6.♗fd2 ♗xd2

7.♞xd2 ♖a8?!

Better is 7...♖b8±.

8.♞dc2 ♞d8 9.♞c6 g6 10.g3±

His complete control of the c-file gives White an easy game.

Ex. 2-9

V.Makogonov – Makienko

USSR 1964

1.♞hb1!

(2 points)

1 consolation point for 1.♗d3 or 1.♞ab1. We shall soon see why the rook should remain on a1.

1...♙b6 2.a4! ♗d7 3.a5 ♙c7 4.♞b7± ♞hc8 5.a6 ♗d8 6.♞ab1 e5 7.dxe5 fxe5 8.♙g3 ♗e8

9.e4!+– ♗f8 10.♞d1 ♙d6

10...dxe4 11.♞d7+–

11.exd5 cxd5 12.♞xd5 ♞c6 13.♞d7 ♙c7

14.♙f2 ♞c8 15.♙c5†

15.♙xa7 would not be so accurate, because of 15...♞xa6.

15...♗g8 16.♙b4 h6

If 16...♞xa6, then 17.♞c5+–.

17.♞e7

1-0

Ex. 2-10

F.Thorbergsson – M.Tal

Reykjavik 1964

1...♞a7!

(2 points)

Black brings his queen's rook to the e-file. If you planned this redeployment after the preparatory 1...♞e8, you also earn 2 points. For 1...♞e8 without this continuation you only get 1 point.

2.♙d3 ♞e7 3.♗c2 ♞fe8 4.♞e1 ♗d7 5.♗e3 ♗df6±

All the black pieces are in play.

Ex. 2-11

B.Larsen – A.Suetin

Copenhagen 1965

1.♗d6!

(1 point)

The knight was only blocking the e-file.

1...♖xd6

1...♗f4 is followed by 2.gxf4 g6 3.♖g5 ♖xd6 4.♙xb7 ♞b8 5.♞e7± and 5...♖b6 can be met by 6.♙d5.

White is also better after 1...g6 2.♖f3 ♖xd6 3.♖xd5 ♖xd5 4.♙xd5.

2.♖xf5 ♗f6 3.♙xb7 ♞b8 4.♞e7 ♖b6 5.♙f3 ♖xb2 6.♖xc5 ♞bc8 7.♞c7

7.♖xa7 is also possible: 7...♞xc2 8.♞b7 ♖xa2 9.♖xd4±

7...♞xc7 8.♖xc7 ♖xa2 9.♞e5±

Solutions

Ex. 2-12

P.Biyiasas – W.Hug

Petropolis 1973

1. ♖g5!

(1 point)

White secures the key outpost on d6 by exchanging the black defender.

1... ♗xg5 2. ♜d6!

(another 1 point)

This is an important intermediate move.

2. ♜xg5 would be less accurate: 2... ♗b7 3. f3 ♜ad8±

2... ♜c7

Or 2... ♜a4 3. b3+–.

3. ♜xg5

Threatening ♜e4.

3... ♗b7 4. ♜d3 g6 5. ♜d1 ♗d5 6. c4 ♗c6

7. ♜h3 h5 8. ♜xc6!

1–0

Scoring

Maximum number of points is 18

16 points and above → **Excellent**

12 points and above → **Good**

9 points → **Pass mark**

If you scored less than 9 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The importance of 'minor' tactics
- ✓ Various tactical operations

'Minor' tactics

It is not only in the attack on the king and in defence that tactics play an important role; and tactical operations do not always have major aims as their object. In this section we shall consider tactical operations which involve no immediate threat to the opposing king. Such tactical motifs are often employed simply to secure some positional advantage.

Tactics are the engine of the game of chess and often bring many a strategic plan to life.

This lesson is based on the games and annotations of Grandmaster Ratmir Kholmov. In the following example he takes the first available opportunity to seize the initiative.

R.Kholmov – A.Khasin

USSR Ch, Moscow 1957

1.d4 ♘f6 2.♘f3 g6 3.g3 ♙g7 4.♙g2 0-0 5.0-0 d6 6.b3 e5 7.dxe5 dxe5 8.♙a3 ♖xd1 9.♗xd1 ♜e8 10.♘c3 ♙d7?

Black should prefer 10...e4∞.

Diagram 3-1

11.♘xe5!

White starts a combination.

11...♜xe5 12.♙xb7 ♙c6 13.♙xa8 ♙xa8 14.♗d8† ♜e8 15.♗ad1 ♘c6 16.♗xe8† ♘xe8 17.♘d5±

Although White has no clear material advantage (a rook and two pawns are not always stronger than two minor pieces), he is much more actively placed. His rook can use the open file and his pawns form a compact whole and are mobile.

17...♙f8

17...f5 followed by ♘f7 would be better, to bring the king into the game.

On the other hand, 17...♘d4 would be bad: 18.♘e7† ♘h8 19.♙c5 ♘xe2† (or 19...♘e6 20.♙xa7+-) 20.♘f1 ♘c3 21.♗d8+-

18.♙xf8 ♘xf8 19.c4 ♘a5?

Diagram 3-1

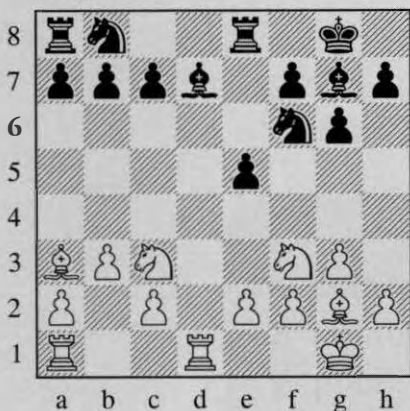


Diagram 3-2

This anti-positional move allows a new tactical blow.

19...f5± was necessary.
 20.♖xc7!+- ♖xc7 21.♙d7 ♖a6 22.♙xa7
 22...♙d8† ♖e7 23.♙xa8 would also be good.
 22...♙b7 23.b4!

White recovers a minor piece and remains with a material advantage.

23...♖xb4
 If 23...♖e8 24.bxa5 ♖c5, then 25.♙xb7! ♖xb7
 26.a6+-.

24.♙xa5 ♖c6 25.♙b5 ♖d8 26.a4 ♙c6 27.♙b8
 White's material advantage decides the struggle.
 27...♖e7 28.a5 ♖e6 29.a6 ♖d6 30.a7 ♖c7

Black has stopped the dangerous pawns on the queenside, but now White will attack on the kingside.

31.h4 h5 32.f3 ♖a8 33.♖f2 ♖c5 34.♙f8
 1-0

In the next game too, Kholmov exploits the slightly hanging position of the white pieces.

Diagram 3-3

G.Bastrikov – R.Kholmov

Jaroslavl 1947

Black is well placed in the centre. A tactical trick helps him to consolidate his position.

1...♙c6! 2.fxe5 ♖d7!

And Black wins back his pawn.

3.♙d4 dxe5 4.♙c5 ♖xc5 5.♙xc5

Diagram 3-4

A fresh tactical operation exploits the insecurity of the white pieces and brings Black an extra pawn.

5...♙xb2! 6.♙ab1 ♙a3 7.♙xc6 ♙ac8 8.♙d5

But not 8.♙b3? ♙xb3 9.♙xc8 due to 9...♙b6†+-; nor 8.♖b5? due to 8...♙e3†+-.

8...♙xc3 9.♙f3 ♙c5† 10.♙b3?

White hopes that in the position with bishops of opposite colours an exchange of queens will ease the defence. But he overlooks a tactical strike.

10...♙xd5 11.♙xc3

Diagram 3-2

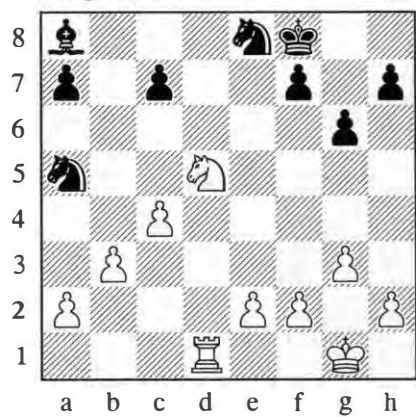


Diagram 3-3

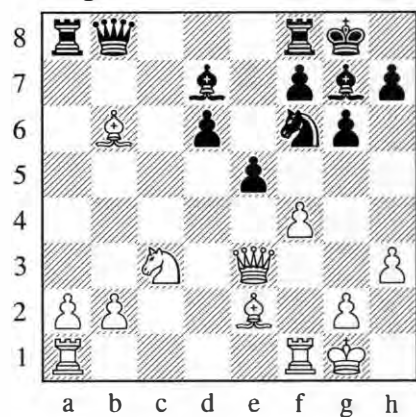


Diagram 3-4

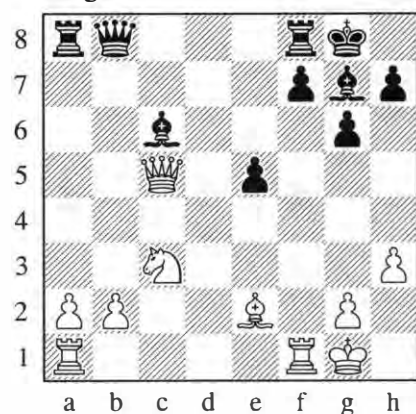


Diagram 3-5

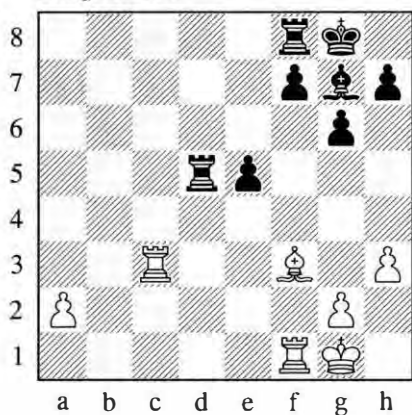


Diagram 3-6

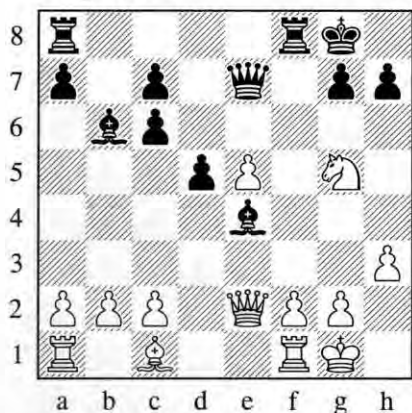


Diagram 3-7

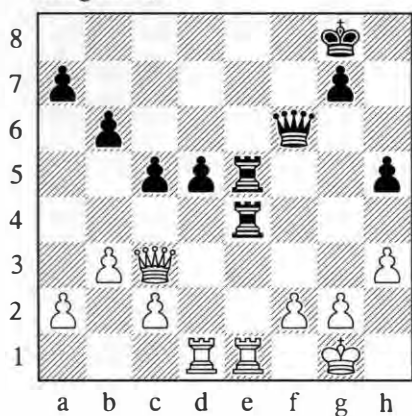


Diagram 3-5

11...e4!

This operation will bring Black a decisive material advantage.

12.♙xe4 ♕d4†! 13.♙h1 ♜e5

Now two white pieces are under attack.

14.♜c4 ♜xe4

And White resigned, in view of the variation 15.♜d1 ♜d8 16.a4 ♖g7 17.a5 ♙e5!-+ (or 17...♙f6!-+).

Diagram 3-6

V.Bagirov – R.Kholmov

USSR Ch, Baku 1961

Black recovers the sacrificed pawn with a little tactical operation.

1...♜f5! 2.♙xe4 ♜xe5 3.♙a6

The queen is not well placed here. 3.♙d3 would have been better: 3...♜xe4 4.♙d2†

3...♜xe4 4.♙e3 ♜e8

Intending 5...♙xe3 6.fxe3 ♙c5.

The immediate 4...♙xe3 was also good: 5.♙xc6 ♜d8! 6.fxe3 ♜c4! and Black is better.

5.♙xb6 cxb6 6.♙d3 ♙f6 7.b3 h5 8.♜ad1 ♜e5!

9.♙c3 c5†

Black has a clear positional advantage, because he controls the only open file. Any attempt by his opponent to exchange rooks will be refuted tactically.

10.♜fe1??

Diagram 3-7

10...♜xe1† 11.♜e1 ♜e2!!

White resigned. 12.♙xf6 is answered by the intermediate check 12...♜xe1†!

In grandmaster games, a tactical exchange is sometimes lurking in the wings, as the next example shows.

Diagram 3-8

R.Fischer – R.Kholmov

Havana 1965

1...♘f5!

In order to be able to play this strong move, Kholmov had to take into account several tactical possibilities.

2.♖g7 ♔d8

With the threat of ...♔b6.

3.♖b7

A tricky alternative is 3.♖ag1; an unsuspecting opponent continuing with the planned 3...♔b6?? would find himself quickly mated after 4.♖l5g5†!. However, Black has an exchanging combination up his sleeve: 3...♖xe3†! 4.♘xe3 ♔b6† 5.♘f3 ♔xg1 6.♖xg1 ♖d8 and Black wins.

3...♖g8 4.♖b8

Or 4.♖f7† ♘g6 5.♖b7 ♘h5!† and Black threatens ...♔h4.

4...♖g7 5.a4

If 5.♖a2, then 5...♖gd7 6.♖g2 ♖xa3 7.♖g8 ♔e7-+.

5...h5 6.axb5 axb5

Diagram 3-9

7.♖xb5?

7.♖aa8 would be somewhat more stubborn: 7...h4 8.♖xd8 ♖g3† 9.♘f2, but here too Black should win after 9...♖gxe3. Kholmov pointed out a spectacular line: 10.♖xd3 ♖xd3 11.♖b8 ♘xf4 12.♖xb5 ♖xh3 13.♖c5 ♖c3 14.b5 h3 15.b6 ♖c1 (15...h2 is even simpler) 16.b7 h2 17.b8♖ ♖c2†! and then mate next move.

7...♔h4 8.♘e2 ♖g2† 9.♘f1 ♖h2 10.♘g1 ♖e2 11.♔b6 c3 12.♘f1 ♖h2

0-1

It was rare that the great Fischer was so outplayed that he had to resign although a pawn ahead! Here is the possible finish: 13.♘g1 ♔g3 14.♖c5 c2-+

In the test which follows, look for active moves and make use of the tactical possibilities in the positions.

Diagram 3-8

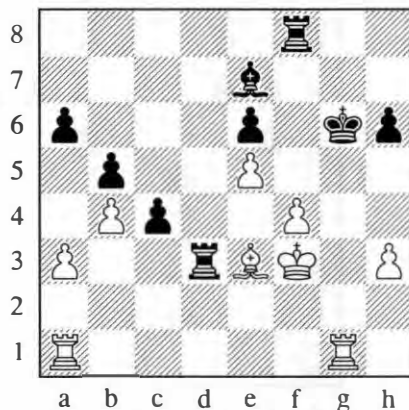
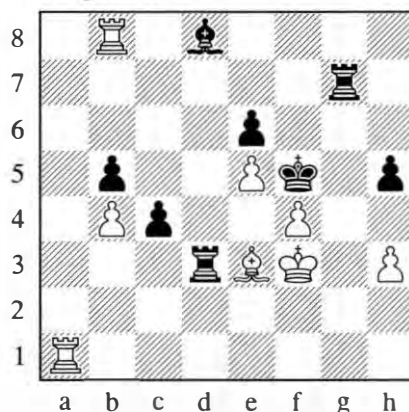


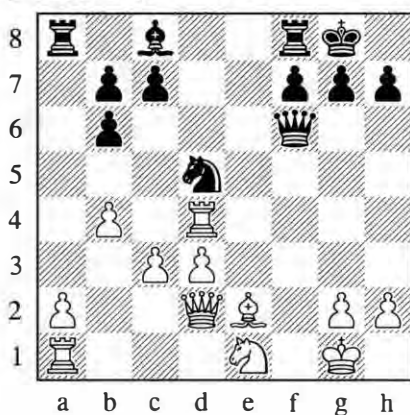
Diagram 3-9



Exercises

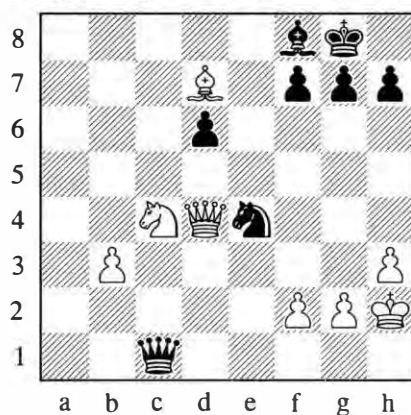
► Ex. 3-1 ◀

★★



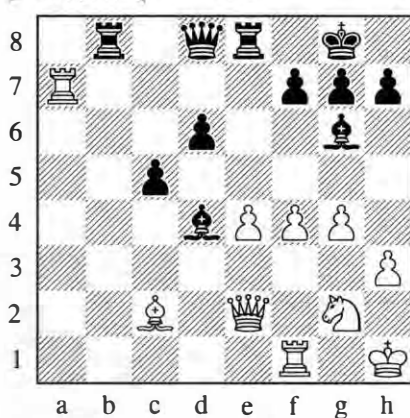
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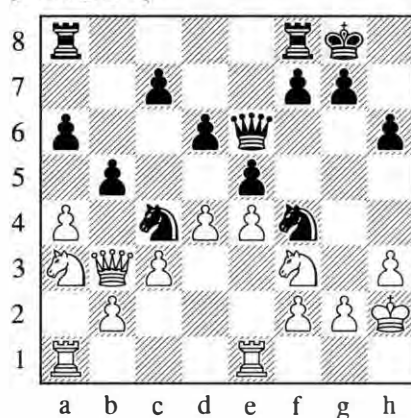
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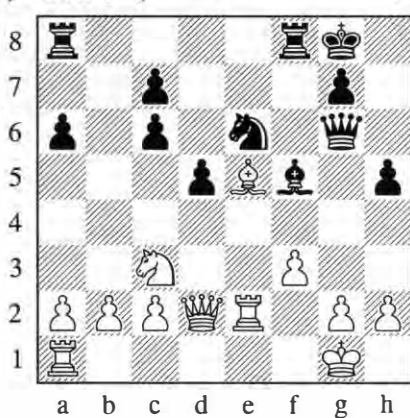
► Ex. 3-5 ◀

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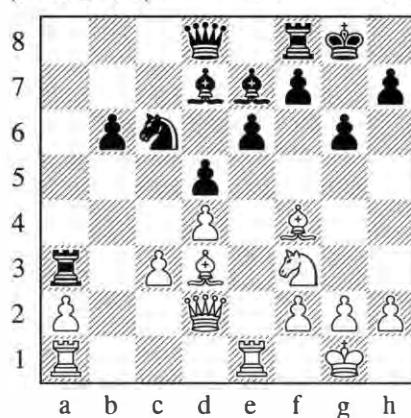
► Ex. 3-3 ◀

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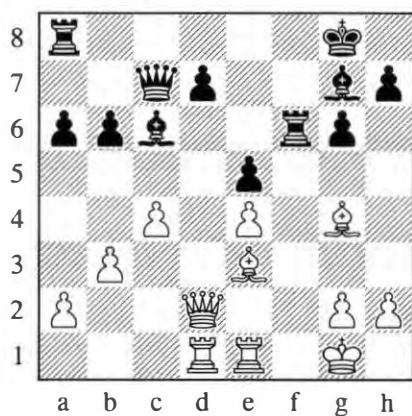
► Ex. 3-6 ◀

★★★



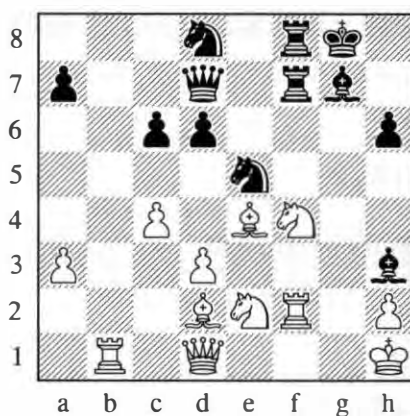
► Ex. 3-7 ◀

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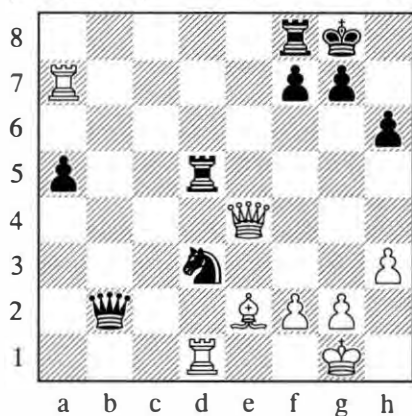
► Ex. 3-10 ◀

★★★



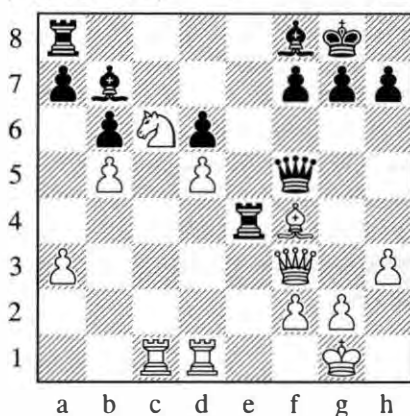
► Ex. 3-8 ◀

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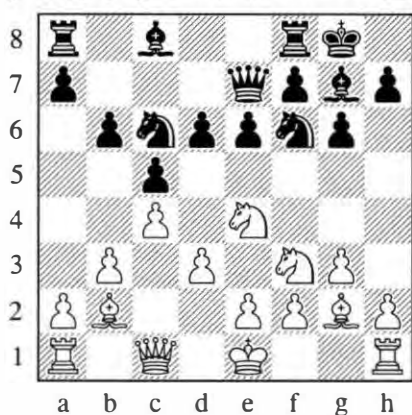
► Ex. 3-11 ◀

★



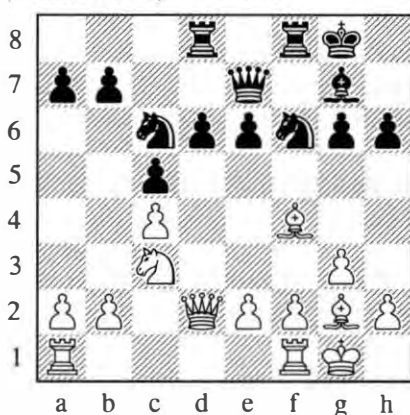
► Ex. 3-9 ◀

★★



► Ex. 3-12 ◀

★★★



Solutions

Ex. 3-1

K.Honfi – R.Kholmov

Bucharest 1962

1...♘xc3!

(1 point)

2.♙xc3 ♖a3!!

(another 1 point)

1...♙e5? would be bad, on account of 2.♘f3! (or 2.♙f1 ♖a3 3.♙b2 c5 4.♘f3+–) 2...♙xe2 3.♖e4+–.

3.♙b2

3.♙xa3 ♙xd4+–

3...c5 4.♘c2 ♖a6 5.b5?!

It was better to try 5.bxc5 bxc5 6.♙f1 ♙e5 7.♙b5 (7.♙xf7 cxd4+–; 7.♖b4 ♙xe2+–) 7...♙xe2 8.♙xc5 ♖xa2 9.♖e1 ♖xc2! (9...♙xc2?? 10.♙xf8+!) 10.♙xf8+ ♘xf8 11.♖d8+ ♘e7 12.♖xe2+ ♖xe2 13.♖xc8–.

5...♖a5 6.♖b4

6.♙f1 ♙e5 7.♙xf7 cxd4+–

6...cxb4 7.♙xf6 gxf6 8.♘xb4 ♖xb5+– 9.a3 ♙e6 10.d4 ♖a5 11.♙f3 ♖fa8 12.♙xb7 ♖xa3 13.♖xa3 ♖xa3 14.d5 ♙d7 15.d6 ♖a7 16.♙f3 ♙e6 17.♘c6 ♖d7 18.♘e7+ ♘f8 19.♘c8 b5

0–1

Ex. 3-2

A.Lutikov – R.Kholmov

USSR Ch semi-final, Leningrad 1955

1...♙xe4!

(1 point)

You also get 1 point for 1...c4 2.♖a2 ♙xe4, after which 3.♙xc4 ♙h4 gives Black a strong attack.

2.♙xe4 d5 3.♙xh7+ ♘xh7 4.♙d3+ ♘g8 5.♙f5 ♖e7!

(another 1 point)

6.♖xe7 ♙xe7 7.♙xd5 ♙e2!+– 8.♖e1

8.♙f3 ♖b3!! 9.♙xb3 ♙xf1+ 10.♘h2 ♙g1+ 11.♘g3 ♙f2#

8...♙d3 9.♙h5

9.♘h2 ♙g1+!

9...♖b1! 10.♖xb1 ♙xb1+ 11.♘h2 ♙g1+

White resigned, in view of 12.♘h1 ♙f2+ or 12.♘g3 ♙d3+ 13.♘h4 ♙f2+ 14.♘g5 f6#.

Ex. 3-3

E.Jimenez Zerquera – R.Kholmov

Leningrad 1967

1...d4!

(1 point)

2.♘e4?!

White should have preferred either 2.♘a4– or 2.♘d1–. The latter can be met by the tempting 2...♙xc2? with the point 3.♙xc2? d3 4.♙b1 dxe2! 5.♙xg6 e1 ♙#; however 3.♙xd4 keeps White in the game.

If 2.♙xd4?, then 2...♖ad8–.

2...♙xe4 3.fxe4

3.♖xe4? loses to 3...♘g5!.

3...c5

3...♘g5 4.♘h1 ♘xe4? would be bad, due to 5.♙d3 ♘f2+ 6.♙xf2 ♙xd3 7.♙xf8+–.

4.♙d3 ♖ae8 5.♙g3

If 5.♙xa6?, then 5...♙g5 6.♙g3 h4 7.♙e1 ♘f4 8.♖d2 ♙xe4+–.

5...♙h6 6.h4

But not 6.♙xc7? because of 6...h4 7.♙d6 ♖c8! 8.♙b6 ♘f4!+–.

6...♘f4 7.♙xf4 ♖xf4–

Ex. 3-4

M.Matulovic – R.Kholmov

Kislovodsk 1966

1...d5!

(2 points)

Only 1 consolation point for 1...♙f4+ 2.g3! ♙xf2+ 3.♙xf2 ♘xf2 4.♙c6–.

2.♙xd5

After 2.♘e5 there follows 2...♙d6 3.g3 ♙c2 4.♘d3 ♘xg3! 5.♙xd5? ♘f5+ 6.♘g1 ♙d1+ 7.♘g2 ♘h4#.

2...♙f4+ 3.♘g1

3.♘h1 would be more stubborn: 3...♘xf2+ 4.♘g1 ♘e4 5.♙a8 h5 6.♙c6 ♙f2+ 7.♘h2

Solutions

2.g3 8.♙f3 h4 9.♙a1 ♖c5 and the threat of ...♜f1† is decisive.

3...♙xf2† 4.♜h2 ♙f4† 5.♜h1

5...♜g1 ♖c5†+–

5...♜g3† 6.♜g1 ♜e2† 7.♜h1 ♙f1†

0–1

Ex. 3-5

Y.Kots – R.Kholmov

Moscow 1961

1...♜xg2!

1...♙g6 would not be so strong: 2.g3♣

2.♜xg2

2.d5 is met by 2...♙f6 (or, even better,

2...♙g6 3.♙g1 ♙xe4 4.♜xg2 ♙xf3†+–)

3.♜xg2 ♙xf3† 4.♜xf3 ♜d2† 5.♜g2 ♜xb3

6.♙a2 bxa4 7.♜c4 ♜c5 and Black is winning.

(1 point for this variation)

2...♜e3†

(another 1 point)

3.♙xe3 ♙xb3+ 4.c4 ♙xa4 5.b3 ♙a5 6.dxe5

dxe5 7.♜c2

7.♜xe5 b4+–

7...♙b6 8.♜xe5 ♙fe8 9.f4 ♙ad8 10.♙e2

♙xe5! 11.fxe5 ♙d3

0–1

Ex. 3-6

R.Kholmov – B.Milic

Belgrade 1967

1.h4!

(2 points)

1.♙ab1 would not be so powerful after

1...♙a8±; nor would 1.♙eb1 f6± 2.♙b2 ♜a5.

Nevertheless, for these suggestions you get 1 consolation point.

1...♙a8

1...♜xh4? 2.♜xh4 ♙xh4 3.♜g5! ♙g4 4.♜e2

♙f5 5.g4 ♙e4 6.f3+–

(another 1 point for this variation)

2.h5 ♙a5 3.♙ec1 ♙a8 4.hxg6 fxg6

After 4...hxg6 too, White would have a dangerous initiative, e.g. 5.♜e5 ♜xe5 6.♜xe5

♜f8 7.♙g5 ♜g7 8.♜xg7 ♜xg7 9.♜xg6! fxg6 10.♙e7† ♜h6 11.♜h2!+– and ♙h1 is coming.

5.♜e5 ♜xe5 6.♜xe5 ♜e8 7.♙h6 ♜f8

8.♙h3!?

White has a promising attack.

Ex. 3-7

R.Kholmov – L.Aronson

USSR Team Ch, Riga 1954

1.♜xd7! ♜b7

White simply wins a pawn, since 1...♙d8? is met by 2.♜e6†+–.

(1 point)

If 1...♜xe4?, then 2.♜g5+–.

(another 1 point)

2.♜g5 ♙f8 3.♙d6! ♙c5†

3...♙xd6 4.♙xd6 b5 5.c5+–

4.♙xc5 bxc5 5.♜e7 ♙f4 6.♜e6† ♜h8

7.♜d5!

1–0

Ex. 3-8

T.Petrosian – R.Kholmov

Vilnius 1951

1...♜xf2!!

(1 point)

2.♙b7

If 2.♜xf2, then 2...♙xd1+–.

After 2.♙xd5 comes 2...♜xd1+–, threatening both ♙xe2 and ♙b6†.

(another 1 point for this variation)

2...♙xd1†

Weaker is 2...♙xb7 3.♙xd5 ♙b6? 4.♙d4 ♙xd4 5.♙xd4±.

3.♜xd1 ♙d2 4.♙e2 ♙xd1† 5.♜xf2 ♙xe2†

6.♜xe2 ♙a8!+– 7.♜d2 a4 8.♜c2 a3 9.♜b1

a2† 10.♜a1 g6

0–1

Solutions

Ex. 3-9

R.Kholmov – G.Borisenko

USSR Ch, Leningrad 1956

1. ♖e5!

(1 point)

This 'just' leads to a positional advantage.

1...dxe5

If 1...♗xe4, then 2. ♖xc6±.

1...♗xe5?! is followed by 2. ♖xf6† ♜xf6
3. ♙xa8 ♖xd3† 4. exd3 ♜xb2 5. ♜xb2 ♙xb2
6. ♖b1 ♙d4±.

(1 point for this variation)

2. ♖xf6† ♙xf6 3. ♙xc6 ♙b7 4. ♙xb7 ♜xb7
5. 0-0±

Ex. 3-10

W.Uhlmann – R.Kholmov

Moscow 1960

1...d5!

(1 point)

2. cxd5 cxd5 3. ♙xd5 ♜xd5†!!

(2 points)

The point behind the combination.

4. ♖xd5 ♖xf2-+

White cannot meet all the various threats.

5. ♙f4

Or 5. ♖df4 ♖f3 and ...♖xh2# is the threat.

5...♖f3

And now ...♙g2# is threatened.

0-1

Ex. 3-11

R.Kholmov – E.Chukaev

Vilnius 1960

1. ♙xd6!

White wins a pawn.

1...♙c8

Or 1...♜xf3 2. gxf3+-.

(1 point)

2. ♙xf8 ♖xf8 3. d6+- ♖f4 4. ♜g3 ♙d7 5. ♖e7
♜e4 6. ♖e1 ♜a4 7. ♖c7 ♖d8

If 7...♙xb5, then 8. d7 (or 8. ♖d5 ♖e4
9. ♖xf7†!+-) 8...♙xd7 9. ♖d5+-.

8. ♜e3

Threatening ♖g6†.

8...♙e6 9. ♖c6 ♖e8

9...♖xd6 10. ♖c8†!+-

10. d7! ♙xd7 11. ♖xd7

1-0

Ex. 3-12

I.Vistanetskis – R.Kholmov

Vilnius 1953

1...g5!

(1 point)

The white bishop is coming under pressure.

2. ♙e3 d5!!

(another 1 point)

The threat is ...d5-d4.

3. cxd5 exd5 4. ♖xd5 ♖xd5 5. ♙xd5† ♖h8

Now the other bishop is pinned and will be lost. Black threatens 6...♖b4 or 6...♖f5.

(another 1 point if you calculated this far)

6. ♖a1 b6 7. ♙xg5

7. ♙xc6 would not offer any hope: 7...♖xd2
8. ♙xd2 ♜d6-+

If 7. a3, then 7...♜e5 8. ♖fd1 ♖e7-+.

7...hxg5 8. e4 ♖d4-+ 9. f4 gxf4 10. gxf4
♖xd5!

Black simplifies the position with the help of 'minor' tactics.

11. exd5 ♖e2† 12. ♖g2 ♜e4† 13. ♖f3 ♖xf4†

0-1

Scoring

Maximum number of points is 25

22 points and above.....> **Excellent**

17 points and above.....> **Good**

12 points.....> **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ How to study the opening
- ✓ 'Follow my leader'
- ✓ The Advance Variation

Opening repertoire for White – the French Defence

How should you study an opening? In this chapter we shall use a method which I call 'Follow my leader'. You choose yourself a 'leader', a strong chess player who plays the said opening very well and successfully, and you study his games. As you do so, it is more important to **understand the ideas behind the opening**, than simply to copy the opening moves of the top player.

The grandmaster Evgeny Sveshnikov is a very successful and strong opponent of the French Defence. He always chooses to play the Advance Variation against it (**1.e4 e6 2.d4 d5 3.e5**).

In this variation White has an advantage in space, which normally means an initiative on the kingside. In rare cases White can also act on the queenside, though there he mostly restricts himself to purely defensive operations. Let us see how Sveshnikov pursues this strategy.

E.Sveshnikov – L.Psakhis

Sochi 1987

1.e4 e6 2.d4 d5 3.e5 c5 4.c3

Diagram 4-1

4...♘c6

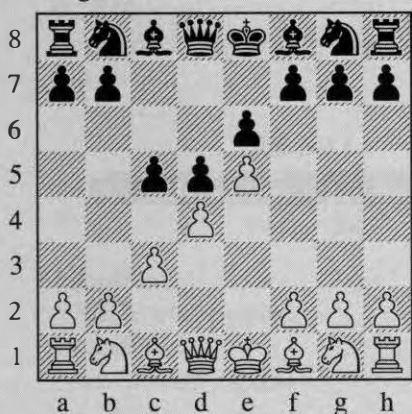
Another plan for Black is 4...♝b6 followed by 5...♙d7. Black then wants to exchange the light-squared bishops. An example from our leader: 4...♝b6 5.♘f3 ♙d7 6.a3!? ♙b5 7.b4 (7.c4!? ♙xc4 8.♙xc4 dxc4 9.♘bd2 ♝a6 10.♝e2±) 7...cxd4 8.♙xb5† ♝xb5 9.cxd4 ♘d7 10.♘c3 ♝c6 11.♘a4 a5 12..♙d2 axb4 13.axb4 ♝a6 14.b5! (White aims to exploit his lead in development) 14...♝xb5 15.♘c3 ♝xa1 16.♘xb5 ♝xd1† 17.♙xd1 ♘b8 18.♙e2 ♙d7 19.♝b1 ♘c6 E.Sveshnikov – A.Grosar, Celje 2003. White has a dangerous initiative. See Ex. 4-2.

5.♘f3

In this variation, White must defend the d4-pawn well.

5...♘ge7

Diagram 4-1



This move is rarely employed. The main continuations are 5...♖b6 and 5...♗d7.

6.♗d3

6.♖a3, intending ♖c2, is an alternative.

6...cxd4 7.cxd4 ♖f5

A standard strategy: Black puts pressure on d4. But here White can exchange the knight.

8.♗xf5 exf5 9.♖c3 ♗e6

Diagram 4-2

10.♖e2!

White is still delaying castling. In many cases he needs the advance h2-h4 in order to be able to develop an initiative on the kingside.

If 10.0-0, then 10...♗e7 plans ...g5 with level chances.

10...♗e7

10...h6 is met by 11.h4.

If 10...♖b6, then 11.♖f4 h6 12.h4 g6 13.♖f1 ♗e7 14.g3 0-0-0 15.♖g2 ♖b8 16.♖b1± G.Sax – M.Gurevich, Bundesliga 1993.

11.h4! ♖a5!?

Black just loses a tempo with this. The rook is so well posted on h1, that White will prefer artificial castling: ♖f1 and then either ♖g1 or g3 and ♖g2. Therefore 11...♖b6 at once would have been more advisable.

12.♖f1 h6 13.♖f4± ♗c8

Castling queenside would be safer.

14.♖g1 ♖b6

Black could consider 14...g6!? followed by ♖f8-g7.

15.h5!? ♖b4!?

Black tries to make use of the c-file for counterplay. But this strategy is based on a tactical oversight.

15...0-0 is answered by 16.♖h3 intending ♖g3.

Diagram 4-3

16.♗d2! ♖c2?

It was better to retreat with 16...♖c6, although after 17.♗c3± White would soon move his rook via h3 to g3 and obtain excellent attacking chances.

17.♖c6! fx6 18.♖c1±

The knight is now pinned.

18...♖xb2 19.♖e1 ♖xd4 20.♖xc2 0-0

Black does not have sufficient compensation to show for the piece.

21.♖h3 ♖xc2

Diagram 4-2

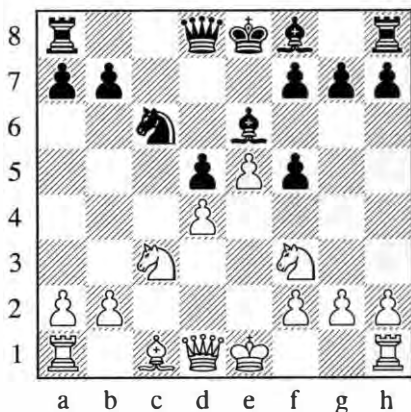
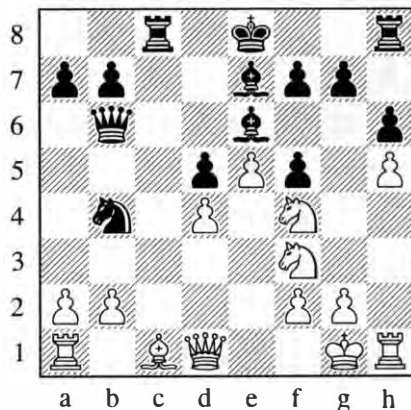


Diagram 4-3



After 21...♖xe5 White has a pleasant choice:

a) Simplest is 22.♞e3 ♜d6 23.♙c3± (or 23.♞e2±) when the black pawns in the centre are blockaded and can be attacked.

b) More complicated, but also good for White is 22.♙c3! ♜d6 23.♞g3 e5 (23...♙g5 24.♙f3+—) 24.♙d3 d4 25.♙b4 ♜e6 26.♞g6 ♙f6!±.

22.♙xc2 ♜a4 23.♞c3!

White coordinates his forces.

23...♜xa2 24.♙d4!+—

24.♞c7 is also good.

24...♜a6

Or 24...♞e8 25.♙xe6 ♙b4 26.♞c2+—.

25.♞g3

The threats are ♙xh6 and ♞g6. The black position collapses.

1–0

E.Sveshnikov – J.Timman

Tilburg 1992

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♙f3 ♜b6 6.a3

White wants to play b4, because then he could also play on the queenside and extend his advantage in space. The d4-pawn can then also be protected by ♙b2.

After 6.♙d3 ♙d7 the d4-pawn is hanging. The pawn sacrifice after 7.0–0 is very unclear according to theory.

6...c4

The alternatives are 6...♙h6 and 6...♙d7.

7.♙bd2 ♙d7?!

Diagram 4-4

This gives White extra possibilities. The correct way is 7...♙a5 8.♙e2 ♙d7 9.0–0 ♙e7 10.♞b1!±.

8.b3!

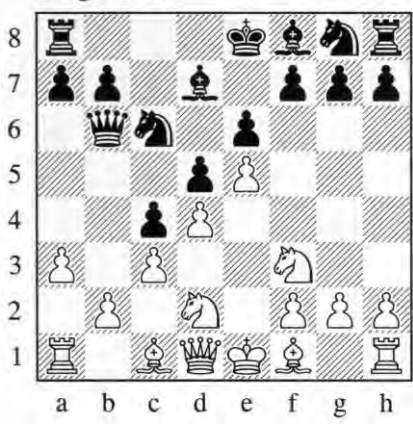
A surprise. White exploits his lead in development and starts play on the wing where he should actually be weaker. To spot such opportunities at the right time, you need to have outstanding feeling for the position.

8.g3!± is a standard alternative.

8...cxb3 9.♙xb3 ♙a5

9...♞c8!±

Diagram 4-4



10. ♖xa5 ♜xa5 11. ♙d2 ♜a4

The queen is not safe here; 11... ♜c7 would be better.

12. ♜b1!±

The white pawn structure is weakened on the queenside. So White absolutely must hang on to the queens and play for an attack.

12... ♙c6

12...b5 is met by 13. ♙d3, intending ♙c2 and a4±.

13. ♙d3 ♖e7 14. 0-0 h6

14... ♖c8 15. ♙xh7±

15. ♝c1 ♖c8

Diagram 4-5

A typical problem in the Advance Variation; the black knight from g8 and the bishop on f8 are getting in each other's way.

Slightly better was 15... ♝d8 16. ♝a2±.

16. c4!

Otherwise Black could transfer his knight to b6 and bring the queenside under his control.

16... dxc4?!

Nor would 16... ♖b6 be any better, on account of 17. cxd5 exd5 (17... ♖xd5 18. ♝c4 ♜b5 19. ♝b4+-) 18. e6! with a strong attack.

17. ♝xc4 ♜b5

If 17... ♜a6, then 18. ♝xc6 ♜xc6 19. ♙b5+-.

18. ♜xb5 ♙xb5 19. ♝xc8† ♝xc8 20. ♙xb5† ♖d8 21. ♖f1+-

White has a decisive advantage in material. Sveshnikov continues to play very energetically.

21... ♖c7 22. ♝c1† ♖b8 23. ♝xc8† ♖xc8 24. ♙e8! f6 25. a4 ♙e7 26. ♙f7 ♖d7

Diagram 4-6

27. d5! exd5 28. e6†

And Black has no defence against the strong manoeuvre ♖h4-f5 (or g6), which led him to resign immediately.

E.Sveshnikov – E.Bareev

Russian Ch, Elista 1996

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 ♖c6 5. ♖f3 ♜b6

After 5... ♙d7 Sveshnikov prefers the variation 6. ♙e2 ♖ge7 7. ♖a3 ♖f5 8. ♖c2; see the exercises.

6. a3 ♖h6

Diagram 4-5

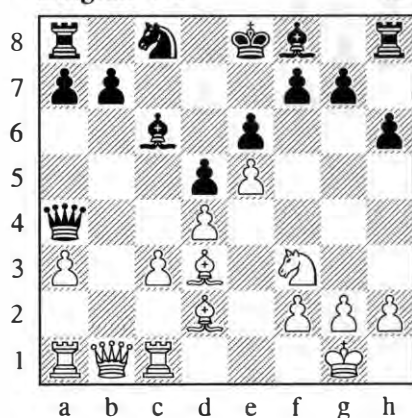


Diagram 4-6

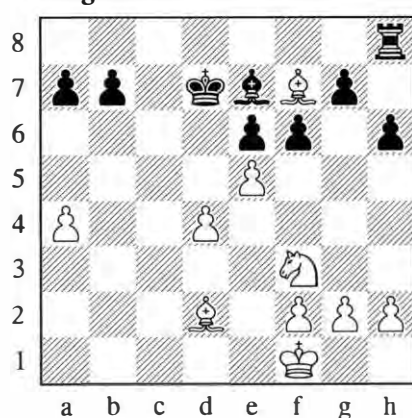


Diagram 4-7

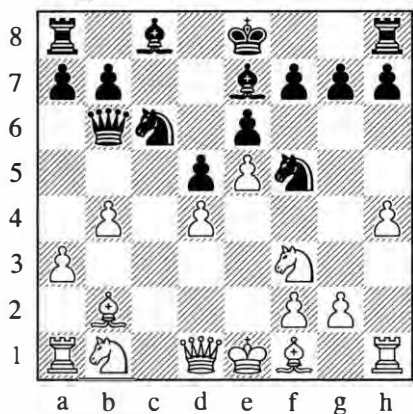


Diagram 4-7

White wants to play g4 and chase away the knight. If he plays 10.g4 at once, then Black replies 10...h4.

10...h5

10...h5 was played in the game Sveshnikov – Doroshkevich; see Ex. 4-8.

11.d3

Now the exchange on f5 gains in strength, because the g5-square has been weakened.

11...a5 12.hx5 exf5 13.c3 axb4?

13...e6 is correct: 14.b5 a4

14.hx5 xa5

14...xd8 is followed by 15.hx7 xe7 16.d5 bxa3 17.0-0!.

15.hx7 b3+

Black cannot profit from the discovered check, but other moves are no better either:

a) 15...bxa3?? 16.d2 h7 17.xa3+-

b) 15...h7 16.0-0+

c) 15...h7 16.0-0 d5 17.d2 h6 18.axb4+ (Sveshnikov)

16.d2 h7 17.xb3

17.0-0! would be simpler. Black must reply 17...e6 and now not 18.hb3? xb6+, but 18.c1+ (Sveshnikov).

17...h6

Black could try 17...e6! 18.xb7 d5 (Har Zvi), but he does not obtain sufficient counterplay.

18.c3 d5

Sveshnikov himself recommends 18...a6! here.

19.0-0 xb3

19...g6 20.f3+

20.hxb3 c6 21.b4 d5

6...d7 7.b4 cxd4 8.cxd4 c8 9.b2 a5 10.b2d2 c4 11.hxc4 dxc4 12.c1 is another main variation.

7.b4 cxd4 8.cxd4 f5 9.b2 e7

9...a5 10.b5 a4 11.g4 fe7 12.c3 b8 13.d3 d7 14.0-0 g6 15.c1 e7 16.hxa4 and although Black has some compensation for the pawn, White stands slightly better, E.Sveshnikov – E.Bareev, Moscow 1995.

9...d7 10.g4 h6 is another alternative.

10.h4?

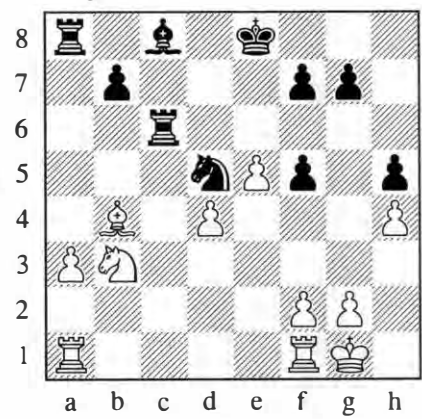
Diagram 4-8

22. ♖a5!±

White was later able to convert his advantage in material.

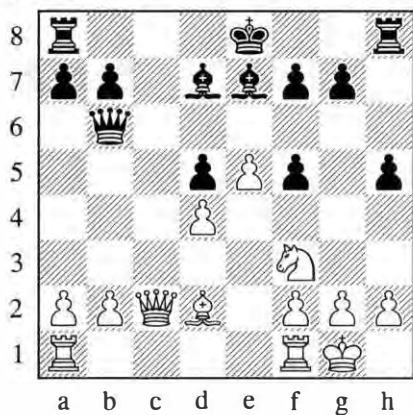
In the exercises which follow, many useful ideas will crop up too. Make your decisions and take a look at the solutions to see how well you are already mastering these sorts of positions.

Diagram 4-8

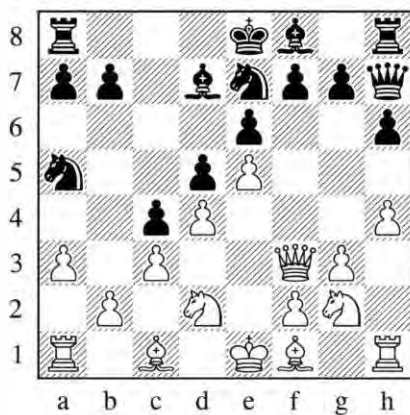


Exercises

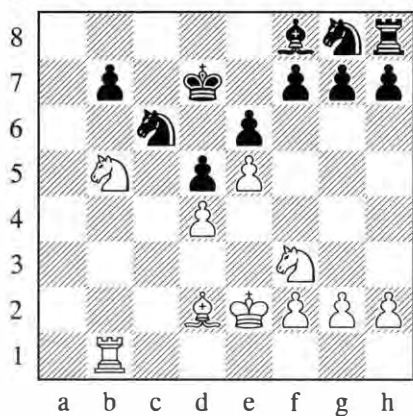
► Ex. 4-1 ◀ ★★★ △



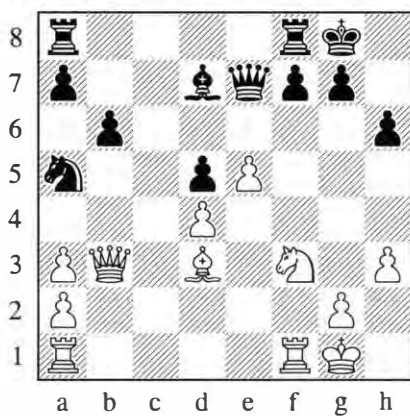
► Ex. 4-4 ◀ ★★★ △



► Ex. 4-2 ◀ ★★ △



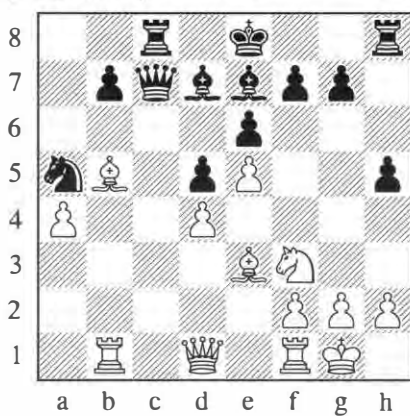
► Ex. 4-5 ◀ ★★ △



► Ex. 4-3 ◀ ★★ △

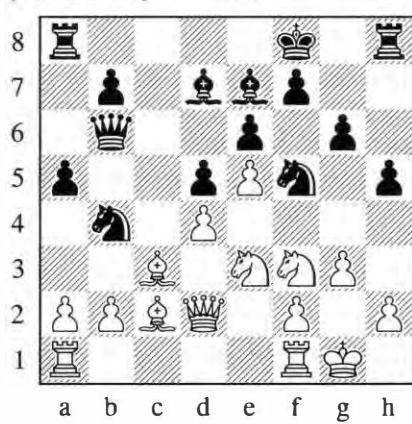


► Ex. 4-6 ◀ ★★ △

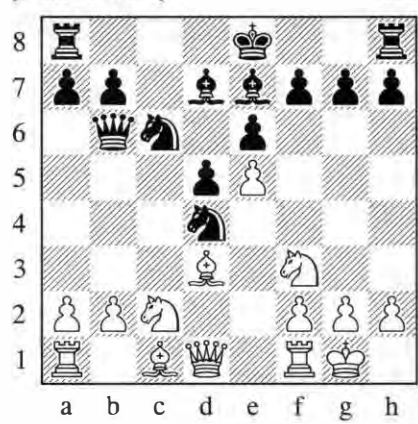


Exercises

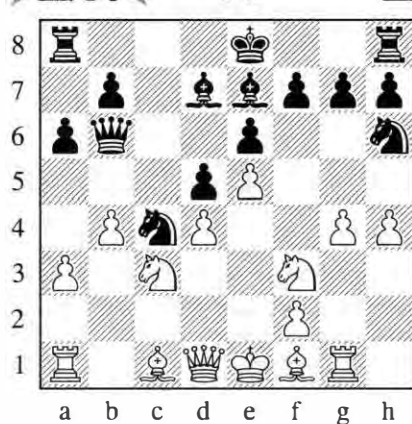
Ex. 4-7 ★★ △



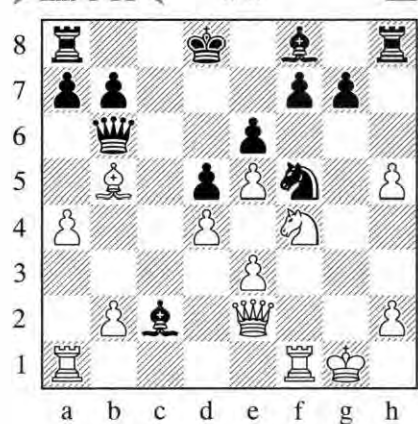
Ex. 4-10 ★ △



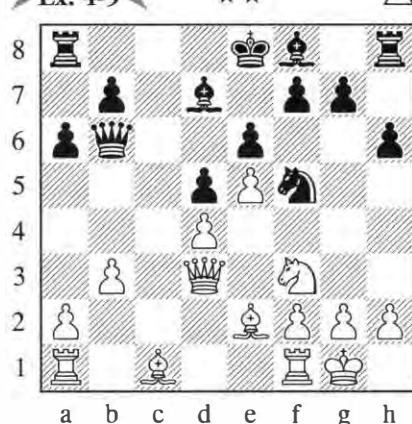
Ex. 4-8 ★★ △



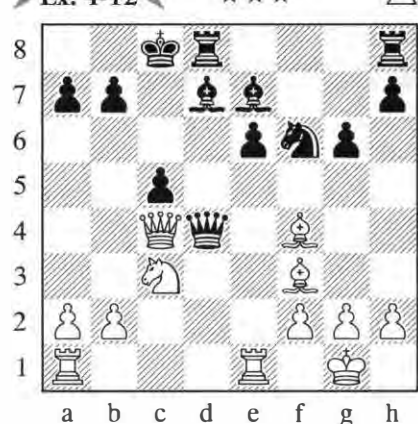
Ex. 4-11 ★★ △



Ex. 4-9 ★★ △



Ex. 4-12 ★★★ △



Solutions

Ex. 4-1

E.Sveshnikov – A.Dreev

St. Petersburg 1993

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♟f3 ♙d7
6.♙e2 ♟ge7 7.♟a3 cxd4 8.cxd4 ♟f5 9.♟c2
♟b4 10.0-0 ♟xc2 11.♙xc2 h5 12.♙d2 ♙e7
13.♙d3 ♙b6 14.♙xf5 exf5

Diagram Ex. 4-1

15.♙g5!

(3 points)

Neither 15.a4 nor 15.♙ac1 is very promising, and each gets only 1 consolation point. Black can reply, for example, 15...♙c8.

The move in the game swaps off his opponent's good bishop. And so White obtains the initiative on the dark squares.

15...♙xg5 16.♟xg5 ♙xd4 17.♙fd1 ♙h4
18.♙d2± ♙c4

The alternatives do not solve Black's problems:

a) 18...♙e6 19.f4!± and White is threatening to trap the black queen after ♙e3 followed by g3 and h3.

b) 18...♙c6 19.e6 ♟f6 20.♟f7 0-0 21.♟d6
♙d8 22.♟xf5±

c) 18...♙d8 19.f4 ♙c6 20.h3! d4 21.♟h2!± and once again the black queen is in trouble.

19.♙ac1 ♙b5 20.a4 ♙b3 21.♙c3 ♙b6
22.♙xd5 0-0 23.a5! ♙xb2 24.♙f3!±

White threatens both ♙xd7 and ♙xh5.

Ex. 4-2

E.Sveshnikov – A.Grosar

Celje 2003

20.♟a7!

(2 points)

White sets his opponent some unpleasant problems. But 20.♟d6!? (also 2 points) would be just as good: 20...♙xd6 21.exd6 ♟xd6
22.♙xb7 ♟f6 23.♙c1 e5 24.dxe5± ♟e6!±

20...♟xa7?

The correct defence was 20...♟c7 21.♟xc6
bxc6! (21...♟xc6 22.♙c1± ♟d7 23.♙a5±)

22.♙a5± ♟c8 23.♙b6 ♟c7 24.♙b3± ♟c8
25.♟g5 ♟h6 and Black is holding the position.

21.♙xb7± ♟e8 22.♙b8±! ♟d7 23.♙xf8+–
♟c6 24.♙c1 h6 25.h4 g6 26.♙xh6 ♙xh6
27.♙xg8 ♙h5 28.g4 ♙h7 29.♟e3 ♟e7
30.♙f8 ♟c6 31.♟g5 ♙xh4 32.♙xf7± ♟e8
33.f3 ♙h1 34.♙f6
1-0

Ex. 4-3

M.Illescas – A.Yusupov

Linares 1992

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♙b6 5.♟f3 ♙d7
6.a3 c4 7.♟bd2 ♟c6 8.g3 ♟ge7??

Diagram Ex. 4-3

Danger! Tactics!

9.♙xc4!±–

(2 points)

9...♟a5

Of course 9...dxc4 would be bad, in view of 10.♟xc4 followed by ♟d6!±–.

10.♙e2 ♙b5 11.b4+–

Black obtains no compensation for the pawn he has lost and went on to lose the game after a rather hopeless struggle.

Ex. 4-4

E.Sveshnikov – V.Eingorn

Sochi 1986

1.e4 c5 2.c3 e6 3.d4 d5 4.e5 ♟c6 5.♟f3 ♙b6
6.a3 c4 7.g3 ♙d7 8.h4 ♟a5 9.♟bd2 ♙c6
10.♟g5 h6 11.♟h3 ♙a4 12.♙f3 ♙c2 13.♟f4
♟e7 14.♟g2 ♙h7

Diagram Ex. 4-4

15.b4!

(3 points)

Black must take the pawn, but then his queen is forced to retreat to g8. White obtains a lead in development, which represents more than enough compensation for the pawn sacrifice. If you don't take any risks, you don't get to drink the champagne!

Solutions

For 15.b3 you get 2 points, because there is no need to give your opponent the extra option of 15... dxb3 .

Only 1 consolation point for the more passive moves 15.h5 or 15. de2 .

15...cxb3 16. de3 pg8 17. fb1 da4 18. de3 fc8 19.c4 dxc4 20. dxc4 dxc4 21. dxc4 d5

21... fxc4 ? is answered by 22. dxc4 dc6 23. pxb3 ! dhl 24.f3 with a decisive attack.

22. d2 de7 23.0-0!

Although this won in the end, 23. de3 ! would have been even more energetic: 23... dc6 24. de4 ±

Ex. 4-5

E.Sveshnikov – S.Iskusnyh

St. Petersburg 1997

1.e4 c5 2.c3 e6 3.d4 d5 4.e5 dc6 5. df3 dd7 6. de2 dh6 7.0-0 df5 8. da3 cxd4 9.cxd4 dxa3 10.bxa3 pbb6 11. de3 dxe3 12.fxe3 pd8 13. pbl b6 14.e4 0-0 15. dd3 h6 ($\square$ 15...dxe4 16. dxe4 h6±) 16.exd5 exd5 17.h3 pe7 18. pbb3 da5

Diagram Ex. 4-5

19. pbb4 !

(2 points)

19. pdx5 ?! would not be so good: 19... dc6 20. pdd6 pdx6 21.exd6 dad8 (Psakhis)

19... pbb4 !

This just improves his opponent's pawn structure unnecessarily. 19... dc6 ! would be better, when play may continue 20. ppe7 dxe7 21. dca1 dac8 22. da6 fxc1 23. fxc1 dc6 = (Psakhis).

20.axb4 dc4 21.a4 fbc8 22. bf2 fc7 23.g4 fac8 24. fe2 fe8 25. dhl4 ±

White intends df5 .

Ex. 4-6

E.Sveshnikov – A.Fominyh

Russian Ch, Elista 1996

1.e4 c5 2. df3 dc6 3.c3 e6 4.d4 d5 5.e5 dd7 6. de2 dge7 7. da3 df5 8. dc2 de7 9.0-0 cxd4 10.cxd4 h5 11.b4 fc8 12. fbl a6 13.a4 pbb6 14.b5 axb5 15. dxb5 pc7 16. de3 dxe3 17. dxe3 da5

Diagram Ex. 4-6

18. dg5 ±

(2 points)

The typical idea: White swaps off the dark-squared bishops. See Ex. 4-1.

1 consolation point for 18. dd3 ; Black's French bishop is no longer bad as it is attacking the a4-pawn. You also get 1 point for the solid move 18. pdd3 .

18... dxb5 19. fxb5 dc4 20.h4 b6 21. dxe7 ppe7 22. dg5 fa8 23. fbb3 !

White plans fif3 .

23... fa7 24. pc2 g6 25. ff3 ff8 ?

25...0-0! is better, and if 26. ff6 (intending 27.g4! hxg4 28.h5), then 26... pbb4 !.

Now Black is playing practically without the f8-rook.

26. fbl ! pdd7 27. fbb4 fc7 28. fc3 dh8 29. dhl7 ! fh8 30. dfl6 pe7 31. pbb3 fc6 32. fbb5 pc7 33.a5!+–

White went on to win.

Ex. 4-7

E.Sveshnikov – L.Ortega

Sochi 1987

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 dc6 5. df3 dge7 6. da3 cxd4 7.cxd4 df5 8. dc2 pa5 † 9. dd2 pbb6 10. dc3 de7 11. dd3 a5 12. de3 g6 13.0-0 dd7 14. dc2 h5 (14...0-0 15. dgl4 and then dfl6 ±) 15. pdd2 dh8 16.g3 dhl4

Diagram Ex. 4-7

17. dxf5 !

(2 points)

Sveshnikov's favourite plan: he weakens his opponent's kingside.

Solutions

1 consolation point for 17.♔b1 or 17.♚fc1.

17...gxf5

17...exf5? 18.a3+–

18.h4 ♔b5 19.♚fd1 ♚a6 20.♖g5± ♚c8 21.a3

Better is the immediate 21.♖g2.

21...♖c6 22.♖g2!? ♖g7 23.♚e1 ♔c4 24.♖f4 ♔b3 25.♚e3

Intending ♚f3 followed by ♖xh5.

25...♚b5

25...♔xg5!? is an improvement, and if 26.♖xe6? fxe6 27.♚xg5†, then not 27...♖f7? 28.♚f6†+–, but 27...♖h7 and White has no more than a perpetual check after 28.♚xh5†. 26.♚ac1 ♔c4 27.♖g2 ♚cg8 28.♚f3 ♖f8?

Better is either 28...♔xg5 or 28...♚h6!?

29.♖fxe6†!

1–0

Ex. 4-8

E.Sveshnikov – V.Doroshkievich

St. Petersburg 2000

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♚b6 5.♖f3 ♖c6 6.a3 ♖h6 7.b4 cxd4 8.cxd4 ♖f5 9.♔b2 ♔e7 10.h4 ♔d7 11.g4 ♖h6 12.♚g1 a6 13.♖c3 ♖a5 14.♔c1 ♖c4

Diagram Ex. 4-8

15.♔xc4

(1 point)

The alternative 15.♔d3 ♚c8 16.g5 earns 1 point; after the forced reply 16...♖g8, Black retains chances for counterplay.

The move in the game is even better, since it begins a successful operation in the centre.

15...dxc4

After 15...♚c6!? there follows 16.♔xh6 gxh6 17.♖d2 dxc4 18.♖de4 0–0–0 19.♚f3 ♔e8 20.0–0–0± and White can meet 20...a5 with 21.d5 exd5 22.♖xd5+–.

16.d5!

(another 1 point)

16...exd5 17.♖xd5± ♚c6 18.♔xh6 gxh6 19.♖xe7 ♖xe7 20.♚e2 h5 21.♖d4 ♚g6 22.g5

22.e6! would be even stronger: both 22...fxe6 23.0–0–0 and 22...♔xe6 23.♖f5† ♖e8 24.♚e5 give White a strong attack.

22...♚hd8 23.♚e3

23.♚g3!?

23...♔a4?!

Better is 23...♚ac8.

24.♚f4

Stronger is 24.♚g3! followed by ♚f3.

24...♚d5?! 25.♖f5† ♖e6 26.♖d4† ♖e7 27.♖f5† ♖e6 28.♖e3 ♚xe5 29.♚xc4†±

Ex. 4-9

E.Sveshnikov – D.Brumen

Bled 2000

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♖c6 5.♖f3 ♔d7 6.♔e2 ♖ge7 7.♖a3 cxd4 8.cxd4 ♖f5 9.♖c2 ♖b4 10.0–0 ♖xc2 11.♚xc2 ♚b6 12.♚d3 h6 13.b3 a6

Diagram Ex. 4-9

14.a4!±

(2 points)

Otherwise ...♔b5 follows and Black succeeds in exchanging his bad French bishop.

14...♔b4 15.♔b2 g5?! 16.♚ac1 ♚c8 17.♚xc8† ♔xc8 18.♖e1 ♔d7 19.♖c2 ♔e7 20.♖e3 ♚b4 21.♔d1 ♖xe3 22.♔c3 ♚b6 23.fxe3 h5 24.♚d2 g4 25.♔a5 ♚a7 26.♔b4 ♔g5 27.♔c2 ♚g8 28.♚f2 ♚g7 29.♔g6!+–

Ex. 4-10

Opening variation

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♖c6 5.♖f3 ♔d7 6.♔e2 ♖ge7 7.♖a3 cxd4 8.cxd4 ♖f5 9.♖c2 ♚b6 10.0–0 ♔e7 11.♔d3!? (Δ♔xf5; 11.g4 ♖h4!) 11...♖fxd4??

Diagram Ex. 4-10

White wins a piece by means of a pin.

12.♖fxd4 ♖xd4 13.♔e3 ♔c5 14.b4+–

(1 point)

Solutions

Ex. 4-11

E.Sveshnikov – S.Dolmatov

USSR Team Ch, Naberezhnye Chelny 1988

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♘f3 ♗d7
6.♗e2 ♘ge7 7.♗a3 cxd4 8.cxd4 ♘f5 9.♘c2
♙b6 10.0-0 ♗a5 11.g4 ♘e7 12.♘fe1 ♗b5
13.♘d3 h5 14.gxh5 ♘f5 15.♗e3 ♘c4 16.a4
♘ce3 17.fxe3 ♗c4 18.♘f4 ♗b3 19.♗b5†
♙d8 20.♙e2 ♗xc2

Diagram Ex. 4-11

21.a5!

(2 points)

A necessary intermediate move. If 21.♙xc2,
then 21...♘xe3.

**21...♙c7 22.♙fc1 ♙c8 23.a6!± b6 24.♗a4
♙c4! 25.♙xc2 ♙xe2 26.♙xc8†?**

Better is 26.♙xe2 ♗e7 27.♙g2! ♙c4 28.♙f2
♙b4 (28...♗h4† 29.♙e2 ♙b4? 30.b3 b5
31.♘d3+–) 29.♙a2±.

26...♙xc8 27.♘xe2 ♗e7±

Ex. 4-12

O.Romanishin – V.Ivanchuk

Irkutsk 1986

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♘f3 ♗d7
6.♗e2 f6 7.0-0 fxe5 8.♘xe5 ♘xe5 9.dxe5
♙c7 10.c4 ♙xe5 (10...0-0-0!? 11.cxd5
♙xe5 12.♗f3 exd5 13.♙e1 ♙d6=) 11.♗h5†
g6 12.♗f3 0-0-0 13.♙e1 ♙d6 14.♘c3! dxc4
15.♙e2 ♘f6 16.♙xc4 ♗e7 17.♗f4 ♙d4?!

Diagram Ex. 4-12

18.♘b5!!

(2 points)

18...♗xb5

18...♙xc4? 19.♘xa7#

19.♗xb7†!

(another 1 point)

Black now resigned. 19...♙xb7 is met by
20.♙xb5† ♙c8 21.♙c6#.

Scoring

Maximum number of points is 26

22 points and above.....> **Excellent**

17 points and above.....> **Good**

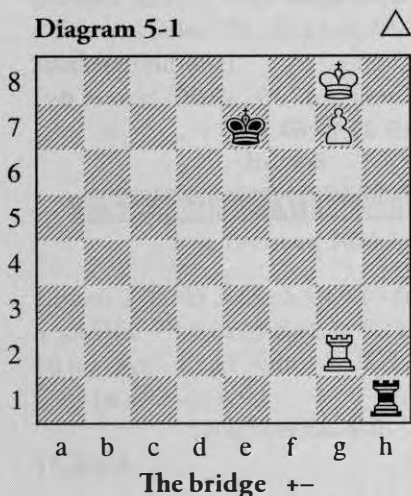
12 points.....> **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Elementary positions
- ✓ The Philidor position
- ✓ The bridge
- ✓ Second method of defence
- ✓ The 'short' side
- ✓ The flank attack
- ✓ The stalemate defence

Diagram 5-1



Simple rook endings

Rook endings occur very frequently in praxis. In order to better understand and play these important endgames, you need to have some specific knowledge concerning the elementary positions with rook and pawn versus rook.

There are only a limited number of positions that you have to study, but the evaluation of these positions and the typical methods of play must be thoroughly assimilated. In this lesson we shall examine some of the most important positions and methods.

The bridge

Diagram 5-1

The bridge is a typical and universal method which demonstrates the way to win in positions where there is a pawn on the 7th rank. Of course it does not work only in the position in the diagram.

1.♖e2†

It is always a good idea to drive the opposing king as far away as possible from the passed pawn.

1...♙d7

If 1...♙d6 were played, the white king would be able to use the e8-square: 2.♙f8 ♖f1† 3.♙e8! ♖g1 4.♖e7 ♖a1 (4...♖g2 5.♙f8 intending ♖f7 then g8♖) 5.♙f8! ♖a8† 6.♖e8 and wins.

1...♙f6 is answered by 2.♙f8 and then g8♖.

2.♖e4

White prepares to build the bridge (here the blocking of the g-file). The attempt to move away with the king does not yet achieve anything as Black simply delivers checks.

2...♖h2

After 2...♖f1 3.♖h4 ♙e6 4.♙h8 the road is clear for the pawn.

3.♙f7 ♖f2† 4.♙g6 ♖g2† 5.♙f6

White now threatens ♖e5-g5.

5...♖f2†

5...♙d6 is met by 6.♖d4† (but not 6.♖e5?? ♖xg7=) 6...♙c5 7.♖d8 ♖f2† 8.♙e5 and wins.

6.♙g5 ♖g2† 7.♖g4

The bridge has been successfully built and White wins.

The Philidor position

Diagram 5-2

1...♖b6!

Philidor's defensive method is very simple: **Black keeps the rook on the 6th rank until White advances the pawn to f6, and then Black activates his rook, by posting it on the first rank and giving checks from behind.**

Passive defence, where the black rook remains on the back rank, leads to a loss against a bishop's pawn: 1...♔g8? 2.♔g6 ♖c8 3.f6 ♖d8 4.♖g7† ♔f8 5.♖h7 (Note that with a knight's pawn or a rook's pawn this winning manoeuvre is not possible, and the game would end in a draw!) 5...♔g8 6.f7† ♔f8 7.♖h8† ♔e7 8.♖xd8+—

1...♖c8? 2.♔g6 ♖c1 also loses, on account of 3.♖a8† ♔e7 4.f6† ♔e6 5.♖e8† ♔d7 6.f7+—.

1...♖b1 is analysed below.

2.f6 ♖b1 3.♔g6 ♖g1† 4.♔f5 ♖f1†=

Diagram 5-3

1...♖b1

The second defensive method is important because:

- 1) sometimes the safer first method cannot be employed;
- 2) it also demonstrates some important endgame ideas, such as the *short side* and the *flank attack*.

Let's remind ourselves: 1...♖b6! 2.f6 ♖b1 = is the first and best defensive method in the Philidor position.

2.♔g6

If 2.♔f6, then we can transpose into the main Philidor defensive method with 2...♖b6†!.

2...♖f1!

The best defence. Black aims to prevent the move f5-f6 (after White's rook checks).

2...♖b6†? loses to 3.f6.

2...♖g1† is less precise, but is also sufficient for a draw: 3.♔f6 ♔g8! 4.♖a8† ♔h7 5.♔f7 ♖b1 6.f6 ♖b7† 7.♔e6 ♖b6†=

3.♔f6

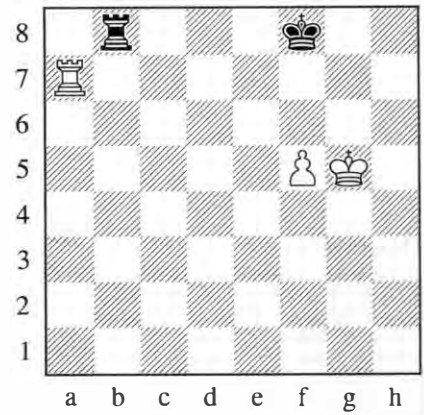
3.♖a8† achieves nothing, on account of 3...♔e7= and the pawn gets no further.

3...♔g8!

Diagram 5-4

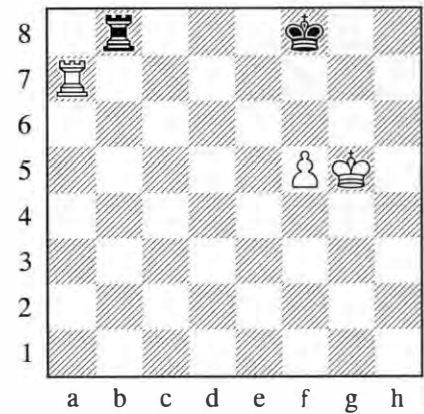
The king absolutely has to go to the short side.

Diagram 5-2



The main method of defence in the Philidor position =

Diagram 5-3



The second defensive method in the Philidor position =

Diagram 5-4

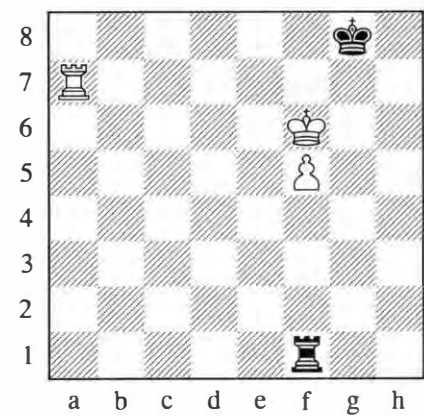


Diagram 5-5

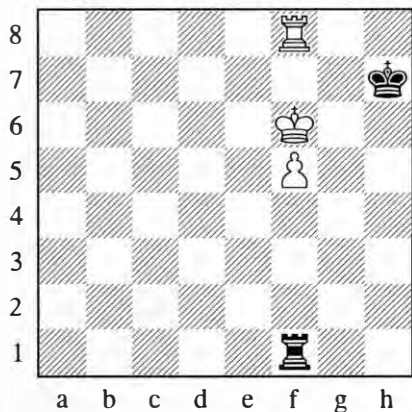
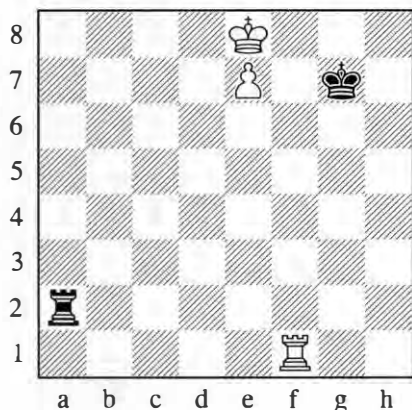


Diagram 5-6



Flank attack 1 =

3...♙e8? would be bad, because of 4.♞a8† ♕d7 5.♞f8! (White prepares the move f5-f6) 5...♞f2 6.♙g7 ♙e7 7.f6† ♕d7 8.♞a8 ♞g2† 9.♙f8 ♞f2 10.f7 ♞g2 11.♞a1 and we have reached the type of position dealt with above, where White wins by building a bridge: 11...♞g3 12.♞d1† ♙c7 13.♞d4! ♞g1 14.♙e7 ♞e1† 15.♙f6 ♞f1† 16.♙e6 ♞e1† 17.♙f5 and wins. 4.♞a8† ♕h7 5.♞f8

The threat is ♙e7 followed by f6. However, Black has at his disposal a typical defence, which is once more linked with the activation of his rook.

Diagram 5-5

5...♞a1!

Black wants to start checking from the side.

6.♞e8

Or 6.♙e7 ♞a7†=.

6...♞f1!

Once more White is prevented from advancing his f-pawn.

7.♞e7† ♕g8=

Flank attack against a pawn on the 7th rank

Diagram 5-6

N.Grigoirev

1937

Here Black can exploit the unfavourable position of the white rook and save the game with a flank attack.

However, note that if it were White to move, then the position very much resembles a bridging position and White can win very easily! The simplest way is 1.♞g1† ♕h7 2.♞e1! and next the white king will clear the way for his pawn.

1...♞a8†!

The flank attack saves Black!

1...♞d2? loses, on the other hand, in view of 2.♞g1† ♕h7 3.♞g4!+-. Once more the bridging method!

2.♙d7 ♞a7† 3.♙d6 ♞a6†!

But not 3...♞a8? due to 4.♞a1! ♞b8 5.♙c7+-. A typical winning method!

4.♙d5 ♞a5†! 5.♙c6 ♞a6†! 6.♙c7

The rook does not attack the e-pawn until the white king has moved far enough away from it; thus 6.♙b7 is met by 6...♞e6=.

6...♞a7†=

Diagram 5-7

N.Grigoriev

1937

1...♖b8†

For flank attacks it is very important that the distance between the black rook and the pawn consists of at least three files. If the distance is smaller, the attack will be ineffective, as we shall soon see.

2.♔d7 ♜b7† 3.♔d6 ♜b8

Or 3...♜b6† 4.♔c7 ♜e6 5.♔d7+.

4.♔c7 ♜a8 5.♜a1! ♜h8 6.♔d7+–**Flank attack against a pawn on the 6th rank**

Diagram 5-8

N.Grigoriev

Black must act at once. If it were White to move, he would simply force the opposing king further away with ♜g1†, advance his pawn to the 7th rank and then prepare a bridge.

1...♜a7†!

This flank attack is the only salvation.

2.♜d7

White wants to advance his pawn after the discovered check.

If 2.♔d6, then 2...♔f8 3.♜b1 ♜a6† 4.♔e5 ♜a2= (Philidor defence).

2...♜a8

There are many other moves which do not lose:

a) 2...♜a5 3.♔e8† (3.♜d6 ♜a8! 4.♔d7 ♔f6=) 3...♔f6 (but not 3...♔g8? 4.e7 ♜a8† [4...♜a1 5.♜d2+–] 5.♜d8 ♜a7 6.♜c8+–) 4.e7 ♔e6!

Diagram 5-9

5.♔f8 ♜f5†!=

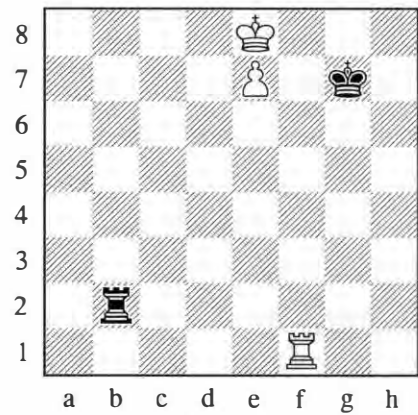
b) 2...♜a1= is also good enough.

c) On the other hand, 2...♜a6?? would be bad. This is the only move on the a-file which loses! 3.♔e8† ♔f6 4.e7 ♜a8† (if 4...♔e6, then 5.♔f8!+– and Black has no saving check on the f-file as in variation 'a') 5.♜d8 ♜a7 6.♜d6† ♔g7 7.♜e6 ♜a8† 8.♔d7+–

3.♜d8

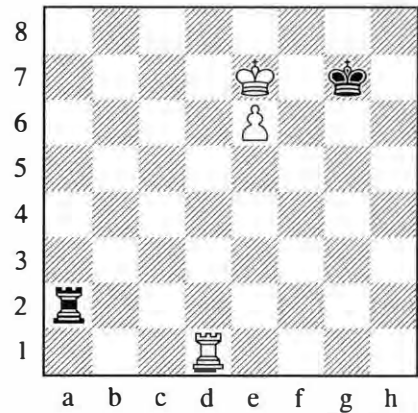
After 3.♜b7 Black can have more than one way to hold:

Diagram 5-7



Flank attack 2 +–

Diagram 5-8



Flank attack 3 =

Diagram 5-9 (analysis)

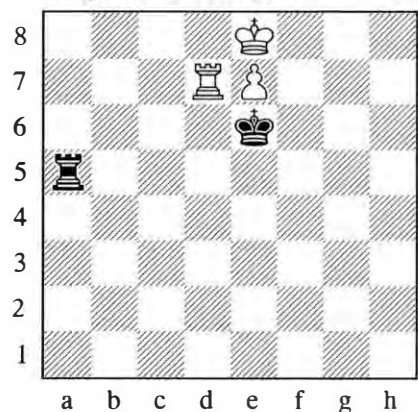


Diagram 5-10 (analysis) ▼

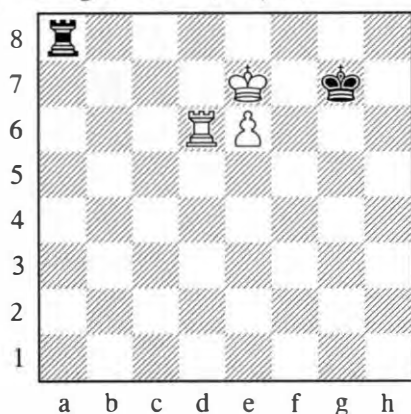


Diagram 5-11 ▼

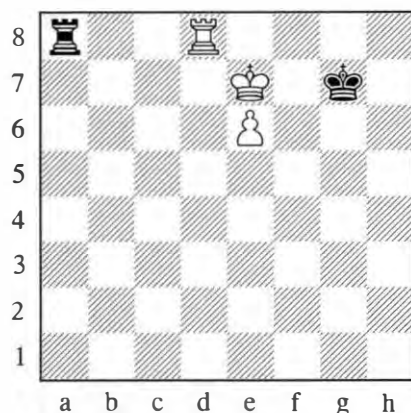
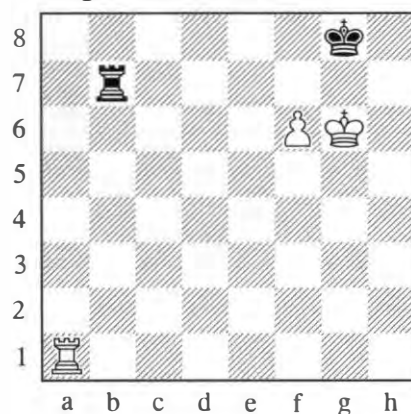


Diagram 5-12 ▼



Stalemate defence =

a) 3...♔g6 4.♕d6 ♕f6 5.♚f7+ ♔g6 6.♚f1 ♚a6+ 7.♕d7 ♚a7+=

b) 3...♚a1 4.♕e8+ (or 4.♕d6+ ♕f6 5.♚f7+ ♔g6 6.♚f2 ♚a6+=) 4...♕f6! 5.e7 ♚a8+ 6.♕d7 ♕f7=

Another very important variation is 3.♚d6!? after which there is only a single defence!

Diagram 5-10

Black must wait with 3...♕g6! (not 3...♚a7+? 4.♕e8+- nor 3...♚b8? 4.♚d8 ♚b7+ 5.♕d6 ♚b6+ 6.♕d7 ♚b7+ 7.♕c6+-) and now a draw will result after, for example, 4.♚d8 ♚a7+ 5.♕d6 ♚a6+ 6.♕e5 ♚a5+ 7.♚d5 ♚a1 8.♕d6 ♕f6=.

Diagram 5-11

3...♚a7+!

The simplest solution. Black must prevent ♕e8 followed by e7.

Thus 3...♚a2? would be bad, because of 4.♕e8 ♕f6 5.e7 ♕e6 6.♚b8+-.

But here 3...♚a6 is also possible! After 4.♕d7 (or 4.♚d6 ♚a8!) there follows 4...♕f6 5.♚f8+ ♕e5!=.

4.♕d6 ♚a6+ 5.♕e5 ♚a5+ 6.♚d5 ♚a1

Now e7 is no longer a threat.

7.♕d6 ♕f8=

The stalemate defence**Diagram 5-12**

Another useful defensive idea.

1...♚g7+!=

Black must of course avoid passive defence!

1...♚b8? loses after 2.♚a7 ♚c8 3.♚g7+ ♕f8 4.♚h7 ♕g8 5.f7+.

2.♕f5

Or 2.fxg7 stalemate.

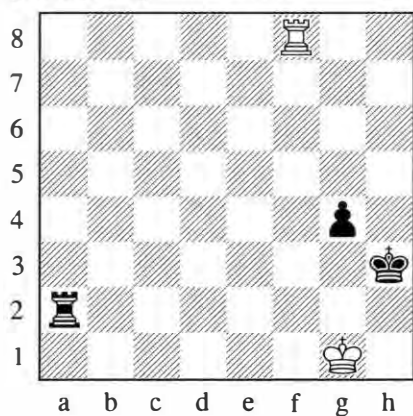
2...♚g2=

With a transition to the Philidor defence.

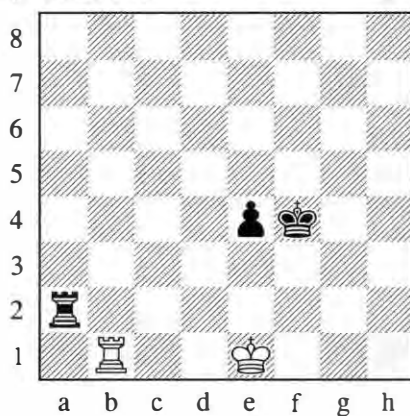
In the exercises you will need these ideas and methods in order to find the correct solutions. To understand the positions better, you may perhaps have to return to this lesson at some later point and repeat the instructional material. You can also try to explain the subject to another player; this will help you understand the lesson much better yourself!

Exercises

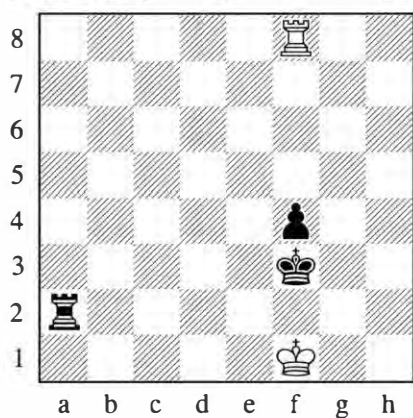
► Ex. 5-1 ◀ ★★★ △



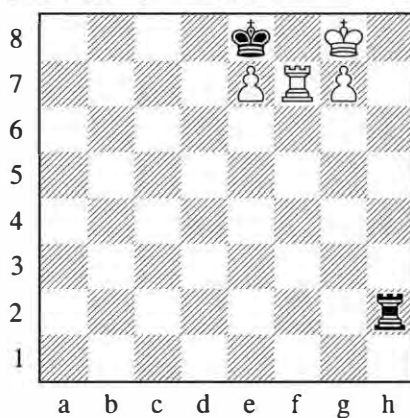
► Ex. 5-4 ◀ ★★ △



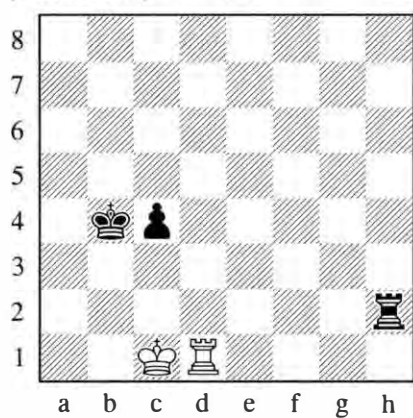
► Ex. 5-2 ◀ ★ △



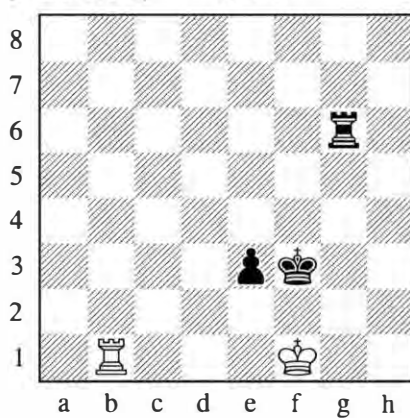
► Ex. 5-5 ◀ ★★ △



► Ex. 5-3 ◀ ★★ △



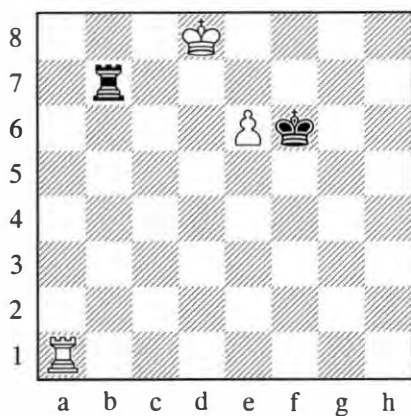
► Ex. 5-6 ◀ ★★★ △



Exercises

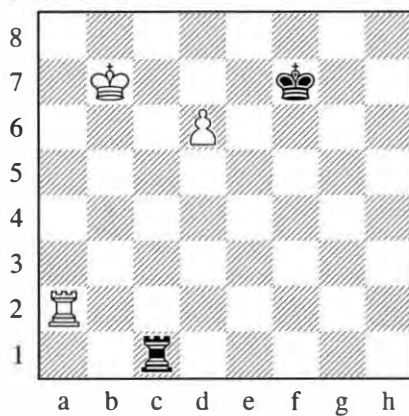
► Ex. 5-7 ◀

★★★



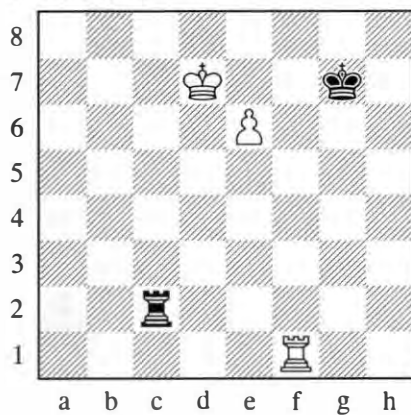
► Ex. 5-10 ◀

★★



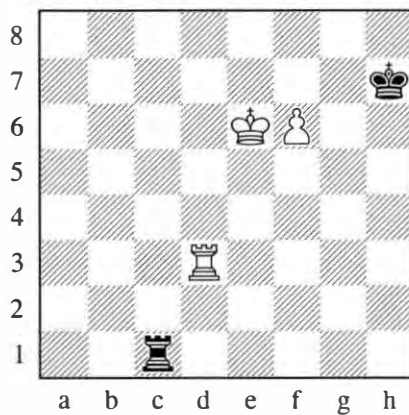
► Ex. 5-8 ◀

★★



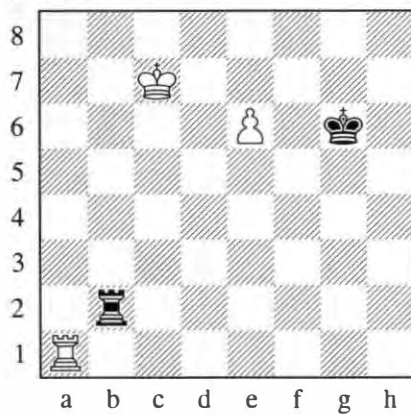
► Ex. 5-11 ◀

★★★



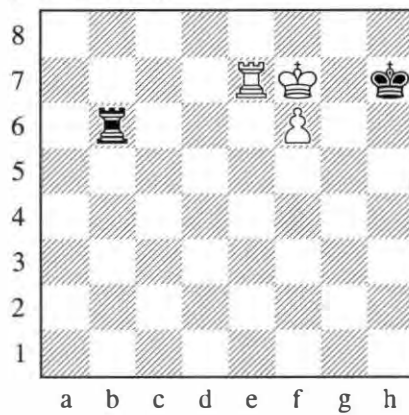
► Ex. 5-9 ◀

★★



► Ex. 5-12 ◀

★★



Solutions

Ex. 5-1

1.♖f1!=

(3 points)

Passive defence saves the day very simply in the fight against a g-pawn! (cf. Diagram 5-2).

1.♖g8? would be wrong, because of 1...♙g3 2.♙f1 (here we see why the second defensive method fails against the g-pawn; the king has to go to the long side, which is the wrong side) 2...♖a1† 3.♙e2 ♖g1 4.♖g7 ♙h2+ followed by g4-g3. Black then advances his pawn to g2 and builds the bridge!

Ex. 5-2

1.♙g1!

(1 point)

The short side (see Diagram 5-4).

1...♖a1† 2.♙h2 ♖f1 3.♖a8!=

Flank attack.

Ex. 5-3

1.♖d8!

(1 point)

The second defensive method (see Diagram 5-3).

1...♙c3 2.♙b1!

(another 1 point)

The short side.

2...♖h1† 3.♙a2 ♙c2

Or 3...♖c1 4.♖h8= with the flank attack.

4.♖g8 ♖d1 5.♖h8

Or 5.♖g2† ♖d2 6.♖g1 (but not 6.♖g8? ♙c1†+)

6...c3 7.♖h1 ♖d3 8.♙a3!=

5...c3 6.♖h2† ♖d2 7.♖h1 ♙d3† 8.♙b3 ♖b2† 9.♙a3=

Ex. 5-4

1.♖b3!

(2 points)

The main defence in the Philidor position.

Of course the second defensive method can be employed here too (e.g. after 1.♖b8), but the first method is a safe and simple defence. For that reason only 1 point for 1.♖b8.

1...e3 2.♖b8=

Ex. 5-5

G.Kamsky – A.Yusupov

Linares 1993

1.♖f8†!

(2 points)

Leading to Diagram 5-1 – the bridge.

1...♙xe7 2.♖f3 ♙e8 3.♖e3† ♙d7 4.♖e4

1-0

Ex. 5-6

W.Uhlmann – B.Gulko

Niksic 1978

In the game White played 1.♖b3?? and after 1...♖a6 2.♖b1 ♖h6 3.♙g1 ♖g6† he had to resign. Passive defence does not work against a central pawn.

White should make use of the stalemate defence! The correct way is:

1.♖b2! ♖a6 2.♖f2†!=

(3 points)

Ex. 5-7

1.e7!

(1 point)

1.♖e1? does not win, on account of 1...♖b8†! 2.♙c7 (or 2.♙d7 ♖b7† 3.♙c6 ♖a7=) 2...♖a8!=.

1...♖b8†

1...♖xe7 loses immediately to 2.♖f1†.

2.♙c7 ♖e8 3.♙d6!

(another 1 point)

3...♖b8

3...♖xe7 4.♖f1†+–

4.♖f1† ♙g7 5.♙c7 ♖a8 6.♖a1!

(another 1 point for this variation)

6...♖e8 7.♙d7+–

Ex. 5-8

1...♖a2!

(2 points)

Flank attack.

1...♖d2? 2.♙e7 ♖a2 loses after 3.♖g1†.

2.e7 ♖a7†=

Solutions

Ex. 5-9

1.♖e1!

(2 points)

This strong move threatens to advance the pawn. White is exploiting the somewhat unfavourable position of the black king on g6.

Instead 1.♔d8 ♖b8† does not make any progress; and 1.♖f1? would be bad: 1...♖a2!=.

1...♖c2† 2.♔d7 ♖d2† 3.♔e8 ♔g7 4.e7 ♖d3 5.♖g1† ♔h7 6.♖g4+–

The bridge.

Ex. 5-10

1.♖e2!

(2 points)

It is correct to cut the black king off from our passed pawn here. Since the black king is on the long side, a flank attack cannot be effective (there will only be two files between the pawn and the rook).

1...♖c3 2.d7 ♖b3† 3.♔c8 ♖c3† 4.♔d8 ♖c1 5.♖f2† ♔g7 6.♖f4+–

The bridge.

Ex. 5-11

G.Sax – V.Tseshkovsky

Rovinj/Zagreb 1975

In the game White played

1.♖h3†?

With this move White just worsens the position of his rook.

The simplest win is 1.f7!.

(3 points)

Black is defenceless:

a) 1...♔g7 2.♖g3†+–

b) 1...♖c8 2.♔e7 ♖c7† 3.♖d7+–

c) 1...♖e1† 2.♔f6 ♖f1† 3.♔e7 ♖e1† 4.♔f8 ♖a1 5.♖h3† ♔g6 6.♔g8+–

White has two alternative ways to win, for which you also get 3 points: 1.♖d8 ♖e1†

2.♔f7 ♖a1 3.♔f8+– or 1.♔e7 ♖c7† 2.♖d7 ♖c8 3.♖d8 ♖c7† 4.♔d6 ♖a7 5.♖d7†+–.

However, all other moves do not win!

1...♔g6 2.♖g3†

Black resigned here, although the position is drawn!

2...♔h7 3.f7 is followed by 3...♖c8! (but not 3...♖c6†? 4.♔d7+–) 4.♔e7 (4.♖d3 ♔g7=) 4...♖c7† 5.♔e8 ♖c8† 6.♔d7 ♖a8 7.♖a3 ♖b8=.

Compare this example with Ex. 5-7. Here White cannot divert the black rook, since there is an additional file available to it!

Ex. 5-12

J.Capablanca – V.Menchik

Hastings 1929

1...♖a6??

Black must leave the 6th rank quickly! As we saw in Diagram 5-8 (Flank attack 3), Black should choose 1...♖b8!=, 1...♖b1= or 1...♖b5=.

(2 points)

2.♖d7??

After 2.♔f8†! ♔g6 3.f7 ♔f6 4.♔g8+– Black would not have a check on the g-file.

2...♖a8= 3.♖e7 ♖a6??

Repeating the mistake. Correct alternatives are 3...♖b8=, 3...♖a1= or 3...♔h6=.

4.♔f8†! ♔g6 5.f7 ♖a8†

5...♔f6 6.♔g8!+–

6.♖e8 ♖a7 7.♖e6† ♔h7 7.♔e8??

7.♖e1 wins simply: 7...♖a8† (7...♔g6 8.♔g8) 8.♔e7 ♖a7† 9.♔f6 ♖a6† 10.♖e6 ♖a8 11.♖e8+–

And 7.♖f6 also wins.

7...♖a8† 8.♔e7 ♖a7??

8...♔g7!=

9.♔f6

1-0

A comedy of errors!

Scoring

Maximum number of points is 27

24 points and above → **Excellent**

19 points and above → **Good**

13 points → **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

Contents

- ✓ The vulnerability of the pawn centre
- ✓ An alternative strategy
- ✓ Counterplay in the centre

Fighting against the pawn centre

We have already underlined the importance of the pawn centre on several occasions. But a pawn centre may not be advantageous in all circumstances. When under fire from the opposing pieces, especially fianchettoed bishops, it is also vulnerable. It is therefore very important to support the pawn centre in good time with the pieces. If you march your pawns forward prematurely, you can be attacked on all sides by pieces and pawns before you are able to consolidate the position.

The classic central strategy, in which one tries to occupy the centre with pawns as soon as possible, was supplemented in the 20th Century with an alternative strategy: **You first open fire on the opponent's centre with your pieces, so that at a time of your choosing you can break it apart with your pawns.**

This strategy can be seen in many modern openings: from the Grünfeld Defence to the Reti Opening, in the Pirc Defence or in the Alekhine Defence.

R.Letelier Martner – R.Fischer

Leipzig Olympiad 1960

1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 0–0 5.e5?!

A risky decision. White advances his pawns too quickly.

5...♗e8 6.f4

Diagram 6-1

6...d6!

Black must attack the pawn centre immediately and energetically!

7.♙e3

7.♘f3 would be better, but after 7...dxe5 8.dxe5 ♖xd1† 9.♗xd1 f6 White no longer has an opening advantage.

7...c5! 8.dxc5 ♘c6!

Black develops his pieces very quickly and tries to open the game.

Diagram 6-1

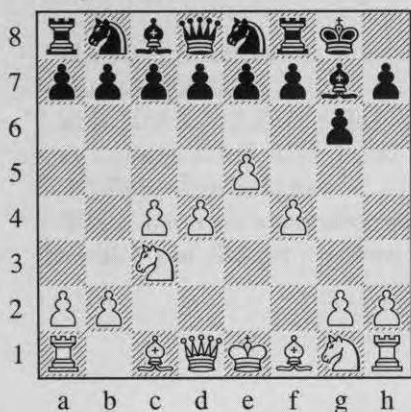


Diagram 6-2

9.cxd6!

9.♘f3 ♙g4 10.♙e2 was a better alternative.

9...exd6 10.♘e4?!

White is playing with fire. He would do better to develop his kingside.

10...♙f5! 11.♘g3?

The worst of all strategies is constantly changing plans! The principled move 11.♘xd6 ♘xd6 12.♙xd6 ♙xd6 13.exd6 ♙xb2 14.♙d1 ♘b4 15.♙f2 ♘xa2 16.♘e2 a5 (Fischer) leads after 17.♙d2 ♘c3 18.♘g3 to a complicated position.

11...♙e6 12.♘f3 ♙c7

12...dxe5 13.♙xd8 ♙xd8 14.♙c5 exf4 would also be good for Black.

13.♙b1 dxe5 14.f5

Diagram 6-3

14...e4!

Black counters in the centre!

15.fxe6

15.♙xe4 is not good: 15...gxf5 16.♘xf5? ♙a5+– (Fischer)

15...exf3 16.gxf3 f5! 17.f4 ♘f6

The e6-pawn will soon fall.

18.♙e2 ♙fe8 19.♙f2 ♙xe6

Once more Black attacks in the centre!

20.♙e1 ♙ae8 21.♙f3

Diagram 6-4

21...♙xe3! 22.♙xe3 ♙xe3 23.♙xe3 ♙xf4+!

0–1

Fischer indicated the following variation: 24.♙f2 (24.♙xf4 ♙h6#) 24...♘g4+ 25.♙g2 ♘e3+ 26.♙f2 ♘d4 27.♙h1 ♘g4+ 28.♙f1 ♘xf3–

However, it is very important to understand that **you must not delay the counterplay in the centre for too long**. Otherwise your opponent will bring his pieces into play and end up controlling the centre. The struggle against the pawn centre is the struggle for the centre! The goal is always to achieve control over important central squares.

We shall continue with a few more examples which show how you must act when faced with a strong pawn centre.

Diagram 6-2

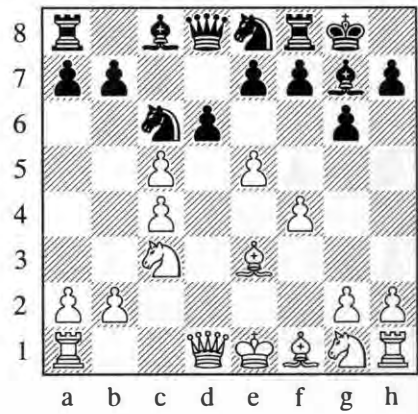


Diagram 6-3

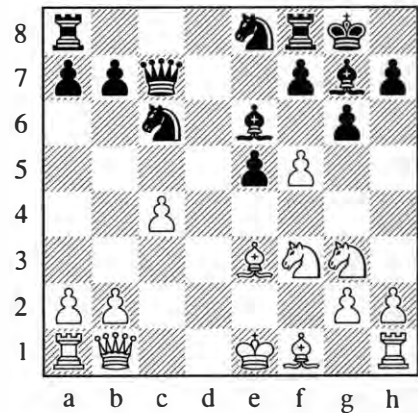


Diagram 6-4

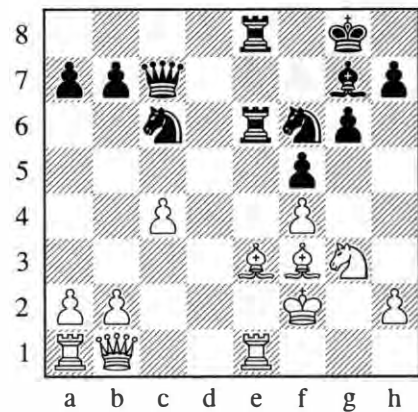


Diagram 6-5

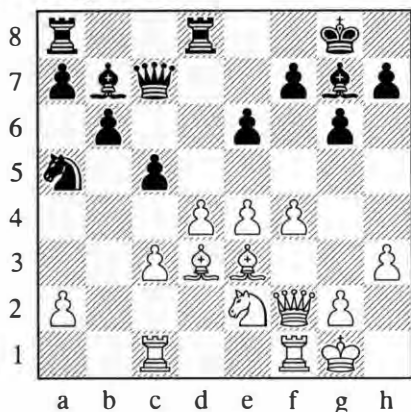


Diagram 6-5

S.Gligoric – V.Smyslov

USSR – Yugoslavia, Kiev 1959

1...f5!

A typical idea. It is now not only the d4-pawn which is under attack, but also the e4-pawn.

2.e5

White capitulates in the centre and closes the position. But 2.♖g3 is answered by 2...♜d7! with even more pressure.

2...c4 3.♙c2 ♖c6!±

Intending ...♗e7 and ...♘d5. Black has blockaded the opposing pawns and thus won the struggle in the centre. He can go on to exploit his pawn majority on the queenside.

M.Yudovich – M.Botvinnik

Moscow Team Ch 1966

1.e4 g6 2.d4 d6 3.♘c3 c6 4.f4

4.♘f3 or 4.♙e3 are solid alternatives.

4...♙g7 5.♙e3

5.a4 is possible (Botvinnik).

5.♘f3 ♙g4 6.♙e3 ♜b6 7.♜d2 ♙xf3 8.gxf3 ♘d7 is the critical variation.

5...♜b6!±

Diagram 6-6

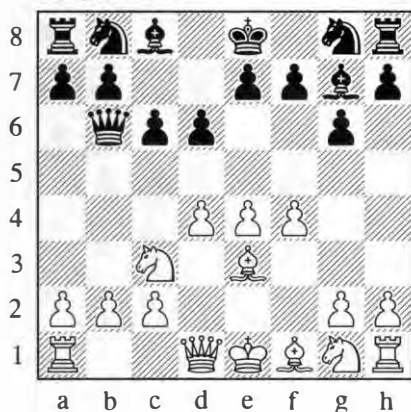


Diagram 6-6

Why is Black developing his queen so early? It is not only aiming at the b2-pawn, which is now in need of defence. The second goal is the pinning of the white pawn on d4. This means that in many variations the important move e4-e5 is no longer possible.

6.♙b1 f5!±

A typical attack on the white centre. 6...e5 would not be so good after 7.♘f3±.

But Black does have alternatives: 6...♘f6!± 7.♘f3 0–0± (intending ...d5) or 6...♘h6!± 7.♙e2 0–0 8.♘f3 ♘g4 9.♙g1±.

7.♘f3!±

It is only this modest move which justifies Botvinnik's risky strategy. The correct response is to sacrifice a pawn for the initiative by 7.e5! dxе5 8.fxе5 ♙xe5 9.♘f3 (Botvinnik).

7...♘d7!±

7...fxe4 8.♖xe4 ♖h6 followed by ...♗f5 would be equally possible.

8.exf5

8.e5 is not as effective as on the previous move: 8...dxe5 9.fxe5 ♖xe5 10.♖xe5 ♗xe5 11.♖a4 ♖a5†

8...gxf5 9.♗d3 ♖d6

Black has brought the central e4-square under his control and is not badly placed.

10.♖e2 ♖h6

Diagram 6-7

11.h3

White plays too passively and loses the struggle for the centre. 11.d5!? is better: 11...♖c7 12.♗d4 0-0 13.dxc6 bxc6 14.0-0=

11...♗d7 12.0-0 ♖c7 13.♖g5?!

This apparently active move achieves nothing for White, since he is not yet in the position of being able to support the activity of the knight with his other pieces. First 13.♗f2 would have been better, intending ♗h4 or ♖g5-e6.

Diagram 6-8

13...d5!

Black exploits the opportunity: the white knight has wandered off and is no longer ready to occupy the e5-square.

14.♗d2 ♖d6 15.♖h2?!

Or 15.♖e5 ♗g8† and Black will continue with ...♖e4.

15...♖e4†

16.♖h5† can be met simply by 16...♖g6. Thanks to the strong position of his knight, Black already has the advantage.

16.♖f3

A rueful retreat...

16...♖g6 17.♗xe4?!

17.♗e1!? would be better.

17...fxe4 18.♖e5 ♗xe5 19.dxe5?

Better is 19.fxe5 ♖f5 20.♖f2 h5 21.♖e2†.

19...♖f5† 20.♖f2?!

20.g4!? ♖d4 21.♖e3 (21.f5!? ♖g7 22.f6 ♖f7+) 21...♖f3† 22.♖xf3 exf3 23.♖xf3 (23.f5 ♗xf5-+)

23...♖xc2-+ (Botvinnik)

20...h5!-+ 21.b4 ♗g8

Threatening 22...e3.

22.♗g1 h4

Diagram 6-7

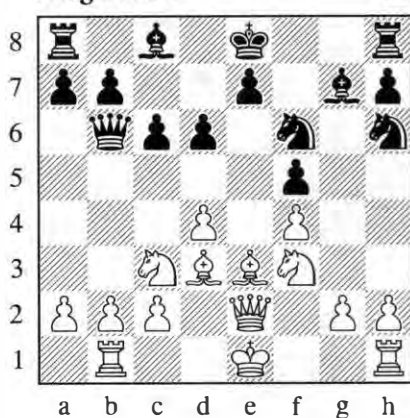


Diagram 6-8

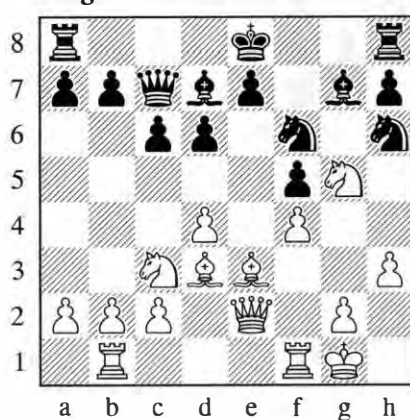


Diagram 6-9

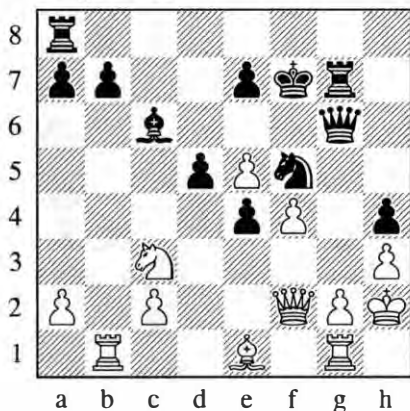
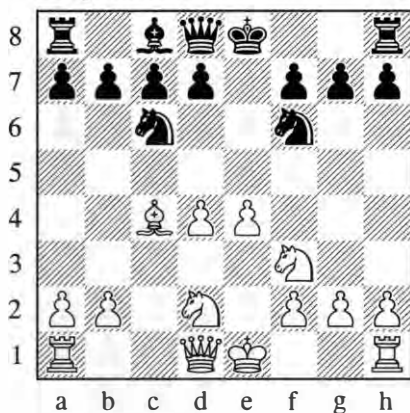


Diagram 6-10



Now the threat is 23...e3 24.♙xc3 ♖g3†+.

23.♙e1 ♜f7

23...e3!? 24.♜f3 0-0-0+

24.b5?!

24.♞e2 is more stubborn.

24...♞g7 25.bxc6 ♙xc6

Diagram 6-9

White has achieved nothing. It is very instructive to observe how Botvinnik has activated and coordinated all his forces.

26.♞e2 e3 27.♜f1 ♞ag8 28.g4 hxg3† 29.♙xc3 d4 30.♞b4 ♞xg3 31.♞xg3 ♜xc2 32.♞xg7† ♞xg7 0-1

A.Khavin – R.Kholmov

USSR Team Ch, Riga 1954

1.e4 e5 2.♞f3 ♞c6 3.♙c4 ♙c5 4.c3 ♞f6 5.d4 exd4 6.cxd4 ♙b4† 7.♙d2 ♙xd2† 8.♞bxd2

Diagram 6-10

8...d5!

With this typical move Black restores the balance in the centre.

9.exd5 ♞xd5 10.0-0

The immediate 10.♜b3 is better: 10...♞a5 (or 10...♞ce7) 11.♜a4† ♞c6=

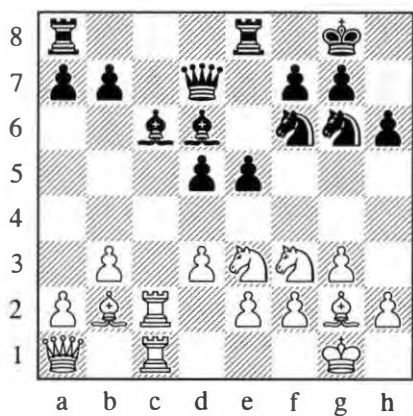
10...0-0 11.♞e1 ♞b6

And Black is already somewhat better.

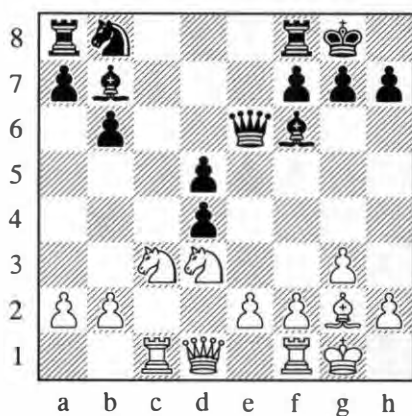
12.♜b3 ♞a5 13.♜c3 ♞axc4 14.♞xc4 ♞xc4 15.♜xc4 ♙e6 16.♜c5 c6†

Exercises

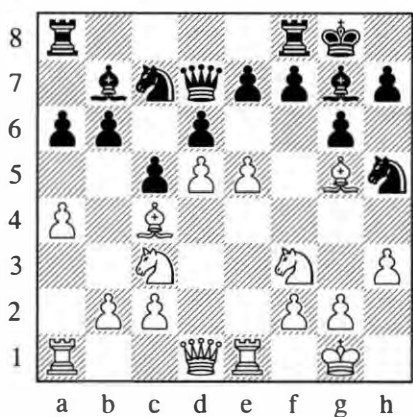
► Ex. 6-1 ◀ ★★ △



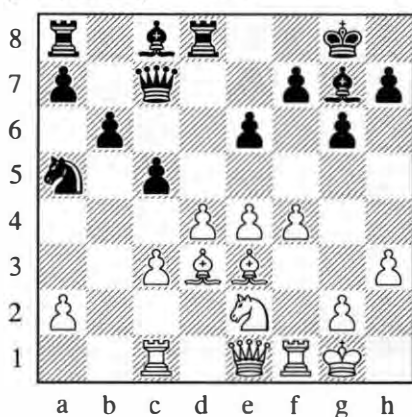
► Ex. 6-4 ◀ ★★ △



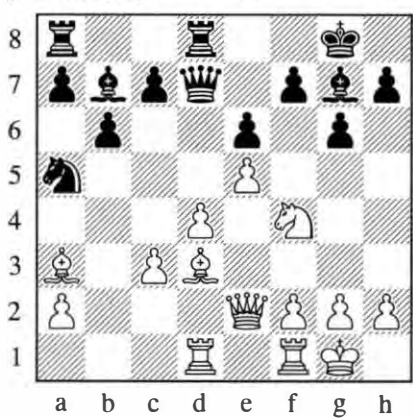
► Ex. 6-2 ◀ ★★ ▼



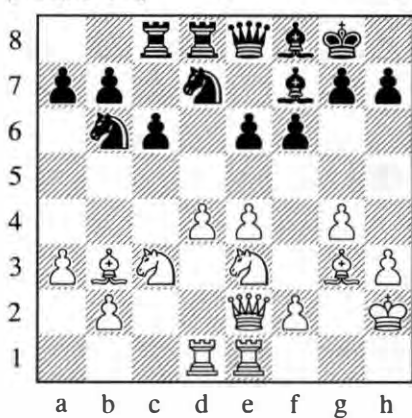
► Ex. 6-5 ◀ ★★ ▼



► Ex. 6-3 ◀ ★★ ▼



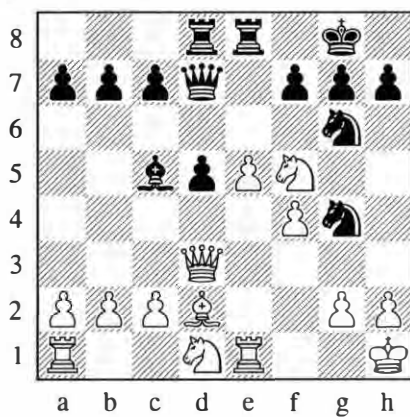
► Ex. 6-6 ◀ ★ ▼



Exercises

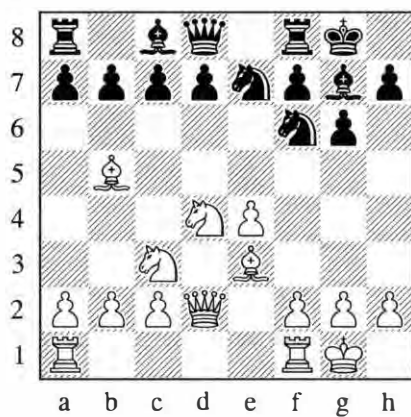
► Ex. 6-7 ◀

★★



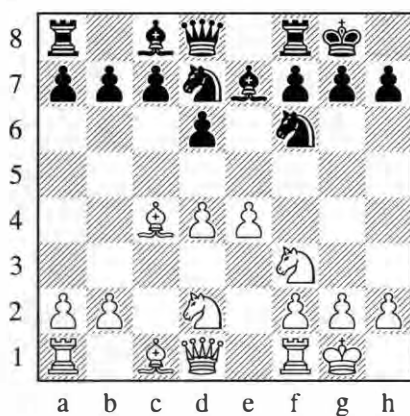
► Ex. 6-10 ◀

★★



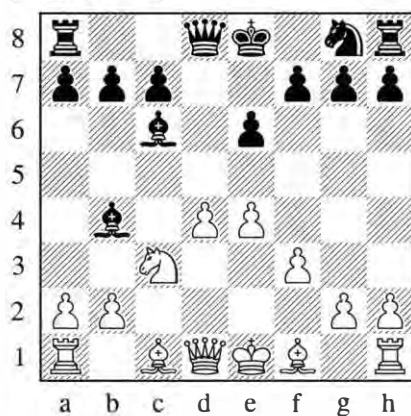
► Ex. 6-8 ◀

★★



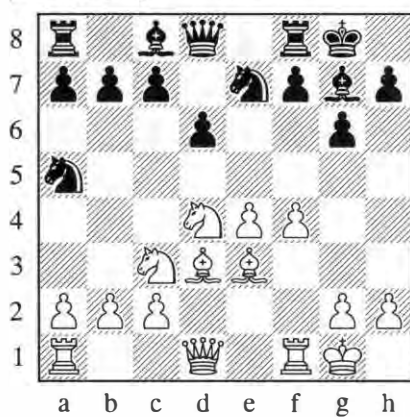
► Ex. 6-11 ◀

★★



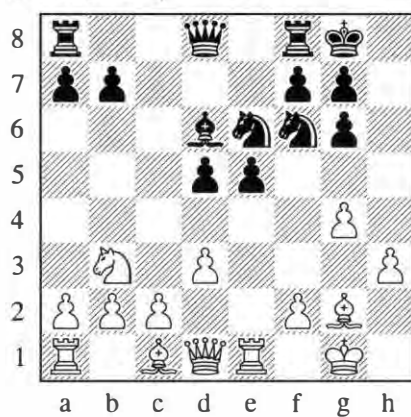
► Ex. 6-9 ◀

★★



► Ex. 6-12 ◀

★★



Solutions

Ex. 6-1

R.Reti – F.Yates

New York 1924

1.d4!

(2 points)

White now takes the initiative in the centre.

1...e4 2.♖e5 ♙xe5 3.dxe5 ♖h7

Or **3...♖h5 4.f4±.**

4.f4!±

White even gets a kingside pawn majority.

4...exf3 5.exf3 ♖g5 6.f4 ♖h3†

6...♖e4 is met by **7.♙d1+.**

7.♖h1 d4 8.♙xd4 ♙ad8 9.♙xc6! bxc6

10.♙xc6 ♖f2† 11.♖g2 ♙xd4 12.♙xd4

♙xd4 13.♙xe8 ♖e4 14.e6 ♙d2† 15.♖f3

1-0

Ex. 6-2

A.Beliavsky – E.Torre

Moscow 1981

1...f6!

(2 points)

With this strong move Black neutralizes the white attack in the centre.

A decent alternative is **1...b5!?** (1 point)

2.exd6 ♙xc3! (**2...exd6** is not so good, due to

3.axb5 axb5 4.♙xa8 ♙xa8 5.♙e7±) **3.bxc3 exd6**

4.♙e7 ♙c8 5.axb5 axb5 6.♙xa8 ♙xa8 7.♙xc7

♙xc7 8.♙xb5. White has some compensation

for the exchange.

2.exd6

If **2.e6**, then **2...♙e8 3.♙c1 b5 4.axb5** (after

4.♙a2 f5† the d5-pawn is a weakness) **4...axb5**

5.♙xa8 ♙xa8 6.♖xb5 ♖xb5 7.♙xb5 ♙xd5†.

The far-advanced white pawn on e6 can become weak in the endgame.

2...exd6 3.♙e3 f5

3...b5!? is followed by **4.axb5** (**4.♙a2 f5†**)

4...axb5 5.♙xa8 ♙xa8 6.♖xb5! ♖xb5 7.g4!=.

4.♙d3 ♙xc3! 5.♙xc3 f4 6.♙d2 b5† 7.♙a2

♖xd5 8.♙xd5†

Or **8.♙d3 c4 9.♙d4 ♖df6†.**

8...♙xd5†

Ex. 6-3

A.Lilienthal – V.Korchnoi

USSR Ch, Kiev 1954

1...c5!

(1 point)

A typical idea. This move does not have to be prepared with **1...♙ac8** (1 consolation point) which would give White time to improve his position with **2.♙b4.**

2.dxc5

2.♙e4 ♙xe4 3.♙xe4 is not so good, due to

3...♖c4 4.♙c1 ♖xe5†.

2...♙c7!

(another 1 point)

Black attacks the central e5-pawn.

3.cxb6?!

3.♙fe1 bxc5 4.♖h3 would be better, or even

3.c6 ♙xc6 4. ♙d6.

3...♙xe5† 4.♙xe5

4.♙c1!†

4...♙xe5 5.♖e2 axb6†

White simply has more weaknesses on the queenside than his opponent!

Ex. 6-4

B.Spassky – V.Korchnoi

Moscow 1964

1.♖xd5!

(2 points)

Threatening **♖xf6†** or **♖c7.** Playing **1.♖f4** first is not so strong: **1...♙d7 2.♖cxd5 ♙e5=**

1...♙xd5

1...♙d8 2.♖c7!+–

2.♖f4 ♙d6

2...♙xg2? is even worse, in view of **3.♖xe6**

♙xf1 4.♖xf8 ♙h3 5.♙d3 ♖xf8 6.♙e4+–.

3.♖xd5 ♙g5 4.f4 ♙d8 5.♖c3!+–

Black now loses too much material.

5...♖a6

Or **5...♖c6 6.♖b5+–.**

6.♙xa8 ♙b8 7.♖d5 ♙xa8 8.♙xd4 ♖c5 9.b4

♖e6 10.♙d3 ♙e8 11.e4

1-0

Solutions

Ex. 6-5

B.Spassky – R.Fischer

Siegen Olympiad 1970

1...f5!

(2 points)

We have already seen this typical idea in the game Gligoric – Smyslov.

Only 1 point for the simpler 1...♟b7, since White then has 2.f5!? with unclear play.

2.g4 fxe4

2...♟b7!? would not have been bad either.

3.♟xe4 ♟b7 4.♟g3 ♟c4 5.♟xb7 ♟xb7
6.♟f2 ♟c6 7.♟e2 cxd4 8.cxd4 b5

Black is now slightly better and can play actively on the queenside and in the centre. Despite that, Spassky was later able to turn this game round and to win it!

Ex. 6-6

C.Kottnauer – S.Flohr

Groningen 1946

1...e5!

(1 point)

Everything is ready for this thrust.

2.♟d7† ♟xf7 3.d5

Some other continuations deserve consideration, for example 3.dxe5 fxe5 or 3.f4 exd4 4.♟xd4 ♟c5=.

Now Black takes the initiative, although it did not prove enough for victory in the game.

3...cxd5 4.♟cxd5 ♟xd5 5.♟xd5 ♟c5 6.f3 ♟b6 7.♟xb6 ♟xb6 8.♟f2 ♟xf2 9.♟xf2 ♟b3
10.♟xd8† ♟xd8

Ex. 6-7

A.Fox – J.Capablanca

New York 1906

1...f6!

(2 points)

Black exchanges the strong e5-pawn. Black should not delay his operations in the centre for too long! Only 1 point for 1...♟e7.

2.h3

2.exf6 would be bad, on account of 2...♟xe1† 3.♟xe1 ♟xf4 4.♟c3 ♟xf5 5.♟xc5 ♟e2! 6.♟f2 ♟f4+.

2...♟f2† 3.♟xf2 ♟xf2 4.♟e2 fxe5! 5.♟xf2?!

Better is 5.♟xg7.

5...e4† 6.♟h6† gxf6 7.♟d4 ♟g7 8.♟xa7 ♟xb2 9.♟e1 d4 10.f5 e3+ 11.♟fe2 ♟f4
12.♟c1 ♟b6 13.♟a4 ♟xe2 14.♟c4† ♟h8
15.♟xe2 ♟a6 16.♟d3 ♟xd3 17.cxd3 c5
18.g4 c4

0–1

Ex. 6-8

F.Lee – A.Nimzowitsch

Ostend 1907

1...d5!

(2 points)

A typical operation, which weakens the white centre.

2.♟d3

White cannot win the pawn: 2.exd5 is met by 2...♟b6 and Black seizes the d5-pawn back.

2...dxe4 3.♟xe4 ♟xe4 4.♟xe4 ♟f6 5.♟d3 ♟d5=

5...♟g4!? would also be good. Black controls the d5-square and can easily attack the isolated d4-pawn.

Ex. 6-9

S.Rosenthal – W.Steinitz

Vienna 1873

1...d5!

(2 points)

This move is good here too, because White must bear in mind the threat of ...c5 followed by ...d4. Here 1...f5 would be slightly worse, since it weakens the castled position. Despite that, you get 1 point for the suggestion.

2.exd5

2.e5? c5

2...♟xd5 3.♟xd5 ♟xd5 3.c3 ♟d8=

Solutions

Ex. 6-10

B.Englisch – W.Steinitz

London 1883

1...d5!

(2 points)

2.exd5

If 2.e5, then 2...d4 3.g5 a6 4.a4
dxe5.

2...dxd5 3.dxd5 ♖xd5 4.e2 d4!

Ex. 6-11

H.Pillsbury – M.Chigorin

St. Petersburg 1895

1...f5!

(2 points)

The counter-attack in the centre is vital for Black! Otherwise White would be able to shore up his central position and then go onto the attack.

2.e5?!

This concedes Black the d5-square without any compensation.

2.♖b3?! was no better, because of 2...♗xd4 3.♗xe6† d7 4..d2 fxe4.

And 2.a3!? dxc3† 3.bxc3 fxe4 3..e2 d6

does not offer White clear compensation for the pawn.

White's best option was 2.exf5!? exf5 3.d4 ♗e7=.

2...d7 3.a3 d5 4.d4 d5† 5.♗a4† c6 6.d3 ♗b6 7.d2 ♗a6 8.d1 d4 9.f4 0-0-0 10.d3 d5†

Ex. 6-12

Z.Azmaiparashvili – A.Yusupov

Las Palmas 1993

1.c4?!

(2 points)

Playing in the centre is positionally correct.

1.g5 (1 consolation point) would be far more dangerous. After 1...d5 2.d4 d4 3.dxb7 d4h3† (or 3...♗xg5† 4.d1 ♖ab8 5.♗f3) 4.d1 ♖b8 5.d1 d4g5 Black obtains attacking chances, since the white king now has only the f-pawn as a shield.

1...dxc4 2.dxc4 ♖c8

2...♗c7!? would be interesting, meeting 3.d3 with 3...♖ad8= followed by ...b6, or even 3...d4?!

3.dxb7 ♖xc4 4.d6! ♖a4 5.d1 d4 6.d3 d6d5 7.d2 ♖b4=

Scoring

Maximum number of points is 23

20 points and above → **Excellent**

16 points and above → **Good**

11 points → **Pass mark**

If you scored less than 11 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Attacking pieces
- ✓ Trapping the queen
- ✓ Trapping the bishop
- ✓ The poisoned pawn
- ✓ Typical ideas behind traps

Diagram 7-1

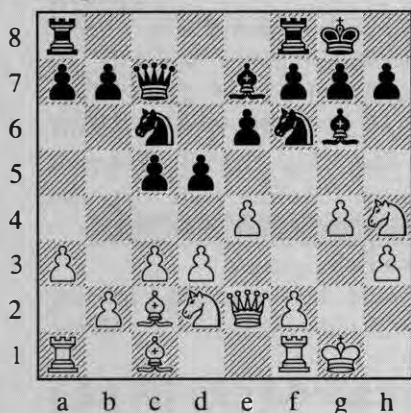
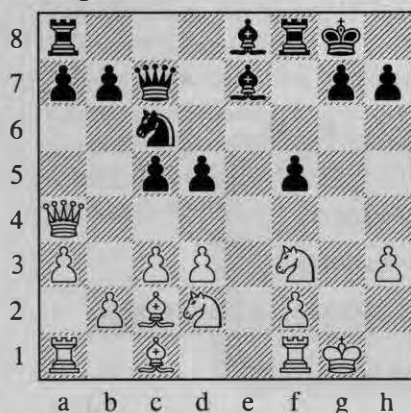


Diagram 7-2



Trapping pieces

It is not only the king which can be attacked; unprotected pieces are also excellent targets for this sort of action. If a piece is cut off from its main forces or if it has no escape squares, then there is always the danger that the opponent can trap it. Even very mobile pieces like the queen can sometimes be trapped.

In this chapter we shall be trying to exploit the unfavourable position of pieces.

Diagram 7-1

T.Petrosian – A.Kotov

Moscow 1952

Black finds an interesting combination.

1... ♖xg4! 2. ♖xg4 f5 3. exf5 exf5 4. ♖a4

Even here the queen will find no peace.

If 4. ♖g3, then 4... f4 5. ♖g4 ♗e5 6. ♖xg6 (after 6. ♖e6† comes 6... ♗f7 7. ♖f5 ♗xh4 8. d4 ♗g6 9. ♖e6† ♗h8†) 6... ♖xg4 7. ♖xf8 (7. ♖xe7† ♖xe7 8. hxg4 ♖h4 9. ♗d1 is no better, due to 9... f3-+) 7... ♖f6 8. ♖e6 ♖e5-+. The white knight is trapped, as 9. ♖xc5 is met by 9... ♗xc5 10. d4 ♖g5†.

4... ♗e8 5. ♖hf3?

Diagram 7-2

White overlooks the main threat. 5. ♖b3 ♗xh4 6. ♖xd5† was correct, and White could still fight on although his castled position has been shattered.

5... ♖a5!

The queen is lost.

0-1

Diagram 7-3

A.Lugovoi – Y.Balashov

Russian Ch, Krasnoyarsk 2003

1. ♖xf6!

White sets a trap with this strong move.

1... ♜xf6?!

Black falls into it. He had to try the alternative recapture, although prospects are not good there either: 1...gxf6 2.♗h6 ♜e8 3.♕e5 f5 4.♞h5±

2. ♗g5! ♗xf3 3. ♞d2!

A typical tactical motif. Black cannot save the queen without losing a decisive amount of material!

3...♞xd4 loses to 4.♗xh7†. And 3...♗f4 is followed by 4.♗xf4 ♗xg2 (4...♕c6 5.♗g5! ♞xd4 6.gxf3†+–) 5.♜gl+–.

Disappointed, Black resigned...

Diagram 7-3

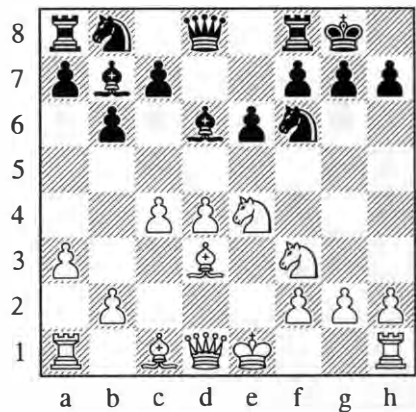


Diagram 7-4

B.Spasky – R.Fischer

World Ch(1), Reykjavik 1972

1... ♗xh2?!

A typical mistake. There is no explanation for what Fischer may have overlooked here. The correct continuation is 1...♗e7 2.h3 (2.♗d4? ♗xh2+–) 2...e5 followed by 3...♗e6= (Botvinnik).

2.g3

Now the bishop is cut off. The rescue operation will come too late.

2...h5 3.♗e2 h4 4.♗f3

Of course not 4.gxh4 ♗d6±.

4...♗e7

After 4...h3 there comes 5.♗g4 ♗gl 6.♗xh3 ♗xf2 7.♗d2!+– followed by ♗g2 and the bishop is trapped.

5.♗g2 hxg3 6.fxg3 ♗xg3 7.♗xg3

White won this ending, although subsequent analysis has shown that Fischer could still have saved the draw.

Diagram 7-4

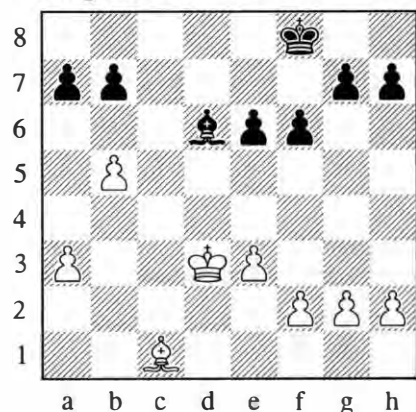


Diagram 7-5

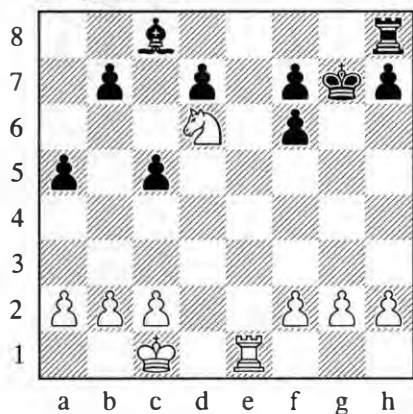


Diagram 7-5

J.Magem Badals – Z.Franco

Leon 1990

1. ♖e8!!

After 1... ♖xe8 2. ♘xe8† ♜f8 3. ♘d6 the bishop is lost.

1-0

The following typical trapping of the queen only happened because Black had taken a poisoned pawn.

Diagram 7-6

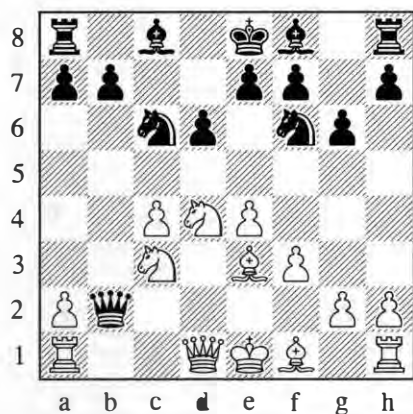


Diagram 7-6

L.Schmid – W.Sahlmann

Essen 1948

1. ♘a4!

1. ♘db5 would also be very dangerous for Black. But the move in the game is better because play is now forced.

1... ♖a3 2. ♘c1!

And Black resigned, on account of 2... ♖b4† 3. ♘d2 ♖a3 4. ♘b5!+.

The following three examples show other typical ideas for trapping a piece.

Diagram 7-7

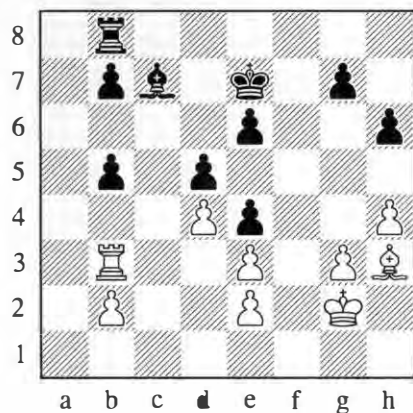


Diagram 7-7

U.Andersson – E.Torre

Biel 1977

1... b4!!

The threat is 2... ♘d6.

2. ♖xb4 b5! 3. h5

Or 3. ♖b3 b4+.

3... ♘d6 4. ♖b3 b4!

Black has achieved his aim. The white rook has been cut off. For all practical purposes, White is playing without a rook. Black can protect the e6-pawn and then stroll with the king to a4.

0-1

Diagram 7-8

H.Mortensen – K.Poulsen

Copenhagen 1992

Black does not see the trap which has been set.

1...♖h4?? 2.♘f4† ♕d2

Or 2...♕d4 3.h3! (Δ♔g3) 3...♔e5 4.♘g6†+–.

3.h3! ♔e1

3...♕c3 4.♕g3+–

4.♘g2†

4.♕g3 ♖xf4 5.♕xf4 ♕xf2 6.h4! also wins.

1–0

Diagram 7-8

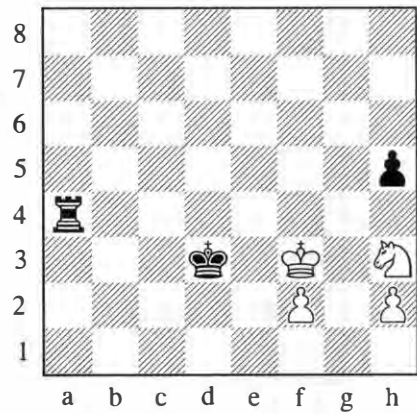


Diagram 7-9

F.Marshall – R.Swiderski

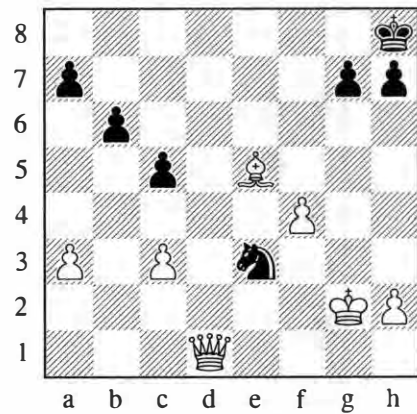
Monte Carlo 1904

1.♕f3! ♘xd1 2.c4!

The bishop cuts the knight off and 3.♕e2 will collect it.

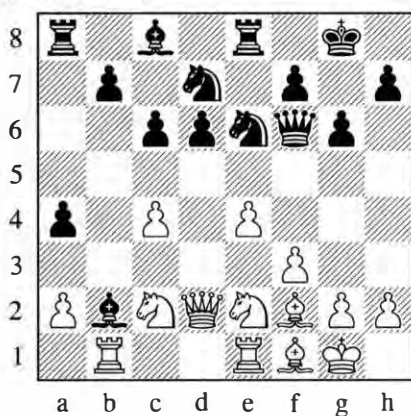
1–0

Diagram 7-9

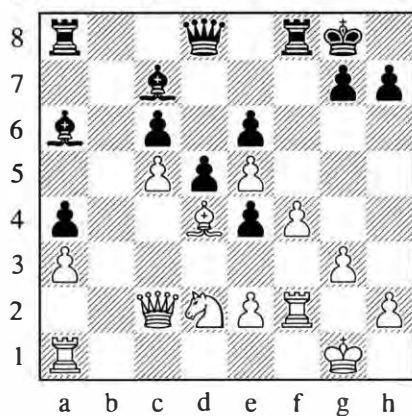


Exercises

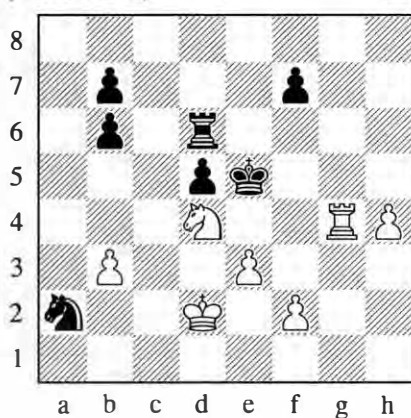
► Ex. 7-1 ◀ ★ △



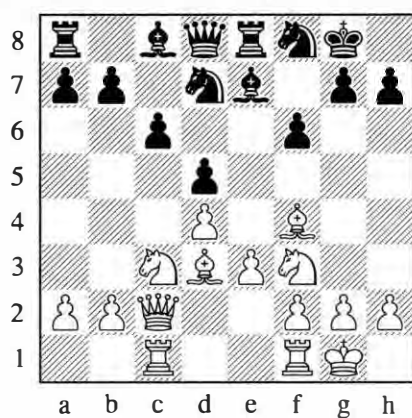
► Ex. 7-4 ◀ ★ ▼



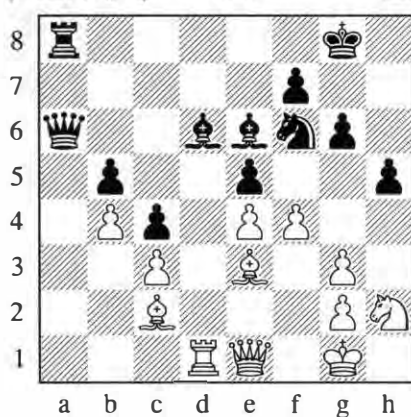
► Ex. 7-2 ◀ ★ △



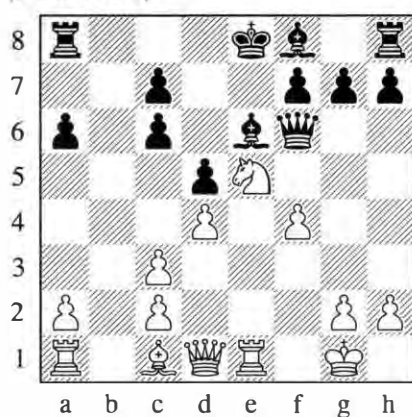
► Ex. 7-5 ◀ ★ △



► Ex. 7-3 ◀ ★★ △

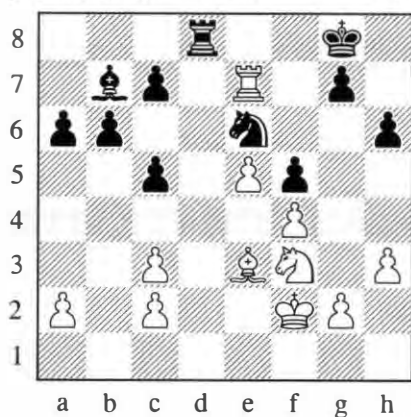


► Ex. 7-6 ◀ ★★ △

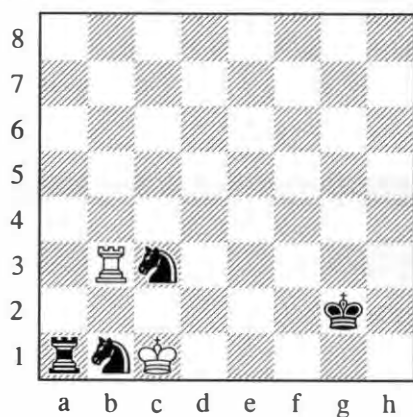


Exercises

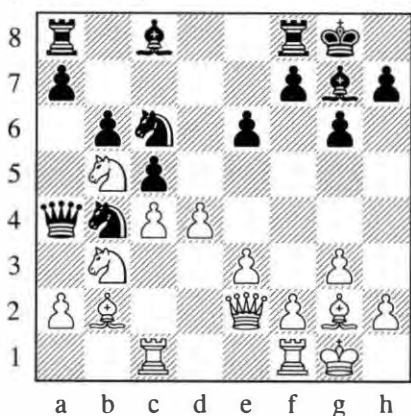
► Ex. 7-7 ◀ ★★ ▼



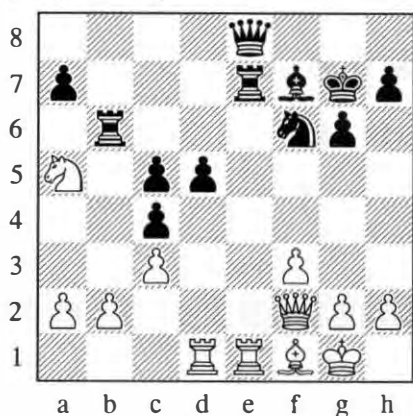
► Ex. 7-10 ◀ ★★ △



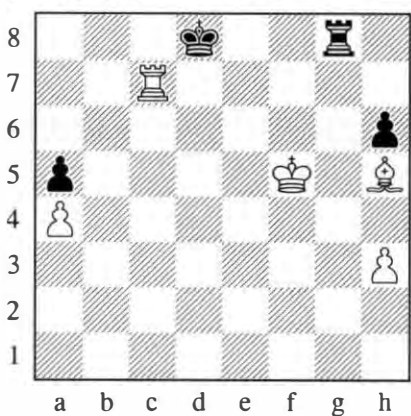
► Ex. 7-8 ◀ ★★ △



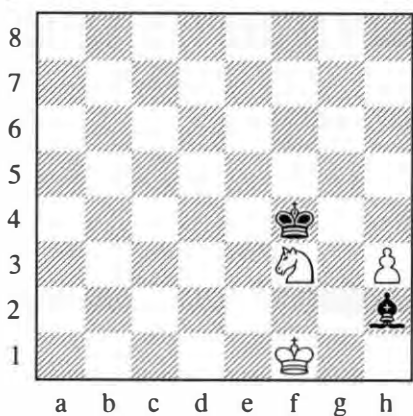
► Ex. 7-11 ◀ ★★ ▼



► Ex. 7-9 ◀ ★★★ △



► Ex. 7-12 ◀ ★★ △



Solutions

Ex. 7-1

1.♖xb2! ♖xb2 2.♜c3!+-

Next comes 3.♖b1.

(1 point)

Ex. 7-2

A.Yusupov – G.Siegel

Swiss Team Ch 2000

1.♜f3†

And then 2.♖a4.

1-0

(1 point)

Ex. 7-3

M.Blau – J.Donner

Chaumont Neuchatel 1958

1.♖xd6!! ♖xd6 2.fxex5+-

(1 point)

2...♖xe5?! 3.♙f4

1-0

(another 1 point)

Ex. 7-4

H.Pfleger – L.Keitlinghaus

Bundesliga 1986

1...e3! 2.♙xe3 d4+-

(1 point)

Ex. 7-5

K.Burger – Huendorfer

Munich 1924

1.♜xd5! cxd5? 2.♙c7

1-0

(1 point)

Ex. 7-6

Engels – Stein

Königsberg 1938

1.f5!

(1 point)

1...♖xf5

Or 1...♙xf5 2.♜g4†+-.

2.♖f1! ♖e4 3.♖f4!

1-0

(another 1 point)

Ex. 7-7

K.Darga – B.Ivkov

Hastings 1955

1...♜f8!

(1 point)

But not 1...♙d5 nor 1...♙c8, on account of 2.♜h4.

2.♙xc5

After 2.♖xe6 there follows 2...♜f7+- and the rook on e6 is trapped.

(another 1 point for this variation)

2...♜xc5+-

Ex. 7-8

V.Ivanchuk – B.Gelfand

Linares 1991

1.♜c3! ♖a6 2.a3!

1-0

(2 points)

This is the simplest solution, trapping the knight on b4.

There was the equally good, but rather more complicated: 1.a3!? ♖xb3 2.♖c3 ♖a4 3.axb4 ♙d7 (3...cxb4 4.♖a1+-) 4.♖a3 ♖xb4 5.♙c3+-

Ex. 7-9

The end of a study by

A.Gurvitch

1959

1.♖c4!!

(1 point)

1...♖g5† 2.♜e6!

(1 point)

2...♖xb5 3.h4!+-

(another 1 point)

Black is in zugzwang.

Solutions

Ex. 7-10

The end of a study by

A. Herbstmann

1934

1. ♖b2† ♕g1 2. ♖a2! ♜xa2†

Or 2... ♖xa2 stalemate.

3. ♕b2=

(2 points)

Ex. 7-11

I. Efimov – G. Georgadze

Tbilisi 1991

1... ♖xe1!

(1 point)

But not 1... ♖a6, which allows the knight to escape by 2. ♜b7! or 2. ♜b3!

2. ♖xe1 ♜a4!

(another 1 point)

Note that 2... ♜b5 would be wrong, because of 3. ♜b3!.

After 2... ♜a4! White resigned, in view of the variation 3. b4 (or 3. ♜xc5 ♖b5–+) 3... cxb4! 4. cxb4 ♜xb4–+.

Ex. 7-12

The end of a study by

A. Hildebrand

1957

1. ♕f2!

(1 point)

Not 1. ♜xh2? ♕g3= nor 1. ♕g2? ♕g3=.

1... ♕g3† 2. ♕g2+–

(another 1 point)

Black is in zugzwang.

Scoring

Maximum number of points is 21

19 points and above → **Excellent**

16 points and above → **Good**

12 points → **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Mistakes in the early moves of a variation
- ✓ Accurate calculation of variations
- ✓ Typical mistakes in calculating variations

Calculating short variations

It is more important to be able to calculate accurately short variations (3-4 moves deep) than very long variations. It is precisely in the early moves that errors frequently occur, making it nonsensical to go on to calculate long variations. A mistake on move 7 of a variation is something you can still perhaps spot and correct in good time during the game, but a mistake in the very first moves usually has fatal consequences.

Here are a few examples which show accurate calculation of short variations in practice.

R.Kasimdzhanov – V.Kramnik

Wijk aan Zee 1999

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗e7 5.♗g5 h6 6.♗h4 0-0 7.e3 b6 8.♞c1 ♗b7 9.♗xf6 ♗xf6 10.cxd5 exd5 11.♗d3 c5 12.0-0 ♘d7 13.♗f5

Diagram 8-1

White attacks the knight. But Black is not very impressed.

13...g6! 14.♗xd7

14.♗h3 is an alternative. Then Black can simply reply 14...♗g7.

14...cxd4!

A good intermediate move. 14...♞xd7?! 15.dxc5 bxc5 16.♘e4! ♗xb2 17.♘xc5 ♞e7 18.♞b1 ♞xc5 19.♞xb2 is better for White.

15.♗c6

15.♘xd4 ♞xd7 is harmless.

15...♗xc6 16.♘xd4 ♗b7 17.♞a4 ♞e7

And Black keeps things level thanks to his bishop pair.

1/2-1/2

Diagram 8-1

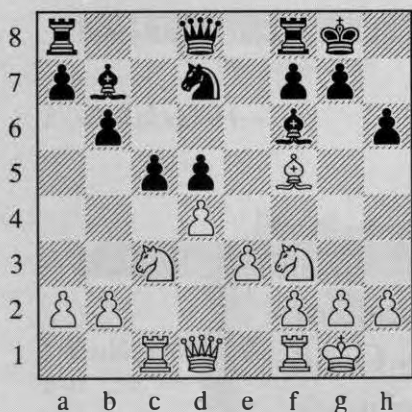


Diagram 8-2

F.Döttling – A.Yusupov

French Team Ch 2004

White has sacrificed a pawn and is hoping to be able to develop an initiative on the kingside. Black brings his forces into play.

1...♖ac8! 2.♘d4 ♖c4 3.♖g3 ♙c8!

It is important to control the f5-square. 3...♖c5? 4.♖h6 g6 would lose to 5.♘f5.

4.♖e3

Diagram 8-3

4...♖e8!

Black prepares his counterplay. 4...♖c5?! would give his opponent the chance to deliver perpetual check: 5.♖xg7! ♙xg7 6.♖g5† ♙h8 7.♖f6†=

5.f4 f6!

5...♖c5 6.♘d1 f6 is less precise.

6.♖f2

6.e6 ♖c5 is followed by 7.♘d1 ♙xe6! and Black wins.

6...fxe5

But not 6...♖c5, on account of 7.♘d3.

7.fxe5

Diagram 8-4

7...♖xe5!

Black had to calculate this tactical operation with great accuracy.

8.♘f3!

8.♖xe5?? loses to 8...♖c1†; and no better is 8.♖ge3?? ♖xe3!–+.

8...♖h5!

The only move!

9.♖g5! ♖f7 10.♖xd5 ♙h7

The tactical exchange hasn't brought Black any new gain of material, but he has opened up the play for his bishop and simplified the position. After a few more moves to consolidate, the advantage will be even clearer.

11.♘d3 h6 12.♖xe8† ♖xe8 13.♖d2 ♖c8 14.h3 ♖e7 15.♙h1 ♖f6 16.♖e3 ♖f8 17.♖e2 ♙d5–+

Diagram 8-2

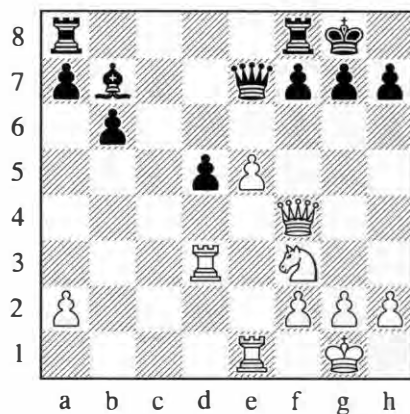


Diagram 8-3

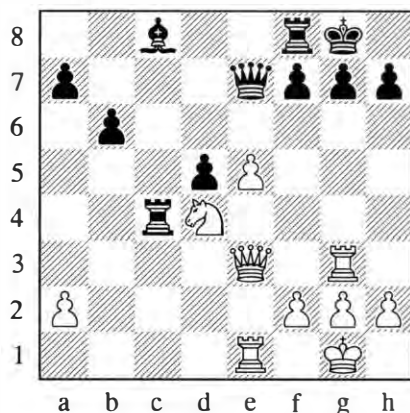


Diagram 8-4

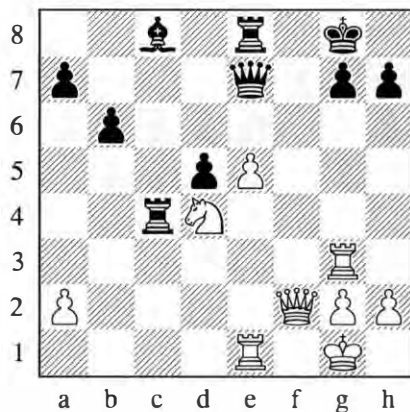


Diagram 8-5

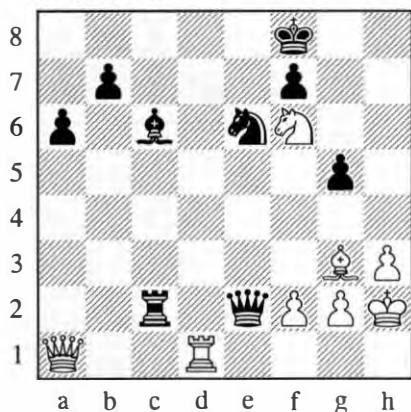


Diagram 8-5

A.Lutikov – F.Silva

Odessa 1976

1. $\text{E}d8\text{†} \text{♟}e7$

One important variation is 1... $\text{♞}xd8$ 2. $\text{♙}d6\text{†} \text{♟}g7$ 3. $\text{♞}e8\text{†} \text{♟}g6$ 4. $\text{♚}f6\text{†} \text{♟}h5$ 5. $\text{♞}g7\text{†} \text{♟}h4$ 6. $\text{♙}g3\#$.

2. $\text{E}d7\text{†}!$

White attacks in grand style.

2... $\text{♙}xd7$

If 2... $\text{♟}f8$, then 3. $\text{♙}d6\text{†} \text{♟}g7$ 4. $\text{♞}h5\text{†} \text{♟}g6$ 5. $\text{♚}f6\text{†} \text{♟}xh5$ 6. $\text{♚}xf7\text{†}+-$.

3. $\text{♞}d5\text{†} \text{♟}d8$

3... $\text{♟}e8$ would be more stubborn, but after 4. $\text{♚}f6\text{†}$ (this is even better than 4. $\text{♚}h8\text{†} \text{♞}f8$ 5. $\text{♙}d6 \text{♙}a4$ 6. $\text{♞}b6+-$) 4... $\text{♞}f8$ (or 4... $\text{♞}g7$ 5. $\text{♙}e5\text{†}+-$) 5. $\text{♙}c7+-$ there is no longer any defence.

4. $\text{♚}f6\text{†} \text{♟}c8$ 5. $\text{♞}b6\#$

Typical mistakes in calculating variations

1) Some candidate moves have not been considered.

2) The opponent's strongest defence has not been taken into account.

3) Alternatives in the early moves have simply been ignored.

4) The calculation of a variation has been broken off too soon, although the opponent still has some active moves at his disposal.

Diagram 8-6

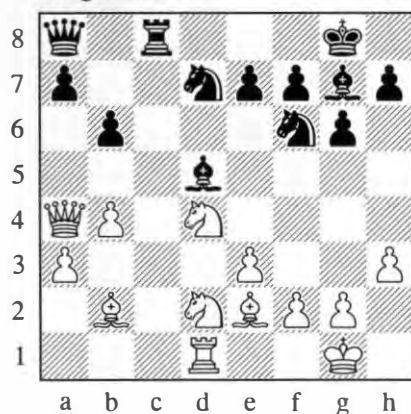


Diagram 8-6

A.Yusupov – C.Shytaj

Porto Mannu 2009

1. $e4\text{!}?$ $\text{♙}xe4\text{?}$

Black should decline the sacrifice. But he probably under-estimated White's third move.

1... $\text{♙}b7$ would maintain level chances after either 2. $\text{♞}f3$ or 2. $\text{♙}a6$.

2. $\text{♞}xe4 \text{♚}xe4$ 3. $\text{♙}f3\text{!}$

3. $\text{♚}xa7$ first would be even better, meeting 3... $e5$ with 4. $\text{♙}f3\text{!} \text{♚}f4$ 5. $g3 \text{♚}h6$ 6. $\text{♞}c6+-$.

3... $\text{♚}f4$ 4. $\text{♞}c6 \text{♙}e8\text{?}$

4... $\text{♙}c7$ would be more stubborn: 5. $\text{♞}xe7\text{†} \text{♟}f8$ 6. $\text{♞}c6\pm$

5. ♖xa7+- ♗f5

Diagram 8-7

6. ♕xf6 exf6

6... ♖xf6 7. ♖xe7+- offers no hope, so Black sets a final trap.

7. ♕g4!

But not 7. ♖xd7?? because of 7... ♗e1+ 8. ♖h2 ♗f4+.

1-0

In the test which follows you must do some short calculations. Try to avoid the mistakes mentioned above.

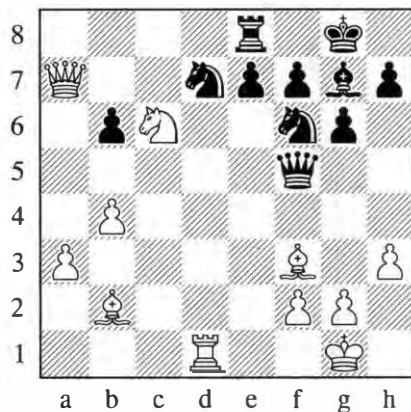
Look for active moves!

Always finish your variations with an evaluation!

Try to take into account all sensible replies by your opponent and **remain particularly on your guard during the early moves!**

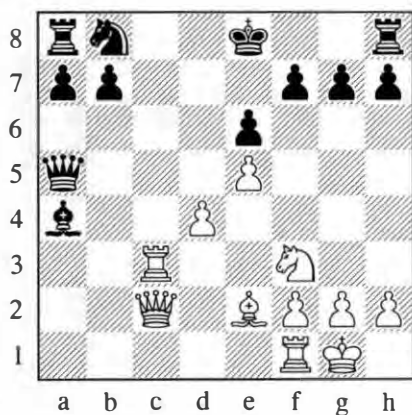
The ability to calculate short variations accurately is a sure foundation for future success in chess!

Diagram 8-7

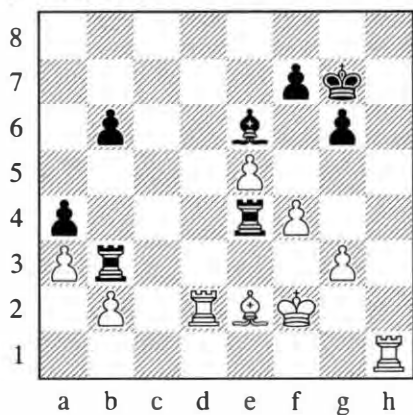


Exercises

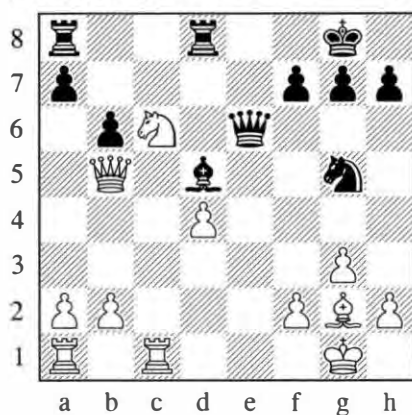
► Ex. 8-1 ◀ ★★ △



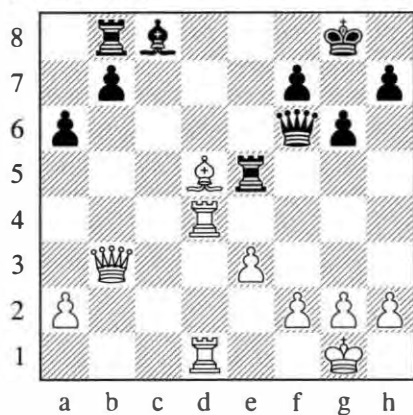
► Ex. 8-4 ◀ ★★ △



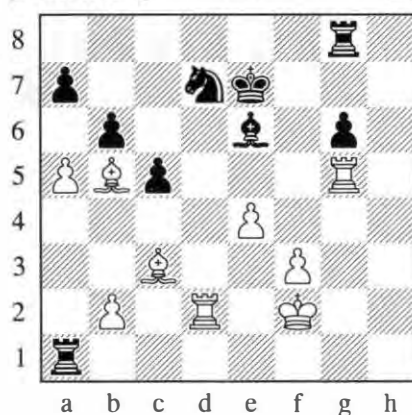
► Ex. 8-2 ◀ ★★ ▼



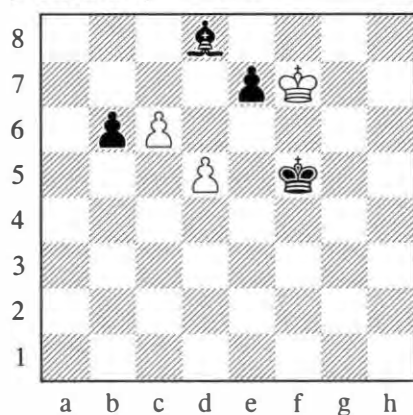
► Ex. 8-5 ◀ ★★★ △



► Ex. 8-3 ◀ ★★ △

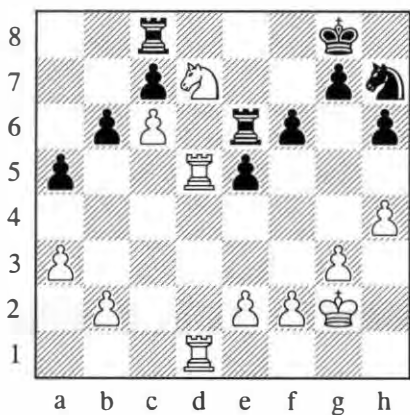


► Ex. 8-6 ◀ ★★ △

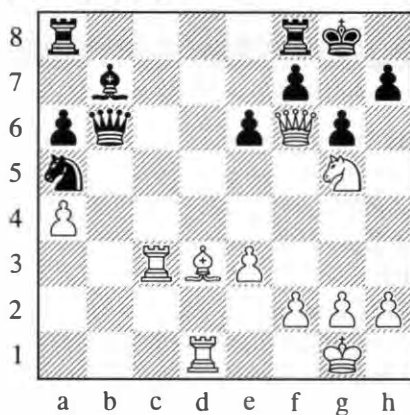


Exercises

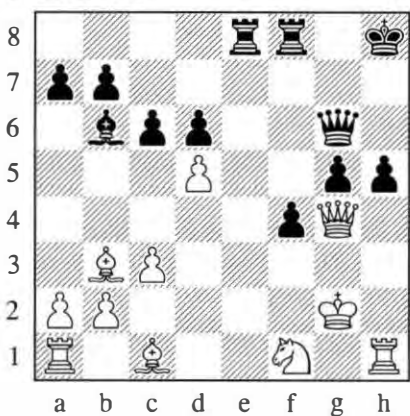
► Ex. 8-7 ◀ ★★ △



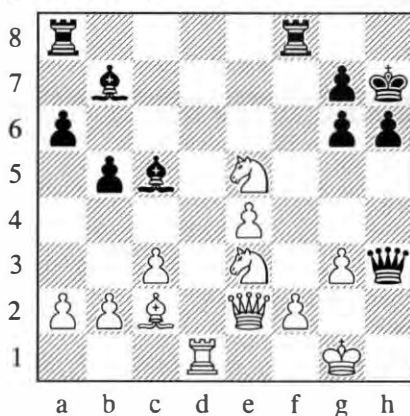
► Ex. 8-10 ◀ ★★★ △



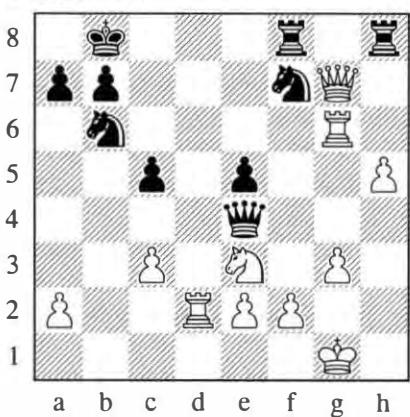
► Ex. 8-8 ◀ ★★ ▼



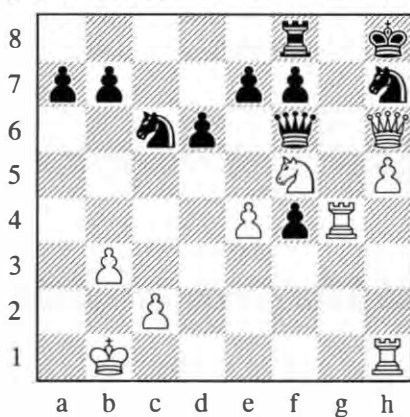
► Ex. 8-11 ◀ ★★★ ▼



► Ex. 8-9 ◀ ★★ ▼



► Ex. 8-12 ◀ ★★ △



Solutions

Ex. 8-1

Variation from the game

A.Alekhine – M.Euwe

World Ch(19), Netherlands 1935

1.♖b5!

(1 point)

But not 1.♖c8? ♘d7 2.♖b5 ♘c6! ♞. Nor would 1.♞b2 0–0± be so strong.

1...♖xb5

1...♘d7 allows simply 2.♖xa4+.

After 1...♞xb5 there follows 2.♖c8 ♘e7 3.♞c7 ♞d7 (3...♘d7 4.♞d6#) 4.♞c5+.

(another 1 point for this variation)

2.♖c8 ♘d7

Or 2...♘e7 3.♞c5 ♘d7 4.♞xh8+.

3.♞xh8+–

Ex. 8-2

R.Hübner – J.Timman

Bugojno 1978

1...♖xg2

(1 point)

But not 1...♘f3 ♘f3 3.♘xd8 ♞h3?? because of 4.♞e8#.

2.♘xd8

If 2.♞xg5, then 2...♖xc6+.

2.♘g2 is met by 2...♞h3 ♘h1 ♘f3+.

2...♞e4!

(another 1 point)

Threatening ...♘h3#.

3.h3

3.♞xg5 ♖h3 4.f3 ♞e2+–

3...♘f3+

White resigned, in view of the variation 4.♘xg2 ♘xd4 ♘h2 ♘xb5 6.♞e1 ♞xe1 7.♞xe1 ♞xd8+.

Ex. 8-3

S.Furman – E.Vasiukov

Riga 1975

1.♞xd7!

(1 point)

1.f4!?±

1...♖xd7 2.♞e5+

(another 1 point)

2...♘f7

2...♖e6 3.♖c4+; 2...♘d8 3.♞d5+; 2...♘d6

3.♞d5+.

3.♖xd7+ ♞h8 4.♘e3

1–0

Ex. 8-4

E.Geller – H.Pilnik

Saltsjobaden 1952

1.♖d1!

(1 point)

But not 1.♖f3?! on account of 1...♞ee3±.

1...♞b5

1...♞be3 runs into 2.♖c2+.

2.♖f3 ♖c4 3.♖e2+–

(another 1 point)

3...♞bc5

If 3...♞d5 4.♞xd5 ♖xd5 5.♖xc4 ♖xh1, then 6.♖b5+.

4.♖xc4 ♖xc4 5.♞hd1 b5 6.♞d4 ♖c2 ♘1d2 ♖c1 8.♞d6 ♞h1 9.♞b6 ♖c4 10.♞b8 (Δ♞dd8) 10...♞h2 ♘11.♘e3

1–0

Ex. 8-5

M.Yudovich – V.Chekhov

Leningrad 1934

1.♖xf7!

(2 points)

Only 1 consolation point for 1.♖c4± or 1.a4 – White has a better solution.

First 1.♞f4 ♞f5 and only then 2.♖xf7 (also 1 point) is not so accurate; after 2...♞xf7 3.♞d8 ♘g7 4.♞c3 ♞f6! 5.♞c7 ♘h6∞ the threat of ...♞a1 keeps Black in the game.

1...♘g7

If 1...♞xf7, then 2.♞d8 ♘g7 3.♞c3 (not 3.♞xf7? ♘xf7 4.♞cl ♞e8+–) 3...♞f6 (3...♞e7 4.f4+–) 4.♞c7+.

(another 1 point for the whole variation)

Solutions

2.♠d5 ♠f5 3.e4 ♠be8 4.f4+- ♠5e7 5.e5!?

5.exf5 would not be so clear: 5...♠e1†
6.♠xe1 ♠xd4† 7.♠f1 ♠xf4† 8.♠f3 ♠xe1†
9.♠xe1 ♠c1†

5...♠h4 6.♠g3 ♠xg3 7.hxg3 ♠c7 8.♠b3 ♠c3
9.♠f2 b5 10.♠d8 ♠xd8 11.♠xd8 a5 12.♠b8
a4 13.♠d5 ♠c5 14.♠g8† ♠h6 15.♠d8 ♠c7
16.♠e3 ♠h5 17.♠d4 ♠c2 18.♠b8 ♠d2†
19.♠c5 ♠g4 20.e6 ♠xe6 21.♠xe6† ♠xg3
22.♠d5 ♠xf4 23.♠xb5 a3 24.♠b3

1-0

Ex. 8-6

E.Pogosiants

1977

1.d6!

(1 point)

Only 1 consolation point for the variation
1.♠e8? ♠c7 2.♠xe7 ♠e5 3.♠d7 ♠d6 4.c7
♠xc7 5.♠xc7 ♠xd5 6.♠xb6=.

1...exd6 2.♠e8 ♠c7 3.♠d7 ♠b8 4.♠c8

(another 1 point)

4...d5 5.♠xb8+-

Ex. 8-7

V.Ragozin – A.Pinkus

Moscow 1946

1.♠xb6!

(1 point)

This strong move wins a pawn. 1.♠cl ± would
not be so convincing.

1...♠ce8

If 1...cxb6, then 2.♠d8† ♠e8 (or 2...♠xd8
3.♠xd8† ♠f8 4.c7+-) 3.♠xe8† ♠xe8 4.c7+-
and the threat of ♠d8 is decisive.

(1 point for this variation)

2.♠d8

Or 2.♠cl cxb6 3.c7 ♠c8 4.♠d8† ♠e8
5.♠xe8† ♠xe8 6.c8♠+-.

2...♠f8 3.♠xe8 ♠xe8 4.♠c4+-

Ex. 8-8

S.Kudrin – D.Johansen

London 1982

1...♠e4†!

(1 point)

Black has an alternative route to victory in
1...f3† 2.♠g3 ♠f2†! (but not 2...h4†? 3.♠h3±)
3.♠xf2 ♠e2†+- (1 point).

2.♠f3

Or 2.♠h2 hxg4+-.

2...♠xf3† 3.♠xf3 g4† 4.♠g2 ♠e2#

(another 1 point)

Ex. 8-9

A.Rubinstein – E.Bogoljubow

Stockholm/Gothenburg(8) 1920

The game continued: 1...♠b1†! 2.♠d1 ♠xa2
3.h6 ♠xe2? (3...♠c8 4.h7 ♠xe2†) 4.♠f6
♠a2 (4...♠h5? 4.g4!+-) 5.c4!? (5.♠xf7!? ♠xf7
6.♠d8†!±) 5...♠xc4? (5...♠c8 6.♠xf7 ♠xf7
7.♠xf7 ♠xh6±) 6.♠xf7+- ♠fg8 7.♠xc4 ♠a8
8.♠fd7 ♠xc4 9.♠xh8 1-0.

Black would have done better to play:

1...♠xh5!

(1 point)

2.♠xf8† ♠c8 3.f3

3.♠g2 loses to 3...♠b1† 4.♠e1 ♠xe1†
5.♠g2 ♠h1#.

3...♠xe3† 4.♠g2 ♠xd2

(another 1 point for this variation)

Black is clearly winning.

5.♠xf7 ♠xe2† 6.♠g1 ♠h2+-

Ex. 8-10

M.Euwe – S.Flohr

Amsterdam(8) 1932

1.♠xh7!

(1 point)

1.♠f1! (also 1 point) is equally strong. Black
has no good way of stopping the threatened
♠d4-h4, e.g. 1...♠c6 2.♠d7+- or 1...♠ad8?
2.♠xf7+-.

Solutions

1...♞f d8

If 1...♜xh7, then 2.♙xg6†!.

(another 1 point)

And now:

a) 2...♜g8 3.♞d7+- (or 3.♙h7† ♜xh7 4.e4+-)

b) 2...fxg6 3.♞d7† ♜h6 4.♞h4#

After 1...♞d8 comes 2.♞e5 ♜xh7 3.♙xg6†!+-.

2.h4!

2.♘g5+- is also good.

2...♞d7 3.h5 ♞d8 4.h6!

1-0

Ex. 8-11

B.Gurgenidze – R.Nezhmetdinov

Moscow 1957

1...♞xf2!

(1 point)

The strongest solution.

2.♜xf2

2.♞xf2 is followed by 2...♞f8 3.♞e1 (3.♘f3 ♙xe3 4.♞xe3 ♞xg3†+-; 3.♞xf8 ♙xe3† 4.♞f2 ♞xg3†+-) 3...♞f1†! 4.♞xf1 ♙xe3†+-.

(another 1 point for this variation)

2...♞h2† 3.♜e1 ♞xg3† 4.♜d2 ♞xe5

(another 1 point)

5.♘d5 ♞g5†

0-1

Ex. 8-12

H.Bach – D.Botto

T'jentiste 1975

1.♞g6!

(1 point)

1.♞xf4?! is less convincing after 1...♘e5±.

1...fxg6

Or 1...♞c3 2.♞g7+-.

2.hxg6 ♞f7 3.♞f8†!

(another 1 point)

3.gxf7 is also good enough: 3...♞xf7 4.♞g1+- 3...♞xf8 4.♞xh7† ♜g8 5.♘h6#

Scoring

Maximum number of points is 26

22 points and above → **Excellent**

18 points and above → **Good**

13 points → **Pass mark**

If you scored less than 13 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Weak squares
- ✓ Weak points
- ✓ Guidelines for play with and against weaknesses

Weak points

The subject of 'weak points' has already featured in this series of books – in Chapter 20 of *Build Up Your Chess 1* and in Chapter 4 of *Boost Your Chess 1*. Let us now return to this central theme of positional play.

During a game of chess the pawns are advanced and of course that can also lead to the appearance of weaknesses.

A square is weak if it cannot be protected by a pawn and if the opponent is able to post his pieces on it. Otherwise such a structural weakness is of no practical significance.

The concept of a 'weak point' is somewhat broader than that of a 'weak square'. It is used to describe not only a square, but also a pawn, which cannot be supported by another pawn and which is being attacked by the opponent.

The following two examples demonstrate how to provoke and exploit weaknesses in the opposing position.

Diagram 9-1

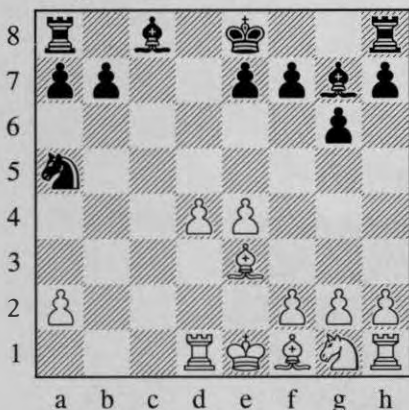


Diagram 9-1

A.Yusupov – A.Khalifman

Ubeda 1997

This ending looks level. But White possesses a powerful centre. This strong central position allows him to put his pieces on good squares.

1.♔d3 0-0 2.♘e2!

White wants – if required – to support his centre even more with the f-pawn. The knight can be activated via c3.

2...♙d7 3.♘b1!?

Threatening ♙d2. White is attempting to weaken his opponent's queenside.

3.♙c1 is less accurate and leads to massive exchanges on the c-file: 3...♙fc8 4.♙d2 e6 5.♙xc8† ♙xc8 6.♙c1 ♙xc1 7.♙xc1 ♙f8= A.Yusupov – B.Gulko, Linares 1989.

3...b6

The first success: the a6-square has been weakened.
4.♙d2 ♙fc8 5.♙a6 ♙d8

Not 5...♖c7? due to 6.♗hc1 and White wins the struggle for the c-file.

6.♗hc1 ♕c8!

With great skill, Khalifman neutralizes his opponent's initiative on the open file.

7.♕d3 ♕h7 8.♖c7

Diagram 9-2

8...♖ac8! 9.♗bc1

After 9.♗xe7 ♖f8 White would be forced to part with the exchange.

9...♖xc7 10.♖xc7 ♖c8 11.♖xc8†

11.♖xe7?! would be too risky: 11...♕f8!? 12.♖e5∞ (but not 12.♖d7? ♕b4† 13.♖d1 ♕c6-+) 12...♕b4† 13.♖d1 ♕d6 14.♖b5 ♕a6 and Black has an initiative for the pawn.

11...♕xc8

Diagram 9-3

Black has beaten off the first attack down the c-file. But White has another object of attack, the a7-pawn!

12.♖c3!± ♖c6 13.♖b5! ♕a6

Black has nothing better. If he moves the a7-pawn, the two pawns on a6 and b6 become even weaker: 13...a6 14.d5 ♖e5 15.♖a7 results in White winning a pawn.

14.♖c3!

The central pawns are very good standing together like this. White's position is without weaknesses, since the pieces secure the centre well.

Capturing the pawn is not to be recommended: after 14.♖xa7 ♕xd3 15.♖xc6 ♕xe4 16.♖xe7† ♖f8± Black gets more saving chances than in the game.

14...♖f8 15.a4 ♕h7 16.g4!

White improves his position on the kingside too.

16...♖e8 17.♕c4!

This attacks the f7-pawn and prevents the black king from coming into the centre.

17...♖b8

Black has no more useful moves.

18.♖d3

White does not want to move his central pawns too soon, so as not to weaken his position unnecessarily.

18...a6

Diagram 9-4

White has succeeded in provoking this new weakening.

Diagram 9-2

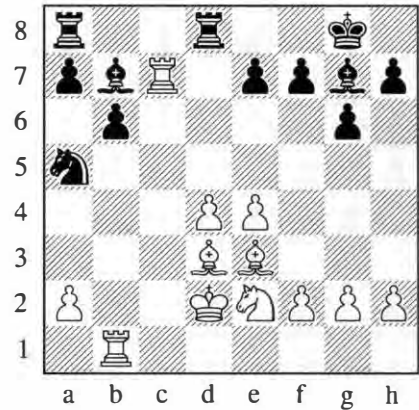


Diagram 9-3

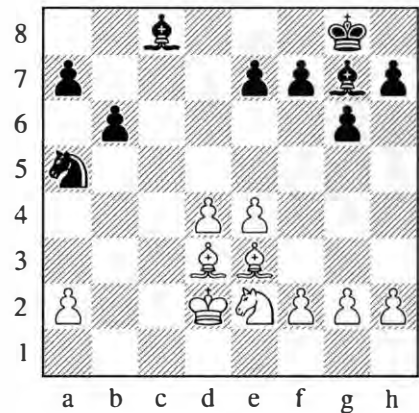


Diagram 9-4

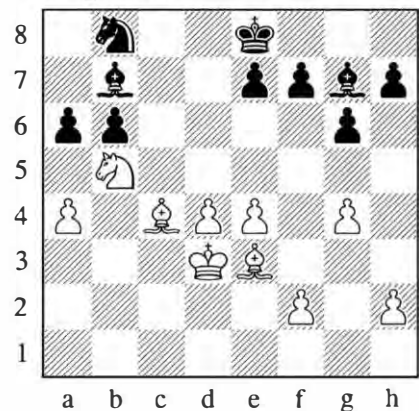


Diagram 9-5

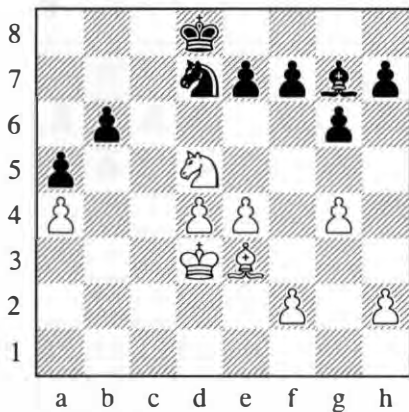
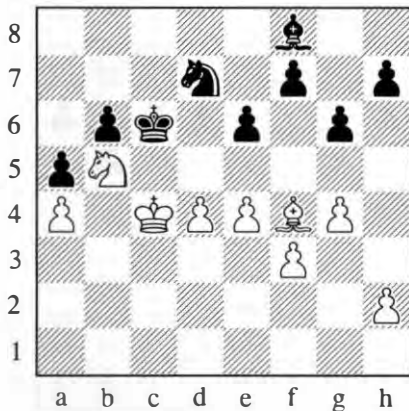


Diagram 9-6



19. $\text{d}7\text{+}$ $\text{c}8$ 20. $\text{d}5$ $\text{d}7$ 21. $\text{b}4$!

Forcing a further pawn move, since the f7-pawn is now also being attacked.

21...a5 22. $\text{d}5$!

After the exchange of bishops Black can no longer defend his weak b5-square.

22... $\text{d}5$ 23. $\text{d}5\text{+}$ —

Diagram 9-5

Strategically speaking, White is winning. The black pawns on the queenside are blockaded and weak. The white pawns in the centre are, on the other hand, mobile and strong. White aims to use the b5-square to penetrate with his king.

23...e6 24. $\text{c}3$ $\text{c}7$ 25. $\text{b}5\text{+}$ $\text{c}6$ 26. $\text{c}4$ $\text{f}8$ 27. $\text{f}4$ $\text{b}4$ 28. $\text{f}3$ $\text{f}8$

Diagram 9-6

29. $\text{d}5\text{+}$

White forces a bishop vs. knight endgame in which he is for practical purposes a pawn up.

29... $\text{exd}5\text{+}$ 30. $\text{exd}5\text{+}$ $\text{b}7$ 31. $\text{d}6\text{+}$! $\text{d}6$ 32. $\text{d}6$ g5

Forced, because otherwise White will be able to play g5 himself, after which the knight no longer has a square. But this means that the black g-pawn has now also become weak.

33. $\text{g}3$!

White needs all the reserve tempi! The waiting move 33.h3 is worse, which we shall see clearly in the comments on move 36.

33... $\text{f}6$

33... $\text{a}6$ 34. $\text{d}6$ $\text{b}7$ 35. $\text{b}5$ $\text{c}5$ 36. $\text{f}2$ $\text{d}7$ 37. $\text{d}4\text{+}$ — leads to a zugzwang position.

34. $\text{e}5$ $\text{d}7$ 35. $\text{d}4$ $\text{c}7$

Or 35... $\text{a}6$ 36. $\text{d}6$ $\text{b}7$ 37. $\text{b}5$ c .

36. $\text{b}5$ f6

The main variation would be 36... $\text{d}6$ 37. $\text{xb}6$ $\text{xb}6$ 38. $\text{xb}6$ $\text{xd}5$ 39. $\text{xa}5$ $\text{c}5$ 40. $\text{a}6$ $\text{c}6$ 41. a5 f6 42. $\text{a}7$ $\text{c}7$ 43. a6 h6 44. $\text{h}3\text{+}$ — . Another illustration of how careful you should be about moving pawns!

37. $\text{f}2$ $\text{d}6$

Or 37... $\text{b}7$ 38. $\text{d}6$ c .

38. $\text{xb}6$ $\text{c}5$ 39. $\text{xa}5$

Black has lost his queenside. The passed a- and d-pawns decide the game very quickly.

39...♖xf3 40.♙c3

Black resigned, since he cannot stop the white pawns. For example: 40...♖xh2 41.a5 ♖xg4 42.a6 ♖e3 43.a7 ♖xd5 44.♙a5+–

Diagram 9-7

A.Yusupov – B.Lalic

European Team Ch, Pula 1997

A little tactical exchange leads to a better position for White.

1.♖b3! ♖xd3 2.♙xa3 ♖b2 3.♙xa7 ♖c4† 4.♙e1!

Nothing is achieved by 4.♙d3 due to 4...♖b2† (but not 4...♖c7?! on account of 5.d5±).

4...♙xe4?

4...♙xe3 is correct: 5.♙xb7 ♖xg2† 6.♙f2 ♖c2 7.h6 ♙f8 8.♙xg2 ♖xe2† 9.♙g3 ♖xa2±

5.♙g5±

The dark squares on the kingside are weak. White entrenches his minor pieces there.

5...♙c6 6.h6

The black king is now in constant danger.

5...e5

5...♖d6!? is met by 6.♙a6±, and if 6...b5? then White has 7.d5! exd5 8.♖d4+–.

6.♙f6 exd4 7.♖xd4 ♙e8 8.♙f2 b5

Diagram 9-8

Black has not found a counter-plan. But in order to win the game, White must first secure his advantages on the kingside.

8.g4! ♖b6 9.g5 ♖d7

If 9...♙a8 10.♙xa8 ♖xa8, then 11.♙d8!+–.

10.♙e3

White could keep the bishop, but after the exchange on f6 the position of the black king becomes even worse.

10...♖xf6 11.gxf6 g5

Diagram 9-9

Black further weakens his position with this move, but in any case it was already lost.

12.♖f5! ♙f8 13.♖d6 ♖c6 14.♖e4+– ♖e6 15.♙a8 b4 16.♙d4!

Black has no defence against ♙d5 followed by ♖d6.

1–0

Diagram 9-7

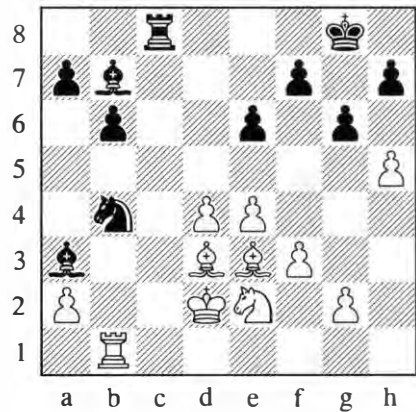


Diagram 9-8

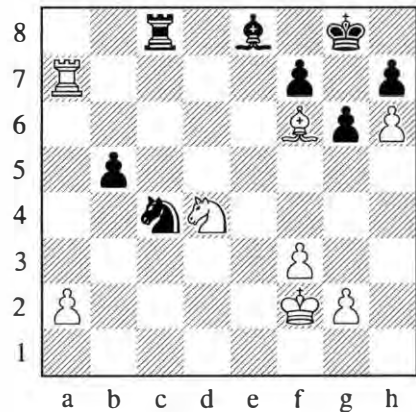
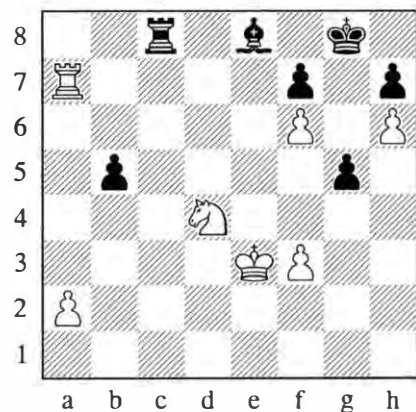


Diagram 9-9



Guidelines for play with and against weaknesses

1) Weak squares offer ideal positions for the opponent's pieces! So avoid unnecessary pawn moves. Try to protect potential weaknesses in good time.

2) Provoke weaknesses in the opposing pawn structure! Exploit the weak squares in the opposing position and post your minor pieces there. Try to entrench and support these strongly posted pieces. Then you can also attack other opposing pawns and pieces with greater ease.

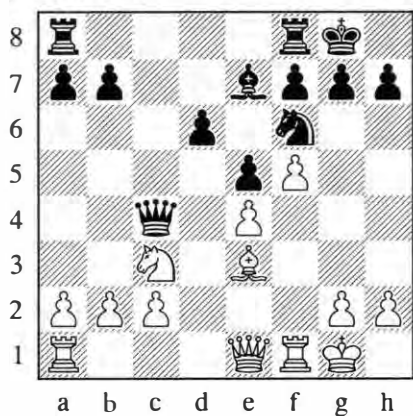
3) Exchange off those pieces of your opponent which protect his weaknesses!

4) Attack your opponent at his weak point! Try to use all your resources. Often *manoeuvring* (alternating attacks against different weaknesses or attacking from different angles or with different pieces) achieves the desired success.

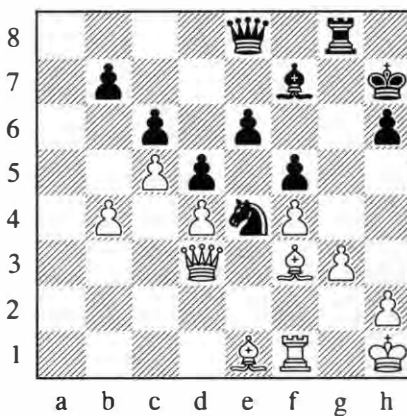
5) One weakness in your opponent's position is good, two are much better! You can then attack these weaknesses turn about and the defender is often overstretched! This is known as the *principle of two weaknesses*.

Exercises

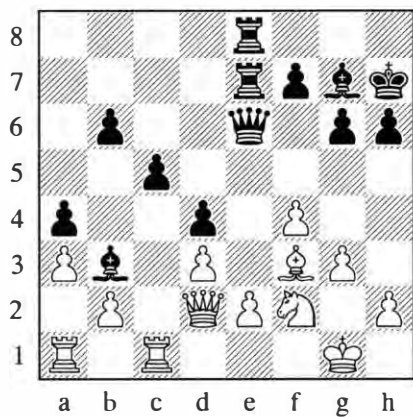
► Ex. 9-1 ◀ ★★ △



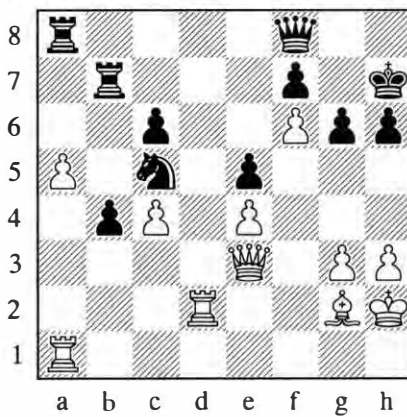
► Ex. 9-4 ◀ ★ ▼



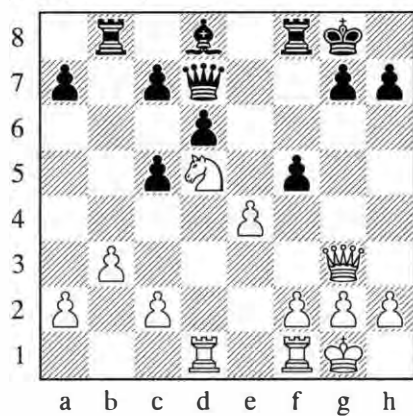
► Ex. 9-2 ◀ ★★ ▼



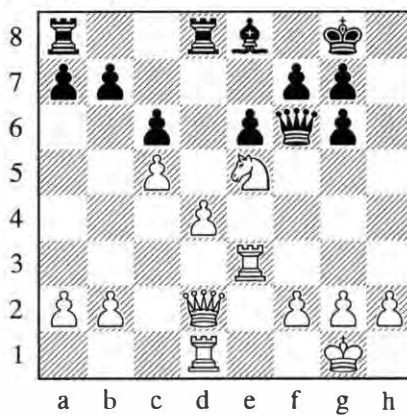
► Ex. 9-5 ◀ ★★ ▼



► Ex. 9-3 ◀ ★ △



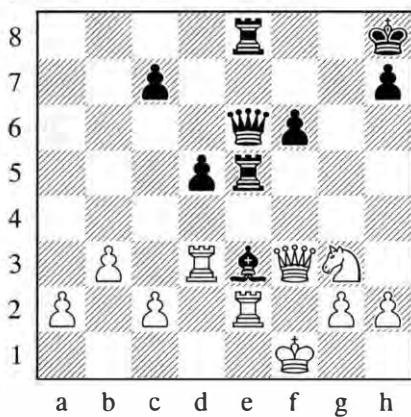
► Ex. 9-6 ◀ ★ △



Exercises

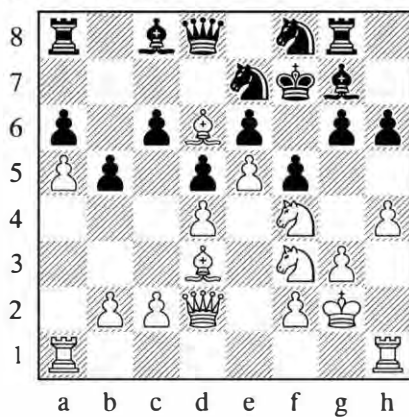
► Ex. 9-7 ◀

★



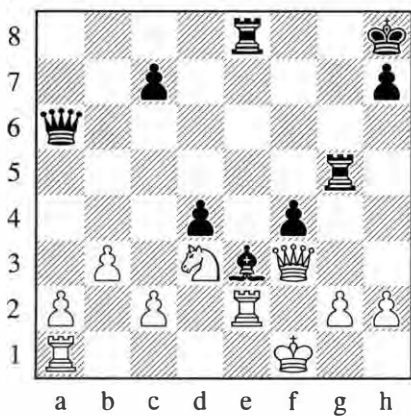
► Ex. 9-10 ◀

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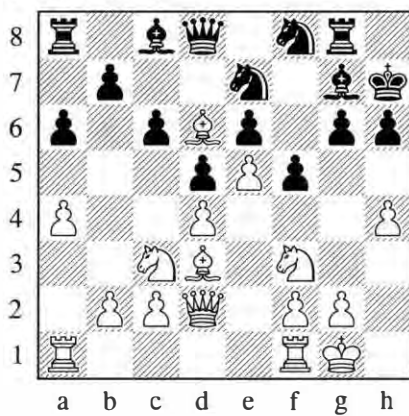
► Ex. 9-8 ◀

★★



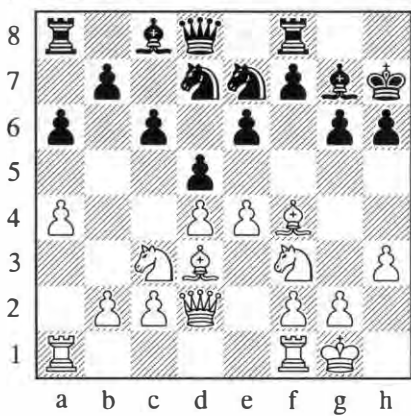
► Ex. 9-11 ◀

★★



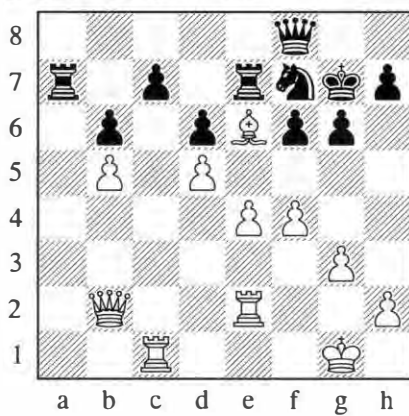
► Ex. 9-9 ◀

★



► Ex. 9-12 ◀

★★



Ex. 9-1

V.Smyslov – I.Rudakovsky

USSR Ch, Moscow 1945

1.♔g5!

(2 points)

A typical idea: White exchanges the knight which is defending the d5-square.

1.♔h4 would be wrong, because of 1...d5 2.♔g5 ♔xg5 3.♔xg5 f6+.

1...♖f8 2.♔xf6 ♔xf6 3.♔d5+ ♔d8

Or 3...♔xc2 4.♖f2 ♔a4 5.♔c7+.

4.c3 b5 5.b3 ♔c5+ 6.♔h1 ♖c8 7.♖f3 ♔h8 8.f6! gxf6 9.♔h4 ♖g8 10.♔xf6 ♖g7 11.♖g3 ♔xf6 12.♔xf6 ♖cg8 13.♖d1 d5 14.♖xg7

1-0

Ex. 9-2

N.Zubarev – A.Rubinstein

Moscow 1925

1...♔d5!

(2 points)

Black exchanges an important defensive piece and thus further weakens the e2-pawn.

1...f5! (also 2 points) would be just as good.

2.♔xd5 ♔xd5 3.♖e1 ♔h5+

The simpler 3...f5! would be very strong:

4.♖a1 b5-+

4.♔d1! ♖xe2 5.♖xe2 ♔xe2

But not 5...♖xe2? on account of 6.g4!+-.

6.♔xa4 ♖c6 7.♖b1 ♔f3 8.♔d1?!

8.♖f1 would be more stubborn: 8...♖e2

9.♔b3+

8...♖e2 9.♔f1 c4! 10.b4 cxd3 11.♖b3 ♖xf2!

0-1

Ex. 9-3

G.Levenfish – P.Dubinin

USSR Ch, Leningrad 1934

1.e5!

(1 point)

This further weakens the black pawn structure.

1...♖e8

1...dxe5?? loses immediately to 2.♔f6+.

2.exd6 cxd6+

Now Black has a backward pawn on d6.

3.♖f1 ♖e6 4.♔f4 ♖xe1+ 5.♖xe1 ♔a5

5...d5?? 6.♔xd5+-

6.♔d5! ♔d8

6...♔xe1?? 7.♔f6+ -

7.h4!+- ♖b7 8.c4 ♔f7 9.♔f3 ♔g8 10.♔e2

g6 11.h5 ♔f8 12.h6 ♔g5 13.♔b2 ♔g8 14.f4

♔d8 15.♔f6+ ♔xf6 16.♔xf6 d5 17.cxd5

1-0

Ex. 9-4

D.Bronstein – M.Botvinnik

World Ch(16), Moscow 1951

1...♔h5!

(1 point)

A piece which can still defend the light squares is of course exchanged immediately.

2.♔a3 ♔xf3+ 3.♖xf3

White's weakness on e4 is now even more pronounced.

3...♖g7 4.♔g2 ♔d8 5.♔f1 ♔f6 6.♖d3 h5!

7.h4 ♖g8 8.♖d1 ♔g7 9.♔f3 ♔h6 10.♔g2

♖a8!+

Ex. 9-5

E.Terpugov – D.Bronstein

USSR Ch, Moscow 1951

1...♔e6!

(2 points)

The simplest and safest solution: the knight is heading for d4. You get 1 point for 1...♖ba7 or 1...b3.

2.a6 ♖ba7 3.♖da2

If 3.♖a5, then 3...♔b8 followed by ...♔d4.

3.♔b6 is met by 3...♔c5!+-.

3...c5 4.h4 ♔d6 5.h5 g5 6.♔f2 ♔d4 7.♖d2

♔g8 8.♖da2

0-1

Solutions

Ex. 9-6

H.Pillsbury – M.Chigorin

Vienna 1898

1.♖c4!

(1 point)

White improves the position of his knight and transfers it to d6.

1...♗d5 2.♖d6 b6 3.b4 ♗d8 4.♗d3 ♖e7
5.♖e3 ♖c7 6.f4+

Ex. 9-7

S.Tarrasch – Em.Lasker

World Ch(2), Germany 1908

Black must back up his strong bishop on e3.

1...f5!

(1 point)

1...d4!? (also 1 point) is equally strong:
2.c3 c5

2.♗d1 f4 3.♖h1 d4 4.♖f2 ♖a6! 5.♖d3 ♗g5

Black has a powerful attack.

6.♗a1

See Ex. 9-8.

Ex. 9-8

S.Tarrasch – Em.Lasker

World Ch(2), Germany 1908

1...♖h6!

(2 points)

Black finds a new point to attack – the h2-pawn. 1...♗eg8 first is equally good.

2.♖e1

If 2.h3, then 2...♗g3 3.♖d5 f3–+.

2...♖xh2 3.♖d1!? ♖g1† 4.♖e1 ♗ge5 5.♖c6
♗5e6 6.♖xc7 ♗8e7 7.♖d8† ♖g7 8.a4 f3!–+
9.gxf3 ♗g5

0–1

Ex. 9-9

A.Alekhine – V.Mikenas

Folkestone Olympiad 1933

1.♗d6!

(1 point)

The bishop is very well placed here.

1...f5

1...♖f6 would be no better: 2.e5 ♖e8 3.♗a3
♗g8 4.♖f4+–

2.e5!?

2.exf5 is not bad either: 2...exf5 3.♗fe1 ♗e8
4.♖e2 ♗f6+

2...♗g8 3.h4 b6

For 3...♖f8? see Ex.9-11.

4.♖e2 ♖f8 5.a5 b5 6.g3 ♗h8 7.♖g2 ♖g8
8.♗h1 ♖f7 9.♖f4 ♗g8+

White has a large positional advantage.

See Ex. 9–10.

Ex. 9-10

A.Alekhine – V.Mikenas

Folkestone Olympiad 1933

1.b3!

(2 points)

Now White wants to open a file on the queenside after c2–c4 and thus also activate his major pieces, in order to better support the strong bishop.

1...♖h7 2.c4 ♗d7 3.♗ac1 ♗f8 4.♗e2 ♖c8

4...g5 loses after 5.hxg5 ♖xg5 6.♖xg5†
hxg5 (6...♗xg5 7.♖h3) 7.♗h5† ♖g7 8.♖xe6†
♗xe6 9.♖xg5†+– (Alekhine).

5.cxd5 cxd5 6.♗xf8 ♖xf8

Black has exchanged the strong bishop on d6 but it is too late; White controls the only open file.

7.♗c5+– ♖a7 8.♖d3 ♖g7 9.♗hcl ♗c8
10.♗xc8 ♗xc8 11.♖c3 ♖h7 12.♖c5 ♗g7
13.♖b6 ♖e7 14.♖c5 g5 15.hxg5 hxg5
16.♖e1! ♖g6 17.♖ed3 f4 18.♗h1† ♖g8
19.♗g4 fxg3 20.fxg3 ♖h4† 21.gxh4 gxh4
22.♖f2 ♗f7 23.♖xe6 ♖h7 24.♖d6

1–0

Solutions

Ex. 9-11

Variation from the game

A.Alekhine – V.Mikenas

Folkestone Olympiad 1933

Ex. 9-12

R.Kholmov – I.Livshin

USSR Ch, Kiev 1954

1. ♖g5!

(2 points)

White exploits his advantage in space to mount an elegant combination. 1. ♖g5! (also 2 points) is just as good: 1... ♙hg5 2. ♖xg5+–

1... ♙hg5

Or 1... ♖xd6 2. exd6 ♙hg5 3. ♖xg5! ♙h8 4. dxe7 ♖d7 5. ♖xe6+–.

2. ♖xg5! ♙h8 3. ♖f7! ♙h7 4. ♖xd8+–

1.e5!

(2 points)

The opening of the game quickly leads to victory.

1... ♖d8

Or 1... dxe5 2. fxe5 ♖xe5 3. ♖xe5 fxe5 4. ♖f1 ♖d8 5. ♖xe5! ♙h6 6. ♖f4! ♙g7 7. ♖f6! ♙h6 8. ♖f4+–.

2. exd6 cxd6 3. ♖d4 ♖ab7 4. g4! ♖e8 5. g5 ♖be7 6. f5! ♖b7 7. ♖f1 ♙h8 8. gxf6 ♖f7 9. fxg6 ♙hg6 10. ♖g2 ♖h6 11. ♖g3 ♙g8 12. ♖d3

1–0

Scoring

Maximum number of points is 19

16 points and above → **Excellent**

12 points and above → **Good**

9 points → **Pass mark**

If you scored less than 9 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Communication between pieces
- ✓ Combinations involving promotion
- ✓ Line blocking in attack
- ✓ Line blocking in defence

Diagram 10-1



Diagram 10-2



Line blocking

The aim of line blocking combinations is to disrupt the communication between opposing pieces (or between a piece and an important square).

We have already looked at line blocking in Chapter 19 of *Build Up Your Chess 1* – 'Combinations involving promotion'. Here is another spectacular example.

Diagram 10-1

V.Nenarokov – N.Grigoriev

Moscow 1923

The white rook is controlling the d-pawn, the bishop the h-pawn. After the following very startling move, one of the pieces is no longer able to carry out its task.

1...♙d6!! 2.♜xd6

The rook blocks the diagonal c7-h2. If 2.♙xd6, then simply 2...d1♚+.

2...h2

0-1

Line blocking is very often employed in the attack.

Diagram 10-2

Zhuravlev – Borissenkov

Moscow 1949

Black would like to play ...f4-f3, but the white queen protects the square. For that reason there comes first:

1...d3! 2.♙xd3

And only now:

2...f3

White cannot beat off the attack.

3.♞e3

Or 3.♞xe7 ♜h3† 4.♙g1 ♜h1#.

3...♞h1† 4.♞g1 ♞xg1†! 5.♙xg1 ♞dg8† 6.♙f1 ♞h1#

Diagram 10-3

I.Armas – A.Crisan

Calimanesti 1986

The black major pieces are protecting the h5-square. With his next move, White cuts off the link to this important square.

1.♙e5! ♜xe5 2.♙h5† ♜g6

Or 2...♜g8 3.♙xe8+-. White now wins by force.

3.♙xg6†! ♜xg6 4.f7! ♜e7 5.♜f6† ♜h7 6.♜xh6†! ♜xh6 7.f8♞

1-0

In defence too, line blocking is a dangerous weapon, which can very easily be overlooked.

Diagram 10-4

V.Tseshkovsky – A.Miles

Palma de Mallorca 1989

White was hoping that his next moves would manage to restore the balance.

1.♜c1?

1...♜xd4 would have been better: 1...exd4 2.♞f5!±

1...♙xd5 2.♞c8

White aimed to win back the piece by threatening ♞xa8 followed by ♜c8. But Black can break the line of communication between the queen and rook.

2...♜c4!! 3.♜xc4

3.♞xa8 loses to 3...♜xc1†.

3...♞xc4

Black has kept his material advantage and quickly wins the game.

4.♞d7 ♞a1† 5.♜f1 cxb3 6.♞xd6

Or 6.♞xd8† ♙g8+.

6...♙g8

0-1

Diagram 10-5

Minsk 1978

1.♙g5!

The future world champion starts a correct combination.

Diagram 10-3

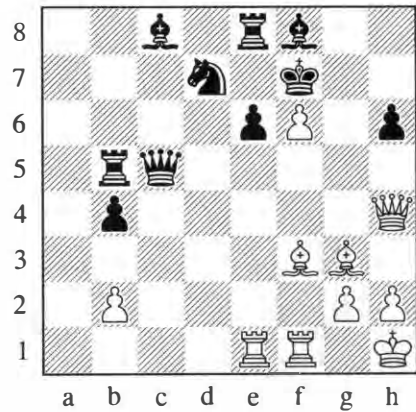


Diagram 10-4

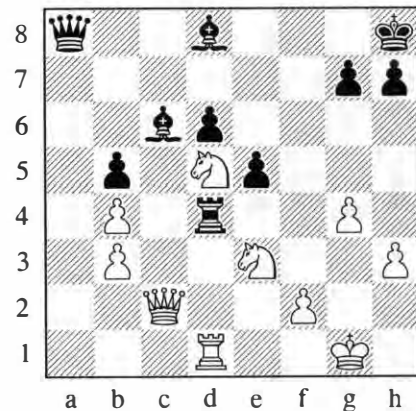
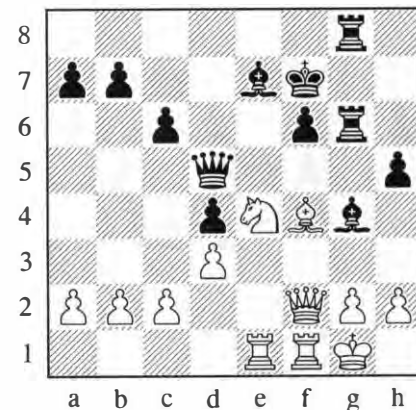


Diagram 10-5



1...♖d8

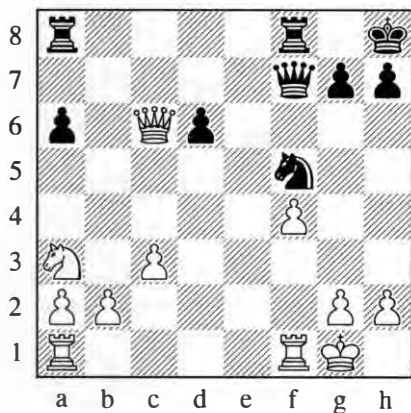
1...♖xg5 is met by 2.♘xf6. What we are interested in is the defence to this which GM Soltis quotes in his book and describes as being sufficient for equality: 2...♙f3!? – a surprising example of line blocking. We now have:

- a) 3.♖xe7†? is bad, due to 3...♙xf6.
- b) 3.g3?? loses after 3...♙xf6.
- c) 3.♘xd5? is followed by 3...♖xg2† 4.♙xg2 ♖xg2† 5.♙h1 ♖f2† with perpetual check.
- d) The correct move, which Soltis did not find, is 3.♘xg8!+–.

Did Kasparov see it during the game?

We give the rest of the game without comment.

2.♙f4 ♙e6 3.h4 ♙d5 4.g4 ♙g7 5.gxh5 fxg5 6.♙e5†
♙h6 7.hxg6 gxh4 8.♖f5 ♙xg6 9.♙h2
1–0

Diagram 10-6**Diagram 10-6****A.Anderssen – L.Paulsen**

Breslau 1877

1...♙a7† 2.♙h1

Black thought that White had overlooked his tactical idea.

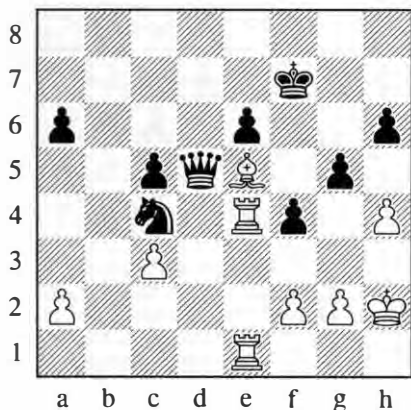
2...♘g3†! 3.hxg3 ♖f6

How can White ward off the mate threat without losing material?

4.♖f2!

White blocks the diagonal a7–g1. On account of his back rank weakness, Black cannot capture the rook.

1–0

Diagram 10-7

Here is another typical line blocking which frequently appears in praxis.

Diagram 10-7**L.Portisch – R.Fischer**

Santa Monica 1966

1...♘e3!

Black wins the exchange.

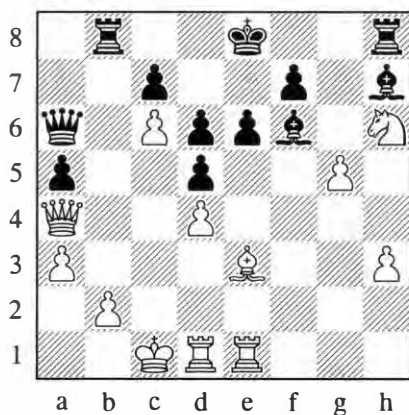
2.♖1xe3

If 2.f3, then 2...♙d2 3.♖gl ♙f2+ (Fischer).

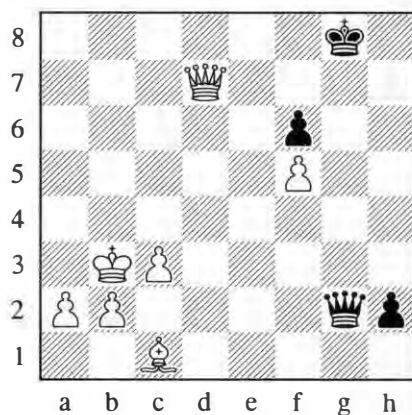
2...fxe3 3.♖xe3 ♙xa2+–

Exercises

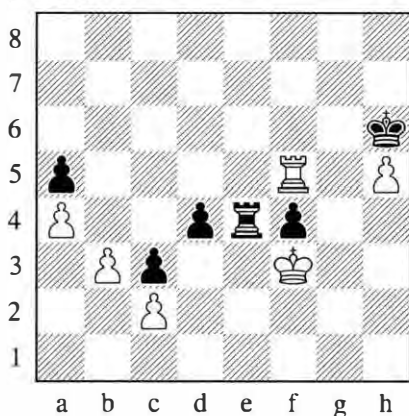
► Ex. 10-1 ◀ ★★ ▼



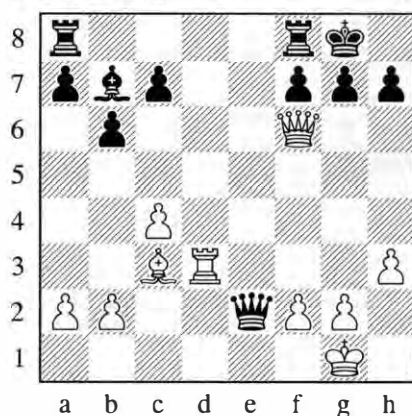
► Ex. 10-4 ◀ ★★★ △



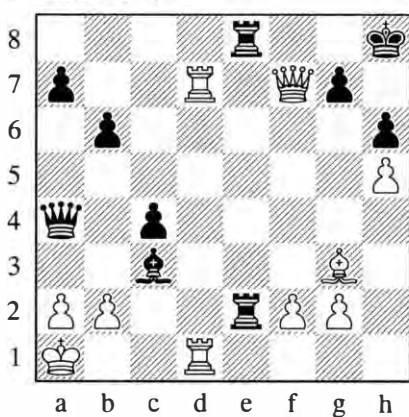
► Ex. 10-2 ◀ ★★ ▼



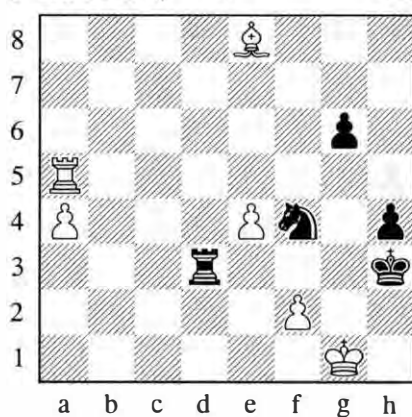
► Ex. 10-5 ◀ ★ ▼



► Ex. 10-3 ◀ ★ △

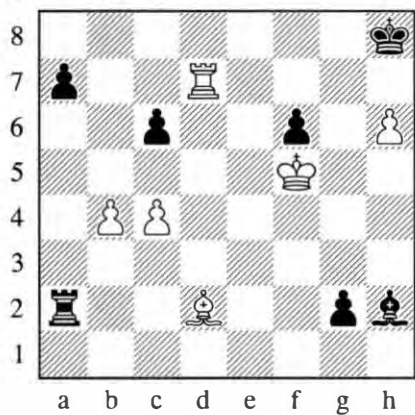


► Ex. 10-6 ◀ ★ △

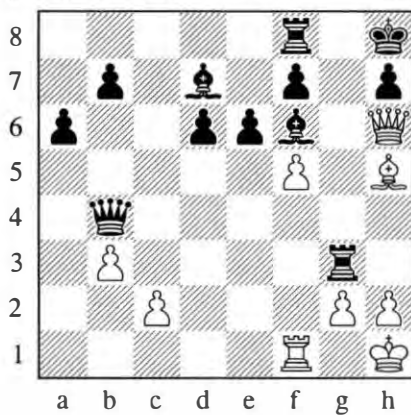


Exercises

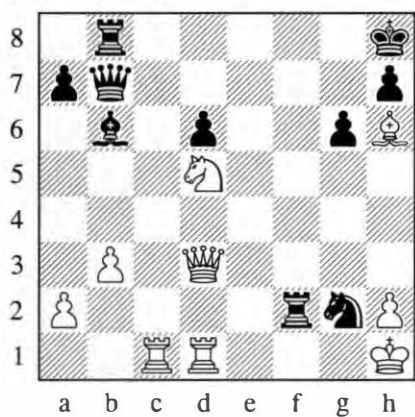
► Ex. 10-7 ◀ ★



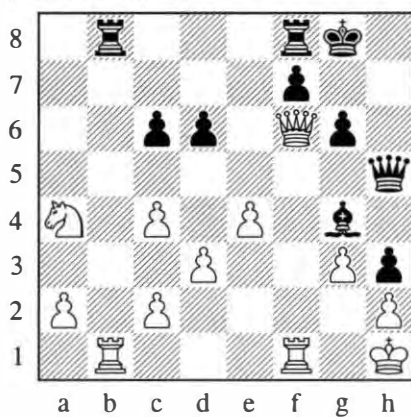
► Ex. 10-10 ◀ ★★



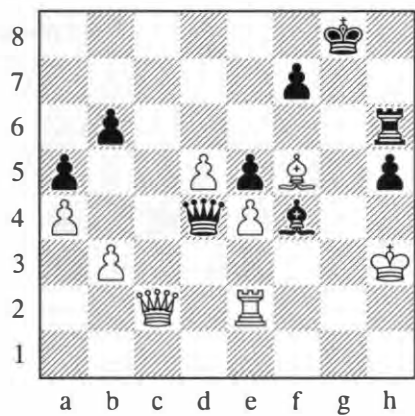
► Ex. 10-8 ◀ ★



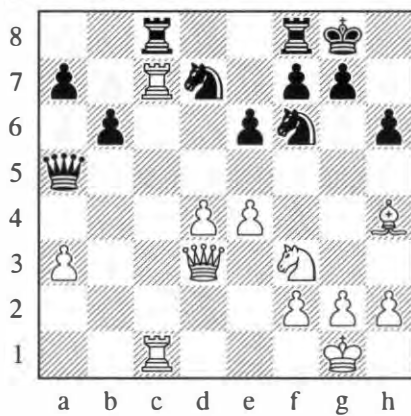
► Ex. 10-11 ◀ ★★



► Ex. 10-9 ◀ ★★



► Ex. 10-12 ◀ ★



Solutions

Ex. 10-1

B. Baum – O. Thal

West Germany 1975

1...♖b4!!

(1 point)

2. axb4 ♖c4† 3. ♔d2 ♜d3† 4. ♔c1 ♜b1†

5. ♔d2 ♜xb2†

0-1

(another 1 point)

Ex. 10-2

H. Munoz – H. Salazar

Novi Sad Olympiad 1990

1...d3! 2.cxd3

2. ♔xe4 dxc2-+

2...♖c4!!

(2 points)

Blocking the c-file.

3.bxc4

3. dxc4 is more stubborn, but also insufficient: 3...c2 4. ♖f6† ♔h7! 5. ♖f7† ♔g8

6. ♖xf4 c1♜-+

3...c2-+ 4. ♔xf4 c1♜† 5. ♔e4 ♜d1

0-1

6. ♖xa5 is met by 6...♜e1†.

Ex. 10-3

A. Miles – C. Pritchett

London 1982

1. ♔e5!!

(1 point)

Black resigned. He loses quickly in all variations:

a) 1...♖8xe5 2. ♜xg7#

b) 1...♔xb2† 2. ♔xb2-+

c) 1...♜xd1† 2. ♖xd1 ♖2xe5 3. bxc3-+

d) 1...♜xd7 2. ♜xd7 ♖2xe5 3. bxc3-+

e) 1...♔xe5 2. ♜xe8† ♔h7 3. ♜g6†-+

Ex. 10-4

V. Simagin – D. Bronstein

Moscow 1947

1. ♔g5!!

(1 point)

Blocking the g-file.

1...h1♜

After 1...fxg5 2.f6, the threat of 3. ♜g7# wins immediately.

Also hopeless is 1...♜xg5 2. ♜c8† ♔g7 3. ♜c7† ♔g8 4. ♜xh2-+.

(1 point for this variation)

2. ♜e8† ♔g7 3. ♜g6† ♔f8 4. ♜xf6† ♔g8

5. ♜d8† ♔g7 6. ♜e7† ♔g8 7. ♜e8†

Black resigned, on account of 7...♔g7 (or 7...♔h7 8. ♜g6† ♔h8 9. ♔f6#) 8.f6† ♔h7 9. ♜f7† ♔h8 10. ♜g7#.

(another 1 point for this variation)

Ex. 10-5

C. Ahues – N.N.

Berlin 1920

Black resigned! But he could still have won the game by blocking the g-file.

1...♜g4!!

(1 point)

1...gxg6?? 2. ♖g3† ♔h8 3. ♔xf6#

2.hxg4 gxf6-+

Ex. 10-6

Sergeev – A. Panchenko

USSR 1984

1. ♖d5!

(1 point)

This forces Black to exchange rooks.

1...♔e2†

1...♖xd5 2.exd5-+; 1...♔xd5? 2. ♔d7#.

2. ♔h1 ♖xd5 3.exd5 g5 4. ♔d7† g4 5. a5 ♔c3

6.a6 ♔xd5 7.a7 ♔b6 8.a8♜! ♔xa8 9. ♔c6

Black is mated next move, either by 10. ♔g2# or after 9...g4 10. ♔d7#.

1-0

Solutions

Ex. 10-7

B.Perenyi – J.Brandics

Budapest 1985

1.♔g5!!

(1 point)

Of course not 1.♔g6? g1♙†–+.

1...fxg5

1...g1♙ 2.♔xf6† ♕g8 3.h7†+–

2.♕g6

1–0

Ex. 10-8

J.Klovans – A.Tolush

USSR Team Ch, Leningrad 1962

1.♖c7!

(1 point)

Blocking the 7th rank. Black resigned, in view of 1...♔xc7 2.♖c3†+–.

Ex. 10-9

Kasperovich – Buchman

Moscow 1977

1...♖g6!!

(1 point)

Black blocks the g-file and prepares ...♖g1.

2.♖g2

2.♔xg6 ♖g1 3.♔xf7† ♕h7 4.♔g6† (or 4.♔g8† ♕h8!–+) 4...♕h6!–+

(another 1 point for this variation)

2...♖e3† 3.♕h4 ♔g5†

0–1

Ex. 10-10

M.Tal – I.Platonov

Dubna 1973

1.♔g6!

(1 point)

1.♖xf6†? ♖g7–+

1.♖xf8†? ♖g8 2.♖xf7 ♔e5 3.♖xd7 ♖h4–+

1...♖xg6

1...fxg6 2.♖xf8#

2.fxg6 fxg6 3.♖xf8#

(another 1 point)

Ex. 10-11

Zhuravlev – Kapanadse

Tbilisi 1977

1...♖xb1

1...♔f5 also wins: 2.♖be1 ♖b1!!–+

2.♖xb1 ♔f5!!

(2 points)

3.♖f1

3.exf5 ♖f3†+–

3...♖e2

0–1

Ex. 10-12

P.San Segundo – J.Dorfman

Mondariz 2000

1...♕c5!

(1 point)

A typical idea!

2.dxc5

2.♖7xc5 bxc5 3.♔xf6 cxd4!–+

2...♖xc7 3.♔xf6 gxf6 4.c6 ♖fc8–+

Scoring

Maximum number of points is 19

- 17 points and above.....> **Excellent**
- 14 points and above.....> **Good**
- 10 points.....> **Pass mark**

*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

Contents

- ✓ Lasker Variation
- ✓ 9.cxd5 Variation
- ✓ 9.♖c2 Variation
- ✓ 9.♜c1 Variation

Opening repertoire for Black against 1.d4

This chapter is only one example of how you can prepare an opening repertoire. You do not have to play the variation suggested if you do not like this opening or if you prefer more aggressive variations. However, some knowledge of typical positional ideas resulting from the opening can also be useful and will extend your positional arsenal.

Our opening repertoire against 1.d4 will be constructed around the improved Lasker Variation of the Queen's Gambit. This is a solid and reliable weapon. Black's play is strategically simple and based on sound positional foundations.

Characteristic of the Lasker Variation (1.d4 d5 2.c4 e6 3.♖c3 ♖f6 4.♗g5 ♗e7 5.♖f3 h6 6.♗h4 0–0 7.e3) is the exchange of dark-squared bishops after 7...♖e4. This exchange leads to a straight-forward situation for Black; the queen finds a secure position on e7 and in most lines the light-squared bishop is fianchettoed to b7. After the obligatory 8.♗xe7 ♗xe7, White has three main variations: 9.cxd5, 9.♖c2 or 9.♜c1.

The 9.cxd5 variation

A.Karpov – A.Yusupov

Candidates(6), London 1989

1.d4 ♖f6 2.c4 e6 3.♖f3 d5 4.♖c3

4.g3 leads to the Catalan Opening.

4...♗e7 5.♗g5

5.♗f4 is the other variation which Black should study.

5...0–0 6.e3 h6

Lasker played the immediate 6...♖e4. But in some variations the move ...h7-h6 is useful for Black.

7.♗h4

After 7.♗xf6 ♗xf6 8.♜c1 c6 9.♗d3 ♖d7 10.0–0 Black should play 10...dxc4 11.♗xc4 e5 and in that way solve the problem of the light-squared bishop – it will later come into play via the c8-h3 diagonal.

7...dxe4 8.♙xe7 ♜xe7 9.cxd5

Diagram 11-1

This forces further exchanges. 9.♙xe4 dxe4 10.♙d2 f5 is not dangerous for Black.

9...♙xc3 10.bxc3 exd5 11.♙b3 ♝d8 12.c4

White obtains a strong centre. But Black is well developed and can prepare counterplay in good time.

12...dxc4 13.♙xc4 ♙c6!

Threatening ...♙a5.

14.♙c3

The main alternative is 14.♙e2! b6 15.0-0 ♙b7 16.♝f1 ♝ac8 17.♙a4 ♙a5 (a typical idea, Black prepares ...c7-c5) 18.♝c3 c5 19.♝ac1 cxd4 20.♙xd4 ♝xc3 21.♝xc3 Computer Deep Fritz – Kramnik, Bahrain 2002. And here I recommend the active 21...♙e4 22.♙f1 (22.♙f3?! ♙b1† 23.♙d1 ♙xd1† 24.♙xd1 ♙c6=) 22...♝d6=.

14...♙g4!

Diagram 11-2

This will weaken the opponent's pawn structure.

14...♙b4 is not so strong: 15.♝c1± (Alekhine)

15.0-0

If 15.♙e2, then 15...♙xf3 16.gxf3 (16.♙xf3 is bad, due to 16...♙xd4 17.♙xb7 ♝ab8 18.♙a6 ♙f6) 16...♝d6 and Black threatens ...♙xd4+, Martinez – Guimard, Argentina 1948.

15...♙xf3 16.gxf3 ♙f6!

Black improves the position of his queen and begins preparing ...c7-c5.

17.♙e2

17.f4 ♙e7 (Δ...c5) 18.♙d3 ♝ac8± (ECO).

17...♝ac8!

Diagram 11-3

Black's plan is clear: ...♙e7 and ...c7-c5.

18.♝ab1 b6 19.♝fcl

19.♙a6 is followed by 19...♙xf3! 20.♙xc8 ♝xc8 21.♝fcl (or 21.h3 ♝d8 22.♙h2 ♝xd4 23.♝gl g6 24.♝g3 ♙xf2† 25.♝g2 ♙f3=) 21...♙e7, intending ...♙f5-h4 with an excellent initiative on the kingside.

19...♙e7=

Black has good chances on the kingside (e.g. ...♝d5-h5, ...♙h4). In the centre he should not forget the planned ...c7-c5.

Diagram 11-1

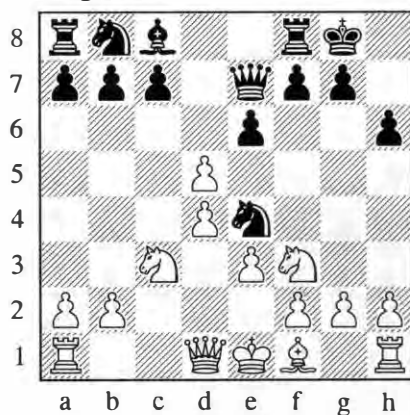


Diagram 11-2

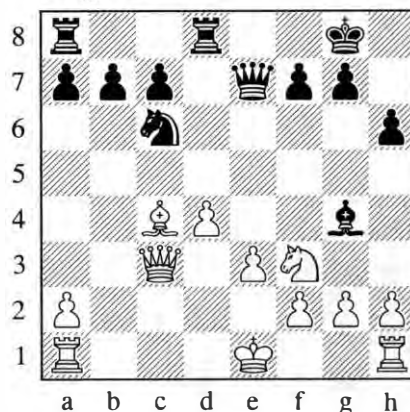
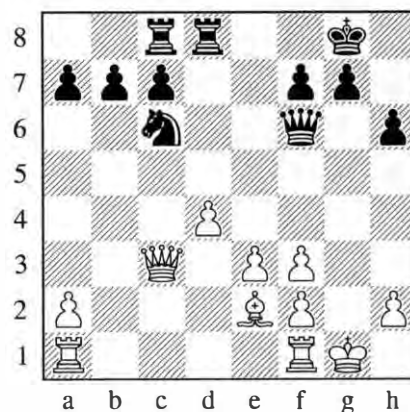


Diagram 11-3

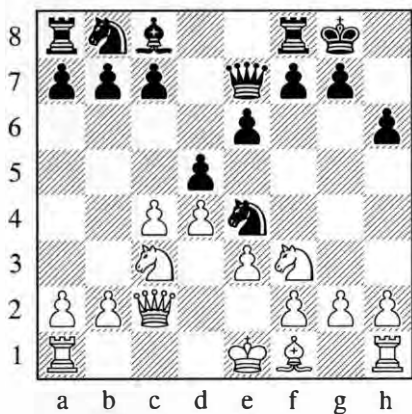
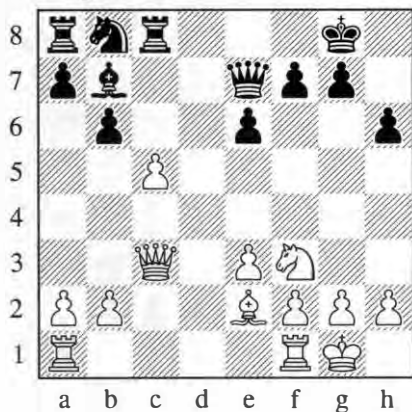


The 9. ♖c2 Variation

A.Karpov – A.Yusupov

Candidates(4), London 1989

1.d4 ♟f6 2.c4 e6 3.♟f3 d5 4.♟c3 ♟e7 5.♟g5 0–0
6.e3 h6 7.♟h4 ♟e4 8.♟xe7 ♖xe7 9.♖c2

Diagram 11-4**Diagram 11-5**

A solid system, but one which only offers White very modest hopes of an advantage.

9...♟xc3 10.♖xc3 dxc4

The simplest solution. Black will fianchetto his bishop and obtain good counterplay.

11.♟xc4 b6 12.0–0

Or 12.♖c1 ♟b7 13.♟e2 ♟d7 14.0–0 ♖fc8 15.b4 c5 16.bxc5 bxc5 17.♖a3 ♟f8 18.dxc5 ♖xc5=.

12...♟b7 13.♟e2

13.♖fd1 is followed by 13...♟d7 14.b4 c5 15.bxc5 bxc5 16.d5 exd5 17.♟xd5 ♟xd5 18.♖xd5 ♖ac8=.

13...c5!?

A strategically important move. Black could even make more preparations for this advance: 13...♖c8 14.b4 ♟d7 15.♖fc1 (15.♖fd1 ♟f6!?) 15...c5 16.dxc5 (16.bxc5 bxc5 17.♖a3 ♟f8=) 16...bxc5 17.b5 a6 and White has no advantage.

14.dxc5 ♖c8

Diagram 11-5

15.♟d4?!

After 15.b4 bxc5 16.b5 there comes 16...a6. Despite this, it is the only way for White to fight for an advantage.

15...♖xc5 16.♖a3 ♟c6!

The opponent's centralized pieces must either be exchanged off or attacked.

17.♟xc6

Black is already more active. If 17.♟b3?! then 17...♖c2 18.♟f3 ♖xa3 19.bxa3 ♖c8=.

17...♟xc6 18.♖fd1!?

18.♖fc1 would be better: 18...♖xc1† 19.♖xc1 ♖xa3 20.bxa3 ♟d5 21.♖c2=

18...♖c8! 19.♟f1

19.♖ac1? is followed by 19...♖g5 20.g3 (20.♟f1 ♟xg2!–+) 20...♖xc1 21.♖xc1 ♖d5 22.f3 ♖d2–+.

19...♟d5†

Black has a dangerous initiative.

The 9.♞c1 Variation

V.Zvjaginsev – V.Bologan

Poikovsky 2003

1.d4 ♟f6 2.c4 e6 3.♟f3 d5 4.♟c3 ♟e7 5.♟g5 h6
6.♟h4 0-0 7.e3 ♟e4 8.♟xe7 ♞xe7 9.♞c1

Diagram 11-6

A logical move, which poses Black the most problems.

9...c6 10.♟d3 ♟xc3 11.♞xc3 dxc4 12.♟xc4 ♟d7

Black must develop his light-squared bishop and has two different plans: ...e6-e5 or ...b7-b6 followed by ...♟b7 and ...c5.

13.0-0 b6

13...e5 is of course possible, but it also opens up the game for the white pieces. The text move appears to be safer.

14.♟d3

Otherwise Black has no problems developing his queenside.

14...c5

14...♟b7 is considered risky, on account of 15.♟e4 ♞ac8 16.♞c2. However, here Black can try 16...♟a6 followed by ...c5.

15.♟e4 ♞b8 16.♞a4

16.♞c2 a5 17.♞d1 ♞d8 18.♟c6 ♟b7 19.♟xb7 ♞xb7 20.♞cd3 ♞bb8 led only to a minimal advantage for White in Khalifman – Korneev, Spain 2003.

A good alternative is to meet 16.♞c2 with 16...♟a6!? 17.♞c1 ♞fc8 18.♞a4 cxd4 19.exd4 (or 19.♟xd4 ♞xc3 20.♞xc3 ♟c5 21.♞c2 ♟xe4 22.♟c6? ♞d6+) 19...♞xc3 20.♞xc3 ♟f6!.

16...♟f6!

Diagram 11-7

This strong move leads to sharp play. Previously 16...♟b7 17.♟xb7 ♞xb7 18.♞c2 a5 19.a3 was played here and after 19...♞d8 20.♞d1 ♞bb8 White is only minimally better.

17.♟c6

Black has no problems after 17.dxc5 bxc5.

17...cxd4 18.exd4

18.♟xd4 e5 19.♟f3 ♟g4 doesn't promise White any advantage.

18...a6

Diagram 11-6

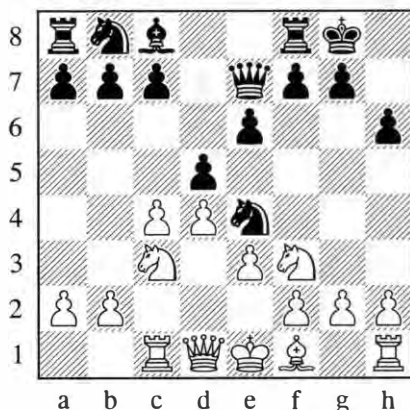


Diagram 11-7

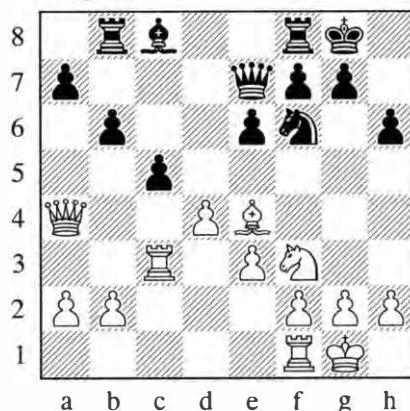
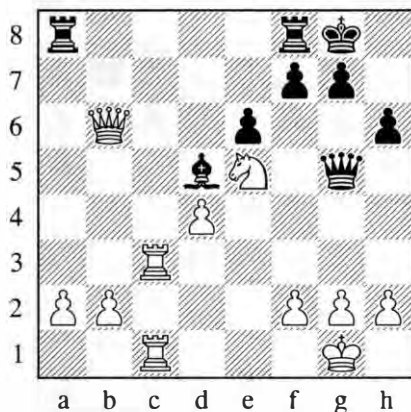


Diagram 11-8



There is also the interesting 18...b5 19.♔xb5 a6 20.♙c4 ♖xb2 21.♙b3 ♙b7.

19.♘e5 ♙b7 20.♗f1 ♘d5!

This forces equality.

21.♙xd5 ♙xd5 22.♗xa6 ♖a8 23.♗xb6 ♗g5

White now has to weaken his castled position.

Diagram 11-8

24.g3 ♖xa2 25.♘d7 ♗d2!

This gives Black enough counterplay and is stronger than 25...♗e8 26.♗c8.

26.♘xf8

Or 26.♗c8 ♖xb2! 27.♗xb2 ♗xb2=.

26...♗xb2 27.♗xb2 ♗xb2 28.♗c8 ♙b7!

28...g5?! is too optimistic. There follows 29.♘xe6† ♖h7 30.♗8c2 ♗b4 31.♘c7 ♙f3 32.d5±.

29.♘xe6†!=

White must force the draw.

29...♙xc8 30.♗xc8† ♖h7 31.♘f8†

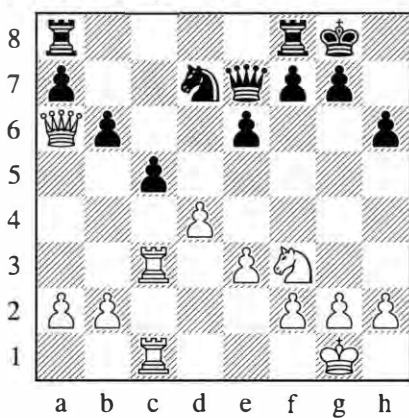
With perpetual check.

1/2-1/2

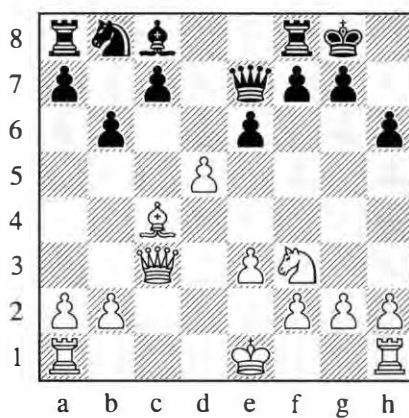
The test will help you better assimilate some of the important ideas in this opening. Think for about 5 minutes (no more than 10 minutes) and decide what you would play in the position in a game. Give only the necessary reasons for your choice. Your score is not so important. It is more important to play through on a board all the games from the test and to understand the typical ideas.

Exercises

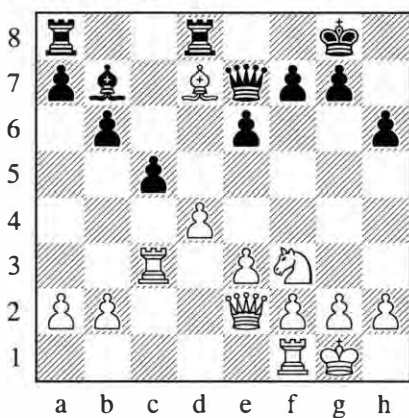
► Ex. 11-1 ◀ ★★ ▼



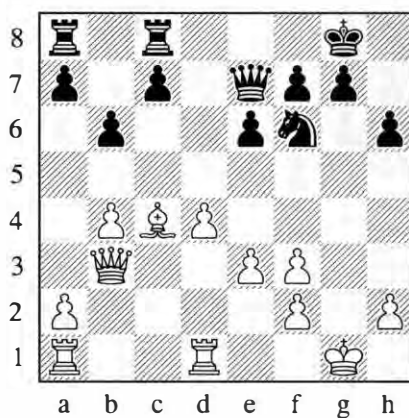
► Ex. 11-4 ◀ ★ ▼



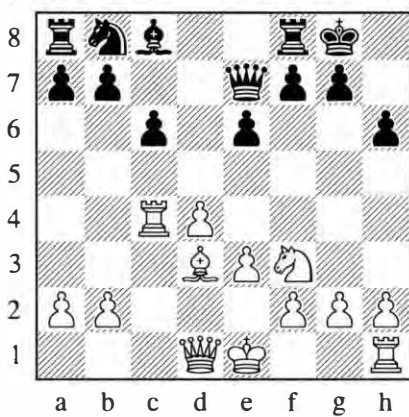
► Ex. 11-2 ◀ ★★ ▼



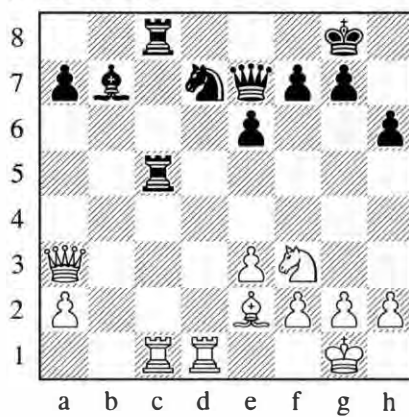
► Ex. 11-5 ◀ ★★ ▼



► Ex. 11-3 ◀ ★★ ▼

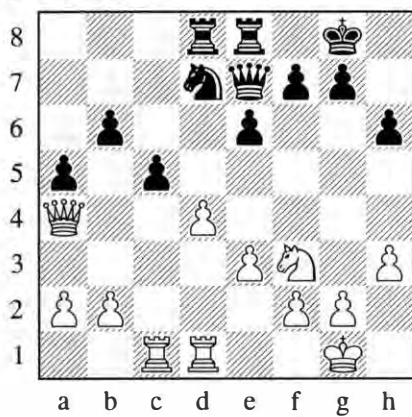


► Ex. 11-6 ◀ ★ ▼

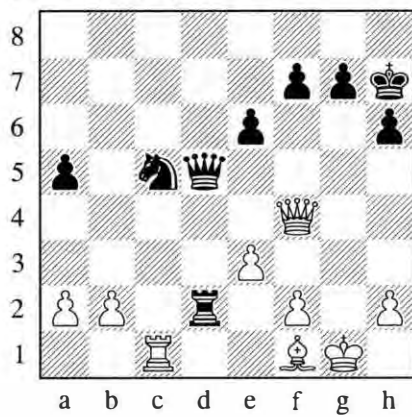


Exercises

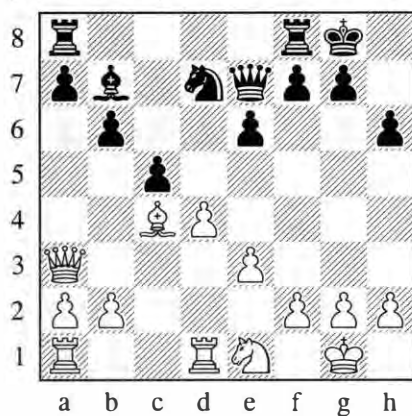
Ex. 11-7 ★



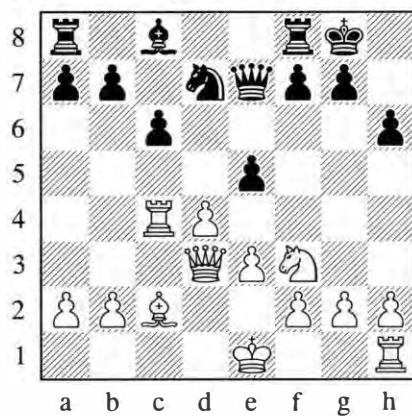
Ex. 11-10 ★★



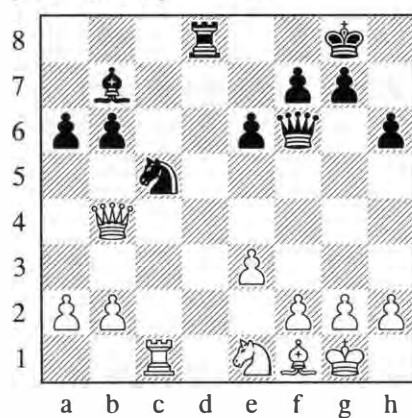
Ex. 11-8 ★★



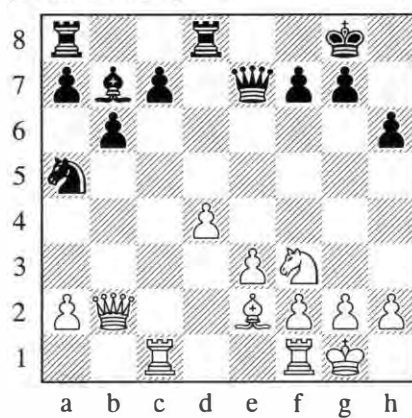
Ex. 11-11 ★★



Ex. 11-9 ★★★



Ex. 11-12 ★



Solutions

Ex. 11-1

B.Gulko – A.Yusupov

Reykjavik 1990

1.d4 d5 2.c4 e6 3.♘c3 ♙e7 4.♘f3 ♘f6 5.♙g5
0-0 6.e3 h6 7.♙h4 ♘e4 8.♙xe7 ♙xe7 9.♙c1
c6 10.♙d3 ♘xc3 11.♙xc3 dxc4 12.♙xc4 ♘d7
13.0-0 b6 14.♙e2 ♙b7 15.♙a6 ♙xa6 16.♙xa6
c5 17.♙fc1

Diagram Ex. 11-1

17...e5!

(2 points)

A typical idea. Black cranks up the pressure in the centre and achieves equality.

18.♙b7 ♙d6 19.♙c4 ♙fb8 20.♙e4 exd4
21.exd4 ♙e8 22.♙c2

½-½

Ex. 11-2

P.Cramling – A.Yusupov

Hamburg 1991

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♙e7 5.♙g5
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♙xe7 9.♙c1
c6 10.♙d3 ♘xc3 11.♙xc3 dxc4 12.♙xc4 ♘d7
13.0-0 b6 14.♙d3 c5 15.♙b5 ♙d8 16.♙e2?!
(♘16.♙c6) 16...♙b7 17.♙xd7?!

Diagram Ex. 11-2

17...cxd4!?

(2 points)

A useful tactical idea. Black avoids the weakening of his pawn structure after 17...♙xd7 18.dxc5.

18.♘xd4 ♙xd7 19.a3

19.♙fc1 ♙d5 20.f3 ♙xa2?

19...♙ac8!?

19...♙d5 20.f3 ♙ac8 21.♙fc1?

20.♙xc8 ♙xc8 21.♙d1 e5 22.♘b5

Better is 22.♘f3 ♙f5 23.♘e1?.

22...♙c6 23.f3

23.e4 ♙a6 24.a4 ♙xb5 25.axb5 ♙c2?

23...♙a6 24.a4 ♙xb5 25.axb5 ♙c2?

Or 25...♙c4?.

Ex. 11-3

S.Ionov – A.Yusupov

Oviedo (rapid) 1993

1.♘f3 d5 2.d4 ♘f6 3.c4 e6 4.♘c3 ♙e7 5.♙g5
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♙xe7 9.♙c1
c6 10.♙d3 ♘xc3 11.♙xc3 dxc4 12.♙xc4

Diagram Ex. 11-3

12...♘d7

(2 points)

Black prepares ...e5.

13.0-0 e5 14.dxe5 ♘xe5 15.♙e4 ♘xf3+
16.♙xf3 ♙e6 17.♙c4 ♙ad8=

Black has developed his forces well and can look to the future with optimism.

18.♙xe6 fxg6 19.♙e2 ♙d5 20.♙d1 ♙f6
21.♙ed4 ♙fd8 22.♙c4 a5 23.h3 ♙8d6
24.♙c3 ♙d8 25.g3 b6 26.♙1d2 ♙d7 27.a3
♘f8 28.b4 axb4 29.axb4 e5 30.♙xd5 ♙xd5
31.♙xd5 ♙xd5 32.♙c2 e4 33.♙a4 c5
34.bxc5 bxc5 35.♙b5 ♘e7 36.♘g2 h5 37.h4
♘f6 38.♘g1 g6 39.♘g2 ♘g7 40.♘g1

½-½

Ex. 11-4

E.Lobron – A.Yusupov

Munich 1993

1.d4 d5 2.c4 e6 3.♘c3 ♙e7 4.♘f3 ♘f6 5.♙g5
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♙xe7 9.♙c2
♘xc3 10.♙xc3 dxc4 11.♙xc4 b6 12.d5

Diagram Ex. 11-4

12...exd5

(1 point)

The simplest solution, although 12...c6 (also 1 point) would be just as good: 13.dxe6 ♙xe6

13.♙xd5 c6 14.♙c4 ♙b7?!

Black gets into difficulties only because of this inattentive move. Either 14...♙e8!?= or 14...♙e6!?= would be a clear improvement. Or simply first 14...♘d7! and only then 15...♙b7=.

15.♘e5!

Threatening ♘g6.

Solutions

15...b5?!

15...♟f6!?

16.♙b3 ♜c7 17.a4 ♘d7 18.♘g6 ♜fe8

19.axb5 ♜ac8 20.0-0 c5 21.♘f4±

Even better is 21.♜xa7!? c4 22.♟xc4 ♟xc4
23.♙xc4 ♜xc4 24.♜xb7 ♘c5 25.♜e7+.

Ex. 11-5

C.Lutz – A.Yusupov

Munich 1993

1.d4 d5 2.c4 e6 3.♘c3 ♙e7 4.♘f3 ♘f6 5.♙g5
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♟xe7 9.♟c2
♘xc3 10.♟xc3 dxc4 11.♙xc4 b6 12.♙e2
♙b7 13.0-0 ♜c8 14.b4 ♘d7 15.♜fd1 ♘f6!?
16.♟b3 ♙d5!? (16...c5 17.dxc5 bxc5 18.b5
♙d5) 17.♙c4 ♙xf3 18.gxf3

Diagram 11-5

18...c6!

(2 points)

After the exchange of the light-squared bishop, Black has to protect some light squares with his pawns.

19.♙f1 ♘d5

The knight is so well placed here that Black has no more problems.

20.a3 a5= 21.bxa5

But not 21.b5? cxb5 22.♙xb5 ♟g5† 23.♙h1
♘c3+.

21...♜xa5 22.♜dcl ♟d6 23.a4 ♜ca8 24.♟d1
♘b4 25.♙g2 g5 26.♙f1 ♜8a7 27.♙c4 ♘d5
28.♙b3 ♘e7 29.♜cb1 b5 30.axb5 ♜xa1
31.♜xa1 ♜xa1 32.♟xa1 ♟b4 33.♟d1
cxb5 34.h4 ♟c3 35.hxg5 hxg5 36.d5 exd5
37.♙xd5 ♘xd5 38.♟xd5 b4 39.♙h2

39.♟xg5†? ♟g7+.

39...♟c7† 40.♙g2 ♟b6 41.♟b3†

Ex. 11-6

L.Ftacnik – A.Yusupov

Bundesliga 1994

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♙g5 ♙e7 5.♘f3
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♟xe7 9.♟c2
♘xc3 10.♟xc3 dxc4 11.♙xc4 b6 12.0-0 ♙b7

13.♙e2 c5 14.dxc5 ♜c8 15.b4 bxc5 16.♜ac1
♘d7 17.bxc5 ♜xc5 18.♟a3 ♜ac8 19.♜fd1

Diagram 11-6

19...♙f8!=

(1 point)

A typical move. It is always advisable to unpin as soon as possible.

19...♟f8 would be somewhat more passive. But first playing 19...♙d5 (also 1 point) is not bad either.

20.♜xc5 ♟xc5 21.♟b2 ♘b6 22.♘d4 ♙d5
23.♙a6 ♜c7 24.a3 ♟a5 25.♟b4† ♟xb4
26.axb4 e5 27.♘b5 ♜d7 28.♘c3 ♙c6
29.♜xd7 ♙xd7 30.♙f1 ♙c6 31.f3 ♙e7
32.♙e2 ♘d5 33.♘xd5† ♙xd5 34.♙d3 ♙d6
35.♙d2 f6 36.♙c3 ♙e6 37.h4 g5 38.hxg5
hxg5

½-½

Ex. 11-7

J.Benjamin – A.Yusupov

Zürich 1994

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♙e7 5.♙g5
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♟xe7 9.♜cl
c6 10.♙d3 ♘xc3 11.♜xc3 dxc4 12.♙xc4 ♘d7
13.0-0 b6 14.♟e2 ♙b7 15.♜d1 ♜fd8 16.♙a6
♙xa6 17.♟xa6 c5 18.♟b7 ♜db8 19.♟e4 ♜d8
20.♟b7 ♜db8 21.♟e4 ♜d8 22.♟c2 a5 23.h3
♜e8 24.♟a4 ♜ad8 25.♜cc1

Diagram 11-7

25...e5!

(1 point)

We have already seen this idea in Ex. 11-1.

26.dxe5 ♘xe5 27.♘xe5

½-½

Ex. 11-8

J.Granda Zuniga – A.Yusupov

Moscow Olympiad 1994

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♙e7 5.♙g5
h6 6.♙h4 0-0 7.e3 ♘e4 8.♙xe7 ♟xe7 9.♟c2
♘xc3 10.♟xc3 dxc4 11.♙xc4 b6 12.0-0
♙b7 13.♜fd1 ♘d7 (13...♙xf3 14.gxf3 ♘d7

Solutions

15.♙b5±) 14.♘e1?! (14.b4 c5 15.bxc5 bxc5
16.d5 exd5 17.♙xd5 ♙xd5 18.♙xd5 ♙ac8
19.♙c1 ♙e6 20.♙d2 ♘f6 21.♙e5 ♙b6=
M.Tal – G.Timoshchenko, Tbilisi 1978)
14...c5 (14...e5 15.d5±) 15.♙a3

Diagram Ex. 11-8

15...a6!

(2 points)

15...♙fd8 (1 point) is met by 16.♙b5!. It is useful for Black to control the b5-square.

16.♙f1 ♙f6

Black unpins the c5-pawn. Alternatives are 16...♙fd8!? 17.♙ac1 ♘f8= and 16...♙g5!?

17.♙ac1 ♙fd8

Or 17...♙fc8 18.dxc5 ♘xc5 19.♙b4 e5=.

18.dxc5 ♘xc5= 19.♙xd8†?

Better is 19.♙b4 ♙xd1 20.♙xd1 ♙d8
21.♙xd8† ♙xd8=.

19...♙xd8 20.♙b4

20.b4? is bad, because of 20...♙d2.

See Ex. 11-9.

Ex. 11-9

J.Granda Zuniga – A.Yusupov

Moscow Olympiad 1994

20...a5!

(2 points)

Of course not 20...e5? on account of 21.♙xc5+-. After the pawn sacrifice Black starts a strong attack.

21.♙xb6

21.♙c3 ♙xc3 22.bxc3 (22.♙xc3 ♙d1
23.♘d3 ♙a6+) 22...♙d2†

21...♙d2 22.♘f3

An emergency brake.

22.f3 is followed by 22...♙h4

(another 1 point)

23.♙b5 (23.♙c4 ♙f2† 24.♘h1 ♙xb2 25.♙xc5
♙xf3!-) 23...♙xb2 (23...♙f2† 24.♘h1 ♙xf3
would not be so clear after 25.♙b8†! ♘h7
26.gxf3 or 26.♙g3) 24.♙xc5 ♙f2† 25.♘h1
♙xf3 26.♙c8† ♘h7 27.♙d3† g6 28.♙xg6†!
♘g7 29.♙c3† ♘g6 30.♙d3† f5+.

22...♙xf3 23.♙xf3

Of course not 23.♙xc5 ♙xg2+.

23...♙xf3 24.♙b8† ♘h7 25.♙g3 ♙d5†
26.♙f4?!

26.♙g2!† would be more stubborn.

See Ex. 11-10.

Ex. 11-10

J.Granda Zuniga – A.Yusupov

Moscow Olympiad 1994

26...♘e4!

(1 point)

27.♙c4

Other moves also clearly lose:

a) 27.♙g2 ♙d1† 28.♙xd1 ♙xd1† 29.♙f1
♘d2+–

b) 27.f3 ♘g5 28.♙g2 ♙xg2† 29.♘xg2
♙d2†+–

27...♙a8!

(another 1 point)

27...♙b7 would not be so good, because of
28.♙a6!.

28.♙xf7 ♘xf2+–

Or 28...♘g5+–.

29.♙xe6?

It is not often that a grandmaster overlooks a
mate in one! But the position was lost anyway:
29.♙xf2 ♙xf2 30.♘xf2 ♙b8 31.♙d3† ♘g8+–
29...♙h1#

Ex. 11-11

L.Christiansen – A.Yusupov

Bundesliga 1995

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♙e7 5.♙g5
h6 6.♙h4 0–0 7.e3 ♘e4 8.♙xe7 ♙xe7 9.♙c1
c6 10.♙d3 ♘xc3 11.♙xc3 dxc4 12.♙xc4 ♘d7
13.♙c2 e5 14.♙d3

Diagram Ex. 11-11

14...f5!

(2 points)

Only 1 point for the slightly more passive
14...g6 15.0–0±.

15.dxe5 ♘xe5 16.♘e5 ♙xe5 17.♙d4 ♙e6
18.0–0 ♘h8 19.♙d1 ♙ae8=

Solutions

Black has mobilized all his forces and tries to exploit his pawn majority on the queenside.

20.h3 c5 21.♞d6 ♜xb2 22.♞b1 ♜xa2
23.♞xb7 ♜a5 24.♜h2 ♞c8

White now forces the draw.

25.♞xh6†! gxh6 26.♜d6 ♞xb7 27.♜xh6†
♜g8 28.♞b3† c4 29.♞xc4†
1/2–1/2

Ex. 11-12

V.Kramnik – C.Lutz

Bundesliga 1994

1.♜f3 d5 2.d4 ♜f6 3.c4 e6 4.♜c3 ♞e7 5.♞g5
h6 6.♞h4 0–0 7.e3 ♜e4 8.♞xe7 ♜xe7 9.cxd5
♜xc3 10.bxc3 exd5 11.♜b3 ♞d8 12.c4 dxc4
13.♞xc4 ♜c6 14.♞e2 b6! (14...♞g4 15.0–0±)

15.0–0 ♞b7 16.♞ac1 ♜a5 17.♜b2

Diagram Ex. 11-12

17...♞ac8=

(1 point)

Preparing the standard move ...c5.

18.h3

Or 18.♞c3 c5 19.♜a3 ♜f8=.

18...c5 19.dxc5

19.♜a3 ♜f8 20.dxc5 ♞d5!?= does not promise White anything.

19...♞xc5 20.♞xc5 ♜xc5 21.♞c1 ♜e7

22.♜d4 ♜g5

Black should prefer either 22...♜f6 or 22...g6!?

23.♞g4 ♜d5

23...h5 24.♞f3±

24.♞f3 ♜d7 25.♞xb7 ♜xb7 26.♜c6±

Scoring

Maximum number of points is 21

18 points and above → **Excellent**

14 points and above → **Good**

11 points → **Pass mark**

If you scored less than 11 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The pawn in your own half of the board
- ✓ Defensive method
- ✓ 'Combined method'
- ✓ The rule of 6
- ✓ Knight's pawns
- ✓ Central pawns
- ✓ Rook's pawns
 - The Vancura defence

Simple rook endings 2

We recently took a look at this subject in Chapter 5 and we shall now study some more simple rook endings (rook and pawn versus rook). It is very important to be familiar with these theoretical positions, so that when you have a complicated position you have a good idea of what sort of ending to aim for.

We shall examine two different type of ending: positions with the pawn in our own half of the board and positions with an advanced rook's pawn.

The pawn in your own half of the board (with the opposing king cut off)

The following example illustrates some of the most important methods employed in such situations:

- 1) in defence: *frontal attack, transition to a pawn ending, cutting off the king horizontally;*
- 2) in attack: the 'combined method'.

Diagram 12-1



Example 1 =

Diagram 12-1

The threat is ♔c3-b4.

Let us first examine a typical defensive idea: the *frontal attack*.

A) 1...♖c8?

An attempt to employ the frontal attack fails in this case, because **the king is badly placed on e7!** If the king were on e6, the position would be drawn! This will not become clear until move 6. Despite that, **the frontal attack is an effective method whenever there are at least three ranks between the pawn and the rook.**

Black would do better to start with 1...♔e6 – see variation C below.

2.♕b4 ♖b8†

2...♖d8 is too late, in view of 3.♖x8 ♔xd8 4.♕b5!+–.

3.♕a5

This is the so-called '*combined method*'. The king advances as far as possible (onto the second square of the diagonal on which the pawn is placed – in this case to a6), after which the rook defends the pawn.

3...♖c8

If 3...♖a8? then 4.♕b6 ♖b8† 5.♕c7+–.

4.♕b5 ♖b8† 5.♕a6 ♖c8 6.♖d4!

Diagram 12-2

6...♕e6

Threatening ...♕e5. If the king were already on e6, the position after 6...♕e5 would be a draw.

7.♕b7! ♖c5

7...♕e5 is met by 8.♖d5!†+–.

8.♕b6 ♖c8 9.c5+–

You already know from Chapter 5 how to win such positions: after a few moves we reach the 'bridge' position.

But in the starting position (Diagram 12-1) Black actually has several ways to reach a draw.

B) 1...♖d8!

Diagram 12-3

Here the simplest solution is *the transition to a pawn ending*. If White does not agree to the exchange of rooks, the black king gets in front of the pawn and Black can employ the Philidor defence – see Chapter 5.

2.♖xd8

2.♖h1 ♕d7 3.♕b4 ♖g8 4.♕b5 ♖g6=

2...♕xd8 3.♕d4 ♕c8!=

C) 1...♕e6!

Diagram 12-4

This move improves the position of the king for a frontal attack and is also sufficient for a draw. The optimal position for a frontal attack is rook on c8 and king on e6 or e5.

2.♕b4

After 2.c5 Black has a choice of ways to draw:

a) 2...♕e7! 3.♕c4 ♖d8!=

b) 2...♖h4! (**cutting off the king horizontally** is an important resource for the defence) 3.c6 ♕e7 4.c7 ♖h8=

2...♖b8† 3.♕a5 ♖c8!

The frontal attack now leads to a draw.

4.♕b5 ♖b8† 5.♕a6 ♖c8 6.♖d4 ♕e5! 7.♖d5†

7.♖h4 ♕d6 8.♕b5 ♖c5†=

7...♕e6 8.♕b5 ♖b8† 9.♕a4 ♖c8 10.♕b4 ♖b8†

Diagram 12-2

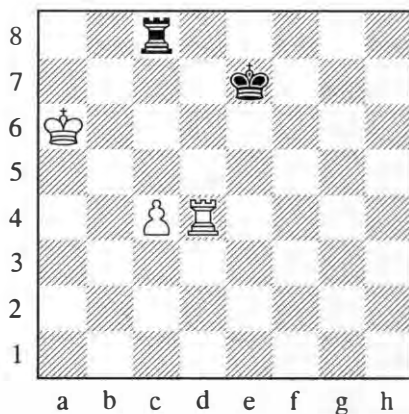


Diagram 12-3

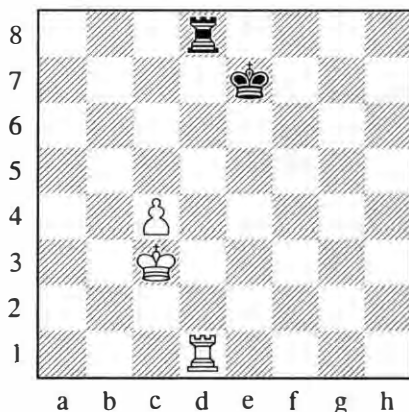


Diagram 12-4

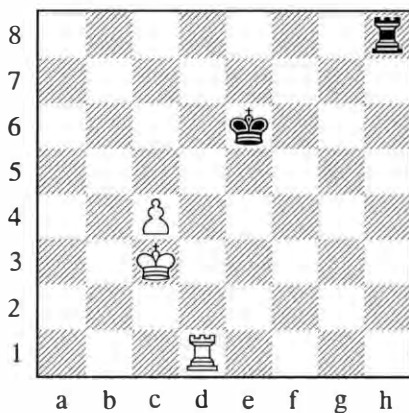


Diagram 12-5

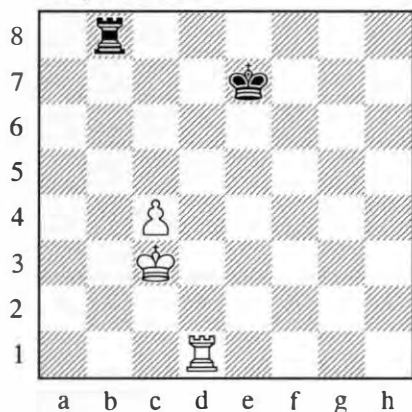
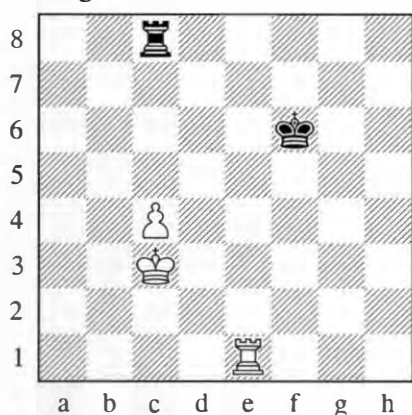


Diagram 12-6



Example 2 +-

11. ♖b5 ♜h8 12. ♜b7 ♘d6

Or 12... ♜c8=.

13. ♘b5 ♜h5†

13... ♜c8=

14. ♘b6 ♜c5! 15. ♜d7† ♘xd7 16. ♘xc5 ♘c7!=

D) 1... ♖b8!=

Diagram 12-5

This is also good enough for a draw, since 2.c5 can be answered by 2... ♜d8.

The rule of 6

With a **central pawn** (c, d, e or f), a useful guide to the assessment of the position is given by adding the rank the pawn is on to the number of files by which the defending king is cut off. If the total is at least 6, then the position is won.

Diagram 12-6

Here the pawn is on the 4th rank and the opposing king cut off two files away; the total of 4 (ranks) + 2 (files) is 6, and White is winning.

1. ♘b4 ♜b8† 2. ♘a5 ♜c8 3. ♘b5 ♜b8† 4. ♘a6!

White employs the 'combined method'.

4... ♜c8 5. ♜c1

Another route to victory is 5. ♜e4 ♘f5 6. ♜h4 ♜a8† (6... ♘e6 7. ♘b7 ♜c5 8. ♘b6 ♜g5 9. c5+–) 7. ♘b7 ♜a4 8. ♘b6 ♘e6 9. ♘b5 ♜a1 (9... ♜a8 10. c5+–) 10. ♜h7+–. A very effective attacking method – cutting off the king horizontally.

5... ♘e6

Or 5... ♘e7 6. ♘b7 ♜c5 7. ♘b6 ♜h5 (7... ♜c8 8. c5+–) 8. c5 (8. ♜d1+–) 8... ♘d8 9. ♜d1† ♘c8 10. ♜g1+–.

6. ♘b7!

But not 6.c5? and now:

a) Black must avoid 6... ♘d5? 7. ♘b6 ♜c6† (7... ♜b8† 8. ♘c7+–) 8. ♘b5 ♜c8 9. ♜d1†+–.

b) Correct is 6... ♘d7! 7. ♘b7 ♜c7† 8. ♘b6 ♜c6† 9. ♘b5 ♜h6= with a transition to the first Philidor defence.

6... ♜c5 7. ♘b6 ♜h5

7... ♜c8 8. c5 ♘d7 9. c6†+– (or 9. ♜d1†+–)

8. ♜d1+–

Or 8.c5 ♘d7 9. c6† ♘c8 10. ♜a1+–.

Knight's pawns

Diagram 12-7

Here too, the black king is cut off two files away from the white pawn, but the combined method cannot be used with the knight pawn.

1.♔c4

After a waiting move such as 1.♞d2 Black should also wait with 1...♔e5!. The squares e6 and e5 are ideal for the king when we are employing the frontal attack. Then after 2.♞d7:

a) 2...♔e4?? is wrong, due to 3.♞d6+- (3.♔c4 also wins). Cutting off horizontally is often more dangerous than vertically.

b) The only correct move is 2...♔e6!= and now:

b1) 3.♞c7 ♔d6 4.♞c5 ♖h8 5.♔c4 ♖g8 (but not 5...♖b8? 6.b5+-) 6.♔b5 ♖b8+=

b2) 3.♞a7 ♔d6 4.♔a4 ♔c6 5.♔a5 ♖b5+=

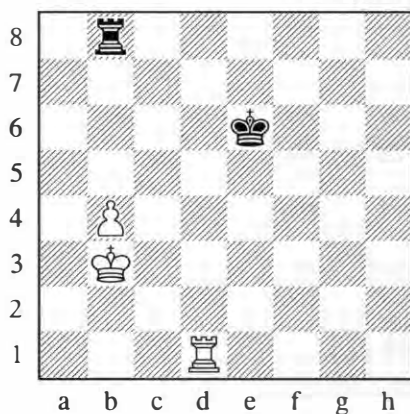
1...♞c8† 2.♔b5 ♖b8†

The frontal attack brings Black the draw.

3.♔c5 ♞c8† 4.♔b6 ♖b8†=

This example shows why the rule of 6 cannot be used in situations with a knight's pawn.

Diagram 12-7



Example 3 =

Central pawns

Diagram 12-8

A. Cheron

1926

Positions with a central pawn in which the defending king on the short side have some particular features.

1.♖b2!

Black has the optimal position. To win the game, White must pass to black the obligation to move.

The combined method, on the other hand, does not suffice for a win: 1.♔e4 ♖e8† 2.♔f5 ♞d8 3.♔e5 ♖e8† 4.♔f6 ♞d8 5.♞d1? ♔b6 6.♔e7 ♞d5 7.♔e6 ♖h5 8.♞c1 ♖h6†=

1...♔a4 2.♖b7

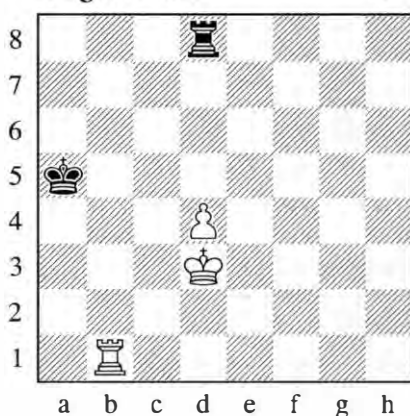
2.d5?? is premature, on account of 2...♞xd5† 3.♔c4 ♔a3!=.

2...♔a5 3.♖b1

Black is in zugzwang. Any move only worsens his position.

3...♔a6

Diagram 12-8



Example 4 +-

Diagram 12-9

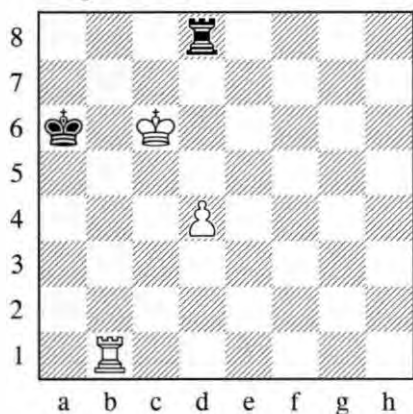
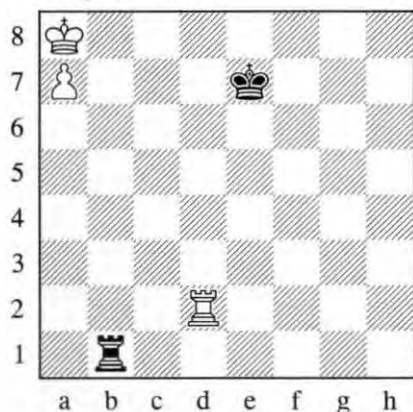
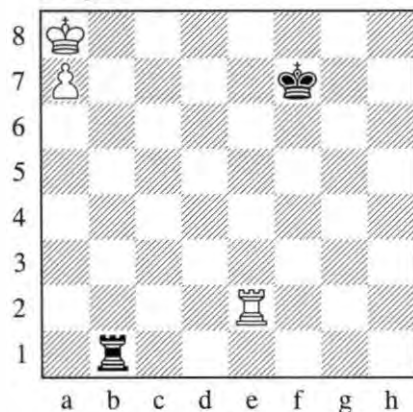


Diagram 12-10



Example 5 =

Diagram 12-11



Example 6 +

3...♖d7 shortens the distance between pawn and rook. There follows 4.♗e4 ♜e7† 5.♗f5 ♖d7 6.♗e5 ♜e7† 7.♗d6+.

3...♗a4 is met by 4.d5! ♜xd5† 5.♗c4+.

If 3...♜h8 4.d5 ♜h4, then 5.d6! ♗a6 (5...♜h6 6.♗d4 ♜xd6† 7.♗c5+; 5...♗a4 6.d7 ♜h8 7.♗c4+; 5...♜g4 6.d7 ♜g8 7.♗d4 ♖d8 8.♗c5+; 6.d7 ♜h8 7.♗d4 ♖d8 8.♗d5 ♜xd7† 9.♗c6!+). White keeps on exploiting the position of the black king on the edge of the board.

4.♗e4 ♜e8† 5.♗f5 ♖d8 6.♗e5 ♜e8† 7.♗d6! ♖d8† 8.♗c6!+.

Diagram 12-9

Because of the threat of mate, Black cannot prevent the white pawn from reaching d5. White goes on to win as in the 'bridge' position.

Positions with rook pawns

We shall consider two situations:

- 1) the king is in front of the pawn;
- 2) the rook is in front of the pawn.

The king is in front of the pawn

Diagram 12-10

If the black king can get to c7 in time, the position is drawn.

1.♜h2 ♗d7 2.♜h8 ♗c7 3.♜b8 ♜c1 4.♜b7† ♗c8=

White cannot force the black king away.

Diagram 12-11

But if the king cannot reach c7, then White is able to win.

1.♜c2! ♗e7 2.♜c8! ♗d6

Or 2...♗d7 3.♜b8 ♜a1 4.♗b7 ♜b1† 5.♗a6 ♜a1† 6.♗b6 ♜b1† 7.♗c5+.

3.♜b8

The only winning plan.

3...♜a1 4.♗b7 ♜b1† 5.♗c8

Nothing is achieved by 5.♗a6 ♜a1† 6.♗b6 ♜b1†.

5...♜c1† 6.♗d8 ♜h1 7.♜b6†

But not 7.♗e8? ♜h8† 8.♗f7 ♜h7+.

7...♗c5

Diagram 12-12

8.♖c6†!

A very important idea. As the following variations show, it is quite possible for White to go wrong here:

a) 8.♖e6? ♖a1 9.♖e7 ♕b6=

b) 8.♖a6? ♖h8† 9.♕c7 ♖h7† 10.♕d8 ♖h8† 11.♕e7 ♖h7† 12.♕f8 (12.♕f6?? ♖h6†+!) 12...♖h8† 13.♕f7 ♖a8=

8...♕b5

8...♕d5 9.♖a6 ♖h8† 10.♕c7 ♖h7† 11.♕b6+–

9.♖c8!

White builds a bridge.

9...♖h8† 10.♕c7 ♖h7† 11.♕b8+–

The rook is in front of the pawn

Diagram 12-13

With the pawn on the 7th rank, the position is very easy to hold. All the black king has to do is to stay on g7 or h7.

1...♕g7!

1...♖a2†= is also sufficient, but 1...♖a3? would lose to 2.♖h8! ♖xa7 3.♖h7†.

2.♕f3 ♖a3† 3.♕e4 ♖a4† 4.♕d5 ♖a1 5.♕c6 ♖c1† 6.♕b6 ♖b1†=

It is very important to know that **even if White had an additional h- or g-pawn, the evaluation of the position would remain the same – a draw**. But an extra pawn on another file (e.g. an f-pawn) turns the position into a win for White.

Diagram 12-14

J. Vancura

1924

In positions with the pawn on the 6th rank, White has a plan to make progress. He can bring his king to a7 to protect it from rook checks. Then he will act according to the method of Example 6. The black king cannot move far from the g7-square, because otherwise a7 and ♖h8 would follow. *The Vancura defence*, which is a flank attack on the king and pawn, is Black's only option in such situations.

1.♕b5

Diagram 12-12

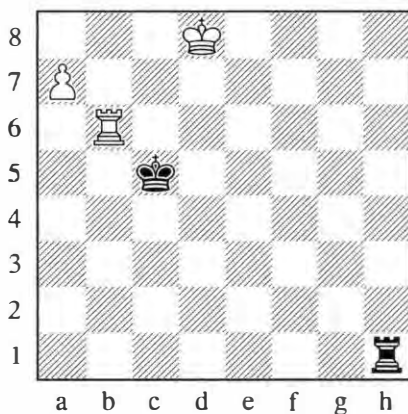
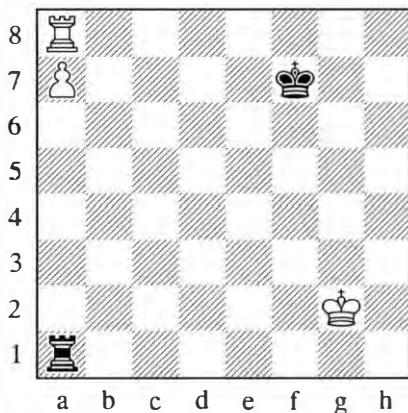
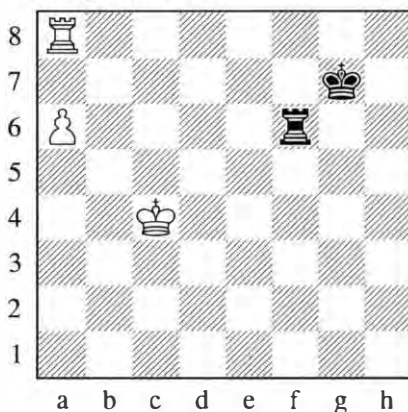


Diagram 12-13



Example 7 =

Diagram 12-14



Example 8 =

This threatens simply 2.♖c8. White achieves nothing with 1.a7 ♖a6=.

1...♞f5†! 2.♜b6 ♞f6†! 3.♜c5 ♞f5† 4.♜d4 ♞f6!

But not 4...♞f4†? on account of 5.♜e5 ♞a4 (5...♞f6? loses to 6.♞g8†) 6.♜d5 ♜f7 7.♜c5 ♞a1 8.♜b6 ♞b1† 9.♜a7 ♜e7 10.♞b8 and now:

a) 10...♞c1 11.♜b7 ♞b1† 12.♜a8 ♞a1 13.a7 (or 13.♞b6+–) 13...♜d6 14.♜b7+– See Example 6.

b) 10...♞a1 11.♜b7 (or 11.♞b5+–) 11...♞b1† 12.♜a8 transposes to line 'a'.

5.♜e5 ♞b6 6.♜d5 ♞f6 7.a7 ♖a6=

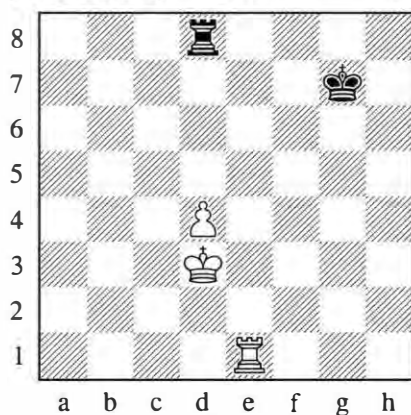
Of course not 7...♞f7?? 8.♞g8†!+–.

The Vancura defence can also be employed if the pawn is still on the 5th rank or further back. It is only when the pawn reaches the 7th rank that you have to place the rook behind the pawn.

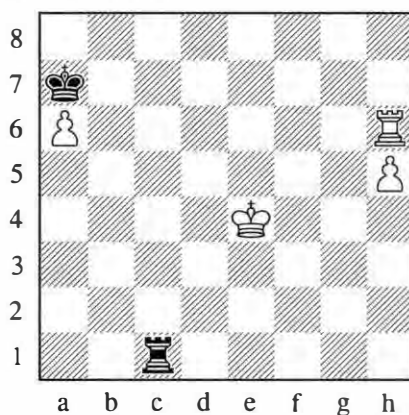
The Vancura defence also works if your opponent has an additional h-pawn.

The following exercises will help you to better assimilate these important positions.

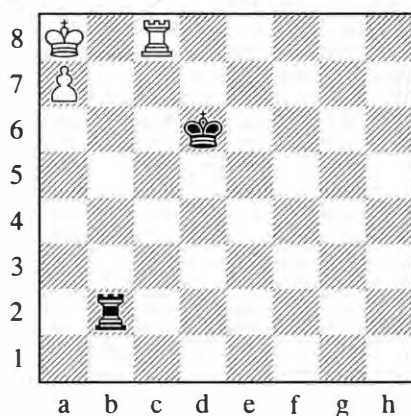
► Ex. 12-1 ◀ ★★ ▼



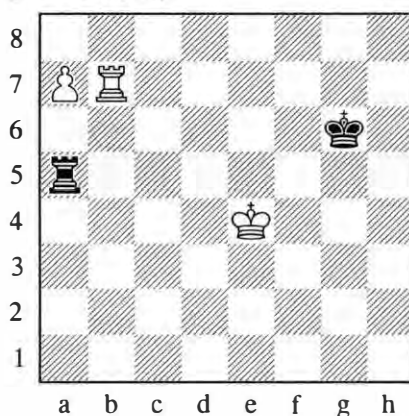
► Ex. 12-4 ◀ ★★ ▼



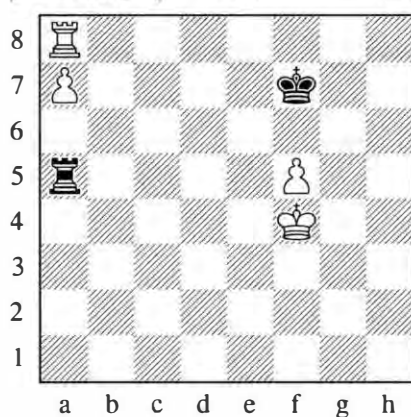
► Ex. 12-2 ◀ ★★ ▼



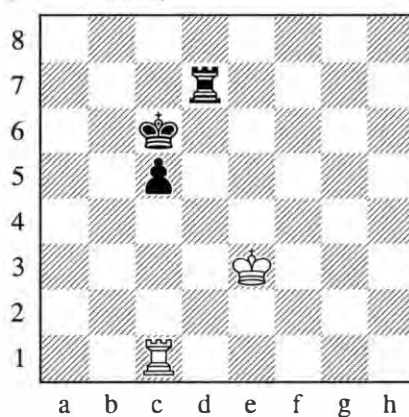
► Ex. 12-5 ◀ ★ △



► Ex. 12-3 ◀ ★★ △



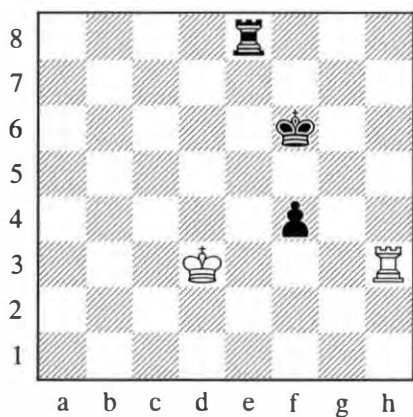
► Ex. 12-6 ◀ ★ △



Exercises

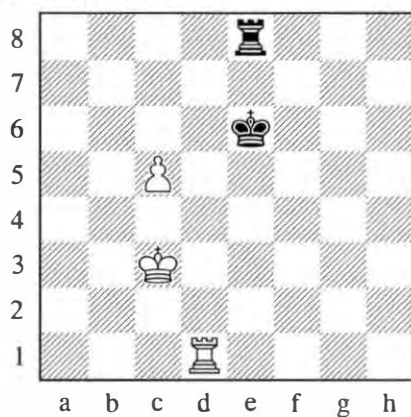
► Ex. 12-7 ◀

★★



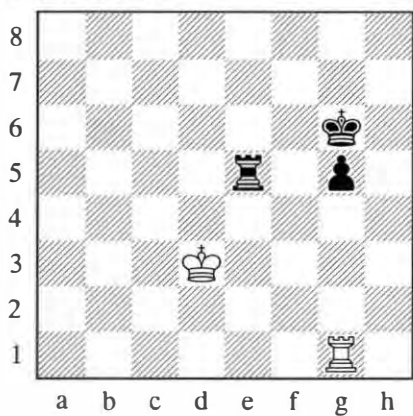
► Ex. 12-10 ◀

★★



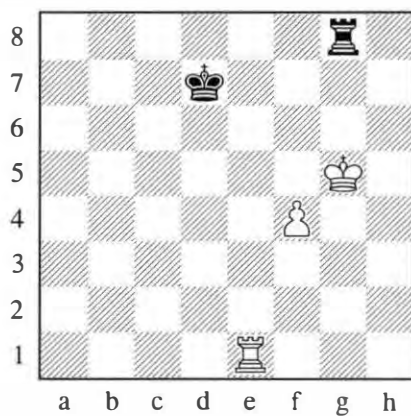
► Ex. 12-8 ◀

★★



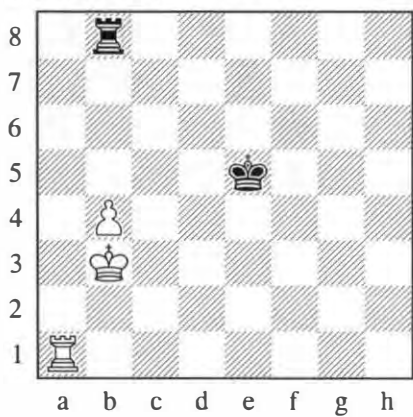
► Ex. 12-11 ◀

★



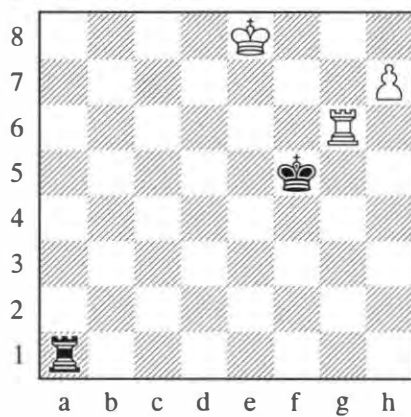
► Ex. 12-9 ◀

★★★



► Ex. 12-12 ◀

★



Solutions

Ex. 12-1

1...♔f6!

(2 points)

But not 1...♔f7? 2.♖c4 ♖c8† 3.♗b5 ♖d8 4.♗c5 ♖c8† 5.♗b6 ♖d8 6.♖e4 (6.♖d1?? ♗e6=) 6...♗f6 (6...♖b8† 7.♗c7 ♖b4 8.♗c6 ♗f6 9.♗c5 ♖a4 10.♗b5 ♖a1 11.d5+–) 7.♗c7 ♖d5 8.♗c6 ♖a5 9.d5+–.

2.♗c4 ♖c8† 3.♗b5 ♖d8!

3...♖b8†? 4.♗c6+–

4.♗c5 ♖c8† 5.♗b6 ♖d8 6.♖e4

6.♖d1 ♗e6 7.♗c7 ♖d7†=

6...♗f5 7.♖e5† ♗f6!=

Frontal attack – see Example 1.

Ex. 12-2

White's threat is ♖b8 followed by ♗b7+–. To hold the draw, Black just needs to get his rook off the b-file.

1...♖a2=

Any of 1...♖e2=, 1...♖f2=, 1...♖g2= or 1...♖h2= would be just as good.

But 1...♗d7?? would lose after 2.♖b8 ♖a2 3.♗b7 ♖b2† 4.♗a6 ♖a2† 5.♗b6 ♖b2† 6.♗c5 – see Example 6.

2.♖c4

Or 2.♗b7 ♖b2† 3.♗a6 ♖a2† 4.♗b6 ♖b2†=. The white rook prevents the king from escaping via the c8-square.

2...♖b2!=

(2 points)

Ex. 12-3

Chjutt – Alalin

Rostov on Don 1952

In the game White played 1.♖h8?? ♖xa7 2.♖h7† ♗f6! 3.♖xa7 stalemate.

White should have preferred:

1.f6!

Many other moves also win easily. All you have to do is spot the opponent's traps!

1...♖a1 2.♖h8+–

(2 points)

Ex. 12-4

Vancura defence!

1...♖c5!

(2 points)

2.♗d4 ♖g5 3.♗e4 ♖c5 4.♗f4 ♖c4† 5.♗g5 ♖c5†! 6.♗f4 ♖c4† 7.♗e5 ♖c5†! 8.♗d4 ♖g5 9.♖h8 ♖f5

9...♗xa6 also leads to a draw, but the a-pawn makes no difference!

10.h6 ♖f6! 11.♗e5 ♖c6 12.h7 ♖h6=

Ex. 12-5

A typical position.

1.♗d4 ♗f6 2.♗c4 ♗e6 3.♗b4 ♖a1 4.♗c5!+–

(1 point)

Bodycheck!

But 4.♗b5 also wins: 4...♗d6 5.♖b6† ♗d5 6.♖a6 ♖b1† 7.♗a5 ♗c5 8.♖c6† ♗d5 9.♖c8+–

Ex. 12-6

A.Kochiev – V.Smyslov

Lvov 1978

In the game White played:

1.♗e2??

The correct move is 1.♗e4=.

(1 point)

The safe squares for the white king during a frontal attack are e4 and e3. Almost all waiting moves with the rook on the first rank are not bad either (except 1.♖e1?? or 1.♖d1?? of course) and also get 1 point. See Example 1.

1...♗b5 2.♖b1† ♗a4 3.♖c1 ♗b4 4.♖b1† ♗a3! 5.♖c1 ♖d5! 6.♗e3 ♗b2 7.♖c4 ♗b3 0–1

Ex. 12-7

1.♖h5!

(2 points)

Only cutting off the king horizontally can save White here.

If 1.♖h2? then 1...♗f5 2.♖e2 ♖d8†+–.

1...♗g6 2.♖c5 f3 3.♗d2! f2 4.♖c1! ♗g5 5.♖f1 ♖f8 6.♗e3=

Solutions

Ex. 12-8

The position is drawn – see Example 3.

1.♔d4!=

(2 points)

Of course not 1.♔d2? ♕f5 2.♖f1† ♕g4 3.♖g1† ♕f3--.

1...♕f6 2.♖f1†

Since Black is protecting his pawn with the rook, you have to defend actively.

2.♔d3? would be bad: 2...♕f5 3.♖f1† ♕g4 4.♖g1† ♕f3--.

2...♖f5

2...♔e6 3.♖g1=

3.♖g1!

But not 3.♖b1? g4--.

3...♖f3 4.♔e4! ♖a3

Or 4...♖h3 5.♖f1†! ♕g6 6.♖f3!.

5.♖f1†

5.♖g2 ♕g6 6.♖h2!=

5...♕g6 6.♖f3=

6.♖h1=

6...♖a1

6...♖a2 7.♖f8=

7.♔e3 ♕h5 8.♔f2=

Ex. 12-9

1.♖a6!

(3 points)

Only cutting off the king horizontally wins.

If 1.♖d1? then 1...♔e6=.

1...♔d5 2.♔a4 ♕c4 3.♖c6† ♔d5 4.b5 ♖a8†

5.♕b4 ♖b8 6.♖h6 ♖a8 7.b6+-

Ex. 12-10

1...♔e7!

(2 points)

Here all that is left is the transition to a pawn ending.

2.♕c4 ♖d8 3.♖xd8 ♕xd8=

Ex. 12-11

1.♔h6! ♖f8 2.♖e4!

(1 point)

The combined method. Here 2.♖f1? ♔e6= would be wrong.

2...♔d6 3.♕g7 ♖f5

3...♔d5 4.♖e5†+-

4.♕g6 ♖c5 5.f5+-

Ex. 12-12

1.♖f6†!

(1 point)

See Example 6.

1...♔e5

Or 1...♕g5 2.♖f8 ♖a8† 3.♕f7 ♖a7† 4.♕g8+-.

2.♖h6 ♖a8† 3.♕f7 ♖a7† 4.♕g6 ♖a6†

5.♕g5+-

Scoring

Maximum number of points is 21

18 points and above ➤ **Excellent**

14 points and above ➤ **Good**

10 points ➤ **Pass mark**

*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

Contents

- ✓ Combinations based on decoying
- ✓ A blocked escape route
- ✓ A blocked pawn
- ✓ Fischer's mate

Blocking combinations

The idea behind *blocking combinations* is to decoy one or more of the opposing pieces onto unfavourable squares, where they block the way for their own king (or sometimes also a pawn or another piece).

We have already seen this important tactical motif in earlier books in this series. Smothered mate (Chapter 23 of *Build Up Your Chess 1*) is, for example, also a blocking combination.

Frequently, a blocking combination also makes use of the motif of decoying. So in Chapter 21 of *Build Up Your Chess 2* we in fact saw some blocking combinations, e.g. the study by Stamma and the games N.N. – Pillsbury and Karlson – Kopylov. So a strict separation between blocking and decoying combinations seems to me to be neither practical nor even possible.

A blocked escape route

In the following typical examples, the king's escape is prevented by its own pieces.

Diagram 13-1

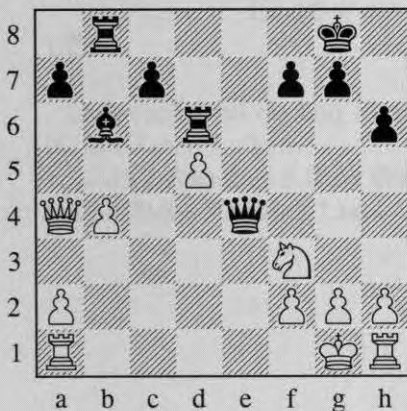


Diagram 13-1

A.Albin – O.Bernstein

1904

1... ♖e2

Black attacks the f2-pawn and thus forces his opponent to block the f1-square.

2. ♖f1

Or 2. h3 ♙xf2† 3. ♖h2 ♙g3† 4. ♖xg3 ♙g6† 5. ♖f4 (5. ♖h4 ♙f2† 6. ♖h5 ♙g5! 7. ♖xg5 ♙g6† 8. ♖xh6 ♙h4#) 5... ♙bb6–+.

2... ♙xf3!–+

Black wins at least a piece.

3. gxf3

White prefers a quick death.

3... ♙g6#

Diagram 13-2

Variation from the game

R.Spielmann – G.Lisitsin

Moscow 1935

1. $\text{d}f5\text{!}$ $\text{c}g8$

1... $\text{g}xf5$ 2. $\text{w}g5\#$

2. $\text{w}h6$ $\text{d}h5$ 3. $\text{w}g7\text{!}$

The knight is forced to block the king's escape route.

3... $\text{d}xg7$ 4. $\text{d}h6\#$

Diagram 13-3

J.Blackburne – N.N.

Simultaneous game 1912

Two black men are decoyed to the b4- and b6-squares, blocking in the king.

1. $\text{b}4\text{!}$ $\text{a}xb4$ 2. $\text{a}b6\text{!}$ axb6 3. $\text{w}xa8\#$

Diagram 13-4

R.Schlappa – M.Reichelt

West Germany 1967

1... $\text{f}5\text{!}$

A typical idea. The escape route via f5 is shut off.

2. exf5 $\text{w}g2\text{!}$ 3. $\text{w}g3$ $\text{w}e4\text{!}$

0-1

Diagram 13-2

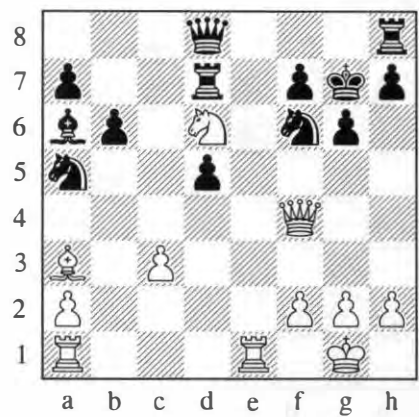


Diagram 13-3

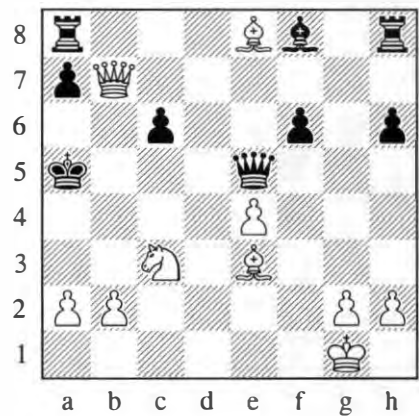


Diagram 13-4

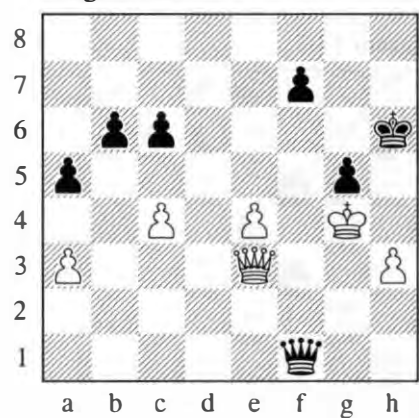


Diagram 13-5

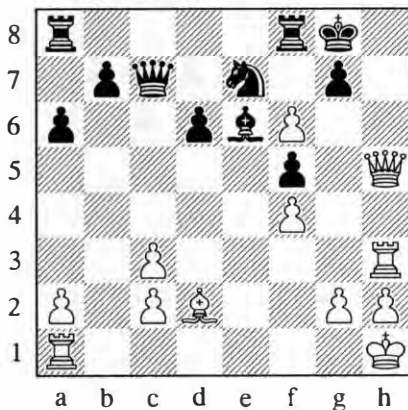


Diagram 13-5

Springer – Ebersbach

Berlin 1958

1.f7†!

A typical combination, to block the f7-square. The immediate 1.♖h8† is met by 1...♔f7.

1...♔xf7

1...♔xf7 2.♖h8#

2.♖h8#

A blocked pawn

Often the idea of blocking forms part of a combination involving promotion.

Diagram 13-6

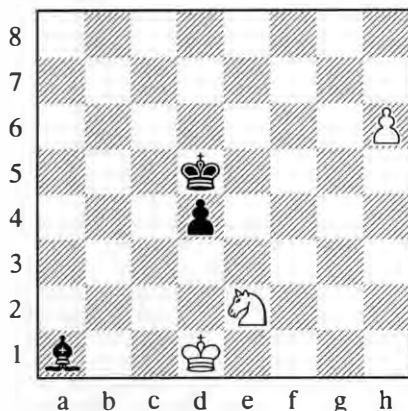


Diagram 13-6

W.Pavett

1862

1.♔f4†!

But not 1.h7? d3= nor 1.♔c3?? ♔xc3 2.♔c2 ♔c4 3.h7 d3†+.

1...♔e4 2.♔d3! ♔xd3 3.h7+–

The king blocks its own pawn, which in turn closes the long diagonal.

Fischer's mate

The following combination is also typical and very instructive.

Diagram 13-7

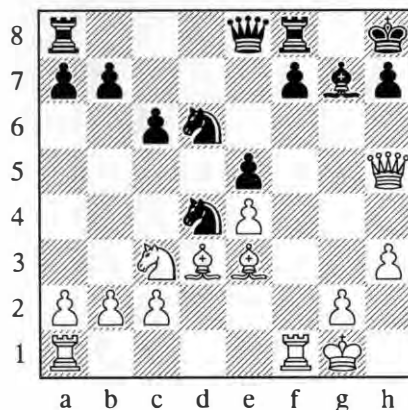


Diagram 13-7

R.Fischer – P.Benko

USA Ch, New York 1963

1.♔xd4! exd4 2.♔f6!!

This move blocks the f-pawn and prepares the deadly attack on the h7-pawn.

If 2.e5, then 2...f5†.

2...♔g8

2...♔xf6 is met by 3.e5+–.

3.e5 h6 4.♔e2+–

Black resigned, in view of 4...♔xf6 (after 4...♔b5 comes 5.♖f5+–) 5.♖xh6 followed by mate on h7.

And to finish, two more beautiful examples of blocking combinations.

Diagram 13-8

The end of a study by

A.Kazantsev

1953

Two black pieces are decoyed onto unfavourable squares.

1.a8♖! ♜xa8 2.♜b6† ♔a7 3.b5 ♜b7
3...♜d8† 4.♔xd8 ♔xb6 5.h7+-
3...♜b7† 4.♜xb7† ♜xb7 5.h7+-
4.♜a6†! ♜xa6 5.b6#

Diagram 13-8

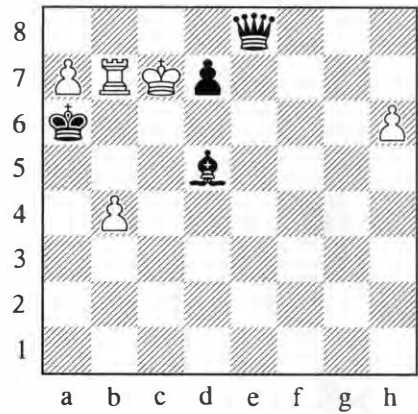


Diagram 13-9

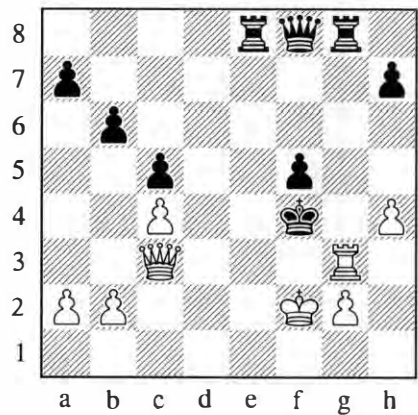
Variation from the game

D.Kontic – M.Vukic

Niksic 1992

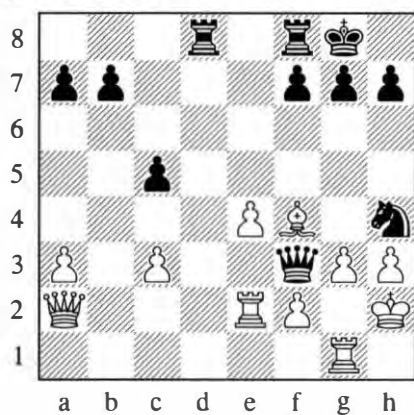
1.♜g5!!
Preparing the move g2-g3†.
1...♜xg5
Forced, but here the rook will shut in its own king.
1...♜e2† is followed by 2.♔xe2 ♜xg5 3.♜e3† ♔g4
4.♜xg5#.
2.g3†! ♔g4
2...♔e4 3.♜e3#
2...♜xg3 3.♜xg3† ♔e4 4.♜e3#
3.♜f3† ♔h3 4.g4†! ♔xh4
4...♔h2 5.♜g2#
5.♜g3#

Diagram 13-9

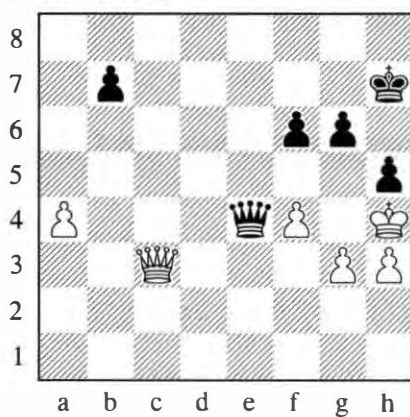


Exercises

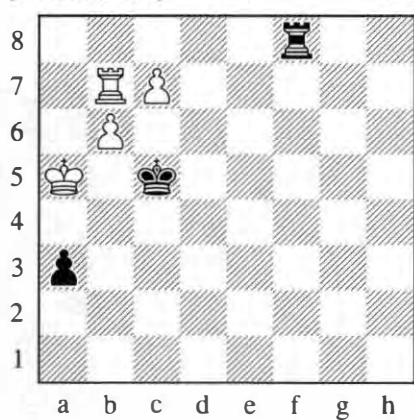
Ex. 13-1 ★



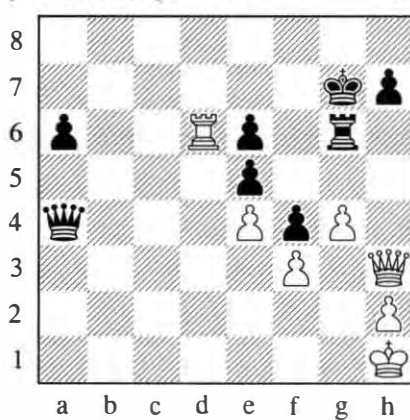
Ex. 13-4 ★★



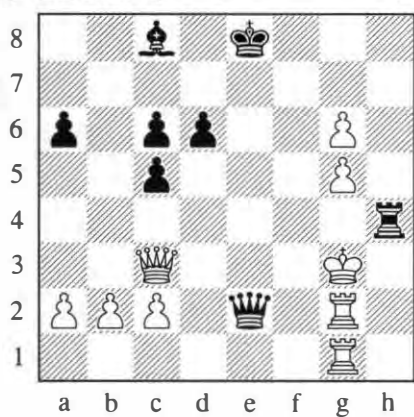
Ex. 13-2 ★★



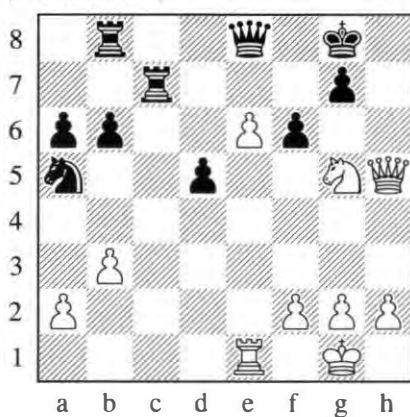
Ex. 13-5 ★★



Ex. 13-3 ★

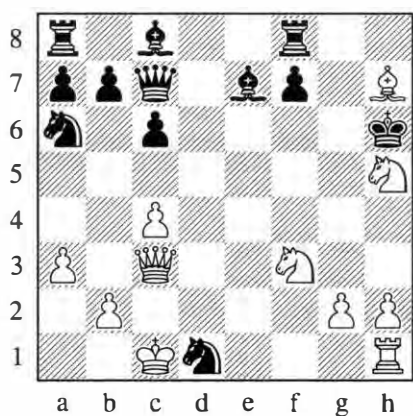


Ex. 13-6 ★

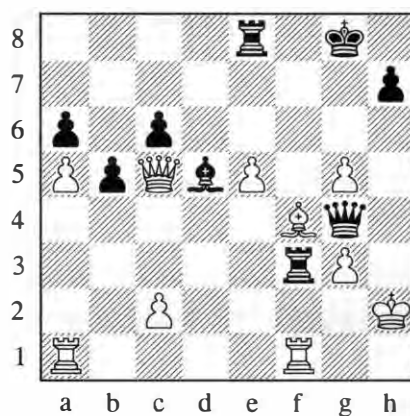


Exercises

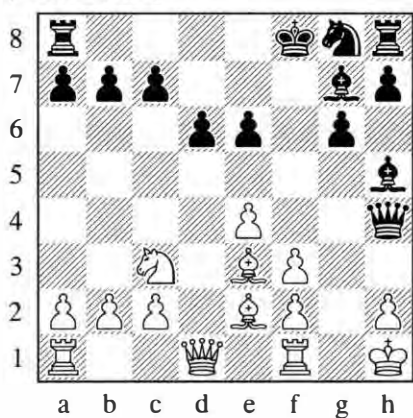
► Ex. 13-7 ◀ ★ ★ △



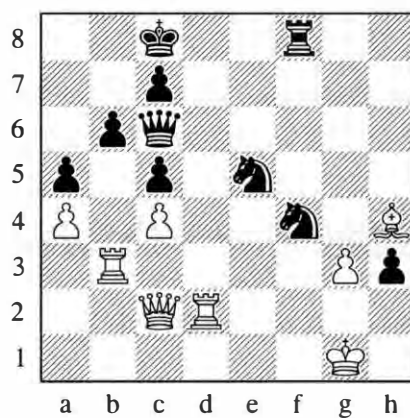
► Ex. 13-10 ◀ ★ ▼



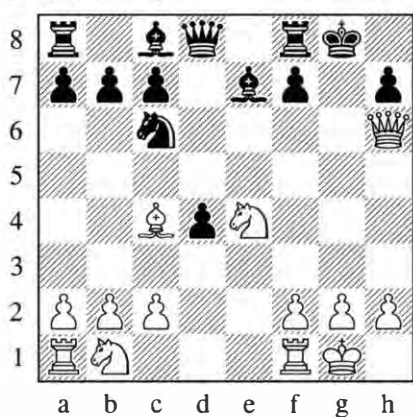
► Ex. 13-8 ◀ ★ ▼



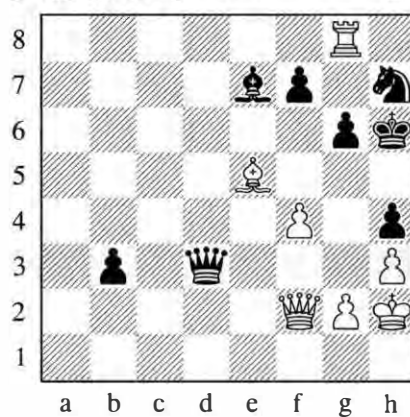
► Ex. 13-11 ◀ ★ ★ ▼



► Ex. 13-9 ◀ ★ △



► Ex. 13-12 ◀ ★ ★ △



Solutions

Ex. 13-1

O.Rodriguez Vargas – F.Olafsson

Las Palmas 1978

1... ♖g2+!

(1 point)

White resigned, since 2. ♖xg2 ♜f3+ 3. ♜h1 ♜d1+ leads to mate.

Ex. 13-2

P.Stamma

1737

1. c8 ♖+!

(1 point)

1. c8 ♖+! also wins.

But not 1. ♖b8? which allows the c-pawn to be blocked: 1... ♖c8! 2. ♖xc8 (2.b7 a2→) 2... a2→+

1... ♖xc8 2. ♖c7+ ♖xc7 3. bxc7 a2 4. c8 ♖+– (another 1 point)

Ex. 13-3

G.Stoltz – H.Pilnik

Saltsjobaden 1952

1... ♖h3+ 2. ♜f4 ♖f3+! 3. ♖xf3 ♖e5#

(1 point)

Ex. 13-4

P.De Rooi – H.Kramer

Beverwijk 1962

1... g5+! 2. ♜xh5 ♖e2+ 3. g4

Or 3. ♖f3 ♖xf3+ 4. g4 ♖xh3#.

3... ♖e8#

(2 points)

Ex. 13-5

Efimov – Kim

Krasnoyarsk 1982

1... ♖a1+! 2. ♜g2

Now the king blocks the diagonal retreat for the queen.

2... ♖h6 3. ♜d7+ ♜g6

0–1

(2 points)

Ex. 13-6

Poliansky – Gerchikov

Archangelsk 1949

1. ♖h7+ ♜f8 2. e7+!

A typical idea, as seen in Diagram 13-5.

2... ♖xe7 3. ♖h8#

(1 point)

Ex. 13-7

1. ♖g7+!

(1 point)

1... ♜xh5 2. g4+! ♜xg4 3. ♜g6+! fxg6 4. ♖h7#

(another 1 point)

Ex. 13-8

J.Dorfman – O.Romanishin

Cienfuegos 1977

1... ♜xf3+!

(1 point)

White resigned, in view of 2. ♜xf3 ♜e5 – Fischer's mate.

Ex. 13-9

Goldstein – Tomilin

USSR 1965

1. ♜f6+! ♜xf6 2. ♜d3

Fischer's mate. Black resigned, on account of 2... ♖e8 3. ♜xh7+ ♜h8 4. ♜g6+ ♜g8 5. ♖h7+ ♜f8 6. ♖xf7#.

(1 point)

Ex. 13-10

E.Epstein – Z.Veroci Petronic

Lipetzk 1968

The game finished 1... ♖h5+! 2. ♜g1 ♖xf4 3. gxf4 ♖g4+ 4. ♜f2 ♖xf4+ 5. ♜e2 ♖xe5+ 6. ♜d3 ♜e4+ 6. ♜d4 ♜f3+ 0–1.

Solutions

But Black had a much quicker route to victory:

1...♖f2†!

(1 point)

This blocks the f2-square, allowing the d5-h1 diagonal to be used for a rapid mating attack.

2.♖xf2

Or 2.♜xf2 ♜h5† 3.♔g1 ♜h1#.

2.♔g1 is met by 2...♖g2† 3.♔h1 ♜h3#.

2...♜h5† 3.♔g1 ♜h1#

Ex. 13-11

E.Bogoljubow – M.Monticelli

San Remo 1930

1...♘e2†!

(1 point)

Black forces mate.

2.♖xe2

2.♔h2 ♜g2#

2...♖f1†! 3.♔xf1

3.♔h2 ♜h1#

3...♜h1† 4.♔f2 ♘g4#

(another 1 point)

Ex. 13-12

A.Pytlakowski – J.Szukszta

Katowice 1952

1.♜xh4†!

(2 points)

Only 1 point for the less effective 1..♙g7† ♔h5 2.♖h8 ♗5 3.♖5 ♙d6† 4.♔h1+.

1...♙xh4 2.♙g7† ♔h5 3.♗4#

Scoring

Maximum number of points is 18

16 points and above.....> **Excellent**

13 points and above.....> **Good**

9 points.....> **Pass mark**

If you scored less than 9 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The difference between bishops and knights
- ✓ The side with the bishop pair has the advantage
- ✓ The side with the knight has the advantage
- ✓ The most important methods of play with the bishop pair
 - Playing against the knight
 - Exchanging correctly
 - Opening the position
- ✓ Playing against the bishop pair

Diagram 14-1

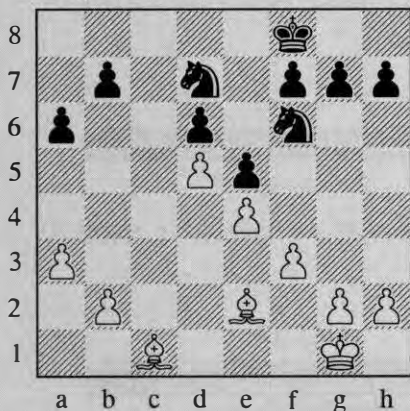
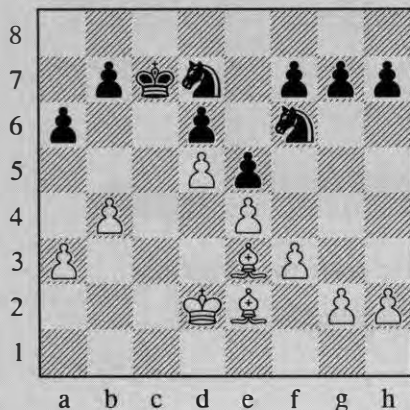


Diagram 14-2



The bishop pair

In most cases two bishops are stronger than two knights and very often stronger than a bishop and a knight. Why is that so, and what is the correct way to evaluate positions with the bishop pair?

*In order to better understand this, we must first of all explain the difference in the ways the bishop and the knight are employed. In contrast to the long-legged bishop which can be effective at a distance, the short-range piece that is the knight must be close to the opposing forces in order to be active. The only way to do so, if it does not want to be driven off quickly, is to find **protected squares** close to the opposing position. – Reti 'Masters of the Chessboard'*

We looked at these differences in Chapter 6 of *Build Up Your Chess 2* – 'Good and bad bishops'.

The potential activity of the knight is often the most important element in the evaluation of such positions.

The bishop pair is better:

- 1) in open positions;
- 2) in semi-open positions, if the knight does not have good and secure squares protected by its own pawns.

Diagram 14-1

S.Flohr – M.Botvinnik

Moscow/Leningrad(6) 1933

White is better, since here the knights are passively placed and do not have secure squares for the future.

1.♔f2+ ♔e7 2.♙e3 ♙d8 3.♙e1 ♔c7 4.♙d2 ♘c5 5.b4

The immediate 5.♙d1 would be more prudent.
5...♘cd7

Diagram 14-2

Black should try everything he can to close the position on the queenside. So 5...♙a4!? followed by ...b5 was worth considering, although Black still has problems. With 6.♙d1! b5 7.♙xa4 bxa4 8.♙c3 ♘e8 9.♙c4 (9.b5 would be somewhat more complicated

after 9...axb5 10.♖b4 f5 11.exf5 ♟f6 12.♙xb5 ♟xd5 13.♙d2±) 9...♙b7 10.b5+– White wins a pawn on the queenside. This advantage should suffice for victory.

6.g3?!

6.a4 would be more accurate.

6...♟b6 7.♙c2 ♟bd7?!

Here Black could have plugged the gap on the queenside by 7...♟a4! 8.♙b3 b5±, with clearly better chances for a draw than he obtained in the game.

Diagram 14-3

8.a4!± ♟b6 9.a5 ♟bd7

Black has no counterplay and simply has to wait. Flohr, on the other hand, prepares to open the game on the kingside.

10.♙c1 ♟d8 11.♙b2 ♟e8 12.♙d2 ♟c7 13.♙e3

Almost everything is ready for f3-f4.

13...♙e7 14.♙f1!

Flohr first brings his bishop onto the more active post on h3. From there the bishop can exert unpleasant pressure on the d7-knight.

14...♟b5 15.h4 ♟c7 16.♙h3 ♟e8

Diagram 14-4

The knight on d7 is effectively pinned. 16...♟f8?? is met by 17.♙c8+–.

17.f4!

Now comes the attack on the kingside. Flohr cleverly provokes weaknesses there.

17...f6 18.♙f5! g6

18...h6 is followed by 19.♙f3, intending ♙g4-h5-g6.

19.♙h3

The threat is f5 followed by fxg6, g4 and h5.

19...h6

With the hope of being able to close the kingside with 20.f5 g5. But now the h6-pawn becomes weak.

Diagram 14-5

20.♙c1!

Taking aim at the h6 weakness.

21...♟g7?!

21...♟c7 would be slightly better.

22.fxg6! dxe5

Black is forced to break the symmetry of the pawn structure. Here, as in most cases, **it is to the advantage of the bishop pair.**

Diagram 14-3

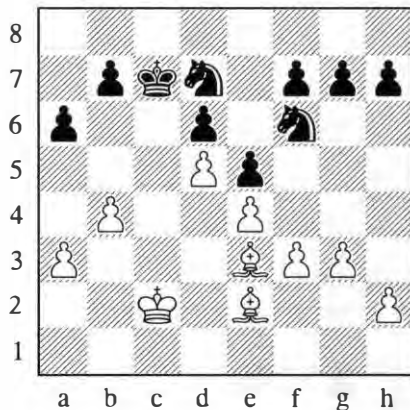


Diagram 14-4

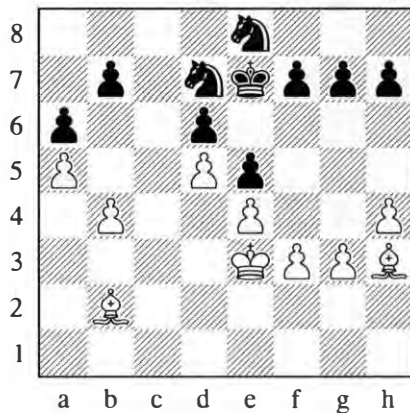


Diagram 14-5

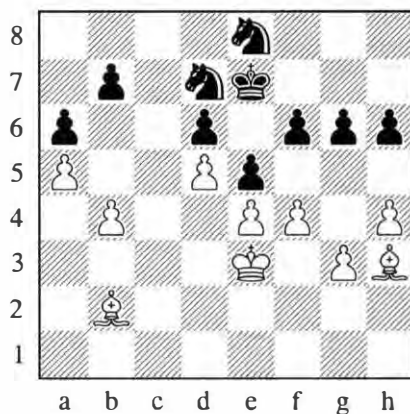
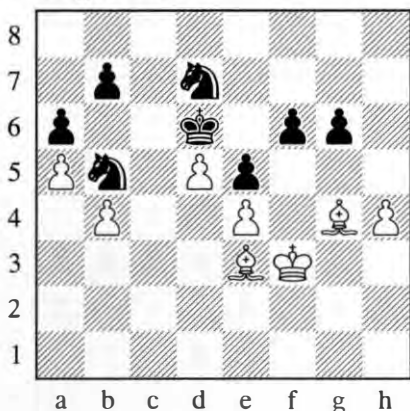


Diagram 14-6



22...♖xe5 is bad, due to 23.♗c8+—.

The variation 22...fxe5 23.♜f3 h5 24.♗g5† ♜e8 25.♗h6+— underlines the unfortunate position of the knight on g7.

23.♜f3

But not 23.♜d3? unnecessarily allowing Black counterplay with 23...♜h5!.

23...h5

23...g5 is met by 24.hxg5 hxg5 25.♗e3, when White's plan is ♜g4 followed by ♗f1-c4-b3-a4.

24.♗e3 ♜d6 25.♗h6 ♜e8 26.g4

Opening the game on the kingside even more.

26...hxg4† 27.♗xg4 ♜c7 28.♗e3 ♜b5

Diagram 14-6

29.♜e2!

Preventing the activation of the knight.

29...♜c7

29...♜c3† is followed by 30.♜d3 ♜xe4? 31.♗xd7+—.

Black could get some practical defensive chances here with the active move 29...f5!?. After 30.exf5 ♜f6 31.♗h3 gxf5 32.♗xf5 ♜xd5! (32...♜d4†? 33.♗xd4 exd4 34.♜d3 ♜xd5 35.♗c8 ♜c6 36.♜xd4+—) 33.♗g6 ♜c4 34.♗g5 there comes 34...♜c3† and then ...♜cd5.

However, White has a stronger continuation: 31.fxg6! (instead of 31.♗h3) 31...♜xg4 32.g7 ♜f6 33.h5 ♜e7 (or 33...♜c3† 34.♜d3 ♜cxd5 35.h6 e4† 36.♜e2 ♜xe3 37.h7+—) 34.♗g5+—

In the game, Botvinnik delays and plays ...f5 at a slightly less favourable point. But passive defence would be hopeless.

30.♜d3 f5!?

Black is practically in zugzwang already. 30...♜b5 is met by 31.♗e6 and then ♗f7. And if 30...♜e7, then 31.♗c5†.

31.exf5 gxf5

31...♜f6! is followed by 32.♗h3 gxf5 33.♗c5†±.

32.♗xf5 ♜xd5 33.♗d2

White has achieved his aim. The position has become more open and, in addition, on the kingside White has a strong passed pawn.

33...♜f7f6 34.♜c4 ♜c6 35.♗g6 b5†

Also worth considering was 35...b6!±, in order to exchange more pawns.

Diagram 14-7

36.♔d3!

The pawns a6 and b5 are weak. Of course White does not want to exchange them.

36...♖e7

36...♔d6 would be more resilient: 37.♙f5 ♖e7

38.♙h3±

37.♙e4!

This is even stronger than 37.h5 or 37.♙f7.

37...♖ed5

If 37...♔d6, then 38.♙b7+-. Or 37...♔c7

38.♙g5+.

38.♙g5 ♖h5

If 38...♔d6, then 39.♙xf6 ♖xf6 40.♙b7 ♖d5 41.♙xd5 ♔xd5 42.h5+.

38...♖xe4 39.♔xe4 ♔d6 loses to 40.h5.

39.♙f3 ♖g3

Diagram 14-8

40.♙d2!

This is simpler than 41.h5 ♖xh5 42.♙xh5 ♖xb4†.

40...♔d6 41.♙g4!

But not 41.h5? on account of 41...e4†=.

41...♖f6 42.♙c8+- ♔c6 43.♙e1 e4† 44.♔d4 ♖gh5

45.♙f5

45.♙xa6+- would also be good.

45...♔d6 46.♙d2

Black resigned. He is losing the e4-pawn and has no prospects of a draw.

In closed positions and in situations where the side with the knight controls some strong points, the knight can be more valuable than the bishop.

Diagram 14-9

O.Renet – A.Yusupov

Dubai Olympiad 1986

The position is closed. Neither bishop can find anything to do here, as all the diagonals are blocked.

1...g5

Black is playing for a win and prepares an attack on the kingside.

2.♞d2?

The exchange of queens leads to a practically lost ending. White should keep the queens and try

Diagram 14-7

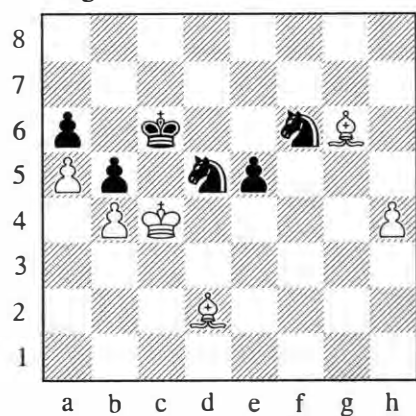


Diagram 14-8

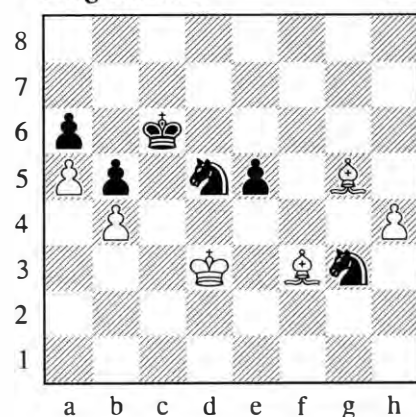
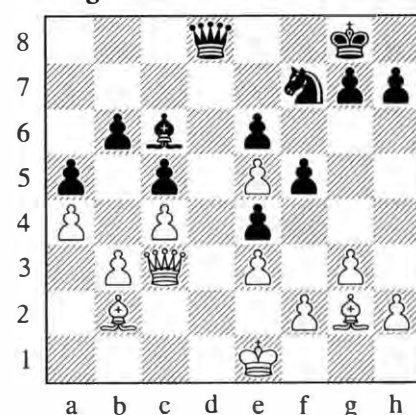


Diagram 14-9



to open the position. So 2.♞c2, with the idea of continuing g4, would have been better.

2...♞xd2† 3.♞xd2 ♖h6

Provoking a pawn move, which will restrict the light-squared bishop even more.

4.h3?! ♜e8

4...f4!-+ would have been even better. But Black waits a little longer, trying to improve his position and looking for a decision only after the time control.

5.♞e1

5.f3!?! was necessary, in order to open up the position.

5...♜h5

Now White can no longer play f3.

6.♜c3 ♜g7 7.♜b2 ♜g8 8.♞d2 ♜e7 9.♜c3 ♜f3 10.♜f1

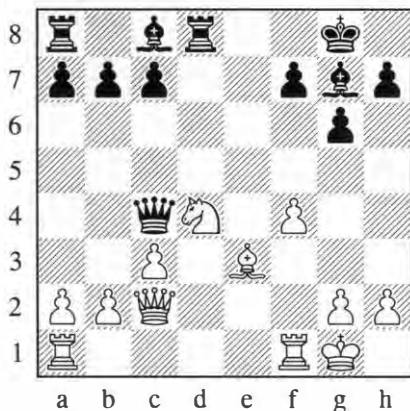
These passive tactics lead to the loss of the game. Better was 10.♜xf3 exf3 11.e4 fxe4 12.♞e3 ♜f5† 13.♞xe4 ♜xg3†.

10...♜g6 11.♜b2 h5 12.♜c3 ♜c6 13.♜b2 ♜e7 14.♜c3 f4!-+

Having reached the time control, Black executed the pawn break and went on to win the game. You can find the remaining moves in Chapter 6 (Ex. 6-2) of *Build Up Your Chess 2*.

The side with the bishops profits not only from the advantage of the bishop compared to the knight, but also from **the superior cooperation of the two bishops, which complement each other** and, in contrast to a single bishop, can control squares of both colours.

Diagram 14-10



The most important methods of play with the bishop pair

1) Playing against a knight

Diagram 14-10

S.Rosenthal – W.Steinitz

Vienna 1873

The position is open and the black pawn structure is very sound. For that reason, the side with the bishop pair has a clear advantage here. The white knight does

have a good post on d4, but it won't be able to stay there for long. The threat is already 1...♙xd4.

1. ♖c2

'The method created by Steinitz for the exploitation of the advantage of the two bishops ... now consists of advancing the black pawns in such a way as to deprive the knight of all possible support points. By doing so, he condemns it to passivity and renders it almost completely worthless.' – Reti

1...c5! 2. ♘f3 b6 3. ♘e5 ♖e6 4. ♗f3 ♙a6 5. ♗fe1

Diagram 14-11

5...f6!

The continuation of the strategy. Black can only permit himself such moves because he can control the light squares with his queen's bishop. Black shuts in his own bishop on g7, but in return both white minor pieces become badly placed.

5...♙xe5? would be wrong; after 6.fxe5 the weakness of the dark squares provides White with counterplay.

6. ♘g4 h5! 7. ♘f2 ♗f7

Preparing ...♙b7.

8. f5:!

White unnecessarily weakens his f-pawn. The correct course was 8.b3 ♙b7 9. ♗g3+ and White can at least continue to offer some resistance.

8...g5 9. ♗ad1

9. ♘e4 is followed by 9...♙b7 10. ♘f2 ♗d2+ and White cannot do much against the pinning of the knight by the strong light-squared bishop.

But 9.h4 would have been more stubborn: 9...g4 10. ♗f4+

9...♙b7 10. ♗g3 ♗d5

Now the f5-pawn is under attack.

11. ♗xd5 ♗xd5 12. ♗d1

12. ♗h3 is met by 12...g4+.

12...♗xf5+ 13. ♗c7 ♙d5 14. b3 ♗e8 15. c4 ♙f7

The two bishops protect their king, whilst the major pieces carry on with the attack. 15...♙xg2 16. ♗d7 ♙f8+ is also good.

16. ♙c1 ♗e2+

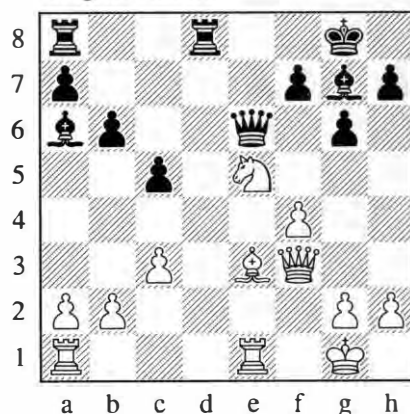
White loses another pawn.

17. ♗f1 ♗c2

Threatening ...♗xf2.

18. ♗g3 ♗xa2 19. ♗b8+ ♙h7 20. ♗g3 ♙g6 21. h4 g4 22. ♘d3

Diagram 14-11



At last the knight spots a chance to get onto the good f4-square, but Black simply pins it!

22...♖xb3 23.♗c7 ♖xd3

0–1

2) Exchanging a bishop at a favourable moment

Diagram 14-12

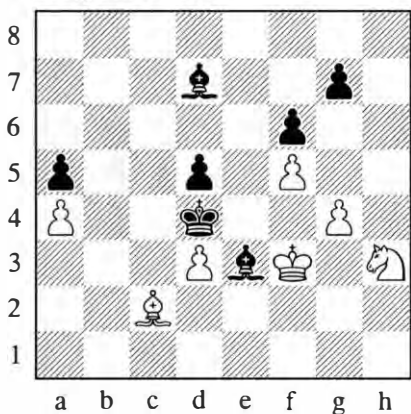


Diagram 14-12

S.Tarrasch – A.Rubinstein

San Sebastian 1912

The advantage of having the two bishops sometimes consists of being able to choose the correct moment to exchange one of them! Here Rubinstein exchanges his strong e3-bishop for the more passive bishop on c2, since he saw that after the capture of the a4-pawn the ending would be a very easy win!

1...♖c3! 2.♖xe3 d4†!

An important intermediate check.

3.♖e2

Or 3.♖e4 ♖c6†–+.

3...♖xc2–+

The a4-pawn is lost.

4.♖f4 ♖xa4 5.♖e6 ♖b3 6.♖xd4† ♖b2 7.♖b5 a4 8.♖e3 a3 9.♖xa3 ♖xa3 10.♖d4 ♖b4

0–1

3) Opening the position

Diagram 14-13

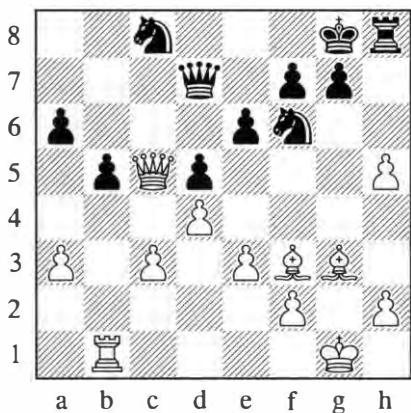


Diagram 14-13

A.Alekhine – M.Euwe

Netherlands 1938

Alekhine finds a tactical solution and opens up the position.

1.h6!

If 1.a4 is played immediately, then 1...bxa4 2.♖b8 ♖h7±.

1...gxf6

1...♖xh6 is followed by 2.a4! ♖a7 (2...bxa4 3.♖b8+–) 3.axb5 ♖xb5 4.♖a1 ♖b7 5.c4±.

2.♖e5 ♖g7 3.a4 bxa4 4.c4! ♖e7

4...dxc4? loses to 5.♖xf6†.

5.cxd5 ♖xd5 6.♖h1 ♖c8 7.♖g1† ♖h7 8.♖a3

Diagram 14-14

The black position collapses.

8...♖g8

Or 8...♜c3 9.♞f8+.

9.e4+- ♜xg1† 10.♙xg1 ♞b5 11.exd5 ♞b1†

12.♙g2 ♞g6† 13.♙g3 ♜xd5 14.♙xd5 exd5

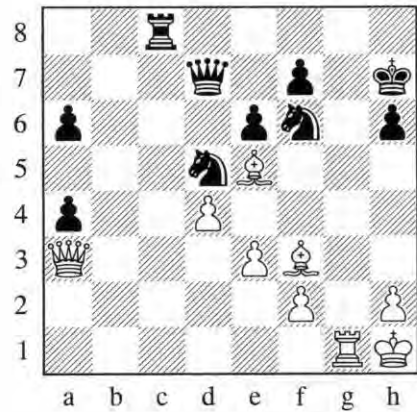
15.♞xa4 h5 16.h4

1-0

If you have to defend against the bishop pair, try:

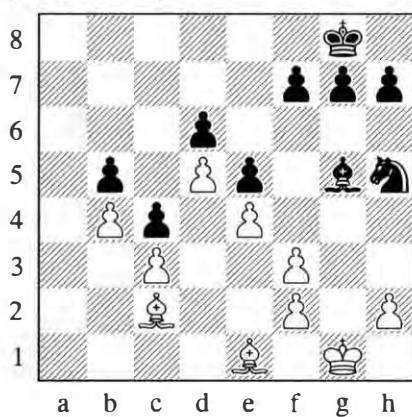
- 1) to keep the game as closed as possible;
- 2) to exchange off one of the bishops;
- 3) to obtain secure squares for the knight.

Diagram 14-14

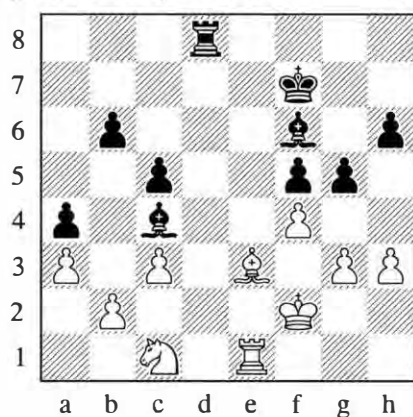


Exercises

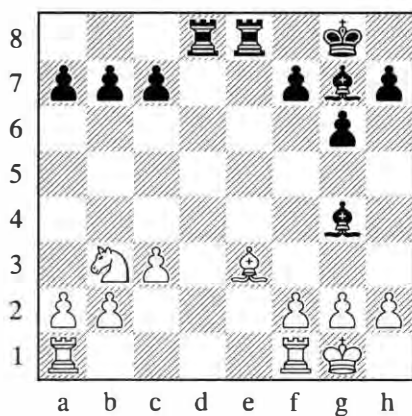
► Ex. 14-1 ◀ ★ ▼



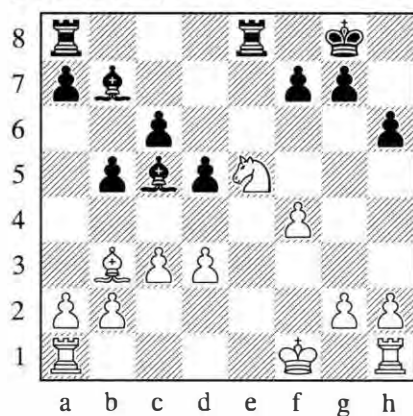
► Ex. 14-4 ◀ ★★★ ▼



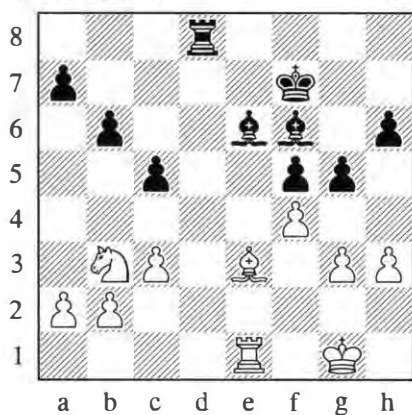
► Ex. 14-2 ◀ ★ ▼



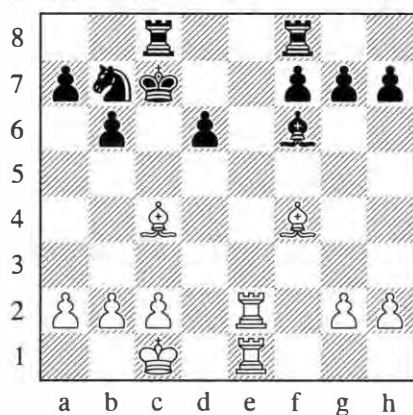
► Ex. 14-5 ◀ ★★ ▼



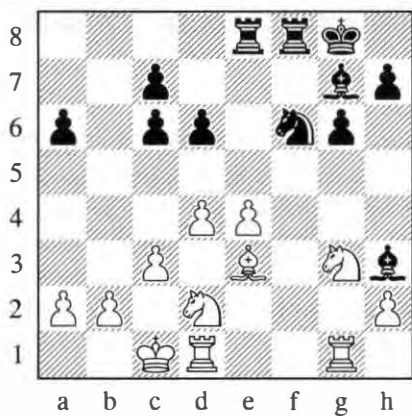
► Ex. 14-3 ◀ ★★ ▼



► Ex. 14-6 ◀ ★★★ ▲



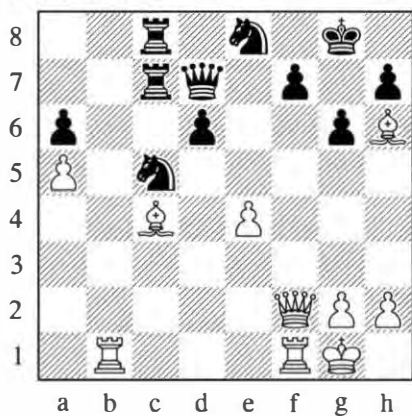
► Ex. 14-7 ◀ ★ ▼



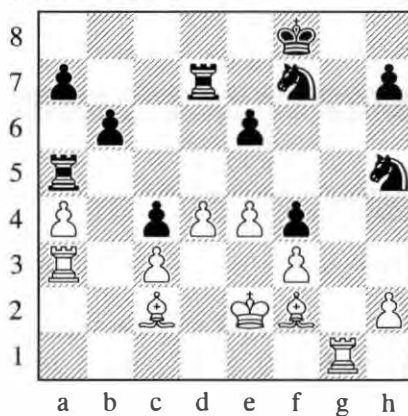
► Ex. 14-10 ◀ ★★★ ▼



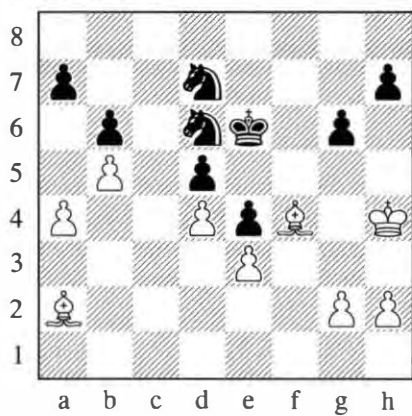
► Ex. 14-8 ◀ ★★ △



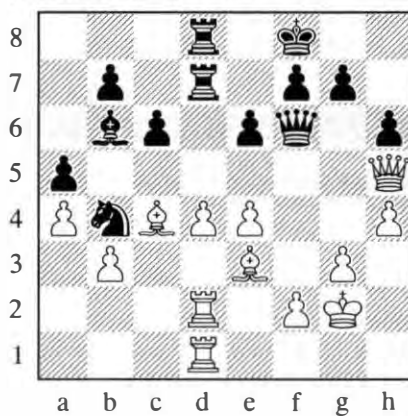
► Ex. 14-11 ◀ ★★ △



► Ex. 14-9 ◀ ★★ △



► Ex. 14-12 ◀ ★★ △



Solutions

Ex. 14-1

J.Klavins – V.Ragozin

USSR Ch semifinal, Riga 1952

1...♗c1!

(1 point)

Intending ...♘f4, shutting in both white bishops. The immediate 1...♘f4 is not so good, in view of 2.♗f1 and White threatens to free his dark-squared bishop with 3.♗d2.

2.♗d1 ♘f4

The black king now marches to h3.

3.♗c2 ♕f6 4.♗f1 ♗f7 5.♗d1 ♗g6 6.♗c2 ♗g5

7.♗b1 ♗h4 8.♗c2 ♗h3+ 9.♗g1 h6 10.♗b1

h5 11.♗c2 ♘d3 12.♗f1 ♗xh2 13.♗e2 ♗g2

14.♗xd3 cxd3†

0-1

Ex. 14-2

B.Englisch – W.Steinitz

London 1883

1...b6!

(1 point)

A typical move to restrict the opposing minor pieces.

2.h3 ♗e6 3.♖fd1 c5 4.♗g5 ♕f6! 5.♗f4 ♗f7!

6.♖g3 7.♖xd8

7.♗e3?? is bad, due to 7...♖xd1† 8.♖xd1 ♗xb3+.

7...♖xd8 8.♗e3 h6! 9.♖e1 f5 10.f4 ♗f6

11.g3†

See Ex.14-3.

Ex. 14-3

B.Englisch – W.Steinitz

London 1883

1...a5!

(2 points)

Black forces the knight further back.

2.♘c1 a4

Intending ...a3.

3.a3 ♗c4 4.♗f2†

See Ex.14-4.

Ex. 14-4

B.Englisch – W.Steinitz

London 1883

1...gxf4!

(2 points)

2 points also for 1...♖d5, intending ...b5-b4 and the opening of the game on the queenside. Steinitz's plan is even stronger. He exchanges the dark-squared bishops in order to obtain the d2-square for his rook.

2.♗xf4 ♗g5!

(another 1 point)

3.♗xg5

3.♗e3 is followed by 3...♗f6 4.h4 ♗xf4† 5.gxf4 (5.♗xf4 ♖d2+!) 5...♗g6 6.♗f3 ♗h5 (L.Abramov) 7.♖e5 ♖d1 8.♘e2 ♖d3† 9.♗f2 ♖d2+.

If 3.♘e2, then 3...♗xf4 4.♘xf4 ♖d2† 5.♗e3 ♖xb2+.

3...hxg5 4.♗e3 ♗f6 5.h4

5.♖h1 is met with 5...♗e5 followed by ...f4†.

Now Steinitz forces the transition to a winning pawn ending.

5...gxf4 6.gxf4 ♖e8† 7.♗f2 ♖xe1 8.♗xe1

♗e5 9.♘e2 ♗xe2 10.♗xe2 ♗f4 11.c4 ♗g4

12.♗e3 f4†!

Just not 12...♗xh4?? 13.♗f4=.

13.♗e4 f3 14.♗e3 ♗g3

0-1

Ex. 14-5

S.Tarrasch – A.Rubinstein

San Sebastian 1912

1...f6!

(2 points)

Black forces the white knight back.

1...♗e3 (1 consolation point) would not be so strong, on account of 2.g3.

2.♘g4

If 2.♘d7, then 2...♗d6.

Nor would 2.♘f3 ♖e3 3.d4 ♗d6 4.f5 ♖ae8† be much better.

Solutions

2...h5! 3.♖f2 ♙e3 4.♙d1!? h4 5.g3 a5!?
 5...c5 6.♙f3 gives White counterplay.
 6.♙f3 b4! 7.♖g2 bxc3 8.bxc3 ♙a6 9.c4!
 ♖ad8

Of course not 9...dxc4? 10.♙xc6.

10.cxd5 cxd5 11.♖hd1 ♖e7

Aiming to continue with ...♖c7-c2.

12.♖g4 hxg3 13.hxg3 ♙d4 14.♖ac1 ♖b7
 15.♖c2 ♖f7!? 16.♖f2 ♖b2!

Black wants to exchange rooks. 16...a4
 followed by 17...a3 would also be very strong.

17.♖xb2 ♙xb2 18.♖d2

18.f5! would be more resilient, aiming to
 activate the knight quickly via h3-f4.

18...♙d4 19.♖h3

Better is 19.♖c2.

19...♖e6! 20.♖c2 ♖d6+

But not 20...♙xd3? 21.♖d2.

21.f5 ♖c8! 22.♙d1 ♖xc2+ 23.♙xc2 ♖e5
 24.g4 ♙e3-+ 25.♖f3 ♖d4 26.♙b3 ♙b7

Black could win even more quickly with
 26...♙xd3 27.♙xd5 ♙f1 28.♖f2 ♙xf2 29.♖xf2
 ♙xd5 30.♖xf1 ♖d4 31.♖f2 ♖c3-+.

27.♖e2 ♙a6 28.♙c2 ♙b5 29.a4

Or 29.♙b1 ♙a4 30.♖f2 ♙xf2 31.♖xf2
 ♖c3-+.

29...♙d7 30.♖f3

If 30.♙b3, then 30...g6!-+.

See Diagram 14-13.

Ex. 14-6

R.Fischer – M.Taimanov

Candidates Match(2), Vancouver 1971

1.b4!

(3 points)

An important idea – White deprives the
 knight of some squares. 1.♙a6 (2 points)
 would not be bad either, although Black can
 struggle on with 1...♖b8. Fischer wants an
 even more active post for his bishop, namely
 on d5.

1...a5

After 1...♙c3? White had prepared 2.♖e7+
 ♖b8 3.♙d5+–.

2.♙d5

Threatening ♖e7+.

2...♖b8 3.a3 ♖fd8

3...♙c3? loses to 4.♖e7.

4.♙xf7 ♙c3!? 5.♙d2 d5 6.♖d1±

Ex. 14-7

G.Marco – C.Schlechter

Monte Carlo 1904

1...♖g4!

(1 point)

After this the black bishops will be able
 to attack the white position without let or
 hindrance.

2.♖de1 ♖xe3 3.♖xe3 ♙h6 4.♖e2 ♙g4

5.♖eel

Or 5.♖eg2 ♙f3 6.♖f2 ♙e3-+.

6...♖f2 7.♖gf1 ♙e2 8.♖g3 ♙f3

0-1

Ex. 14-8

A.Alekhine – R.Fine

Hastings 1936

1.♙a2!+–

(2 points)

White attacks the f7-pawn. For the
 positional solution 1.♙d5 you get 1 point.

1...♖xe4

If 1...♖e6, then 2.♙xe6+–.

1...d5 is met by 2.♙xd5 ♖d6 3.♙a1+–.

The move in the game also loses quickly.

2.♖xf7 ♙xf7 3.♙xf7+ ♖xf7 4.♙e6

1-0

Ex. 14-9

M.Botvinnik – S.Furman

Moscow 1961

1.♙xd6!

(1 point)

Otherwise Black's knight could prevent the
 penetration by the white king.

1...♖xd6 2.♖g5 ♖e6 3.h3

Solutions

Or first 3.♖h6.

3...♖f6 4.♖h6

(another 1 point)

4...♖h5 5.♖b3!

5.♖xh7 ♖f4! 6.exf4?? would lose to 6...e3.

6...♖g3 7.♖xh7 ♖f5?

This loses without putting up any resistance. 7...♖f1 is more stubborn, although after 8.♖xg6 ♖xe3 9.g4 ♖g2 10.♖g5!? ♖e1 11.♖d1 ♖f3† 12.♖f4 ♖xd4 13.g5 White is clearly better. In such unbalanced situations the bishop is at an advantage compared to the short-range knight.

8.♖xd5 g5 9.♖g7 g4

9...♖f1? 10.g4#

10.hxg4† ♖xg4 11.♖e6†

1-0

Ex. 14-10

Em.Lasker – M.Chigorin

Hastings 1895

1...c4!

(2 points)

1...f5 is equally good. The important thing is that Black must close the position. Only 1 consolation point for 1...cxd4 followed by ...f5.

2.♖c2 f5!

(another 1 point)

3.♖c1

White had a strong option available in 3.h4 ♖f7 4.h5 ♖e7 5.f3, preparing e3-e4. But Lasker waits for too long and loses the initiative.

3...♖f7 4.♖a3 ♖c6 5.♖c5 ♖a6!

5...a6 is not so good, because of 6.♖b1.

6.a4 ♖c6 7.♖b1 ♖d7 8.♖gg1 ♖ge7 9.♖b2 ♖d5 10.♖d2 ♖a5= 11.♖gb1 b6 12.♖a3 g6 13.♖b5 ♖a6 14.♖c1 ♖d8 15.♖a1 ♖f7 16.♖bb1 ♖d6?!

Black also hesitates. 16...g5! would have been more energetic: 17.fxg5 ♖xg5 18.♖b2 ♖g7 19.♖e2 ♖e4 20.♖xe4 fxe4†

17.f3 ♖f7 18.♖a3 g5?

Now it is too late. White has made preparations to meet this thrust.

19.♖e2!

19.fxg5 is not so strong: 19...♖xg5 20.♖e2 ♖g7

19...gxf4 20.e4 ♖f6 21.♖xf4!

21.exf5 would be less clear: 21...e5 22.dxe5 ♖xe5 23.♖xf4 ♖d3

21...♖h5 22.♖e3 f4! 23.♖f2 ♖a5 24.♖g1† ♖f8

See Ex.14-11.

Ex. 14-11

Em.Lasker – M.Chigorin

Hastings 1895

White failed to find the correct:

1.e5!

(2 points)

1...b5

1...♖xe5 2.dxe5 ♖xe5† 3.♖e4+–

1...h6 2.♖g4+– and the black f-pawn will drop.

2.♖xh7

2.♖g4!±

2...♖xe5 3.♖g8† ♖f7 4.♖g5

4.dxe5 b4 5.cxb4 ♖xe5† 6.♖f1 ♖f6 gives Black counterplay.

4...♖f6 5.♖xe5 ♖xh7 6.♖xb5+

In the game White played the passive:

1.♖a1?

This guards against ...b6-b5, but loses the initiative.

1...e5! 2.♖ab1 ♖g7 3.♖b4 ♖c7 4.♖b1?!

4.♖b5!?

4...♖e6 5.♖d1 ♖ed8! 6.♖d2?

6.♖a2! ♖c6!†; 6.♖c2! ♖c6 7.♖b5.

6...♖c6! 7.♖b5

7.♖xc4 ♖d6†

7...♖xa4† 8.dxe5 ♖fxe5 9.♖h4 ♖g7 10.♖f2 ♖g6 11.♖dd5 ♖a1 12.♖d8 ♖d3† 13.♖xd3

13.♖f1 ♖cb4+–

13...cxd3 14.♖xd3 ♖ag1+– 15.♖f5† ♖e8

16.♖g5

Solutions

16. ♖xf4 ♜6g2† 17. ♕e3 ♜e1#
 16... ♜6xg5
 0-1

Ex. 14-12

A.Miles – R.Hübner

Wijk aan Zee 1984

1.g4!+– (2 points)
 1... ♜c8
 1... ♙xd4? 2. ♙xd4 ♜xd4 3. ♜xd4 ♜xd4
 4. ♜c5†+–
 2.g5 hxg5 3. ♙xg5 g6 4. ♜h7
 1-0

Scoring

Maximum number of points is 24

20 points and above → **Excellent**

16 points and above → **Good**

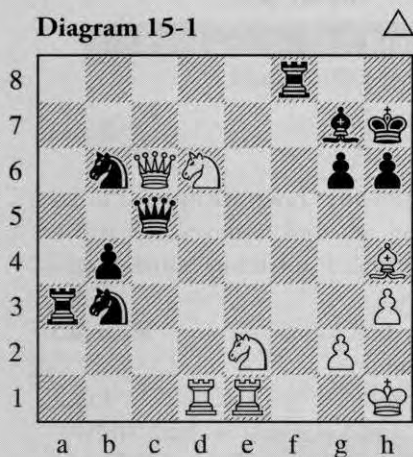
12 points → **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Candidate moves are missed
- ✓ The opponent's reply is not considered
- ✓ Alternatives in the early moves are missed
- ✓ Variations are ended too soon

Diagram 15-1



Typical mistakes in calculating variations

In Chapter 8 we mentioned some typical mistakes made in the calculation of variations. Here we shall discuss these errors in more detail. It is always better to learn from the mistakes of other players rather than making the same ones yourself! Of course, errors cannot always be avoided, but hopefully you will make a few less of them in the future after this lesson!

Candidate moves are missed

It often happens that you consider only one move and calculate only one continuation. When that happens, you can miss the best move.

Diagram 15-1

A.Yusupov – B.Gelfand

Munich 1993

1. ♖b7?

A losing move, just after the time control! White did not stop playing at lightning speed, although he saw that he had already made 40 moves. In such situations it is often better to make a slight pause and then calmly take another look at the position on the board.

As the following variations show, White could in many lines have obtained a strong attack after the better move 1. ♖e4:

- a) 1... ♖c8?! 2. ♖f4 ♖xf4 3. ♖xf4 ♖xd6 4. ♖xd6±
- b) 1... ♖e5?! 2. ♖b7 ♖b5 3. ♖f4! ♖xf4 (3... ♖xf4 4. ♖e7† ♖g8 5. ♖f6+-) 4. ♖xf4! ♖xf4 5. ♖e7†+-
- c) 1... ♖a2?! 2. ♖f4 ♖xf4 (2... ♖c2 3. ♖xg6+-) 3. ♖xf4±
- d) 1... ♖a5?! 2. ♖f4 ♖xf4 3. ♖xf4±
- e) 1... ♖a7?! 2. ♖f4 ♖xf4 3. ♖xf4 ♖d5 4. ♖g3 ♖d4 5. ♖e4 ♖c6 6. ♖f2±
- f) The strongest continuation for Black is very hard to find: 1... ♖e5! 2. ♖xb4 ♖c5! 3. ♖xc5 ♖xc5 4. ♖e7 ♖b8 5. ♖b5 ♖a5=

1... ♖a5

Only at this point did White discover the central square e4!

2. ♖e4 ♜e3-+

This tempo allows Black to consolidate his position. The technical phase is no problem at all for such a strong player as Gelfand.

3. ♖b1 b3 4. ♜d3 ♜xd3 5. ♖xd3 ♖d5 6. ♖g3 g5
7. ♜xg5 ♖xg5 8. ♖d3† ♖g6 9. ♜e4 b2 10. g3 ♜d8
11. ♖f3 ♜d5 12. ♜f4 ♜xf4 13. gxf4 ♜f8 14. ♜d2
♜c4
0-1

The opponent's strongest reply is not taken into account

Often we simply don't look for the best moves for our opponent! It is very important to **consider all active moves for the opponent!**

Diagram 15-2

A. Alekhine – J. Blackburne

St. Petersburg 1914

After the game Alekhine said that he had simply forgotten about his bishop on b5!

1. ♜d2??

1. ♜a4 was better.

1... ♖a5! 2. a4 a6-+

And Black won the bishop. Despite that, from this lost position the tough-minded Alekhine managed to save half a point!

Diagram 15-2

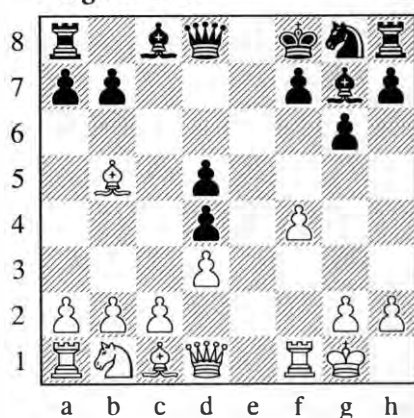


Diagram 15-3

A. Ilyin Zhenevsky – M. Kliatskin

Russia 1922

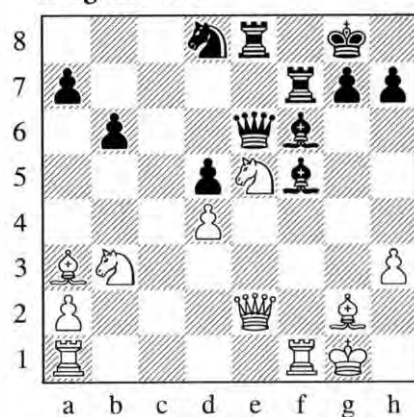
In a winning position, White unfortunately came up with an incorrect combination.

1. ♖b5?

Better was 1. ♖ae1 ♜xh3 2. ♖h5! ♜xg2 3. ♜xf7 ♜c4 4. ♜d6+-.

Basically, in a position with a material advantage you should look for simple ways and not go in for too many combinations. White would ideally

Diagram 15-3



like to play something simpler than the above-mentioned variation. But sometimes you have to calculate variations in order to avoid allowing any counterplay.

1...♙xe5 2.♙xd5??

Ilyin Zhenevsky here makes another typical mistake – **he does not check through his previous calculations!** He could still spot his mistake and correct it, but he put too much trust in his first analysis. He had to play 2.dxe5±.

2...♖g6†

White had overlooked this simple check. Now he even loses the game.

3.♘h1?!

There was the slightly more stubborn 3.♙g2 ♙d7! 4.♖c4 ♙xh3–+.

3...♙e4† 4.♙xe4 ♖xe4† 5.♘g1 ♖e3†

0-1

Diagram 15-4

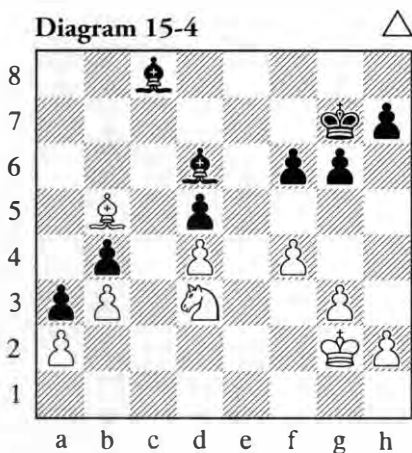


Diagram 15-4

A.Yusupov – V.Salov

Barcelona 1989

1.♘f3?

White should guard against the positional threat of ...♙f5. The correct move is 1.♘f2, intending 1...♙f5 2.♙d3=.

1...♙f5 2.♘f2??

The losing move. White sets a trap, only taking into account the weak move 2...♙b1?. But he is overlooking an active move for his opponent.

Better was 2.♘e3±.

2...♙c2!

And because of the threat of ...♙xb3, White loses the game!

Of course not 2...♙b1? 3.♙d3 ♙xa2?? on account of 4.♙c2+–.

3.♙d3

Or 3.♙a4 ♙b1!–+.

3...♙xb3–+

Alternatives in the early moves are missed

The first moves in a variation are the most important ones. Mistakes made there can no longer be corrected! (See Chapter 8 – ‘Calculating short variations’)

Diagram 15-5

B.Blumenfeld – Zhivzov

Moscow

1...♙e4??

An astonishing mistake, since Black had very correctly calculated a lot of variations here. However, he was concentrating simply on 3.♙h7† and not looking for alternatives for his opponent!

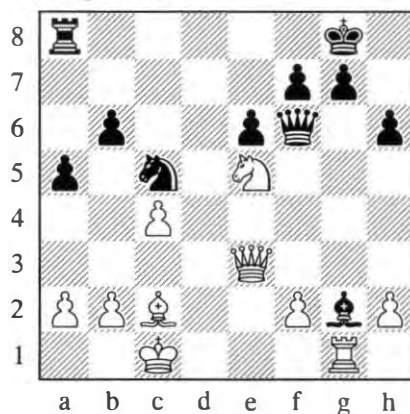
If 1...♙h3, then 2.♖xh3 ♖xe5 3.♗xh6 ♖e1† 4.♞xe1 gxf6±.

1...♙b7 is met by 2.♘g4±.

2.♙xe4

And Black resigned. Only now did he notice that 2...♗xe5 is simply answered by 3.♙xa8+– (but not 3.♙h7? ♙xh7 4.♗xe5, due to 4...♘d3†+).

Diagram 15-5



A variation is ended too soon

Although our opponent (or we ourselves) still has some active moves, we often stop calculating a variation too soon.

It sometimes has to do with our emotions, and we evaluate the position too soon or even resign prematurely!

Diagram 15-6

L.Rudenko – S.Rootare

Lugansk 1956

Black played:

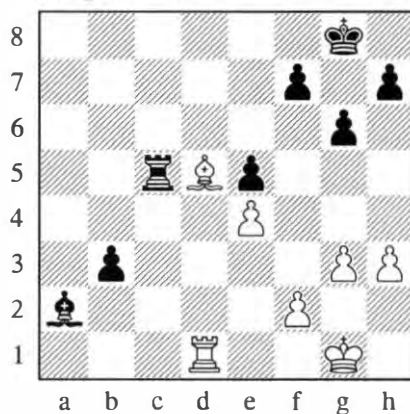
1...b2??

1...♗xd5? 2.exd5 b2? would also have been bad, in view of 3.d6+–.

The correct route to victory was 1...♙f8! (threatening 2...♗xd5 3.exd5 b2+–) 2.♗d2 ♙e7 3.♙f1 ♗xd5! 4.exd5 ♙b1! 5.♗b2 ♙c2+–.

In response to 1...b2?? White actually resigned! After 2.♙xa2 ♗c1, both players had stopped calculating and evaluated the position as won

Diagram 15-6

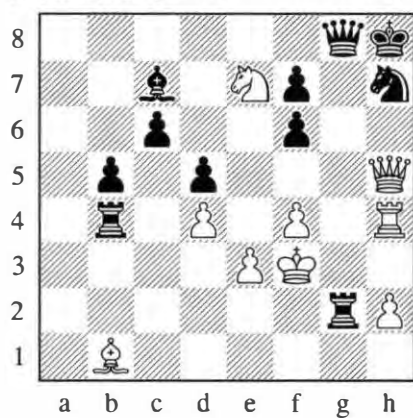


for Black. But after the simple 3.♖f1! followed by ♔b1, f3, ♕f2, ♕e2, ♖d1 and ♕d2, it is White that is winning! Of course both of them had totally overlooked 3.♖f1!.

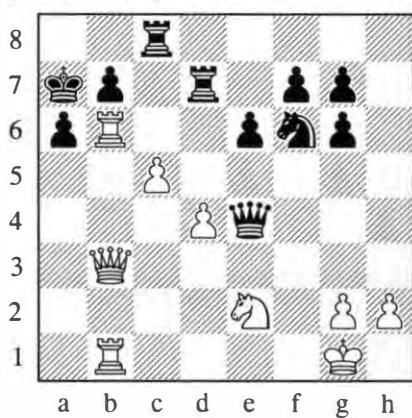
In the test you should try to avoid or to punish the mistakes which were made in these games!

Exercises

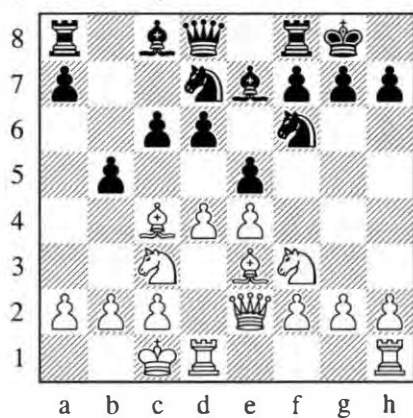
► Ex. 15-1 ◀ ★ ▼



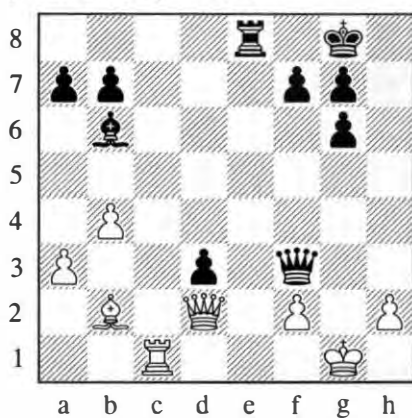
► Ex. 15-4 ◀ ★★★ ▼



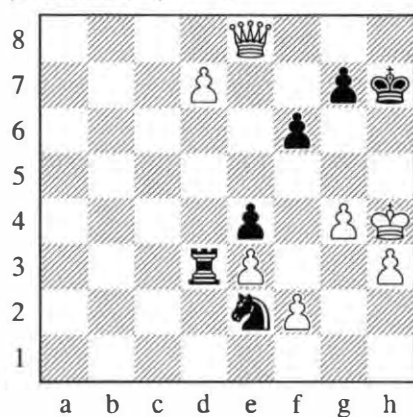
► Ex. 15-2 ◀ ★★ △



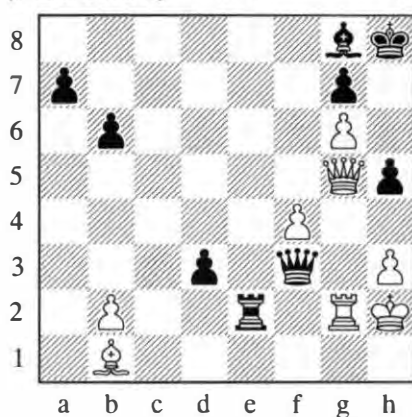
► Ex. 15-5 ◀ ★★ ▼



► Ex. 15-3 ◀ ★ △



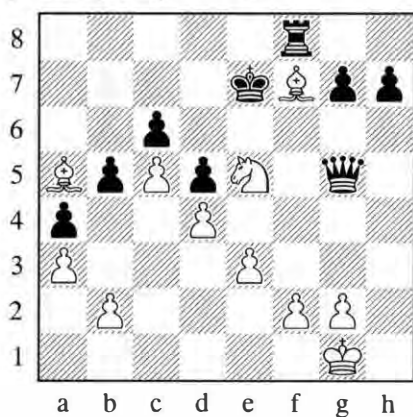
► Ex. 15-6 ◀ ★★ ▼



Exercises

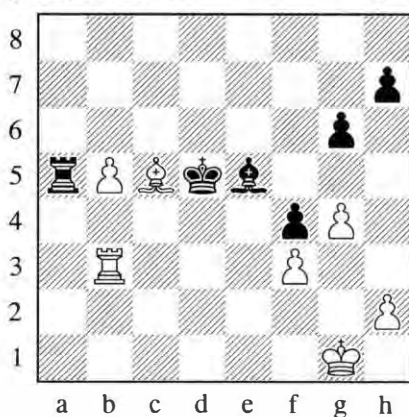
► Ex. 15-7 ◀

★★



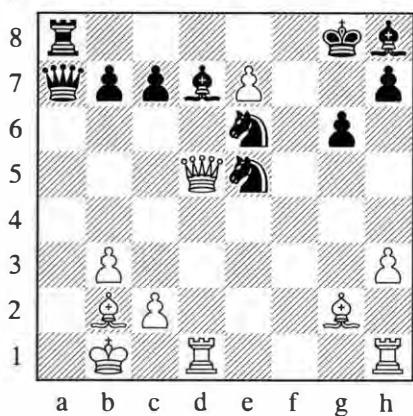
► Ex. 15-10 ◀

★★



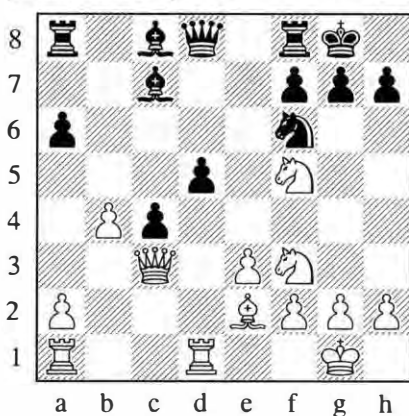
► Ex. 15-8 ◀

★★★



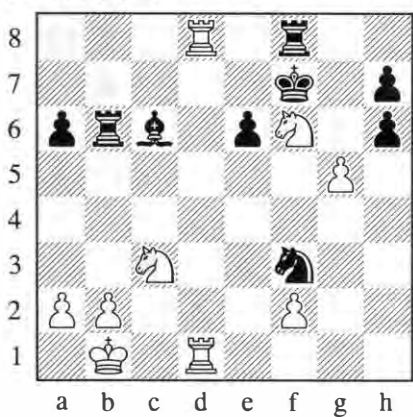
► Ex. 15-11 ◀

★



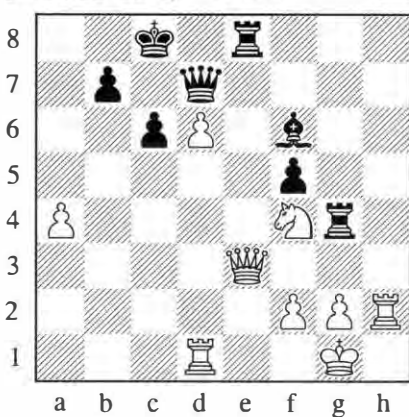
► Ex. 15-9 ◀

★★



► Ex. 15-12 ◀

★★★



Solutions

Ex. 15-1

A.Kotov – V.Smyslov

Budapest Candidates 1950

1...♙f2†! 2.♖xf2 ♜b2†

0-1

(1 point)

Ex. 15-2

N.Grekov – A.Ilyin Zhenevsky

Moscow 1920

1.dxe5!

(1 point)

In the game, White found the clearly weaker

1.♙d3?!

1...dxe5

If 1...bxc4, then 2.exf6 (2.exd6!+ is even better) 2...♖xf6 3.♙xc4+.

2.♖xe5! bxc4 3.♖xc6 ♜e8 4.e5+

(another 1 point)

Ex. 15-3

Block – Felderhof

Amsterdam 1912

White played:

1.d8♙??

Almost all roads lead to Rome. White wins after 1.♙xe4† (or 1.g5+ or 1.♙h5† ♖g8 2.g5+) 1...♖h6 2.g5†! (2.♙xd3?? g5#) 2...fxg5† 3.♖g4.

1...g5†! 2.♖h5 ♖f4†! 3.exf4 ♜xh3#

(1 point for spotting this trap)

Ex. 15-4

M.Tal – M.Botvinnik

World Ch(17), Moscow 1960

Botvinnik was in time trouble and did not find the single move which meets the white threat.

1...♙d5??

The correct move is 1...♖a8!+.

(2 points)

2.♜xa6†!

(another 1 point for seeing this threat)

2...♖b8

2...bxa6 is followed by 3.♙b6† ♖a8

4.♙xa6† ♜a7 5.♙xc8#.

3.♙a4

1-0

Ex. 15-5

S.Fazekas – R.Spielmann

1938

In the game, Black went wrong with 1...♜e2??

2.♜c8† ♖h7 3.♜h8†! ♖xh8 4.♙h6† ♖g8

5.♙xg7#.

He could have won quickly:

1...♙g4†!

(2 points)

By defending the c8-square, Black secures his back rank.

An alternative way to prepare ...♜e2 is by 1...f6!+ (also 2 points), while the technical solution 1...♙xf2† 2.♙xf2 ♙xf2† 3.♖xf2 ♜e2† (1 point) is also good enough.

2.♖h1 ♜e2 3.♙xd3 ♜xb2+.

Ex. 15-6

Croes – E.Mednis

USA 1959

In the game, Black played 1...d2?? 2.♙h6†! gxf6 3.g7#.

The most poetic solution is:

1...♙xg2†!

1 point for the more prosaic 1...♜xg2†

2.♙xg2 ♙xf4†+.

2.♙xg2 ♙d5!

(2 points)

3.♙xe2 dxe2+.

Solutions

Ex. 15-7

Golubev – A.Kotov

Black played:

1...♖xf7??

There is an easy win after 1...♗f6 or 1...♗f5.

(1 point for either move)

But no point for the tentative 1...♗xe5? 2.dxe5 ♖xf7. It is not necessary to give up so much material. The resulting endgame is not all that easy to win!

2.♙d8†! ♕xd8 3.♙xf7†

1-0

(another 1 point for spotting this trap)

Ex. 15-8

D.Sahovic – M.Matulovic

Belgrade 1969

In the game, White played 1.♙xe5?? ♗a1†! 2.♙xa1 ♖xa1#.

(1 point for this variation)

The correct move is:

1.♗xe6†!

(1 point)

1...♙f7

1...♙xe6 is followed by 2.♙d8† ♕g7 (2...♙xd8 3.exd8 ♗†+–) 3.e8 ♗+–.

2.e8 ♗†! ♙xe8

If 2...♙xe8, then 3.♗xd7+–.

3.♙xh8 ♕xh8 4.♗f6†+–

(another 1 point)

Ex. 15-9

F.Vallejo Pons – V.Epishin

Dos Hermanas 2003

White simply played 1.♖xf8†? ♕xf8 2.gxh6 ♕e7 3.♙h5?! ♖b4 4.♙g3 ♖h4 5.♖c1 ♖xh6 6.♙ce4 ♙d5 7.♖c7† ♕d8 8.♖a7 ♖h2 and the players agreed on a draw.

Much stronger was:

1.♖1d7†! ♙xd7 2.♖xf8† ♕xf8 3.♙xd7†+–

(2 points)

Ex. 15-10

R.Hasangatin – P.Harikrishna

Abu Dhabi 2003

White played:

1.♙f2??

White should settle for a draw with 1.♙e7 (or 1.♙f8=) 1...♖a7 2.♙f8 ♖a8=.

(1 point)

1...♖a1†

White now realized that his rook would be trapped after 2.♕g2 ♕c4, so he resigned.

(another 1 point for seeing this trap)

Ex. 15-11

A.Huzman – G.Kasparov

Rethymnon 2003

1.♙xd5!

(1 point)

1...♗e8

1...♗xd5 2.♙e7†+–; 1...♙xd5 2.♗xg7#.

2.♙xc4

1-0

Even a great player can have an off day.

Ex. 15-12

E.Williams – D.Harrwitz

London(8) 1852

In the game there followed 1.♗a7?! ♗xd6!=

(1 point for seeing this defence)

Black's idea is of course 2.♙xd6 ♖e1#, while 2.♗a8† is well met by 2...♗b8†.

1.♖h7?! also allows Black to defend after 1...♖xe3 2.♙xd7 ♕xd7 3.fxe3.

The correct move is:

1.♖h8!!

(2 points)

Now the white king gets an escape square and Black's defensive idea ...♗xd6 is thwarted.

1...♙xh8

1...♖xh8 2.♗a7+–

2.♗a7 ♕d8 3.♗a5† b6 4.♗xb6† ♕c8

5.♗a6† ♕d8 6.♗a5†+–

Scoring

Maximum number of points is 24

20 points and above.....→ **Excellent**

16 points and above.....→ **Good**

12 points.....→ **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Resources for the attacking side
- ✓ Linking motifs
- ✓ Various combinations

Diagram 16-1

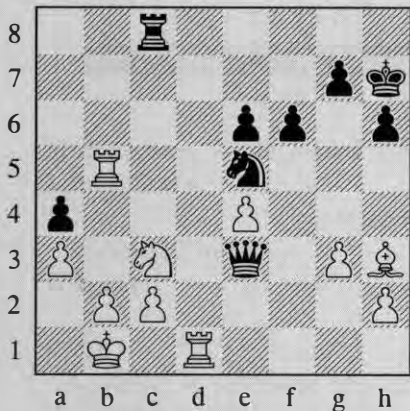


Diagram 16-2



Removing the defence

Removing the defence is one of the most important resources in an attack. A piece which is protecting other pieces or squares near the king is removed by a tactical operation. Of course this does not necessarily involve a sacrifice. We can attack an important defensive piece, exchange it, deflect it or simply take it.

Removing a defender is often a preparatory step for other tactical operations, such as double attacks, decoying, etc.

Diagram 16-1

A.Tolush – E.Geller

USSR Ch, Moscow 1950

1...Bxc3!

The motif behind this combination is to achieve control over the e2-square.

2.Qxe6

2.bxc3 is followed by the fork 2...We2+.

2.Bxe5 is slightly more stubborn: 2...We2 (or 2...fxe5 3.bxc3 Wxc3+) 3.Bc1 fxe5 4.bxc3 Wxh2+ 2...Bc7+ 3.Bb8 Wxe4 4.Bf1 Wxc2† 5.Qa1 We2 6.Bf4 Qd3 7.Qg8† Qg6

0-1

Diagram 16-2

A.Tolush – P.Keres

USSR Ch, Leningrad 1947

White wants to attack the knight on b4, which is protecting its colleague on d3, in order to win one of the knights. But Black has a strong reply.

1.a3? Qxb2!

Removing the defender of the c3-knight. Here Black is exploiting in instructive fashion the weakness of White's back rank.

2.axb4

If 2.Bxb2, then 2...Bxc3+ mate after ...Bc1†.

2...Bxc3 3.bxa5 bxa5 4.h3 Bb3?

Either 4...Qd3† or 4...Qc4† would be simpler.

5.♖d2?

White does not seize his chance. The correct move is 5.♕e5! and if 5...a4, then 6.♖xa4! ♖xe3 7.♕d7! ♕xa4 8.♕xf8 ♕c3 9.♖b8=.

5...♖fb8 6.♕d4 ♖b6+

Black has an extra pawn and went on to win the game.

Diagram 16-3

R.Fuchs – A.Hennings

East Germany 1972

Black finds a little combination which exploits the unfavourable positioning of his opponent's pieces.

1...♖xc2!

This directly removes one defender of the d3-square and in addition deflects the rook away from its defence.

2.♖xc2 ♖xd3† 3.♔f2 ♕d4!

This attack gives Black a decisive advantage. The white rook can no longer do the double job of controlling the d2-square and defending the knight on c3.

4.♖c1 ♖d2†

0–1

Removing the defence during an attack on the king is one of the most frequently used tactics. You can also interpret the destruction of the castled position (Chapter 16 of *Build Up Your Chess 2*) as being the removal of the defence. But in this chapter we are mainly considering combinations which are directed against a specific piece.

Diagram 16-4

H.Ahues – Steneberg

Berlin 1930

1.♕xf6!

The knight on f6 is protecting the h7-square and so has to be removed.

1...♖xd1†

1...♕xf6 is answered by 2.♖d7! which threatens ♖h7† followed by ♖h8#. If 2...♖xd7, then simply 3.♖e8#.

Diagram 16-3

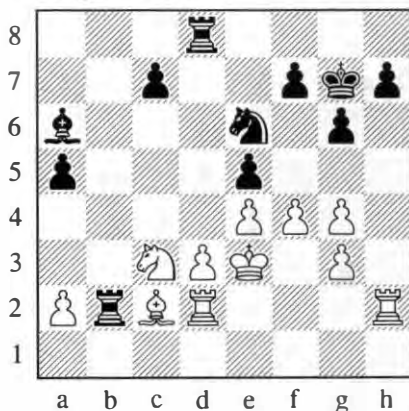


Diagram 16-4

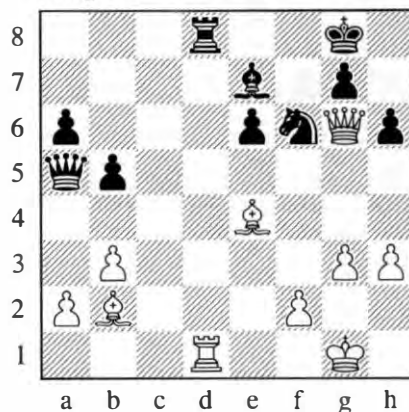


Diagram 16-5

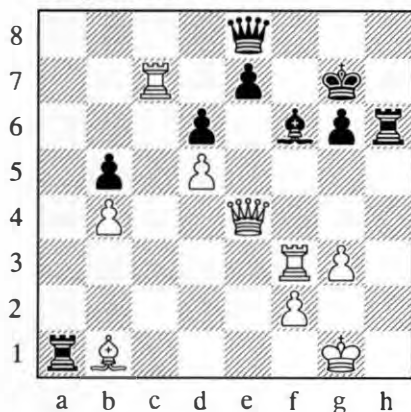
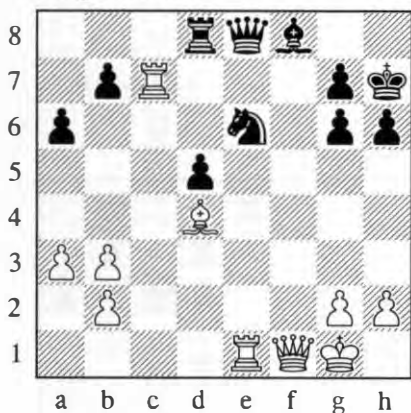


Diagram 16-6



2.♔g2 ♕f8

2...♕xf6 3.♖e8#

3.♕xg7!

White opens up the king's position further.

3...♕xg7 4.♖xe6† ♔f8

Or 4...♔h8 5.♖e8† ♕f8 6.♖xf8#.

5.♕g6

And Black cannot simultaneously protect both the f7- and e8-squares.

5...♖d8 6.♖f7#

Diagram 16-5

L.Stein – M.Filip

Moscow 1967

1.♜xf6!+-

Removing the important defender.

1...♜xb1†

1...♔xf6 would be bad: 2.♖e6† (or simply 2.♖d4† followed by ♖xa1) 2...♔g5 (2...♔g7 3.♜xe7+-) 3.f4† ♔h5 4.♖h3#

2.♖xb1 ♔xf6 3.♖e4!

Threatening ♖e6†.

3...♖f7 4.♖d4†

Black resigned, on account of 4...♔g5 5.♖e3† ♔h5 6.g4†.

Diagram 16-6

E.Vasiukov – B.Djurasevic

Belgrade 1961

White finds an elegant solution and removes both defenders of the g7-pawn.

1.♜xe6! ♖xe6 2.♖xf8! ♜xf8 3.♜xg7† ♔h8 4.♜xg6†

Black resigned, because he also loses his queen after 4...♜f6 5.♜xf6.

And to finish, two more typical combinations aimed against the knight on f6.

Diagram 16-7

B.Spassky – E.Geller

Candidates March(6), Sukhumi 1968

1. ♖xf6!

The knight was protecting the h7-square. The combination by White, however, destroys the defence and opens up the king's position.

1...exf6 2. ♖h7† ♜f8 3. ♜xf7!

An important continuation. The g6-point is now weakened too.

3...♖xc2

3...♜xf7 is followed by 4. ♙h6 ♖g8 5. ♜f4 ♖xc2 (or 5...d5 6. ♗xg6† ♜f8 7.exd5+–) 6. ♖f1 ♖xg2† 7. ♜xg2 ♜c2 8. ♗xg6† ♜e7 8. ♙xg7 ♜e3† 10. ♜f2 ♜xf1 11. ♙xf6† ♜d7 12. ♗xg8+–.

4. ♙h6

Removing another important defensive piece – the bishop on g7.

4. ♖xc2 ♜xf7 5. ♙h6 ♖g8 is not so clear.

4...♖xc1†

4...♙xh6 is met by 5. ♜xh6 ♜e8 6. ♜g8 ♖xc1† 7. ♜xc1 ♜f8 8. ♜e7+–.

If 4...♗xd3, then 5. ♗xg7† ♜e8 6. ♖xc2 ♜xc2 7. ♜f4 with a decisive attack. For example: 7...♗d4† 8. ♜h2 f5 9. e5 ♙xg2 10. ♜xd6†+–

5. ♜xc1 ♜xf7

Or 5...♙xh6 6. ♜xh6 ♜e8 7. ♜g8+–.

6. ♗xg7† ♜e8 7. g5!

7. e5! would also be good: 7...♙xg2 8. e6+–

7...f5 8. ♗xg6† ♜d7 9. ♗f7† ♜c6 10. exf5† 1–0

Diagram 16-8

A.Bisguier – B.Larsen

Zagreb 1965

1. ♖xf6! ♙h8

Other moves lose even more quickly:

a) 1...♙xf6 2. ♙g7! ♙xg7 (2...♙xg5 3. ♗h8#)

3. ♗h7#

b) 1...exf6 2. ♙xg7+–

Diagram 16-7

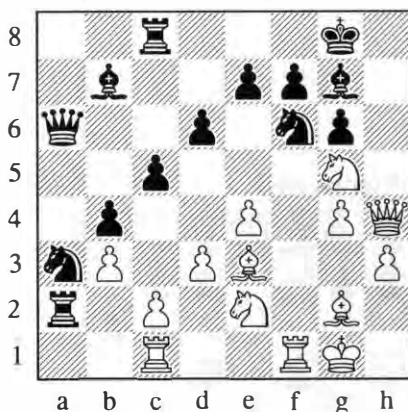


Diagram 16-8

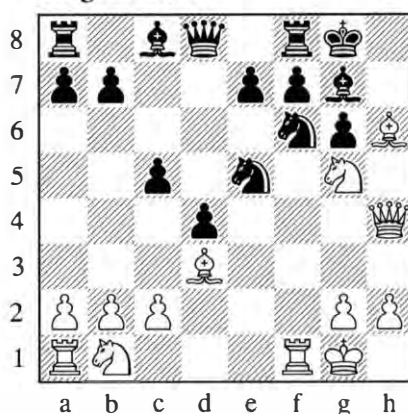
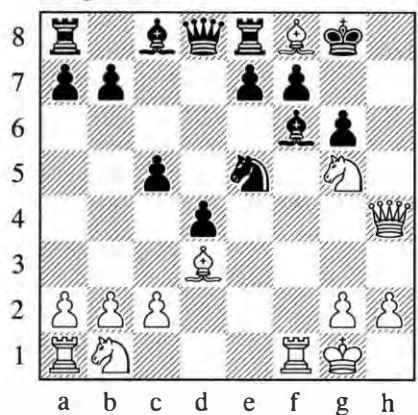


Diagram 16-9



2. ♖f1+—

The simplest solution. The threat is now ♔g7 or ♔xf8.

2... ♜e8 3. ♔f8!

Threatening ♜h7† followed by ♜xh8#.

3... ♔f6

3...e6 can be met by 4. ♔e7! ♜xe7 5. ♜h7† ♔f8 6. ♜xh8# or simply 4. ♜h7† ♔xf8 5. ♜xf7† and mate next move.

Diagram 16-9

4. ♜xf6!

Not again! The same motif carried out twice is something special.

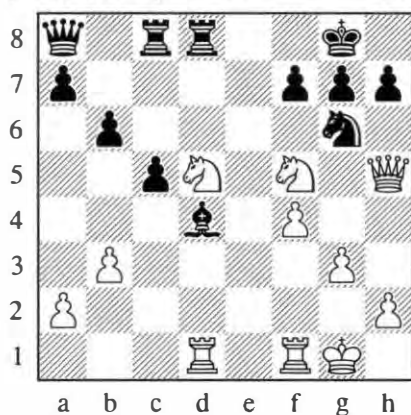
4... exf6 5. ♜h6!

But not 5. ♜h7†? ♔xf8—+.

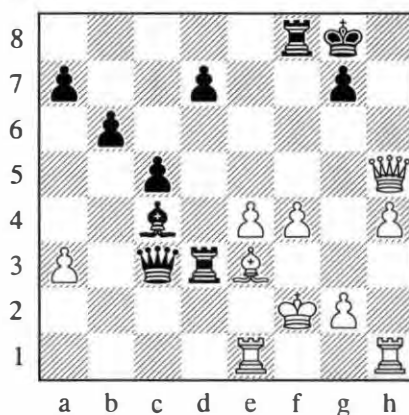
5... ♜xf8 6. ♜h7#

Exercises

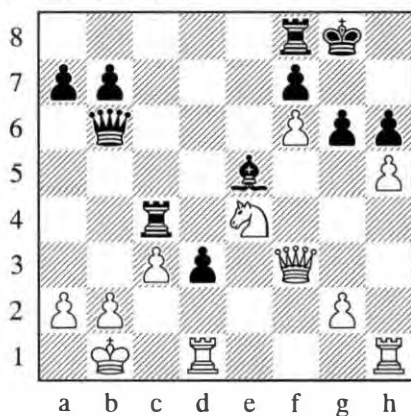
► Ex. 16-1 ◀ ★★ △



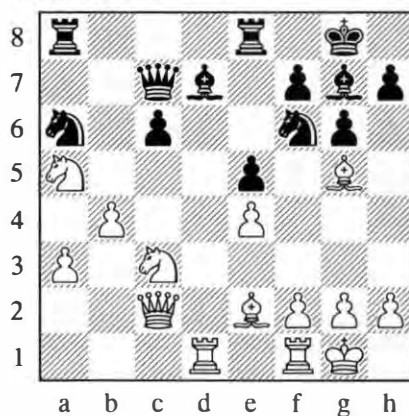
► Ex. 16-4 ◀ ★★ ▼



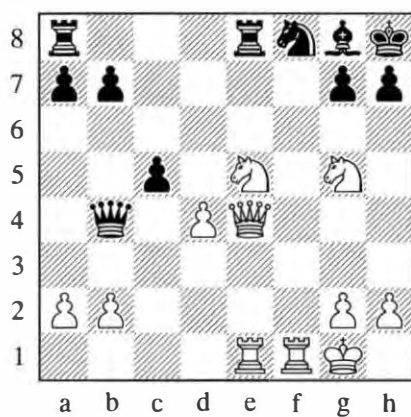
► Ex. 16-2 ◀ ★★ ▼



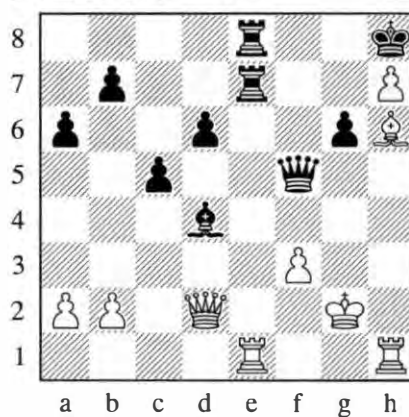
► Ex. 16-5 ◀ ★ △



► Ex. 16-3 ◀ ★ △

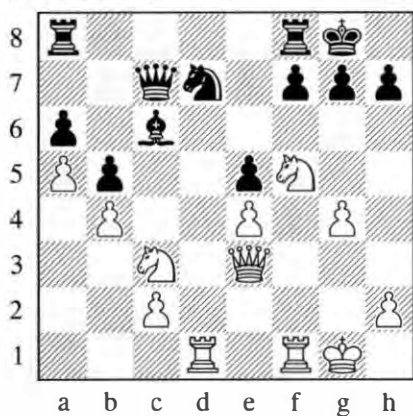


► Ex. 16-6 ◀ ★★ △

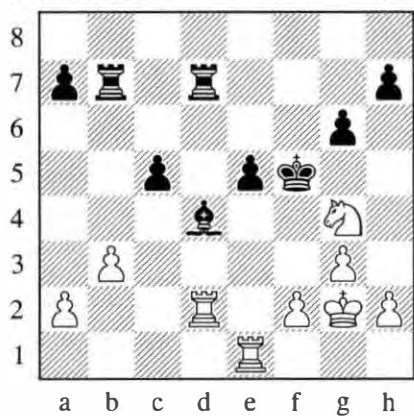


Exercises

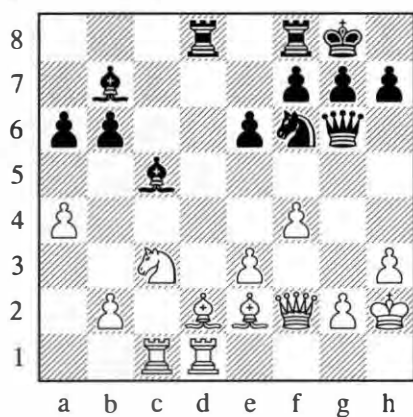
► Ex. 16-7 ◀ ★ △



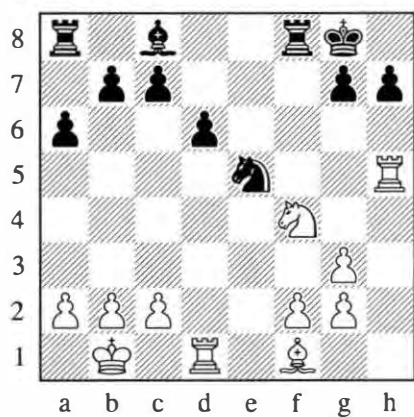
► Ex. 16-10 ◀ ★ △



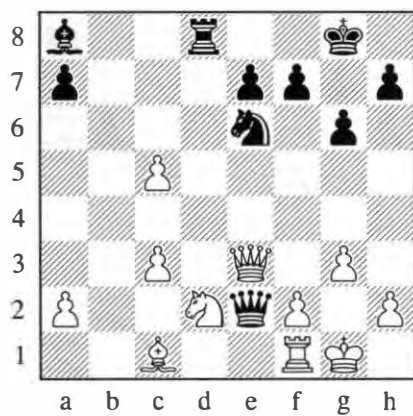
► Ex. 16-8 ◀ ★ ▼



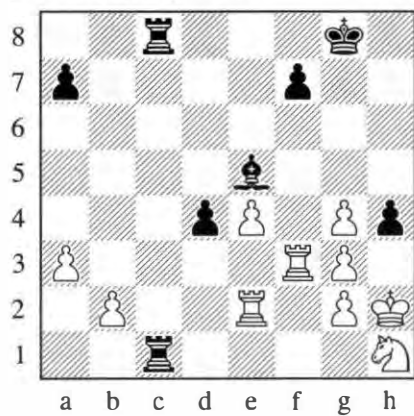
► Ex. 16-11 ◀ ★ △



► Ex. 16-9 ◀ ★ ★ ▼



► Ex. 16-12 ◀ ★ ★ ▼



Solutions

Ex. 16-1

F.Dus Chotimirsky – A.Bannik

USSR Ch semifinal, Vilnius 1949

1.♖xd4!

(1 point)

1...cxd4

If 1...♖xd5, then 2.♖xd5 ♜xd5 3.♙h6+!+-.

1...♙h8!? is followed by 2.♙f6! gxf6 3.♜h6 ♖g8 4.♘d7 ♖cf8 5.♙d6 ♖g7 6.♖b7! ♜d8 7.♘d1+-.

2.♙f6+!

(another 1 point)

2...♙f8

Or 2...gxf6 3.♜h6+-.

3.♜xh7 gxf6 4.♖e1

1-0

Ex. 16-2

G.Sax – J.Van der Wiel

Biel 1985

1...♖xe4!!

(1 point)

Removing the defender of the c3- and f2-squares.

2.♜xe4 ♙xc3!

Now White will be mated after 3.b3 ♜f2!.

(another 1 point for this variation)

And 3.♘d2 ♙xd2 4.hxg6 ♜xf6+- is also hopeless.

0-1

Ex. 16-3

M.Carlsen – R.Eberlein

Biel 1979

1.♖xf8!

Black resigned, on account of 1...♖xf8 (1...♖xe5 2.♜xh7#) 2.♙g6+! hxg6 3.♜h4+ ♙h7 4.♜xh7#.

(1 point for this variation)

Ex. 16-4

I.Efimov – R.Andreoli

Varallo 1989

1...♖xe3!

(1 point)

Removing the defence of the d2-square.

1...♘d2+ would not be so forcing, due to 2.♙g3.

2.♖xe3 ♜d2+ 3.♙f3

3.♖e2 ♖xf4+ 4.♙g3 ♙xe2+-

3...♙e2+! 4.♖xe2 ♜xf4#

(another 1 point)

Ex. 16-5

P.Hohler – G.Tcherniak

Munchenstein 1959

1.♙xa6!

Or first 1.♙xf6.

1...♖xa6 2.♙xf6! ♙xf6 3.♙d5

(1 point)

Black resigned, as he is losing a piece after

3...♜d8 (or 3...♜d6) 4.♙xf6+ ♜xf6 5.♖xd7.

Ex. 16-6

Parente – Tilson

Great Britain 1964

1.♜xd4+! cxd4 2.♙g7+!

(1 point)

2...♙xg7

2...♖xg7 3.♖xe8+ ♖g8 4.♖xg8#

3.♖xe7+ ♖xe7

3...♙f6 also offers no hope: 4.♖xe8 ♜c2+ (4...♜g5+ 5.♙f2 ♜d2+ 6.♖e2+-) 5.♙g3+-

4.h8♜+ ♙f7 5.♖h7+ ♙e6 6.♜c8+ ♙f6

6...♙d5 7.♜xf5+ gxf5 8.♖xe7+-

7.♜f8+

1-0

(another 1 point for this variation)

Solutions

Ex. 16-7

R.Nezhmetdinov – Romanov

Arkhangelsk 1950

1. ♖g5 g6 2. ♛e7†

First 2. ♖xd7! and then 3. ♛e7† is equally good.

2... ♖g7 3. ♖xd7!

(1 point)

3... ♗xd7

3... ♖xd7 4. ♖f6† ♖h6 5. ♛f5†+–

4. ♖f6† ♖h6 5. ♖f5!

Threatening ♖h5#. Also winning is 5. ♛f5†.

5... ♖a7† 6. ♖f1

1–0

Ex. 16-8

V.Zheliandinov – A.Mikhalchishin

Lvov 1995

1... ♖xd2! 2. ♖xd2 ♗xe3!

(1 point)

White resigned. 3. ♗d3 is met by 3... ♖xf2 (or 3... ♖h6!–+) 4. ♗xg6 ♗e3–+.

Ex. 16-9

W.Uhlmann – H.Liebert

Groeditz 1976

1... ♖xd2!!

(1 point)

1... ♛g5?! would not be so accurate, because of 2. h4!.

White resigned, on account of 2. ♗xd2 (or 2. ♖xd2 ♖f3–+) 2... ♛g5! (threatening ... ♛h3#) 3. ♖xg5 (or 3. h4 ♛f3† 4. ♖g2 ♛xd2†–+) 3... ♖f3–+.

(another 1 point for these variations)

Ex. 16-10

T.Petrosian – B.Ivkov

Teslic 1979

1. ♖xd4!

(1 point)

Black resigned, in view of 1... exd4 2. ♖e5† ♖xg4 3. h3#.

Ex. 16-11

Zavernyaev – Paromov

Arkhangelsk 1963

1. ♖xe5!

1–0

1... ♖xf4 is met by 2. ♖e8† ♖f7 3. ♖xc8+–.

If 1... dxe5, then 2. ♗c4† ♖h8 3. ♛g6† hxg6 4. ♖h1† ♗h3 5. ♖xh3#.

(1 point for this variation)

Ex. 16-12

A.Bisguier – R.Fischer

New York 1965

1... ♖g7

This threatens 2... hxg3† 3. ♛xg3 ♖h8#.

Black had a second way to win: 1... ♖xh1† 2. ♖xh1 ♖c1† (2... hxg3? 3. ♖e1±) 3. ♖h2 hxg3† 4. ♖xg3 ♖d1! (4... ♖c6? 5. g5±) 5. ♖f2 ♖d3 6. ♖ff3 ♖xf3 7. gxf3 d3–+ (also 2 points)

2. ♖f5 ♖xh1†!

(2 points)

White resigned, on account of 3. ♖xh1 ♖c1† 4. ♖h2 ♗xg3† 5. ♖h3 ♖h1#.

Scoring

Maximum number of points is 18

- 15 points and above.....> **Excellent**
- 12 points and above.....> **Good**
- 9 points.....> **Pass mark**

If you scored less than 9 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Bishop against knight
- ✓ The advantages of the bishop
- ✓ Capablanca's rule
- ✓ Rook and bishop
- ✓ The advantages of the knight
- ✓ The correct positioning of the pawns
- ✓ Queen and knight

Good and bad bishops

This subject has already been treated in Chapter 6 of *Build Up Your Chess 2*.

In this chapter, we shall consider only those positions in which one side has a bishop and the other side has a knight. These pieces are of nominally the same strength (= 3 pawns). But they have very different abilities. For example, **the bishop is a long-range piece which plays only on squares of one colour, whereas all the squares are open to the short-range knight**. The result of these differences is that in some situations the bishop is stronger and in others the knight has the advantage.

The bishop is stronger, whenever...

- 1) the position is open;
- 2) play is taking place on both sides of the board;
- 3) the pawn structure is unbalanced – the bishop can, for example, support a passed pawn better than a knight while at the same time fighting against opposing passed pawns.

In its struggle against the knight, **more often than not the bishop is at an advantage**. For that reason, you have to think very carefully in the opening before exchanging a bishop for a knight.

To maximize the activity of the bishop, your pawns should be correctly positioned. Capablanca's rule – **put the pawns on squares of the opposite colour to that of your bishop** – is very important. It means that you can protect those squares which cannot be controlled by the bishop. Though, like almost all rules in chess, this is not an absolute rule, it does apply in the majority of cases.

However, in order to be able to defend the pawns with the bishop, **we must sometimes place some pawns on the 'wrong' squares**.

In most cases the rook, which works in straight lines, forms a better team with the bishop than with the knight.

Diagram 17-1

A.Yusupov – V.Anand

Linares 1992

In order to play for a win, White must retain his bishop! **The position is open** and the bishop is slightly more effective than the knight, which does not have a **protected outpost**.

1. ♖h5! ♜e6 2. ♖xc8 ♜xc8 3. ♖c1 ♜d7

It is advantageous for White to exchange the queens and keep the rooks!

4. ♜d1! ♜xd1†

Or 4... ♜b7 5. ♜c2±.

5. ♖xd1 ♖d8

Diagram 17-2

If Black now manages to exchange the rooks, then he can put his knight on c6 and his king on e6, which should keep things level without any difficulty.

6. ♖c1!

The rook is actively posted on the c-file and can penetrate via c6.

6...h5 7. ♖c6 a5 8. ♖b6 ♖d5 9. ♜f1

9.b3!? ♖d1† 10. ♜h2 ♖a1 11. ♖xb5 ♖xa3 12. ♖xh5 ♖xb3 13. ♖xa5 would lead to an endgame with all the pawns on one wing, in which White has only minimal chances of a win. White hopes to achieve more from this game.

9...g5 10. ♜e2

Diagram 17-3

10...g4?

Here Black would do better to quickly put his queenside pawns on light squares. The correct approach is 10...a4± and if 11. ♜f3, then simply 11...♞e5!.

11.hxg4 hxg4

Diagram 17-1

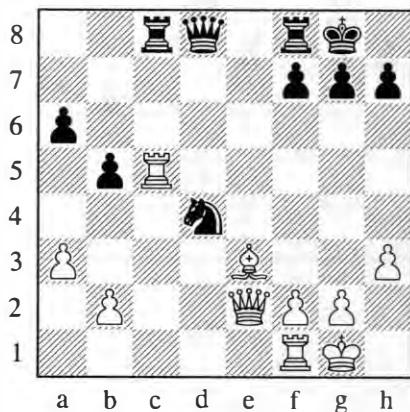


Diagram 17-2

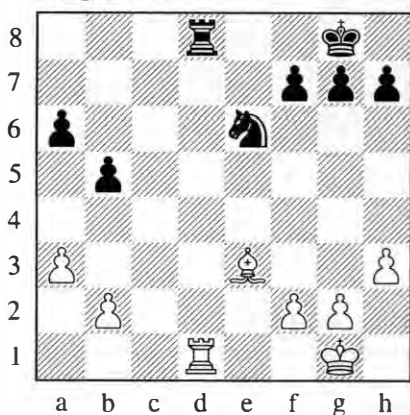


Diagram 17-3

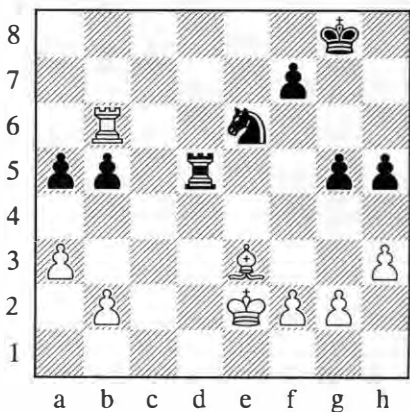


Diagram 17-4

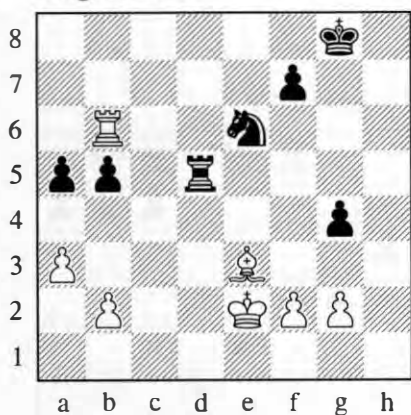


Diagram 17-4

You may recognize this position, which was already treated in *Build Up Your Chess 2*, Ex. 2-2. White should fix at least one of the black queenside pawns on a dark square, so that he is then able to attack it with the bishop.

12.b3!± ♖e5 13.♗d3 ♜f5 14.g3

White restricts himself to defensive measures on the kingside and limits further advances of the black pawns.

14...♗f7 15.♖a6 b4 16.axb4?!

Shortly before the time control White chooses a safe plan, but in doing so lessens his advantage. The only one to gain from an exchange of pawns here is the defender! 16.a4 would have been better, and if 16...♗c5†, then 17.♗d4 ♖xe3 18.♖a7†!+- (Anand).

16...axb4 17.♖b6

The b4-pawn is fixed on a dark square and can be attacked by all the white pieces.

17...♖e4 18.♖c6 ♖e5 19.♗c4 ♖e4†

19...f4 20.gxf4 ♗xf4 would be bad, on account of 21.♗d4! ♗g6 22.♖xg6 ♖xe3 23.♗xe3 ♗xg6 24.♗f4 ♗h5 25.f3+- (Anand).

20.♗d5 ♗f6 21.♖c4 ♖xc4 22.♗xc4 ♗e5

22...f4!? 23.gxf4 ♗f5

23.♗xb4

23.♗d2!?

23...f4!

Diagram 17-5

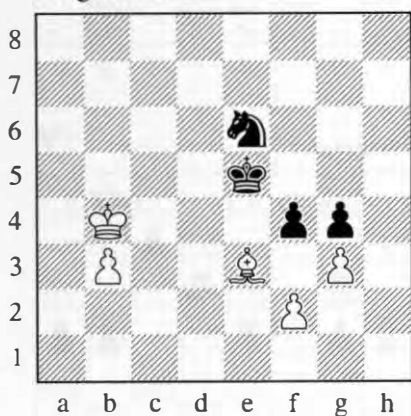


Diagram 17-5

As expected, White has won the b4-pawn. Black tries to exchange some pawns on the kingside.

24.gxf4†!?

After 24.♗a7 fxg3 25.fxg3 ♗d6 there is the danger that Black can construct a typical fortress by placing his king on b7 and then playing his knight between f3 and h2.

24...♗xf4 25.♗c4

With such reduced material, White has great difficulties winning the game.

25...♗h5?

25...♗e4! would have been correct: 26.b4 ♗d3 27.b5 g3! and if 28.fxg3 ♗xe3 29.♗d5!? ♗b4† 30.♗e5 ♗f3 31.♗d4, then not 31...♗xg3? 32.♗c4 ♗c2 33.b6 ♗e3† 34.♗c5+-, but 34...♗c2†!! 35.♗c5 ♗e1!! 36.b6 ♗d3† 37.♗d6 ♗b4=.

After missing this fantastic opportunity, Black can no longer save the game. White plays very cautiously, preventing the final pawn swap and switching play between the kingside and the queenside – the g4-pawn can also be attacked!

26.♔a7! ♖e6 27.♙b8 ♜f6 28.♙d4 ♜d5 29.♙g3 ♜b4 30.♙c5 ♜d3† 31.♙c4

White tries (successfully!) to force the knight to less favourable positions.

31...♜e1 32.b4 ♜c2 33.b5 ♙d7 34.♙e5 ♜e1 35.♙d5 ♜d3

Diagram 17-6

36.♙d4!?

36.♙d6!+– is stronger. This typical situation, in which the bishop deprives the knight of a lot of squares, would have led to a win at once.

36...♜f4† 37.♙e4 ♜e2 38.♙e5 ♙c8 39.♙e3 ♜c1 40.♙b2 ♜b3 41.♙d4!?

Overhasty play with 41.♙f4 ♙b7 42.♙xg4 ♙b6 43.f4 ♜d2! 44.f5 ♜e4 45.♙f4? would give Black drawing chances: 45...♜d6 46.f6 ♙xb5 47.♙e5 ♙c6 48.♙a3 ♜f7† 49.♙e6 ♜g5† 50.♙e7 ♜h7 51.f7 ♙d5=

Instead of 45.♙f4? there is a win after the more complicated 45.♙e5! ♙xb5 46.♙f4 ♜c5 47.f6 ♜d7 48.f7 ♙c6 49.♙f5 ♙d5 50.♙b2 ♙d6 51.♙a3† ♙d5 52.♙b4 ♙c6 53.♙e6 ♙c7 54.♙e7 ♙c6 55.♙d6+– and Black is in zugzwang.

41...♜c1 42.♙d2

White pushes the knight away.

42...♜b3† 43.♙c3 ♜a5

43...♜c1 is followed by 44.♙e3 g3 45.f4 g2 46.f5 ♜e2† 41.♙b4+–.

44.♙e5 ♙d7 45.♙f4! ♙c8 46.♙d4 ♙b7 47.♙c5 ♙a7

47...♜b3† 48.♙c4! ♜a5† 49.♙b4+–

Diagram 17-7

48.♙b4! ♜b7 49.♙c7

The knight is trapped. 49...♙a8 is met by 50.b6 with zugzwang.

1–0

Diagram 17-6

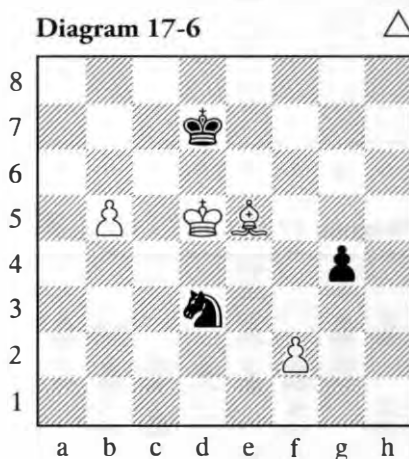
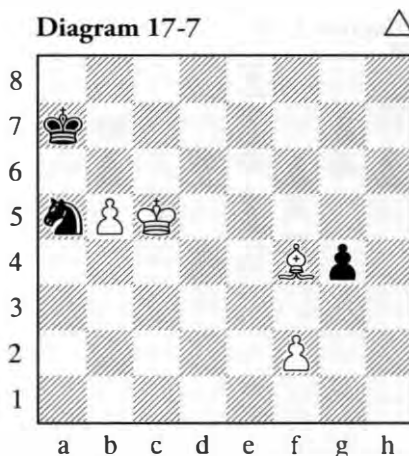


Diagram 17-7



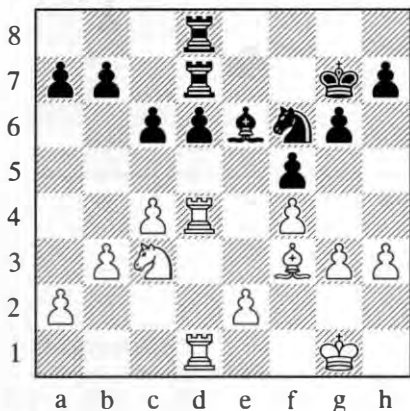
The knight is stronger, whenever...

- 1) the position is closed;
- 2) play is on one side of the board;
- 3) the opposing side has some pawn weaknesses.

The knight is a close-quarter fighter, and it must get close to its opponents. For that, it needs **outposts**. The knight is very good at **constructing a fortress**, or a **barrier against the opposing king**.

A safe pawn set-up in the struggle against the bishop is, of course, one in which **the pawns are positioned on squares of a different colour from that of the bishop**. However, sometimes 'wrongly' posted pawns can limit the activity of the bishop.

The knight and the queen work very well together and are often stronger than queen and bishop.

Diagram 17-8**Diagram 17-8****A.Yusupov – V.Cmilyte**

Mainz (rapid) 2004

1...a6?

Black unnecessarily places her pawn on a square of the same colour as the bishop.

2.♖g2±

White prepares the breakthrough in the centre by means of e2-e4 and as a precaution protects the h3-pawn.

2...d5?!

Passive play would have been better for Black. This just further weakens the dark squares. The probable intention of constructing a fortress is impossible, because Black has too many weaknesses.

3.c5 ♘e4?!**Diagram 17-9****4.♙xe4**

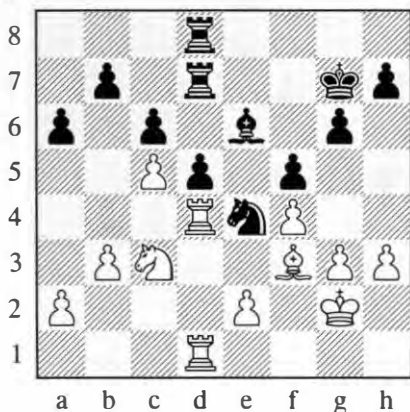
In a closed position the knight is superior to the bishop.

4...dxe4 5.♞xd7† ♞xd7 6.♞xd7† ♙xd7 7.♙f2 ♖f6 8.♙e3 ♙e6 9.♙d4±

Black is preventing further penetration by the opposing king, but White can still take effective action with his knight.

9...h6!

Positioning the first pawn correctly! Black needs

Diagram 17-9

this chance for counterplay on the kingside (...g6-g5 and then possibly a king march).

10.h4

Diagram 17-10

10...h5?

After this move, which once more sets up all the pawns wrongly, Black's position can no longer be saved.

11.♖a4 ♜d5 12.♜b6 ♜e6 13.e3

The only way to lay siege to a fortress! Black is in zugzwang and must allow the knight onto d6.

13...♜g8

If 13...a5, then 14.♞c3! followed by ♞b2-a3-a4 will pick off the a-pawn.

14.♜c8 ♜e6 15.♜d6 b5

15...b6 loses after 16.♜c4 b5 17.♜e5.

16.♜b7 ♜f6

Diagram 17-11

17.♞c3!+-

Since the black king cannot find a way into the white camp, its counterpart can casually wander over to the queenside.

17...♞e6 18.♞b4 ♞d5 19.♞a5

Just look at the position of the white pawns on the queenside! The important c4-square is under control, and although the a2- and b3-pawns are on light squares, there is no way for the black bishop to attack them properly.

19...♜e6 20.♞b6

This is even simpler than 20.♞xa6 ♜c8+-.

20...♜c8 21.♜a5 ♜d7 22.b4!

Black cannot simultaneously protect the pawns on c6 and a6.

22...♜e8 23.♞xa6 ♜d7 24.♞b6 ♜e8 25.♞c7

1-0

V.Savon – B.Spassky

USSR Ch, Baku 1961

1.♜f3 d5 2.g3 c5 3.♜g2 ♜c6 4.0-0 e5 5.d3 f6 6.e4 d4 7.♜h4 ♜e6 8.f4 ♞d7 9.♜d2 0-0-0 10.a4 ♜d6 11.♜c4 ♜c7 12.♜d2 ♜ge7 13.f5?

Diagram 17-12

This allows his opponent to carry out an exchange operation that suits him.

Diagram 17-10

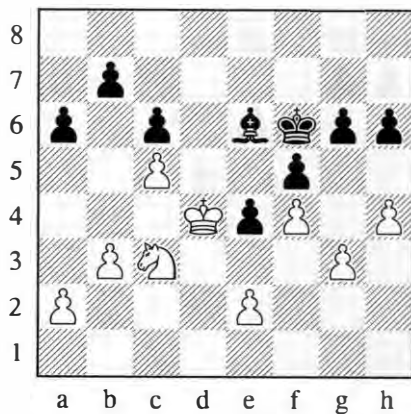


Diagram 17-11

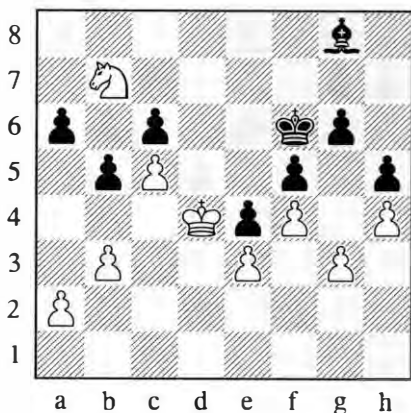


Diagram 17-12

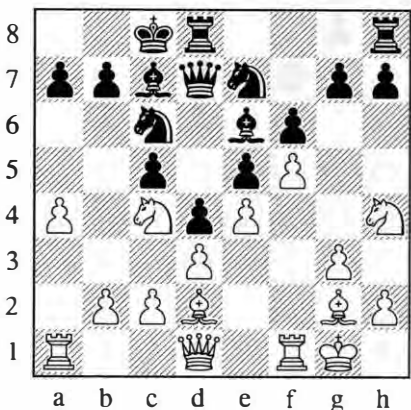


Diagram 17-13

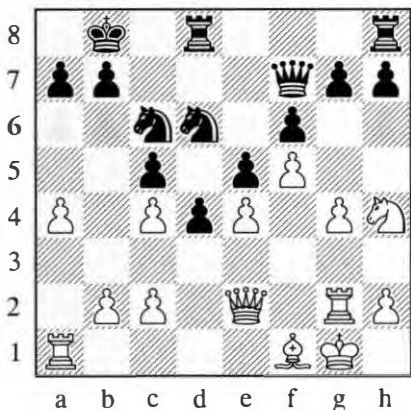


Diagram 17-14

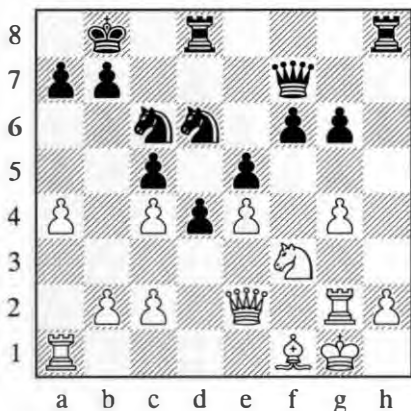
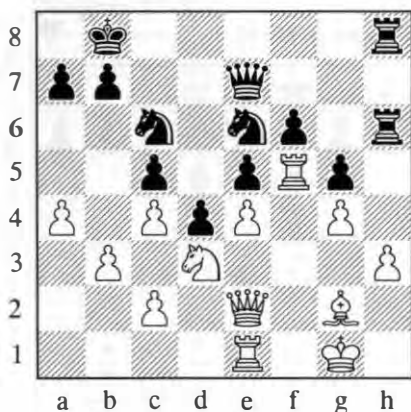


Diagram 17-15



13. ♖f3 would be better, or 13.b3.

13... ♙xc4 14.dxc4 ♙a5!

Black exchanges both his bishops. The exchange of the dark-squared bishops is particularly important, since it leaves his opponent with a bad bishop.

15. ♖f2

15. ♙c1 is bad, due to 15...d3.

15... ♙xd2 16. ♖xd2 ♙b8

Black intends ♖c8-d6 followed by preparing ...g6.

17. ♖f3 ♖c7 18. ♙f1 ♖c8 19.g4?!

First 19. ♙d3 and then ♖g2, ♙h1, ♖ag1 and only then g4-g5 would be a better plan.

19... ♖d6 20. ♖g2 ♖f7 21. ♖e2

Diagram 17-13

21...g6

Why is Black opening the game on the kingside? The side with the knight also needs some open files for the major pieces. White is not particularly well coordinated at the moment.

22.fxg6?! hxg6 23. ♖f3

Diagram 17-14

23...g5!

Black makes any counterplay by means of g4-g5 more difficult and obtains full control over the f4-square.

24. ♖f2 ♖e6 25. ♖e1 ♖h6 26.b3 ♖e7

After having provoked the move b2-b3, he takes the precaution of protecting the c5-pawn.

27. ♖d3 ♖e8!

Setting off on the route ♖e8-c7-e6-f4.

28. ♖g2 ♖c7 29. ♖e1 ♖e6 30. ♖f5 ♖dh8 31.h3

Diagram 17-15

31... ♖b4!

Black wants to transfer his knight to f4, so he first exchanges the knight on d3.

32. ♖ef1 ♖xd3 33. ♖xd3 ♖f4

A strategic triumph for Black. The knight is much better than the g2-bishop. In addition, White faces some specific problems, for example the h3-pawn is too weak. White tries for relief with an exchange sacrifice, but Spassky has no problems storming the white fortress.

34. ♖1xf4 gxf4 35. ♙f2 ♖c7 36. ♖d2 ♖g8 37. ♙e2 ♖g5 38. ♖xg5 fxg5 39. ♙f3 ♖b6 40. ♙f1 ♖b4! 41. ♖xb4 cxb4 42. ♙g2

Intending ♖d3.

42...d3!-+

Black opens the way for his king.

43.♗xd3 ♖c7 44.♗f1 ♖d6

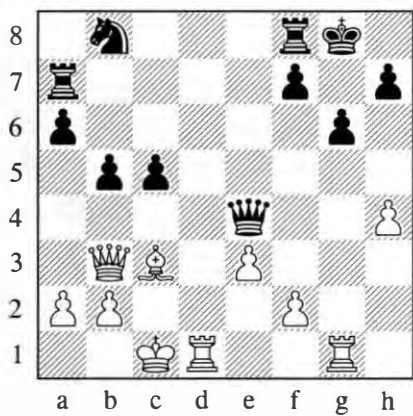
After ♖c5-d4 the black king will decisively penetrate the opposing camp.

0-1

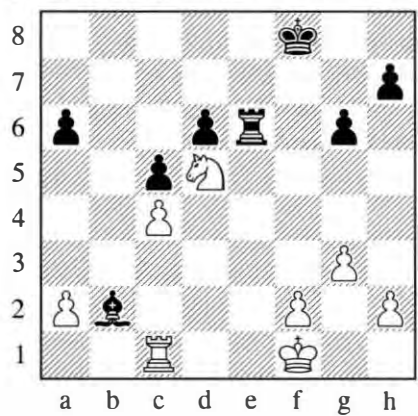


Exercises

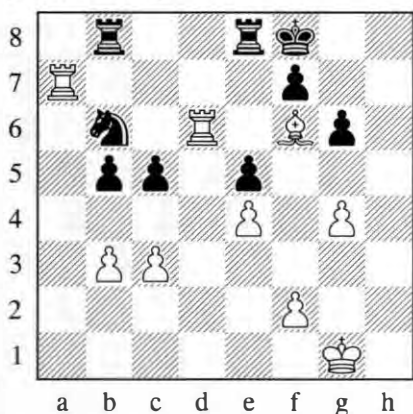
► Ex. 17-1 ◀ ★★ △



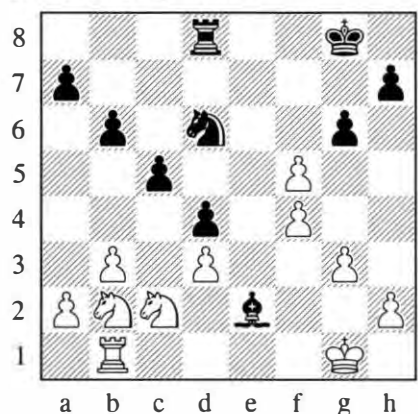
► Ex. 17-4 ◀ ★★ △



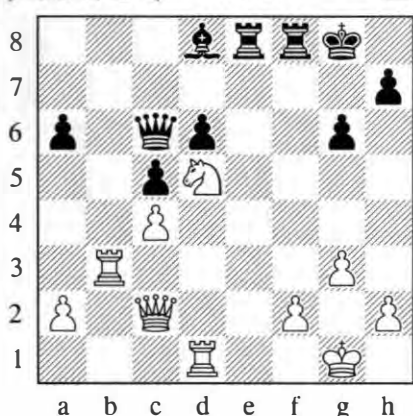
► Ex. 17-2 ◀ ★ △



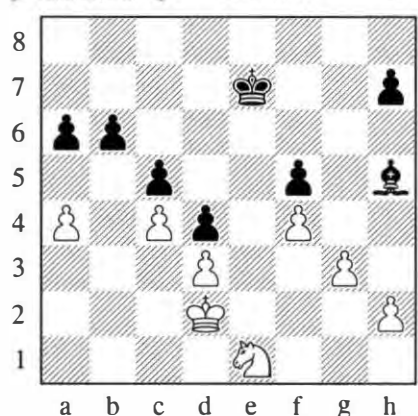
► Ex. 17-5 ◀ ★★ ▼



► Ex. 17-3 ◀ ★★★ △

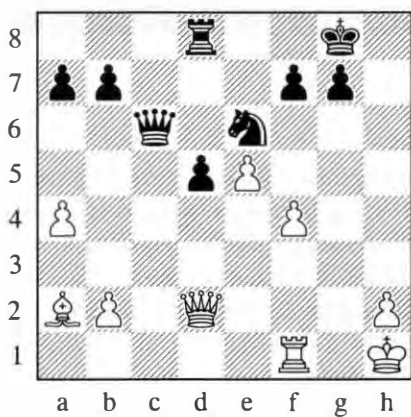


► Ex. 17-6 ◀ ★★★★★ ▼

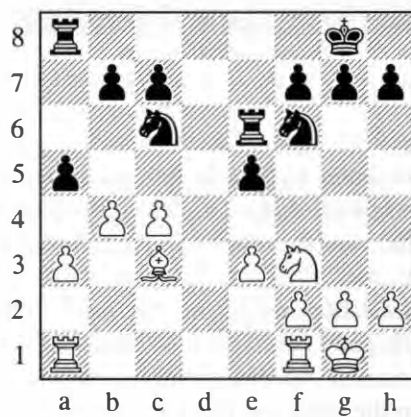


Exercises

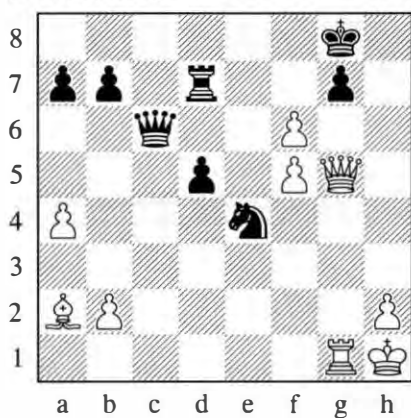
► Ex. 17-7 ◀ ★★★ △



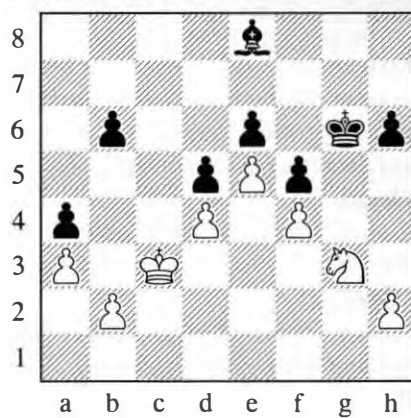
► Ex. 17-10 ◀ ★★ ▼



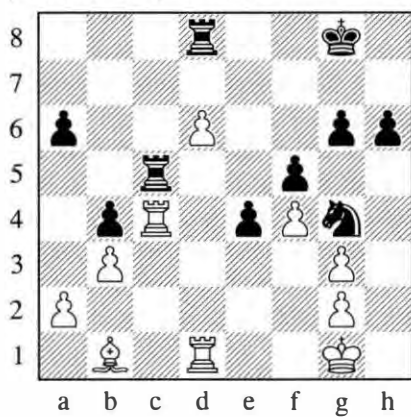
► Ex. 17-8 ◀ ★★ △



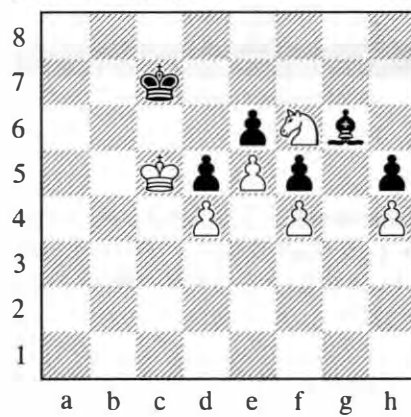
► Ex. 17-11 ◀ ★★ △



► Ex. 17-9 ◀ ★★ ▼



► Ex. 17-12 ◀ ★ △



Solutions

Ex. 17-1

I.Zaitsev – B.Spasky

Rostov on Don 1960

1.h5!?

(2 points)

White wants to attack. But his strong c3-bishop needs the support of the other pieces.

1.♞d5?! would not be so good: 1...b4! 2.♙f6 ♘d7+

1 consolation point for the solid 1.♞d5 ♞xd5 2.♞xd5 c4, when White has good compensation for the pawn. However, the move in the game sets Black greater problems.

1...b4?

Black does not have time for this!

After 1...c4?! 2.♞a3 ♞d7?! 3.♞xd7 ♘xd7 4.♞d6!± the black position remains in danger.

The immediate 1...♞d7!? would be better, in order to swap off the rooks more quickly and thus weaken the white attack.

White now attacks very energetically.

2.hxg6 hxg6

Or 2...bxc3 3.gxf7+ ♘h8 4.♞g8+ ♞xg8 5.fxg8 ♞#.

3.♞d6! ♘h7

If 3...bxc3, then 4.♞dxg6+ ♘h7 5.♞g7+ ♘h6 (5...♘h8 6.♞xc3+-) 6.♞7g3+-.

4.♞c4!!

Black resigned, on account of 4...♞xc4 5.♞h1+ ♘g8 6.♞h8#.

Ex. 17-2

S.Gligoric – W.Lombardy

Munich Olympiad 1958

1.♞d3!

(1 point)

The best solution. The threat is ♞h3-h8#.

1...♞e6 2.g5 ♘g8 3.♞h3+- ♞xf6 4.gxf6 c4 5.bxc4 bxc4 6.♘g2 ♞c8 7.♞e7 ♘a4 8.♞xe5 1-0

Ex. 17-3

U.Andersson – W.Browne

Wijk aan Zee 1983

1.♞b2!

(3 points)

Aimed against ...♙f6.

White's advantage is not so clear if he chooses one of the following moves:

- a) 1.♞b8 ♙f6 2.♞xe8 ♞xe8±
- b) 1.f4 ♙f6 2.♞b6 ♞d7 3.♘xf6+ ♞xf6 4.♞xa6 ♞b7 5.♞a3 ♞fc6±
- c) 1.♞a3 ♙f6±
- d) 1.♞d2 ♙f6 2.♞b6 ♞a4 3.♘xf6+ ♞xf6 4.♞xd6 ♞xd6 5.♞xd6 ♞xc4=

You only get 1 consolation point suggesting any of these.

1...♞a4 2.♞c1 ♞e6 3.♞b8 ♞e8 4.♘f1 ♞f7?! 5.♞b7! ♙f6 6.♞xf7 ♙xb2 7.♞xf8+ ♘xf8±

See Ex.17-4.

Ex. 17-4

U.Andersson – W.Browne

Wijk aan Zee 1983

1.♞e1!

(2 points)

The exchange of rooks removes any last dream of counterplay for Black.

1.♞c2? would not be so good: 1...♙d4 2.♘c7 ♞e7 3.♘xa6 ♞b7 and the white knight is badly placed on a6.

If 1.♞b1 (1 point) 1...♙g7 2.f3!? (to prevent ...♞e4), then 2...g5 3.♞b6 g4±.

1...♞xe1+ 2.♘xe1 ♘f7 3.♘e2 ♙d4 4.f4 h5?! 5.♘f3 ♘e6 6.h3 ♙b2 7.♘e4 ♙c1 8.g4 hxg4 9.hxg4 ♙b2 10.a4 ♙a1 11.♘b6 ♙b2 12.f5+ gxf5+ 13.gxf5+ ♘f6 14.♘c8 d5+

Or 14...♙e5 15.♘d5 ♘xf5 16.♘xd6+-- 15.♘xd5 ♘xf5 16.♘d6+ ♘f6 17.♘e4+ ♘e7 18.♘xc5 a5 19.♘c6 ♙c3 20.♘b7 1-0

Solutions

Ex. 17-5

V.Smyslov – M.Tal

Moscow 1964

1...gxf5!

(2 points)

Control of the c4-square is important, to prevent the white knight reaching the ideal square on e5, as would happen after 1...dxf5?!

2.♖f2 ♙g4 3.♖c4 4.bxc4 ♜e8+ 5.♖f2 ♜xel 6.♖xe1?!

Better is 6.♖xe1+ followed by ♖f3.

6...♗f8 7.♗d2 ♗e7 8.♖e1 a6 9.a4+–

See Ex. 17-6.

Ex. 17-6

V.Smyslov – M.Tal

Moscow 1964

1...a5!

(3 points)

Fixing the weakness on a4.

The obvious 1...♙e8 is not so good, on account of 2.a5! and if 2...bxa5, then 3.♖f3! followed by ♖e5=. Black cannot breach this fortress!

(another 1 point for this variation)

2.♖c2 ♙e8 3.♗b3 ♙c6! 4.♗a3 ♗f6 5.♗b3

In this minor piece ending, the long-legged black bishop is more useful than the white knight.

5...♗g6 6.♗a3 ♗h5 7.h3 ♗g6 8.♗b3 ♗g7 9.♗a3 ♗f6 10.♗b3 ♙e8!

The bishop wants to get to d1.

11.♖g2

11.♖f3 ♙h5 12.♖e5 ♙d1+ (the bishop reaches d1 with tempo) 13.♗a3 ♗e6 14.♖c6 ♙c2 15.♖e5 h6 16.g4 ♙d1 and White is in zugzwang (Tal): 17.gxf5+ ♗xf5 18.♖d7 ♗xf4 19.♖xb6 ♗e3+–

11...♙h5 12.♖c2 ♙e2 13.♖e1 ♙f1 14.♖f3

After 14.h4 the bishop would return to c6, after which the black king could penetrate the kingside via h5-g4: 14...♙e2 15.♗d2 ♙h5

16.♗c2 ♙e8 17.♗b3 ♙c6+–

14...♙xh3+–

But not 14...h6? because of 15.h4=.

The remaining moves of this exciting game follow without comments.

15.♖g5 ♙g2 16.♖xh7+ ♗g7 17.♖g5 ♗g6 18.♗d2 ♙c6 19.♗c1 ♙g2 20.♗d2 ♗h5 21.♖e6 ♗g4 22.♖c7 ♙c6 23.♖d5 ♗xg3 24.♖e7 ♙d7 25.♖d5 ♙xa4 26.♖xb6 ♙e8 27.♖d5 ♗f3 28.♖c7 ♙c6 29.♖e6 a4 30.♖xc5 a3 31.♖b3 a2 32.♗c1 ♗xf4 33.♗b2 ♗e3 34.♖a5 ♙e8 35.c5 f4 36.c6 ♙xc6 37.♖xc6 f3 38.♖e5 f2

0–1

Ex. 17-7

M.Botvinnik – V.Smyslov

World Ch(12), Moscow 1954

1.f5!

(2 points)

White plays very energetically. Neither 1.♙c1? nor 1.♗g1 would be so strong, on account of 1...♞xa4.

1...♖c5 2.♞g5

(another 1 point)

2...♞d7

If 2...f6, then 3.♞g2 fxe5 4.b4! ♖d3 5.f6+–.

3.♞g1 f6 4.exf6 ♖e4+–

See Ex. 17-8.

Ex. 17-8

M.Botvinnik – V.Smyslov

World Ch(12), Moscow 1954

1.f7+!

(1 point)

Nothing is achieved by 1.♞f4 ♖xf6 2.♞b8+ ♗h7=.

1...♞xf7

1...♗xf7 clearly loses after 2.♞xg7+ ♗e8 3.♞h8+ ♗e7 4.♞g7+ ♗d6 5.♞g6+.

2.♞d8+ ♗h7 3.♙xd5 ♖f2+ 4.♗g2

(another 1 point)

Solutions

4...♖f6

4...♖c2 5.♖h4+–

5.♖xf6 ♖xf6 6.♙xf2 ♖xf5† 7.♙f3 ♖f4

8.♖g4

1–0

Ex. 17-9

A.Alekhine – S.Tartakower

Folkestone Olympiad 1933

1...♖e3!

(1 point)

1...♖xc4? would be bad: 2.bxc4 ♖e3 3.♖d4

Nor would 1...♖b5 be logical; White can reply 2.♖c6.

2.♖xc5 ♖xd1 3.♖c6 ♖c3 4.♙c2 ♖e2† 5.♙f2 ♖d4

(another 1 point)

6.♖c4 ♖xd6–+

Ex. 17-10

M.Euwe – S.Reshevsky

World Ch, The Hague/Moscow 1948

1...♖e4!

(1 point)

This is clearly stronger than 1...e4. Black is fighting for an advantage. The white bishop will be restricted by the black pawns.

2.♙b2 f6†

(1 point)

Protecting the e5-pawn.

3.b5 ♖e7 4.♖fd1 ♖d6 5.♙f1 ♖c8 6.♖dcl c5 7.♙c3

Or 7.bxc6 ♖xc6†.

7...♖xc3

Transforming the advantage. Black now has an advantage in space and controls the only open file.

8.♖xc3 e4 9.♖g1 ♖b6 10.♖e2 f5 11.♙e1 ♖ad8†

Ex. 17-11

G.Pfeiffer – C.Guimard

Dubrovnik Olympiad 1950

1.b3!

(2 points)

Extending the operational field of the king.

1...axb3 2.♙xb3

White now plans ♙b4 followed by a4–a5.

2...♙f7

If 2...h5, then 3.h4!+–.

3.♖h5 ♖e7 4.♖f6 ♙f7 5.♙b4 ♖d8 6.♙b5

♙c7 7.a4 ♙b7 8.a5 bxa5 9.♙xa5 ♙c6

10.♙a6 h5

10...♙g6 11.♖g8+–

11.♖h7 ♙e8 12.♙a5 ♙b7

12...♙f7 13.♖g5 ♙g8 14.♙a6†

13.♖f8 ♙f7 14.♙b5 ♙c7 15.♙c5 ♙g8

16.h3 ♙f7 17.♖h7 ♙e8 18.h4! ♙f7

18...♙g6 19.♖g5+–

19.♖f6 ♙g6+–

See Ex. 17-12.

Ex. 17-12

G.Pfeiffer – C.Guimard

Dubrovnik Olympiad 1950

1.♖xd5†!

(1 point)

This obvious sacrifice quickly decides the game.

1...exd5 2.♙xd5 ♙e8

2...♙d7 3.e6† ♙e7 4.♙e5+–

3.e6 ♙a4 4.♙e5 ♙b3 5.d5 ♙d8 6.d6 ♙c2

7.♙f6 ♙d3 8.e7† ♙e8 9.d7†! ♙xd7 10.♙f7

1–0

Scoring

Maximum number of points is 26

21 points and above ➤ **Excellent**

17 points and above ➤ **Good**

13 points ➤ **Pass mark**

*If you scored less than **13** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

Contents

- ✓ Opening repertoire
- ✓ White repertoire with 1.d4
- ✓ The Torre Attack

Closed openings

It is important for club players to build up a suitable opening repertoire. This repertoire should emphasize the strengths of the player and, if possible, disguise his weaknesses.

However, a club player generally does not have a lot of time to deal with numerous specific variations. So he should choose his openings cleverly and perhaps avoid some modern variations for which too much theory has to be learned.

The following examples are only suggestions. You can experiment with these openings, but you do not have to play them if you do not like the type of game they produce.

One of the advantages of this repertoire for White with 1.d4 is the fact that the position is not opened up too soon and that you have the time to mobilize your main forces. In addition, we also have the opportunity to choose some openings which are based less on specific variations and more on strategic ideas.

Torre Attack (1.d4, 2.♘f3, 3.♙g5)

The Torre Attack is a good example of an opening system. White employs this set-up against a lot of different defences. In my experience, the Torre Attack is best against the Nimzo-Indian and Queen's Indian defences. The system is solid and playable against the King's Indian Defence, but not particularly aggressive. In that case I recommend systems with e2-e4.

Usually in the Torre Attack, White tries to support his central d4-pawn.

He later plays e3, c3 and develops his queen's knight to d2. Unlike the Colle-Zukertort Opening (3.e3), the dark-squared bishop is positioned outside the pawn chain, which practically eliminates the danger of being left with a bad bishop.

In the following sample games and in the test you will find some of the important ideas behind this opening.

The Torre Attack is of course also related to the Trompovsky Opening (2.♙g5). So you can play both systems turn about or even combine them.

A.Yusupov – Konstantinov

Riga 1977

This old game illustrates the typical attacking ideas for White.

1.d4 ♘f6 2.♘f3 e6 3.♙g5 c5 4.e3 cxd4

4...b6? is a known mistake, but one which we will not treat until Ex. 18-8.

5.exd4 d5?

Diagram 18-1

The combination of 4...cxd4 and 5...d5 is wrong! If Black wants to play ...d5 he should not exchange on d4 first. White is the only one to get any advantage, since he can more quickly make use of the semi-open e-file.

5...b6 would be a better move.

5...♖b6 is also interesting. However, White has at his disposal a typical pawn sacrifice: 6.♘bd2 ♖xb2 7.♙d3 and White has an initiative, Spassky – Osnos, USSR Ch, Leningrad 1963.

6.♘bd2 ♙e7

6...b6 is met by 7.c3 (7.♙d3 ♙a6), and now 7...♙a6?? would lose to 8.♙xa6 ♘xa6 9.♖a4†.

7.♙d3 ♙d7

Black should prefer either 7...♘c6 or 7...0-0.

8.0-0 0-0

If 8...♖b6, intending ...♙b5, then simply 9.♖e2.

9.c3

9.♖e2!?

9...♘c6

Better is 9...♖b6 10.♖e2 ♖xb2 11.♗ab1 ♖xc3 12.♗xb7.

10.♖e2

Diagram 18-2

White's strategy is simple: control the centre, occupy e5 with the knight, protect the e4-square securely and then attack on the kingside.

10...♗c8?!

Better is 10...♙e8.

11.♘e5 ♘e8

11...♘xe5 is followed by 12.dxe5 ♘e8 13.♙e3 ♙c5 14.♘b3 ♙xe3 15.♖xe3±.

12.♙xe3

Nor would 12.♙f4!? be bad, to keep more pieces on the board.

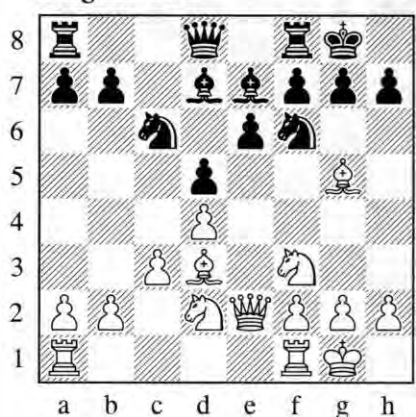
Diagram 18-1**Diagram 18-2**

Diagram 18-3

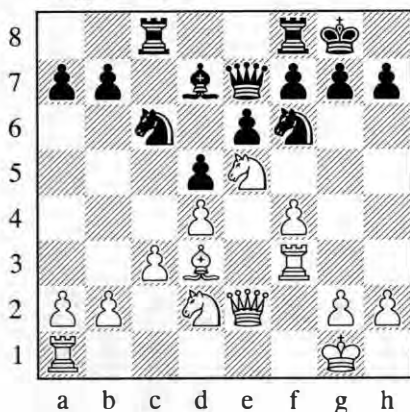


Diagram 18-4

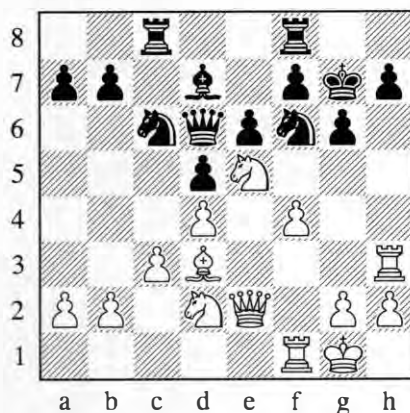
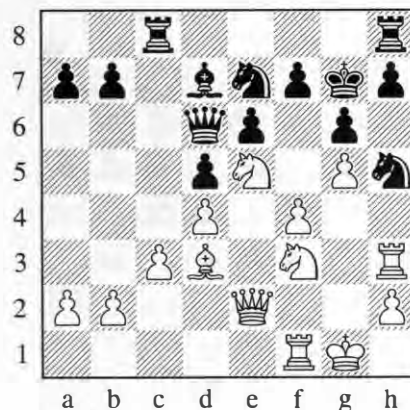


Diagram 18-5



12...Nxe7

Recapturing with the knight was better.

13.f4±

If Black now takes on e5, the f-file will be opened.

13...d6!?

Black is playing without a plan himself and he is not trying to hinder his opponent's plans either. Now the white attack on the kingside develops almost without let or hindrance. Black had to play 13...d6, intending ...f5.

14.Bf3

Diagram 18-3

White commences the typical transfer of the rook to h3.

14..g6 15.Baf1 Kg7 16.Bh3!

16.Bg3! with the idea of playing f5, is also possible.

16...Bd6

Diagram 18-4

17.g4

Another typical attacking idea, which is justified by the numerous white forces assembled on the kingside. The pieces support the attack and at the same time protect their own king.

17...d6 18.d6f3 Bh8

After 18...d6f8 White would have a nice way to win: 19.dxd7 Bxd7 20.Bxe5+ f6 21.dg5! fxe5? 22.Bxh7+ Kg6 23.dxe5#

19.g5 Bh5?

Diagram 18-5

Now White achieves what he wanted and opens lines on the kingside.

19...d6 20.dg4± would have been slightly better.

20.Bxh5! gxh5 21.dh4 dg6

Or 21...d6 22.Bxh5 h6 23.f5 exf5 24.Bxf5 with a strong attack.

22.Bxh5 dxe5 23.fxe5 Bf8

If 23...Bxe7, then 24.Bf6+- threatens Bh6.

24.Bg4!

White prepares another breakthrough by g5-g6.

24...Bg8

24...Bg8 is met by 25.dh7!+-.

After 24...d6 25.g6 hxg6 26.dxg6 fxg6 27.Bxf8 Bxf8 28.Bxe6 Black loses too many pawns to be able to resist.

25.g6! hxg6 26.♙xg6 ♖h6

26...fxg6 27.♖xf8+—

27.♙xf7+ ♕h8 28.♜g6+ ♖xg6 29.♙xg6 ♗h6
30.♖f3

Two pawns down and with his king exposed, Black has no chance and he resigned. 30...♖g8 is simply answered by 31.♖h3+—.

G.Kasparov – F.De la Fuente

Galicia simultaneous 1991

1.d4 ♘f6 2.♘f3 e6 3.♙g5 d5 4.♜bd2 ♙e7 5.e3 c5
6.c3 ♜bd7 7.♙d3

Diagram 18-6

As you can see, even the strongest player in the world plays this variation. White develops the pieces according to the standard pattern and is ready to occupy e5.

7...b6

Black chooses a very popular and harmonious set-up.

7...♗c7 is met either by 8.♙f4 or by 8.♖cl, intending c3-c4.

8.♘e5!?

Kasparov improves on known theory. Normally here White first castles: 8.0-0 ♙b7 9.♘e5 ♜xe5 10.dxe5 ♜d7 11.♙xe7 ♗xe7 12.f4 f6 13.exf6 gxf6 14.e4 with very interesting play.

8...♜xe5 9.dxe5 ♜d7 10.♙xe7 ♗xe7 11.f4 ♙b7
12.♗e2

White wants to prepare the move e3-e4.

12...f6 13.exf6 gxf6

13...♜xf6 14.♙b5+ ♜d7 15.♘f3 is good for White, since he possesses the excellent e5-square.

14.e4 0-0-0 15.exd5 ♙xd5

Diagram 18-7

16.♙e4!

After the exchange of light-squared bishops Black is left without effective counterplay. White can make use of the weakening of the light squares around the black castled position in order to penetrate with the queen.

16...♗d6 17.0-0± ♗c6

17...♕b8 would be better.

18.b4! ♖hg8 19.b5 ♗b7 20.c4 ♙xe4 21.♘xe4±

Diagram 18-6

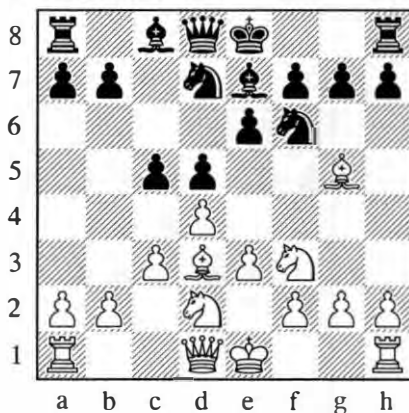


Diagram 18-7

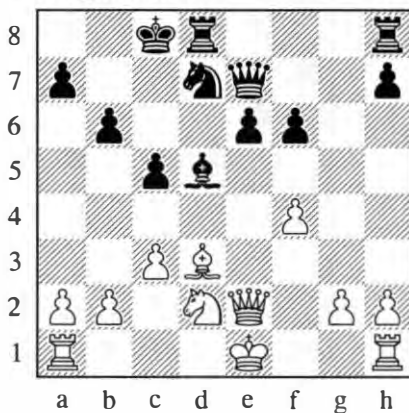


Diagram 18-8

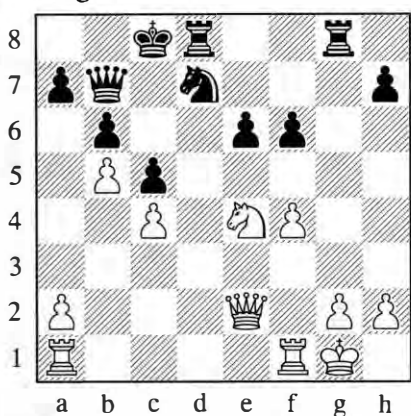


Diagram 18-8

In only a few moves White has strengthened his position on the queenside. Black gets no time to counter on the g-file.

21...♘b8 22.♙ad1 ♜g6 23.g3

23.♘d6 would be even stronger, but in simultaneous play Kasparov proceeds more cautiously than usual.

23...♜dg8 24.♜d3 f5 25.♘d6 ♜c7 26.♜fd1

Amongst other things, White is threatening simply to play a4-a5 on the queenside.

26...♘f6 27.♜xe6 ♘g4

Or 27...♘e4 28.♜e5+.

28.♜xf5 ♜f6 29.♜e4 ♜d7 30.♜c6

30.♘f7 ♜xf7 31.♜d8† ♘c7 32.♜a8 leads directly to mate.

30...♜xc6 31.bxc6 a6 32.♜e1 ♜d8 33.c7† ♘xc7

34.♘e8† ♜xe8 35.♜xe8 b5 36.♜d5 ♜c6 37.cxb5 axb5 38.♜dd8 ♘b6 39.♜b8† ♘a5 40.♜ec8

1-0

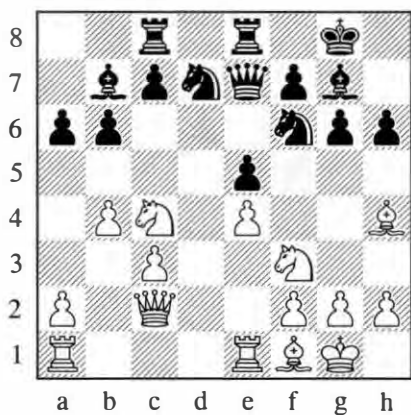
Naturally Kasparov's opponent did not play very strongly in this game, but it is very difficult to find a suitable antidote to the white plan.

For those players who prefer slightly more aggressive and less well known systems, I suggest the Barry Attack (1.d4 ♘f3 2.♘f3 g6 3.♘c3 d5 4.♙f4). This opening can be played against the King's Indian Defence, or against the Grünfeld Defence. In combination with the Veresov Opening (1.d4 d5 2.♘c3) you then have an almost complete repertoire with 1.d4.

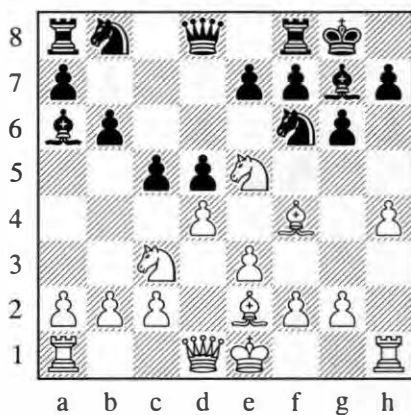
The strategic ideas of the Barry Attack and the Torre Attack are similar. White often takes advantage of the control of the centre and obtains an outpost on e5 for his knight. Unfortunately in one chapter we cannot discuss all the ideas of this opening, but in the test you will find some examples of the Barry Attack.

Exercises

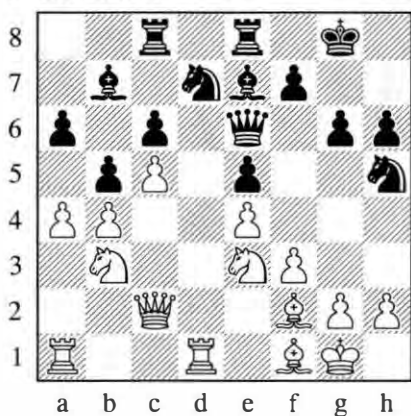
► Ex. 18-1 ◀ ★★ △



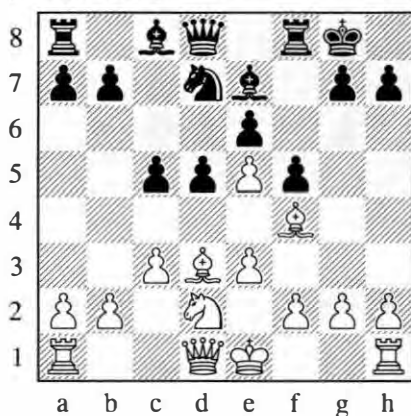
► Ex. 18-4 ◀ ★★ △



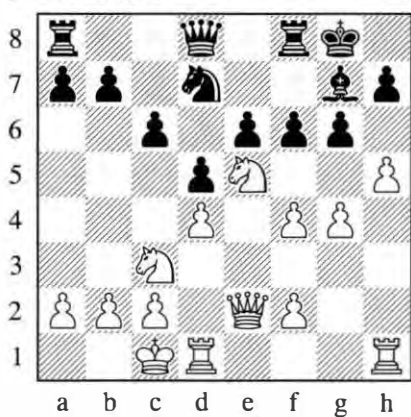
► Ex. 18-2 ◀ ★★ △



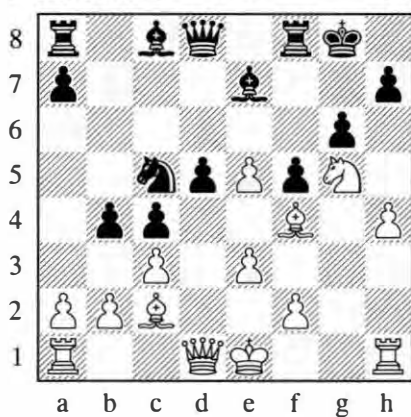
► Ex. 18-5 ◀ ★ △



► Ex. 18-3 ◀ ★ △

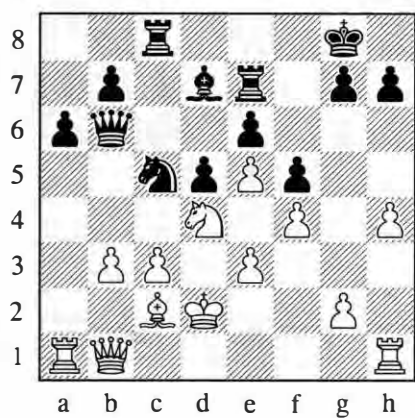


► Ex. 18-6 ◀ ★★ △

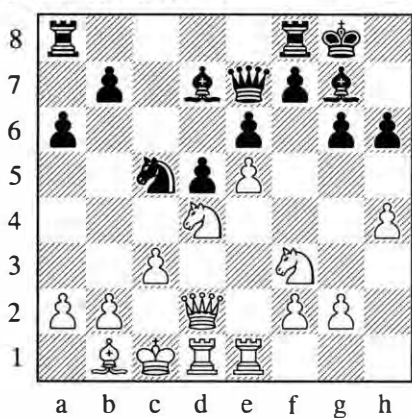


Exercises

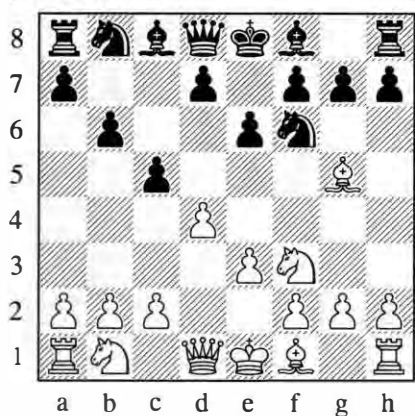
► Ex. 18-7 ◀ ★ ★ △



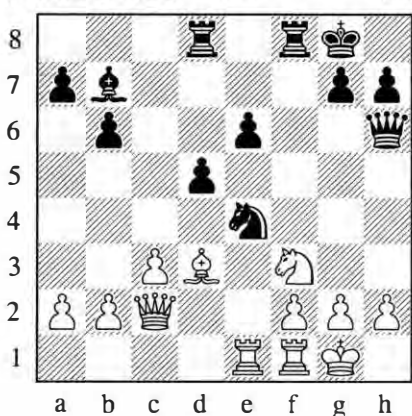
► Ex. 18-10 ◀ ★ △



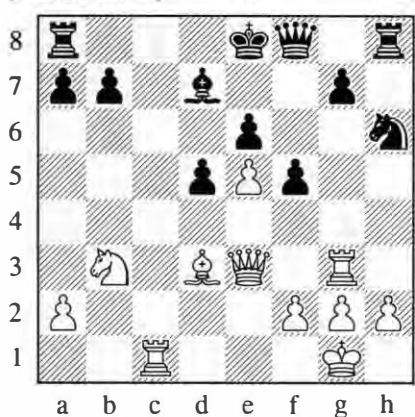
► Ex. 18-8 ◀ ★ ★ ★ ★ △



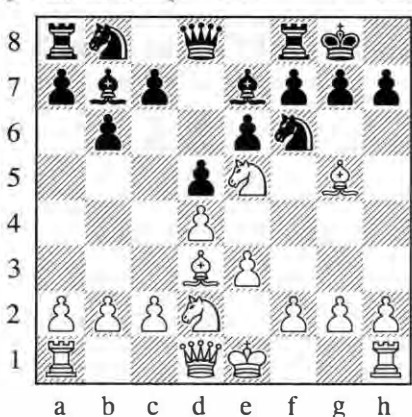
► Ex. 18-11 ◀ ★ ★ △



► Ex. 18-9 ◀ ★ ★ △



► Ex. 18-12 ◀ ★ ★ △



Solutions

Ex. 18-1

G.Kasparov – S.Martinovic

Baku 1980

1.d4 ♘f6 2.♘f3 g6 3.♙g5 ♙g7 4.♘bd2 d6
5.e4 0–0 6.c3 ♘bd7 7.♙e2 e5 8.dxe5 dxe5
9.0–0 b6 10.♙e1 ♙b7 11.♙c2 h6 12.♙h4 ♙e7
13.♙f1 ♙fe8 14.b4!± a6 15.♘c4 ♙ac8?!

Diagram Ex. 18-1

16.a4!±

(2 points)

A typical move, which gains even more space on the queenside.

16.♙ad1 (1 point) is not so strong. Black can reply 16...b5 17.♘a5 ♙a8, intending to play ...c5 with counterplay.

16...♙e6

If 16...c5, then 17.b5±.

17.♘fd2 ♘h5 18.f3 ♙f6?!

Better is 18...♙f8.

19.♙f2! ♙g5 20.♘e3 ♘df6?! 21.c4!± c6
22.♘b3 ♘d7 23.c5 b5 24.♙ed1 ♙e7

See Ex. 18-2.

Ex. 18-2

G.Kasparov – S.Martinovic

Baku 1980

25.♘c4!

(2 points)

The knight is heading for d6.

Other good moves such as 25.♘a5!? ♙c7± or 25.♘f5!± earn 1 point.

25...♙c7 26.♘d6+– ♙b8 27.axb5 cxb5
28.♘xb7 ♙bxb7 29.♙a2 ♘b8 30.♘a5 ♙xa2
31.♙xa2 ♙a7

31...♙d7 is met by 32.♙d5+–.

32.c6 ♙a8 33.♙c2 ♙xb4 34.♙d8† ♘g7
35.♙b6 ♙xa5 36.♙xa5 ♙xc6 37.♙xb8! ♙xb8
38.♙xc6 b4 39.♙c7

1–0

Ex. 18-3

M.Hebden – L.Williams

British Ch, Swansea 1995

1.d4 ♘f6 2.♘f3 g6 3.♘c3 d5 4.♙f4 ♙g7 5.e3
0–0 6.♙e2 ♙g4 7.♘e5 ♙xe2 8.♙xe2 c6 9.h4
♘bd7 10.0–0–0 ♘h5 11.g4 ♘xf4 12.exf4 e6
13.h5 f6?

Diagram Ex. 18-3

14.♘xg6!

(1 point)

14...♙e8

14...hxg6 loses after 15.♙xe6† ♘h7
16.hxg6† ♘xg6 17.f5† ♘g5 18.♙e3† ♘xg4
19.♙dg1† ♘xf5 20.♙h5#.

15.h6

Or 15.♘h4+–.

15...hxg6 16.hxg7 ♘xg7 17.♙e3 f5 18.g5
♙e7 19.♙h3 ♙h8 20.♙dh1 ♙ag8 21.♘e2
♙e8 22.♙a3! ♙xh3 23.♙xh3 a6 24.♙d6
♙f7 25.♙c7 ♙e7 26.♘g1! ♙e8 27.♘f3
♘g8 28.♙xb7 ♙b8 29.♙xc6
1–0

Ex. 18-4

D.Pira – M.Hebden

Seville 1987

1.d4 ♘f6 2.♘f3 g6 3.♘c3 d5 4.♙f4 ♙g7 5.e3
0–0 6.♙e2 c5 7.♘e5 b6?! (better is 7...♘c6)
8.h4 ♙a6

Diagram Ex. 18-4

White does not want to exchange his strong light-squared bishop. Since he also does not want to castle short after playing h2–h4, he can allow himself the following move!

9.♙f3?!

(2 points)

9...♙b7 10.h5 ♘bd7 11.hxg6 fxg6 12.♙g4
♘xg4 13.♙xg4 ♙f5 14.♙h3

14.♙xh7!? would also be interesting:
14...♘xe5 15.♙xg7† ♘xg7 16.♙xe5† ♘f7
17.0–0–0 gives White a powerful attack.

14...♘f8 15.g4 ♙xf4 16.exf4 cxd4 17.♘e2±

Solutions

Ex. 18-5

T.Petrosian – V.Liublinsky

USSR Ch, Moscow 1949

1.d4 ♖f6 2.♗f3 e6 3.♙g5 c5 4.e3 ♙e7
5.♗bd2 d5 6.c3 ♗bd7 7.♙d3 0-0?! 8.♗e5!
♗xe5 (8...♗e8 9.h4!) 9.dxe5 ♗d7 10.♙f4!?
(10.♙xe7 ♗xe7 11.f4 f6 12.exf6 ♗xf6 13.♗f3!?
e5 14.♙b5!±) 10...f5 (10...f6!? 11.♗h5 g6!
[11...f5±] 12.♙xg6 hxg6 13.♗xg6† ♗h8 14.h4
fxe5 15.♗h5† ♗g8 16.♙h6 ♙f6! 17.♗h3±)

Diagram Ex. 18-5

11.h4!

(1 point)

A natural attacking move.

11...c4 12.♙c2 b5

For 12...♗c5, see Petrosian – Bannik below.

13.♗f3

13.g4!?

13...♗c5

13...b4 is followed by 14.♗g5! ♙xg5
(14...♗c5? 15.♗h5 h6 16.♗g6+–) 15.hxg5
and if 15...♗e7? then 16.♗xh7! ♗xh7 17.♗h5†
♗g8 18.g6 ♗f6 19.exf6 gxf6 20.♙d6! ♗g7
21.♗h7†!+–.

14.g4!?

14.♗d4!? would be a solid alternative.

14...b4 15.gxf5

15.cxb4?! does not promise much:
15...♗d3† 16.♙xd3 ♙xb4† 17.♗f1 cxd3
18.♗xd3 fxd4 (or 18...a5!?)

15.♗d4!? was again worth considering.

15...exf5 16.♗g5 g6?

White has been taking risks. The principled
continuation would now have been 16...h6!
17.♗h5 ♗b6! (or 17...♗e8!?). Instead of that,
Black just weakens his position.

See Ex. 18-6.

Ex. 18-6

T.Petrosian – V.Liublinsky

USSR Ch, Moscow 1949

17.h5!

(2 points)

17...♗d3†

17...♙xg5 is bad, due to 18.♙xg5 ♗xg5
19.♗xd5† ♙e6 20.♗xc5+–.

18.♙xd3 cxd3 19.hxg6 hxg6

19...♙xg5 is met by 20.♗xh7!+– (but not
20.♗h5? h6!).

20.♗xd3 bxc3 21.bxc3 ♙xg5 22.♙xg5
♗a5 23.♙f6 ♗e8 24.♗d4 ♗f7 25.e6† ♗xe6
26.♙d8

The prosaic 26.♗h7† also wins quickly.

1-0

Ex. 18-7

T.Petrosian – A.Bannik

USSR 1951

1.d4 ♖f6 2.♗f3 e6 3.♙g5 c5 4.e3 ♙e7 5.♗bd2
d5 6.c3 ♗bd7 7.♙d3 0-0?! 8.♗e5! ♗xe5
9.dxe5 ♗d7 10.♙f4! f5 11.h4! c4 12.♙c2
♗c5!? 13.♗f3 (13.g4 ♗e4=) 13...♙d7 14.♗d4
(14.♙g5!?) 14...♗b6 15.♙g5?! (15.♗b1!?)
15...♗f7? (15...♙xg5! is correct: 16.hxg5 ♗xb2
17.♗xh7 ♗xh7 18.♗h5† ♗g8 19.g6 ♗xa1†
20.♗e2 ♗f7!+– and the white attack has been
thwarted) 16.♙xe7 ♗xe7 17.♗b1! ♙a4 18.b3
cxb3 19.axb3 ♙d7 20.f4!± ♗c8 (20...h5!?)
21.♗d2! a6

Diagram Ex. 18-7

22.g4!

(2 points)

A powerful attacking move, which forces the
opponent to exchange off his strong knight.

22...♗e4† 23.♙xe4 fxe4

The white knight is stronger than the
opposing bishop.

24.♗a2 ♗c7 25.♗hc1 ♙b5 26.♗a5 ♗d7?

26...♗xa5 had to be played: 27.♗xa5 ♙d3±
27.♗b4 ♙d3 28.♗g1!

Of course not 28.f5? exf5 29.e6 ♗c7 with
counterplay.

28...♗e8 29.♗ac1! ♗h8 30.h5 ♗d7 31.♗h1
h6? 32.♗h2 ♗e8 33.♗g1 ♗e7 34.♗d6!
♗xd6 35.exd6 ♗cd8 36.g5 e5 37.fxe5 ♗xe5
38.gxh6 gxh6 39.♗g6 ♗g5 40.♗xh6† ♗g7
41.♗e6+–

Solutions

Ex. 18-8

T.Petrosian – J.Kozma

Munich Olympiad 1958

1.d4 ♘f6 2.♘f3 e6 3.♙g5 c5 4.e3 b6?!

Diagram Ex. 18-8

5.d5!

(3 points)

White takes the chance to strengthen his position in the centre.

5...exd5 6.♘c3 ♙b7 7.♘xd5 ♙xd5 8.♙xf6 ♙xf6 9.♙xd5±

(another 1 point)

9...♘c6

If 9...♙xb2? then 10.♙d1 ♙b4† 11.c3! ♙xc3† 12.♙d2 ♙c1† 13.♙e2+- (Petrosian).

10.♙c4

Or 10.0-0-0±.

10...♙e7 11.0-0-0

11.0-0!±

11...♙d8 12.♙d2 0-0 13.c3

13.♙hd1 b5 would not be so clear.

13...♘a5 14.♙e2 ♙e6 15.♙hd1 ♙xd5

16.♙xd5 d6 17.♘d2

After 17.♘g5?! ♙xg5 18.♙xg5 f5 the white rook on g5 is misplaced.

17...f5 18.f4 g6 19.g3 ♙f6 20.e4 fxe4

21.♘xe4 ♙e6 22.♙f3 ♘g7

22...♘c4!? 23.♙d3 d5 24.♙xd5 ♙xd5

25.♙xd5 ♘d6±

23.b3 ♘c6 24.♙d3 ♘b8 25.♘f2

Intending 26.♙g4 ♙f6 27.♘e4+-.

25...h5

25...♙f8!? 26.♙d5 ♙e2 27.♙d2 ♙de8±

26.♘d2! ♙f8 27.♙d5 ♙e7 28.♘e4 ♘a6

29.♘e3 ♘c7?!

29...c4! would be more resilient: 30.bxc4 ♘c5 31.♙d4± (Petrosian)

30.♘f3 ♘xd5?! 31.♙xd5+- ♙de8 32.♙e1

♙e6 33.♙e2 b5 34.h3 a5 35.g4 hxg4†

36.hxg4 ♙e7 37.f5 ♙e5 38.♙xe5 dxe5

39.♙d2 ♙f8?

39...gxf5±

40.♙d7 ♙f7 41.♙xe7!

1-0

Ex. 18-9

B.Spasky – V.Osnos

USSR Ch. Leningrad 1963

1.d4 ♘f6 2.♘f3 e6 3.♙g5 c5 4.e3 ♙b6 5.♘bd2 ♙xb2 6.♙d3 cxd4 (after 6...♘c6 7.0-0 cxd4 8.♙b1 ♙xa2 9.exd4 White has compensation for the pawns) 7.exd4 ♙c3 8.0-0 d5 9.♙e1 ♙e7 (9...♘c6 10.♙b1 [intending 11.♙b3 and 12.c4] 10...♘xd4 11.♘xd4 ♙xd4 12.♘e4! with a dangerous attack) 10.♙e3 ♙c7 11.♘e5 ♘c6 12.c3 ♘xe5 (12...0-0? runs into 13.♙xf6 ♙xf6 14...♙xh7+!; Black could try 12...♙d7!? followed by ...♙f8 and ...0-0-0) 13.dxe5 ♘g8 (13...♘d7 14.♙xe7 ♘xe7 15.♙g4 gives White an attack – Bondarevsky) 14.♘f3 h6 (14...♙d7!?) 15.♙f4 ♙d7 16.♘d4 ♙g5 (16...0-0-0!? 17.a4) 17.♙xg5 hxg5 18.♙g4 ♙xc3 19.♘b3 ♘h6 20.♙xg5 ♙b4 21.♙g3 ♙f8 (21...♙e7 22.♙e3, followed by ♙c1; 21...g6 22.♙h3 ♙f8 23.♙c1) 22.♙c1 f6 (22...♙c8 23.♙xc8† ♙xc8 24.♙b5† ♙d7 25.♙c3!+-) 23.♙e3 f5

Diagram Ex. 18-9

24.♘c5!

(1 point)

White attacks very energetically.

24...f4 25.♙g6† ♘e7 26.♙a3!

(another 1 point)

Black resigned, since he has no satisfactory defence against ♘xb7#.

Ex. 18-10

A.Yusupov – K.Bischoff

Munich 1990

1.d4 ♘f6 2.♘f3 e6 3.♙g5 h6 4.♙xf6 ♙xf6 5.e4 d6 6.♘c3 ♘d7? 7.♙d2! a6 8.0-0-0 ♙e7 (8...c5?! 9.e5) 9.♙d3 g6 (9...c5 10.dxc5 gives White some pressure down the d-file) 10.♙he1 ♙g7 11.h4 0-0 (11...c5!? 12.e5 d5 13.dxc5 ♘xc5±) 12.e5 d5 13.♘e2± c5 14.c3 cxd4 15.♘exd4? (after 15.cxd4 ♘b6?! Black can seek counterplay with ...♙d7-b5) 15...♘c5 16.♙b1 ♙d7

Solutions

Diagram Ex. 18-10

17.h5!?

(1 point)

White weakens his opponent's castled position with this move.

17.♖e3 ♜f8 18.h5 would be less accurate, since Black then has the option of 18...♙e8.

17...g5 18.♖e3

18.♘h2 f5!

18...♜f8?!

18...g4!? would be better, obtaining counterplay after 19.♘h2 ♖g5, e.g. 20.♘xg4! ♖xg4 21.♖g3 ♖xh5 22.♗f4 ♘h8 23.♖h3 ♖xe5 24.♖xh6† ♘g8 25.♙h7†=.

19.♘h2

Next will come ♘g4. White is now clearly better and there is almost nothing to stop his kingside attack.

Ex. 18-11

A.Yusupov – S.Hmadi

Tunis izt 1985

1.d4 ♘f6 2.♘f3 e6 3.♙g5 c5 4.e3 ♙e7 5.c3 b6 6.♙d3 ♙b7 7.0–0 ♘c6 8.♘bd2 0–0 9.e4 (Other possibilities are 9.♖e1, 9.♗e2 or 9.a3) 9...cxd4 10.♘xd4 (Black can meet 10.cxd4 with 10...♘b4= Petrosian, or 10...h6! 11.♙h4 ♘h5= Adorjan) 10...d5 (after 10...♘e5 there follows 11.♙c2 d5 12.f4± when Black must avoid 12...♘eg4 13.e5 ♘e3 14.exf6!+–) 11.♘xc6 ♙xc6 12.e5 ♘e4 13.♙xe7 ♖xe7 14.♘f3 f6 15.♗e2 ♙b7 16.exf6 ♖xf6 17.♖ae1 ♖ad8 18.♖c2 ♖h6

Diagram Ex. 18-11

19.♖e3!±

(2 points)

White strengthens the position of the knight on f3 and prepares for operations down the e-file.

19...♜f4 20.♗e2 ♖h5

20...♙d8 is met by 21.♙xe4±.

21.♘d4 ♖xe2 22.♖xe2 ♜f6 23.♖fe1 e5? 24.♘b3 a5 25.f3 a4 26.♘c1 ♘d6 27.♖xe5+–

White has an extra pawn and the better position.

Ex. 18-12

J.Timman – E.Geller

Linares 1983

1.♘f3 ♘f6 2.d4 d5 3.♙g5 e6 4.♘bd2 ♙e7 5.e3 0–0?! (5...♘bd7) 6.♙d3 b6 7.♘e5 ♙b7

Diagram Ex. 18-12

8.♙xf6!±

(2 points)

An interesting idea, which also belongs in our positional arsenal. Before playing f4, White swaps off the f6-knight, so that it can't occupy the e4-square.

8.f4 (1 point) is not so accurate, due to 8...♘e4=. Also 1 point for the moves 8.♗f3 and 8.0–0.

8...♙xf6 9.f4 ♙xe5! 10.fxe5 ♖h4† 11.g3 ♖h6 12.♗e2 ♘c6 13.0–0 ♘b4 14.♖f4! ♘xd3 15.♖xd3 a5 16.♘f3 ♙a6 17.♖c3 ♙e2

17...c5 18.dxc5 ♜f8 19.c6±

18.♖c6 ♖h5 19.♘g2 ♖ae8 20.♖e1 ♙a6 21.g4 ♖g6 22.♘h1

22.♘f2 f6!

22...♖e7 23.g5 ♖h5 24.♘g2 ♖b8 25.♘f2 ♖g6 26.♖f6 ♖e4 27.♖f4 ♖g6 28.♖c1 ♖c8? 29.♖f6 ♖e4 30.g6!+– ♖f8

30...fxg6 31.♖f4+– or 30...gxf6 31.exf6 ♖ee8 32.gxf7† ♘xf7 33.♘g5†+– (Timman).

31.♖f4 fxg6

31...♖xg6 32.♖gl ♖h5 33.♖h4 ♖f5 34.♖g5+– (Timman)

32.♖xe4 dxe4 33.♖xe4 c5

33...♙c4 34.♖g4 h5 35.♖xg6 ♖ef7 36.♖xf7†! ♖xf7 37.♘g3+– (Timman)

34.c4

1–0

Scoring

Maximum number of points is 23

- 19 points and above → **Excellent**
- 15 points and above → **Good**
- 11 points → **Pass mark**

If you scored less than 11 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Reasons for clearing
- ✓ Clearing a square
- ✓ Clearing a file
- ✓ Clearing a diagonal

Line clearing

It is not only our opponent's pieces which can cause us problems during a game – sometimes our own pieces get in our way. Then the only thing which will help is a clearing operation. We try to get the offending piece out of the way, if possible with tempo, in order to make use of an important square, rank, file or diagonal with our other forces. You have already come across some examples of clearing combinations. Of course, clearing is employed in conjunction with other tactical ideas. For example, we have already seen a lot of ideas involving clearing when discussing such subjects as the discovered attack or combinations along a rank or file.

Here are some more typical examples.

Diagram 19-1

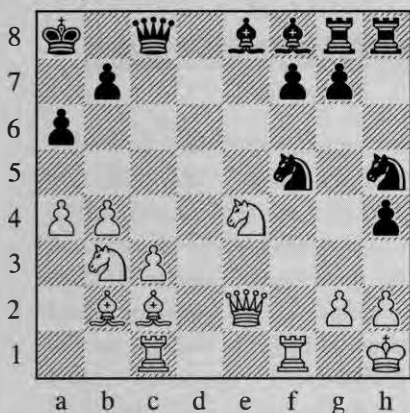


Diagram 19-2



Diagram 19-1

N.N. – Mason

USA 1848

1...♙b5!

Black clears the 8th rank for the queen, in order to execute a well-known mating combination (Damiano's mate).

2. axb5 ♖hg3† 3. ♖xg3 ♖xg3† 4. hxc3 hxc3† 5. ♔g1 ♙c5† 6. bxc5 ♜h1†!

Of course, this combination is not just a clearing one, but also a combination involving decoying.

7. ♔xb1 ♜h8† 8. ♔g1 ♜h1†! 9. ♔xh1 ♜h8† 10. ♔h7 ♜xh7† 11. ♜h5 ♜xh5† 12. ♔g1 ♜h2#

Diagram 19-2

G.Lisitsin – E.Zagoriansky

Moscow 1936

White needs the g7-square for the queen. So there follows:

1. ♜h7†!

With mate next move.

1-0

Diagram 19-3

E. Bogoljubow – J. Capablanca

Bad Kissingen 1928

Capablanca prepares a clearing combination.

1...e5!

The simplest route to victory. Now when Black moves the e4-knight, he will be threatening mate by means of ...e5-e4.

2.♖a1

2.dxe5 loses to 2...♖6c4 followed by ...♜c5#.

2...♖6c4

This is even stronger than 2...♜f2†! 3.♜xf2 e4† 4.♜xe4 dxe4†-+.

3.♖a5 ♜c5†!

And the black e-pawn will deliver mate.

0-1

Clearing a square

Diagram 19-4

A. Alekhine – A. Rubinstein

Karlsbad 1923

White clears the e4-square and at the same time attacks the f7-pawn. Thus the white queen gets the chance to reach the kingside quickly.

1.♙g6!! ♜e5

Now White wins material.

But 1...fxg6 loses after 2.♜e4. For example, 2...♙xb4 3.♜h4† ♜g8 4.♜h7† ♜f8 5.♜h8† ♜e7 6.♜xg7† ♜e8 7.♜g8† ♙f8 8.♜xg6† ♜e7 9.♜xe6#.

1...♙b7 can be met by either 2.♜c4+- or 2.♜xf7† ♜xf7 3.♜xe6+-.

2.♜xf7† ♜xf7 3.♙xf7 ♜f5 4.♖fd1+- ♖xd1† 5.♖xd1 ♜xf7 6.♜xc8 ♜h7 7.♜xa6 ♜f3 8.♜d3†

1-0

Diagram 19-3

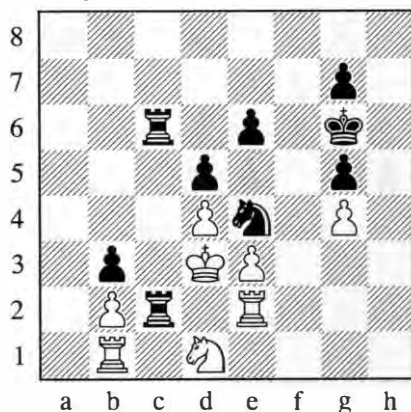


Diagram 19-4

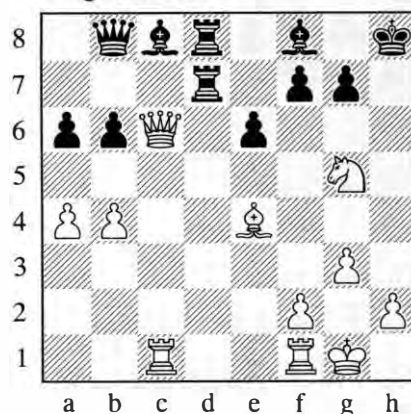


Diagram 19-5

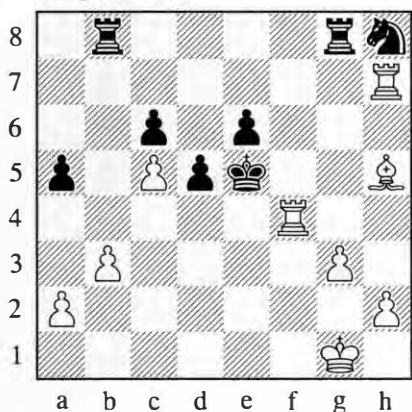


Diagram 19-5

Shadurskis – Patek

Correspondence game 1966

White clears the h5-square for the rook to create a mating threat.

1. ♖g6!

Black resigned, since the only way to prevent mate (1... ♖f8) involves a great loss of material.

Diagram 19-6

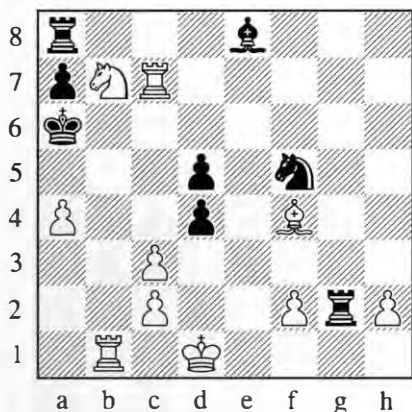


Diagram 19-6

B.Ivkov – L.Portisch

Bled 1961

White clears the c7-square for the bishop and delivers mate in three moves.

1. ♖c6†!

Black resigned, in view of 1... ♖xc6 2. ♖c5† ♖a5 3. ♖c7#.

The clearing of a square is often achieved by a pawn move.

Diagram 19-7

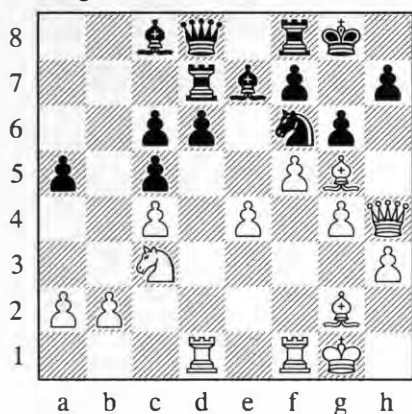


Diagram 19-7

D.Bronstein – A.Vajda

Budapest 1949

1.e5!

Opening the d-file and clearing the e4-square for the knight.

1... dxe5 2. ♖xd7 ♖xd7 3. ♖e4! ♖xe4

3... ♖g7 4. fxe6 fxe6 5. ♖h6† leaves Black with no hope.

4. ♖xe7 g5

Nor does this trick help Black.

5. ♖xd8+– gxe4 6. ♖xe4 ♖d2

Or **6... ♖d6 7. ♖d1+–.**

7. ♖d1 ♖xc4 8. ♖xd7 ♖xb2 9. ♖f6 ♖c4 10. ♖xc6 ♖b8 11. ♖e4

1–0

Diagram 19-8

V.Smyslov – L.Szabo

Hastings 1954

1.c6!

The double threat of a fork with $\text{d}c5+$ as well as the advance $c6-c7$ is, of course, too much for Black.

1...exf4†

1...bxc6 2. $\text{d}c5+$ +-2. $\text{g}xf4$ bxc62... $\text{g}e7$ is simply met by 3. $\text{d}c5$ +-.3. $\text{d}c5+$ $\text{g}d6$ 4. $\text{d}xb3$ cxb5 5. h4 $\text{d}c6$ 6. $\text{g}xc6$ $\text{g}xc6$ 7. $\text{g}g4!$ +- b4 8. axb4 $\text{g}b5$ 9. $\text{d}d4+$

Black resigned. 9... $\text{g}xb4$ is followed by 10. $\text{d}c6+$ and then $\text{d}xa7$.

Clearing a file

Diagram 19-9

P.Ostermeyer – S.Hamann

Reykjavik 1975

White sacrifices his pawns, in order to open files against the black king.

1. h4 $\text{g}h4$ Otherwise White will play $g4-g5$.2. f6! $\text{g}xf6$ 3. g5! $\text{g}xg5$ 3...hxg5 4. $\text{w}h8\#$ 4. $\text{g}xg5$ $\text{w}xg5$ 4...hxg5 5. $\text{w}h8\#$ 5. $\text{w}xf7\#$

Diagram 19-10

H.Westerinen – B.Larsen

Havana 1967

1... $\text{d}f3!$

Black decisively clears the d-file for the rook.

2. gxf3 $\text{d}d5+$ 3. $\text{g}c1$ $\text{d}xe1\#$

Diagram 19-8

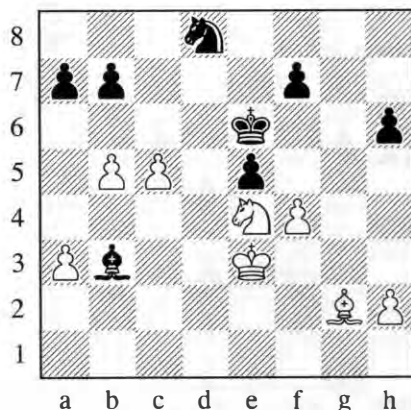


Diagram 19-9

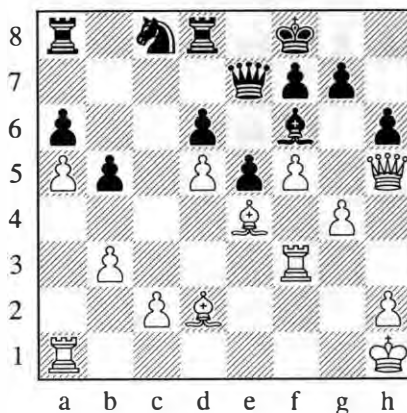


Diagram 19-10

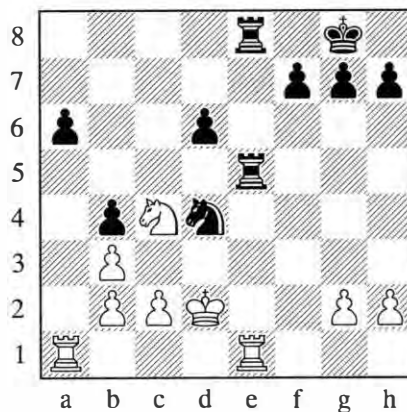


Diagram 19-11

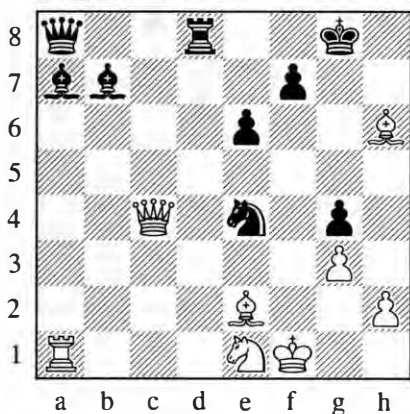
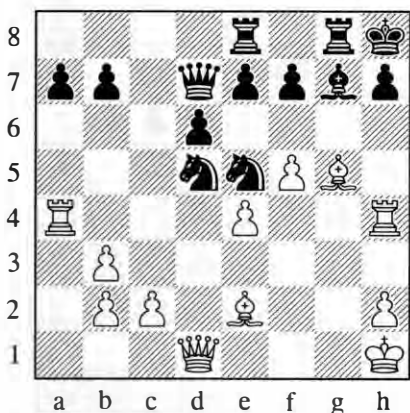


Diagram 19-12



Clearing a diagonal

Diagram 19-11

F.Sideif-Sade – Z.Sturua

Borzhomi 1984

1...♙a6!

Black opens the long diagonal a8-h1 for his strongest piece and prepares the further blow ...♜d2†. There is no sensible defence, so White resigned. A possible continuation would be 2.♞xa6 ♜d2† 3.♙xd2 ♞h1#.

Diagram 19-12

P.Romanovsky – I.Rabinovich

Moscow 1935

Black has just taken the white knight on d5. Instead of recapturing the knight, White plays a clever intermediate move which clears the d1-h5 diagonal for his queen.

1.♙b5!! ♙h6

It is not possible to meet the threat of ♜xh7† without loss of material. 1...♞xb5 loses after 2.♞xh7† ♜xh7 3.♞h5† ♙h6 4.♞xh6#.

2.♙xd7

2.♞xh6 would also be good.

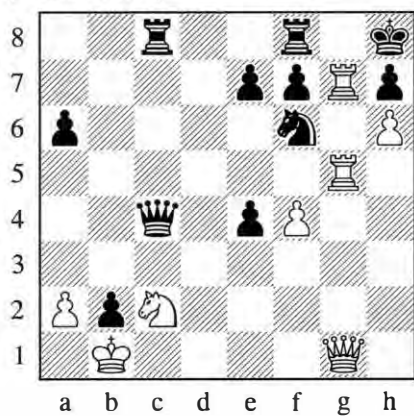
2...♙xg5 3.exd5 ♞d8

3...♙xh4 4.♙xe8+–

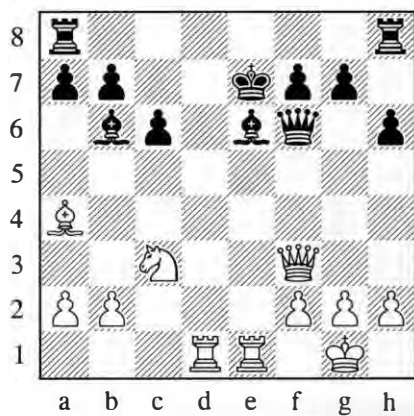
4.♞xh7† ♜xh7 5.♞h5† ♙h6 6.♞h4 ♜g4 7.♞xg4 ♞xg4 8.♞xg4 ♞xd7 9.f6!

1–0

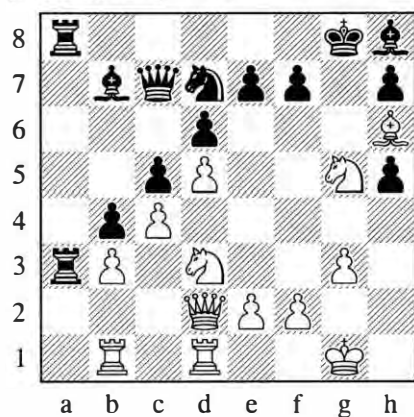
► Ex. 19-1 ◀ ★ △



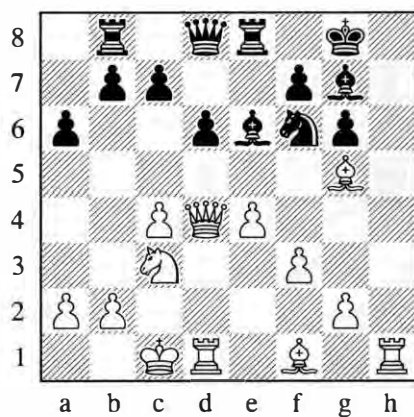
► Ex. 19-4 ◀ ★ △



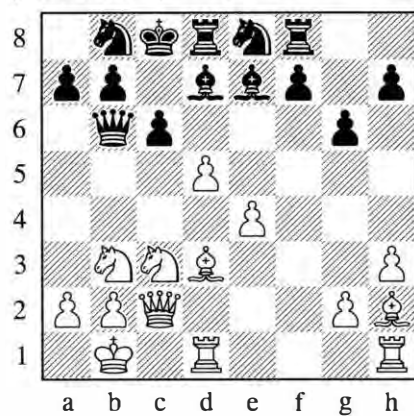
► Ex. 19-2 ◀ ★ △



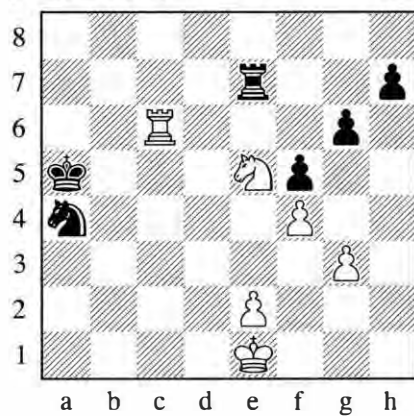
► Ex. 19-5 ◀ ★ △



► Ex. 19-3 ◀ ★ △

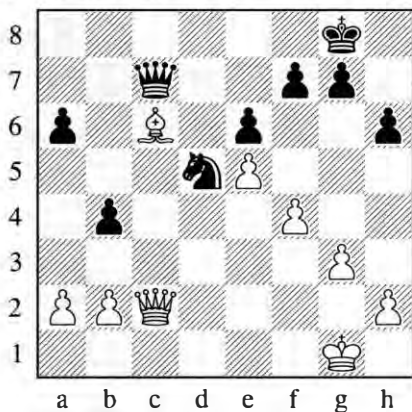


► Ex. 19-6 ◀ ★★ △

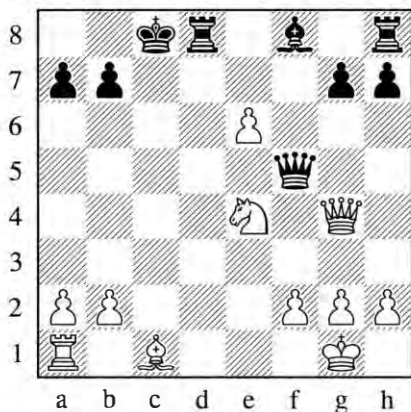


Exercises

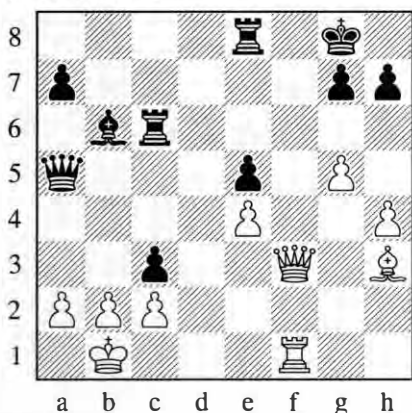
► Ex. 19-7 ◀ ★ ▼



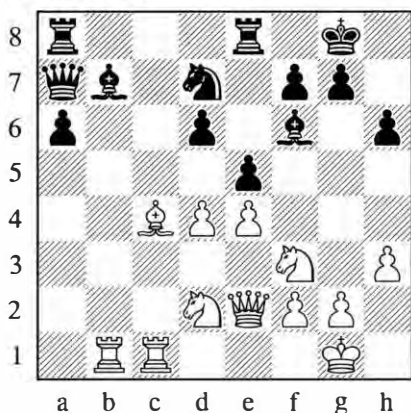
► Ex. 19-10 ◀ ★★★ △



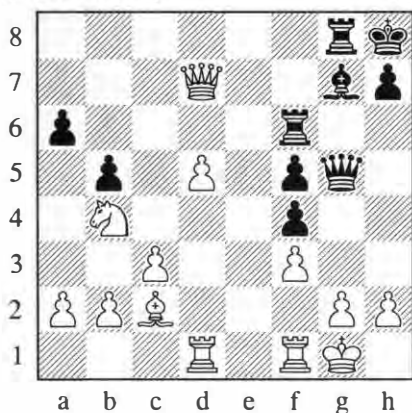
► Ex. 19-8 ◀ ★★ ▼



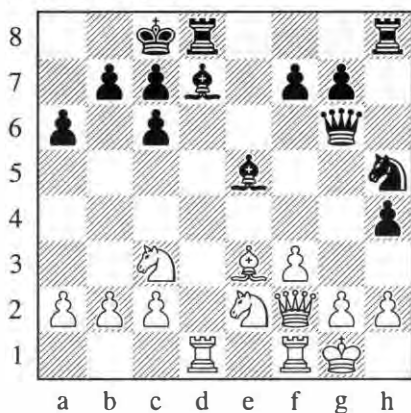
► Ex. 19-11 ◀ ★ △



► Ex. 19-9 ◀ ★ ▼



► Ex. 19-12 ◀ ★★ △



Solutions

Ex. 19-1

Meemsoth – Heisenbuettel

Bremen 1958

1.♖c5!+-

File clearing.

1...♗xc5 2.♖xh7† ♖xh7 3.♗g7#

(1 point)

Ex. 19-2

Popov – Atanasov

Bulgaria 1954

1.♖e6!! fxe6 2.♗g5† ♖f7 3.♗xh5† ♖g8

If 3...♖f6, then 4.♗f3† (4.♖g5† also wins)

4...♖g6 5.♗g4† ♖xh6 6.♖g2+-.

4.♗g4† ♖f7 5.dxe6†

(1 point)

Black resigned, on account of 5...♖e8 (or

5...♖f6 6.♖g5† ♖g7 7.♖xe7† ♖h6 8.♗g5#)

6.♗g8† ♖f8 7.♗xf8#.

Ex. 19-3

D.Bronstein – A.Medina Garcia

Göteborg 1955

1.d6!

(1 point)

This clears the d5-square for the knight.

Black resigned, because after 1...♖xd6 2.♖d5 the black queen is trapped.

Ex. 19-4

J.Kliavinsh – V.Zhuravliov

Riga 1968

1.♖d5†!

(1 point)

White clears the third rank for the queen.

1...cxd5 2.♗a3† ♖d8 3.♗d6† ♖c8 4.♖c1†

1-0

Ex. 19-5

V.Zilberstein – Tulin

USSR 1982

1.e5!

White brings the queen to h4 with gain of tempo.

1...dxe5 2.♗h4

(1 point)

Black resigned, since 2...♗e7 is met by

3.♖e4+-.

Ex. 19-6

R.Hübner – J.Penrose

Cheltenham 1971

1.♖xg6!

(1 point)

Black resigned. White has cleared the c6-

square for the knight, and if 1...hxg6, then of course 2.♖c6†+-.

No better is 1...♖xe5 2.fxe5 hxg6 3.e6+- and the white passed pawn cannot be stopped.

(another 1 point for this variation)

Ex. 19-7

Prokhorovich – G.Ravinsky

Moscow 1958

1...b3!

(1 point)

Clearing the b4-square. Now after 2.axb3 there is simply 2...♖b4+-.

Instead 1...♖e7? would be bad, due to 2.♖e4. But first 1...♗b6†, and only then 2...b3! would be just as good.

0-1

Ex. 19-8

A.Hennings – V.Savon

Örebro 1966

The white attack looks very strong. But there is an unexpected defensive resource.

Solutions

1...♔f2!

(1 point)

1...♖f6 loses after 2.gxf6+–.

2.♖xf2 ♖d8!±

(another 1 point)

1...♗c7 (also 1 point) is just as good.

3.bxc3 ♖f8! 4.♗xf8† ♗xf8 5.♖xf8† ♖xf8–+

6.♖b2 ♖e7 7.♖b3 ♖d6 8.c4 ♖c5 9.♔f5 g6

10.h5 gxf5 11.exf5 ♖d6 12.g6 ♖e7 13.♖b4

e4 14.♖c3 ♖f6 15.♖d4 ♖xf5

0–1

Ex. 19-9

L.Zinn – E.Sveshnikov

Decin 1974

1...♖f7!

(1 point)

Clearing the long diagonal. White resigned, in view of 2.♗xf7 ♔d4† 3.cxd4 ♗xg2#.

Ex. 19-10

A.Shashin – Kolevit

Moscow 1974

1.♔f4!!

(2 points)

Preparing ♖c1†.

Of course 1.♗e2? is bad, due to 1...♗xe4–+.

1...♖d5

Clearing the d8-square for the king.

After 1...♗xg4 Black gets mated: 2.♖c1† ♔c5 3.♖xc5#

2.♖c1† ♖d8 3.♔g5† ♔e7 4.♔d6!!

(another 1 point)

Black is threatened with ♖c8# and after 4...♖xd6 White simply plays 5.♗xf5.

1–0

Ex. 19-11

M.Matulovic – G.Tringov

Belgrade 1965

1.♔xf7†! ♖xf7 2.♖c7+–

(1 point)

2...♖ab8 3.♖xd7† ♖g6

Or 3...♖g8 4.♗c4† ♖h8 5.♗f7 ♖f8 6.♖xb7+–.

4.♔h4†! ♖h7

4...♔xh4 loses after 5.♗g4† ♔g5 6.♗f5† ♖h5 7.♔f3.

5.♗g4 ♖ed8 6.♖c7 ♗xd4 7.♔f5

Black resigned, on account of 7...♗xd2 8.♖xg7† ♖h8 9.♗g6.

Ex. 19-12

K.Kling – R.Erler

Correspondence game 1976

1.♔g5!

(2 points)

Clearing the g1–a7 diagonal for the white queen.

1...b6

1...♗xg5 is met by 2.♗a7+–.

2.♔xd8 ♖xd8 3.f4±

Scoring

Maximum number of points is 17

- 15 points and above.....> **Excellent**
- 12 points and above.....> **Good**
- 9 points.....> **Pass mark**

If you scored less than 9 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Chess technique
- ✓ The correct way to proceed
- ✓ The four golden principles of technique

Endgame technique

We have already discussed the peculiarities of the endgame and the general principles of endgame play in Chapter 2 of *Build Up Your Chess 2*. Here we shall take a more in-depth look at endgame situations in which one side has a stable positional or slight material advantage.

In order to be certain of winning a superior endgame, we need knowledge about the best way to proceed and how to play in such situations. We shall deal further with this *chess technique* or the *technique of converting an advantage* in many other chapters (see also Chapter 13 of *Build Up Your Chess 1*).

The examples which we considered in the aforementioned chapter, 'General endgame principles', also illustrate, of course, many important points of endgame technique. The principles which we shall discuss here can also be very useful in many middlegame situations. But in the endgame this technique can be seen more explicitly and clearly.

The correct way to proceed in superior positions

Whenever you have an advantage, you must **display even more concentration than usual** in your play! Some players commit a major error as soon as they achieve an advantage. They think that they have already won the game! As Dr. Tarrasch once said: 'It is very hard to win a game, but very easy to lose one!'

The four golden principles of technique

The whole art of the endgame is based on these principles:

- 1) **do not allow any counterplay**; pay attention and spot threats by your opponent in good time;
- 2) **do not be too hasty**; if your opponent has no counterplay, then first improve your position as much as possible and only then look for a concrete solution;
- 3) **create a second weakness**; this makes defence even more difficult for your opponent;
- 4) **aim for the correct sort of exchanges**; the side with a material advantage should try to exchange

pieces, whereas the defending side normally aims to exchange pawns.

The three endgames which we shall now examine are very important for the theory of rook endings. But at the same time they illustrate some of the golden principles of technique mentioned above.

Diagram 20-1

1.a5!

White first of all advances the rook's pawn, so that the knight's pawn can shelter his king from checks along the ranks. Here we can see how important it is to take into account the possibilities open to your opponent.

1.b5? is wrong, on account of 1...♔a5 and Black blockades the pawns, making White's task considerably more difficult.

1...♖g6

If 1...♖h1, then 2.♞d6† ♔a7 (2...♔b5? 3.♞b6#) 3.♔c4 ♖h7 4.b5. Just look at the optimal position adopted by the rook! On the d-file it is ready to protect the king from attacks from the side. 4...♖h4† 5.♞d4+—

2.♔a4 ♖g7

2...♖g4 is followed by 3.♞d6† ♔a7 (3...♔b7 4.a6† ♔a7 5.♔a5 ♖g5† 6.b5+—) 4.a6 ♖g5 (4...♖g1 5.♔a5!) 5.b5 ♖g1 6.♞d7† ♔a8 (6...♔b6 7.♞b7†+—) 7.♔a5+—.

3.b5† ♔a7 4.a6!

Since White cannot yet force the exchange of rooks, 'all' that is left for him to do is to strengthen his position further (principle 2).

4...♔b6 5.♞d6† ♔a7 6.♔a5 ♖g5

Or 6...♖g8 7.b6† ♔a8 8.a7! ♔b7 (8...♖g5† 9.♔a6+—) 9.♞d7† ♔a8 10.♔a6+—.

7.♞d7† ♔a8 8.♔b6

You should always play with great care and attention (principle 1). After 8.a7?? there would follow 8...♖xb5†!—.

8...♖g6†

8...♖g8 9.♞d5 ♖b8† 10.♔a5 ♔a7 (10...♖g8 11.b6+—) 11.b6†+—

9.♔c5 ♖g1

Or 9...♖g5† 10.♞d5 ♖g6 11.b6+—.

Diagram 20-1

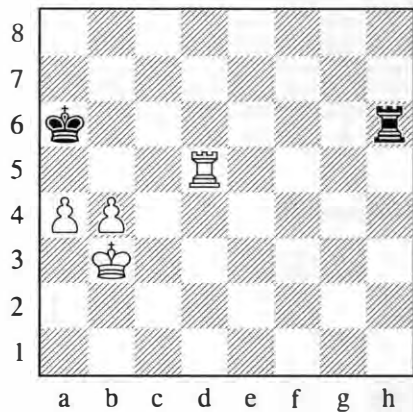


Diagram 20-6

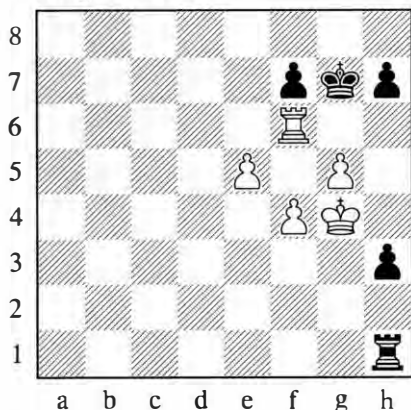


Diagram 20-6

This is the desired zugzwang position. Any black move just makes his position worse and lets White win the pawn.

23...♔g8

23...h2 loses the pawn to 24.♔g3 followed by ♔g2.

24.♞h6 h2

24...♞g1† 25.♔xh3! ♞h1† 26.♔g4+–

25.♔g3 ♞g1† 26.♔xh2 ♞g4 27.♞f6

White has won the pawn, but the ending is still hard to win. Look at the patience White demonstrates in converting his advantage!

27...♔g7 28.♔h3 ♞g1 29.♔h4 ♞h1†

Or 29...♞g2 30.♔h5 ♞g1 31.♞a6 ♞g2 32.♞a7 ♔g8 33.f5+–.

30.♔g4 ♞g1† 31.♔f5 ♞f1

Even if Black attacks from the side with his rook, White can advance his f-pawn and create new attacking possibilities: 31...♞a1 32.♞c6 ♞a4 33.♞c7 ♔f8 34.♔g4 ♞a1 (34...♞a5 35.♔f3 ♞a3† 36.♔e4 ♞a4† 37.♔e3 ♞a3† 38.♔d4 ♞a4† 39.♞c4 ♞a1 40.f5! ♞g1 41.♔d5 ♞xg5 42.f6 ♔e8 43.♔d6 ♔d8 44.♞a4+–) 35.f5! ♞g1† 36.♔f4 ♞f1† 37.♔e4 ♞e1† 38.♔d5 ♞d1† 39.♔c6 ♞c1† 40.♔d7 ♞d1† 41.♔c8 ♞d5 (41...♞g1 42.f6! ♞xg5 43.♔d7!+–) 42.f6 ♞xe5 43.♔d7 ♞d5† (43...♞e8 44.♞c8!+–) 44.♔c6 ♞d8 45.♞d7! ♞c8† 46.♔b7 ♞e8 47.♔c7 and ♞d8 will win.

32.♞c6 ♔f8 33.♞c8† ♔g7

Diagram 20-7

34.♞d8!!

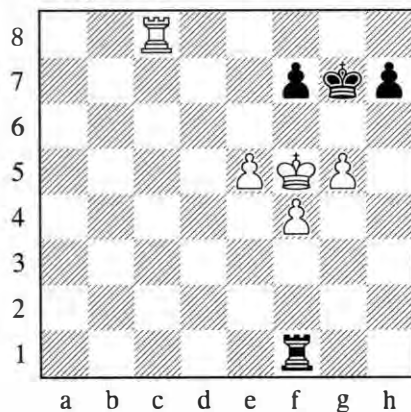
In order to win the game, White must extract the maximum from the position (principle 2). The only way to achieve that is to play for zugzwang.

34...♞f2

Now the black rook is too close to the white king. But the alternatives are no better:

a) 34...h6 35.gxh6† ♔xh6 36.♞g8!+–

Diagram 20-7



b) 34...♖a1 35.♞d7! ♘f8 (35...♖a6!? 36.♔g4 followed by f4-f5) 36.♘f6 ♖a6† 37.♞d6+–

35.♞d1! ♞f3

35...♔g8 36.♔g4 ♞g2† 37.♘f3+– and White gets in f4-f5.

36.♔e4 ♞f2

36...♞g3 is met by 37.♞d7 ♘f8 38.e6+–.

37.♔e3 ♖a2 38.f5

Diagram 20-8

At last White achieves his intermediate aim. The pawns are now very far advanced.

38...♞g2

Passive defence promises nothing either: 38...♖a7 39.♔e4 ♞b7 40.e6 (or 40.♞d8!? Smyslov) 40...fxe6 41.fxe6 ♘g6 42.♔e5 ♘xg5 43.♞g1† ♘h4 44.♘f6 h5 (44...♞b2 45.♞h1†+–) 45.e7 ♞b8 46.♞e1 ♘g3 47.e8♙ ♞xe8 48.♞xe8 h4 49.♔g5 h3 50.♞e3† ♘g2 51.♔g4 h2 52.♞e2† ♘g1 53.♔g3 h1♙† 54.♔f3+–

40.♞d7

Or 40.g6 hxg6 41.f6† ♘g8 42.♞d8† ♘h7 43.♞f8+–.

40...♞xg5

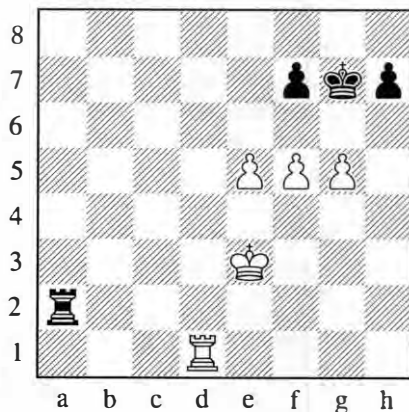
If 40...♔f8, then 41.f6 ♔e8 42.♞e7† ♔f8 43.♖a7 ♔e8 44.♖a8† ♔d7 45.♞f8 ♔e6 46.♞e8† ♔f5 47.e6!+–.

41.♔f4 ♞g1 42.e6 ♞f1† 43.♔e5 ♞e1† 44.♔d6 h5 45.♞xf7† ♔g8 46.♔e7

Black resigned, in view of the following variation: 47...h4 48.♔f6 h3 49.♞g7† ♔h8 50.♞g3+–

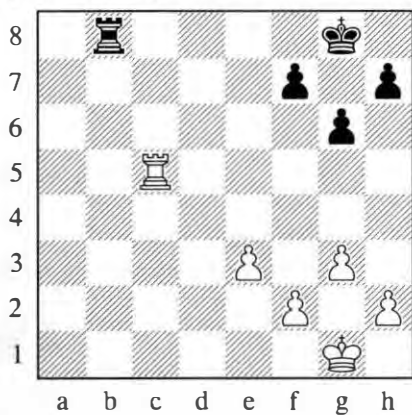
The annotations are based on analysis by Gligoric.

Diagram 20-8

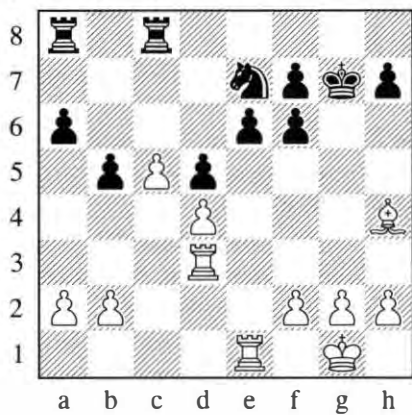


Exercises

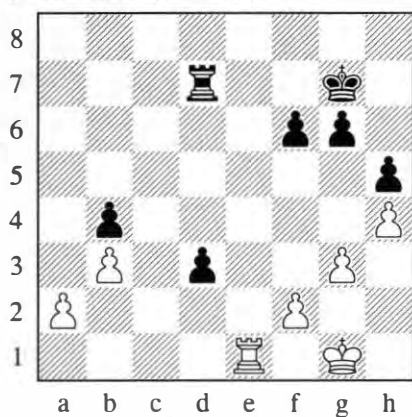
► Ex. 20-1 ◀ ★ ▼



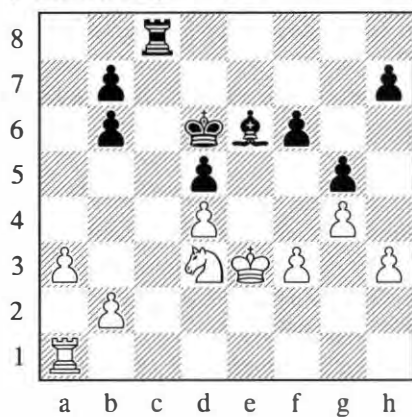
► Ex. 20-4 ◀ ★★★ △



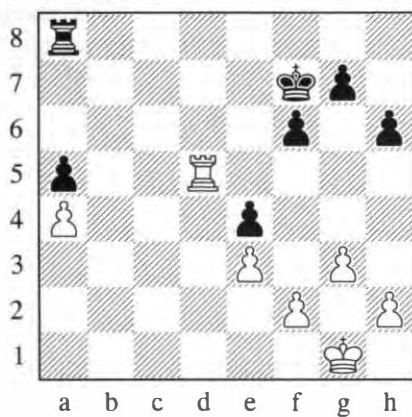
► Ex. 20-2 ◀ ★★ ▼



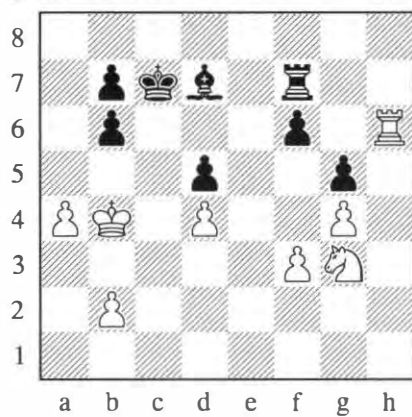
► Ex. 20-5 ◀ ★★ △



► Ex. 20-3 ◀ ★★ △

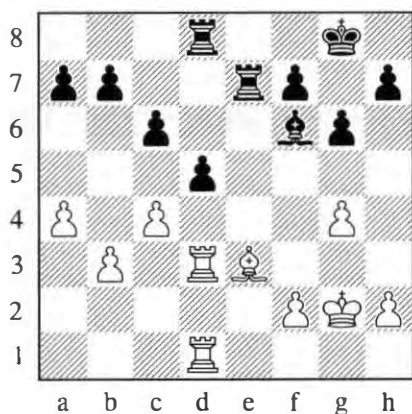


► Ex. 20-6 ◀ ★★ △

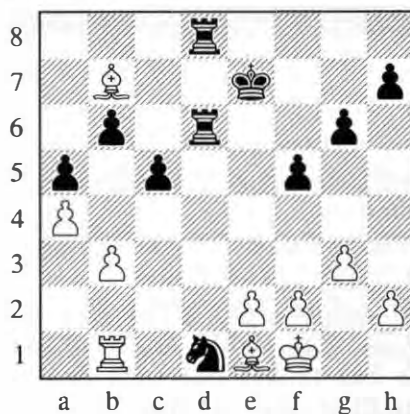


Exercises

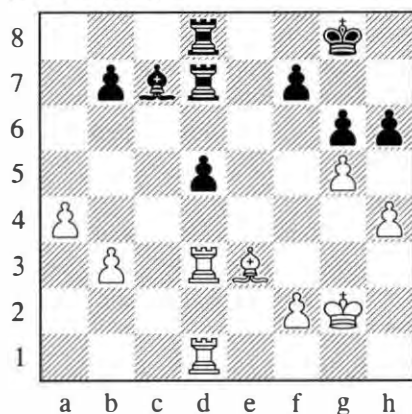
► Ex. 20-7 ◀ ★★★ △



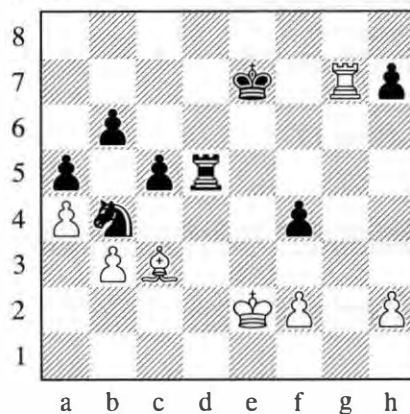
► Ex. 20-10 ◀ ★★★ ▼



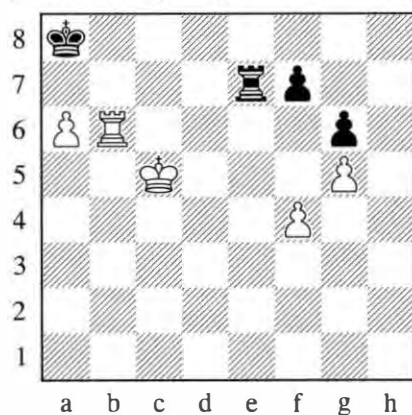
► Ex. 20-8 ◀ ★★ △



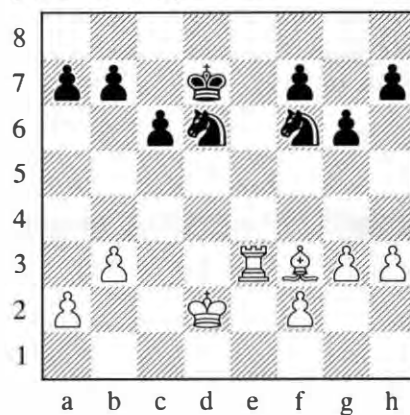
► Ex. 20-11 ◀ ★★ ▼



► Ex. 20-9 ◀ ★ △



► Ex. 20-12 ◀ ★★ △



Solutions

Ex. 20-1

T.Petrosian – P.Keres

USSR Ch, Moscow 1951

1...h5!

(1 point for this important move)

Principle 4 – the correct exchanges. Black holds the draw.

2.♖c2 ♘g7 3.♙g2 ♜b5 4.♙f3 ♙f6 5.h4

Or 5.h3 ♜a5 6.g4 hxg4±.

5...♜f5† 6.♙g2 ♜a5 7.♙h3 ♜a4 8.♞d2 ♙e5 9.♞b2 ♙f6 10.♞b5 ♜a2 11.♙g2 ♜a4 12.♙f3 ♜a3 13.♙f4 ♜a2 14.f3 ♞e2 15.e4 ♞e1 16.♞b6† ♙g7 17.♜a6 ♞b1 18.♞c6 ♞g1 19.♞c2 ♙f6 20.♜a2 ♙g7 21.♞e2 ♙f6 22.♞e3 ♙g7 23.e5 ♙f8 24.g4 hxg4 25.fxg4 ♙g7 26.♙g5 ♞f1 27.♞e4 ♞f3 28.h5

Of course not 28.e6?? f6#.

28...gxh5 29.gxh5 f6† 30.♙g4 ♞f1 31.h6† ♙g6!

1/2-1/2

Ex. 20-2

W.Browne – Y.Seirawan

Santa Monica 1987

1...g5!

(2 points)

Principle 3 – create a second weakness. Now the white kingside is weakened.

2.f3 gxh4 3.gxh4 ♙g6 4.♙f2 ♙f5 5.♞d1 ♙f4 6.♞d2 f5! 7.♞d1 d2 8.♙e2 ♙g3 9.♞g1† ♙h2! 10.♞d1 f4!-+ 11.♞xd2 ♞xd2† 12.♙xd2 ♙g3 13.a4 bxa3 14.♙c3 ♙xf3 15.b4 ♙e4 16.b5 a2

0-1

Ex. 20-3

A.Yusupov – M.Tal

USSR Ch, Minsk 1979

1.g4!

(2 points)

Principle 3 – create a second weakness. The black e4-pawn now becomes weak.

1...g5 2.♙g2 ♙g6 3.h4! gxh4 4.♙h3±

Black has two weaknesses, on a5 and e4.

Ex. 20-4

V.Kramnik – A.Morozevich

Dortmund 2001

1.g4!

(3 points)

Fixing the weakness on f6 and preparing ♞f3.

Only 1 consolation point for 1.♙f1 or 1.♞g3† ♙g6 2.f4 ♞e8±.

1.♞f3 ♙f5 is less good, since the tactical operation 2.♙xf6†? ♙xf6 3.g4 fails to 3...♞g8-+.

1...♙g6

If 1...h5, then 2.♞f3 hxg4 3.♞f4!± (Kramnik).

1...♙c6 is followed by 2.♞f3 f5 3.♞f4! fxg4 4.♞xg4† ♙h6 5.♙d8!! ♞xd8 (or 5...♙xd4 6.♞e3 ♙e2† 7.♙h1 ♙f4 8.♞xf4+-) 6.♞e3 ♙h5 7.♞g7 ♙h4 8.♙g2+-.

2.♙g3 a5

If 2...h5, then 3.gxh5 ♙e7 4.♙f4±.

After 2...♙e7!? comes 3.♞f3 a5 4.♙h4 ♙g8 5.♞ee3± followed by ♞f4 and ♞ef3 (Kramnik).

3.♙d6! h5

3...b4 4.f4 f5 5.gxf5 exf5 6.♞de3+- (Kramnik)

4.gxh5 ♙h4 5.♞g3†! ♙h6 6.♙e7 ♙f5 7.♙xf6 ♙xg3 8.fxg3 ♞g8?!

8...♙xh5!? would be more stubborn: 9.♙g2 ♙g6 10.♞f1 e5 11.♙xe5 ♜a6 12.♙d6 ♞e8± (Kramnik)

9.♙g2!

9.♞e5 achieves nothing, due to 9...♞g4.

9...♙xh5

9...♞g4? 10.h3 ♞e4 11.♞xe4 dxe4 12.g4+-

10.h3 ♙g6 11.♞f1 ♙h7?

Passive defence is hopeless. 11...♜a6 would have been better: 12.♙e5!? (12.g4 e5 13.♙xe5 ♞e6) 12...f5 13.g4± (Kramnik)

12.g4 b4 13.♙g3 b3 14.a3 ♞ac8 15.h4 ♞g6 16.h5

1-0

Solutions

Ex. 20-5

A.Lilienthal – I.Bondarevsky

USSR Ch, Moscow 1940

1.h4!

(2 points)

White activates his rook and wants to create a second weakness on the kingside. (We are counting the doubled pawns on the queenside as the first weakness.)

1...h6

1...gxh4 is bad: 2.♖h1 f5 3.g5!+- (Lilienthal)

2.hxg5 hxg5 3.♖h1 ♖e8 4.♔d2 ♔d7 5.♖h6

Now White attacks the f6-pawn.

5...♖f8

5...♗e6 is followed by 6.f4 ♖g8 7.f5! ♗f7 8.♗b4+- (Lilienthal).

6.♗e1!

White redeploys his knight to e3. The more direct 6.f4!? is also strong.

6...♗c7 7.♗c2 ♖f7

There would be better prospects of a successful defence after 7...f5!? 8.♗e3 fxg4 9.♗xd5! (9.fxg4 ♖f2! 10.♗c1 ♔c6 11.♖g6 ♖f4 12.♖g7! ♗d8 13.♖xg5 ♖xd4±) 9...♗d8 10.fxg4 ♔xg4± (Dvoretsky).

Now White can comfortably improve his position without allowing counterplay (principle 2 – do not be too hasty).

8.♗e3 ♔e6 9.♗c3 ♗d6 10.♗b4 ♔d7 11.♗f5! ♗c7

The rook ending is also hard to hold, but it would be the lesser evil. 11...♔xf5 is followed by 12.gxf5 ♗c6 13.a4! ♖f8 14.♖h7 and here Black should try to activate his rook:

a) 14...♖d8? 15.♖f7 ♖d6 16.b3! b5 17.a5 b6 18.a6+- (Lilienthal)

b) 14...♖e8 15.♖f7 ♖e2! (15...♖e3 16.♖xf6! ♗c7±) 16.♖xf6! ♗c7± (Dvoretsky)

12.a4 ♔e6!?

The transition to a rook ending is still the best solution: 12...♔xf5 13.gxf5 ♗c6 14.♖h8 ♖e7!± (Dvoretsky)

13.♗g3 ♔d7±

See Ex. 20-6.

Ex. 20-6

A.Lilienthal – I.Bondarevsky

USSR Ch, Moscow 1940

1.♗h5!

(1 point)

1.♖g6 is not so strong: 1...f5 2.♖xg5 fxg4 3.fxg4 ♖f4±

1...f5 2.♗f6!

(another 1 point)

2.♖f6 would have been weaker: 2...♖e7 3.gxf5 ♖h7 4.♗g3 ♖h3 and Black has counterplay.

2...fxg4 3.♗xd5! ♗b8 4.fxg4 ♔xg4 5.♗xb6 ♖f2 6.b3 ♔d1 7.d5 ♗c7

7...♖f3 8.d6 ♖xb3! 9.♗a5+-

8.a5 ♖d2 9.♖h7! ♗b8 10.d6!+-

Or 10.♗c5+-.

10...♖d4!

If 10...♖xd6, then 11.♖h8! ♗c7 12.♖c8#.

11.♗c5 ♖h4 12.d7 ♗c7 13.d8 ♖! ♗xd8

14.♖d7!

1-0

Ex. 20-7

R.Kholmov – E.Geller

Vilnius 1957

1.g5!

(3 points)

Principle 1 – do not allow any counterplay!

1.♔xa7 (1 consolation point) is followed by 1...♖a8 2.♔c5 ♖e4 3.cxd5 ♖xg4! 4.♗f3 (4.♖g3 ♖xg3! 5.hxg3 cxd5 6.♖xd5 ♖a5!) 4...♖g5!±.

1...♔e5 2.♔xa7 ♔c7!?

After 2...♖ed7 there follows 3.♔b6±.

If 2...♖a8! then 3.♔b6 dxc4 4.♖d8! ♖e8 5.♖xe8! ♖xe8 6.bxc4± (Dvoretsky).

3.cxd5 ♖ed7 4.h4± h6

4...♖xd5 5.♖xd5 ♖xd5 6.♖xd5 cxd5 7.♔c5!± White cuts off the opposing king. In such positions, the outside passed pawn is often a decisive advantage.

5.♔e3 cxd5

Solutions

Black is losing after 5...hgx5 6.♗xg5 or 5...♗xd5 6.♗xd5 ♗xd5 7.♗xd5 cxd5 8.gxh6. See Ex. 20-8.

Ex. 20-8

R.Kholmov – E.Geller

Vilnius 1957

1.♗d4!

(2 points)

The threat of ♗f6 means that White wins the d-pawn. That is even better than 1.gxh6 (1 consolation point) 1...f6.

1...♗d6

1...♗a8 is met by 2.♗c3.

2.♗f6 ♗e7 3.♗xe7 ♗xe7 4.♗xd5 ♗xd5 5.♗xd5 ♗g7

Black wants to exchange more pawns by playing ...f6.

6.♗d6!+ hxg5 7.hgx5 ♗c7

7...♗e5 8.♗b6! ♗xg5† 9.♗f1+–

8.♗b6! ♗f8 9.♗f3 ♗e8 10.♗e4 ♗e7† 11.♗d5 ♗d8 12.f4 ♗c7 13.a5 ♗e1 14.♗f6 ♗e7 15.b4 ♗d7† 16.♗c5 ♗e7 17.b5 ♗d7 18.♗b6 ♗d1 19.♗f6 ♗d7 20.a6 bxa6 21.bxa6 ♗b8 22.♗d6! ♗e7 23.♗b6† ♗a8

See Ex. 20-9.

Ex. 20-9

R.Kholmov – E.Geller

Vilnius 1957

1.♗b7!

(1 point)

The simplest solution.

1...♗e6

1...♗xb7 2.axb7† ♗xb7 3.♗d6+–

2.♗xf7 ♗xa6 3.♗f6 ♗a4 4.♗d6

1–0

Ex. 20-10

L.Psakhis – J.Speelman

Hastings 1987

1...g5!!

(2 points)

Black meets the threat of ♗a6-d3 by preparing to advance his f-pawn.

If 1...♗d2, then 2.♗xd2 ♗xd2 3.♗cl!±.

2.♗a6 f4! 3.♗d3?!

Either 3.♗b5!? or 3.♗c4!? would be simpler, with good drawing chances.

3...♗xd3 4.exd3 ♗xd3 5.♗e2 ♗d5!

But not 5...♗d4? 6.gxf4 gxf4 7.♗d2! ♗xf2 8.♗c3! ♗d3 9.♗e1!±.

6.gxf4

If 6.♗xd1?? then 6...f3†!

(another 1 point for this variation)

6.♗d2? is met by 6...♗xf2†.

The correct defensive idea is 6.♗f3!? ♗c3!? (6...♗d4 7.♗e2 ♗e6!? [or 7...♗d5=] 8.gxf4 gxf4 9.♗d2 ♗xf2 10.♗c3 ♗e4 11.♗xd4 cxd4∞) 7.♗xc3 ♗d3† 8.♗g4 ♗xc3 9.♗xg5†.

6...gxf4 7.♗c1?

Here too, 7.♗f3 would be correct: 7...♗c3 (7...♗d4 8.♗e2) 8.♗xc3 ♗d3† 9.♗xf4 ♗xc3 10.♗e1† and then 11.♗e3†.

7...♗b2 8.♗c3 ♗d3† 9.♗g1

If 9.♗d1, then 9...♗b4 10.♗xb4 f3†! 11.♗e1 ♗xd1† 12.♗xd1 axb4+.

9...♗b4

Threatening ...f3†!

10.♗g7†?

10.♗xb4 was necessary: 10...axb4 11.♗g7† ♗d6 12.♗xh7 f3†! 13.♗e3 ♗d1†

See Ex. 20-11.

Ex. 20-11

L.Psakhis – J.Speelman

Hastings 1987

1...♗f8!+–

(1 point)

2.♗b2

Solutions

2.♖xh7 f3†! 3.♗xf3 (3.♗f1 ♜d1† 4.♙e1 ♜c2-+)

(another 1 point for this variation)

If 2.f3, then 2...♜d3! 3.♙a1 (3.♙xb4 ♜e3†-+)

3...♜e3† 4.♗f2 ♜d3† 5.♗g2 ♜e1†-+.

2...♜d3!

0-1

Ex. 20-12

V.Smyslov – M.Rohde

New York 1989

1.g4!

(2 points)

One weakness (the e-file) is no problem for Black to defend. White methodically improves his position on the kingside and creates another weakness there.

1...h6 2.h4 ♜d8 3.♜e1

The overhasty 3.g5 hxg5 4.hxg5 ♜h7 would give White problems defending his g5-pawn.

3...♜d7 4.♙g2 ♜f6 5.g5 hxg5 6.hxg5 ♜h5 7.♗e3 ♜g7 8.♙h3! ♜ge8 9.♗f4 ♜c7 10.♗e5! ♜de8 11.♜d1† ♜d5 12.♙g2 ♜ec7 13.♙xd5 ♜xd5 14.♜h1!+-

This is stronger than 14.♗d6 ♜c3 15.♜d3 ♜b5†.

14...♗e7 15.♜h8

The penetration of the rook decides the game.

15...♜b6 16.♗d4 ♜d7 17.♜a8 ♗d6

17...a6 18.♜a7+-

18.♜xa7 ♗c7 19.♜a8 ♗d6 20.f4 ♗e6

21.♜a7

1-0

Scoring

Maximum number of points is 25

21 points and above.....> **Excellent**

17 points and above.....> **Good**

12 points.....> **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The point of the blockade
- ✓ Three reasons for blockading
- ✓ Hindering development
- ✓ Connected pawns

Blockade

The blockade is an important strategic concept in the struggle against opposing passed pawns.

The point of the blockade is to make it more difficult for the opposing pawns to advance. The piece most suited to this task is a minor piece, since their lesser value means the effect of attacking them is less than it would be if the rook, queen or king were attacked. – Bönsch 'Schachlehre – Schachtraining'

The three most important reasons why the blockading of one or more pawns may be necessary are:

- 1) otherwise the pawns might advance further towards the queening square;
- 2) the blockading square is a safe position for our pieces;
- 3) the blockaded pawn often limits the mobility of the opposing pieces.

If a pawn is blockaded on its starting square, then the development of the pieces can be considerably hindered, and sometimes a whole wing cannot be properly mobilized. Such situations are considered in more depth in the next two examples.

L.Paulsen – P.Morphy

New York(6) 1857

1.e4 e5 2.♘f3 ♘c6 3.♗c3 ♗f6 4.♕b5 ♕c5

Nowadays the preference is for either 4...♕b4 or 4...♗d4.

5.0-0

5.♗xe5 is a good alternative for White. After 5...♗xe5 6.d4 ♕b4 7.dxe5 ♗xe4 8.♖d4 ♗xc3 (8...♕xc3† 9.bxc3 ♗g5 10.♕a3 ♗e6 11.♖e4 ♖g5 12.g3±) 9.bxc3 ♕e7 10.♕f4! White is slightly better.

5...0-0 6.♗xe5 ♖e8

6...♗xe5 7.d4±

7.♗xc6

The correct continuation is 7.♗f3! ♗xe4 8.d4 ♗xc3 9.bxc3 ♕f8 10.d5 ♗e5 11.♗xe5 ♖xe5 12.♕f4±.

7...dxc6 8.♕c4 b5!

8...♖xe4? 9.♖xe4 ♜xe4 is wrong, because of 10.♙xf7+ when 10...♜xf7?? loses to 11.♞f3+.

9.♙e2

9.♙b3? ♙g4 10.♞e1 b4+

9...♖xe4 10.♖xe4

10.♙f3? loses, on account of 10...♖xf2! 11.♞xf2 ♞d4 12.♖e4 (12.♞f1 ♞xf2+ 13.♞xf2 ♜e1#) 12...♜xe4 13.♙xe4 ♞xf2+ 14.♜h1 ♙g4 15.♙f3 ♜e8.

10...♜xe4 11.♙f3

Since the black pieces are more actively posted, White must play very carefully. The dangers which are lurking there for White can be seen from the following continuation: 11.c3 ♞h4 12.g3 (12.d4 ♙d6 13.g3 ♞h3 14.f4 ♙d7 15.♙f3 ♜e7 and then ...♜ae8 gives Black attacking chances) 12...♞h3 13.♙f3 ♜h4!! 14.gxh4 ♙d6—+

A safer way to develop is 11.d3 ♜e6 12.♙f3 (12.♙f4 ♞f6 13.♙xc7 ♞xb2+) 12...♞f6=.

11...♜e6 12.c3?

Diagram 21-1

A typical mistake. White wants to prepare d2-d4 and completely underestimates his opponent's next move. As mentioned in the previous note, 12.d3 ♞f6 would be level.

12...♞d3!

Now the d2-pawn is blockaded. White can no longer develop his queenside normally.

13.b4

13.♜e1 ♜xe1+ 14.♞xe1 ♙f5 15.♞e2 ♞d8 16.♞xd3 ♙xd3+ and Black maintains the blockade on d3.

13...♙b6 14.a4 bxa4 15.♞xa4 ♙d7?!

15...♙b7 would be better: 16.♜a2 ♜ae8 (threatening ...♞xf1+) 17.♞d1 ♙a6! and Black wins the exchange.

16.♜a2?

White absolutely has to exchange the blockading black queen at once. So the correct move is 16.♞a6 ♞f5 (16...♞xa6 17.♜xa6 ♜ae8 18.♙g4 ♜e7 19.♙xd7 ♜xd7 20.d4 is good for White, as the black bishop on b6 is cut off from play) 17.d4 ♜ae8 18.♙e3 and now 18...c5! leads to complicated play.

16...♜ae8

Black prepares the unpleasant mating threat of 17...♞xf1+ followed by 18...♜e1#.

17.♞a6

Diagram 21-1

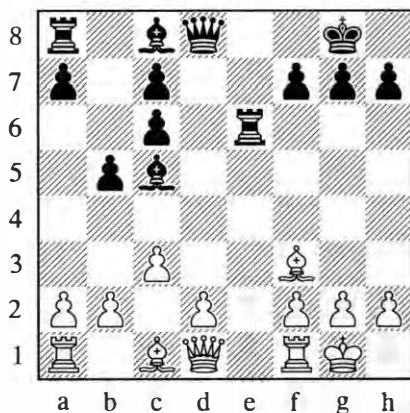


Diagram 21-2

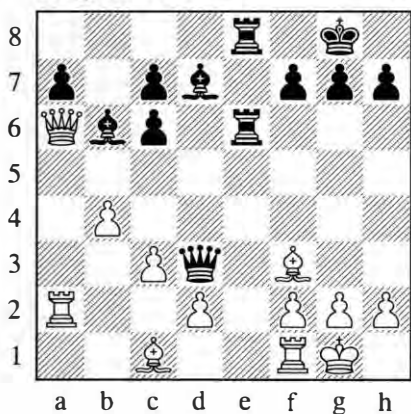


Diagram 21-2

17...♖xf3!

All the black pieces are well placed, whilst the white pieces on the queenside can no longer get to the defence of the king in time.

18.gxf3 ♖g6† 19.♔h1 ♕h3

Threatening mate in two moves with 20...♕g2† and 21...♕f3#.

20.♖d1

If 20.♖d3, then 20...f5! 21.♖c4† ♔f8 22.♖d1 (22.♖g1 ♖xg1† 23.♔xg1 ♖e1†—) 22...♕g2† 23.♔g1 ♕xf3† 24.♔f1 ♕g2† 25.♔g1 ♕d5†—.

20.♖g1 loses to 20...♖xg1† 21.♔xg1 ♖e1†.

20...♕g2† 21.♔g1 ♕xf3† 22.♔f1 ♕g2† 23.♔g1 ♕h3†

23...♕e4† is even stronger: 24.♔f1 ♕f5! (threatening ...♕h3#) 25.♖e2 ♕h3† 26.♔e1 ♖g1#

24.♔h1 ♕xf2

Now the threat is ...♕g2#.

25.♖f1 ♕xf1 26.♖xf1 ♖e2! 27.♖a1 ♖h6 28.d4 ♕e3

White resigned. He cannot defend his h-pawn and 29.♕xe3 is followed by the typical mate in two moves.

Diagram 21-3

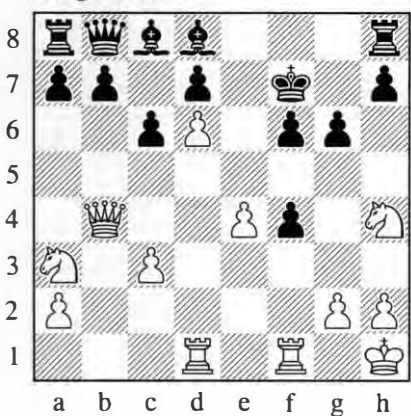


Diagram 21-3

M.Chigorin – W.Steinitz

Consultation game, Havana 1889

In this example, the white pawn on d6 blockades the whole black queenside. The c8-bishop and the two major pieces cannot be developed quickly. Chigorin consequently moves the white pieces into a rapid attack on the kingside.

1.e5!

Aiming to open lines against the opposing king.

1...fxe5 2.♖xf4†

White can even sacrifice a whole rook, since there are clearly more pieces in the attack than his opponent has available for the defence.

2...♔g7

The principled variation is 2...exf4 3.♖xf4† ♔g7 4.♖f1 and Black will end up being mated:

a) 4...♖g8 5.♗d4† ♕h6 6.♟f7 c5 7.♞e3† g5 (7...♙g5 8.♞h3+–) 8.♜c4 b5 9.♜f5† ♖g6 10.♜e5† ♕h5 11.♟xh7#

b) 4...♙xh4 5.♗d4† ♖g8 6.♞c4† ♖g7 7.♟f7† ♖g8 8.♟e7† ♕f8 9.♞f7#

3.♜f5!

White wants to break through the pawn shield and rob the black king of its protection.

3...gxf5 4.♟xf5 ♟g8 5.♟df1

Black has no chance against the attack of White's major pieces.

5...b5 6.♞g4† ♕h8 7.♟f8

1–0

Since the pawns only move forwards and cannot control the squares in front of them, they can easily be blockaded. **Connected pawns are strongest when they stand side by side**, because then they can only be blockaded when one of them moves forward.

S.Gligoric – L.Szabo

Helsinki Olympiad 1952

1.d4 ♜f6 2.c4 e6 3.♜c3 ♙b4 4.e3 c5 5.♜ge2 d5 6.a3 cxd4 7.exd4 ♙e7 8.c5 0–0 9.b4 b6 10.g3 bxc5 11.dxc5 a5 12.♟b1 axb4

The immediate 12...♜c6 is more accurate here than clearing the a3-square for the white bishop. But in any case, the opening variation doesn't bring any advantage to White.

13.axb4 ♜c6! 14.♙g2

14.b5 is answered by 14...♜e5!, threatening both ...♜f3# and ...♙xc5.

14...♟b8 15.♙a3

15.b5 ♙xc5! 16.bxc6 ♟xb1 17.♜xb1 ♞b6 leads to a dangerous black attack.

Diagram 21-4

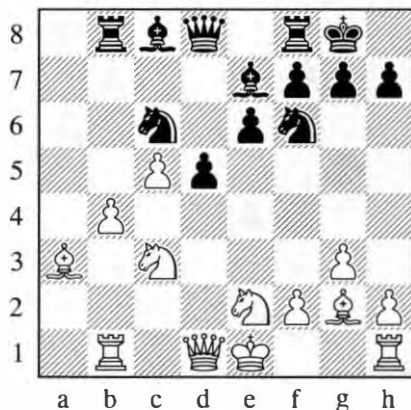
15...♙d7!

The white pawns on the queenside must be stopped. So Black prepares for a blockade.

16.0–0

This was White's last chance to advance the pawns on the queenside. After 16.b5, Black should avoid 16...♜a7?! 17.b6 (but nor 17.♞d3? ♜xb5! 18.♜xb5 ♞a5†+ nor 17.♞a4? ♟a8!) and White has improved

Diagram 21-4 ▼



his position on the queenside; but he can simply reply 16...♖e5! followed by ...♖c4.

16...♖a7!

Now the white pawns are blockaded and Black has a pawn majority in the centre. If he manages to set this in motion, White could soon be facing major problems.

17.♞e1 ♖e8!

Black brings this knight to c7 to strengthen the blockade. 17...♖b5 would be premature, due to 18.♖xb5 ♞xb5 19.♖d4. White threatens to exchange on b5 and then play ♞f1, after which the white pawns would become mobile again.

18.♞c1 ♞f6

Diagram 21-5

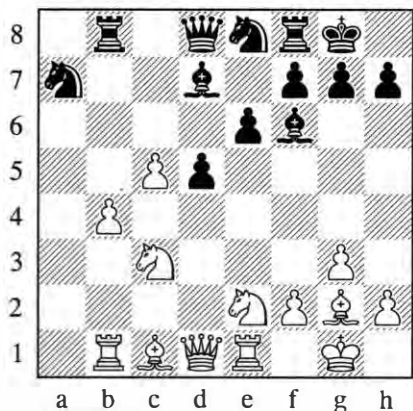


Diagram 21-5

19.♞f4!?

White provokes the movement of the centre pawns, but then does not play energetically enough, enabling Black to support these pawns in time. 19.f4 is sounder, in order to restrain the black pawns' lust to advance.

19...e5 20.♞d2 d4 21.♖d5?

21.♖e4 is necessary: 21...♖b5 22.f4∞

21...♞c6 22.♖xf6† ♞xf6 23.♞xc6 ♞xc6 24.f4 f6

White has not achieved anything. If Black can stabilize the position, then the white situation will become critical.

25.♞b3† ♖h8 26.♞f1 ♖c7 27.♞c4 ♖ab5

The white pawns on the queenside are safely blockaded. Now Black concentrates his forces in the centre, to prepare the further advance of his own pawns.

28.♞be1 h6 29.g4 ♞be8!?

Diagram 21-6

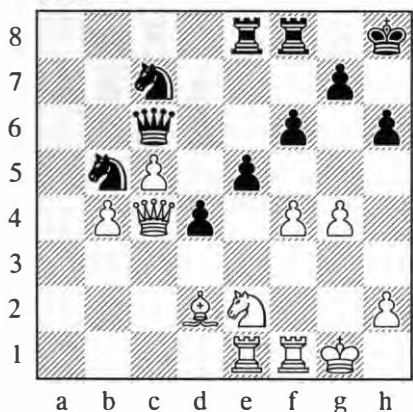


Diagram 21-6

A very instructive mistake. It is important for Black to secure the possibility of ...e5-e4. White, on the other hand, should utilize every opportunity to blockade the black pawns on d4 and e5 as soon as possible. So the correct move is 29...♞f8! 30.fxe5 fxe5 31.♖g3 e4 32.♞f4 e3 and the pawns get dangerously close to White's back rank.

30.f5?

But now White makes a positional mistake. He should blockade the centre pawns. After 30.fxe5! fxe5 31.♖g3 ♞xf1† 32.♞xf1 Black cannot play

32...e4? on account of 33.♖xe4! ♜xe4 34.♚f8† ♔h7
35.♚f5†+–.

30...♚d5 31.♚c1?

Probably the players were in time trouble. White sets a trap (32.♙xh6), but in doing so misses the last chance to set up a blockade. The endgame after 31.♚xd5 ♜xd5 32.♜g3♞ offers White some chances to save the game. For example: 32...♜b8 33.♜e4 ♜bc3 34.♙xc3 dxc3 35.♜c1 ♜xb4 36.♜xc3 ♜xg4† 37.♔h1 ♜xc3 38.♜xc3 ♜c8 39.c6

31...♔h7! 32.♜g3 e4!

Now the white position can no longer be held.

33.♙f4 e3 34.♚d1 ♚c4 35.h4 ♜d5 36.g5

White tries a despairing attack, but the strong black pawns on e3 and d4 also hinder the opposing pieces.

36...d3

Threatening simply ...♜xf4.

37.♚g4 ♜g8!

Black defends against the threat of gxf6.

38.♜h5 ♜e4! 39.g6† ♔h8

White cannot break through on the kingside.

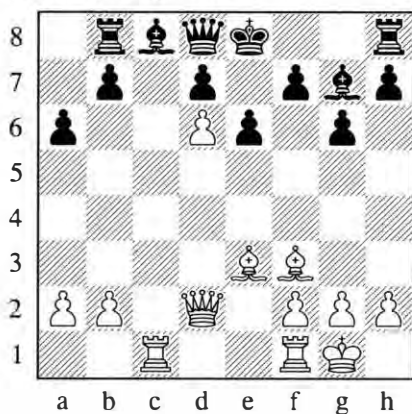
40.♚g3

And here White didn't wait to find out which pawn his opponent would advance first; he resigned.

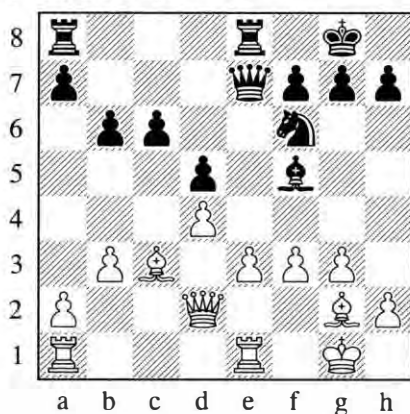
The test is very difficult this time. But the test positions illustrate some important ideas concerning the blockade. It is essential to play through the solutions on a board.

Exercises

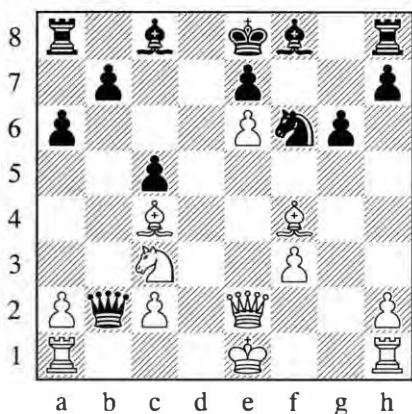
Ex. 21-1 ★★ △



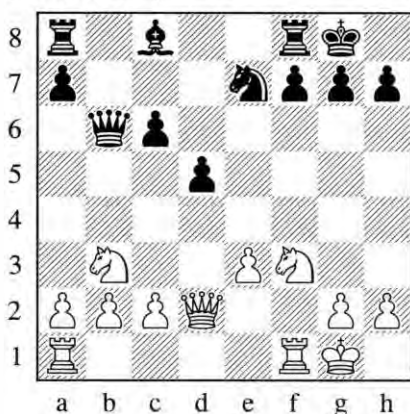
Ex. 21-4 ★★ ▼



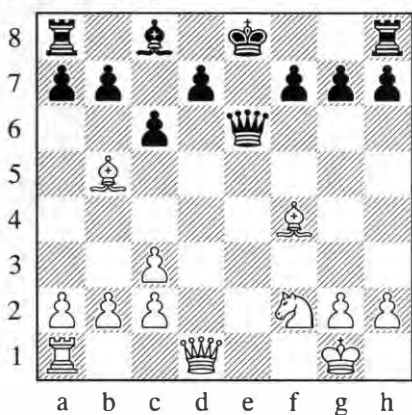
Ex. 21-2 ★★ △



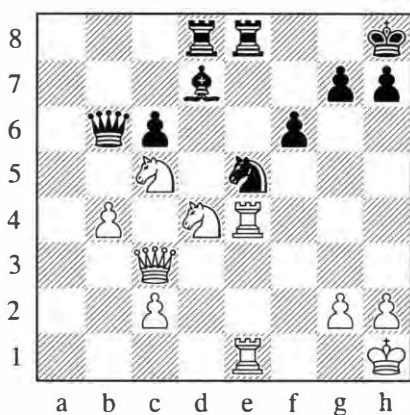
Ex. 21-5 ★★ △



Ex. 21-3 ★★ △

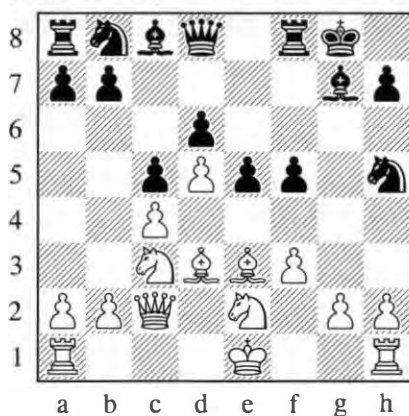


Ex. 21-6 ★★ △

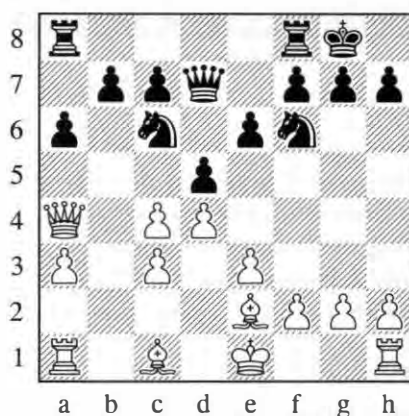


Exercises

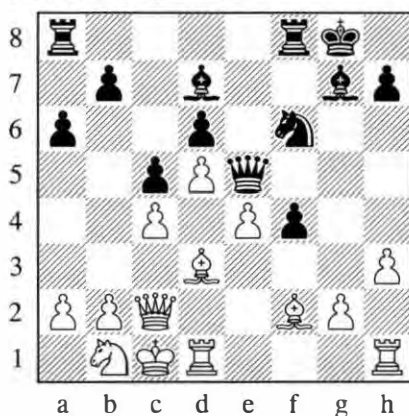
► Ex. 21-7 ◀ ★★★ ▼



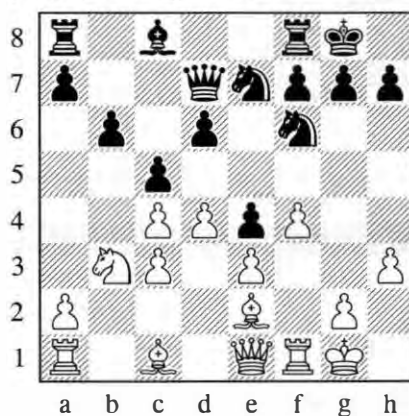
► Ex. 21-10 ◀ ★★ ▼



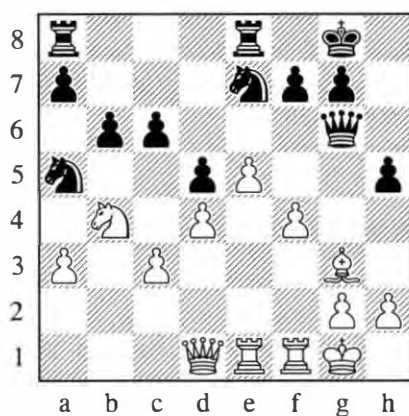
► Ex. 21-8 ◀ ★★★ ▼



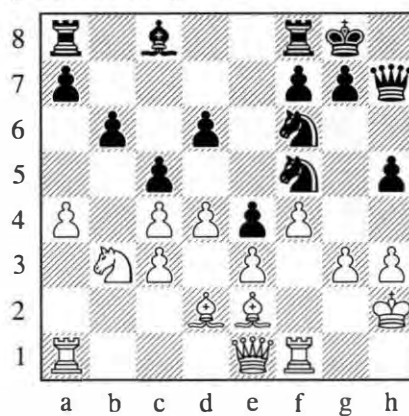
► Ex. 21-11 ◀ ★★★ ▼



► Ex. 21-9 ◀ ★★★ ▲



► Ex. 21-12 ◀ ★★★ ▼



Solutions

Ex. 21-1

P.Romanovsky – G.Ravinsky

Moscow 1943

1.♠h6!

(2 points)

The exchange of bishops is the correct idea. It leaves Black with only bad pieces.

Offering the exchange of bishops by 1.♠d4 also earns 2 points, although Black can still defend with 1...f6±. 1 consolation point for 1.♠c7.

1...♣f6

1...0–0 is followed by 2.♠xg7 ♘xg7 3.♣d4† ♣f6 4.♣a7+–.

1...♠e5 loses after 2.♣e3! ♠xd6 3.♣d4!.

2.♠xg7 ♣xg7 3.♣e3!

Black resigned, as he has no good defence to the threat of 4.♣a7. Both 3...♠a8 4.♣a7!! and 3...b6 4.♣xb6! see White winning on the spot.

Ex. 21-2

A.Alekhine – G.Levenfish

St. Petersburg 1912

1.♟b5!

(2 points)

1.♟d2?! would not be so energetic, on account of 1...♣b4.

1...♣xa1†

If 1...axb5, then 2.♠xb5† ♟d8 3.♠d1† ♠d7 4.♠e5 (or 4.0–0) 4...♣b4† 5.c3+– (Lisitsin).

2.♟f2 ♣xh1 3.♟c7† ♟d8 4.♣d2† ♠d7 5.exd7

Black resigned. The threat is ♟e6#, and Black is saved by neither 5...♟xd7 6.♠e6+– nor 5...e5 6.♟e6† ♟e7 7.d8♣† ♠xd8 8.♣xd8† ♟f7 9.♟xf8† ♟g7 10.♣e7# (Lisitsin).

Ex. 21-3

Post – Kagan

1.♠d6!

(2 points)

1 point for 1.♣d2 or 1.♠d3. The blockading move in the game is much more energetic.

1...cxb5 2.♣d2 ♣h6

2...♟d8 is followed by 3.♠e1 ♣h6 4.♠e3 (4.♠f4 transposes to the game) 4...♠e8 5.♟g4 ♣g6 6.♟e5 ♣e6 7.♠g3 g6 (7...f6 8.♠xg7+–) 8.♟xf7†! ♣xf7 9.♣g5†+–.

3.♠e1†

White can win more quickly with 3.♣xh6! gxh6 4.♟g4 b6 5.♠e1† ♟d8 6.♟xh6+–.

3...♟d8 4.♠f4

Here 4.♠e3 is also strong, transposing to the note to Black's 2nd move.

4...♣c6

Black's situation also remains critical after 4...♣g6 5.♣d5!.

5.♠d6 f6 6.♣f4

Black resigned. The threat is 7.♠e7† ♟e8 8.♠xf6†+–, and after 6...♠e8 there follows 7.♠c7† ♣xc7 8.♠xe8†+–.

Ex. 21-4

A.Konstantinopolsky – A.Kotov

Baku 1945

1...h5!=

(2 points)

Black restrains the white pawns on the kingside. Only 1 point for 1...a5 or 1...♣e6.

2.♠e2 ♣d7 3.♠ae1 ♠h3 4.♠h1 ♠e6 5.e4 dxe4 6.fxe4 ♠ae8

Intending 7...♠g4 8.♠e3 ♣e7 9.♣d3 ♟d5!.

7.♠f3?!

7.d5!?

7...♠g4! 8.♣f4 ♠xf3 9.♣xf3

Black wants to blockade the centre pawns, but he should first play 9...h4, after which 10.gxh4 ♣e7 11.e5 ♟d5 leads to a more pleasant position for Black.

Solutions

Ex. 21-5

M.Botvinnik – I.Boleslavsky

Leningrad/Moscow 1941

1.♖c3!±

(2 points)

White now controls the c5-square and can blockade the black pawns on c6 and d5. Only 1 point for 1.♖e5, since Black can simply reply 1...c5.

1...♟b8 2.♟a1 ♟e8 3.♟f1 ♖g6 4.♖c5 ♙g4 5.♖d4 ♖e5 6.b4 ♟bd8 7.e4! dxe4?! 8.♟xe4 a5 9.a3 axb4 10.axb4 f6 11.♟b1 ♖h8 12.♖h1 ♙d7±

See Ex. 21-6.

Ex. 21-6

M.Botvinnik – I.Boleslavsky

Leningrad/Moscow 1941

1.♖xd7!

(1 point)

1...♟xd7 2.♟xc6!

(another 1 point)

This elegant tactical operation exploits the weakness of Black's back rank and leads to the win of a pawn.

2...♟d8

If 2...♟xb4? then 3.♟xd7!+.

2...♟b8 is followed by 3.♟xe5 fxe5 4.♟xd7 ♟xd4 5.♟xd4 exd4 6.♟b1 and White is winning the rook ending, e.g. 6...♟c8 7.b5 ♟xc2 8.b6 ♟c8 9.b7 ♟b8 10.♟c1+.

3.♖f3! ♟c7 4.♖xe5! fxe5 5.♟xe8! ♟xe8 6.♟xe5 ♟g8 7.♟e8 ♟xc2 8.♟xg8! ♖xg8 9.♟b1+.

Ex. 21-7

A.Kotov – S.Gligoric

Zürich Candidates 1953

1...e4!

(3 points)

A typical positional sacrifice, clearing the e5-square for the queen's knight. The extra white

pawn will be securely blockaded. 1...♖a6 (1 consolation point) is simply met by 2.a3.

2.fxe4 f4 3.♙f2 ♖d7 4.♖g1

The position after 4.e5 ♖xe5 5.♙xh7+ ♖h8 would be unclear.

4...♟g5 5.♙f1 ♖e5 6.♖f3 ♟e7 7.♖xe5 ♟xe5 8.0-0-0 ♖f6 9.h3 ♙d7

9...a6!? 10.♙d3 b5

10.♙d3 a6 11.♖b1!

White intends ♖d2-f3.

See Ex. 21-8.

Ex. 21-8

A.Kotov – S.Gligoric

Zürich Candidates 1953

1...f3!

(3 points)

Black does not want White to bring his knight to f3 and thereby break the black blockade.

However, Black has another good option in 1...♖h5!? 2.♖d2 (2.♙e1 ♖g3 3.♟g1 ♙a4! 4.b3 ♙d7) 2...♙a4! (also 3 points) and Black obtains sufficient counterplay.

2.gxf3 ♖h5 3.♖d2

3.♙e1! ♟xf3 4.♙c3 ♟g5+ 5.♖d2 ♙xc3 6.♟xc3 ♟g3

3...♖f4 4.♙f1 b5 5.h4 ♖h8 6.♟g1 ♙f6 7.♖b3 ♟ab8

The immediate 7...b4 would be a slight improvement: 8.♖a5 ♙a4=.

And 7...bxc4 8.♙xc4 a5 would also be very interesting.

8.♙e1 b4 9.♖b1 ♟a8 10.♙g3 ♟g8 11.♟h2 ♟xg3 12.♟xg3 ♖e2 13.♟xe2 ♟xg3 14.♖c1 a5 15.♖d3 ♙d4 16.h5 ♟h4 17.♙g2 ♟g8 18.♟h1 ♟g3 19.♙f1 a4 20.♖c2 a3

Black could have obtained good attacking chances with 20...b3! 21.axb3 axb3+ 22.♖xb3 ♟g7.

21.b3

Black retains sufficient compensation for the two pawns, since he controls the dark squares. ½–½

Solutions

Ex. 21-9

E.Geller – V.Smyslov

USSR Ch, Moscow 1949

Just one more move and Black will blockade the white f4-pawn with the knight on f5. Then White would have no more active play. For that reason, Geller sacrifices his f-pawn.

1.f5!

(3 points)

1.e6 is not so good: 1...fxe6 2.d3 dxc4+ 1...dxf5 2.f3 dxc4 3.c1 a5 4.d3 h4 5.f2 f5 6.f4 g6 7.f3 f6 8.f4 h6 9.f4 h6 10.f6 d7 11.f6 f5

White is intending d4xg6. Another good plan was 11.f6! followed by f4-h4.

Ex. 21-10

A.Tolush – A.Sokolsky

Leningrad 1938

1...b5!

(2 point)

An interesting positional sacrifice. But 1...f6! (also 2 points) would be just as good: after 2.cxd5 exd5 Black will continue with ...b5=.

2.cxb5 axb5 3.fxb5 f6 4.f3 a5 5.0-0 f6

Black has good compensation for the pawn.

Ex. 21-11

P.Johner – A.Nimzowitsch

Dresden 1926

1...h5!

(2 points)

‘The start of the process of tying White up.’ – Nimzowitsch

2.f2

Weaker is 2.f4 f5 3.f5 h7 4.f5 h3 f3+ (Nimzowitsch).

2...f5!

(another 1 point)

So as to wander off to h7; this was the original point of the restraining manoeuvre.

3.f2 f7! 4.a4 f5

Black's idea is 5...f4 6.hxg4 hxg4 7.f1 g3+. However, the immediate 4...a5! is more accurate, preventing the possibility mentioned in the next note.

5.g3

5.a5! would be better, and if 5...f4, then 6.f4 hxg4 7.axb6 gxh3 8.gxh3 h4 9.f3= (Larsen).

See Ex. 22-12.

Ex. 21-12

P.Johner – A.Nimzowitsch

Dresden 1926

1...a5!

(3 points)

Now White will have no counterplay on the queenside, leaving Black free to continue to prepare his attack on the kingside.

2.f1 h6 3.f1 f7 4.f1 f6 5.d5

5.f2! would be slightly better, although after 5...f6 6.d5 f7 Black retains good prospects on the kingside.

5...f6 6.f2

If 6.f2, then 6...f6 7.f2 g5.

6...f6 7.f2 g5 8.f1 f6

8...h4! would also be very strong: 9.gxh4 (9.fxg5 hxg3+ 10.f3 hg4+) 9...g4+

9.f2 f5 10.f1 f6 11.f1 gxf4! 12.exf4 f8 13.f3 f6 14.f2

14.f2 f6! 15.f1 f4 16.hxg4 hxg4 17.f2 f4! 18.f4 e3!+ (Nimzowitsch)

14...f4! 15.f2

15.f2 f8! (15...f5? 16.f1! f8 17.f1 16.f4 (16.f1 f3! 17.f3 f5+)+ 16...f5! 17.f2 f3! 18.f3 f4# (Nimzowitsch)

15...f8 16.f2 f3!

16...f5 17.f2

17.f4

17.f3 f5 18.f2 f4 19.f3 f2 20.f2 f3# (Nimzowitsch)

Solutions

17...♙f5

'The best, because ...h5-h4 can now no longer be stopped; after the fall of the h3-pawn there is no hope of any defence.'

– Nimzowitsch

18.♙xf5 ♖xf5 19.♖e2 h4 20.♖gg2 hxg3†

21.♖g1 ♖h3 22.♖e3 ♖h4 23.♖f1 ♖e8!

White resigned. The threat is 24...♖xg2 25.♖xg2 ♖h1† 26.♖e2 ♖xg2†! and 24.♖e1 is followed by 24...♖f3† 25.♖d1 ♖h1†→+ (Nimzowitsch).

Scoring

Maximum number of points is 29

- | | | |
|----|------------------------|-----------|
| 24 | points and above.....→ | Excellent |
| 19 | points and above.....→ | Good |
| 14 | points.....→ | Pass mark |

If you scored less than 14 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Decoying the king
- ✓ Intuitive sacrifices

Dragging the king out

Dragging the king out is an important tactical motif in many beautiful combinations, often linked with great material sacrifices. Most such combinations make use of decoying the king onto squares which are dangerous for it.

In his work *Chess Tactics*, Alexander Kotov described this combinational motif in a very apposite manner: 'The attacking pieces do not always succeed in trapping the opposing king. Behind its wall of pawns, the king feels safe and secure. But there is one tactical method: the king is "pitilessly" dragged out from its hiding place by a sacrifice and driven in front of its wall of pawns, not infrequently being chased right into the centre. The usual end of such a "stroll" is the mate of the king which is hunted down.'

Ed. Lasker – G. Thomas

London 1912

1.d4 f5 2.e4 fx4 3.♖c3 ♘f6 4.♙g5 e6

4...d5 is met by 5.♙xf6 exf6 6.♙h5† g6 7.♙xd5±.

The most important alternative is 4...♘c6.

5.♙xe4 ♙e7 6.♙xf6 ♙xf6 7.♘f3

7.♙h5† g6 8.♙h6 b6 9.♘f3 ♙b7 10.♙d3 ♙e7 11.0-0-0 ♘a6!? 12.c3 ♙g7 13.♙e3 0-0-0 14.♙b1 ♘b8 15.♙he1 ♘c6 led to a better position for Black in the game R.Ash – A.Yusupov, Winnipeg 1986.

7...0-0

7...d5 8.♘xf6† ♙xf6 9.c3 0-0 10.♙e2 ♘c6 11.0-0 a6 12.♙d2 ♙d7 13.♙ae1± S.Temirbaev – A.Yusupov, Yerevan 1996.

Black would be better preparing to castle long with 7...♘c6 followed by ...b6, ...♙b7 and ...♙e7.

8.♙d3 b6!:

Better is 8...♘c6

9.♘e5 ♙b7?

Black should play 9...♙xe5 10.dxe5 ♘c6, when he can meet 11.♙h5 with 11...♙f5.

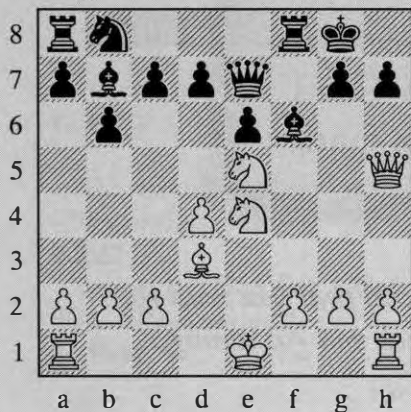
10.♙h5! ♙e7?

10...♙xe5 was necessary.

Diagram 22-1

11.♙xh7†!!

Diagram 22-1



Edward Lasker now forces the opposing king to go on a long journey. The play from now on is forced.

Black had only considered 11.♖c5 g6 12.♖xg6 hxg6 13.♖xg6 ♖g7 14.♖xb7 ♕xd4+ or 11.♖xf6+ gxf6.

11...♖xh7 12.♖xf6+ ♖h6

12...♖h8 13.♖g6#

13.♖eg4+!

All that follows happens with check. Such forcing variations are easier to calculate. And of course nothing has a higher level of priority than responding to a check!

13...♖g5 14.h4+

14.f4+ also leads to mate: 14...♖xf4 (or 14...♖h4 15.g3+ ♖h3 16.♕f1+ ♕g2 17.♖f2#) 15.g3+ ♖f3 (15...♖g5 16.h4#) 16.0-0#

14...♖f4 15.g3+ ♖f3 16.♕e2+

Diagram 22-2

White wins more quickly after 16.0-0 gxf6 17.♖h2# or 16.♖f1 gxf6 17.♖h2#, but such quiet moves need to be calculated very carefully. Edward Lasker prefers the forcing way. It is better to aim for a safer win than for a quicker one!

16...♖g2 17.♖h2+ ♖g1 18.♖d2#

Of course there are situations in which a player cannot calculate a forced mate. Nevertheless, an exposed king position means great danger. In the next example, Garry Kasparov boldly played an intuitive rook sacrifice against his future successor on the world throne, Veselin Topalov, and by doing so created a masterpiece. Extensive comments to this brilliant game can be found in Igor Stohl's book *Instructive Modern Chess Masterpieces*. In what follows we shall concentrate on only some of the main lines of this famous game.

Diagram 22-3

G.Kasparov – V.Topalov

Wijk aan Zee 1999

1.♖xd4! cxd4?

Black plays very boldly, but goes wrong. He should content himself with equality. 1...♖b6 is better: 2.♖b3 ♕xd5 3.♖xd6+ ♖xd6 4.♖d2=

Diagram 22-2

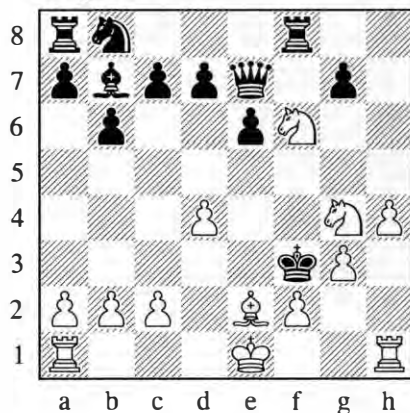
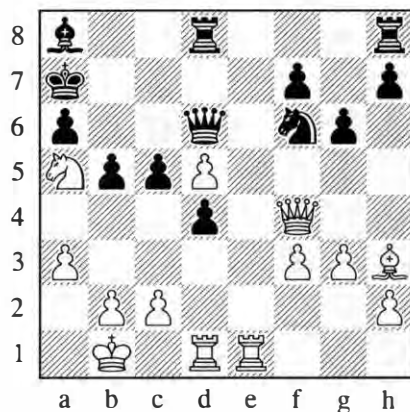


Diagram 22-3



2.♞e7+!!

But not 2.♞xd4? ♞b6! 3.♞e7+ ♞d7 4.♞xd7+ (4.♞c3 ♞g1+-) 4...♞xd7 5.♞xh8 ♞g1+-.

2...♜b6

2...♞xe7? would be bad: 3.♞xd4+ ♜b8 4.♞b6+ ♜b7 5.♞c6+-.

2...♜b8 is followed by 3.♞xd4 ♞d7 4.♜xd7 ♜xd5 5.c4 ♞xe7 6.♞b6+ ♜a8 7.♞xa6+ ♜b8 8.♞b6+ ♜a8 9.♜c6+ ♜xc6 10.♞xc6+-.

3.♞xd4+ ♜xa5

Black accepts the challenge. After 3...♞c5 4.♞xf6+ ♞d6, Kasparov had seen a powerful continuation: 5.♜e6!! and if 5...♜xd5, then 6.b4!+-.

4.b4+ ♜a4

Diagram 22-4

5.♞c3!?

Kavalek's idea of 5.♞a7! is even stronger, and 5...♞xd5 would be followed by 6.♞xa6+!! ♞xa6 7.♞b2 ♞c3+ 8.♞xc3 ♜d5 9.♜b2! (threatening ♞b3+) 9...♞e6 10.♜xe6 fxe6 11.♞b3+! ♜xb3 12.cxb3#.

5...♞xd5

5...♜xd5? is wrong, because of 6.♜b2 with the threat of ♞b3+!

6.♞a7

Threatening mate. Now 6.♜b2? would lose to 6...♞d4!.

6...♜b7

The only move.

7.♞xb7

7.♞c7? leads only to perpetual check after 7...♞d1+=.

7...♞c4?!

7...♞he8! is more resilient: 8.♞b6 ♞a8

Diagram 22-5

White has to find a difficult prophylactic move here, in order to deprive Black of the most important defensive resource of ...♞c4. The move is 9.♜f1!! and Black is powerless against the threat of ♞d6. For example, 9...♞e1+ (or 9...♞ec8 10.♞xc8!+-) 10.♞xe1 ♞d7 11.♞b7!! ♞xb7 12.♞d1! ♜xa3 13.c3 followed by ♞c1+ with a quick mate (analysis by Ligterink).

8.♞xf6 ♜xa3

The more stubborn 8...♞d1+ 9.♜b2 ♞a8 (9...♞d4+ 10.♞xd4 ♞xd4 11.♞xf7 ♞d6 12.♞e7 and then ♜e6+-)

Diagram 22-4

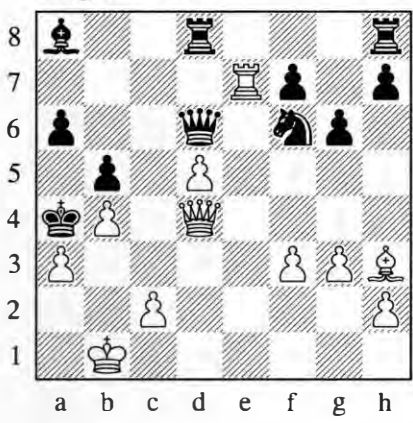
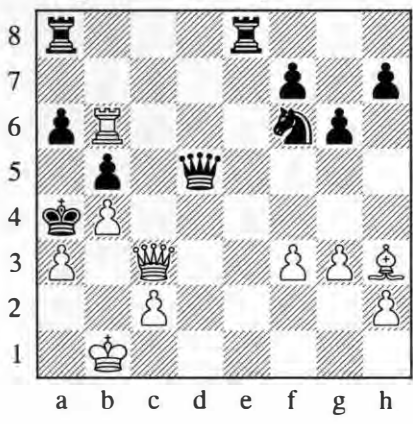


Diagram 22-5 (analysis)



10. ♖b6 ♗d4† also leads to a lost ending: 11. ♗xd4
 ♗xd4 12. ♗xf7 a5 13. ♕e6 axb4 14. ♕b3† ♖a5
 15. axb4† ♗xb4 (15... ♖b6 16. ♗xh7) 16. c3!+—
 If 8... ♗a8? then 9. ♖b6 a5 10. ♗a7+—.

Diagram 22-6

9. ♖xa6†

Kasparov now gives chase to the king.

9... ♖xb4 10. c3† ♖xc3

10... ♖b3 11. ♖a2† ♖xc3 12. ♖b2† ♖d3 13. ♗e7!+—
 leads to a quick mate.

11. ♖a1† ♖d2

11... ♖b4 12. ♖b2† ♖a5 (12... ♖b3 13. ♗xb5†+—)
 13. ♖a3† ♖a4 14. ♗a7†+— and White wins the queen.

12. ♖b2† ♖d1

12... ♖e3? loses more quickly: 13. ♗e7† ♖xf3
 14. ♖g2#

12... ♖e1 is met by 13. ♗e7† ♖d1 14. ♕f1!+—.

13. ♕f1!

And Kasparov brings his bishop into the attack.

13... ♗d2!

13... ♖xf1 loses to 14. ♖c2† ♖e1 15. ♗e7†.

Diagram 22-7

14. ♗d7!!

The final tactical trick in this exciting game. White
 wins material.

14... ♗xd7 15. ♕xc4

The threats are ♖c1# and ♖e2#. Black has to
 surrender an exchange, after which White wins
 without much trouble.

15... bxc4 16. ♖xh8 ♗d3 17. ♖a8 c3 18. ♖a4† ♖e1
 19. f4 f5 20. ♖c1 ♗d2 21. ♖a7
 1-0

In the exercises you should try first of all to discover
 the method of dragging out the king. Then calculate
 the variations. Try first to find an attack with checks.
 Quiet moves are normally only considered if you can
 either create a threat of mate or if you have to prevent
 the king from retreating.

The final five positions are particularly hard to
 calculate. Try to work on each for 10 minutes without
 moving the pieces and note down your variations.
 After that time you can then analyse these positions
 on the board (at which point you may of course move
 the pieces).

Diagram 22-6

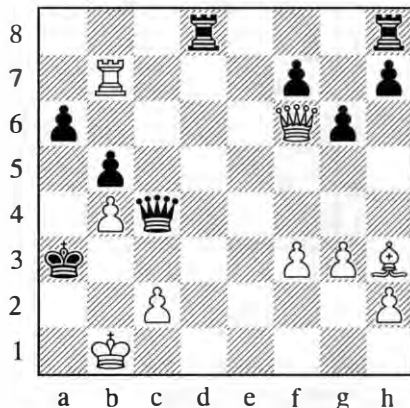
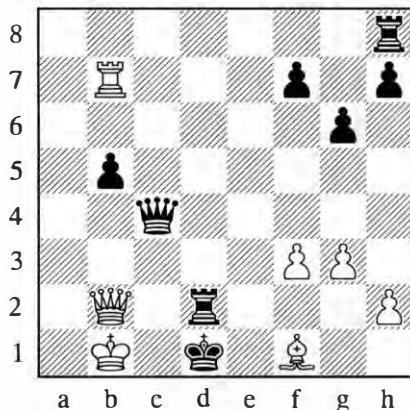


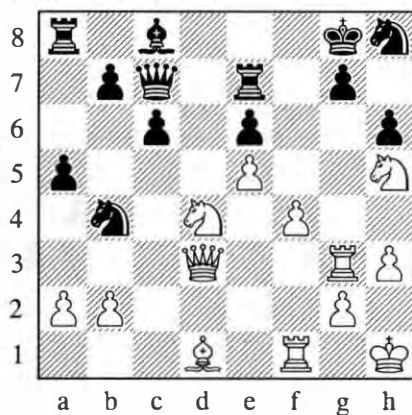
Diagram 22-7



Exercises

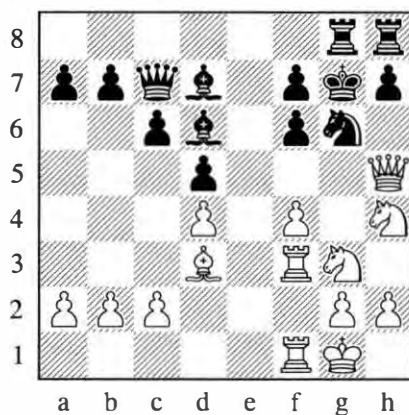
► Ex. 22-1 ◀

★



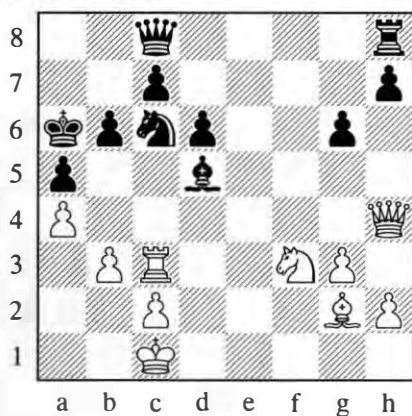
► Ex. 22-4 ◀

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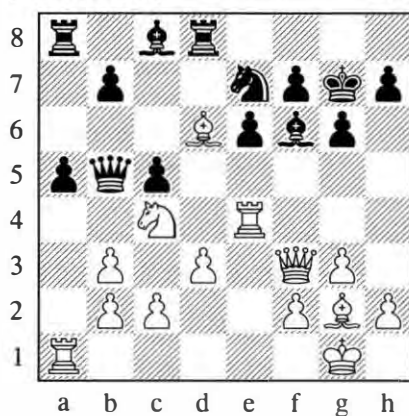
► Ex. 22-2 ◀

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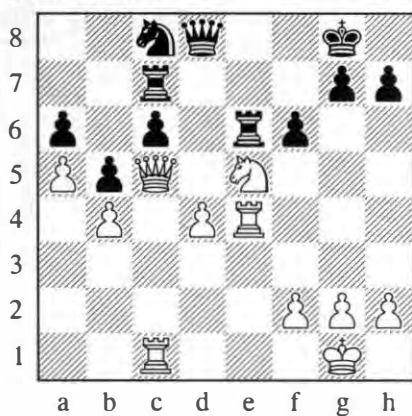
► Ex. 22-5 ◀

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► Ex. 22-3 ◀

★★★



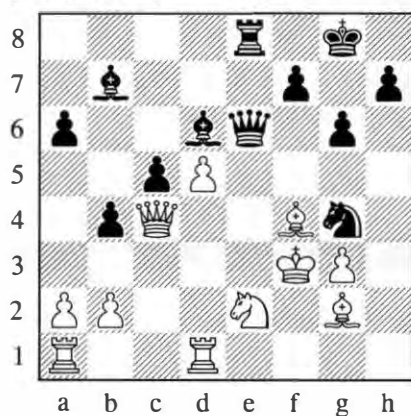
► Ex. 22-6 ◀

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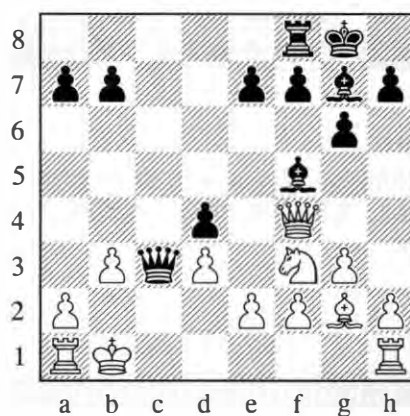


Exercises

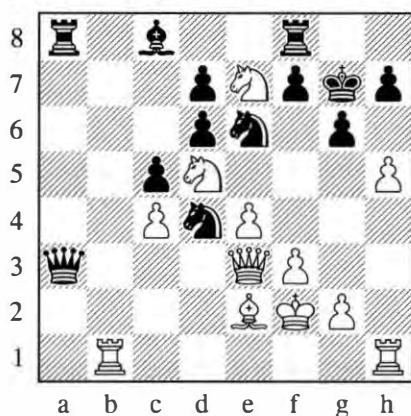
► Ex. 22-7 ◀ ★★★ ▼



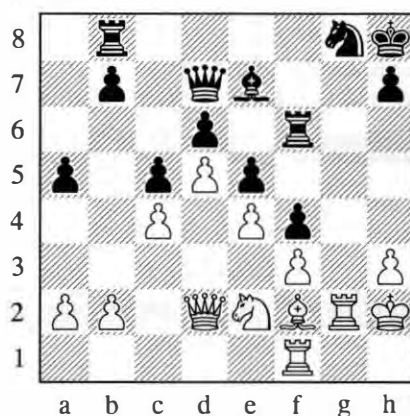
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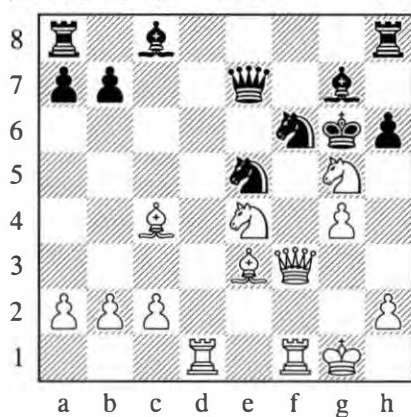
► Ex. 22-8 ◀ ★★★ ▲



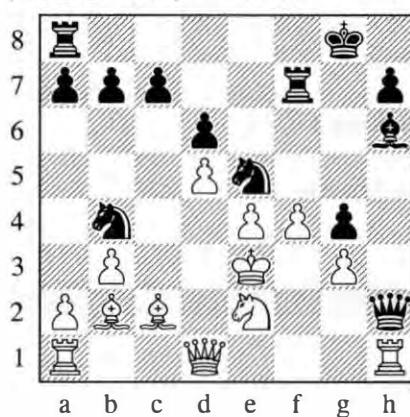
► Ex. 22-11 ◀ ★★★★★ ▼



► Ex. 22-9 ◀ ★★★ ▲



► Ex. 22-12 ◀ ★★★★★ ▼



Solutions

Ex. 22-1

Variation from the game

A.Alekhine – A.West

Portsmouth 1923

1. ♖h7+!

1. ♖f6+ is equally good: 1... ♜f8 2. ♖h7+–

1... ♜xh7 2. ♜xg7+! ♜xg7 3. ♖f6+ ♜g6
4. ♔h5#

(1 point)

Ex. 22-2

G.Kasparian – Manwelian

Yerevan 1936

1. ♜xc6!

(1 point)

1... ♔xc6 2. ♖c4+ ♜b7

Better is 2... ♜a7 3. ♖xc6±.

3. ♖xc6+!! ♜xc6 4. ♖e5+ ♜c5 5. ♖d3+ ♜d4
6. ♖d2!+–

(another 1 point)

Next comes 7.c3#.

Ex. 22-3

M.Euwe – A.Alekhine

Zürich 1934

1. ♖f7!!

(1 point)

1... ♖e8

1... ♜xf7 loses after 2. ♖h5+ ♜e7 (2...g6
3. ♖xh7+–) 3. ♜xe6+ ♜xe6 4. ♜el+ ♜d6
5. ♖c5+ ♜d7 6. ♖f5+ ♜d6 7. ♖e6#.

(1 point for this variation)

2. ♜xe6 ♖xe6 3. ♖d8!

(another 1 point)

3... ♖e4 4. ♖xc6+–

Ex. 22-4

G.Mackenzie – J.Mason

Paris 1878

1. ♖h6+!!

(1 point)

1. ♖hf5+ is not so strong, due to 1... ♜f8.

1... ♜xh6 2. ♖hf5+ ♔xf5 3. ♖xf5+ ♜h5
4.g4+

Or 4. ♜h3+ ♖h4 5. ♜xh4+ ♜g6 6. ♜h6#.

4... ♜xg4 5. ♜g3+ ♜h5 6. ♔e2#

(another 1 point)

Ex. 22-5

T.Petrosian – L.Pachman

Bled 1961

1. ♖xf6+!!

(1 point)

1... ♜xf6 2. ♔e5+ ♜g5

2... ♜f5 3. ♜f4+ ♜g5 4. ♖f6+ ♜h6 5. ♜h4#

3. ♔g7!

(another 2 points)

Only 1 point for 3. ♜h4+– or 3. ♖e3+–.

The game move leads to mate more quickly:

a) 3... ♖f5 4.h4+ (or 4.f4+ ♜g4 5. ♖e5+ ♜h5
6. ♖f3#) 4... ♖xh4 5.gxh4+ ♜f5 6. ♔h3#

b) 3... ♜h5 4. ♜h4+ ♜g5 5.f4+ ♜f5 6. ♔h3#

c) 3... e5 4.h4+ ♜h5 (4... ♜f5 5. ♔h3#)
5. ♖f3+ ♔g4 6. ♔xg4#

1–0

Ex. 22-6

L.Ftacnik – O.Cvitan

Bundesliga 1997

An original idea. First of all, the white king has to come out...

1... ♔xg2! 2. ♜xg2 ♖h3+!!

(1 point)

But not 2... ♖g5? on account of 3. ♜f2!.

3. ♜xh3

...And then it is shut in again.

3... ♖g5+ 4. ♜g2 ♖h4+

(another 1 point)

White resigned. 5. ♜h1 is followed by 5...g2#.

Solutions

Ex. 22-7

R.Cifuentes – V.Zvjaginsev

Wijk aan Zee 1995

1...♔e3†!

(1 point)

2.♙xe3 ♜xe3† 3.♙xg4 ♙c8† 4.♙g5

4.♙h4 ♙e7#

4...h6†!

(another 1 point)

4...♙g7?! is not so accurate, because of

5.♜h1.

5.♙xh6

5.♙h4 ♙e7#

5...♜e5

(another 1 point)

White cannot defend against both the threats: ...♙f8# and ...♜h5#.

0-1

Ex. 22-8

P.Schmidt – Richter

Heidelberg 1946

1.♙h6†!

(1 point)

1...♙xh6 2.hxg6† ♙g5 3.♜h5†!

(another 1 point)

3...♙xh5 4.f4† ♚xe2

If 4...♙f3†, then 5.♙xf3† ♚xf3 6.♜h1† ♚h4 (6...♙g4 7.gxf3#) 7.♚f6† ♙h6 8.♜xh4† ♙g7 9.♚e8†! ♜xe8 10.♜xh7† ♙f8 (or 10...♙f6) 11.♜xf7#.

5.♚f6† ♙h6

5...♙h4 6.♚f5#

6.♜h1† ♙g7 7.♚e8†!

(another 1 point)

7...♜xe8 8.♜xh7† ♙f6

Or 8...♙f8 9.♜xf7#.

9.♜xf7#

Ex. 22-9

Begun – Marjakin

USSR 1967

1.♙f5†!

(1 point)

1...♙xf5 2.gxf5† ♙h5 3.♚g3† ♙h4

3...♙g4 4.♜f4† ♙xg5 5.h4#

4.♜f4†

(another 1 point)

4...♚fg4

4...♙xg5 5.h4# or 4...♚eg4 5.♚f3† ♙h3

6.♙f1#.

5.♜xg4†!

(another 1 point)

5...♚xg4

5...♙xg4 6.♜d4#

6.♚f3† ♙h3 7.♙f1#

Ex. 22-10

Rudakov – A.Kotov

Tula 1929

1...♙xd3†!

(1 point)

2.exd3 ♙xd3† 3.♙b2

3.♙c1? is bad, due to 3...♜c8†-+.

3...♙c3† 4.♙a3

4.♙b1? loses quickly after 4...d3.

4...♙c5†!

(another 1 point)

4...♙a5† 5.♙b2 d3† is not so clear, on account of 6.♚d4!∞ (but not 6.♙b1? ♙c3-+).

5.b4

Other moves are no better:

a) 5.♙b2 d3†-+

b) 5.♙a4 b5† (5...a5 wins even more quickly) 6.♙a5 ♙b6† 7.♙b4 a5† 8.♙a3 ♙c5† 9.♙b2 d3†-+.

5...♙c3† 6.♙a4 b5† 7.♙xb5

After 7.♙a5 ♙c6 the threat of ...♙b6# is decisive.

7...e5!-+

(another 1 point)

Solutions

8. ♖c1 ♜b8† 9. ♜a6 ♜xb4 10. ♖c7 ♖a4†

Or 10... ♜b6†—+.

11. ♖a5 ♖c6† 12. ♜xa7 ♜a8#

Ex. 22-11

Y.Averbakh – A.Kotov

Zürich Candidates 1953

1... ♖xh3†!!

(1 point)

2. ♜xh3 ♜h6† 3. ♜g4 ♖f6†

(another 1 point)

3... ♜f8 is equally good. After 4. ♖xf4 ♖f6† we have:

a) 5. ♜f5 ♖e8†! 6. ♜g4 ♜g8† 7. ♖g6† ♜gxc6† 8. ♜f5 ♖g7#

b) 5. ♜g5 ♜g8†! 6. ♜f5 (6. ♜xh6 ♜f8†—+) 6... ♖g4!

(another 1 point for spotting this idea)

7. ♖h5 (7. ♖g6† ♜hxc6—+) 7... ♜hg6! (threatening ... ♜f8†) 8. ♖g5 ♜xg5 9. ♜xg4 ♜f4†—+

4. ♜f5 ♖d7

4... ♖g4 also wins: 5. ♖xf4 (5. ♜h4 ♜f8† 6. ♜f6† ♜fx6† 7. ♜xg4 ♜fg6† 8. ♜f5 ♜h5† 9. ♜g5 ♜hxc5#) 5... ♜g8! See line 'b' in the previous note.

5. ♜g5

5. ♖xf4 loses more quickly: 5... ♜f8† 6. ♜g4 ♜g8† 7. ♖g6† ♜gxc6† 8. ♜f5 ♜h5† 9. ♜g5 ♜xg5—+

5... ♜f8† 6. ♜g4 ♖f6†

(another 1 point)

7. ♜f5 ♖g8†

In time trouble, Kotov repeated moves a few times, in order to make the time control safely and then to look for the way to win in peace and calm.

8. ♜g4 ♖f6† 9. ♜f5 ♖xd5† 10. ♜g4 ♖f6†

11. ♜f5 ♖g8† 12. ♜g4 ♖f6† 13. ♜f5 ♖g8†

14. ♜g4 ♜xg5—+ 15. ♜xg5

Nor do other moves help:

a) 15. ♖g3 ♜e7 and now:

a1) 16. ♜h1 ♖f6† 17. ♜g5 ♖g4† 18. ♜xg4 ♜g8† 19. ♜f5 ♜f6#

a2) 16. ♖h5 ♖f6† 17. ♜h3 (17. ♖xf6 ♜fx6 18. ♜g1 ♜fg6† 19. ♜f5 ♜h5†—+) 17... ♜xh5† 18. ♜h4 ♜xh4†—+

b) 15. ♜g3 ♖f6† 16. ♜f5 ♖e8† 17. ♜xg5 (17. ♜g4 ♜g8—+) 17... ♜g8† 18. ♜xh6 ♖f6 19. ♖xf4 exf4 20. ♖xf4 ♜g6# (Kotov)

c) 15. ♜h1 ♜xh1 16. ♜xg5 (16. ♖xd6 ♖h6† 17. ♜xg5 ♖f7†—+) 16... h6† 17. ♜g4 ♖e7 18. ♜h4 ♜g8† 19. ♜h5 ♜h7—+

15... ♜f7!

Threatening ... ♜g7† followed by ... ♜f6#.

16. ♜h4

16. ♖xf4 ♜g7† 17. ♖g6† ♜gxc6† 18. ♜f5 ♖e7#

16... ♜g6† 17. ♜h5 ♜fg7

The threat is now ... ♜h6#.

18. ♜g5 ♜xg5† 19. ♜h4 ♖f6 20. ♖g3 ♜xg3

21. ♖xd6 ♜g3g6 22. ♖b8† ♜g8

0–1

Ex. 22-12

L.Polugaevsky – R.Nezhmetdinov

Sochi 1958

1... ♜xf4!!

(2 points)

2. ♜xh2

The queen sacrifice has to be accepted:

a) 2. ♖xf4 ♖xc2†—+

b) 2. gxf4 ♜xf4† 3. ♖xf4 (3. ♜d4 ♖f2† 4. ♜c3 ♖c5#) 3... ♖xc2†—+

c) 2. ♜xe5 ♜f3† 3. ♜d4 ♖f2† 4. ♜c4 ♖c5#

2... ♜f3† 3. ♜d4 ♜g7!

(another 2 points)

This threatens ...b5 and then ... ♖ec6#, as well as 4...c5† 5. dxc6 bxc6 followed by 6...c5#.

3...c5†! (also 2 points) is equally good: 4. dxc6 b5! (threatening ... ♖exc6#) 5. ♜d3 (5. ♖d3 ♜xd3† 6. ♜xd3 ♖f3† 7. ♜c3 ♜d2#) 5... ♖exc6† 6. ♜c3 ♜g7† 7. ♜d2 ♜xd3† 8. ♜e1 ♜xd1† 9. ♜xd1 ♜xb2 10. ♜xd6 ♜e8—+

4.a4

This move loses quickly, but, as the following analysis shows, White could no longer save the

Solutions

game, even with his extra queen:

- a) 4.♙c3 b5 5.♜xb4 ♖c6#
 b) 4.♖g1 ♜g3 5.♜e2 ♜f3 6.♖g1 ♖ed3†
 7.♜c4 ♖xb2† 8.♜xb4 ♙c3† 9.♜a3 b5!
 (threatening ...b4#) 10.♙d4 (10.b4 a5!—+
 Nezhmerdinov) 10...♙xd4 11.♜xf3 ♙c3 12.b4
 ♖c4† 13.♜b3 ♙xa1 14.♜g5 g3—+
 c) 4.♜f4 b5! (threatening ...♖ec6#) 5.♙xf3
 ♖xf3† 6.♜e3 ♙xb2—+
 d) 4.♜c3 ♖ed3†! (4...♜xg3! also wins)
 5.♜c4 (or 5.e5!? ♙xe5†—+) 5...♖xb2† 6.♜xb4
 ♙xc3† 7.♜a3 b5! 8.b4 a5 9.bxa5 (9.♜b3
 a4† 10.♜a3 ♖c4#) 9...♖c4† 10.♜b3 ♖xa5†
 11.♜a3 ♖c4† 12.♜b3 ♜a3#
 e) 4.♜f2 c5†! 5.dxc6 ♖ed3† 6.♜c4 b5†
 7.♜xb5 ♜b8† 8.♜a4 (8.♜a5 ♖xc6† 9.♜a4

♜b4† 10.♜a3 ♙xb2#) 8...♖xb2† 9.♜a3 ♖xd1
 10.♙xd1 ♙xa1—+

f) 4.♙d3 ♖exd3† 5.♜c4 ♖xb2† 6.♜xb4
 ♖xd1 7.♜xd1 ♜e8—+

4...c5†

Apparently White wanted to draw the teeth from the idea ...b7-b5. But Black has another idea up his sleeve!

5.dxc6 bxc6

The threat is ...c5#.

6.♙d3 ♖exd3† 7.♜c4

Or 7.e5 ♙xe5† 8.♜e4 d5#.

7...d5† 8.exd5 cxd5† 9.♜b5 ♜b8† 10.♜a5 ♖c6†

And White resigned, just before mate. A masterpiece by the brilliant chess artist.

Scoring

Maximum number of points is 33

- 28** points and above.....> **Excellent**
23 points and above.....> **Good**
17 points.....> **Pass mark**

If you scored less than 17 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The double fianchetto
- ✓ Typical ideas and model games

Reti/English Opening

It is often very difficult to separate one specific opening from another. This is the case for the Reti Opening (1.♘f3 and g3) and the English Opening (the variations with 1.c4 e6) which are very closely related to each other.

In this chapter we shall examine a system with a double fianchetto. White has a choice of various move orders in order to bring about this system. Frequently it is the king's bishop which is fianchettoed first, in order to bring more pressure to bear on d5, but the most important piece for White can turn out to be the dark-squared bishop, which often operates down an open diagonal.

This quiet system is, nevertheless, very venomous. It will come as no surprise that Kasparov played it at a most decisive moment in his chess career. In order to defend his title of World Champion against Anatoly Karpov, he absolutely had to win the final game. The advantage of this double fianchetto system is that White can play a long game in which he gradually increases the pressure on his opponent.

G.Kasparov – A.Karpov

World Ch(24), Seville 1987

1.c4 e6 2.♘f3 ♘f6 3.g3 d5 4.b3

As is typical for the double fianchetto system, White defends his c-pawn, to draw the teeth from the variation with 4...dxc4 and prepare the second fianchetto.

4...♙e7 5.♙g2 0-0 6.0-0 b6

6...c5 is the most important alternative. After 7.♙b2 ♘c6 8.e3 d4 9.exd4 cxd4 10.♗e1 we get a position resembling a Modern Benoni with reversed colours. White is actively placed and should play on the queenside and in the centre (d3, ♘a3-c2, a3, b4).

7.♙b2 ♙b7 8.e3

Usually White tries to play the position without the move d4, since the dark-squared bishop is very well placed on the open diagonal.

8...♘bd7

In the event of 9.d3 Black is planning to exchange on c4 and provoke the move d4, by means of ...♖c5. Other possible defensive systems are 8...c5 and 8...dxc4 9.bxc4 c5 followed by ...♖c6.

9.♖c3 ♖e4

Diagram 23-1

Karpov only needed a draw from this game and so had nothing against a simplification of the position.

10.♖e2!?

On the other hand, Kasparov is, of course, aiming for a more complicated position.

10...a5

After 10...♗f6 11.d4! c5 12.♖f4 White is slightly more active.

10...c5 would be a logical continuation.

11.d3 ♗f6

This is the idea behind ...♖e4. Black wants either to exchange the dark-squared bishops or to provoke d3-d4.

12.♖c2 ♗xh2 13.♖xb2 ♖d6 14.cxd5 ♗xd5

Diagram 23-2

Karpov does not want to shut in his bishop. But 14...exd5!? is possible. After 15.d4 c5 16.dxc5 bxc5 White could play against the hanging pawns.

15.d4!

After the exchange of the dark-squared bishops, White no longer has anything against this move in the centre.

15...c5

Otherwise White could attack the pawn on c7.

16.♗fd1 ♗c8!?

16...c4!? 17.♖f4 b5! 18.♖xd5 exd5 19.♖e5 ♖f6∞ is better. But Karpov is trying to play quietly, and in doing so he loses the struggle for the initiative.

17.♖f4

Attacking the black pieces on the d-file.

17...♗xf3

17...c4!? 18.♖xd5 exd5 19.bxc4 dxc4 comes too late, on account of 20.a4!±.

18.♗xf3 ♖e7 19.♗ac1

Diagram 23-3

White has a small but lasting advantage.

19...♗fd8 20.dxc5 ♖xc5 21.b4!

Kasparov has an active bishop and wants to open the position on the queenside.

Diagram 23-1

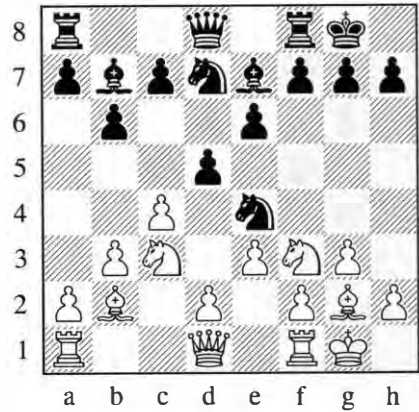


Diagram 23-2

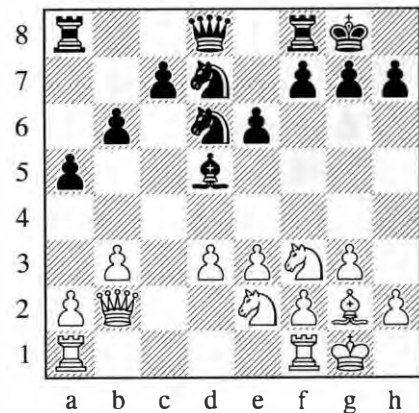


Diagram 23-3

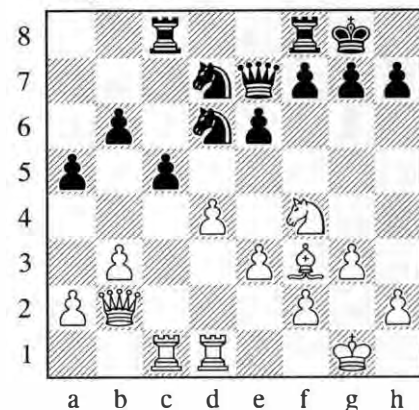


Diagram 23-4

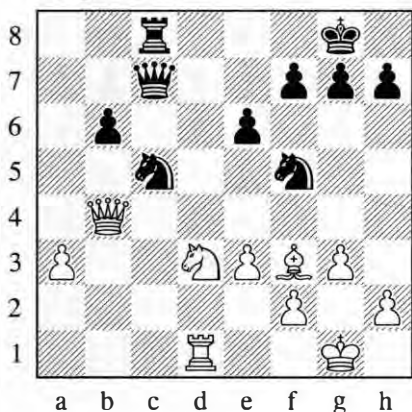


Diagram 23-5

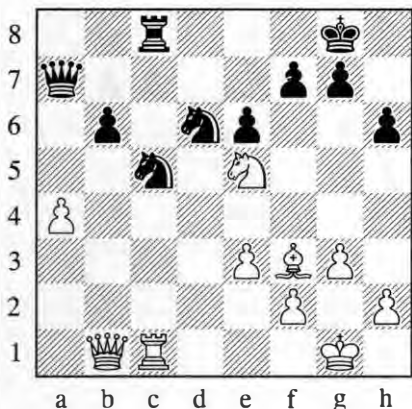
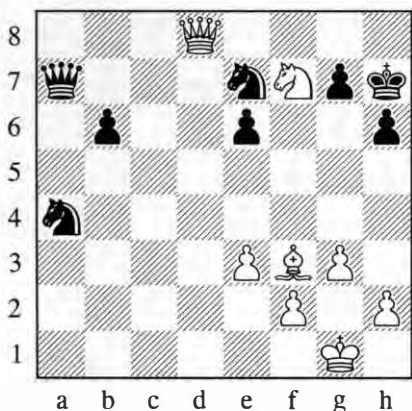


Diagram 23-6



21...axb4 22.♖xb4 ♕a7

Since the white bishop is controlling the long diagonal, Black has more problems with the defence of his b-pawn than White does with the protection of the a-pawn.

23.a3 ♘f5 24.♖b1 ♖xd1† 25.♖xd1 ♖c7

25...♖a5 is answered by 26.♖c1±.

26.♘d3!±

Diagram 23-4

Attacking the strong knight on c5.

26...h6?!

26...g6 would be safer.

27.♖c1 ♘e7?!

Not 27...♘xd3? 28.♖xc7 ♖xc7, because of 29.♖e4! ♖c1† 30.♔g2 ♘e1† 31.♔h3+-. But 27...♘d6!± is an improvement.

28.♖b5 ♘f5

Karpov waits.

29.a4!?

Threatening to play a5.

29...♘d6 30.♖b1 ♖a7

30...♖d8!± is an alternative.

31.♘e5!

Diagram 23-5

Now Kasparov sharpens the position.

31...♘xa4?

Karpov wants to simplify the position, but underestimates the danger. 31...♖xa4 is also very dangerous after 32.♖xb6. The correct move is 31...♘f5! and if 32.♘c6 ♖xa4 33.♖xb6, then 33...♘d3=.

32.♖xc8† ♘xc8 33.♖d1?

Kasparov does not exploit his first opportunity. 33.♖b5! would be better: 33...♔h7! (33...♘d6 34.♖c6+; 33...♔f8 34.♘c6 ♖a8 35.♖d3! g6 36.♖d4!+-) 34.♘c6 ♖a8 35.♖d3† (35.♔g2!± is also interesting) 35...f5 (35...g6 36.♖d7 ♔g7 37.♘e5+-) 36.♖d8 (threatening ♘e7) 36...♘c5 37.♔g2! with a strong attack.

33...♘e7??

33...♘c5! would save him. 34.♖d8† ♔h7 35.♖xc8? is followed by 35...♖a1† and then ...♖xe5.

34.♖d8† ♔h7 35.♘f7±

Diagram 23-6

The black kingside has been decisively weakened and Kasparov went on to win. Here is the rest of the

game, without comments.

35...♘g6 36.♖e8 ♖e7 37.♗xa4 ♗xf7 38.♙e4 ♘g8
39.♗b5 ♘f8 40.♗xb6 ♗f6 41.♗b5 ♖e7 42.♘g2 g6
43.♗a5 ♗g7 44.♗c5 ♗f7 45.h4 h5? 46.♗c6 ♖e7
47.♙d3 ♗f7 48.♗d6 ♘g7 49.e4 ♘g8 50.♙c4 ♘g7
51.♖e5† ♘g8 52.♗d6 ♘g7 53.♙b5 ♘g8 54.♙c6
♗a7 55.♗b4! ♗c7 56.♗b7! ♗d8 57.e5!+- ♗a5
58.♙e8 ♗c5 59.♗f7† ♘h8 60.♙a4 ♗d5† 61.♘h2
♗c5 62.♙b3 ♗c8 63.♙d1 ♗c5 64.♘g2

1-0

There is one typical mistake made by many players – they simply learn the opening moves by rote. But as soon as they are out of their preparation, they no longer have any understanding of the position which has arisen. **Even more important than learning specific variations is understanding the typical middlegame positions and being familiar with the correct plans.**

Study games by strong players and find for yourself some model games which illustrate important plans or ideas in the opening and the middlegame. Here is just such a model game.

E.Lobron – J.Timman

Brussels (rapid) 1992

1.♘f3 ♘f6 2.c4 e6 3.g3 d5 4.♙g2

4.b3 is simpler if you want to play the double fianchetto system, since it allows White to avoid certain lines with ...dxc4.

4...♙e7

Here Black could deviate with 4...dxc4.

5.0-0 0-0 6.b3 b6 7.♙b2 ♙b7 8.e3 dxc4

The other important variation is 8...c5 9.♘c3 and now:

a) 9...d4?! 10.exd4 cxd4 11.♘b5 d3 12.♘e5 ♙xg2 13.♘xg2± (Δ♗f3) – ECO.

Diagram 23-7

b) 9...♘c6 10.cxd5 ♘xd5 11.♘xd5 ♗xd5 (11...exd5 12.d4) 12.d4 We shall see in the test how White should handle this position.

9.bxc4 c5 10.♖e2 ♘c6 11.d3

A standard move. But 11.♘c3?! ♘b4?! 12.d4± is also possible.

Diagram 23-7 (analysis)

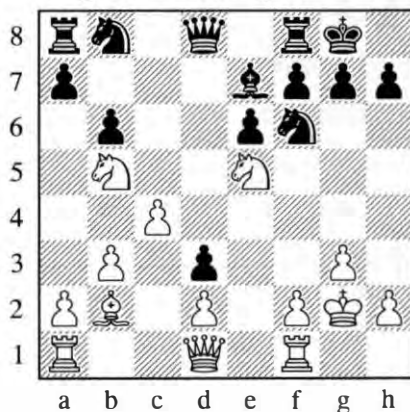


Diagram 23-8

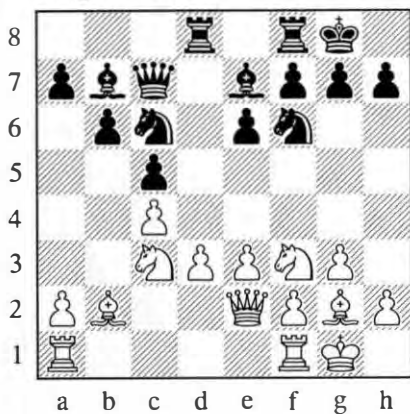


Diagram 23-9

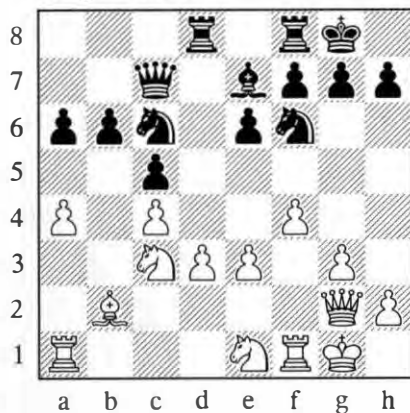
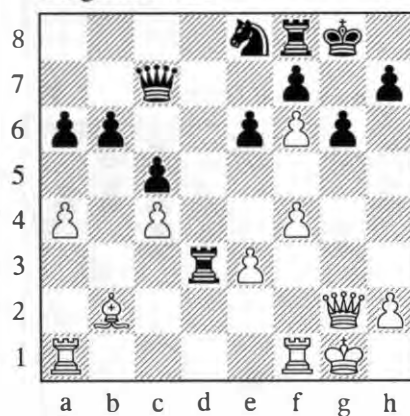


Diagram 23-10



11...♔c7 12.♖c3 ♜ad8

Diagram 23-8

13.♖e1!

An important plan for White. He is preparing f2-f4 and operations on the kingside. These activities are supported by the strong bishop on b2.

13...a6!?

Another standard plan. Black seeks counterplay on the queenside and prepares ...b6-b5.

14.f4 ♖a7 15.a4

15.♜f2!?

15...♙xg2 16.♔xg2 ♖c6

A logical move for a rapid game. The knight is aiming for b4. But 16...♔c6!? would be more prudent.

Diagram 23-9

17.g4

The logical continuation. White coordinates his pawns, queen, knight and, of course, the bishop for a concerted attack.

17...♖b4 18.g5 ♖e8 19.♖e4!?

An interesting pawn sacrifice. White simply threatens ♖f6†.

19...♖xd3 20.♖xd3 ♜xd3 21.♖f6† ♙xf6

21...♙h8? would be bad, because of 22.♖xh7! ♙xh7 23.♔e4†+.

22.gxf6 g6

Diagram 23-10

23.♜ad1!

Lobron is playing with great energy and brings all his forces into play. His pawn wedge on f6 paralyses the black pieces. The really bitter pill for Black is that his rook on f8 remains shut in.

23...♜xe3 24.♙e5

24.♜d2!? ♖d6 25.♙e5 is followed by 25...♜xe5 26.fxe5 ♖xc4∞.

24...♜xe5

The exchange sacrifice is almost forced. 24...♔c8?! is met by 25.♜f2, intending ♜d2-d8.

25.fxe5 ♜xe5 26.♔g3!

White has good prospects in the endgame too, because the black queenside is weak.

26...♔e2

After 26...♔xg3!† 27.hxg3±, White can continue with either ♜d7 or ♜b1.

27.♖h4 b5 28.♗f4 ♘h7?

28...e5!?∞ is necessary, in order to clear the e6-square for the knight. If White replies 29.♗h6? then Black has 29...♙xf6!.

29.♞d2

Diagram 23-11

Forcing an advantageous endgame. Although Black has three pawns for the exchange, the black pieces are very badly placed.

29...♗g4† 30.♗xg4 hxg4 31.♞d8! g5 32.♞b1

The pin and the white a-pawn are the deciding factors. Lobron plays the ending, as he did the whole game, very well.

32...♙g6 33.♞xb6 ♙xf6 34.♞xa6± ♙c7 35.♞xf8 ♙xa6 36.a5

The knight cannot put up a proper fight against the a-pawn.

36...♙e7 37.♞a8 ♙c7 38.♞g8 ♙d6

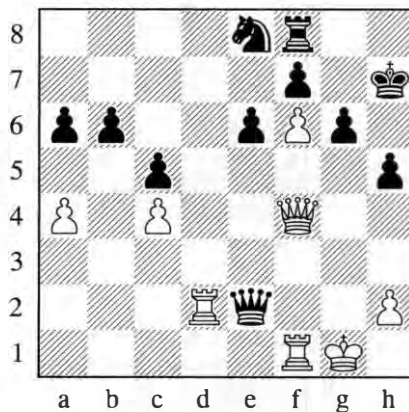
38...f6 is followed by 39.♙f2 and then ♙g3, or the immediate 39.♞b8!.

39.♞xg5 f5 40.♙f2 ♙c6 41.♙e3 ♙a6 42.♙f4 ♙d6 43.♞g8 ♙b4 44.♞b8 ♙d3† 45.♙g5 ♙c7 46.♞b5+– f4 47.♙xg4 ♙c6 48.♞b6† ♙d7 49.♞b5 ♙c6 50.a6 ♙e5† 51.♙xf4 ♙xc4

1–0

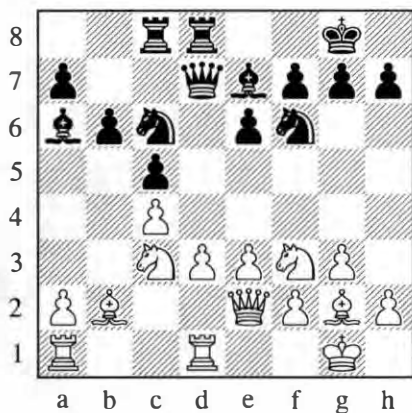
In the test which follows, you will become acquainted with some more ideas. Please play through all the sample games in order to get a better understanding of this system.

Diagram 23-11

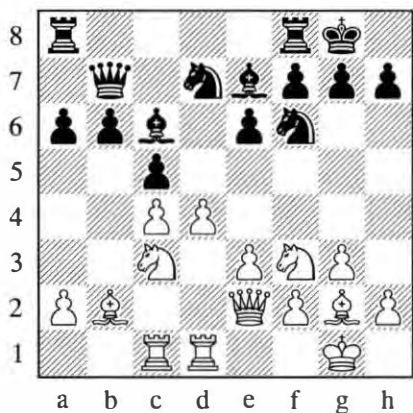


Exercises

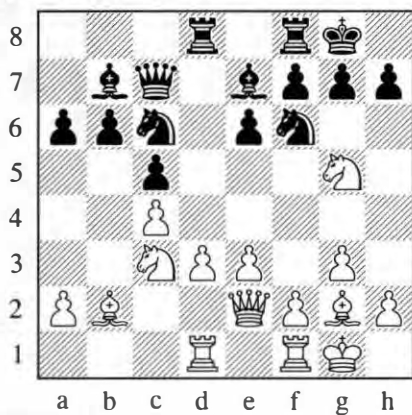
► Ex. 23-1 ◀ ★ ★ △



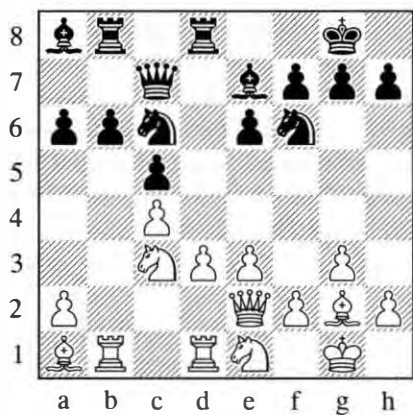
► Ex. 23-4 ◀ ★ ★ △



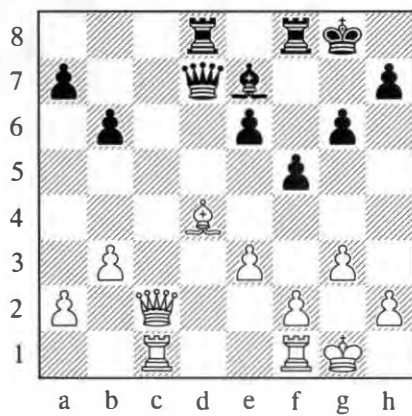
► Ex. 23-2 ◀ ★ ★ ▼



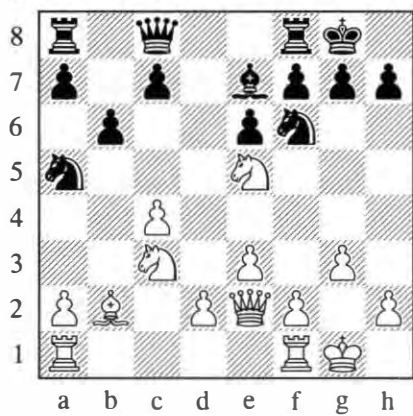
► Ex. 23-5 ◀ ★ ★ ▼



► Ex. 23-3 ◀ ★ ★ △

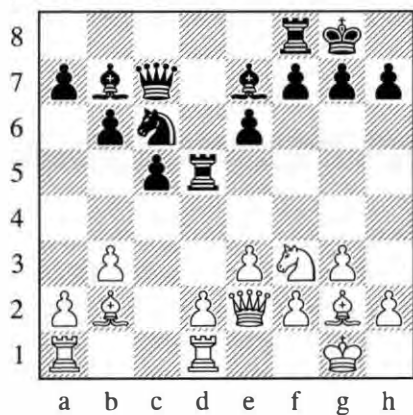


► Ex. 23-6 ◀ ★ ★ △

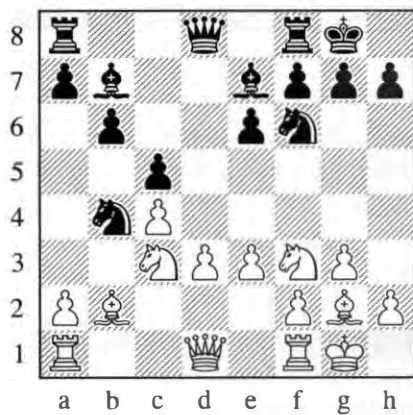


Exercises

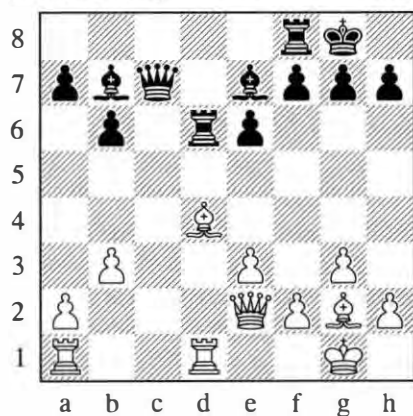
► Ex. 23-7 ◀ ★ △



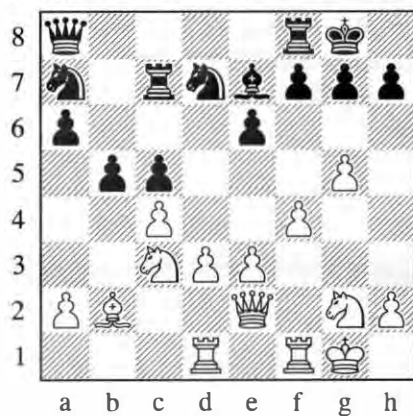
► Ex. 23-10 ◀ ★★★ △



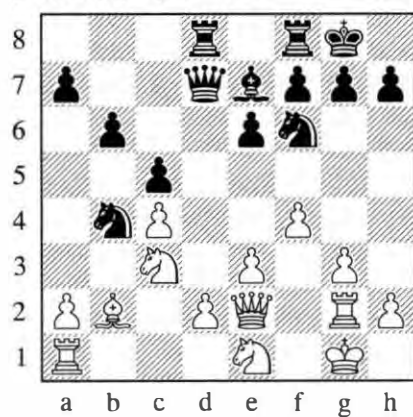
► Ex. 23-8 ◀ ★★ △



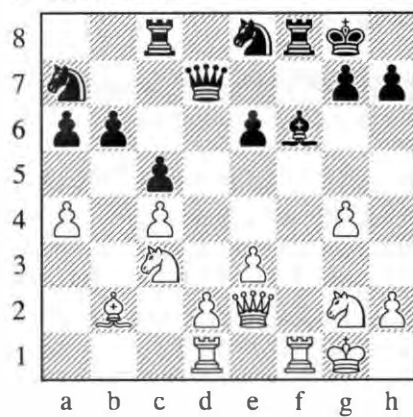
► Ex. 23-11 ◀ ★★ △



► Ex. 23-9 ◀ ★★ △



► Ex. 23-12 ◀ ★★ △



Solutions

Ex. 23-1

G.Kasparov – G.Sosonko

Brussels (blitz) 1987

1.♖f3 d5 2.c4 e6 3.b3 ♘f6 4.♙b2 ♙e7 5.g3
0-0 6.♙g2 c5 7.0-0 ♘c6 8.e3 dxc4 9.bxc4
b6 10.♙e2 ♙a6 11.♘c3 ♖c8 12.♗f d1 ♙d7
13.d3 ♗f d8

Diagram Ex. 23-1

14.♘e1!

(2 points)

White prepares f2-f4. We have already seen this typical idea in Diagram 23-8.

1 consolation point for 14.♘b5.

14...♙b7 15.f4 a6 16.g4 ♘e8 17.g5 ♘a5
18.a4 ♙xg2 19.♙xg2 ♘c6 20.♘e4 ♙f8
21.♘f3 ♗b8 22.h4 b5 23.axb5 axb5 24.♘e5
♘xe5 25.♙xe5 ♗bc8 26.♗d2 ♙c6 27.♗d1
bxc4 28.dxc4 ♗xd2 29.♗xd2 ♙a6 30.♙e2
♙a3? 31.h5 ♙a5 32.g6! f6 33.♙c3 ♗d8??
34.♙xa5
1-0

Ex. 23-2

J.Timman – B.Spasky

Sochi 1973

1.♘f3 d5 2.c4 e6 3.g3 ♘f6 4.♙g2 ♙e7 5.0-0
0-0 6.b3 c5 7.e3 ♘c6 8.♙b2 b6 9.♘c3
dxc4 10.bxc4 ♙b7 11.♙e2 ♙c7 12.d3 ♗d8
13.♗d1 a6 14.♘g5

Diagram Ex. 23-2

14...♘a7!

(2 points)

Now we know who Timman got the idea from! Black secures counterplay by preparing ...b5.

15.f4 ♙xg2 16.♙xg2 b5 17.♙g1 b4 18.♘b1
♘c6 19.♘d2 a5 20.g4 ♙d7 21.♘de4
♘xe4 22.dxe4 ♙c7 23.♘f3 a4 24.g5 ♗xd1
25.♗xd1 ♗d8 26.h4 ♘a5 27.♗xd8† ♙xd8
28.♙c2 a3 29.♙a1 f6 30.♙f2 ♙f7 31.♙e2
♙b8 32.♘d2 ♙b7 33.♙d3 h6 34.gxh6
gxh6 35.♙f2 ♙e8 36.♙c2 ♙d7 37.f5? e5
38.♙e2 ♙d8 39.♙d1 ♙f8 40.♙g1 ♙f7

41.♘d3 ♙h5-+ 42.♙h2 ♙d1 43.♙xe5
fxe5
0-1

Ex. 23-3

J.Dorfman – J.Klinger

Sarajevo 1988

1.♘f3 ♘f6 2.g3 b6 3.♙g2 ♙b7 4.0-0 e6 5.c4
♙e7 6.b3 0-0 7.♙b2 c5 8.e3 d5 9.♘c3 ♘c6
10.cxd5 ♘xd5 11.♘xd5 ♙xd5 12.d4 ♗d8
13.♘e5 ♙d6 14.♘xc6 ♙xc6 15.♙g4 cxd4
(15...g6 16.dxc5±) 16.♙xd4 g6 17.♙xc6 ♙xc6
18.♗a1 ♙d6 19.♙e4 (19.♗f d1 e5 20.♙b2±)
19...f5 20.♙c2 ♙d7

Diagram Ex. 23-3

21.♙a1!

(2 points)

White prepares ♗fd1, while ♙b2 may also become a possibility.

1 point for 21.♗fd1. The game move sets the opponent greater practical problems.

21...♗c8 22.♙e2!

The immediate 22.♙b2?! is not dangerous, due to 22...♙f6=.

22...♗xc1?!

22...♙f6!± would be better.

23.♗xc1 ♗c8 24.♗d1 ♙c7 25.♙b2± e5
26.♙xe5 ♙xe5 27.♙xe5 ♗d8 28.♙d4 ♗c8
29.a4 ♙f7 30.♙g2 ♙e6 31.♙f3 g5 32.e4
g4† 33.♙e3 ♙g5† 34.f4 gx f3† 35.♙xf3
♗d8 36.h4 ♙f6 37.♙e3 fxe4 38.♙xe4
h5 39.♗d3 ♙e7 40.♗f3 ♗g8 41.♙f2 ♙d6
42.♗d3 a6 43.♙f3 b5 44.axb5 axb5 45.♙e1
♗g4 46.♗e3† ♙e5 47.♙g2 ♙f6 48.♗f3†
♙g6 49.♙d2 ♗e4 50.♙f4 ♙f6 51.♙h3
♗e1 52.♗d3 ♗h1† 53.♙g2 ♗b1 54.♙f3 b4
55.♙e4 ♙c3 56.♗d6† ♙g7 57.♗d5 ♙g6
58.♗g5† ♙h6 59.♙f5 ♗xb3 60.♗xh5† ♙g7
61.♙e5† ♙xe5 62.♗g5† ♙h6 63.♙xe5 ♗b1
64.♙d4 ♗c1 65.♙e3 ♗c3† 66.♙f4 ♗c4†
67.♙f3 ♗c3† 68.♙g4 ♗c4† 69.♙h3 b3
70.♗b5 ♗c3 71.♙g4 ♙g6 72.♗b6† ♙g7
73.h5 ♗c4† 74.♙g5
1-0

Solutions

Ex. 23-4

M.Sorokin – B.Sambuev

St. Petersburg 1999

1.♠f3 ♘f6 2.c4 e6 3.g3 b6 4.♙g2 ♙b7 5.0–0 c5 6.♘c3 ♙e7 7.b3 0–0 8.e3 d5 9.♙b2 ♘bd7 (9...dxc4 10.bxc4 ♘c6?) 10.♙e2 a6 11.♙fd1 ♙c7 12.♙ac1 dxc4 (12...♙ad8 13.cxd5 exd5 14.d4± F. Olafsson – G. Sigurjonsson, Reykjavik 1968) 13.bxc4 ♙c6?! (13...♙ac8) 14.d4 ♙b7?

Diagram 23-4

15.d5!

(1 point)

15...exd5 16.cxd5 ♘xd5

16...♙xd5 17.♘xd5 ♘xd5 18.♘h4+–

17.♘xd5 ♙xd5 18.♘e5!

(another 1 point)

18...♘f6

18...♘xe5 19.♙xd5 ♘g6 20.♙dxc5+–

19.♙xd5!± ♘xd5 20.♙d1 ♙ad8 21.♙d2 ♘xe3

21...♙f6 22.♙xd5 ♙c7 23.f4±
22.♙xb7 ♘xd1 23.♙c2± c4 24.♘xc4 ♙c5
25.♙xa6 ♙xf2† 26.♘g2 ♙fe8 27.♙c1!? ♙c5
28.♘b2! ♘e3† 29.♙xe3 ♙xe3 30.♘d3+– g6
31.♙c7 ♙d4 32.♙c4 ♙f8 33.♙xf7† ♘h8
34.♘f4 ♙c8 35.♙e7
1–0

Ex. 23-5

R.Bauert – A.Yusupov

Swiss Team Ch 1999

1.♘f3 d5 2.c4 e6 3.b3 ♘f6 4.g3 ♙e7 5.♙g2 0–0 6.0–0 b6 7.♙b2 ♙b7 8.e3 dxc4 9.bxc4 c5 10.d3 ♘c6 11.♙e2 ♙c7 12.♘c3 a6 13.♙fd1 ♙fd8 14.♙ab1 ♙ab8 15.♙a1 ♙a8 16.♘e1

Diagram 23-5

16...♘a7!

(2 points)

Black follows Spassky's plan of preparing ...b5.

17.♙xa8 ♙xa8 18.♙b3

18.a4!?

18...♘d7 19.f4 ♙c6 20.♙f3 ♙db8 21.♙db1 ♙f6 22.♘f2 h6= 23.♘e2?!

Better is 23.♙xc6=.

23...♙c7 24.g4 b5!± 25.♘f1 bxc4 26.dxc4 ♘c6 27.♙xb8†?! ♙xb8 28.♙xb8† ♘dxb8 29.♙d1 ♘a5± 30.♘e4 ♙xa1 31.♙xa1 ♙c6 32.♙b1 ♘d7 33.♙c2 ♘b6 34.♘f2 ♘axc4 35.g5 ♘d6 36.♘xc5?? ♙xc5
0–1

Ex. 23-6

G.Dizdar – A.Yusupov

Bundesliga 1992

1.♘f3 ♘f6 2.c4 e6 3.g3 b6 4.♙g2 ♙b7 5.0–0 ♙e7 6.b3 d5 7.♙b2 0–0 8.e3 ♘bd7 9.♘c3 ♘c5 10.♘e5 dxc4 11.♙xb7 ♘xb7 12.bxc4 ♘a5 13.♙e2 ♙c8

Diagram 23-6

14.f4!

(2 points)

The typical attacking plan in this system.

14...c5 15.g4 ♘d7 16.♘e4 f6 17.♘f3 ♙c6 18.♘c3 ♙d6 19.♘b5 a6 20.♘xd6 ♙xd6 21.♙ab1 ♘c6 22.♙c3 ♙ab8 23.g5 f5 24.a4 e5 25.fxe5 ♘dxe5 26.♘xe5 ♘xe5 27.a5 bxa5 28.♙xb8 ♙xb8 29.♙g2 ♙d6 30.♙b1 ♘xc4 31.♙b7 ♙g6 32.♙d5† ♙f7 33.♙c6 ♙g6 34.♙d5†
34.♙b7!±
34...♙f7
½–½

Ex. 23-7

R.Vaganian – A.Karpov

USSR Ch, Leningrad 1971

1.♘f3 ♘f6 2.c4 b6 3.g3 ♙b7 4.♙g2 e6 5.0–0 ♙e7 6.b3 0–0 7.♙b2 c5 8.e3 d5 9.♙e2 ♘c6 10.♙d1 ♙c7 (10...dxc4!?) 11.♘c3 ♙ad8 12.cxd5! ♘xd5 (12...exd5 13.d4±) 13.♘xd5 ♙xd5 (13...exd5 14.d4±)

Diagram 23-7

14.d4!

(1 point)

Solutions

14...cxd4 15. ♖xd4 ♖xd4 16. ♗xd4 ♖d6?

Black should have played 16...♖d7
17. ♗g4±.

See Ex. 23-8.

Ex. 23-8

R. Vaganian – A. Karpov

USSR Ch, Leningrad 1971

17. ♖dc1!

(2 points)

White removes his rook from the d-file with tempo. This means that next move White can attack the d6-rook without allowing Black the chance to exchange rooks.

17... ♗d7 18. ♗e5 ♖d5

18...♖d2 is followed by 19. ♗g4 g6 20. ♖c7 ♗b5 21. ♗c3 h5 22. ♗c4+.

19. ♖c7 ♗d8 20. ♖xb7 ♖xe5 21. ♖d1+– ♗e8

22. ♖xa7 ♖a5 23. ♖b7 ♗c5 24. a4 ♖a8

25. ♖bd7 ♖b8 26. ♗b5 ♗a3 27. ♗b7

1–0

Ex. 23-9

M. Sorokin – S. Slipak

Villa Martelli 1997

1. ♖f3 ♖f6 2. c4 b6 3. g3 ♗b7 4. ♗g2 e6 5. 0–0 ♗e7 6. b3 0–0 7. ♗b2 d5 8. e3 c5 9. ♖c3 dxc4 10. bxc4 ♖c6 11. ♗e2 ♗c7 12. ♖e1!? ♖ad8 (12...a6!? 13. f4 ♖a7 14. a4 ♖fd8 15. g4 ♗xg2 16. ♗xg2 ♗c6= A. Sokolovs – A. Kabatianski, Bundesliga 1996) 13. f4 ♖b4 14. ♖f2!? ♗xg2 15. ♖xg2 ♗d7?! (better is 15... ♗b7, planning to meet 16. g4 with 16... ♖e4; White may consider playing 16. d3!? before advancing the g-pawn)

Diagram 23-9

16. g4!

(2 points)

The standard attack.

16... ♖e8

16... ♖d3 is followed by 17. ♖xd3 ♗xd3 18. ♖d5! ♖xd5 (18... ♗xe2?? 19. ♖xe7+–) 19. cxd5 ♗xd5±.

17. g5± ♖d6

Again 17... ♖d3? 18. ♖xd3 ♗xd3 is bad, because of 19. ♖d5!±.

18. ♖f3 ♖f5 19. ♖e5 ♗b7 20. ♖f1 a6

Black could seek counterplay with 20... ♖f6!? 21. gxf6 ♗xf6.

21. a3 ♖c6 22. ♖g4 ♖h8 23. ♖e4 b5 24. ♖g3 bxc4 25. ♗c3 ♖cd4!?

25... ♖h4 26. ♖gf2±

26. exd4 cxd4

The strong centre pawns provide reasonable compensation for the piece.

Ex. 23-10

A. Yusupov – A. Panchenko

Vilnius 1978

1. c4 e6 2. ♖f3 ♖f6 3. g3 d5 4. b3 ♗e7 5. ♗g2 0–0 6. 0–0 b6 7. ♗b2 ♗b7 8. e3 c5 9. ♖c3 dxc4 10. bxc4 ♖c6 11. d3 (11. ♗e2!? 11... ♖b4

Diagram 23-10

12. ♗b3!

(3 points)

An interesting tactical idea! Only 1 consolation point for 12. ♖e5.

12... ♗c8

Black cannot take the d-pawn:

a) 12... ♗xd3? 13. ♖e5 ♗f5 14. ♗xb7 ♖ab8 15. ♗g2 ♗xe5 16. a3 ♖d3 (16... ♖a6 17. ♖b5 ♗f5 18. ♗a4+–) 17. ♖d5±

b) 12... ♖xd3? 13. ♖ad1+–

13. ♖fd1 ♖d8 14. ♖e2 ♗c6 15. a3 ♖a6 16. ♖f4±

Ex. 23-11

Variation from the game

R. Sherbakov – V. Loginov

St. Petersburg 1998

1. ♖f3 ♖f6 2. c4 b6 3. g3 ♗b7 4. ♗g2 e6 5. 0–0 ♗e7 6. b3 0–0 7. ♗b2 c5 8. e3 d5 9. ♖c3 dxc4 10. bxc4 ♖c6 11. ♗e2 ♖c8 (11... ♗c7!?) 12. ♖ad1 12... ♖c7 (12... ♗c7!?) 13. ♖e1 a6 14. f4 ♖a7 15. g4 ♗xg2 16. ♖xg2 ♗a8 17. d3 b5 18. g5 ♖d7

Solutions

Diagram 23-11

19.♖f3!

(2 points)

This is in line with the standard plan: the rook is heading to h3. A very interesting alternative is 19.f5! (also 2 points) and if 19...♙xg5, then 20.fxe6 fxe6 21.♖g4 gives White a strong attack.

19...♞d8 20.♞h3 bxc4 21.dxc4 ♖f8 22.♞xd8 ♙xd8 23.♖e1! ♖c6 24.♖d3 ♙e7 25.♖e4 ♖b4 26.♖df2!

White has good attacking chances.

Ex. 23-12

R.Sherbakov – V.Loginov

St. Petersburg 1998

1.♖f3 ♖f6 2.c4 b6 3.g3 ♙b7 4.♙g2 e6 5.0–0 ♙e7 6.b3 0–0 7.♙b2 c5 8.e3 d5 9.♖c3 dxc4 10.bxc4 ♖c6 11.♖e2 ♞c8 12.♞ad1 ♖c7 13.♖e1!? a6 14.f4 ♖a7 15.a4 ♙xg2 16.♖xg2 ♖d7!? (16...♞fd8 17.f5) 17.g4 ♖e8!? (17...♞fd8) 18.f5!? (18.g5?! ♖d6 19.♞f3 ♞fd8 20.♞h3 g6 followed by ...♙f8–g7=) 18...♙f6 (18...exf5 19.♖d5 ♙d8 20.gxf5 gives White the initiative on the kingside) 19.fxe6 fxe6 (19...♖xe6 20.♖f4 and then ♖fd5±)

Diagram 23-12

20.g5!

(2 points)

White fights energetically for the initiative.

20...♙xg5

20...♙e5!? is answered by 21.♞xf8† ♖xf8 22.g6 (or 22.♖f2†!? and 23.d4) 22...hxg6 23.♖h4.

21.♞xf8† ♖xf8 22.♖e4 ♙h6

22...♙e7 or 22...♙d8 is followed by 23.♞f1† ♖g8 24.♖g4 and then ♖f4.

23.a5!± bxa5

If 23...♖c6, then 24.♞f1† ♖e7 25.♖g4.

24.♖xc5! ♖e7

24...♞xc5 25.♙a3 ♖e7 26.d4+–

25.♞f1† ♖g8 26.♖g4! ♖c7

As Sherbakov's analysis demonstrates, other moves are no better:

a) 26...♖xc5 27.♖xe6† ♖h8 28.♖xh6+–

b) 26...♞xc5 27.♙a3 ♞g5 28.♖xe6†+–

c) 26...♖d6!? 27.♙f6!? ♖e8 28.♙d4±

27.♖e4 ♖e8?

Better is 27...♞f8±.

28.♙d4 ♞c7

Or 28...♖c6 29.♙c5+–.

29.♙c5 ♞xc5 30.♖xc5+–

1–0

Scoring

Maximum number of points is 24

20 points and above.....> **Excellent**

16 points and above.....> **Good**

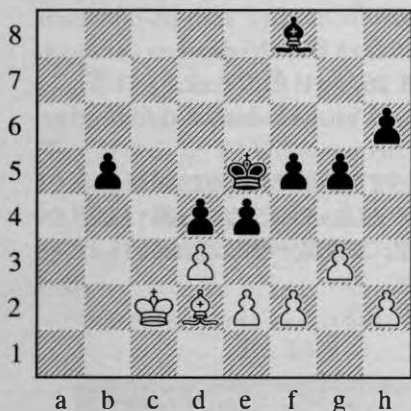
12 points.....> **Pass mark**

If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ General principles
- ✓ Lack of endgame knowledge
- ✓ Bad calculation of variations
- ✓ Transition to a pawn ending
- ✓ Wrong attitude

Diagram 24-1



Typical mistakes in the endgame

In this chapter we shall take a look at some typical mistakes in the endgame. In order to play the endgame properly, we must endeavour to **follow the general endgame principles** (*Build Up Your Chess* 2, Chapter 2). If you unnecessarily contravene these principles, then normally you are punished for it.

Diagram 24-1

(Elo 2097) – (Elo 2051)

12th training tournament, Bad Wurzach 2007

1...f4?!

Black puts his pawn on a dark square and makes it considerably more difficult to realize his material advantage. To find the correct move, all he has to do is to remember Capablanca's rule from Chapter 17!

After 1...g4! 2.♙f4† ♖d5 3.♜b3 h5→ Black sets up his pawns carefully and at the same time fixes the opposing ones on the dark squares, so that he can later attack them with the bishop. For example, after 4.♙g5 ♙d6 5.♙f6 (5.♙h6 ♙e7 6.♙f4 h4→) there follows 5...f4 6.dxe4† ♜xe4 7.gxf4 ♙xf4 8.♜b4 ♙xh2 9.♜xb5 ♙g1 10.♙h4 d3 11.exd3† ♜xd3→.

2.dxe4 fxg3

2...♜xe4!? 3.f3† ♜e5 4.gxf4† is no longer a clear win either.

3.hxg3 ♜xe4 4.f3† ♜d5 5.♜b3 ♙d6

5...d3!? 6.exd3 ♜d4† would be better. Later Black will be unable to find any way to break through.

6.g4 ♙c5

6...d3 is now met with 7.e3.

7.♙e1 ♜e5 8.♙g3† ♜d5 9.♙e1 ♙b6 10.♜b4 ♜c6 11.♙g3 ♙c5† 12.♜b3 ♜d5 13.♙e1

White could already claim a threefold repetition of the position...

13...♙d6 14.♙f2 ♜c5 15.♙e1 ♜d5 16.♙f2 ♙c5 17.♙g3 ♙d6 18.♙e1

With a draw. 18...d3 achieves nothing, in view of 19.e4† ♜d4 20.♙f2† ♜e5 21.♙g3† ♜e6 22.♙xd6 ♜xd6 23.♜c3=.

Of course, mistakes occur for a variety of reasons. Many failures have to do with a **lack of endgame knowledge, poor calculation of variations, bad endgame technique or tackling the endgame in the wrong way.**

The lack of knowledge of important basic endgames often leads to blunders.

Diagram 24-2

P.Carty – W.Wegener

Bad Wiessee 1997

1...h2??

Black does not know this elementary fortress! Of course, the correct continuation is 1...♖h2! 2.♔f1 ♕g3 3.♔g1 ♘e3 4.♔h1 ♘g4+.

2.♔f1 ♘g3† 3.♔f2 ♘e4† 4.♔f1=

Black played on for another 30 moves, but naturally enough he was unable to change matters! The position is dead drawn.

Precision is required in the endgame. There is frequently no second best move, but just one single solution. It is important to calculate the required variations accurately.

Diagram 24-3

V.Kramnik – A.Naiditsch

Dortmund 2007

1...♙c5?

This natural looking move loses. The correct defence is 1...♙d8! 2.♙a6 ♘f8 3.♙e2 ♙e7 4.b6 ♙xb6 5.♙xb6 ♙xa7=.

2.♙c1 ♙d4 3.♙c4! ♙xa7

Or 3...♙b6 4.♙c6 ♙xa7 4.♙a6 and then b6+–.

4.♙a4 ♙b8

4...g6 5.b6+–

5.♙xa7 ♘f8 6.♙a5 ♙e7 7.♙e2 ♙b6

If 7...♙d6, then 8.♙d3 ♙c5 9.♙a7+–.

8.♙d3 ♙d6†

8...g5 would put up a more stubborn defence.

9.♙c4 ♙d2 10.b6 ♙d6 11.♙b5 ♙c2† 12.♙d4

Black resigned, on account of 12...♙c8 13.♙d5† ♙c6 14.♙c5+–.

Diagram 24-2

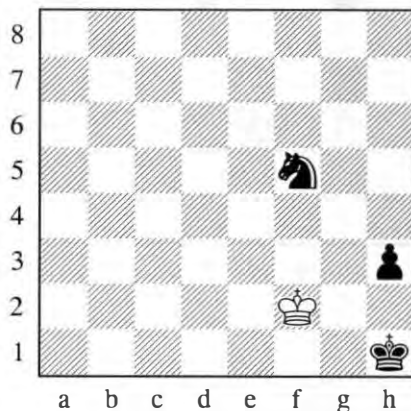


Diagram 24-3

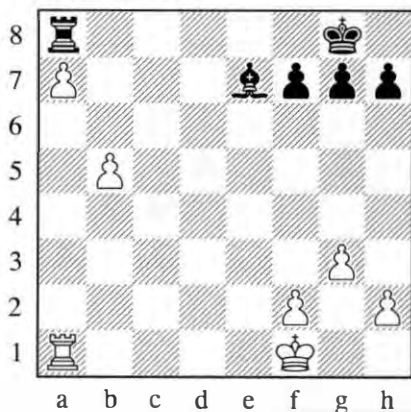


Diagram 24-4

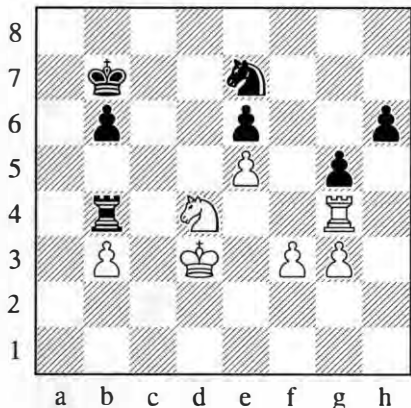


Diagram 24-4

A.Yusupov – E.L'Ami

Amsterdam 2008

He calculated very precisely and played:

1...♖f5!

1...♖c6?? would have led to the loss of the game.
 2.♖xc6 ♜xg4 is met by 3.♖d8♠! ♜c8 4.fxg4 ♖xd8
 5.♖c4 ♖c7 6.♖b5 ♖b7 7.b4 and Black is in zugzwang:
 7...♖c7 8.♖a6 ♖c6 9.♖a7 ♖b5 (9...b5 10.♖a6+–)
 10.♖b7 ♖xb4 11.♖xb6 ♖c4 12.♖c6 ♖d4 13.♖d6+–

The game move leads to a draw.

2.♖xf5 ♜xb3♠ 3.♖e4 exf5♠ 4.♖xf5 ♜xf3♠ 5.♖g6
 ♜e3 6.♖xh6 ♜xe5 7.♜xg5 ♜xg5 8.♖xg5 b5 9.♖f4
 b4 10.♖e3 ♖c6 11.♖d3 ♖d5 12.g4 ♖e5 13.♖c4
 ♖f4 14.♖xb4 ♖xg4

½–½

As a matter of fact, so many good games have been spoiled because one of the protagonists played without due care and attention and did not take on board what his opponent was threatening.

Diagram 24-5

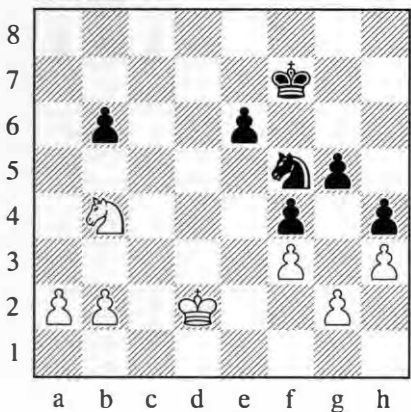


Diagram 24-5

A.Heimann – A.Yusupov

Zürich 2009

1...♖e3?!

The position is very complicated. But Black has to play very carefully, because his opponent can create an outside passed pawn on the queenside. However, with careful defence, there should be no major problems, since the black pawns on the kingside are also dangerous. But now Black started to miss the simplest of ideas on the part of his opponent! 1...♖e7 would have been better: 2.♖d3 ♖d6 3.♖c2 e5 4.a4 ♖e7 5.b4 ♖c6 6.♖e4 ♖e6 7.b5 ♖b8=

2.♖c2! ♖d5

Only now did Black notice that 2...♖xg2 is met by 3.♖e2 with a simple win: 3...♖f6 4.♖f2 ♖e3 5.♖xe3 ♜e3♠ 6.♖xe3+–

3.♔d3 e5 4.a4 ♕e6 5.b4 ♖c7 6.♖a3

Nothing is achieved by 6.♔c4 ♕d6 and if 7.♖a3, then 7...e4 8.fxe4 g4.

6...♕d5??

Again Black overlooks his opponent's first move! 6...♕d5 would still have led to a draw after 7.♖c2=, because it is dangerous for White to play for a win:

a) 7.♔c4?! ♖e3† 8.♔b5 ♖xg2 9.♔xb6 g4!∞

b) 7.b5? ♖e3 8.♖c4 ♖xc4 9.♔xc4 ♕d6 10.♔d3 ♕d5 11.♔c3 ♕c5 12.♔d3 ♕b4—+

7.♖b1!

After the white knight reaches c3 with tempo, Black can no longer save the game. Even so, I also overlooked the next knight move!

7...e4†?! 8.fxe4† ♕e5 9.♖d2!+—

Now everything is clear. The game concluded:

9...b5 10.♖f3† ♕f6 11.axb5 ♖xb5 12.♔c4 ♖d6†

13.♔d5 ♖b5 14.e5† ♕g6 15.♔c6

1–0

Diagram 24-6

(Elo 1500) – (Elo 1500)

10th training tournament, Bad Wurzach 2005

1.f4?

1.♔d4! wins easily: 1...♔d7 2.♔c5 ♕c7 3.h4 h5 4.g3 f6 5.exf6 gxf6 6.g4!+—

1...f5† 2.♔d4

Or 2.exf6† ♕xf6!.=.

2...♔d7 3.♔c5 ♕c7= 4.g4?? g6?

Black could even win: 4...g5! 5.fxg5 hxg5 6.gxf5 exf5 7.e6 f4—+

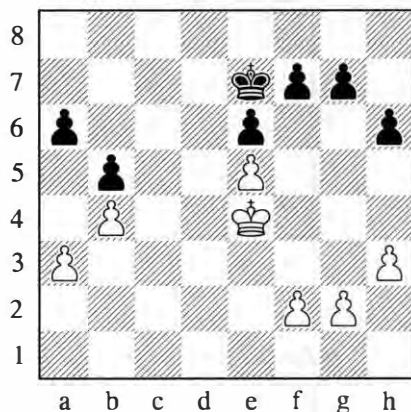
5.gxf5 gxf5 6.h4 h5 7.♔d4 ♕c6 8.♔c3 ♕d5 9.♔d3 ♕c6 10.♔d4

½–½

In order to reduce the number of such mistakes, you must continue to work on your endgame technique (see also Chapter 20). It is important, in good times and in bad, to maintain the correct attitude during the game!

In the test which follows (for which all the games have been taken from our training tournaments in Bad Wurzach!), you must avoid the mistakes described above!

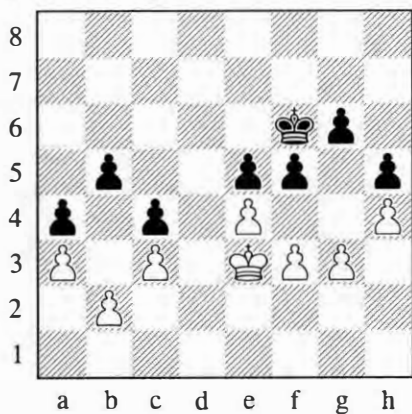
Diagram 24-6



Exercises

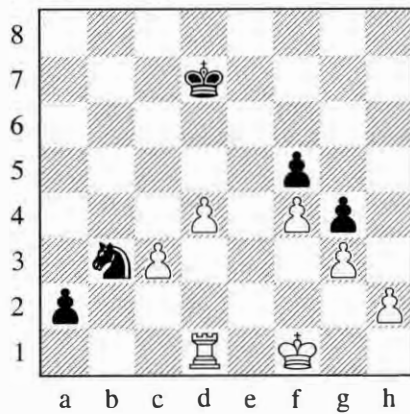
Ex. 24-1

★



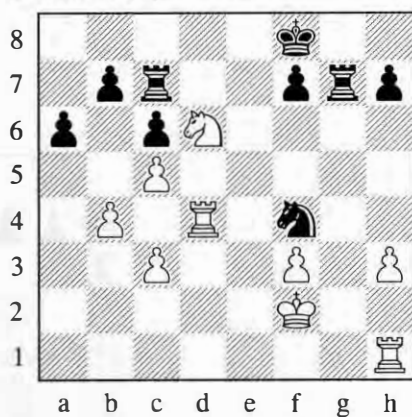
Ex. 24-4

★



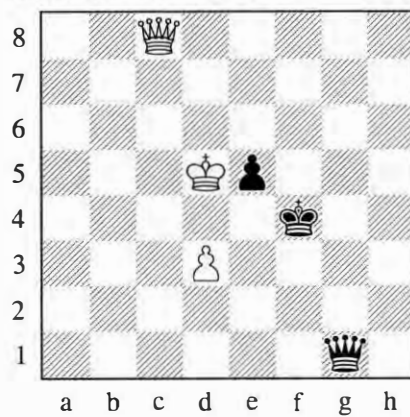
Ex. 24-2

★★★



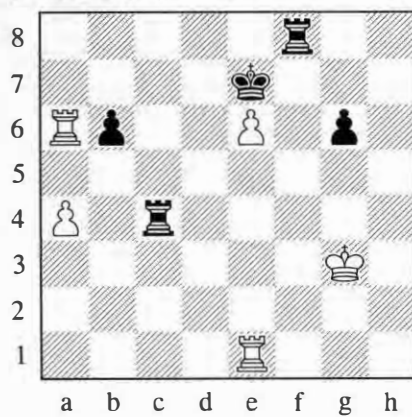
Ex. 24-5

★★



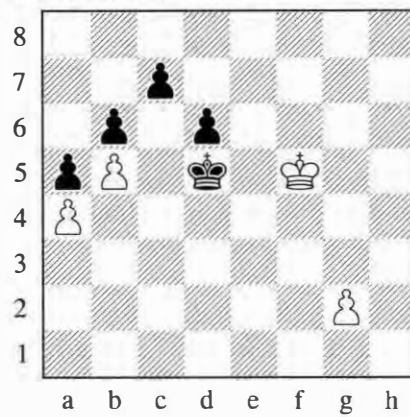
Ex. 24-3

★



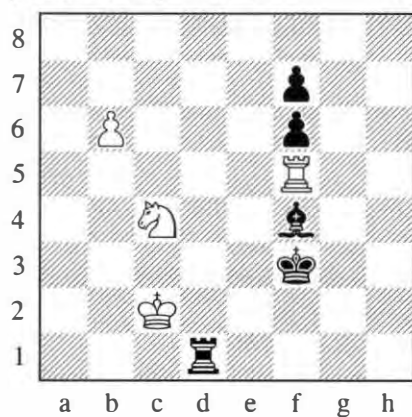
Ex. 24-6

★★★

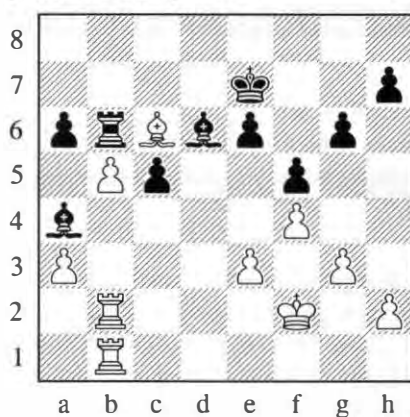


Exercises

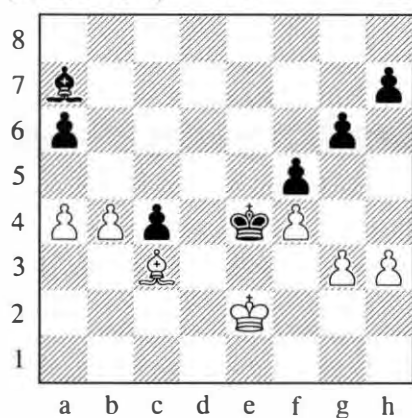
Ex. 24-7 ★★ ▼



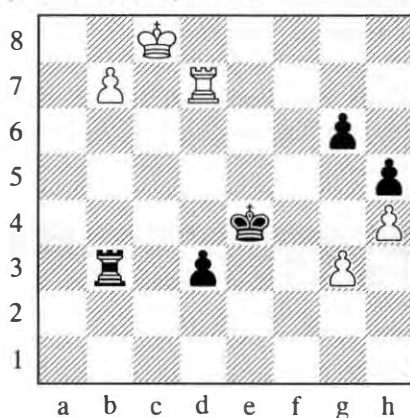
Ex. 24-10 ★★ ▼



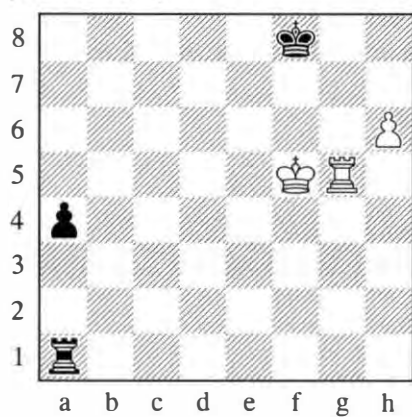
Ex. 24-8 ★★ ▲



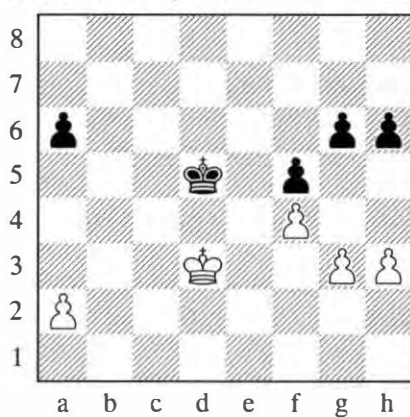
Ex. 24-11 ★★ ▼



Ex. 24-9 ★ ▼



Ex. 24-12 ★★ ▲



Solutions

Ex. 24-1

(Elo 1291) – (Elo 1618)

14th training tournament 2009

Black sensibly accepted his opponent's offer of a draw, which would be the result after any normal move in the position (such as 1...♗e6).

(1 point)

This position cannot be won, but if you try hard enough you can lose it! For example: 1...g5?? 2.hxg5+ ♖xg5 3.exf5 ♗xf5 4.g4+! hxg4 5.fxg4+ ♖xg4 6.♗e4 ♗g3 7.♗xe5 ♗f3 8.♗d5 ♗e3 9.♗c5 ♗d3 10.♗xb5+.

White could also be caught out. After 1...fxe4 2.♗xe4 ♗e6, the correct way to draw is 3.f4=, but if White was tempted by 3.g4?? he would lose: 3...g5! 4.hxg5 h4 5.♗e3 ♗f7 6.♗f2 ♗g6 7.♗g2 ♗xg5 8.♗h3 ♗f4 9.♗xh4 ♗xf3 10.g5 e4 11.g6 e3 12.g7 e2 13.g8 ♖e1 ♖+ 13.♗h5 ♖h1 +.

Ex. 24-2

(Elo 2024) – (Elo 1636)

14th training tournament 2009

Black could still save the game:

1...♖g2!

(1 point)

2.♗f1 (2.♗e3 ♖d5+ 3.♗d3 ♖f2=) 2...♖e7!!

(another 1 point)

3.♖xf4 ♖ee2 4.♖xf7+ ♗g8 5.♖g1 (5.♖f4 ♖gf2+=) 5...♖ef2+=

(another 1 point)

But the game continued:

1...♗e6? 2.♖e4 ♖g5 3.f4 ♖d5 4.♖g1

First 4.f5! would be more accurate.

4...♖d3?!

4...♖d7 5.f5 ♖7xd6 6.cxd6 ♖xf5+±

5.f5

Black resigned, on account of 5...♗g7 6.f6 ♗e6 7.♖eg4+.

Ex. 24-3

(Elo 1669) – (Elo 1884)

14th training tournament 2009

Many roads lead to the draw. The simplest is: 1...♖c3+

(1 point)

(1 point also for 1...♖ff4 or 1...♖f5) 2.♗g4 (3.♗g2 ♖c2+ 4.♗g1 ♖ff2 5.♖a7+ ♗e8 6.♖a8+=) 2...♖c4+ 3.♗g5 ♖c5+ 4.♗xg6 ♖f6+=

The game continued:

1...♖c6?? 2.♖a7+ ♗d6

No better is 2...♗e8 3.e7+- nor 2...♗f6 3.♖f1+-.

3.♖d7+ ♗c5 4.e7 ♖e8 5.♖d8

Or 5.♖c1+-.

5...♖c8 6.♖xc8+

1-0

Ex. 24-4

(Elo 1760) – (Elo 1884)

13th training tournament 2008

1...a1 ♖+?

1...♗d2+! wins on the spot: 2.♗e2 ♗b1+-

(1 point)

But Black wanted to win back his material quickly.

2.♖xa1 ♗xa1 3.♗e2 ♗b3 4.♗d3 ♗d6 5.c4 ♗a5 6.♗c3 ♗c6 7.d5

7.♗d3!?

7...♗a5 8.♗b4 ♗b7 9.♗b5 ♗c5 9.♗b6 ♗d3 10.♗b5 ♗c5

In time trouble Black wanted to avoid any sort of risk.

11.♗b6

1/2-1/2

Ex. 24-5

(Elo 1644) – (Elo 1456)

11th training tournament 2006

The correct continuation would be 1...♖g2+! 2.♗d6 ♖g6+! 3.♗c5 ♖xd3+-.

(2 points)

Solutions

In the game Black played:

1...♖d4†? 2.♙e6 ♜xd3 3.♗f8† ♙e3
4.♗h6†!=

4.♙xe5= is simpler.

Now after 4...♙d4 White saves the game with 5.♗g7!=.

½-½

Ex. 24-6

(Elo 1448) – (Elo 1859)

11th training tournament 2006

1...♙c5??

This loses the game. The correct move is:
1...c5!

(1 point)

2.bxc6 ♙xc6 3.g4 ♙d7 (or 3...b5=)

(another 1 point)

4.♙e4 ♙e6 5.g5 d5† 6.♙d4 ♙f5 7.♙xd5
♙xg5 8.♙c6 ♙f6 9.♙xb6 ♙e6 10.♙xa5 ♙d7
11.♙b6 ♙c8=

2.g4 d5 3.g5 d4 4.g6??

Now White loses. The typical idea 4.♙e4!+-
would lead to victory.

(another 1 point for spotting this)

4...♙c4 (4...♙d6 5.♙xd4 ♙e6 6.g6 ♙f6
7.♙d5+-) 5.g6 d3 6.g7 d2 7.g8♗†+-

4...d3 5.g7 d2 6.g8♗ d1♗-+ 7.♗f8† ♙c4

Or 7...♗d6-+.

8.♗g8†

If 8.♗a3, then 8...♗d5† 9.♙g4 ♗d4†
10.♙f3 ♗c3†+-.

8...♗d5† 9.♗xd5† ♙xd5 10.♙f4 ♙d4

11.♙f5 ♙c4 12.♙e5 ♙b4 13.♙d5 ♙xa4

14.♙c6

0-1

Ex. 24-7

(Elo 1710) – (Elo 1413)

11th training tournament 2006

1...♗d7 2.♗xf6 ♙e4= is correct.

(2 points)

In the game Black played:

1...♗c1†? 2.♙b3 ♗b1† 3.♙b2 ♙e4?

3...♗h1 would be more stubborn: 4.b7 ♗h8

5.♗xf6 ♙e4 6.♗xf7±

4.♗xf4†! ♙xf4 5.b7

1-0

Ex. 24-8

(Elo 1644) – (Elo 1859)

11th training tournament 2006

Sometimes it is very difficult simply to wait
and see. White should do nothing! (for
example 1.♗g7)

(2 points)

But the game continued:

1.b5?!

Unnecessarily weakening the b-pawn.

1...axb5 2.axb5 ♙d5 3.♗e1 ♙b6 4.♙d2??

White could still hold the position: 4.♙b4
♙d4 5.♙d2 ♙e4 6.♙e2†

4...♙a5† 5.♙d1 ♗xe1 6.♙xe1 ♙c5 7.b6
♙xb6 8.♙d2 ♙c5 9.♙c3 h5

0-1

Ex. 24-9

(Elo 1751) – (Elo 1555)

10th training tournament 2005

Especially when you are in time trouble you
should look for a safe way...

1...♗f1† (or 1...♗h1= or 1...♙f7=)

(1 point)

2.♙g6 ♙g8=.

1...♗b1? 2.♙g6?

2.h7!+-

2...♗b6†= 3.♙h7 a3 4.♗a5 ♙f7 5.♗a8

5.♗xa3 ♗f6=

5...♙f6 6.♙g8 ♗b7 7.h7 ♗g7† 8.♙h8 ♗e7

9.♗a6†??

9.♙g8 ♗g7†=

9...♙f5?

Black now misses the victory! 9...♙f7!+-

10.♗a7 (10.♗xa3 ♗e8#) 10...a2 11.♗xe7†

♙xe7 12.♙g8 a1♗ 13.h8♗ ♗a8† 13.♙g7

♗g2† 14.♙h6 ♗h3† 14.♙g7 ♗g3† 15.♙h6

♗h4† 16.♙g7 ♗g5† 17.♙h7 ♙f7-+

Solutions

10. Bxa3 c6 11. Bg3 f6 ??

11... cf6 ! 12. Bg8 c7 13. Bf8 g6 =

10. Bh3 ?

10. c8 ! Be8 11. cf7 Bh8 12. Bh3 c5
13. c7 +—

11... c6 = 12. Bg3 f6 ?+—

Both players were in severe time trouble and had long since lost sight of the bigger picture. For that reason, they now agreed on a draw!

Ex. 24-10

(Elo 1720) – (Elo 1800)

10th training tournament 2005

1... axb5 ?

This just helps White. The correct move is:
1... c4 !

(1 point)

2. bxa6 Bxb2 !

(another 1 point)

(other moves lose, e.g. 2... Bxa6 ? 3. Bb7 cf6
4. Bb6 xc6 5. Bxa6 xb7 6. Bxd6 +— or
2... Bxc6 ? 3. Bb7 cf6 4. a7 Ba6 5. Bb6 +—)
3. Bxb2 xc6 4. Bc2 c5 5. Bxc4 d6 =

2. xb5 xb5 3. Bxb5 +— Bxb5 4. Bxb5 d7
5. c2 c6 6. a4 e5 7. d3 exf4 8. exf4 c7
9. c4 b6 10. a5 a7 11. a6 b6 12. Bxb6 †

Or 12. Bb2 +—.

12... xb6 13. a7 xa7 14. c5 b7
15. d6 b6 16. c7 c6 17. c7 d5
18. c7 e6 19. c7 f7 20. h4 f6
21. c7 g7

1–0

Ex. 24-11

(Elo 1938) – (Elo 1854)

10th training tournament 2005

1... c3 ?

1... c3 ! was the only way to a draw: 2. d8
(2. c7 Bxc7 † 3. cxc7 d2 =) 2... Bb3

(2 points)

3. c7 Bc3 †=

2. b8 Bxb8 † 3. cxb8 d2 4. c8 c2 5. d8
 d1 c7 6. Bxd1 cxd1 7. c7 c2 8. cf6

1–0

Ex. 24-12

(Elo 1500) – (Elo 1350)

10th training tournament 2005

1. h4 ?

This move loses. White ends up in zugzwang. There is a simple draw after 1. a3 !.

(2 points)

But also 1. g4 = (1 point) or even 1. a4
(1 point) would be fine.

After 1. a4 play could continue 1... h5
(1... a5 2. g4 =) 2. g4 ! fxg4 3. hxg4 hxg4 4. c3
 e6 (4... c4 5. cf2 cb4 6. c3 xa4
7. cxc4 cb4 8. c5 a5 9. cxc6 =) 5. cf2 cf5
(5... cf6 6. c3 cf5 7. a5 g5 8. fxg5 cxc5
9. c2 =) 6. c3 a5 7. c4 ! cxf4 stalemate.

1... h5 ?

1... a5 ! is correct: 2. a3 (2. a4 h5 +—) 2... a4
3. c3 c4 4. cb4 cf3 5. cxa4 cxc3 6. cb4
(6. cb5 cxf4 7. a4 c3 8. a5 f4 +—) 6... cxf4
7. a4 c5 8. c5 f4 +—.

2. a3 c5 3. c3 cb5 4. cb3 ca5 5. a4 cb6
6. cb4 a5 † 7. c4 c6 8. d4 d6 9. c4 c6

$\frac{1}{2}$ – $\frac{1}{2}$

Scoring

Maximum number of points is 22

19 points and above.....> **Excellent**

15 points and above.....> **Good**

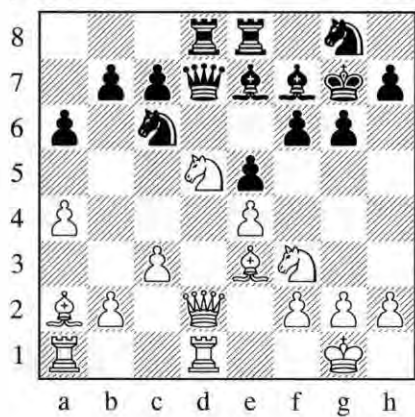
11 points.....> **Pass mark**

If you scored less than 11 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Final test

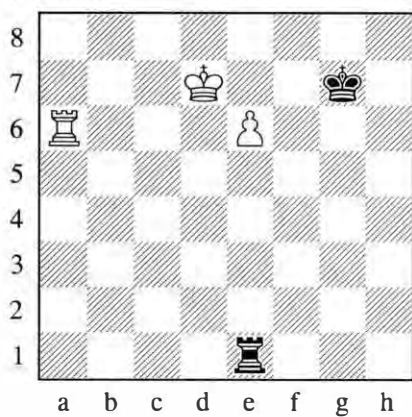
► F-1 ◀

★★



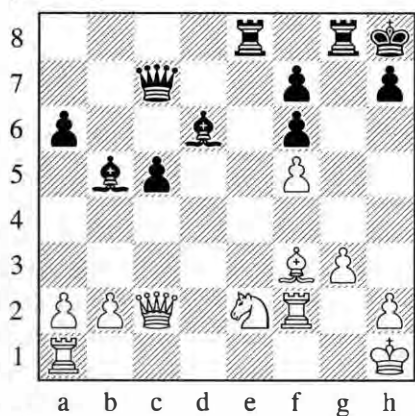
► F-4 ◀

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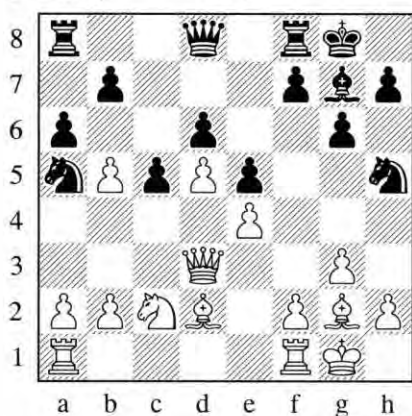
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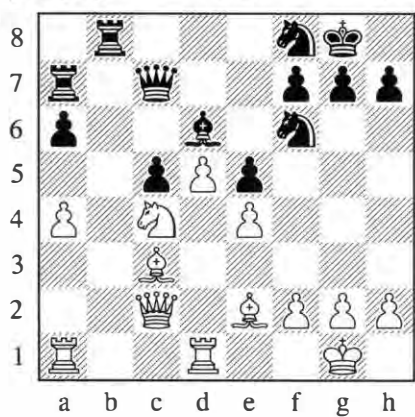
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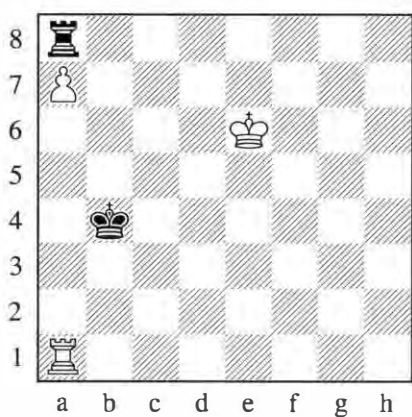
► F-3 ◀

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► F-6 ◀

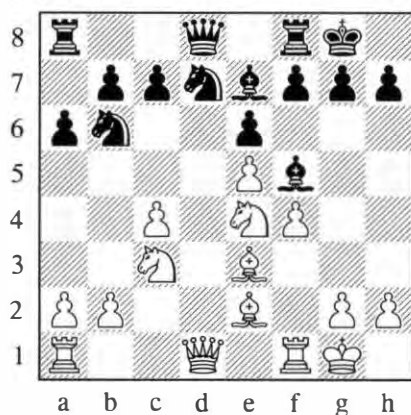
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Final test

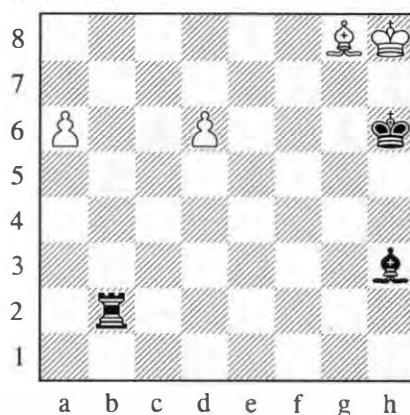
► F-7 ◀

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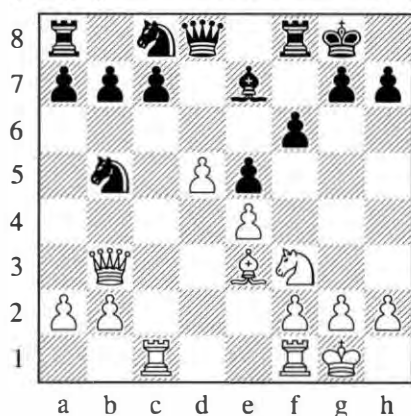
► F-10 ◀

★★



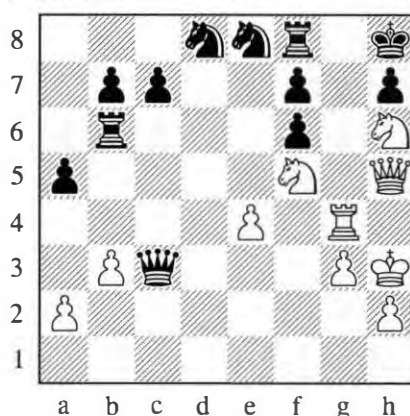
► F-8 ◀

★★



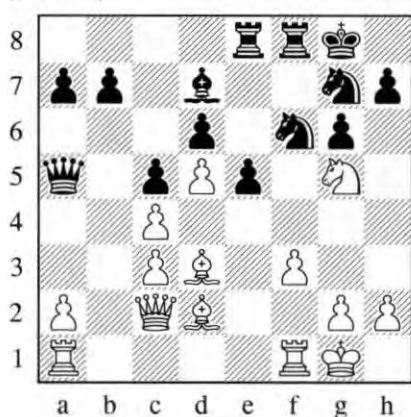
► F-11 ◀

★★



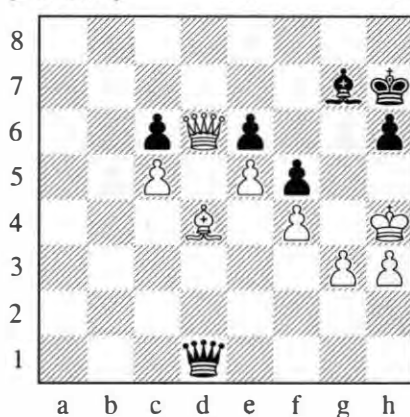
► F-9 ◀

★★



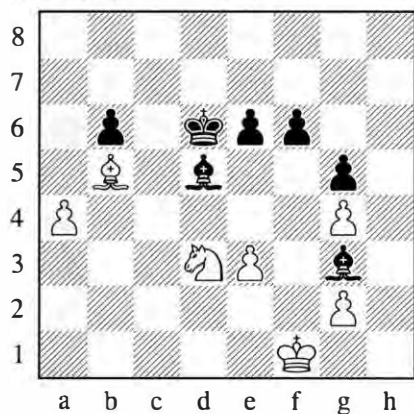
► F-12 ◀

★★

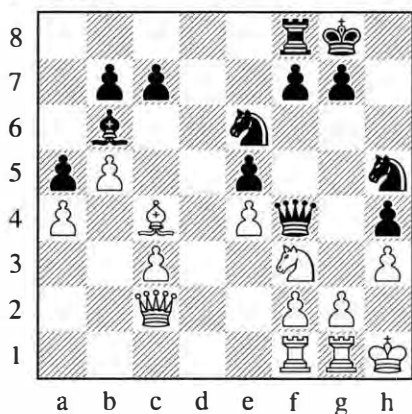


Final test

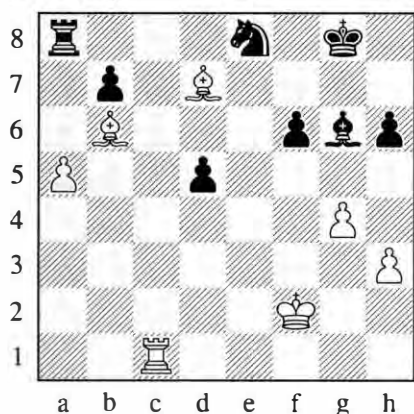
► F-13 ◀ ★★ ▼



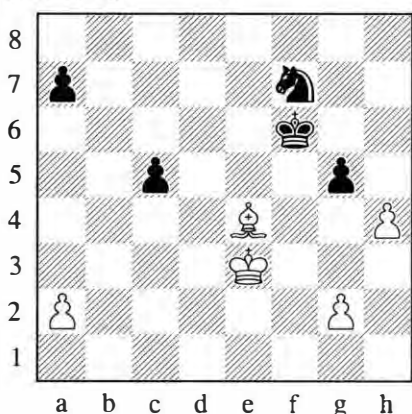
► F-16 ◀ ★ ▼



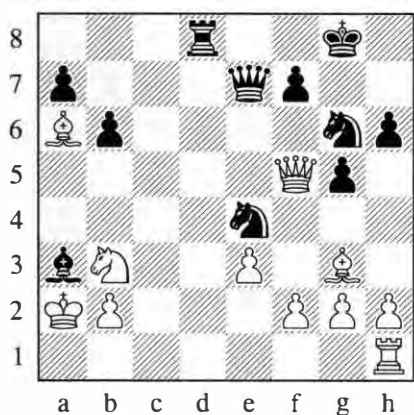
► F-14 ◀ ★★ △



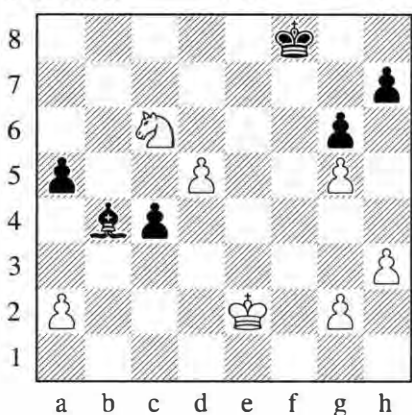
► F-17 ◀ ★ △



► F-15 ◀ ★ △



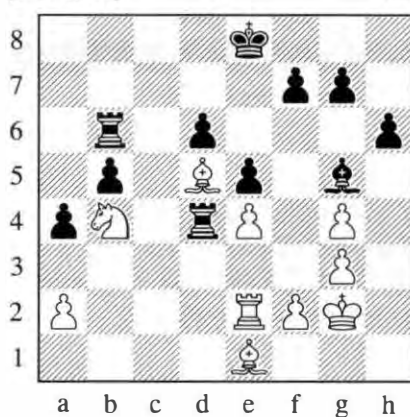
► F-18 ◀ ★★ △



Final test

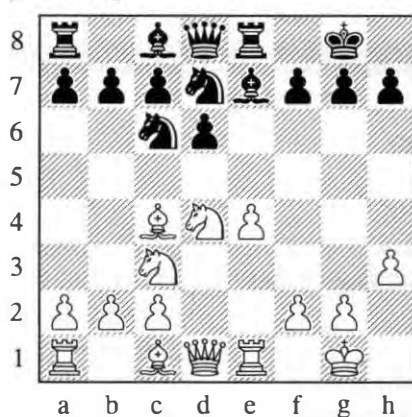
► F-19 ◀

★



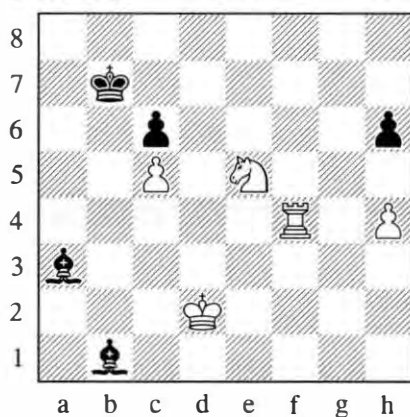
► F-22 ◀

★



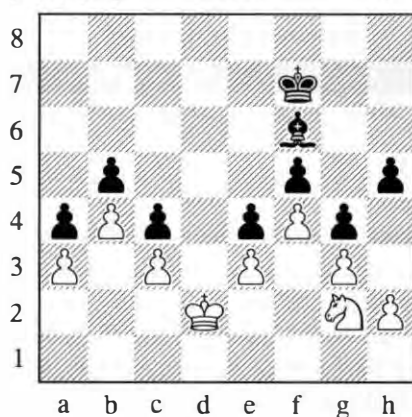
► F-20 ◀

★★



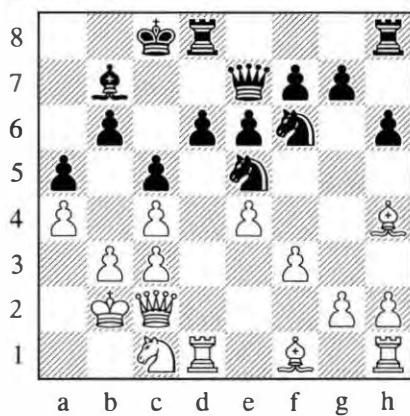
► F-23 ◀

★★



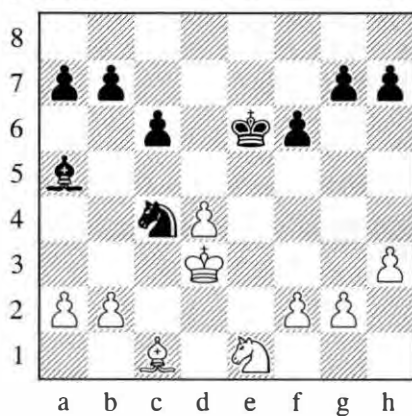
► F-21 ◀

★★



► F-24 ◀

★★



Solutions

F-1

Tactics /Chapter 1

G.Rotariu – Vlad

Correspondence game 1965

1. ♖xf6!

(1 point)

1... ♖xf6

1... ♖xf6 2. ♖xd7+; 1... ♖xd2 2. ♖xe8+;—.

2. ♖h6+ ♖g8 3. ♖xf7+ ♖xf7 4. ♖g5+ ♖g8
5. ♖c2

(another 1 point)

Equally good is 5. ♖e2 and then 6. ♖c4+.

Black resigned, in view of 5... ♖d6 6. ♖b3+ ♖h8 7. ♖f7+;—.

F-2

Positional play /Chapter 2

V.Smyslov – M.Botvinnik

World Ch, The Hague/Moscow 1948

1... ♖e3!

(1 point)

A typical idea – doubling on an open file.

2. ♖g2

The alternatives are:

a) 2. ♖c3 ♖c6 3. ♖g2 ♖xg3!—+ (Botvinnik)

b) 2. ♖d2 ♖ge8 3. ♖d1? ♖xf3! 4. ♖xf3 ♖xe2—+

c) 2. ♖d1!? ♖e5+

2... ♖e7! 3. ♖g1

3. ♖c3? loses to 3... ♖e1+.

3... ♖d3 4. ♖d2 c4+ 5. ♖f3 ♖e8 6. ♖d1

6. ♖xe3 is no better: 6... ♖xe3 7. ♖xe3 ♖xe3+

6... ♖c5 7. b3?! ♖e1—+ 8. bxc4 ♖xc4 9. ♖f1

♖xd1 10. ♖xd1 ♖d8

Or 10... ♖e1—+.

11. ♖c2

If 11. ♖xd8+ ♖xd8 12. ♖xc4, then

12... ♖d4—+.

11... ♖d5

0–1

F-3

Tactics /Chapter 3

F.Berkes – A.Braun

Balatonlelle 2003

1. f4!

(1 point)

After this strong move, the black position collapses.

1... ♖g6

Other moves also lose quickly:

a) 1... ♖d8 2. ♖a5+—

b) 1... exf4 2. e5+— (or 2. ♖xd6 ♖xd6 3. e5+—)

2. fxe5 ♖xe5

Or 2... ♖xe5 3. ♖xe5 ♖xe5 4. d6+—.

3. ♖e5

Black resigned, because 3... ♖xe5 is met by 4. d6+—.

(another 1 point for this variation)

F-4

Endgame /Chapter 5

N.Kopaev

1958

1... ♖f6!

(1 point)

But not 1... ♖b1? on account of 2. e7 ♖b7+ 3. ♖e6 ♖b8 4. ♖d6 and 5. ♖d8+—.

After 1... ♖e2? White can win with either 2. ♖a1+— or 2. ♖e8 ♖b2 3. ♖a8 and then 4. e7+—.

2. ♖c6 ♖e2

2... ♖d1+? is bad: 3. ♖e8+—

3. ♖d6 ♖e1 4. ♖d2

Threatening ♖f2+.

4... ♖a1!

(another 1 point)

5. ♖f2+ ♖g7 6. e7 ♖a7+! =

Flank attack.

Solutions

F-5

Tactics /Chapter 7

L.Portisch – M.Tal

Moscow 1967

1.b6! ♖xb6 2.♖c3+–

(2 points)

The knight is trapped.

2...♖b5 3.♖xa5 ♖xb2 4.♜fc1 b6 5.♖a4 ♖b5

6.♖xb5 axb5 7.a3 ♜a4 8.♜ab1 ♜f6 9.f3

1–0

F-6

Endgame /Chapter 12

The end of a study by

N.Grigoriev

1945

1...♔c5!

(1 point)

Bodycheck. 1...♔b5? loses after 2.♔d6! ♔b6

3.♜b1† ♔a6 4.♔c7! ♜xa7† 5.♔c6.

2.♔d7 ♔b6! 3.♜b1†

Or 3.♔d6 ♜xa7 4.♜b1† ♔a5=.

3...♔c5! 4.♜b7 ♜h8=

(another 1 point)

F-7

Strategy /Chapter 6

R.Mainka – A.Yusupov

German Ch, Bremen 1998

1...f6!?

(2 points)

Another typical idea. It is very important to attack the opposing centre in good time.

2.♖b3

After 2.exf6 ♜xf6 3.♜c5 ♜b8 4.♖xd8 ♜fxd8 5.♜ad1 ♜g4 Black has good counterplay.

2...fxe5 3.fxe5 ♜xe4

3...♜xe5 4.♜ad1 gives White the initiative.

4.♜xe4 ♜xe5 5.♜ad1

5.c5 is met by 5...♜d5=.

5...♜xf1† 6.♜xf1 ♖e8 7.♜xb6 cxb6 8.♖xb6 ♖c6 9.♖xc6 bxc6=

F-8

Calculating variations /Chapter 8

M.Euwe – S.Tartakower

Nottingham 1936

1.d6†!

(1 point)

1.♖xb5 ♜d6±

1...♜f7 2.dxe7 ♖d7

2...♖e8 3.a4 ♜bd6 4.♜xc7± ♜xe4? 5.♖xb7+–

3.♜fd1 ♜cd6

3...♜bd6? 4.♖xb7+–

4.a4

(another 1 point)

4...♜d4 5.♜xd4 exd4 6.e5! fxe5 7.♜xe5+–

F-9

Positional play /Chapter 9

T.Petrosian – B.Ivkov

Nice Olympiad 1974

1.g4!

(2 points)

Petrosian takes control of the f5-square with this strong and typical move and shuts the black knight on g7 out of the game.

1 consolation point for 1.f4 or 1.♜ab1.

1..♖a4 2.♖b3± ♜b8 3.♜c2 ♖a5 4.a4 ♖c7

5.h3 a6 6.a5 b5 7.axb6 ♜xb6 8.♖a3 ♖d8

9.♖c1 ♖e7 10.♖e1 ♜b2 11.♜d3 ♜c8 12.♜c1

♜b3 13.♜c2 ♜b6 14.f4! h6 15.fxe5 ♖xe5

16.♖xe5 dxe5 17.♜e4 h5 18.♜a3 ♜xe4

19.♜xf8† ♔xf8 20.♜xe4 ♜b3 21.♜xc5† ♔e8

22.♜f1

1–0

F-10

Tactics /Chapter 10

H.Rinck

1906

1.a7

(1 point)

1...♜g2 2.d7 ♜d2 3.♜d5!

(another 1 point)

Solutions

3...♖xd5 4.a8♖ ♖xd7 5.♖f8† ♔g5
5...♔g6 6.♖e8† ♖f7 7.♖g8†+–
6.♖g8† ♔f6
6...♔h6 7.♖e6†+–
7.♖xg2+–

F-11

Tactics /Chapter 13

Based on the game

Zollner – Heywood

England 1930

1.♖xf7!!

Threatening mate after ♖xf8# or ♖g8†.

1...♔xf7 2.♖g8†! ♖xg8 3.♔xf7#

(2 points)

F-12

Tactics /Chapter 13

Buksza – Kovacs

Hungary 1965

1...♔f6†!

(2 points)

White resigned, on account of 2.exf6 ♔g6
3.g4 ♖e1†+.

F-13

Strategy /Chapter 14

L.Zaid – A.Yusupov

Leningrad 1977

1...e5!

(2 points)

Black plans to continue with ...e4 to force
the knight away.

2.♔b4 ♔b7

2...♔e6? would be wrong, due to 3.e4!

3.♔d3 e4 4.♔b1 ♔c5 5.♔a2 ♔a6† 6.♔g1
♔d3! 7.♔c3 ♔xb1 8.♔xb1 ♔c4 9.♔f1 ♔d3
10.♔a3 ♔xe3 11.♔c4† ♔d3 12.♔b2† ♔c3
13.♔d1† ♔d2 14.♔b2 e3 15.♔c4† ♔d3
16.♔b2† ♔c3

0–1

F-14

Strategy /Chapter 14

London 1984

1.♖c8!

(1 point)

The exchange of rooks wins at once.

1...♖xc8 2.♔xc8

Black resigned. 2...♔d6 is followed by
3.♔xb7! ♔xb7 4.a6+–

(another 1 point)

F-15

Calculating variations /Chapter 15

A.Kotov – L.Szabo

Moscow – Budapest 1949

1.♔c4!

(1 point)

White threatens ♖xg6†. Black had
overlooked this intermediate move. He had
only considered the capture on a3: 1.bxa3?!
♔c3† 2.♔b2 ♔a4† 3.♔c2 (3.♔b1! ♖xa3
4.♖c2±) 3...♖xa3 4.♖f6 ♖a2† 5.♔c1 ♖a3†=

1...♔h8 2.bxa3 ♔c3† 3.♔b2 ♔a4† 4.♔b1
b5

4...♖xa3 is met by 5.♔e5+– followed by
♖f6.

5.♔xb5! ♖xa3

5...♔c3† 6.♔c2+–; 5...♔d5 6.♖c8†!+–.

6.♔xa4 ♖xa4 7.♔b2 ♖b4 8.♔c1 a5 9.♔c8

1–0

F-16

Tactics /Chapter 16

Bekker – Schneider

East Germany 1966

1...♔xf2!+–

(1 point)

2.♖xf2

2.♖xf2 ♔g3† 3.♔h2 ♔f1† 4.♔h1 ♖h2†!
5.♔xh2 ♔g3#

Solutions

2...♖g3† 3.♗h2 ♜xf1† 4.♗h1 ♜g3† 5.♗h2
♜xe4†
0-1

F-17

Positional play /Chapter 17

B.Spassky – R.Fischer

Santa Monica 1966

1.h5!+-

(1 point)

This passed pawn secures victory for White. One of the black pieces must keep an eye on it, and then White will be able to attack the black a-pawn.

1...♖h6

If 1...♖d6, then 2.♗d3 and the white king will later march across to a4.

2.♗d3 ♜e5 3.♙a8 ♗d6

3...♜f4 is followed by 4.♗c4 ♜g4 5.♙f3† ♜h4 6.♜xc5 g4 7.♙e4 ♜xh5 8. ♜b5+-.

4.♗c4 g4 5.a4 ♜g8 6.a5 ♖h6 7.♙e4 g3 8.♜b5 ♜g8 9.♙b1 ♖h6 10.♜a6 ♜c6 11.♙a2!

Black resigned. After 11...♜c7 12.♜xa7 ♖f5 13.♙e6 ♖h6 14.a6, he would be in zugzwang.

F-18

Positional play /Chapter 17

A.Yusupov – P.Popovic

Belgrade 1989

1.♖e5!

(2 points)

First 1.a4 would also be good.

1...c3 2.♗d3 ♜e7 3.♖c4+- a4 4.a3 ♙c5 5.♜xc3 ♜d7 6.♗d3 ♙e7 7.♗d4 ♙xg5 8.♜c5
1-0

F-19

Tactics /Chapter 19

E.Vasiukov – V.Smyslov

USSR Ch, T'bilisi 1966

1.f4!

(1 point)

1.♖c6 (also 1 point) is equally good: 1...♙d1 2.♙a5 ♙a6 3.♙c7 ♙e7 4.♖b4 ♙a7 5.♙b6+- 1...exf4 2.♙f2 ♙xb4 3.♙xb6± g6 4.♙c2 fxg3 5.♙c8† ♜e7 6.♜xg3 f6 7.♙c7† ♜f8 8.♙a7 ♙b1 9.♙c7+- ♜e7 10.♙b8† ♜d8 11.♙xd6 ♙c1 12.♜f3 h5 13.gxh5 gxh5 14.e5
1-0

F-20

Endgame /Chapter 20

K.Chernyshov – A.Yusupov

European Team Ch, ●hrid 2001

1.♙f3?!

1.♖d3 (threatening ♙a4) would have won very simply: 1...♙xd3 2.♜xd3 ♙xc5 3.♙f6+-
(2 points)

White will only be able to win easily, and without allowing counterplay, if he exchanges one of the bishops. You also get 2 points if you planned to force such an exchange with 1.♙c4 followed by 2.♖d3, or by 1.♖d7 ♜c7 2.♙a4. 1...♙b4† 2.♜c1 ♙a2 3.♖d3 ♙c3 4.♜c2 ♙g7±

4...♙d5!±

5.♙g3 ♙f8 6.♜c3 ♜c7 7.♜d4 ♙e7! 8.♙g7 ♜d8 9.♖e5?!

Better is 9.♙g6±.

9...♙f6! 10.♙h7 ♙d5 11.h5 ♜e8 12.♙xh6 ♜e7 13.♙g6 ♜e6 14.h6 ♜f5 15.♙xf6† ♜xf6 16.♜e3 ♙h1 17.♜f4 ♙g2 18.♜g4 ♙e4 19.♖d7† ♜g6 20.h7 ♜g7 21.♖f6 ♙g2 22.♜f4 ♙h1 23.♜e5 ♙g2 24.♜d6 ♙h1=

Solutions

F-21

Positional play /Chapter 21

USSR Ch, Moscow 1949

1...g5!

(2 points)

Black quickly takes command on the kingside.

2.♙g3 ♜h5 3.♙d3 ♞f6 4.♞hf1 ♜f4

F-22

Tactics /Chapter 22

W.von Holzhausen – S.Tarrasch

Berlin 1912

1.♙xf7+!! ♜xf7 2.♜e6!!

(1 point)

2...♜de5

2...♜xe6 3.♞d5+ ♜f6 4.♞f5#

3.♞h5+ ♜g8 4.♜xd8 ♞xd8 5.♜d5

1–0

F-23

Endgame /Chapter 24

S.Papa – A.Yusupov

Pfäffikon (blitz) 2009

1.♜c2?

White did not spot his opponent's idea. Otherwise he would simply have played 1.♜h4!=.

(2 points)

Another way to draw is 1.♜e1 h4 2.♜c2 h3 3.♜d4= (also 2 points).

1...h4 2.♜d2 h3 3.♜e1 ♙h4!

0–1

F-24

Endgame /Chapter 24

Em.Lasker – M.Euwe

Nottingham 1936

Black's last move was 1...♙a5??. You need to watch out, even in the endgame!

2.b4! ♙xb4 3.♜c2+–

(2 points)

3...♙d2 4.♙xd2 ♜b2+ 5.♜e2 ♜d5 6.♙c1 ♜c4 7.♜d3 ♜b6 8.♜e3+ ♜e6 9.♜c4 ♜c8 10.♜a5 ♜d6 11.♙f4

1–0

Scoring

Maximum number of points is 42

37 points and above → **Excellent**

30 points and above → **Good**

21 points → **Pass mark**

If you scored less than 21 points, we recommend that you read again those chapters dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.

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