

ARTUR YUSUPOV



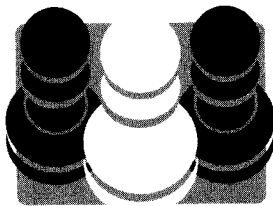
BUILD UP YOUR CHESS
MASTERY

3

QUALITY CHESS

Build Up Your Chess 3 – Mastery

Artur Yusupov



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Build up your Chess 3 - Mastery

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Key to symbols used

△	White to move
▼	Black to move
±	White is slightly better
∓	Black is slightly better
±	White is better
∓	Black is better
+−	White has a decisive advantage
−+	Black has a decisive advantage
=	equality
↑	with the initiative
→	with an attack
∞	with compensation
↔	with counterplay
∞	unclear
⊃	better is
⊂	intending
□	only move
⊙	zugzwang
×	weak point
?	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 Build Up Your Chess with Artur Yusupov.

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 Build Up Your Chess with Artur Yusupov. 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 Golenischev, 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 Dvoretzky, 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.

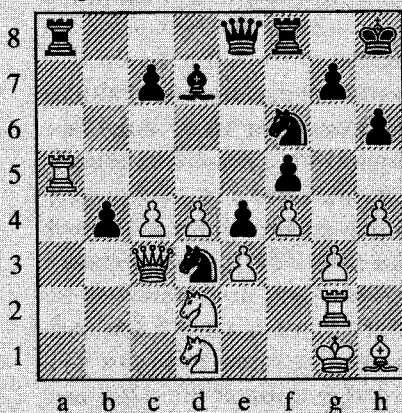
I would also like to thank Augusto Caruso for his elaboration of Nadja's design for the English edition and Ian Adams for translating the book.

GM Artur Yusupov

Contents

- ✓ The advanced passed pawn in the middlegame
- ✓ Breakthrough
- ✓ Use of an open king position
- ✓ Exchanging defensive pieces
- ✓ Getting rid of a defender
- ✓ Promoting with check

Diagram 1-1



Combinations involving promotion

We shall now take a look at *combinations which involve promotion*. They are often a feature of the endgame, but sometimes you can make use of advanced pawns in the middlegame.

The value of pawns increases dramatically as they approach the queening square.

Frequently a passed pawn can only be stopped at a great cost in material. To clear the path for a passed pawn, even pieces may sometimes be sacrificed. Here are a few spectacular examples.

Diagram 1-1

E. Bogoljubow – A. Alekhine

Hastings 1922

30. ♖xa8

White's position is already very difficult. But after the text move there is a surprise in store for him.

30... ♖xc3!

30... ♖xa8 would not be so strong: 31. ♖b3 ♔a4 32. ♖b1+

31. ♖xe8 c2!

A typical double attack, on the knight along with a simple promotion on c1.

32. ♖xf8 ♔h7 33. ♖f2 c1=♖† 34. ♖f1 ♖e1 35. ♖h2 ♖xc4

Despite the material balance, Black's position is clearly better. The white pieces are too passive and uncoordinated.

36. ♖b8 ♔b5 37. ♖xb5 ♖xb5 38. g4 ♖f3† 39. ♔xf3 exf3 40. gxf5

Or 40. g5 ♖g4+.

40... ♖e2!!

For the second time, Black exploits the strength of an advanced pawn.

41. d5

White is in zugzwang; if 41. ♖h3 or 41. ♖h3, then 41... ♖g4!.

41... ♖g8! 42. h5 ♔h7 43. e4 ♖xe4 44. ♖xe4 ♖xe4 45. d6 cxd6 46. f6 gxf6 47. ♖d2 ♖e2!

Diagram 1-2

A pretty finish. Black forces the transition to a won pawn ending.

48.♖xe2 fxe2 49.♔f2 exf1=♖† 50.♔xf1 ♔g7
51.♔e2 ♔f7 52.♔e3 ♔e6 53.♔e4 d5†
0-1

Diagram 1-3

Y. Balashov – A. Yusupov

Minsk 1982

To crack open the white fortress, Black needs a passed pawn.

74...b4!! 75.axb4 ♔xb2! 76.♖xb2 a3 77.♖d2 a2

White now has to give up his rook for the dangerous passed pawn.

78.♖xa2

Or 78.♖d1 ♖c2† 79.♔e1 ♖xd1†+.

78...♖xa2† 79.♔e3

After 79.♔f1 comes 79...♖c4 80.♔e2 ♖c4+.

79...♖b1

Threatening ...♖f1.

80.♔e2 ♔c7

If 80...♖g1, then 81.♔e1.

81.♔e1

Intending to continue with ♔g2-e3.

81...♖xb4 82.♔g2 ♖c4† 83.♔e1 ♖c1† 84.♔e2
♖c2† 85.♔e1

After 85.♔f1 there follows 85...♖d3†.

85...f5!-+

If 85...♖d3, then 86.♔e3.

86.gxf5

86.♔xh4 loses to 86...♖d3 (threatening ...g5)
87.♔g2 (or 87.♔e2 ♖xh3 88.♔xg6 ♖h1† 89.♔d2
♖h6†) 87...♖c3† 88.♔e2 fxg4 89.hxg4 ♖c4†.

86...♖xf5

Black also breaks through on the kingside! White resigned, in view of 87.♔g4

Diagram 1-4

87...♖xg4!! 88.hxg4 h3 with the well-known motif: the knight often performs poorly against a rook's pawn.

Diagram 1-2

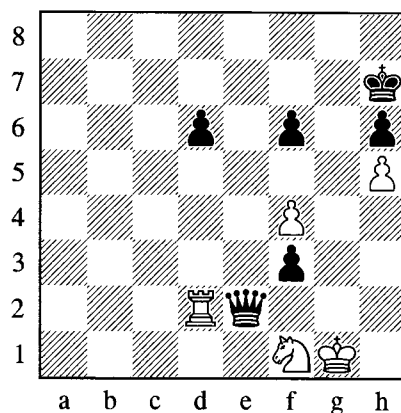


Diagram 1-3

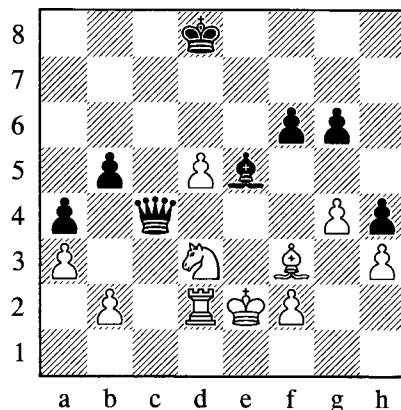


Diagram 1-4 (analysis)

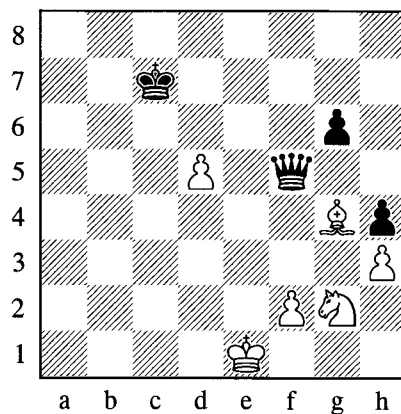


Diagram 1-5

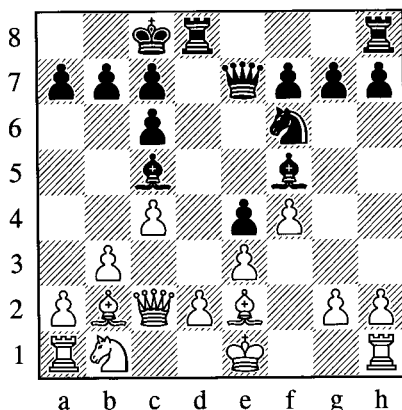


Diagram 1-6 (analysis)

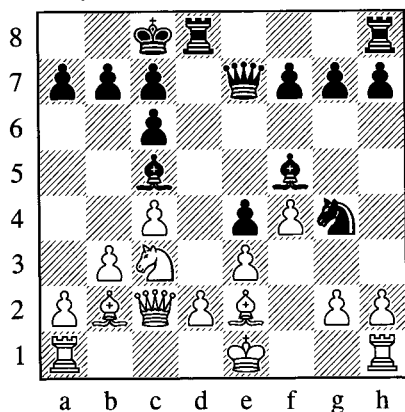
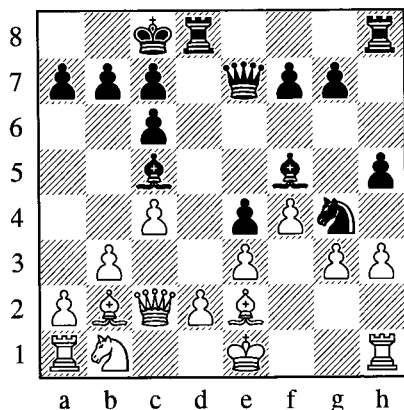


Diagram 1-7



A far-advanced pawn may control important squares in the opposing camp and can completely disrupt the defence.

B.Larsen – B.Spasky

USSR – World, Belgrade 1970

1.b3 e5 2.♘b2 ♖c6 3.c4 ♜f6 4.♜f3 e4 5.♜d4 ♙c5
6.♜xc6 dxc6 7.e3 ♙f5 8.♙c2 ♙e7 9.♙e2 0-0-0
10.f4

Diagram 1-5

10...♜g4! 11.g3

After 11.0-0 there follows 11...♙h4 12.h3 h5 with an attack (Euwe).

If 11.♙xg4, then simply 11...♙h4† (Larsen).

And 11.♜c3

Diagram 1-6

would be bad due to 11...♙xd2! and then 12...♙xe3 (Florian).

11...h5!

Now 11...♙xd2 is not so clear, because of 12.♜xd2 ♜xe3 13.♙c3 (Spasky).

12.h3

Once more 12.♜c3 is met by 12...♙xd2!+. If 13.♙xd2 (or 13.♜xd2 ♙xe3†), then 13...♙xe3 14.♙d1 (14.♙c2 ♙f2† nets the white queen after either 15.♜f1 15...♜e3† or 15.♜d2 e3†) 14...♜f2+ (Alexander).

Spasky now starts a brilliant attack. His queen and the strong pawns play the decisive role.

Diagram 1-7

12...h4! 13.hxg4

13.♙xg4 would be no better: 13...♙xg4 14.hxg4 hxg3 15.♙g1 ♙h1! (or 15...♙h2+ Larsen) 16.♙xh1 g2 17.♙g1 ♙h4† 18.♜e2 ♙xg4† 19.♜e1 ♙g3† 20.♜e2 (20.♜d1 ♙f2 21.♙xe4 ♙xg1† 22.♜c2 ♙f2+) 20...♙f3† 21.♜e1 ♙e7+ (Spasky).

13...hxg3 14.♙g1

14.♙xh8 ♙xh8 15.gxf5 loses to 15...♙h1† 16.♙f1 g2.

Diagram 1-8

14...♞h1!! 15.♞xh1

After 15.♞f1 there follows 15...♞xg1† 16.♞xg1 ♞h4→ (Kotov).

15...g2 16.♞f1

Or 16.♞g1 ♞h4† 17.♞d1 ♞h1 18.♞c3 ♞xg1† 19.♞c2 ♞f2 20.gxf5 ♞xe2 21.♞a3 and now 21...♞b4!→+ is the nearest finish, although 21...♞d3† 22.♞xd3 exd3† 23.♞c3 ♞xe3 24.dxe3 d2 25.♞d1 ♞h8 is also winning.

16...♞h4† 17.♞d1 gxf1=♞†

White resigned, in view of 18.♞xf1 ♞xg4† 19.♞c1 ♞e1† 20.♞d1 ♞xd1#.

Combinations can sometimes appear out of an almost clear blue sky. Who would believe that the d4-pawn in the position in the next diagram would have such a fantastic career?

Diagram 1-9

A.Kotov – V.Ragozin

Moscow 1949

1.b5! c5

1...♞ac7 would not be much better: 2.bxc6 ♞xc6 3.♞b5 ♞xd4 4.♞xc7 ♞xc2 5.♞xc8+.

2.dxc5!! ♞xe5 3.cxb6 ♞xc3 4.bxa7!

The point of the combination.

4...♞xc2 5.♞xc2

And Black cannot stop the passed pawn.

1-0

If our pawn is already very far advanced, then we can often base all the play on the said pawn.

Diagram 1-10

H.Kmoch – A.Alekhine

Kecskemet 1927

27...dxc3!

The decisive combination, very accurately calculated by Alekhine.

28.♞xd7 ♞xd7 29.♞xd7

The main variation was 29.♞e8† ♞h7 30.♞xd7 ♞e4!! (the point) 31.♞xf7 (or 31.♞d5 ♞xd5

Diagram 1-8

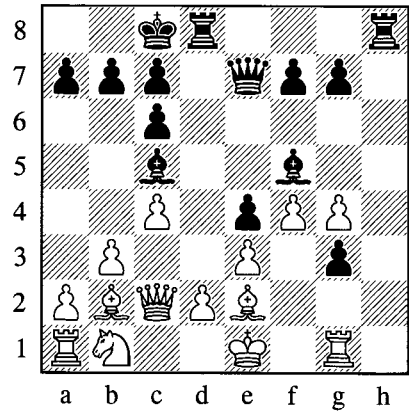


Diagram 1-9

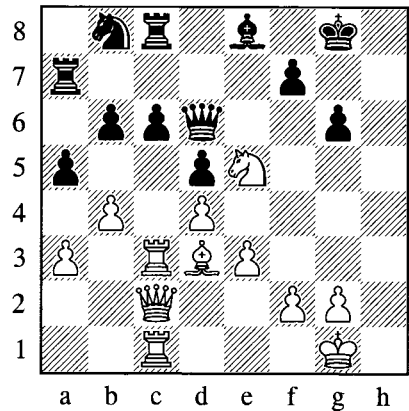


Diagram 1-10

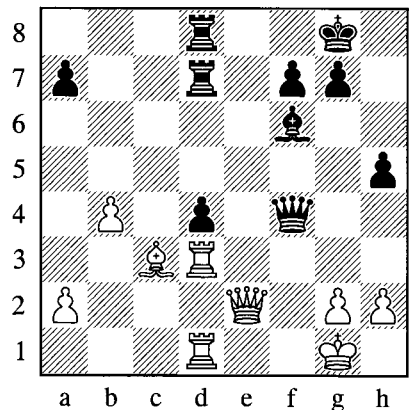


Diagram 1-11

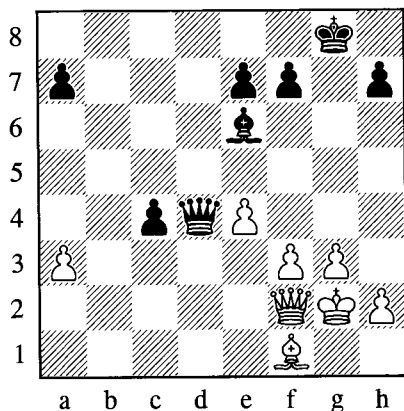
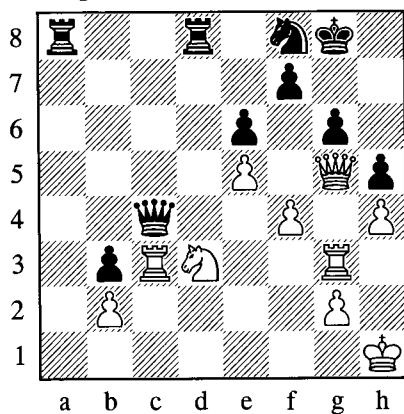


Diagram 1-12



32.♖xd5 c2! 33.♖c5 ♔d4+–) 31...c2 32.♗xh5† ♕g8
33.♖f1 c1=♗! 34.♖xc1 ♗e3† and Black wins.

29...♔d4† 30.♕h1

30.♖xd4 ♗xd4† 31.♕f1 ♗f4† 32.♕e1 ♗xb4–

30...♗c1†–+

0–1

To clear the way for the passed pawn, you often have to swap off opposing pieces.

Diagram 1-11

L.Lengyel – B.Brinck Claussen

Varna 1962

1...♔h3†! 2.♕g1 ♗a1!!–+ 3.♗e2 c3 4.♕f2 ♗xf1†!
Intending 5.♗xf1 ♔xf1 6.♕xf1 c2.

0–1

In the strictest sense of the term, this was not a combination, because Black did not have to sacrifice anything. But the next example fits 100%.

Diagram 1-12

R.Barstatis – A.Vooremaa

Riga 1978

1...♗xc3!!

Black clears the way for his b-pawn.

2.bxc3 ♖xd3 3.♖xd3 ♖a1†

3...b2? 4 ♖d1 ♖a1 is not good, on account of
5.♗d8!+–.

4.♕h2 b2 5.♖d8 b1=♗

Now Black has an advantage in material. What is important here is that the black major pieces are ready to take part in the counterattack on the white king.

6.♗e7

Or 6.♖xf8† ♕xf8 7.♗d8† ♕g7 8.♗f6† ♕g8
9.♗d8† ♕h7+–.

6...♗g1† 7.♕g3 ♗e3†

And Black will be the first to mate.

0–1

The new queen can very effectively enter the attack.
Look also at the following example.

Diagram 1-13

J.Kotrc – N.N.

Vienna 1907

1.♞e8† ♔a7

If 1...♔c7, then 2.♞a5†! b6 3.♞e5† ♔d7 4.♞e7#.

2.♞a8†! ♔b6

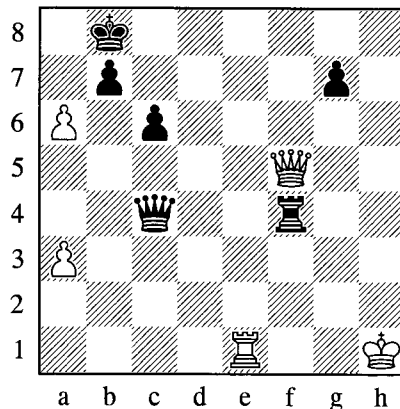
Or 2...♔xa8 3.♞c8† ♔a7 4.♞xb7#.

3.♞a5†!! ♔xa5 4.axb7† ♔b6 5.b8=♞† ♔c5 6.♞a5† ♔d4 7.♞xf4†

1–0

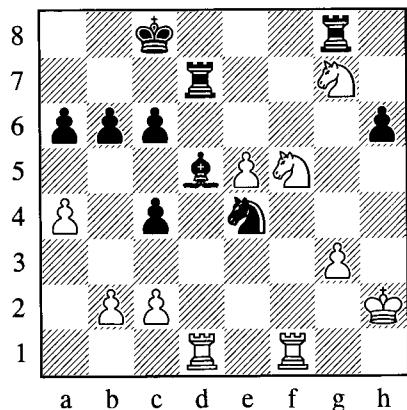
Now you are ready for the test. Some of the exercises are difficult and you must invest a considerable amount of time in this test. Of course, it will be helpful that you know the motif behind the combinations (promotion). And just remember: you only get the maximum number of points for complete solutions.

Diagram 1-13

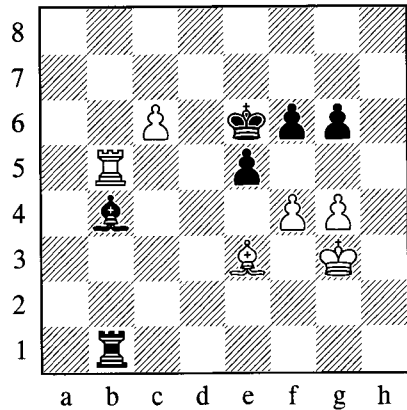


Exercises

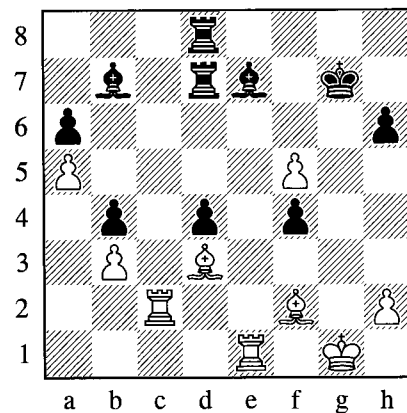
► Ex. 1-1 ◀ ★★★ △



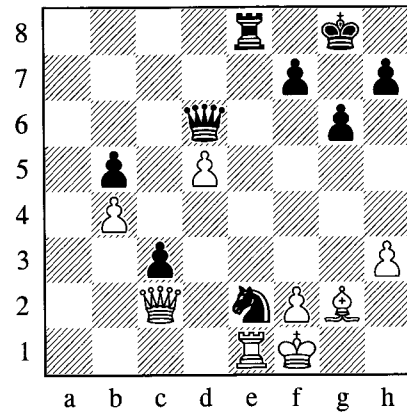
► Ex. 1-4 ◀ ★★ △



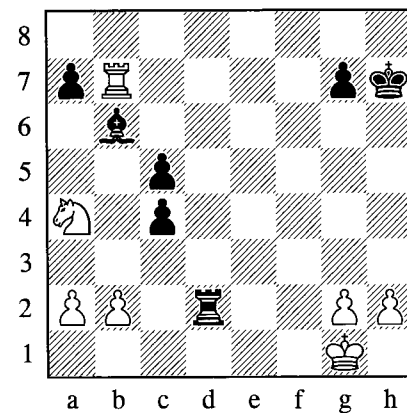
► Ex. 1-2 ◀ ★★★ △



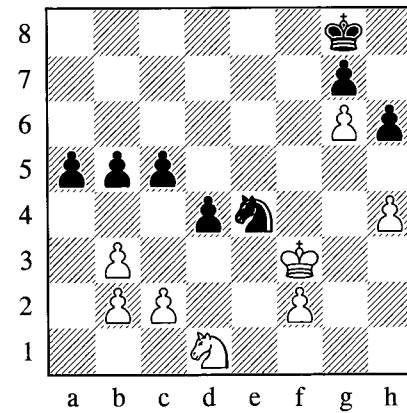
► Ex. 1-5 ◀ ★ ▼



► Ex. 1-3 ◀ ★★★★★ ▼

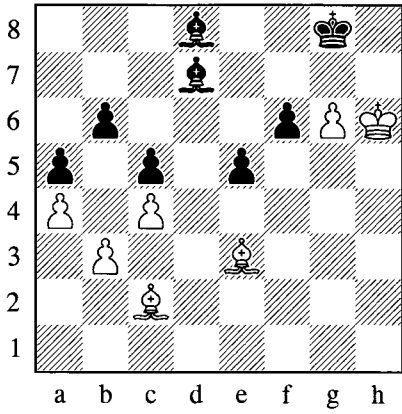


► Ex. 1-6 ◀ ★★ ▼

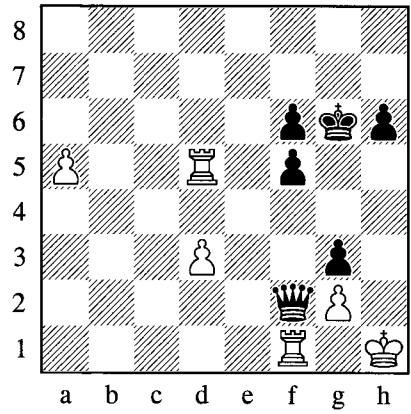


Exercises

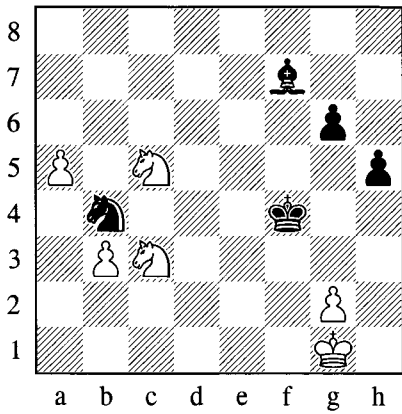
► Ex. 1-7 ◀ ★ △



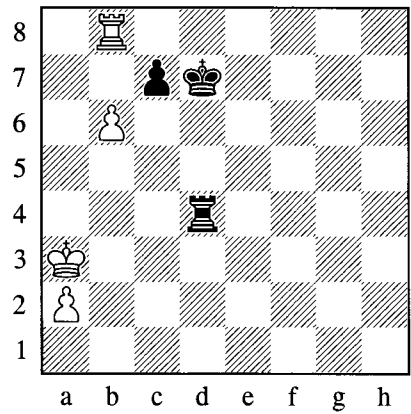
► Ex. 1-10 ◀ ★★ △



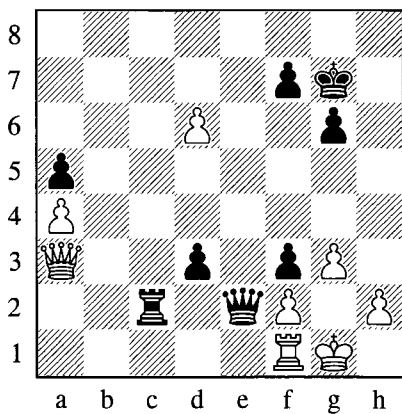
► Ex. 1-8 ◀ ★★ △



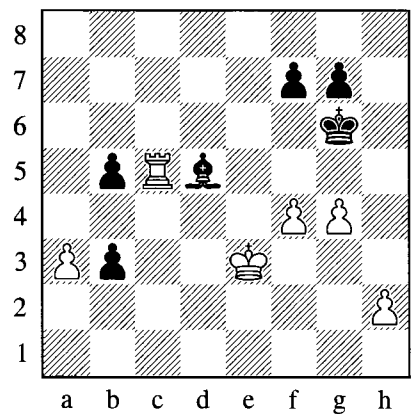
► Ex. 1-11 ◀ ★★★ △



► Ex. 1-9 ◀ ★★★ △



► Ex. 1-12 ◀ ★ ▼



Solutions

Ex. 1-1

A.Alekhine – E.Bogoljubow

World Championship, Germany (16) 1934

30.e6!

(1 point)

30.♞xd5 first is not so strong; 30...cxd5 and now 31.e6 (1 consolation point) can be met by 31...♞c7 32.e7 ♜d7.

30...♞dxg7

If 30...♞c7, then 31.e7 ♜d7 32.♞fe1 (or 32.♞f4 ♜f6 33.♞xc4+–) 32...♞xg7 33.♞xe4 ♞g8 34.♞xc4+–.

31.♜xg7 ♞xg7 32.♞xd5!!

(another 1 point)

32...cxd5 33.♞f8†! ♜c7 34.♞f7+–

(1 point)

34...♜d6

Black loses the exchange. If 34...♞xf7, then 35.exf7 wins.

35.♞xg7 ♜xe6 36.♞g6† ♜e5 37.♜g2 b5 38.a5 d4 39.♞xa6 b4 40.♜f3 c3 41.bxc3 bxc3 42.♞e6†! ♜xe6 43.♜xe4

1–0

Ex. 1-2

A.Alekhine – E.Bogoljubow

World Championship, Germany (4) 1934

52.♞xe7†!!

(1 point)

52.♞xd4† is not so good: 52...♜f7 53.♞c4† ♞d5=.

52...♞xe7 53.♞h4

Threatening f6†.

53...♜f7

After 53...♞ed7 there comes 54.♞xd8 ♞xd8 55.♞c7+–.

54.♞xe7 ♜xe7 55.♞c7† ♞d7 56.f6†!

(1 point)

56...♜e8

56...♜d8 loses to 57.f7. After 56...♜e6 comes 57.♞f5†+–.

57.♞g6†!

This is even better than 57.f7† ♞xf7 58.♞g6 ♞d5± (also 1 point).

57...♜d8 58.f7

(another 1 point for the whole variation)

58...♜xc7 59.f8=♞ f3 60.♞xb4 ♞d6

61.♞d3

1–0

Ex. 1-3

M.Ortuerta Esteban – J.Sanz Aguado

Madrid 1934

1...♞xb2!!

(1 point)

2.♜xb2 c3 3.♞xb6!

If 3.♜d3, then 3...c4†! 4.♞xb6 cxd3+– or 4.♜f1 cxd3 5.♜e1 c2 6.♜d2 ♞e3†+–.

(1 point for these side lines)

3...c4!

(1 point)

The threat is ...c2. Of course 3...axb6? would be bad, due to 4.♜d3+–.

4.♞b4

If 4.♜xc4, then 4...c2+–.

4...a5!!

(another 1 point)

5.♜a4

5.♞xc4 loses to 5...cxb2. After 5.♜d1 there follows 5...c2+–.

5...axb4

0–1

Ex. 1-4

M.Vidmar – N.N.

1.f5†!

(1 point)

Of course not 1.♞d2? ♞b3† 2.♜h4? because of 2...g5† 3.fxg5 fxg5† 4.♜h5 ♞h3†.

1...gxf5 2.gxf5† ♜d6

After 2...♜f7 or 2...♜xf5 comes 3.c7+–.

3.♞xb4!!

3.♞c5† is less precise: 3...♞xc5 4.♞xb1 ♜xc6 5.♜f3±.

Solutions

3...♖xb4 4.♙c5†!!

(another 1 point)

4...♗xc5 5.c7

1-0

Ex. 1-5

I.Weltmänder – L.Polugaevsky

Sochi 1958

1...♖g3†!! 2.fxg3 ♖f6†! 3.♖f2

Or 3.♗g1 ♖xe1† 4.♖h2 ♖d4+.

3...♖xe1†! 4.♗xe1 ♖xf2† 5.♗xf2 c2

0-1

(1 point)

Ex. 1-6

G.Bonner – A.Medina Garcia

Haifa Olympiad 1976

1...♖c3!!

(1 point)

2.bxc3

If 2.♖xc3, then 2...dxc3 3.bxc3 a4+.

2...a4! 3.cxd4 cxd4

But not 3...a3?? due to 4.♖c3+.

4.c3

Or 4.bxa4 bxa4 5.♖b2 a3+.

(another 1 point for this variation)

4...a3

0-1

Ex. 1-7

A.Hennings – G.Walter

East Germany 1964

1.♙g5!!

(1 point)

But not 1.g7? because of 1...f5.

1...♙e7

If 1...fxg5, then 2.g7 followed by ♙h7† wins.

2.g7!+-

The threat is 3.♙h7† ♖f7 4.g8=♖#.

2...f5 3.♙xe7

1-0

Ex. 1-8

V.Anand – B.Spassky

Cannes 1989

1.♖d3†!!

(1 point)

1.a6? is not so good: 1...♖xa6 2.♖xa6 ♙xb3±.

1...♖xd3 2.a6

Threatening a7-a8=♖.

2...♙e8□ 3.♖d5†!

(another 1 point)

After 3...♗e5 comes 4.♖e7. White then controls the c6-square and Black cannot stop the passed pawn.

1-0

Ex. 1-9

E.Ermenkov – G.Sax

Warsaw 1969

1.d7!

(1 point)

1.♖a1† f6 2.d7 achieves nothing, on account of 2...♖e7 3.♖d4 ♖e2!= and Black threatens ♖xf1†.

1...♖xf1†

After 1...d2 comes 2.♖a1†+.

2.♗xf1 d2 3.♖xf3 ♖c1† 4.♖d1!!

(another 2 points)

4...♖xd1† 5.♗e2

Black resigned, in view of 5...♖b1 6.d8=♖ d1=♖† 7.♖xd1 ♖xd1 8.♗xd1+.

Ex. 1-10

A.Alekhine – Shishkov

1919

1.♖xf2!

(1 point)

But not 1.♖a1? due to 1...f4 2.a6 f3 3.♖g1 fxg2† 4.♖xg2 ♖f1† 5.♖g1 ♖h3#.

1.♖xf5 ♖d4± is not so clear (1 consolation point).

Solutions

1...gxf2 2.♖xf5!! ♕xf5 3.g4†! ♕xg4 4.♕g2
1-0

(another 1 point for this variation)

Ex. 1-11

J. Moravec

1925

1.♖d8†!! ♕xd8 2.b7

(1 point)

2...♖b4! 3.♕xb4 c5†

(another 1 point for this defence!)

4.♕b5!

If 4.♕xc5, then 4...♕c7=.

4...♕c7 5.♕a6! ♕b8

After 5...c4 there follows 6.♕a7+.

6.♕b6! c4 7.a4 c3 8.a5 c2 9.a6 c1=♖

10.a7#

(1 point for the whole variation)

Ex. 1-12

B. Gelfand – J. Lautier

Belgrade 1997

In the game, Black missed the boat and played 39...♕c4?? and after 40.♕d2 he resigned.

The correct move would be:

39...b4!!

(1 point)

And suddenly Black is winning: 40.♖xd5 (or 40.axb4 b2→) 40...bxa3→ (also winning is 40...b2).

Scoring

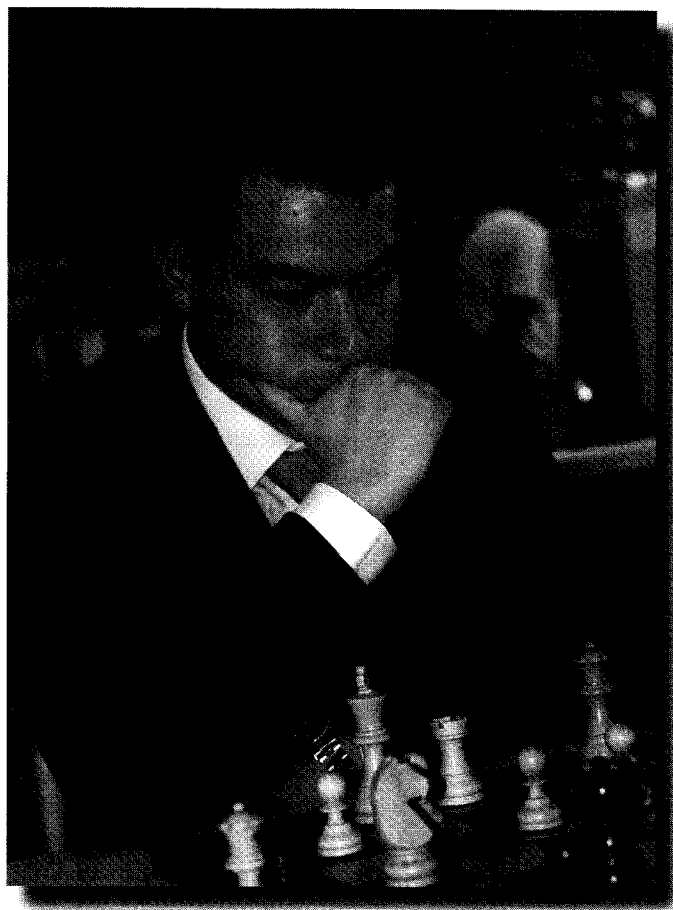
Maximum number of points is 27

24 points and above → **Excellent**

20 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.



Joel Lautier was France's top
player for a decade before leaving chess to
pursue a business career

Contents

- ✓ Positional elements
- ✓ Important elements in the position
- ✓ Studying master games with notes

Evaluation of the position

Correct evaluation a position is the most important part of positional play. This is the great difference between a computer and a chess master. The computer has a program with constant values for each positional element such as:

- 1) the position of the king
- 2) material superiority
- 3) control of the centre
- 4) piece activity
- 5) pawn structure
- 6) advantage in space
- 7) open lines
- 8) the initiative

Then the computer adds up all these values and gets an evaluation for the position.

This list is not a bad one, but if after every single move we check these eight criteria, we will lose by overstepping the time limit. For that reason, the master thinks in a different way. He sees **the important elements** in the position and practically ignores the others. He sees a thread, a guiding line running through the game. The master has no universal checklist: in one specific situation, one factor will be more important than the others; in different positions other motifs will be playing the decisive role.

To improve your positional play, you have to study lots of games by strong players with annotations and analysis. We shall take a look at two games. At each diagram, try to evaluate the position for yourself and to find the most important elements in the position!

A.Yusupov – T.Wedberg

Stockholm 2003

1.d4 ♘f6 2.♘f3 e6 3.e3 c5 4.♙d3 b6 5.0-0 ♙b7
6.c4 ♙e7 7.♘c3 d5?

This natural move is a mistake. Black opens the a4-e8 diagonal too early.

Better would be 7...cxd4 8.exd4 d5 9.cxd5 ♘xd5

intending 10.♙b5† ♕c6! 11.♖a4 ♜d7 and if 12.♘e5?, then 12...♘xc3!

8.cxd5 exd5

8...♘d5!? would be better.

Diagram 2-1

The black king can be attacked!

9.♙b5†! ♕f8

The alternatives would be unpleasant too:

a) 9...♙c6 10.♖a4 ♙xb5 11.♖xb5† ♜d7 12.♘e5! ♖xb5 13.♘xb5 ♘a6 14.♞d1 0-0 15.♘c6±

b) 9...♘bd7!? 10.dxc5 ♙xc5±

10.♙e2±

If 10.b3, then 10...c4 would be possible, intending 11.bxc4 a6 with counterplay.

10...♘bd7

10...♘c6!? would be more active, or 10...♘a6!? with the idea of ♘c7-e6.

11.b3

Diagram 2-2

The main problem with Black's set-up is the position of his king. His h8-rook cannot get into the game. Black can try to link his rooks by preparing ...g6, and then ...♗g7. To prevent that, White puts his bishop on b2. Then he will try to open the game, in order to exploit the superior communication between his pieces.

11...a6?! 12.♙b2 ♞c8 13.♞c1 h5!?

If 13...c4, then 14.a4±.

14.h3

Since Black has nothing particularly dangerous in mind, White further improves his position and takes control of the g4-square.

14.dxc5 bxc5 15.♘e1 (15.♘h4!?) 15...♖b6 16.♙f3 ♖e6 17.♘d3 g5 would not be so clear.

After 14.♘e5 comes 14...♘xe5 15.dxe5 ♘g4±.

14...♗g8?!

Preparing ♘f8-e6. But 14...h4!? would be somewhat better; or 14...♞h6!? 15.♘e5 cxd4 16.exd4 b5!?±.

15.♘e5

Now is a favourable moment to occupy the centre.

15...cxd4

If 15...♘xe5 16.dxe5 ♘e8, then White can choose between 17.♙xh5± and 17.♙f3±.

Diagram 2-3

16.♖xd4!?

Diagram 2-1

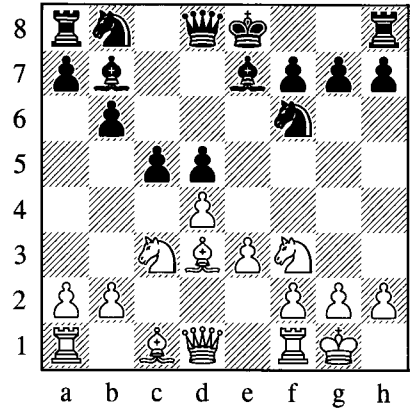


Diagram 2-2

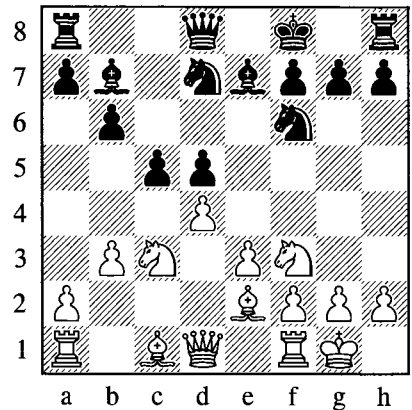
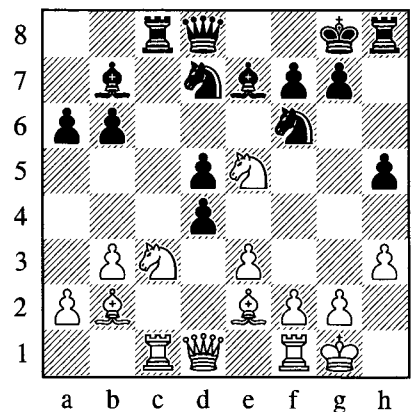


Diagram 2-3



White wants to open the position; he can exert pressure especially on the a1-h8 diagonal. And Black now has an isolated pawn, which he will have to defend.

After 16.exd4 comes 16...b5!? followed by ...b6.

16...b5 17.♖f4 ♘f8

After 17...♘xe5 there follows 18.♗xe5 d4 19.exd4 (19.♞fd1? ♘d7! 20.♗g3 dxc3 21.♞xc3 ♙f8 22.♞cd3 ♙c6∞) 19...♗xd4 20.♗xd4 ♙d4 21.♞fd1± ♙e5 22.♘e4!! ♞xc1 (22...♙xb2 23.♞xc8† ♙xc8 24.♞d8† ♘h7 25.♘g5+–) 23.♘xf6† ♙xf6 24.♙xc1 and Black has great problems in the endgame too: he is practically playing without his rook.

17...♙d6? would be bad, due to: 18.♘xf7! ♙xf4 19.♘d8 ♙xe3 20.♘b7 ♙xc1 21.♞xc1 d4 22.♘a4+–
18.♙f3 ♘e6 19.♗f5 g6 20.♗d3

But not 20.♘g6?! on account of 20...♘g7!.

20...♘g5

Diagram 2-4

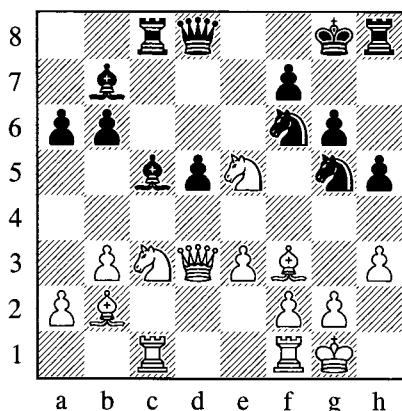


Diagram 2-4

21.♞fd1!

Actually quite a simple move. White now brings all his pieces into the game. Black is playing without the h8-rook. That will attract further punishment whenever White opens the position even more.

21...♘f3†

21...♗e7 loses to 22.♙d5.

The main alternative is 21...♙d6 22.♙d5! ♘d5! ♘d5! (22...♙d5 23.♘d5 ♞xc1 24.♞xc1 ♙xe5 25.♙xe5 ♘d5 26.♗xd5!+–; 22...♞xc3 23.♙xf7+–) 23.♘d5 ♞xc1 24.♞xc1 ♙xe5 (24...♘h3† 25.♘f1! ♘xf2 26.♘xf2+–) 25.♙xe5 ♘f3† (25...♘h3† 26.♘f1+–) 26.gxf3 ♗g5† 27.♙g3 ♗xd5!? (27...h4 28.♗d4) 28.♗xd5 ♙d5 29.♙e5 f6 30.♙xf6 and White has a decisive material and positional advantage.

22.♘f3 ♗e7?!

After 22...♘h7 comes 23.♘g5†.

22...♘g7 would be no better: 23.♘d5 ♗xd5 24.♗xd5 ♙d5 25.♞xd5+–.

Diagram 2-5

23.b4!

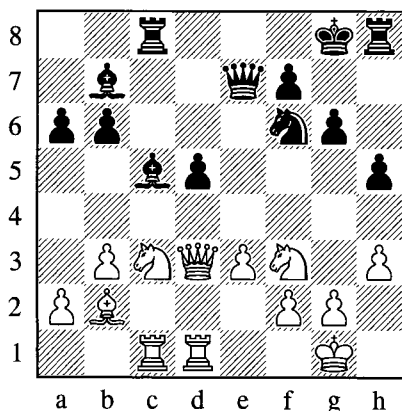
The position is ripe for an attack.

23...♙xb4 24.♘d5 ♘d5 25.♞xc8† ♙xc8 26.♗xd5 ♞h7 27.♗d8† ♗f8 28.♗xf8† ♙xf8 29.♞d8

White wins a piece.

1–0

Diagram 2-5



A.Yusupov – V.Smyslov

USSR Ch, Moscow 1988

1.d4 ♖f6 2.c4 e6 3.♟f3 ♖b4† 4.♟bd2 c5?! 5.a3
♟xd2† 6.♟xd2 cxd4

6...d6!? would be interesting.

7.♟xd4 d6 8.g3 0-0 9.♟g2

Diagram 2-6

White has a slight advantage. He has the bishop pair in an open position. The light-squared bishop especially will cause Black headaches. The d6-pawn is weak and can be attacked.

9...a6 10.♟b4!? ♟e8 11.♞d2

Intending, after ♞d1 and ♟b3, to home in on the weakness on d6.

11...♞a7!

A very interesting regrouping. With this, Smyslov is trying to develop his queenside.

12.0-0

Diagram 2-7

This stereotyped move does not prevent the opponent continuing his development. White would be better exploiting the activity of his pieces at once.

12.c5! would be better and if 12...e5! (on 12...a5 comes 13.♟b5!±), then 13.♟c2! (after 13.♟b3 there follows 13...♟e6) 13...a5 14.♟c3 ♟c6 15.0-0-0!±. It would not be so clear after 15.♟xc6 bxc6 16.♟xe5 ♞d7 17.cxd6 ♟xd6 and if now 18.0-0-0, then 18...♟c4 19.♞f4 ♟xe5 20.♞xe5 ♞e8 with counterplay.

12...b6 13.♞fd1 ♞c7

After 13...♟b7? comes 14.e4±.

14.b3 ♟b7 15.♟xb7

Here too, 15.e4!± would not be bad, to retain more pieces on the board.

15...♞xb7 16.a4 ♞c8!

Bringing the weak c6-square under control.

17.a5

White fights for the initiative. He tries to provoke weaknesses. If 17.e4, then 17...♟d7 and 18...♟c5.

17...bxa5 18.♞xa5 e5!? 19.♟c2 ♟c6 20.♞a4

But not 20.♞xa6?? because of 20...♟xb4 21.♟xb4 ♞xb4. However 20.♞a3 would be better, to protect the b3-pawn.

Diagram 2-8

20...a5!

Diagram 2-6

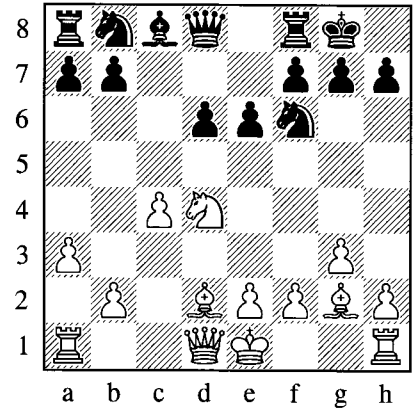


Diagram 2-7

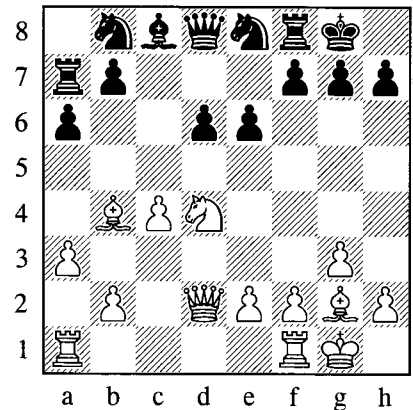


Diagram 2-8

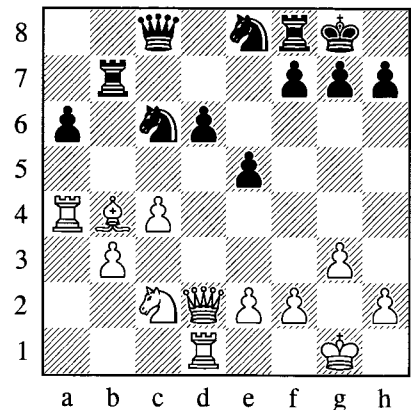


Diagram 2-9

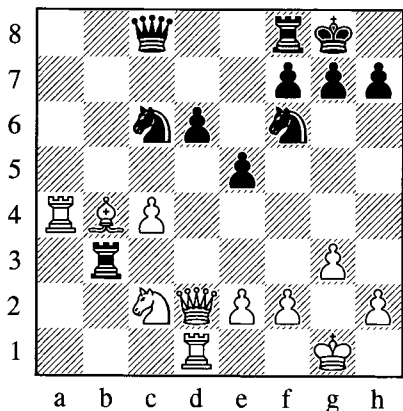


Diagram 2-10

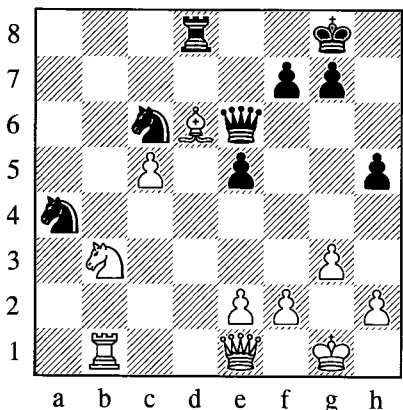
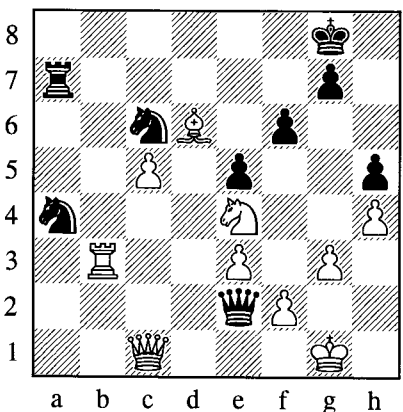


Diagram 2-11



Smyslov wants to swap off his weak a6-pawn.

21. ♖xa5 ♜xb3 22. ♙b4± ♚f6?!

Diagram 2-9

Black tries to solve all his problems (the weakness of d6) by tactical means, but he has overlooked a counter-blow.

22... ♚xb4 would be better: 23. ♜xb4 ♜xb4 24. ♙xb4 f5 25. ♚e3±

23. ♙xd6 ♚e4 24. ♙e1 ♜d8 25. c5 ♚c3 26. ♚a1!

This is how White saves the exchange and stays a pawn up. Such an unaesthetic move is easily overlooked!

26... ♚xa4 27. ♚xb3+ ♙e6 28. ♜b1 h5!?

Diagram 2-10

29. e3!

By bringing the central d4-square under his control, White prepares 30. ♚a5. White would like either to swap off his passive knight or redeploy it to a better position.

29... ♜a8! 30. h4 ♜a7?!

I had expected 30... ♙f5!?, aiming for counterplay with ...g5. After 31. ♜a1 g5 32. e4 ♙g6 33. hxg5 ♙xg5 34. ♙d2!+— however, White would be able to ward off this last attack.

31. ♙c1!?

But not the immediate 31. ♚d2 due to 31... ♚c3. White has to prepare his regrouping.

31... ♙f5 32. ♚d2

The black knight on a4 is now offside, and the attempt to bring it into the game does not work.

32... ♙d3

Black should perhaps play according to the motto 'all or nothing' and try 32... g5, even if after 33. e4 ♙g4 34. ♚c4! gxh4 35. ♚xe5 it might well be 'nothing'.

33. ♜b3 ♙e2 34. ♚e4 f6

Diagram 2-11

Black has weakened his castled position. The queen and the a4-knight are very far away from his king. White takes the opportunity for a rapid attack. The safety of the king position has the highest priority!

35. ♙b1!+—

With the threats 36. ♚xf6+ and 36. ♜b8+.

35... ♙c4 36. ♜b8+

36. ♚xf6+ gxf6 37. ♜b8+! ♚g7 38. ♜b7+ would also be good.

36...♔f7

If 36...♜xb8, then: 37.♞xb8† ♔h7 38.♞xa7 ♞xc4

39.♙f8 ♞g4 40.c6+-

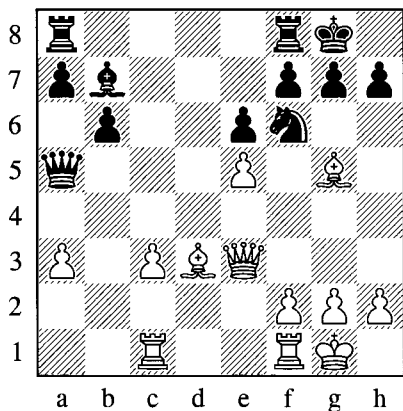
37.♜g5†!

1-0

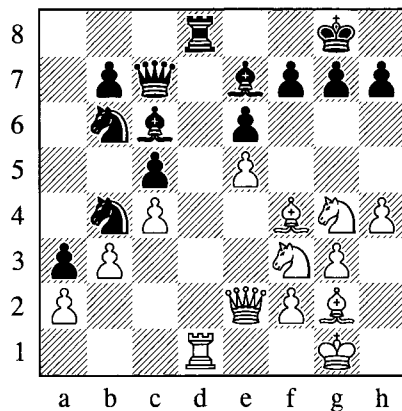
In the following test there are various positional decisions to be taken. Some moves can be made without a lot of calculation, others need to be accompanied by variations. Even if you don't see a clear solution, just try to imagine that it is a position in one of your own games and that you simply have to make a move! Afterwards you can compare your decision with the solution from the book. By doing this you will find it easier to remember the important ideas in the position!

Exercises

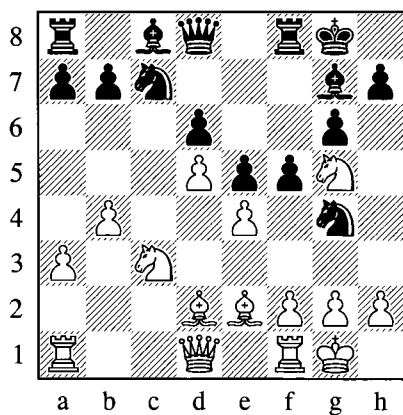
► Ex. 2-1 ◀ ★★★★★ ▼



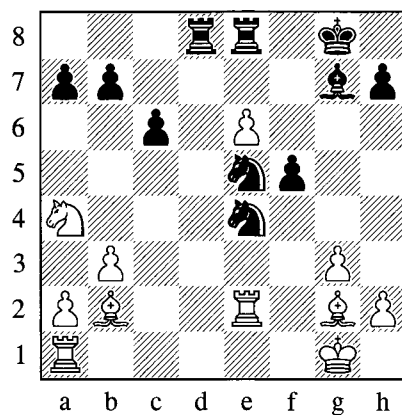
► Ex. 2-4 ◀ ★★ △



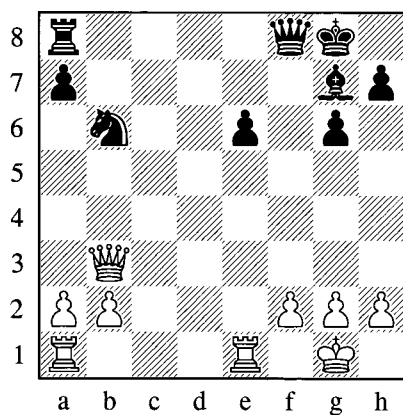
► Ex. 2-2 ◀ ★★★ △



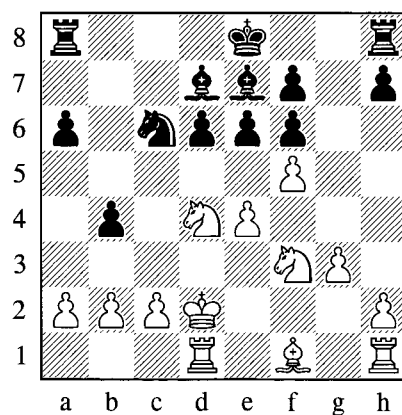
► Ex. 2-5 ◀ ★★★ △



► Ex. 2-3 ◀ ★★ ▼

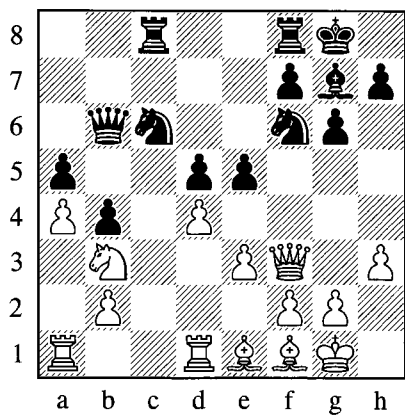


► Ex. 2-6 ◀ ★★ ▼

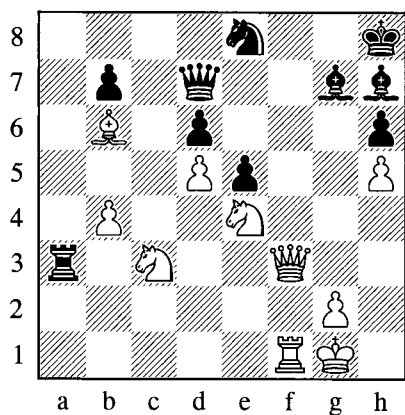


Exercises

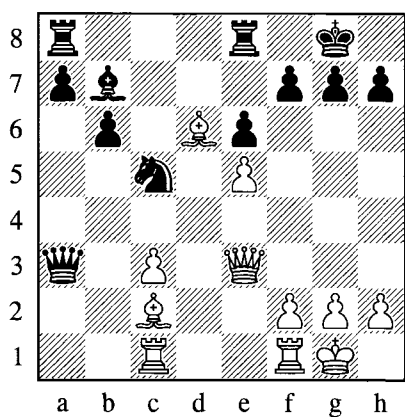
► Ex. 2-7 ◀ ★★★ △



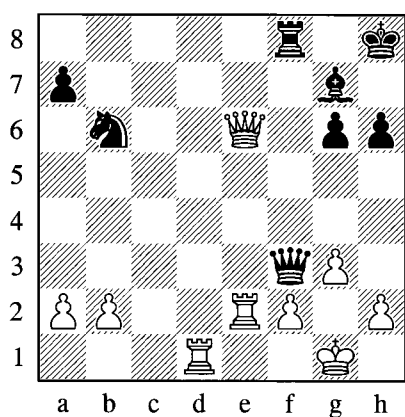
► Ex. 2-10 ◀ ★ △



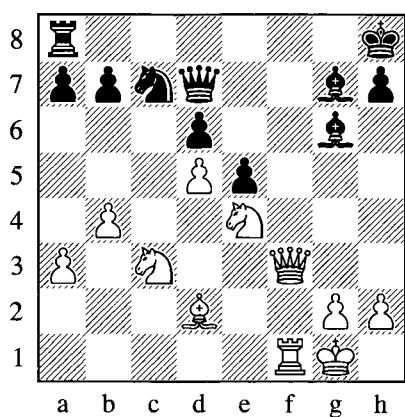
► Ex. 2-8 ◀ ★★ △



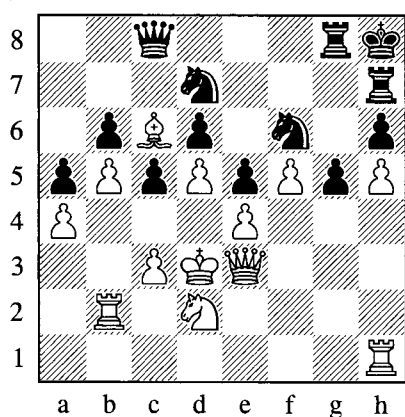
► Ex. 2-11 ★★ △



► Ex. 2-9 ◀ ★★ △



► Ex. 2-12 ◀ ★★ ▼



Solutions

Ex. 2-1

M.Krasenkow – A.Yusupov

Essen 2002

17...♖d7?

In open positions the activity of the pieces plays a major role.

17...♖d5? would not be good, in view of 18.♖g3, and White can attack on the kingside.

17...♖d5 (2 points) would be somewhat better: 18.♖h3 ♖e4 19.♗e7 (or 19.♗f4 ♖ad8 20.♖cd1) 19...♖fe8 20.♗d6 and White has the initiative.

The strongest continuation is 17...♖g4!.

(2 points)

You get 2 additional points if you saw the tactical justification for it in the variation 18.♖h3 f5! 19.exf6? ♖xg5+.

Perhaps White should try a combination: 18.♗xh7+ ♖xh7 19.♖h3+ ♖h6 20.♗xh6 gxh6 21.♖d3+ ♖h8 22.♖e3 ♖fd8 and here 23.♖cd1= probably leads to a sharing of the point.

The move played in the game is too passive.

18.♗e7

But not 18.♖h3 on account of 18...f5!.

18...♖fe8?!

The white bishop will now have a strong post on d6 and disrupt Black's defence. The exchange sacrifice 18...♖xe5 would have been better. After 19.♖h3 g6 20.♗xf8 ♖xf8 21.♖fd1 White is only slightly better.

19.♗d6 ♖c5 20.♗c2 ♖xa3?

20...♗c6± (Δ...♗a4) would be a tougher defence.

See Ex. 2-8.

Ex. 2-2

A.Yusupov – V.Gavrikov

Yerevan 1982

16.exf5!

(2 points)

White finds a way to seize the central square e4.

If 16.♗xg4 (1 point) 16...fxg4 17.♗e3, then 17...h6 18.♖e6 ♖xe6 19.dxe6 ♗xe6 20.♖d5.

Nor would 16.♗c4 be so strong, due to 16...♖e7 17.♖b3 ♗h6; nor 16.♖b3, due to 16...♖e7!? (Δ...♗h6). You get 2 points for these suggestions.

16...gxg4 17.♗xg4 fxg4 18.f3!±

(1 point)

18...gxg4 19.♖xf3 (×e4) 19...♗f5 20.♖e2 ♖d7?!

A somewhat more precise move would be 20...♖e7! 21.♖af1 ♗g6±.

21.♖af1 ♗g6

But not 21...♗g4?? because of 22.♖e4+.

22.♖ge4!

Intending ♗g5 followed by ♖f6.

22...♖xf3 23.♖xf3 ♖h8?!

See Ex. 2-9.

23...♖f8?? would lose to 24.♖xf8+!. Instead Black could protect the f6-square with 23...♖e8±. And the more active move 23...♖b5 is also worth considering.

Ex. 2-3

A.Yusupov – M.Mulyar

Philadelphia 2002

28...♖h8?

You should not give up material so easily.

Nor would 28...♖e8? be good: 29.♖xe6 ♖xe6 30.♖xe6+ ♖f7 31.♖xf7+ ♖xf7 32.♖c1 ♗xb2 33.♖c7+±.

Black could save the pawn! The correct move is 28...♖f7!

(2 points)

29.♖xe6 ♗xb2 30.♖d1 ♖b8!= L.B.Hansen – Z.Ribli, Polanica Zdroj 1993.

29.♖xe6 ♖c5 30.♖d1! ♖f8 31.♖e2 ♖h5 32.♖ed2 ♖h4 33.g3 ♖f6 34.♖e2 h6 35.♖e6 ♖f3±

See Ex. 2-11.

Solutions

Ex. 2-4

A.Stripunsky – A.Yusupov

Philadelphia 2002

21. ♖f6??

The attack does not work. White would do better to think about defending his weakness on a2. He could solve the problem by attacking the black a3-pawn at the right moment and exchanging it for his own weakness. For either of the following improvements you get 1 point:

a) 21. ♖xd8† ♜xd8 22. ♕c1= and if 22... ♖xa2, then 23. ♕xa3 ♖c3 24. ♜c2 maintains equality.

b) 21. ♖d2!? ♖xd2 22. ♜xd2 (or 22. ♖xd2 ♕xg2 23. ♖xg2 ♖xa2 24. ♖b1=) 22... ♜d7 23. ♜xd7 ♖xd7 24. ♕c1 ♖xa2 25. ♕xa3=

21...gxf6 22.exf6 ♖xd1† 23. ♖h2

White probably overlooked the black move in the variation 23. ♜xd1 ♜d8!-+.

(another 1 point)

23...♖d6-+

23... ♖d6 would also be good: 24. ♖e5 (24. ♖h6 ♜d8) 24... ♕xe5 25. ♕xe5 ♜d8 26. ♜g4† ♖f8 27. ♜g7† ♖e8-+.

24.fxe7

If 24. ♜e5, then 24... ♕xf6 25. ♜xf6 ♜d8 26. ♜e5 ♖c8 27. ♕h6 f6-+.

24...♜xe7 25. ♕xd6

After 25. ♜e5 there follows 25... ♖d7 26. ♜xd6 ♜xd6 27. ♕xd6 ♕xf3 28. ♕xf3 ♖xa2-+.

25... ♜xd6 26. ♖g5 h6 27. ♜h5 hxg5 28. ♜xg5† ♖f8 29. h5 ♕xg2 30. ♖xg2 ♖c6 31. h6 ♜e5

0-1

Ex. 2-5

V.Korchnoi – V.Hort

Luhacovice 1969

The black pieces are hanging in the centre! White can only exploit this if he plays energetically.

26.g4!!

(2 points)

If 26. ♕h3, then 26... ♖f3† 27. ♖g2 ♕xb2 28. ♖xb2 ♖d4+.

26. ♕xe4 fxe4 27. ♖c5 b6= does not promise much.

26. ♖f1 (1 point) is somewhat better. After 26... ♖xe6 27. ♖xf5 (but not 27. ♕h3? due to 27... ♖g5 28. ♕xf5 ♖ef3†-+) 27... ♖d1† 28. ♖f1 ♖xf1† 29. ♖xf1 ♖d6 30. ♖c5 White obtains a slight advantage.

26...♖d3

After 26... ♖xg4? comes 27. ♕xe4 fxe4 28. ♖g2!+ (or first 28. ♕xg7).

(for this variation another 1 point)

If 26... b5?, then simply 27. gxf5-+.

27. ♕xg7 ♖f4

27... ♖xg7 28. gxf5-+

28. ♖e3 ♖xg2 29. ♖xg2 ♖d2† 30. ♖g1 ♖xg7

31. gxf5± ♖d6 32. ♖f1 ♖f6 33. ♖c5 ♖g8†

34. ♖h1 ♖gg2 35. ♖h3

35. ♖d7† ♖g5 36. ♖g1 ♖xg1† 37. ♖xg1 ♖xf5 38. e7 would not be so good, on account of 38... ♖e8.

35... ♖gf2 36. ♖xf2 ♖xf2 37. ♖xh7 ♖xa2

38. ♖h6?±

38. e7 achieves nothing, due to 38... ♖e2.

White has two better alternatives:

a) 38. ♖xb7 ♖xf5 39. ♖f7† ♖xe6 40. ♖d8† ♖e5 41. ♖xc6† ♖e4 42. ♖xa7 ♖b2±

b) 38. ♖d7 ♖xf5 39. ♖f7† ♖e5 40. ♖xb7±, but not 40. e7 ♖xe7 41. ♖xe7† ♖d6=.

38... ♖g5! 39. ♖h8 b6 40. ♖d8 ♖xf5 41. ♖e4† ♖f4 42. ♖g3 ♖f3 43. ♖d3† ♖f2

1/2-1/2

Ex. 2-6

J.Cucka – V.Jansa

Ostrava 1960

Black is better because he has the bishop pair. All he has to do is activate his dark-squared bishop and over-protect the weak e6-pawn. Black achieves both of these aims with his next move.

Solutions

1...♙f8!

(2 points)

The following suggestions are not bad, but they are not as good as the game move and only earn you 1 point.

1...♖e5 2.♙h3!=

1...♖xd4 2.♖xd4 ♙d8 (or 2...e5 3.♖b3 d5 4.exd5 ♙xf5 5.♙d3=) 3.♙c4 ♗e7 4.♗d3 ♙b6=

1...e5 2.♖xc6 ♙xc6 3.♗e3=

1...♙d8 2.♙c4 ♗e7=

2.♙c4 ♗e7 3.♗e2 ♙h6 4.♙he1 ♖e5! 5.♖xe5 fxe5 6.fxe6 fxe6

Ex. 2-7

M. Taimanov – A. Yusupov

USSR 1981

There is a real weakness in the black position – the b5-square! In the game there followed a strong redeployment of the queen, which put Black under considerable pressure.

19.♙e2!

(3 points)

19.♙ac1? would be weaker, in view of 19...exd4 20.exd4 ♖xd4! 21.♖xd4 (or 21.♙e3 ♙xc1 22.♙xc1 ♖d7) 21...♙xc1 22.♙xc1 ♙xd4.

Neither would 19.dxe5 ♖xe5 20.♙e2 ♖c4 21.♖d4 ♖e4+ be so strong; nor 19.♙b5 exd4 20.♙xc6 ♙xc6 21.♖xd4 ♙c5.

You get 1 consolation point for these suggestions.

19...exd4 20.♙b5!± ♙a7

20...♙xb5 would be worse after 21.axb5±.

21.exd4

21.♙ac1!? would also be good.

21...♙c7 22.♙ac1 ♙b8

If 22...♙fc8, then 23.♙c2 (Δ♙dc1±) or 23.♙d2!? (Δ♙f4).

23.♙c5

23.♙a6!± is simpler.

23...♙xc5?!

23...♙a8!? would be more stubborn. It is hard for Black to defend his weakness on a5

in the endgame.

24.♙xc5 ♖d7?!

24...♙f8 would only be a slight improvement:

25.♙b5±.

25.♙xd5

25.♙c2!± would also be very strong, threatening ♙dc1 and ♖xa5.

25...♖b6 26.♙b5 ♖xa4 27.♙c1

Here 27.d5! would be strong.

27...♙bc8?!

27...♙e8! 28.♙d2 ♙cc8± was the last chance.

28.d5! ♖d8 29.♙xc7 ♙xc7 30.♖xa5 ♖xb2

31.♙xb4+– ♙f6 32.♙b8 ♗g7 33.♖c6 ♖xc6

Or 33...♙d7 34.♖xd8 ♙xd8 35.♙xd8 ♙xd8 36.♙b5 and Black cannot simultaneously fight against the passed pawn and save his b2-knight.

34.♙f8! ♗g8 35.dxc6 ♙xc6 36.♙h6†

Black resigned. A lesson on positional play delivered by a former champion!

Ex. 2-8

M. Krasenkow – A. Yusupov

Essen 2002

There are no pieces defending the black king! Krasenkow brings the reserves into the attack!

21.♙fd1!

(2 points)

21.♙a1 (1 point) would not be so strong, in view of 21...♙b2 22.♙xh7† (if 22.♙d2, then 22...♙e4!) 22...♗xh7 23.♙xc5 ♙c2=.

21...♙ac8 22.♙d4 h6 23.♙g4 ♗h8 24.♙e1

24.♙h4! would be even more powerful, threatening ♙xh6†.

24...♙b2 25.♙b1 ♙b5

After 25...♖d7 comes 26.♙d3 f5 27.exf6 ♖xf6 28.♙g6 ♙g8 29.♙e5+.

26.♙f4+– ♙f8

26...♙d7 clearly loses after 27.♙xg7 ♗xg7 28.♙f6† ♗g8 29.♙xh6 f5 30.exf6 e5 31.♙g6† ♗h8 32.f7.

27.♙e7! ♖d3 28.♙e3 ♙fd8 29.♙f6!

1–0

Solutions

Ex. 2-9

A.Yusupov – V.Gavrikov

Yerevan 1982

24.♙g5!±

(1 point)

White attacks on the kingside, intending to continue with ♙f6.

24.h4!? (1 point) would be almost as good: 24...h5 (after 24...♙f8 there follows 25.♙xf8† ♙xf8 26.♙xf8† ♗g7 27.♙g8† ♗f7 28.♙h6!± – if you worked out this variation, you get 1 extra point) 25.♗f6 ♙f7±.

On the other hand 24.♗f6! ♙f7 25.♗ce4 would not be so good, on account of 25...♙xe4 26.♗xe4 ♙xd5±.

24...♗e8

After 24...♙f8? comes 25.♙xf8† ♙xf8 26.♙xf8† ♗g7 27.♙g8† ♗f7 28.♙d8 (or 28.♙h6) ♙g4 29.h3 ♙h5 30.♙d7+–.

(another 1 point for this variation)

25.h4

25.♙e3 (Δ♙h6±) would also be good.

25...h6?

25...h5! would be more prudent: 26.♗f6 (26.♗g3 ♙c8!?) 26...♗xf6 (26...♙f7 27.♗xe8 ♙xf3 28.gxf3! ♙xc8 29.♗e4±) 27.♙xf6 ♙g8±.

26.h5! ♙h7

If 26...♙xe4, then 27.♗xe4 hxc5 28.♗xc5 with a strong attack. But not 28.h6 due to 28...♙xh6 29.♙h5 ♙h7! 30.♗xc5 ♙g7! 31.♗e6 ♙h7 32.♗g5!±.

27.♙e3

27.♙d2!? would also be interesting: 27...♙c8 28.g4 (followed by g5) or 28.♙f7.

27...♙c8 28.♙xa7! ♙f7!

Here too, 28.g4!? would be good.

28...♙a8 29.♙b6 ♙xa3!?

29...♙a6! is necessary first, and only after 30.♙e3 ♙xa3±.

See Ex. 2-10.

Ex. 2-10

A.Yusupov – V.Gavrikov

Yerevan 1982

White exploits the open file to penetrate to the 7th rank.

30.♙f7!

(1 point)

30...♙xf7 31.♙xf7 ♙b3 32.♙xb7 ♙xb4 33.♙b8 ♙xe4

Or 33...♙g8!? 34.♙xe8 ♙xb6 35.♙d8±.

34.♗xe4 ♗h7

After 34...♙f8!? 35.♙xe8 ♗g7 comes 36.♗xd6 ♙xd6 37.♙e3±.

35.♙xe8 ♙xe4

If 35...♙xb6, then 36.♙d8±.

36.♙d8± ♙h4?

Better is 36...♙e2.

37.♙xd6 ♙xh5 38.♙d7!+– ♗g6

Or 38...♙f5 39.d6+–.

39.♙xg7! ♗xg7 40.d6 ♙f5 41.d7 ♙f8

42.d8=♙

1–0

Ex. 2-11

A.Yusupov – M.Mulyar

Philadelphia 2002

36.b3!

(2 points)

White is playing against the knight! 36.♙c1!? would not be so good, because of 36...♗d5.

For the following suggestions you get 1 point: 36.♙d6 ♙c8 37.b3; 36.♙dd2!; 36.♙ed2.

36...♗h7 37.♙e4± ♙f6 38.♗g2! ♙f7 39.♙d3 (Δ♙f3) 39...♙c7 40.♙e6 ♙a1?

Better is 40...♙xe6 41.♙xe6±.

41.♙d6! (×g6) 41...♙b1 42.♙e4

Black resigned.

Solutions

Ex. 2-12

G.Atanasov – V.Hort

Leipzig 1973

White just needs one move to be able to blockade the c4-square, which would solve all his problems. So after 39...g4?! (1 consolation point) there would follow 40.♖c4 ♜c7 41.♞g2∞.

39...c4†!†

(2 points)

40.♖xc4

Or 40.♙xc4 ♖c5.

40...♖c5†

The knight is an enormous presence on c5.

41.♙c2 ♜b8 42.♖d2 ♖xa4 43.♞bb1 ♖c5 44.♞bd1 g4! 45.♖c4 ♞g5 46.♞h4 ♞hg7+ 47.♞hh1 ♙h7 48.♖d2 ♜d8 49.♞dg1 g3 50.♞h3 g2 51.♜e2 ♞g4 52.♞h2 ♜g8 53.♖f3 ♞xe4 54.♜d2 ♖g4 55.♞h4 ♞f4 56.♞h3 ♖e4 57.♜e2 ♖gf6 58.♞h2 ♞g3

0–1

Scoring

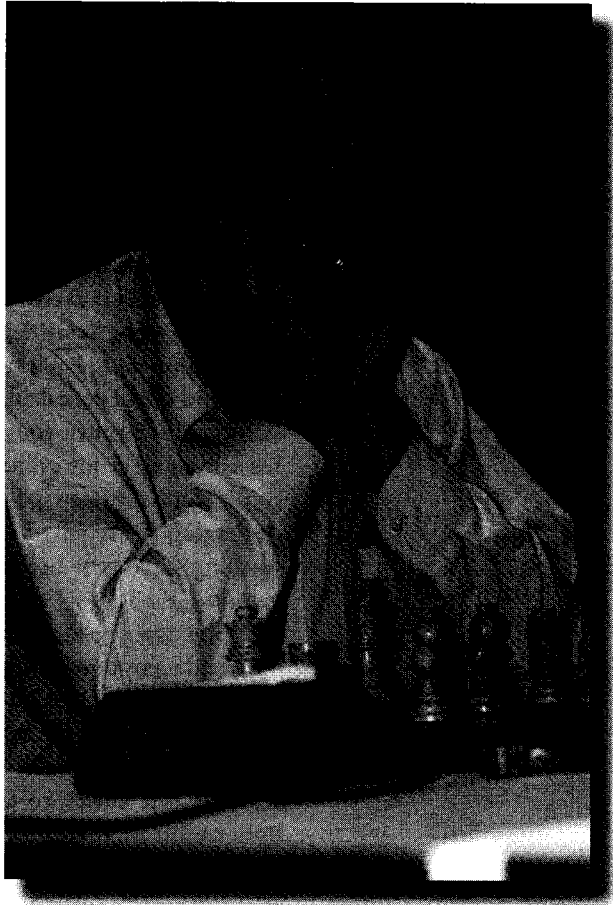
Maximum number of points is 28

25 points and above.....→ **Excellent**

21 points and above.....→ **Good**

15 points.....→ **Pass mark**

If you scored less than 15 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.



Vlastimil Hort is still a strong
player at 65. In his career he has faced eight
World Champions

Contents

- ✓ Pawn endings
- ✓ Training in calculating variations
- ✓ Reserve tempi

Pawn endings

Pawn endings are an ideal training ground for practising the calculation of variations. If you can calculate well, then it is possible to calculate out every pawn ending right to the end. Conversely, **in a pawn ending it is necessary to calculate all the possible variations.** Pawn endings are very simple in their structure: there are only the kings and the pawns. But they are very concrete in nature, **practically every move has to be considered.** You cannot simply rely on intuition and play instinctively; you must seek the truth and calculate, calculate and then calculate again.

To really improve your powers of calculation, you have to solve a lot of pawn endings and especially studies based on pawn endings. That is the only way to develop the required routine that will lead to you working out every necessary variation in your own games.

Let us now try the following exercise. You have to analyse the positions in diagrams 3-1 and 3-3. In doing so, you may move the pieces on the board. Look for a win for White, and please note down all the important variations. You should take great care, especially with the first moves, to take into account all sensible options. Invest at least 30 minutes per position. Only then, compare your notes with the analysis on the next page. (This method was used very successfully by Alexander Kotov on his way to the grandmaster title.)

Diagram 3-1

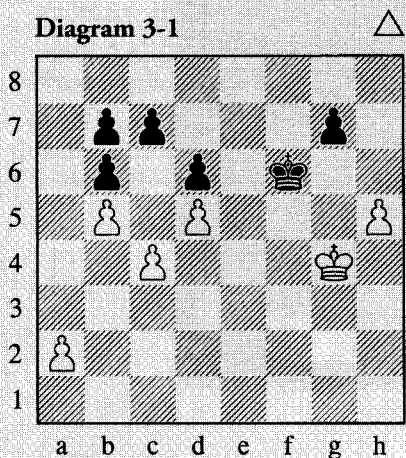


Diagram 3-3

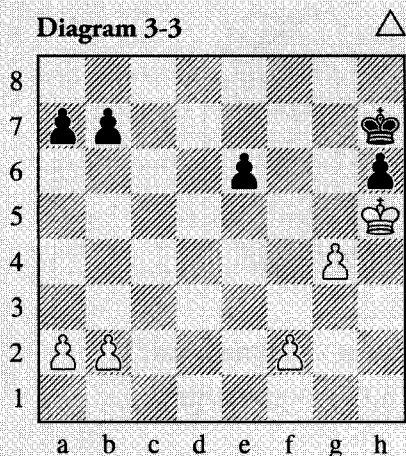


Diagram 3-1

A.Yusupov – S.Ionov

Podolsk 1977

1.♔f4!

‘On the queenside there is the possible motif of the pawn breakthrough (a2-a4, then c4-c5 and then a4-a5). But before playing this, you have first to divert the black king as far away from the queenside as possible.’ (Dvoretsky)

Let us first examine the alternative 1.a3?. Such ‘reserve tempi’ are of extreme value in pawn endings and they must be used at the correct moment. Black must now choose the correct square for his king.

a) 1...♔f7? 2.♔f5 ♕e7 (2...♔f8 3.♔e6+–) 3.♔g6 ♔f8 4.a4○

Diagram 3-2

This is a basic position for this ending with mutual zugzwang.

4...♔g8 5.c5!+– and so on, as in the game: 5...dxc5 6.a5 bxa5 7.b6 cxb6 8.d6 ♔f8 9.d7 ♕e7 10.♔xg7 a4 11.h6 a3 12.h7 a2 13.d8=♖! ♔xd8 14.h8=♖!+–.

It is clear that if the king were on f8, the breakthrough would no longer work. For that reason Black must first go to e7.

b) 1...♔e7! 2.♔g5 (2.♔f5 ♔f7!) 2...♔f8! (the corresponding squares are g5-f8, g6-g8 and f5-f7) 3.♔g6 ♔g8 4.a4 ♔f8○=.

Now we return to the game.

1...♔e7

If 1...g6 2.h6 g5†, then 3.♔e3! (this is the ideal square for the king) 3...♔g6 4.a4 ♔xh6 5.c5! bxc5 (or 5...dxc5 6.a5 bxa5 7.b6 cxb6 8.d6+–; if 5...♔g6, then 6.a5 bxa5 7.b6 cxb6 8.c6 bxc6 9.dxc6+–) 6.a5 c4 7.a6 bxa6 8.bxa6 c3 9.a7 c2. The white king is perfectly positioned and can catch the opposing passed pawn in good time: 10.♔d2+–.

2.♔g5

Or 2.♔f5 ♔f7 3.a3!+–. See variation 'a' above.

2...♔f8

After 2...♔f7 comes 3.♔f5 ♔e7 4.♔g6 ♔f8 5.a4!○ ♔g8 6.c5!+– and so on, as in the game.

3.♔g6 ♔g8 4.a3!

Naturally not 4.a4? because of 4...♔f8○=.

4...♔f8 5.a4○ ♔g8 6.c5 dxc5

If 6...♔f8, then 7.a5 (or 7.c6!? bxc6 8.dxc6 and then 9.a5+–) 7...bxa5 8.b6 cxb6 9.c6! bxc6 10.dxc6 ♔e7 11.c7 ♔d7 12.♔xg7 a4 13.h6 a3 14.h7 a2 15.c8=♖! ♔xc8 16.h8=♖!+–.

7.a5 bxa5 8.b6 cxb6 9.d6 ♔f8 10.d7 ♔e7 11.♔xg7 a4 12.h6 a3 13.h7 a2 14.d8=♖! ♔xd8 15.h8=♖! 1–0

Diagram 3-3

Variation from the game Mugerma – Makariev

A.Yusupov

1995

38.b4!

Diagram 3-2 (analysis)

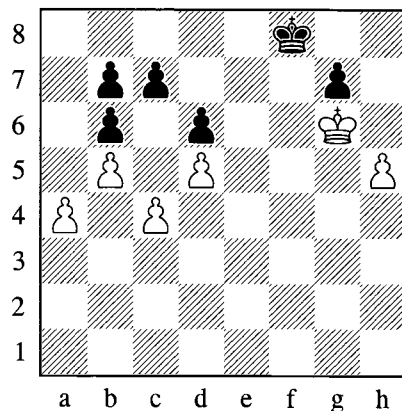
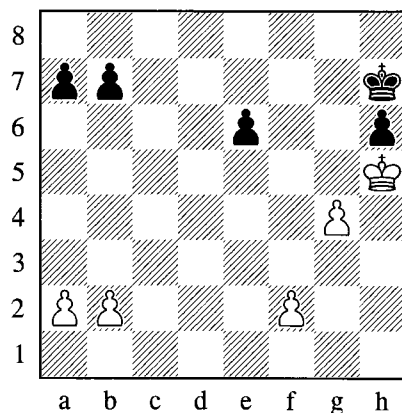


Diagram 3-3



'White has two active possibilities:

a) the creation of an outside passed pawn by f2-f4 and g4-g5;

b) the extension of the field of operations by the move g4-g5.

Executing either plan immediately does not do the business.' (Dvoretsky)

a) 38.f4? ♖g7 39.g5 hxg5 40.fxg5 e5 41.♔h4 ♖g6 42.♔g4 e4 43.♔f4 e3 44.♔xe3 ♖xg5 45.♔e4 ♔f6 46.♔d5 ♔e7=

But this variation demonstrates to us why the black pawns must remain on their starting squares a7 and b7.

b) 38.g5? hxg5 39.♔xg5 ♖g7 40.♔f4 ♔f6 41.♔e4 and Black has two drawing lines:

b1) 41...♔f7 42.♔e5 ♔e7 43.f3 ♔d7 44.♔f6 ♔d6 45.f4 ♔d5 (or 45...a5 46.a4 ♔d5 47.♔e7 e5 48.fxe5 ♔xe5 49.♔d7 ♔d4 50.♔c7 ♔c4 51.♔xb7 ♔b4=) 46.♔e7 e5 47.fxe5 (47.f5 e4 48.f6 e3 49.f7 e2 50.f8=♔ e1=♔†=) 47...♔xe5 48.♔d7 ♔d4 49.♔c7 b5 50.♔b7 b4 51.♔xa7 b3 (but not 51...♔d3? 52.♔b6 ♔c2 53.b3+-) 52.a4 ♔d3=

b2) 41...e5 42.♔d5 ♔f5 and now either 43.f3 ♔f4 44.♔e6 ♔xf3 45.♔xe5 ♔e3 46.♔d6 ♔d3 47.♔c7 b5=, or 43.b4 b5 44.♔c5 a6 45.♔d5 e4 46.a3 ♔f4 47.♔e6 ♔g4! 48.♔e5 ♔f3=.

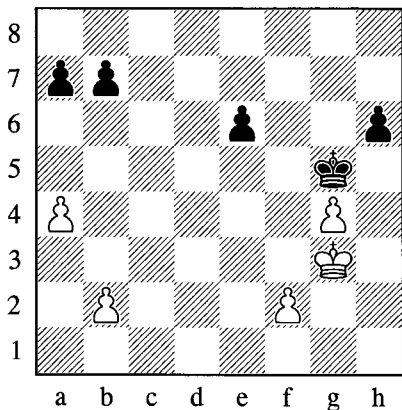
'Before White makes a decision about the kingside, he must improve the situation on the other flank as far as possible, and he does so by advancing the pawns.' (Dvoretsky)

Instead of the b-pawn, White could also advance his a-pawn. This plan was suggested by GM Bologan. However, in the variation 38.a3!? ♖g7 39.a4 ♔h7 (39...a5? would be bad, in view of 40.f4 ♔h7 41.g5 hxg5 42.fxg5 e5 43.♔h4! ♖g7 44.♔g3 ♔g6 45.♔g4 e4 46.♔f4 e3 47.♔xe3 ♖xg5 48.♔d4+-) 40.♔h4!? ♔g6 41.♔g3 (an idea of Bologan's; White threatens 42.♔f4) 41...♔g5!

Diagram 3-4

42.f4† ♔g6! (but not 42...♔f6 43.♔f3 e5 due to 44.f5 ♔e7 45.♔e4 ♔d6 46.a5+-) 43.♔f3 (43.♔h4 a5= 44.g5?? h5 45.♔g3 e5!+-) 43...h5 and I cannot demonstrate a win: 44.gxh5† ♔xh5 45.♔e4 ♔g6 46.♔e5 ♔f7 47.♔d6 a5 48.♔c7 (or 48.♔d7 ♔f6 49.♔e8 e5 50.fxe5† ♔xe5 51.♔d7 ♔d4 52.♔c7 ♔c4

Diagram 3-4 (analysis)



53.♙xb7 ♖b4=) 48...♙f6 49.♙xb7 ♙f5 50.♙b6
♙xf4 51.♙xa5 e5=.

Diagram 3-5

38...♙g7

The pawn moves lose:

a) 38...b5 39.f4 ♙g7 40.g5 hxg5 41.fxg5+- e5
42.♙h4! ♙f7 43.♙g3! ♙g6 44.♙g4! e4 45.♙f4 e3
46.♙xe3 ♙xg5 47.♙d4+-

b) 38...a6 39.a4 ♙g7 40.a5 ♙h7 41.g5 hxg5
42.♙xg5 ♙g7 43.♙f4 ♙f6 44.♙e4 ♙f7 (or 44...e5
45.♙d5 ♙f5 46.f3 ♙f6 47.♙d6 ♙f5 48.♙e7 ♙f4
49.♙e6 e4 50.fxe4 ♙xe4 51.♙d6 ♙d4 52.♙c7 ♙c4
53.♙xb7 ♙xb4 54.♙xa6+-) 45.♙e5 ♙e7 46.f3 ♙d7
47.♙f6 ♙d6 48.f4 ♙d7 49.♙f7 ♙d6 50.♙e8+-

39.b5 ♙h7 40.a4 ♙g7 41.a5 ♙h7 42.b6 axb6
43.axb6 ♙g7 44.g5!

The situation has not improved for the execution of
the first plan. But the second plan has become much
more effective.

44...hxg5 45.♙xg5 ♙f7 46.♙f4 ♙f6 47.♙e4 ♙f7

After 47...e5 comes 48.♙d5 ♙f5 49.♙d6 (also
good is 49.f3+-) 49...♙f4 50.♙c7 ♙f3 51.♙xb7
♙xf2 52.♙c6 e4 53.b7+-.

48.♙e5 ♙e7 49.f3!

White has two 'reserve tempi'.

49...♙d7 50.♙f6 ♙d6

If 50...♙c6, then 51.♙xe6 ♙xb6 52.f4 ♙c7 53.f5
♙d8 54.♙f7 b5 55.f6 b4 56.♙g8 b3 57.f7+-.

51.f4 ♙d7

Or 51...♙d5 52.♙e7 e5 53.fxe5 ♙xe5 54.♙d7+-.

52.♙f7 ♙d6 53.♙e8!

This flanking manoeuvre decides the game.

53...♙c6

After 53...e5 there follows 54.f5+-.

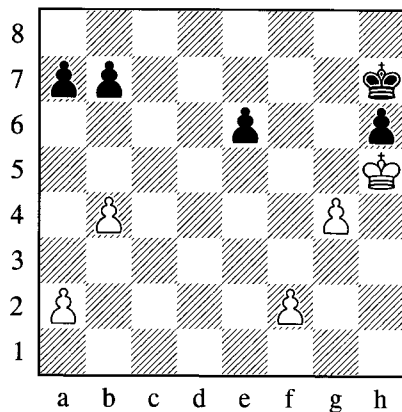
54.♙e7 ♙xb6

54...♙d5 55.♙d7+-

55.♙xe6 ♙c7 56.f5 ♙d8 57.♙f7+-

And concludes as in the 50...♙c6 variation given
above.

Diagram 3-5

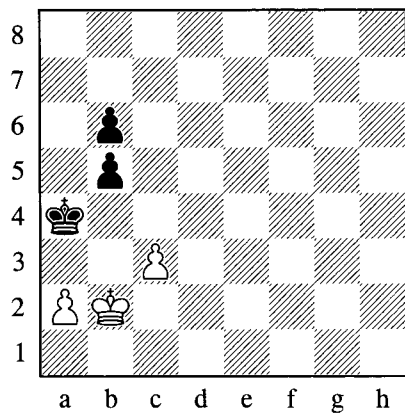


In the test positions which follow, you are reminded
that you may not move the pieces! Investigate
the various candidate moves. It is also especially
important to take into account the possibilities for
the other side.

Exercises

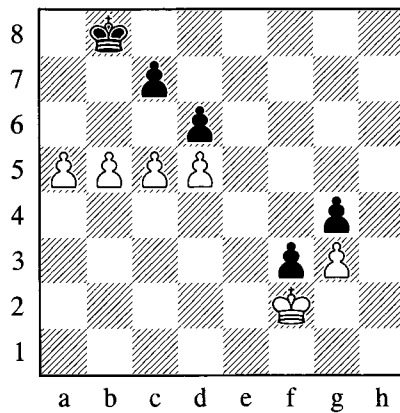
► Ex. 3-1 ◀

★★★★



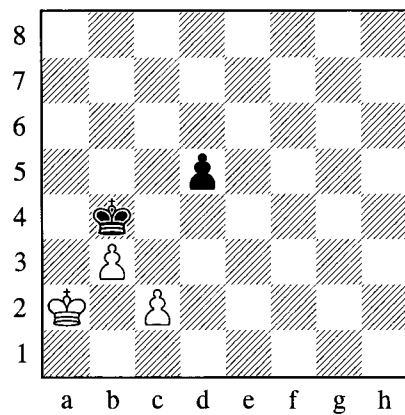
► Ex. 3-4 ◀

★★★



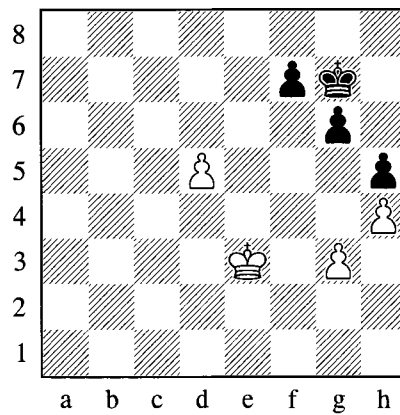
► Ex. 3-2 ◀

★★★★



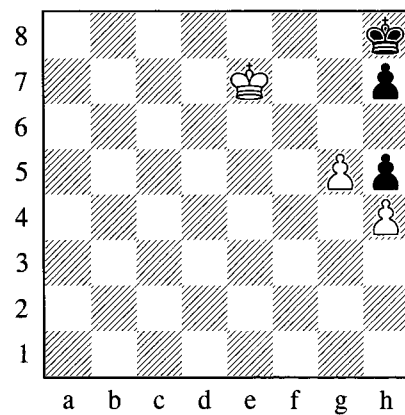
► Ex. 3-5 ◀

★★



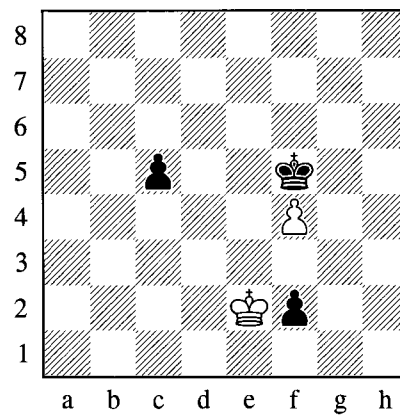
► Ex. 3-3 ◀

★



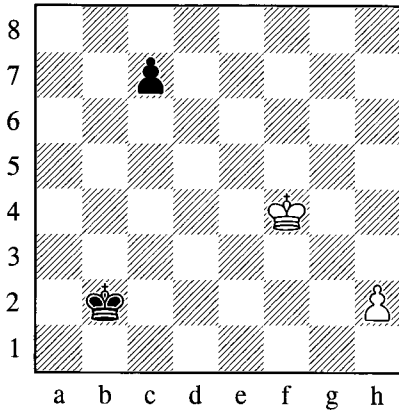
► Ex. 3-6 ◀

★

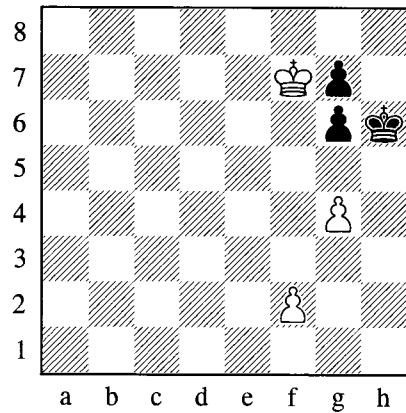


Exercises

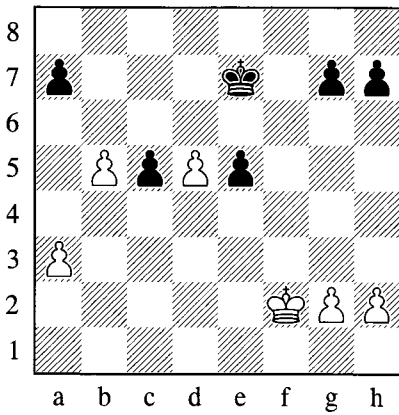
► Ex. 3-7 ◀ ★★★ △



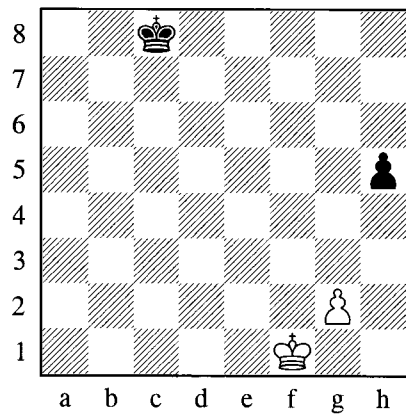
► Ex. 3-10 ◀ ★★ ▼



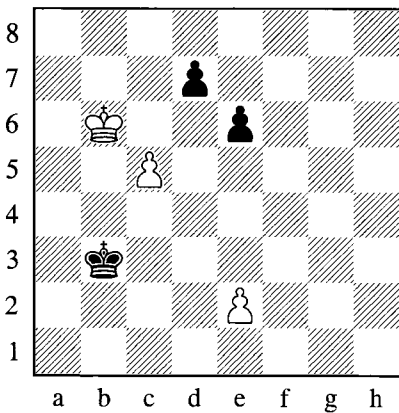
► Ex. 3-8 ◀ ★★ △



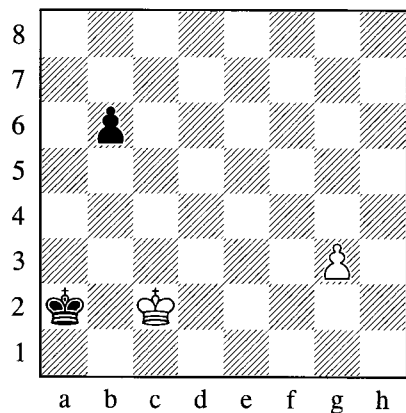
► Ex. 3-11 ◀ ★★★ △



► Ex. 3-9 ◀ ★★ △



► Ex. 3-12 ◀ ★★ △



Solutions

Ex. 3-1

C.Salvioli

1887

1...b4!

(1 point)

1...♔a5? 2.♔b3 ♔a6 3.♔b4 ♔a7 4.♔xb5
♔b7 5.c4 ♔c7 6.♔a6 ♔c6 7.a4 ♔c7 8.♔a7
♔c6 9.♔b8 ♔c5 10.♔b7+–

2.c4 b3!

(1 point)

2...♔a5? 3.♔b3 ♔a6 4.♔xb4 ♔a7 5.♔b5
♔b7 6.a3!! ♔c7 (6...♔a7 7.♔c6 ♔a6 8.a4+–)
7.♔a6 ♔c6 8.a4 ♔c7 9.♔a7 ♔c6 10.♔b8
♔c5 11.♔b7+–

3.a3

3.axb3† ♔b4 followed by 4...b5 leads to a draw.

3...♔a5 4.♔xb3 ♔a6 5.♔b4 ♔a7!

(1 point)

5...♔b7? 6.♔b5+–

6.♔b5 ♔b7 7.a4 ♔c7!

(1 point)

But not 7...♔a7? due to 8.a5+–. White could also win by 8.♔c6 ♔a6 9.♔d6! ♔b7 10.♔d7 ♔a7 11.♔c7 ♔a6 12.♔b8.

8.♔a6 ♔c6 9.♔a7 ♔c7=

Ex. 3-2

N.Grignoriev

1933

1.♔a1!!

(2 points)

An extra 1 point, if you saw why the other king moves do not win:

a) 1.♔b2? d4 2.♔a2 (2.♔b1 d3!=; 2.♔c1 ♔c3 3.♔d1 d3 4.cxd3 ♔xd3=) 2...♔c3 3.♔b1 (3.♔a3?? ♔xc2+–) 3...d3 4.cxd3 ♔xb3=.

b) 1.♔b1? ♔c3 2.♔c1 d4 (the key position of mutual zugzwang) 3.♔d1 (3.♔b1 d3 4.cxd3 ♔xb3=) 3...d3=.

1...♔c3

1...d4 2.♔b2 ♔c5 3.♔c1 ♔b4 4.♔d2+–

2.♔b1 ♔b4

2...d4 3.♔c1 d3 4.cxd3 ♔xb3 (4...♔xd3 5.♔b2+–) 5.♔d2+–

2...♔d4 3.♔b2+–

3.♔c1 ♔c3 4.♔d1 d4 5.♔c1

Black is in zugzwang.

5...d3 6.cxd3 ♔xb3

6...♔xd3 7.♔b2+–

7.♔d2+–

(1 point for this variation)

Ex. 3-3

J.Hasek

1928

1.♔f8!

But absolutely not 1.♔f7? h6 2.♔f6 (2.g6 stalemate) 2...hxg5 3.hxg5 ♔g8=.

1...h6 2.♔f7 hxg5

2...♔h7 3.g6†+–

3.hxg5 h4 4.g6+–

(1 point)

Ex. 3-4

V.Ravikumar – P.Nielsen

Esbjerg 1980

In the game Black played 1...♔a8? and lost after 2.b6 ♔b7 3.bxc7 ♔xc7 4.cxd6†.

You get 1 point if you also worked out why the other bad moves lose:

a) 1...dxc5? 2.b6 c4 (2...cxb6 3.a6+–) 3.a6 cxb6 4.d6 c3 5.d7 ♔c7 6.a7 c2 7.d8=♚† ♔xd8 8.a8=♚†+–

b) 1...c6?? 2.cxd6 cxb5 3.d7 ♔c7 4.a6+–

c) 1...♔a7? 2.b6†! cxb6 (2...♔b7 3.bxc7 ♔xc7 4.cxd6†+–) 3.cxd6+–

d) 1...♔c8? 2.a6! (2.b6? cxb6=) 2...♔b8 (2...dxc5 3.b6+–) 3.b6+–

The only correct move is:

1...♔b7!=

(1 point)

Black now threatens 2...dxc5.

2.a6†

Nor do the alternatives win:

a) 2.cxd6 cxd6=

Solutions

b) 2.c6† ♖b8 3.b6 cxb6= and now 4.a6??
would even lose to 4...b5.

c) 2.b6 cxb6=
2...♖a7! 3.b6† ♖xa6!

3...cxb6? 4.cxd6+–
4.bxc7 ♖b7 5.cxd6 ♖c8=

(another 1 point for this variation)

Ex. 3-5

M.Dvoretzky

1981

1...♔f8!

(1 point)

1 extra point if you worked out why the other candidate moves lose:

a) 1...♔f6? 2.♔f4 ♖e7 3.♔g5! ♔d6 4.♔f6
♔xd5 5.♔xf7 ♖e4 6.♔xg6+–.

b) 1...f6? 2.♔d4 ♖f7 3.♔c5 ♖e7 4.♔c6
♔d8 5.♔d6! (5.d6? g5=) 5...g5 6.♔e6 gxh4
7.gxh4 f5 8.♔xf5 ♔d7 9.♔g5 ♔d6 10.♔xh5
♔xd5 11.♔g6+–.

2.d6

2.♔f4 f6=

2.♔d4 ♖e7 3.♔c5 (3.♔e5 f6†=) 3...♔d7
4.d6 f6 5.♔d5 g5=

2...♔e8 3.♔d4 f6

3...♔d7? 4.♔e5+–

4.♔d5 ♔d7 5.♔c5 g5 6.hxg5 fxg5 7.♔d5
h4=

Ex. 3-6

Olimpiev

1971

1.♔f1!

1.♔xf2? ♔xf4 2.♔e2 ♖e4 3.♔d2 ♔d4
4.♔c2 ♖c4+–

1...♔g4

1...c4 2.♔xf2 ♔xf4 3.♔e2=

1...♔xf4 2.♔xf2 ♖e4 3.♔e2 ♔d4 4.♔d2
♔c4 5.♔c2=

1...♔e4 2.♔e2! c4 3.♔xf2 ♔d3 4.f5 c3 5.f6
c2 6.f7=

2.♔g2!

2.f5? ♔xf5 3.♔xf2 ♔f4+–

2.♔e2? ♔g3 3.♔f1 c4 4.f5 c3 5.f6 c2+–

2...f1=♖† 3.♔xf1 ♔xf4 4.♔f2! ♔e4 5.♔e2
♔d4 6.♔d2 ♔c4 7.♔c2=

(1 point)

Ex. 3-7

N.Grigoriev

1954

1.♔e4!

(1 point)

1.h4? c5 2.h5 c4 3.h6 c3 4.h7 c2 5.h8=♖†
♔b1=

1.♔e5? ♔c3!! 2.h4 (2.♔d5 ♔d3 3.h4 c5)
2...c5 3.h5 c4 4.h6 ♔b2 5.h7 c3 6.h8=♖ c2
7.♔d5† ♔b1=

(1 bonus point for this variation)

1...♔b3

If 1...♔c3, then 2.h4! (2.♔d5? ♔d3 3.h4
c5=) 2...c5 3.h5! c4 4.h6 ♔b2 (4...♔b3 5.h7
c3 6.h8=♖ c2 7.♖a1+–; 4...♔d2 5.h7 c3
6.h8=♖ c2 7.♖b2 ♔d1 8.♔d3+–) 5.h7 c3
6.h8=♖+–.

After 1...c5 comes 2.♔d5 ♔c3 3.♔xc5
(3.h4? c4) 3...♔d3 4.♔d5 ♖e3 5.♔e5 ♔f3
6.♔f5 ♔g2 7.h4+–.

2.♔d4!!

(1 point)

But not 2.♔d5? because of 2...♔b4! 3.h4
(3.♔c6 ♔c4) 3...c5=.

2...♔b4 3.h4 c5† 4.♔e3!!

(1 point)

4.♔d3? would be worse, in view of 4...♔b3
5.♔d2 ♔b2 6.♔d3 (6.h5 c4 7.h6 c3†=)
6...♔b3 7.h5 c4†=.

4...♔b3 5.h5 c4 6.h6 c3 7.h7 c2 8.♔d2!
♔b2 9.h8=♖†+–

Ex. 3-8

S.Guliev – V.Tukmakov

Nikolaev 1993

In the game there followed 33.♔e3?? ♔d6
34.♔e4 c4 35.a4 c3 36.♔d3 ♔xd5. Black is

Solutions

winning. Now came 37.a5 (if 37.♔xc3, then 37...♔c5 38.♕b3 e4 39.♔c3 e3 40.♔d3 ♕b4 41.♔xe3 ♕xa4 42.♔d4 ♕xb5+–) 37...♔c5 38.b6 axb6 39.a6 ♔c6 40.♔xc3 b5 41.♕b4 e4 and White resigned.

The correct move would be:

33.a4!

(1 point)

33...♔d6 34.a5 c4

Or 34...♔xd5 35.a6! ♔d6 36.b6+–.

35.a6!

(1 point)

35.b6? a6!=

35...♔c5 36.d6 ♔xd6 37.b6+–

(Guliev, Magerramov)

Ex. 3-9

L.Prokes

1950

1.♔c7!

(1 point)

1.c6? dxc6 2.♔xc6 ♔c4 3.♔d6 ♔d4=

1.e4? ♔c4 2.♔c7 ♔xc5 3.♔xd7 ♔d4!=

1...♔c4

1...♕b4 2.♔d6 ♔c4 3.e4 e5 4.♔xd7+–
transposes to the main line.

2.♔d6! e5

2...♔d4 3.e3† (or 3.e4+–) 3...♔c4
4.♔xd7+–

3.e4! ♔d4 4.♔xd7 ♔xc5 5.♔e6 ♔d4

5...♔c6 6.♔xe5 ♔d7 7.♔f6+–

6.♔f5○+–

(another 1 point)

Ex. 3-10

I.Bondarevsky

1952

1...♔g5!

(1 point)

1...♔h7? 2.g5 ♔h8 3.♔xg6 ♔g8 4.f4 ♔h8
5.♔f7 ♔h7 6.f5 ♔h8 7.f6+–

1...g5? 2.♔e6 ♔g6 3.♔c5 ♔h7 4.♔f5 ♔h6
5.f3○

2.f3

2.♔xg7? ♔xg4=

2...♔h6!

2...♔f4? 3.♔xg7 ♔xf3 4.g5+–

3.f4

3.♔g8 g5 4.♔f7 ♔h7 5.♔e6 ♔g6 6.♔e5
♔h7=

3...g5 4.f5 ♔h7 5.♔e7 ♔g8 6.♔e8 ♔h8

7.♔f8 ♔h7 8.♔f7 ♔h6! = 9.♔g8 g6 10.f6

stalemate

(1 point for this variation)

Ex. 3-11

J.Moravec

1952

1.♔f2!

(1 point)

1.g3? ♔d7 2.♔g2 ♔e6=

1.♔g1? ♔d7 2.♔h2 ♔e6 3.♔h3 ♔f6=

1...h4

1...♔d7 2.♔g3+–

2.♔g1!!

(1 point)

But not 2.♔f3? on account of 2...h3! 3.g4
(3.gxh3 ♔d7 4.♔g4 ♔e7 5.♔g5 ♔f7=)

3...♔d7 4.♔g3 ♔e6 5.♔xh3 ♔f6=.

2...h3

Or 2...♔d7 3.♔h2 ♔e6 4.♔h3 ♔f5 5.♔xh4
♔g6 6.♔g4+–.

3.g3!

But certainly not 3.g4? ♔d7 4.♔h2 ♔e6
5.♔xh3 ♔f6 6.♔h4 ♔g6=.

3...♔d7 4.♔h2 ♔e6 5.♔xh3 ♔f6 6.♔h4!
♔g6 7.♔g4+–

(1 point for this variation)

Ex. 3-12

N.Grigoriev

1928

1.♔c3!

(1 point)

1.g4? b5 2.g5 b4 3.g6 b3† 4.♔c3 b2 5.g7
b1=♚ 6.g8=♚† ♔a1=

Solutions

1...♔a3 2.♕c4 ♔a4 3.g4 b5† 4.♕d3! ♔a3
 4...b4 5.♕c2 ♔a3 6.♕b1+–
 5.g5 b4 6.g6 b3 7.g7 b2 8.♕c2! ♔a2
 9.g8=♔†+–

(1 point)

Scoring

Maximum number of points is 30

26 points and above → **Excellent**
 21 points and above → **Good**
 16 points → **Pass mark**

If you scored less than 16 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

CHAPTER 4

Contents

- ✓ General remarks
- ✓ Positions without pawns
- ✓ Rook and pawn against bishop
- ✓ Other important fortresses

Rook against bishop

In this chapter we shall concentrate only on the most important endgame positions in which a rook and a bishop face each other. But you must understand these positions thoroughly and memorize them.

General remarks

1) The rook is clearly stronger than the bishop. ♖+♜ also provides insufficient compensation for a rook in most cases, but there are exceptions. ♖+2♜ is theoretically stronger, but here the nuances in the position are very important.

2) The rook can attack the bishop, and force it into inferior positions. The bishop often needs a safe position (supported by a pawn).

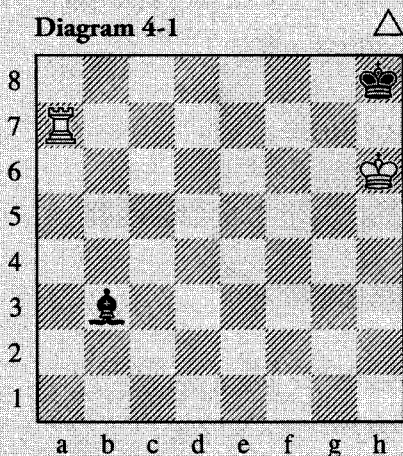
3) Without pawns, the ending of ♖ vs. ♖ is almost always drawn. The only danger is when the king is at the edge of the board and has not reached the *safe corner*. Positions with the opposition must then be avoided.

4) There are a few positions where even ♖+♜ cannot defeat the bishop. They are particularly valuable for the defending side.

5) If the pawns are spread over both sides of the board, the rook is even more effective. When the play is on one flank, there are some fortresses.

Positions without pawns

Diagram 4-1



'Safe corner' =

Diagram 4-1

The black king is in the *safe corner* (if the corner square were of the same colour as that of the bishop, then it would be dangerous). The position is drawn.

1. ♖a8† ♖g8 2. ♖g6 stalemate

Diagram 4-2

J.Kling & B.Horwitz

1851

The king is stuck in the *dangerous corner*. White wins.

1...♔g1!?

The threat was 2.♖d7 ♘b6 3.♖b7 ♘c5 4.♖b8† ♔f8 5.♖a8○ ♔h8 6.♖xf8#.

If 1...♘c5, then 2.♖c7 ♔f8 3.♖c8○+.

2.♖f1 ♔h2 3.♖f2 ♔g3

After 3...♔g1 comes 4.♖g2 ♔d4 5.♖d2 ♔b6 6.♖b2 ♔c7 7.♖c2+.

4.♖g2 ♔d6

If 4...♔f4, then 5.♔f5†+.

After 4...♔e5 there follows 5.♖e2 ♔d6 6.♖e8† ♔f8 7.♖d8+.

5.♖d2 ♔e7 6.♖c2 ♔f8 7.♖c8†+.

Rook and pawn against bishop

Diagram 4-3

C.Cozio

1766

Black has constructed a fortress.

1.♔f6 ♔e4 2.h7 ♔xh7

See 'Safe corner'.

3.♖a8† ♔g8 4.♔g6=

Diagram 4-4

This is another important fortress.

1.♔c5 ♔g3 2.♖g7 ♔f4 3.♖g4 ♔e5!

But not 3...♔h2?? due to 4.♖g8† ♔c7 5.♖g7† ♔c8 6.♔b6+.

4.♔b6 ♔c7† 5.♔a6 ♔e5 6.♖g5 ♔f4 7.♖g7 ♔e5! 8.♖f7 ♔h2!

Certainly not 8...♔g3?? 9.♔b6+.

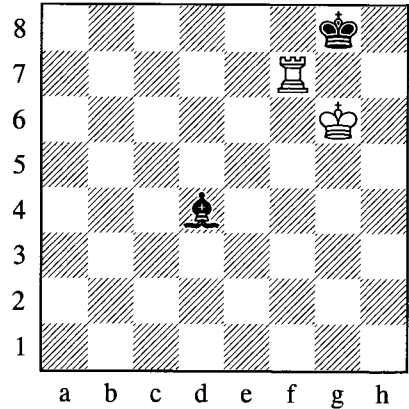
9.♔b5 ♔e5! 10.c7 ♔b7!=

10...♔xc7? loses to 11.♔c6+.

11.c8=♖† ♔xc8 12.♔c6 ♔d8=

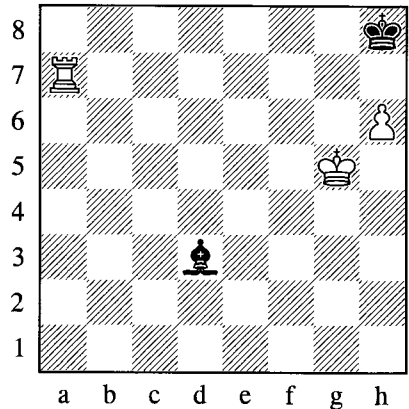
Or 12...♔b8 13.♖b7† ♔a8=. See 'Safe corner'.

Diagram 4-2



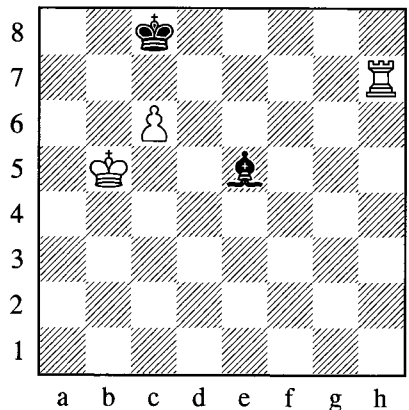
'Dangerous corner' +—

Diagram 4-3



Fortress =

Diagram 4-4



Fortress =

Diagram 4-5

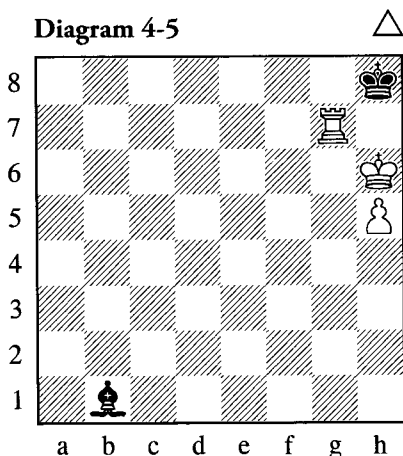


Diagram 4-5

E. Lequesne

1858

Here the position of the black king in the corner leads to a loss. With the king on f8 the position would have been a draw (see the next position). The reason is that the black bishop will be forced to leave the most important diagonal b1–h7, and White then brings his pawn to h7.

1. ♖b7! ♔a2 2. ♖b8†

A safe method. But here you can also save a few moves: 2. ♜g6 ♔d5 3. ♖h7† ♜g8 4. ♖e7 ♜h8 (4... ♜f8 5. ♖g7+–) 5. h6 ♔b3 6. h7+–

2... ♜g8 3. ♜g5 ♜g7 4. ♖b7†

Or 4. h6† ♜h8 5. ♖d8 ♜h7 6. ♖d7† ♜h8 7. ♜g6 ♔b3 (7... ♔e6 8. ♖h7† ♜g8 9. ♖e7+–) 8. h7+–.

4... ♜h8 5. ♜g6

An equally good move is 5. h6 ♔h7 6. ♖b8† ♜g8 7. ♖d8 ♜h7 8. ♖d7† ♜h8 9. ♜g6 ♔c4 10. h7+–.

5... ♔d5 6. ♖h7† ♜g8 7. ♖e7 ♜h8

Or 7... ♜f8 8. ♖g7 ♔e4† 9. ♜f6+–.

8. h6 ♔a2 9. h7 ♔b1† 10. ♜h6 ♜g6 11. ♖d7 ♔e8 12. ♖b7+–

Diagram 4-6

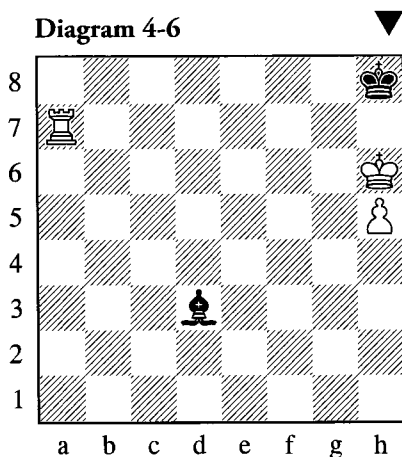


Diagram 4-6

J. Berger

Here the black king can get out of the corner in time.

1... ♜g8!

But not 1... ♔c4? because of 2. ♖a8† ♜g8 3. ♜g5 ♜h7 4. ♖a7† ♜h8 5. ♜g6 ♔d5 6. ♖h7† ♜g8 7. ♖e7+–.

2. ♖g7† ♜f8 3. ♖g4 ♔c2

The black king does not move into the corner until the white king goes to f6.

4. ♖d4 ♔b1 5. ♖d8† ♜f7 6. ♖d2 ♔e4 7. ♖f2† ♜g8=

Diagram 4-7

B.von Guretzky – Cornitz

1863

With the pawn on h4 White can outmanoeuvre his opponent. He does so by exploiting the h5-square. The winning method is not easy. White must either reach Lequesne's position or cut the black king off from the h-pawn. All you have to remember is the evaluation of the position, but it is well worth studying the variations.

1.♖h6 ♕g8 2.♞g7† ♖f8

2...♖h8 3.h5+– leads to Lequesne's position.

3.♞g5

White intends ♖h5-g4. The immediate 3.♞g3 ♕c2 4.♞f3† is even simpler, continuing as in the main variation.

3...♖f7

Other moves also lose:

3...♕d3 4.♖h5 ♕e2† 5.♖g6 ♖g8 6.♞d5+–

3...♕c2 4.♖h5 ♕d1† 5.♖g6 ♖g8 6.♞c5+–

3...♕c6 4.♖h7 ♕e4† 5.♖h8 ♖f7 6.h5 ♖f6 7.♞g1 ♕d5 (7...♕d3 8.♖g8+–; 7...♖f7 8.♞f1†+–) 8.♞f1† ♖g5 9.♖g7+–

3...♕b1 4.♖h5+–

4.♞g3

White now threatens ♖g5-f4.

4...♕c2

Black has found the optimal squares for his pieces.

If 4...♖f8, then 5.♖g5 ♖f7 6.♖f4+–.

After 4...♕b1 comes 5.♞g7† ♖f8 (or 5...♖f6 6.♞g1 ♕d3 7.♞d1 ♕c4 8.♞d4 ♕e6 9.♞f4† ♕f5 10.h5+–) 6.♞g5 ♕d3 7.♖h5 ♕e2† 8.♖g6 ♖g8 9.♞d5+–.

5.♞f3!?

The simplest method. Another good move is 5.♖h5○ ♕d1† 6.♖g5 ♖g7 7.♞c3 ♕e2 8.h5 ♕a6 9.h6† ♖g8 10.♞a3 ♕b5 11.♞a8† ♖h7 12.♞a7† ♖h8 13.h7 ♕c6 14.♞e7 ♕d5 15.♖h6+–.

5...♖g8 6.♞c3

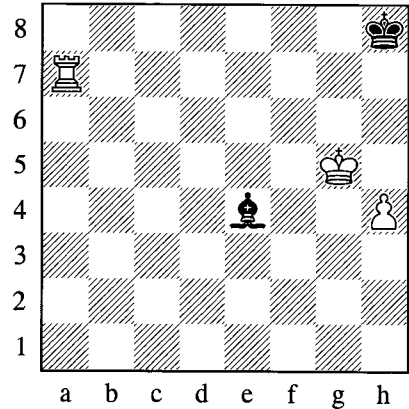
The best squares for the bishop are c2 and d3.

6...♕b1

If 6...♕e4, then 7.♞g3† ♖f8 (7...♖h8 8.h5+– see Lequesne) 8.♖g5+– followed by ♖f4, and the black king is cut off from the h-pawn.

After 6...♕a4 comes 7.♞c8† ♖f7 8.♖h7 ♕b5

Diagram 4-7



(8...♙b3 9.♞c1 and then ♞f1+; 8...♙d1 9.♞c4 and then ♞f4+; 9.♞d8! (Δ♞d2) 9...♙a4 (9...♙e2 10.♞d4 ♙f6 11.♞f4+; 9...♙c6 10.♞d4+; 10.♞d2 followed by ♞f2+.

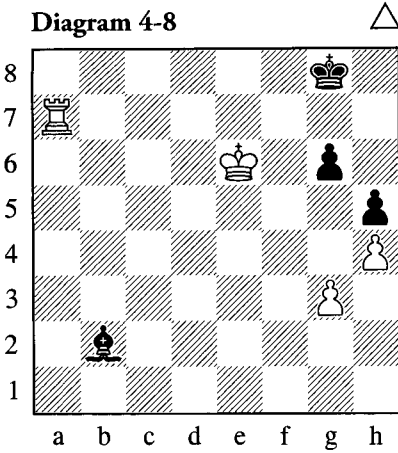
7.♞g3† ♙f7 8.♞g7†! ♙f8 9.♞g5

Intending ♙h5-g4.

9...♙c2 10.♙h5 ♙d1† 11.♙g6 ♙g8 12.♞c5+—

Other important fortresses

Diagram 4-8



Fortress =

Diagram 4-8

This is also a very important fortress. Even with other white pawn set-ups (e.g. g3, h2), the position would be drawn.

1.♞b7

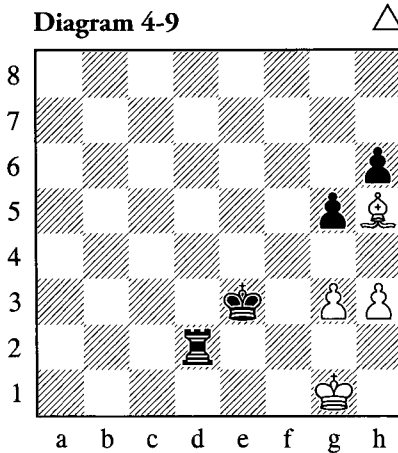
The only attempt to set the other side any problems is with g3-g4 and the transfer of the rook to the g-file. But 1.g4 is met by: 1...hxg4 2.♞a4 ♙g7 3.♞xg4 ♙h6 4.♞g5 (4.♙f7 ♙h5=) 4...♙c1 5.♞d5 ♙e3 6.♙f7 ♙f2=

1...♙c3

1...♙d4?! is not so accurate: 2.g4 hxg4 3.♞b4 and White wins a tempo. Black does better to avoid putting his bishop on the 4th rank, although he can still hold this position: 3...♙c3 4.♞xg4 ♙h7 5.♙f7 ♙h6 6.♞xg6† ♙h5=

2.♞d7 ♙b2 3.♞c7 ♙a1 4.♞c1 ♙b2 5.♞c2 ♙a1 6.g4 hxg4 7.♞g2 ♙g7 8.♞xg4 ♙h6 9.♞g5 ♙d4 10.♙f7 ♙f2 11.♞xg6† ♙h5=

Diagram 4-9



Fortress =

Diagram 4-9

Another important fortress. The position is also drawn with the pawn on h7.

1.♙g4 ♞b2 2.♙h5 ♞b1† 3.♙g2 ♞a1 4.♙g4=

Diagram 4-10

G.Kasparov – A.Yusupov

Linares 1993

An important type of position. Generally, Black has very good drawing chances. But the position of the black king plays a decisive role: White can play for zugzwang here.

102.♖e7?

Kasparov tries to force away the black king, but he cannot achieve very much like that.

The correct move is 102.♞d8! ♔c7 103.♞d4 ♔b7 104.♞d7† ♔c8 105.♔c6 ♕c2 106.♞d4 ♕b3 (106...♔b8 107.♔b6+–) 107.♔b6⊕+–.

102...♔c8 103.♔c6 ♔d8!= 104.♞d7† ♔e8 105.♔c7 ♕c2 106.♞d2 ♕b3 107.♞e2† ♔f7 108.♔d6 ♕c4 109.♞e7† ♔f8 110.♞e4 ♕b3 111.♔d7 ♔f7 112.♞f4† ♔g6!

But not 112...♔g7? because of 113.♔c6 ♔g6 114.♔b5 ♔g5 115.♞xa4+–.

113.♔d6

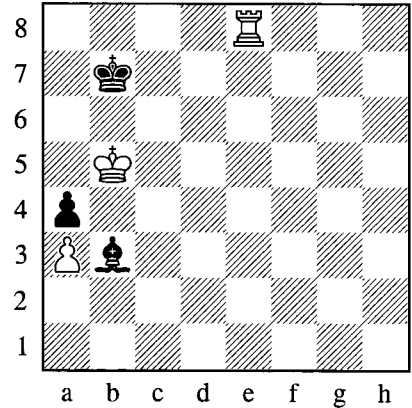
Or 113.♔c6 ♔g5=.

113...♔g5 114.♔e5 ♔g6 115.♞f3 ♔g7 116.♞f6 ♕c4 117.♔f5 ♕b3 118.♔g5 ♕c2

½–½

The test which follows will help you consolidate the knowledge you have acquired. There is no need to give over-long variations if you are able to evaluate the position accurately.

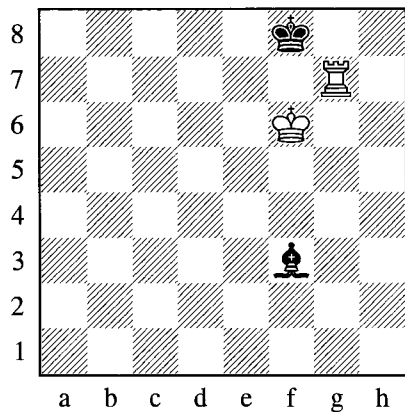
Diagram 4-10



Exercises

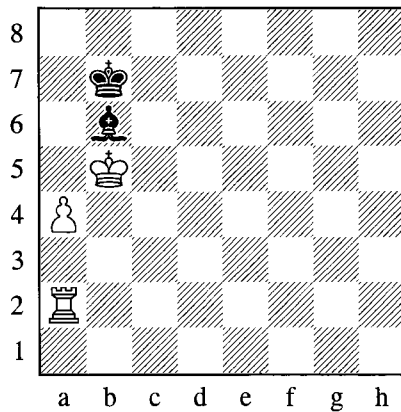
► Ex. 4-1 ◀

★



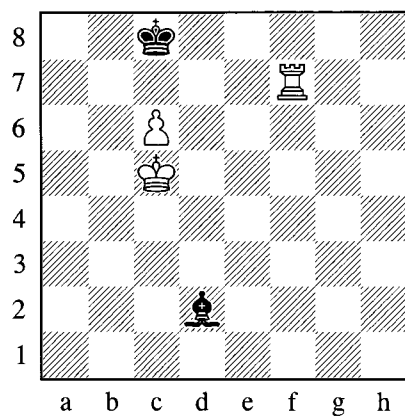
► Ex. 4-4 ◀

★



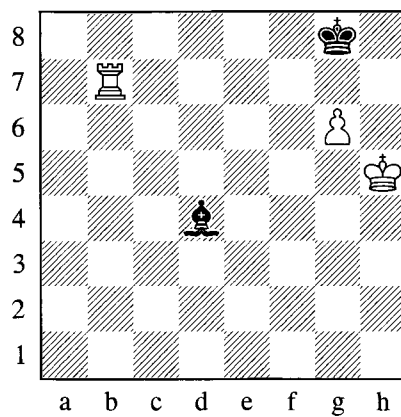
► Ex. 4-2 ◀

★★



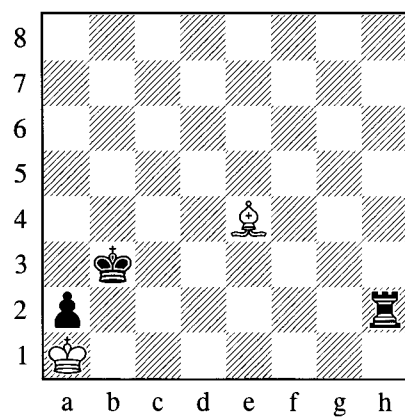
► Ex. 4-5 ◀

★★



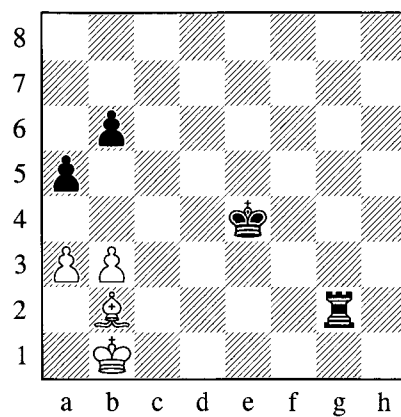
► Ex. 4-3 ◀

★★



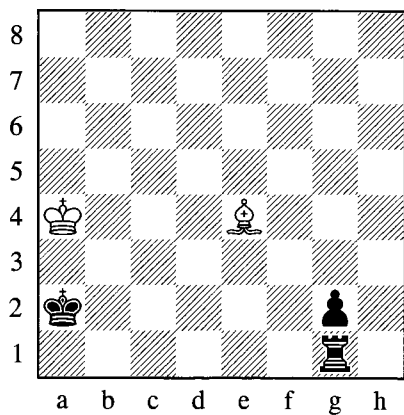
► Ex. 4-6 ◀

★

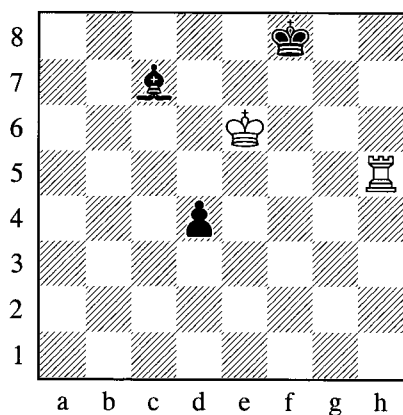


Exercises

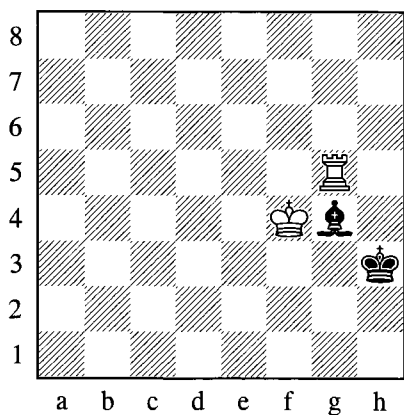
► Ex. 4-7 ◀ ★★ △



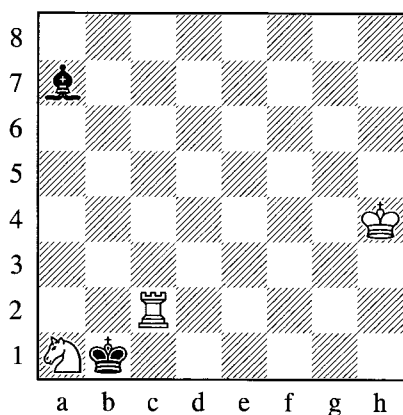
► Ex. 4-10 ◀ ★★★ △



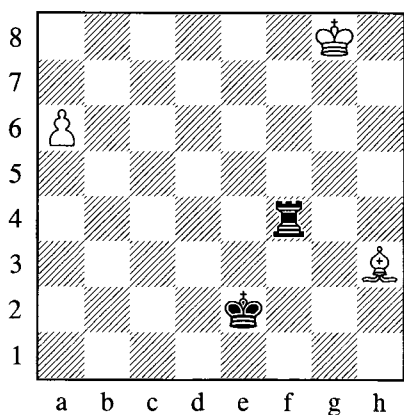
► Ex. 4-8 ◀ ★★ ▼



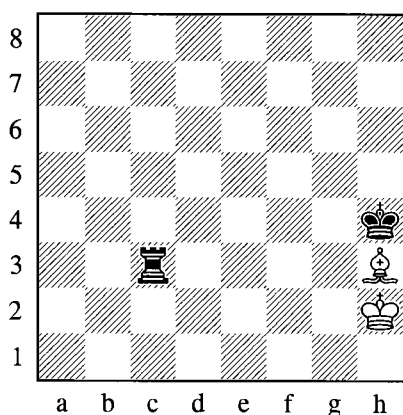
► Ex. 4-11 ◀ ★★★ △



► Ex. 4-9 ◀ ★★ △



► Ex. 4-12 ◀ ★★★ △



Solutions

Ex. 4-1

J.Kling & B.Horwitz

1851

1.♔g3!

(1 point)

If he had the move, Black could save the game: 1...♗e8! 2.♗e6 ♗d8! 3.♗d6 ♗c8 (also good is 3...♗e8 4.♖c7+ ♗f8 5.♗e6 ♗g8 6.♗f6 ♗d5 7.♗g6 ♗h8 8.♖h7+ ♗g8 9.♖d7 ♗e4+ =) 4.♖c7+ ♗b8! =.

1...♗e4

Other moves also lose quickly:

1...♗e2 2.♖g2 ♗f3 3.♖f2+—

1...♗d5 2.♖d3 ♗c6 3.♖d8+ ♗e8 4.♖b8○

1...♗h5 2.♖h3 ♗f7 3.♖h8+ ♗g8 4.♗g6○

1...♗c6 2.♖c3! ♗d7 3.♖b3 ♗g8 4.♖b8+ ♗h7 5.♖b7+—

2.♖e3 ♗g2

After 2...♗h7 comes 3.♖b3 ♗e8 4.♖b8+ ♗d7 5.♖b7+—.

3.♖e2 ♗f3

If 3...♗f1, then 4.♖f2 ♗c4 5.♖c2 ♗a6 6.♖a2 ♗b7 7.♖b2+—.

4.♖f2

Now the black bishop must leave the shadow of the white king.

4...♗c6

Everything else also loses:

4...♗e4 5.♗e5+—

4...♗d5 5.♖d2+— (but not 5.♗e5+ ♗f7)

4...♗h5 5.♖h2 ♗f7 6.♖h8+—

4...♗g4 5.♗g5+—

4...♗b7 5.♖b2+—

5.♖c2 ♗d7 6.♖b2 ♗g8

Or 6...♗e8 7.♖b8+—.

7.♖b8+ ♗h7 8.♖b7+—

Ex. 4-2

J.Kling & B.Horwitz

1851

1.c7!

(1 point)

The black bishop is awkwardly placed and White can still win.

1...♗b7 2.♗d6!

But not 2.c8=♖+ ♗xc8 3.♗c6 on account of 3...♗b8! =.

2...♗a5 3.♖g7 ♗b6 4.c8=♖+ ♗xc8 5.♗c6+—
(1 point)

Ex. 4-3

N.Gusev – Zhukhovitsky

Alma Ata 1958

In the game White played 1.♗g2? at once and lost after 1...♗a3○ 2.♗f1 ♖c2+—.

The correct defence was:

1.♗d5+!

(1 point)

1...♗a3 2.♗g2!

(1 point)

2...♖h5 3.♗d5! =

Intending ♗xa2. This position was turned into a study by Vancura.

Ex. 4-4

1.♖e2+—

(1 point)

Other sensible rook moves will also take us to Diagram 4-7. But not 1.a5?? with the fortress we already know from Diagram 4-6.

Ex. 4-5

J.Kling & B.Horwitz

1851

1.g7!

(1 point)

1...♗h7 2.♖f7!

(1 point)

Solutions

2...♙e5

2...♙xg7 loses after 3.♗g5 ♘g8 4.♗g6+–; see ‘Dangerous corner’.

3.g8=♖† ♘xg8 4.♗g6 ♙g3 5.♖f3 ♙h2 6.♖f2 ♙g3 7.♖g2 ♙d6 8.♖d2 ♙e7 9.♖c2+–

Ex. 4-6

1.a4!=

(1 point)

This leads to the fortress in Diagram 4-8.

1.♙c3?? would be bad, due to 1...♗d3 2.♙f6 b5+.

Ex. 4-7

A. Troitzky

1898

1.♙f3!

(2 points)

The reason the bishop must go to f3 is seen in the variation 1.♙a8? ♗b2 2.♗b4 ♗c2 3.♗c4 ♗d2 4.♗d4 ♗e2+.

1...♗b2 2.♗b4 ♗c2 3.♗c4 ♗d2 4.♗d4 ♗e1 5.♗e3 ♗f1 6.♙e2† ♗e1 7.♙f3=

Ex. 4-8

The bishop must remain on the d1-h5 diagonal.

1...♙d1!= (or 1...♙e2!=)

(2 points)

After 1...♙d1! play may continue 2.♖g3† ♗h2 3.♖d3 ♙h5 4.♗g5 ♙e8 5.♗g4 ♙c6=.

On the other hand 1...♙d7?? would be bad, in view of 2.♖g3† ♗h2 (2...♗h4 3.♖g7+–) 3.♗f3 ♙a4 4.♗f2 ♙c2 5.♖c3+–. See ‘Dangerous corner’.

Ex. 4-9

End of a study by

Schulz

1941

1.♙d7!+–

(2 points)

1...♖f6

1...♖f3 2.♙g4+–; 1...♖b4 2.a7+–; 1...♖f1

2.♙b5†+–

2.a7 ♖a6 3.♙b5†+–

Ex. 4-10

End of a study by

Z. Birnov

1946

3.♗d7!

(1 point)

3...♙b6

3...♙g3 4.♖f5† ♗g7 5.♖g5†+–

3...♙b8 4.♖h8†+–

4.♖b5

(1 point)

4...♙a7 5.♖a5! ♙b6 6.♖a8† ♗f7 7.♗c6+–

(another 1 point for this variation)

Ex. 4-11

End of a study by

Z. Birnov

1946

4.♖c4!

(1 point)

4...♙f2† 5.♗g4

(1 point)

5...♗xa1 6.♗f3! ♙b6

6...♙e1 7.♖c1†+–; 6...♙a7 7.♖a4†+–

7.♖a4† ♗b2 8.♖b4†+–

(1 point for this variation)

Solutions

Ex. 4-12

1.♙e6!

(2 points)

It is very important to quickly take control of the f3-square, in order to get the king out of the dangerous corner and to avoid the opposition.

After 1.♙d7? there follows 1...♖c2† 2.♜g1 ♜g3 3.♜f1 ♜f3 4.♜e1 ♜e3 5.♜f1 ♖f2† 6.♜g1 (6.♜e1 ♖f7 7.♙e6 ♖e7 8.♙h3 ♖h7 9.♙g2 ♖a7→) 6...♜f3→ and the white king is shut into the dangerous corner.

1.♙f5? would also be bad, because of 1...♖f3 2.♙e6 ♖f2† 3.♜g1 ♜g3→.

1.♙g2? loses immediately to 1...♖c2 2.♜g1 ♜g3→, as does 1.♙f1? to 1...♖c2† 2.♜g1 ♜g3→.

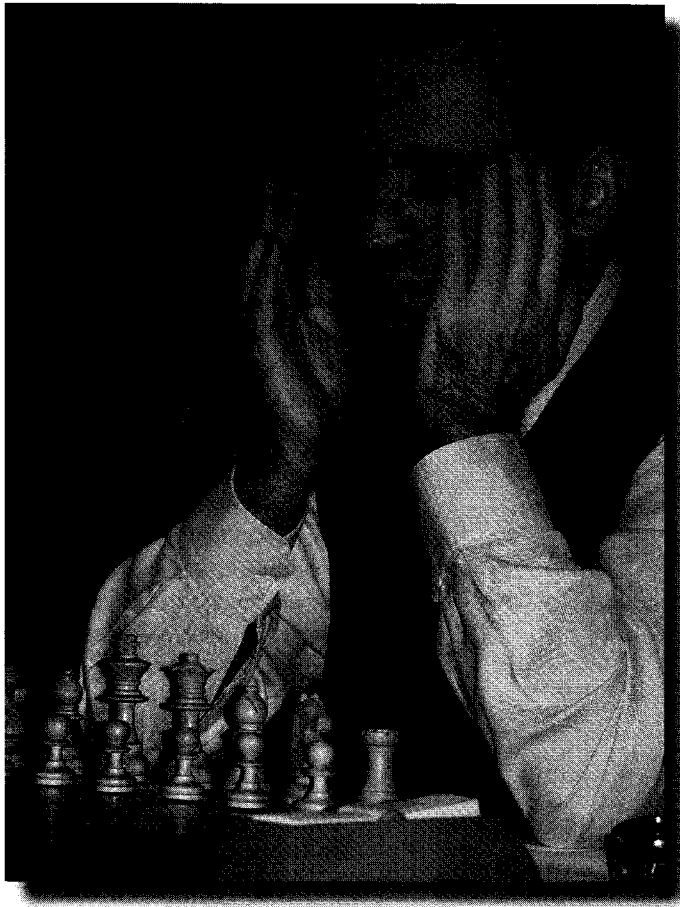
1...♖c2† 2.♜g1 ♜g3 3.♜f1 ♜f3 4.♙d5†!=
(another 1 point for this variation)

Scoring

Maximum number of points is 24

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.



Garry Kasparov has clearly
not recovered from missing that win
against me on the 102nd move - pictured
here ten years later

Contents

- ✓ Colle-Zukertort Opening
- ✓ The variation with d5 and c5
- ✓ The variation with d5, but not c5
- ✓ The variation without d5

Opening repertoire for White with 1.d4

In this lesson we will lay the foundations for an opening repertoire for White based on 1.d4. Of course we cannot discuss all openings at once. I shall present some systems which I myself use.

White has two main ways of developing his king's bishop, either a fianchetto after g2-g3, or along the f1-a6 diagonal (normally on e2 or d3).

The first strategy leads to the following openings: Catalan Opening, Queen's Indian Defence with g3, King's Indian Defence, Grünfeld Defence or Benoni Systems with g3. The second strategy leads to the Queen's Gambit, the Slav Defence, the Nimzo-Indian Defence, the Queen's Indian Defence with e3 or various systems in the King's Indian Defence, Grünfeld Defence and Benoni.

However, White can avoid a lot of theory if he limits himself to the *Colle-Zukertort Opening* (1.d4, 2.♘f3 and 3.e3). This is a particularly good choice against those who play the Nimzo-Indian or Queen's Indian. Here is an example of White's strategy.

A.Yusupov – L.Psakhis

USSR Ch, Moscow 1983

1.d4 ♘f6 2.♘f3 e6 3.e3 c5

An alternative is the immediate 3...d5.

4.♙d3 d5

Another plan is 4...b6. White can then transpose to the Queen's Indian by 5.0-0 ♙b7 6.c4. This move order allows White to avoid the best plan for Black: 1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.e3 ♙b7 5.♙d3 and now either 5...♙b4† or 5...d5 followed by ...♘bd7 and ...♙d6.

5.b3

This prevents ...c5-c4.

5...♙e7 6.0-0 0-0 7.♙b2 b6

Black is not exerting any pressure and White gets what he wants.

8.♘e5!

Diagram 5-1

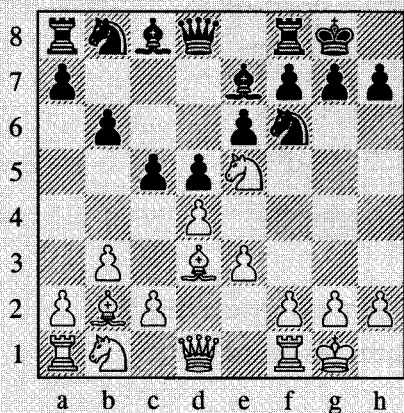


Diagram 5-1

White's strategy is simple: occupy the e5-square and control the other central square e4!

8...♙b7 9.♘d2 ♘c6 10.f4

An important move. White strengthens his control over the e5-square. If Black now exchanges the knight, White usually recaptures with the f-pawn, in order to open the f-file.

10...cxd4?!

This exchange is almost always good for White, since he gets the e-file and can defend the e4-square even better.

11.exd4 ♘b4

If 11...♙c8, then you must guard against 12...♘b4; the best way is with 12.a3.

12.♙e2 ♙c8 13.c3 ♘c6 14.♙d3

Black has achieved nothing.

14...♙d6 15.♙f3

15.♙e2 would also be good. White could then bring a rook via f3 to h3, to prepare the attack.

15...♘e7 16.♙ae1 g6

All Black can do is defend.

17.♙h3

Diagram 5-2

But this is not energetic enough! The immediate 17.g4! would be better.

17...h5! 18.♘df3 ♘f5 19.♘g5

Despite the inaccuracy, White is clearly better here.

19...♙xe5 20.fxe5 ♘g4 21.♙xf5 exf5 22.♙c1!

Black has problems: his dark squares are too weak. But Psakhis defends his position very cleverly.

22...♙e7 23.♙g3 ♙a6 24.h3

It is even better to play 24.♙f3 and then h3.

24...♙xf1 25.hxg4 fxg4 26.♙xf1 f6 27.exf6 ♙xf6±

Although Black later saved the draw, the position was very much to White's advantage.

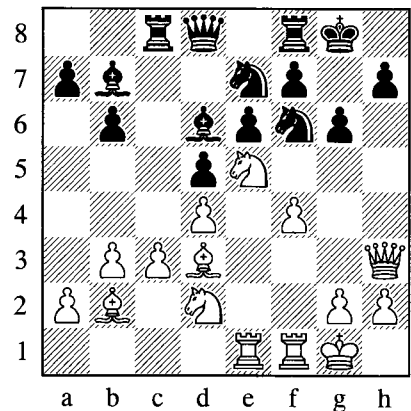
Black has three main continuations against White's set-up: he plays d5 and c5, he plays d5 without c5, or he plays without d5.

The variation with d5 and c5

A.Yusupov – N.Spiridonov

European Team Ch, Plovdiv 1983

Diagram 5-2



1.d4 ♘f6 2.♘f3 e6 3.e3 c5 4.♗d3 d5

4...b6 is the alternative.

5.b3 ♘c6

This is the most active position for the knight.

6.♗b2 ♗e7

6...♗d6 is an interesting alternative. After 7.0–0 0–0 a transposition to the Queen's Indian is possible: 8.c4 b6 9.♘c3 ♗b7 10.♞e2±.

If instead Black plays 7...♞c7 (intending either ...e5 or ...cxd4 followed by ...♘b4) or 7...♞e7, then White may also reply 8.c4!?

7.0–0 0–0 8.♘bd2

Diagram 5-3 ▼

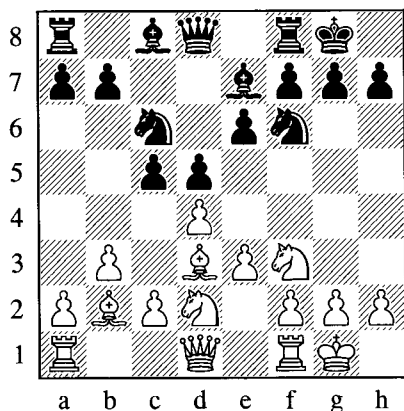


Diagram 5-3

White develops his pieces very harmoniously. The bishops are working along adjacent diagonals and putting pressure on the opposing castled position.

8...b6 9.♘e5 ♘b4

This does not achieve much for Black. There are decent alternatives in 9...♗b7!± or 9...♘xe5 10.dxe5±.

10.♗e2 ♗b7 11.f4 ♘e4!?

This is the only weakness in the white position.

12.♘xe4!

White immediately swaps off the strong knight and 'plugs' the e4-weakness.

12...dxe4 13.a3 ♘d5

13...♘c6± deserved consideration.

14.♞d2 ♞c8!?

Black makes an error: he is not worried about the strong e5-knight. The immediate 14...f6± would be better.

15.c4 ♘f6 16.♞ad1± ♗d6 17.dxc5!?

White opens the diagonal for the bishop.

17...♗xc5 18.♞c3 ♞e7 19.f5!?

Diagram 5-4 ▼

White also wants to open the f-file.

19.♘d7 ♗xe3† 20.♞xe3 ♘xd7 would not be so clear-cut. While if 19.b4, then 19...♗d6 20.♘g4 ♘e8.

19...exf5 20.♞xf5 ♗xa3?! 21.♗xa3 ♞xa3 22.♞xf6!

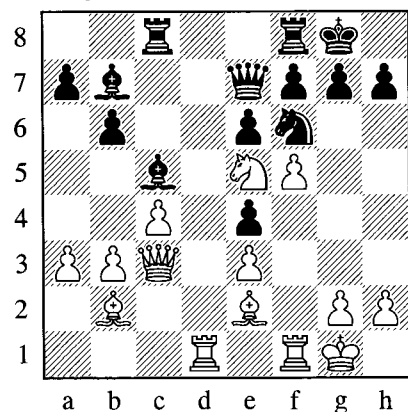
White wants to open up Black's castled position.

22...gxf6 23.♘g4

Threatening ♘xf6†, as well as ♞xf6 followed by ♘h6#.

23...♞c6 24.♘xf6† ♞xf6 25.♞xf6 ♞xb3 26.♔f2!

Diagram 5-4 ▼



♖a4?

A mistake in an already lost position. If 26...♖b4, then 27.♖d7 ♕a8 28.♖e7! followed by ♖e5.

Diagram 5-5

27.♖g5† ♖h8 28.♖e7

And Black resigned, in view of 28...♖b8 29.♖e5†.

The variation with d5, but not c5

A.Yusupov – M.Drasko

Sarajevo 1984

1.d4 ♖f6 2.♖f3 e6 3.e3 b6 4.♖d3 ♖b7 5.0-0 d5 6.♖e5

6.♖bd2 is also possible; another option is 6.b3.

6...♖d6 7.f4 0-0 8.♖d2 ♖e4!?

Otherwise White would be able to control the e4-square with ♖f3.

9.c4!?

After 9.♖f3?! comes 9...f5!. But 9.♖xe4 dxe4 10.♖e2 is an alternative.

9...♖d7

This move is not a mistake.

Also possible is 9...f6 10.cxd5 ♖xd2 11.♖xd2! (if 11.♖xh7†?!, then ♖xh7 12.♖h5† ♖g8 13.♖g6 ♖xd5±; after 11.♖h5 there follows 11...f5 12.♖xd2 ♖xe5! 13.fxe5 ♖xd5 14.♖e2±) 11...♖xe5 (11...fxe5 12.fxe5 gives White a strong initiative) 12.fxe5 (12.♖h5 f5 13.fxe5 ♖xd5 14.♖e2±) 12...♖xd5 13.♖e2 f5±.

Diagram 5-6

10.cxd5 exd5?

10...♖xd2 was necessary; White should then prefer 11.♖xd2!± to 11.♖xd7 ♖xf1 12.♖xf8 ♖xe3=.

11.♖xe4!

This is how White plugs the weak point on e4. At the same time Black has problems with the strong knight on e5.

11...dxe4 12.♖c4±

Now f7-f6 is not possible.

12...♖f6

12...♖xe5 13.fxe5 is very dangerous for Black.

13.♖b3 ♖e8 14.♖d2 c6 (Δ...b5) 15.a4! ♖d5 16.a5

Even better is 16.♖ac1, threatening ♖xc6.

16...♖b8!

Diagram 5-5

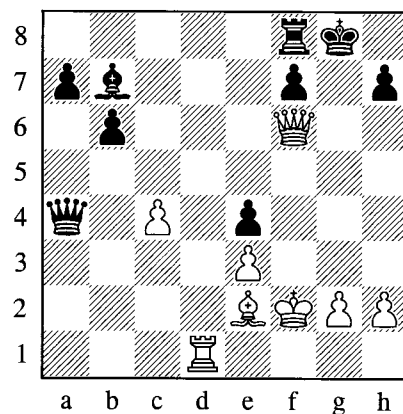
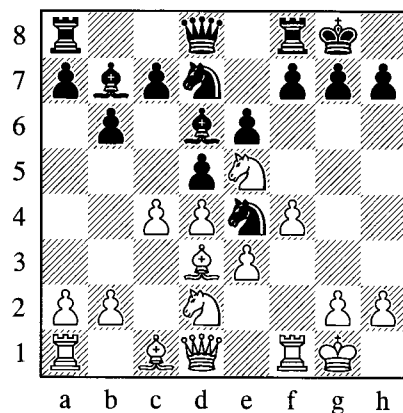


Diagram 5-6



If 16...b5?, then 17.♙xd5 cxd5 18.a6+-. After 16...♙xe5 comes 17.fxe5 ♖e6 18.a6±; the immediate 16...♖e6? is also bad due to 17.a6!

17.a6

17.axb6 axb6 18.♙xd5 cxd5 19.♖xb6 was not enough for me. After 19...♖e7 (19...♖d8 20.♖xd8 ♖fxd8 21.♙a5±) there is the threat of 20...f6.

17...♙a8 18.♖fc1 b5 19.♙xd5 (19.♙e2!?) 19...cxd5 20.♙b4!±

Diagram 5-7 ▼

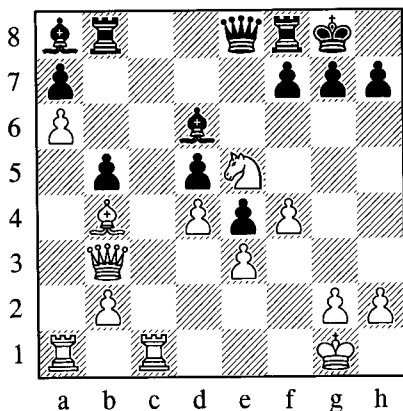


Diagram 5-7

20...♙xb4 (20...♖e7!?) 21.♖xb4 f6 22.♗g4 ♖d7 23.♗f2 (Δ♗d1-c3) 23...♖fc8 24.♗d1 (24.♖c5!?) 24...♖xc1! 25.♖xc1 ♖b6 26.♖a1 ♙c6

After 26...♖d6?! there follows 27.♖c5! b4 28.♖c8† ♖f8 29.♖c1±.

27.♗c3 ♗f7 28.h3

The immediate 28.♖a5 would not be so good, because of 28...♖g4 with counterplay.

28...f5?

The correct move was 28...♖e7!=.

29.♖a5!±

With a blockade on the dark squares and the plan of ♗a2, ♖c5, ♗b4. White went on to win the game.

The variation without d5

A.Yusupov – A.Beliavsky

Austrian Team Ch 1999

1.d4 ♗f6 2.♗f3 e6 3.e3 b6 4.♙d3 ♙b7 5.0-0 c5 6.c4

6.b3 is one alternative.

6...♙e7 7.♗c3 cxd4

After 7...0-0 comes 8.d5 exd5 9.cxd5±.

7...d5?! 8.cxd5 exd5 9.♙b5†! is very unpleasant for Black: 9...♙c6 10.♖a4 ♙xb5 11.♖xb5† ♖d7 12.♗e5 ♖xb5 13.♗xb5 ♗a6 14.♖d1 0-0 15.♗c6±.

8.exd4 d5

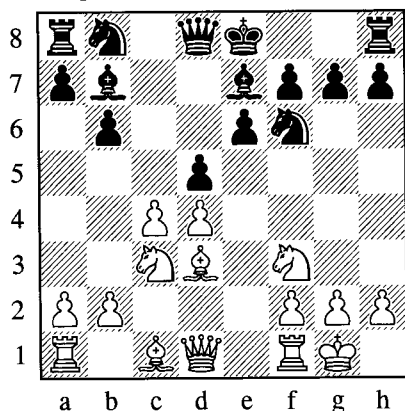
This is now the best option for Black. If 8...d6, then 9.d5! e5 10.♗g5 give White the initiative.

Diagram 5-8

9.cxd5 ♗xd5 10.♗e5

Now 10.♙b5† is not so strong after 10...♙c6. Here 11.♖a4 ♖d7 12.♗e5? is bad, due to 12...♗xc3!, so White would do better to play 11.♙c4!?

Diagram 5-8 ▲



10...0-0 11.♖g4

11.♖h5 is perhaps more accurate, because now Black could exchange on c3.

11...♟f6 12.♖h4 ♟bd7?!

12...♟e4!? 13.♖h3 ♖xd4 14.♟xf7!? ♖xf7 15.♙xe4 ♙xe4 16.♖g4± offers White a pleasant endgame.

13.♙d1! ♟e4

If 13...g6, then 14.♙g5± (or 14.♙h6±).

14.♖h3 ♟df6

Things appear good for Black, but White has a strong idea which I knew from a game of S. Polgar.

Diagram 5-9**15.d5!! ♟xc3**

15...exd5?? loses on the spot to 16.♙xe4.

16.bxc3 ♙xd5

16...exd5 loses the exchange: 17.♟d7! h6 (17...♖xd7?? 18.♙xh7+–) 18.♟xf8 ♖xf8 19.♙e3 ♖c8 20.♖xc8† ♖xc8 21.♙d4± Yusupov – Shneider, Moscow 2003.

17.♙g5 h6?

17...g6 would be more stubborn, although after 18.♖h4 (threatening c4) the position is better for White.

Diagram 5-10**18.♙xh6! gxh6 19.♖xh6 ♖c7?!**

Also bad are 19...♖b8? 20.♟d7+– and 19...♖e8? 20.♙g6!+–.

19...♖c8!? would be somewhat more resilient: 20.c4 ♙b7 21.♖g5† ♟h8. But here too White wins after 22.♖e1! and then ♖e3-h3.

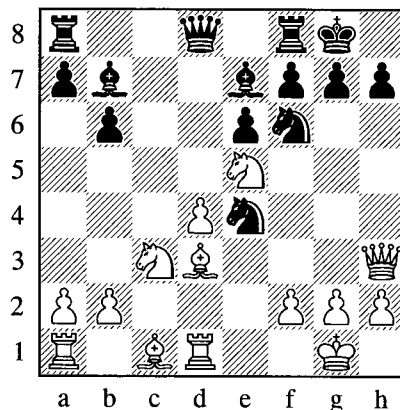
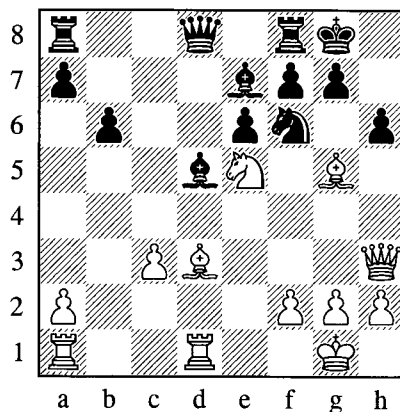
20.♖g5† ♟h8 21.♖h4†

Black loses his queen after 21...♟g7 22.♖g3† followed by ♟xf7†.

1-0

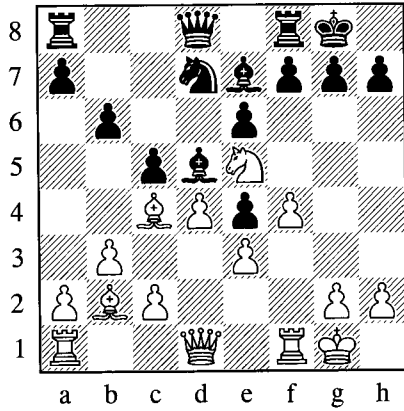
The test which follows should help improve your understanding of the typical ideas behind the Colle-Zukertort. Try to consider the exercises as though they were situations from a game and to make a decision after a maximum of 10 minutes thought. The score on this test is not so important. But it is very useful to go on to study both the solutions and the sample games very thoroughly and to remember the typical ideas.

Please solve them in order, since some exercises are linked to ones you have studied previously!

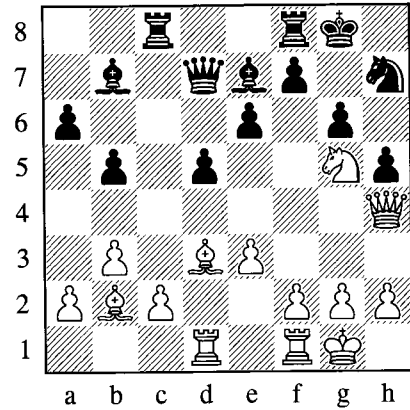
Diagram 5-9**Diagram 5-10**

Exercises

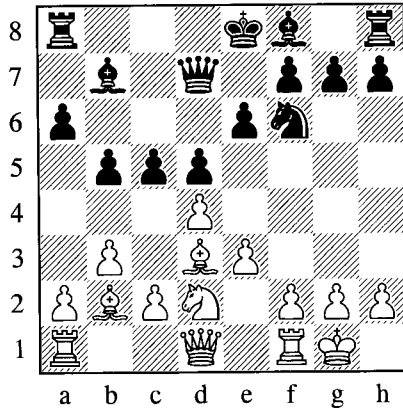
► Ex. 5-1 ◀ ★ ★ △



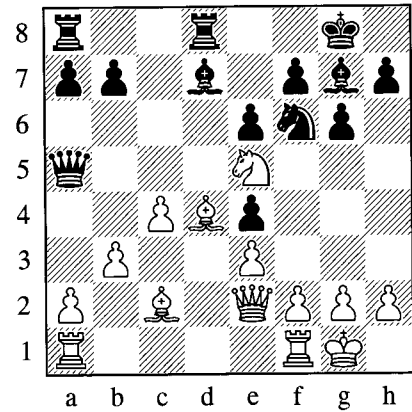
► Ex. 5-4 ◀ ★ △



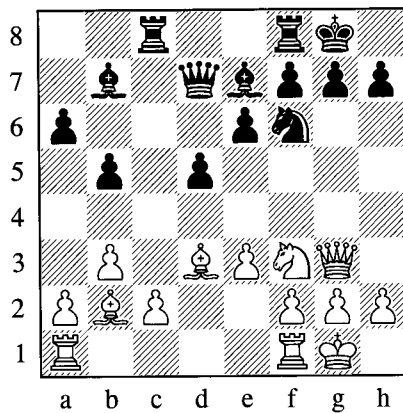
► Ex. 5-2 ◀ ★ ★ △



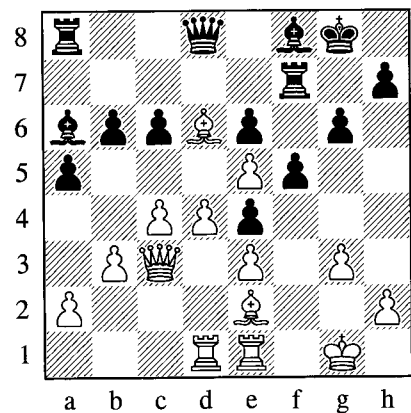
► Ex. 5-5 ◀ ★ ★ △



► Ex. 5-3 ◀ ★ ★ △

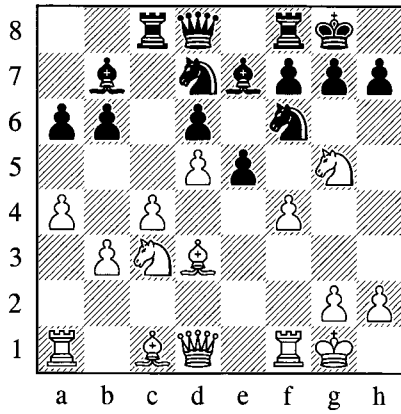


► Ex. 5-6 ◀ ★ ★ △

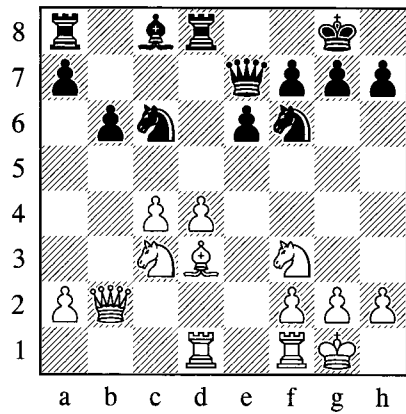


Exercises

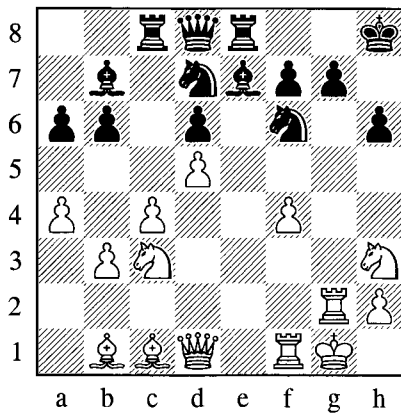
► Ex. 5-7 ◀ ★★ △



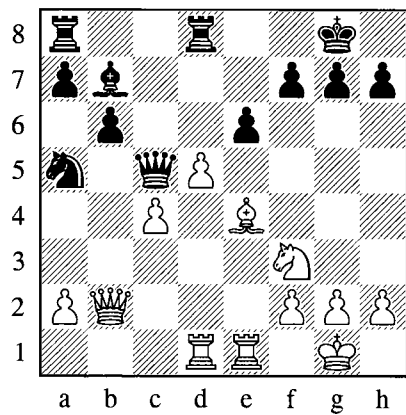
► Ex. 5-10 ◀ ★★ △



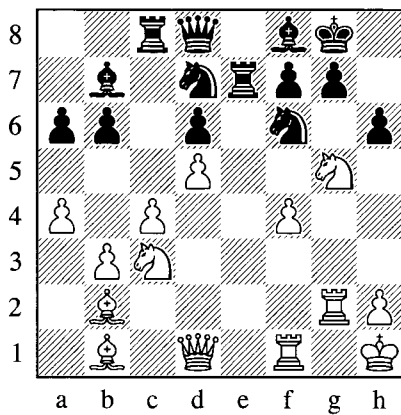
► Ex. 5-8 ◀ ★★ △



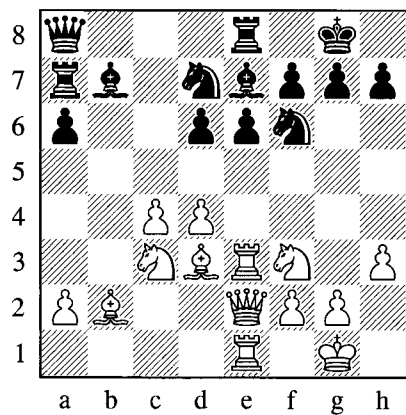
► Ex. 5-11 ◀ ★★ △



► Ex. 5-9 ◀ ★★ △



► Ex. 5-12 ◀ ★★ △



Solutions

Ex. 5-1

A.Yusupov – A.Kosten

Bundesliga 2001

1.d4 ♘f6 2.♘f3 e6 3.e3 b6 4.♙d3 ♙b7 5.0–0
d5 6.♘e5 ♙e7 7.♘d2 ♘bd7 8.f4 c5 9.b3 0–0
10.♙b2 ♘e4 11.♘xe4 dxe4 12.♙c4 ♙d5

Diagram Ex. 5-1

13.♙xd5!

(1 point)

13...exd5 14.♘c6 ♙e8 15.♘xe7†

15.dxc5 ♙xc5 16.♙xd5 ♙xe3† 17.♙h1±

15...♙xe7 16.dxc5 bxc5

16...♘xc5 17.♙d4 f6 18.♙xd5†±;

16...♙xc5? 17.♙g4+–

17.♙xd5±

(1 point for this variation)

17...♘b6 18.♙h5 ♙fd8 19.♙ad1 c4 20.♙d4
♙ac8 21.c3 f6 22.b4 ♘a4 23.♙d2 a6 24.♙fd1
♙e6 25.♙a5 ♙c6 26.♙f5 ♙d5 27.♙g4 ♙d7
28.♙h5 ♙e6 29.♙a5 ♙c6 30.♙f5 ♙d5
31.♙e5!+– ♙a8 32.♙d7 ♙xd7 33.♙xd7 ♙c6
34.♙g4 g6 35.♙h3 h5 36.♙d6 ♙e8 37.♙xf6
a5 38.f5 ♙b8 39.♙d4
1–0

Ex. 5-2

A.Yusupov – P.Scheeren

European Team Ch, Plovdiv 1983

1.d4 ♘f6 2.♘f3 e6 3.e3 c5 4.♙d3 d5 5.b3
♘bd7 6.♙b2 b6 7.0–0 ♙b7 8.♘e5 (8.♘bd2
♘e4!) 8...a6 (8...♘xe5 9.dxe5→; 8...♙e7)
9.♘d2 b5 (9...♘e4 10.♙xe4 dxe4 11.♘xd7
♙xd7 12.♘c4±; 9...♙e7) 10.♘xd7 ♙xd7
(10...♘xd7?! 11.c4±)

Diagram Ex. 5-2

11.dxc5!?

(2 points)

11.c4?! dxc4 12.bxc4 cxd4 13.exd4∞

11...♙xc5 12.♙f3!± ♙e7?!

12...d4? 13.♘e4!±

12...♙e7! 13.♙g3 0–0 (13...♙d6?! 14.♙xg7
♙g8 15.♙xf6! ♙xg2†! 16.♙xg2 d4† 17.♙e4±)
14.a3!±

13.♙g3

13.♙h3 h6!±

13...0–0 14.♘f3!?

14.e4 dxe4 15.♘xe4 ♙xe4 16.♙xe4±

14...♙ac8?

See Ex. 5-3. Better was 14...h6.

Ex. 5-3

A.Yusupov – P.Scheeren

European Team Ch, Plovdiv 1983

15.♘g5!±

(2 points)

15...g6

15...h6? 16.♘h7!+–

16.♙h4! h5 17.♙ad1!?

17.♙f4±

17...♘h7?

See Ex. 5-4. Better was 17...♙c7 18.♙d4
♙c5 19.♙f4±.

Ex. 5-4

A.Yusupov – P.Scheeren

European Team Ch, Plovdiv 1983

18.♙xh5!

(1 point)

18...♙xg5 19.♙xg6 f6 20.f4+– ♙g7 21.fxg5
♘xg5 22.h4 ♘e4

22...♘h7 23.♙d4 f5 24.♙xh7† ♙xh7

25.♙g4† fxg4 26.♙g5†+–

23.♙xe4 dxe4 24.♙f4

Black resigned, at the prospect of 24...♙h7
25.♙xh7† ♘xh7 26.♙d7†.

Ex. 5-5

A.Yusupov – G.Sosonko

Tunis Interzonal 1985

1.d4 ♘f6 2.♘f3 e6 3.e3 d5 4.♙d3 g6 5.b3!?
♙g7 6.♙a3! ♘bd7 7.♘bd2 c5 8.0–0 0–0
9.c4± ♙a5 (9...b6?! 10.cxd5 exd5 [10...♘xd5
11.♘e4±] 11.♙c1±) 10.♙b2 ♙d8 11.♙e2
cxd4!? 12.♙xd4!? (12.exd4 b6!? Δ...dxc4,
...♙h5) 12...♘c5 13.♙c2 ♘ce4 (13...♙d7

Solutions

14.a3!± 14.♖xe4 dxe4 (14...♖xe4?! 15.♙xg7 ♗xg7 16.♙xe4 dxe4 17.♖b2† f6?! 18.b4?! ♖c7 19.♖d2?! ♖c6? 20.b5+–) 15.♖e5 ♙d7? (15...♖e8 16.f4 exf3 17.♖xf3 f6±)

Diagram Ex. 5-5

16.f4!

(2 points)

16.f3?! (1 point) 16...♖e8! 17.♖xd7 ♖xd7 18.♙xg7 exf3!±
16...h5 17.♖ad1 ♙e8 18.♙b1± ♖a3 19.h3 ♖ac8 20.♖d2 b6 21.♖fd1 ♖e7 22.♖f2! (Δ♖h4, ♙xe4) 22...b5?!

22...♖b7!? (Δ...♖h7, ...f6) 23.g4! hxg4 24.hxg4 ♖d7 25.g5± or 25.♖xd7.

23.c5 b4 24.♖h4 ♖c7 25.g4 hxg4 26.hxg4+– ♖dc8 27.♖c4! ♙c6?! 28.♙e5 ♖d7 29.♖d6 ♖cd8 30.♖h2 ♙d5 31.♗f2!

White threatens ♖dh1 followed by ♖h8†. Black resigned in view of: 31...♗f8 32.♖dh1 ♖g8 (32...♖c7 33.♖h8†!+–) 33.♙xg7† ♗xg7 34.♖h7† ♗f8 35.♖xg8†! ♗xg8 36.♖h8† ♗g7 37.♖h7† ♗f6 38.g5#

Ex. 5-6

A.Yusupov – R.Burnett

Philadelphia 2002

1.d4 ♖f6 2.♖f3 e6 3.e3 b6 4.♙d3 ♙b7 5.0–0 d5 6.♖e5 ♙e7 7.b3 0–0 8.♖d2 ♖bd7 9.f4 ♖e4 10.♖xe4 dxe4 11.♙c4 ♙d5 12.♙a6 ♖b8 (12...f5 13.c4 ♖xe5 14.cxd5; 12...f6 13.c4) 13.♙e2 f6 14.♖g4 g6?! 15.c4 ♙b7 16.♙b2 ♖d7 17.♖c2 f5 18.♖e5 ♖xe5 19.fxe5 ♙g5 20.♖c3 ♙h6 21.♖ad1± c6?! (21...♖g5 22.♖f4 ♖e7 23.d5!? [or 23.♖f2 ♖g5 24.♙c1]) 22.♙a3 ♖f7 23.g3!? (23.♙d6 ♖g5 24.♖f4 ♖d8=) 23...a5 (23...♖g5 24.♗f2±) 24.♙d6 ♙a6 25.♖fe1 ♙f8

Diagram Ex. 5-6

26.d5!

(2 points)

26.c5 (1 consolation point for either this or 26.♙xf8) 26...♙xe2 27.♖xe2 b5=

26...cxd5?

26...exd5! 27.cxd5 ♙xe2 28.♖xe2 cxd5 29.♖xd5 ♖c8 30.♖d4±

27.cxd5 ♙d6

27...exd5 28.♙xa6 ♖xa6 29.♖xd5±

28.exd6

28.dxe6 ♖c7 29.♖b2 ♙d3 (29...♙xe2 30.♖xe2 ♖c6 31.♖ed2±) 30.♙xd3 ♙b4 (30...♙xe5 31.♖xe5 exd3 32.♖xd3 ♖xd3 33.♖xc7±) 31.♙xe4 ♙xe1∞

28...♖d7??

28...exd5 29.♙xa6 ♖xa6 30.♖xd5±; best is 28...e5!±.

29.♙xa6

1–0

Ex. 5-7

A.Yusupov – E.Rozentalis

Elista Olympiad 1998

1.d4 ♖f6 2.♖f3 e6 3.e3 b6 4.♙d3 ♙b7 5.0–0 c5 6.c4 ♙e7 7.♖c3 cxd4 8.exd4 d6 9.d5! e5 10.♖g5 ♖bd7 (10...h6 11.♖ge4±) 11.f4 ♖c8 (11...g6? 12.f5→; 11...0–0) 12.b3!? (12.♖e2) 12...a6? (12...h6 13.♖ge4± [13.♖e6 fxe6 14.♙g6† ♗f8 15.dxe6 ♖c5∞]; better is 12...0–0) 13.fxe5 [13.♙f5 h6 14.fxe5 dxe5] 13...dxe5± 13.a4!± 0–0 (better is 13...h6 14.♖f3)

Diagram Ex. 5-7

14.♖a2!

(2 points)

The rook will join the kingside attack.

14...h6 15.♖af2!

15.♖ge4 ♖xe4 16.♙xe4 f5±; 15.fxe5 ♖xe5=

15...exf4

15...hxg5 16.fxg5 ♖h7 17.♙xh7† ♗xh7 18.♖h5† ♗g8 19.♖xf7 ♖xf7 20.♖xf7† ♗h8 21.♖f3 ♖f8 22.♖h3† ♖h7 23.g6 ♙h4 24.♖xb7+–

16.♖h3 ♖e5

16...g5 17.♖xf4 gxf4 18.♙xf4 ♗g7 19.♙xh6† ♗xh6 20.♖d2† ♗g7 21.♖g5† ♗h8 22.♖xf6 ♖xf6 23.♖xf6 ♙xf6 24.♖h6† ♗g8 25.♖h7#

17.♙b1!

17.♙f5 g5!?

17...f3!

Solutions

Or 17...g5 18.♟xf4 gxf4 19.♙xf4 ♟fg4 20.♙xe5! and now:

a) 20...♟xe5 21.♖c2 ♟g6 (21...f5 22.♗xf5 ♖d7 23.♗xe5! ♗xf1† 24.♟xf1 dxe5 25.♖h7† ♟f8 26.♙g6+–) 22.♗xf7 ♗xf7 23.♖xg6† ♗g7 24.♖e6† ♟h8 25.♖xh6† ♟g8 26.♙f5+–

b) 20...♟xf2 21.♗xf2 dxe5 (21...♙h4 22.♗f6 dxe5 23.♖g4† ♙g5 24.♖e4 ♟g7 25.♙g6† ♟h8 26.♗xh6†+–) 22.♖g4†! ♙g5 23.♖f5+–

18.gxf3 ♖e8?

A better defence is 18...♖d7 19.♟f4± (×♙b7).

19.♙g2 ♟h8 20.f4 ♟ed7

See Ex. 5-8.

20...♟g6 21.♙xg6 fxxg6 22.♖c2 is also good for White.

Ex. 5-8

A. Yusupov – E. Rozentalis

Elista Olympiad 1998

21.♟g5!

(2 points)

Continuing the attack.

21...♟g8

21...hxxg5 22.fxxg5 ♟h7 23.♙xh7 ♟xh7 24.♖h5† ♟g8 25.♗xf7† ♟h8 26.♙g3+–

A better try was 21...♗f8±.

22.♟h1 (Δ♗fg1) 22...♙f8 23.♙b2 ♖e7

See Ex. 5-9.

Ex. 5-9

A. Yusupov – E. Rozentalis

Elista Olympiad 1998

24.♟ge4!+–

(2 points)

Equally good is 24.♟ce4!.

24...♖e8

24...♟xe4 25.♟xe4 ♖c7 26.♖h5+–

25.♗fg1 ♖c7

25...g6 26.f5 g5 27.♟xg5 hxxg5 28.♗xg5† ♟h8 29.♖h5†!

25...♟c5 26.♟xf6† ♖xf6 27.♖c2 g6 28.♟e4 **26.♖d4**

Aiming at the weakness on g7. The alternative 26.♖d3 was also strong.

26...♟h8 27.♟xd6

Black resigned, in view of 27...♙xd6 28.♗xg7, threatening ♗xh7#.

Ex. 5-10

A. Yusupov – P. Schlosser

Bundesliga 1997

1.d4 ♟f6 2.♟f3 e6 3.e3 c5 4.♙d3 ♟c6 5.0–0 d5 6.b3 ♙d6 7.♙b2 0–0 8.c4!? ♖e7 (better is 8...b6) 9.♟c3 cxd4 10.exd4 ♙a3 11.♖c1! (11.♙xa3 ♖xa3 12.c5 b6!±) 11...♙xb2 12.♖xb2± dxc4?! (12...♖d8) 13.bxc4 ♖d8 14.♖ad1 b6

Diagram Ex. 5-10

15.d5!

(2 points)

15...♟a5

15...♖b4!? was a better defence. If 15...exd5, then 16.♟xd5 ♟xd5 17.cxd5 gives White a strong attack.

16.♖fe1 ♖c5? (16...h6!) 17.♟e4! ♟xe4

18.♙xe4

18.♗xe4 exd5 19.cxd5 ♙f5=

18...♙b7!

See Ex. 5-11.

After 18...♟xc4? would come 19.♖c2 exd5 20.♖xd5 ♖xd5 21.♙xd5+–.

If 18...exd5? 19.♖e5!! ♟xc4 (19...♙g4 20.♖xd5 ♖xd5 21.♙xd5 ♙xf3 22.♙xa8 ♙xa8 23.♖b8† ♖f8 24.♖e8+–), then 20.♙xh7† ♟xh7 21.♖h5† ♟g8 22.♟g5+–.

Ex. 5-11

A. Yusupov – P. Schlosser

Bundesliga 1997

19.♟g5!

(2 points)

19.♖e5 (threatening ♙xh7†) is met by 19...h6!.

19.dxe6? runs into 19...♖xd1 20.exf7† ♟f8! 21.♖xd1 ♙xe4†.

Solutions

1 point for the more complicated variation
 19. ♖xh7+! ♜xh7 20. ♜g5+ ♜g8 (or 20... ♜g6
 21. h4 ♖xc4 22. h5+ ♜xh5 23. ♖xg7+–)
 21. ♖c2 g6 22. ♜xf7! ♜xf7 23. ♖xe6 ♖g8
 24. ♖e4 ♖g7 25. ♖d3 with a winning attack.

19...h6

19... ♜xc4 20. ♖xh7+ ♜f8 21. ♖e2! ♖xd5
 (21... ♖xd5 22. ♜xe6+!! fxe6 23. ♖xe6 ♖xd1
 24. ♖g8#) 22. ♖h5±

20. ♖h7+ ♜h8

20... ♜f8 21. ♜xf7!! ♜xf7 22. ♖d3+– (or
 22. ♖e5+–)

21. ♜xf7+ ♜xh7 22. ♖c2+!

22. ♜xd8? ♖xd8 23. ♖xe6 ♜xc4±

22...♜g8

After 22...g6 23. ♜xd8 (or 23. ♖xe6 ♖g8
 24. ♜e5+–) 23... ♖xd8 24. ♖xe6 ♖g8 25. ♖de1
 we have:

a) 25... ♖xc4 26. ♖e7+ ♖g7 27. ♖b2+–

b) 25... ♜xc4 26. ♖e7+ (26. ♖xg6? ♖xg6
 27. ♖e6 ♜e5!) 26... ♖g7 27. ♖xg7+ ♜xg7
 28. ♖e6+–

c) 25... ♖c8 26. ♖e7+ ♖g7 27. ♖xg7+ ♜xg7
 28. ♖c3+–

23. ♜xh6+! g6 24. ♖g6+– ♜f8 25. ♖xh6+ ♜g8

25... ♜f7 26. ♖h7+ (or 26. dxe6+ ♜g8
 27. ♖xd8+ ♖xd8 28. ♖g6+–) 26... ♜f8
 27. dxe6+–

26. ♖g6+ ♜f8 27. ♖f6+ ♜g8 28. ♖e5

1–0

Ex. 5-12

A. Yusupov – H. Teske

Bundesliga 1995

1. d4 e6 2. c4 b6 3. ♜f3 ♖b7 4. e3 ♜f6 5. ♖d3 c5
 6. 0–0 ♖e7 7. ♜c3 cxd4 8. exd4 d6 9. b3 (9. d5!)
 9... 0–0 10. ♖b2 ♜bd7 11. ♖e1 a6 12. h3? ♖a7?
 13. ♖e3 ♖a8 14. ♖e2 b5 15. ♖e1± bxc4
 16. bxc4 ♖e8

Diagram Ex. 5-12

17. ♜g5

(2 points)

White launches an attack.

17...♜f8

17... ♖xg2 18. d5 h6 19. ♜xf7+–

18. ♜xf7!?

18. d5!? e5 19. f4 is another way to proceed.

18...♜xf7 19. ♖xe6 ♖b8?

Black should play 19...g6! although White's
 attack persists after 20. d5 (intending ♜e4;
 less good is 20. f4 ♖xe6 21. ♖xe6+ ♜g7 22. d5
 ♜c5) 20... ♜e5 21. f4 ♜xd3 22. ♖xd3 ♖xe6
 23. dxe6+ (23. ♖xe6 ♖c8) 23... ♜e8 24. e7 ♖xe7
 25. ♖xd6.

20. ♖xf6+!

1–0

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

- ✓ The advantages of the isolated pawn
- ✓ Standard plans
 - ♦ Breakthrough in the centre
 - ♦ Attack on the kingside
 - ♦ Attack on the queenside
- ✓ Summary

The isolated pawn

According to Nimzowitsch, the question of the *isolated queen's pawn* is 'one of the cardinal problems of all positional play. The question here is what value to place on a statically sickly pawn, but one which – apart from its weakness – is full of dynamic strength.'

In this chapter we shall emphasize the positive sides of the *isolated pawn*. We shall not consider until our next chapter how to play against an isolated pawn.

The advantages of the isolated pawn

- 1) Control over the central squares e5 and c5 (or e4, c4 for Black), which often brings some advantages in the centre.
- 2) The semi-open c- and especially e-files can be used for active operations.
- 3) We can concentrate our forces behind the isolated pawn.

Standard plans

The side with the isolated pawn has a few standard ideas.

Our most important plans are:

- 1) Breakthrough in the centre.
- 2) Attack on the kingside.
- 3) Attack on the queenside.

1) Breakthrough in the centre

T.Petrosian – Y.Balashov

USSR 1974

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.e3 0-0 5.♙d3 d5 6.♘f3 c5 7.0-0 cxd4 8.exd4 dxc4 9.♙xc4 b6 10.♗e1 ♙b7 11.♙d3

A good plan: White wants to use the pressure against h7 to force weaknesses on the kingside.

11...♘c6 12.a3 ♙e7 13.♙c2 ♗e8

13...♗c8 14.♗d3 g6 15.♙h6 ♗e8 16.♗ad1±
14.♗d3 ♗c8?

It was better to play 14...g6!.

Diagram 6-1

15.d5!

White seizes the opportunity.

15...exd5 16.♙g5 ♜e4

The only move. Black cannot play 16...g6? due to 17.♙xe7!+.

17.♜xe4

17.♜xd5?! would not be so strong: 17...♙xg5 18.♙xe4 ♙xe4 19.♙xc4 g6.

17...dxe4 18.♙xe4

The white pieces, which were previously 'hiding' behind the isolated pawn, now become extremely active.

18...g6 19.♙h4 ♙c7

Or 19...h5 20.♙b3! ♙c7 21.♙ad1 (also winning is 21.♙f4 ♙xg5 22.♙xe8† ♙xe8 23.♙xc7) 21...♙d7 22.♙e4 ♙d6 23.♙f4 ♙xd1 24.♙xf7† ♙h8 25.♙xd1 ♙c8 26.♙xg6 1-0 M.Kaloskambis – N.Skalkotas, Greece 1976.

20.♙b3!

The threat is ♙xf7†.

20...h5

After 20...♙f8 White wins with 21.♙f4 followed by ♜g5.

21.♙e4

Threatening ♙xg6†.

Diagram 6-2

21...♙g7 22.♙xf7! ♙xf7 23.♙h6!

The threat is now ♙e6#.

23...♙d6

If 23...♙d6, then 24.♜g5† ♙f6 25.♜h7† ♙xh7 26.♙f3†+.

After 23...♜d8 there follows 24.♜g5† ♙xg5 25.♙xe8† ♙f6 26.♙h8† ♙f5 27.♙xg5 ♙xg5 28.♙e5†+.

24.♙c4† ♙f6 25.♙ad1

25.♜g5!+ would be even better.

25...♜d4 26.♙xd4† ♙xd4 27.♙xd4 (Δ♙f4#) 27...♙c5 28.h4

1-0

Diagram 6-1

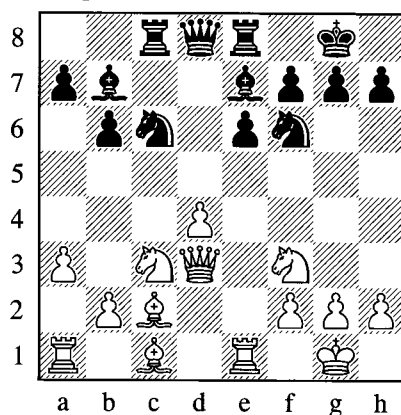


Diagram 6-2

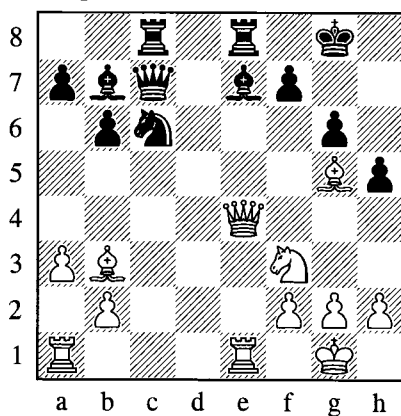


Diagram 6-3

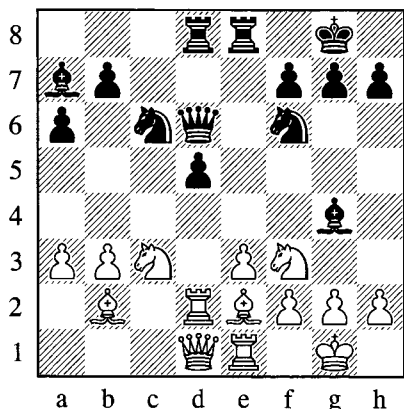


Diagram 6-3

H. Wirthensohn – M. Tal

Lucerne Olympiad 1982

16...d4!

Although the white rook is opposite the black queen, this breakthrough works. What is especially important is the role played by the dark-squared bishop.

17. ♖xd4

17. exd4 ♖xd4 18. ♖xd4 ♗xd4 transposes to the game.

If 17. ♖b1, then 17... ♗xf3 (also good is 17... ♖e4 18. ♗xd4 ♖xd4 19. ♖xd4 ♗xe2 20. ♗xe2 ♗) 18. ♗xf3 dxe3! 19. ♗xe3 ♗xe3 20. ♗xd6 ♗xd6 ♗.

17... ♖xd4 18. exd4

After 18. ♗xg4 ♖xg4 19. ♗xg4 there follows 19... ♖f3 ♗ 20. ♗xf3 ♗xd2 ♗.

18... ♗xd4 19. ♗xg4 ♗xe1 ♗

19... ♖xg4 20. ♗xe8 ♗xe8 21. g3 ♗h6! is also good for Black.

20. ♗xe1 ♖xg4 21. ♖e4

Or 21. g3 ♗h6 22. h4 ♗xd2! 23. ♗xd2 ♗xf2 ♗ 24. ♗xf2 ♖xf2 25. ♖xf2 ♗d2 ♗+.

21... ♗xh2 ♗ 22. ♖f1 ♗h1 ♗ 23. ♖e2 ♗xg2 ♗ 24. ♖d1 ♗f3 ♗ 25. ♗e2 ♗h1 ♗ 26. ♗e1 ♗f3 ♗ 27. ♗e2 ♗xb3 ♗ 28. ♖e1 ♖e5! 29. ♖d5 ♗c3

0-1

Note how important it is for both sides to have control over the central square in front of the isolated pawn!

Diagram 6-4

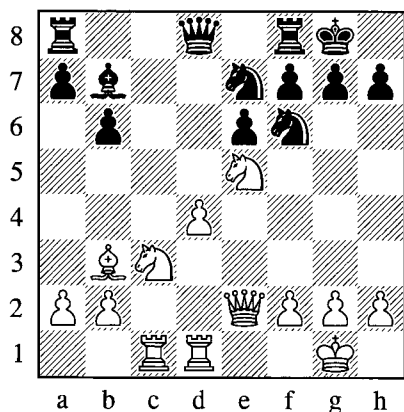


Diagram 6-4

M. Botvinnik – A. Batuev

Leningrad Ch 1930

Botvinnik often placed his major pieces on all three central files. Here he demonstrates another interesting idea.

17. f3!

With this move White controls the e4-square and limits the activity of the b7-bishop.

17. ♖xf7 ♜xf7 18. ♜xe6 would be too early, because of 18... ♖ed5.

17... ♜c8?

A fatal error. Black should play 17... ♖ed5 18. ♖e4 ♜c8 19. ♜xc8 ♜xc8=.

Diagram 6-5

18. ♖xf7!

A typical sacrifice. If there is a white knight on e5, then Black cannot sleep peacefully!

18... ♜xf7 19. ♜xe6 ♜f8

After 19... ♖ed5 comes 20. ♖xd5 ♖xd5 21. ♜xd5 ♜xd5 22. ♜xc8+-. That is the reason why 17... ♜c8 was bad!

20. ♖e4 ♜xc1 21. ♜xc1

White has two threats: 22. ♜c7 and 22. ♜xf7+ ♜xf7 23. ♜xf7+ ♖xf7 24. ♖d6+.

21... ♖fd5

21... ♖xe4 was no better, as after 22. ♖xe4 the opening of the f-file means that White threatens ♜f1.

22. ♖d6 ♜a8 23. ♜e1!+- g6 24. ♖xf7 ♜xf7 25. ♜xe7

1-0

Diagram 6-5

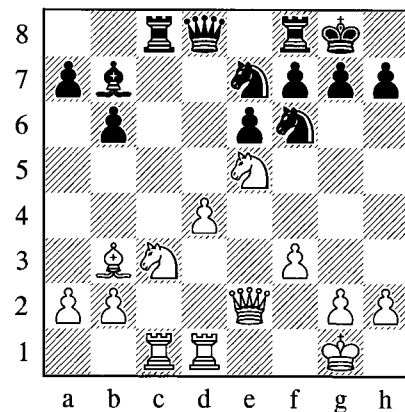


Diagram 6-6

M. Botvinnik – A. Tolush

Moscow 1965

Black wants to unpin with ...h7-h6. Botvinnik brings into the game another typical resource for the attacker: the f-pawn!

15. f4! h6 16. f5!

16. ♜xf6 ♜xf6 17. f5 ♜g5 would not be so clear-cut.

16... exf5

16... ♖hxg5 17. ♖xg6 is bad for Black.

17. ♜xf6 ♜xf6 18. ♜xf5 ♖f4?

Better is 18... ♜c6 19. ♜d5 (or 19. ♜d2±) 19... ♜d7 20. ♜xb7 ♜xb7 21. d5 ♜ad8± and Black can still defend.

19. ♜xf6 ♖xd3 20. ♜xf7 ♖xb2

20... ♜xf7 21. ♜xd3+-

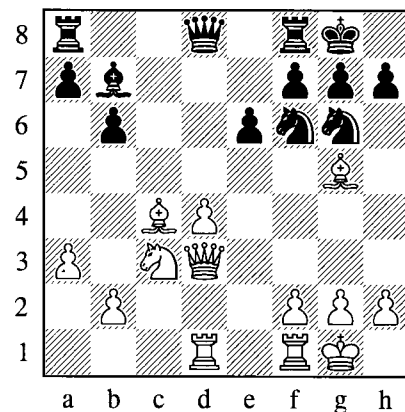
21. ♜xf8+ ♖xf8 22. ♜f1+ ♖e8

22... ♖e7 23. ♜f7+ ♖d6 24. ♖b5+ ♖c6 25. ♜c7#

23. ♜e6 ♜d8! 24. d5 ♜c8 25. ♜f7

White has a decisive endgame advantage.

Diagram 6-6



P.Benko – M.Filip

Wijk aan Zee 1970

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 e6 5.♙xc4 c5
6.0–0 a6 7.a4 ♘c6 8.♗e2 ♙e7 9.♞d1 cxd4 10.exd4
0–0 11.♘c3 ♘b4 12.♘e5 ♘bd5?!

Either 12...♙d7!? or 12...b6!? would be an improvement.

Diagram 6-7

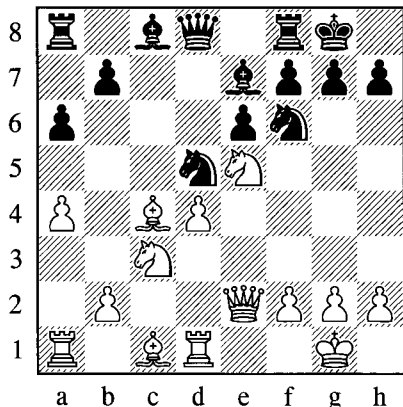


Diagram 6-7

13.♞d3!

An important idea. White brings his rook to g3 or h3, where it will support the kingside attack. Sometimes the same route is followed by the queen.

13...♙d7

13...♘b4 14.♞g3 ♗xd4 15.♙h6 gives White a strong attack.

14.♞g3 ♘h8

Or 14...♞e8 15.♙h6 g6 16.h4!. This advance of the h-pawn is another typical attacking resource.

15.♞h3! ♙e8

15...♙c6 16.♙d3 ♘b4? 17.♙xh7 ♘xh7 18.♗h5+–

16.♘d5

The exchange is good here, because Black has to take with the pawn, after which he will no longer be able to attack our isolated pawn.

16...exd5

16...♘d5 would be worse, in view of 17.♗h5 ♘f6 18.♗h4 ♞c8 (or 18...h5 19.♙g5 g6 20.g4+–) 19.♙g5! h6 20.♙xh6+–.

17.♙d3±

White threatens 18.♙xh7 ♘xh7 19.♗h5.

17...g6 18.♙h6 ♞g8 19.♞e1 ♙f8

19...♙b4 20.♗f3 (or 20.♙g5!? ♙xe1 21.♞f3+–) 20...♙xe1 21.♙g5 ♘g7 22.♙xf6† ♗xf6 23.♞xh7†+–

20.♙g5 ♗d6 21.♗f3 ♙g7 22.♗f4 ♗b6 23.♞e3 h5

23...♞c8 24.♙xf6 ♞c1† 25.♙f1 ♙xf6 26.♘xf7† ♙xf7 (26...♘g7 27.♞xh7† ♘f8 28.♘d6+–) 27.♞xh7† ♘xh7 28.♞h3† ♙h4 29.♗xf7† ♘h6 30.♞xh4† ♘g5 31.♗f4#

24.a5! ♗d8 25.g4 ♞c8 26.gxh5 ♞c1† 27.♘g2 gxh5 28.♞eg3

1–0

For the side with an isolated pawn, it is very important to **avoid unnecessary exchanges**. Every exchange

without good reason can reduce our attacking possibilities! For that reason, only exchange pieces when you gain some advantage in return!

3) Attack on the queenside

We can sometimes act on the queenside. That often comes about when our opponent has already allowed some weaknesses to develop there

Diagram 6-8

A.Karpov – E.Geller

Moscow 1981

18.♖fd1!

White is preparing a queenside offensive.

18.d5 would not be so strong: 18...♗c5 19.dxe6 ♗xe6=. Nor would 18.♗b5?! ♖xc1 19.♖xc1 ♗b8! (Karpov).

18...♗f6 19.♗b5 ♖xc1 20.♖xc1 ♗d5?

If 20...♗b8, then 21.♖c7 ♗d5 22.♖xa7± (I.Belov).

The correct move was 20...♗d5 21.a3 ♗d6! 22.♗xa7 ♗xd4 with only a minimal advantage for White.

21.♗xa7!

Karpov had calculated this with great precision.

21...♗b4 22.a3! ♗a8!?

After 22...♗xa6 comes 23.♗xa6 (or 23.♗c6!? ♗d7 24.♗xa6± I.Belov) 23...♗xd4 (23...♗f6 24.♗c6 ♗d5 25.♗d3±) 24.♗c6±.

23.♖c7

23.♗c8? would not be so good, due to 23...♗g5!.

23...♗d5

If 23...♗d8, then 24.♖b7!+.

24.♖b7!

24.♖d7 would not be so strong, because of 24...♖d8! 25.♖xd8† ♗xd8 26.♗b5 ♗f6∞ (I. Belov).

24...♗f6 25.♗c6± ♖c8 26.♗e5 ♗xe5 27.dxe5 ♖c1†

Or 27...b5 28.♗xb5 ♖c1† (28...♗c7 29.♗d7+–) 29.♗g2 ♗c7 30.♖b8†+– (I. Belov).

28.♗g2!

Karpov consolidates his position. After 28.♗h2?! there follows 28...♗d8 29.♗d3? ♗f4! (I. Belov).

28...♗d8 (Δ...♗f4†) 29.♗d3 ♖a1

Diagram 6-8

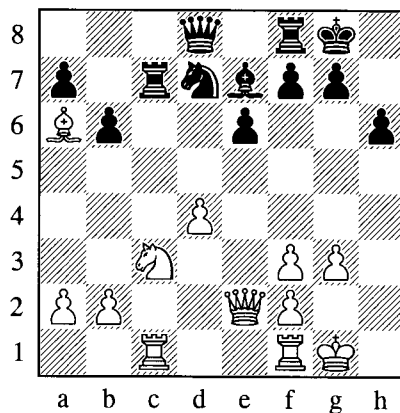
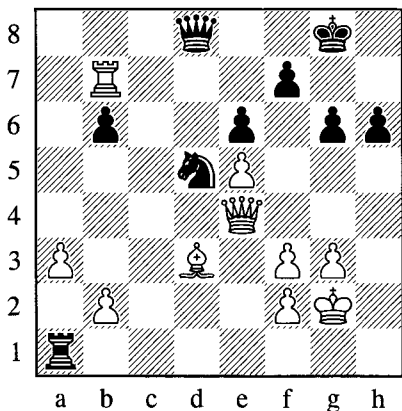


Diagram 6-9



29...g6 30.♖d2 ♜a1 31.♗xh6+-; 29...♞c7 30.♞xc7
 ♞xc7±
 30.♞e4 g6

Diagram 6-9

31.♞xf7!+-

The decisive combination.

31...♙xf7 32.♞xg6† ♙f8 33.♞xh6†

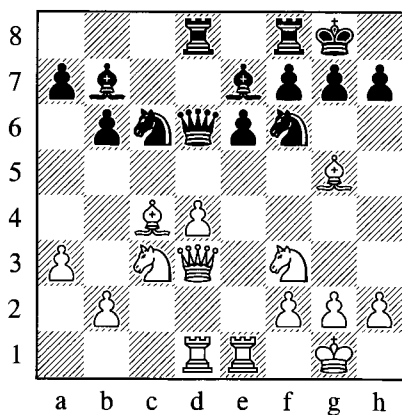
Black resigned, in view of 33...♙e8 34.♙b5† ♙e7
 35.♞g7# or 33...♙g8 34.♞h7† ♙f8 35.♞h8† ♙e7
 36.♞g7† ♙e8 37.♙g6#.

Summary

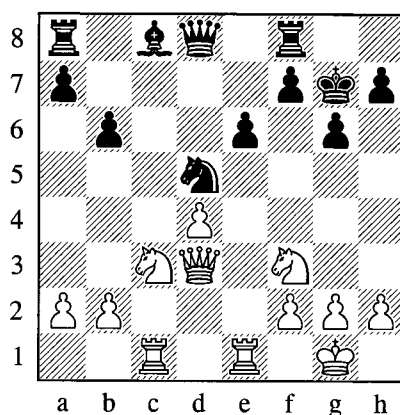
If you are playing with an isolated central pawn, your play must be **very energetic**. Attack your opponent, try to **control the centre** and **don't allow unnecessary exchanges of pieces**. If you do that, then the isolated pawn will be a good support for your attack.

Exercises

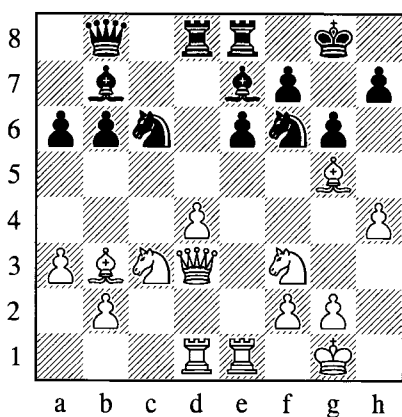
► Ex. 6-1 ◀ ★★ △



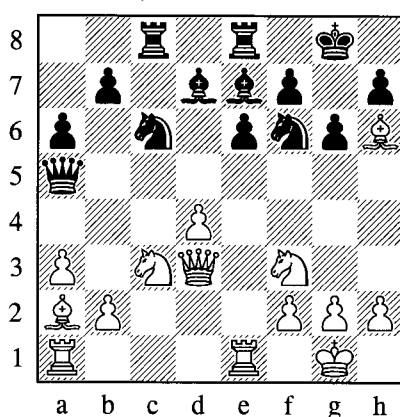
► Ex. 6-4 ◀ ★★ △



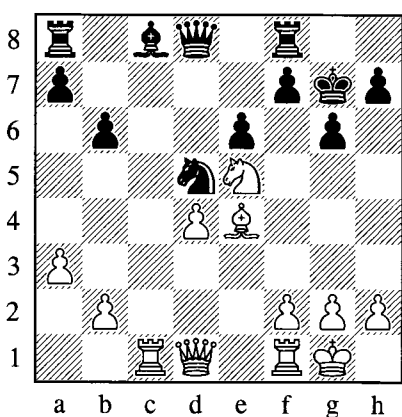
► Ex. 6-2 ◀ ★★★ △



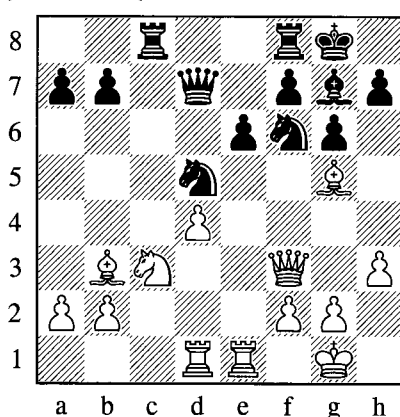
► Ex. 6-5 ◀ ★★ △



► Ex. 6-3 ◀ ★★★ △

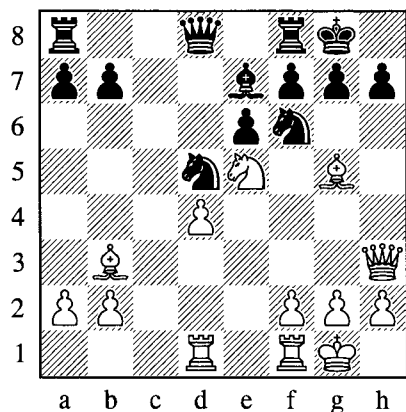


► Ex. 6-6 ◀ ★★ △

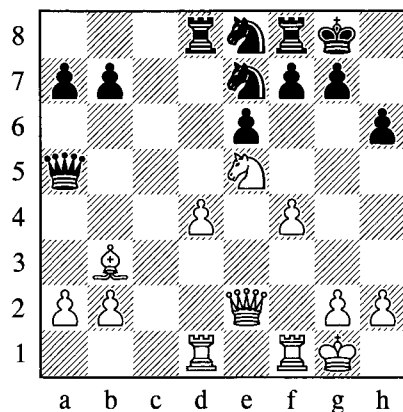


Exercises

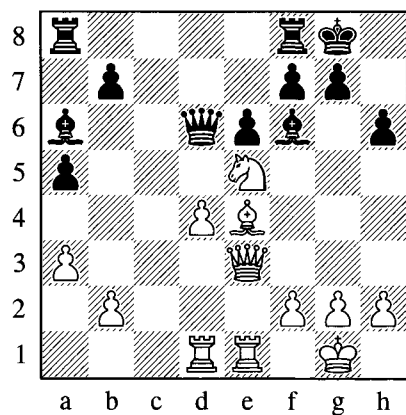
► Ex. 6-7 ◀ ★ ★ △



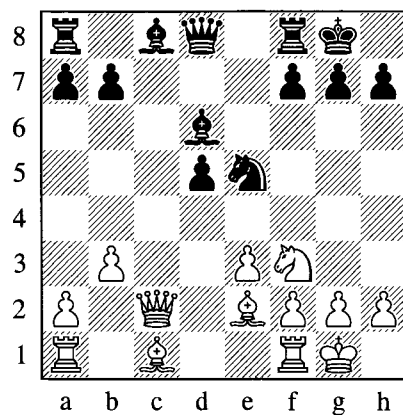
► Ex. 6-10 ◀ ★ ★ △



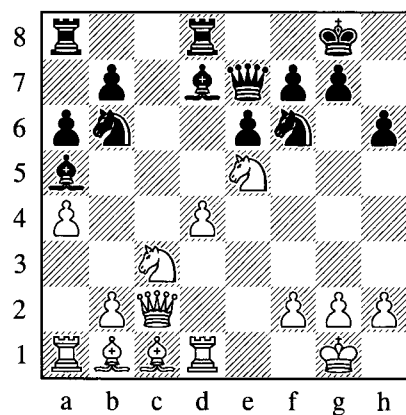
► Ex. 6-8 ◀ ★ ★ △



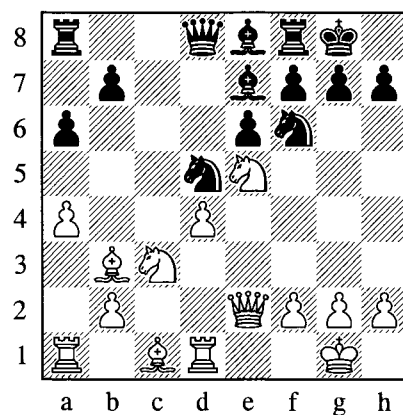
► Ex. 6-11 ◀ ★ ★ ▼



► Ex. 6-9 ◀ ★ ★ △



► Ex. 6-12 ◀ ★ ★ △



Solutions

Ex. 6-1

A.Yusupov – L.Vogt

Swiss Team Ch 1999

15.d5!

(2 points)

15...♖b8

15...exd5 16.♗xd5 ♗xd5 17.♙xd5 ♙xg5
18.♗xg5 ♖g6 19.♖xg6 hxg6 20.♙a2±

16.♖c2± exd5 17.♗xd5 ♗xd5 18.♙xd5
♙c8?! 19.♖f5! ♙d6 20.♙f6!

20.♙h6!? ♗e7 21.♖g4 ♗g6 22.♙xb7 ♖xb7
23.♙xd6 gxh6±

20...g6 21.♖h3 h5 22.g4!

1-0

Ex. 6-2

A.Yusupov – E.Lobron

Nussloch 1996

19.d5!

(2 points)

If 19.♙a2 (1 point), then 19...♗d5±.

19...♗a5

19...exd5? loses immediately to 20.♙xe7!.

After 19...♗d5 comes 20.♙xd5!? ♙xg5
(20...♗a5 21.♙xe7 ♙xe7 22.♖b1+; 20...exd5
21.♗xd5 [Xf6] 21...♙xg5 22.♙xe8+ ♙xe8
23.hxg5 ♙d8 24.♖c3+; 20...♗a7 21.♙xe7
♙xe7 22.♖e4+; 21.♗xg5 exd5 22.♙xe8+
(or immediately 22.♗xd5 with a strong
attack) 22...♙xe8 23.♗xd5 ♖e5 24.♖f3 f5
25.♖b3+.

20.dxe6!!

(another 1 point)

20.♙a2 would not be so strong: 20...♗xd5
21.♗xd5 ♙xd5 22.♙xd5 ♙xd5 23.♖xa6±.

20...♗xb3

20...♙xd3 loses after 21.exf7+ ♗g7 (21...♗f8
22.♙h6#; 21...♗h8 22.♙xd3 ♗xb3 23.♙xe7
♙xe7 24.♙xf6#) 22.fxe8=♖ ♖xe8 23.♙xd3
♗xb3 24.♙de3 ♗f7 25.♙xf6 ♗xf6 26.♙e6+
♗f7 27.♗g5+ ♗f8 28.♗hx7+ ♗f7 29.♗g5+
♗f8 30.♙xe7 ♖xe7 31.♙xe7 ♗xe7 32.f3+.

21.exf7+ ♗xf7 22.♖c4+ ♗g7 23.♗e5!

23.♙xd8 is not so clear: 23...♙xd8 24.♖xb3
♙xf3 25.gxf3±.

23...♗g8

After 23...♙f8 comes 24.♗d7!+ (Ftacnik).

On 23...♗d5!? White can choose between
two good continuations:

a) 24.♗xd5 ♙xg5 25.hxg5 ♙xe5 26.♖c3
♗d4!! 27.♙xe5 ♖xe5 28.♙xd4 ♙xd5
(28...♙xd5 29.♙xd5 ♖xc3 30.♙d7+;+) 29.f4
♖b8! 30.♙xd5+ ♗g8±

b) 24.♙h6+! ♗hx6 25.♗f7+ ♗g7 26.♗xd8
♗a5! (Given by Dautov. The alternatives all
lose: 26...♗xc3 27.♖f7+; 26...♙xd8 27.♗xd5
♙xd5 28.♙xd5 ♙xd5 29.♖xd5; 26...♙xd8
27.♗xd5 ♗a5 28.♖c3+.) 27.♙d4+ ♗f6
(27...♙f6? 28.♙xe8 ♙xd4 29.♗e6+;+) 28.♖xb6
(Ftacnik suggests continuing the
attack with 28.♗e6+) 28...♙xd8 29.♙xd8!
♙xd8 30.♙xe8 ♗xe8 31.♙xd8±.

Finally, 23...♙xd1 loses after 24.♖f7+ ♗h8
25.♙xf6+ ♙xf6 26.♖xf6+ ♗g8 27.♖f7+ ♗h8
28.♙xd1 ♖xe5 29.♙d7+.

24.♙xd8 ♙xd8

Or 24...♙xd8 25.♖f7+ ♗h8 26.♗xg6+ hxg6
27.♙xe7 ♗xe7 28.♙f6#.

25.♖f7+ ♗h8 26.♖xb3 ♖d4 27.♙e3!+– ♙f8

After 27...♙c5 there follows 28.♗e2 ♖d5
29.♗f7+ ♗g7 30.♙xd5 ♙xd5 31.♙xe8+.

If 27...♖c5, then 28.♖f7+.

28.♙xe7

Black resigned, because of 28...♗xe7
29.♗f7+ ♗g7 30.♙xe7+.

Ex. 6-3

V.Smyslov – Z.Ribli

Candidates match, London (7) 1983

17.♙xd5!

(2 points)

White is aiming to improve his pawn
structure.

17...♖xd5?

Better is 17...exd5±.

18.♙c7!

(another 1 point)

Solutions

18...♙b7

If 18...♙d6?, then 19.♞xf7† ♞xf7 20.♜xf7 ♜xf7 21.♞f3†+.

19.♞g4+ ♞ad8 20.♞d1 a5 21.h4?

21.f3! looks even better.

21...♞c8 22.♞d7 ♞e4 23.♞g5 ♙c6

After 23...♞c2 there follows 24.h5 ♜g8 25.h6 ♙d5 26.♞d8 ♞c8 27.♜d7+– (Baburin).

24.f3! ♞f5

24...♞e2 25.♜g4! ♞xd1† 26.♜h2 ♜g8 27.♞h6+– (Smyslov)

25.♞a7 ♙a4 26.♞e1 ♞c2 27.b4 ♙b3 28.bxa5

bx a5 29.♞e4! h6 30.♞e3 ♞b2 31.♞g4!

(Δ♞xg6†) 31...g5 32.hxg5 h5 33.♞g3 h4

34.♞g4 h3 35.g6+– h2† 36.♜xh2 ♞h8†

37.♜g3 ♞xg2† 38.♜xg2 ♞c2† 39.♞f2 ♞h2†

40.♜xh2 ♞xf2† 41.♜h3 ♞f1† 42.♞g2 ♞h1†

1–0

Ex. 6-4

V.Antoshin – R.Nezhmetdinov

Ryazan 1967

17.♜xd5!

(1 point)

17...♞xd5?

17...exd5± would be better.

18.♞c7!±

(1 point)

18...♞xa2?

18...♙d7 would be more stubborn: 19.♜e5 ♙e8 20.♞e3± (Polugaevsky).

If 18...♙b7?, then 19.♞e5+–.

19.♜e5 ♞d5 20.♞e3

20.♞g3!+– would also be strong.

Black resigned, on account of the variation 20...♙b7 21.f3 (Δ♞d7) 21...♞ad8 22.♞f4+– and he cannot defend the f7-pawn.

Ex. 6-5

S.Gligoric – A.Pomar Salamanca

Nice Olympiad 1974

17.d5!

(2 points)

17...exd5

After 17...♜d8 comes 18.♜e5+–.

18.♜xd5 ♙f5

If 18...♜xd5 19.♙xd5 ♙f5, then 20.♙xf7† ♜xf7 21.♞c4† ♜f6 22.♜g5+–.

18...♙e6 would be more stubborn.

19.♞xe7! ♞xe7

19...♙xd3 loses to 20.♜xf6† ♜h8 21.♞xf7.

20.♜xf6† ♜h8 21.♞d2+– ♙e6 22.♜d5 ♞xd2

23.♙xd2 ♙xd5 24.♙c3† ♜g8 25.♙xd5 ♞d7

S.Flohr used to say, half jokingly: 'The strength of the bishop pair lies in the fact that one of them can be exchanged in a favourable manner.'

26.♙xc6 bxc6 27.♜e5 ♞dd8 28.♜f1 h5

29.♞e1

The rook wants to play too!

29...♞d5? 30.♜xc6!

1–0

Ex. 6-6

V.Korchnoi – F.Gheorghiu

Bucharest 1968

18.♙xf6!

(1 point)

18...♜xf6 19.d5!

(1 point)

19...exd5

If 19...♜xd5, then 20.♙xd5! ♙xc3 21.♙xb7+–.

20.♙xd5! ♞b8

After 20...♜xd5 there follows 21.♜xd5+–, threatening both ♜f6† and ♜e7†.

After 20...♞c7 comes 21.♜b5 ♞b6 22.♜d6 and if 22...♞cd8, then 23.♙xf7† ♞xf7 24.♜xf7 ♜xf7 (24...♞xd1 25.♞xd1 ♜xf7 26.♞d7†) 25.♞xd8 ♞xd8 26.♞xb7†±.

21.♙b3 ♞c7 22.♜b5 ♞b6 23.♜d6± ♞bd8?

23...♞c7 would be tougher: 24.♜xf7 (or 24.♞d2± and ♞ed1) 24...♞xf7 25.♞e3± and White intends either ♞e7 or ♞xa7.

24.♜xf7! ♞xf7 25.♞xd8† ♞xd8 26.♞xb7 ♞d7 27.♞e7!

1–0

Solutions

Ex. 6-7

M.Botvinnik – M.Vidmar

Nottingham 1936

17.f4!

(2 points)

A typical attacking idea. The threat is f5 with the opening of the f-file.

17...♖c8

If 17...g6?, then 18.♙h6 ♖e8 19.♙a4+–.

After 17...♘e4 there follows 18.♘xf7! ♗xf7 (18...♗xf7 19.♙xe6) 19.♗de1!+–.

18.f5 exf5?

18...♙d6 would be more stubborn: 19.fxe6 fxe6±.

19.♗xf5 ♙d6?!

Or 19...♖c7 20.♗df1 and now:

a) 20...a6 21.♘xf7 ♗xf7 22.♙xd5 ♘xd5 23.♗xf7 ♙xg5 24.♙e6!+– (Panov)

b) 20...♘b6 21.♙h4 (Alekhine) and Black can no longer hold the position: 21...♘bd5 22.♘xf7 ♗xf7 23.♙xd5 ♘xd5 24.♗xf7 ♙xg5 25.♙xg5!+–

20.♘xf7!+– ♗xf7

20...♗xf7 21.♙xd5!+–

21.♙xf6 ♙xf6

Or 21...♘xf6 22.♗xf6 ♙xf6 23.♙xc8!+–.

22.♙xd5 ♙c6 23.♗d6 ♙e8 24.♗d7

1–0

Ex. 6-8

A.Karpov – J.Timman

Moscow 1981

23.♙c2!

(2 points)

23.f4!? (1 point) is possible.

If 23.♙b1 (1 point), then 23...♙d5.

23...♗fd8

23...♙d5 also leads to an advantage for White: 24.♙b3 ♙d6 25.f4 and White is set to play d4-d5.

24.♙e4 ♗ac8 25.♙h7†

An interesting try here would be: 25.h3 ♗f8 26.♗e3 ♗e7 (26...♙xe5 27.dxe5 ♙c6

28.♙xd8† ♗xd8 29.♙xc6 bxc6 30.♗c3±)

27.♙b3 ♙xe5 28.dxe5 ♙c6 29.♙h4† ♗e8

30.♙xd8† ♗xd8 31.♗c3±

25...♗f8 26.h3

The main alternative is 26.♙b3 and:

a) 26...♙b6? 27.♘g6†! fxc6 28.♙xe6 ♗c6 (28...♗c2 29.♙g8† ♗e7 30.♙b3!+–) 29.♙d5!+–

b) 26...♗e7! 27.♘g4 ♙b6!∞ (27...♗h8 28.♙f5±)

After the move in the game Black remains under pressure.

Ex. 6-9

V.Tukmakov – V.Korchnoi

USSR Ch, Riga 1970

17.♗d3!

(2 points)

If 17.♘g4 (1 consolation point), then 17...♙c6.

17...♗ac8

If 17...♙c6, then 18.♙xh6 gxf6 19.♙c1+–.

18.♗g3

The situation was ripe enough for a combination: 18.♙xh6! gxf6 19.♙d2 and if 19...♙f8, then 20.♗g3† ♗h8 21.♙xh6†! ♙xh6 22.♘xf7#.

18...♗f8 19.♙d2

Here too, 19.♙xh6! would be better: 19...gxf6 20.♘g6† fxc6 21.♙xg6 ♙f7 22.♙xh6† ♗e7 23.♗g7 ♗g8 24.♗xf7† ♗xf7 25.♘e4! ♘xe4 26.♙xe4+– (Tukmakov).

19...♘bd5

After 19...♘c4 comes 20.♘xc4 ♗xc4 21.♗xg7! ♗xg7 22.♙xh6† ♗g8 23.♙g5 ♙f8 24.♙h4 with a dangerous attack.

If 19...♙xa4, then 20.♗xg7 ♗xg7 21.♙xh6† ♗g8 22.♘g4 ♘bd5 23.♙g5+–.

20.♙g6!? ♙e8?

20...♙c7 would be more stubborn.

21.♙xh6! ♙b4

If 21...gxf6, then 22.♙xh6† ♗g8 23.♙e4† ♗h8 24.♙g7† ♗g8 25.♙xf6† ♗f8 26.♘xd5 exd5 27.♙xe7† ♗xe7 28.♙f5+– (Belov).

Solutions

After 21...fxg6 comes 22.♖h8† ♕g8 23.♕xd5+.

If 21...♕xc3, then 22.♔d3! ♖b4 23.♖xg7† ♕e7 24.♖xf6† ♕xf6 25.♔g5† ♕g7 26.♔e7†+ (Belov).

22.♖h8† ♕e7 23.♖xg7 ♖xd4

Or 23...♕xc3 24.bxc3 ♖xd4 25.♔g5+.

24.♕d3

Good alternatives are 24.♕f3!? and 24.♕xf7!?+.

24...♔xc3 25.bxc3 ♕xc3 26.♔a3† ♕d7

27.♖e1 ♕c7 28.♔e7!

1-0

Ex. 6-10

G.Stahlberg – J.Capablanca

Moscow 1935

20.f5!

(1 point)

But not the immediate 20.♕xf7 ♖xf7 21.♔xe6 ♕f6∞.

20...♕xf5

If 20...exf5, then 21.♕xf7+.

21.♕xf7!

(1 point)

21...♖xf7 22.♖xe6+ ♕ed6 23.g4?

White could have won the game here: 23.♖e5!+ ♖xe5 (23...b6 24.♔xf7† ♕xf7 25.♖xa5 bxa5 26.g4+–) 24.dxe5 ♕e3 25.♖xd6+–

23...♕h8! 24.♖e5!

After 24.gxf5 comes 24...♖xf5 25.♖xf5 ♖xf5 26.♖xf5 ♕xf5 27.d5.

24...♖xe5 25.dxe5 ♕e3! 26.♔xf7 ♕xd1 27.exd6 ♖xd6±

½–½

Ex. 6-11

L.Portisch – Z.Ribli

Montpellier 1985

12...♕xf3†!

(1 point)

13.♔xf3 ♖h4 14.h3

If 14.g3, then 14...♖f6+.

(another 1 point for this variation)

14...♔xh3+ 15.♖d1

Or 15.gxh3 ♖xh3+.

15...♔h2† 16.♕f1 ♖f6! 17.♔xd5

If 17.♔b2, then 17...♖xf3+.

17...♔f5 18.e4 ♔g4 19.♔a3? ♖a6†

0-1

Ex. 6-12

L.Polugaevsky – A.Lutikov

USSR Ch semifinal, Sverdlovsk 1957

15.♖d3!

(2 points)

15...♖c8

If 15...♕b4 16.♖g3 ♖xd4?, then 17.♔h6±.

16.♖g3 ♕h8 17.♔g5 ♕b4 18.♖d1 ♖c7

If 18...♕fd5, then 19.♕xd5 ♕xd5 20.♔xd5 ♔xg5 21.♔xb7±. After 18...♕g8!? comes 19.♔xe7 ♖xe7 20.♖g4 f5 21.♖f4±.

19.♖h3 g6?

19...♕fd5? would be bad, because of 20.♖h5+.

However, 19...♔c6 is more stubborn. White should then continue his attack with 20.♖e3, as the tempting 20.♔xe6 fxe6 21.♕g6† ♕g8 22.♖xe6† ♖f7 is only level.

20.♖f3 ♖g8? 21.♕e4 ♕h5

21...♕xe4 loses at once to 22.♖xh7† ♕xh7 23.♖h3†.

22.♖xf7!+ ♔c6

22...♔xf7 clearly loses after 23.♕xf7† ♕g7 24.♕xd8+.

23.♖xe6 ♖g7

23...♔xe4 is bad, due to 24.♕f7† ♕g7 25.♔h6#.

24.d5 ♔d7 25.♔xe7 ♖xe7 26.♖d6

Or 26.♕xg6† hxg6 27.♖f6† ♕h7 28.♖xh5† gxh5 29.♕g5† ♕g8 30.d6†+.

26...♖e8 27.♕f6 ♕xf6 28.♖xf6† ♖g7 29.d6

1-0

Scoring

Maximum number of points is 26

23 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

- ✓ Simplifying the position
- ✓ The square in front of the isolated pawn
- ✓ A direct attack against an isolated pawn
- ✓ Changing the pawn structure

Playing against the isolated pawn

Playing against an isolated pawn is strategically straightforward. You simply have to respect a few rules.

Simplifying the position

The weakness of the isolated pawn can be much more easily exploited in the endgame. From the previous chapter you will have seen that the side with the isolated pawn should be trying to attack. These two aspects point us in the direction of the correct strategy:

The side which is playing against an isolated pawn must try to simplify the position and make the transition to a favourable endgame.

Of course, this does not mean that we should agree to all exchanges without due consideration. But most exchanges are to our advantage, since with fewer pieces our opponent will also have fewer active options.

An endgame against an isolated pawn cannot always be won, since our opponent can normally defend one weakness well.

The square in front of the isolated pawn

We absolutely must **control the square in front of the isolated pawn**. The pieces which are blockading an isolated pawn, will have a safe central position on that square and can radiate strong activity.

A direct attack against an isolated pawn

A direct attack with all available means against an isolated pawn may seldom lead to the win of that pawn, but the opponent is often forced to put his pieces in passive positions. Sometimes, as a result, we manage to **create another weakness**.

Changing the pawn structure

When exchanging minor pieces, one often gets the opportunity to change the pawn structure. Such possibilities must be carefully weighed up. Sometimes

these changes are to our advantage, but sometimes we must turn them down just in order to reduce our opponent's attacking potential.

Please study the following sample games in order to understand how the above-mentioned rules can work in practice.

A.Bisguier – A.Karpov

Skopje Olympiad 1972

1.c4 c5 2.♘c3 g6 3.♙f3 ♙g7 4.e3 ♘f6 5.d4 0-0
6.♙e2 cxd4 7.exd4 d5 8.0-0 ♘c6 9.h3 ♙f5!?
10.♙e3 dxc4 11.♙xc4

Diagram 7-1

11...♙c8 12.♙e2 ♙e6!

Black must securely control the d5-square. Also, Karpov did not want to allow the white queen to be developed to b3: 12...♘e4 13.♙b3 ♙ or 12...♙a5 13.♙c1 ♙fd8 14.♙b3!?

13.♙d2

White wants to exchange the fianchettoed bishop in order to weaken Black's castled position. That does simplify the position and therefore is in Black's interest in the struggle against the isolated pawn! 13.♘g5 ♙d5 14.♘xd5 ♘xd5 is also good for Black.

13...♙a5! 14.♙h6!?

14.♙fd1!? would be better.

14...♙fd8 15.♙xg7 ♙xg7 16.♙fd1

Diagram 7-2

16...♙d6!

Black develops strong pressure against the isolated pawn.

17.♙e3 ♙cd8 18.a3 ♙b3+ 19.♙d2 ♙e6

Black tries to exploit the unfavourable position of the white queen.

20.♙f4

Diagram 7-3

20...♘d5

Black now simplifies the position.

21.♘xd5 ♙xd5+

Now the threat is ♙f5 and ♙xf3.

22.g4 g5!

Karpov cuts the opposing queen out of the game.

23.♙g3 ♙f6 (Δ...♙xf3) 24.♙d1

Diagram 7-1

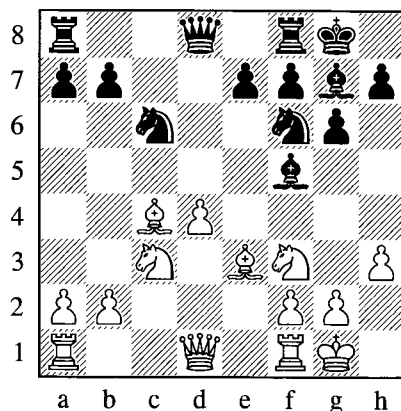


Diagram 7-2

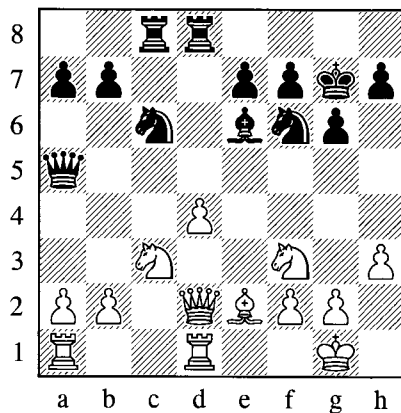
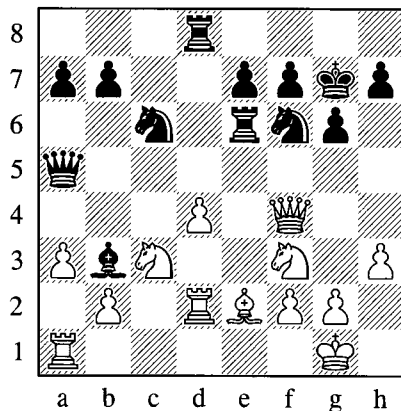


Diagram 7-3



Or 24.♖d3 ♘c4 25.♞e3 ♘xe2 26.♞xe2 ♞xf3!
27.♞xf3 ♜xd4.

24...♘c4

24...♞b5!? would be very strong, and if 25.♘e2, then 25...♘d5! followed by ...♞b3.

However, not 24...♞xf3 25.♞xf3 ♞xd2, because of 26.♘xb3.

25.b3 ♘a6

Here too, 25...♞xf3 26.♘xf3 ♞xd2 would be wrong, in view of 27.bxc4! ♞xd4 28.♘xc6 bxc6 29.♞e5†.

26.b4 ♞d8!?

26...♜xb4 27.♘b3 ♞dd6 28.♞e5! ♜c6! 29.♞e3 was too little for Karpov.

27.♘b3

Diagram 7-4

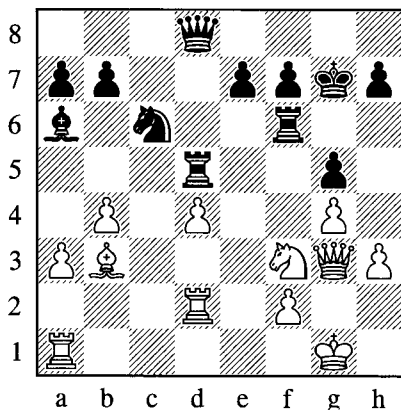


Diagram 7-4

27...♜xd4!

Black wins the pawn without conceding sufficient compensation. White tries to set another trap.

28.♞xd4!?

28.♘d5 would be objectively better than this: 28...♜xf3† 29.♘xf3 ♞xd2.

28...♞xd4 29.♜xg5 ♞d3 30.♞h4 h6

Obviously Bisguier had been hoping for 30...♞h6?? 31.♞xh6†.

31.♜xf7 ♞d4 32.♞e1 ♞xh3

And White had to resign.

A.Yusupov – G.Siegel

Swiss Team Ch 2000

1.d4 d5 2.c4 c6 3.♜c3 ♜f6 4.e3 e6 5.b3 ♜bd7

5...♘b4!? is stronger.

6.♘b2 ♘d6 7.♜f3 0-0 8.♘d3 e5 9.cxd5 cxd5

10.dxe5 ♜xe5

Diagram 7-5

11.♘e2!

The white bishop will be better placed on f3, from where it simultaneously protects the castled position and attacks the isolated pawn.

11.♜xe5 ♘xe5 12.0-0 would not be so good, on account of 12...♜g4.

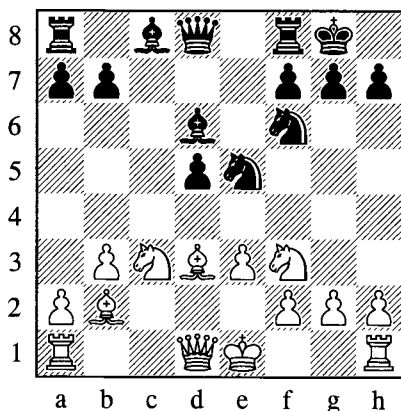
11...♜xf3† 12.♘xf3 ♘e5 13.0-0 ♘e6

13...d4 is bad here, due to 14.♜b5!.

14.♜a4!

White wants to simplify the position and exchange

Diagram 7-5



the dark-squared bishops.

14...♙xb2 15.♘xb2 ♖c8 16.♗d4

Diagram 7-6

The queen too can use the blockading square!

16...♙a5 17.♘d3 ♕f5 18.♘b4

White is exerting massive pressure on the isolated pawn.

18...♕e4 19.♗fd1 ♕xf3 20.gxf3

Black cannot exploit the weakness of the castled position. On the contrary, White can attack down the g-file!

20...♖c5 21.♔h1! ♖fc8 22.♖g1 ♗b6

Diagram 7-7

White now gets a somewhat better endgame.

23.♘d3 ♖c2?!

Black had to play 23...♖5c6 24.♙xb6 ♖xb6±.

24.♙xb6 axb6

Black has new weaknesses on the queenside.

25.♖gd1 ♕f8

25...♖a8 was much more accurate, in order to force 26.a4±.

26.♔g1 ♖a8? 27.♘b4!±

The knight has a good, secure position here.

27...♖b2 28.♖ac1 ♖e8 29.♔f1 h6 30.♖c7

30.♘d5 ♘d5 31.♖xd5 ♖xa2 32.♖c7 ♖a5 did not seem so clear to me.

30...♖e7 31.♖c8† ♖e8 32.♖c7 ♖e7 33.♖c8† ♖e8

34.♖cc1 ♖e7 35.♔e1!

White wants to exchange the active black rook.

35...♖d7 36.♖d2 ♖xd2 37.♔xd2 g5?!

This just weakens the h6-pawn. But after 37...d4 there is simply 38.e4±.

38.h3 ♔e7 39.♔d3 ♔e6 40.♖c8 ♔e5

Diagram 7-8

41.♘c2!

The knight will be ideally posted on d4.

41...h5

Black only has bad moves at his disposal.

42.♘d4 g4 43.fxg4 hxg4 44.h4+—

Now White has a passed pawn.

44...♘e4 45.♔e2 ♖d6 46.♖e8† ♔f6 47.♖g8 ♔e5

47...♘c3† would be more stubborn.

48.♖xg4 ♘c3† 49.♔d2! ♘xa2? 50.♘f3†

51.♖a4 will follow.

1-0

Diagram 7-6

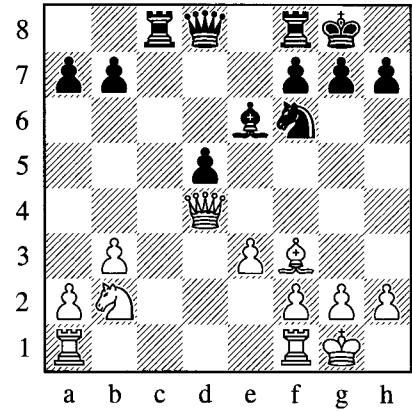


Diagram 7-7

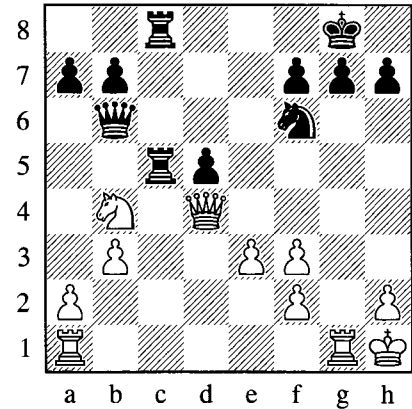


Diagram 7-8

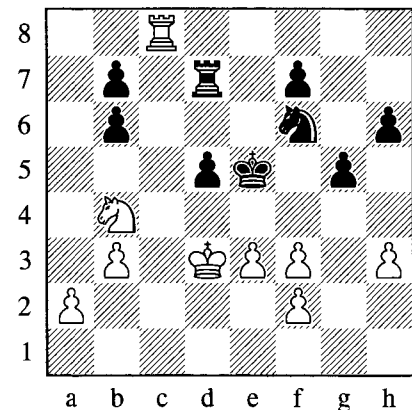


Diagram 7-9 ▼

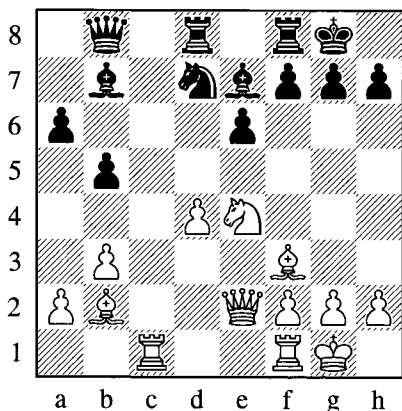


Diagram 7-10 ▲

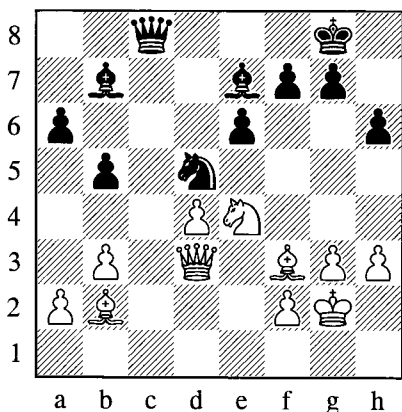


Diagram 7-11 ▼

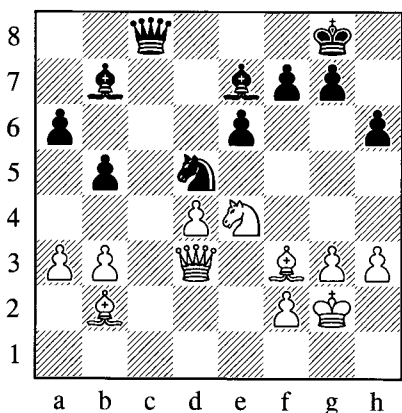


Diagram 7-9

A. Rubinstein – Em. Lasker

Moscow 1925

18...♖c8!

Black wants to simplify the position.

19.g3?!

GM Bondarevsky suggested 19.♘c5!? ♕xf3 20.♖xf3 ♘xc5 21.dxc5 ♕xc5 22.♗g4 e5 23.♖fd1 f5 (23...♖fe8) 24.♗f3 e4 25.♖d7, but even here Black can achieve an advantage with a tactical trick: 25...♗d4! 26.♗e2 ♕xb2 27.♖xb2 ♗e5!.

19...♗a8!?

This forces his opponent onto the defensive.

20.♔g2 ♖fd8 21.♖xc8 ♖xc8 22.♖c1 ♖xc1 23.♕xc1 (Δ♕g5) 23...h6 24.♕b2 ♘b6 25.h3

White is defending very passively. Here, or at some later point, he really had to try ♘c5.

25...♗c8

25...♕xe4? 26.♕xe4= would not be correct for Black. Not all exchanges are good!

26.♗d3 ♘d5!

Diagram 7-10

By threatening ...♘b4 Black provokes a second weakness.

27.a3

27.♘c5! would offer a better chance: 27...♕xc5 28.dxc5 ♗xc5 29.♗d4!.

Diagram 7-11

27...♘b6! 28.♔h2 ♕d5!

Aiming at the weakness on b3. This is how to exploit the blockading square!

29.♔g2 ♗c6 30.♘d2?

White is trying to reduce the pressure and so himself looks for an exchange! But 30.♘c3 would be a better way to do this.

30...a5!

Intending to continue with a5-a4, after which White will have weaknesses on c4 and a3.

31.♗c3 ♕xf3!±

31...♗xc3 would be less accurate: 32.♕xc3 ♕xf3± 33.♔xf3 (S.Samarian)

32.♘xf3 ♗xc3 33.♕xc3 a4! 34.bxa4 bxa4 35.♔f1

Or 35.♕b4 ♕xb4 36.axb4 a3+.

35...♕xa3+

Black has won the a-pawn and reached a technically winning endgame.

36.♔e2 ♖f8 37.♗d3 ♜d5 38.♙e1 ♙d6 39.♗c4
♗e7 40.♞e5

Diagram 7-12

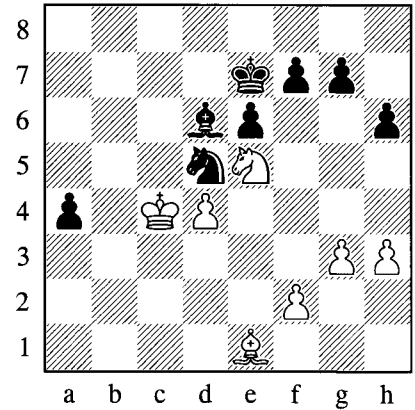
40...♙xe5

A useful simplification. To win the game, Black no longer needs the isolated pawn as an object of attack.

41.dxe5 ♗d7 42.♙d2 h5 43.♙c1 ♗c6 44.♙a3
♞b6† 45.♗d4 ♗b5 46.♙f8 ♞c4 47.♗c3 g6 48.f4
♞e3 49.♗d3 ♞d5 50.♙a3 h4 51.gxh4 ♞xf4†
52.♗e4 ♞h5 53.♗f3 ♗c4 54.♙b2 ♗b3 55.♙a1 a3
56.♗g4 ♗c2 57.♗g5 ♗d3

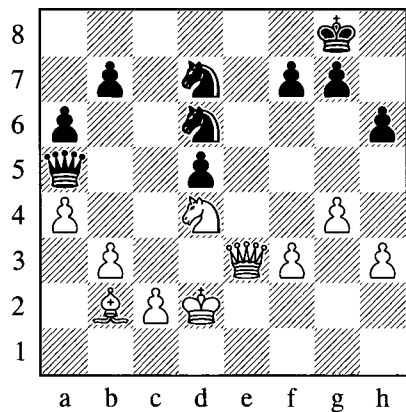
0–1

Diagram 7-12

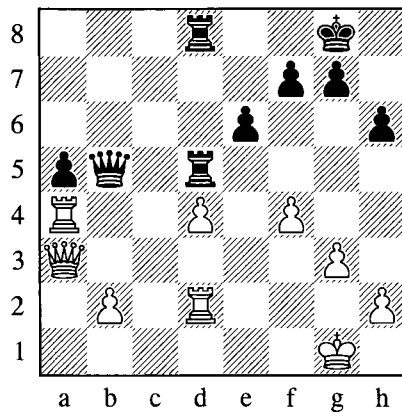


Exercises

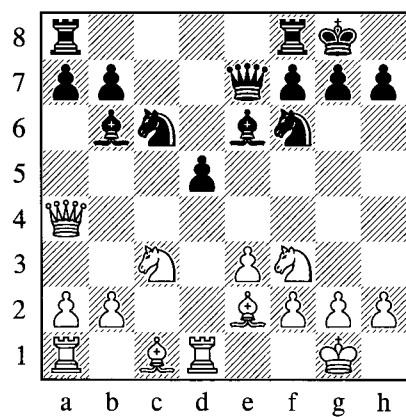
► Ex. 7-1 ◀ ★ ★ △



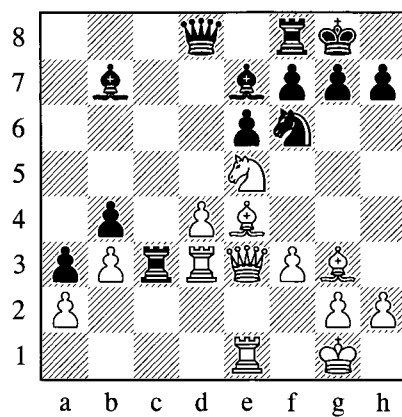
► Ex. 7-4 ◀ ★ ★ ▼



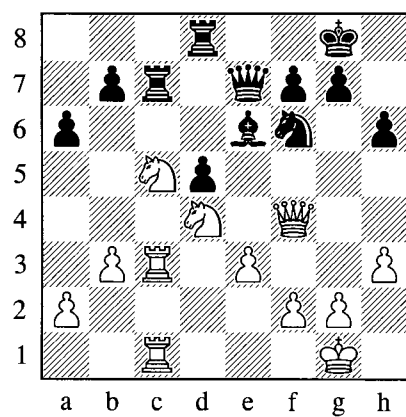
► Ex. 7-2 ◀ ★ △



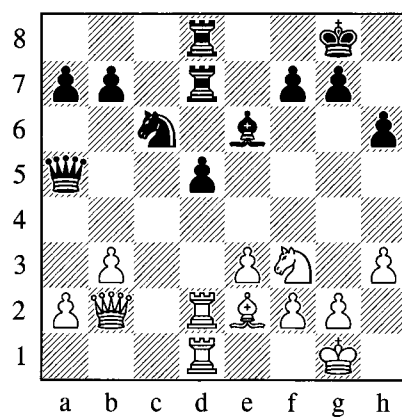
► Ex. 7-5 ◀ ★ ★ ★ ▼



► Ex. 7-3 ◀ ★ △



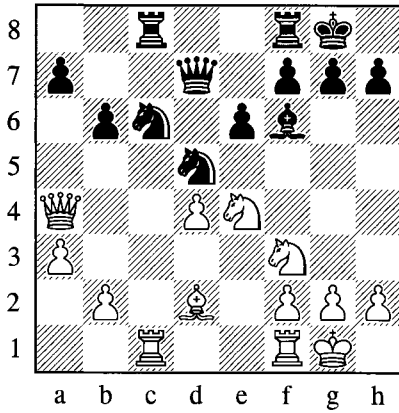
► Ex. 7-6 ◀ ★ ★ △



Exercises

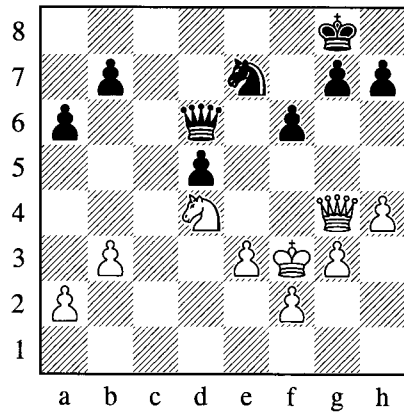
► Ex. 7-7 ◀

★★



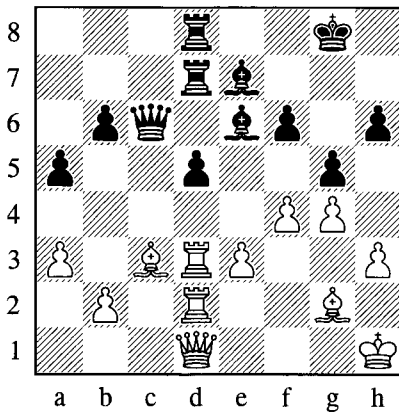
► Ex. 7-10 ◀

★★



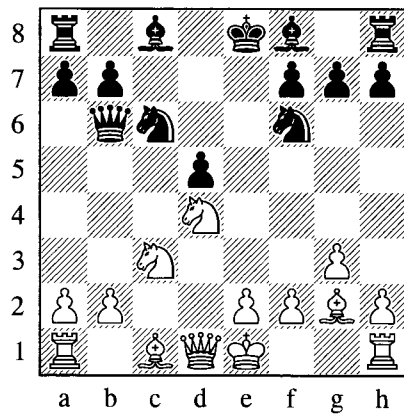
► Ex. 7-8 ◀

★★



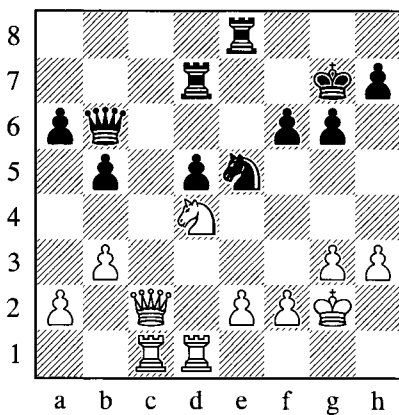
► Ex. 7-11 ◀

★★



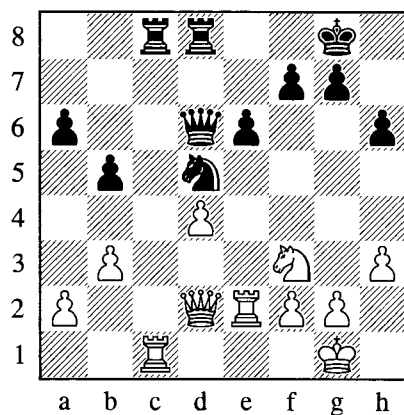
► Ex. 7-9 ◀

★



► Ex. 7-12 ◀

★★



Solutions

Ex. 7-1

P.Keres – B.Ivkov

Bamberg 1968

46.♖c3!

(1 point)

46...♖xc3†

After 46...♖b6 there follows 47.a5!? ♖d8 48.♗e6±.

If 46...♖d8, then 47.♗e6 ♖f6 48.♖xf6 ♗xf6 49.♗c5±.

47.♗xc3!

(another 1 point)

47...♗e5 48.♗a3 ♗e8 49.f4 ♗g6 50.♗e2! (Δ♗d4) 50...♗c7 51.f5 ♗h4 52.♗d4 b6

Or 52...♗f3† 53.♗c5 followed by ♗b6 winning.

53.♗e5!+- ♗f3† 54.♗d6 ♗e8† 55.♗xd5 ♗g5 56.♗f4

1-0

Ex. 7-2

A.Rubinstein – R.Teichmann

Teplitz-Schoenau 1922

13.b3!

(1 point)

Intending either ♗a3 or ♗b2 to improve control over the d4-square.

13...♖fd8!?

13...♗c5 would have been better.

14.♗a3! ♖e8

It is White who would profit from the exchange of bishops: 14...♗c5 15.♗xc5 ♖xc5 16.♖ac1±.

15.♖h4! ♗c7 (Δ...♗e5) 16.♖ac1 a6

Now after 16...♗e5 there follows 17.♗b5.

17.♗d3 h6

If 17...♗e5, then 18.♗xe5 ♗xe5 19.♗c5±; White will continue with ♗d4.

18.♗a4!

Intending either ♗c5 or ♗b2.

18...♗d6 19.♗xd6 ♖xd6 20.♗c5± ♖e7 21.♗d4 ♗e5 22.♖f4 ♗xd3 23.♖xd3 ♖c8 24.♖dc3 ♖dd8 25.♖e5 (25.h3) 25...♗g4

26.♖f4 ♗f6 27.h3! (Δ♖e5) 27...♖c7?

See Ex. 7-3.

Ex. 7-3

A.Rubinstein – R.Teichmann

Teplitz-Schoenau 1922

28.♖xc7!

(1 point)

28...♖xc7 29.♗cxe6 ♖xc3

If 29...♖b6, then 30.♗xd8 ♖xd8 31.♖c8+-.

30.♖xc3 ♖xe6 31.♗xe6 ♖d7 32.f3+- ♗f7

33.♗d4 ♖g6 34.♗f2 ♗e7 35.♖c8 ♗e8

36.♗e2 ♗f7 37.♗d3 ♗d6 38.♖c5 ♗e8

39.a4!? ♗e7 40.h4!? h5 41.♗e2! (Δ♗f4)

41...♗c7 42.♗f4 ♗d6 43.♖c1 ♖g7 44.g4!

hxc4 45.fxc4 a5

45...g5 46.hxc4 ♖xc4 47.♖xc7! ♗xc7 48.♗e6†

46.♖h1 (Δh5) 46...g5 47.hxc4 ♖xc4

48.♖h6† ♗e5

48...♗d7? 49.♖h7† ♗d6 50.♖xc7+-

49.♗g6† ♗f6 50.♗f8† ♗f7

50...♗e5 51.♗d7#

51.♖h7† ♖g7

51...♗xf8 52.♖xc7 ♖xc4 53.♖xb7+-

52.♖xc7† ♗xc7 53.♗d7 ♗a6 54.♗d4 ♗b4

55.♗c5 b6 56.♗d7 ♗c2† 57.♗d3 ♗b4†

58.♗c3 ♗g6 59.♗xb6 ♗g5 60.♗d4 ♗c2†

61.♗xd5 ♗xe3† 62.♗c5 ♗xc4 63.♗c4

1-0

Ex. 7-4

V.Korchnoi – A.Karpov

World Championship, Merano (9) 1981

35...e5!±

(2 points)

In a good position there are normally a lot of good moves:

35...♖c8!? 36.♖a1 ♖c4±

35...g5 36.fxc5 hxc5 37.♖f2±

35...♖c6!? 36.♖b3

35...f6!? 36.♖a2±

You get 1 point for all these suggestions.

Solutions

Karpov's move is simply a good deal better.

36.fxe5 ♖xe5

Now there is the decisive threat of ...♞e5-e1†.

37.♖a1

37.♞f2! would be more stubborn: 37...♞e1† 38.♔g2 ♖c6† 39.d5!. The idea is to meet 39...♖xd5† with 40.♖f3, but after 39...♖xd5!? 40.♖f3 ♖e6 things are looking very gloomy for White.

37...♖e8!-+

Because of the threat of ...♞e5-e1† the e5-rook now has to be taken, after which the other rook penetrates the 2nd rank decisively.

38.dxe5 ♖xd2 39.♞xa5

If 39.♖e1, then 39...♖d7 40.e6 fxe6 41.♞a1 ♖d4†-+.

39...♖c6 40.♞a8† ♔h7 41.♖b1† g6

Or 41...♞c2-+.

42.♖f1 ♖c5†

But not 42...♖xa8?? 43.♖xf7†=.

43.♔h1 ♖d5†

White resigned, since he loses his queen after the inevitable ...♞d1.

Ex. 7-5

A.Yusupov – A.Shirov

Prague (rapid) 2002

24...♞xe4!

(2 points)

Shirov finds a concrete way. 1 consolation point for 24...♖xd3 or 24...♞d5.

25.fxe4 ♞c2 26.♞e2

If 26.♞d2, then 26...♞g5-+.

26...♞g5 27.♖f2 ♞c1† 28.♞e1 ♞xe4†

(another 1 point for this variation)

29.♞xc1 ♞xc1 30.♞d1 ♞b2 31.♞c4 ♞c3 32.♞d6 ♞e8 33.♞c5 ♞g6 34.♞d6 ♞e7 35.♖f4 e5! 36.dxe5 ♖xe5 37.♖c4

Or 37.♞xb4 ♖b6†-+.

37...h6-+ 38.h4 ♖c7 39.♞d5 ♞e1† 40.♔f2 ♞c1 41.♖f4 ♞e1† 42.♔e2 ♖xc5 43.♖xc5 ♖xc5 44.♔xe1 ♖g1† 45.♔e2 ♖xg2† 46.♔e3 ♖xa2 47.♖xb4 ♖a1 48.h5 ♞xh5 49.♖a5
0-1

Ex. 7-6

M.Botvinnik – E.Zagoriansky

Sverdlovsk 1943

19.♞e5!

(2 points)

19.♞d4 is equally good and also earns 2 points. You get 1 point for 19.a3, intending 20.b4.

19...♞xe5 20.♖xe5 ♖c5 21.♞f3 (Δe4) 21...b6 22.♖b2 ♞c8 23.♖e5 ♞cd8 24.♞d4 a5± 25.g4!

White wants to provoke a second weakness on the kingside.

25...♖c6 26.g5 hxg5 27.♖xg5

White threatens ♞h4 followed by ♖h5.

27...f6 28.♖g6 ♞f7 29.♖g3

Now White's threat is ♔h1 and ♞g1.

29...f5? 30.♖g5 ♖e6 31.♔h1 ♖e5 32.♞g1 ♞f8 33.♖h6 ♖b8

After 33...g6 comes 34.h4. If 33...♞d6, then 34.♖xg7†!.

34.♖h4 ♔f8 35.♖h8† ♞g8 36.♖f4

Targetting the weakness on f5.

36...♖bb7 37.♖g5 ♖f7 38.♖h5 ♖a1† 39.♔g2 g6 40.♖xg6 ♞h7 41.♖d6† ♖fe7 42.♖d8†

1-0

Ex. 7-7

L.Liptay – L.Portisch

Budapest 1965

16...♞e5!

(2 points)

A useful idea to simplify matters. You get 1 point for 16...♞e7 or 16...♞f8.

17.♖xd7

17.♖b3 would be worse: 17...♞xf3†

18.♖xf3 ♞xd4†

17...♞xd7† 18.♞c3?!

Better is 18.♞d6 with much more counterplay.

18...♞xc3 19.♞xc3 ♞c7 20.♞d2 ♖fc8 21.♖xc7 ♖xc7 22.♞c1 ♖xc1† 23.♞xc1

Solutions

24.♔f1 ♕e7 25.♙f4 b5 26.♕e2
 ♖b6 27.♕d3 ♕d7 28.♕e4 ♖c4 29.♙c1
 ♖d6† 30.♕d3 ♕c6 31.♖e1 a5 32.♖c2 a4
 33.♖b4† ♕d7 34.g3 ♖c4 35.f4 ♙e7 36.♖c2
 ♕c6 37.♖e3 ♖xe3 38.♙xe3 ♕d5 39.g4 ♙d8
 40.g5 f6 41.gxf6
 0-1

Ex. 7-8

A.Karpov – B.Spassky

Montreal 1979

35.f5!

(1 point)

35...♙f7 36.e4+–

(1 point)

36...♕g7 37.exd5 ♖c7 38.♙e2

Intending either ♙xe7 or ♙e6.

38...b5? 39.♙xe7! ♙xe7 40.d6 ♖c4 41.b3!
 1-0

Ex. 7-9

V.Kramnik – E.Kengis

Tal Memorial, Riga 1995

29.♖c5!

(1 point)

Equally good is 29.f4 ♖f7 30.♖c6!.

29...♖b7

Or 29...♖xc5 30.♙xc5 ♖f7 31.e3±; the
 d-pawn is very weak.

30.♙c3 b4

Or 30...♙e7 31.♙dc1±.

31.♙c2 ♙e7 32.♙dc1 h5

After 32...♙e8 comes 33.♖a5.

33.♖c8 ♖b6

If 33...♖xc8 34.♙xc8 f5, then 35.♙lc5±.

34.e3 ♙d8?

34...♙b7 or 34...♖d6 would be more
 stubborn.

35.♖e6†+– ♖xe6

35...♙xe6 loses to 36.♙c7† ♙d7 37.♙xd7†
 ♖xd7 38.♖xd7† ♕h6 39.♙c8!

36.♖xd8 ♖f7 37.♖c8 ♖e4† 38.♕g1 ♖g5
 39.♙c7! ♖f3† 40.♕f1 ♖h2† 41.♕e2

Black resigned, in view of 41...♖f3† 42.♕e1
 ♖h1† (or 42...♙xc7 43.♙xc7† ♕h6 44.♖f8†
 ♕g5 45.♖xb4+–) 43.♕d2 ♖f3† 44.♕c2
 ♖e1† 45.♙xe1+–.

Ex. 7-10

B.Larsen – S.Agdestein

Gausdal 1985

31.♖e6†!±

(2 points)

31.♕e2!± first is just as good.

31...♖xe6 32.♖xe6 b6?!

After 32...♕f7 comes 33.♖d8†+–. But
 32...♖c6± would be more stubborn.

33.♖c7 a5 34.♕e2! h5 35.♕d3 ♕f7
 36.♕d4+– g5

Or 36...♖c6† 37.♕xd5 ♖b4† 38.♕c4 ♖xa2
 39.♖d5+–.

37.♖xd5 ♖f5† 38.♕e4 ♖d6† 39.♕d3 b5
 40.e4 ♕e6 41.f3 b4 42.♖e3 gxf4 43.gxf4
 ♕e5 44.♖d5 ♖b5 45.f4† ♕e6 46.♖e3
 1-0

Ex. 7-11

A.Rubinstein – G.Salwe

Lodz 1908

9.♖xc6!

(2 points)

This appears to be the best solution, since
 otherwise White cannot maintain his position
 in the centre:

9.♖b3?! d4 and 9.♖c2?! d4 both allow Black
 an initiative.

9.e3 ♖xd4=

9.♙e3 ♙c5!± (after 9...♖xb2 there follows
 10.♖db5 ♙b4 11.0-0 ♙xc3 12.♙b1∞)

9.♖db5 a6 10.♙e3 ♖a5=

You receive 1 point for any of the last three
 suggestions.

9...bxc6 10.0-0 ♙e7

Or 10...♙a6?! 11.♖a4 ♙c4 12.b3 ♙b5
 13.♖f4 ♙e7 14.♙e3 ♖b7 15.♖xb5 ♖xb5
 16.♖c7 ♙a3 17.♖e5† ♕f8 18.b4! ♖xb4

Solutions

19.♞ab1 ♞d6 20.♞c3± A.Rubinstein – G.Salwe, Vilnius 1909.

After 10...♙e6 comes 11.e4!± (Y.Razuvaev).

11.♜a4

Another good move is 11.e4!? dxe4 12.♙e3! ♞xb2 13.♜xe4± I.Boleslavsky – G.Stoltz, Bucharest 1953.

11...♞b5 12.♙e3 0–0 13.♞c1± (×c5)

13...♙g4 14.f3 ♙e6 15.♙c5 ♞fe8

You will find the continuation of this game in Ex. 9-8.

Ex. 7-12

T.Regedzinski – A.Rubinstein

Lodz 1917

26...♞f4!

(2 points)

After 26...b4 comes 27.♞c4±.

26...♞b4 (1 consolation point) is less precise, because of 27.♞b2±.

27.♞c2

After 27.♞c5 there follows 27...♞xc5 28.dxc5 ♞c7 29.♞c1 ♞c8 30.♞c2 ♜b4 31.♞d2 ♞e7!±.

27.♞xf4? would be bad, due to 27...♜xf4 28.♞ec2 ♜e2!±.

27...♞xd2 28.♞exd2 ♞xc2 29.♞xc2 ♜b4 30.♞b2 ♞c8± 31.♜f1

Or 31.a3 ♞c1† 32.♜h2 ♜d5±.

31...♞c1† 32.♜e2 ♞a1 33.♜d2 ♞xa2 34.♞xa2 ♜xa2 35.♜e5 ♜b4 36.♜d7 f6 37.g3 ♜f7 38.♜b6 ♜e7 39.♜c3 a5

0–1

Scoring

Maximum number of points is 22

19 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

✓ Various tactical operations

Simple tactics

We shall use this heading to describe all tactical operations which are not linked to a direct attack on the king or a clear material gain. Tactical means are often used to obtain specific positional advantages. Such simple tactics are clearly harder for many players to discover than an effective mating combination. In the games of grandmasters, such tactics keep on cropping up.

A.Kotov – V.Smyslov

USSR Ch, Moscow 1940

1.d4 ♖f6 2.c4 g6 3.♗c3 ♗g7 4.e4 0-0 5.♗ge2 d6
6.f3 e5 7.♗e3

The alternative is 7.d5.

7...exd4 8.♗xd4 c6 (Δ...d5) 9.♖d2

9.♗c2 is a recommendation by Smyslov.

Diagram 8-1

9...d5!?

A main continuation.

10.cxd5 cxd5 11.e5 ♗e8 12.f4 f6! 13.exf6!?

The black pieces become very active after this exchange.

If 13.e6 ♗c6 14.♗xc6 (14.f5!?) 14...bxc6 15.♗c5 ♗d6 16.♗xd5 cxd5 17.♖xd5, then 17...♗b7! (an important tactical motif!) 18.♖c4 ♗e8 19.e7† ♗h8.

13.0-0-0! is another recommendation by Smyslov, while 13.♗b5! is a suggestion from Geller.

13...♗xf6 14.♗e2 ♗c6 15.0-0 ♗e8 16.♗h1 ♗g4 17.♗xg4?

17.♗g1 would be better: 17...♗e4 18.♗xe4 ♗xe2 19.♗xe2 dxe4 20.♗ad1 ♖xd2 21.♖xd2 ♗ad8 22.♗fd1 ♖xd2 23.♖xd2 e3 24.♖c2 (but not 24.♗d3, because of 24...♗d4) 24...♗d4! 25.g3 ♗b6 (Smyslov).

17...♗xg4 18.♗g1

18.♗xc6 bxc6 19.♗g1 was necessary, but after 19...d4 Black is better. For example 20.♗a4 ♖d5 21.♖fe1 ♗e3 (Smyslov).

Diagram 8-2

Black now finds an unexpected tactical blow and wins a pawn.

Diagram 8-1

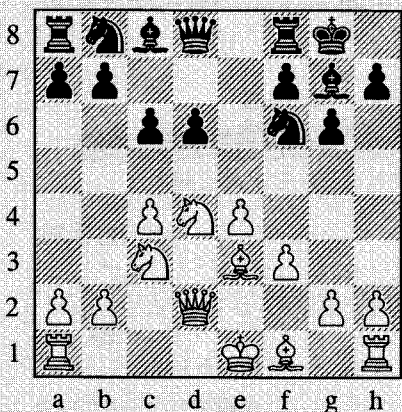
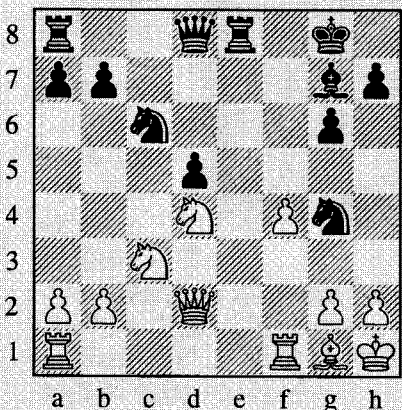


Diagram 8-2



18...♖xh2! 19.♙xh2

Other moves lose more quickly: 19.♙xc6? ♜xf1 20.♙xd8 ♙xd2+.

19...♙xd4 20.♞ae1 ♜d7 21.♞d3 ♞ad8 22.♞xe8†
♞xe8 23.♙g1

Diagram 8-3

23...♞f5!

It is interesting to see how often Smyslov uses tactical motifs.

24.♞d1

If 24.♞xf5 ♙xf5 25.♞d1 (25.♙xd5? ♙g3†), then 25...d4 26.♙b5 a6! and White cannot take the d4-pawn, on account of the pin after 27...♞d8 (Smyslov).

24...♙e2!

Diagram 8-4

Another tactical trick, in order to consolidate the position and to simplify.

25.♙xe2 ♞h5† 26.♙h2 ♞xe2 27.♞e1 ♞e4 28.♞c1
♞xe1† 29.♞xe1 h6 30.♞d2 ♞f5 31.♙g1 ♞h5†
32.♙h2

With the threat of 33.g4 ♞xg4 34.♞xd5† and then 35.♞xb7.

32...♙h7 33.b3 d4 34.♞d3 ♞f5 35.♞d2

35.♞xf5 gxf5 was no better: 36.♙g1 d3 37.♙f2
♙d4† 38.♙f3 d2 39.♙e2 ♙e3 and the black king
marches to g4 (Smyslov).

35...♞e4 36.♙g1 b5

Intending 37...d3 38.♙e3 b4 and then ...♙c3 (Smyslov).

37.b4 a6 38.♙h2

Diagram 8-5

38...g5!

Another tactical solution to improve his own position and to weaken the opponent's pawns.

39.g3

Of course not 39.fxg5?? ♞h4#.

39...gxf4 40.gxf4 ♙g6+ 41.♙f2 ♙f6 42.a4 bxa4
43.♞a2 d3 44.♞xa4

Or 44.♞g8† ♙g7+.

44...♞e2 45.♙g3 h5!

The threat is 46...♙h4†!.

46.♞xa6 h4† 47.♙g2 ♞e4† 48.♙f1 ♞h1† 49.♙g1
♞f3† 50.♙f2 d2 51.f5† ♙h5!

0-1

Diagram 8-3

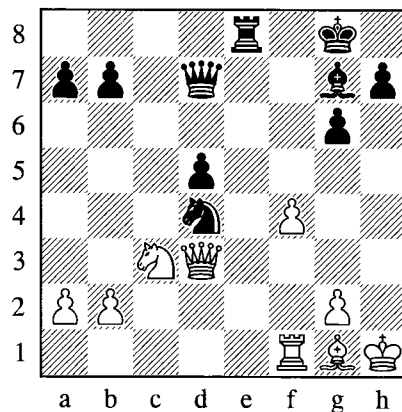


Diagram 8-4

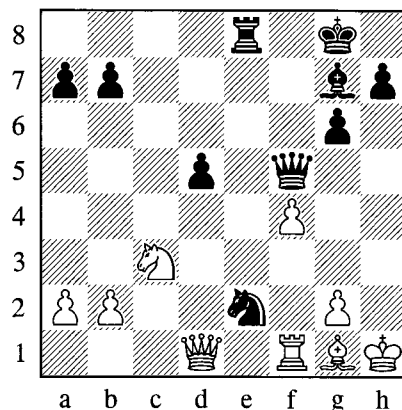
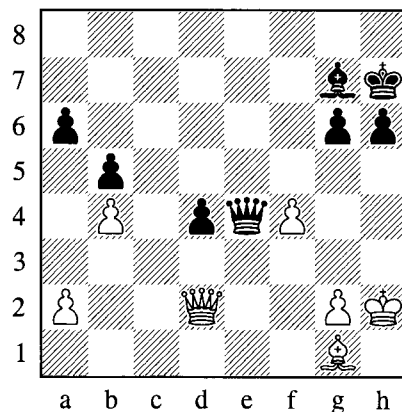


Diagram 8-5



Another example from a game by a different world champion.

Diagram 8-6

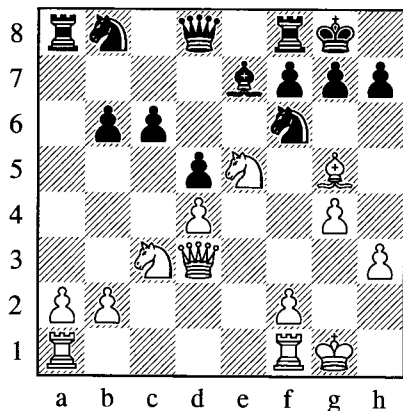


Diagram 8-6

S. Tartakower – M. Botvinnik

Groningen 1946

15...♖xg4!?

A typical discovered attack, but one which is not totally clear.

16.♖xc6?±

If 16.♖xe7?, then 16...♖xe5 17.♖xd8 (17.♖xh7† ♖xh7 18.♖xd8 ♖c4 19.♖c7 ♖a6→) 17...♖xd3 18.♖xb6 ♖xb2±.

The correct move is 16.hxg4! ♖xg5 17.♖g2! (17.f4 ♖f6 18.♖g2 ♖xe5 19.♖h1 f5!±) 17...f6 18.♖h1 ♖h6 19.♖g6! ♖f7 (19...hxg6? 20.♖xh6!+– gxh6 21.♖xg6† ♖h8 22.♖xh6† ♖g8 23.♖g6† ♖h8 24.♖h1#) 20.♖h4 ♖g5± (according to analysis by Botvinnik) and White has chances on the kingside.

16...♖xc6 17.♖xe7 ♖xe7

And 17...♖xe7 would not be bad either: 18.hxg4 ♖ad8.

18.hxg4 f5!

White has maintained material equality, but Black now takes the initiative and can attack on the weakened kingside.

19.♖ae1!

If 19.f3, then 19...♖d6 20.♖g2 ♖g6→ (Botvinnik).

19...fxg4 20.♖e5 ♖f3! 21.♖b5 ♖g6!

Of course, not 21...♖d6? on account of 22.♖xe7 and Black must give perpetual check by 22...♖g3†!, because 22...♖xe7? loses to 23.♖xd5†.

22.♖xd5

After 22.♖xd5† ♖xd5 23.♖xd5 comes 23...♖f4, intending 24...♖af8 followed by 25...g3 or 25...♖h3†, and Black is clearly better (Botvinnik).

22...♖f6 23.♖g5?!

If 23.♖h5, then 23...♖d8 or simply 23...♖xd4.

The immediate 23.♖e4 would be an improvement: 23...♖f4 24.♖e5! ♖f8 25.♖e8 with good chances of a draw.

23...♖f8 24.♖e4 ♖f4 (Δ...♖h3) 25.♖d5† ♖h8 26.♖h5

Diagram 8-7

26...♖h3?!†

Instead of this obvious move Black would be better playing 26...h6! (26...g3? 27.♕g5! gxf2† 28.♕h1 is not good for Black). It would seem that Botvinnik could not find a refutation to 27.♖e6 over the board. But there is a tactical trick, which solves almost all the problems: 27...♖e3! 28.♖xg6 ♖xe4+ and the threats are ...♖e2 and ...♖xd4.

27.♖xh3 gxh3 28.♕g3!

After this, Tartakower struggled on very tenaciously, but eventually lost.

There are many typical tactical operations. You have to study them and incorporate them into your own tactical arsenal.

Here are two further examples:

Diagram 8-8

M.Botvinnik – I.Bondarevsky

USSR Ch, Moscow 1945

23.♕f5!

This standard tactical shot leads to the exchange of the important dark-squared bishop.

23...♖b7

23...gxf5 was not really much better: 24.exf5 ♕xf5 (or 24...♖c7 25.fxe6 ♖xe6 26.♖xe6 ♕xe6 27.♕e4+–) 25.♖xf5 ♖b7 26.♕a1±

24.♕xg7 ♕xg7 25.c5! dxc5 26.♕a4 ♖b4?!

27.♕xc5+–

White has achieved a strategically won position.

Diagram 8-9

A.Konstantinopolsky – R.Kholmov

USSR Ch semi-final, Tartu 1950

15.♕d5!

A typical move which sets Black insoluble problems.

15...♕xd5

Or 15...exd5 16.exd5 with a decisive positional advantage.

16.cxd5 ♖d7 17.♕h3!

The threat is 18.dxe6 and then 19.♕g5.

Diagram 8-7

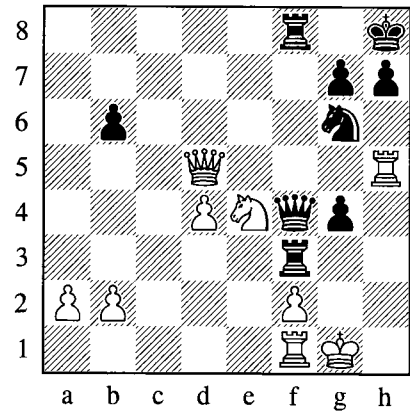


Diagram 8-8

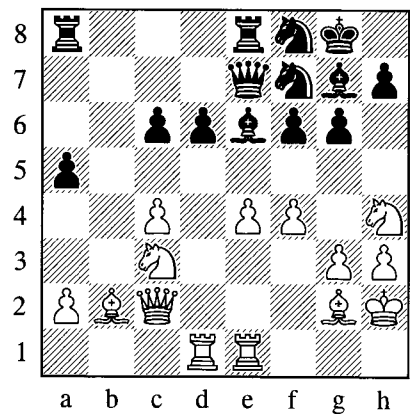
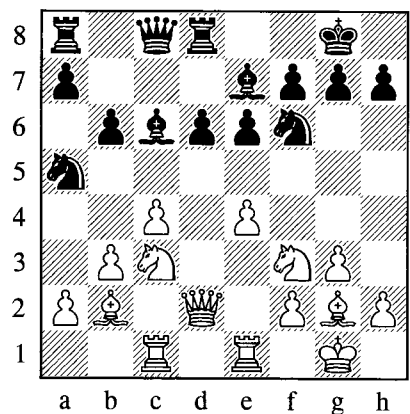


Diagram 8-9





Tactics 2

17...h5 18.dxe6 fxe6 19.♖g5+- ♜c6 20.♖g6
♜dc8

In order to defend with ...♜d8.

21.♜xc6!

The final chord.

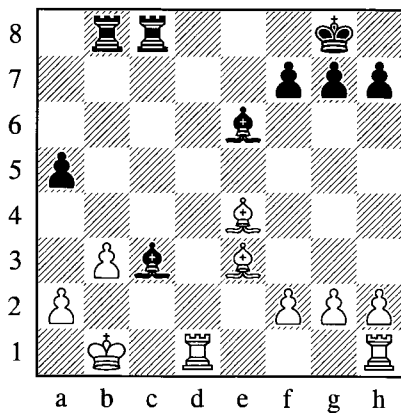
21...♜xc6 22.♜g5 d5 23.♖f7 ♔h8 24.♜xf6

Black resigned.

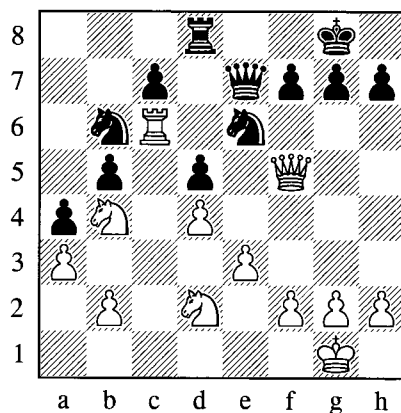
Simple tactics are an important facet of the game.
Good positional play is often based on specific tactical
nuances.

Exercises

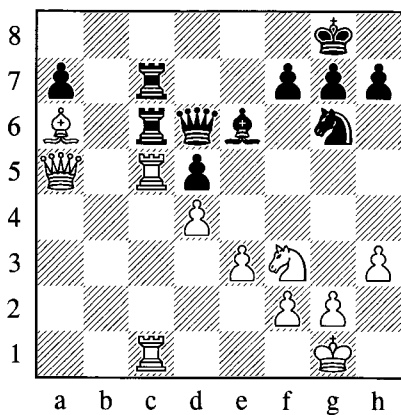
► Ex. 8-1 ◀ ★★★ △



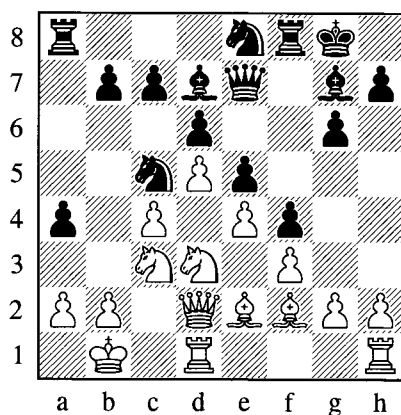
► Ex. 8-4 ◀ ★ △



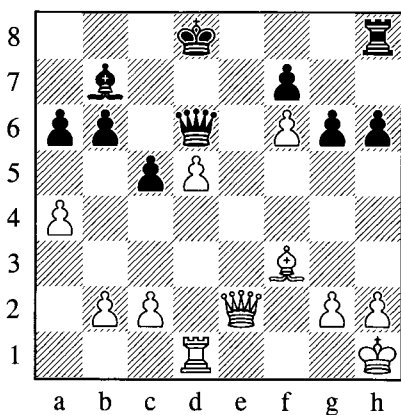
► Ex. 8-2 ◀ ★ △



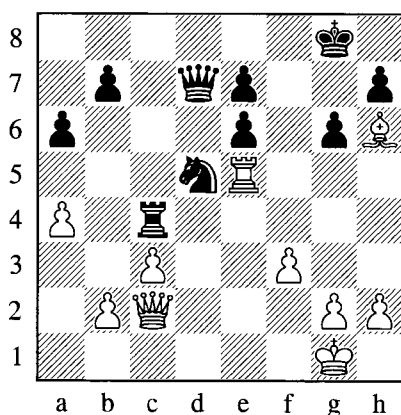
► Ex. 8-5 ◀ ★★ △



► Ex. 8-3 ◀ ★ △

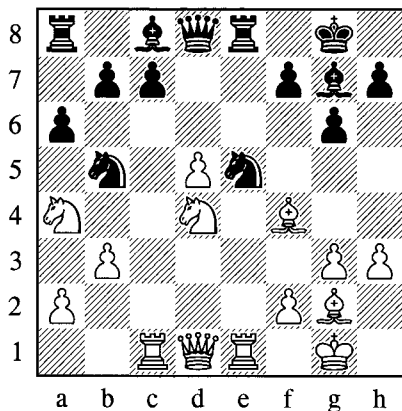


► Ex. 8-6 ◀ ★★★ △

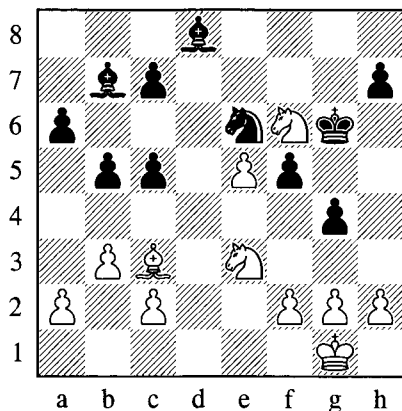


Exercises

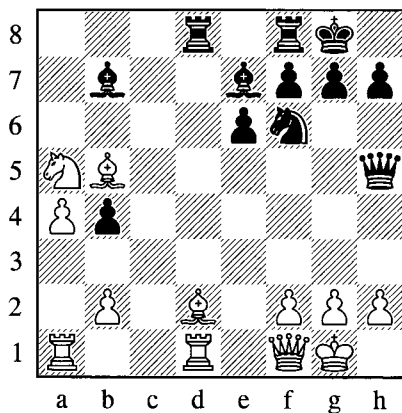
► Ex. 8-7 ◀ ★ ★ △



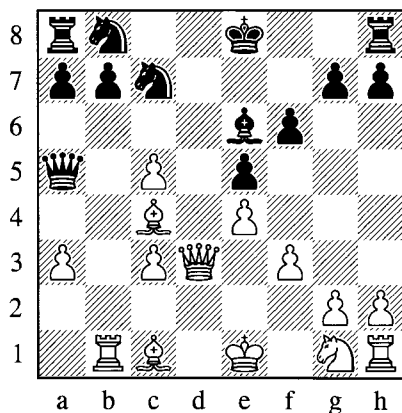
► Ex. 8-10 ◀ ★ ★ ▼



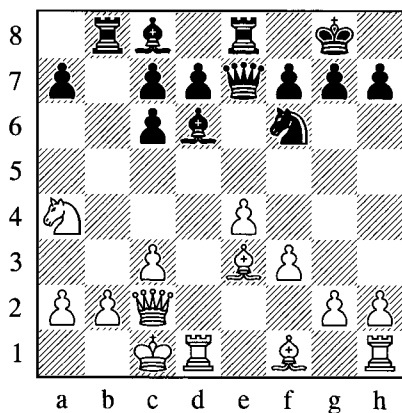
► Ex. 8-8 ◀ ★ ★ ▼



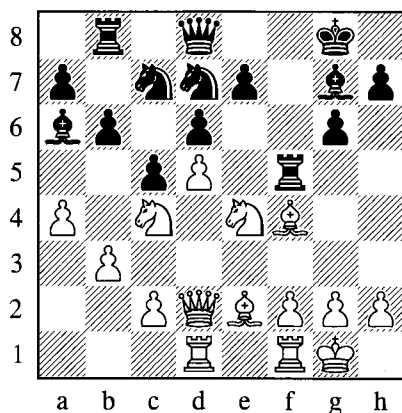
► Ex. 8-11 ◀ ★ ▼



► Ex. 8-9 ◀ ★ ★ ▼



► Ex. 8-12 ◀ ★ ★ △



Solutions

Ex. 8-1

S.Rublevsky – I.Sokolov

Chalkidiki 2002

In the game White played 26.♔d4 (1 consolation point) and after 26...a4! 27.♙xc3 ♖xc3 28.♙b2 ♖c5 29.♙c2 ♖xc2† 30.♙xc2 axb3† 31.axb3 he had to accept a draw.

It would have been better to play:

26.♙d3!

(2 points)

26...f5

If 26...a4, then 27.♖c1 ♙f6 28.♖xc8†±.

27.♖c1 fxe4 28.♙dxc3±

(another 1 point for this variation)

Ex. 8-2

S.Reshevsky – G.Treysman

USA Ch, New York 1936

31.♙b7! ♖xc5

31...♖xb7? 32.♖xc6+–

32.dxc5!

(1 point)

32..♖e7 33.c6+–

Black's a7- and d5-pawns are vulnerable.

33...♙c8 34.♙xc8 ♖xc8 35.♖xd5 ♖e6

36.♖c5 ♖c7 37.♙d4 ♖e7 38.♙b5

1–0

Ex. 8-3

M.Botvinnik – I.Kan

Sverdlovsk 1943

26.♖e7†!

(1 point)

26...♖xe7 27.fxe7† ♔d7

If 27...♙xe7, then 28.d6†+–.

28.d6 ♙xf3 29.gxf3+– ♖c8 30.♙g2 g5

31.♙d5 ♖g8 32.♙g3 f6 33.♙g4 ♙e6

34.♙h5! a5 35.♙xh6 ♙f7 36.♙h5 ♖h8†

37.♙g4 ♖h4† 38.♙g3 ♖h8 39.f4 gxf4†

40.♙xf4 ♙e6 41.d7 ♙xe7 42.d8=♖† ♖xd8

43.♖xd8 ♙xd8 44.♙f5

1–0

Ex. 8-4

M.Botvinnik – P.Keres

World Championship, Moscow 1948

25.♖xb6!

(1 point)

White secures the better pawn structure.

25...cxb6 26.♙c6 ♖c7 27.♙xd8 ♖xd8

28.♖c2±

Ex. 8-5

V.Makogonov – G.Kasparian

USSR Ch, Tbilisi 1937

16.♙xc5!

(1 point)

16...dxc5 17.d6!

(1 point)

17...cxd6

After 17...♖xd6 there follows 18.♖xd6 cxd6 (18...♙xd6 19.♙xc5 ♖a6 20.♙d5+–) 19.♙xc5 ♖a6 20.♙a3+–.

18.♙xc5 ♙e6 19.♙a3! ♖f7 20.♙b5 ♙f8

20...♖g5 21.g4±

21.♙xd6 ♙xd6 22.♙xd6± ♖g5 23.♙xf8

♖xf8 24.g4!±

Ex. 8-6

P.Keres – J.Bolbochan

Buenos Aires 1954

28.b3!?

(1 point)

28.♖e4 (also 1 point) would be objectively better, with a slight advantage. But Keres had in mind a good tactical idea.

28...♖c6?!

If 28...♖xc3?, then 29.♖xd5+–.

(1 point for this variation)

For this reason, 28...♖c6 looks forced. However, recently Mike Rosa discovered that 28...♖h4!! is probably still good enough for a draw, e.g. 29.♙g5 ♖d6! 30.♖xd5!? ♖xh2† 31.♙f2 exd5 32.♖e2! ♖f4! = (Rosa) and now 33.♖e6?!† ♖f7! or 33.♙xf4 ♖xf4 34.♖xe7

Solutions

♖d2†=, 1 extra point if you saw the move 28...♖h4!!.

29.c4! ♜b4?

Better is 29...♜f6±.

30.♖c3!+- ♜f7 31.♖e1

This is simpler than 31.♖xb4 ♖d4† 32.♖e3 ♖h4.

31...♖d6 32.♖h8 e5 33.♖xh7† ♜e8 34.♖h8† ♜d7 35.♖xe5 ♜d3 36.♖xd6† ♖xd6 37.♖b1 ♜b4 38.♜f2 ♜c6 39.♙g5 ♖e6 40.♖d1 ♜c2 41.♖d2

1-0

Ex. 8-7

V.Smyslov – A.Lilienthal

Moscow 1942

19.♜e6!

(2 points)

19...♙xe6

After 19...fxe6 comes 20.♙xe5 exd5 21.♖xd5†+-.

20.dxc6 ♖xe6 21.♜c5± ♖xd1

After 21...♖d6 there follows 22.♖e2 ♜d4 (22...♜d3 23.♜xd3 ♖xd3 24.♙xb7±) 23.♖e4 f5 24.♖e3+- (Smyslov).

22.♖exd1 ♖d6 23.♜xb7 ♖xd1† 24.♖xd1±

Ex. 8-8

G.Fridstein – V.Smyslov

Moscow 1945

21...♙f3!

(1 point)

21...♙e4 is also good, as is 21...♙d6. And 21...♜g4 merits consideration too; White must react carefully with 22.♙f4. You also get 1 point for any of these suggestions. Smyslov's move has the advantage that it makes the position much simpler.

22.gxf3

After 22.♜c6 comes 22...♙d6 23.h3 ♙xd1 24.♜xd8 ♙xa4 25.♖xa4 ♖xd8±.

22...♖xd2!

(another 1 point)

23.♖xd2 ♖g5† 24.♜h1 ♖xd2 25.♖e2 ♖f4 26.♜c4 ♖c8 27.♖d1 ♖c5!± (Δ♖h5)

Ex. 8-9

I.Bondarevsky – V.Smyslov

Moscow 1945

14...♜d5!

(2 points)

1 point for 14...♖e6.

15.♙xa7?

After 15.♙f2 there follows 15...♙f4† 16.♜b1 ♜e3±.

15.♙d2 would be better: 15...♜b6 16.♜xb6 ♖xb6 17.♙c4 (17.♙d3? ♙a3!; 17.♙e3 ♙c5) 17...♙a6 and Black has an initiative.

15...♖a8 16.exd5 ♖xa7 17.dxc6 dxc6 18.♙c4?

18.♙d3 would be more stubborn: 18...♙e6 19.♜b1 (but not 19.b3? ♖b8 with a strong attack).

18...♖g5†! 19.♜b1 ♙f5 20.♙d3 ♙xd3 21.♖xd3 ♖b5 22.♖d4 ♖ea8

0-1

Ex. 8-10

I.Bondarevsky – V.Smyslov

Moscow 1946

26...f4!

(2 points)

1 point for 26...h5 or 26...♜d4. The move in the game is even stronger.

27.♜d1

Nor do other moves solve the problem:

27.♜exg4 h5+-

27.♜ed5 c6+-

27.♜f1 ♙xf6 28.exf6 ♜d4+-

27...♙xf6 28.exf6 ♙e4 29.♙b2 b4! 30.f3 ♙xc2+- 31.♜f2 gxf3 32.gxf3 ♙b1 33.♜e4 ♙xa2 34.♜d2 a5 35.♜f2 ♜d4 36.♙xd4 cxd4 37.♜e2 ♜xf6 38.♜d3 ♜e5 39.♜c2 a4 40.bxa4 c5 41.a5 c4 42.a6 d3†

0-1

Solutions

Ex. 8-11

G.Ageichenko – V.Smyslov

Moscow 1967

13...♖d7!

(1 point)

14.♙xe6

After 14.c6? or 14.♞xb7? there follows 14...♗(x)c5+.

14...♗xc5!

14...♗xe6 is less accurate, in view of 15.c6 bxc6 16.♞c4 ♗dc5 17.♗e2 0–0 18.♙e3=.

15.♞c4?!

After 15.♙f7+ ♗xf7 16.♞c4+ comes 16...♗7e6 17.♙e3 b6 18.♞b5 ♞xa3 19.♙xc5 ♞a1+! (19...♞c1+ 20.♗f2 ♞ac8 is not so clear, on account of 21.♞a2 ♞xc5 22.♞xc5 bxc5 23.♞xa7+ ♗g6 24.♞d7) 20.♗f2 ♞ac8+.

15.♙d7!+ would be better: 15...♗xd7 16.♗e2=.

15...♗7xe6 16.♗e2 b6+ 17.f4 ♞a4 18.♞b4

And here Black should head for the better endgame with 18...♞a6+.

Ex. 8-12

V.Smyslov – L.Schmid

Helsinki Olympiad 1952

16.♙g4!

(2 points)

16...♞xd5

16...♙xc4 17.bxc4+

17.♙e6+ ♗xe6 18.♞xd5 ♗df8 19.♗g5 ♙b7?

Better is 19...♞c8 20.♞fe1! ♙b7 21.♞d2+.

20.♗xe6! ♞c8

Or 20...♙xd5 21.♗xd8 ♙xc4 22.♗c6 ♙xf1 23.♗xb8 ♙e2 24.♞e1 e5 25.♞xe2 exf4 26.♞e7+– (Smyslov).

21.♗xd6!+– exd6 22.♞xd6 ♞xe6 23.♞xe6+ 1–0

Scoring

Maximum number of points is 22

- 19 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

- ✓ A weakness in the pawn structure
- ✓ The square in front of the backward pawn
- ✓ Playing against the backward pawn
 - ◆ Fixing and then attacking
 - ◆ Exploiting the square in front of the pawn
- ✓ Defensive ideas
 - ◆ Advancing the pawn
 - ◆ Plugging the gap
 - ◆ Counterplay on other files

The backward pawn

The pawn structure plays an important role in a game of chess. A weakness in the pawn structure can influence the evaluation of a position. A backward pawn is one such weakness. We cannot defend it with other pawns and have to protect it with pieces. And the square in front of a backward pawn is a source of worry for the defender.

Playing against the backward pawn

The side which is playing against the backward pawn should try first of all to **fix the said pawn**. You should not allow your opponent to advance the backward pawn or to exchange it. Then the **backward pawn can be attacked**.

The square in front of the backward pawn is a good and safe position for your own pieces.

In the game which follows, Smyslov shows how to put into action the strategies we have just described.

V.Smyslov – A.Denker

Moscow 1946

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♙g2 ♙g7 5.d3 e6
6.♙e3 ♘d4?!

6...d6 would be safer.

7.♘ce2!

Aiming to play c3 and d4.

7...d6

After 7...♘xe2 8.♘xe2 ♙xb2 there follows 9.♙b1 and White will win back the c5-pawn, since 9...♙a5? is met by 10.♙d2 ♙xa2 11.♙xb2 ♙xb2 12.♙c3+.

8.c3 ♘c6

8...♘xe2 was better: 9.♘xe2 ♘e7 10.d4 ♙c7±

9.d4 cxd4 10.♘xd4

Smyslov wants to attack the d6-pawn, for which he needs a semi-open d-file. For that reason 10.cxd4 would be much weaker.

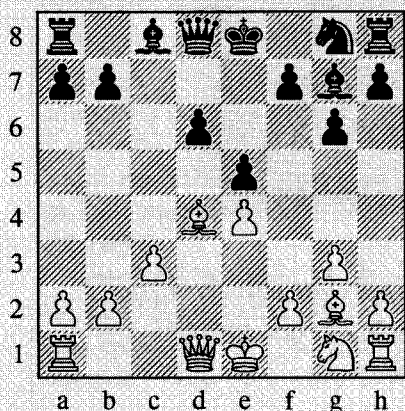
10...♘xd4 11.♙xd4 e5?!

11...♘f6± would be better. Now Black has a backward pawn.

Diagram 9-1

12.♙e3 ♘e7

Diagram 9-1



Here 12...♖f6 would not be so good, as the attempt to swap off the backward pawn by 13.♗e2 ♙c6 14.0-0 d5 (14...0-0!?) fails to 15.exd5 ♙xd5 (15...♗xd5 16.♙c5±) 16.♗a4† ♖d7 17.♗xd7† ♗xd7 18.♙ad1 ♗e6 (18...♗c6 19.♙xd5! ♗xd5 20.c4+-) 19.♙h3† ♗e7 20.♙c5† ♗e8 21.f4 and White has an overwhelming attack.

13.♗e2 0-0 14.0-0 ♙c6 15.♗d2 ♖c7

Here too, White was preventing the exchange of the backward pawn. If 15...d5?, then 16.♙c5±.

Diagram 9-2

16.♙fc1!

White wants to fix the weakness on d6 with the pawn move 17.c4.

16...f5

Black does not want to defend passively and he looks for counterplay on the kingside.

16...b5? would be no better, in view of 17.a4 a6 (17...bxa4 18.♙xa4 a5 19.♙ca1± Δb4) 18.♙d1± and if 18...♙ad8 (or 18...♙fd8 19.axb5 axb5 20.♙xa8 ♙xa8 21.♗xd6 ♗xd6 22.♙xd6±; also bad is 18...♙b3 19.♗xd6 ♗xd6 20.♙xd6 ♙xa4 21.♗c1 when White threatens 22.b3), then 19.axb5 axb5 20.♙a7+-.

17.c4 fxe4 18.♗c3 ♗f5

After 18...♙xc4 Smyslov gives the following variation: 19.♗d1 d5 20.b3 b5 21.bxc4 bxc4 22.♙g5 ♙f6 23.♙xf6 ♙xf6 24.♗c3 ♙d8 (24...♗c5 25.♙d1 ♙af8 26.♗xd5 ♙xf2 27.♗e3!) 25.♙d1 (Δ♗xe4) 25...♙ff8 26.♙ab1 a6 27.h4±.

But the simpler 19.♗xe4 d5 20.♗c5 also promises White a slight advantage.

19.♗xe4

Diagram 9-3

White has the two important central squares d5 and e4 under control.

19...♗xe3

Or 19...♗d4 20.c5! d5 21.♗g5 ♙f7 22.♗xf7 ♗xf7 23.f4 with a strong attack for White.

20.♗xe3 h6 21.♙d1 ♙fd8

21...♙xc4 would be bad, due to 22.♙ac1.

22.♙ac1 ♙ac8 23.b3 b6

Diagram 9-4

24.♗c3!

White wants to exchange the light-squared bishops and is aiming for a position with a good centralized

Diagram 9-2

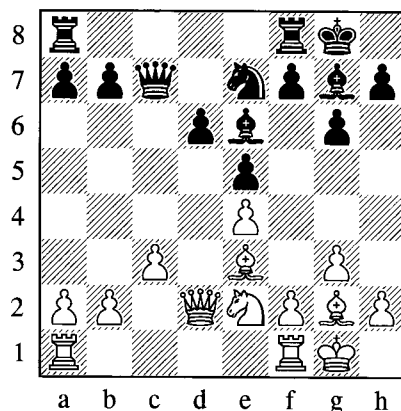


Diagram 9-3

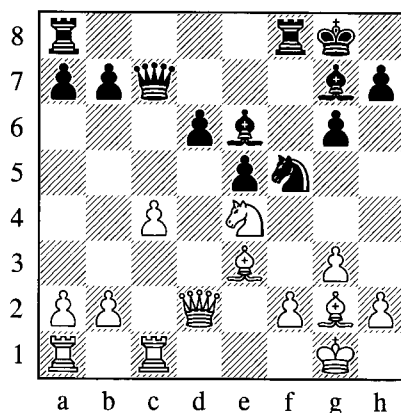


Diagram 9-4

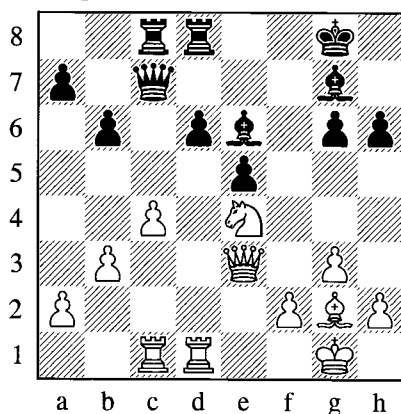
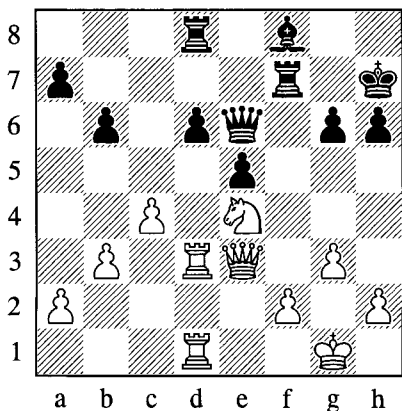


Diagram 9-5



knight on e4 against the bad bishop on g7.

24...♞e7

After 24...♞h7 comes 25.♙e4!, when White's possibilities include h4-h5, ♘b5 and .♞d3.

25.♙d5 ♞h7 26.♙xe6 ♞xe6 27.♞d3

White is preparing a direct attack on the backward pawn.

27...♞c7 28.♞cd1 ♞f7 29.♘e4 ♙f8

Diagram 9-5

30.♞d5

White prepares to treble his major pieces on the d-file, and Black can no longer defend the d6-pawn.

30...♞g4

If 30...♞c7 intending ...♞c6, then 31.f4!.

31.♞1d3

31.♘xd6 would be premature: 31...♙xd6 32.♞xd6 ♞xd1†! 33.♞xd1 ♞xd1† with counterplay.

31...♙e7

31...♞e6 is followed by 32.♞d2 ♞fd7 33.c5 bxc5 34.♘xc5+- (Euwe).

32.♘xd6 ♙xd6 33.♞xd6 ♞df8

The remaining moves are good proof of Smyslov's outstanding technique.

34.♞xe5 ♞xf2 35.♞d7† ♞8f7 36.♞xf7† ♞xf7 37.♞d8! ♞g7 38.♞e8 g5 39.♞h8† ♞g6 40.♞d6† ♞f7 41.♞xh6 ♞f5 42.♞d1 ♞c5† 43.♞g2 ♞e7 44.♞f1† ♞g8 45.♞f6 ♞e8 46.♞f5 g4 47.♞f2 ♞e7 48.♞d3 ♞g5

If 48...♞b7†, then 49.♞d5+-.

49.♞e2 ♞f8 50.♞e4 ♞g7 51.♞d5† ♞f7 52.♞e6! 1-0

Playing with the backward pawn

Modern chess lays emphasis on the dynamic factors in the game. Frequently, structural weaknesses – such as a backward pawn – can be compensated for by the activity of the pieces.

The side which has the backward pawn should be trying to **advance and exchange it**. For both sides it is very important to **control the square in front of the pawn**.

Plugging the hole (when we force our opponent to block the square in front of our backward pawn with one of his own pawns as the result of an exchange)

is often a good idea. Our backward pawn then stops being so weak.

Even if the opponent blockades the pawn, the situation need not be hopeless: normally he cannot at the same time attack the backward pawn down the semi-open file. **We must to organize counterplay on the other files** and outflank the blocking piece.

W.Unzicker – M.Taimanov

Saltsjobaden 1952

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3 d6 6.♕e2 e5 7.♗f3

An alternative is 7.♗b3, e.g.: 7...♕e7 8.0–0 0–0 9.f4 a5 10.a4 ♗b4 11.♖h1 ♕e6 12.f5 ♗d7 13.♕g5 ♕c6=

Diagram 9-6

7...h6!

An important move. Black wants to avoid the exchange of the knight on f6, which is protecting the d5-square.

After 7...♕e7 comes 8.♕g5 0–0 9.♕xf6 ♕xf6 and the weakness of d5 gives White some advantage.

8.0–0 ♕e7 9.♖e1?

White is trying to prevent the advance ...d6-d5. If 9.♕e3, then 9...0–0 10.♖d2 ♕e6 11.♖ad1 ♖d7 12.♖e1 ♖fd8=.

9...0–0 10.h3

10.♕f1 would be worse, in view of 10...♕g4.

Diagram 9-7

10...a6!?

If 10...♕e6 11.♕f1 ♖c8, then 12.♗d5! ♕xd5 13.exd5 ♗b4 14.c4±.

11.♕f1

The idea behind 10...a6 becomes clear after 11.a4 ♕e6 12.♕f1 ♖c8 13.♗d5? ♕xd5. Plugging the hole is good for Black here: 14.exd5 ♗b4 15.c4 a5! ♖ Veits – Taimanov, Chigorin Memorial 1951.

11...b5 12.a3?!

The correct move is 12.a4 b4 13.♗d5∞ Tolush – Taimanov, Chigorin Memorial 1951.

12...♕b7

Taimanov prepares to put pressure on the white pawns on c2 and e4.

13.b3 ♖c8 14.♕b2

Diagram 9-8

Diagram 9-6

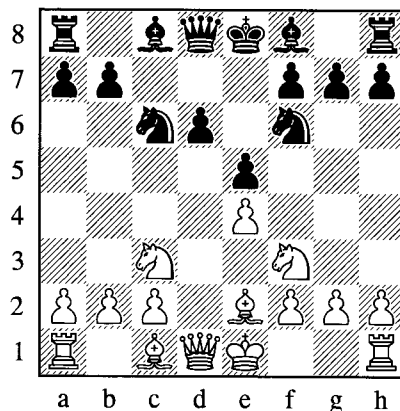


Diagram 9-7

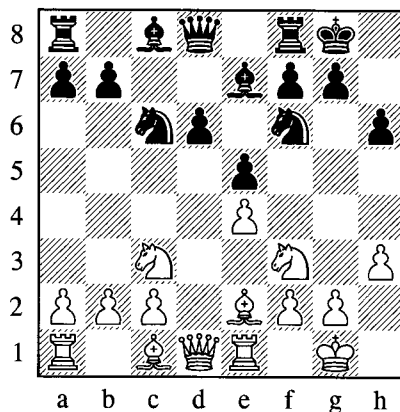


Diagram 9-8

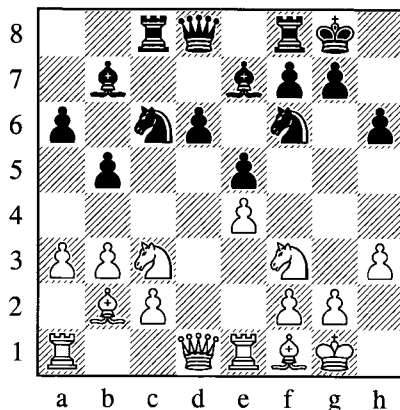


Diagram 9-9

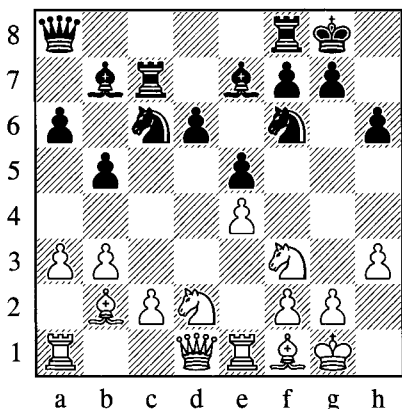


Diagram 9-10

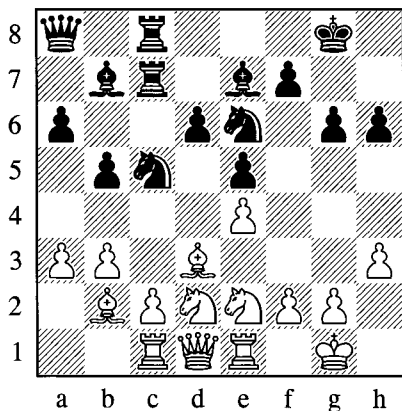
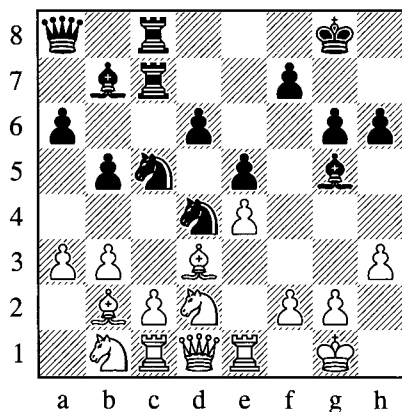


Diagram 9-11



14...♖c7!

'Preparing on the one hand to double rooks on the c-file, on the other to redouble his pressure against e4 and d5 by means of ...♜a8.' (Euwe).

15.♟b1?!

15.♟d5 would be better: 15...♟xd5 16.exd5 ♟b8 17.♞c1=, when the square in front of the backward pawn would be plugged.

15...♜a8 16.♟bd2

Diagram 9-9

16...♟d8!

Black attacks the e4-pawn. But not 16...♞fc8 on account of 17.c4!=.

17.♟d3 ♟e6 18.♞c1

After 18.c4 comes 18...♟c5.

18...♞fc8+ 19.♟h2 ♟d7 20.♟hf1 ♟dc5 21.♟g3 g6 22.♟e2?!

22.♟df1!?! (Δ♟e3) would be an improvement (Euwe).

Diagram 9-10

22...♟g5!

White was hoping for 22...♟xe4 23.♟xe4 ♟xe4 24.♟xe4 ♜xe4 25.♟c3 ♜h4 26.♟d5=.

23.♟c3 ♟d4

If 23...♟xd3?! 24.cxd3 ♟c5 25.♜e2! ♟xd2, then 26.♜xd2 ♟xb3 27.♜xh6 ♟xc1 28.♟xc1! (Δ♟g5) with some attacking chances.

24.♟cb1

Diagram 9-11

24...d5!

The decisive breakthrough, which has been prepared by the pressure exerted by the black pieces in the centre.

24...♟dxb3!? was also possible.

25.exd5

If 25.♟xd4?, then either 25...♟xd3—+or 25...exd4.

25...♟xd3 26.cxd3 ♞xc1 27.♟xc1 ♟xd5 28.f3 ♞c2!—+ 29.a4

After 29.♞xe5 comes 29...♜c6! 30.♞e1 ♞xc1 31.♜xc1 ♜xc1 32.♞xc1 ♟e2+—+.

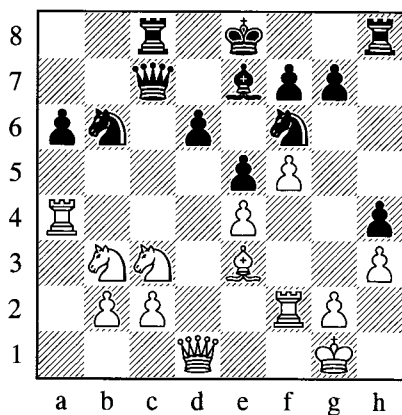
29...b4 30.♟h1 ♜c6

Black will continue with the decisive ...♟f4 and ...♟f5. White has no sensible moves left.

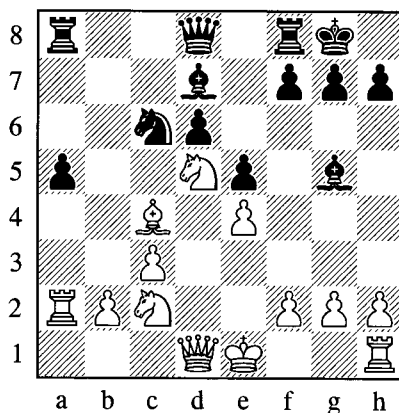
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Exercises

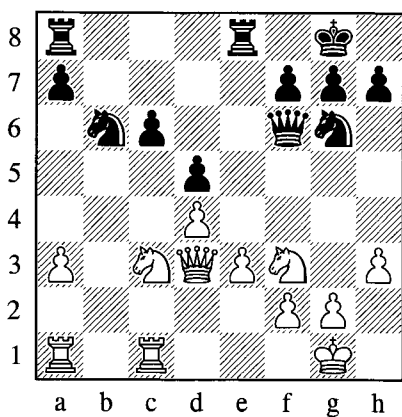
► Ex. 9-1 ◀ ★★ △



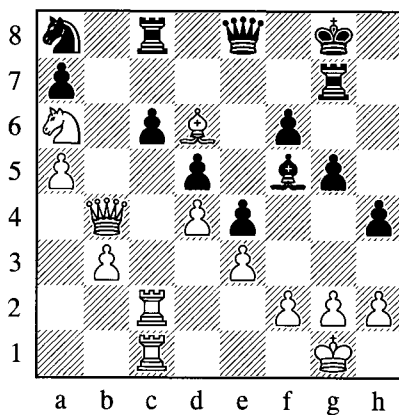
► Ex. 9-4 ◀ ★ ▼



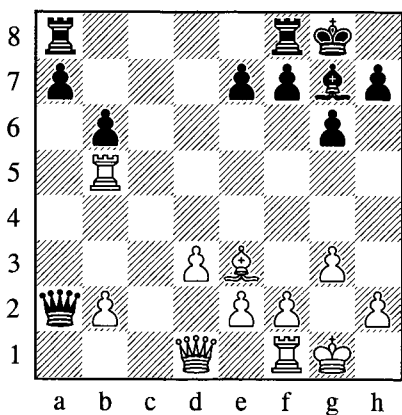
► Ex. 9-2 ◀ ★★★ △



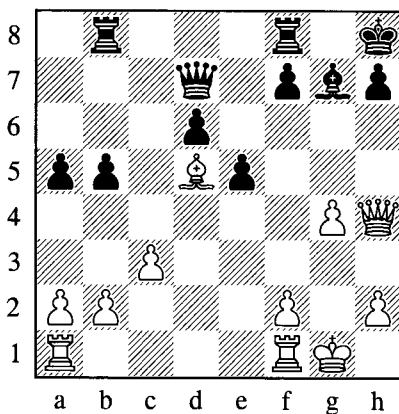
► Ex. 9-5 ◀ ★ △



► Ex. 9-3 ◀ ★ △



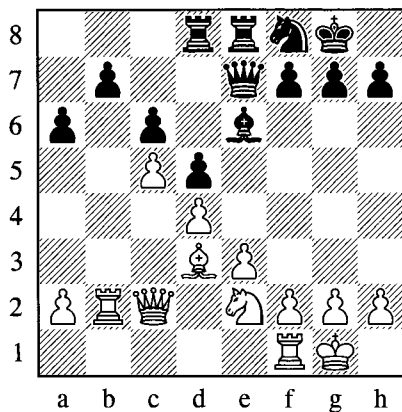
► Ex. 9-6 ◀ ★★ ▼



Exercises

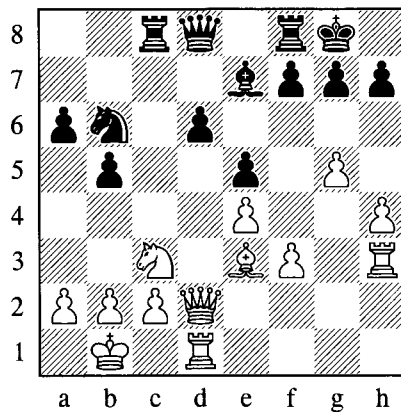
► Ex. 9-7 ◀

★★



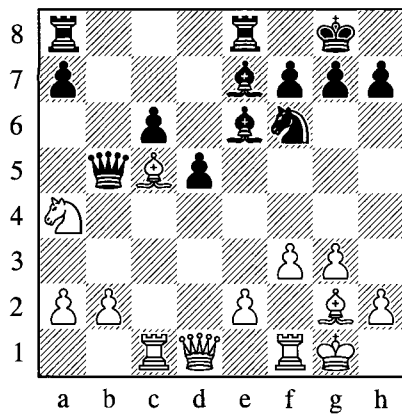
► Ex. 9-10 ◀

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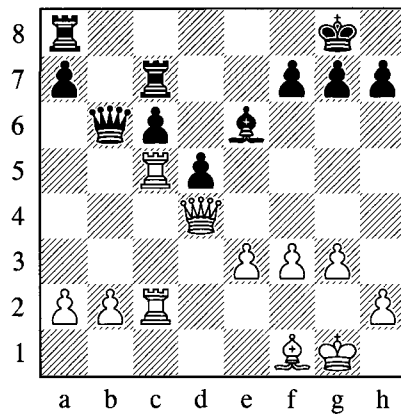
► Ex. 9-8 ◀

★★



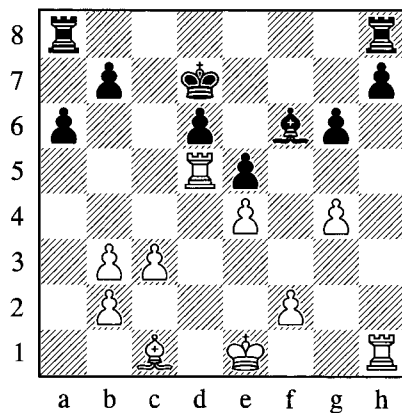
► Ex. 9-11 ◀

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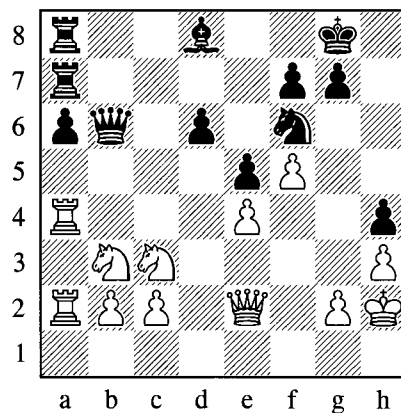
► Ex. 9-9 ◀

★★



► Ex. 9-12 ◀

★★



Solutions

Ex. 9-1

E.Geller – M.Najdorf

Zürich Candidates 1953

19. ♖xb6!±

(2 points)

19. ♖xa6 would not be so clear: 19... ♖c4 20. ♖c1 (if 20. ♖c1 ♖xb2 21. ♖b5, then 21... ♖b7 22. ♖xd6† ♖xd6 23. ♖xd6 ♖c4 followed by ... ♖xe4) 20... ♖b7

It is useful to exchange a piece which controls the square in front of the backward pawn.

19... ♖xb6 20. ♖e2

White's plan is to transfer his rook from f2 to a1 and his knight from b3 to e3, and then finally to play ♖d5.

20... ♖a8 21. ♖h2 0-0 22. ♖f1 ♖a7 23. ♖fa1 ♖fa8 24. ♖1a2!?

Preparing ♖d2 by 24. ♖d3 would allow Black counterplay after 24... ♖f2.

24... ♖d8±

See Ex. 9-12.

Ex. 9-2

A.Beliavsky – A.Yusupov

USSR Ch, Moscow 1983

20. ♖b1!

(2 points)

Black wanted to reduce the value of the c-file after ... ♖c4. For that reason White brings his knight to d2 and he can then exert pressure on c6. 1 consolation point for 20. ♖a6.

20... ♖ac8 21. ♖a2!

(another 1 point)

If at once 21. ♖bd2, then 21... c5! 22. dxc5 ♖xc5±.

21... ♖h4 22. ♖xh4 ♖xh4 23. ♖d2 ♖e6 24. ♖ac2 ♖e7 25. ♖c5 ♖c7 (25... g6!?) 26. ♖b3 (Δa4) 26... ♖d6 (26... ♖d7?? 27. ♖xd5; 26... ♖d8!?) 27. ♖f3! ♖d7? (27... f6) 28. ♖e5! ♖xc5 29. ♖b8† ♖f8 30. ♖xc7 f6 31. ♖xc6 ♖d3 32. ♖b1 ♖e8 33. ♖xa7 1-0

Ex. 9-3

A.Karpov – Z.Ribli

Amsterdam 1980

17. ♖a1!

(1 point)

So that the rook has to stay on a8. And 17. ♖b3 (also 1 point) would not be bad either.

17... ♖xa1?

Better is 17... ♖e6±.

18. ♖xa1 ♖fb8

If 18... ♖fc8, then 19. ♖a6 ♖c2 20. b3 ♖xe2 21. ♖xb6±.

19. ♖a6 ♖f8 20. ♖b4 ♖e5 21. ♖ba4±

21. b3 would also be good: 21... ♖c7 22. ♖ba4 ♖b7.

21... b5?!

21... ♖xb2 would be more stubborn: 22. ♖xb6 ♖b7 23. ♖xa7 ♖c8±.

22. ♖a2±

Ex. 9-4

V.Tseshkovsky – A.Yusupov

Tbilisi simultaneous 1977

17... ♖e7!?

(1 point)

Exchanging the blockading piece is a typical procedure. 17... ♖h8 is just as good, intending 18... f5.

18. ♖xe7† ♖xe7 19. 0-0 ♖fc8 20. ♖d5 ♖ab8 21. ♖a1 a4 22. ♖b4 ♖e8= 23. ♖d1 ♖d8 24. f4 ♖b5 25. ♖f3 exf4 26. ♖xf4 ♖f6 27. ♖g4 ♖e5 28. ♖f5 ♖d4†! 29. ♖f2 ♖e3 30. g3 ♖c7± ½-½

Ex. 9-5

G.Kasparov – S.Dolmatov

USSR Ch, Minsk 1979

28. ♖b8!

(1 point)

28... ♖d7 29. ♖b7+-

Solutions

Ex. 9-6

N.Short – V.Kramnik

Dortmund 1997

22...f5!

(1 point)

23.gxf5

23.g5 e4 24.♖ae1 ♕e5∞ S.Beshukov – A.Cherniaev, Orel 1992.

23...♗xf5 24.♕e4 ♕f6!

(another 1 point for this variation)

25.♕xf5 ♕xh4 26.♕e4 ♖f4=

1/2–1/2

Ex. 9-7

L.Portisch – A.Yusupov

Bugojno 1986

17...g6!

(2 points)

The light-squared bishop can defend the backward b7-pawn very well and at the same time support the counter-attack on the kingside. For that reason Black should ward off the positional threat of ♕f5 and retain the useful bishop. If 17...♕c8?!, then 18.♕f5 and the weakness of b7 will tell.

18.♖fb1± ♕c8 19.♖c1 ♖d7 20.♖b3 ♖e6 21.♖a5

Better is 21.♖d2, intending ♖f3–e5±.

21...♖d8?!

Even stronger is 21...h5! with counterplay.

22.♗d1! h5 23.♗f3 ♖g7 24.h3

Better is 24.g3±.

24...h4 25.♗f4 ♖c7 26.♖f1 ♖h8

26...g5 27.♗d6±

27.♖b3 g5 28.♗h2

Or 28.♗d6 ♖h6 29.♗xe7 ♖xe7±.

28...f6 29.♖1b2 (29.♗d6!±) 29...♖f7

30.♖e1! (30.♖b1=) 30...♖e8 31.♖d1?

White should return with 31.♖f1 f5 32.♖b1=.

31...f5! (Δ...f4) 32.♖e2 ♗d8! (Δ♖ce7)

33.♖b6 (Δ33.♖eb2) 33...f4!

And Black goes onto the attack.

Ex. 9-8

A.Rubinstein – G.Salwe

Lodz 1908

16.♖f2!

(2 points)

1 point for 16.e3! or 16.♕xe7. Rubinstein's plan deserves our respect.

16...♖d7 17.♕xe7 ♖xe7 18.♗d4 ♖ee8

19.♕f1! ♖ec8 20.e3

20.e4?! would not be so clear after 20...♗a5±.

20...♗b7 21.♖c5 ♖xc5 22.♖xc5 ♖c7

Better is 22...a5!±.

23.♖fc2 ♗b6!±

See Ex. 9-11.

Again, 23...a5 should have been played.

Ex. 9-9

R.Fischer – S.Reshevsky

USA Ch, New York 1962

22.g5!

(2 points)

White fixes the backward pawn on h7.

22...♕e7 23.♖e2±

Black has weaknesses on d6 and h7.

Ex. 9-10

R.Fischer – J.Bolbochan

Stockholm 1962

19.♕xb6

(1 point)

19...♗xb6 20.♖d5± ♗d8 21.f4

But not 21.♖xe7? ♗xe7 22.♗xd6?? because of 22...♖fd8–+.

21...exf4 22.♗xf4 ♗d7 23.♗f5 ♖cd8

After 23...♖fd8? comes 24.♗xd7 ♖xd7 25.♖b6+; while 23...♗xf5? loses immediately to 24.♖xe7+.

24.♖a3!±

Solutions

Ex. 9-11

A. Rubinstein – G. Salwe

Lodz 1908

24. b4! (Δb5)

(1 point)

24... a6

24... a5? 25. ♖xa5+–

25. ♖a5

25. ♖xd5!+– would have been even stronger.

25... ♖b8

25... ♖xd4 is better: 26. exd4 and now not 26... ♖c8 due to 27. ♖xd5 cxd5 28. ♖xc7+–, but 26... ♖b7! 27. a3 ♖b6±.

26. a3 ♖a7

If 26... ♖c8, then 27. ♖xb6 ♖xb6 28. ♖xd5+–. 27. ♖xc6!+– ♖xc6 28. ♖xa7 ♖a8 29. ♖c5 ♖b7 30. ♔f2!? h5 31. ♖e2 g6 32. ♖d6 ♖c8 33. ♖c5 ♖b7 34. h4 a5 35. ♖c7 ♖b8 36. b5 a4 37. b6 ♖a5 38. b7 1–0

Ex. 9-12

E. Geller – M. Najdorf

Zürich Candidates 1953

25. ♔a5!

(2 points)

Intending the regrouping ♔c4–e3–d5.

25. ♔d2!? (1 point) would be almost as

good, but it allows Black to play 25... a5±.

25... ♖c8 26. ♔c4

26. ♔d5!? would also be good: 26... ♔xd5 27. exd5 and White will continue with ♔c6.

26... ♖c6 27. ♔e3 a5 28. ♖c4 ♖a6 29. b3 ♖b6 30. ♖xc8† ♖xc8 31. ♔ed5 ♔xd5 32. ♔xd5 ♖c5 33. ♖a1 ♖f2

If 33... a4, then 34. ♖g4 (34. bxa4 is met by 34... ♖xa4) 34... ♖f2 (34... axb3 loses to 35. f6 g6 36. ♖xh4) 35. f6 ♖g3† 36. ♖xg3 hxg3† 37. ♔xg3 axb3 38. ♖xa7 ♖xa7 39. cxb3+–.

34. ♖xf2

Simpler than 34. ♖g4 ♔d8 35. b4 a4±.

34... ♔xf2 35. ♖f1! ♔d4 36. c3 ♖c5 37. g4 hxg3† 38. ♔xg3 ♖b7 39. ♖b1+–

White's plan is to bring his king to c4 and play b3–b4.

39... f6 40. ♔f3 ♔f7 41. ♔e2 ♖b8 42. b4 g6 43. ♔d3

Also very strong is 43. fxg6† ♔xg6 44. bxc5 ♖xb1 45. c6 ♖b8 46. c7 ♖h8 47. c8=♖ ♖xc8 48. ♔e7†+–.

43... gxh5 44. exf5 axb4 45. cxb4 ♔d4 46. ♖c1! ♔g7 47. ♖c7† ♔h6 48. ♔e4 ♔g5 49. ♖h7 ♔f2 50. ♖g7† ♔h4 51. ♔f3 ♖e1 52. ♔g2

Threatening 53. ♖g4†, 54. ♔xf6† and 55. ♖g6#.

52... ♖f8 53. b5 ♖a5 54. b6 ♖xb6 55. ♔xb6 ♖b8 56. ♖g4† ♔h5 57. ♔d5 1–0

Scoring

Maximum number of points is 20

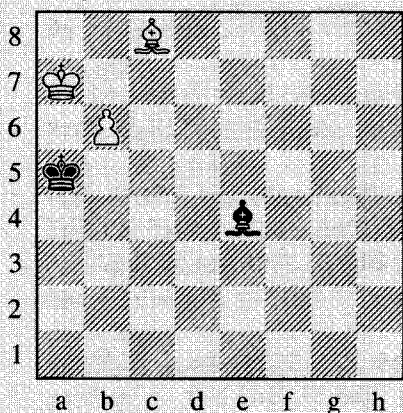
18 points and above	→ Excellent
15 points and above	→ Good
11 points	→ Pass mark

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

Contents

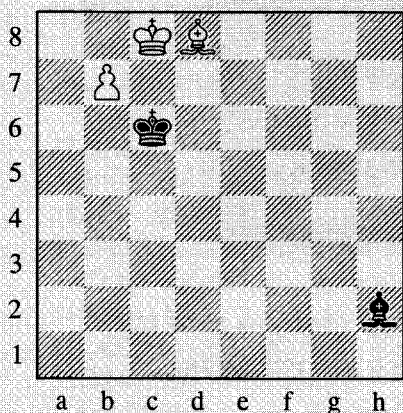
- ✓ Bishop and pawn against bishop
- ✓ The bad bishop and the fixing of the pawns
- ✓ Defensive methods
 - ◆ Barriers
 - ◆ Other fortresses

Diagram 10-1



Example 1 +—

Diagram 10-2



Bishop endings

Endgames with bishops of the same colour are relatively easy to study. There are only a few specific, elementary positions and some typical methods of play which we need to retain in our memory.

Bishop and pawn against bishop

Normally such situations are only dangerous for the weaker side if his king is not in front of the pawn.

The stronger side has at his disposal the following means:

- Forcing the bishop onto a short diagonal
- Shutting off diagonals
- Zugzwang
- Deflection and gain of tempo

The main method for the defence is to activate his king to the opponent's rear.

Diagram 10-1

1. ♖b7

White pushes the black bishop from the long diagonal onto a shorter one.

1... ♗f5 2. ♖f3 ♗c8 3. ♖e2 ♖+—

The diagonal a6-c8 is too short. Black is in zugzwang.

3... ♖b4 4. ♖g4

A deflection of the bishop decides the game.

1-0

Diagram 10-2

L. Centurini

1847

1. ♖h4

White aims to force the black bishop off the good diagonal with the manoeuvre ♖f2-a7-b8.

1... ♖b5!?

Black wants to prevent this plan and redeploys his king to his opponent's rear!

2. ♖f2 ♖a6

Now if 3. ♖e3 ♖d6 4. ♖g5, then 4... ♖b5!. The activation of the king to the opponent's rear is an important defensive method. After 5. ♖d8 ♖c6

6.♔e7 ♕h2 White has achieved nothing and must repeat the whole winning manoeuvre.

Diagram 10-3

3.♕c5!⊙

The key move for winning a tempo later. It is important that White now controls the d6-square. Black is in zugzwang and must make his position worse.

3...♕f4

Or 3...♖b5 4.♕a7 ♖a6 5.♕b8 ♕g1 6.♕g3 ♕a7 7.♕f2+-. Deflection!

4.♕e7 ♖b5

If 4...♕h2, then White will shut off the b8-h2 diagonal: 5.♕d8! ♕g3 6.♕c7+-.

5.♕d8 ♖c6

Activating the king to the opponent's rear has once again thwarted White's plan, but now White returns to his original plan, exploiting the unfortunate position of the black bishop to gain a tempo.

6.♕g5! 6...♕h2 7.♕e3+-

Black can no longer parry the threat of ♕a7-b8.

Diagram 10-4

The threat is a typical forcing away of the bishop followed by shutting off the other diagonal: 1.♕d7 ♕d1 2.♕h3 ♕a4 3.♕g2 (Δ4.♕c6+-)

1...♖d4!

Activating his king to the opponent's rear can save Black here.

All Black must do is avoid the white d5-square: 1...♖d5? 2.♕d7 ♕d1 3.♕c6+-

2.♕d7 ♕d1 3.♕h3 ♕a4 4.♕g2 ♖c5! =

The a4-e8 diagonal is long enough for the bishop's necessary waiting moves.

The following example also illustrates the aforementioned methods.

Diagram 10-5

A.Yusupov – V.Kotronias

Bundesliga 1996

82.♕xd6?

A mistake in time pressure, this leads only to a draw. White should have been able to win the

Diagram 10-3

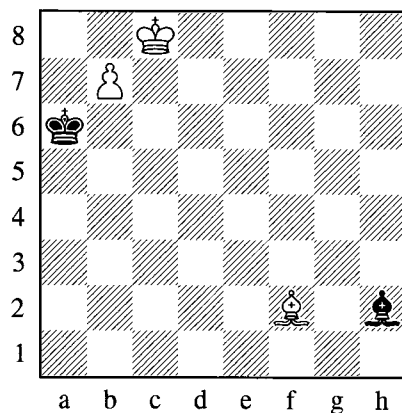
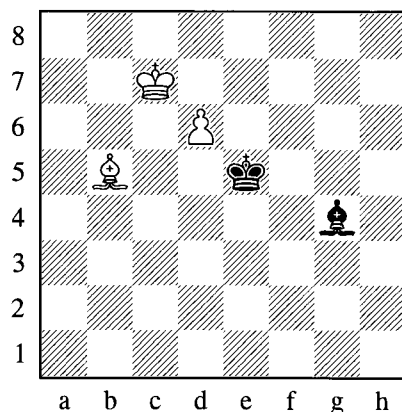
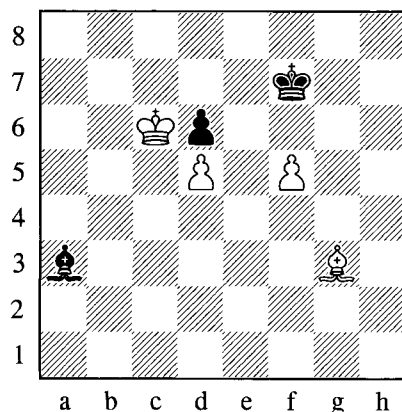


Diagram 10-4



Example 2 =

Diagram 10-5



d6-pawn without losing his own f-pawn! I had to play for zugzwang.

82.♔h4! and now:

a) 82...♙c5?! 83.♘d7 ♕a3 84.♙e7 ♙c5 85.f6! ♕a3 (or 85...♙d4 86.♘xd6+-) 86.♙xd6+-

b) 82...♙e8 83.♙c7! ♙b4 84.♙g5○ (The key move. White brings the bishop to d8 and then plays f6 followed ♙e7. Instead 84.♙c8 ♕a5! makes no progress.) 84...♙c5 85.♙d8! (85.♙c8 ♙b6) 85...♙b4 86.♙c8 ♙c5 (or 86...♙c3 87.f6 ♙e5 88.♙c7 ♙g3 89.♙c7 ♙e5 90.♙c6○ ♙f7 91.♙d7○) 87.f6 ♙b4 88.♙e7 ♙c3 89.♙c7 ♙e5 90.♙c6 ♙f7 91.♙d7○ ♙g3 (91...♙b2 92.♙xd6+-) 92.♙xd6+-

82...♙b2 83.♙g3 ♙f6 84.d6 ♙xf5 85.♙h4

The main variation is 85.d7 ♙f6 86.♙c7 ♙e6 87.♙c8 ♙d5 88.♙c7 ♙c6 89.♙d8 ♙d4 90.♙h4 ♙b6= and Black has enough waiting moves on the a5-d8 diagonal.

85...♙c3 86.d7 ♕a5 87.♙d6

Or 87.♙g3 ♙d8! 88.♙c7 ♙h4 89.♙b7 ♙e6 90.♙c8 ♙d5 91.♙d8 ♙e1 92.♙g5 ♕a5 93.♙f4 ♙c6=.

87...♙g6 88.♙e7

...And the game was drawn 10 moves later.

Let us now look at some complicated endgames with more pawns.

The bad bishop and the fixing of the pawns

Diagram 10-6

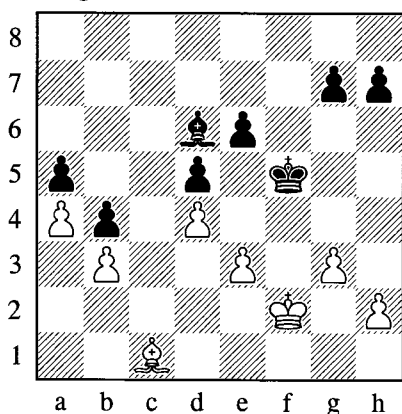


Diagram 10-6

G.Hertneck – A.Yusupov

Bundesliga 1996

34...♙e4

White has a bad bishop. Black cannot attack the pawns at once, but he finds a path to a won pawn ending.

35.♙e2 g5

35...h5 could make the win harder. Black may need his reserve tempi.

36.♙d2

The only chance is 36.g4!? ♙xh2 37.♙d2, but Black has a way to win: 37...♙g3 38.♙c1 ♙d6 39.♙d2 ♙e7 40.♙e1 ♙f6 41.♙g3 e5 42.dxe5 ♙xe5

43.♔f2 ♖h2 44.♔e1 d4 45.exd4 ♔xd4 46.♔d2 h6
47.♔e1 ♔f4○—+
36...g4—+

Fixing the white pawns on the dark squares is very much to Black's advantage.

37.♔e1 ♔e7 38.♔f2 ♔g5 39.♔g1 ♔f6 40.♔f2 e5

The decisive breakthrough, which forces a pawn ending.

41.dxe5 ♔xe5 42.♔e1

Or 42.♔g1 d4—+.

42...♔c3—+

Diagram 10-7

White resigned, in view of 43.♔f2 (if 43.♔xc3, then 43...bxc3 44.b4 axb4 45.a5 b3 46.a6 b2 47.a7 b1=♚ 48.a8=♚ ♚d3†—) 43...h6! (reserve tempo!) 44.♔g1 d4 45.exd4 ♔xd4 46.♔xd4 ♔xd4 47.♔d2 h5!—+.

Defensive methods

1) Barriers

Diagram 10-8

I.Ivanov – L.Christiansen

Pasadena 1983

1.♔d2??

This loses as in the previous example. Instead, White should free his bishop with a pawn sacrifice and construct a fortress: 1.♔d3! ♔c3 and now certainly not 2.♔d2? ♔xd2 3.♔xd2 on account of 3...h4! (3...♔e4? 4.h4! f4 5.exf4 ♔xf4 6.♔d3 ♔g3 7.♔c4=) 4.♔d3 g6○ (4...♔e5? 5.♔c4) 5.♔d2 ♔e4 6.♔e2 f4 7.exf4 ♔xf4 8.♔f2 ♔e4 9.♔e2 ♔d4 10.♔d2 g5○—+ (Dvoretsky), but 2.e4†! fxe4† 3.♔e2=.

White has set up a barrier, in which the dark-squared bishop controls the dark squares and the king and the pawns control the light squares.

1...♔e4—+ 2.♔e1 g5 3.h4?!

3.♔f2 would have been more stubborn, although Black can reply 3...h4! and:

a) 4.♔g1 ♔b2! 5.♔f2 (5.♔d2 ♔c3† 6.♔e2 g4—+ Dvoretsky) 5...♔c1 6.♔g1 g4 7.♔f2 g3 8.♔g1 ♔b2 and Black will play ♔e5-d6-c5 and then f5-f4—+.

b) 4.♔e1 ♔b2 5.♔d2 (5.g3 g4! 6.gxh4 gxh3 7.♔g3 ♔c1—+) 5...♔c3 6.♔c1 g4—+

Diagram 10-7

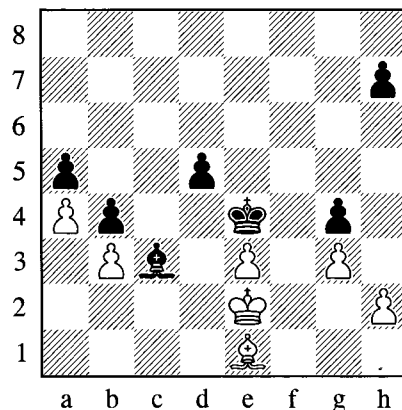
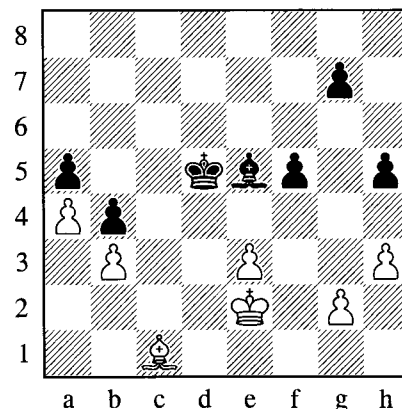


Diagram 10-8



3...g4 4.g3

4.♙f2 g3 5.♙e1 ♙d6! 6.♙d2 (6.♙d2 ♙e7+)
6...♙c7! 7.♙e2 ♙e5! 8.♙d2 ♙f6 9.♙e1 ♙xh4 10.♙d2
f4+

4...♙d6 5.♙f2 ♙c5 6.♙g1 f4! 7.gxf4 g3 8.f5 ♙e7
9.♙f1 ♙f3! 10.e4 g2† 11.♙e1 ♙xh4† 12.♙d2
♙xe4 13.♙e2 ♙f6 14.♙f2 ♙d4†

0-1

2) Other fortresses

Diagram 10-9

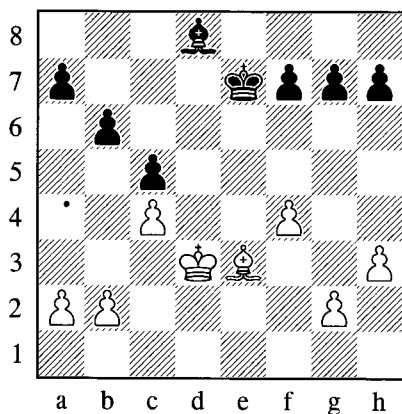


Diagram 10-9

A.Kharitonov – A.Yusupov

Leningrad 1977

Sometimes the defending side manages to construct an impregnable fortress in which he can defend his pawns with his bishop. This method contradicts Capablanca's well-known rules. So we are really talking about an exceptional situation here.

30.♙e4 ♙d6 31.f5 ♙c6 32.♙f4 ♙e7 33.g4 ♙d6
34.♙e5 f6!

Black constructs a fortress. His pawns are on the wrong squares, but his opponent cannot attack them.

35.♙c3 h6! 36.♙e1 a5!

Diagram 10-10

37.b3 ♙c7 38.h4 ♙e5 39.g5 h5!

Let's not overdo it! Of course, the pawn is quite safe here.

40.g6 ♙d6 41.♙c3

The threat is ♙xf6, but it is easy for Black to parry it.

41...♙e7 42.♙d3 ♙f8

White cannot play for zugzwang, because Black has enough waiting moves.

43.♙c2 ♙e7 44.♙b2 ♙f8

44...♙d6?? 45.♙xf6+-

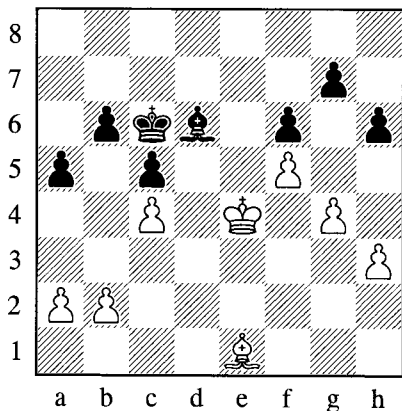
45.♙a3 ♙e7 46.♙a4 ♙f8 47.a3 ♙e7 48.b4

The only possibility of doing something.

48...axb4 49.axb4 cxb4 50.♙xb4 ♙xb4 51.♙xb4
♙c7 52.♙b5 ♙b7=

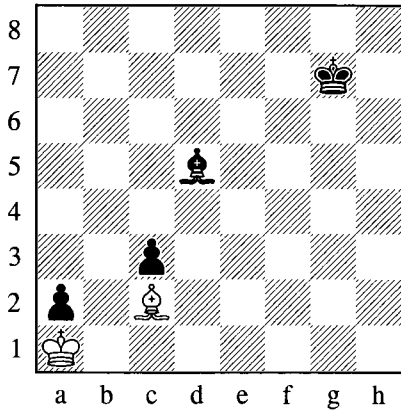
1/2-1/2

Diagram 10-10

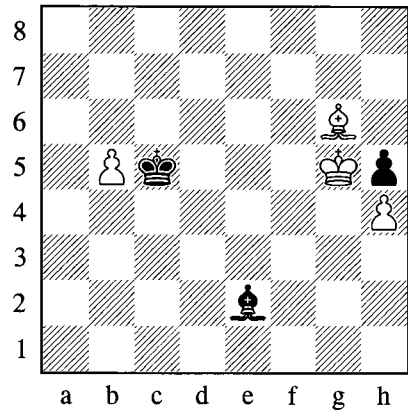


Exercises

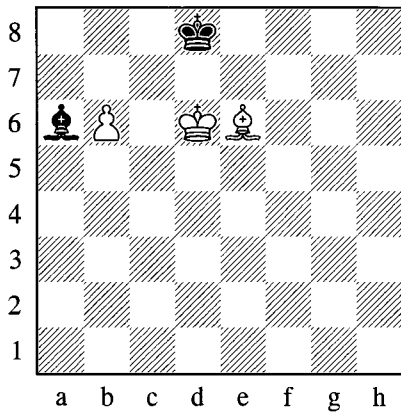
► Ex. 10-1 ◀ ★★★ △



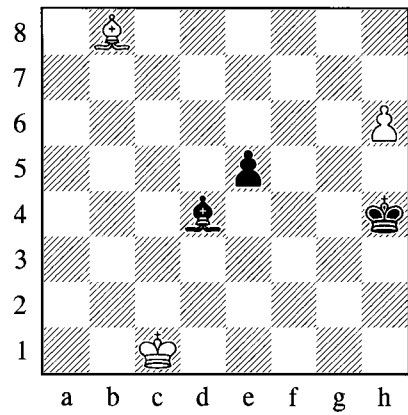
► Ex. 10-4 ◀ ★ △



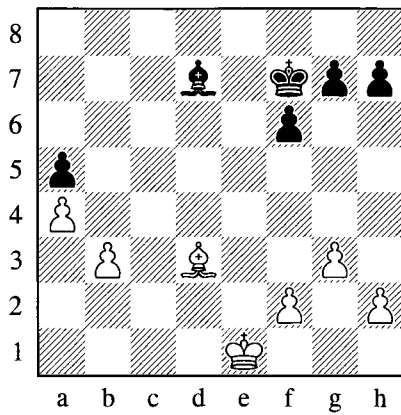
► Ex. 10-2 ◀ ★★ △



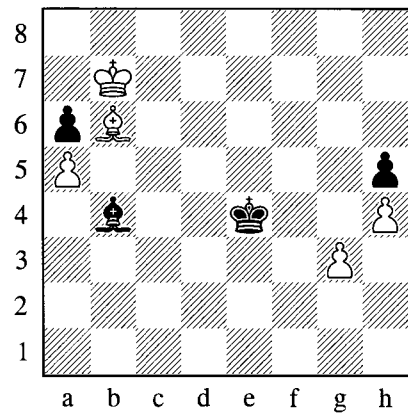
► Ex. 10-5 ◀ ★★ △



► Ex. 10-3 ◀ ★ △



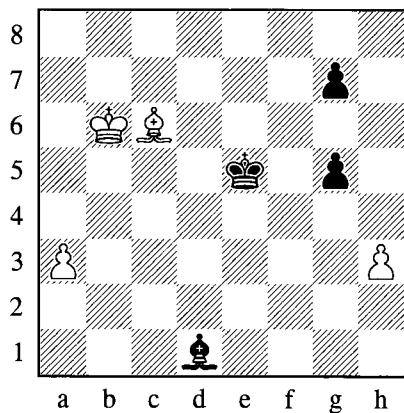
► Ex. 10-6 ◀ ★ ▼



Exercises

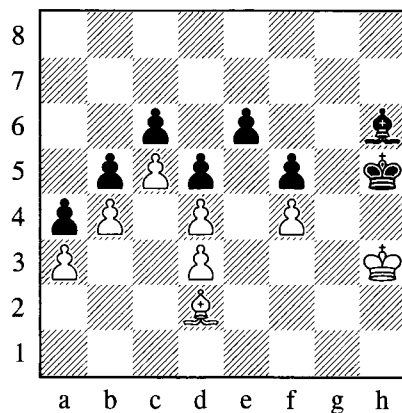
► Ex. 10-7 ◀

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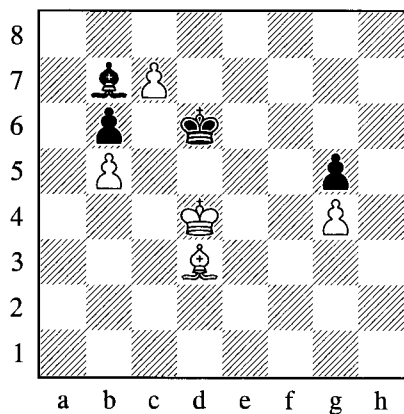
► Ex. 10-10 ◀

★★



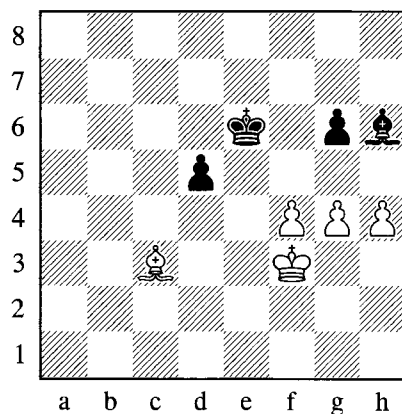
► Ex. 10-8 ◀

★★



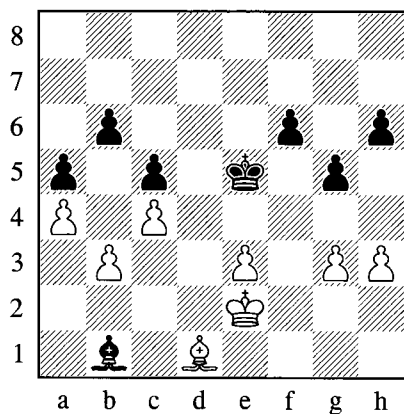
► Ex. 10-11 ◀

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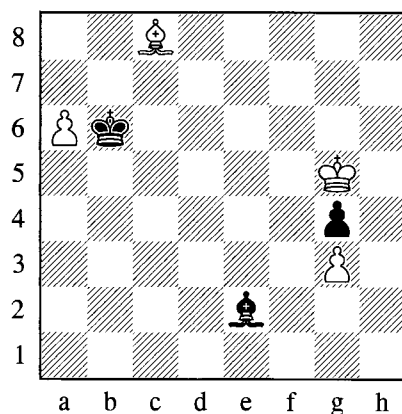
► Ex. 10-9 ◀

★



► Ex. 10-12 ◀

★



Solutions

Ex. 10-1

The end of a study by

A.Zinchuk

1990

5.♔b3!

(1 point)

5...♔f6 6.♔xa2!

6.♔xa2?? loses to 6...c2.

6...♔e4! 7.♔b3!

(1 point)

Other moves lose, e.g. 7.♔g8? ♔e5 8.♔a2 ♔d4 9.♔b3 ♔d3+.

7...♔e5 8.♔a2! ♔d4 9.♔a3! ♔d3 10.♔b4! ♔d2 11.♔c5!!

Activating the king to the opponent's rear.

(another 1 point for this variation)

11.♔c4? would be bad: 11...♔c2 12.♔a2 ♔d3+—

If 11.♔a4?, then 11...♔c2 12.♔e8 ♔d1 13.♔g6 ♔e2 and 14...♔d3+.

11...♔c2 12.♔f7 ♔d1 13.♔g6 ♔e2 14.♔d4! =

Ex. 10-2

M.Botvinnik – A.Model

Leningrad 1931

Botvinnik accepted a draw here, though he could still have won! The correct move is:

51.♔c6!

(1 point)

51...♔c8

If 51...♔e2, then 52.♔b7+.

52.♔c4 ♔h3 53.♔b7 ♔g2† 54.♔a7

(another 1 point for this variation)

White now wins easily.

54...♔c8 55.♔a6† ♔d8 56.♔b7

Forcing the bishop onto a short diagonal.

56...♔h3 57.♔e4 ♔c8 58.♔f5+—

Deflection.

Ex. 10-3

B.Larsen – A.Yusupov

Reykjavik 1985

32.♔d2

But not 32.♔xh7?? g6.

32...h6 33.♔c3 ♔e6 34.b4!

(1 point)

34...♔xa4 35.bxa5 ♔d6 36.♔d4 ♔c6 37.a6

White threatens the decisive 38.♔c4

1–0

Ex. 10-4

Y.Averbakh – G.Veresov

Moscow 1947

16.♔e8!

(1 point)

16.♔xh5? would be wrong: 16...♔xb5

17.♔g4 ♔e8 18.♔f5 ♔d6 19.♔g6 ♔e7! =

Just as good as the game move is 16.b6! ♔xb6 17.♔xh5 ♔c4 18.♔g4 ♔f7 19.♔f5 ♔c7 20.♔g6 ♔g8 21.h5 ♔d6 22.♔f6+.

16...♔b6 17.♔xh5 ♔xb5 18.♔g4 ♔e8 19.♔f5 ♔c7 20.♔g6 ♔d8 21.♔f6!

1–0

Ex. 10-5

P.Heuacker

1930

1.♔a7!

(1 point)

1.h7? e4=

1...♔a1 2.♔b1 ♔c3 3.♔c2 ♔a1 4.♔d4!!

(1 point)

Obstruction and blockade.

4...♔xd4

4...exd4 5.♔d3+—

5.♔d3 ♔b2 6.♔e4+—

Solutions

Ex. 10-6

A.Yusupov – G.Sigurjonsson

Reykjavik 1985

56...♔d5!

(1 point)

57.♖xa6 ♕c6 58.♙e3

After 58.♙d4 comes 58...♙e1 59.g4 hxg4 60.h5 g3 61.h6 ♙f2 62.♙e5 g2 63.♙h2 ♙d4= 64.h7 ♙e5.

58...♙e1 59.g4 hxg4 60.h5 g3 61.h6 g2 62.h7 ♙c3 63.♖a7 ♙e5 64.♙f2 ♖c7 65.♙c5 ♖c6 66.♙b6 ♙f6 67.♙g1

Or 67.♖b8 ♙e5† 68.♖c8 ♙f6 69.♙g1 ♖b5 70.♙b6 ♖c6=.

67...♙e5 68.a6 ♖c7 69.♙f2 ♙f6 70.♙g3† ♖c8 71.♙h2 ♙d4† 72.♖a8 ♙f6 73.♙g1 ♖c7 74.♙e3 ♙g7 75.♖a7 ♙f6 76.♙b6† ♖c6 77.♙g1 ♖c7 78.♙h2† ♖c6 79.♖b8 ♙e5† 80.♖c8 ♖b6=

1/2–1/2

Ex. 10-7

E.Sveshnikov – S.Dolmatov

Yerevan 1982

54...g4!

(1 point)

Forcing the draw. 54...♖f4 is not so clear after 55.♙d7 with the threat of ♖b5 followed by a4.

55.hxg4 ♙xg4 56.a4 g5 57.a5 ♙e2 58.♙b5

1/2–1/2

Ex. 10-8

Variation from the game

P.Stefanov – A.Beliavsky

Bucharest 1980

74...♙c8!

(2 points)

Only not 74...♖xc7? losing to 75.♖e5.

75.♙f5

Or 75.♙e2 ♙e6= (again not 75...♖xc7? 76.♖e5+–).

75...♙xf5 76.gxf5 ♖xc7 77.♖e5 ♖d7 78.f6 g4 79.♖f4 ♖e6 80.♖xg4 ♖xf6=

Ex. 10-9

V.Smyslov – P.Keres

USSR Ch, Moscow 1951

42...♙f5!

(1 point)

J.Rubel has found an alternative solution:

42...h5! 43.h4 g4 44.♖d2 ♖e4 45.♖e2 (45.♖c1 ♖xe3!–+) 45...♙d3† 46.♖d2 f5 47.♙e2 ♙c2! 48.♖xc2 ♖xe3 49.♙d3 (49.♖d1 ♖f2 50.♙d3 ♖xg3 51.♙xf5 ♖f2 52.♙e4 g3 53.♖d2 g2 54.♙xg2 ♖xg2–+) 49...f4! 50.gxf4 g3 51.♙f1 ♖xf4–+

43.g4

White must put another pawn onto a light square, since 43.h4 loses after 43...♙g4† 44.♖d2 ♙xd1 45.♖xd1 ♖e4–+.

43...♙b1 44.♖f3 f5 45.gxf5

Or 45.♖e2 ♙e4 46.♖f2 f4○.

45...♖xf5 46.♖f2 ♙e4 47.♖g3 ♖g6! 48.♖f2 h5 49.♖g3 h4† 50.♖f2 ♙f5 51.♖g2 ♖f6 52.♖h2 ♖e6

White resigned, in view of the variation 53.♖g2 ♖e5 54.♖h2 ♙b1 55.♖g2 ♖e4 56.♖f2 ♖d3 57.♖f3 ♖d2 58.♙e2 ♖e1–+.

Ex. 10-10

Feldy – P.Lukacs

Hungary 1975

59...♙f8!

(1 point)

Black wins by means of zugzwang. The corresponding squares are f6 - f2 and f8 - f2/d2.

60.♙e1

If 60.♙e3, then 60...♙e7 61.♙f2 ♙f6○.

60...♙g7

(1 point)

61.♙c3

Or 61.♙f2 ♙f6○.

61...♙f6 62.♖g3!?

If 62.♙b2, then 62...♙h4–+.

Solutions

62...♔h8?!

62...♔e7 would be simpler: 63.♔d2 (63.♔h3 ♔h4 64.♔d2 ♔f2 65.♔c3 ♔e3 66.♔g3 ♔c1-+; 63.♔b2 ♔h4† 64.♔f3 ♔e1) 63...♔h4† 64.♔f3 ♔f6 65.♔c3 ♔h4-+

63.♔a1 ♔g7 64.♔b2 ♔f8 65.♔c1 ♔e7 66.♔d2 ♔h4† 67.♔f3

67.♔h3 ♔f2 68.♔c3 ♔e3 69.♔g3 ♔c1-+ 67...♔f6 68.♔e3 ♔h4 69.♔f2† ♔h3 70.♔e3 ♔h4 71.♔d2 ♔h2 72.♔c3 ♔g1 73.♔d2 ♔f2 74.♔c1 ♔f1!

74...♔xd4 would not be so good: 75.♔e3† ♔xe3 76.♔xe3 ♔f1 77.♔d4 ♔e2 78.♔e5 ♔xd3 79.♔d6 d4 80.♔xc6≡

75.♔b2 ♔e1

Or 75...♔h4 76.♔c3 ♔e1-+.

76.♔a1

After 76.♔e3 comes 76...♔g2 followed by ...♔h4, ...♔g3-g4 and ...♔g3-+.

76...♔d2 77.♔g3 ♔e2 78.♔h4 ♔xf4

79.♔h5 ♔d2 80.♔g6 f4

0-1

Ex. 10-11

A.Yusupov – B.Gulko

Reykjavik 1990

59.f5†!+- gxf5 60.g5

(1 point)

Black resigned, on account of 60...♔f8 61.h5 ♔f7 62.♔f4+-.

Ex. 10-12

V.Charushin – K.Rosengolz

Correspondence game 1973

1.♔f4○

(1 point)

Every tempo is important: 1.♔xg4? ♔xa6 2.♔f4 ♔c7 3.♔f3 ♔d6 4.g4 ♔e7=

1...♔a7□

If 1...♔c7, then 2.a7 ♔f3 3.♔xg4+-.

2.♔xg4 ♔xa6 3.♔f3 ♔b6

Or 3...♔c8 4.♔e4 ♔b6 5.♔f5+-.

After 3...♔d3 there comes 4.g4 ♔g6 (4...♔b6 5.♔e4+-) 5.♔e4 ♔e8 6.g5 ♔b6 7.♔e5 ♔c7 8.♔f6 ♔d6 9.♔f5 ♔h5 10.♔e6 ♔e8 11.♔f7 ♔a4 12.g6 ♔c2 13.g7 ♔h7 14.♔g5+-.

4.g4 ♔c5 5.g5 ♔d6 6.g6 ♔e6

If 6...♔e7, then 7.♔g5 ♔f8 8.♔h6 ♔c4 9.g7† ♔g8 10.♔e4 and the threat of ♔h7† wins.

7.♔g5 ♔c4 8.g7

Black resigned, in view of 8...♔f7 9.♔h6 ♔f6 10.♔h7 ♔g5 11.♔h8 ♔h6 12.♔e4 followed by ♔h7-g8.

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

- ✓ Opening repertoire for Black
- ✓ How can one continue working on an opening?
- ✓ The French bishop
- ✓ Tarrasch Variation: 1.e4 e6 2.d4 d5 3.♘d2
- ✓ Advance Variation: 1.e4 e6 2.d4 d5 3.e5
- ✓ Winawer Variation: 1.e4 e6 2.d4 d5 3.♗c3 ♘b4

French Defence

As the main opening in your repertoire against 1.e4, I recommend the French Defence. It leads to strategically complicated positions, in which a better understanding of the pawn structure and a knowledge of typical positional ideas play a quite decisive role. In the struggle which ensues, Black can outplay his opponent, seize the initiative and win the game. Of course, in a single chapter it is not possible to discuss all the nuances and variations. But the material you will find here already gives you a good basis for your French repertoire. In addition, the exercises in the test present an important selection of typical ideas.

How can one continue working on an opening?

One important method consists of **choosing a role model** (a player who is an expert in the particular opening) and carefully studying his or her games. Also try to widen your positional arsenal and to learn new ideas.

The French bishop

Just a few words about the French bishop on c8: it is often the problem child in this opening and it is not easy to develop it. There are two main plans:

- 1) Black tries to swap off his bad bishop and plays ...b7-b6, intending ...♗a6;
- 2) Black looks for chances to bring the bishop into the game (often via e8 onto the b1-h7 diagonal).

The second plan is much harder to realize, but it can result in the French bishop playing a very active role. This is a piece you have to both hate and love!

Tarrasch Variation: 1.e4 e6 2.d4 d5 3.♘d2

L.McShane – S.Kindermann

Lippstadt 1998

1.e4 e6 2.d4 d5 3.♘d2 ♘f6

Of course you can try other systems; 3...c5 is the most popular alternative.

4.e5 ♗fd7 5.f4

Another important variation is 5.♔d3 c5 6.c3 ♖c6 7.♘e2. Here I recommend 7...♗b6

Diagram 11-1

8.♘f3 cxd4 9.cxd4 f6 10.exf6 ♘xf6 11.0-0 ♔d6 12.♘c3 (12.b3 0-0 13.♙f4 ♙xf4 14.♘xf4 ♘e4 15.♘e2 ♔d7 16.♖c1 ♖f5 17.♘g3 ♘xg3 18.hxg3 ♖f6= Kindermann; 12.♙g5 0-0 13.♘c3 ♙h8! 14.♘a4 ♗c7 15.♖c1 ♘g4! – another typical attacking move in this variation – 16.h3 ♘h2± V.Akopian – M.Ulibin, Minsk 1990) 12...0-0 13.♙c3 ♔d7 14.a3

Diagram 11-2

14...♙e8! (a typical way of activating the French bishop) 15.♘e5 (15.♘g5 ♘e7! 16.♘xe6 ♙xh2† 17.♙xh2 ♗xe6 18.♙g1 ♙g6= Kindermann) 15...♖c8!? 16.♘a4 ♗d8 17.f4 ♙h5! 18.♗d2 ♙g4=, intending ...♙f5 (Kindermann).

5...c5 6.c3 ♖c6 7.♘df3 ♗b6 8.g3

The two most important alternatives for White are:
a) 8.h4 and now:

a1) 8...cxd4 9.cxd4 ♙b4† (9...f6?! 10.a3 ♙e7 11.♔d3± B.Spasky – A.Yusupov, Belfort 1988) 10.♙f2 f6! 11.♙e3! ♙e7 12.♗d2! 0-0 13.♖d1 a5! 14.♙g3 a4 15.♔d3 ♗d8 16.♘e2 f5= 17.h5 ♘b6 18.♙f2 ♘b4 19.♙b1 ♘c4± A.Beliavsky – S.Kindermann, Munich 1991.

a2) 8...♙e7 9.h5 h6 10.a3 a5 11.g4

Diagram 11-3

11...♘db8!? (Black often regroups his pieces like this) 12.♔d3 ♔d7 13.♘e2 a4 14.f5 ♘a5 15.fxex6 ♙ex6 16.♘f4 ♘b3 17.♖b1 cxd4 18.♘ex6 fxe6 19.cxd4 ♘c6 20.♙g6† ♘d7 21.♙e3 ♖hf8± V.Jansa – T.Van de Berkmortel, Bad Wörishofen 1990.

b) 8.♘e2 f6 9.a3 ♙e7 10.h4 0-0 11.♖h3 a5! 12.b3 ♗c7 13.♘eg1 b6! (preparing the exchange of the light-squared bishop) 14.♙e3 ♙a6 15.♙xa6 ♖xa6= (Anand).

8...cxd4 9.cxd4 ♙e7 10.♙h3 0-0 11.♘e2 f6!

This typical move is very important for Black's counterplay.

12.♖f1

12.0-0? is bad, due to 12...fxe5 13.fxe5 ♘dxe5!.

If 12.♙e6† ♙h8 13.♙xd5? (better is 13.exf6 ♘xf6 14.♙xc8 ♖axc8 and Black has good counterplay on the light squares), then 13...fxe5 14.fxe5 ♘dxe5 15.dxe5 ♘xe5 16.♖f1 (16.♘e5? ♙b4† 17.♘c3 ♗f2#) 16...♙h3 and Black has a strong attack.

Diagram 11-1 (analysis) ▲

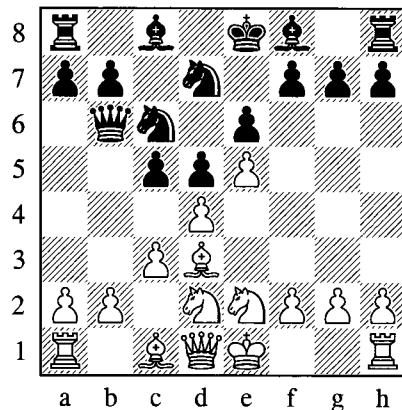


Diagram 11-2 (analysis) ▼

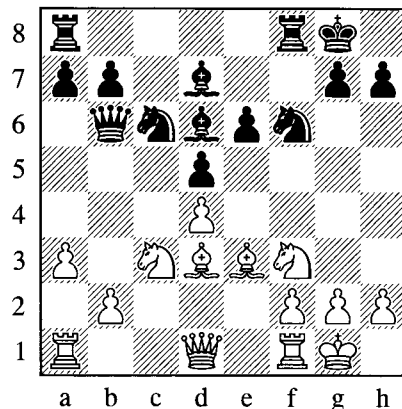


Diagram 11-3 (analysis) ▼

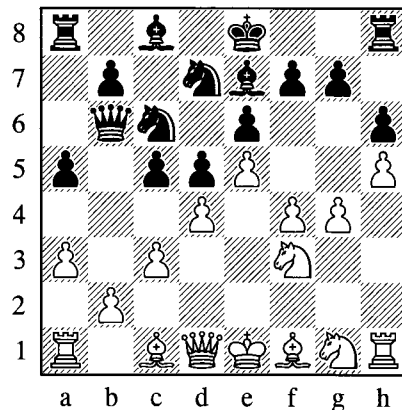
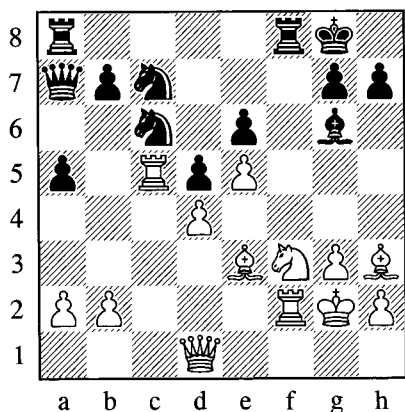


Diagram 11-4



12...♖db8

A well-known manoeuvre.

13.♜f2 ♙d7 14.♞f1 a5

Black holds back with the exchange on e5, because the white knight would get to f4.

15.♞g2 ♜a6 16.♜c3 ♜c7

To protect the e6-pawn.

17.♙e3 ♞a7 18.♜a4 fxe5 19.fxe5 ♙e8!

A typical idea.

20.♞c1 ♙g6= 21.♜c5 ♙xc5 22.♞xc5

Diagram 11-4

In the game Black played:

22...♙f5?

After Black had taken so much trouble to bring his bishop into play, he should not immediately exchange it, but continue with ...h6 and then double rooks on the f-file (McShane).

For example 22...h6! 23.♞g1 ♜f7 24.♜d2 ♞xf2 25.♞xf2 ♜f8† 26.♞g1 ♞a6=.

And 22...a4 23.♜g5 ♞xf2† 24.♙xf2 ♞e8= would also be fine for Black.

23.♙xf5 ♞xf5 24.♞b1!! ♞a6 25.g4 ♜f7 26.♞g1! h6 (26...g6 27.♙h6±) 27.g5 h5 28.g6±

Advance Variation: 1.e4 e6 2.d4 d5 3.e5

S.Movsesian – A.Yusupov

Bundesliga 1998

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

If 5.♙e3 ♞b6 6.♞d2 f6 7.f4?!, then 7...♜h6 8.♜f3 ♙d7 9.♙e2 ♜f5 10.♙f2 cxd4 11.cxd4 fxe5 12.fxe5 ♙b4 13.♜c3 0-0 14.0-0 ♞ac8 15.♞fc1 ♜a5= M.Boe – J.Werle, Bundesliga 2002.

5...♙d7

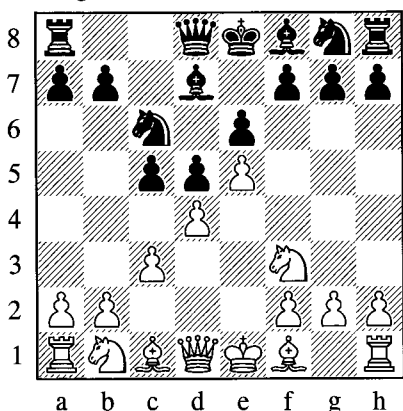
Diagram 11-5

A very flexible variation: Black has fewer options after the usual 5...♞b6.

6.a3

The other main variation is 6.♙e2 ♜ge7 (another interesting line is 6...♞c8 7.0-0 ♜ge7 8.♜a3 cxd4 9.cxd4 ♜g6 10.♜c2 ♙e7 11.♙d3 0-0 12.♞e1 f6 13.♙xg6?! hxg6 14.♞d3 f5 15.♞d2 f4 16.b4 g5 17.h3 ♙e8! 18.♙a3 ♙g6= A.Shirov – A.Yusupov, Prague 2002) 7.0-0! (7.♜a3 cxd4 8.cxd4 ♜f5 9.♜c2

Diagram 11-5



♖b6 10.0-0 ♘a5 11.g4 ♘e7 12.♘fe1 ♙b5 13.♘d3 h5! 14.gxh5 ♘f5 15.♙e3 ♖c8!∞ E.Sveshnikov – P.Kiriakov, Elista 1994) 7...♘g6!? (7...♘f5 8.♙d3! ♘h4 9.♘bd2±) 8.♙e3 ♙e7 9.g3 cxd4 10.cxd4

Diagram 11-6

10...f6! (a typical continuation) 11.exf6 ♙xf6 12.♘c3 0-0 13.♖d2 ♘ge7 14.♙d3 h6! 15.♙ad1? ♙e8! 16.♙fe1 ♙h5+ O.Romanishin – P.Nikolic, Leningrad 1987.

After 6.♙d3 cxd4 7.cxd4 then 7...♖b6 is very good, since the only way for White to defend the d4-pawn costs him a tempo with ♙e2. The pawn sacrifice is not dangerous for Black: 8.♘c3 ♘xd4 9.♘xd4 ♖xd4 10.0-0 a6 (10...♖xe5 11.♙e1 ♖b8 12.♘d5 ♙d6 13.♖g4 ♙f8=) 11.♖e2 ♘e7 12.♙h1 ♘c6 13.f4 ♘b4 14.♙d1 ♘xd3 15.♙xd3 ♖b6 16.♙e3 ♙c5+ D.Pirrot – R.Knaak, Bundesliga 1991.

6...♘ge7

Black also has other possibilities:

a) 6...f6 7.♙d3 (7.exf6 gxf6 8.♘h4 ♖e7 9.♖h5+ ♖f7∞ Dolmatov) 7...♖c7 8.0-0 0-0-0 9.♙f4 c4! 10.♙c2 h6! 11.h4

Diagram 11-7

11...♙e8! 12.b3 cxb3 13.♙xb3 ♙h5 with a kingside attack, M.Adams – V.Epishin, Ter Apel 1992.

b) 6...c4!? 7.♙f4 (7.♙e3 f6!; 7.h4 ♘ge7 8.h5 h6 9.g3 ♘a5∞) 7...♘ge7 8.h4= 7.b4 cxd4 8.cxd4

Diagram 11-8

8...♘c8!

Black uses the c8-square for an important regrouping.

9.♙d3 ♙e7 10.0-0 ♘b6 11.♘bd2 ♖c8

Intending ...a6, ...♘a7 and then ...♙b5.

12.♘b3 (Δ♘c5) 12...♘c4 13.♖e2 0-0 14.♙f4

14.♙xc4? dxc4 15.♖xc4 ♘e5; 14.♘c5 b6 15.♘xd7 ♖xd7=.

14...b6 15.b5!?

After this move Black seizes the initiative.

Better was 15.♙fc1 a6!? (15...a5 16.b5; 15...♘b8!?)

16.♙xc4 dxc4 17.♙xc4 ♘a7 18.♙ac1 ♙c6∞.

15...♘b8 16.a4 a6! 17.bxa6 ♘xa6 18.♘bd2 ♘b4!

19.♙xc4

19.♘xc4 ♘xd3+

19...dxc4 20.♘xc4 ♘d5 21.♙g3

If 21.♙d2, then 21...♙xa4 (21...b5!?) 22.♙xa4 b5+.

Diagram 11-6 (analysis)

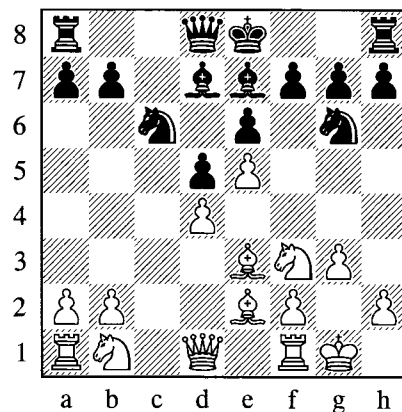


Diagram 11-7 (analysis)

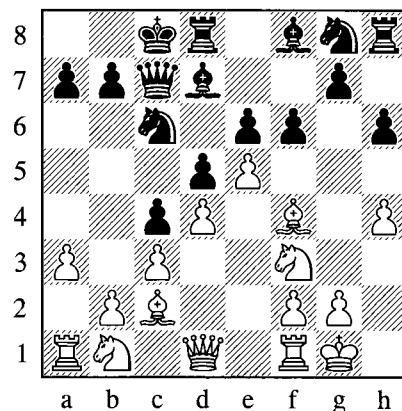
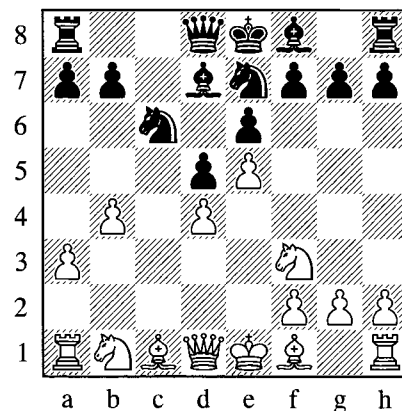


Diagram 11-8



21...♙xa4! 22.♘d6

Or 22.♞xa4 b5.

22...♞c2 23.♞e4 ♞d7 24.♙h4 ♙xh4

24...♙xd6 25.exd6 ♘c3 26.♞d3∞

25.♞xh4 h6 26.♘e4

Black is better. But Movsesian was able to save the game with an active defence.

26...♙c6 27.♘f6†! ♘xf6

27...gxf6 28.exf6 ♘xf6 29.♞xf6 ♙xf3 30.♞xf3

28.exf6 ♙xf3 29.fxf6 ♙xg7 30.♞g3† ♘h7 31.♞xf3

♞xd4 32.♞a7 ♘g7 33.♞g3† ♘h8 34.♞f3 ♞c3

35.♞h5 ♘g7 36.♞d1 ♞c5 37.♞e2 ♞e5 38.♞g4†

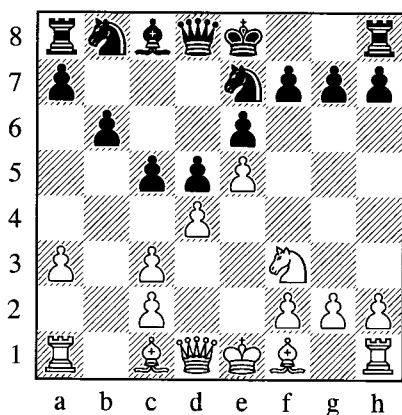
♘h7 39.g3 ♞f5 40.♞xf5† ♞xf5 41.♞b7 ♞c8

42.♞xb6 ♞c2

1/2-1/2

Winawer Variation: 1.e4 e6 2.d4 d5 3.♘c3 ♙b4

Diagram 11-9



Ki.Georgiev – A.Yusupov

Las Palmas 1993

1.e4 e6 2.d4 d5 3.♘c3 ♙b4 4.e5 ♘e7 5.a3 ♙xc3†

6.bxc3 c5 7.♘f3

As well as this move, you must also be prepared for 7.♞g4, 7.h4 and 7.a4.

7...b6

Of course, Black also has other options: 7...♘bc6, 7...♙d7 or 7...♞a5. The move in the game prepares the exchange of bishops.

Diagram 11-9

8.♙b5†

A typical idea in order to avoid the exchange of bishops which favours Black from the strategic point of view.

8...♙d7 9.♙d3 ♙a4

Or 9...c4 10.♙f1 ♙a4 11.h4 h6 12.h5 ♘d7! 13.♙f4

♞g8! 14.g3 ♞h7 15.♞c1 ♘bc6 16.♙g2 a5 17.♘h2

b5= A.Shirov – A.Yusupov, Moscow 1994.

10.h4

10.dxc5 bxc5 11.0-0 c4 12.♙e2 (J.Nunn –

P.Nikolic, Belgrade 1991) 12...♘bc6 13.♙f4 (13.♙e3

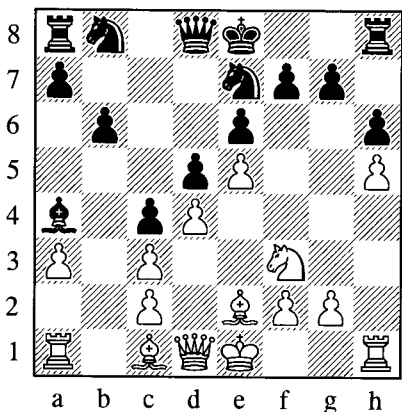
♞a5! Nunn) 13...♘g6 14.♙g3 0-0 15.♞d2 f5 16.exf6

♞xf6∞ (Nunn)

10...h6 11.h5 c4 12.♙e2

Diagram 11-10

Diagram 11-10



12...♔d7!?

With the typical idea ...♖g8-h7.

12...♖bc6 is the alternative, but Black wants to delay the knight move and bring his queen into the game.

13.♖h4 ♖g8 14.♙g4

An interesting try would be 14.♙e3!?, to be able to meet 14...♖h7 with the move 15.♙c1.

14...♖h7 15.♙a2 ♖a6!?

Intending ♖c7 to defend the e6-pawn.

16.♙h3 ♖c7 17.♙f1 ♙af8 18.♙g1

Diagram 11-11

18...g5!?

Black is already trying to take the initiative on the kingside.

19.♖f3

Or 19.hxg6 fxg6 20.♖f3 ♖g7=.

19...♖c6 20.♖h2 f5 21.exf6 ♙xf6 22.♙e3! ♙hf8

Diagram 11-12

23.f3?

A serious mistake. He had to play 23.♙e2! (Δ♖f3±) 23...♖c8 (23...♖b5 24.♖e1) 24.♖f3 ♖b7±.

23...♖f7!?

Suddenly the h5-pawn is weak. Black is threatening ♖e8-g7.

24.♙d2 (Δ♙e1-g3) 24...♖e8 25.♙h3! ♖xh5 26.♖g4 ♙f5!?

26...♙f7 is correct: 27.♙xe6! ♖xe6 28.♖e5† (28.♖e1† ♖d6 29.♖e5 ♖xe5 30.♖xe5† ♖c6–) 28...♖xh3!! 29.gxh3 ♖xe5†

27.♖f2?

27.♖e5† would be better: 27...♙xe5 28.dxe5 ♖g7=

27...♖g6!?

27...♙f6 28.♖g4 ♙f7!

28.♙xf5 exf5†

Diagram 11-13

After this exchange sacrifice, which is typical of the French Defence, things look promising for Black: he has the initiative on the kingside. In addition, the white rook on a2 is very passive.

29.♙e2 ♖f6 30.♖e1! (○30.f4†) 30...♖h5 (or 30...f4) 31.♙a1 ♖g3 32.♙e5 ♖d6!

Black wins the exchange back. The following moves are easy to understand.

Diagram 11-11

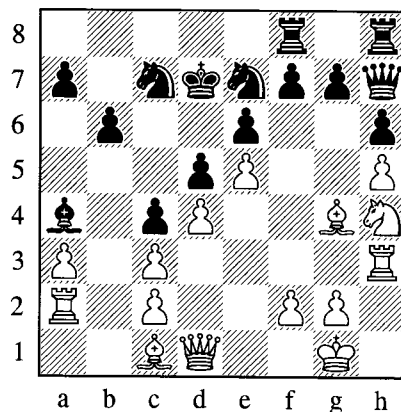


Diagram 11-12

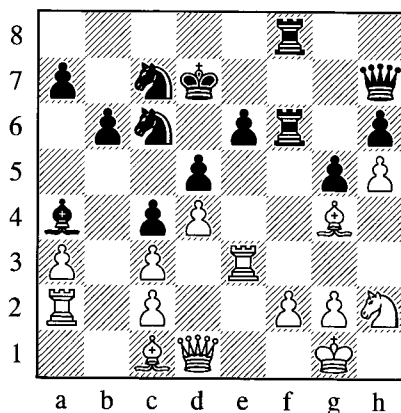
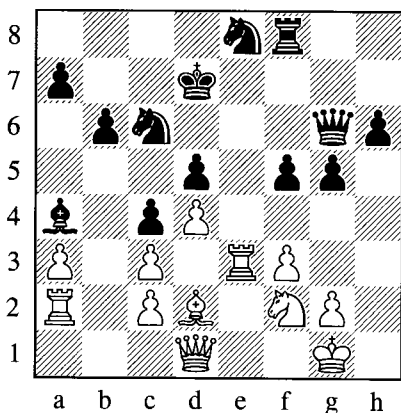


Diagram 11-13



33.♖h1 ♖xh1 34.♗xh1 ♖xe5 35.dxe5 ♖e6+
 36.♙e3 ♖xe5 37.♗d2 ♖e8 38.♙f2 f4 39.♗d1
 (39.♗e1 ♖f5+)
 39...♗d6 40.♗e1 ♖f5 41.♗xe8
 ♙xe8 42.♙d4 ♙a4 43.♖e1 ♗d7! (43...♙xc2?
 44.♖e8?) 44.♖b1 h5! 45.♖b4 ♙c6 46.♖b1 (46.a4
 g4+) 46...g4 47.fxg4 hxg4 48.♖e1 ♙a4

White resigned, on account of 49.♖e5 ♖xe5
 50.♙xe5 f3+.

J. Timman – A. Yusupov

Novgorod 1995

1.e4 e6 2.d4 d5 3.♖c3 ♙b4 4.e5 c5 5.a3 ♙xc3+
 6.bxc3 ♖e7 7.♗g4 0–0 8.♙d3

Against 8.♖f3 I recommend 8...♖bc6 9.♙d3 f5
 10.exf6 ♖xf6 11.♙g5 e5! 12.♙xh7+ ♖xh7 13.♖h5+
 ♗g8 14.♙xf6 gxf6 15.dxe5 ♖f8 16.0–0 (R. Schmaltz
 – A. Yusupov, Philadelphia 2002) 16...♖f7!

8...f5

The alternative is 8...♖bc6.

9.exf6 ♖xf6 10.♙g5 ♖f7 11.♖h5

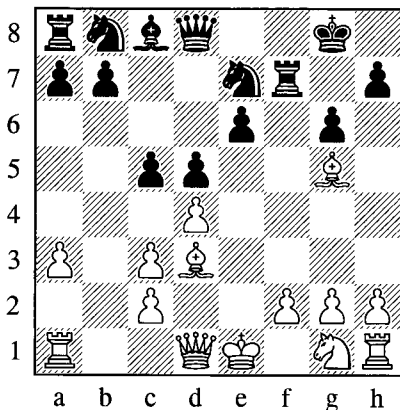
11.♖h4 h6 12.♙xe7 ♖xe7=

11...g6 12.♖d1

12.♖h4 is not so dangerous now, in view of 12...c4
 13.♙e2 ♖a5! 14.♙d2 ♖f5∞.

Diagram 11-14

Diagram 11-14



12...♖bc6

A good alternative is 12...♖a5 13.♙d2 ♖bc6
 14.♖f3 ♖c7!? (Δ...e5).

13.♖f3 ♖f8!

The correct move order. 13...c4 14.♙e2 ♖f8 is
 wrong, because of 15.♖c1 ♖f5 16.h4 h6 17.♙f4±
 V. Anand – J. Timman, Dortmund 1999.

14.0–0

14.♖c1 is too risky, due to the exchange sacrifice
 14...♖xf3!.

14...c4 15.♙e2 h6 16.♙h4

Or 16.♙c1 ♖g7 17.♖d2 ♖f5 18.h4?! (18.g4 ♖d6
 19.♖xh6 ♖xh6 20.♙xh6 ♖e4±; better is 18.♗e1 –
 Timman) 18...♙d7 19.♙b2 (aiming to control the
 e-file after ♗ae1 and ♙d1 – Timman; 19.g4? ♖d6
 20.♖e3 ♖e4 21.♖e5 ♖xe5 22.dxe5 ♖xe5 23.f3
 ♖xc3±) 19...♖f6 20.g3 e5± J. Polgar – J. Timman,
 Amsterdam 1995.

16...♖f5 17.♙g3 g5!?

Diagram 11-15

In such positions, **Black must stop White occupying the central e5-square with pieces.**

18.♖d2

18.♖e5 is not dangerous, in view of: 18...♖xg3!

19.hxg3 ♖xe5=

18...♙d7 19.h4

If here 19.♖e5?!, then 19...♖xg3 20.hxg3 ♖xe5 21.dxe5 ♖g7 22.♖d4 ♖f5 23.f4 g4= (Dolmatov).

19...♖e7

But not 19...g4 20.♖e5 ♖xg3 21.fxg3 ♖xe5 22.dxe5 and White has attacking chances.

20.hxg5 ♖xg3 21.fxg3 hxg3 22.♖e3

After 22.♖xg5 comes 22...♖g7 (22...♖xf1? 23.♖xf1±) 23.♖f3 ♖xg3 24.♖f4 ♖g7±.

22...♖af8

Black will get sufficient counterplay for the pawn.

23.♖xg5 ♖xf1†

Not 23...♖g7? on account of 24.♖xf8† ♖xf8 25.♖h3±.

24.♙xf1

If 24.♖xf1, then 24...♖xf1† 25.♖xf1 ♖xa3 26.♖xe6?! ♖e7 27.♖g5† (27.♙g4 ♖d8) 27...♖xg5 28.♖xg5 ♙f5± (Dolmatov).

Diagram 11-16

24...e5!

A typical central breakthrough.

25.dxe5

25.♖e1 e4=

25...♖xe5 26.♖xe5 ♖xe5= 27.♙e2

If 27.♖d1, then 27...♖f5 with counterplay.

27...♙g4 28.♖e1 ♙xe2 29.♖xe2 ♖g4 30.♖e7 ♖f5 31.♖f3 ♖f7 32.♖e8† ♖f8 33.♖e7 ♖f7 34.♖e8† ♖f8 35.♖e7=

The white pawns are too weak for him to play for a win.

½-½

Diagram 11-15

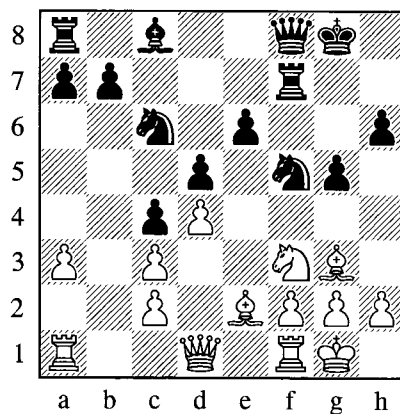
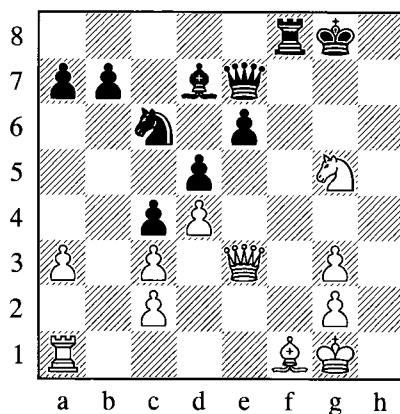


Diagram 11-16

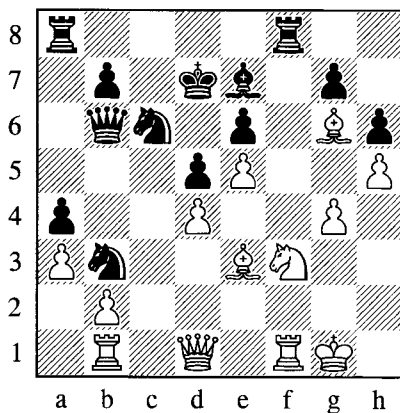


The test which follows should help you better understand the ideas behind the French Defence. Try to treat the exercises as though each of them was a situation from one of your games and to come to a decision after a maximum of 10 minutes. The score you make on this test is not so important.

Exercises

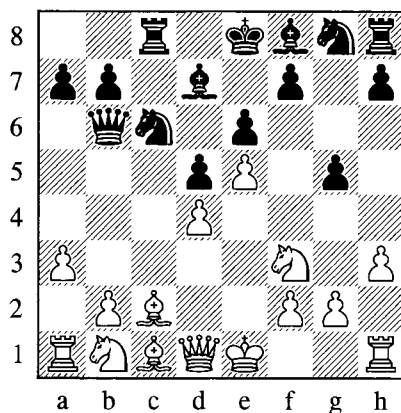
► Ex. 11-1 ◀

★★



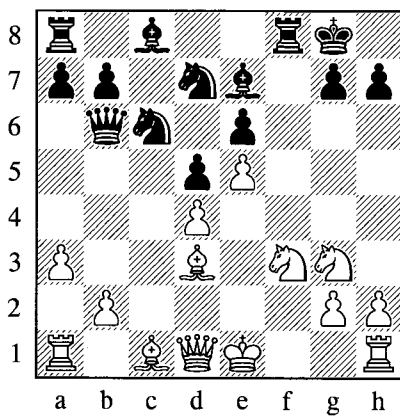
► Ex. 11-4 ◀

★★



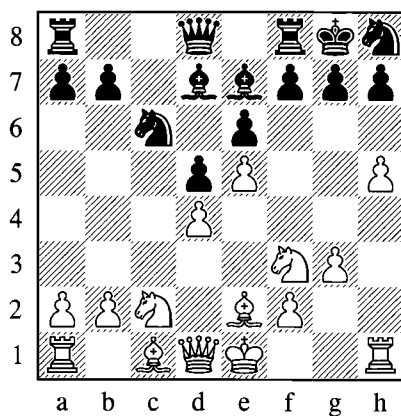
► Ex. 11-2 ◀

★★



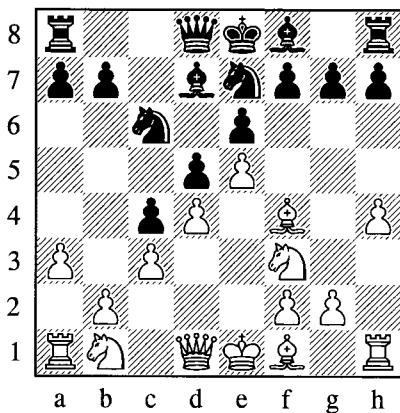
► Ex. 11-5 ◀

★



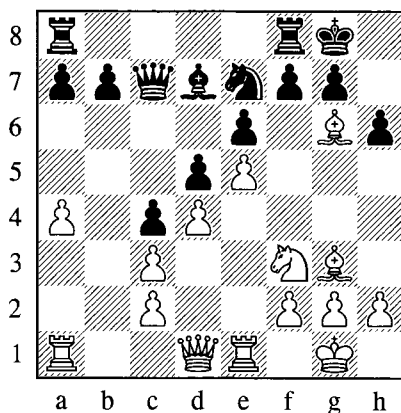
► Ex. 11-3 ◀

★★



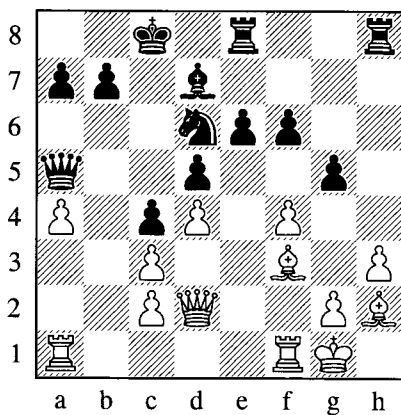
► Ex. 11-6 ◀

★★

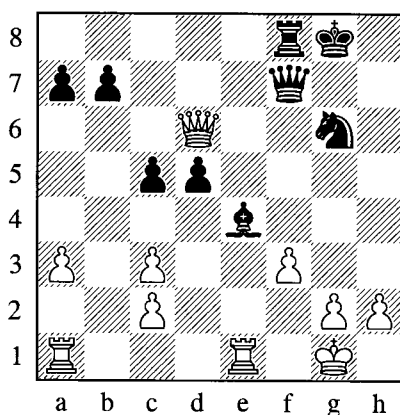


Exercises

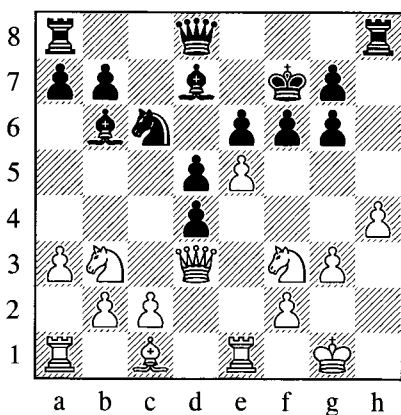
► Ex. 11-7 ◀ ★★★ ▼



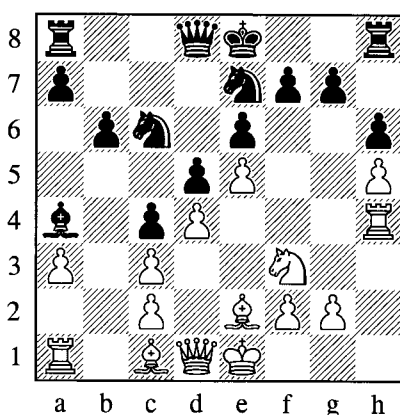
► Ex. 11-10 ◀ ★★ ▼



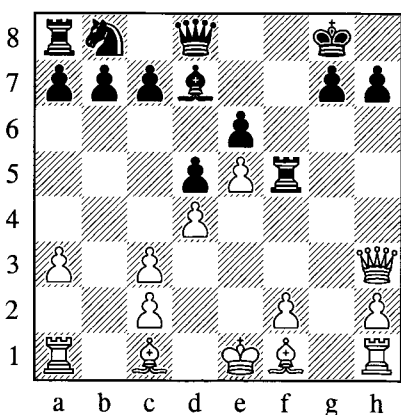
► Ex. 11-8 ◀ ★★ ▼



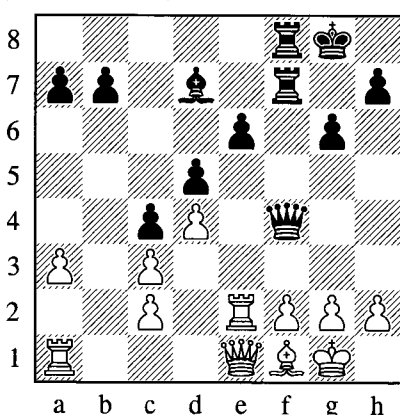
► Ex. 11-11 ◀ ★★ ▼



► Ex. 11-9 ◀ ★★★ ▼



► Ex. 11-12 ◀ ★★★ ▼



Solutions

Ex. 11-1

V.Jansa – T.Van de Berkmortel

Bad Wörishofen 1990

22...♖cxd4!

(2 points)

22...♖bxd4! is just as good: 23.♖xd4 ♕c5 24.♜xf8 ♜xf8 25.♞xa4 ♕xd4 26.♕xd4 ♞xd4† 27.♞xd4 ♖xd4†

23.♖xd4 ♕c5† 24.♕c2

24.♖xb3 ♕xe3† 25.♔g2 ♞xb3†

24...♜xf1† 25.♔xf1 ♕xd4 26.♕xb3

If 26.♕xd4 ♞xd4 27.♕xb3, then 27...♜f8†+.

26...♕xe3 27.♕xa4† ♔e7 28.♔g2 ♜f8+–

29.♞b3 ♜f2† 30.♔h1 ♞xb3 31.♕xb3 ♕d4

32.♕d1 ♜xb2 33.♜xb2 ♕xb2 34.a4 ♕xe5

35.♔g2 ♕c3 36.♔f3 e5 37.♔e3 e4 38.♕e2

b6 39.♕a6 ♔f6 40.♕b7 ♔e5 41.♔e2 d4

0–1

Ex. 11-2

E.Kengis – R.Djurhuus

Gausdal 1991

13...♖dxe5!

13...♜f3 (1 point) is not so strong: 14.gxf3 ♞xd4 15.f4☞

14.dxe5 ♖xe5†

(2 points)

15.♕e2

15.♖xe5?? ♞f2#

15...♕d7 16.♖xe5?! ♞f2† 17.♔d2 ♜ac8

18.♞b3

If 18.♖xd7 ♕g5† 19.♔d3, then 19...♜f4!! 20.♕xf4 ♞xf4 (Δ21...♞e3#) 21.♖f1 ♞e4#.

After 18.♜f1 there follows 18...♕g5† 19.♔d3 ♕b5†+.

18...♕g5† 19.♔d3

Or 19.♔d1 ♞d4† 20.♔e1 (20.♞d3 ♕a4† 21.♔e1 ♞f2#; 20.♖d3 ♕a4+–) 20...♜xc1† 21.♜xc1 ♞d2#.

19...♜f4!! 20.♖f3 ♕e8! (Δ21...♕g6†)

0–1

Ex. 11-3

A.Khalifman – A.Yusupov

USSR Ch, Minsk 1987

8...♖c8!

(2 points)

8...♖a5 is just as good, intending to play ♖c8-b6 next. Only 1 point for 8...♞b6.

9.♖bd2 h6 10.g3 ♖b6

Black will obtain counterplay by ...♖a5 and ...♕a4.

11.♕h3 ♕e7 12.h5 ♖a5 13.♕e3 ♕a4 14.♞e2 ♞d7

14...♕c2 would be wrong, because of 15.♖xc4 ♖b3 16.♖xb6 ♞xb6 17.♞xc2 ♖xa1 18.♞a4† ♔d8 19.b4.

15.♖h4 ♞b5

15...♕c2 is again not good because of 16.♖xc4.

16.♖df3 ♞b3 17.0–0

17.♜c1 ♞a2☞

17...♞c2 18.♜fe1 ♞d3 19.♜ac1 ♖b3

20.♜b1= ♞xe2 21.♜xe2 ♕d7 22.♖d2 ♖xd2

23.♜xd2 ♖a4 24.f4 a5 25.♜f1 b5☞ 26.f5

♕xh4 27.gxh4 exf5 28.♜g2

Or 28.♕xf5 ♕xf5 29.♜xf5 ♜a7=.

28...♜h7 29.♕xf5 ♕xf5 30.♜xf5 ♜a7 31.♜f3 ♜a6 32.♜fg3 ♔f8 33.♕c1 ♜e6= 34.♔f1 ♖b6 35.♔e1 ♖a8 36.♔d1 ♖c7 37.♜f3 ♜e7 38.♔c2 a4 39.♕f4 ♖e6 40.♕e3 ♔e8 41.♔d2 ♜h8

½–½

Ex. 11-4

J.Hodgson – A.Yusupov

Groningen 1994

10...♖xd4!

1 consolation point for the modest move 10...♖ge7.

11.♖xd4 ♕c5

(2 points)

12.♕e3?

12.♖f3? ♕xf2† is also bad for White: 13.♔e2 ♕g3 14.♜f1 ♜xc2† 15.♞xc2 ♞a6†!+–

Solutions

12. ♖e2 would be a better option: 12... ♙xf2†
13. ♖f1 ♖f6

12... ♙xb2 13. ♙b3

13. ♙a4!? b5 14. ♙b3†

13... ♙xa1 14. 0-0 ♖e7 15. ♙e1!

Threatening ♙e2-a2 to trap the queen on a1.

15... ♖c6! 16. ♖xe6!

If 16. ♖b5, then 16... ♙xe3 17. ♖d6† ♖e7
18. ♖xc8† ♙xc8 19. ♙xe3 ♖xe5-+.

Nor is 16. ♖f5 any better: 16... ♙xe3
17. ♖d6† ♖e7-+

16... ♙xe3 17. ♖g7† ♖f8!

17... ♖d8 18. ♙xe3 ♖xe5

18. ♙xd5 ♖xe5 19. ♙xe3 ♙c1†!

19... ♖xg7 20. ♙xe5 ♙e6 21. ♙xg5† ♖f6
22. ♙f5†!∞

20. ♖h2 ♙xb1 21. ♖h5?!

After 21. ♙xe5 comes 21... ♙h1† 22. ♖g3
♙xh3†! 23. gxf3 ♙g1† 24. ♙g2 (24. ♖f3?
♙c6-+) 24... ♙xg2† 25. ♖xg2 ♖xg7 26. ♙xg5†
♖f6-+.

21... ♙h1† 22. ♖g3 ♙xh3†! 23. gxf3 ♙g1†

24. ♙g2 ♙xg2† 25. ♖xg2 ♙c6† 26. ♖g3 ♖d7

27. ♙c2 ♙g8!†

Ex. 11-5

J. De la Villa Garcia – V. Korchnoi

Pamplona 1990

12... ♖f6!†

(1 point)

13. exf6 ♙xf6 14. b3 ♖f7 15. ♙b2 ♙a5†!

16. ♙d2?

The exchange of queens emphasizes the
weakness of the white d4-pawn. 16. ♖f1!†
would have been better.

16... ♙xd2† 17. ♖xd2 ♖d6 18. ♙g4 ♙fc8

19. 0-0 ♙c7 20. ♙fe1 ♙ac8 21. ♖g2

After 21. ♙xe6†? comes 21... ♙xe6 22. ♙xe6
♖d8 23. ♙xd6 ♙xc2-+.

If 21. ♙xe6?, then 21... ♖f7.

21... ♖f7 22. ♙ad1 a5 23. ♖f3 ♖e7 24. ♖e3

♖e4 25. ♙c1 b5 26. ♙h3

26. a3!?

26... b4 27. ♙xc7 ♙xc7 28. a3 a4!! 29. bxa4 b3!†

Ex. 11-6

R. Byrne – R. Vaganian

Moscow 1975

16... ♖xg6!†

(2 points)

A typical idea. Black opens the f-file.

17. h4 ♙f7 18. ♙b1 ♖h7 19. ♙b4 ♖f5

20. ♙h2 ♙af8 21. ♙e2 ♙c6† (Δ... ♙d8)

22. g4?! ♖g3!

This is stronger than 22... ♖e7 23. ♖e1.

23. ♖g5† hxg5 24. ♙xg3 ♙d8! 25. h5 gxf5

26. gxf5 ♙f3 27. ♖g2 ♙e8-+ 28. ♙h1 ♙f7

29. ♖h2 ♙f5 30. ♙e7 ♙f7 31. ♙d8 ♙xa4

0-1

Ex. 11-7

R. Fischer – W. Uhlmann

Buenos Aires 1960

21... g4!!

(2 points)

This fine strategic pawn sacrifice locks in the
bishop on h2 until the end of the game and
secures Black a lasting initiative.

22. hxg4

After 22. ♙xg4 there comes 22... ♖e4 23. ♙e3
f5 24. ♙f3 ♙xc3 25. ♙xc3 ♖xc3†.

If 22. f5?, then 22... gxf3 23. ♙xd6 fxf2-+
(Dvoretsky).

22... ♖5!

(1 point)

23. g5

Weaker is 23. gxf5 exf5 when Black may
exploit the semi-open g-file.

23... ♙e7 24. ♙g3 ♙e8! 25. ♙e3 ♖e4

26. ♙xe4 ♖dx4 27. ♖f2 ♙eh7

An alternative was 27... ♙d5.

28. ♙fb1 ♙d5! 29. ♙e1?

29. a5† would have been better, or 29. ♙d2!?

29... ♙h1! 30. ♙xh1??

30. ♙e3 is more stubborn: 30... ♙xb1

31. ♙xb1 ♙xa4 32. ♙a1 b5†

30... e3†! 31. ♖g1

Solutions

If 31.♔xe3, then 31...♖e4† 32.♕f2 (32.♕d2? ♖xh1 33.♖xh1 ♗xg2†+) 32...♖xh1 33.♖xh1 ♕c6! 34.♖h2 ♗xc2† 35.♕g1 ♗xc3+.

31...♖xh1† 32.♕xh1 e2!+

Black went on to win.

Ex. 11-8

I.Bondarevsky – M.Botvinnik

Leningrad 1941

14...♗g8!

(2 points)

15.♕d2

If 15.♕f4 ♗h7 16.♕bxd4?, then 16...♕xd4 17.♕xd4 g5!+.

15...♗h7 16.♕b4 g5! 17.♗xh7 ♖xh7 18.exf6

After 18.hxg5 there follows 18...fxe5 19.♕xe5† ♕xe5 20.♖xe5 ♕c7 21.♖e2 e5†.

18...gxf6 19.hxg5 e5† 20.gxf6 ♕xf6 21.♕d6 ♖e8 22.♕h4 ♖g8 23.♕h2

23.♕f1 would be more stubborn.

23...♕f5 24.♖e2 d3 25.♖d2

Or 25.cxd3 ♕xd3 26.♖d2 ♕c4 27.♕c1 ♕d4+.

25...dxc2 26.f4 ♕e3 27.♕xe5† ♕xe5 28.fxe5† ♕e7

Threatening 29...♖xh4† 30.gxh4 ♕f4†.

29.♖f1 c1=♗

White resigned, at the prospect of 30.♖xc1 ♖xh4† 31.gxh4 ♕f4† 32.♕h1 ♕e4†+.

Ex. 11-9

A.Martin Gonzalez – S.Dolmatov

Barcelona 1983

12...♕e8!

(2 points)

Only 1 consolation point for 12...♗e8 13.♕d3 ♖h5±.

13.♕d3 ♕g6!

(1 point)

A typical exchange sacrifice. 13...♖h5? would be bad, due to 14.♗xe6†.

14.♖g1 ♗f8 15.♕xf5

After 15.c4, not 15...dxc4? 16.♕xc4 ♗f7 (16...♕f7 17.♕h6) 17.♗b3+, but 15...♕c6!.

15...♕xf5= 16.♗f3

If 16.♗h4!?, then 16...♕c6! (not 16...♕h8? 17.♖xg7!! ♗xg7 18.♕h6+–) 17.♕h6 ♕g6.

16...♕c6!?

16...♕xc2 would not be clear, in view of 17.♗e2! ♕g6 18.♗b5∞.

17.♗e2

After 17.♕h6 ♕g6 18.♗xf8† ♖xf8 19.♕e3 comes 19...♕xc2†.

17...♕h8 18.a4?!

18.f3 followed by ♕f2 would be better.

18...♗f7!

18...♕a5?! 19.♗b5 (Δ♗d7); 18...b6?! 19.♕a3 ♗f7 20.♕b4±

19.a5?!

After 19.♗b5 comes 19...♖b8 (intending ...♕xc2 or ...♗h5) 20.a5 ♕xc2! 21.a6 ♗f3 22.♕e3 bxa6! and 23.♗xc6? loses to 23...♕d3.

Also rather good for Black is 19.♕a3 ♕a5 20.♗b5 b6.

19.f3!? followed by ♕f2 was again worth considering here.

19...b6 20.axb6 cxb6 21.♖g3 ♕a5 22.f3

If 22.♖xa5 bxa5 23.c4, then 23...dxc4 24.♗xc4 ♗b7 and Black's threats include ...♖c8, ...♗h1 and ...♗b1.

22...♕c4

Now Black is clearly better.

Ex. 11-10

R.Schmaltz – A.Yusupov

Philadelphia 2002

23...♕f4!

(2 points)

Black forces the draw.

After 23...♕xc2 (1 point) there may follow:

a) 24.♗xc5 ♕f4 25.♗f2 ♗g6 (25...♕g6) 26.♗g3±

b) 24.♖a2!? ♕f5 25.♗xc5 b6 26.♗d4±

24.fxe4 ♕h3† 25.♕h1=

Or 25.gxh3 ♗f2† 26.♕h1 ♗f3†=.

1/2–1/2

Solutions

Ex. 11-11

A.Sokolov – A.Yusupov

Riga 1986

13...♔d7!

(2 points)

A typical regrouping, intending ...♖g8-h7.

14.♙e3 ♖g8 15.♗d2

After 15...♗f4 comes 15...♗f8 to prepare ♖h7. If 15.♔d2, then 15...♖h7 16.♗c1 f6±.

15...♖h7 16.♗c1 ♔c7

Or 16...f6 17.exf6 gxf6 18.♗f4 ♗af8 19.♔h4 ♔d8 (Δ♔b7-d6) 20.♗f3! ♔b7 21.♙f4±.

17.♗f4

17.♗h3!?

17...♗af8 18.♔h4 ♔d8!? 19.♙g4 ♔b7 20.♗f3 ♙e8!?

20...f5 21.exf6 gxf6 22.♗g3↑

21.♗h3!?

Planning f2-f4. White also has the alternatives 21.♔f1!? or 21.♗g3!? g5!? 22.♔f3 ♔g8! (Δ...f5).

21...g5!?

21...f6 would also be unclear: 22.f4 fxe5 23.dxe5

22.hxg6

After 22.♔f3 comes 22...♗e4! and if 23.♗g3?, then 23...♔f5! 24.♙xf5 exf5 and the threat of f5-f4 is winning for Black.

22...fxg6 23.♔f3

23.f4 ♙a4=

23...g5!±

Ex. 11-12

L.Ljubojevic – A.Beliavsky

Tilburg 1984

23...g5!

(3 points)

It is important to prevent g3 followed by f4. After 23...♗f6?! comes 24.g3 ♗f5 25.f4↑.

24.g3 ♗f5 25.♙g2 g4!± 26.♗d2 ♖h5 27.♗e5 ♗f5 28.♗ae1 ♗xe5 29.♗xe5 ♗f5 30.♗e2

Exchanging rooks would expose the weakness of the c2-pawn.

30...♔f7 31.♗c1 ♔e7 32.♗b1 ♙c6 33.♗e1 33.♗b4↑ ♔d7±

33...♗g6 34.h3 h5 35.hxg4 hxg4 36.♗e3 ♔d6 37.♔f1 b6 38.♔g1 ♙d7 39.♗e2 ♔c7

40.♗d1 ♗f6 41.♗e2 ♔b7 42.♗b1 a5 43.♗c1 ♔a6 44.♗b2 ♗h6 45.♗b1 ♗f8 46.♗c1

♗f5 47.♗b2 ♗f6 48.♗b1 ♙e8! 49.♗c1 ♙f7 50.♗b1 ♗e7 51.♗b2 ♗d6 52.♗e1

♗h5 53.♗e2 ♙g6→ 54.♗e1 ♗h8 55.♗e5 ♗d7 56.♔f1 ♙f5 57.♗e1 ♖h7 58.♗e2

♗h6 59.♗e3 ♗h7 60.♗e5 ♗f7 61.♗e2 ♙e4 62.♙xe4 dxe4 63.♔e1 ♖h1↑ 64.♔d2 e3↑

0-1

Scoring

Maximum number of points is 26

23 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

- ✓ Training in calculation variations

Training with studies

One good form of training in calculation variations is to solve of studies. In studies you always have to calculate precisely, because there is normally only one solution and only one correct move order. The ideas are often very well hidden and unexpected. This helps you develop your fantasy and tactical vision. In studies the positional factors are not important, since play is of a very concrete nature.

You should now try to work out the following positions. The best thing to do is to set the positions up on a chessboard. But do not move the pieces! This heightens the value of the training.

I also recommend that you write down your solution, so as to be able to compare your variations with the solution in the book.

If, after 10 minutes, you still have not found an idea, then read the tip before the solution and think about the position for another 5 minutes. Then you can look at the solution with a clear conscience.

Diagram 12-1

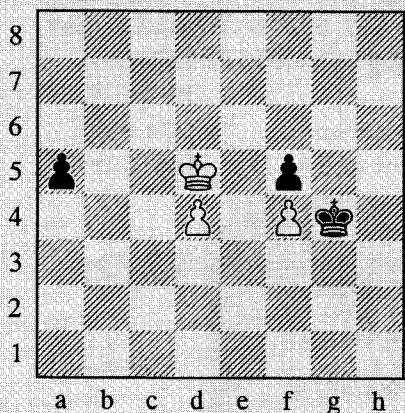


Diagram 12-1

A.Selesniev

1927

In endgames it is sometimes possible to win when both sides get a new queen...

1.♔c4!

1.♔e6? a4 2.d5 a3 3.d6 a2 4.d7 a1=♖

1.♔c5?? a4 2.♔b4 ♕xf4+

1...♔xf4

If 1...a4, then 2.d5+.

2.d5 ♕e5 3.♔c5 f4

Or 3...a4 4.d6 ♕e6 (4...a3 5.d7 a2 6.d8=♖ a1=♖ 7.♖h8+→) 5.♔c6 a3 6.d7 a2 7.d8=♖ a1=♖ 8.♖e8† ♕f6 9.♖h8+→.

4.d6 f3

After 4...♕e6 comes 5.♔c6 f3 6.d7 f2 7.d8=♖ f1=♖ 8.♖e8† ♕f6 9.♖f8+→.

5.d7 f2 6.d8=♖ f1=♖ 7.♖e8† ♕f4 8.♖f8+→

Diagram 12-2

H. Van der Heijden

2002

You can even mate with very little material...

1. ♖h1!!

1.g5? fxg5 2.♖h3! (2.e5?? g4--+) 2...♖f3 3.♖h2=
 1.e5? fxe5 2.g5 e4 3.g6 e3 4.g7 e2 5.g8=♙ e1=♙=
 1.♖h3 ♖f3! 2.e5 fxe5 3.g5 e4 4.g6 e3 5.g7 e2
 6.g8=♙ e1=♙=

1...♖f1

1...♖g3 2.e5! fxe5 3.g5 e4 4.g6 e3 5.g7 e2
 6.g8=♙+-

1...♖e3 2.e5! fxe5 3.g5 e4 4.g6 ♖d2 5.g7 e3
 6.g8=♙+-

1...♖f3 and now:

a) 2.g5? fxg5 3.e5?? (3.♖g1=) 3...♖f2!+-

b) 2.e5! fxe5 3.g5 e4 4.♖g1! ♖e2 (4...e3 5.♖f1+-)
 5.g6 e3 6.g7 ♖d2 7.g8=♙+-

2.e5! fxe5 3.g5 e4 4.g6 e3 5.g7 e2 6.g8=♙ e1=♙
 7.♙g2#

Diagram 12-3

L. Kubbel

1910

Look for a stalemate...

1.f7 ♜f8 2.e6

Threatening 3.e7.

2...b6 3.♖b7

3.e7?? ♜xf7+-

3...♖c5 4.e7!!

4.♖c7? ♖d5 5.♖d7 ♖e5 6.♖e7 ♜a8+-

4...♜xf7 5.♖a6! ♜xe7 stalemate

Diagram 12-4

S. Kaminer

1927

In the end, White saves himself with an intermediate move...

1.♜c3+ ♖b5! 2.♜xc6 ♜g1!

Diagram 12-2

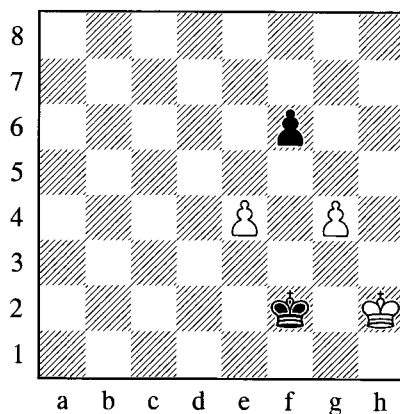


Diagram 12-3

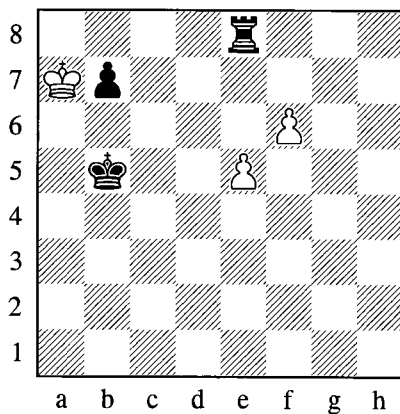


Diagram 12-4

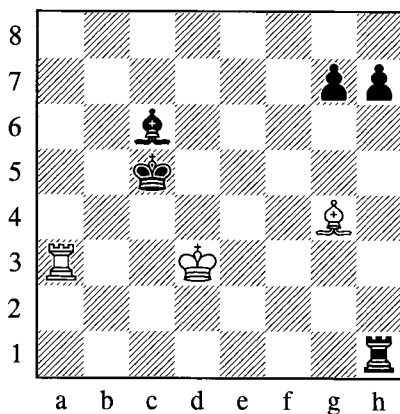


Diagram 12-5

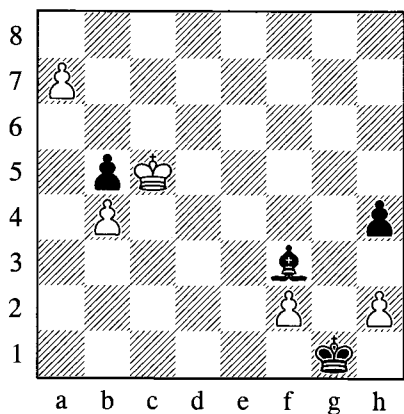


Diagram 12-6

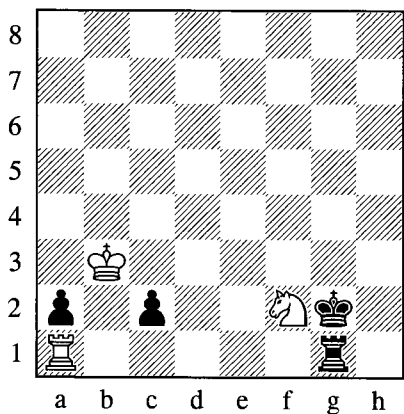
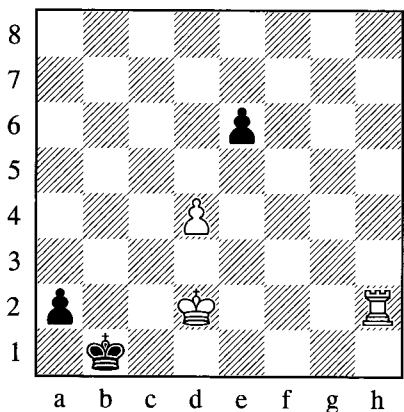


Diagram 12-7



2...♖h4 3.♙d7=; 2...♙xc6 3.♙f3+=
3.♙f3
3.♙d7? ♖d1+–; 3.♙c4? ♖g3+–
3...♖g3 4.♙e2 ♖xf3 5.♖h6!=

Diagram 12-5

N.Ryabinin

1990

The position of the black king plays a decisive role...

1.h3!

1.♙xb5? ♙xh2 2.♙a6 ♙g1! 3.b5 h3 4.b6 h2 5.b7
♙xb7+ 6.♙xb7 h1=♙+ 7.f3 ♙h7+–

1...♙g2

1...♙xf2 2.♙xb5 ♙g3 3.♙a6 ♙xh3 4.b5 ♙g3 5.b6
h3 6.b7 ♙xb7+=

2.♙xb5 ♙xh3 3.♙a6 ♙g4

3...♙g2 4.b5 h3 5.b6 h2 6.b7=

4.b5 h3 5.b6 h2 6.b7 ♙xb7+ 7.♙xb7 h1=♙+
8.f3+!

The key move.

8...♙xf3+ 9.♙b8=

Diagram 12-6

The end of a study by

E.Pogosyants

1971

White brings about a positional draw by repetition of moves...

4.♙xa2! c1♙+

4...c1=♙ 5.♙d3+=

5.♙b2 ♙xa2 6.♙d3! ♖d1 7.♙c2 ♖f1 8.♙b2 ♖d1

8...♖f3 9.♙e1+=

9.♙c2 ♖h1 10.♙b2 ♖h3 11.♙f4+=

Diagram 12-7

P.Benko

1980

White wins by shutting in the king...

1.♖h1+!

1.♔c3?? a1=♖† 2.♔b3 (Δ♖h1#) 2...♗a8!-+
 1.d5? exd5 2.♔c3 d4†! (2...a1=♗†? 3.♔b3+-
 Δ♖h1#) 3.♔b3 a1=♔†!=
 1...♔b2 2.♖a1! ♔xa1 3.♔c2! e5 4.d5 e4 5.d6 e3
 6.d7 e2 7.d8=♗ e1=♔†
 7...e1=♗ 8.♗d4†-+
 8.♔b3 ♔d3 9.♗d4†+-
 But not 9.♗xd3?? stalemate.

Diagram 12-8

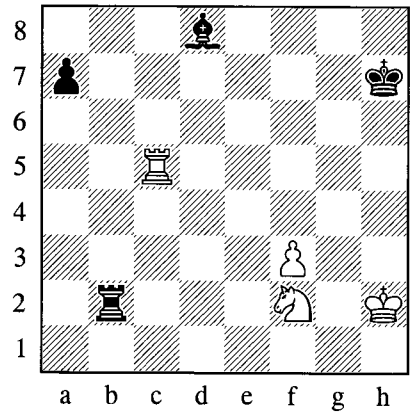
E.Somov-Nasimovitch

1936

Capturing is not compulsory!

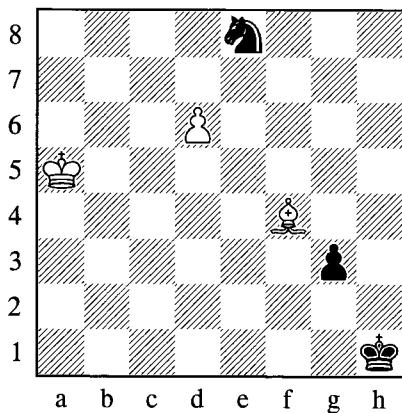
1.♔g3!
 1.♔g2? ♖xf2† 2.♔xf2 ♔b6-+
 1.♔g1? ♔b6 2.♖h5† ♔g6 3.♖h2 ♖xf2 4.♖xf2 a5!
 5.♔f1 ♔xf2-+
 1...♖xf2
 1...♔b6 2.♔d3=
 2.♖h5†!
 2.♔xf2? ♔b6-+
 2...♔g6 3.♖d5 ♔b6 4.♖d6† ♔f5 5.♖xb6 ♖xf3†
 6.♔g2!!
 6.♔xf3? axb6 7.♔e3 ♔e5 8.♔d3 ♔d5 9.♔c3 ♔c5
 10.♔b3 ♔b5 11.♔a3 ♔c4-+
 6...axb6
 6...♖a3 7.♖b7=
 7.♔xf3 ♔e5 8.♔e3 ♔d5 9.♔d3 ♔c5 10.♔c3 ♔b5
 11.♔b3=

Diagram 12-8

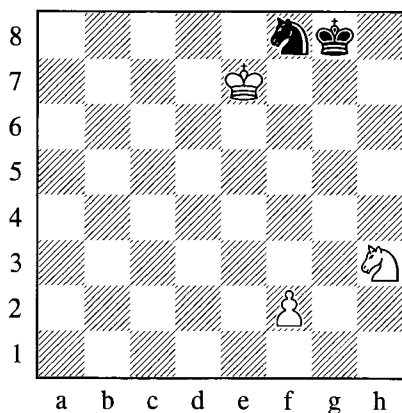


Exercises

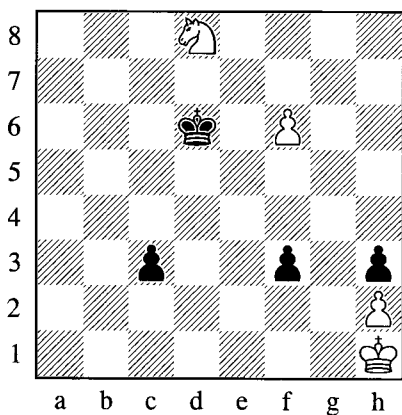
► Ex. 12-1 ◀ ★ ★ △



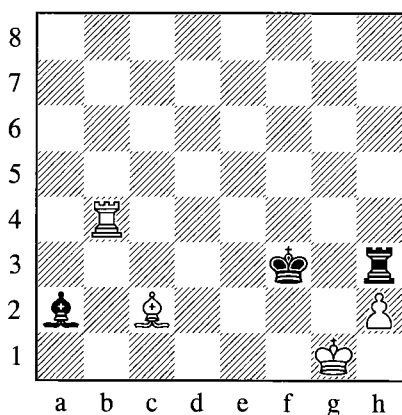
► Ex. 12-4 ◀ ★ ★ △



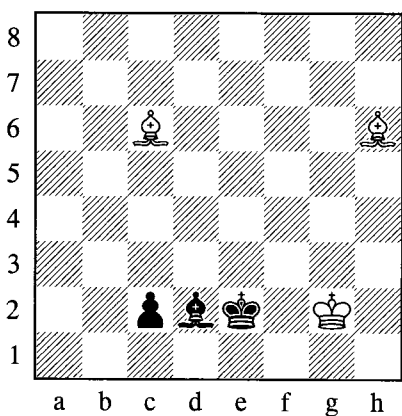
► Ex. 12-2 ◀ ★ ★ △



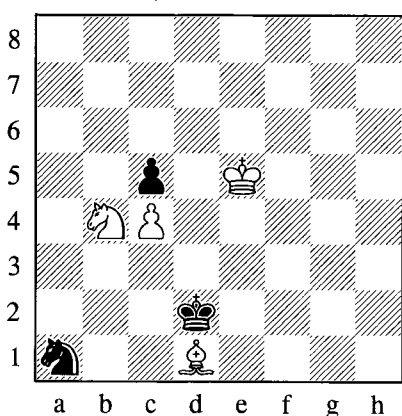
► Ex. 12-5 ◀ ★ ★ △



► Ex. 12-3 ◀ ★ ★ △

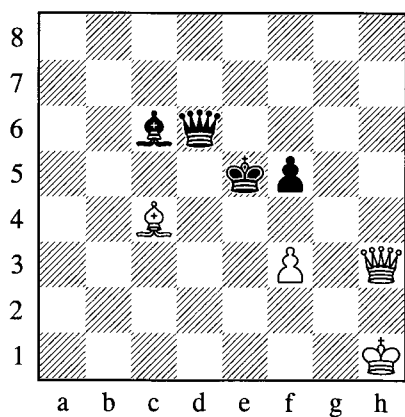


► Ex. 12-6 ◀ ★ ★ ★ △

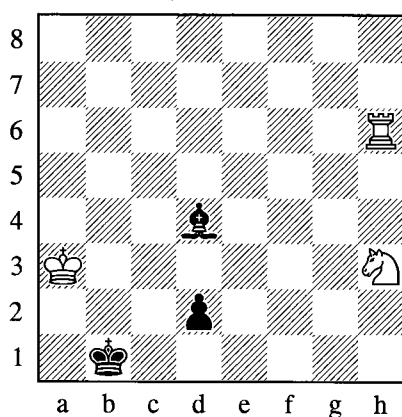


Exercises

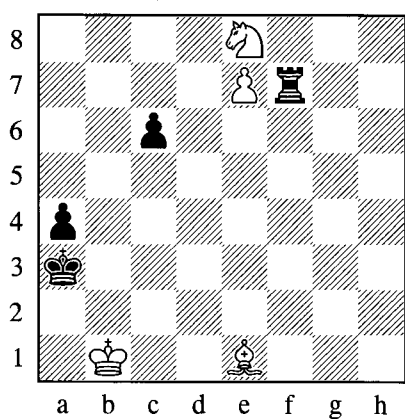
► Ex. 12-7 ◀ ★★ △



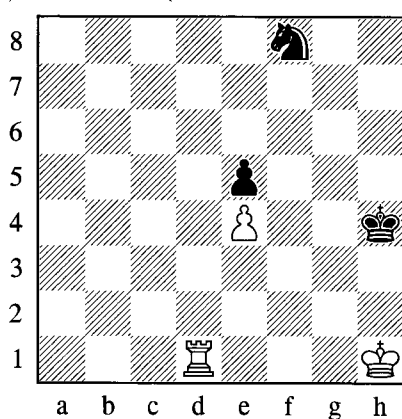
► Ex. 12-10 ◀ ★★★ △



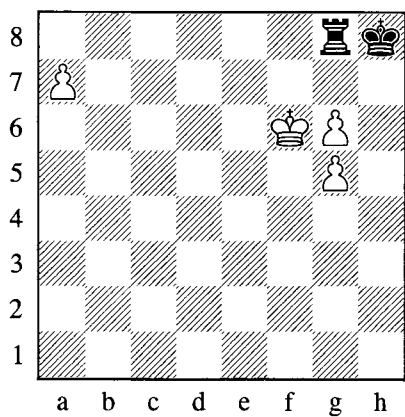
► Ex. 12-8 ◀ ★★★ △



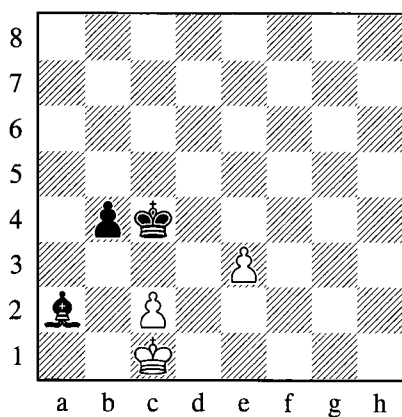
► Ex. 12-11 ◀ ★★★ △



► Ex. 12-9 ◀ ★★ △



► Ex. 12-12 ◀ ★★★ △



Solutions

Ex. 12-1

H.Aloni

1959

1.d7 g2 2.d8=♚!

(1 point)

2.♙e3? ♖d6!=

2.dxe8=♚? g1=♚ 3.♚e4† ♚g2 4.♚h7†
♙g1 5.♙e3† ♙f1 6.♚b1† ♙e2 7.♚c2† ♙f3!

8.♚c6† ♙g3 9.♙f4† ♙f2=

2...g1=♚ 3.♚d5†!

But not 3.♚h4†? ♙g2 4.♚g4† ♙f1 5.♚d1†
♙g2=.

3...♚g2 4.♚h5† ♙g1 5.♙e3† ♙f1 6.♚d1#

(1 point)

Ex. 12-2

H.Rinck

1904

1.f7!

(1 point)

1.♖b7†? ♙d5—+

1...♙e7 2.♖e6! ♙xf7 3.♖g5† ♙f6 4.♖xf3
c2 5.♖g1!

Intending ♖e2.

5...c1=♚ stalemate

(1 point)

Ex. 12-3

The end of a study by

E.Pogosyants

1965

5.♙f3† ♙e1

5...♙d3 6.♙e4†=

6.♙f8!

(1 point)

6...c1=♚ 7.♙d6!

(1 point)

Threatening ♙g3#. But not 7.♙e7?? ♚c4—+.

7...♙e3

7...♙a5 8.♙g3† ♙d2 9.♙f4†=

8.♙b4† ♙d2 9.♙d6 ♙f4 10.♙b4† ♙d2

11.♙d6=

Ex. 12-4

V.Halberstadt

1957

1.♖f4! ♖h7

1...♙g7 2.♖e6†+—

2.♖e6!

(1 point)

2...♙h8 3.f3!

3.f4? ♙g8 4.f5 ♙h8 5.♙f7 (5.♖f8 ♖g5 6.f6
♙g8=) 5...♖g5†! 6.♖xg5 stalemate

3.♙f7? ♖g5†!=

3...♙g8 4.f4 ♙h8 5.♙f7 ♖g5† 6.fxg5+—

(1 point)

Ex. 12-5

S.Kaminer

1927

1.♙d1†!

(1 point)

1.♙a4? ♙e6! 2.♙d1† ♙e3=

1...♙e3 2.♙b3! ♙b1

2...♙xb3 3.♙xb3†+—

3.♙e6! ♙h6 4.♙xb1 ♙g6†

4...♙xe6 5.♙e1†+—

5.♙h1 ♙xe6 6.♙e1†+—

(1 point)

Ex. 12-6

Y.Afek

1977

1.♖c2!

(1 point)

1.♙a4? cxb4 2.c5 b3 3.♙xb3 ♖xb3 4.c6
♖a5 5.c7 ♖c6† 6.♙d6 ♖a7=

1.♖a6? ♙xd1 2.♖xc5 ♖c2 and now:

a) 3.♖d3 ♙d2 4.c5 ♙xd3 5.c6 ♖d4 6.c7
♖c6†=

b) 3.♖b3 ♖b4 4.♙d4 ♙c2 5.♖c5 (5.♖a5
♖a6) 5...♖c6† 6.♙d5 ♖a5=

c) 3.♖a6 ♖e3 4.c5 ♖c4† 5.♙d5 ♖a5
6.♖b8 ♙d2 7.♖d7 ♙c3 8.♖e5 ♙b3! 9.♖f7
(9.♖g4 ♙b4) 9...♙b4 10.♖d6 ♙b3! 11.♖b7

Solutions

♖c4 12.♖b6† 13.♙c5 ♖a8=

1...♖b3 2.♖a1!

(1 point)

2.♖e3? ♖a5 3.♙e4 ♖xc4=

2...♖xa1

2...♖a5 3.♖b3† (3.♙b3? ♙c3) 3...♖xb3

4.♙xb3 ♙c3 5.♙d5+–

3.♙a4

(1 point)

3...♙c3 4.♙d5 ♖b4 5.♙d1○+–

Ex. 12-7

M.Liburkin

1947

1.♙h8† ♙f6

1...♙f4 2.♙h2†+–

2.♙b8† ♙d6

2...♙d4 3.♙b2†+–

3.♙b2† ♙d4 4.♙h2† ♙f4

4...♙f6 5.♙h8†+–; 4...f4 5.♙h8†+–

5.♙h8† ♖d6 6.♙b8†+–

(2 points)

Ex. 12-8

L.Kubbel

1911

1.♖d6!

(1 point)

1.♙h4? ♙b3 (Δ♙f1†) 2.♙c1 a3 3.♖d6 a2≠

1...♙xc7 2.♖c4† ♙b3 3.♖a5† ♙a3 4.♙f2!

Threatening ♙c5#.

4...♙e5

4...♙b4 5.♖xc6†+–

5.♖c4†+–

(2 points)

Ex. 12-9

Y.Afek

1981

1.g7†!

(1 point)

1.♙f7 ♙g7† 2.♙f8 ♙xa7+–

1...♙h7 2.g6†

2.♙f7 ♙xg7†+–

2...♙h6 3.a8=♙!

3.♙f7 ♙xg7†+–

3...♙xa8 4.♙f7 ♙a7† 5.♙g8!

(1 point)

5...♙xg7†

5...♙xg6 6.♙h8 ♙xg7 stalemate.

6.♙h8 ♙a7

6...♙xg6 stalemate.

7.g7 ♙xg7 stalemate.

Ex. 12-10

V.Platov & M.Platov

1906

1.♖f2! ♙xf2 2.♙h1†!

(1 point)

2.♙d6?? ♙c5†+–

2...♙e1 3.♙h2!

(1 point)

3...d1=♙

3...d1♙ 4.♙b3=

4.♙b2†! ♙c1 5.♙b1†!! ♙xb1 stalemate

(1 point)

Ex. 12-11

A.Gurvitch

1958

1.♙g2!

(1 point)

1.♙f1? ♖h7 2.♙f5 ♖g5 3.♙xc5 ♙g4 4.♙e8

♙f4 5.e5 ♙f5 6.♙g2 ♖e6=

1...♙g4 2.♙d6!

(1 point)

2...♖h7 3.♙f2 ♙f4

3...♖g5 4.♙e3+–

4.♙h6 ♖g5 5.♙h4#

(1 point)

Solutions

Ex. 12-12

The end of a study by

P.Kiriakov

1997

5.♔d2!!

(1 point)

1 extra point for seeing the variation 5.♔b2?

♙b3! 6.cxb3† ♕d3—+.

5...♕c5 6.c3 b3 7.♕c1=

(1 point)

Scoring

Maximum number of points is 29

25 points and above.....> **Excellent**

20 points and above.....> **Good**

15 points.....> **Pass mark**

If you scored less than 15 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.



Yochanan Afek is greatly
respected as one of the most important
study composers of our time

Contents

- ✓ The mobility of the pawns
- ✓ Advantages of the blockade
 - ♦ Pawn weaknesses
 - ♦ The pieces behind the blockaded pawn
 - ♦ The blocking piece

Blockade

The blockade is an important strategic concept. *A blockade arises when one or more pawns cannot move because the opposing forces are preventing them from doing so.*

In the following game we can see an example of a successful blockade.

T.Petrosian – S.Schweber

Stockholm 1962

Diagram 13-1

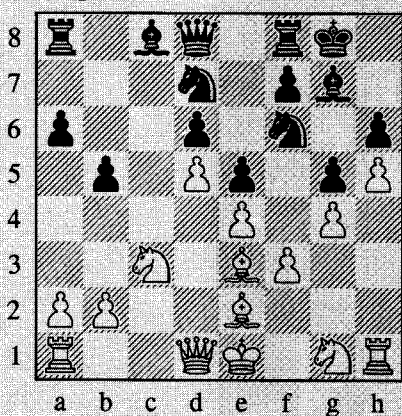
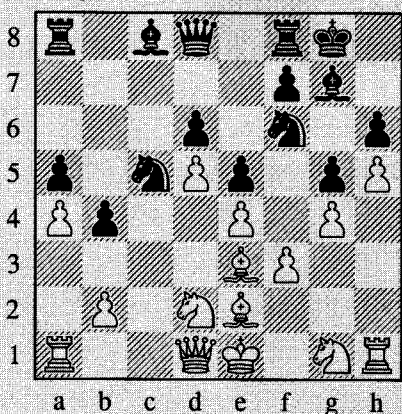


Diagram 13-2



1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.♙e2 0-0
6.♙g5 h6 7.♙e3 e5 8.d5 c6 9.h4 cxd5 10.cxd5
♘bd7 11.h5 g5 12.f3 a6 13.g4 b5

Diagram 13-1

The kingside is blocked (though to White's advantage because he can still put his knight on f5) and Black is trying to undertake something on the queenside. But there too, he is outplayed by Petrosian.

14.a4!?

This is how White obtains the c4-square for the knight.

14...b4 15.♘b1 a5 16.♘d2 ♘c5

Diagram 13-2

17.♙xc5!

A good piece of work. Black gets a chronically sick pawn on c5, White – the safe blockading square c4!

17...dxc5 18.♙b5!

White now exchanges those black pieces which could control the c4-square. The ideal situation for White would be if he could only have a fantastic knight on c4 (or f5) against a bad dark-squared bishop.

18...♙b7 19.♘e2 ♘e8 (Δ...♘d6) 20.♙xc8! ♙xc8
21.♘c4

Black has almost no active options left to him.

21...♙a6 22.♙b3 ♙f6 (Δ...♙xc4) 23.♙c1

The final threat has been parried.

23...♙f8 24.♘g3 ♙c8

If 24...♙f4 25.♙f2 ♙xc4 26.♙xc4 ♙d2+?!, then 27.♘e2 followed by ♙d1+.

25.0-0 ♙d8 26.♙g2 ♙a7 27.♙f2 ♙h7 28.♙fc2+

Diagram 13-3

Black can only wait passively, whilst Petrosian can continue to improve his position. Black's next nervous move makes that task a very easy one.

28...♔a6? 29.♕xe5+-

The remaining moves were:

29...♖c7 30.♗c4 ♕g7 31.♖d3 ♖g8 32.♗d2 ♗e7
33.e5 ♕xe5 34.♗xe5 ♖xe5 35.♖xa6 ♕xa6 36.♗xc5
♕c8 37.♗xa5 f5 38.gxf5 ♕xf5 39.♗xf5 ♖xf5
40.♗b5 ♗df8 41.d6 ♖xb5 42.axb5 ♖f7 43.d7
1-0

As pawns can only move forwards and because they cannot control the square in front of them, they are easily blocked. **Connected pawns are stronger when they are standing side by side**, because they can only be blockaded if one of them advances.

The advantages of the blockade

There are many reasons why it is advantageous to blockade the opposing pawns.

1) **Mobile pawns are strong; blockaded, immobile pawns on the other hand are weak.** It is advantageous not only to blockade central pawns, but, if possible, to stop the whole of your opponent's pawn phalanx. On the other hand, we must always try to play in such a way that our own pawns retain their mobility.

Diagram 13-4

K.Mueller – A.Yusupov

German Ch, Altenkirchen 1999

White clearly has the better position. The 'French' bishop is particularly bad here; Black has absolutely no counterplay. But where should White break through? He has a clear, strategic advantage on the kingside and there he can prepare the pawn storm h3-g4.

22.♖f2?!

This move makes it considerably harder to carry out the above-mentioned plan. He should play 22.g3!± (Δ♖g2, h3 and g4) and the pawns remain mobile.

Diagram 13-3

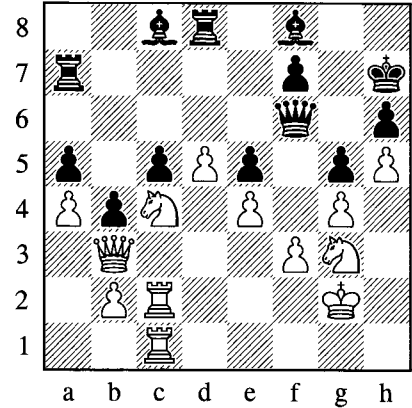
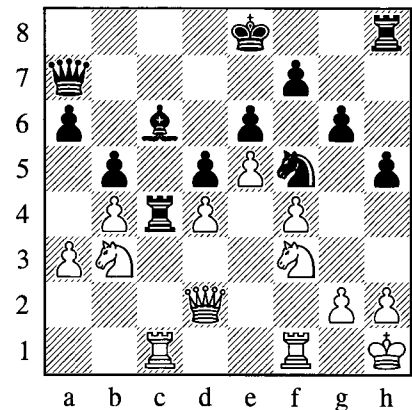


Diagram 13-4



22...h4!±

Black sees his chance and limits his opponent's options. Now it becomes very difficult to set in motion the pawn mass on the kingside.

23.♖g1 ♕a8 24.♜fd1

Here 24.g3? would be met by 24...hxg3 25.hxg3 ♜h3±.

24...♕e7 25.♘a5 ♜c7!

If White accepts the exchange sacrifice, the bishop on the a8-h1 diagonal becomes very strong. Although White is still better, he could not find a plan to break down Black's defence. This is hardly possible without a pawn breakthrough.

After a few more moves the players agreed to share the point.

26.♜e1 ♜b6 27.♘b3 ♜c6 28.♘c5 a5 29.♜d2 a4 30.♜f2 ♜c8 31.♜d2 ♜f8 32.♜c3 ♜h6 33.♜d3 ♜h5 34.♘g5 ♕c6 35.♜e1 ♜g4 36.♘h3 ♕e8 37.♘f2 ♜h5 38.h3 ♕c6 39.♘g4 ♜d8 40.♘f6 ♜h6 41.♘g4 ♜h5 42.♘f6 ♜h6 43.♘g4

1/2-1/2

2) The blockaded pawns often get in the way of their own pieces.

M.Taimanov – A.Karpov

Moscow 1973

1.d4 ♘f6 2.c4 e6 3.♘c3 ♕b4 4.e3 c5 5.♕d3 0-0 6.♘f3 d5 7.0-0 dxc4 8.♕xc4 cxd4 9.exd4 b6 10.♜e2 ♕b7 11.♜d1 ♘bd7 12.♕d2

After 12.d5 comes 12...♕xc3 13.dxe6 ♕xf3 14.♜xf3 ♘e5 15.exf7+ ♘h8 16.♜xd8 ♘xf3+ 17.gxf3 ♜axd8 18.bxc3 ♜d7= L.Portisch – J.Donner, Hamburg 1965.

12...♜c8 13.♕a6

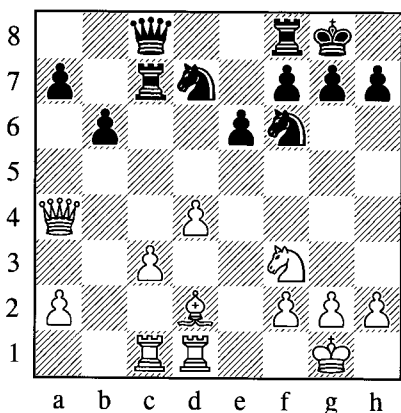
A dubious idea. 13.♕d3 is an improvement: 13...♕xc3 (if 13...♜e8, then 14.♘b5 ♕xf3 15.♜xf3 ♕xd2 16.♜xd2 ♜a8 17.♘c3 ♜e7 18.♜ad1± A.Yusupov – O.Gschnitzer, Bundesliga 1993) 14.bxc3 ♜c7 15.♜ac1 ♜fe8 16.♜e1= (ECO)

13...♕xa6 14.♜xa6 ♕xc3! 15.bxc3 ♜c7 16.♜ac1 ♜c8 17.♜a4

Diagram 13-5

17...♜c4!

Diagram 13-5



A brilliant decision. Karpov gives up a pawn in return for the blockade of his opponent's central pawns.

18. ♖xa7 ♜c6= 19. ♜a3 ♜c8!?

If 19... ♖a8 20. ♜b3 ♜ca4, then 21. ♜c2.

20. h3 h6 21. ♖b1 (Δ ♖b4) 21... ♖a4

Diagram 13-6

Karpov plays very skilfully and does not give his opponent a chance to free himself. 21... ♖d5 is met by 22. ♖e5 ♖xe5 23. dxe5, intending ♜d6.

22. ♜b3 ♖d5 23. ♜dc1 ♜c4 24. ♖b2

If now 24. ♖e5, then 24... ♖xe5 25. dxe5 ♖a8 keeps the initiative for Black.

Diagram 13-7

24... f6!

Karpov does not yet want to win back the c3-pawn! He waits for a better situation and cuts the opposing pieces out of the game.

If 24... ♖xc3, then 25. ♜xc3 ♜xc3 26. ♜xc3 ♜xc3 27. ♜xc3 ♜xc3 28. ♖e5=.

25. ♜e1 ♖f7 26. ♜d1 ♖f8!?

Not 26... ♖xc3 27. ♜xc3 ♜xc3 on account of 28. ♖be2±.

27. ♖b3 ♖g6!?

Once again it is too soon to take the c3-pawn: 27... ♖xc3?! 28. ♜xc3 ♜xc3 29. ♜xc3 ♜xc3 30. d5±

28. ♜b1 ♖a8 29. ♜e4

After 29. ♜b2 comes 29... ♖ge7!?, intending ♖f5-d6, ♖a4 and then ♖c4.

29... ♖ca4

If 29... ♖xc3?, then 30. ♜xc3 ♜xc3 31. ♜xc3 ♜xc3 32. ♜xb6.

30. ♖b2 ♖f8

Not 30... ♜c4 because of 31. ♜xe6!.

31. ♜d3 ♜c4

31... ♖xa2? relinquishes the blockade: 32. ♖xa2 ♖xa2 33. c4

32. ♜e1

Diagram 13-8

32... ♖a3!

The skilful way Karpov regroups his pieces is impressive.

33. ♜b1 ♖g6

If here 33... ♖xc3?, then 34. ♜xc3 ♜axc3 35. ♖xb6.

34. ♜c1!?

Diagram 13-6

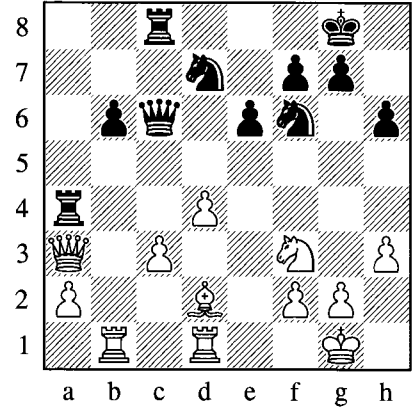


Diagram 13-7

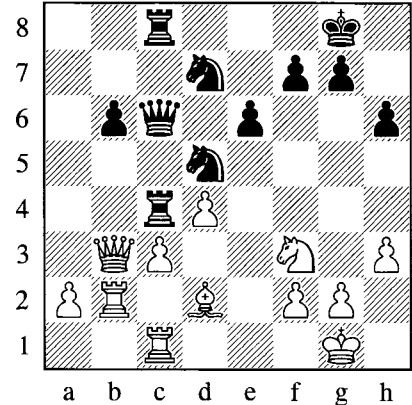
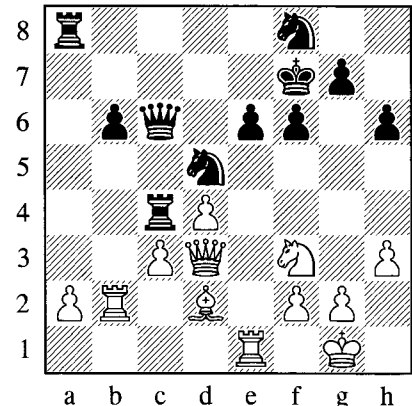


Diagram 13-8



White has defended very stubbornly, but here he makes a slight mistake. 34.♖b3 would be better and if 34...♟xc3?, then 35.♞d3!

34...♟xc3

At last!

35.♞d3

35.♞xc3 ♞axc3 36.♙xc3 ♞xc3 37.♞xb6 would be bad, due to 37...♞c1† 38.♟h2 ♞c7†+.

35...♟e2† 36.♞xe2 ♞xc1† 37.♙xc1 ♞xc1† 38.♟h2

Diagram 13-9

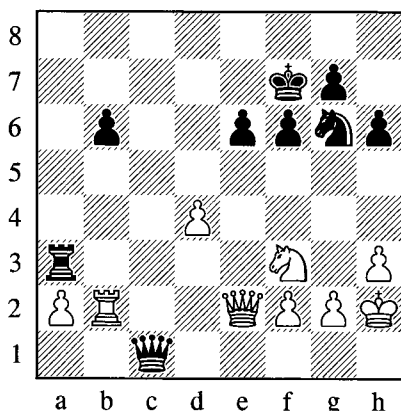


Diagram 13-9

38...♞xf3! 39.gxf3 ♟h4†

White lost on time here. In any case, it was already very difficult to find a suitable defence. The best chance might have been 40.d5! (40.♞xb6?? ♞c7†+→) 40...exd5 (if 40...♟xf3† 41.♟g3 ♟d4 42.dxe6† ♟e7, then 43.♞d2) 41.♞b4 (41.♞xb6?? ♞c7†+→) 41...♞g5 42.♞g4 ♞e5† 43.♞xe5 ♟xf3† 44.♟g3 ♟xe5 with the better endgame for Black.

3) The blockading piece occupies a strong point, because, thanks to the pawn it is blockading, it is protected from frontal attacks by the opposing rooks. This piece need not always remain in the same place, but at appropriate moments it can leave its post to fulfil other functions.

Diagram 13-10

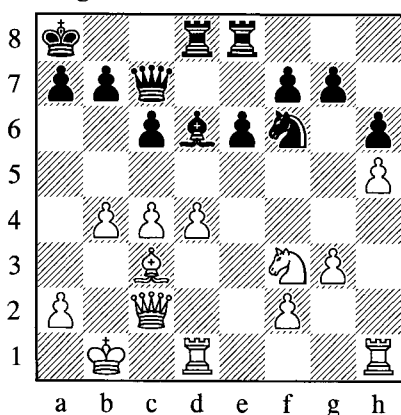


Diagram 13-10

R.Lau – V.Hort

Munich 1991

'White had just played 1.b4?. This pawn should have been left on its square in order to be ready at any time to meet ...b7-b5 with b2-b3.' (Krogius)

1...b5! 2.c5 ♙e7

The white pawns are blockaded. Black has a strong square for his knight on d5. Also, on the queenside, Black has the option of breaking through with ...a7-a5. (The same attempt by White, with a2-a4, would only lead to a weakening of the b4-pawn.)

3.♙d2†

Better is 3.♟e5 ♞f8 4.f4 ♟d5†.

3...♟d5 4.♞he1 ♙f6 5.♞e4 ♞e7 6.♞de1 ♞de8 7.♞b3 ♞b8 8.♟c2 ♞c8 9.♞1e2

Diagram 13-11

9...a5!

Black has prepared this breakthrough with great skill.

10.bxa5 b4 11.♔d1

11.a3 is met by 11...bxa3 12.♖xa3 ♖a6, followed by ...♞eb7.

11...♞a7 12.♖c4 ♞xa5 13.♜e1 ♖a6!—+

White cannot defend the a2-pawn.

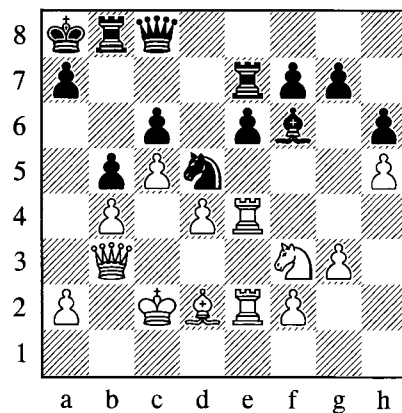
14.♖xa6† ♞xa6 15.♔c2 b3†!?

15...♞xa2† would also be good: 16.♔b3 ♞a3† 17.♔b2 b3!—+.

16.axb3 ♞a2†

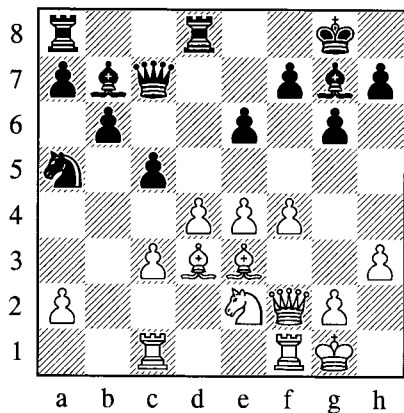
White resigned, in view of: 17.♔c1 (17.♔b1 ♞xd2 18.♞xd2 ♜c3†—+) 17...♞xb3 18.♜c2 ♔b7 19.♞e1 ♞ab2 20.♞a5 ♔a6 21.♞e1 ♞b1† 22.♔d2 ♞g5† 23.f4 ♞d8 24.♞g2 ♞a5† 25.♔e2 ♞xe1 26.♜xe1 ♜c3†—+

Diagram 13-11

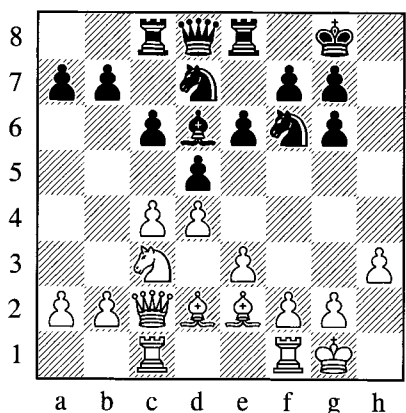


Exercises

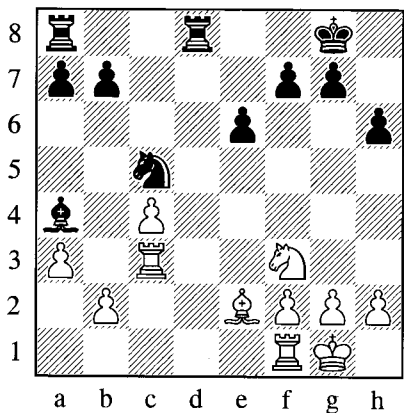
► Ex. 13-1 ◀ ★★ ▼



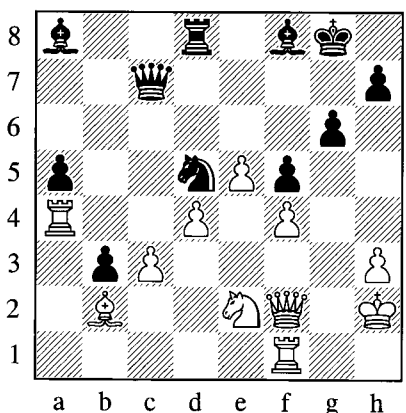
► Ex. 13-4 ◀ ★★★ △



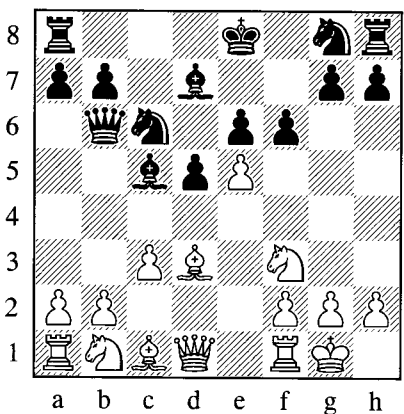
► Ex. 13-2 ◀ ★ ▼



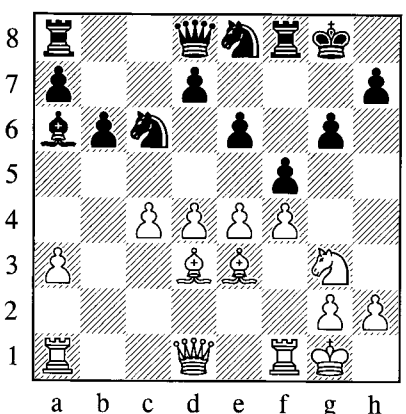
► Ex. 13-5 ◀ ★★ ▼



► Ex. 13-3 ◀ ★★ △

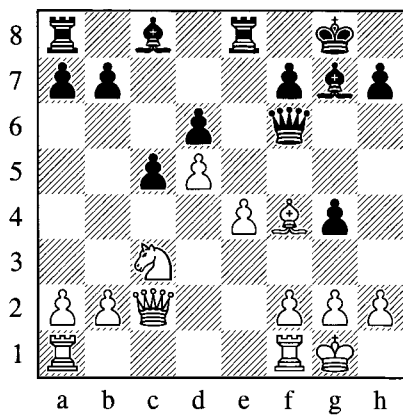


► Ex. 13-6 ◀ ★★ ▼

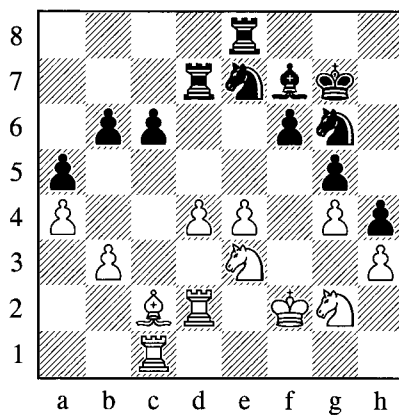


Exercises

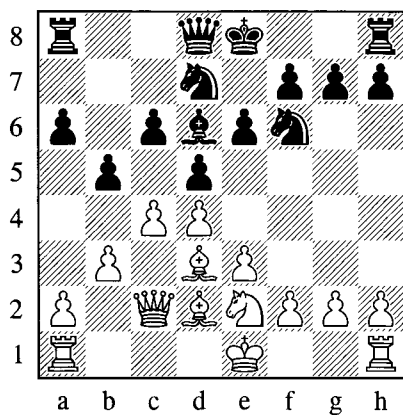
► Ex. 13-7 ◀ ★★ △



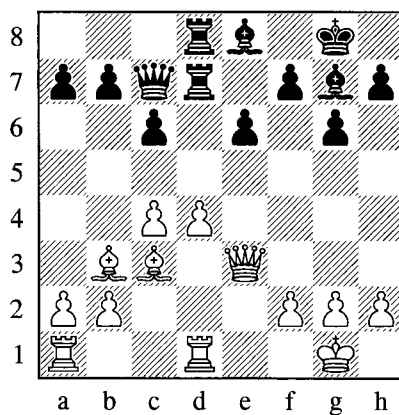
► Ex. 13-10 ◀ ★★ ▼



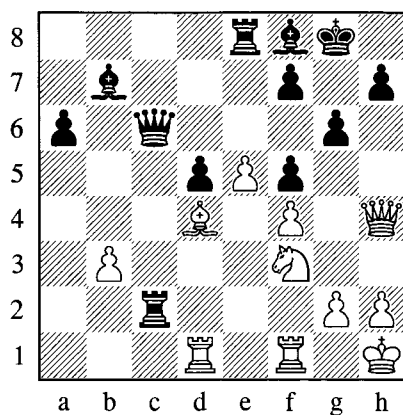
► Ex. 13-8 ◀ ★★ ▼



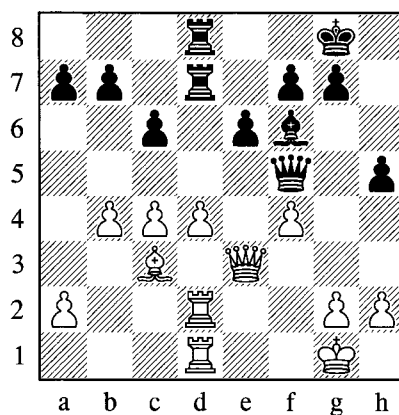
► Ex. 13-11 ◀ ★★ ▼



► Ex. 13-9 ◀ ★★ △



► Ex. 13-12 ◀ ★★ ▼



Solutions

Ex. 13-1

S.Gligoric – V.Smyslov

Kiev 1959

16...f5!

(2 points)

16...c4 17.♙c2 f5 (1 point) is not so accurate, on account of 18.♘g3.

17.e5

Now 17.♘g3 is met by 17...♙d7 with pressure against d4.

17...c4 18.♙c2 ♘c6! (Δ...♘e7) 19.g4 ♘e7 20.♘h2 ♙c6 21.♘g3 b5 22.a4 a6 23.♙b1 ♙ab8 24.♙d2 bxa4 25.♙a1 ♙a8 26.♙xa4 ♙c7 27.♙a2 ♙b6 28.gxf5 exf5 29.♙c1 ♘d5 30.♘e2 a5 31.♙c2 ♙b3! 32.♙xb3 cxb3 33.♙a4 ♙f8!? 34.♙b2

See Ex. 13-5.

Ex. 13-2

V.Smyslov – S.Gligoric

Moscow 1979

The threat is b2-b4.

1...♙b3!

(1 point)

Black intends to continue with a5-a4

2.♙fc1

Or 2.♙cc1 a5 3.♙d1 a4 4.♙xb3 axb3.

2...a5! 3.♘f1 ♙a6! 4.♘e1 ♙ad6 5.♙b1 a4 6.h3 f6 7.♘h2 b6 8.♘f1 ♘f7 9.f3 f5 10.♘e3 g5 11.♘c2 ♘f6 12.♘a1 h5 13.♘xb3 axb3 14.♙d1 ♙xd1 15.♙xd1 ♘d3 16.♘f1 ♘xb2 17.♙e2

17.♙xb3 ♙d3+

17...♘a4 18.♙xb3 ♙d6 19.g4 ♘c5 20.♙b5 hxg4 21.fxg4 f4 22.♘e1 ♘e5 23.a4 ♘d4 24.a5 bxa5 25.♙xa5 ♙a6! 26.♙b5 e5 27.♘f2 e4 28.♙b1 ♙a2

0-1

Ex. 13-3

A.Nimzowitsch – G.Salwe

Karlsbad 1911

9.b4!

(2 points)

9...♙e7 10.♙f4

Overprotection of the e5-square.

10...fxe5 11.♘xe5 ♘xe5 12.♙xe5

‘...the new blockading piece, the bishop on e5, turns out to be a really tough guy.’ (Nimzowitsch)

12...♘f6

The line given by Nimzowitsch, 12...♙f6? 13.♙h5 14.♙xg6 15.♙xg6 ♘e7 16.♙xf6 ♘xf6 17.♙g7, is not totally clear after 17...♘d6 18.♙xf6 ♙af8 19.♙g5 ♙hg8 20.♙d2 ♘c7.

A safe alternative is to meet 12...♙f6? with 13.♘d2?, since 13...♙xe5 14.♙h5 is good for White.

13.♘d2

‘The blockading forces should be reinforced by the knight.’ (Nimzowitsch)

13.♙c2? would be bad: 13...0-0! 14.♙xf6 ♙xf6 15.♙xh7 ♘h8 16.♙g6 e5!.

13...0-0 14.♘f3!

14.♙c2? ♘g4! 15.♙xh7 ♘h8 16.♙d4 ♙c7 17.g3 e5 (Nimzowitsch)

14...♙d6

After 14...♘g4! 15.♙g3 Black should avoid 15...♙d6! 16.♙xh7 ♘h8, but he can play 15...♙ac8!.

15.♙e2! ♙ac8!

Black should struggle more energetically against the threatened complete blockade. The correct way to do this is with: 15...♘g4 16.♙xh7 (16.♙ac1 ♘xe5 17.♘xe5 ♙xe5 18.♙xe5 ♙f6=) 16...♘h7 17.♙xd6 ♙xd6 18.♘g5 ♘h6 (18...♘g8 19.♙xg4 e5 20.♙h4 also gives White an edge after either 20...♙f5 or 20...♙h6 21.♙xh6 gxf6 22.♘f3 e4 23.♘d4 ♙ac8 24.♙ac1 ♙c4 25.f3) 19.♙xg4 ♙f4 20.♙xf4 ♙xf4 21.♘f3 ♙c8 22.♙ac1 ♙e4

Solutions

16.♔d4! ♖c7 17.♟e5±

'Now the immobility of the blockaded pawn is greater than ever...' (Nimzowitsch)

Ex. 13-4

A.Yusupov – R.Tischbierek

Bundesliga 2002

14.c5!

(1 point)

In conjunction with the next move, this is a typical idea. The whole black pawn phalanx is restrained. White prevents counterplay in the centre with ...c6-c5 or ...e6-e5 and thus gets an advantageous position. Later he can attack on the queenside with b2-b4-b5.

14...♙b8?!

1 extra point if you also saw the best defence for Black: 14...♙c7!? 15.f4 ♔a5 with counterplay based on the weakness of the e4-square and the possibility of playing b7-b6.

15.f4!

(1 point)

15...♖e7 16.♔d3± g5?

An unsuccessful attempt to free himself.

17.fxg5 ♜h5 18.e4! e5?!

18...♜xc5 is met by 19.dxc5 ♖xc5† 20.♟f2 ♔g3 21.♙cf1+.

19.exd5 e4

Or 19...exd4 20.d6 ♖e5 21.♟f5+.

20.♔e2 ♜g3 21.d6

Now the bishop on b8 is cut off from play.

21...♖d8 22.♔c4

Black resigned. 22...♜xf1 23.♙xf1 ♟f8 24.g6 would be hopeless.

Ex. 13-5

S.Gligoric – V.Smyslov

Kiev 1959

34...♜e3!

(2 points)

Only 1 point for 34...♜b6 35.♙xa5 ♜c4 36.♙xa8 ♙xa8 37.♜c1.

35.♙fa1

35.♖xe3 is bad, because of 35...♖c6 36.d5 ♙xd5!+ (but not 36...♙xa4 37.d6±) – Smyslov.

35...♜c4 36.♜g3

If 36.♙xc4 ♖xc4 37.♙xa5, then 37...♔e7, threatening ...♔h4 (Smyslov).

36...♔e7 37.♜f1

37.♖e2 would be better: 37...♔d5 38.♜f1 ♙a8 39.♜e3 ♜xe3 40.♖xe3 ♔c6 41.c4 ♔xa4 42.♙xa4 ♖c6 43.♖xb3 ♖e4± (Smyslov)

37...♖c6 38.♙xc4?!

Better is 38.♜g3, although Black can continue his attack with 38...♔h4.

38...♖h1†! 39.♔g3 h5!

The threat of 40...h4# is decisive.

0-1

Ex. 13-6

A.Yusupov – A.Karpov

Linares 1993

14...d5?!

(2 points)

If 14...♜a5 (1 consolation point), then 15.♙c1 ♜d6 16.c5.

15.cxd5

15.♙a4? is bad, due to 15...♜a5.

After 15.exf5 there comes 15...exf5 (or 15...gxf5!?) 16.cxd5 ♔xd3 17.♖xd3 ♖xd5 and the d4-pawn is weak.

15...♔xd3 16.♖xd3 fxe4 17.♖xe4

Or 17.♜xe4!? ♖xd5 18.♜c3 ♖f5∞.

17...♖xd5 18.♖xd5 exd5 19.♙ac1!∞

19.f5 would be weaker: 19...♜d6 20.♔h6 ♟f7±.

Ex. 13-7

B.Spassky – R.Fischer

World Championship, Reykjavik (3) 1972

18.g3?

A serious positional error. White blocks his own pawns on the kingside.

Either 18.♔g3± (2 points) 18...h5 19.f3 (19.♜b5! ♙d8∞) 19...h4 20.fxg4 ♖e7 21.♔f4

Solutions

♙xg4= or 18.♙d2 (2 points) 18...♙g6
19.♙fe1∞ would be better.
18...♙d7

Intending ...b5.

19.a4 b6!±

This maintains the mobility of the black pawns on the queenside. 19...a6? would be wrong, due to 20.a5!.

20.♙fe1 a6 21.♙e2?!

21.♙d3 would have been better.

21...b5! 22.♙ae1 ♙g6! 23.b3 ♙e7 24.♙d3
♙b8 25.axb5 axb5 26.b4 c4 27.♙d2 ♙be8±
28.♙e3 h5 29.♙3e2 ♙h7 30.♙e3 ♙g8
31.♙3e2 ♙xc3 32.♙xc3 ♙xe4 33.♙xe4 ♙xe4
34.♙xe4 ♙xe4→

Ex. 13-8

A.Yusupov – A.Shirov

Vienna 1996

11.c5! ♙c7 12.f4!±

(2 points)

12...g6?!

Better is 12...a5 13.0–0–0± (or 13.♙c3±).

13.a4! ♙g8 14.0–0 ♙e7 15.♙a2! 0–0
16.♙fa1 ♙c8 17.axb5 axb5 18.♙a7± f6
19.♙a5 ♙xa5 20.♙1xa5 ♙c7 21.♙a2 ♙c8
22.♙xc7 ♙xc7 23.♙a8 e5?!

A more solid way to defend is 23...♙b8
24.♙a5 ♙b7 25.♙a1 ♙f7 26.♙a2±.

24.♙a5

24.b4!?

24...♙b7 25.♙a6 ♙c7 26.♙a5?

White should continue to press with 26.b4±
♙e8 (26...♙b8 27.♙xb8 ♙xb8 28.♙xc6→;
26...exd4 27.♙xd4; 26...exf4 27.♙xf4)
27.e4! (27.♙f2!?) 27...exd4 28.exd5 cxd5
29.♙xb5→.

26...♙b7 27.♙a6 ♙c7

½–½

Ex. 13-9

A.Karpov – M.Taimanov

Spartakiade, Moscow 1983

30.e6!

(1 point)

30...fxe6 31.♙e5!

(1 point)

But not 31.♙f6 on account of 31...e5!.

31...♙c7 32.♙xg6! ♙g7 33.♙e5 ♙c7
34.♙g3

Also good is 34.♙e1, intending ♙f3–g3.

34...♙ec8 35.♙fe1± ♙8c7 36.♙f3 ♙h8
37.♙xg7± ♙xg7 38.♙d4 ♙xg3 39.hxg3
♙2c3 40.♙xe6 ♙c8 41.♙h2 ♙xb3

41...d4!±

42.♙d4 ♙b6 43.♙xf5 ♙f8 44.♙d4±

Ex. 13-10

M.Botvinnik – T.Petrosian

World Championship, Moscow (18) 1963

42...c5!

(2 points)

43.d5 ♙e5 44.♙f1?

Better is 44.♙c4.

44...♙g6 45.♙e1 ♙c8!

'Brings about the classical blockade by the knights on d6 and e5.' (Krogus)

46.♙df2 ♙f7 47.♙d2 ♙d6± 48.♙f5± ♙xf5
49.exf5 c4! 50.♙b1 b5! 51.b4 c3! 52.♙xc3
♙c7± 53.♙d2 ♙ec4± 54.♙d1 ♙a3→

Ex. 13-11

H.Kmoch – A.Rubinstein

Semmering 1926

19...b5!

(2 points)

Intending either 20...b4 or 20...bxc4
21.♙xc4 c5.

20.♙d2

After 20.cxb5 cxb5 21.a3 ♙b6, the weakness of the d4-pawn gives Black a clear advantage.

Solutions

20...b4 21.♙xb4 ♘xd4 22.♖f3

22.♖g3 ♘e5 23.♙xd7 ♙xd7 24.♖h3 ♘xb2+
(Kmoch)

22...c5 23.♘c3 ♙d6 24.♙ad1 e5 25.♘c2
♘c6+

Ex. 13-12

H.Kmoch – A.Alekhine

Kecskemet 1927

22...b5!

(2 points)

23.♖f3

23.c5 ♙d5+ and Black is threatening ...g5!.

23...bxc4 24.♖xc6 ♖xf4 25.♖xc4 e5!

26.♖e2 exd4+

Scoring

Maximum number of points is 24

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

- ✓ Stalemate
- ✓ Perpetual check
- ✓ Repetition of moves
- ✓ Fortresses

Drawing combinations

Tactics play a major role in defence. You should not only be able to spot your opponent's threats and react to them in good time, but you must also exploit all your own tactical resources. Such resources include drawing combinations.

There are various ways to force a draw. The most important ideas are stalemate, perpetual check, repetition of moves and the fortress.

Stalemate

In the following examples we shall take a look at stalemating combinations.

Diagram 14-1

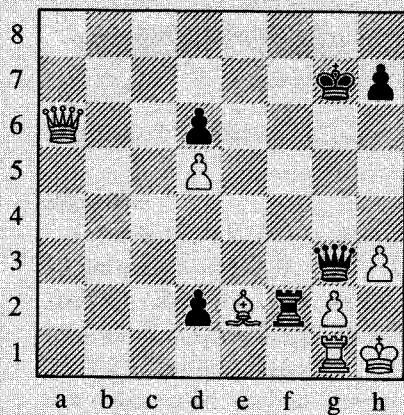


Diagram 14-1

Feling – Rutschi

Switzerland 1985

1...♔h6!!

This quiet move is the preparation for an effective stalemating combination. White cannot prevent it!

2.♚d3 d1=♚!! 3.♚xd1

Or 3.♚xg3 ♚xg1† 4.♔xg1 ♚xg2† 5.♔xg2 stalemate.

3...♚xh3†! 4.gxh3 ♚h2† 5.♔xh2 stalemate

Diagram 14-2

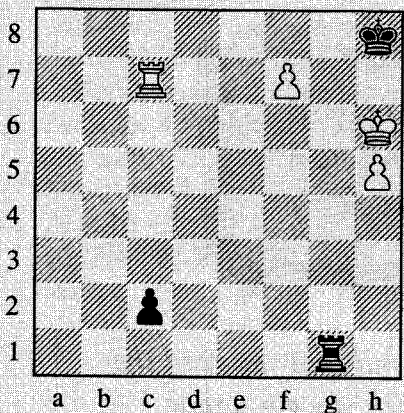


Diagram 14-2

Variation from the game

T. Petrosian – A. Karpov

USSR Ch, Moscow 1976

The black king has no moves and so Black saves the game by sacrificing both his pawn and rook.

56...c1=♚†! 57.♚xc1 ♚g6†!

And then stalemate.

Perpetual check

Perpetual check can be used not only in defence, but also when you realize that your own attack is not sufficient to win the game.

Diagram 14-3

A.G.Kuznetsov & B.Sakharov

1957

White prepares a spectacular perpetual.

1.a8=♖!

1.♞g1? is bad: 1...♜a6! 2.a8=♞† ♞xa8 3.♞g6† b6! (3...♜b6 4.♞d3† ♜a7 5.♞a3† ♜b8 6.♞f8†; 3...♜a7 4.♞g1† ♜b8 5.♞g8† ♜a7 6.♞a2†=) 4.♞d3† b5! (4...♜a7? 5.♞a3† ♜b8 6.♞f8† ♜b7 7.♞f3†=) 5.♞a3† ♜a5†+=

1.a8=♞? is also wrong, because of 1...♞b4†! 2.♜d3 ♜xh2+=.

1...♞xa8 2.♞f2† ♜a6! 3.♞f6†!! ♜b6

Or 3...b6 4.♞a1†! ♜b7 5.♞h1† ♜b8 6.♞h8† ♜a7 7.♞a1†=.

4.♞f1†! ♜a7 5.♞a1† ♜b8 6.♞h8† ♜a7 7.♞a1†=

Diagram 14-3

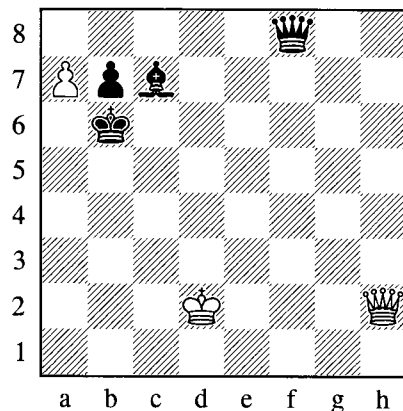


Diagram 14-4

L.Savitsky – S.Freiman

USSR Ch, Leningrad 1934

43.♞xd6! ♞xd6 44.♞xf7†

This should lead to the draw he was hoping for, but Black overestimates his position and even loses the game.

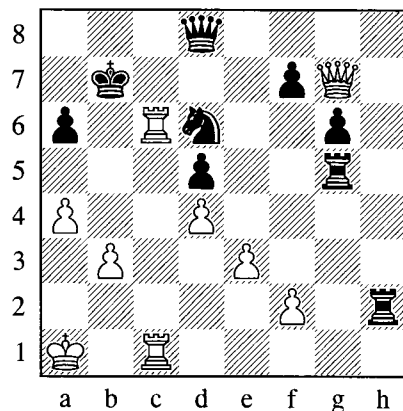
44...♜b6?!

The correct move was 44...♜b8 45.♞e8† ♜a7 46.♞f7†= (not 46.♞c6? ♞a3†+=) with perpetual check.

45.♞c5! ♞g1† 46.♜b2

Black resigned, in view of 46...♞xf2† (46...a5 47.♞b5†+=) 47.♞xf2 ♞h1 48.♞f7+=.

Diagram 14-4



Repetition of moves

Variation from the game

W.Hug – A.Yusupov

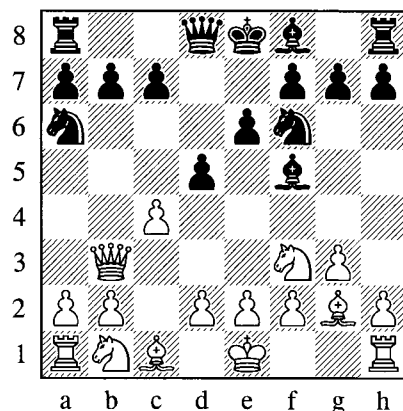
Baden-Baden 1995

1.♜f3 d5 2.g3 ♜f6 3.♜g2 ♜f5 4.c4 e6 5.♞b3 ♜a6

Diagram 14-5

A typical pawn sacrifice. If White accepts the present, then he also has to acquiesce in a repetition of moves:

Diagram 14-5



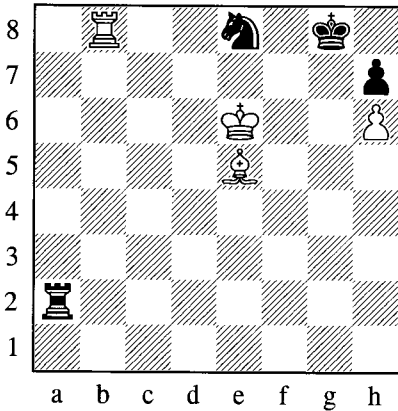
6. ♖xb7 ♜b4

The threat is ...♜c2†.

7. ♜d4

After 7. ♖b5†? there follows 7...c6.

If 7. ♜a3!?, then 7...♖b8 (or 7...a6!?) 8. ♖xa7 ♖a8
9. ♖b7 ♖xa3 10. bxa3 ♜c2†=.
7...♖b8 8. ♖xa7 ♖a8 9. ♖b7 ♖b8=

Diagram 14-6**Diagram 14-6****A. Rubinstein – V. Omeliansky**

St. Petersburg 1905

64... ♖a6†!

Black can reach the draw by exchanging his rook and knight for the white rook. 64...♖f2! would also be good enough: 65. ♖xe8† ♖f8 66. ♖e7 ♖f7!=

65. ♜e7

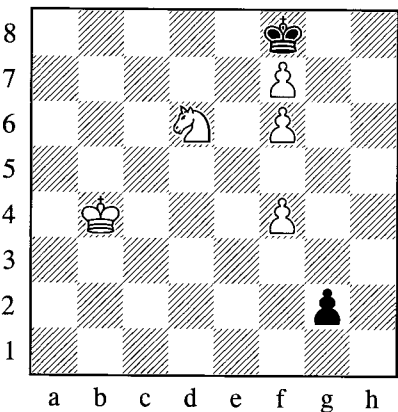
Not 65. ♜d6? due to 65...♖xd6† 66. ♜e7 ♖xh6.

65... ♖a7†! 66. ♜xe8 ♖a8! 67. ♜e7†

Or 67. ♖xa8 stalemate.

67... ♖xb8 68. ♜xb8 ♜h8

Black has reached a well-known fortress.

69. ♜f6 ♜g8 70. ♜e5 ♜f8! =**Fortresses****Diagram 14-7****Diagram 14-7****A. Rumiantsev**

1970

1. ♜c4!

In order to survive White has to cut off the black king, but it is necessary to do so in the correct way.

1. ♜c4? g1=♖ 2. ♜g5 would be bad, on account of
2... ♖d4† 3. ♜b3 ♖d3† 4. ♜b4 ♖c2 5. ♜b5 ♖c3○
6. ♜a4 (6. ♜b6 ♖xf6†+–) 6... ♖b2 7. ♜a5 ♖b3 8. ♜a6
♖b4 9. ♜a7 ♖b5 10. ♜a8 ♖b6○.

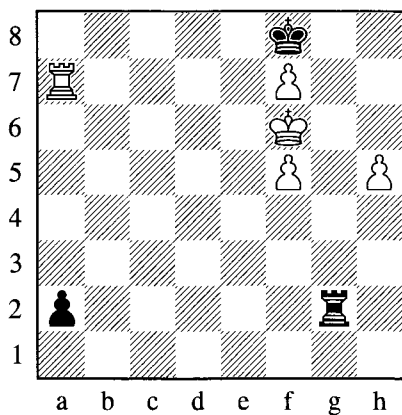
1... ♖g1= 2. ♜e5 ♖d4† 3. ♜b5 ♖c3 4. ♜b6=

Black cannot take any of the pawns, nor can he get White into zugzwang. But he also cannot mate without his king.

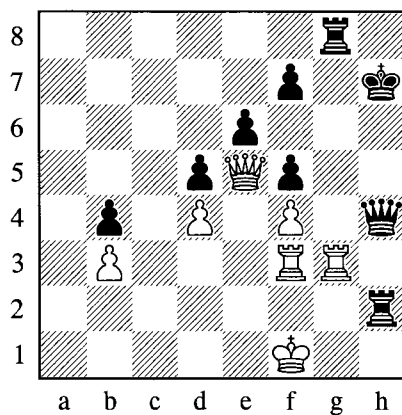
Now try to find these motifs in the test positions.

Exercises

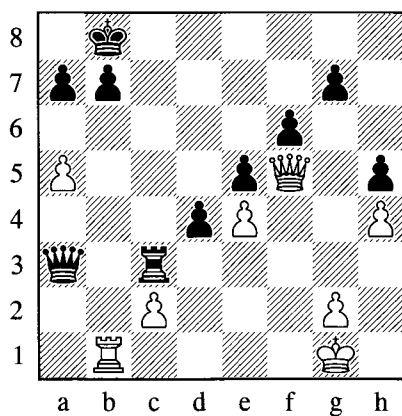
► Ex. 14-1 ◀



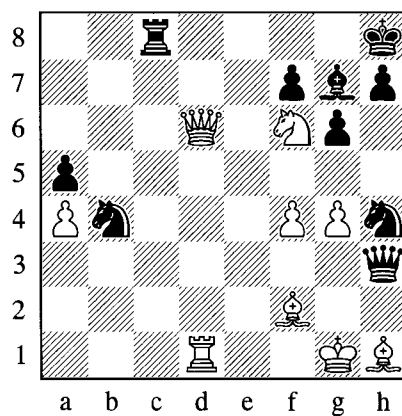
► Ex. 14-4 ◀



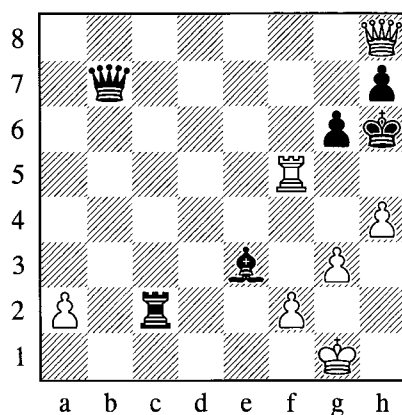
► Ex. 14-2 ◀



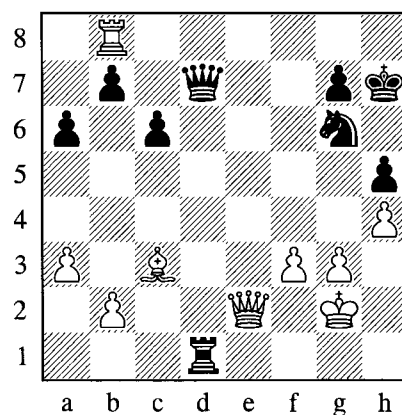
► Ex. 14-5 ◀



► Ex. 14-3 ◀

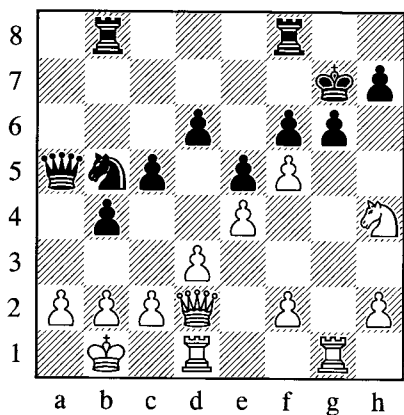


► Ex. 14-6 ◀

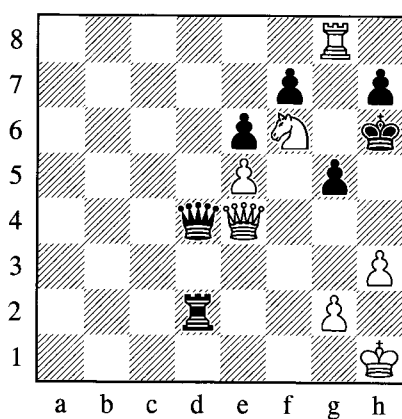


Exercises

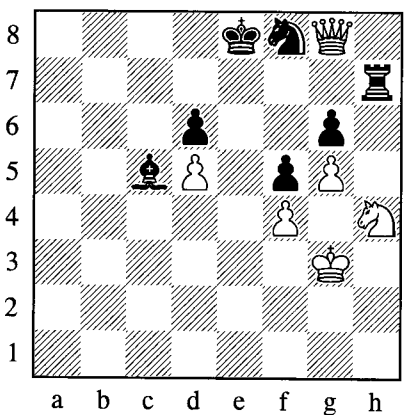
► Ex. 14-7 ◀ ★ △



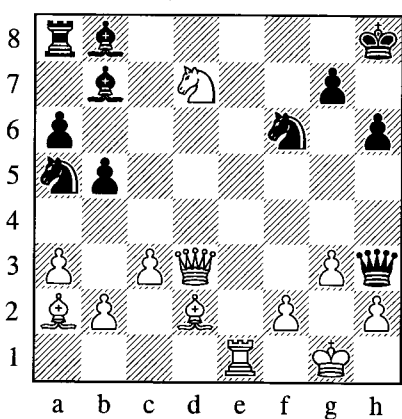
► Ex. 14-10 ◀ ★ ▼



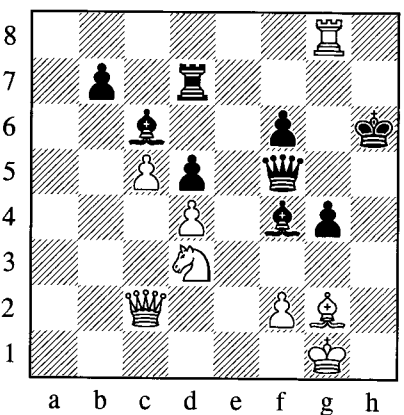
► Ex. 14-8 ◀ ★★ ▼



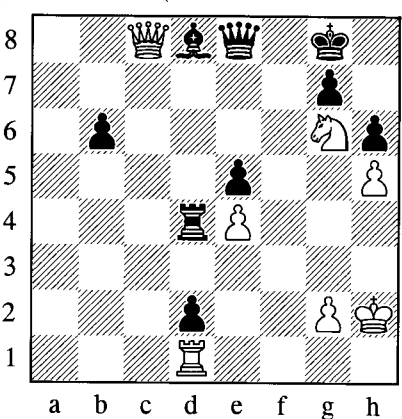
► Ex. 14-11 ◀ ★ △



► Ex. 14-9 ◀ ★ △



► Ex. 14-12 ◀ ★ △



Solutions

Ex. 14-1

A.Bannik – I.Vistanekis

USSR 1961

1...a1=♖†! 2.♞xa1 ♞a2! 3.♞d1 ♞d2
1/2–1/2

(1 point)

Ex. 14-2

Kuznetsov – K.Zalkind

Ryazan 1952

1.♖d7 ♞c7 2.♞xb7†!

(1 point)

2.♖d8†? ♞c8 3.♖d7 (or 3.♖d5 ♖e7–+) would be wrong, because of 3...♖e3† 4.♔f1 ♖xe4–+.

Now after 2...♔xb7 (not 2...♞xb7?? 3.♖d8#) we have a perpetual check by 3.♖b5† ♔c8 4.♖e8†=.

1/2–1/2

Ex. 14-3

V.Smyslov – E.Vasiukov

Moscow 1961

43.♖f8†! ♖g7 44.♞h5†! gxh5 45.♖d6†

(1 point)

If now 45...♖g6, then 46.♖f8†=.

1/2–1/2

Ex. 14-4

M.Taimanov – E.Geller

USSR Ch, Moscow 1951

The correct move is:

42.♞xg8! ♔xg8 43.♞g3†!! ♖xg3 44.♖b8† ♔g7 45.♖g8† ♔xg8 stalemate

(1 point)

In the game White did not seize his chance and lost after 42.♖e3? ♞a8 43.♞g7† ♔h6–+.

Ex. 14-5

D.Norwood – B.Gelfand

Arnhem 1987

In the game White played 1.♖e7? and lost after 1...♔d3!–+ 2.♖d7 ♙xf6 3.♖xc8† ♔g7 4.g5 (4.♞xd3 ♖xd3 5.g5 ♙d4–+) 4...♖xc8 5.gxf6† ♔xf6 6.♙xh4† ♔g7 7.♞xd3 ♖c1†.

The correct move is:

1.♖d8†!!

(1 point)

1...♞xd8 2.♞xd8† ♙f8

White can now force a draw by 3.g5 ♔g7 4.♔e8†= (1 point).

You get 1 extra point, if you also found the idea:

3.♞xf8†! ♔g7 4.♞e8

Black cannot take the knight due to the mate on d4, and he is threatened with g5 followed by ♞g8#.

4...♔d5!?

The idea of this will become clear later.

5.♙xd5 h6 6.♞e3!

6.g5? hxg5 7.fxg5 ♔f3† 8.♙xf3 ♖h1†!=

6...♖xe3 7.♙xe3

White is winning.

Ex. 14-6

F.Marshall – A.Nimzowitsch

New York 1927

The best thing to do here is to force a draw.

1...♞h1!

(1 point)

2.♔xh1

If 2.♖e8?, then 2...♔f4†! 3.gxf4 ♖h3† 4.♔f2 ♖f1† 5.♔e3 ♖xf3† 6.♔d4 ♖d5† 7.♔e3 ♖f3† 8.♔e2 ♖d3† 9.♔e1 ♖f1#.

2.♖c4? is met by 2...♔xh4†! 3.gxh4 ♖h3† 4.♔f2 ♖h2† 5.♔e3 ♖xb8–+.

2...♖h3† 3.♖h2

But not 3.♔g1? ♖xg3† 4.♖g2 ♖xb8 5.♖g5 ♖f4 6.♖xh5† ♖h6†.

3...♖f1† 4.♖h2 ♖h3†

1/2–1/2

Solutions

Ex. 14-7

C.Walbrodt – S.Mieses

Berlin 1894

1.fg6!

1.♖e3? would be bad: 1...♗c3† 2.♗c1
♗xd1 (better than 2...♗xa2† 3.♗d2 b3† 4.c3)
3.♗xd1 g5–+

1...♗c3† 2.♖xc3!

(1 point)

2.bxc3?? bxc3† 3.♗a1 ♖xa2† 4.♗xa2 ♖b2†
5.♗a3 ♖a8#

2...bxc3 3.♗f5† ♗g8

3...♗h8? 4.g7† ♗g8 5.♗h6#

4.♗e7†

½–½

Ex. 14-8

H.Ree – V.Hort

Wijk aan Zee 1986

1...♖xh4!!

(2 points)

1...♗f2†?! (1 consolation point) would not
be so good, as after 2.♗xf2 ♖xh4 White can
still play for zugzwang by bringing his king
towards the d6-pawn.

2.♗xh4 ♗d4 3.♗g3 ♗e7 4.♗f3 ♗a1

½–½

Ex. 14-9

Variation from the game

M.Taimanov – B.Larsen

Copenhagen 1965

1.♗e5!! ♖xc2 2.♗xg4† ♗h5 3.♗xf6†

(1 point)

3...♗h6

3...♗h4?? 4.♖g4#

4.♗g4†=

Ex. 14-10

Gogolev – Varnavsky

Aluksne 1967

1...♖d1† 2.♗h2 ♖g1† 3.♗g3 ♖d3†!

3...♖e1† 4.♖xe1 ♖xe1 5.♗g4†+–

4.♖xd3 ♖e3† 5.♖xe3 stalemate

(1 point)

Ex. 14-11

A.Neumann – N.N.

East Germany 1956

1.♖e8†!

There is the equally good 1.♖h7†! ♗xh7
2.♖e8† ♗f8 3.♖xf8† ♗h7 4.♗g8† ♗g6 5.♗f7†
♗f5 6.♗d5† ♗g6 7.♗f7†=.

1...♗xe8 2.♖h7† ♗xh7 3.♗f8† ♗h8

4.♗g6†

½–½

(1 point)

Ex. 14-12

N.Riumin – B.Verlinsky

USSR Ch. Moscow 1933

1.♖f1! d1=♖ 2.♖e6†! ♗h7

2...♖xc6? 3.♖f8†+–

3.♗f8† ♗h8

3...♖xf8 4.♖g6† ♗g8 5.♖e6†=

4.♗g6†

½–½

(1 point)

Scoring

Maximum number of points is 15

13 points and above	→ Excellent
11 points and above	→ Good
8 points	→ Pass mark

If you scored less than 8 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ The most important rules
- ✓ Some important elementary positions
- ✓ Two model fortresses

Opposite-coloured bishops

Endgames with opposite-coloured bishops are rather easy to study and to comprehend. There are relatively few specific positions which need to be considered. In this chapter we shall look at some of these cases that it is important to know and understand.

One peculiarity of this type of endgame is its high drawing tendency. It is often possible to have an easy draw when you are one or even two pawns behind.

Play is very strategic in nature. Normally the weaker side has to construct a **fortress**. The stronger side tries to prevent this or to find some way to destroy the fortress which has been set up (often with the help of **zugzwang**).

The most important rules

All the most important rules can be seen very clearly in the following instructive position.

Diagram 15-1

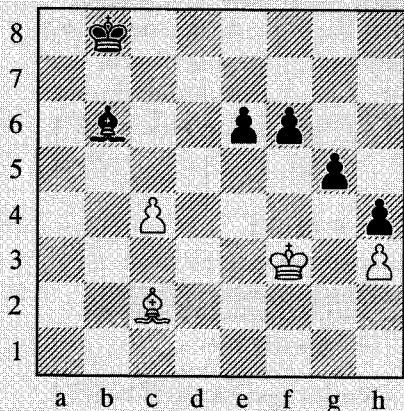


Diagram 15-1

M.Dvoretsky

1996

1) The most frequently seen feature of endgames with opposite-coloured bishops is their **high drawing tendency**.

1.c5!

2) The nuances in the position are more important than the material.

1... xc5 2. b3

3) '*Pawn in the sights*': the bishop attacks an opposing pawn, either enticing it forward to a square where it can be blockaded, or restricting the mobility of the king which must defend it.

4) For the stronger side, the rule is to place your pawns, where possible, on the squares of the opposite colour to those of your own bishop. The weaker side, on the other hand, should aim to keep his pawns on squares of the same colour as his own bishop.

2...e5 3. e6

5) *The principle of the single diagonal*: the bishop

protects its own pawns and at the same time stops the opponent's pawns from crossing the diagonal.

3...♖c7 4.♗e4=

White has constructed a fortress. He can now simply move his bishop back and forward along the h3-c8 diagonal.

6) The main motif in endgames with opposite-coloured bishops is that of the fortress.

Some important elementary positions

Diagram 15-2

M.Hoffmann – R.Slobodjan

Bundesliga 2007

This example shows that under strong pressure even experienced players can be let down by gaps in their endgame knowledge.

64.♗e7?!

This unnecessarily makes the defence more difficult. There was a safe and simple way to a draw: 64.♗h6! c4 (64...♖c4 65.♗c3 or 65.♗f8 and 'pawn in the sights') 65.♗d2!=

Diagram 15-3

This is the main defensive idea in the endgame in which one side has two connected passed pawns. (Our pawn on f5 is not playing any part and the position is drawn even without it.) The bishop attacks the b4-pawn and prevents ...c4-c3. Since the white bishop always has a waiting move on the e1-a5 diagonal, there is no zugzwang and thus no way to break down this defence.

64...c4

The threat is ...c4-c3†.

65.♗f6 ♖c5 66.♗e7† ♖b5 67.♗f6

In the game Black did not set his opponent any real problems. It continued 67...♖c6 68.♗g7 ♗g8 69.♗f6 ♖d5 (intending ♖e4-d3) 70.♗e7! ('pawn in the sights') 70...c3† 71.♖b3 ♖d4† 72.♖xb4 c2 73.♗g5= with a draw.

A better try would be:

67...♗e4 68.♗g7 ♗xf5

Diagram 15-4

It is simplest to take the pawn, though here the f5-pawn is practically meaningless. We get a position

Diagram 15-2

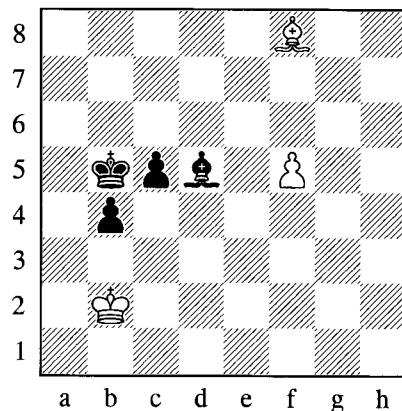


Diagram 15-3 (analysis)

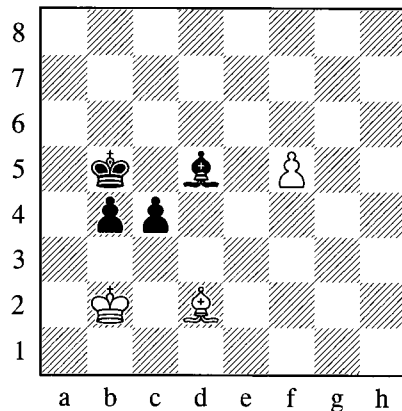


Diagram 15-4

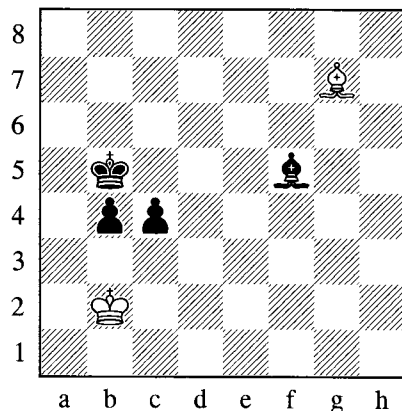


Diagram 15-5 (analysis)

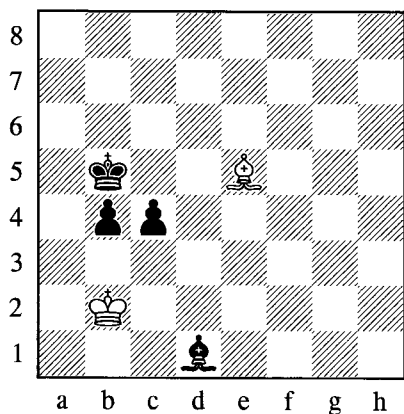


Diagram 15-6

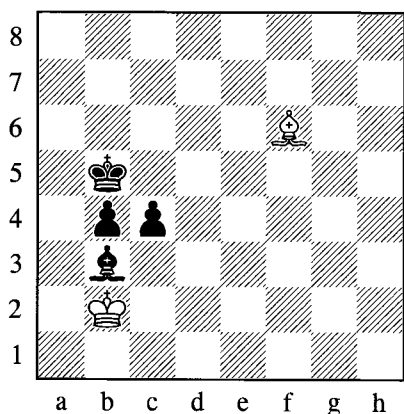
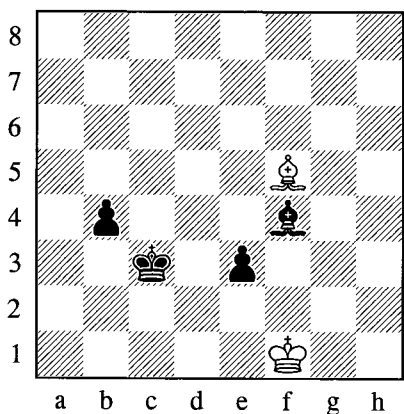


Diagram 15-7



that was analysed by Hennenberger back in 1916.

69. ♖f6 ♔a4!?

A dangerous idea; Black first brings his bishop onto the a4-d1 diagonal (in order to protect the b3-square) and only then tries to wander to d3 with his king. It is only the proximity of the edge of the board which enables White to hold this position.

If at once 69... ♖c6 70. ♖g7 ♔d5, then White draws as in the game with 71. ♖f8! c3† 72. ♖b3=.

70. ♖e5 ♖g4 71. ♖f6 ♖d1 72. ♖e5 ♖b3

The alternative is 72... ♖b5.

Analysis diagram 15-5

White has to react immediately to thwart the plan which was outlined above: 73. ♖c1! ♖a4 74. ♖d2! ♖b3 75. ♖f6 ♔a4 76. ♖b2! ♖a2 77. ♖c2!= leads to a draw.

73. ♖f6 ♖b5

Once more there is the threat of ... ♖a4 and then ... ♖c6-d5-e4-d3.

Diagram 15-6

74. ♖g5!

This is the correct moment to bring the bishop round to d2, because Black is not yet ready to reply with ...c3.

74... ♖a4 75. ♖d2=

Diagram 15-7

Berger – S.Kotlerman

Arkhangelsk 1948

An important drawing position.

1. ♖e2

In general it can be stated that the greater the distance between the opposing pawns, then the more difficult the defence.

1...b3 2. ♖d1 ♖b4

After 2... ♖b2 comes 3. ♖e6!.

3. ♖h7 ♖a3 4. ♖g6 ♖b2

Black now threatens to win with ... ♖a1 followed by b3-b2.

After 4...b2 5. ♖b1 ♖b3 6. ♖e2= White has set up a fortress.

5. ♖f7!

‘Pawn in the sights’!

5... ♖a2 6. ♖e6 ♖a3

Threatening 6...b2 7.♙f5 ♖a2→.
 7.♙f5!
 ½-½

Two model fortresses

1) The first and safest defensive method is to set up a fortress, in which **the king blockades the opposing passed pawns and the bishop protects its own pawns**. Attempts to destroy this fortress are linked to the creation of a second passed pawn.

Diagram 15-8

M.Botvinnik – V.Smyslov

World Championship, Moscow (4) 1958

White employs the first method of defence. Black can create a second passed pawn, but it will be too close to the other one.

65.♙g5 ♜f5

65...♙e6 66.♙h6 ♙f5 67.♙g5 ♜d5 68.♙h6 ♜c4 69.♜d2 ♜b3 (69...♜d4 70.♙g5=) 70.♜c1= (the principle of the single diagonal)

66.♙h6 ♜g4 67.♙g5 ♜g3

After 67...h6 68.♙xh6 ♜xh4 69.♙f8 g5 70.♙e7 ('pawn in the sights') 70...♜h5 there follows 71.♙d6 g4 72.♙g3 and White constructs a secure fortress.

68.♙d8 ♜g2 69.♙e7 ♜f1 70.♙b4

White cannot allow the black king to get to the b-pawn.

70...h6 71.♙f8

'Pawn in the sights.'

71...g5

Diagram 15-9

72.h5!?

Botvinnik finds the simplest solution. But neither can I see how Black could win after 72.hxg5 hxg5 73.♙e7 g4 74.♙h4! (not 74.♜f4? g3 75.♜xg3 e3 76.♜f4 e2→) 74...♜g2 75.♜f4.

72...g4 73.♙xh6 g3 74.♙f4 g2 75.♙h2 ♙f7 76.♜xe4

Of course, not 76.h6? due to 76...♙g6→ (the principle of the single diagonal).

76...♙xh5 77.♜d3 g1=♙ 78.♙xg1 ♜xg1 79.♜c2

Intending ♜b1=.

79...♙g6† 80.♜c3

Diagram 15-8

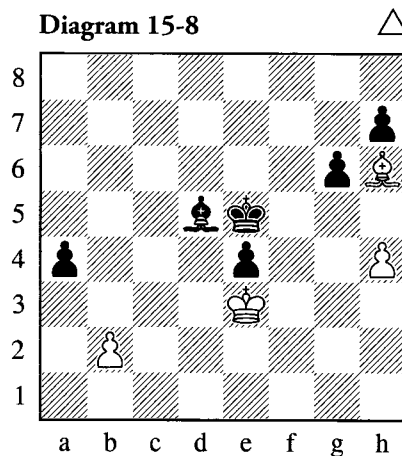
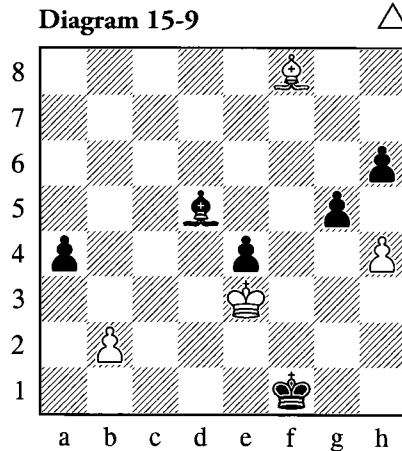


Diagram 15-9



White can save the game because Black has the wrong bishop.

80...♙f7 81.♖c2 ♙a2 82.b4!=

With a draw, since after 82...axb3† 83.♗b2 a well-known drawn position has arisen.

2) **The bishop holds up the passed pawn and the king defends its pawns and fights against the opposing king.** Attempts to break down this fortress are always linked to a king march towards its own passed pawn.

Diagram 15-10

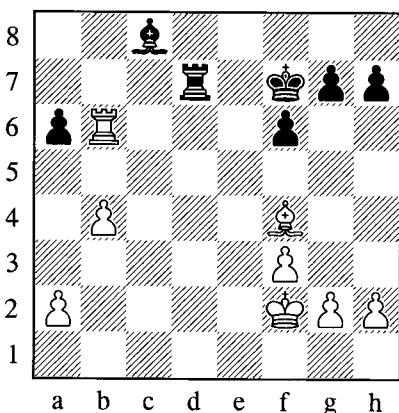


Diagram 15-10

G.Sax – A.Yusupov

Rotterdam 1988

32.♖e3?

An instructive mistake. We know that in a pure opposite-coloured bishop ending, it is often possible to hold the draw even a pawn down. So it is better for White to avoid the exchange of rooks. For that reason, 32.a3!± would have been stronger.

32...♜b7!= 33.♜xb7†

After the exchange of rooks, Black has no problems constructing a fortress. A somewhat better try would be 33.♜c6 ♙d7 34.♜xa6; but that would be met by 34...♜xb4 with the threat of ...♜a4.

33...♙xb7 34.♗d4 ♙c6 35.♗c5 ♙b5

Black constructs a fortress of the second type.

36.♗b6 ♗e6 37.a4 ♙f1

‘Pawn in the sights.’

38.g3 ♙e2 39.♙b8 ♗d7 40.f4 f5 41.♙e5 g6

Black sets up his pawns correctly.

42.♗b7 ♗e6 43.♗c7 ♙d3 44.♗d8 ♗f7

The king defends his territory.

45.♙c3 ♙e2 46.b5 axb5 47.a5 b4!

The nuances of the position are more important than the material.

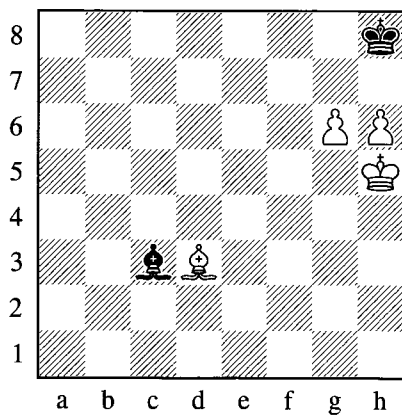
48.♙xb4 ♙f1 49.♗d7 ♙e2 50.♗d6 ♙f1 51.♗d7

White cannot destroy the fortress. For example: 51.♗c7 ♗e8 52.♗b6 ♗d7 53.a6 ♙g2! 54.♗a7 ♗c8 55.♗b6 ♗d7=

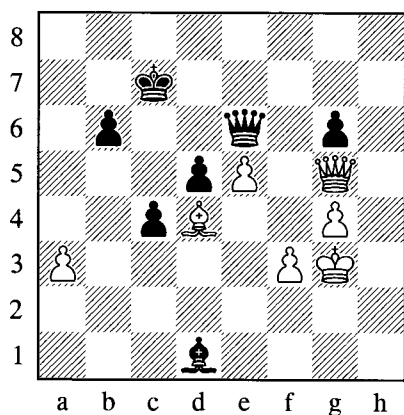
½–½

Exercises

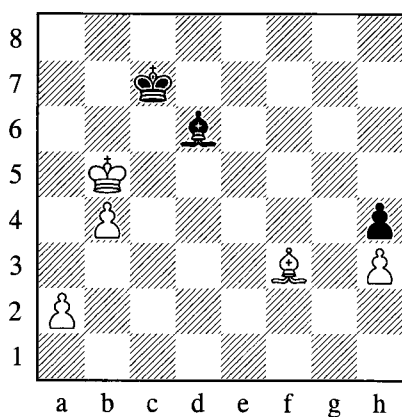
► Ex. 15-1 ◀ ★ ▼



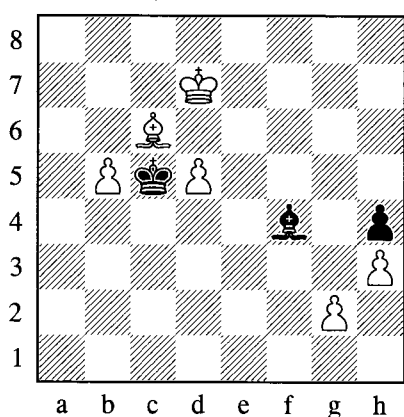
► Ex. 15-4 ◀ ★ △



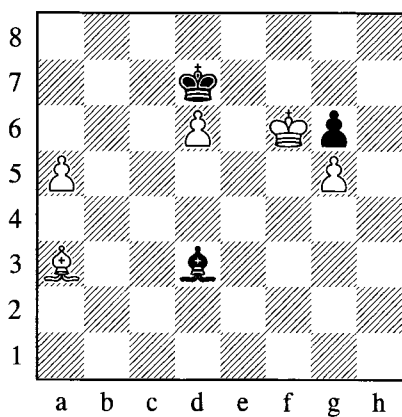
► Ex. 15-2 ◀ ★★ △



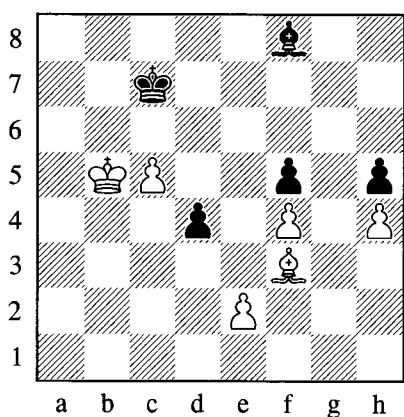
► Ex. 15-5 ◀ ★★ △



► Ex. 15-3 ◀ ★★ △



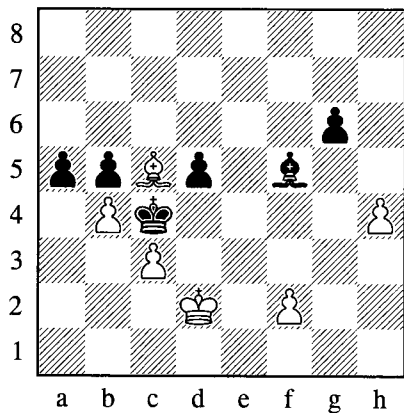
► Ex. 15-6 ◀ ★ △



Exercises

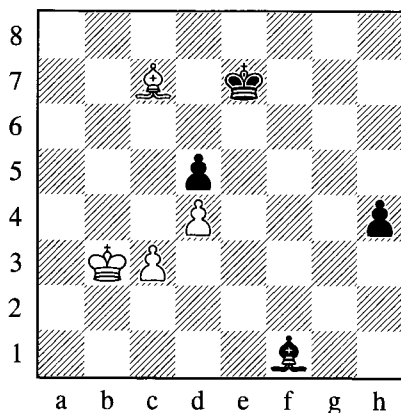
► Ex. 15-7 ◀

★



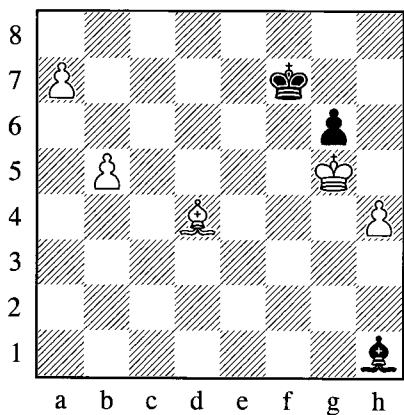
► Ex. 15-10 ◀

★



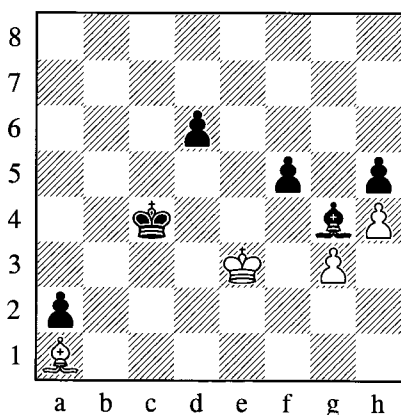
► Ex. 15-8 ◀

★★



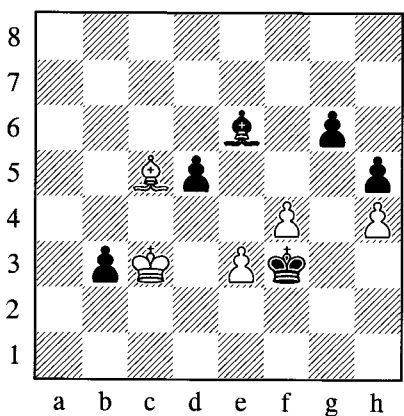
► Ex. 15-11 ◀

★★★



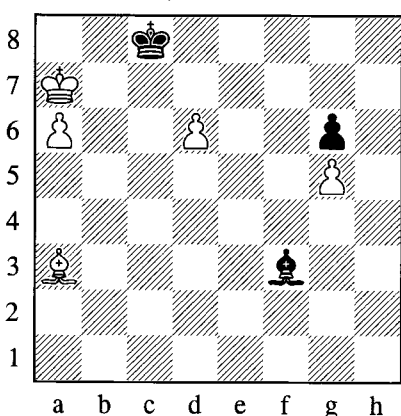
► Ex. 15-9 ◀

★★★



► Ex. 15-12 ◀

★★



Solutions

Ex. 15-1

S.Tarrasch

1921

1...♔g8!

If Black simply makes a waiting move on the long diagonal, then White wins after 2.♖c4 followed by the march of the king to f7 and then g6-g7+.

1...♖b4? is met by 2.g7+–, but not 2.♖c4? ♖f8 3.♖d5 on account of 3...♖xh6! 4.♔xh6 stalemate.

2.♖c4+ ♖f8=

(1 point)

Ex. 15-2

Variation from the game

E.Walther – R.Fischer

Zürich 1959

55.♔a5!

(1 point)

If 55.a4?, then 55...♔b8 56.a5 ♔a7 57.♔c4 ♖g3 58.b5 ♖c7 59.b6+ ♖xb6 60.axb6+ ♔xb6 61.♔d5 ♔c7 62.♔e6 ♔d8= (wrong bishop).

55...♔b8 56.b5 ♖a3 57.b6 ♔c8 58.♔a6 ♔b8 59.♖g2○

(another 1 point for this variation)

59...♔c8

Or 59...♖c5 60.a4+–.

60.♔a7 ♖c5 61.a4+–

Ex. 15-3

The end of a study by

A.Yusupov

5.♔f7!

(1 point)

White is playing for zugzwang. 5.a6? would be wrong: 5...♖xa6 6.♔xg6 ♔e8 7.♔h7 ♖d3+ 8.g6 ♖c2 9.♔h6 ♖b3 10.g7 ♖g8=

5...♔d8 6.♖b4 ♔d7 7.♖c5 ♔d8 8.♖b6+ ♔d7 9.♖c7○+–

(another 1 point)

Ex. 15-4

A.Yusupov – J.Timman

Candidates match, Linares (5) 1992

39.♖f6!+–

(1 point)

39...♖xf6 40.exf6 (Δf7) 40...♔d7 41.♖xb6 c3 42.♖d4 c2 43.♖b2 ♔e6 44.g5 ♖e2 45.♔f2 ♖b5 46.♔e3 ♖e8 47.♔d3 ♖a4 48.♔c3 ♔d6 49.♖c1 ♔e6 50.♔b4

1–0

Ex. 15-5

A.Yusupov – A.Suetin

Moscow 1981

82.d6!

(1 point)

82...♖e5

Or 82...♖xd6 83.b6 ♖g3 84.b7 ♔b6 85.♖f3 ♔a7 86.♔c8 ♖b8 87.g4+–.

(1 point for this variation)

83.♖f3 ♖g3

83...♔xb5 84.♔e7 ♖f4 85.d7+–

84.♔e6 ♖xd6 85.b6 ♖g3 86.b7 ♔b6 87.♔d7 ♔a7 88.♔c8○ ♖f4 89.g4! hxg3 90.h4

1–0

Ex. 15-6

A.Yusupov – V.Frias

Lone Pine 1981

42.♔c4!

(1 point)

If 42.♖xh5 ♖e7 43.♖g6?, then 43...♖xh4 44.♖xf5 ♖g3=.

42...♖e7 43.♔xd4 ♖xh4 44.♔e5! ♖f2 45.c6 h4 46.♔xf5 h3 47.♔g6 ♖g3 48.f5 ♔d6 49.f6 ♖e5 50.f7 ♔e7 51.c7

1–0

Solutions

Ex. 15-7

Variation from the game

B.Spassky – A.Yusupov

Linares 1990

39.♗c1!

(1 point)

39...a4

If 39...♗xc3, then 40.bxa5 ♗c8 41.f4 b4 (41...d4 42.a6 ♗xa6 43.f5=) 42.♗f2 d4 43.♗e1† ♗b3 44.♗f2 d3 45.♗c5 ♗c3 (45...♗c4 46.♗d6 b3 47.♗e5=) 46.♗e3=.

40.♗b2 a3† 41.♗xa3 ♗xc3 42.♗e7! d4 43.♗f6 ♗c4 44.♗b2 d3 45.♗c3=

Ex. 15-8

M.Euwe – D.Yanofsky

Groningen 1946

44.♗f6!

(1 point)

44...♗g2 45.h5!+-

(1 point)

45...gxh5 46.♗f5

Black resigned, in view of 46...♗h1 47.♗h4 ♗g2 48.♗e5 ♗h1 49.♗d6 ♗e8 50.♗c7+-.

Ex. 15-9

A.Kotov – M.Botvinnik

USSR Ch, Moscow 1955

59...g5!!

(1 point)

60.fxg5

60.hxg5 is met by 60...h4 61.f5 (or 61.♗d6 ♗f5 62.g6 ♗xg6 63.f5 ♗xf5 64.♗xb3 ♗g2+-) 61...♗xf5 62.♗xb3 h3 63.♗d6 ♗xe3+-.

60...d4†!

(1 point)

61.exd4

If 61.♗xd4, then 61...♗g3 62.g6 ♗xh4 (the principle of the single diagonal) 63.♗d2 ♗h3 64.♗e2 ♗g2 65.♗f6 h4+-.

61...♗g3!

(1 point)

But not 61...♗g4? 62.d5! ♗xd5 63.♗f2=.

62.♗a3 ♗xh4 63.♗d3 ♗xg5 64.♗e4 h4 65.♗f3

Or 65.d5 ♗xd5†+-.

65...♗d5†

0-1

Ex. 15-10

Variation from the game

M.Ghinda – A.Yusupov

Dubai Olympiad 1986

51...♗d3!

(1 point)

But not 51...♗e6? 52.♗c2 ♗f5 53.♗d2 ♗g4 54.♗e1 ♗c4 55.♗f2=.

52.♗b2

He could put up more resistance with: 52.c4 dxc4† 53.♗c3 ♗e6 54.♗d2 ♗d5 55.♗e3 ♗f5 56.♗e5 (56.♗d8 h3 57.♗c7 c3 58.♗e5 ♗c4 59.♗e2 ♗b3 60.d5 c2 61.♗d2 h2+-) 56...c3 57.♗e2 ♗c4 58.♗d1 c2† 59.♗c1 h3 60.♗d2 ♗g6 61.♗c1 ♗d3⊖ 62.d5 ♗e4 63.d6 ♗xe5+-

56...♗e6 53.♗c1 ♗f5 54.♗d2 ♗e4 55.♗e1 ♗f3+-

Ex. 15-11

Variation from a study by

A.Wolff

1986

10...f4†!!

(2 points)

11.gxf4

If 11.♗xf4, then 11...♗d3+-.

11...♗f5!!

(another 1 point)

This winning manoeuvre was pointed out by J.Nunn. The nuances of the position are more important than the material! The black king can now penetrate via f5 to g4.

12.♗d2 ♗d5 13.♗e3

If 13.♗c1, then 13...♗e4 and now:

a) 14.♗c3 ♗xf4 (or 14...♗e6 15.♗b2 ♗c4

Solutions

16.♔b4 d5 17.♔d6 ♖f5 18.♔e5 ♖g4+)

15.♖b2 ♔b1+)

b) 14.♔f6 ♖xf4 15.♖b2 ♔e6 16.♔e7 ♖e5
17.♔g5 ♔c4 18.♔h6 d5 19.♔g7+ ♖e4 20.♔f6
d4 21.♔g5 ♖f3 22.♔f6 d3 23.♔g5 ♖e2+)

13...♖e6 14.♖f3 ♔c2 15.♖g3 ♖f5 16.♖f3
♔d1+ 17.♖e3

After 17.♖g3 there follows 17...♔g4+
followed by ...♖e4.

17...♖g4 18.♔f6

Or 18.♖e4 ♔f3+ 19.♖e3 ♔c6 20.♔f6
♔d5○.

18...♔a4 19.♖e4 ♔c6+ 20.♖e3 ♔d5 21.f5
♖xf5 22.♔a1 ♖g4 23.♔f6 ♔c6!○ 24.♖f2
a1=♖ 25.♔xa1 ♖xh4+)

The black passed pawns are very widely
separated.

26.♔f6+ ♖g4 27.♔e7 d5 28.♔f6 h4 29.♔e5
29.♖e3?! ♖g3+)

29...♖f5 30.♔d6 ♖e4 31.♔e7 h3 32.♔d6
d4 33.♔c5 ♖d3! 34.♖g3 ♔d7 35.♖f2 ♖c3
36.♔d6 d3 37.♔f4 ♖c2 38.♖e1 d2+

Or 38...h2+.

39.♔xd2 h2+)

Ex. 15-12

Variation from a study by

Y.Averbakh

1954

7...♔g4!

(1 point)

The threat was 8.d7+, e.g. 7...♔e4? 8.d7+
♖xd7 9.♖b8+.

If 7...♔c6?, then 8.♔b4○ ♔d7 9.♖b6 ♔f5
10.d7+! ♖xd7 11.♖b7+.

8.♖b6 ♔f3! 9.♖c5 ♖d7 10.♖d4 ♖e6!=

(1 point for this variation)

Scoring

Maximum number of points is 21

18 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

- ✓ King's Indian Defence
- ✓ Grünfeld Defence

Opening repertoire for White with 1.d4 (Part 2)

In this chapter we shall prepare an opening repertoire for White against the *King's Indian Defence*. Since we are meeting 1...♢f6 with 2.♢f3, I recommend the *Smyslov Variation* with 5.♠g5 and 6.e3. White obtains a safe position and it is not possible for his opponent to work up the sort of initiative on the kingside which is typical of the Classical Variation. White's strategy is very clear-cut and at the same time very sound. Despite that, this variation does not necessarily suit all players. So you may consider this variation as an addition to your repertoire and as an example of opening preparation.

We shall find the main strategic ideas for White in the following sample games by Smyslov.

V.Smyslov – V.Jansa

Polianica Zdroj 1968

1.d4 ♢f6 2.♢f3 g6 3.c4 ♠g7 4.♢c3 0-0

Another interesting idea is 4...d6 5.♠g5 h6 6.♠h4 g5 7.♠g3 ♢h5. Here too, White should advance his pawn only to e3, so as to get some play on the b1–h7 diagonal. 8.e3 c5 9.d5 ♖a5 10.♗c2 ♢d7 11.♠e2 ♢b6 12.♢d2 (12.♗c1!?) 12...♢xg3 13.hxg3 ♠d7 14.♗c1 ♢a4 15.♢d1 (15.♢xa4 ♠xa4 16.b3=) 15...b5 16.0-0 ♢b6 17.♢b3 ♖a4 18.♢c3 ♠xc3 19.♗xc3 0-0 20.♢d2 bxc4 21.e4 ♗b4 22.♗xb4 cxb4 23.♢xc4 and in this position White suggested sharing the point in the game A.Yusupov – V.Ivanchuk, Dortmund 1998. On account of his spatial advantage, he has minimally better chances.

5.♠g5 d6 6.e3

Diagram 16-1

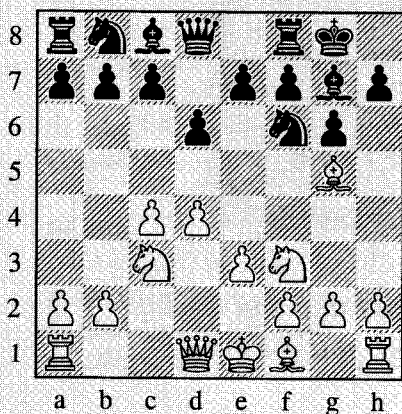
An idea of Smyslov's. White wants to defend the d4-square better.

6...♢bd7

6...c5 7.d5 e6 8.♢d2 h6 9.♠h4 exd5 10.cxd5 leads to the Modern Benoni.

7.♠e2 h6 8.♠h4 e5

Diagram 16-1



If 8...c6 is played, then White's best move is the immediate 9.♖c2!?. There will be more on this subject in the test.

9.dxe5

With the pawn on e3 this exchange is absolutely fine, since we are not weakening the d4-square as would be the case in the Classical Variation.

9...dxe5

9...♘xe5? would be bad: 10.♘xe5 dxe5 11.♖xd8 ♕xd8 12.♙xf6 ♙xf6 13.♞d5±

10.0-0 c6

Diagram 16-2

Black must control the d5-square. But now White initiates play on the open file and aims to occupy the d6-square.

11.♖c2 ♖e7

If 11...g5 12.♙g3 ♞h5, then 13.♙xe5 (or 13.♙d3±) 13...♙xe5 14.♞xe5 ♞xe5 15.♙xh5 ♞xc4 16.♞ad1±.

12.♞d2

Diagram 16-3

White begins an important regrouping. The knight is aiming to get to d6, either via e4 or, after c4-c5, via c4.

12...♞e8 13.♞ad1 ♞f8

13...♞c5!? 14.b4 ♞a6 (14...♞e6!? will feature in the test) 15.a3 ♙f5 16.♖c1 (or 16.e4!? ♙e6 17.c5±) 16...♞c7 17.c5± and White will continue with ♞c4.

14.♞de4 g5

After 14...♙f5 15.g4 g5 16.gxf5 gxf4 17.♞h1 White can attack down the g-file.

Diagram 16-4

15.♞xf6!?

White temporarily blocks the f7-pawn. If 15.♙g3, then 15...♞xe4 16.♞xe4 f5 17.♞d6 f4 with unclear play.

15...♖xf6 16.♙g3 ♖g6 17.♞e4

White brings the other knight to d6.

17...f5

If 17...♙f5, then 18.♙d3 and now:

a) 18...♞h8 and White can choose between 19.c5 followed by ♞d6 or the immediate 19.♞d6±.

b) 18...♞ad8 19.♞f6±

18.♞d6 ♞e7

18...♞d8 19.c5 f4? is met by 20.♙c4!+.

Diagram 16-2

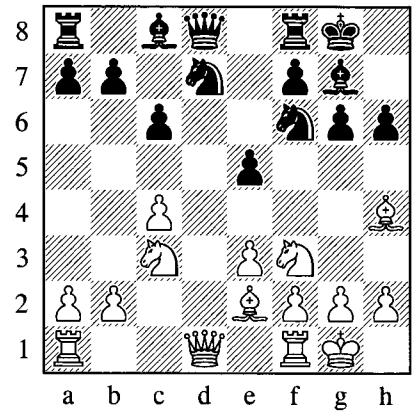


Diagram 16-3

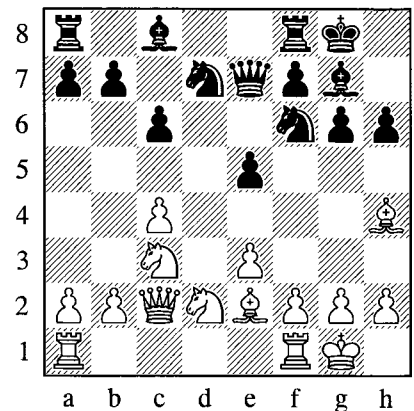


Diagram 16-4

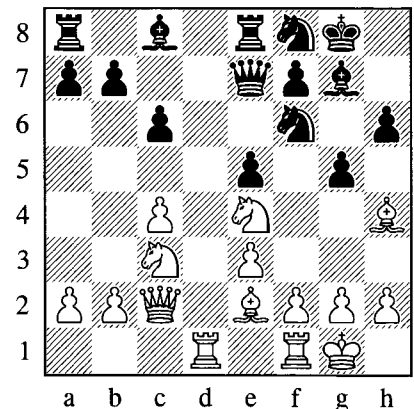


Diagram 16-5

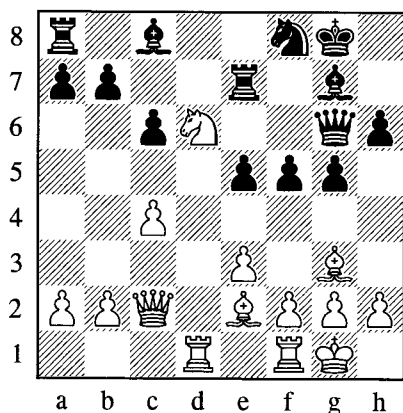


Diagram 16-6

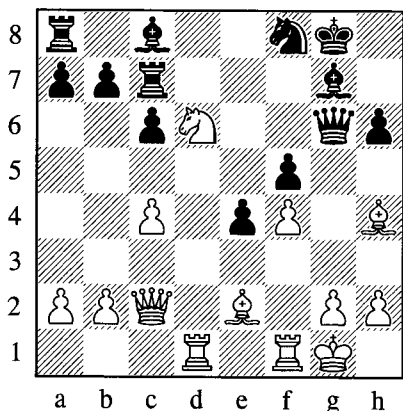


Diagram 16-7

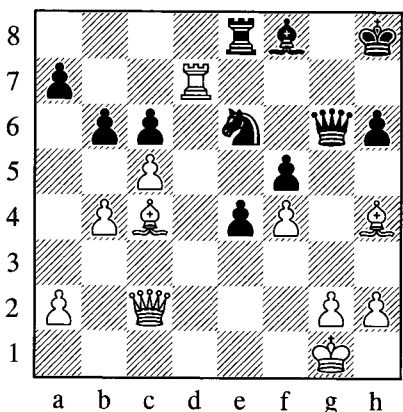


Diagram 16-5

19.f4!

White counters on the kingside. He is better developed and can profit from the opening up of the game.

19...gxf4 20.exf4 e4 21.♙h4 ♖c7

Black wants to bring his bishop into play at last, but...

Diagram 16-6

22.♜xc8!

A strong idea. The knight may well have had an impressive post on d6, but at the same time it was blocking the only open file. Now White can use the d6-square for his rook.

22...♖xc8 23.c5 ♖h7

After 23...♖d7 there comes 24.♖xd7 ♜xd7 25.♞b3† ♜h7 26.♞xb7 ♞e8 27.b4±.

24.♖d6 ♜e6

After 24...♞e8 Smyslov points out the following variation: 25.♖fd1 ♜e6 (25...♜g6? 26.♙h5+; 25...♖d7 26.g4! ♖xd6 27.cxd6 ♞d7 28.gxf5 ♞xf5 29.♙f3 ♖e8 30.♙e7+; 26.♙c4 ♜xf4 (26...♜xc5 27.♖d8!+); 27.♞f2 ♙e5 28.♙g3 e3 29.♖xh6†! ♜xh6 30.♙xf4† ♙xf4 31.♞xf4† ♜g7 32.♖d6 ♞h5 33.♙e2+—

25.♙c4 ♖e8 26.♖fd1 ♙f8 27.♖d7† ♖xd7 28.♖xd7† ♜h8 29.b4±

The bishop pair will rip the black position to shreds.

29...b6

29...♜xf4? would be bad: 30.♞b2† ♙g7 31.♖xg7 ♞xg7 32.♙f6+—

If 29...♙g7, then 30.♞f2 ♙f6 (30...♞g4 31.♙g3 followed by h3) 31.♞g3!

Diagram 16-7

30.♙e1!

A strong manoeuvre.

30...bxc5 31.♙c3† ♙g8

31...♙g7? 32.♙xe6+—

32.bxc5 ♙xc5† 33.♜h1 ♖e7 34.♖xe7 ♙xe7 35.♞a4 ♜f8 36.♞xa7

Black can no longer hold the position.

36...♜d8

36...♜xf4? 37.♞b8†+—

37.♞d7 ♞g4 38.♙e5

In time trouble Smyslov does not find the best solution: 38.♙b4! ♜xb4 39.♞xd8† ♔g7 40.♞g8† ♜f6 41.♞f7#.

38...e3 39.h3 ♞h5 40.♞d3 ♜f7 41.♞xe3

White is clearly winning.

41...♜d6

Or 41...♜xe5 42.♞xe5+.

42.♙e2 ♞f7 43.♞a7 ♞d5 44.♞a8† ♜f7 45.♙f3

Black resigned, in view of: 45...♜e4 46.♙h5† ♜e6 47.♞c8† ♞d7 48.♞g8#

V.Smyslov – M.Fuller

Hastings 1968/9

1.d4 ♜f6 2.♜f3 g6 3.c4 ♙g7 4.♜c3 0-0 5.♙g5 h6 6.♙h4 d6 7.e3 ♜bd7 8.♙e2 e5 9.dxe5 dxe5 10.0-0 c6

Diagram 16-8

11.b4

White plans c5 followed by ♜d2-c4-d6. The alternative 11.♞c2 is also good, as we saw in the previous game.

11...a5 12.a3 axb4 13.axb4 ♞xa1 14.♞xa1 g5 15.♙g3 ♜h5 16.♜d2 ♜xg3 17.hxg3 ♜b6

17...♞c7 would not be good: 18.c5 b6 19.♞a3 bxc5 20.bxc5 ♞d8 21.♜de4±.

Instead, Black should look for counterplay on the kingside and try 17...f5!.

18.♞d1 ♙e6

Diagram 16-9

19.♜ce4

Intending c5 and ♜d6.

19...♞c7 20.♜c5!

This is even stronger than the occupation of d6.

Diagram 16-10

20...♞a8?!

Smyslov came up with an interesting idea here. 20...♙c8 21.♞a5! (threatening ♜a4) 21...♙g4!? is met by 22.♙xg4 ♞a8 23.♜db3 ♞xa5 24.bxa5 ♜xc4 (24...♙f8 25.♜e4 ♜xc4 26.♜f6† ♜h8 27.♞d7 ♞b8 28.♞xf7 ♙g7 29.♜h5 is also good for White) 25.♞d7 ♞b8 (25...♞c8!? 26.♜xb7) 26.♜xb7 and the strong a-pawn gives White the advantage.

20...♙f5 21.♞a7! ♞a8 22.♞xb7 ♞xb7 23.♜xb7 ♙c2 24.♞c1 ♞a2 25.c5 is also good for White.

Diagram 16-8

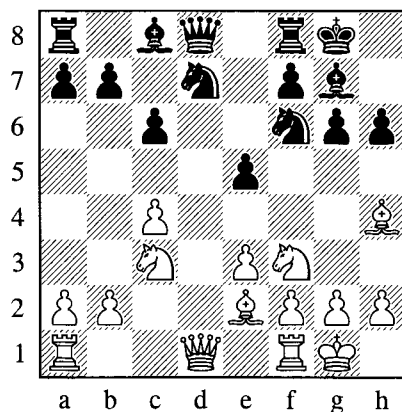


Diagram 16-9

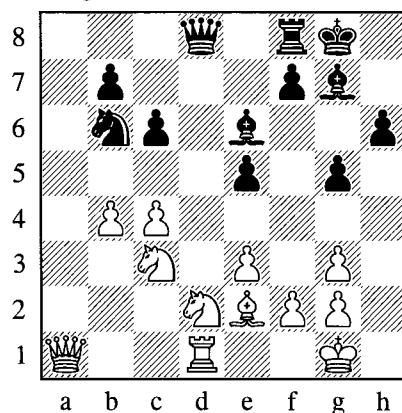
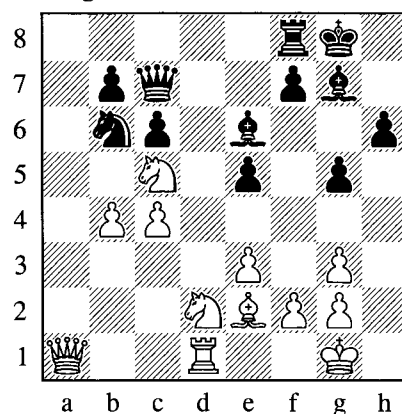


Diagram 16-10



21. ♖xe6 ♜e7

This exchange leads to a better position for White. What is particularly noticeable is the difference between the two bishops. The white bishop is much more active.

22. ♜b1 ♜xe6 23. c5 ♘d5 24. ♙c4

The weakness of the light squares will decide the game.

24... ♜g4

Or 24... ♜e7 25. ♘e4 ♞d8 26. ♜b3±.

25. ♘e4

Again this typical move; the knight is aiming for d6. Black, on the other hand, cannot maintain his knight on the strong position d5.

25... ♘c7?

25... ♞d8 would be more stubborn.

Diagram 16-11

26. ♘f6†!

An effective combination.

26... ♙xf6 27. ♜g6† ♙g7 28. ♜xf7† ♖h8?!

28... ♖h7 29. ♞d7 ♘e8 30. ♙e6! ♜xb4 31. ♙f5† ♖h8 32. ♜g6 ♖g8 33. ♞xg7†! ♘xg7 34. ♙e6† also leads to mate.

29. ♞d7

1-0

V.Smyslov – B.Ivkov

Rovinj/Zagreb 1970

1. d4 ♘f6 2. ♘f3 g6 3. c4 ♙g7 4. ♘c3 0-0 5. e3 d6 6. ♙e2 ♘bd7 7. ♘f3 c6 8. ♜c2

Diagram 16-12

8. 0-0 would not be so accurate, in view of 8... h6 9. ♙h4 g5 10. ♙g3 ♘h5 (this plan is more appropriate when White has castled short) 11. ♘d2 ♘xg3 12. hxg3 ♘f6!? 13. b4!? e5= V.Smyslov – S.Gligoric, Rovinj/Zagreb 1970.

8... e5 9. ♞d1

9. dxe5 dxe5 10. 0-0 is somewhat more precise.

9... h6 10. ♙h4 ♜e7 11. dxe5 dxe5 12. 0-0 a5!?

Black could also play 12... g5 13. ♙g3 ♘h5 here.

13. ♘e4

If 13. ♘d2!?, then 13... ♘c5 14. ♙xf6 ♙xf6 15. ♘de4 ♙f5.

Diagram 16-11

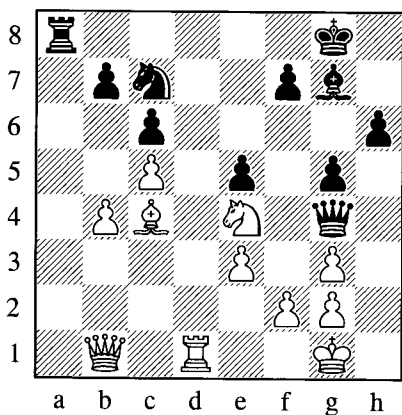
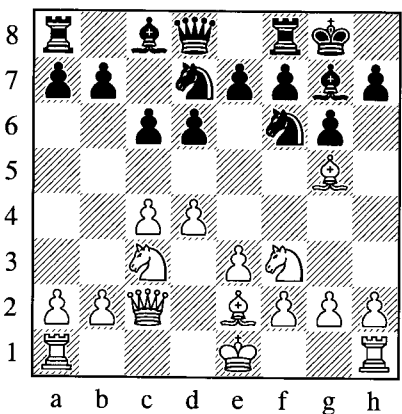


Diagram 16-12



13...g5 14.♟xf6† ♞xf6 15.♙g3 ♜h5 16.♜d2
♜xg3 17.hxg3 f5

Black is playing very well and has almost equalized.

18.c5 ♜h8?!

18...♙e6 19.♙c4 would be better with a slight advantage for White.

Diagram 16-13

19.e4?!

Blocking the pawn on e5 and leaving the dark-squared bishop badly placed.

19...f4 20.♜f3

Clearing the d-file for the rook.

20...♙e6 21.♞d6

White exploits the outpost on d6.

21...♞ad8

21...♞ae8?!

22.♞fd1 ♞xd6?! 23.cxd6

The passed pawn on d6 is dangerous. Black must be very careful now.

23...♞f6 24.♞c5 a4

If 24...g4 25.♜h4 ♜h7, then 26.♜f5±.

25.♞b6 ♞f7?!

25...fxg3 26.fxg3 ♞f7 would have been better.

Diagram 16-14

26.gxf4!

White finds a way to activate the knight.

26...exf4?!

26...gxf4 27.♜h4!± or 27.♞a5±.

27.♜d4 ♙d7 28.♜f5! ♙e5?

Black was probably already in time trouble and so could not hold his position together. He had to play 28...♙xf5±.

29.♜xh6 ♞h7 30.♜g4 ♙xg4 31.♙xg4 f3 32.gxf3

And Black resigned.

Because we want to play the move order 1.d4 ♜f6 2.♜f3 d5 3.e3, we also need to master a system against the *Grünfeld Defence* with e3. After 3...g6 4.c4 ♙g7 5.♜c3 we get a typical position. (The normal move order is 1.d4 ♜f6 2.c4 g6 3.♜c3 d5 4.♜f3 ♙g7 5.e3.)

Here is an example of White's strategy.

Diagram 16-13

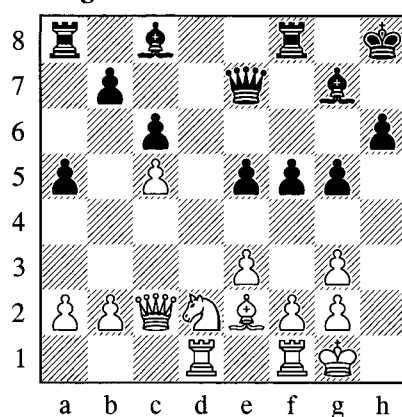
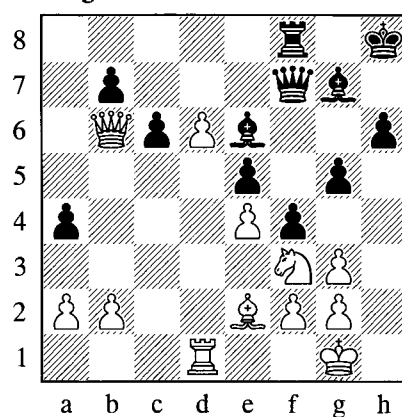


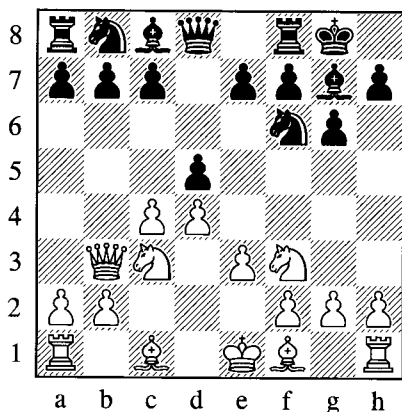
Diagram 16-14



A.Yusupov – J.Nilssen

Copenhagen 2003

1.d4 ♘f6 2.♘f3 g6 3.c4 ♗g7 4.♘c3 d5 5.e3 0-0
6.♖b3

Diagram 16-15**Diagram 16-15**

Other moves have also been tried here: 6.♗d3 and 6.♗e2 are the main alternatives. However, I prefer the move played in the game.

6...dxc4

6...c6 is a solid continuation. Here I recommend 7.♗d2 e6 8.♗d3 ♘bd7 9.0-0 a5 10.♖fd1 and then ♗ac1.

You will find the 6...e6 7.♗d2 variation in the test.

7.♗xc4

Compared to the *Russian Variation* with 5.♖b3, here White does not lose a tempo with queen moves.

7...c5

For 7...♘bd7?! see the test.

8.d5

8.dxc5 is not so good, because of 8...♖c7 (or 8...♖a5).

8...♘bd7 9.e4 ♘g4

This leads to a better position for White. But even the logical 9...♘b6 is not sufficient for equality. It is simply met by 10.0-0 and White has a strong centre. (10.e5 ♘g4 11.♗f4 ♘d7 12.e6 ♘de5 13.♘xe5 ♘xe5 14.0-0-0 is a sharper alternative.)

10.0-0 ♖b6

In the endgame too, White will be better, since he has control of the centre.

11.h3

A simple solution. The move 11.♗g5!? would perhaps be even better.

11...♘ge5 12.♘xe5 ♖xb3

12...♘xe5?! 13.♖xb6±

13.♗xb3 ♘xe5 14.♖d1!?

Diagram 16-16

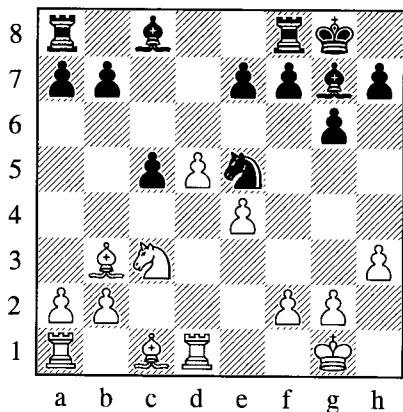
White must protect the d3-square. 14.♗g5 f6 is less clear.

14...c4!? 15.♗c2 b6 16.♗e3

Not 16.f4, on account of 16...♘d3 17.♗xd3 cxd3 18.♖xd3 ♗a6 19.♖d1 ♖ac8 20.e5 f6∞.

16...e6

If 16...♗a6, then 17.♗d4.

Diagram 16-16

17.f4 ♖d3 18.♙xd3 cxd3 19.♞xd3 exd5

Diagram 16-17

20.exd5!

But not 20.♖xd5 ♙xb2 21.♞b1 ♙g7 22.♖c7, because of 22...♙b7! 23.♖xa8 ♙xe4=.

20...♙a6 21.♞d2+

Diagram 16-18

White is better, but Black has drawing chances.

21...♙xc3 22.bxc3 ♞fd8 23.f5! f6 24.fxg6 hxg6 25.♞d4!?

This is better than 25.a4?! ♞ac8 26.a5 ♞xc3 27.axb6 ♞xe3 28.♞xa6 axb6 29.♞xb6 ♖f7±.

25...♞ac8 26.♞a4 ♞xc3 27.♞xa6 ♞xe3 28.♞xa7 ♞xd5

If 28...♖f8!?, then 29.♞b1 ♞d6 (29...♞e7 30.♞a6) 30.♞a6±.

29.♞c1! ♞de5

29...♞c5 is met by 30.♞d1!±.

30.♞cc7 g5?!

Better is 30...♞e6.

31.♞g7† ♖f8

Or 31...♖h8 32.♞gf7+.

32.♞af7† ♖e8 33.♞xf6+- ♞e1† 34.♖h2 b5 35.♞b6 ♖f8 36.♞gb7 g4 37.♞f6†!

Now 37...♖e8 38.♞g6 is decisive.

1-0

You will find other ideas and variations in the games in the test. Try to treat each exercise like a situation from a game and make a decision after a maximum of 10 minutes. The score you reach in the test is not so important. But it is very useful to study the sample games and solutions thoroughly afterwards, and to remember the typical ideas.

Diagram 16-17

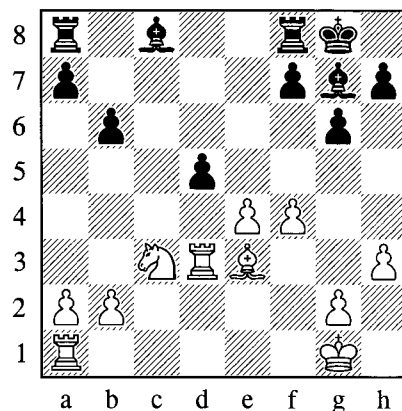
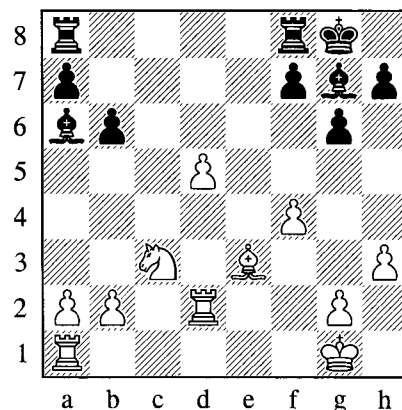
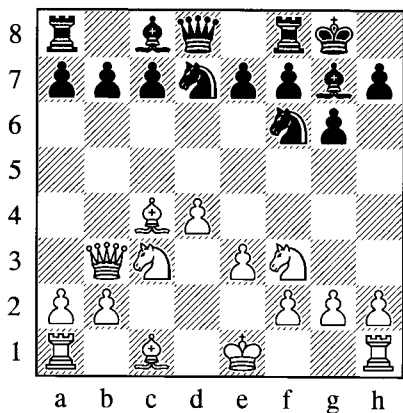


Diagram 16-18

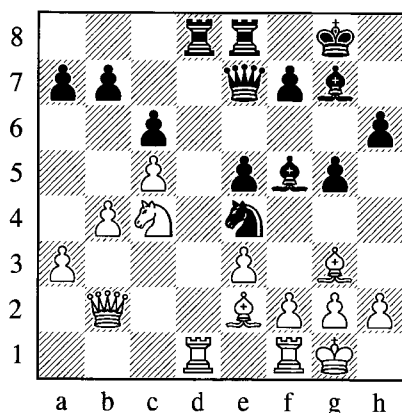


Exercises

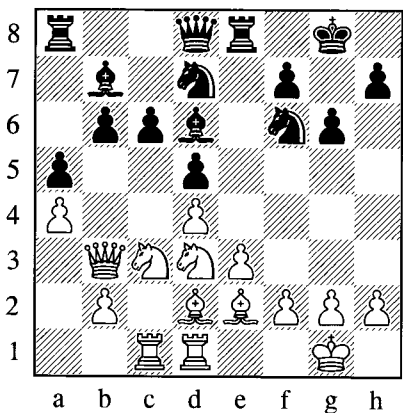
► Ex. 16-1 ◀ ★★ △



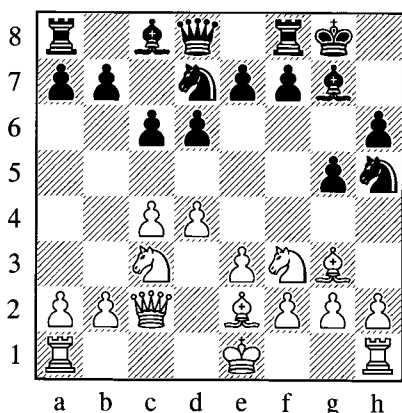
► Ex. 16-4 ◀ ★ △



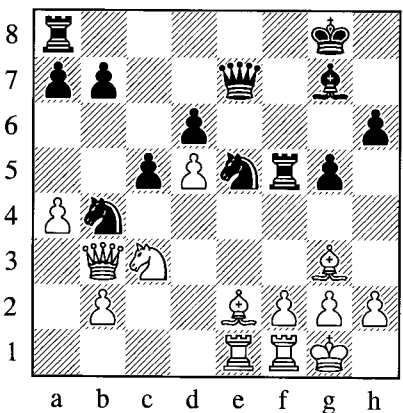
► Ex. 16-2 ◀ ★★★ △



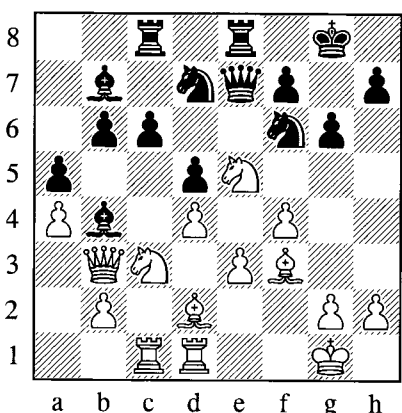
► Ex. 16-5 ◀ ★ △



► Ex. 16-3 ◀ ★ △



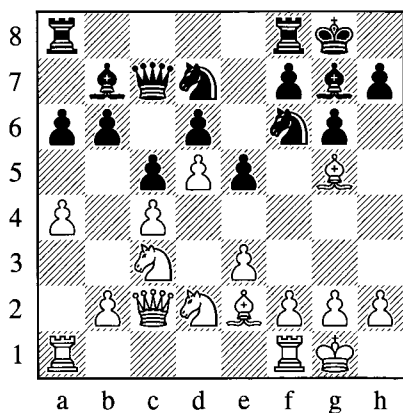
► Ex. 16-6 ◀ ★★ △



Exercises

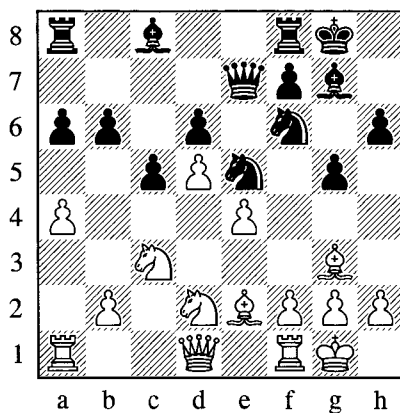
► Ex. 16-7 ◀

★★



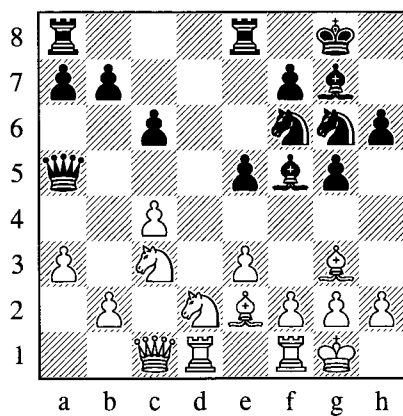
► Ex. 16-10 ◀

★★



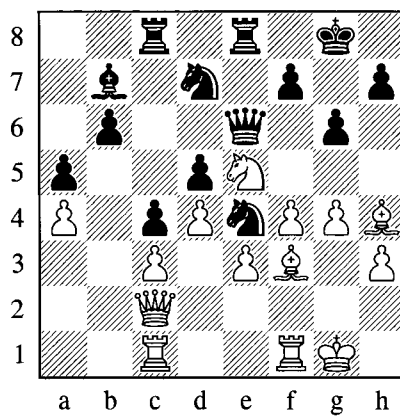
► Ex. 16-8 ◀

★★



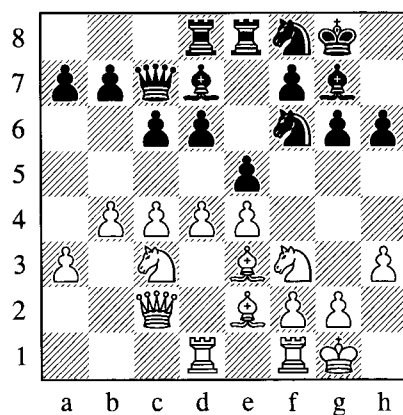
► Ex. 16-11

★★



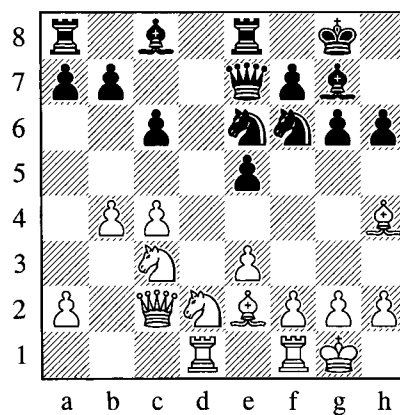
► Ex. 16-9 ◀

★★



► Ex. 16-12 ◀

★★



Solutions

Ex. 16-1

M.Rodshtein – A.Braun

Peniscola 2002

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♘g7 5.e3
0-0 6.♗b3 dxc4 7.♘xc4 ♘bd7

Diagram Ex. 16-1

8.♘g5!

(1 point)

8...e6

8...♗e8 9.♘b5+–

9.♘xe6!

(1 point)

9...fxe6 10.♘xe6 ♗e7 11.♘xc7† ♔h8
12.♘xa8 ♘g4 13.♘d5 ♗g5 14.♘f4±

Ex. 16-2

A.Yusupov – M.Carlsen

Copenhagen 2003

1.d4 ♘f6 2.♘f3 g6 3.c4 ♘g7 4.♘c3 d5 5.e3
0-0 6.♗b3 e6 7.♘d2 b6 8.cxd5 exd5 9.♘e2
♘b7 10.0-0 ♘bd7 11.♗fd1 c6 12.a4 a5
13.♗ac1 ♗e8 14.♘e1 ♘f8 15.♘d3 ♘d6

Diagram Ex. 16-2

16.f4!

(3 points)

16...♗e7

16...♘a6 is met by 17.♘e5 ♘xe2 18.♘xe2
c5 19.♘c3±.

If 16...♘e4, then 17.♘xe4 dxe4 18.♘e5±.

17.♘e5 ♘b4 18.♘f3 ♗ac8±

See Ex. 16-6.

Ex. 16-3

A.Yusupov – T.Markowski

CERA Bank open 1998

1.d4 d6 2.♘f3 ♘f6 3.c4 g6 4.♘c3 ♘g7
5.♘g5 0-0 6.e3 h6 7.♘h4 c5 8.d5 e6 9.♘d2
exd5 10.cxd5 ♗e7 11.♘e2 ♘a6 12.0-0 ♘c7
13.e4 g5 14.♘g3 ♘d7 15.♘c4 ♘e5 16.♘e3
♘d7 17.a4 f5 18.exf5 ♘xf5 19.♘xf5 ♗xf5
20.♗b3 ♘a6 21.♗ae1 ♘b4

Diagram Ex. 16-3

22.♘g4!

(1 point)

22...♗ff8 23.♘e6†±

Ex. 16-4

A.Yusupov – W.Uhlmann

Austrian Team Ch 1998

1.d4 ♘f6 2.c4 g6 3.♘c3 ♘g7 4.♘f3 0-0
5.♘g5 d6 6.e3 ♘bd7 7.♘e2 e5 8.dxe5 dxe5
9.0-0 h6 10.♘h4 c6 11.♗c2 ♗e7 12.♘d2
♗e8 13.♗ad1 ♘c5 14.b4 ♘a6 15.a3 ♘f5
16.♗c1 ♘c7 17.c5 g5 18.♘g3 ♘cd5 19.♘c4
♘xc3 20.♗xc3 ♘e4 21.♗b2 ♗ad8?

Diagram Ex. 16-4

22.♗xd8 ♗xd8 23.♘xe5 ♘xe5 24.♗xe5
♗xe5 25.♘xe5

(1 point)

25...♘e6 26.♗d1±

Ex. 16-5

Opening variation E61

1.c4 g6 2.♘c3 ♘g7 3.♘f3 ♘f6 4.d4 0-0
5.♘g5 d6 6.e3 ♘bd7 7.♘e2 h6 8.♘h4 c6
(8...e5) 9.♗c2 g5 10.♘g3 ♘h5?

Diagram Ex. 16-5

11.♘xg5!

(1 point)

11...♘hf6

11...hxcg5 12.♘xh5+–

12.♘f3+–

Ex. 16-6

A.Yusupov – M.Carlsen

Copenhagen 2003

19.♘e1!±

(2 points)

19...♗e6 20.♘h4 c5 21.h3!

21.♘xd7 would not be so strong: 21...♘xd7
22.♘xd5 (22.♘xd5? c4!) 22...♘xd5 23.♗xd5
(23.♘xd5? c4) 23...♗xe3† 24.♘f2 ♗e7 25.♗e1
♗d8 26.♗xe8† ♗xe8 27.♘e4 cxd4!=

Solutions

21...c4 22.♖c2 ♕e7 23.♖f1

23.b3 ♕a3 24.♖b1 ♕b4

23...♕b4 24.g4

24.♖f2!?

24...♕xc3 25.bxc3 ♖e4±

See Ex. 16-11.

Ex. 16-7

V.Smyslov – M.Taimanov

USSR Team Ch, Moscow 1972

1.♖f3 ♖f6 2.c4 g6 3.♖c3 ♕g7 4.d4 d6 5.♕g5

0-0 6.e3 b6 7.♕e2 ♕b7 8.♖c2 c5 9.d5 e5

10.♖d2 ♖bd7 11.0-0 a6 12.a4 ♖c7

Diagram Ex. 16-7

13.f4!?

(2 points)

13...exf4 14.exf4 h6 15.♕h4 ♖ae8 16.♖ae1±

Ex. 16-8

V.Smyslov – H.Westerinen

Hastings 1972/3

1.c4 g6 2.d4 ♕g7 3.♖c3 d6 4.♖f3 ♖f6

5.♕g5 h6 6.♕h4 0-0 7.e3 ♖bd7 8.♖c2 c6

9.♖d1 ♖a5 10.♕e2 e5 11.0-0 ♖e8 12.dxe5

dxe5 13.♖d2 ♖f8 14.a3 ♕f5 15.♖c1 g5

16.♕g3 ♖g6

Diagram Ex. 16-8

17.b4!?

(1 point)

17...♖c7 18.f3

(1 point)

18...♖ad8 19.c5 ♖d5 20.♖de4 ♖xc3

21.♖xc3 ♕e6 22.♖d6 ♖f8 23.♕c4±

Ex. 16-9

V.Smyslov – A.Sznapiak

Sochi 1974

1.d4 ♖f6 2.c4 g6 3.♖c3 ♕g7 4.♕g5 d6 5.e3

0-0 6.♕e2 c6 7.♖f3 ♖bd7 8.♖c2 ♖e8 9.♖d1

♖a5 10.0-0 ♖f8 11.a3 ♕d7 12.b4 ♖c7 13.h3

♖ad8 14.e4 h6 15.♕e3 e5

Diagram Ex. 16-9

16.c5!

(2 points)

16...dxc5

16...exd4 17.cxd6 ♖xd6 18.e5 ♖xe5

19.♖xe5 ♕f5 20.♖d2 ♖xe5 21.♕xd4 ♖e4

22.♕xe5 ♖xd2 23.♕xg7 ♖xg7 24.♖fe1±

17.dxe5 ♖6h7 18.bxc5 ♖e6 19.♕c4 g5

20.♖e2 ♖hf8 21.♖g3 ♖g6 22.♖f5±

Ex. 16-10

A.Yusupov – Kuzovkin

Moscow 1980

1.d4 ♖f6 2.c4 c5 3.d5 e6 4.♖c3 exd5 5.cxd5

d6 6.♖f3 g6 7.♕g5 h6 8.♕h4 ♕g7 9.e3 0-0

10.♖d2 ♖bd7 11.♕e2 a6 12.a4 b6 13.0-0

♖e7 14.e4 g5 15.♕g3 ♖e5

Diagram Ex. 16-10

16.♕xe5!

(2 points)

16...dxe5

16...♖xe5? 17.♖c4±

17.♖c4 ♖b8 18.♖e3 ♖e8 19.♕d3 ♖d6

20.♖e2 ♖b7 21.♖c4±

Ex. 16-11

A.Yusupov – M.Carlsen

Copenhagen 2003

26.f5!

(2 points)

26...♖d6

26...gxf5 27.gxf5 ♖d6 28.♖g2† ♖f8

29.♖xd7† ♖xd7 30.f6+–

27.♕xe4 dxe4 28.fxg6!?

29...♖d5 30.♖h6† ♖h8 (30...♕g7

31.♖f7†!+–) 31.♖f7±

30.♖h6†

30.♖h2!?

30...♖h8

30...♕g7 31.♖f7†! ♖xh6 32.g5† ♖h5

33.♖xh7#

31.♖f7 ♖f8 32.♖cf1 ♖xf7

Solutions

32...♙d5 33.♖h2 ♜xf7 34.♜xf7 ♜f8
 35.♙f6†+–
 33.♜xf7†
 33.♜xf7! ♜f8 34.♙f6†! ♜xf6 35.♜xf6 ♜xf6
 36.g5+–
 33...♜g8
 33...♜g7
 34.♜d8 ♜d5 35.♜f2 ♙c6
 35...g5 36.♙xg5 ♜xg5 37.♜f7† ♜h8
 38.♜e8† ♜g8 39.♜f7† ♜g7 40.♜xd7
 36.♜f4 b5
 36...♙xa4 37.♜h6 ♜xd8 38.♙xd8+–
 37.♙xb5 ♙xb5 38.♜h6 ♜xd8 39.♙xd8 ♜d6
 40.♜g2 a4 41.♙a5
 1–0

Ex. 16-12

A.Yusupov – D.Curic

Essen simultaneous 2000

1.d4 ♜f6 2.c4 g6 3.♜c3 ♙g7 4.♜f3 0–0
 5.♙g5 d6 6.e3 ♜bd7 7.♙e2 ♜e8 8.0–0 e5
 9.dxe5 dxe5 10.♜c2 c6 11.♙ad1 ♜e7 12.♜d2
 h6 13.♙h4 ♜c5 14.b4 ♜e6

Diagram Ex. 16-12

15.c5

(1 consolation point)

But 15.♙xf6! (2 points) would have been stronger: 15...♙xf6 16.♜ce4 (or 16.♜de4 ♙g7 17.c5) 16...♙g7 17.c5±

15...g5! 16.♙g3 ♜d5 17.♜b3

17.♜xd5 cxd5 18.♜f3 ♜c7=; 17.a3 ♜xc3 18.♜xc3 ♜f4±

17...♜xc3 18.♜xc3 ♜f4! 19.♙c4 ♜d5 20.♜b3 ♙e6=

Scoring

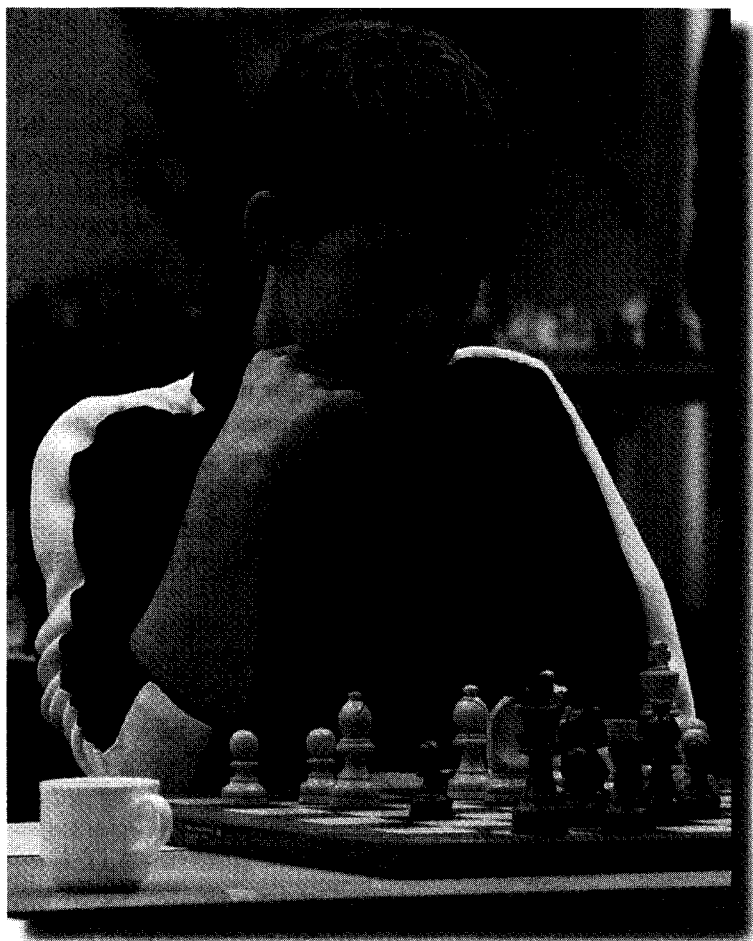
Maximum number of points is 22

19 points and above → **Excellent**

15 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.



Magnus Carlsen has grown
both in size and strength in the six years
since losing to the author...

Contents

- ✓ A method for defence
- ✓ Help in time trouble
- ✓ The elimination method in better positions

The elimination method

Experienced players employ various methods to make the calculation of variations easier. In some situations – especially when we have a decisive attack – it will make sense to concentrate on what is presumably the strongest continuation and to calculate that line with the greatest of care.

But there are also situations in which the strongest continuation is not so simple to calculate, but in which we can rather easily eliminate the poorer ones. This is when we use the *elimination method*. By excluding all the bad moves from further consideration, we can save time and energy and make the correct decision more easily and more quickly.

The elimination method is most frequently employed in defence. The pattern of thought goes along these lines: ‘This move loses, so does this one, so I’ll play a different one. Perhaps I can then hold the game, and if I can’t, that just means that the position was lost anyway.’

In order to understand how to make use of the elimination method in practical play, let’s have a look at the following example.

Diagram 17-1

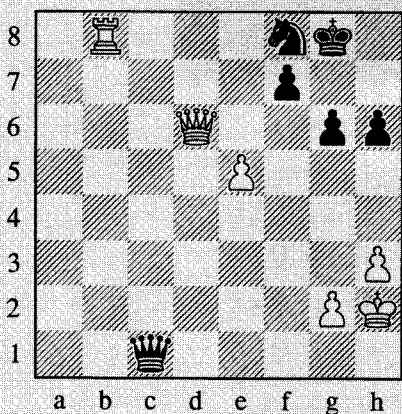


Diagram 17-1

S.Lputian – A.Yusupov

Baden-Baden 1996

Since the black knight is pinned, all Black can do is to try to give perpetual check. Black was already in time trouble and made use of the elimination method to save time.

54... ♖f4† 55. ♔g1 ♜e3† 56. ♔f1 ♜f4†

The other check, 56... ♜c1† loses to 57. ♔e2 ♜c2† 58. ♔e3 ♜c3† 59. ♔f2! ♜c2† 60. ♔g3 and then ♔h2. 57. ♔e2 ♜e4†

57... ♜c4† would be bad: 58. ♔e3 ♜c3† 59. ♔f2 ♜c2† 60. ♔g3+–.

58. ♔d1

If 58. ♔d2, then 58... ♜xg2†.

58... ♜a4†!

The only check!

59. ♔d2 ♜f4†

But not 59...♖a2? 60.♔d3 and there are no sensible checks left.

60.♔d3

Diagram 17-2

Again Black has various possibilities, but only a few seconds left on his clock. However, he quickly established that the alternatives were bad.

60...♜g3!

If 60...♜f1?, then 61.♔e3 ♜e1† 62.♔f3 ♜f1† 63.♔g3 ♜e1† 64.♔h2+— and the king has found a hiding place.

60...♜f5? is even worse, on account of 61.♔c3+—.

61.♔c4

61.♔e4 is met by 61...♜xg2†.

61...♜f4† 62.♔b5 ♜f1† 63.♔b6 ♜f2† 64.♔c7

Diagram 17-3

White was unable to find a win. The main problem is that the queen and the rook cannot leave their posts. For example: 64.♜c5 ♜b2† 65.♔c7?? ♜xb8†!—

64...♜a7† 65.♔c6 ♜a4† 66.♔b6 ♜b3† 67.♔a5

If 67.♔c7 ♜c3† 68.♔d8, then 68...♜a5† 69.♔e7 ♜a7† 70.♔f6 ♜f2+=.

67...♜a2† 68.♔b4 ♜b2† 69.♔a4 ♜c2† 70.♔b5 ♜e2† 71.♔b6 ♜f2†

½–½

White was not able to improve his position.

There is often a way out in apparently hopeless situations. Here too, the elimination method can help to rapidly eliminate the worse moves, so as to be able to concentrate on the search for fresh defensive resources.

Diagram 17-4

O.Bogdanov – R.Tischbierek

Oberwart 2003

After the obvious 22...♞d8, threatening ...♜d1#, White simply resigned. But White could have countered the mating threat and put up stiff resistance by playing an unnatural-looking move: **23.♕g1!!**†.

You can usually only find moves like this when you see that the normal moves lose.

23.♕g3? loses on the spot to 23...♜xe3† 24.♔f1 ♔d2#, whilst 23.♞a1? ♜c3†—+ is also clear.

Diagram 17-2

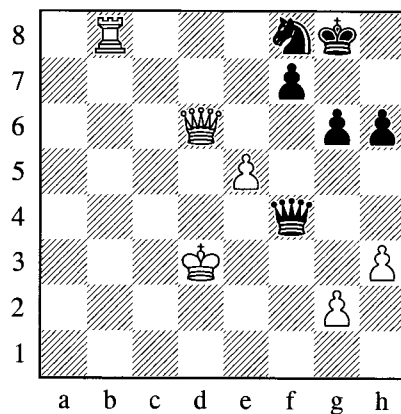


Diagram 17-3

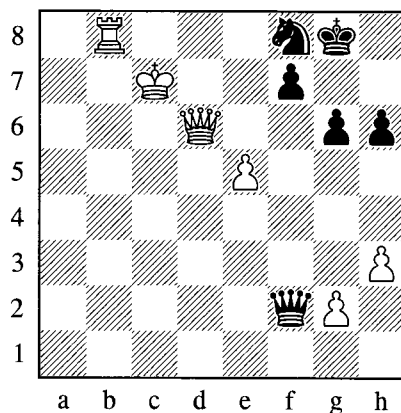


Diagram 17-4

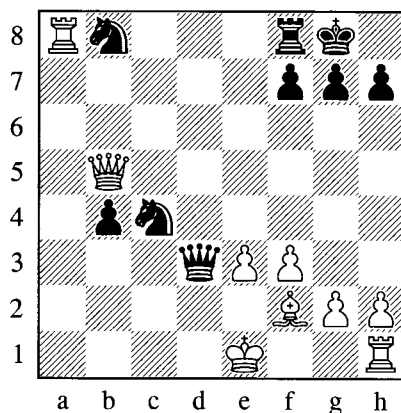


Diagram 17-5

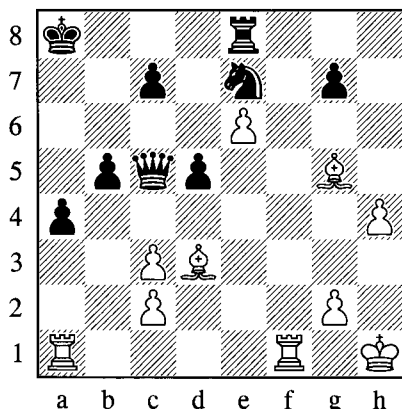


Diagram 17-5

O.Brendel – A.Yusupov

Stockholm 2002

28.♙e3??

A mistake in time trouble. White had nothing to lose and could have found the solution by means of the elimination method: 28.♙xb5!! ♖xb5 29.♜fb1! ♖xb1† (29...♖a6 30.♜b4 a3 31.♜b3 a2 32.♜b2 is even better for White) 30.♜xb1 ♜c8∞

28...♖xe3 29.♙xb5

Now it is too late.

29...c6 30.♜fb1 cxb5+ 31.♜xb5 ♜c6 32.♜xa4† ♜a7 33.♜ba5 ♜xe6

0-1

Diagram 17-6

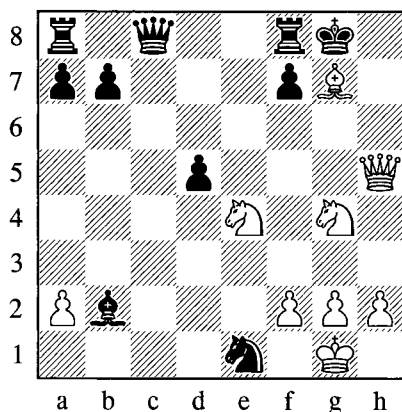


Diagram 17-6

R.Korsunsky – A.Yusupov

Baku 1979

Here the elimination method can only be used to a certain extent. Black must be certain that the main variation does not in fact lead to a loss.

24...♜f3†!

Black must take control of the g5-square. Other options are not so good: 24...♜xg7? 25.♖h6† ♜g8 26.♜ef6†+ or 24...f5? 25.♙xb2+.

The following move probably does not lose, but the situation looks dangerous: 24...f6!? 25.♜d6 (25.♖g6 ♖xg4 26.♖xg4 f5 27.♖g6 ♙xg7 28.♖e6† ♜h8 29.♜g5†) 25...♜xg7 26.♖h6† ♜g8 27.♖g6† ♜h8= White cannot play for a win, because 28.♜h6? loses to 28...♜f3† 29.gxf3 ♖c1† 30.♜g2 ♖g5†.

25.gxf3 ♖c1† 26.♜g2 ♙xg7+ 27.♜ef6† ♙xf6 28.♜xf6† ♜g7 29.♖e5 ♜g8

29...♖h6!? is also good: 30.♜g4† f6 31.♖e7† ♜f7+.

30.♜g4† ♜f8 31.♖d6† ♜e8 32.♖e5† ♜d7 33.♖f5† ♜c6

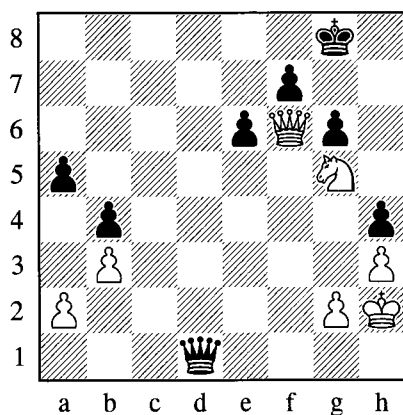
0-1

In the test which follows, please try to make use of the elimination method. Look for all the candidate moves and try to first eliminate the worse moves.

Exercises

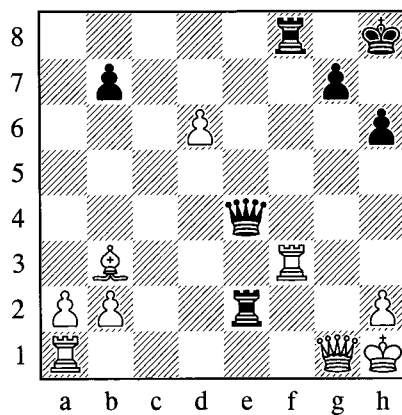
► Ex. 17-1 ◀

★



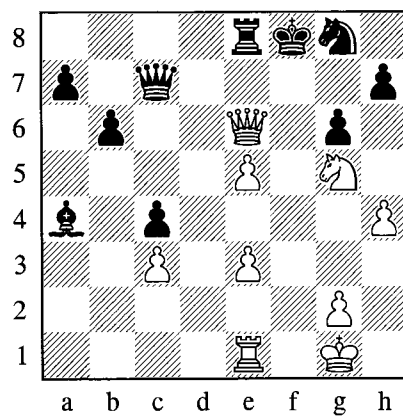
► Ex. 17-4 ◀

★★



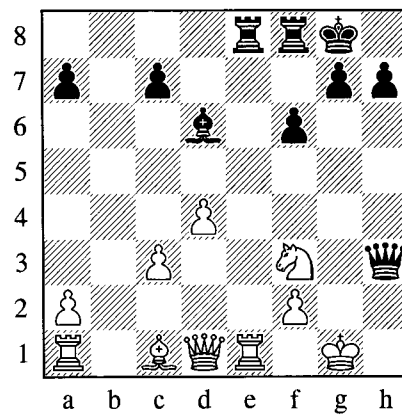
► Ex. 17-2 ◀

★★



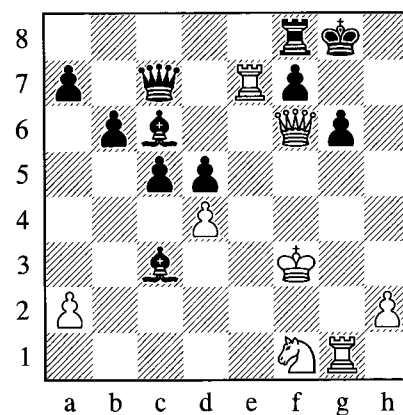
► Ex. 17-5 ◀

★★★



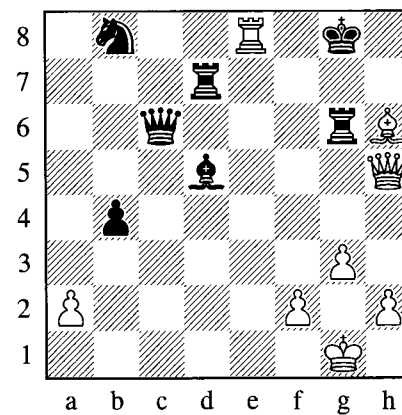
► Ex. 17-3 ◀

★★



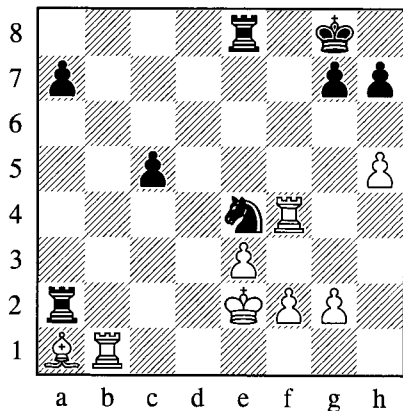
► Ex. 17-6 ◀

★★★

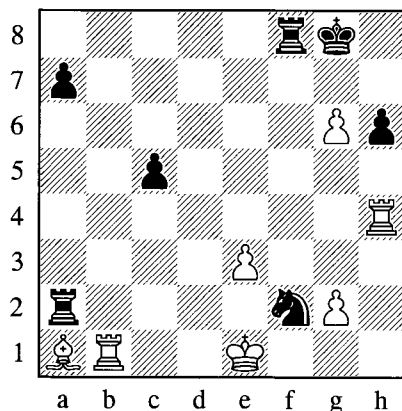


Exercises

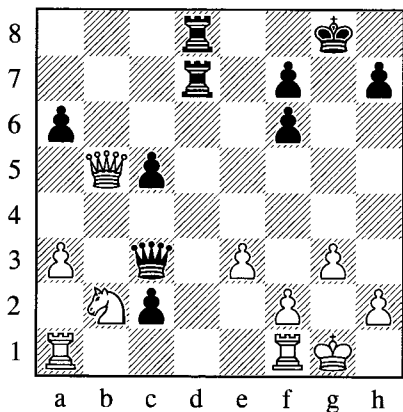
► Ex. 17-7 ◀ ★ △



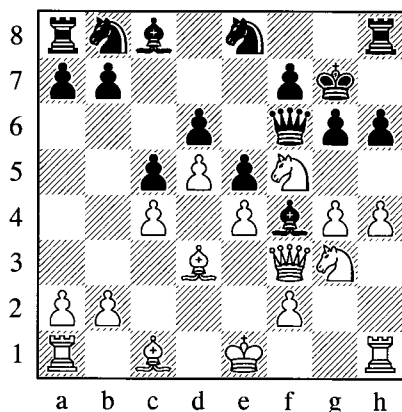
► Ex. 17-10 ◀ ★★ △



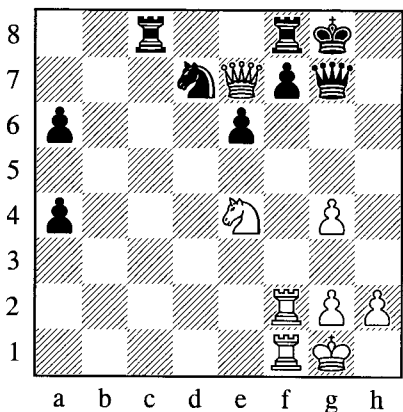
► Ex. 17-8 ◀ ★★ △



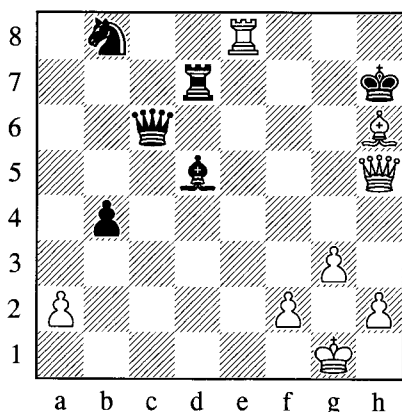
► Ex. 17-11 ◀ ★★ ▼



► Ex. 17-9 ◀ ★★ ▼



► Ex. 17-12 ◀ ★★ ▼



Solutions

Ex. 17-1

V.Ragozin – J.Capablanca

Moscow 1936

52...♖d6†

52...♖d7? 53.♖f4+–

53.♙g1 ♖c5†!

(1 point)

53...♖d1†? loses after 54.♖f1 ♖d4† 55.♙h1 ♖d7 56.♖f4+–.

54.♙f1 ♖c1† 55.♙e2 ♖c2† 56.♙e3 ♖c1†

57.♙d3 (57.♙d4?? ♖c3†+–) 57...♖d1†!

½–½

White cannot avoid the draw, because 58.♙c4?? allows 58...♖d5#.

Ex. 17-2

F.Marshall – J.Capablanca

Match, New York (11) 1909

36...♗e7!

(2 points)

36...♙h6? is not so good: 37.♗f1† ♙f5 38.g4=

Nor is 36...♙c2? 37.♗f1† ♙f5 38.e4 (38.♗xf5†=) 38...♖c5† 39.♙h1 ♗xe6 40.♙xe6†+–.

37.♗f1† ♙g7 38.h5 ♙e8+– 39.h6† ♙h8

39...♙xh6 is also good: 40.♖g4 (threatening ♖h4†) 40...♙g7 41.♙e6† ♗xe6 42.♖xe6 ♙f7+–

But not 39...♙xh6? due to 40.♖f6†+–.

40.♖d6 ♖c5

Just not 40...♖xd6? 41.exd6 ♗xe3 (41...♗d7 42.♗f8+–) 42.♗f8!+–.

41.♖d4

Or 41.♖xc5 bxc5 42.♗f8 ♗xe5 43.♙f3 (43.♗xe8 ♗xg5+–) 43...♗xe3 (43...♗e7 44.♙g5) 44.♙g5 ♗e5! 45.♙f3 ♗e7 46.♙g5 ♙c6+–.

41...♗xe5

Or 41...♖xe5+–.

42.♖d7

42.♗f7 ♙xh6 43.♗f8† ♖xf8+–

42...♗e7 43.♗f7 ♙xd7

0–1

Ex. 17-3

R.Retí – E.Bogoljubow

Stockholm 1919

The game continued 26...♙xd4? 27.♗xc7 ♙xf6 28.♗xc6 ♙d4 29.♗g2+ and White went on to win. The correct move would have been:

26...♖d8!

(1 point)

27.♙e2

27.♗xg6† fxg6 28.♗g7† ♙h8+–

27...♖xe7†

Or 27...♙b5†! followed by ...♙d3+–.

28.♖xe7 ♗e8 29.♖xe8† ♙xe8+–

(another 1 point for this variation)

Ex. 17-4

Stefanek – Brimda

Czechoslovakia 1958

1.♖g4!

(2 points)

1.♗af1? ♗xf3+–; 1.♖g2? ♗xf3 2.♙d5 ♖xd5+–

1...♖xf3†

1...♖xg4? is met by 2.♗xf8† ♙h7 3.♙g8† ♙g6 4.♗g1+–.

2.♖xf3 ♗xf3 3.♙d5†

3.♙d1!? would be better: 3...♗f8 4.d7♞. However the game ended here as a draw...

Ex. 17-5

S.Tartakower – R.Spielmann

Gothenburg 1920

20.♗e3!

(2 points)

20.♙e3? ♗e4+–

20.♗xe8 ♗xe8†

20.♙a3 ♖xe1† 21.♖xe1 ♖g4† (21...♙xa3†)

22.♙f1 ♙xa3†

20...♗xe3 21.fxe3!

(another 1 point)

White now intends ♖f1.

21.♙xe3? would be worse, due to 21...g5! threatening ...g4.

Solutions

21...♖g3† 22.♔f1 g5 23.♘g1
23.♔e2!?

23...g4
23...f5 24.♖b3† ♔h8 25.c4+–

24.♖b1 f5 25.♖b2 h5
25...f4 26.exf4 ♔xf4 27.♖f2+–

26.♖f2 ♖h4 27.♖c2 ♖g5 28.e4 f4 29.e5 g3
30.♖f3 ♔e7 31.♔g2
1–0

Ex. 17-6

A.Yusupov – V.Salov

USSR Ch, Moscow 1988

In the game Black played 38...♔f7??. Next came 39.♖f5† ♖f6 (39...♔xe8 40.♖f8#; 39...♖f6 40.♖f8†+–) 40.♖h5† ♖g6 41.♖f5† ♖f6 42.♖f8† and Salov resigned, in view of the variation 42...♔e7 43.♖xf6 (threatening ♖e6† followed by ♖f8#) 43...♖xf6 (43...♔e6 44.♖xe6!+–) 44.♔g5 (1 extra point for this variation) 44...♖xg5 45.♖xg5† ♔f7 46.♖f4† ♔g7 47.♖xb8 ♔f3 48.♖e5†+–.

The correct move was:

38...♔h7!

(1 point)

39.♔g7†

39.♔c1† ♖h6 40.♖f5† ♖g6 41.♖f8 ♖f6+–

39...♖h6!

(another 1 point)

39...♔xg7?? 40.♖h8† ♔f7 41.♖f8#

40.♔xh6

No better is 40.♖f5† ♔xg7+–.

See Ex. 17-12.

Ex. 17-7

V.Kramnik – Deep Fritz

Match, Bonn (5) 2006

28.♔e1

(1 point)

All other moves lose: 28.♔d1?? ♔xf2†+–; 28.♔f1?? ♔d2†+–; 28.♔b2?? ♔c3†+–; 28.♔f3?? ♔d2†+–; 28.♔d3?? c4† 29.♔d4 ♖d2† 30.♔xc4 ♖c8† 31.♔b5 ♖b8†+–

28...h6!

If 28...c4?!, then 29.♔d4±.

29.♖g4

29.f3? would be bad: 29...♔g3.

29...g5!

29...♖e7 is followed by 30.♖b8† ♔h7

31.♔xg7 ♖xg7 32.♖xe4 ♖xg2 33.♖e7† ♖g7

34.♖bb7±.

30.hxg6 ♔xf2 31.♖h4 ♖f8!

Threatening 32...♔d3† 33.♔d1 ♖f1#.

See Ex. 17-10.

Ex. 17-8

A.Yusupov – S.Lputian

USSR Ch, Frunze 1979

28.♖b6

(1 point)

But not 28.♖c4?! on account of 28...♖xc4! (28...♖xb2? 29.♖a2!) 29.♔xc4 ♖d1 30.♔b2 ♖xa1 31.♖xa1 ♖b8†

(1 point for this variation)

28...♖d6 29.♖b7 ♖6d7 30.♖b6 ♖d6

½–½

Ex. 17-9

A.Graf – A.Yusupov

German Ch, Saarbrücken 2002

If 28...♖cd8?!, then 29.♖d2 ♖fe8 (29...♖e5

30.♖xd7 ♖xd7 31.♔f6†+–) 30.♖h4 ♖h8

31.♖f2+–.

In the game there followed:

28...♔e5?

White immediately exploited the weakening of the f6-square:

29.♔f6† ♔h8 30.♖a3! ♔xg4 31.♖h3† ♔h6

32.♖f3

Even better is 32.♖f4+–.

32...♖c5 33.♔d7+–

33.♔g4 would have been even stronger, but White went on to win the game in any case.

The correct move would have been:

28...♖d4±

(2 points)

Solutions

29.♖e1

29.♗xd7 ♗xe4 30.♖xf7 ♗xg4=

29...♙g7 30.♗g5†

30.♙h1?? ♗xe4†

30...♙h8 31.♙h1 ♗g7±

Ex. 17-10

V.Kramnik – Deep Fritz

Match, Bonn (5) 2006

32.♙f1!

(2 points)

32...♙h3†!

32...♙g4† 33.♙g1 ♙xe3? 34.♖xh6±

33.♙e1 ♙f2

33...♙g1? 34.♖f4+–

34.♙f1 ♙h3† 35.♙e1

½–½

Ex. 17-11

A.Yusupov – I.Lipnowski

Winnipeg 1986

Black played 17...♙f8?? and resigned after 18.g5! in view of the continuation 18...hxc5 (18...♗d8 19.♙xh6+–) 19.hxc5 ♖xh1† 20.♗xh1 ♙xc5 21.♙xc5 ♗xg5 22.♗h8#.

17...gxf5?? is also bad, due to 18.♙h5†,

while 17...♙xf5? is met by 18.gxf5± (or 18.exf5±).

The correct move is:

17...♙g8!

(1 point)

18.♙xh6†

18.g5 hxc5 19.hxc5 ♖xh1† 20.♗xh1 ♗xg5

18.♙e3 ♙xc3 19.♗xc3 ♙xc4†

18...♖xh6!

But not 18...♙xh6? on account of 19.♗xf6 ♙xf6 20.g5 (20.♙xh6 ♖xh6 21.g5 ♖h8 22.gxf6 ♙d7=) 20...♙g7 21.gxf6 ♙xf6±.

19.g5 ♙d2†!

(another 1 point)

20.♙e2 ♗xf3† 21.♙xf3 ♙xc1 22.gxh6 ♙xh6†

Ex. 17-12

Variation from the game

A.Yusupov – V.Salov

USSR Ch, Moscow 1988

40...♙f3!

(1 point)

40...♙f7?? would be bad: 41.♖h8†! ♙xh8 42.♗e5† followed by ♗g7#.

40...♗xh6? 41.♖h8† ♙xh8 42.♗xh6†+–

(another 1 point for this variation)

41.♗f5† ♗g6 42.♗xf3 ♗xe8 43.♙f4 ♙c6+–

Scoring

Maximum number of points is 24

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 strengths of hanging pawns
- ✓ Standard plans
 - ◆ The d4-d5 breakthrough
 - ◆ 'Blockaded security' with c4-c5
 - ◆ Attack on the queenside with a4-a5
 - ◆ Attack with the f-pawn
- ✓ Rules of conduct

Hanging pawns

Hanging pawns are bound up with the theme of the 'isolated pawn': frequently, after the exchange of the knight on c3, an isolated pawn is transformed into *hanging pawns* on c4 and d4. In this lesson, we shall consider positions with these two pawns.

Hanging pawns are a double-edged sword. They can be strong, especially in attack, but they are not supported by other pawns and they can become weak, especially in the endgame. But if the pawns are not blockaded, then they are not as weak as an isolated pawn, since the opponent cannot occupy the squares directly in front of the pawns.

In this chapter, we shall concentrate on how to play when you are the player with the hanging pawns.

The strengths of hanging pawns

The strengths of hanging pawns are:

- 1) good control in the centre;
- 2) the opportunity to build up and regroup forces behind the hanging pawns;
- 3) their mobility, the fact that **at the correct moment** they can advance. The emphasis lies on the phrase 'at the correct moment' and not on the mobility of the pawns.

As Nimzowitsch wrote:

'Whenever you are wanting to move your hanging pawns, do not do so until you are able to discern the glimmer of an initiative behind the "blockaded security" you were hoping for: you should never, never move them into a totally blockaded situation. In such a case, your best plan is to do something else!'

Standard plans

Three main plans are available to us:

1) Preparing the d4-d5 advance

When carried out at the correct moment, this leads to an opening of the play and often to a very strong attack.

Diagram 18-1

V.Korchnoi – A.Karpov

World Championship, Merano (1) 1981

24...d4!

The mighty bishop on b7 enters the play.

25.♖e2

The weakened white kingside will be an easy target.

The natural reply 25.exd4 is refuted by the intermediate move 25...♙c6!. After 26.♙c4 (if 26.♙c2, then 26...♙xf3 27.gxf3 cxd4 28.♖a4 ♙b5+) Black has the choice between 26...cxd4 27.♖xd4 ♙f3 28.♙xc8 ♖xc8 29.♖xf3 ♙xa3 30.♖a4 ♙b3+ (Karpov) and 26...♙xf3 27.gxf3 cxd4 28.♖a4 ♙b5 29.♙e2! ♖g8!?+ (Botvinnik).

25...dxe3 26.fxe3 c4! 27.♖ed4 ♙c7

27...♖d5! would be even better, threatening both ...c3 and ...♖xe3 (Karpov).

28.♖h4

Indirectly defending the g3-pawn: 28...♙xg3?? 29.♖hf5+–.

28...♙e5 29.♖h1 ♖g8

One of the white pawns is lost. The position is hopeless for White.

However, there was the more active 29...♖g4!? 30.♖hf5+ gxf5 31.♖xf5+ ♖g8 (or 31...♖h8; but not 31...♖f8? on account of 32.♖xd8+ ♖xd8 33.♖xd8+ ♙xd8 34.♙b4+) 32.♖xd8+ ♖xd8 33.♖xd8+ ♙xd8+ (Karpov).

30.♖df3 ♙xg3 31.♖xd8+ ♙xd8 32.♙b4 ♙e4!

33.♙xe4 ♖xe4 34.♖d4 ♖f2+ 35.♖g1 ♖d3

35...♖g4 would also be very strong: 36.♙b7 ♙f2+ (36...♖b8? 37.♖xg4!) 37.♖h1 ♙f1+ 38.♖g1 ♖f2+ 39.♖h2 ♙c7+ 40.g3 ♙xg3+ 41.♖xg3 ♙xg1+ 42.♖f3 ♖f8+ (Karpov)

36.♙b7 ♖b8 37.♙d7 ♙c7

With the threat of mate in three by 38...♙f2+ 39.♖h1 ♙f1+ 40.♖g1 ♖f2#.

38.♖h1 ♖xb2

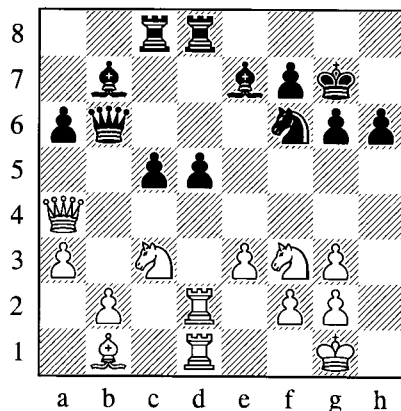
Another mating threat.

39.♖xd3

The struggle probably only continued because both players were in time trouble.

39...cxd3 40.♙xd3 ♙d6

Diagram 18-1



Karpov does not want any more complications.
41. ♖e4 ♜d1† 42. ♜g1 ♜d6 43. ♜hf3 ♜b5
0–1

2) Blockaded security

If there is not sufficient potential for an attack on the king, a different advance can be recommended: c4-c5, in order to play against the opposing b-pawn.

Diagram 18-2

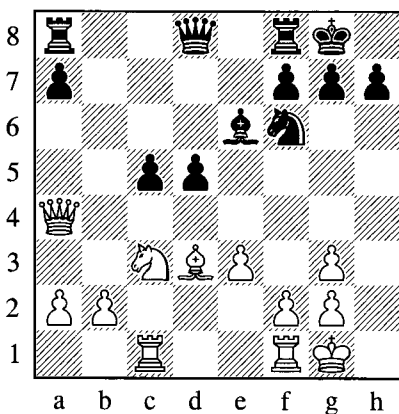


Diagram 18-2

A. Rubinstein – A. Nimzowitsch

Karlsbad 1907

15... ♜b6

‘I was quite clear about the fact that ...c5-c4 and not ...d5-d4 would constitute the correct plan, because ...d5-d4 with the urge to break through would only represent an extreme and therefore blameworthy form of “dynamism”. Here ...c5-c4 would be less dynamic, and that plan provides a certain level of security (our “blockaded security”) and on the other hand allows the development of a limited but reasonable initiative.’ (Nimzowitsch)

16. ♜a3

White forces ...c5-c4, but Black actually wants to play this move! 16.b3!? – would have been somewhat better.

16... c4! 17. ♜e2 a5! 18. ♜fd1 ♜b4

Nimzowitsch finds an ideal set-up for his pieces on the queenside.

19. ♜d4

White does not need to fear the possible doubled a-pawns.

19... ♜fd8

19... ♜xa3 20.bxa3 ♜ab8 21. ♜f3 ♜fd8 22. ♜cd1 is good for White.

20. ♜cd1 ♜d7 21. ♜f3 ♜ad8

Black can defend his d5-pawn adequately. The position remains balanced.

22. ♜b1?!

22. ♜f1= would be better, or 22. ♜a4.

22... ♜b8!

Black seizes the first opportunity to develop an initiative on the queenside.

23. ♜1d2

Diagram 18-3

23...♙xa3!

If 23...♖db7, then 24.♙c3! ♙xc3 25.♘xc3 ♖xb2 26.♖xb2 ♖xb2 27.♙xd5 ♘xd5 28.♘xd5 ♖xa2 29.♖xc4=.

24.♘xa3 ♘f8

Now the white knight is offside. But not 24...♖db7? because of 25.♘xc4.

25.e4 dxe4 26.♖xd7 ♘xd7

If 26...♙xd7?!, then 27.♙e2.

27.♙xe4 ♘c5 28.♖d4

He had to try 28.♙c6!? ♖b4! 29.♙d5 ♘a4! ♠.

28...♘xe4 29.♖xe4 ♖xb2 30.♘xc4 ♖b4 31.♘d6 ♖xe4 32.♘xe4 ♙xa2--+

The endgame is a very easy one to win.

33.♘c3

33.♘f1 is met by 33...♙c4† followed by 34...♙d5!.

If 33.♘c5 ♘e7 34.♘f1 ♘d6! 35.♘b7†?, then 35...♘c6 36.♘xa5† ♘b6--+.

33...♙c4 34.f4 ♘e7 35.♘f2 ♘d6 36.♘e3 ♘c5 37.g4 ♘b4 38.♘d4 ♙b3 39.g5 a4 40.♘b1 ♙e6 41.g3 ♘b3 42.♘c3 a3 43.♘d3 g6 44.♘d4 ♘c2

0-1

3) Attack on the queenside with a4-a5

If our opponent has already played ...b7-b6, we can improve our situation on the queenside and weaken the opposing pawn with a4-a5.

Diagram 18-4

A.Nimzowitsch – M.Vidmar

New York 1927

15.a5! ♙f6

15...bxa5?! 16.♙f4! (16.♙d2!? Alekhine) 16...♙b6 17.♙a4 and White is better.

16.axb6 axb6 17.♙e3 h6 18.h3 ♖fc8 19.♖fc1!

White cleverly defends his hanging pawns. The weakness on b6 compensates for the weakness of the hanging pawns here.

19...♖cb8

If 19...♖xa1, then 20.♖xa1 ♙xf3 21.♙xf3 ♙xc4 22.♙xc4 ♖xc4 23.♖a8† ♘f8 24.d5 exd5 25.♙xd5 ♖b4 26.♖b8 ♙d4 27.♖b7! ♘e6 28.♙xe6 fxe6 29.♙xd4 ♖xd4 30.♖xb6= (Alekhine).

Diagram 18-3

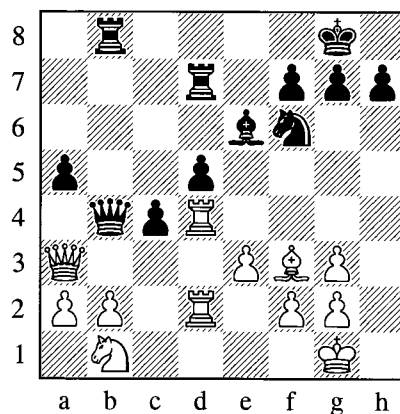
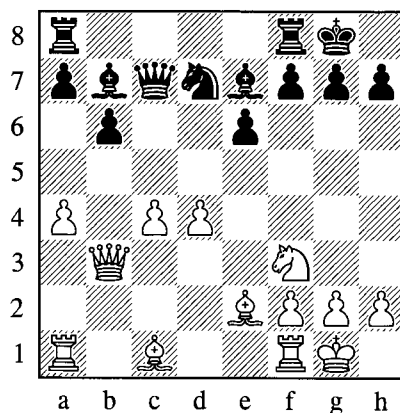


Diagram 18-4



20. ♖xa8=

20. ♘d2 is better (Alekhine).

20... ♖xa8 21. ♘d2 ♙e7 22. ♙f3 ♖a3 23. ♗b2 ♙xf3
24. ♘xf3= ♖a5 25. ♗d2 ♙a3 26. ♖c2 ♙d6 27. ♖c1

‘White limits himself to defence. This is understandable when you take into account that, because of his tournament standing, Nimzowitsch only needed a draw from this game.’ (M. Euwe)

27... ♙a3 28. ♖c2 ♙d6 29. ♖c1 ♗a7 30. ♗d3 ♖a3

If 30... ♗a8, then 31. c5!.

31. ♗e4 ♘f6 32. ♗c6 ♖xe3! 33. ♗xd6

½–½

After 33... ♖e2 34. c5 (34. d5 b5!) 34... ♗a3! (Alekhine) the position remains level.

Instead, 33. fxe3 would be risky, in view of 33... ♗a3 34. ♖c1 ♙g3 35. ♖f1 ♗xc3† 36. ♔h1 ♘e4, intending ... ♙f4.

Attack with the f-pawn

This is relatively rare, because when we undertake such an attack we clearly weaken our own castled position.

Diagram 18-5

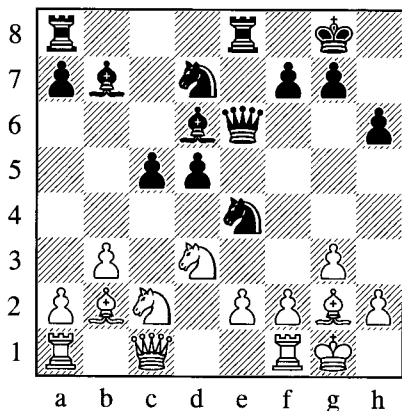


Diagram 18-5

L. Hansen – A. Yusupov

Altensteig 1993

White has prepared the attacking move ♘f4.

18... f5!?

Now after ♘f4 Black can simply counter with ... ♗f7.

19. ♖d1 ♗f7 20. ♘f4 ♖ad8 21. ♘e3

Black is very well placed. He controls the centre and can attack.

21... ♙xf4 22. ♙xf4 d4 23. ♘f1 ♗g6 24. f3

After 24. ♘g3 there follows 24... ♘xg3 25. hxg3 ♙xg2 26. ♔xg2 ♖xe2 27. ♗c4† ♗e6.

24... ♘ef6 25. ♘g3 ♘d5

Black is eyeing White's weaknesses on e2, e3 and f4.

26. ♙h3 ♖xe2!?

26... ♘e3 would be simpler.

27. ♙xf5 ♗f6 28. ♘xe2 ♗xf5

Black has fantastic compensation for the exchange. However, I would have preferred to play somewhat more prudently.

29.♙xd4?!

29.♙c4 ♘h8 30.♙c1 ♙g6† 31.♟g3⚡ is more stubborn.

29...cxd4 30.♙xd4 ♙h5 31.♟g3 ♙xf3 32.♙f1 ♙c3 33.♟e2 ♙c2 34.♙c1 ♙g6† 35.♟g3 ♙b6 36.♙f2 ♟7f6† 37.♙d2 ♙e6

Black exploits his opponent's time trouble. But, objectively speaking, 37...♙xf2†⚡ would have been better.

38.♙e1

In time trouble White finally spoils his position. Since White is in any case in a worse position, he should at least take some material by 38.♙xa7!?

38...♙h3 39.♙f1?! ♙xf1† 40.♙xf1 ♙e8 41.h3?! ♙e3→ 42.♟f5

42.♟h2 is met by 42...♙xg3!→.

42...♙xh3 43.♙c1 ♟c3! 44.♙h2 ♟e2†! 45.♙xe2 ♙h1† 46.♟f2 ♙xc1 47.♙e7 ♙c2† 48.♟e1 ♙e4 49.♟d6 ♙d3 50.♙xa7 ♟d5

0-1

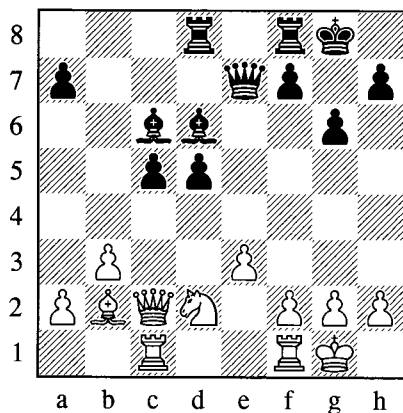
Rules of conduct

Here are a few more rules of conduct when playing with hanging pawns:

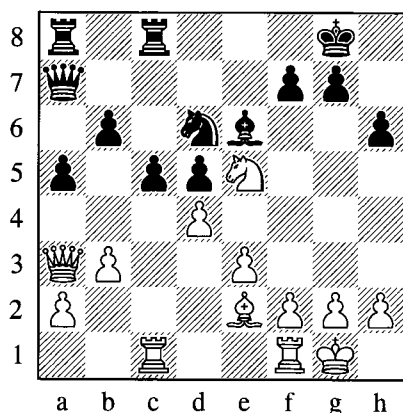
- 1) Keep your pieces on the board. The bishop pair is particularly important because it can support an attack.
- 2) Keep good control of the central squares e5, e4 and f4.
- 3) Defend your hanging pawns sufficiently.
- 4) Also, exploit all dynamic possibilities and look for the **correct** moment for a pawn advance.

Exercises

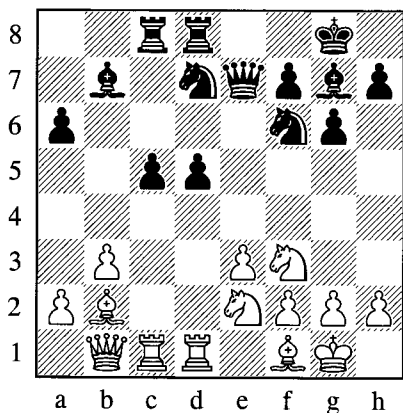
► Ex. 18-1 ◀ ★ ★ ▼



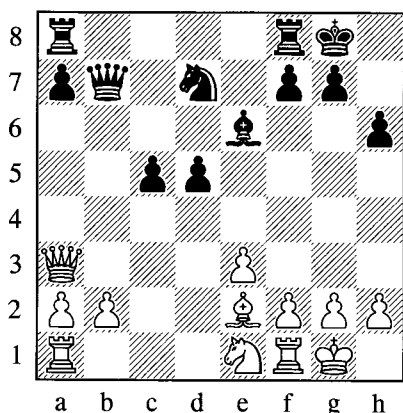
► Ex. 18-4 ◀ ★ ★ ▼



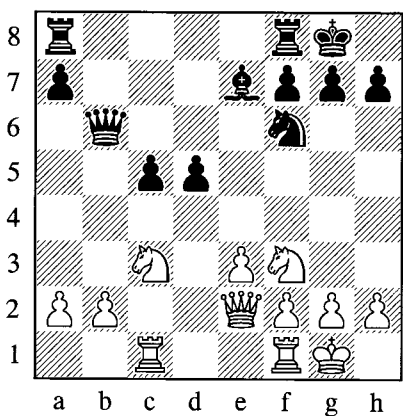
► Ex. 18-2 ◀ ★ ★ ▼



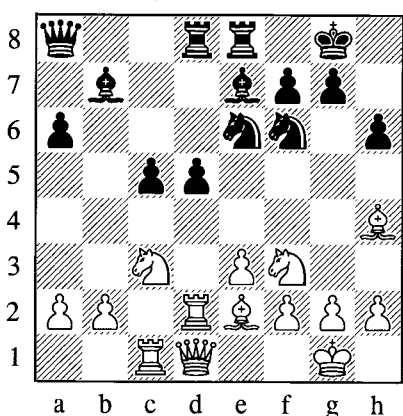
► Ex. 18-5 ◀ ★ ★ ▼



► Ex. 18-3 ◀ ★ ▼

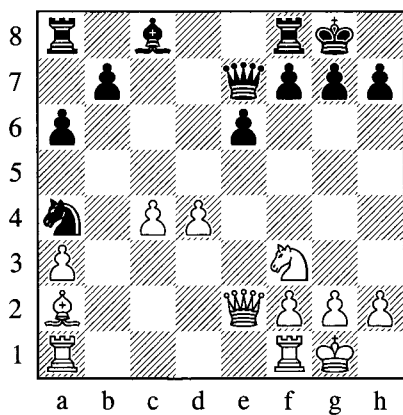


► Ex. 18-6 ◀ ★ ★ ▼

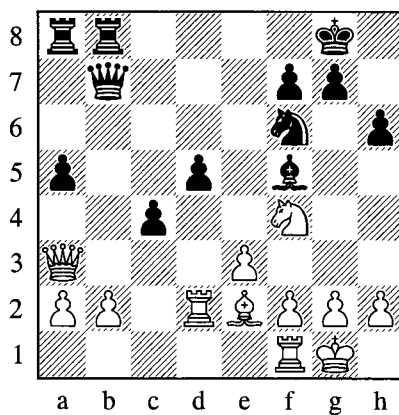


Exercises

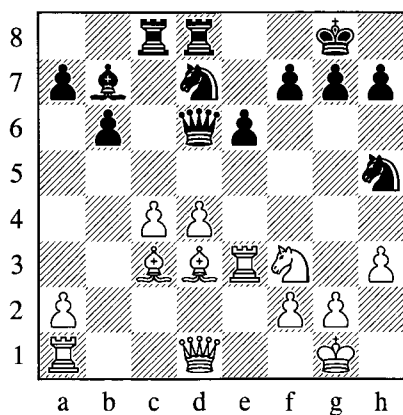
► Ex. 18-7 ◀ ★★ ▲



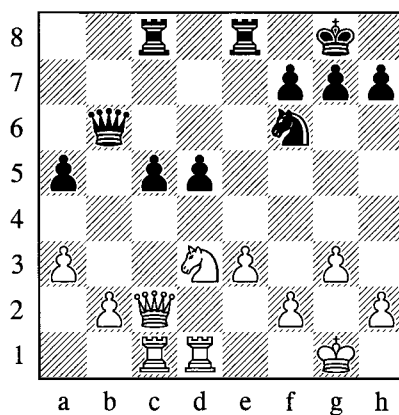
► Ex. 18-10 ◀ ★★★ ▼



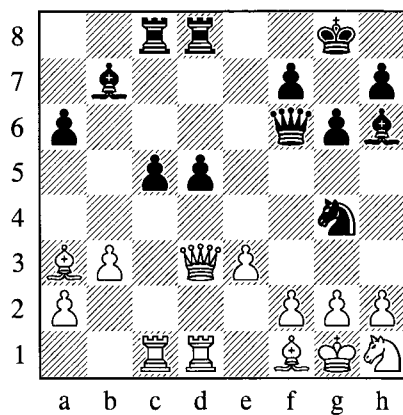
► Ex. 18-8 ◀ ★★ ▲



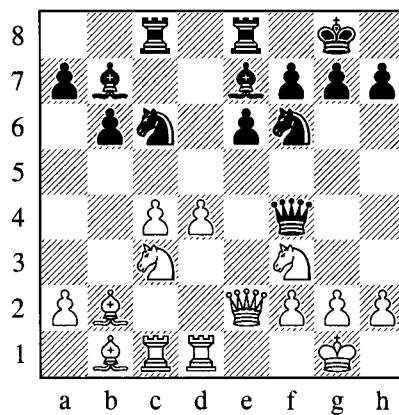
► Ex. 18-11 ◀ ★★ ▼



► Ex. 18-9 ◀ ★ ▼



► Ex. 18-12 ◀ ★★ ▲



Solutions

Ex. 18-1

A.Nimzowitsch – S.Tarrasch

St Petersburg 1914

18...d4!

19.exd4?!

19.e4 ♖fe8

19...♙xh2+!

(1 point)

(1 point)

There is the equally good 19...♙xg2! 20.♙xg2 (20.dxc5 ♖g5 21.♙f6 ♖g4+ 20...♖g5+ 21.♙f3 (21.♙h3 ♖h5+; 21.♙h1 ♖f4 22.♙g2 ♖xh2+ 23.♙f3 ♖fe8 24.♖h1 ♖f4+ 25.♙g2 ♖e2+ 21...♖fe8! 22.♖g1 ♖f4+ 23.♙g2 ♖e2+ (Neistadt).

20.♙xh2 ♖h4+ 21.♙g1 ♙xg2! 22.f3

22.♙xg2 ♖g4+ 23.♙h1 ♖d5 24.♖xc5 ♖h5+! 25.♖xh5 ♖xh5+ 26.♙g2 ♖g5+ (Kasparov)

22...♖fe8!

Threatening ...♖e2. The alternatives are weaker:

a) 22...♖g3?? 23.♙e4+–

b) 22...♙h3 23.♙e4

c) 22...♖h1+ 23.♙f2 ♙xf1 (23...♖h2 24.♖g1 ♙h3+ 25.♙e3∞) 24.♙xf1∞

23.♙e4

Or 23.♖fe1 ♖xe1+ 24.♖xe1 ♖xe1+ 25.♙xg2 ♖e2+ 26.♙g3 ♖d5! 27.f4 ♖f5+.

23...♖h1+ 24.♙f2 ♙xf1+ 25.d5

25.♖xf1 ♖h2+–; 25.♙f6+ ♙h8 26.♙xe8 ♖g2+–

25...f5 26.♖c3

26.♙f6+ ♙f7+–

26...♖g2+ 27.♙e3 ♖xe4! 28.fxe4 f4+

28...♖g3+! 29.♙d2 ♖f2+ 30.♙d1 ♖e2#

29.♙xf4 ♖f8+ 30.♙e5 ♖h2+ 31.♙e6 ♖e8+

32.♙d7 ♙b5#

Black is preparing the advance ...d5-d4.

18.♙a3 ♙g4

The threat is 19...♙xe3 20.fxe3 ♖xe3+ 21.♙h1 ♙f2+ 22.♙g1 ♙h3+ 23.♙h1 ♖g1+ 24.♙exg1 ♙f2#.

19.♖d3 ♙de5 20.♙xe5 ♖xe5 21.♙g3 ♖f6!

Threatening both ...♖xf2+ and ...♖h4.

22.♙h1+

See Ex. 18-9.

No good is 22.♖e2 ♖h4 23.h3 ♙xe3+.

Ex. 18-3

O.Bernstein – J.Capablanca

Moscow 1914

15...c4!

(1 point)

'Blockaded security.' However the sensible rook moves (15...♖fd8, 15...♖ab8 or 15...♖ac8) are almost as good, and you also get 1 point for any of them.

16.♖fd1

16.e4=

16...♖fd8 17.♙d4

Again 17.e4!? would give equality.

17...♙b4 18.b3

Better is 18.♖c2, planning ♙e2-f4.

18...♖ac8 19.bxc4 dxc4 20.♖c2 ♙xc8

21.♖xc3 ♙d5! 22.♖c2

22.♖xc4? ♙c3!

22...c3 23.♖dc1 ♖c5 24.♙b3 ♖c6 25.♙d4 ♖c7!? 26.♙b5?! ♖c5 27.♙xc3?

After 27.♙d4 ♖dc8, Black threatens ...♙b4.

27...♙xc3 28.♖xc3 ♖xc3 29.♖xc3 ♖b2!

0–1

The well-known finish. On the other hand 29...♖b1+? would be bad, as 30.♖f1 ♖xa2 is only level.

Ex. 18-2

A.Sokolsky – M.Botvinnik

Leningrad 1938

17...♙h6!

(2 points)

Ex. 18-4

B.Larsen – L.Portisch

Candidates match, Porec (6) 1968

22...a4!?

(2 points)

Solutions

23.dxc5 bxc5 24.♙f3

24.b4?! is met by 24...c4 followed by ...♘b5.

24...♘b5 25.♖b2 axb3 26.♗xb3!

26.axb3 ♖a2

26...♙ab8 27.♙xd5 ♘d4 28.exd4 ♖xb3

29.♙xe6 fxe6 30.axb3 ♖c7 31.♖xc5 ♖xc5

1/2–1/2

Ex. 18-5

M.Bertok – R.Fischer

Stockholm 1962

16...a5!?

(2 points)

Standard preparation for play on the queenside, with ...♖b4. Also possible is 16...c4 or 16...♖fb8 (1 point).

17.♘d3 c4! 18.♘f4 ♖fb8 19.♙ab1?

Fischer indicated the following lines here:

a) 19.♙f3 ♘f6 20.♖fd1 ♗xb2 21.♗xb2 ♖xb2 22.♘d5 ♘d5 23.♙xd5 ♙xd5 24.♖xd5 c3! 25.♖dd1 (25.♖c5 c2 26.♖c1 ♖d8→) 25...c2 26.♖dc1 ♙ab8 27.♘f1 ♖b1 28.♘e2 ♖xa1 29.♖xa1 ♖b1→

b) 19.♘xe6 fxe6 20.♙g4 ♖a6! 21.b3! (21.♖e7? ♘f8; 21.♙ab1 ♖b4 22.♖c3 ♖xc3 23.bxc3 ♖ab6) 21...cxb3 22.axb3 ♖xb3 23.♖e7 ♘f8 24.♖a3 ♖b4 25.♖xb4 ♖xb4 26.♙e2 ♖a7 27.♖fa1 a4 28.♙d1=

19...♙f5! 20.♖bd1 ♘f6 21.♖d2

See Ex. 18-10.

21.♙f3 ♖xb2 22.♖xb2 ♖xb2 23.♘d5 ♘d5 24.♙xd5 (24.♖xd5 ♙e6 25.♖c5 ♖c8! 26.♖xa5 c3 27.♖c1 c2 28.♙e4 ♖b1! 29.♖xb1 cxb1=♖† 30.♙xb1 ♖c1#) 24...♖c8 25.e4 ♙e6! 26.♙xe6 fxe6 27.a4 c3 28.♖c1 c2→ (Fischer)

Ex. 18-6

V.Topalov – G.Kasparov

Sofia (rapid) 1998

23...d4!

(2 points)

24.exd4 cxd4 25.♘a4

25.♘d4 ♘d4 26.♖xd4 ♙xg2

25...♘f4 26.♘c5

Better is 26.♙xf6 ♙xf6 27.♘c5 ♖xe2 28.♖xe2 ♙xf3 29.gxf3 ♖d5 30.♘e4.

26...♙xc5!?

26...♘e2† 27.♖xe2 ♙xf3 28.gxf3 ♖xf3→ (Kostakiev)

27.♙xf6 d3!?

27...♙b4! 28.♙f1 (28.♙xd8 ♙xd2→) 28...♘h3† 29.gxh3 ♙xf3 30.♙e2 ♖xe2 31.♖xe2 gxf6 32.♖c7 ♘h8→ (Kostakiev)

27...gxf6! 28.♖xc5 ♖xe2

28.♙xd3

28.♙f1 ♘e2† 29.♙xe2 dxe2 30.♖xe2 gxf6 31.♖xd8 ♖xd8→

28...♙xf3 29.gxf3 ♖d5!?

29...♖xd3 30.♖xd3 ♖c8 (30...♖e1† 31.♖xe1 ♘d3 32.♖d1 ♘xc1 33.♖xc1 ♖d5=) 31.♖d8 ♖xd8 32.♖xd8† ♖xd8 33.♙xd8 ♘e2†→ (Donev)

30.♙h4?

30.♙f1! (or 30.♖c4!?) 30...♖xd2 31.♖xd2 ♖xf3 32.♖c3! ♙b4 33.♖xf3 ♙xd2 34.♖g3 ♘h5 35.♖d3= (Kostakiev)

30...♙b4 31.♖c3 ♙xc3 32.bxc3 ♖ed8

0–1

Ex. 18-7

L.Szabo – A.Kotov

Zürich Candidates 1953

17.♙b3!

(2 points)

1 point for either 17.♖c2 or 17.♖fc1, which are nearly as good.

17...♙d7 18.♖c2 ♘b6 19.c5 ♖ac8 20.♘e5

Or 20.♖b1? ♘a4 21.♙c2±.

20...♖fd8 21.♖e4

21.♖fe1!±

21...♘d5 22.♙xd5 exd5 23.♖f4±

But not 23.♖xd5? ♙b5.

Solutions

Ex. 18-8

S.Gligoric – P.Keres

USSR – Yugoslavia, Zagreb 1958

17.d5!±

(2 points)

A standard move.

If 17.♘g5 (1 consolation point) 17...g6 18.♙g4 ♘df6 19.♙h4, then 19...♙f4=.

But White has a second, though somewhat more complicated, solution: 17.♙xh7! ♘xh7 18.♘g5 ♘g6 19.h4 (also 2 points) ♘f8 20.g4 ♘f4 21.♙c2 ♘f6 22.d5 ♘e7 23.♘e4+–

17...♘c5

17...exd5 is met by 18.♙xh7! ♘xh7 19.♘g5 and then:

a) 19...♘g6 20.♘xf7! ♘xf7 21.♙xh5 ♘g8 (21...♙g6? 22.♙e7 ♘f7) 22.♙xg7!+–

b) 19...♘g8 20.♙xh5 ♙g6 21.♙xg6 fxg6 22.♙e7 d4 23.♙xd4 ♘f6 24.♙xf6 gxf6 25.♙xb7 fxg5 26.♙xa7+–

18.♘g5 g6

18...♘xd3? 19.♙xh5

19.♙e2 ♘g7

19...♘f4? 20.♙d4+–

19...exd5 20.♙d4 (not 20.♙xh5? d4!) 20...f6 21.♙xh5 gxh5 22.♙g3+–

20.♙d4 ♙f8 21.♙h4 h5 22.♙g4! f5

22...♘f5 23.♙xf5 exf5 24.♙ae1

22...♙e8 23.♙ae1!

23.♘xe6 ♘gxe6 24.dxe6 ♙e8

24...fxg4 25.e7+–

25.♙xh5!+– ♙h6

25...gxh5 26.♙g5 ♘h7 27.♙xh5 ♙h6 28.♙f7+–

25...♙xe6 26.♙xg6 ♙xg6 27.♙h8 ♘f7 28.♙h7 ♙g7 29.♙xg7 ♙xg7 30.♙e7+–

26.♙f6 f4 27.♙f7#

Ex. 18-9

A.Sokolsky – M.Botvinnik

Leningrad 1938

22...d4!

(1 point)

22...♙e5 first is just as good.

23.♙e2 ♘e5

23...♙g5 would have been better: 24.f4 ♙h5.

24.exd4

24.f4, in order to develop the knight from the corner, would be more stubborn: 24...♘d7 25.♘f2 dxe3 26.♘g4 ♙xf4 27.♙c4 ♙g5 28.♘h6 ♙xh6 29.♙c1 with some drawing chances.

24...cxd4 25.♙xc8 ♙xc8!

Threatening ...♙g4. Not so good is 25...♙xc8 26.♙b2.

26.♙e1 d3 27.♙d1

27.♙xe5 ♙xe5 28.♙xc5 d2 29.♙e2 d1=♙ ♘d1 ♙xd1+–

27...♙g4 28.♙a1

28.f3 ♘xf3 ♙xf3 30.♙b1 d2 31.♙d1 ♙e3+–

28...d2 29.♙xe5 d1=♙ 30.♙e8 ♙xe8

31.♙xf6 ♙e2 32.♘g3 ♙g7

32...♙xf1 would be weaker: 33.♘xf1 ♙e1! ♙xa6

34.♙xa6

33.♙c6 ♙b5 34.♙c1

34.♙c7 h5 35.h4 ♙e1+–

34...♙xc1 35.♙xc1 ♙e1 36.♙e3 ♙a1 37.a4 ♙d3 38.f4 ♙b1 39.♘f2 ♙xf1 40.♘xf1 ♙xb3 0–1

Ex. 18-10

M.Bertok – R.Fischer

Stockholm 1962

21...g5!+–

(2 points)

Only 1 point for 21...♙b4. After 22.♙xb4 axb4 23.♘xd5 ♘xd5 24.♙xd5 ♙e6 25.♙xc4! ♙ White gets drawing chances.

22.♘xd5

22.♘h5 ♘e4 23.♙c2 ♙b4+–

(another 1 point for this variation)

22...♘xd5 23.♙xc4

23.♙f3? ♙d3+–

23...♙e6 24.♙fd1?

24.♙xd5 ♙xd5 25.f3 would last a bit longer.

Solutions

24...♖xe3! 25.♗xe3
25.♗xe6 ♗xg2#
25...♗xc4 26.h4 ♖e8 27.♗g3 ♗e7 28.b3
♗e6 29.f4 g4 30.h5 ♗c5† 31.♖f2 ♗f5
0-1

Ex. 18-11

A.Yusupov – J.Tarjan

Indonesia 1983

21...c4!?

(2 points)

21...♖e4 would not be so good, in view of
22.♖f4 ♖b8 23.♖xd5 and now 23...♗xb2
would lose to 24.♖e7†!

22.♖f4 ♖c5 23.♖d2!

23.♖d4 ♖b8 24.♖cd1 ♗xb2 25.♗xb2 ♖xb2
26.♖xd5 h6†

23...h6

23...g5 24.♖e2 ♖e4 25.♖d4 ♖b8 (25...♖b5
26.♖c3! ♖xb2 27.♗a4 is dangerous for Black)
26.♖c3±

24.♖cd1 ♖e5 25.a4 g5!? 26.♖e2 ♗e6
27.♖g2 h5 28.♖d4 ♗c8 29.♖f3 ♖f5
30.♖d4 ♖e5 31.♖f3 ♖f5

1/2-1/2

Ex. 18-12

P.Keres – M.Taimanov

USSR Ch, Moscow 1951

16.d5!

(2 points)

16...exd5 17.cxd5

17.♖xd5!?

17...♖b8

17...♖a5 18.♖d4 ♗d6 19.♗d3±

18.♖d4 ♗d6 19.♖cd1 ♗f8?

Better is 19...♖bd7, although White has the
initiative after 20.♖g5.

20.♖e4! ♖xe4

20...♗d8 21.♖xf6† ♗xf6 22.♖e4+–

21.♖xe4 ♖xe4 22.♗xe4 ♗h6

22...g6 would be more stubborn: 23.♖g5
(White could also consider 23.h4!? or 23.♗d4
f6 24.h4!?) 23...♗g7 24.♗xg7! (if 24.♗h4
h5 25.♗xg7, then 25...♗xd5!+–) 24...♖xg7
25.♗h4 h5 26.♗d4† ♗f6 27.♗d2 ♖d7
28.♖e4 and White retains an attack.

23.♖g5! ♗d6

23...g6 24.♖xf7+–

24.h4!+–

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

- ✓ The weaknesses of hanging pawns
- ✓ Standard plans
 - ◆ Piece pressure
 - ◆ Attack with the e-pawn
 - ◆ Attack with the b-pawn
- ✓ Rules of conduct

Playing against hanging pawns

Whenever we have to take action against hanging pawns, the first thing we should do is to exploit their weakness – the fact that they can only be defended by pieces.

This weakness grows gradually as the position is **simplified** (Samaritan). And in addition, the danger that the opponent can mount an attack is clearly reduced.

Whenever a direct attack proves ineffective, we should then strive to get **one of the hanging pawns to advance**. Then an effective blockade can be set up. For that, the square in front of the rearmost pawn is particularly valuable. Then our opponent cannot surprise us with an advance. Although he has only one weak pawn instead of two (the weak one is protecting the other one), this pawn has been fixed and thus made even weaker.

Standard plans

Three different strategies are available to us in our play against hanging pawns.

1) Piece pressure against the hanging pawns

The pawns can be attacked turn about. By doing so, we hope of course to win a pawn, or at least to entice one to advance. Penetrating via the central square e4, or more often via the f4-square, can disorganize the opposing defence.

M.Euwe – S.Reshevsky

Zürich Candidates 1953

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.e3 c5 5.♙d3 0–0
6.a3 ♙xc3† 7.bxc3 b6 8.♘e2

Here Bronstein recommends 8.e4! (Δ♙g5) 8...♘e8
9.♙h5 with an attack.

8...♙b7 9.0–0 d6 10.♙c2

10.♘g3 is met by 10...♘c6 (Bronstein).

10...d5!? 11.cxd5 ♙xd5 12.♘f4

Not 12.f3? because of 12...c4 (Bronstein).

12...♖c6 13.c4 cxd4

After 13...g5? there follows 14.d5! (Bronstein).

14.exd4 ♖bd7

Diagram 19-1

A position has arisen with hanging pawns. White must always bear in mind the possibility of ...e6-e5 or ...b6-b5.

15.♟b2 ♜f8 (Δ...e5) 16.♞fe1 ♞ac8 17.♞ac1 ♜f8

Black wants to simplify the position with ...♜g6.

18.♟f1

18.f3!? would be better: 18...♜g6 19.♜xg6 hxg6 20.♞f2 (Euwe).

18...♜g6

18...b5!?

19.♜xg6!?

White is forced onto the defensive (Euwe). Better is 19.♜d3, intending 19...b5 20.♜e5.

19...hxg6 20.♞e3 ♞ed8 21.♞e2

The queen has to leave the c-file, because of the continuing threat of ...b6-b5.

21...♞d6 22.♞h3

Diagram 19-2

22...♞f4!

A demonstration of the significance of the 'free' central squares (Euwe).

23.♞d1 ♟a6 24.♞f3 ♞e4 25.♞e3 ♞g4 26.f3 ♞f4 27.g3

White gains control over the free central squares, but only at the cost of a weakening of his kingside (Euwe).

27...♞h6!

Clever manoeuvring. 27...♞g5 would not be so good, in view of 28.♞e5.

28.♞c3 ♞g5! 29.♞f2

Diagram 19-3

29...♞d7

Black prepares to double rooks, in order to increase the pressure on the hanging pawns.

30.♞dc1

If 30.♟c1 ♞a5 31.♞b2 (31.♞c2 ♜d5-+) 31...♞a4!? 32.♞c2, then 32...♞xc2 33.♞xc2 ♟b5!±.

30...♞dc7 31.♞1c2 (Δ♟c1) 31...♞a5!? 32.♟c1?

White overlooks his opponent's reply. He had to play 32.♞c1. Black would then have needed his final reserve: 32...♜e8! 33.♟d3 ♜d6 34.♞e2

Diagram 19-1

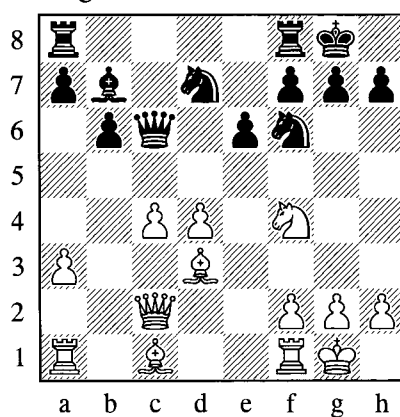


Diagram 19-2

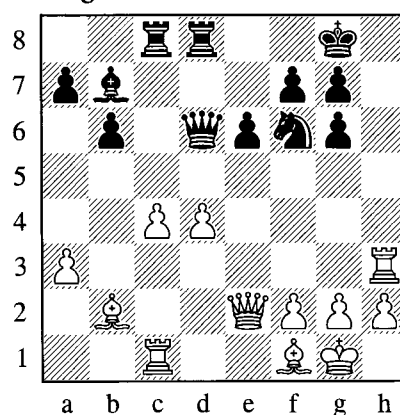


Diagram 19-3

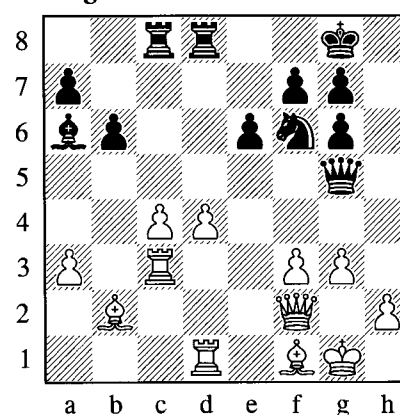


Diagram 19-4 (analysis) ▼

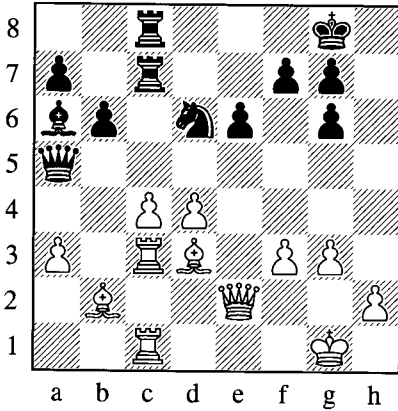


Diagram 19-4

34...♖f5! An attack on one of the hanging pawns is followed by an attack on the other. 35.♗3c2 ♗d7 36.♗f2 ♗cd8 Forcing White to exchange pieces. 37.♗xf5 ♗xf5 32...♖d5!—+ 33.cxd5 ♗xc3 34.♗xc3 ♗xc3 34...♗xc3? 35.♗d2 35.♗b2 ♗b3 36.♗xa6 ♗c2 37.d6 ♗xf2 38.d7 ♗d5 39.♗xf2 ♗xd7 0–1

2) Attack the hanging centre with the e-pawn

The move d4-d5 (or ...d5-d4) is often provoked. If we can blockade the pawns like this, we receive the wonderful c5-square (or c4) for our pieces, and in addition we have mobile pawns in the centre, which can eventually advance. The white c4-pawn (or the black c5-pawn) becomes all the weaker.

A.Yusupov – J.Klovans

Groningen 1992

1.d4 ♖f6 2.♖f3 d5 3.c4 e6 4.♖c3 ♗e7 5.♗g5 0–0 6.♗c1 h6 7.♗h4 b6 8.cxd5 ♖xd5 9.♖xd5 exd5 10.♗xe7 ♗xe7 11.g3 ♗e6

A good idea for Black here is 11...♗f5!? 12.♗g2 ♗e4, aiming to swap off the strong g2-bishop. Then the weakening of White's castled position would promise Black sufficient counterplay.

12.♗g2 ♗c8?!

Better is 12...c5 13.♖e5 ♗c8.

13.0–0 c5 14.dxc5 bxc5

Diagram 19-5

15.♖e5?!

Although the knight looks very strong here, White would do better to hold back with it. The reason is that the black knight will be better deployed defensively on d7 than on c6, and so the correct move is 15.♖e1!, to attack the d5-pawn and entice the opponent into ...♖c6. After 15...♖c6 (or 15...♗d8 16.♖d3±) 16.♖d3, White is clearly better.

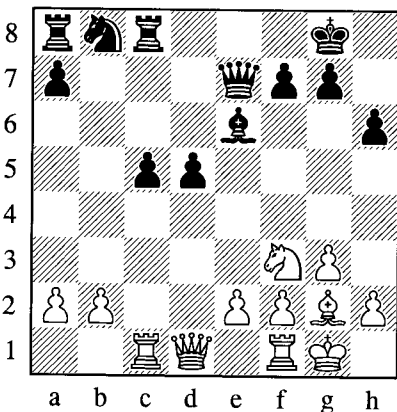
15...♖d7 16.♖d3

The knight is heading for f4.

16...♗ab8 17.b3 d4

In conjunction with the next move Black loses

Diagram 19-5 ▲



an important tempo. He should immediately seek counterplay on the queenside. The correct plan would have been 17...a5 18.♖f4 d4 19.♞e1 a4 20.♜xe6 ♞xe6 21.e3±.

18.♜f4 ♜f5?!

Diagram 19-6

White now prepares e2-e4. By a transposition of moves, we will reach a typical position after the advance of the e-pawn.

19.♞e1! ♜f6 20.e4!± dxe3

Of course, not 20...♜xe4 21.f3+–.

Perhaps 20...♜g4 21.♞d2 ♜d7 22.♜d5± would have been better, since in the game White was the only one who gained anything from the opening of the e-file.

21.♞e3 ♞c7

Diagram 19-7

22.♞e1!

White fights for the open file.

22...♞b6

22...♞e8? is met by 23.♜d5+–.

23.♞e7 a5?!

Too late! 23...♞e8 once more runs into 24.♜d5!+–. However, 23...♜f8±, preparing ...♞e8, was better.

24.♞e5 ♜h7 25.♞e1

White takes firm control of the file. The threat is mate after 26.♜d5 ♜xd5 27.♞e8±.

25...♞f8 26.♜d5 a4

26...♜xd5 27.♜xd5 is no better: 27...♞a6 loses to 28.♞xb8!, while after 27...♞b5 there is the decisive 28.♜c7 ♞c6 29.♜e8!.

27.♜c4

27.bxa4+– is also good.

27...axb3 28.axb3

The threat is ♜e6.

28...♞b4 29.h3!

An unpleasant move for the opponent to meet in time trouble!

29...♜c2 30.♞e3 ♞bd8

30...♞d2 31.♞xf7+–

31.♞c7+–

Black cannot defend his f7-pawn.

31...♞d1† 32.♜g2 ♜h8 33.♞xf7 ♞xf7 34.♞xf7

1–0

Black overstepped the time limit here. If 34...♞b8,

Diagram 19-6

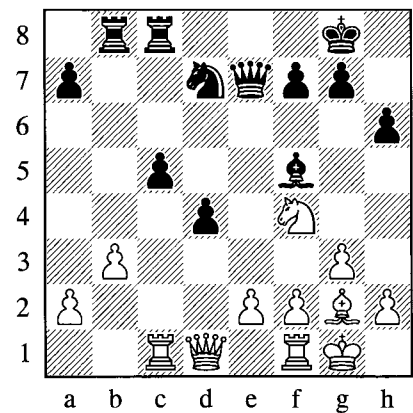


Diagram 19-7

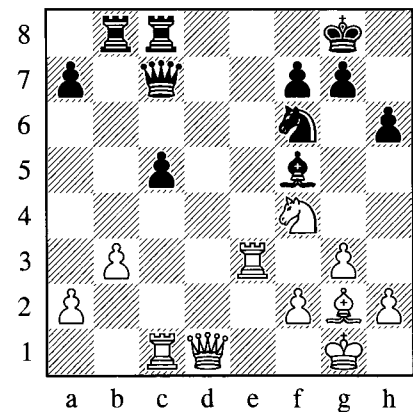


Diagram 19-8

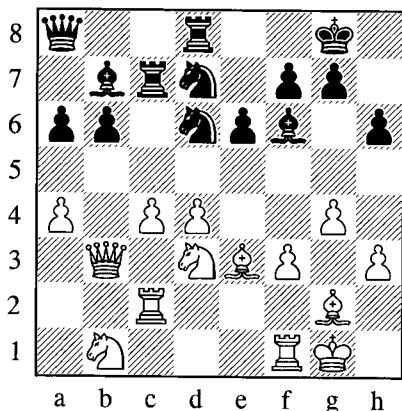
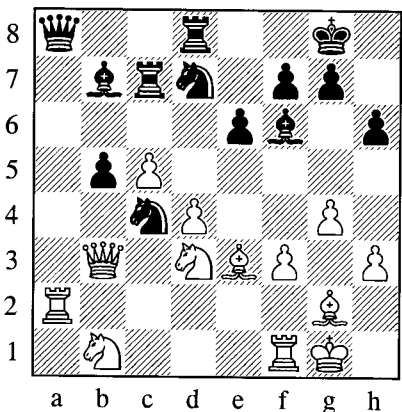


Diagram 19-9



then White can win with 35.♖e7 ♜a8† (35...♙e4† 36.f3 ♜d2† 37.♙e2+–) 36.f3 ♜d2† 37.♙e2 ♜g8 38.♜xg8† ♙xg8 39.♞e8+–.

3) Attack with the b-pawn

Attacking the hanging centre with the b-pawn is also a valuable idea. We want to provoke the move c4-c5. In this case, we get the central square d5 and we can create a passed pawn on the queenside. Of course the white pawn on d4 also comes under attack. Sometimes it even leads to chances for an attack on the king.

Diagram 19-8

K.Spraggett – A.Yusupov

Candidates match, Quebec (9) 1989

25...b5!

A typical breakthrough. With this flank attack Black bursts open the white centre. The other, somewhat more complicated, solution goes 25...♞xc4! 26.♞xc4 ♙d5 27.♙d2 b5+.

26.axb5 axb5 27.c5

The position after 27.cxb5 ♙d5 28.♜b2 ♞xc2 29.♜xc2 ♙xb5 is strategically lost for White.

27...♙c4 28.♞a2

Diagram 19-9

28...♜xa2!+

Black gets much more than sufficient compensation for the queen.

29.♜xa2 ♙xe3 30.♞c1

30.♜a5 is met by 30...♙xd4+–.

30...♙xd4 31.♙h1 ♙xc5

The white king position is too weak. White cannot hold this position.

32.♙xc5 ♞xc5 33.♞xc5 ♙xc5 34.♙c3 ♞d3 35.♙xb5

Not 35.♙e4? due to 35...♙xe4 36.fxe4 ♞d1† 37.♙h2 ♙d6†+–.

35...♙xg2?!

Black plays simply. But there was the even better 35...♙c6! 36.♜a6 ♙xb5 37.♜xb5 (37.♜c8† is met by 37...♙f8+–) 37...♞d1† 38.♙h2 ♙d6†+–.

36.♜c2! ♙e1 37.♜xc5 ♙xf3 (Δ...♞d2) 38.♙g2 ♞d2† 39.♙g3

Or 39.♙f1 ♙e4+–.

39...♙g5 40.♙d6?

Losing a piece, but the position was hopeless anyway. After 40.♖c3 comes 40...♗d3† 41.♕h2 ♗xh3†+.

40...♗xd6!→ 41.♗c7 ♗d3† 42.♕f2 ♖xh3† 43.♕e2 ♗e4 44.♗b8† ♕h7 45.♗b4 f5 46.gxf5 exf5 47.♗e7 ♖f4† 48.♕f2 ♗d2† 49.♕e1 ♗e2† 50.♕d1 ♗c2† 0-1

Rules of conduct when playing against the hanging pawns:

1) Try to exchange off your opponent's active pieces! If he has the bishop pair, it is particularly important to swap off one of his bishops.

A.Beliavsky – A.Karpov

USSR Team Ch, Riga 1975

1.d4 ♖f6 2.c4 e6 3.♖c3 ♗b4 4.e3 c5 5.♗d3 0-0 6.♖f3 d5 7.0-0 dxc4 8.♗xc4 cxd4 9.exd4 b6 10.♗g5 ♗b7 11.♗e2 ♗xc3! 12.bxc3 ♖bd7 13.♗d3 (13.♖e5!?) 13...♗c7 14.c4

Diagram 19-10

14...♗g4!

A typical idea in this variation. The threat is ...♗xf3. White must exchange his valuable light-squared bishop. Then he will have no chance of an attack on the king.

15.♗e4 ♗xe4 16.♗xe4 ♖gf6 17.♗e2 ♗ac8

Another example: 17...h6 18.♗h4 (18.♗e3) 18...♗ac8 19.♗ac1 ♗f4! (19...♗d6 Δ♗b4) 20.♗fe1 ♗c6 (20...♗f5!?) 21.♗g3 ♗g4 22.h3 (22.♗d3!) 22...♗h5 23.♗d3 ♗a5 24.♖e5 ♖xe5 25.dxe5 ♖h7 26.♗e2 ♗fc8 27.♗ec2 ♖f8 28.h4 ♗c7∞ P.Popovic – A.Yusupov, USSR – Yugoslavia 1978.

18.♗ac1

Diagram 19-11

18...♗b7!?

Black is slightly better. Karpov increases the pressure on the c4-pawn.

19.♗b2!?

Good defence.

19...♗a6 20.♗b3 ♗c6 21.♗c2 ♗fc8 22.♗fc1 h6 23.♗f4 ♗a5 24.♗d2 ♗f5

Black still has both options for attacking the hanging pawns: ...b6-b5 or ...e6-e5. Belavsky tries to solve the problems tactically.

Diagram 19-10

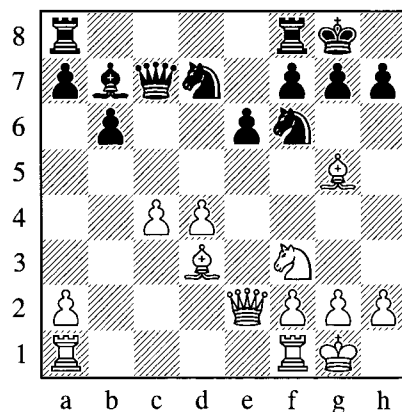
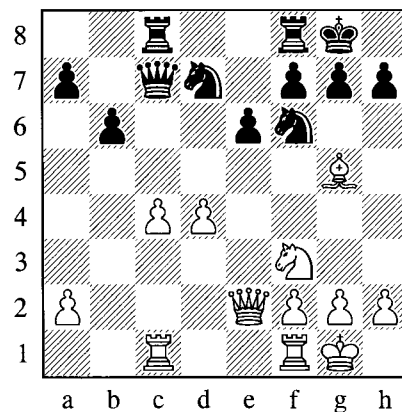


Diagram 19-11



25.d5!?

Also possible is 25.a4! or 25.h3 e5 (25...b5!?) 26.dxe5.

25...♟c5

Of course, not 25...exd5? 26.♟d4.

26.♞e3

If 26.♞a3, then 26...♞c7.

26...♞d6 27.♟d4 ♞d3

Black tries to exploit his advantages in the endgame.

28.♟c6!

After 28.♟b5 there comes 28...♞d7.

28...♞d7 29.♟e5 ♞xe3 30.♟xe3 ♞b7 31.♞d1 ♟cd7 32.♟c6

Diagram 19-12

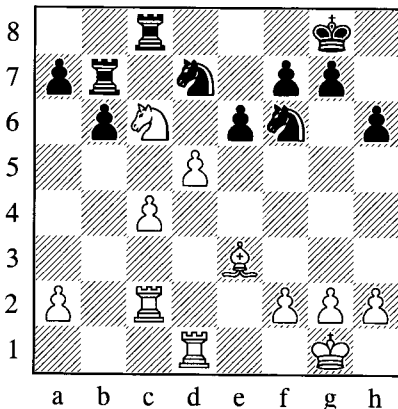


Diagram 19-12

32...♟b8!

An excellent move which logically imposes the strategy of simplification.

33.♟xb8 ♞xb8 34.♟d4?

White commits an error. The correct line is 34.dxe6 fxe6 35.c5 ♟d5 36.♟d4, although here too Black can play for the advantage after 36...♞c6 (36...♟b4 37.♞c4=) 37.♞b2 b5 38.♟e5 ♞b7 39.♟d6 b4 40.♞e1 ♟f7 41.♞be2 ♟c3.

If 34.d6, then 34...♞c6 and the d6-pawn is weak.

34...♟xd5 35.♞cc1 ♟b4 36.a4 ♞c6+

Naturally, Black is clearly better, almost winning. But, despite the loss of a pawn, Beliavsky was still able to save this game. A rare case in the praxis of Karpov, who did not normally miss chances like that!

2) Concentrate your fire on the hanging pawns!

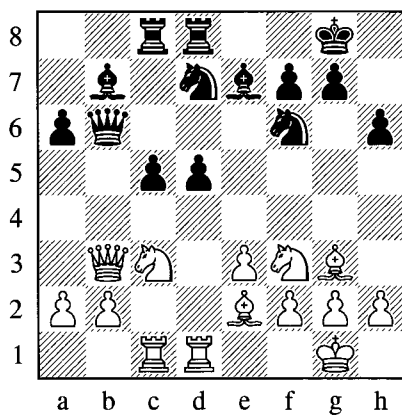
Provoke them into a premature advance. Look for a favourable moment for an attack with the b- or with the e-pawn.

3) Try to control the central squares e4, e5 and f4 and to use them for a counterattack!

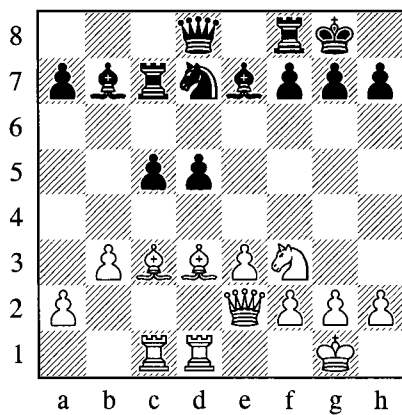
4) Without exception, it is favourable to **fianchetto the bishops**; then they do not get in the way of the major pieces and in addition they increase the pressure on the pawns (Euwe).

Exercises

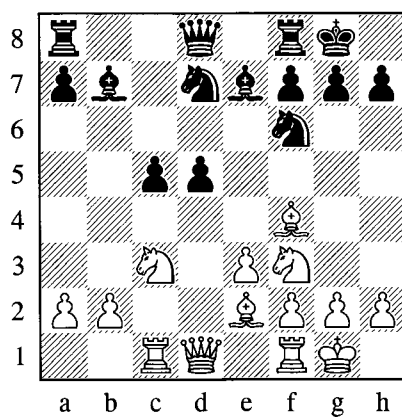
► Ex. 19-1 ◀ ★★ △



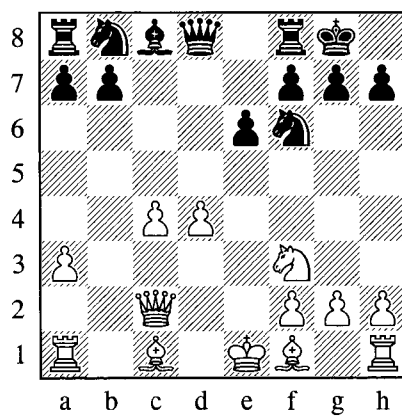
► Ex. 19-4 ◀ ★★★ △



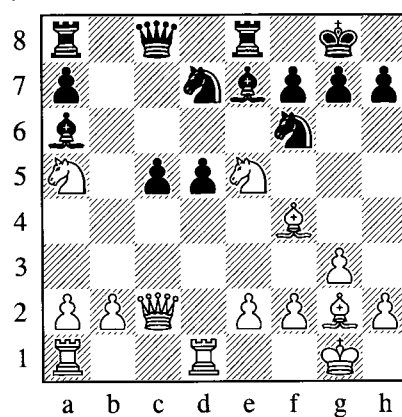
► Ex. 19-2 ◀ ★★ △



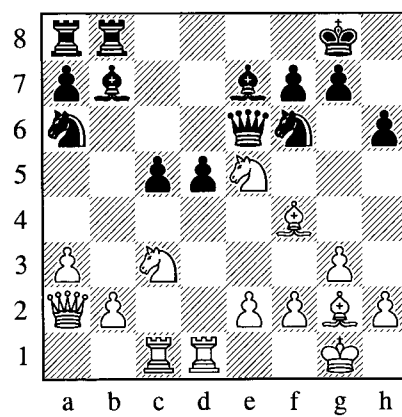
► Ex. 19-5 ◀ ★★ ▼



► Ex. 19-3 ◀ ★★ △

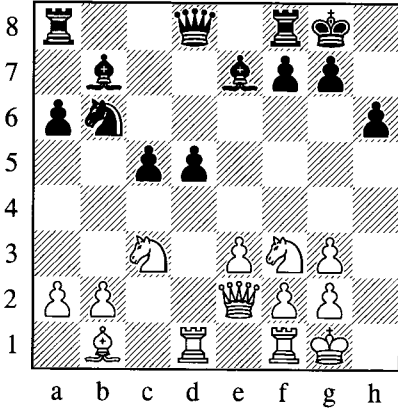


► Ex. 19-6 ◀ ★★ △

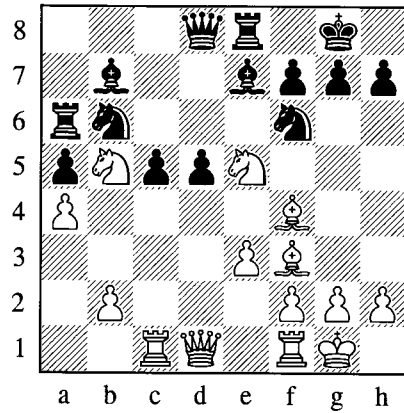


Exercises

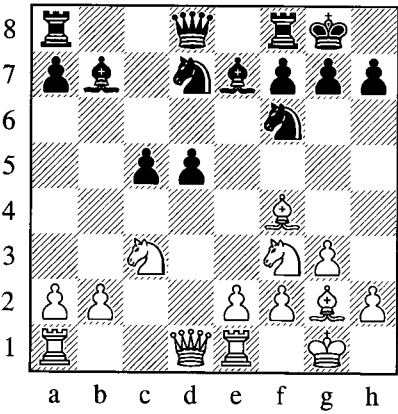
► Ex. 19-7 ◀ ★ ★ △



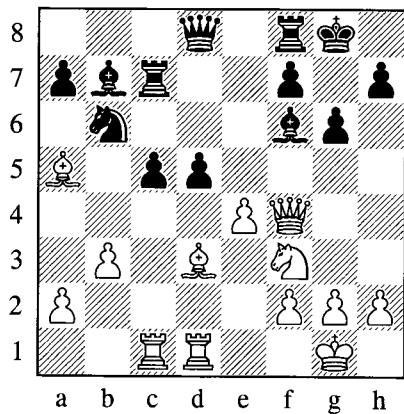
► Ex. 19-10 ◀ ★ ★ △



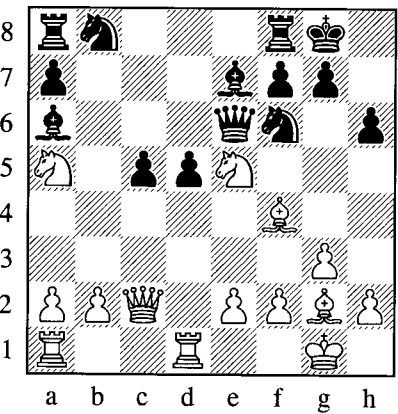
► Ex. 19-8 ◀ ★ ★ △



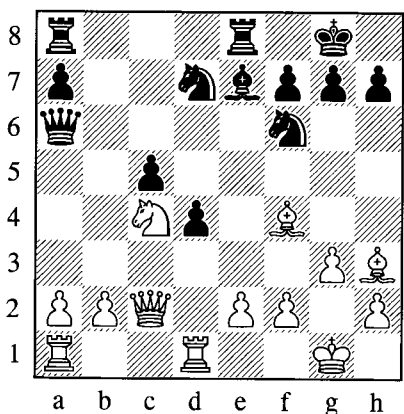
► Ex. 19-11 ★ △



► Ex. 19-9 ◀ ★ ★ △



► Ex. 19-12 ◀ ★ ★ △



Solutions

Ex. 19-1

A.Yusupov – N.Short

Linares 1992

17. ♖e5!?

(2 points)

White should not be afraid of having doubled pawns on the queenside, since he obtains even better control over the c4-square. Furthermore, the black a6-pawn becomes just as weak as White's on b3.

For the modest move 17. ♖xb6 you get 1 point; but nothing for 17. ♖e1?! d4±.

17... ♗xb3 18. axb3 ♖b6 19. ♙f3± ♙a8?!

Better is 19... c4 20. bxc4 ♖xc4 21. ♖xc4 ♗xc4 22. h3± A.Greenfeld – V.Liberzon, Tel Aviv 1988.

20. ♖a1! d4 21. exd4 cxd4 22. ♖e2 ♙xf3 23. gxf3! ♖bd5 24. ♖xd4±

Ex. 19-2

A.Yusupov – L.Ljubojevic

Tilburg 1987

12. ♖e5!

(2 points)

A typical move, preparing ♙f3 to increase the pressure on the hanging pawns. You receive 1 consolation point for the other useful idea in this position, 12. ♖h4. White can get more by offering to simplify the position.

12... ♖b6

12... ♖xe5 13. ♙xe5 ♖d7 14. ♙g3± and White will continue with ♙f3.

13. a4! a5

13... a6 14. ♙f3; 13... ♗c8! 14. a5 ♖bd7±

14. ♙f3

14. ♖b5!?

14... ♗e8

14... ♙d6 15. ♖b5; 14... ♗c8 15. ♗c2! intending ♗d2.

15. ♖b5

Threatening ♖xf7 followed by ♙c7.

15... ♗a6

See Ex. 19-10. If 15... ♗c8, then 16. ♖a7.

Ex. 19-3

A.Yusupov – A.Sokolov

Tilburg 1987

16. ♙h3!

(2 points)

16. ♙xd5 (1 consolation point) would not be so clear: 16... ♖xd5 17. ♗xd5 ♖f6 18. ♗d2 ♗h3±

16... ♗c7 17. ♖ec4 ♗c8

17... ♗d8! 18. ♖c6 ♗c8 19. ♖4e5! ♙f8 20. ♗a4!±

18. ♖e3!

18. e4 ♙xc4 19. ♖xc4 dxc4 20. e5 ♗a6±

18... d4 19. ♖ec4

White now threatens ♙g2.

19... ♙xc4 20. ♖xc4 ♗a6±

See Ex. 19-12.

Ex. 19-4

B.Larsen – I.Radulov

Leningrad 1973

16. ♗c2!

(2 points)

This is even stronger than 16. e4 (1 point) 16... d4 17. ♙a5 ♖b6±. White hinders the reply ...d5-d4.

16... g6

16... h6 is met by 17. b4! and if 17... cxb4?, then 18. ♙h7† ♖h8 19. ♙xg7†.

17. e4!

(another 1 point)

17... ♗a8

17... d4 would be bad: 18. ♙xd4.

18. ♗d2! ♙f6

18... dxe4 19. ♗h6 ♖f6 20. ♖g5±

19. ♗f4 ♗d8 20. ♙a5

Or 20. exd5 ♙xd5 21. ♙e4 ♙xc3 22. ♙xd5±.

20... ♖b6±

See Ex. 19-11.

Solutions

Ex. 19-5

K.Ojanen – P.Trifunovic

Mar del Plata 1953

11...♗d7!

(2 points)

Black is preparing ...b5. If he plays 11...b5?! at once, then 12.cxb5 ♗b7 13.♗e2 ♖bd7 14.0–0 and Black does not have enough compensation for the pawn he has sacrificed.

12.♗e2

12.♞b2!? is possible: 12...♗c6 13.♗e2 ♖bd7 14.0–0 ♞c8=

12...b5! 13.c5

13.cxb5 ♗xb5 14.♗xb5 ♞a5† 15.♗d2 ♞xb5†

13.0–0 bxc4 14.♗xc4 ♗c6†

13...♗c6† 14.0–0 ♗e4! 15.♞c3

15.♞b3 ♖c6 (15...a6!?) 16.♞xb5 ♗xf3 17.♗xf3 ♖xd4 18.♞d3 ♖xf3† 19.♞xf3 ♞d5† (Euwe)

15...♖c6!

The threat is 16...♗xf3 17.♗xf3 ♖xd4 18.♗xa8? ♖e2†.

16.♗e3?!

16.♗xb5 would have been better: 16...♗xf3 17.♞xf3 ♖xd4 18.♞d3 ♖xb5 (or 18...♞d5 19.♗e3 ♖xb5 20.♞xb5 ♞fb8 21.♞a4) 19.♞xb5 ♞c7† (Euwe)

16...♖d5 17.♞c1 ♞b8 18.♖e5 ♞c7 19.♖xc6 ♞xc6 20.♗d2?

Better is 20.f3 ♗g6† (Euwe).

20...♗xg2!–+

Ex. 19-6

M.Dlugy – S.Kudrin

New York 1986

18.e4!

(2 points)

18.♖xd5 (1 point) is not so convincing: 18...♖xd5 19.♗xd5 ♗xd5 20.♞xd5 ♞xd5 21.♞xd5 ♞xb2±.

And 18.♖xf7?! is too optimistic: 18...♗xf7

19.♗xb8 ♞xb8 20.♖xd5 ♖xd5 21.♗xd5 ♗xd5 22.♞xd5 ♞xb2 and Black is better.

18...d4

18...♖xe4 is met by 19.♖xe4± dxe4 20.♞xe6 fxe6 21.♖g6 ♗g5 22.♗xb8 ♗xc1?! 23.♗e5+–.

19.♖d5! ♗d8 20.♗h3! ♞xh3

20...♞d6? 21.♖c4+–

20...♗xd5 21.♗xe6 ♗xa2 22.♗xa2 ♞f8 23.♖c6 ♞fe8 24.♗c4+–

21.♖xf6† ♗xf6 22.♞xf7† ♗h7 23.♞xb7+– ♞e6 24.♖c6 ♞dc8 25.♖xa7 ♞e8 26.e5 ♗g5 27.♗xg5 hxg5 28.b4 cxb4 29.axb4 ♖xb4 30.♞xd4 ♖a2 31.♞c7 ♞xe5 32.♞dd7 ♞g8 33.♞b1† ♗h8 34.♞xa2 ♞gf8 35.♞c1 g4 36.♞d2 ♞ab8 37.♖c6

1–0

Ex. 19-7

V.Kramnik – A.Yusupov

Dortmund 1998

17.a4!

(2 points)

This typical idea prepares a5 and ♗a2.

After 17.♞c2 (1 point) comes 17...g6 18.♖xd5!? ♗xd5 (18...♖xd5 19.e4 ♖b4 20.♞xd8 ♖xc2±) 19.e4 ♗xe4 20.♞xe4 ♞c7= (Kramnik).

17...♗f6?!

17...a5!? 18.♞c2 g6±

18.♞c2 g6 19.a5

19.♗a2!? ♗xc3 20.♞xc3 ♖xa4 (20...c4 21.a5 ♖d7 22.b3±) 21.♞c2 ♖b6 22.♞xc5± (Kramnik)

19...♖c4

19...♗xc3 20.♞xc3! ♖c4 (20...♖d7 21.♗a2 c4 22.e4!±) 21.♗a2 ♞xa5 22.♞xa5 ♖xa5 23.♗xd5±

20.♖xd5

20.e4!? ♗g7!? (20...♗xc3 21.♞xc3 ♞xa5 22.♞c1! [Kramnik] 22...♗g7 23.exd5 ♞b4±) 21.♖xd5 ♖b2 22.♞d2±

20...♖xb2

20...♗xd5 21.e4 ♗xe4? 22.♞xc4+– (Ftacnik)

Solutions

21. ♖xf6†

21. ♖d2 ♗xd5 22. ♖xc5 ♜c8 23. ♖xd5 ♖c4= (Ftacnik)
21... ♖xf6 22. ♖d2 ♗xf3 23. ♗xf3 ♜ab8±

Ex. 19-8

V.Kramnik – Z.Ribli

Groningen 1993

12. ♖h4!

(2 points)

Nor would 12. ♖e5!? (1 point) be bad:
12... ♖xe5 13. ♗xe5 ♖d7 14. ♗f4 ♖f6±

12... ♖b6 13. ♖f5± ♜e8

13... ♖d7 14. e4!? (14. ♗h3 ♖h8) 14... d4
15. ♖b5 ♖xb5 16. ♖xe7† ♖h8 17. ♖f5±
14. ♖b5 ♖d7

14... ♖h5 15. ♗d6 ♗f8 16. e4 ♖f6 17. e5±
15. ♖b6 ♗xd6 16. ♖xd6 ♜e6!:

16... ♜ed8 17. ♜c1 and now:

a) 17... ♗c6 18. e4 (18. ♜xc5? ♖h5!)
18... ♖xe4 19. ♖xe4 dxc4 20. ♖xd7 ♖xd7
21. ♗xe4±

b) 17... c4 18. ♖xb7 ♖xb7 19. ♗e5± (Belov)
17. ♗h3 ♗c6 18. ♖c1 c4 19. ♗e5! ♜f8

19... ♖e7 20. ♗xe6 (20. ♖f5 ♖f8 21. ♖g5
♜xe5 22. ♖h6† ♖h8 23. ♖xe5 ♜e8±) 20... ♖xe6
21. ♖f4 ♖h5 22. ♖f5 g6 23. ♖xe6 fxe6 24. b3+–
(Belov)

20. ♖f4 ♖h5 21. ♗xe6!

21. ♖d4? f6 22. ♗xe6† ♖xe6 23. ♗f4 ♖xf4
24. ♖xf4 g5+–

21... fxe6 22. ♖d4+– ♖f6 23. b3 ♗a8 24. f3
♖c6 25. ♜ac1 ♖fd7 26. bxc4 dxc4 27. ♗xg7
♜xf3 28. exf3 ♖xf3 29. ♖e4 ♖d5

1–0

Ex. 19-9

R.Vaganian – J.Timman

Amsterdam 1986

16. e4!

(1 point)

16... d4 17. ♖b3!±

(1 point)

17... ♖xb3 18. axb3 ♗d6

After 18... ♗b5 19. ♖ec4± the threat of e5 is difficult to meet.

19. ♖ac4 ♗xe5 20. ♗xe5 ♗xc4 21. bxc4 ♖fd7
22. ♗xd4! cxd4 23. e5+– ♖c6 24. ♗xc6 ♜ad8
25. f4 ♖b6 26. b3 d3 27. ♖f2 ♜d4 28. ♖e3
♜fd8 29. ♜xa7 d2 30. ♗e4

1–0

Ex. 19-10

A.Yusupov – L.Ljubojevic

Tilburg 1987

16. ♖d3?!

(1 consolation point)

The prophylactic move 16. b3!± (2 points) would be much stronger; and if 16... ♖a8, then 17. ♜c2! intending either ♜d2 or ♖c1 and ♜d1.

16... c4 17. ♗c7?!

17. ♖c7 cxd3 18. ♖xa6 ♗xa6 19. ♗c7 ♖d7
20. ♗xb6 ♗b4!±

17... ♖d7! 18. ♖e5

18. ♖f4? ♖xa4

18... ♖c8 19. b3?!

19. ♗xb6 ♜xb6 20. ♖g4=

19... ♖a8!±

Ex. 19-11

B.Larsen – I.Radulov

Leningrad 1973

21. b4?!

(1 point)

21. exd5 (also 1 point) would be simpler:

a) 21... ♗e7 22. b4!±

b) 21... ♗xd5 22. ♗c4+–

c) 21... ♜d7 22. ♗e4 ♗g7±

21... ♗e7?

21... c4 loses to 22. ♗xc4!, but 21... ♗b2!? would have been more stubborn.

22. exd5 ♗d6

22... ♗xd5 23. ♗e4 ♗d6 24. ♖h6 ♗xe4
25. ♖g5 f5 26. bxc5+–

23. ♖h6 cxb4?

Solutions

23...f6 24.bxc5+–
 24.♖g5 f5 25.♗e6 ♖d7 26.♞xc7
 1–0

Ex. 19-12

A.Yusupov – A.Sokolov

Tilburg 1987

21.e3!

(2 points)

21...♗b6 22.♗xb6 ♖xb6 23.exd4 cxd4
 24.♙c7!?
 24.♙e5!? ♙c5 25.♙xf6 gxf6 26.♞ac1±
 24...♖c5 25.♖xc5 ♙xc5 26.♞ac1±

Scoring

Maximum number of points is 24

- 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.



Andrei Sokolov played on the
Soviet team in the 1980's with the author.
He now plays for France

Contents

- ✓ Tactical nuances in positional play
- ✓ Hidden tactical elements

Diagram 20-1

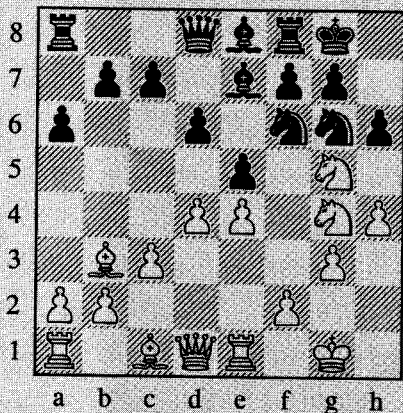


Diagram 20-1

V.Smyslov – V.Liublinsky

USSR Ch, Moscow 1949

Black wanted to drive away the active knight on g5, but White finds a tactical means to maintain the knight in its active post.

17. ♖xf6† ♕xf6 18. ♖h5!± ♖h8

The knight is extremely passive here, but at least it is defending the weak f7-square.

If 18...hxg5, then 19.hxg5 ♕e7 20. ♖xg6 and White wins back the piece.

18...exd4 is met by 19. ♖xg6 hxg5 20.hxg5 ♕e5 21. ♖h5 with the threat of g6.

19.dxe5 dxe5 20. ♕e3 ♖e7

20...hxg5 would also be too dangerous here: 21.hxg5 g6 (21...♕e7 22.♖g2+–) 22. ♖h4 ♕g7 23.♖g2 ♕c6 24.♖h1 ♕e8 25. ♖h7† ♖f8 26.♕c5† ♕e7 27. ♖xh8†! ♕xh8 28.♖xh8† ♖g7 29.♖xd8 ♖xd8 30. ♕xe7+–

21. ♕d5!

White prevents the move ...♕c6.

21...c6

21...hxg5 would once again not be good, on account of 22.hxg5 g6 23.gxf6±.

After 21...♕c6 comes 22. ♕xc6 bxc6±.

22. ♕b3 ♕d7 23.♖ad1 ♖ad8 24.♖d2 ♕c8 25.♖ed1 ♖xd2 26.♖xd2 ♖c7

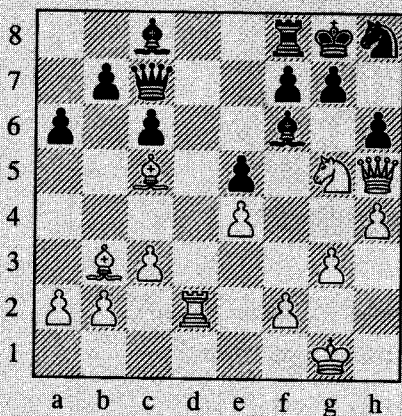
With the threat of 27...hxg5!.

27. ♕c5

27. ♖f3!±

Diagram 20-2

Diagram 20-2



27...♞d8?

Black does not find the correct defence. 27...hxg5? would also be bad, due to 28.♙xf8+.

The only way is 27...♙e7! 28.♙xe7 ♜xe7 29.♘f3.

Diagram 20-3

Smyslov saw this as winning for White. But after 29...♜f6! (if 29...♞e8?, then 30.♙xe5! ♜xe5 31.♘xe5 ♜xe5 32.♞d8† ♔h7 33.♞xc8 and Black cannot take on e4 because of ♙c2), White cannot take the e5-pawn with impunity: 30.♘xe5 (30.♔g2 ♘g6 and Black can hold the position) 30...g6 31.♘g4 ♜g7 32.♘xh6† ♔h7

Black gains a material advantage, though the position is very unclear in view of his badly posted knight.

28.♞xd8† ♙xd8**Diagram 20-4****29.♘xf7!+- ♘xf7 30.♙b6! ♜d7**

Black must return the piece. 30...♜xb6 loses to 31.♜xf7† ♔h7 32.♜g8† ♔g6 33.♜e8† with a forced mate.

31.♙xd8 ♔h7 32.♙xf7 ♜xd8 33.♙g6†

Black loses a second pawn.

1-0

Diagram 20-5

E.Geller – V.Smyslov

Amsterdam Candidates 1956

41...♜e4!

An effective manoeuvre, which allows Black to convert his material advantage. The threat is simply ...♜h7. White has to go into a lost endgame.

42.♜xf4

White cannot take the queen, in view of 42.♙xc4 ♘e2† 43.♔f1 ♘xg3† 44.♔e1 ♞h1† 45.♔d2 ♘xe4†+-.

42...♜xf4 43.♙xf4 ♞xf4 44.♞e1

And here 44...♞hf6 would be the simplest route to victory.

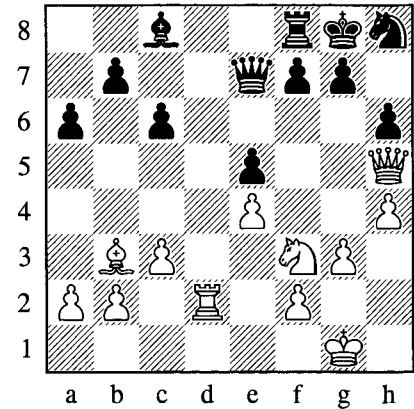
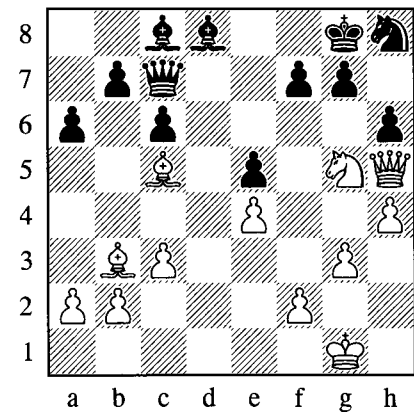
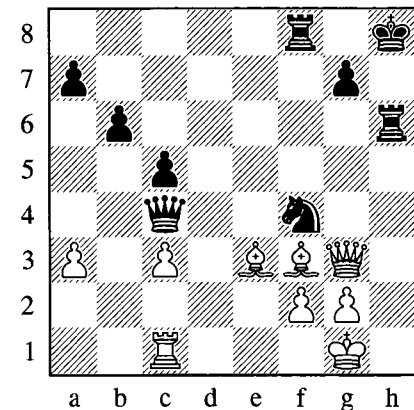
Diagram 20-3 (analysis)**Diagram 20-4****Diagram 20-5**

Diagram 20-6

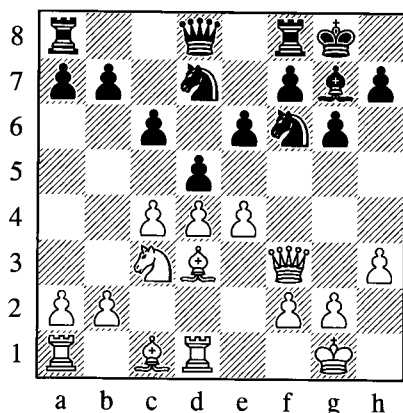


Diagram 20-7

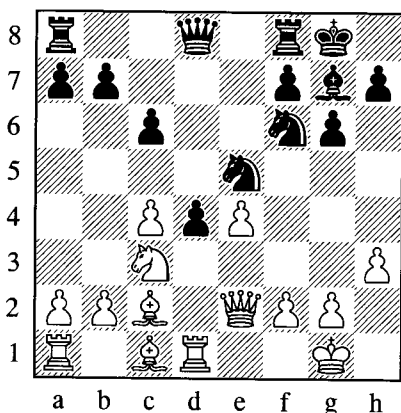


Diagram 20-8

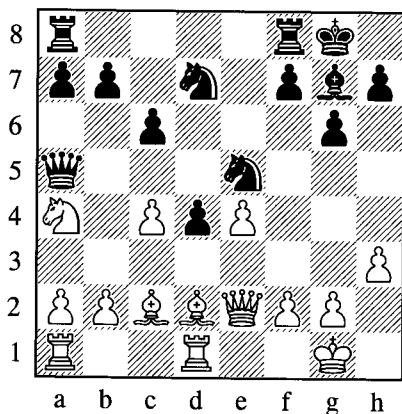


Diagram 20-6

A. Bisguier – V. Smyslov

Moscow 1955

11...e5!

A counterblow in the centre brings Black the initiative.

12.dxe5

12.exd5 exd4 13.♖e4 ♜e5 14.♜xf6† ♜xf6 is somewhat better for Black, V. Simagin – V. Smyslov, 1951.

12...♜xe5 13.♞e2 d4 14.♙c2

Diagram 20-7

14...♜fd7!

Black employs tactics to find the optimal position for his pieces and to attack the c3-knight.

15.♜a4

15.♞xd4 is of course bad, due to 15...♜f3†.

15...♞a5 16.♙d2

If 16.f4, then 16...d3! 17.♙xd3 ♞xa4 18.fxe5 ♜xe5†.

Diagram 20-8

16...d3!?

16...♞c7 is not so good: 17.f4 (17.b3!? d3 18.♙xd3 ♜xd3 19.♞xd3 ♙xa1 20.♞xa1†) 17...b5 18.cxb5 cxb5 19.♞ac1∞

17.♙xa5?

White loses the thread. 17.♞xd3 would also be bad, on account of 17...♞xa4!–+.

But White should play 17.♞e3 here. After 17...♞a6 (17...♜xc4 18.♙xa5 ♜xe3 19.fxe3 dxc2 20.♞xd7 b6 21.♞c1!) 18.♙b3 b5 (18...♜xc4 19.♞xd3) 19.cxb5 cxb5 20.♜c3! (20.♜c5 ♜xc5 21.♞xc5 ♞ac8 22.♞e3 ♜c4 23.♙xc4 bxc4 24.♙c3 ♙xc3 25.bxc3 ♞a3† Smyslov) 20...♜b6 (Smyslov), there follows 21.♞g3 ♜bc4 22.♙f4 with counterplay.

It is no surprise that White wrongly evaluated these complications in an over the board game. If you keep setting your opponent concrete problems, there is a really good chance he will make a mistake. You have to force your opponent into mistakes!

17...dxe2 18.♞e1 ♜xc4 19.♙c3 b5 20.♙b3 ♙xc3 21.♜xc3 ♜xb2 22.♞xe2 ♜d3

Smyslov has won a pawn and went on logically to gain a well-deserved victory.

23.♞d1 ♖7c5 24.♞ed2 ♖b4 25.f4 a5! 26.e5 a4
 27.♙c2 a3! 28.♙e4 ♖a4 29.♞c1 ♞fd8! 30.♞xd8†
 ♞xd8 31.♖xa4 bxa4 32.♞c3 ♞d2 33.♙xc6 ♞xa2
 34.♙xa4 ♞a1† 35.♖h2 a2 36.e6 fxe6
 0-1

Sometimes tactical elements remain hidden in the background, but nevertheless play an important part in the course of the game.

Diagram 20-9

M.Botvinnik – Y.Balashov

Hastings 1966/7

25.a5

White launches an attack on the queenside.

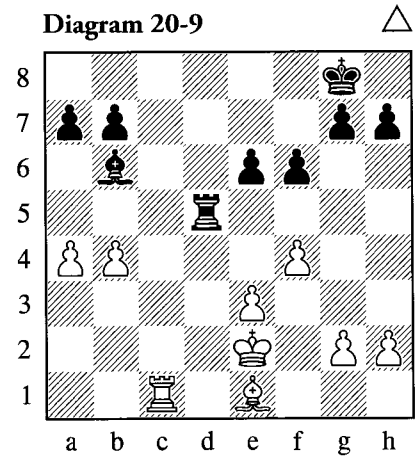
25...♙d8 26.♞c8 ♖f7

Only now does Black realize that he has no sensible way left to stop the pawn storm: 26...a6 is met by 27.b5! with further progress. Black cannot take the b5-pawn, as 27...axb5? loses to 28.a6 bxa6 29.♙a5.

27.e4 ♞d7 28.b5 ♙e7 29.♙d2 ♙d6 30.♞a8 b6 31.a6±

And Black was left with a terrible weakness on a7, which soon cost him the game.

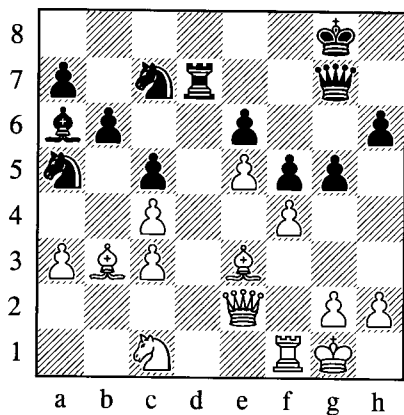
Diagram 20-9



Exercises

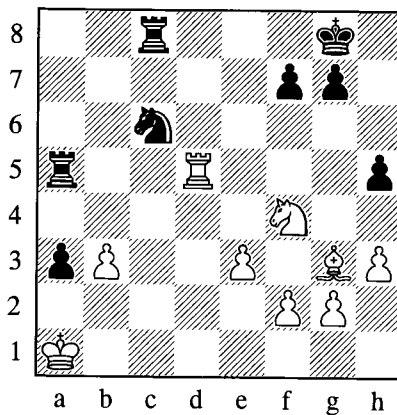
► Ex. 20-1 ◀

★



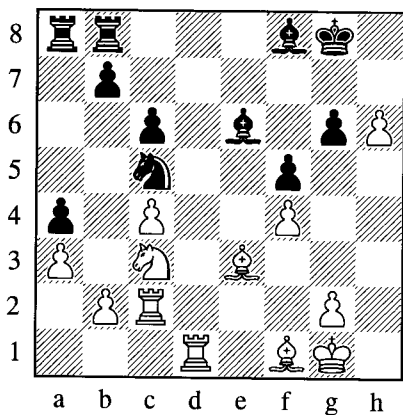
► Ex. 20-4 ◀

★



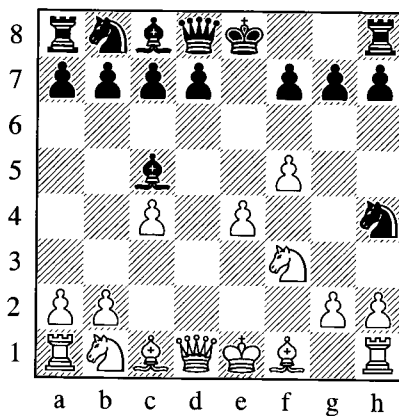
► Ex. 20-2 ◀

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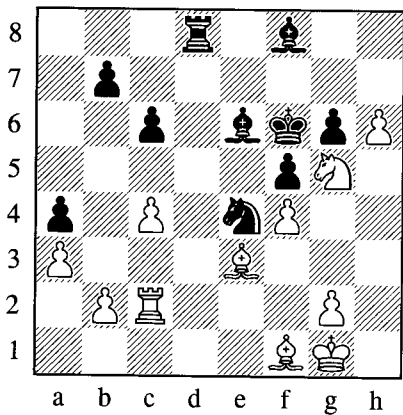
► Ex. 20-5 ◀

★



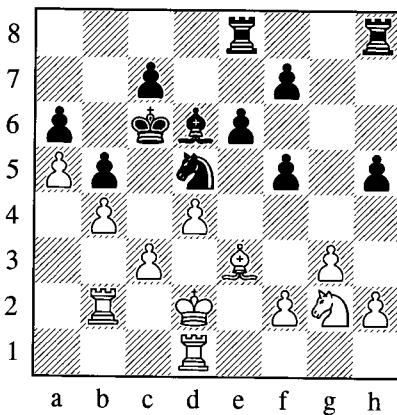
► Ex. 20-3 ◀

★★



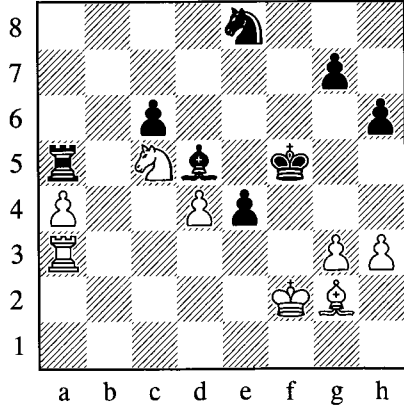
► Ex. 20-6 ◀

★

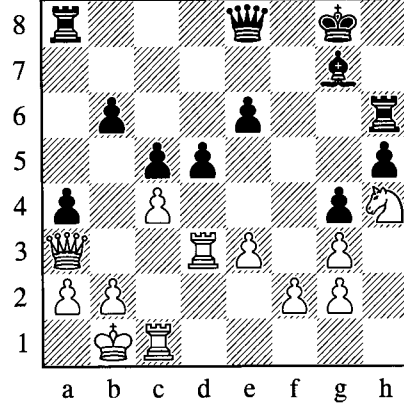


Exercises

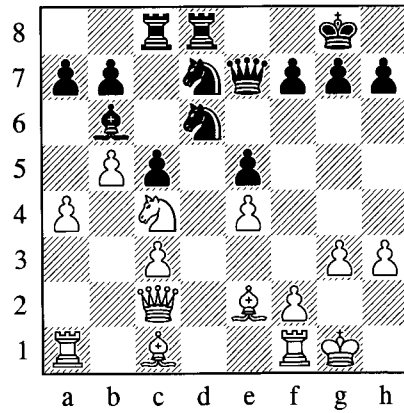
► Ex. 20-7 ◀ ★★ △



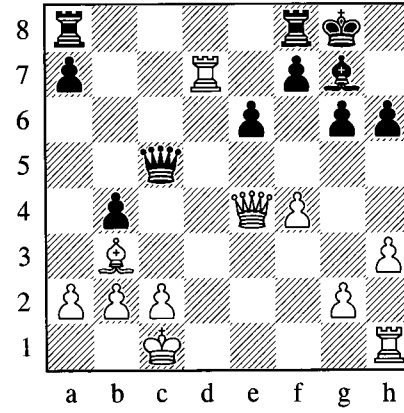
► Ex. 20-10 ◀ ★★ ▼



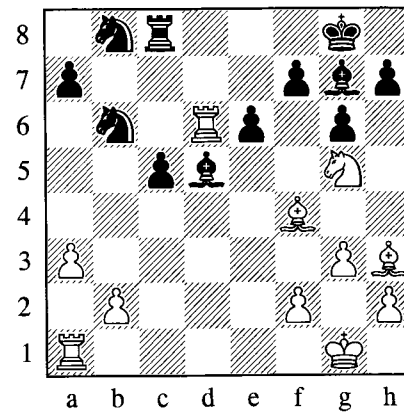
► Ex. 20-8 ◀ ★★ △



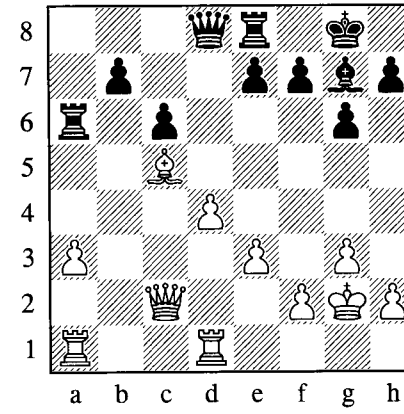
► Ex. 20-11 ★★ ▼



► Ex. 20-9 ◀ ★ △



► Ex. 20-12 ◀ ★ ▼



Solutions

Ex. 20-1

E. Geller – V. Smyslov

Zürich Candidates 1953

28...♖d5!

(1 point)

29.♙d2 ♘xf4 30.♙xf4 gxf4 31.♖xf4 ♖g5
31...♗xb3!? 32.♗xb3 ♖d5! 33.♖f3 ♖xe5
34.♖d3 ♗h7+
32.g3 ♗h7 33.♗f2 ♖d8+

Ex. 20-2

V. Smyslov – E. Geller

Zürich Candidates 1953

27.♗d5!

(2 points)

27.g4 (1 point) is not so strong: 27...fxg4
28.h7+ ♗xh7 29.♖h2+ ♗g8 30.♙d4 b6=
27...♖d8

27...cxd5 is met by 28.cxd5+.

If 27...♗h7, then 28.g4 fxg4 29.♗f6+ ♗xh6
30.♖h2+ ♗g7 31.♙d4+.

28.♗f6+ ♗f7

If 28...♗h8!? 29.♖e1 ♙e7 30.♗h2 ♙xf6
(30...♙f7 31.♙d4 ♖xd4 32.♖xe7+), then
31.♙xc5 ♖e8 (31...♙f7 32.♙e7 ♙xe7
33.♖xe7+), 32.♖ce2 ♙f7 33.♙e7 ♙d4 34.c5
♗h7 35.♙d1 ♙c4 36.♖xd4 ♙xe2 37.♖d7!+
(Smyslov).

29.♖xd8 ♖xd8 30.♗h7!± ♗e4 31.♗g5+
♗f6

See Ex. 20-3.

Ex. 20-3

V. Smyslov – E. Geller

Zürich Candidates 1953

32.g4!+–

(2 points)

32...♖d1

32...♙xh6 33.♗xe4+ fxe4 34.g5+–
33.♗xe4+ fxe4 34.g5+ ♗f7 35.♗f2 ♖d7
36.♖d2 ♖xd2+ 37.♙xd2 ♙c5+ 38.♙e3 ♙d6
39.♙d4! ♗g8

39...♙xf4 40.h7+–

40.♗e3 ♙f5 41.c5 ♙c7 42.♙e2! ♙a5 43.♙d1
♙e1 44.♙xa4
1–0

Ex. 20-4

A. Anastasian – S. Lputian

Yerevan 1996

36...♗b4!+–

(1 point)

37.♖d1

37.♖xa5 ♖c1#

37...h4

37...♖c2!+–

38.♙h2

38.♙xh4 g5+–

38...♖c2

0–1

Ex. 20-5

A. Alekhine – I. Rabinovich

Baden-Baden 1925

8.♗g5!±

(1 point)

The threat is 9.♖h5.

8...♖e7 9.♖g4 f6 10.♖h5+!

10.♖xh4 fxg5 11.♙xg5 ♖e5± (Alekhine)
10...g6 11.♖xh4 fxg5 12.♙xg5 ♖f7
13.♙e2+– 0–0 14.♖f1 ♗c6 15.♗c3 ♗d4
16.fxg6 ♖xg6 17.♖xf8+ ♙xf8 18.♙h5 ♖b6
19.0–0–0

19.♖f2? ♗c2+! (Alekhine)

19...♙g7 20.♖f1 ♗e6 21.♙f7+

Or 21.♙f6 ♖e3+ 22.♗c2 ♙xf6 23.♙f7+!+–.
21...♗h8 22.♙xe6 ♖xe6 23.♙f6!

1–0

Ex. 20-6

J. Mieses – A. Alekhine

Baden-Baden 1925

25...h4!

(1 point)

Solutions

26.♔d3

26.♗xh4 f4!-+

26.♖g1 ♖eg8 (Δ...f4) 27.♖bb1 h3 28.♗f4 ♗xf4 29.♗xf4 ♗xf4 30.gxf4 ♖g2-+ (Alekhine)

26...hxg3 27.hxg3 ♖h2 28.♗h4

28.♖g1 ♖g8 29.♖bb1 ♗xg3! 30.fxg3 ♖xg3-+ (Alekhine)

28...♗xg3!

Or 28...♗xe3 29.♗xe3 f4!-+.

29.♗f3 ♖g2 30.♗e1 ♖g1-+ 31.♖e2 ♗d6

32.♖c1 ♖h8 33.♗f3 ♖xc1 34.♗xc1 ♖h3

0-1

Ex. 20-7

A.Alekhine – S.Tartakower

San Remo 1930

33.♗xe4! (1 point)

There is the less accurate 33.g4! ♗f4!?

34.♗xe4 ♖xc5 35.dxc5 ♗xe4 36.a5 ♗c7

37.a6± (1 point).

33...♗xe4 34.g4! (1 point)

Of course not 34.♗xe4? ♗xe4 35.♖e3! ♗xd4 36.♖xe8 ♖xa4.

34...♗f6

34...♗f4 35.♗e6#

35.♗xe4! ♗e6 36.♗e3+- ♗d6 37.♗d3 ♗xe4 38.♗xe4 h5

More stubborn is 38...♗d6 39.♗d3 ♗d5 40.♖a1 c5 41.dxc5 ♗xc5 42.♗c3+-.

39.g5! ♖xg5

39...♗d6 40.h4+-

40.a5 ♖b5 41.a6 ♖b8 42.a7 ♖a8 43.h4! g5

44.hxg5 h4 45.♖a6 ♗f7 46.♗f4 h3 47.♗g3

♗g6 48.d5! ♗xg5 49.dxc6 ♗f5 50.c7

1-0

Ex. 20-8

M.Botvinnik – G.Szilagyi

Amsterdam 1966

18.♗g5! (2 points)

White is also better after 18.♗xd6 ♖xd6 19.a5 (1 consolation point) 19...♗c7 20.♗g5 ♗f6 21.a6 b6 22.♗c4 h6 23.♖ad1 ♖e7±.

18...f6

White has provoked the weakening of the a2-g8 diagonal.

If 18...♖xg5, then 19.♗xd6 c4 20.♗g2 ♗f6 21.♗xc8 ♖d2 22.♖c1+-.

After 18...♗f6 there comes 19.♗e3±.

19.♗e3 ♗xc4?!

Better is 19...♗h8.

20.♗xc4! ♗h8 21.a5 ♗c7 22.♖fd1 ♗f8

23.♖a2± ♖xd1! 24.♖xd1 ♖d8 25.♖xd8

♗xd8 26.a6 b6 27.♗g2 ♖d7 28.♖e2 ♗g6

29.♗b3! ♗e7 30.♖c4+- h6 31.♖f7 ♗h7

32.♗c4 ♖d6 33.h4 ♖d1 34.♖e8 f5 35.exf5

♗xf5 36.♗g8! ♗h8

1-0

Ex. 20-9

M.Botvinnik – C.Zuidema

Amsterdam 1966

23.♗xe6! (1 point)

23...fxe6

23...♗xe6 24.♖xe6±

24.♖xd5 exd5 25.♗xc8 ♗xc8 26.♗xb8

♗xb2 27.♖b1! ♗xa3 28.♖b7 c4 29.♗e5 ♗f8

30.♗f1 ♗e7 31.♗d6 ♗f7 32.♖xa7±

Ex. 20-10

R.Levit – M.Botvinnik

Spartakiade, Moscow 1967

33...b5! (2 points)

34.♖d2

34.cxb5 c4 35.♖d2 ♖xb5+

34.cxd5 b4+-

34...bxc4 35.e4

35.♖xc5 a3+-

35...♗d4 36.♖e1 ♖f7 37.f4 dxe4 38.♖xe4

e5! 39.fxe5 ♖b6 40.♖e1 ♖ab8

0-1

Solutions

Ex. 20-11

A. Medina Garcia – M. Botvinnik

Palma de Mallorca 1967

21...♖ad8!

(1 point)

If 21...a5, then 22.♙xe6 ♖a7 23.♖xa7 ♗xa7 24.♙c4=.

22.♖hd1

22.♖xf7? ♖xf7 23.♗xe6 ♗f5–+

22.♖dd1 ♗e7! (Δ...♗f6)

22...♖xd7 23.♖xd7 ♗g1† 24.♙d2

The point is that 24.♖d1 is met by 24...♙xb2†–.

(1 point for this variation)

24...♗f2†!

24...♙xb2 25.♙e2!† (Δ♖d1)

25.♙d3

25.♙c1 ♗f1† 26.♙d2 ♙xb2–+

25...♗f1† 26.♗e2 ♗xf4–+ 27.♗f3 ♗e5

28.♗b7 a5 29.♗c6 ♗xb2 30.♙e2 ♗e5†

31.♙f1 h5 32.♖c7 ♗f4† 33.♙e2 ♙d4

34.♖c8 ♗e3† 35.♙d1 ♙c3 36.♖xf8† ♙xf8

0–1

Ex. 20-12

P. Benko – V. Smyslov

Budapest 1949

23...b6! 24.♙b4 c5!

(1 point)

24...♗a8!? is just as good, and if 25.♗e4 c5 26.♗xa8 ♖exa8 27.dxc5 ♙xa1 28.♖xa1 bxc5 29.♙xc5†.

25.♙c3

25.dxc5 is met by 25...♗a8† 26.c6 ♙xa1 27.♖xa1 b5 28.♖c1 ♖c8†.

25...cxd4 26.♙xd4 ♗a8† 27.e4

27.♙g1 ♙xd4 28.♖xd4 ♖xa3 29.♖xa3 ♗xa3 30.♗c6 ♖b8 31.♗c7 ♗a1† 32.♙g2 ♗a8† 33.e4 e6†.

27...♖c8 28.♗d3 ♖a4! 29.♙xg7 ♙xg7 30.f3

30.♖e1 ♖c5 31.♖e3 ♗c6†

30...♗a5 31.h4?

Better is 31.♗b3 ♖c3 32.♗b2 ♖axa3 33.♖d5 ♖ab3!†.

But not 31.♗d7? ♖c2† 32.♙h1 ♗h5–+.

31...♖c3 32.♗d7 ♖axa3 33.♖xa3 ♗xa3

34.♗d4† f6 35.♗xb6? ♖c2†

0–1

Scoring

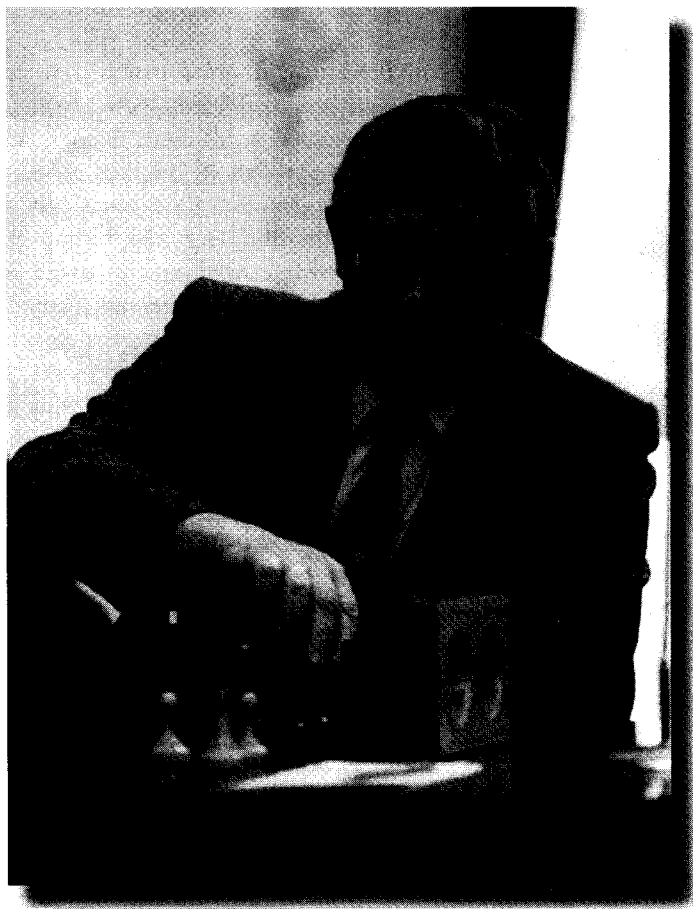
Maximum number of points is 18

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.



Few players have contributed
as much to the understanding of the
endgame as Vasily Smyslov

Contents

- ✓ Possible weaknesses of doubled pawns
 - ◆ Isolated doubled pawns
 - ◆ Doubled pawns on the wing of the castled position
 - ◆ Mobility of the pawns
 - ◆ Doubled pawns in the endgame
- ✓ Compensation for doubled pawns
 - ◆ Doubled pawns on the same wing as the minority
 - ◆ Stabilizing the centre
 - ◆ Occupying the open file
 - ◆ The bishop pair
 - ◆ Outposts

Doubled pawns

Previously, doubled pawns were considered to be a clear weakness in the pawn structure, which had to be avoided at all costs. Modern chess theory looks at the problem of 'doubled pawns' in a much more specific manner. One often gets a certain level of compensation (e.g. the bishop pair, control over important central squares or an open file) for the relatively slight weakening of one's pawn structure. Doubled pawns are so very different from each other (there are isolated doubled pawns, blocked pawns or doubled pawns on the same wing as the minority or the majority, doubled pawns on the same wing as a castled position, etc.), that general remarks do not make much sense. So what follows will be only a few guidelines to help you find your way.

Possible weaknesses of doubled pawns

1) Isolated doubled pawns

These are particularly weak, even weaker than a single isolated pawn, since the forward pawn cannot be protected from behind.

Diagram 21-1

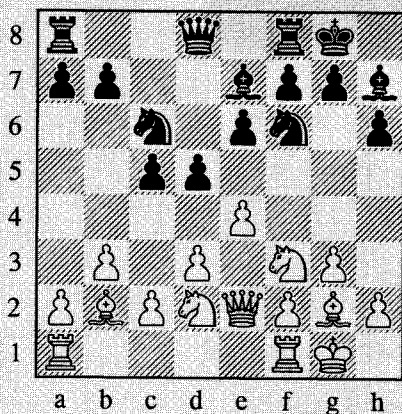


Diagram 21-1

J. Plachetka – A. Yusupov

Lucerne Olympiad 1982

11...c4!?

An interesting pawn sacrifice. Black obtains as compensation excellent chances for an attack on the isolated doubled pawns.

12.bxc4

12.exd5 would not be good, because of 12...cxd3+. If 12.dxc4, then 12...dxe4 13.♖e5 ♖d4 14.♙d1 e3+.

12...dxe4 13.dxe4 ♙c7= 14.e5?

A serious error. White opens up the diagonal for the black bishop on h7. He had to play 14.♙c3.

14...♖d7 15.♖b3 ♜ac8

Against this frontal attack, the doubled pawns are pretty defenceless.

16.♜fd1 ♖b6 17.a4 ♖b4 18.c5 ♙xc5 19.♖xc5 ♙xc5+

After the loss of one of the pawns, the situation has become no better and now the second c-pawn is also under attack. Black is clearly better.

2) Doubled pawns on the wing where castling has taken place

The worrying feature is not so much the weakness of the doubled pawns themselves as the greater danger to the king.

Diagram 21-2

V.Smyslov – G.Stahlberg

Zürich Candidates 1953

19. ♖e3!

White is now threatening ♖h6. Smyslov exploits the weakening of the castled position very energetically. Black gets no time to stabilize his kingside with ...♗h8 and ...♙g8.

19... ♗g7

Perhaps Black overlooked White's reply, but there were hardly any better moves to be found:

a) 19... ♗xc4 20. ♖h6 ♖e7 21. ♗d3 cannot be recommended either, e.g. 21... ♗h8 (21... ♗d5 22. ♗e5! ♗xc5 23. ♗h3+; 21... ♗d6 22. ♗h4 ♗h8 23. ♗h3+;) 22. ♗h4 ♗d5 23. ♗f5! ♗xf5 24. ♗h3+.

b) 19... ♗h8!? 20. ♖h6 ♗d7 21. d5! A typical idea in such structures. 21... cxd5 22. cxd5 e5 23. ♗h4 ♗g8 24. ♖h5 ♗b6 25. ♖f3±

20. ♗e5!

The threat is ♖g3† followed by a check with the knight, with a discovered attack on the black queen.

20... ♖e7

After 20... fxe5 there comes 21. ♖g5† ♗h8 22. ♖f6† ♗g8 23. ♗d3 (or 23. ♗e4 ♗fe8 24. ♗h4+–) 23... ♗fe8 24. ♖h6!+–.

21. ♗g4 ♗g8

This loses the exchange. 21... ♗h8 would be somewhat better, although White can continue his attack with 22. ♖h6 ♗d7 23. d5.

22. ♗h6! ♖c7 23. ♗xg8+– ♗xg8 24. b3 ♗h8 25. ♖h6 ♗g6 26. ♖h4 ♗d7 27. ♗e3 ♖a5 28. ♗h3 ♗f8 29. ♗g3 ♖xa2 30. ♗xg6 ♗xg6 31. ♖xf6† ♗g8 32. ♖f3 ♖c2 33. ♖d3

1–0

Diagram 21-2

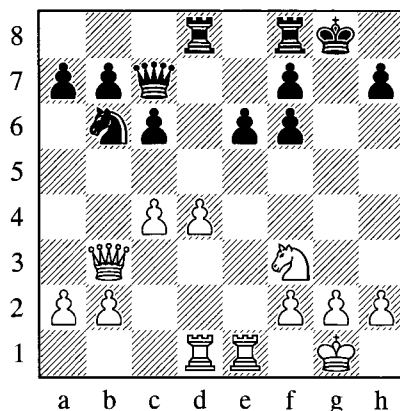


Diagram 21-3

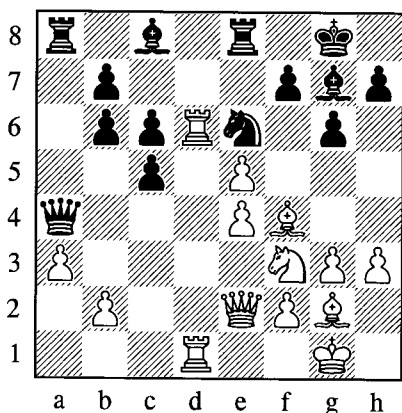


Diagram 21-3

A.Yusupov – G.Kasparov

Linares 1990

On the kingside White has five pawns against three. But his doubled e-pawns hinder any promising attacking operations. White simply cannot activate his f-pawn because the knight on f3 and the bishop on f4, which are defending the e5-pawn, are in the way. On the other hand, Black's doubled pawns on the queenside are mobile and constitute an effective attacking force. Kasparov simply advances them and exchanges off the white pawns, thus creating two connected passed pawns on the queenside. White cannot find an antidote to this simple strategy.

20...b5 21.♖e3 (21.h4!?) 21...b4+ 22.axb4 ♖xb4
23.♞d2 ♞a2 24.♞b1 c4 25.♞c2 b5

25...♞d8 26.♞f1 b5 27.♞g5

26.♞h6 ♖c5

The endgame would offer White no prospects at all.

27.♖c1 ♞d4 28.♞xg7 ♞xg7 29.♞xd4 ♖xd4

To protect the e5-pawn, White must, against his will, help his opponent on the queenside.

30.b3! ♞xc2 31.♖xc2 c3! 32.♞d1

32.b4 c5!-+

32...♖c5

32...♖xe5?! 33.b4!

33.b4 ♖xb4 34.♞d3 c5 35.♞xc3 c4 36.f4

Too late...

36...♖c5+ 37.♞h2 ♖d4-+

White still has great difficulties managing any activity on the kingside, since his e5-pawn remains a problem child. But on the queenside he is equally doomed. Kasparov was able to make his advantage count in the game.

4) Doubled pawns in the endgame

It is often easier to exploit the weakness of the doubled pawns in the endgame.

Diagram 21-4

V.Smyslov – M.Tal

USSR Ch, Moscow 1969

13. ♖h4! ♙e6

Or 13... ♖ad8 14. ♘xf5 gxf5 15. f4±.

14. ♙xc6! bxc6 15. ♘f3

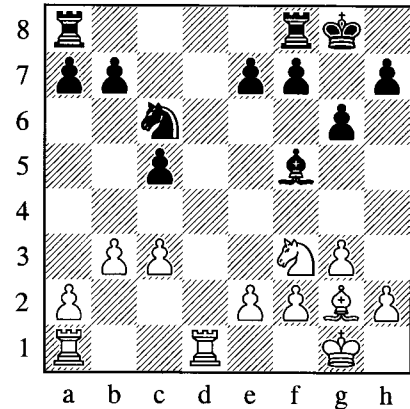
The knight is very good against a damaged pawn structure, because it can always find some good squares. Smyslov brings his knight to c5.

15... f6

Or 15... ♙g4 16. ♘e5 ♙xe2 17. ♖e1 ♙a6 18. ♘d7 ♖fe8 19. ♘xc5 ♙c8 20. ♖ad1±.

16. ♘d2 ♖fd8 17. ♘e4 c4 18. ♘c5 ♙f5 19. ♖f3 ♙c2 20. ♖xd8† ♖xd8 21. ♙f2! ♙f7 22. b4 ♙f5 23. ♙e1±

Diagram 21-4



Possible compensation for doubled pawns

1) Doubled pawns on the same wing as the minority

Doubled pawns (especially on the same wing as the pawn minority) are good when facing a pawn storm by your opponent. Consider the following position: white pawns on b2 and b3, black pawns on a7, b7, c7. Here, unlike in a normal pawn structure, Black cannot create a passed pawn without sacrificing one of his pawns.

2) Stabilizing the centre

Doubled pawns in the centre **control some important squares** and can support other pawns. They have a certain static power and stabilize the centre.

Diagram 21-5

M.Hawelko – A.Yusupov

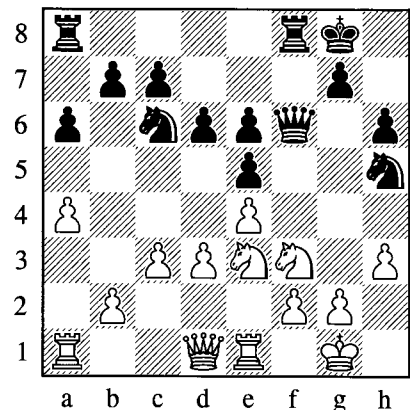
Dubai Olympiad 1986

Black is somewhat better. He has the initiative on the f-file, with a good square on f4 for his knight. At the same time his doubled pawns on the e-file support operations in the centre.

16... ♘f4 17. ♙h2 ♖ad8!

Otherwise, with ♘g1 followed by g2-g3, White could find a successful solution to his problems

Diagram 21-5





on the kingside. The only way to thwart this plan, which Karpov had employed against me in an almost identical situation, is well-timed play in the centre.

18.♖f1 d5! 19.exd5 exd5 20.d4 e4

With a clear advantage for Black.

3) Occupying the open file

One common form of compensation for the doubled pawns is the occupation of an open or semi-open file.

Diagram 21-6

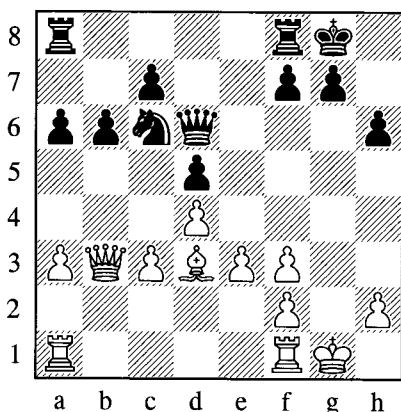


Diagram 21-6

V.Smyslov – V.Antoshin

Sochi 1963

The correct strategy for White here is an attack down the semi-open g-file. That also serves to cover up the weaknesses in his own castled position.

17.♔h1! ♚a5 18.♖a2 c5 19.♖g1 cxd4

Black could try 19...♔h8!? followed by ...♖g8.

20.cxd4 ♖fc8 21.♖g3

The white initiative on the kingside is very dangerous. Black tries to start a counterattack on the queenside.

21...♖c3 22.♖ag1! g5

22...♖xd3 is refuted by 23.♖xg7+ ♔h8 24.♖b1 ♖xa3 25.♖xb6.

23.♖e2 ♚b3

23...♖xa3 is met by 24.f4! ♖xd3 25.fxg5 ♔f8 26.gxh6 ♔e7 27.♖h5 ♖d6 28.h7 ♖h8 29.♖g8 ♖f6 30.♖xh8 ♖xh8 31.♖e5+–.

24.♔b1 ♚c1 25.♖d1 ♖xa3 26.f4!

White's attack cannot be stopped.

26...♖b2

26...♚d3 27.♔xd3 ♖xd3 28.♖h5+–

27.♖h5! ♖c6

If 27...♖xb1, then 28.♖xh6+–.

27...♚e2 28.♖xh6 ♚xg3+ 29.hxg3 ♖c2 30.♖xg5+ is pretty hopeless for Black.

28.fxg5 ♖xb1 29.gxh6+ ♔h8

Or 29...♖g6 30.♖xg6+ fxg6 31.♖xd5+ and 32.♖xa8.

30.♖xf7 ♖h7 31.♖g7

1–0

4) The bishop pair

The bishop pair can often compensate for the disadvantages of the weakened structure.

Diagram 21-7

Deep Fritz – V.Kramnik

Bahrain (3) 2002

An interesting opening choice in a game against a computer. The black pawn structure is damaged on both wings, but his pieces are well placed. Kramnik believes that his well-posted bishops will bring him sufficient counterplay.

12.♙e3 b6 13.f4 0–0–0 14.♘f2 c5 15.c4 ♘c6 16.♙c3 f5 17.e5 ♙f8 18.b3 ♙b4!

Black fights for the initiative. But not 18...♙g7 on account of 19.♙d5!.

19.a3?

19.♞c1 would be better. Now Black gets the advantage of the bishop pair.

19...♙c2 20.♞c1 ♙xe3 21.♙xe3 ♙g7

Intending ...f6. The white king is too exposed.

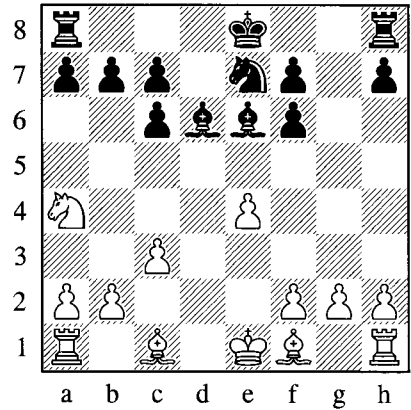
22.♙d5 c6 23.♙f6 ♙xf6 24.exf6 ♞he8 25.♙f3 ♞d2 26.h3?!

Better is 26.♞e1.

26...♙d7 27.g3 ♞e6 28.♞b1 ♞xf6 29.♙e2 ♞e6+

Kramnik has outplayed his silicon opponent and won the game.

Diagram 21-7



5) Outposts

Doubled pawns often give pieces the chance to occupy a strong outpost.

Diagram 21-8

E.Geller – I.Lipnitsky

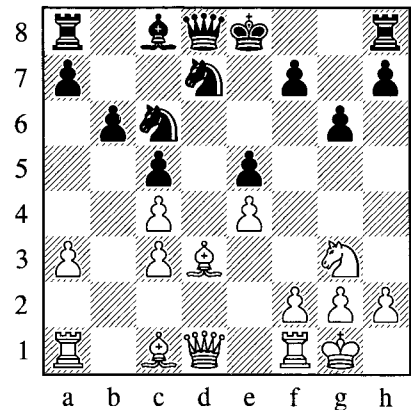
USSR Ch, Moscow 1951

A typical pawn structure. White controls the central square d5 and brings his knight there. Take a look at the role of the second c-pawn: it controls the other central square, d4.

13.♞e2 ♞e7 14.♞d1 ♙b7 15.♙f1! 0–0–0 16.♙e3 ♙a5 17.♙d5 ♞d6 18.♞b1 ♙xd5?!

Black swaps off the unpleasant knight. But in doing so he improves the white pawn structure.

Diagram 21-8



Positional play 4

19.cxd5 ♖b8 20.a4 ♜c7 21.♙d2 ♖b7 22.♞b2 ♞e7
23.♞db1 ♞d6

23...♖d6 is not good, because of 24.a5.

24.♙e3

White is threatening ♞b5 and then a4-a5.

24...a5 25.♙a6 ♖d7 26.♞b5 ♖d8 27.♞c4 f5
28.♞b5 ♞f6 29.f4!?

White wants to open the position.

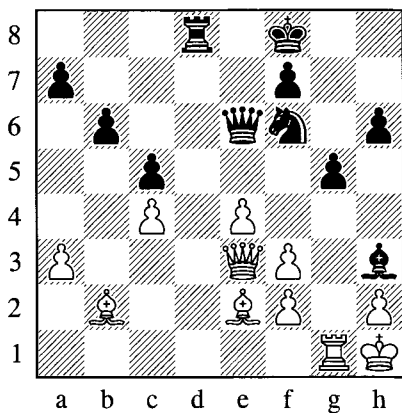
29...♞e8 30.♙xc5!

A startling combination.

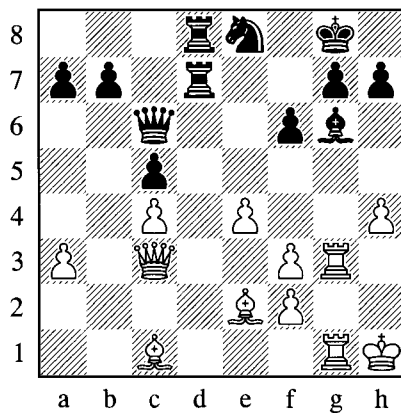
30...bxc5 31.♞xc5† ♖xc5 32.♞xc5† ♖d7 33.♞a7†
1-0

Exercises

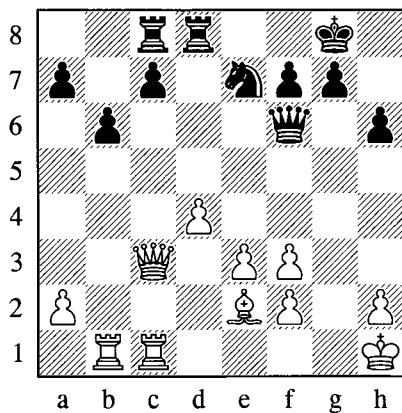
► Ex. 21-1 ◀ ★ △



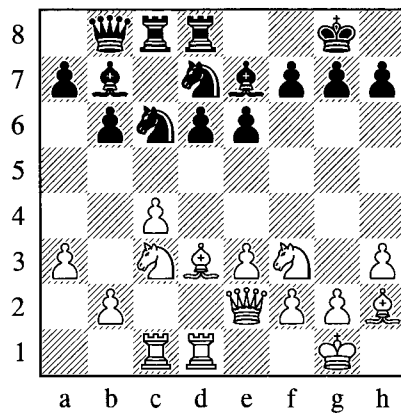
► Ex. 21-4 ◀ ★ ▼



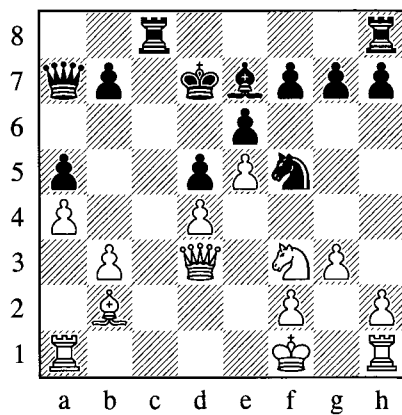
► Ex. 21-2 ◀ ★ ▼



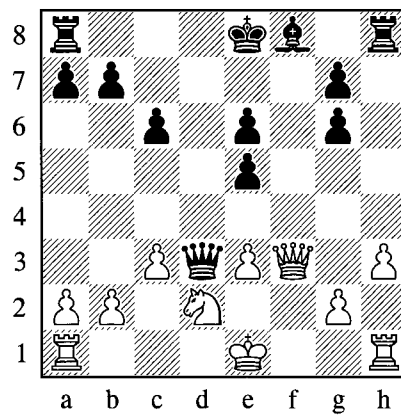
► Ex. 21-5 ◀ ★ ▼



► Ex. 21-3 ◀ ★★ ▼

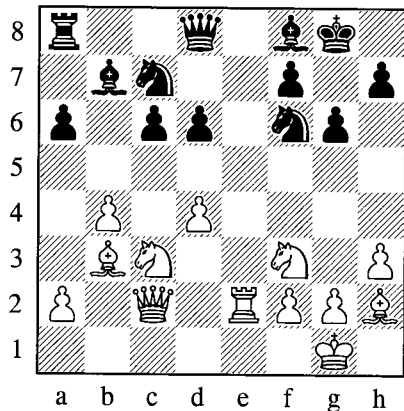


► Ex. 21-6 ◀ ★ △

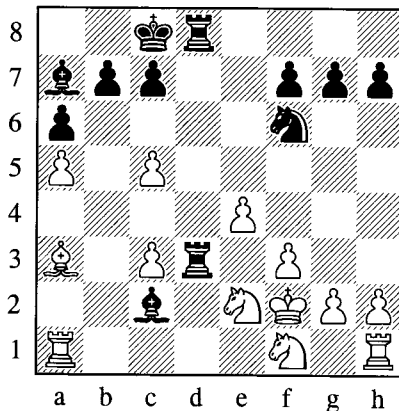


Exercises

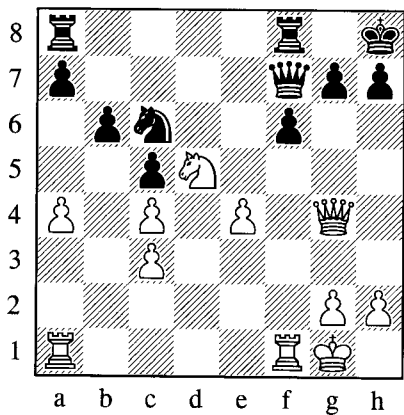
► Ex. 21-7 ◀ ★★ ▼



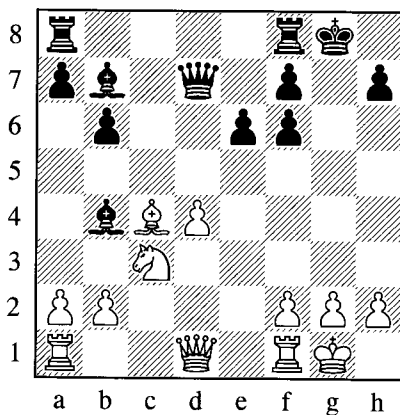
► Ex. 21-10 ◀ ★★ ▼



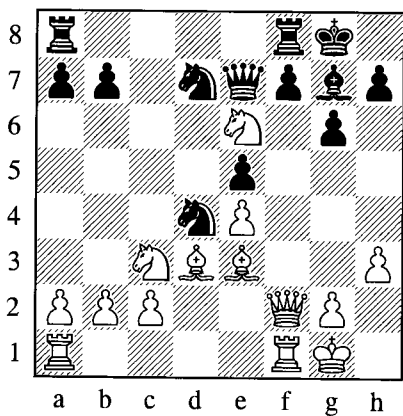
► Ex. 21-8 ◀ ★★ △



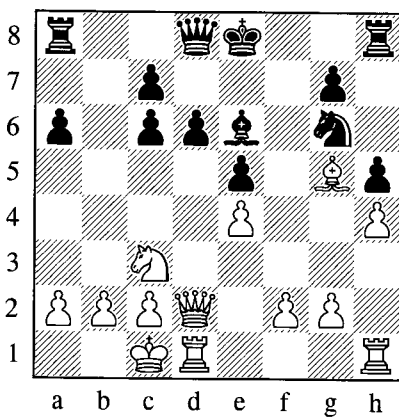
► Ex. 21-11 ◀ ★★ △



► Ex. 21-9 ◀ ★ ▼



► Ex. 21-12 ◀ ★ ▼



Solutions

Ex. 21-1

A.Yusupov – P.Van der Sterren

Bundesliga 1998

25.♔xf6 ♖xf6 26.f4!

(1 point)

26...♙c6 27.fxg5 hxg5 28.♖xg5 ♖d4 29.♖f4
♙xc4 30.♙xc4 ♖xc4 31.♙g2 ♖e6 32.♖h4†
♖e8 33.♙g1! c4?

Better is 33...♖d8.

34.♖h5 ♖g6† 35.♙f1 f6 36.♖h6 ♖xe4 37.f4!
♖g7 38.♖h8† ♙f7 39.♖h5† ♙e6 40.♖e8†
1-0

Ex. 21-2

A.Karpov – A.Yusupov

Candidates match, London (5) 1989

20...♖d5!?

(1 point)

20...c5 would not be bad either. After
21.dxc5 ♖xc3 22.♖xc3 ♖d2 we have:

a) 23.cxb6? ♖xc3 24.bxa7 ♖xa2+
b) 23.♙a6 ♖xc5 24.♖xc5 bxc5 25.♖b8† ♙h7
26.♖b7 ♙f5 (26...♙g6!?) 27.♖xf7 ♙h4 28.h3
♖xf2 29.♙g1 ♖xa2 30.♙d3† ♙g8 31.♙c4=

21.♖c2?! (Δ♖e4)

White should avoid 21.f4? c5 22.♙f3
(22.dxc5 ♖dxc5 23.♖e1 ♖c6†+) 22...cxd4
23.♖xc8† ♙xc8+.

But more solid is 21.♖e1 c5=.

21...♖h4! 22.f4!!

The alternatives are not good:

a) 22.♙a6 ♖h5 gives Black a strong attack.
b) 22.♖e4 ♖xf2 23.♖c2 (23.♖xe7? ♖h5+)
23...♖h5 24.♖h7† (24.♖f4 ♙d5!+) 24...♙f8!
25.♖h8† ♙g8+.

c) 22.♙f1 ♖h5 23.h3 c5 24.♖e4 ♖xf2
25.♖c2 (25.♖xe7 ♖g5+) 25...♖h4†

22...♖xf2 23.♙g4 ♖xc2

23...♖xe3? 24.♖e1 ♖xf4 25.♙xc8 ♖f3†
26.♖g2 ♖xg2† 27.♙xg2 ♙xc8 28.♖e8†+–

24.♖xc2 f5 25.♙f3 ♖d7

25...♖d6? 26.♙b7

26.♖bc1

Threatening 27.♙b7 ♖b8 28.♙f3=.

26...♙d5! 27.♙xd5† ♖xd5 28.♖xc7 ♖xc7
29.♖xc7 ♖a5=

Ex. 21-3

L.Paulsen – S.Tarrasch

Nuremberg 1888

19...♖a6!

(2 points)

20.♖xa6

20.♙e2? ♖c2†+–

20...bxa6 21.♙g2

21.♙e1 ♖b8 22.♙c3 ♖xb3 23.♙xa5 ♙xd4+–

21.g4 ♙h4 22.♙e1 ♖b8 23.♙c3 ♖xb3

24.♙xa5 ♖c8†

21...♖c2 22.♙c1 ♖b8 23.♖b1 ♖c3 24.♙d2

♖cxb3 25.♖xb3 ♖xb3 26.♙xa5 ♖b2!†

26...♖a3 27.♖c1=

Ex. 21-4

A.Khalifman – V.Kramnik

Linares 2000

25...♙c7! (Δ♙e6-d4)

(1 point)

26.♙f1 ♙e6 27.♖h3? ♙h5! 28.♖hg3 ♙h8

29.♖e3 ♙d4† 30.♙g2 ♖e8 31.♖h3 ♖a4!

32.♙f1 ♖d1 33.♙g2 ♖c2 34.f4 ♙e2 35.♖f1

♖d1 0-1

Ex. 21-5

A.Yusupov – A.Karpov

Candidates match, London (8) 1989

18...♙ce5!

(1 point)

A typical move. But 18...♖a8!? is practically
as good: 19.♙e4 ♙f6 20.♙b1=

19.♙xe5 ♙xe5 20.b3

20.♙xe5 dxe5 21.♙e4 ♙xe4 22.♙xe4 ♖b7=

20...♖a8! 21.e4 ♙xd3?!

21...♙g5!?! (Short); 21...b5! (Dvoretzky)

22.♖xd3=

22.♖xd3?! b5!†

Solutions

Ex. 21-6

D.Bronstein – S.Tartakower

Saltsjobaden 1948

17. ♖e4!

(1 point)

Despite Black's extra pawn, White is the only one who can play for a win in the endgame.

17... ♗xe4 18. ♜xe4 ♙e7 19. ♜e2 ♖d8 20. ♖ad1 0-0 21. ♖xd8 ♖xd8 22. ♖f1± b6?! 23. ♜f2 ♖d5 24. ♜d3 ♙f6?! 25. ♜b4 ♖b5? 26. a4 ♖c5 27. e4 b5 28. a5 ♙d8 29. ♖a1 ♖c4 30. ♜d3 ♙e7 31. ♜a6+– ♖a4 32. ♖xa4 bxa4 33. ♜b8 a3 34. bxa3 ♙xa3 35. ♜xc6 ♙c5 36. ♜c4 ♙g1 37. ♜b5 ♜f7 38. ♜a6 ♜f6 39. ♜xa7 ♜g5 40. g3 ♙f2 41. c4 ♜f6 42. ♜c8 ♙xg3 43. c5 1-0

Ex. 21-7

R.Fischer – T.Petrosian

Candidates match, Buenos Aires (5) 1971

21... ♜cd5!

(2 points)

If 21... ♗d7?!, then 22. ♜g5! (Suetin).

21... c5?! is dangerous for Black: 22. ♜g5 (or 22. dxc5 ♙xf3 23. gxf3 dxc5 24. ♖d2 ♗e7 25. bxc5 ♗xc5 26. ♜e4 ♜xe4 27. fxe4 ♗g5† 28. ♙g3 ♜e6 29. ♖d5±) 22... ♜fd5 23. ♜xf7 ♜xf7 24. dxc5 ♜g7 25. ♜e4 with an attack.

1 consolation point for 21... a5 22. bxa5 ♖xa5 (22... ♜cd5±) 23. ♙xf7† ♜xf7 24. ♗b3† ♜fd5 25. ♜xd5 ♖b5 26. ♜b4† ♜d5 27. a3±.

22. a3?!

Better is 22. ♜xd5 (Korchnoi).

22... a5 23. ♜xd5

23. ♙xd5 is no better (Borvinnik).

23... cxd5! 24. b5

24. bxa5 ♗xa5 25. a4 ♜e4 (Korchnoi)

24... a4! 25. ♙a2

25. ♙xa4 ♗a5 26. ♙b3 ♗xa3 (Shamkovich).

25... ♗b6?!

Or 25... ♗a5!?

Black has good play on the queenside, although the game ended as a draw.

Ex. 21-8

A.Lilienthal – V.Smyslov

Parnu 1947

22. a5!?

(2 points)

1 consolation point for 22. ♖f4, intending ♗h3 and then ♖h4. The attacking chances are very faint, since Black can use the central square e5 for the defence. It is better to engage on counterplay on the queenside as well

22... ♜xa5?

Better is 22... bxa5 23. ♖fb1 (23. ♗h3!?) 23... ♖ab8=.

23. e5! f5

23... ♗g6 24. ♗xg6 hxg6 25. e6±

23... ♖ae8 24. ♖ae1 (24. exf6 gxf6 25. ♜xf6 ♜xc4! 26. ♜xe8? ♗xf1†) 24... ♗e6 25. ♗h4!±

24. ♗e2 ♖ae8 25. ♖ae1 ♖e6 26. ♜f4 ♖fe8 27. ♜xe6 ♗xe6 28. ♗d3 g6 29. ♖f4 ♜c6 30. ♗d5 ♜xe5?

30... ♗xd5 31. cxd5 ♖xe5 32. ♖xe5 ♜xe5 33. d6 ♜g7 34. ♖f1 ♜f6 35. ♖e1+–

31. ♜f1!+– ♜g7 32. ♖f2 ♜f6 33. ♖fe2 h5

34. ♖xe5 ♗xe5 35. ♖xe5 ♖xe5 36. ♗d6† ♖e6

37. ♗f8† ♜e5 38. ♗b8† ♜f6 39. ♗xa7 ♜g5

40. ♗d7 ♖e4 41. ♗d8† ♜h6 42. h4 ♜g7

43. ♗c7† ♜h6 44. ♗xb6

1-0

Ex. 21-9

A.Martin Gonzalez – A.Adorjan

Las Palmas 1977

16... fxe6!?

(1 point)

16... ♗xe6? would be bad, in view of 17. ♜d5.

17. ♗d2 ♗b4 18. ♖xf8† ♖xf8 19. ♖b1 ♜c5

20. a3 ♗b6 21. b4 ♜xd3 22. cxd3 ♙h6!

23. ♜d1 ♖f3 24. ♜h2

24. gxf3 ♜xf3† 25. ♜f2 ♜xd2 26. ♙xb6

♜xb1 27. ♙xa7 ♜xa3†

24... ♖f1! 25. ♙xd4

25. ♙xh6 ♜f3†+–

Solutions

25...♙xd2 26.♙xb6 axb6 27.g3 ♖f3 28.♖b3
♙e1 29.g4 h5 30.gxh5 gxh5 31.♖b2 ♖f2†
32.♖h1 b5 33.a4 ♙d2! 34.axb5 ♖f1†
35.♖g2 ♖b1-+ 36.d4 ♙f4 37.♖f3 ♖f7
38.d5 ♙c1 39.♖c3 ♙xb2 40.dxe6† ♖xe6
41.♖b3 ♖d6
0-1

Ex. 21-10

B.Verlinsky – A.Alekhine

St. Petersburg 1909

19...♖d7!

(1 point)

20.♖e3 ♖xc5! 21.♖d4

21.♖xc2? ♖xe4† 22.♖e1 ♖d1† 23.♖xd1
♙f2† 24.♖f1 ♖xd1† 25.♖e1 ♖xe1#

(another 1 point for this variation)

21...♙b3 22.♖e2 ♖xc3 23.♙b2 ♖xe3†!
24.♖xe3 ♖e6 25.♖a3 ♖xd4 26.♖f4 ♙c5
27.♖ha1 ♖e2† 28.♖g4 ♙e6†

0-1

Ex. 21-11

A.Yusupov – V.Ivanchuk

Candidates match, Brussels (6) 1991

14.d5!?

(2 points)

14.♖e1 ♖ad8 15.♖e3 ♖h8? would not be
bad; nor would 14.♖g4† ♖h8 15.♖f4 ♖e7=
(1 point for either).

14...♙xc3 15.bxc3 ♙xd5 16.♖g4†!=

If 16.♖d4, then 16...♖ac8.

16...♖h8 17.♖d4

17.♖fd1 would not be so good: 17...♖g8
18.♖xd5 (18.♖h3 ♖xg2† 19.♖xg2 ♖g8
20.♙xd5 exd5 18...♖c7 19.♖h4 exd5
20.♖xf6† ♖g7 21.♙xd5=

17...♖ac8?

17...♖d8! 18.♙xd5 exd5 19.♖fe1 ♖c8=

18.♖xf6†!?

Better is 18.♙a6! ♖c5 19.♖xf6† ♖g8
20.♖ad1! with an attack.

18...♖g8 19.♙d3 ♖d8 20.♖h6 f5=

Ex. 21-12

B.Ivkov – V.Smyslov

Belgrade 1956

14...♖b8!

(1 point)

This activates the queen on the b-file.

15.b3?!

15.f4!? exf4 16.♙xf4 0-0 17.♙g3=

15...♖b4 16.f3 a5! (Δ...a4) 17.♖a4 c5

18.♖b2 0-0 19.♖xb4 axb4 20.c3 ♖fb8

21.cxb4 ♖xb4 22.♖c3 c4 23.♖d5 ♖b7!†

Scoring

Maximum number of points is 17

15 points and above → **Excellent**

12 points and above → **Good**

8 points → **Pass mark**

If you scored less than 8 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Queen's Gambit Accepted:
 - 1.d4 d5 2.c4 dxc4
 - ♦ 3.e4
 - ♦ 3.♘f3 ♘f6 4.♘c3
 - ♦ The old main line: 3.♘f3 ♘f6 4.e3 e6 5.♙xc4 c5 6.0-0 a6 7.♗e2

Opening repertoire for Black against 1.d4

We shall base our defence with Black around the *Queen's Gambit Accepted*: **1.d4 d5 2. c4 dxc4**.

There are two important arguments in favour of this. Black determines the choice of opening and can therefore keep his opening repertoire within reasonable bounds. At the same time, the Queen's Gambit Accepted leads to interesting play with various possibilities.

You will often reach positions with an isolated pawn, which we have treated in our strategic lessons. Perhaps the only disadvantage is that White gets the chance to liquidate to a practically level endgame.

I would again like to emphasize that it is not possible to consider all lines and all questions in a single chapter. I absolutely recommend that you look at games played by 'experts' (e.g. Shirov, Anand, Van Wely or Rublevsky) to gain a better understanding of the Queen's Gambit Accepted.

Queen's Gambit Accepted

What follows is a selection of the most important variations through sample games from grandmaster praxis. In the instructional part of the chapter, we shall treat in depth only the first three systems. You will find some further ideas in the test.

1) 3.e4

S.Volkov – S.Rublevsky

Russian Team Ch, Ekaterinburg 2002

1.d4 d5 2.c4 dxc4 3.e4 e5

Black can also play 3...c5 or 3...♘f6 here.

4.♘f3

4.dxe5?! ♗xd1† 5.♙xd1 ♘c6 6.f4 ♙g4† (or 6...f6) 7.♙e2 0-0-0† 8.♘d2 ♘h6 9.♘gf3 ♙b4 is very risky for White.

4...exd4

One of the main moves. But I recommend first playing 4...♙b4†. This means that you do not have

to look into the complicated variation 4...exd4 5.♙c4 ♙b4† 6.♜bd2.

If White replies to 4...♙b4† with 5.♜c3, then 5...exd4 6.♜xd4 (or 6.♞xd4 ♞xd4 7.♜xd4 ♜f6 8.f3 ♙c5 9.♙e3 ♜c6 10.♜c2 ♙xe3 11.♜xe3 ♙e6=) 6...♜e7 7.♙xc4 ♜bc6 8.♙e3 0-0 9.♜db5 (9.0-0 ♜xd4 10.♙xd4 ♜c6 11.♙e3 ♜a5 12.♙e2 ♙xc3 13.bxc3 b6; 9.a3 ♙xc3† 10.bxc3 ♜a5 11.♙a2 b6=)

Diagram 22-1

9...♙a5!? A strong innovation which solves the main problems:

a) 10.a3!? a6 11.♜d4 One possible plan for Black is now: 11...♜e5 12.♙e2 c5 (or 12...♙b6) 13.♜b3 ♙xc3† 14.bxc3 b6 15.f4 ♜d7 16.0-0 ♙b7 17.♙f3 (17.e5 ♞c7) 17...♞c7 18.♞c2 ♞ad8 19.♞ad1 f5 20.e5 ♙xf3 21.♞xf3 ♞fe8 22.c4 ♜f8 23.♞f2 ♜e6=

b) 10.♞xd8 ♞xd8 11.♙f4 ♞d7! Threatening to push back the white pieces with ...a6. 12.♞d1 ♞xd1† 13.♙xd1 ♜g6 14.♙g3 (14.♙xc7? a6!) 14...♜cc5 15.♙e2 a6 16.♜d4 ♙b6 17.♜f3 ♜xf3 18.♙xf3 ♙e6=

5.♙xc4 ♙b4† 6.♙d2

6.♜bd2 is more interesting here.

6...♙xd2† 7.♜bx2 ♞f6

7...♜c6 8.0-0 ♞f6 allows the sharp continuation 9.b4.

8.0-0

8.♜b3 ♜c6 9.♙b5 ♜ge7 10.♞xd4 ♞xd4 11.♜fxd4 ♙d7 12.♜c5 0-0-0 13.0-0-0 ♙e8 14.♜e2 and here Black should play 14...♞xd1† 15.♞xd1 ♜e5 16.♙xe8 ♞xe8 17.f4 ♜5g6 18.g3 b6 19.♜d3 ♜c6 with equality.

8...♜e7 9.e5 ♞g6 10.♜xd4 ♜bc6 11.♜2f3 0-0

Black is actively placed on the kingside. White tries to carry out an operation in the centre.

Diagram 22-2

12.e6 fxe6 13.♞e1

Or 13.♜b5 ♞d8! (an innovation!) 14.♞e2 ♜d5 15.♞fd1 ♜f4 16.♞f1 ♙d7 17.♜xc7 ♞ac8 18.♜b5 ♜a5!.

13...♜xd4 14.♜e5!?

14.♜xd4 ♞d8 15.♜xe6 (½-½ K.Sakaev – S.Rublevsky, Herceg Novi 2000) 15...♞xd1 16.♞axd1 ♙xe6 17.♞xe6 ♞c2 18.♙b3 ♞xd1† 19.♙xd1 ♞d8 20.♙b3 ♙f8=

Diagram 22-1 (analysis) ▼

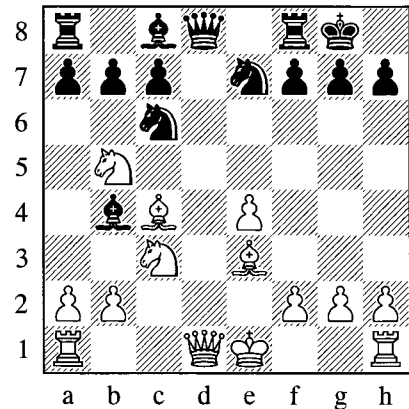
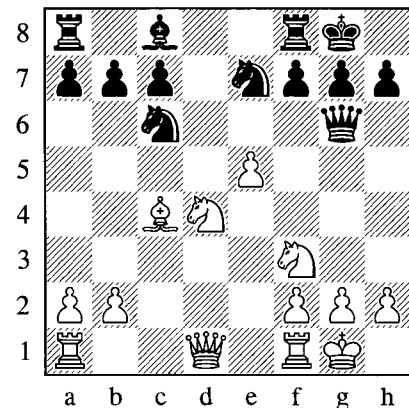


Diagram 22-2 ▲



14...♖f3† 15.♖xf3 ♖d5 16.♙xd5 exd5 17.♗xd5†
♗f7 18.♗d4

18.♗xf7† ♗xf7 19.♖g5 ♗f8 20.♗ac1 h6 21.♖e4
♗f7 22.♗cd1 ♙f5= A.Dreev – J.Rudolph, Frankfurt
2000.

18...♙f5 19.♗ac1

19.♖e5 ♗f6 20.♗ac1 c6= (Huzman)

19...c6 20.a3 ♗f6=

2) 3.♖f3 ♖f6 4.♖c3

S.Savchenko – V.Tkachiev

Cannes 2000

1.d4 d5 2.c4 dxc4 3.♖f3 ♖f6 4.♖c3 a6 5.e4

After 5.a4, then 5...♖c6 (or 5...c5!?) 6.e4 ♙g4
7.♙e3 (7.d5 ♖e5 8.♙e2 ♙xf3 9.gxf3 e6 10.f4 ♖d3†
11.♙xd3 cxd3 12.dxe6 fxe6∞) 7...♙xf3 8.gxf3 e5 9.d5
♖a5 is not bad for Black.

5...b5 6.e5 ♖d5 7.a4 e6

7...♖xc3 is an old variation.

8.axb5 ♖b6!?

Diagram 22-3

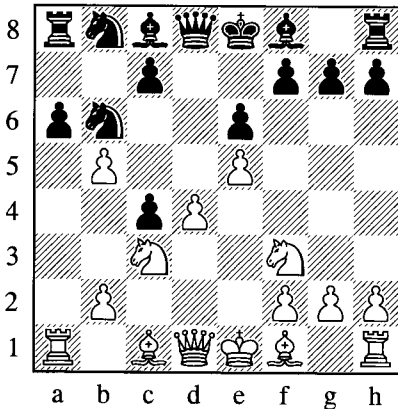


Diagram 22-3

An idea of Tony Miles. In many variations Black is prepared to sacrifice a pawn, but is then left with excellent positional compensation. He has a superior pawn structure and the opportunity to undertake something down the long diagonal.

9.♙e3

The best move. Other possibilities are:

a) 9.♖g5?! h6 10.♗h5 (♖10.♖ge4∞) 10...g6!
11.♗h3 ♗xd4 12.♖f3 ♗d8 13.♙g5 ♙e7=

b) 9.♙e2 ♙e7 10.0-0 ♙b7 11.bxa6 ♗xa6 12.♗xa6
♖xa6 13.♖a4 ♗d5 14.♖e1 ♗c6! 15.♖xb6 (15.♙f3
♖d5) 15...cxb6 16.♙f3 ♗d7 17.b3 cxb3 18.♗xb3
♙xf3 19.♖xf3 ♖b4 20.♙a3 ♖d5 21.♙xe7 ♗xe7
22.♗a4† ♗d7 23.♗a8† ♗d8 24.♗c6† ♗d7
25.♗a8† ½-½ L.Van Wely – A.Miles, Havana
1995.

c) 9.b3 ♙b4 10.♙d2 ♙b7 11.bxa6 (11.bxc4 ♙xf3
12.♗xf3 ♗xd4=) 11...♙xf3 12.♗xf3 ♗xd4 13.♙xc4
(13.a7 0-0 14.♙xc4 ♗xa7 15.♗xa7 ♖xc4 16.bxc4
♗xa7= Huzman) 13...0-0 14.♗e3! ♗xe3† 15.fxe3
♖xc4 16.bxc4 ♗xa6 17.♗xa6 ♖xa6 18.♙e2= C.Ward
– S.Ganguly, Torquay 2002.

9...♙b7 10.bxa6

Or 10.♘d2 axb5 11.♞xa8 ♙xa8 12.♘xb5 ♙b4 (12...♙d5!? 13.♘c3 ♘c6 14.♘xd5 ♞xd5=) 13.♞g4 ♗f8 14.♙e2 h5 15.♞h3 ♞d5 (15...♘c6) 16.♘xc7 ♞xg2 17.♞xg2 ♙xg2 18.♞g1 ♙c6∞.

10...♞xa6 11.♞xa6

11.♞c1!? ♘c6 12.♘d2 ♘a5 13.b3 ♙a3?

11...♘xa6 12.♘d2

After 12.♙xc4 ♘xc4 13.♞a4† ♞d7 14.♞xc4 ♘b4 (or 14...♙e7 15.0-0 0-0 16.♞a1 ♘b4 17.♘d2 ♞d8∞ N.Pert – K.Zalkind, Witley 1999) 15.♞b5 ♞xb5 16.♘xb5, Black has good compensation: 16...♗d7!N 17.♗d2 ♙e7 18.♞a1 f6∞ (or 18...f5!?)

Diagram 22-4

12...♘b4! 13.♘xc4 ♘xc4 14.♙xc4 ♙xg2 15.♞g1 ♙c6∞

The position is very complicated, but not bad for Black. He must try to develop his pieces quickly. The white king position is not safe and that can be exploited later.

16.♞b3 g6

16...♞h4!? 17.♗d2 ♞xh2 18.♞a1∞ (Huzman)

17.♙b5?!

17.♗e2 ♙e7 18.♞d1 0-0 19.d5 exd5 20.♘xd5 ♘xd5 21.♙xd5 ♙xd5 22.♞xd5 ♞b8∞

17...♙xb5 18.♘xb5 ♙e7 19.♙h6

19.♙g5 0-0∞

19...♞b8

19...c6 20.♞c4 ♞d7 21.♘a3 ♞d5∞ (Huzman)

20.♞c4 ♗d7!

20...c6 21.♘c3 c5 22.♗f1∞

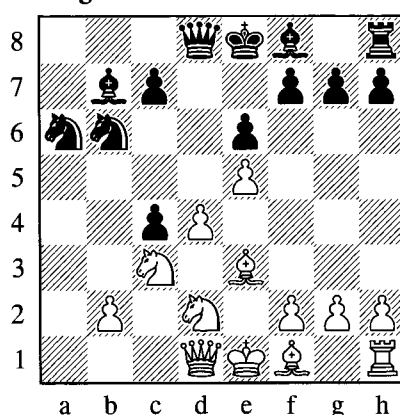
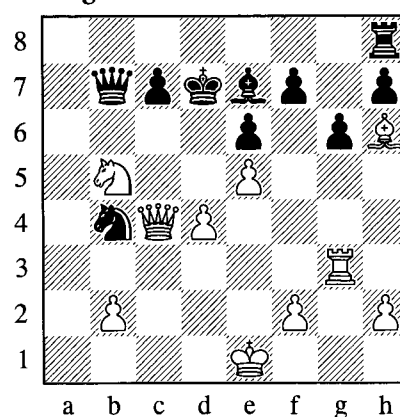
21.♞g3

Better is 21.♙g5! ♙xg5 (21...♘d5 22.♙xe7 ♗xe7 23.♘c3=) 22.♞xg5 ♘d5 23.♞g3 c6 (23...♞b6 24.♞f3 ♞b8 25.♘c3?) 24.♘d6 (24.♘c3 ♞xb2 25.♘xd5 exd5 26.♞c5 ♞b1† 27.♗d2 ♞b8 28.♞d6† ♗e8 29.♞xc6† ♗f8†) 24...♞xb2 25.♞b3 ♞a1† 26.♗e2 ♞a8 27.♞b7† ♘c7∞ (Huzman).

21...♞b7**Diagram 22-5****22.♞b3??**

A blunder in a position which was already worse. White loses material.

Better was 22.♙d2 ♞c6! 23.♞xc6† ♘xc6∞ (Huzman).

Diagram 22-4**Diagram 22-5**

22...♖b8!-+ 23.d5

23.♘c3 ♘c2†-+

23...♗xb5

0-1

3) The old main line: 3.♘f3 ♘f6 4.e3 e6 5.♗xc4 c5
6.0-0 a6 7.♗e2

L.Christiansen – R.Hübner

Bundesliga 1992

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 e6 5.♗xc4 c5
6.0-0 a6 7.♗e2 b5 8.♗b3 ♗b7

Diagram 22-6

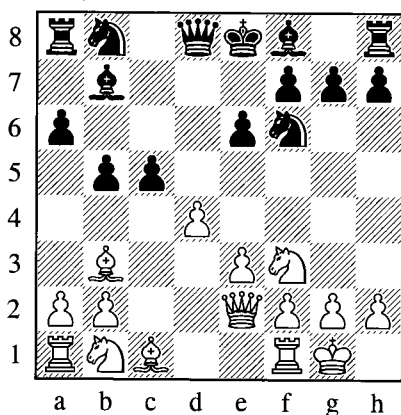


Diagram 22-6

9.♗d1

After 9.a4 ♘bd7 (9...b4 is somewhat risky, since White gets the good square c4) 10.axb5 axb5 11.♖xa8 ♗xa8 12.♘c3 b4 13.♘b5 ♗xf3 (13...♗b8 14.e4 cxd4 15.♘bxd4 ♗d6 is also playable – see the test) 14.gxf3 (The endgame after 14.♗xf3 ♗xf3 15.gxf3 ♗e7 does not promise White any particular advantages. One example is 16.♗d2 0-0 17.♖c1 ♖a8 18.dxc5 ♗xc5 19.♔f1 g6 20.♔e2 ♘d5 21.♗xd5 exd5 22.♘c7 ♖a2 23.♘xd5 ♖xb2 24.♘f6† ♘xf6 25.♖xc5 ♔f8 and White has no real winning chances, A.Yusupov – J.Lautier, Zürich 1994) 14...♗b8, the position is roughly balanced: 15.♗d1 ♗e7 16.e4 cxd4 17.♘d4 ♗d6 18.e5!? ♗xe5 19.♘xe6! fxe6 20.f4 ♔e7! 21.♗c4 ♘d5 22.fxe5 ♗xe5 23.♗d2 ♘7b6! 24.♗xb4† ♔f7 25.♗d4 ♗xd4 26.♖xd4 ♘xb4 27.♖xb4 ♘d5 28.♖b7† ½-½ A.Yusupov – V.Anand, Las Palmas 1993.

9...♘bd7

A harmonious set-up. Here the knight does not block the long diagonal for the b7-bishop and also supports its pawn on c5.

10.♘c3 ♗b6

The most active position for the queen, but ...♗b8 or ...♗c7 would also be possible.

11.d5

Or 11.e4 cxd4 12.♘xd4 ♗c5 13.♗e3 0-0 with a very comfortable game.

11...exd5 12.♘xd5 ♘xd5 13.♗xd5 ♗xd5 14.♖xd5 ♗e7 15.e4

Diagram 22-7

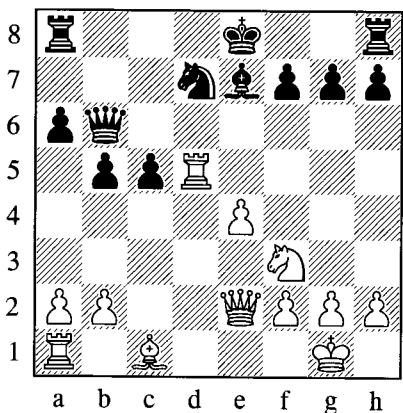


Diagram 22-7

15...♖b7!

An important idea. The queen protects the knight and at the same time exerts pressure on the centre. The knight can now use the b6-square. The position is level. Black must combine operations on the strong queenside with a defensive central strategy. The endgame can be somewhat advantageous for Black, on account of his majority on the queenside.

16.♙g5 ♘b6 17.♞ad1?

Diagram 22-8

A main continuation. But Black does not have to help his opponent and accept the exchange. His position is absolutely solid.

17...f6!

Cutting off the white pieces. After 17...♘xd5?! 18.exd5, White would obtain a dangerous attack.

18.♙f4 0-0 19.♞5d2

Diagram 22-9

19...♞ad8!

After the exchange of rooks, White's initiative loses its bite. Long term advantages (e.g. the queenside majority) then play a greater role.

20.h4

20.e5!? ♞xd2 21.♞xd2 ♘c4=

20...♞xd2 21.♞xd2 ♖c6

21...♞e8! would be even more precise.

22.h5 ♞e8 23.♘h4 ♘c4

23...♙f8 is also possible.

24.♞d5!? ♙f8?

24...♙d6! 25.♖f3 ♙xf4 26.♖xf4 ♘b6 is an alternative. Black is fine.

25.♖g4 ♞xe4 26.♞d8 ♞e1†

The principled move would be 26...♘e5 27.♖f5 c4 28.♙g3 b4 and White is still to show whether he is capable of setting up any threats.

27.♘h2 ♞e8 28.♞d7

After 28.♘f5 (intending 28...♞xd8 29.♘h6† ♘h8 30.♘f7† ♘g8 31.♘h6†=), Black can play 28...♘f7!.

28...♘e5

Simplifying the position even further. 28...♖e6? would not be so good, due to 29.♘f5 with attacking chances.

29.♙xe5 fxe5 30.♘f5 ♖f6 31.♖e4

In this position White has some compensation for the sacrificed pawn, but after 31...c4 it is very

Diagram 22-8

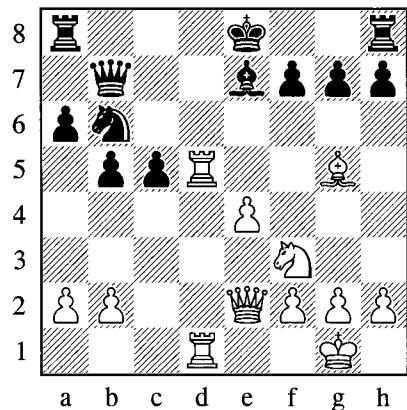
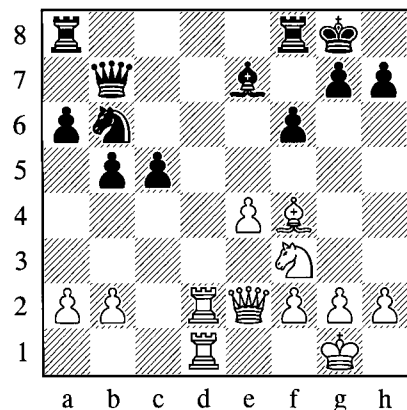


Diagram 22-9



Opening 4

dubious whether this would be enough for a draw. In a struggle dominated by time trouble, Dr Hübner eventually overcame his strong opponent.

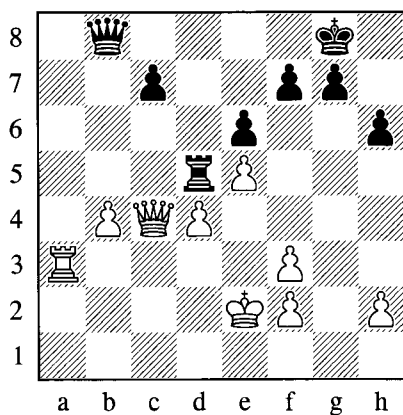
Further variations of the Queen's Gambit Accepted which you should take a look at are:

- 4) The Botvinnik Variation 7.a4
- 5) The Kramnik Variation 7.♟b3
- 6) The Endgame Variation 7.dxc5

Exercises

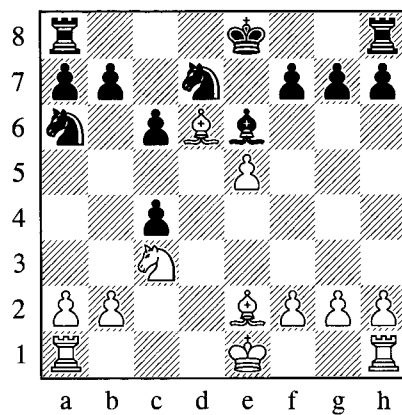
► Ex. 22-1 ◀

★



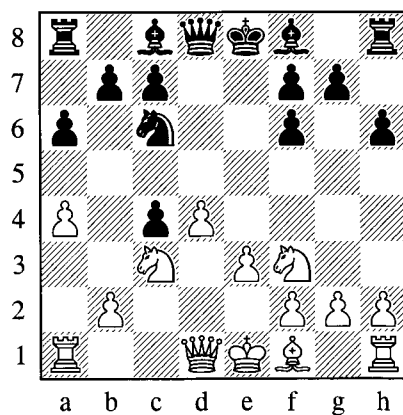
► Ex. 22-4 ◀

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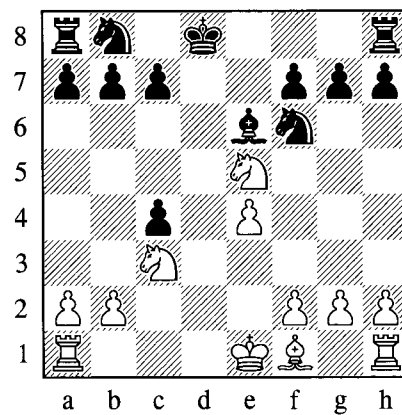
► Ex. 22-2 ◀

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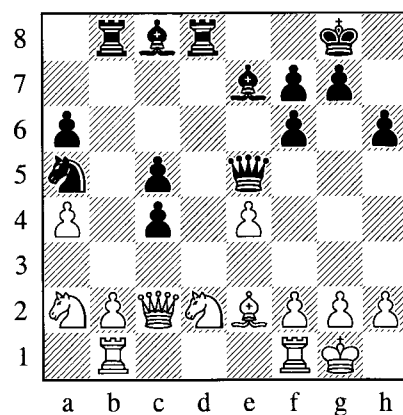
► Ex. 22-5 ◀

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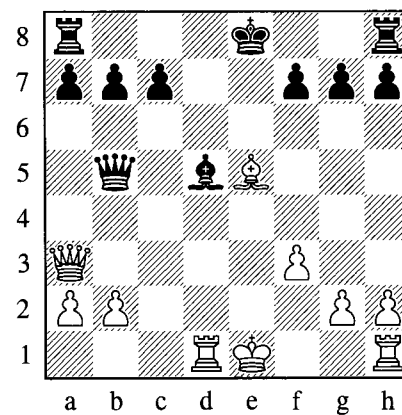
► Ex. 22-3 ◀

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► Ex. 22-6 ◀

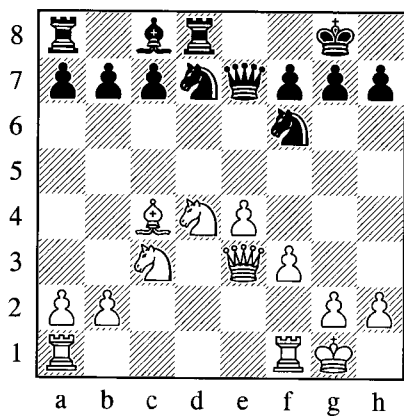
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Exercises

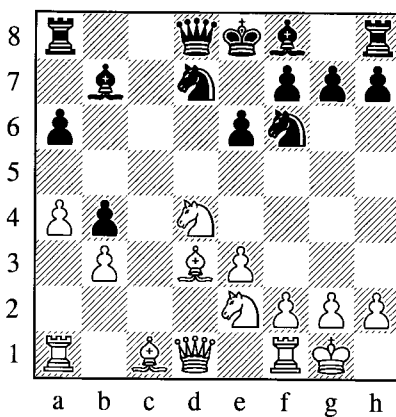
► Ex. 22-7 ◀

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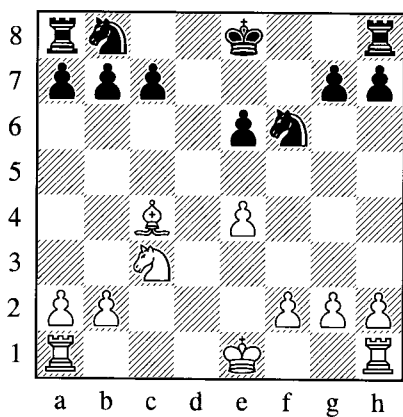
► Ex. 22-10 ◀

★★



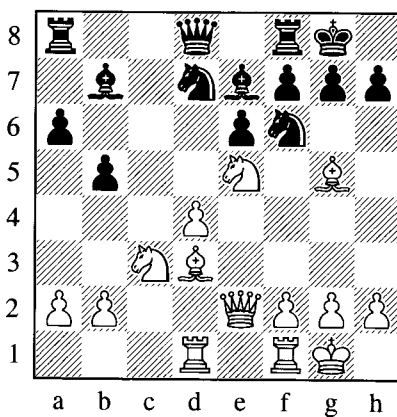
► Ex. 22-8 ◀

★★



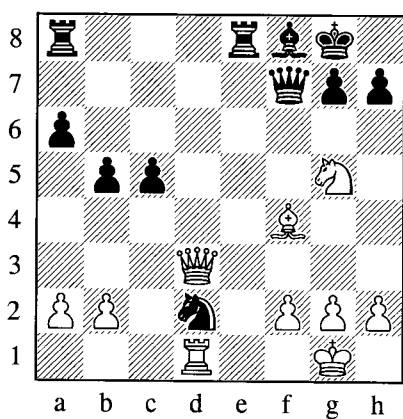
► Ex. 22-11 ◀

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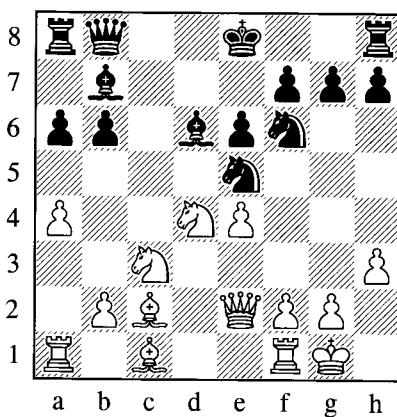
► Ex. 22-9 ◀

★★



► Ex. 22-12 ◀

★★



Solutions

Ex. 22-1

E. Bacrot – Y. Zilberman

Havana 1998

25...c5!

(1 point)

26.dxc5 ♖xe5† 27.♖e3

27.♗f1 ♖xh2→

27...♖b2† 28.♗f1 ♖d4

28...♖d1† 29.♖e1 (29.♗g2 ♖b1 30.♗h3 ♖d5) 29...♖d4 30.♖b5 ♖d2 31.♖e2 ♖b1† 32.♗g2=

29.♖b5 ♖d2 30.♖e2 ♖b1† 31.♖e1?

31.♗g2 ♖g6† 32.♗f1=

31...♖c2 32.♖b8† ♗h7 33.♖f4??

33.♖g3 ♖c4† 34.♗g1 ♖d5 35.♗h1 ♖g5 36.♖d6 ♖xb4†/+

33...♖xf2† 34.♗g1 ♖g2† 35.♗h1 ♖f2→+ 36.♖e4† ♖g6

0–1

Ex. 22-2

I. Sokolov – V. Kramnik

Chalkidiki 1992

1.d4 d5 2.c4 dxc4 3.♗f3 ♗f6 4.♗c3 a6 5.a4?! ♗c6! 6.♖g5?! (6.e4 ♖g4 7.d5 ♗e5 8.♖e2 ♖xf3 9.gxf3 e6 10.♖d4 ♗fd7?! 11.♖e3 ♖c5 12.♖d2 exd5 13.f4 ♗d3† 14.♖xd3 cxd3 15.♗xd5 c6 16.♗c3 ♖xe3 17.♖xe3 ♖e7 18.♖xd3 ♗c5 19.♖e3 0–0–0!† Ho Van Huynh – U. Adianto, Manila 1992) 6...h6 7.♖xf6 (7.♖h4 g5 8.♖g3 g4 9.♗e5 ♖xd4 10.♗xc6 ♖xd1† 11.♖xd1 bxc6 12.♖xc7 ♖e6†) 7...exf6 8.e3

Diagram Ex. 22-2

8...♗a5!

(1 point)

9.♖e2 ♖e7 10.0–0 0–0 11.♖c2 c6 12.♖ad1 ♖c7

12...b5 13.d5!; 12...♖e6!? 13.e4 ♖g4

13.d5 ♖b8!

13...c5 14.♗d2!=

14.dxc6

14.♗d4 c5 15.♗f5 ♖xf5 16.♖xf5 ♖d6

17.g3 b5† (Ftacnik)

14...bxc6 15.♖b1 ♖d8 16.♗a2 c5! 17.♗d2

17.♖xc4? ♗xc4 18.♖xc4 ♖e6→+

17...♖e5!

17...♖f5 18.♖xf5 ♖xd2 19.♖f3 ♖dxb2

20.♖xb2 ♖xb2 21.♗c3†

18.e4†

See Ex. 22-3. Not 18.♗xc4 ♖f5!→+.

Ex. 22-3

I. Sokolov – V. Kramnik

Chalkidiki 1992

18...f5!

(2 points)

19.♗xc4

19.♗c3 fxe4†

19...♗xc4 20.♖xc4 fxe4 21.♗c3 ♖f5†

Ex. 22-4

A. Beliavsky – R. Ponomarev

Enghien les Bains 1999

1.d4 d5 2.c4 dxc4 3.e4 ♗f6 4.♗c3 e5 5.♗f3 exd4 6.♖xd4 ♖xd4 7.♗xd4 ♖c5 8.♗db5 ♗a6 9.♖f4 c6 10.♗d6† ♖xd6 11.♖xd6 ♖e6 12.e5 ♗d7 13.♖e2

Diagram Ex. 22-4

13...f5!?

(2 points)

This is how Black blockades the kingside.

14.0–0 ♗ac5 15.♖ad1 ♗f7 16.f4 g6 17.♖d4 b5 18.♖f3 ♖ac8 19.♖xc5 ♗xc5 20.♖d6 b4 21.♗e2 ♖hd8†

Ex. 22-5

J. Timman – V. Salov

Candidates match, Sanghi Nagar (2) 1994

1.d4 d5 2.c4 dxc4 3.e4 e5 4.♗f3 ♖b4† 5.♖d2 ♖xd2† 6.♖xd2 exd4 7.♖xd4 ♗f6 8.♖xd8† ♗xd8 9.♗c3 ♖e6 10.♗e5

Diagram Ex. 22-5

10...♗c6!

(2 points)

11.♗xc6†

Solutions

11. ♖xc4 ♗e7 12. ♖e3 ♜hd8 13. f4 ♗f8
14. ♙e2 ♖d4= V.Salov – P.Nikolic, Reykjavik
1991.

11... ♖xc6 12. f4 g6 13. 0–0 ♗e7 14. ♙e2
14. ♜e1 ♗f8 15. g3 ♖d7 16. ♜d1 ♜d8 17. ♙e2
♗e7 18. g4 f6= M.Petursson – M.Dlugy, Wijk
aan Zee 1990.
14... h5 15. ♜he1 ♜ad8=

Ex. 22-6

J. Lautier – M. Dlugy

Palma de Mallorca 1989

1. d4 d5 2. c4 dxc4 3. e4 e5 4. ♖f3 ♙b4†
5. ♖bd2 c3 6. ♜a4† ♖c6 7. d5 cxd2† 8. ♖xd2
♖ge7 9. dxc6 ♖xc6 10. ♙b5 ♙d7 11. ♙xc6
♙xd2† 12. ♙xd2 ♙xc6 13. ♜a3 ♙xe4† 14. ♜d1
♜d3 (14... ♜e7!? 15. ♙b4 ♜g5 is met by
16. ♜c3 or 16. f3 ♜xg2 17. ♜f1 ♙c6 18. ♜d2)
15. ♙c3 ♜b5 16. f3 ♙d5 (16... ♙f5 17. ♗f2 f6
18. ♜he1 ♗f7†) 17. ♙xe5

Diagram Ex. 22-6

17... ♙xf3??

First 17... 0–0! (2 points) would be correct,
and only after 18. ♗f2 (18. ♜xa7 ♜he8) should
Black play 18... ♙xf3†.

18. gxf3 f6

18... ♜xe5† 19. ♗f2+–
19. ♙xc7+–

Ex. 22-7

A. Groszpeter – S. Polgar

Hungarian Ch 1991

1. d4 d5 2. c4 dxc4 3. e4 e5 4. ♖f3 ♙b4† 5. ♙d2
♙xd2† 6. ♜xd2 6... exd4 7. ♖xd4 ♜e7 8. f3 ♖f6
9. ♙xc4 0–0 10. ♖c3 ♖bd7 11. 0–0 (11. ♖f5
♜c5 12. ♜g5? g6†) 11... ♜d8 (11... ♜c5
12. ♙e2 ♜d8 13. ♜e3 ♖e5 14. ♜ad1± S. Polgar)
12. ♜e3?! (12. ♜ad1 ♖e5; 12. ♙e2!? ♖e5
13. ♜e3 c5 14. ♖c2 ♙e6 15. b3 c4!± 16. f4?
♖eg4†)

Diagram Ex. 22-7

12... ♖b6!?

(2 points)

12... ♖e5?! 13. ♙e2

13. ♙b3

13. ♙e2 ♖fd5

13... c5! 14. ♖de2 c4 15. ♙c2 ♖fd5

Or 15... ♖bd5 16. ♜f2 (16. ♜g5!?) 16... ♖b4
17. ♖g3 b5†.

16. ♜f2

16. ♖xd5 ♖xd5†

16... ♖b4 17. ♖g3 ♙e6 18. ♜ad1 ♖d3

19. ♙xd3 cxd3†

Ex. 22-8

Z. Papp – A. Raetsky

Budapest 1992

1. d4 d5 2. c4 dxc4 3. e4 e5 4. ♖f3 ♙b4† 5. ♙d2
♙xd2† 6. ♜xd2 exd4 7. ♜xd4 ♜xd4 8. ♖xd4
♖f6 9. ♖c3 ♙e6 10. ♖xe6 fxe6 11. ♙xc4

Diagram Ex. 22-8

11... e5!

(2 points)

1 point for 11... ♗e7.

12. ♜d1 ♗e7 13. ♖d5†?! ♖xd5 14. exd5?!
♖d7 15. 0–0 ♜hf8 16. ♜fe1 ♗d6†

Ex. 22-9

Variation from the game

S. Atalik – V. Topalov

Sarajevo 2001

1. d4 ♖f6 2. c4 e6 3. ♖f3 d5 4. ♖c3 dxc4 5. e3
a6 6. ♙xc4 b5 7. ♙b3 ♙b7 8. 0–0 c5 9. ♜e2
♖bd7 10. ♜d1 ♜b8 11. d5 ♖xd5 12. ♙xd5
exd5 13. ♖xd5 ♙xd5 14. ♜xd5 ♜b7 15. e4 ♙e7
16. ♙g5 f6 17. ♜ad1 ♖b6 18. ♙f4 0–0 19. ♜5d2
♜fe8!? 20. e5 ♙f8 21. ♜d3 ♖c4 (In the game
there now followed: 22. ♜e2† fxe5 23. ♙xe5
♖xe5 24. ♖xe5 c4 25. ♜f5 ♜e7 26. ♜e3 ♜ad8
27. ♜de1 ♜e6 28. ♜xe6† ♜xe6 29. ♖xc4 ♜c6
30. ♖e5 ♜c2 31. ♜b3 ♜dd2 32. g3 ♜xf2 0–1)
22. exf6 ♖xd2 23. f7† ♜xf7 24. ♖g5

Diagram Ex. 22-9

24... ♖f3†!

(2 points)

25. ♖xf3

Solutions

25. ♖xf3 ♖xa2—+
25. gxf3 ♖g6 26. ♗d5† ♕h8 27. ♕h1 ♖a7—+
25... ♖xf4—+

Ex. 22-10

A.Yusupov – V.Ivanchuk

Linares 1992

1.d4 ♖f6 2.c4 e6 3. ♖f3 b6 4.e3 ♖b7 5. ♖d3
d5 6.0–0 dxc4 7. ♖xc4 a6 8. ♖c3 b5 9. ♖d3?!
c5 10.a4?! b4 11. ♖e2 ♖bd7 12.b3 cxd4
13. ♖fxd4

Diagram Ex. 22-10

13...e5!

(2 points)

14. ♖f5 g6 15. ♖fg3 h5!? 16.f3 ♖c5† 17. ♕h1
♖e7 18. ♖g1 0–0 19. ♖h3 ♖fd8 20. ♖e2 ♖a7
21. ♖d2 a5—+

Ex. 22-11

A.Yusupov – A.Shirov

Prague (rapid) 2002

1.d4 d5 2.c4 dxc4 3.e3 ♖f6 4. ♖xc4 e6 5. ♖f3
c5 6.0–0 a6 7. ♖e2 b5 8. ♖d3 cxd4 9.exd4
♖e7 10. ♖c3 0–0 11. ♖g5 ♖b7 12. ♖ad1 ♖bd7
13. ♖e5?!

Diagram Ex. 22-11

13... ♖d5!

(2 points)

13... ♖xe5 (1 point) 14.dxe5 ♖d5=
14. ♖d2 ♖xc3 15. ♖xc3 ♖f6 16. ♖b1 ♖d5
17.f3 b4 18. ♖e1 a5 19. ♖e3 ♖ac8 20. ♖g3 a4
21. ♖fe1 a3 22.b3 ♖d8 23. ♖e4? ♖c3 24. ♖d3
♖xe4 25.fxe4 ♖c2†

Ex. 22-12

A.Yusupov – S.Ionov

Moscow 2003

1.d4 d5 2.c4 dxc4 3.e3 c5 4. ♖xc4 e6 5. ♖f3
a6 6.0–0 ♖f6 7. ♖d3 ♖bd7!? 8.a4?! b6! 9. ♖c3
♖b7 10. ♖e2 ♖b8 11.e4 cxd4 12. ♖xd4 ♖e5
13. ♖c2 ♖d6 14.h3

Diagram Ex. 22-12

14... ♖g6!

(2 points)

This is how Black meets the threat of f2-f4.

15. ♖e3 0–0 16. ♖ad1 ♖c7= 17. ♕h1?!
♖fd8 18. ♖b1 ♖e5 19.g3! ♖d7 20.f4 ♖d6
21. ♕g1 e5! 22. ♖f5 exf4 23. ♖xd6 ♖xd6
24. ♖xd6 fxe3 25. ♖f5 ♖e7 26. ♖xe7† ♖xe7
27. ♖xe3†

Scoring

Maximum number of points is 22

19 points and above.....→ **Excellent**
15 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

- ✓ Using the comparison method

The comparison method

You have already learned some important methods for calculating variations (candidate moves, the elimination method).

I must emphasize once more that it makes no sense to look for a universal algorithm. There are situations in which one method is useful, but others in which we cannot use that same method.

The comparison method also has a limited usefulness: we only employ it in situations in which we have to decide between two **very similar** moves (or variations). We must then compare the moves or variations. If one move has a clear advantage and no disadvantage, then we have our solution. As you will see later, the comparison method can save us quite a lot of time and at the same time enable us to take a correct decision.

Diagram 23-1

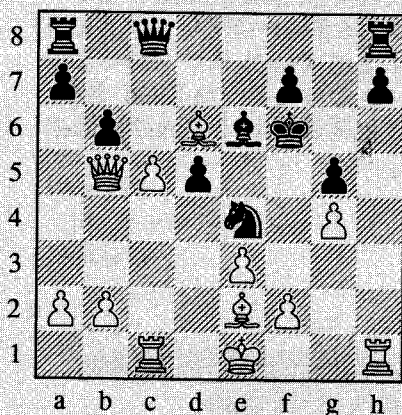


Diagram 23-1

A.Yusupov – S.Lputian

Baden-Baden 1996

The threat is ...♖xd6. But White can parry this threat tactically. After either 20.♖b4 or 20.♖a4, Black cannot take on d6: 20...♖xd6? 21.♗d4† ♔g6 (21...♗e7 22.cxd6†+–) 22.♖h6†!!+–

But where exactly should the white queen now go? At first glance, the answer appears clear – to b4, to protect the c5-pawn. But this logic is somewhat superficial, because after 20.♖a4 too, Black cannot take on c5, since White can simply capture with the rook: 20...bxc5? 21.♖xc5!+– and once again there is the threat of 22.♗d4†.

But what can Black play instead? The correct move is 20...♔g7, to renew the threat of ...♖xd6. But with his queen on b4, White can then simply play 21.c6!.

So:

20.♖b4!

If 20.♖a4, then 20...♔g7!.

20...♔g7 21.c6 ♖xd6

21...a5 is met by either 22.♗d4† f6 23.♕h2± or 22.♕e5† f6 23.♖e7†+–.

22.♖xd6 ♖d8 23.♖e5† ♖f6 24.♖xf6† ♔xf6

25.♔d2±

With the passed c6-pawn and Black's weaknesses on h7 and d5, White is clearly better.

The next example is the best illustration of the importance of the comparison method.

Diagram 23-2

M.Botvinnik – M.Tal

World Championship, Moscow (8) 1960

The first task: **which rook should go to c8?**

34...♖bc8?

The game will show clearly that the other rook was required on c8, so as not to weaken the b7-pawn! Correct is 34...♜ec8!–+.

35.♘a5 ♕xe2 36.♜xe2 ♘xc3

Diagram 23-3

The second task: **compare the three possible moves ♜ee1, ♜ec2 and ♜xc3.**

37.♜xc3!

White loses the exchange in any case. But he must waste no time, so that he can seize the b7-pawn.

37.♜ec2? would be bad: 37...♘e2† 38.♜xe2 ♜xc1†–+.

Similarly, 37.♜ee1? ♘e2† 38.♜xe2 ♜xc1†–+.

37...♜xc3 38.♘xb7 ♜exe3?!

Botvinnik considered the best continuation to be 38...♜b8 39.♘xd6 ♜d3 40.♘xf5 ♜xd5 41.e4 ♜xf5 42.exf5 ♜xb6 43.♕g2±.

But Tal continued to play for a win.

39.♜xe3 ♜xe3 40.♘d6 ♜d3

As the following variation shows, Black's position can no longer be saved: 40...♜b3 41.♘c4! (41.♘c8 ♜c3 42.♘e7 ♜b3=) 41...♕g7 (41...♜b4 42.d6+– 42.h5! ♜b4 43.h6† ♕xh6 44.d6+–

Diagram 23-4

The third and the hardest task: **how should White continue after 40...♜d3?**

- 1) 41.b7 ♜b3 42.♘f7†, followed by ♘d8; or
- 2) first 41.♘f7† and only then b7?

It is interesting that you do not have to calculate so many variations in order to answer this question. You only have to compare the variations in order to find the decisive difference.

Diagram 23-2

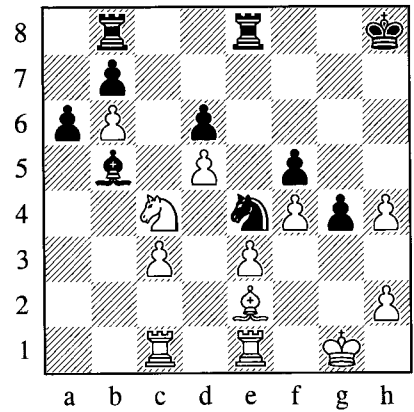


Diagram 23-3

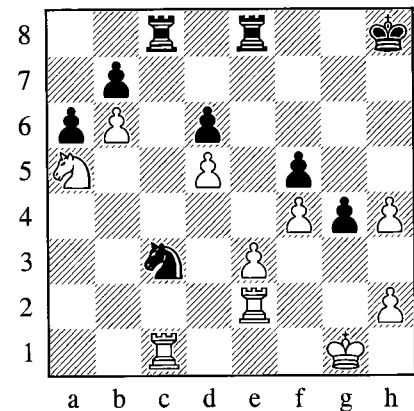
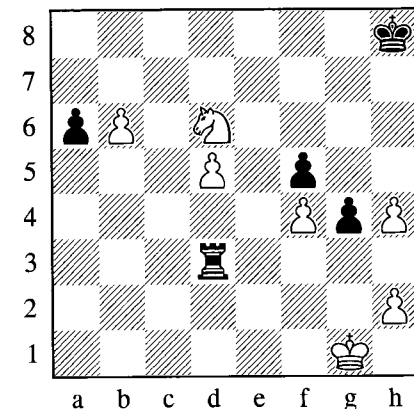


Diagram 23-4



41.♟f7+!!

White must try to activate all his passed pawns. The two moves 41.b7 and 41.♟f7 apparently lead to the same position. But the immediate check has an important advantage: Black cannot go to h7! Then White wins very simply with 42.d6. That means that you can deprive your opponent of one possibility without any disadvantage to yourself!

The game was adjourned and Tal, who only wanted to see the sealed move, resigned immediately after it. In fact the difference was enormous: 41.b7? loses and 41.♟f7+!! wins. Here is a shortened version of the analysis.

If 41.b7?, then 41...♞b3 42.♟f7+ ♔h7! 43.♟d8 a5 44.d6 a4 45.d7 a3 46.♟e6 a2--.

After 41.♟f7+!! there follows 41...♟g7 (41...♟h7 42.d6+-; or 41...♟g8 42.b7 ♞b3 43.♟d8 a5 44.d6 a4 45.d7 a3 46.♟e6+-) 42.b7 ♞b3 43.♟d8 ♔f8 (43...a5 44.d6 a4 45.d7 a3 46.♟e6+-) 44.h5.

The winning idea is very simple: if Black advances his a-pawn, then the white d-pawn also moves forward. If, on the other hand, the king moves, then the white h-pawn makes the running!

a) 44...a5 45.d6 ♔e8 (45...a4 46.d7 ♔e7 47.♟c6+ ♟xd7 48.b8=♞ ♞xb8 49.♟xb8+ ♔e6 50.♟c6 a3 51.♟b4 ♔f6 52.♟f2 ♟g7 53.♟g3+-) 46.h6+-

b) 44...♟e8 45.h6 ♟xd8 46.h7+-

Using the comparison method correctly is not easy: from the very first moves, you must look for the relevant possibilities with great concentration and then compare them. But by doing so, you can save a lot of time-consuming calculating of variations!

Diagram 23-5

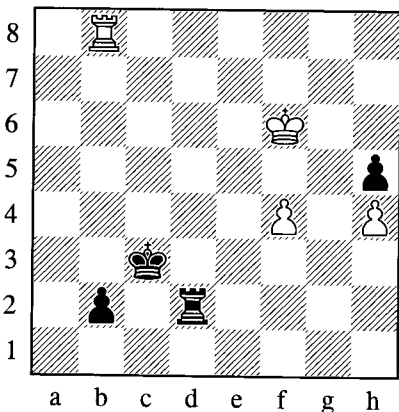


Diagram 23-5

J.Peters – W.Browne

USA Championship, South Bend 1981

50.f5?

This is probably the weakest of the three candidate moves: 50.f5, 50.♟g5 and 50.♞c8+. Black will win the rook after ...♞d1. To save the game, White must get rid of the h-pawn. For that reason, 50.f5 is weak. There is no way that White can survive without ♟g5xh5. That means that 50.♟g5 is in any case

more accurate! Calculating the effects of this move is not easy. But consider the position after 50.♔g5 ♖d1! 51.♖xb2 (there is nothing better; 51.♔xh5 b1=♚ 52.♖xb1 ♖xb1 leads only to a slightly better situation for Black, since his rook is somewhat better on b1 than on d1 in the main variation) 51...♔xb2 52.♔xh5.

Diagram 23-6

We shall examine the further variations later. For the moment, we simply want to compare this position with the position in the next diagram. For that we shall first return to our original diagram (Diagram 23-5) and examine the other option.

After 50.♖c8†! ♔d3 51.♖b8 ♔c2 52.♖c8† ♔d1 53.♖b8 ♔c1 54.♔g5, there follows 54...b1=♚ 55.♖xb1† ♔xb1 56.♔xh5.

Diagram 23-7

Here the black king is worse off than on b2. That means that even without further calculation we should decide on 50.♖c8†!!.

In fact, in this last position White could save the game: 56...♔c2 57.♔g6 ♔d3 58.h5 ♔e4 59.h6 ♖d6† (59...♔xf4 60.h7=) and White can draw with either 60.♔g5 or 60.♔g7 ♔f5 61.h7 ♖d7† 62.♔g8 ♔g6 63.f5†.

On the other hand, the variation with 50.♔g5 quite clearly loses: 50...♖d1! 51.♖xb2 ♔xb2 52.♔xh5 (see Diagram 23-6) 52...♔c3 53.♔g6 (53.f5 ♔d4 54.f6 ♔e5 55.f7 ♖f1 56.♔g6 ♔e6 57.h5 ♖g1†→) 53...♔d4 54.h5 (54.f5 ♔e5 55.f6 ♔e6 56.f7 ♖g1†→) 54...♔d5

And now:

a) 55.f5 ♔d6 56.f6 (56.h6 ♔e7 57.h7 ♖g1† 58.♔h6 ♔f7 59.h8=♔† ♔f6 60.♔h7 ♔xf5 61.♔f7 ♔f6→) 56...♔e6→

b) 55.♔f6 ♖h1 56.f5 ♖xh5 57.♔g6 ♖h1 58.f6 ♔e6→

c) 55.♔f7!? ♖h1 56.f5 ♖xh5 57.f6 ♔d6 58.♔g7 (58.♔e8 ♖h8†→) 58...♖f5

d) 55.h6 ♔e6 56.f5† (56.h7 ♖g1† 57.♔h6 ♔f7 58.h8=♔† ♔f6 59.♔h7 ♖g7† 60.♔h6 ♖g4→) 56...♔e7 57.h7 ♖g1† 58.♔h6 ♔f7→

Now back to the game (Diagram 23-5), where after 50.f5? there came:

50...♖d1

Diagram 23-6 (analysis)

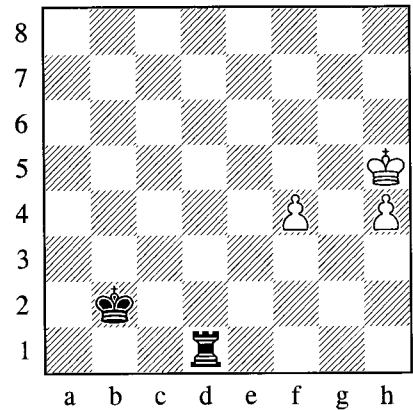
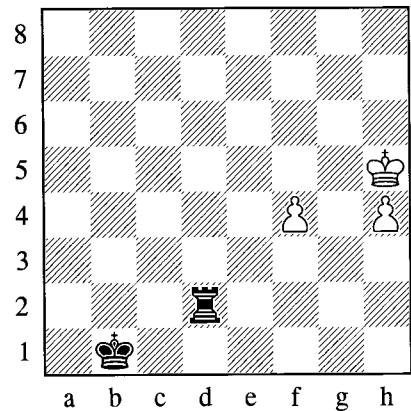


Diagram 23-7 (analysis)



Now Black gets the optimal position. His king remains close to the white pawns.

51. ♖xb2

51. ♖g6 b1=♚ 52. ♖xb1 ♖xb1 53. ♕xh5 ♕d4—+ We have already seen the same position in the variation with 50. ♕g5.

Nor would 51. ♕g7 be any better: 51...b1=♚ (or 51...♖g1†!?!—+) 52. ♖xb1 ♖xb1 53. f6 ♕d4 54. f7 ♖g1†! 55. ♕h6 ♖f1 56. ♕g7 (56. ♕xh5 ♕e5 57. ♕g6 ♕e6 58. h5 ♖g1†—+) 56...♕e5 57. f8=♚ ♖xf8 58. ♕xf8 ♕f4—+

51...♕xb2 52. ♕g6 ♕c3 53. ♕xh5 ♕d4 54. ♕g6 ♕e5 55. h5 ♖g1† 56. ♕f7 ♕xf5 57. h6 ♖a1 58. h7 ♖a7† 59. ♕g8 ♕g6

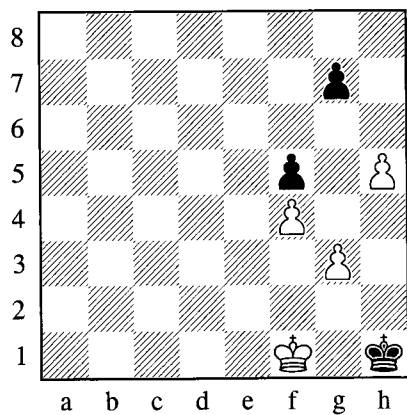
0–1

In the following test, try first to find all the candidate moves or ideas. You must then compare similar variations with each other in order to find the correct solution.

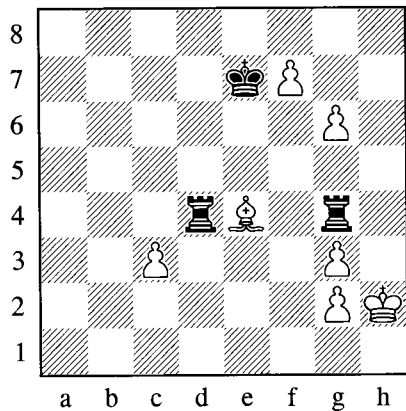
This test is very difficult. However, it is more important to understand the comparison method than to solve all the exercises.

Exercises

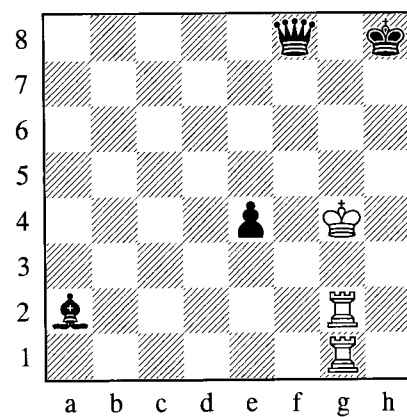
► Ex. 23-1 ◀ ★★★★★ △



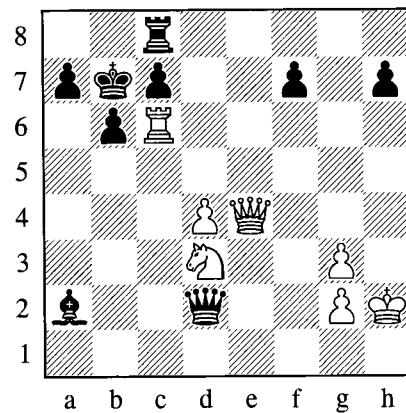
► Ex. 23-4 ◀ ★★★★★ △



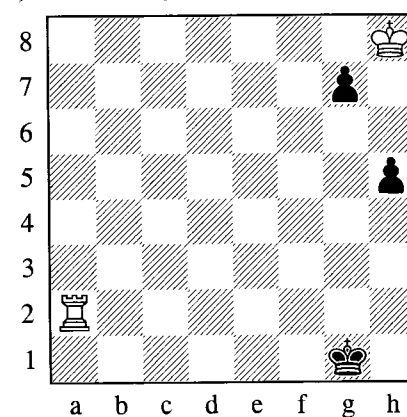
► Ex. 23-2 ◀ ★★★ △



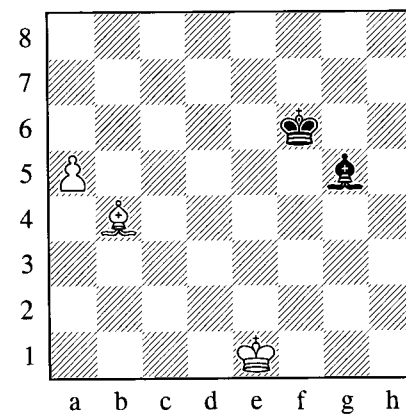
► Ex. 23-5 ◀ ★★★ ▼



► Ex. 23-3 ◀ ★★★ △

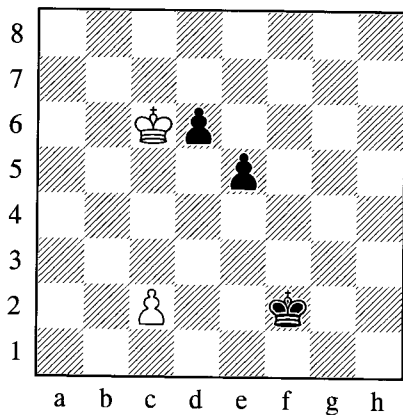


► Ex. 23-6 ◀ ★★★★★ △

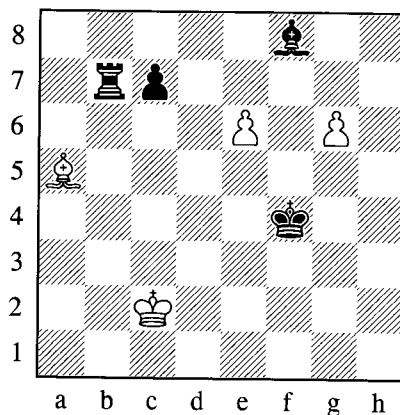


Exercises

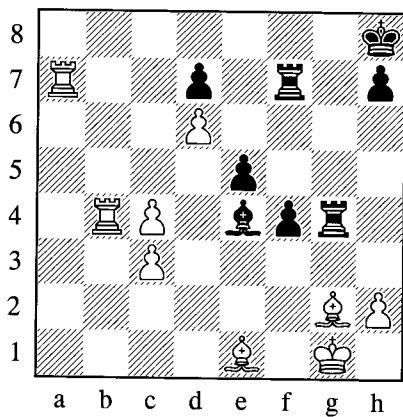
► Ex. 23-7 ◀ ★★★ △



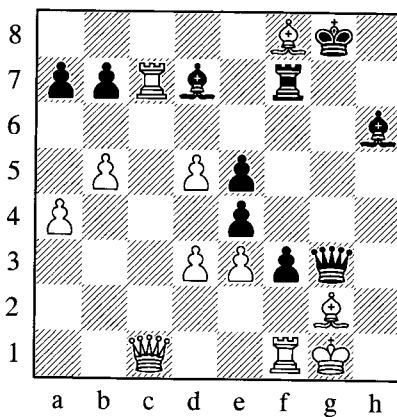
► Ex. 23-10 ◀ ★★★ △



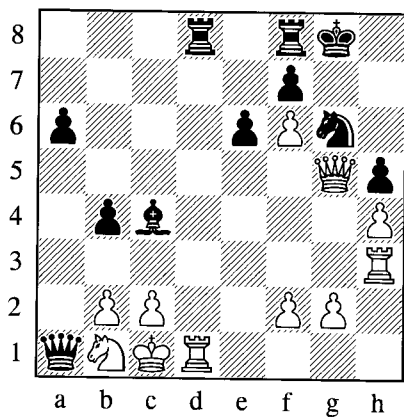
► Ex. 23-8 ◀ ★★★ △



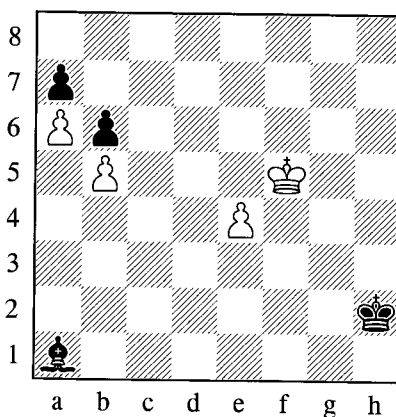
► Ex. 23-11 ◀ ★ △



► Ex. 23-9 ◀ ★★★ △



► Ex. 23-12 ◀ ★★★ △



Solutions

Ex. 23-1

J. Behting

1905

1.♔e1!

(1 point)

1.♔e2? ♕g2 2.g4 fxg4 3.f5 g3 4.f6 gxf6
5.h6 f5 6.h7 f4 7.h8=♖ f3† and 8...f2=.

(1 point for this variation)

1...♔g1

1...♔h2 2.♔f2 ♕h3 3.♔f3+—

1...♔g2 2.g4 fxg4 3.f5 g3 4.f6 gxf6 5.h6 f5
6.h7 f4 7.h8=♖ f3 8.♖a8+—

(1 point for this variation)

2.g4 fxg4 3.f5 g3 4.f6 gxf6 5.h6 f5 6.h7 f4
7.h8=♖ f3 8.♖d4† f2† 9.♔e2 ♕g2 10.♖e4†
♔g1 11.♖f3+—

(another 1 point)

Ex. 23-2

A. Grin

1966

1.♖h1†!

(1 point)

But not 1.♖h2†? on account of 1...♔g8
2.♔h3† ♕h7 (2...♖g7? 3.♖xg7†+—) 3.♔g2†
♖h6=.

(1 point for this variation)

1...♔g8 2.♔h4†!

2.♔h5†? ♖g7 3.♖hg1 ♕f7†=

2.♔h3†? ♖g7 3.♖hg1 ♕e6†=

2...♔h7

2...♔f7 3.♖f1†+—

3.♔g3† ♕g8

3...♖h6 4.♖xh6†+—

4.♔h2† ♖g7

4...♔h7 5.♔g1† ♖h6 6.♖xh6†+—

5.♖hg1! ♖xg2† 6.♖xg2†+—

(another 1 point)

Ex. 23-3

J. Moravec

1912

1.♔h7!!

(1 point)

But not 1.♔xg7? h4 2.♔g6 h3 3.♔g5 h2
4.♔g4 h1=♖ 5.♔g3?? ♖h8 and the queen
defends the a1-square.

1...h4

1...g5 is met by 2.♔g6 g4 3.♔g5! (3.♔xh5?
g3 4.♔g4 g2 5.♔h3 ♕h1=) 3...g3 4.♔h4 g2
5.♔h3+—

(1 point for this variation)

2.♔g6 h3 3.♔g5 h2 4.♔g4 h1=♖

4...h1=♖ 5.♔f3 g5 6.♖d2 g4† 7.♔xg4 ♖f2†
8.♔f3 ♖h3 9.♔g3+—

4...g5!? 5.♔g3 h1=♖† 6.♔f3 g4† 7.♔xg4
♖f2† 8.♔f3 ♖d3 9.♔e3 (9.♖a4! also wins)
9...♖e5 10.♖a4 ♔g2 11.♖e4+—

5.♔g3+—

(1 point for this variation)

Ex. 23-4

F. Simkovich

1940

1.♕f5!

(1 point)

1.♕f3? ♖a4 2.♕d1 ♔f8 3.♔h3 would not be
good, because of 3...♖a1! 4.♕xg4 ♖h1#.

(1 point for this variation)

1...♖c4

1...♖g5 2.g7! ♔xf7 3.g8=♖† ♔xg8 4.♕e6†=

(1 point for this variation)

2.♕e6 ♖a4 3.♕d7 ♖ge4

3...♖ae4 4.♕f5=

4.♕c6 ♖ec4 5.♕b5=

(1 point)

Solutions

Ex. 23-5

J. Van der Wiel – N. Short

Biel Interzonal play-off 1985

The game continued 30...♖b8?. But after 31.♘e5! ♜d8 (31...f5 32.♘d7† ♔a8 33.♞f3+; 31...♙e6 32.♞xe6+–) 32.♘d7†! ♘c8 (♔32...♞xd7 33.♞e8† ♖b7 34.♞xd7±) 33.♞d6!+– Black resigned.

(1 point for this variation)

The correct move would have been:

30...f5!

(1 point)

31.♞f3 ♖b8 32.♘e5 ♞xd4

32...♜d8 is just as good.

33.♞c5

33.♞e6 ♙d5

33...♞e4+–

(another 1 point)

Ex. 23-6

G. Umnov

1986

1.♙d2!

(1 point)

If at once 1.a6, then 1...♙e3 2.♗e2 ♙a7 3.♙d2 (3.♗d3 ♗e6 4.♗c4 ♗d7 5.♙c5 ♙xc5=) 3...♗e5 4.♙e3 ♗d5 5.♙xa7 ♗c6 (Δ...♗b5) 6.♙d4 ♗c7=.

After 1.♗e2 comes 1...♙f4 2.a6 ♙b8 3.♗d3 ♗e6 4.♗c4 ♗d7 5.♗b5 ♙a7=.

1...♙h4†

1...♗e6 2.a6!+–

(1 point for this variation)

2.♗e2 ♙g3 3.a6 ♙b8 4.♙f4!

(1 point)

But not 4.♗d3? in view of 4...♗e6! 5.♙f4 (5.♗c4 ♗d7 6.♗b5 ♙a7=) 5...♗d5! 6.♙xb8 ♗c6=.

4...♙a7 5.♙e3 ♗e6

Or 5...♙b8 6.♗d3 ♗e6 7.♗c4 ♗d6 8.♗b5 ♗c7 9.♙d4 ♗c8 10.♗c6+–.

6.♙xa7 ♗d5 7.♗d3 ♗c6 8.♗c4+–

(1 point for this variation)

Ex. 23-7

J. Moravec

1950

1.♙d5!!

(1 point)

If 1.♙xd6, then 1...e4 2.c4 e3 3.c5 e2 4.c6 e1=♞ 5.♙d7 (5.c7 ♞e8+–) 5...♞d1† 6.♙c8 ♞g4† 7.♙b8 ♞g8† 8.♙b7 ♞d5+–.

(1 point for this variation)

1...♙f3

1...♙g3 2.c4 ♙f4 3.♙xd6=

2.♙xd6 e4 3.c4 e3 4.c5 e2 5.c6 e1=♞ 6.♙d7!

6.c7? ♞e8+–

6...♞d2†

6...♞d1† 7.♙c8! and 8.c7=.

7.♙c8!=

(1 point)

Ex. 23-8

A. Yusupov – M. Wahls

Bundesliga 1995

In the game White played 39.♙a2? and Black was able to hold the position: 39...f3 40.♙g3 fxg2 41.♙xe5† ♗g8 42.♙b8† ♙f8 43.♙xf8† ♗xf8 44.♙f2† ♗g8 45.♙f4 ½–½

(1 point for this variation)

The correct move would have been:

39.♙b2!

(1 point)

And now:

a) 39...f3 40.♙g3 fxg2 41.♙xe5† ♗g8 42.♙b8† ♙f8 43.♙xf8† ♗xf8 44.♙xd7 The difference to the game is now clear. 44...♙g5 45.♙e7 (threatening ♙g7†) 45...♙c6 46.♙c7+–

(another 1 point for this variation)

b) 39...♙fg7 40.♙aa2 f3 41.♙g3 ♙xg3! (41...fxg2 42.♙xe5+–) 42.hxg3 ♙xg3 43.♙a5 ♙g5 (43...fxg2 44.♙xe5 ♙e3 45.♙e8† ♗g7 46.♙xg2†+–) 44.♙c5 (Δ♙c7) and if 44...fxg2, then 45.♙e2+–.

Solutions

Ex. 23-9

G.Kuzmin – S.Dolmatov

Minsk 1982

The game continued 24.♖hd3?? ♕a2! and White resigned, in view of the following variations: 25.♗h6 (or 25.♖xd8 ♗xb1† 26.♕d2 ♖xd8†→) 25...♗xb1† 26.♕d2 ♖xd3† 27.cxd3 (27.♕xd3 ♗xd1† 28.♕e3 ♗c1†→) 27...♗xb2† 28.♕e1 ♗xf6→

(1 point for this variation)

The correct move would have been:

24.♖dd3!

(1 point)

24...♕a2 25.♗h6 ♗xb1† 26.♕d2 ♖xd3† 27.♖xd3+→

(1 point)

Ex. 23-10

I.Krikheli

1947

1.g7!

(1 point)

If 1.e7? ♕xe7 2.g7, then 2...♖b2† (not 2...♖b8?? 3.♕xc7†→) 3.♕xb2 ♕f6† secures the draw.

1...♖b2†

1...♕xg7 2.e7 ♖b2† 3.♕d3 transposes to the main line.

2.♕d3!

(1 point)

But not 2.♕d1 ♖b1† 3.♕e2? ♕xg7 4.e7 because of 4...♕c3! 5.♕xc3 (5.♕xc7† ♕g4) 5...♖b8=.

2...♕xg7 3.e7 ♖b3† 4.♕c4 ♖b8

4...♖e3 5.♕d2+→

5.♕xc7†+→

(1 point for this variation)

Ex. 23-11

D.Knödler – R.Forster

Swiss Team Championship 2006

The game continued:

32.♖c2? ♖xf8

32...f2†! is an even simpler route to victory:

33.♖xf2 (33.♖xf2 ♕xe3 34.♗f1 exd3→)

33...♕xe3 34.♗c2 ♕h3 35.♕h1 ♕xg2†

36.♖xg2 ♖xf1†→

33.dxe4 ♕h3 34.♗e1

34.♖f2 ♕h8→ (Kümin)

34...f2†! 35.♖xf2

35.♖xf2 ♕xe3 36.♕h1 ♖xf2→

35...♕xe3 36.♗xe3

36.♗f1 ♖xf2 37.♖xf2 ♕xg2 38.♗xg2

♕xf2†→

36...♗xe3 37.♕xh3 ♗xh3 38.♖g2† ♕h8

White resigned.

The correct move would have been:

32.♖f2!

(1 point)

32...♕h3

32...♕xf8 33.dxe4 ♕h3 34.♖xf7 ♕xg2 35.♖xf8† ♕xf8 36.♗d2 ♕h3† 37.♕h1 would be unclear.

33.♖xf7 ♕xg2 34.♗d2 ♕h3† 35.♕h1 ♕xf8

36.♖xf8†

Or 36.♖xb7 ♕b4 37.♗c2 ♗h4=.

36...♕xf8 37.dxe4 ♕e8=

(Kümin)

Ex. 23-12

The end of a study by

F.Bondarenko & M.Liburkin

1950

4.e5!

(1 point)

If 4.♕e6?, then 4...♕g3 5.♕d7 (5.e5 ♕f4 6.♕d5 ♕xe5 7.♕c6 ♕b8! 8.♕b7 ♕e5 9.♕xb8 ♕d6=) 5...♕f4 6.♕c7 ♕e5 7.♕b7 ♕d6 8.♕xa7 ♕c7=.

4...♕xe5

Solutions

After 4...♗c3 there follows 5.e6 ♗b4 6.♖e5
 ♜g3 7.♜d5 ♜f4 8.♜c6 ♜e5 9.♜b7 ♜d6
 10.e7+–

(1 point for this variation)

5.♜e6!!

(1 point)

5.♜xc5? ♜g3=

5...♜g3 6.♜d7 ♜f4 7.♜c8+–

Scoring

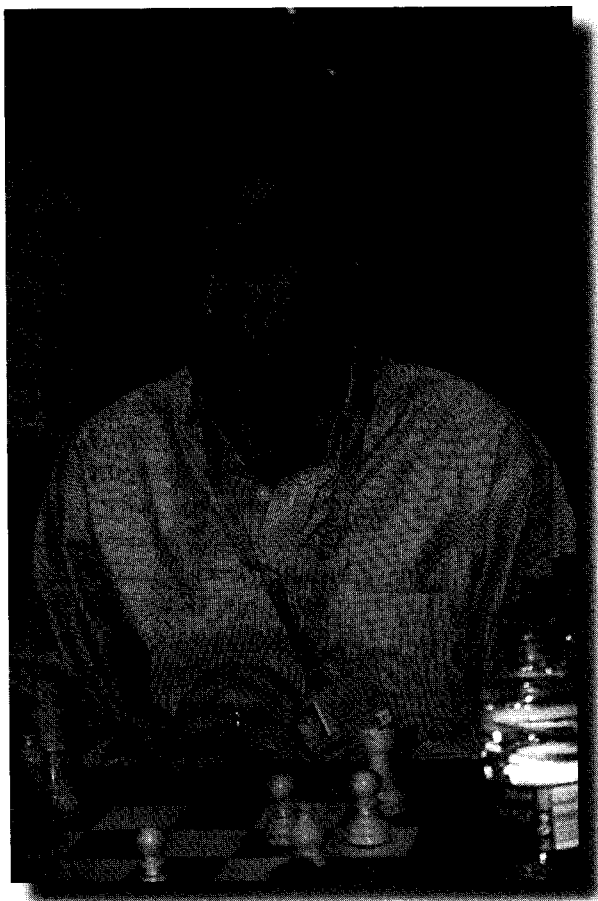
Maximum number of points is 37

33 points and above.....→ **Excellent**

28 points and above.....→ **Good**

18 points.....→ **Pass mark**

*If you scored less than **18** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*



Smbat Lputian, born in 1958, was still strong enough to be part of the Armenian team that won the gold medal at the 2006 Olympiad in Turin

Contents

- ✓ General rules
- ✓ Positions without pawns
- ✓ Rook and pawn against knight
- ✓ Rook and pawn against knight and pawn

Rook against knight

The subject of 'rook against knight' has of course much in common with the subject 'rook against bishop'. But there are far fewer specific positions which have to be memorized.

General rules

1) The rook is clearly stronger than the knight. Knight and pawn are in most cases not quite sufficient compensation for a rook. Knight and two pawns are enough, but in this case the nuances of the position are very important. There are many positions in which one of the sides is clearly superior.

2) The rook can attack the knight or strongly restrict its mobility and force it into worse positions. The knight needs (as does the bishop) a safe (protected by pawn or king) position. In some closed positions a knight can even be more effective than a rook.

3) **Without pawns, endgames of rook against knight are almost always drawn.** There are only two cases in which the side with the knight is in any danger:

A) Whenever king and knight become **separated**, the opponent can try to trap the knight.

B) If the knight is very badly positioned, for example **in the corner**. This endgame sometimes arises from the endgame rook against pawn.

4) There are a few positions in which even a rook and pawn cannot win against a knight. But these are rare exceptions.

5) If the pawns are spread over **both wings**, a rook is even more effective. The win is often easier to achieve than it would be against a bishop.

When the play is on a single flank, there are better defensive possibilities. **The fewer pawns there are left, the better the chances for the defending side.**

The endgame of three pawns against three pawns, or two pawns against two pawns, is normally a win for the side with the rook.

In positions with pawn against pawn, the side with the knight can quite often achieve a draw, if it can find a good position for its knight.

'The best position for the knight is one from which

it can **simultaneously attack opposing pawns and control squares** which the opposing king would like to use in order to penetrate.' (Dvoretsky)

Positions without pawns

Diagram 24-1

A.Yusupov – R.Slobodjan

Bundesliga 1997

Though the white king is on the edge, it is very easy to maintain equality here. White simply has to bring his king and knight next to each other.

67. ♖e2† ♔e3 68. ♘g1 ♖f2† 69. ♔e1 ♗g2 70. ♔f1

The ideal position for the white pieces has been reached. Of course, not 70. ♘h3?? ♗g3+.

70... ♗g3

70... ♗a2 is met by 71. ♘h3 ♗h2 72. ♘g1! and Black cannot separate the knight and king.

71. ♘e2 ♖f3† 72. ♔e1 ♖f2 73. ♘g1 ♖f8 74. ♘h3

The simplest. Black cannot exploit the brief separation of king and knight.

74... ♗a8 75. ♔f1 ♗a2

Black realized that after the simple 76. ♘g1= he had made no progress and we agreed a draw.

Instead of 76. ♘g1, the move 76. ♔g1? would be bad, due to 76... ♔f3. And also 76. ♘g5? is not good, because after 76... ♗h2! the knight and king would be separated.

Diagram 24-2

1. ♔b3 a1 ♘†

1... a1= ♖ 2. ♗h1#

2. ♔c3+–

Black loses, because of zugzwang.

Diagram 24-3

Zairab

1. ♗e3!

This forces the black knight even further away from the king.

1... ♘g1

1... ♘c1 2. ♗c3†+–

2. ♔f5!

Diagram 24-1

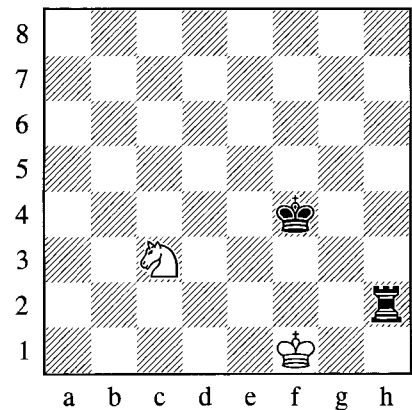
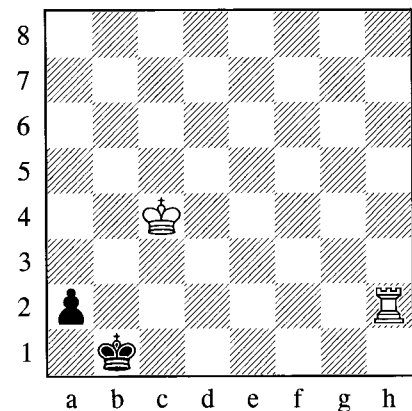
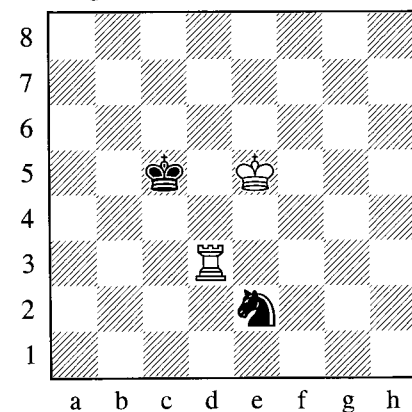


Diagram 24-2



Example +–

Diagram 24-3



Threatening ♖g4. But not 2.♙f4? ♙d4⊖, because d4 and f4 are 'mined squares': 3.♞e1 ♜h3† 4.♙g3 ♜g5 5.♙f4 ♜h3†= and White is making no progress.

2...♙d4 3.♙f4⊖

Black is in zugzwang. Look at the position of the rook, which is controlling all the possible moves by the knight!

3...♙c4 4.♙g3 ♙d4 5.♞e1+–

Rook and pawn against knight

Diagram 24-4

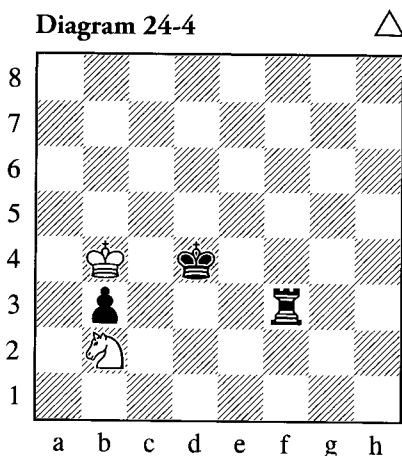


Diagram 24-4

Em.Lasker – Ed.Lasker

New York 1924

A famous position from the game between the two Laskers! Despite a large advantage in material, Black cannot bring his king any closer to the b-pawn and unite his forces.

96.♜a4 ♞e3 97.♜b2 ♙e4 98.♜a4 ♙f3

With the obvious idea of ...♙e2-d2-c2+.

99.♙a3!

As Dvoretsky's analysis proves, White could wait no longer.

99.♜b2? ♙e2 100.♜c4 (100.♙a3 ♙d2! 101.♜c4† ♙c1+–) 100...♞g3 101.♙a3 (Δ♙b2 Averbakh) 101...♞c3! 102.♜a5 (102.♜d6 ♙d3 103.♙b2 ♞c6+–; 102.♜e5 ♙e3 103.♙b2 ♙d4+–) 102...♙d3! 103.♙b2 ♞c5! 104.♜xb3 ♞b5 105.♙a2 ♙c3+– (Dvoretsky)

99...♙e4

The final trap. After 99...♙e2 White saves the game with 100.♜c5 ♙d2 101.♙b2!=.

100.♙b4!

Of course not 100.♜c5†?? due to 100...♙d4 101.♜xb3† ♙c4+.

100...♙d4 101.♜b2 ♞h3 102.♜a4 ♙d3 103.♙xb3 ♙d4†

½–½

Rook and pawns against knight and pawns

Here are some practical examples.

Diagram 24-5

Y.Seirawan – A.Yusupov

Istanbul Olympiad 2000

46...♖f2-+

Black gives up his g-pawn, but in return wins the f-pawn and later the d-pawn too.

47.♜xg3 ♜xf3 48.♙g2 ♜d3 49.♜e2

This position demonstrates the difference between the two pieces: whereas the rook can successfully attack both pawns and at the same time cut off the opposing pieces, the knight on e2 is far out of its depth in the wider struggle.

49...♙g8!

A technically neat move, intending to bring the king to f5.

49...g5?! would clearly be worse: 50.♜g3+ and it is not so clear whether Black can win here. **It is often better for the side with the rook if the pawns are not too close to each other.** This means that the opponent can neither attack nor exchange our pawns.

50.h4

White is in zugzwang. 50.♜g1 ♜xd4 51.♜f3 may be more stubborn, but Black then brings his king to f4 and still wins.

50...♙f7 51.h5 ♙f6 52.h6 gxh6 53.♜f4 ♜xd4 54.♙g3

White hopes that the rook's pawn will offer him some practical chances. But this endgame is relatively easy to win. All Black has to do is coordinate his pieces and not move the pawn too soon.

54...♙f5 55.♜e2 ♜a4 56.♜g1 h5 57.♙h3 ♙g5

Threatening ...♜a3+. The immediate 57...♜a3+ would be less accurate, due to 58.♙h4.

58.♜f3+ ♙f4

The end of the game is simple.

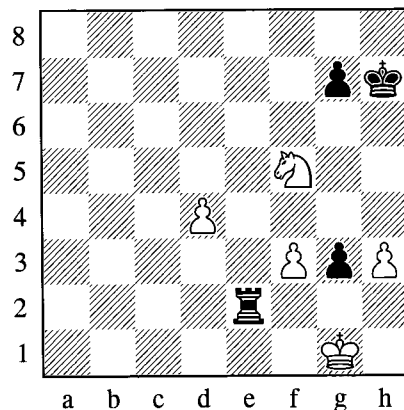
59.♜e1

Or 59.♜g1 ♜a2! 60.♙h4 ♜h2+-.

59...♜a2 60.♜d3+ ♙g5 (Δ...♜a3) 61.♜e5 ♜a3+ 62.♙h2 ♙f5

The white knight is separated from its king and will soon be trapped.

Diagram 24-5



Endgame 4

63. ♖f7

63. ♖c4 ♜c3+–

63... ♜d3

The knight is finally cut off. It is lost in a few moves.

0–1

Diagram 24-6

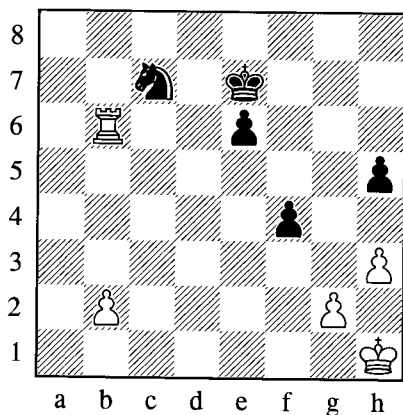


Diagram 24-6

M.Chandler – A.Yusupov

Hastings 1989/90

Black has no compensation for the exchange. Here too, the stronger side wins almost effortlessly. The knight is overstretched when trying to combat a passed pawn.

46. ♖g1 ♜d5 47. ♜b7+ ♔f6

47... ♔d6 48. ♜h7+–

48. ♔f2 ♔e5 49. ♔f3 ♔d4 50. ♜a7!+–

A subtle move which buries Black's last hopes.

50... ♔e5

50...e5 is met by 51. ♜a4+ ♔d3 52. ♜e4+–.

51. ♜a4 ♔f5 52. ♜d4 ♔e5 53. ♜c4 ♔f5 54. b4 e5

55. b5 ♜b6 56. ♜c6

1–0

Diagram 24-7

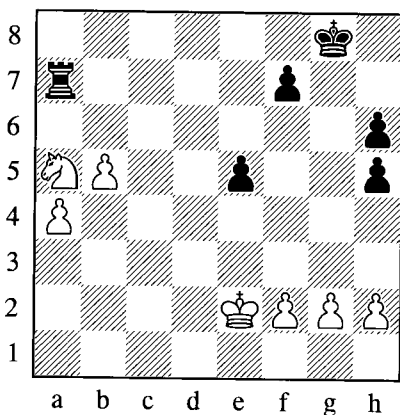


Diagram 24-7

V.Korchnoi – A.Yusupov

Essen 2002

The white pawns are very dangerous. Korchnoi finds a tactical solution.

32. b6! ♜a6

32... ♜xa5 loses to 33. b7.

33. b7 ♜b6 34. ♔d3 f5 35. h4

The simplest. Black has no counterplay.

35... ♔f7

35... ♔f8 would be somewhat more stubborn, but after 36. ♔c4 ♔e8 37. ♔c5 ♜b1 38. ♔c6 ♔d8 39. ♔c4 there is nothing Black can do against the march of the a-pawn.

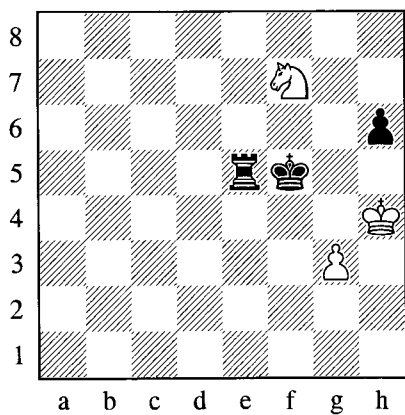
36. ♔c6!

And Black resigned. A typical tactical trick, which we saw in the book *Build Up Your Chess 1: The Fundamentals* (Ex. 12-7).

Exercises

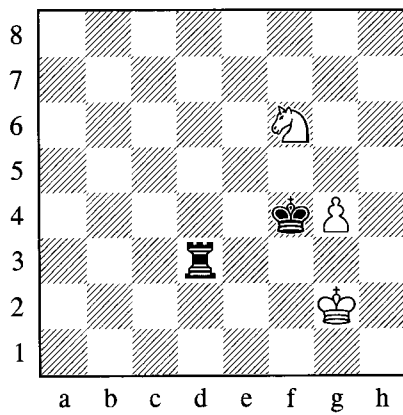
► Ex. 24-1 ◀

★★



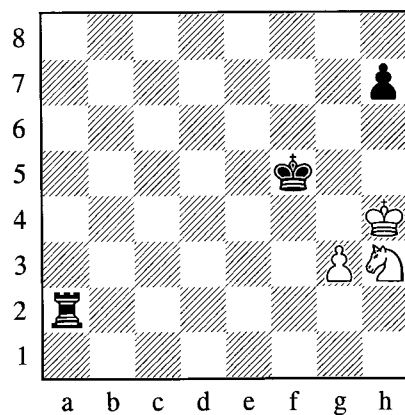
► Ex. 24-4 ◀

★★



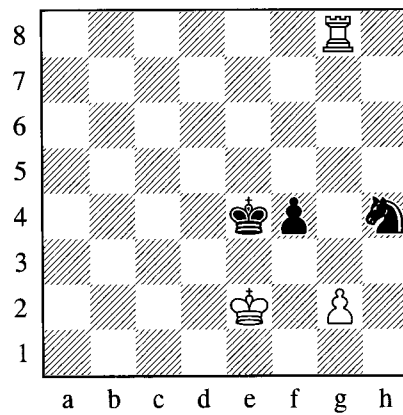
► Ex. 24-2 ◀

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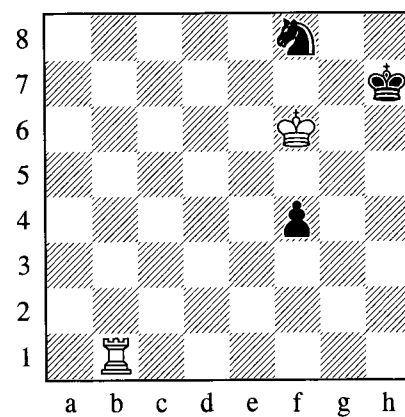
► Ex. 24-5 ◀

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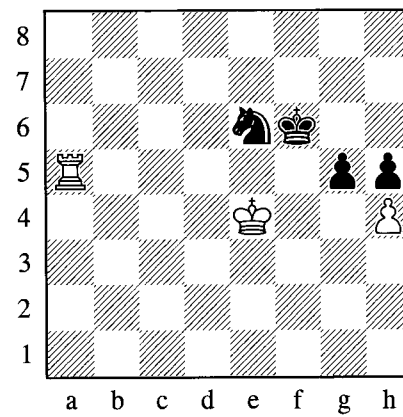
► Ex. 24-3 ◀

★★★



► Ex. 24-6 ◀

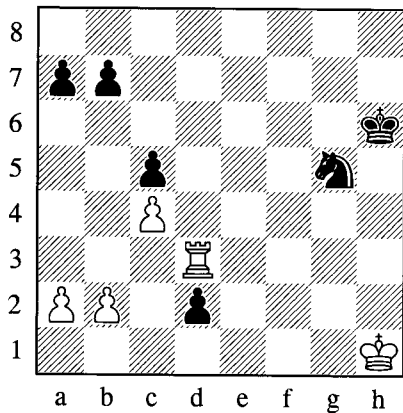
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Exercises

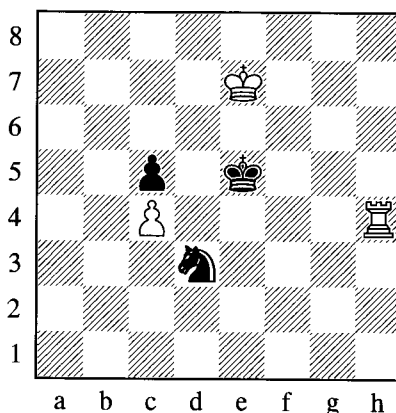
► Ex. 24-7 ◀

★



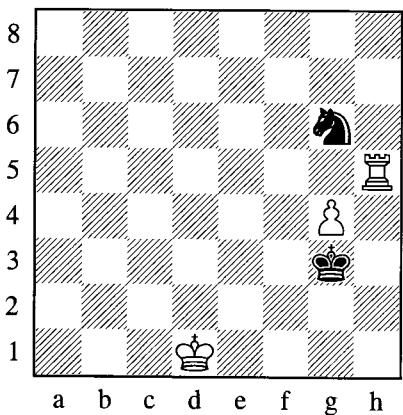
► Ex. 24-10 ◀

★★★



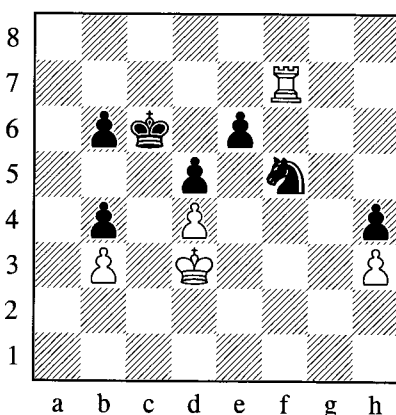
► Ex. 24-8 ◀

★★



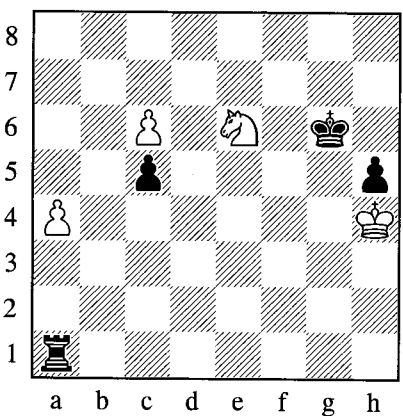
► Ex. 24-11 ◀

★



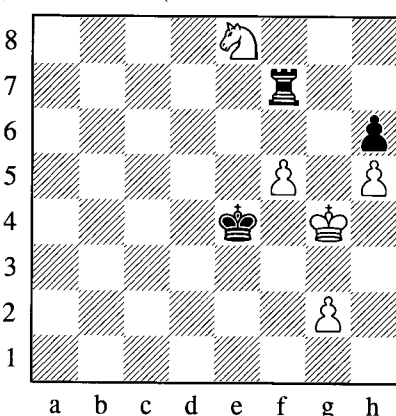
► Ex. 24-9 ◀

★★★



► Ex. 24-12 ◀

★★



Solutions

Ex. 24-1

Variation from the game

Z.Sturua – A.Yusupov

Baku 1979

60...♖d5!

(2 points)

If 60...♖e1?, then 61.g4! (but not 61.♖xh6+? ♜g6! 62.♖g4 ♖h1+–) 61...♜f6 62.♖d6 with good drawing chances.

60...♖e4? 61.♜h5 ♜f6 62.♖xh6 ♖e5+ achieves nothing, on account of 63.♜g4!.

61.♖xh6+

61.♜h5 ♜f6+–

61...♜g6 62.♖g8

62.♖g4 ♖h5#

62...♖d7–+

Ex. 24-2

Variation from the game

Z.Sturua – A.Yusupov

Baku 1979

61...♖g2!

(1 point)

61...♖a4+ achieves nothing after 62.♖f4.

61...♖a6? is met by 62.g4+!

62.♖f4 ♖h2+ 63.♖h3 h5!○–+

(1 point for this variation)

Ex. 24-3

Variation from the game

N.De Firmian – L.Alburt

USA Ch, Greenville 1983

75.♖d1!○

(1 point)

75.♖h1+ ♜g8 76.♖g1+ ♜h7 77.♜f7? would not be so good, in view of 77...♜h6! 78.♜xf8 ♜h5=

(1 point for this variation)

If 75.♜f7, then 75...♜h6! 76.♜xf8 ♜g5 77.♜e7 f3 78.♜e6 ♜f4!.

75...f3

75...♜g8 76.♖d8 f3 77.♜e7+–

75...♖g6 76.♖h1+–

76.♖h1+ ♜g8 77.♖g1+ ♜h7 78.♜f7 ♜h6

79.♜xf8 ♜h5 80.♖g3 f2 81.♖f3+–

1–0

(1 point for this variation)

Ex. 24-4

B.Larsen – M.Tal

Candidates match, Bled (7) 1965

79.♜f2!

(2 points)

79.g5?? would be bad: 79...♖g3+ followed by 80...♖xg5+ is the simplest win, although 79...♜xg5 80.♖e4+ ♜f4 81.♖f2 ♖d2+ is also sufficient.

79.♜h2? is met by 79...♖d6! 80.g5 ♖d8!–+ 81.g6 (or 81.♜g2 ♜xg5 82.♖e4+ ♜f4 83.♖c3 ♜e3+–) 81...♜f5! 82.♖h5 ♖h8–+.

79...♖d2+ 80.♜e1 ♖d6 81.g5 ♜f3!

82.♖h7□ ♜e3 83.♖f6 ♜f3 84.♖h7 ♖d5

84...♖g6 85.♖d2 ♖g7 86.♖f6 (or 86.♖f8=)

86...♖xg5 87.♜c3=

85.g6 ♖d7 86.♖g5+ ♜e3 87.♖e6 ♖d2

88.♖f4 ♖h2 89.♖d5+ ♜f3 90.♖d1 ♖g2

91.g7

½–½

Ex. 24-5

M.Suba – M.Chiburidanidze

Dortmund 1983

105.g3!+–

(1 point)

105...♖f3

105...♖f5 106.♖e8+–

106.♖g4 ♖d4+ 107.♜f2 ♖e6 108.gxf4 ♖d4

108...♖xf4 109.♜g3+–

109.f5+!

1–0

Solutions

Ex. 24-6

O.Romanishin – A.Rodriguez

Moscow 1985

62.♖f3!

(1 point)

62...♗g6 63.♔e5 gxh4

63...♘g7 64.♖f6† ♗h7 65.hxg5+–

64.♔xe6 h3 65.♔e5 h2 66.♖f1 ♗g5 67.♖h1
♗g4 68.♖xh2 h4 69.♖g2†!

(1 extra point for this variation)

69...♗f3 70.♖a2

Black resigned, in view of 70...h3 (or 70...♗g4 71.♖a4†! ♗g3 72.♗f5) 71.♗f5 ♗g3 72.♖a3† ♗g2 (72...♗h4 73.♗f4 h2 74.♖a1 ♗h3 75.♗f3+–) 73.♗g4 h2 74.♖a2† ♗g1 75.♗g3 h1♗† 76.♗f3+–.

Ex. 24-7

Sternberg – Pawelczak

Berlin 1964

1...♗f3!+–

(1 point)

Black intends ♗g5–f4–e4.

White resigned, on account of 2.b4 (2.♗g2 ♗e1†+–; 2.♖d6† ♗g5 3.♗g2 ♗d4+–) 2...b6! (but not 2...cxb4? 3.♖d5 followed by 4.♗g2) 3.bxc5 bxc5+–.

Ex. 24-8

F.Dus Chotimirsky – Allahverdian

Yerevan 1938

The game concluded 1.♖g5? ♗f4 2.♖g8 ♗e6! (threatening to draw by ...♗f4 followed by ...♗g5) 4.♖g6 ♗f4 5.♖g8 ♗e6 ½–½.

The correct move would have been:

1.♖h6!

(1 point)

1...♗e5 2.g5 ♗f7 3.♖h5!

4.♖g6? ♗g4=

4...♗e5

4...♗g4 5.g6+–

5.g6!+–

(Kromsky/Osanov)

(another 1 point)

Ex. 24-9

The end of a study by

H.Mattison

1913

3.c7

(1 point)

But not 3.♗f4? ♗f5 4.c7 ♗xf4! 5.♗h3 ♗f3 6.♗h2 ♖a2† 7.♗h3 ♖a1=.

(1 point for this variation)

3...♖xa4† 4.♗d4!!

(1 point)

4...♖a8

If 4...♖xd4†, then 5.♗h3+–.

5.♗c6

Threatening ♗b8.

5...♖c8

5...♖e8 6.♗d8+–

6.♗e7†+–

Ex. 24-10

Variation from a study by

P.Benko

1986

2...♗e1!

(1 point)

2...♗b2? loses after 3.♗d7 ♗xc4 4.♖xc4 ♗d5 5.♖c2! (but not 5.♖c1? c4 6.♗c7 ♗c5○=) 5...c4 6.♖c1! ♗c5 7.♗c7○+–.

(1 point for this variation)

3.♗d7

3.♖h1 is met by 3...♗g2! 4.♗d7 ♗d4=.

3...♗f3 4.♖g4

4.♖h3 ♗d2 5.♖h5† ♗d4 6.♖d5† ♗xc4 7.♖xd2 ♗b3=

4...♗f5=

(another 1 point)

Solutions

Ex. 24-11

Variation from the game

A.Matanovic – B.Larsen

Portoroz 1958

51.♖xf5!

(1 point)

51...exf5 52.♗e3 ♗d6 53.♗f4 ♗e6

54.♗g5+- f4

54...b5 55.♗xh4 ♗f6 56.♗g3 ♗g5

57.h4+-

55.♗xf4 ♗f6 56.♗g4 ♗g6 57.♗xh4 ♗f5

58.♗g3 ♗e4 59.h4 ♗xd4 60.♗f4+-

Ex. 24-12

Variation from the game

M.Vidmar – A.Alekhine

San Remo 1930

56...♗e5!

(2 points)

This strong move threatens ...♗e7.

57.f6 ♖f8 58.♗c7 ♖xf6+- 59.♗b5 ♖b6

60.♗a7

60.♗c3 ♖b4+ 61.♗f3 ♖b3+-

60...♖a6 61.♗b5

61.♗c8 ♗e6 62.♗f4 ♗d7 63.g4 ♗xc8

64.g5 ♖a5+-

61...♖a4+ 62.♗g3 ♖a5 63.♗c7 ♖a7

64.♗b5

64.♗e8 ♖e7+-

64...♖b7+-

Scoring

Maximum number of points is 24

21 points and above → **Excellent**

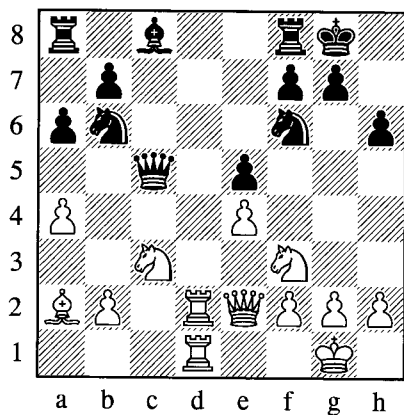
17 points and above → **Good**

12 points → **Pass mark**

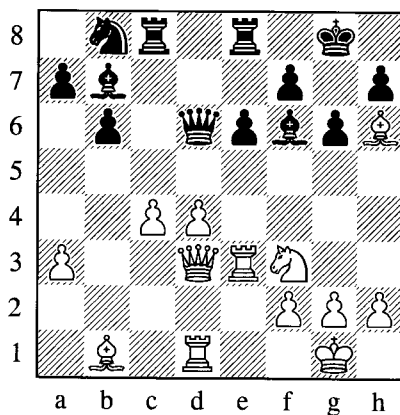
If you scored less than 12 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Final test

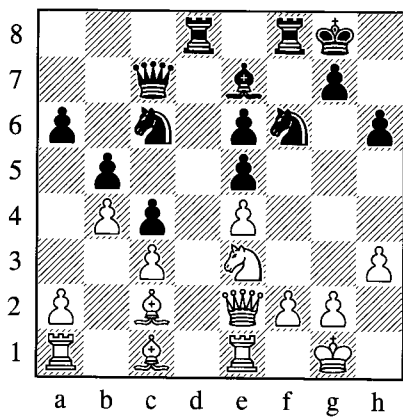
►F-1◄ ★★★ △



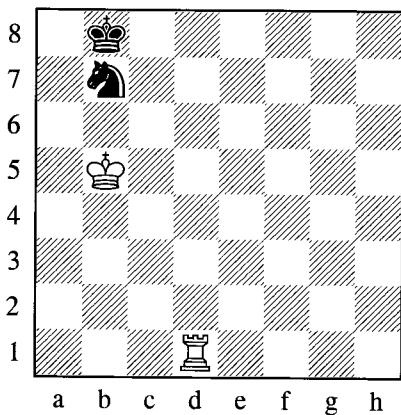
►F-4◄ ★★ △



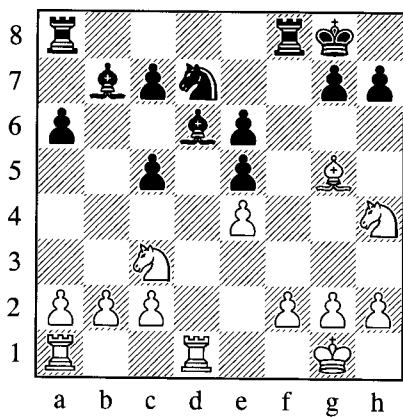
►F-2◄ ★★ ▼



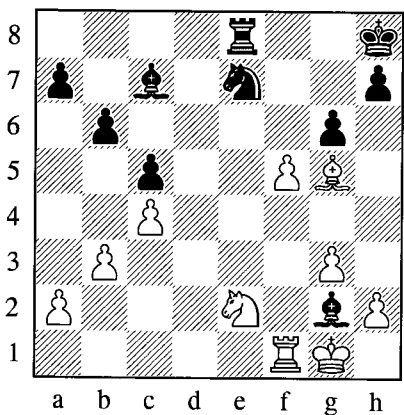
►F-5◄ ★★★★★ △



►F-3◄ ★ ▼



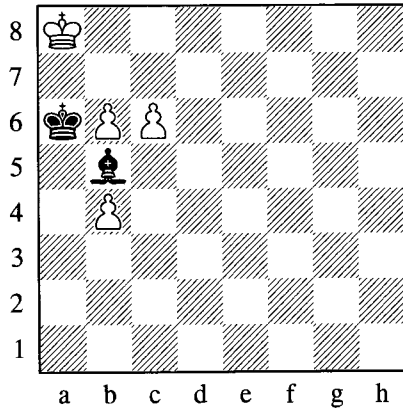
►F-6◄ ★ △



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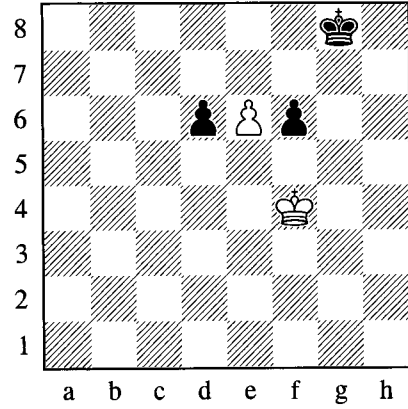
►F-7◄

★★



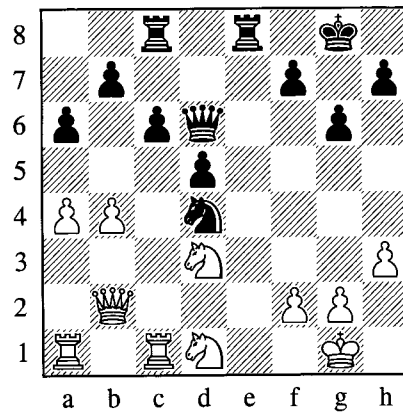
►F-10◄

★



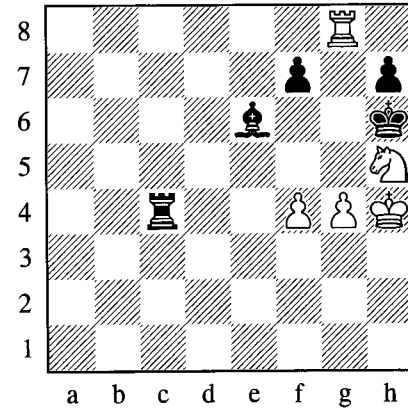
►F-8◄

★★



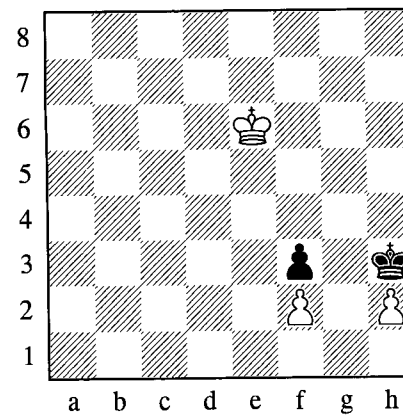
►F-11◄

★



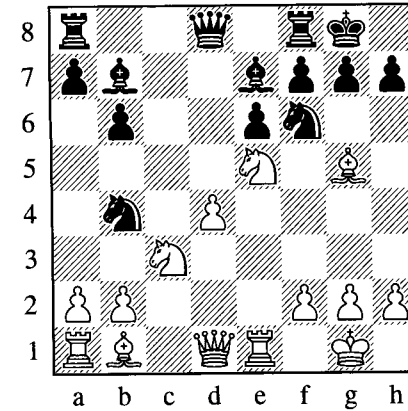
►F-9◄

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►F-12◄

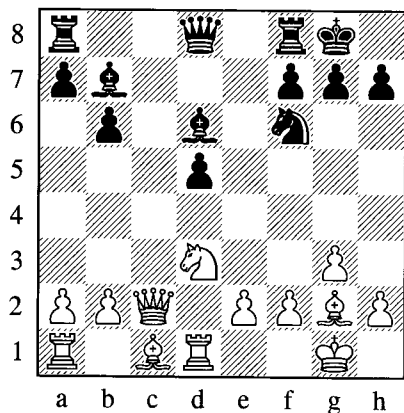
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Final test

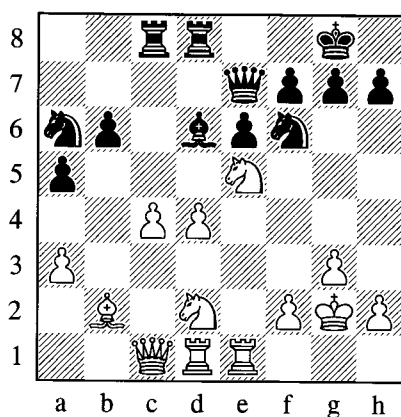
►F-13◄

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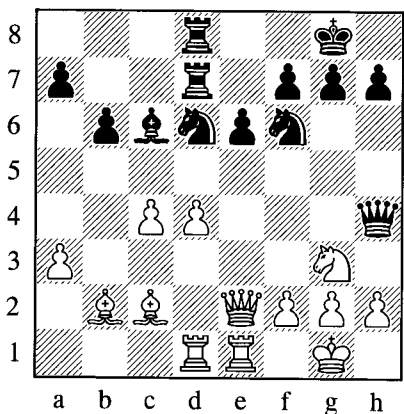
►F-16◄

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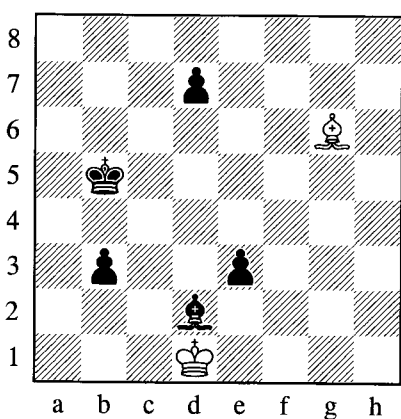
►F-14◄

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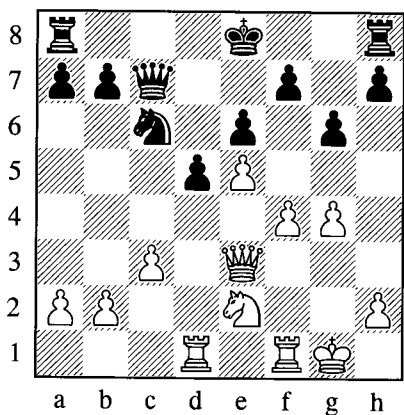
►F-17◄

★★★★



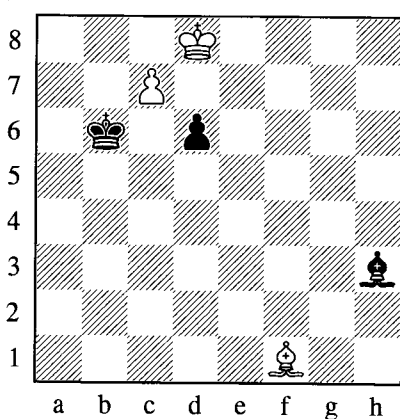
►F-15◄

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►F-18◄

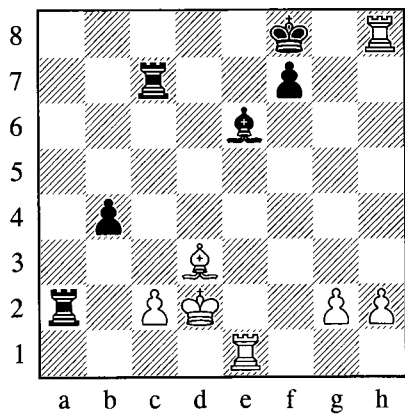
★★★



Final test

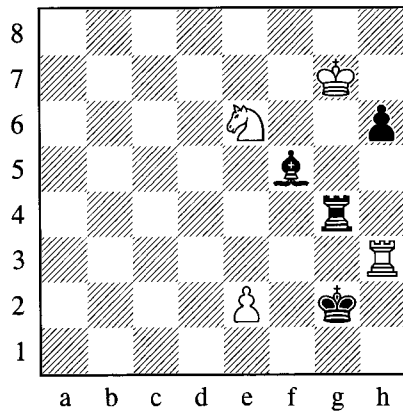
►F-19◄

★★★



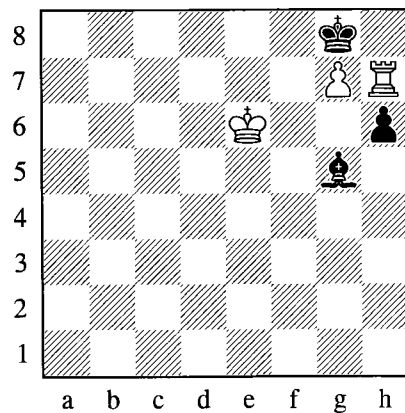
►F-22◄

★★★



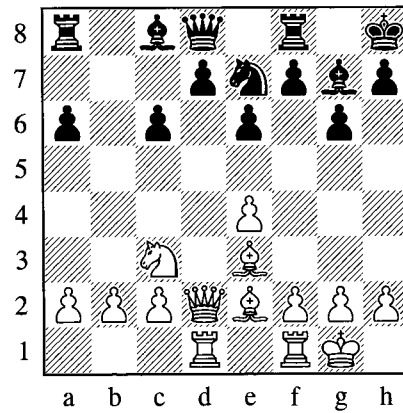
►F-20◄

★★★



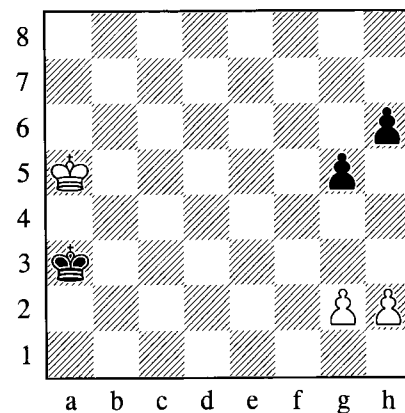
►F-23◄

★



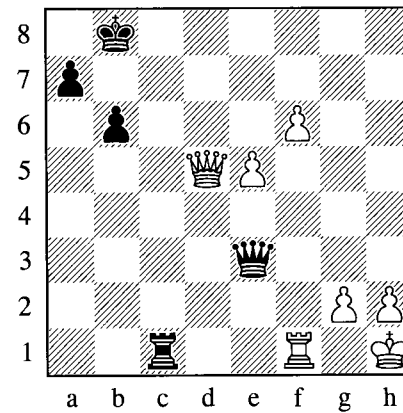
►F-21◄

★★★



►F-24◄

★



Solutions

F-1

Positional play/Chapter 2

M.Botvinnik – N.Sorokin

USSR Championship, Moscow 1931

20.♖e3!

(3 points)

White exchanges queens, thus increasing the significance of the open file. His threat will then be a4-a5.

20.♖d5 (1 point) would not be so strong: 20...♖fxd5 21.exd5 ♖e8 22.♖xe5 ♖d7±.

Nor is 20.♖d6 (1 point) ♖e8 21.♖d2 ♖e6± so good.

But there is the equally good 20.♖c2!? ♖a5 (20...♖g4 21.♖d5) 21.♖e3! (also 3 points) 21...♖xa4 (21...♖g4? 22.b4! ♖xb4 23.♖b1+; 21...♖g4 22.♖d2 ♖d7 23.♖d6) 22.♖d5 and if 22...♖xd5, then 23.♖xd5 ♖b6 24.♖a3+.

20...♖xe3 21.fxe3 ♖g4

21...♖e8 would be better.

22.a5 ♖c8

If 22...♖bd7, then 23.h3 ♖xf3 24.gxf3 ♖c5 (24...♖fd8 25.♖d5!) 25.b4 ♖e6 26.♖xe6 fxe6 27.♖a4± (Δ♖c5).

23.♖c1 ♖xf3

23...♖e8 is answered by 24.h3 ♖h5 (24...♖e6 25.♖xe6 ♖xe6 26.♖d8† Botvinnik) 25.♖h4± (Δg4).

24.gxf3 ♖e7 25.♖d5 ♖c6?!

25...♖fxd5 would be more stubborn: 26.♖xd5 (or 26.exd5 ♖f5 27.d6!) 26...♖xd5 27.exd5±

26.♖xf6† gxf6 27.♖d7 ♖ab8

27...♖xa5 28.♖cc7+–

28.♖f2!±

Intending ♖g1†.

F-2

Tactics/Chapter 20

R.Fischer – R.Kholmov

Havana 1965

19...♖d4!

(2 points)

20.cxd4

If 20.♖f1, then 20...♖h5! or 20...♖xc2 21.♖xc2 ♖d3.

20...exd4 21.a3 d3†

F-3

Positional play/Chapter 21

L.Aronin – A.Suetin

Saratov 1953

18...♖b8!

(1 point)

A typical idea. But 18...h6!? is just as good: 19.♖d2 (19.♖e3? ♖f6 20.f3? g5! 21.♖g6 ♖f7+) g5=. And 18...♖f6 19.♖e1= is fine too. Either of these alternatives also merits 1 point.

However, not so strong is 18...c4 19.♖f3±.

19.♖f3 ♖c6

Black will play ...♖d4 with good counterplay.

F-4

Strategy/Chapter 18

P.Keres – H.Mecking

San Antonio 1972

20.d5!

(2 points)

20.♖a2!? planning d4-d5 next, is equally good.

20.♖e5 (1 consolation point) would not be so strong: 20...♖c6 21.♖f4 ♖xe5 22.♖xe5 ♖xe5 23.♖xe5 ♖c6†

If 20.♖g5 (1 point), then either 20...♖ed8, or 20...♖xg5!? 21.♖xg5 ♖c6.

If 20.h4 (also 1 point), then 20...♖ed8 intending 21.h5?! ♖xf3 22.♖xf3 ♖xd4.

20.♖g5? is bad, due to 20...♖xf3 21.♖xf6 ♖xd1† followed by ...♖d7.

After 20.♖e2 there follows 20...♖xf3 21.♖xf3 ♖xd4.

20...exd5 21.cxd5 ♖d7 22.♖a2± ♖c5

Better is 22...♖g7!±.

23.♖d2 ♖xe3 24.♖xe3 ♖a4?

Solutions

24...♖e7! 25.♖f4±; 24...♙g7 25.♙f4±.
25.♖e1!+-
 Threatening ♖e8†.
25...♖d8 26.d6 ♜c3 27.♙xf7†! ♜h8 28.d7!
1-0

F-5

Endgame/Chapter 24

The end of a study by

Al Adli

2.♜a6!

(2 points)

2.♜c6 (2 points) also wins: 2...♜a5†
 (2...♜c8 3.♖c1!) 3.♜b6 ♜c4† 4.♜b5 ♜e5
 5.♖e1+-.

On the other hand, 2.♜b6? ♜c8= only leads
 to a draw.

2...♜c5†

2...♜c8 is met by 3.♖c1† ♜b8 4.♖b1 ♜a8
 5.♜b6 ♜d6 (5...♜b8 6.♜c6 ♜a8 7.♜c7)
 6.♖d1 ♜c4† 7.♜c7+-.

3.♜b6 ♜a4†

If 3...♜b7, then 4.♖d7 ♜a8 5.♖h7+-.

4.♜c6 ♜c3 5.♖e1+-

(another 2 points for this variation)

5...♜a7 6.♖e3 ♜d1

6...♜b1 7.♖d3 ♜a6 8.♖b3+-

7.♖f3 ♜b8 8.♜c5

There is an alternative win by 8.♖b3†
 ♜a7 9.♖b7† ♜a8 10.♖d7 ♜b2 11.♖d2 ♜c4
 12.♖d4 ♜a5† 13.♜b6 ♜b7 14.♖f4+-.

8...♜c7 9.♜b4 ♜c6 10.♜b3 ♜c5
11.♜c2+-

F-6

Tactics/Chapter 1

E.Mozes – A.Kiss

Hungary 1987

1.f6!!

(1 point)

1...♙e5

Or 1...♙xf1 2.f7+-, threatening both
 3.fxe8=♖† and 3.♙f6#.

2.f7

Or 2.♜xg2+-.

2...♖f8 3.♙xe7!

But not 3.♜xg2 ♜c6 4.♙h6, due to
 4...♙g7!.

3...♙xf1 4.♙xf8 ♙xe2 5.♙e7 ♙d4† 6.♜g2
♙g7 7.♙f6!!

1-0

F-7

Calculating variations/Chapter 12

J.Moravec

1925

1.c7 ♙c6† 2.b7!!

(1 point)

2.♜b8? is met by 2...♙b7 3.c8=♖ (or 3.b5†
 ♜xb6 4.c8=♖ ♙xc8 5.♜xc8 ♜xb5=) 3...♙xc8
 4.♜c7 ♜b5! (4...♙b7? 5.b5†+-) 5.♜xc8
 ♜xb6=.

2...♙xb7† 3.♜b8 ♜b6 4.b5○+-

(another 1 point for this variation)

F-8

Tactics/Chapter 8

A.Baburin – G.Ginsburg

Bundesliga 2003

23...♜e2†

(1 point)

24.♜h1

Or 24.♜f1 ♖h2 25.♜e3 ♜xc1 26.♖xc1
 ♖h1† 27.♜e2 ♖xg2+-.

24...♜f4!+-

24...♜xc1 25.♖xc1∞ would not be so clear.

White now resigned, in view of 25.♜xf4
 (25.♖d2 ♜xd3+-) 25...♖e1† 26.♜h2 ♖xf4†
 27.g3 ♖f3+-.

(another 1 point)

Solutions

F-9

Calculating variations/Chapter 23

J.Moravec

1925

1.♔d5!

(2 points)

1.♔e5? loses after 1...♔g2 2.h4 ♕xf2 3.h5 ♕g2 4.h6 f2 5.h7 f1=♖ 6.h8=♖ ♖a1†+.

1.♔f5? is also bad, because of 1...♔g2 2.h4 ♕xf2 3.h5 ♕g2 4.h6 f2 5.h7 f1=♖†+.

1...♔g2 2.h4 ♕xf2 3.h5 ♕g2 4.h6 f2 5.h7 f1=♖ 6.h8=♖=

F-10

Calculating variations/Chapter 3

R.Skujla

1950

1.♔f5 ♕g7

1...d5 2.♕xf6=

2.e7

2.♔e4? ♕f8+–

2...♕f7 3.e8=♖† ♕xe8 4.♔e6!

(1 point)

4...♔d8

4...♕f8 5.♕xf6=

5.♕xd6=

F-11

Tactics/Chapter 14

H.Luik – H.Hindre

Tallinn 1955

1...♕xg4!

1...f6? 2.♖f8+–

2.♖xg4

Or 2.♕xg4 f5†! 3.♕h4 (3.♕xf5 ♕xh5=)

3...♖xf4†=.

2...f5! 3.♖g8 ♖xf4†!

1/2–1/2

(1 point)

F-12

Strategy/Chapter 6

R.Keene – A.Miles

Hastings 1976

14.♖e3!

(2 points)

This typical regrouping threatens 15.♕xf6 ♕xf6 16.♕xh7†.

1 consolation point for 14.a3 ♔bd5=.

14...g6 15.♖g3

Or 15.♕h6!? ♖e8 16.♖g3 ♕f8 17.♕g5 with an attack.

15...♖c8?

15...♔c6! would be better: 16.♕h6 ♖xd4!

17.♖xd4 ♔xd4 18.♕xf8 ♕xf8=

16.♕h6 ♖e8 17.a3! ♔c6 18.♔xg6!! hxg6

19.♕xg6 fxg6 20.♖b1!+–

20.♖d3?? ♔e5!+–

20.♖c2? ♔e5! 21.dxe5 ♔e4=

20...♔e5 21.dxe5 ♔e4 22.♔xe4 ♕h7

23.♔f6† ♕xf6 24.♖xg6† ♕h8 25.♕g7†

♕xg7 26.♖xg7#

F-13

Strategy/Chapter 7

A.Karpov – B.Spassky

USSR Team Ch, Riga 1975

15.♕f4!

(2 points)

Karpov swaps off the good bishop on d6 and thus simplifies the position.

1 point for 15.♔f4 ♖c8 16.♖b3 (16.♖d3 ♕e5; 16.♖f5 ♖e7 17.♔xd5 ♔xd5 18.♕xd5 ♖xe2=) 16...♕e5 17.♔d3 (17.♔xd5 ♔xd5 18.♕xd5 ♕xd5 19.♖xd5 ♖f6) 17...♕d6 with something of an advantage for White.

Also 15.♕g5 (1 point) 15...h6 is not as promising as the move played.

15...♖e8 16.e3 ♔e4 17.♕xd6 ♖xd6 18.♔f4

♖ac8 19.♖a4!± ♖e7 20.♖xa7! ♔xf2

21.♔xd5 ♕xd5 22.♖xe7 ♔xd1 23.♖c1 ♖b8

24.♖b4 ♕xg2 25.♕xg2 ♔xe3† 26.♕g1+–

Solutions

F-14

Strategy/Chapter 18

Kramer – T. Van der Tol

Riga 1942

1.d5!

(1 point)

1...exd5 2.♖d4!

(1 point)

Just as good are the lines 2.cxd5 ♘xd5 3.♖e5!± and 2.♗f5! ♗xf5 3.♙xf6 gxf6 4.♙xf5 ♗d6 5.♗d3 with an attack (Rauschenbach).

2...♗de4

If 2...♖h6 (or 2...♖g5? 3.♙c1+), then 3.♙c1 g5 4.h4!±.

After 2...♗fe4 there follows 3.cxd5+.

3.♙xe4

3.cxd5 ♙xd5 (3...♗xd5 4.♗f5+–) 4.♗xe4 ♙xe4 5.♗xd7 ♗xd7 6.♙xf6+– is even simpler.

3...dxe4

If 3...♗xe4? 4.f3 ♗xg3?, then 5.♖e8!+.

4.♗f5 ♗xd4

4...♖g5 5.♗e7!±; 4...♖f4 5.♗e7!±

5.♙xd4 ♖h5 6.♗e7! ♗f8 7.♖xh5

But not 7.♗xc6? ♖xe2 8.♗xe2 ♗d6.

7...♗xh5 8.♗xc6 ♗d6 9.g4! ♗f4 10.♙e5

1–0

F-15

Positional play/Chapter 13

A. Nimzowitsch – J. Capablanca

New York 1927

17...h5!

(2 points)

1 point for 17...♖b6, because there is no need to weaken his own pawn structure. Capablanca blocks the kingside and thus draws the teeth from possible play with f4–f5.

18.g5

Or 18.h3 hxg4 19.hxg4 0–0–0 and Black benefits from the open h-file.

18...0–0!± 19.♗d4 ♖b6 20.♗f2 ♗fc8 21.a3 ♗c7

Black has the initiative.

F-16

Strategy/Chapter 19

R. Naranja – B. Larsen

Buang 1973

19...b5!

(2 points)

19...♖b7! (1 consolation point) would be less accurate, as after 20.f3 b5 White has 21.♙c3.

19...♗d5 would not be so good, on account of 20.♖b1.

20.c5 ♙xe5 21.♙xe5 ♖b7! 22.♗g1 ♗b8!?

23.♗de1 ♗c6+

F-17

Endgame/Chapter 15

V. Chekhover

1950

1.♙e8!

(2 points)

1.♙f7 loses after 1...♗b4 2.♙g8 ♗a3 3.♙h7 d5+.

1...♗c6 2.♗e2!

(2 points)

2.♙f7? is met by 2...d5 3.♗e2 ♗c5 4.♙g8 ♗c4 5.♗d1 ♗d3 6.♙h7! ♗c3 7.♙g8 d4 8.♙h7 ♗b2 9.♙g8 ♙a5 10.♗e2 ♗c2+.

2...♙c1 3.♗d1 ♙b2 4.♗e2 ♙d4 5.♗d1 ♗d6

6.♙f7! b2 7.♙g6 ♗c5 8.♗e2 d5 9.♙f5 ♗b4

10.♙g6 ♗a3 11.♙b1! ♗b3 12.♗d1

Or 12.♗d3=.

12...♗c3 13.♗e2 ♙c5 14.♗d1 d4 15.♗e2!

♗b3 16.♗d3! =

But not 16.♗d1? d3 17.♙xd3 ♗a2+–

F-18

Endgame/Chapter 10

Variation from a study by

Y. Hoch

1977

8...♙e6!

(1 point)

Solutions

Other moves lose. For example: 8...♔g4?
9.♔e2! ♔h3 10.♔h5 followed by ♔e8-d7+.
9.♔c4 d5!

(1 point)
10.♔xd5 ♔h3 11.♔f7 ♔c5! 12.♔e8 ♔d6=
(1 point for this variation)

F-19

Calculating variations/Chapter 17

G.Timoshchenko – G.Kuzmin

USSR 1980

The game continued:

1...♔e7? 2.♖b8! ♖a4

2...b3 3.♖xb3+–

2...♖b2 3.♖e4 b3 4.♖xb3+–

3.♖e4 ♖a1 4.♖xb4+–

(2 points for finding this refutation)

The correct line is:

1...♔g7! 2.♖h7† ♔f6

(another 1 point)

But not 2...♔f8? 3.♖xe6+–.

F-20

Endgame/Chapter 4

A.Khalifman – P.Leko

Budapest 2000

56...h5!

(1 point)

56...♔xh7?? 57.♔f7+–

57.♖xh5 ♔f6!!

(2 points)

58.♖h3 ♔xg7= 59.♔e7 ♔b2 60.♖b3 ♔d4

61.♖d3 ♔b2 62.♖g3† ♔h7 63.♔e6

63.♔f7 ♔h6!=

63...♔h6 64.♔f5 ♔h7 65.♖g6 ♔c3 66.♔g5

♔b2 67.♔h5 ♔c3 68.♖g2 ♔d4 69.♖d2 ♔c3

70.♖c2 ♔a1 71.♖c7† ♔g8 72.♖d7

After 72...♔b2 73.♔g6 there follows

73...♔f8!=.

½–½

F-21

Calculating variations/Chapter 3

N.Grigoriev

1913

1.g4!

(1 point)

1.♔b5? does not win, because of 1...♔b2!
and now:

a) 2.♔c4 (or 2.g4 ♔b3) 2...♔c2 3.♔d4
♔d2 4.♔e4 ♔e2 5.♔f5 ♔f2 6.g4 ♔f3!= This
mutual zugzwang is the key to the study.

b) 2.♔c5 ♔c2 3.♔d5 ♔d2 4.♔e5 ♔e2 5.g4
(5.♔f6 g4 6.♔f5 g3 7.hxg3 ♔f2=) 5...♔e3!=

1...♔b2! 2.♔b6!

(1 point)

But not 2.♔b5? ♔b3=.

2...♔b3 3.♔b5!

(1 point)

3...♔c2 4.♔c6! ♔c3 5.♔c5 ♔d2 6.♔d6

♔d3 7.♔d5 ♔e2 8.♔e6 ♔e3 9.♔e5 ♔f2

10.♔f6 ♔f3 11.♔f5⊙ ♔g2 12.♔g6 ♔h3

13.♔h5!⊙ ♔xh2 14.♔xh6+–

F-22

Calculating variations/Chapter 12

The end of a study by

H.Steniczka

1972

4.♔g5!

(2 points)

4.♔f6 loses to 4...♔xh3 5.♔xf5 ♔g3 6.e4
h5 7.e5 h4 8.♔g5 ♖f4† 9.♔g6 ♔g4 10.e6
♖f2+–.

4...♖xg5†

Or 4...hxg5 5.♖h5 ♔g3 6.♔f6 ♔f4 7.e3†=.

5.♔xh6 ♖g6† 6.♔h5 ♔xh3 7.e4!

(another 1 point)

7...♔g3

7...♔xe4 stalemate; 7...♖f6 8.♔g5=.

8.exf5 ♖a6 9.♔g5 ♔f3 10.f6 ♔e4 11.f7=

Solutions

F-23

Positional play/Chapter 9

H.Pillsbury – Keller

Cologne blindfold simultaneous

12.♔d6!

(1 point)

Not so good is 12.♙c5 d5.

12...♘g8 13.♙c4 ♖e7 14.♙c5! ♜e8 15.e5!
♔d8 16.♘e4±

F-24

Tactics/Chapter 1

C.Zuidema – M.Bonne

Zürich 1962

The game continued: 42.♖b5? ♗f4! 43.♞g1
(43.♙g1 ♗e3†=) 43...♗e3 44.♞f1 ♗f4=

White had the stronger possibility:

42.♗f3!! ♗xf3

42...♗e1 43.♙g1+–

43.gxf3 ♞xf1† 44.♙g2+–

(1 point)

You also get 1 point for the equally good
42.♗d8†! ♙b7 43.♗d7† ♙a6 44.♗f5+–
(Guggenberger).

Scoring

Maximum number of points is 52

47 points and above.....> **Excellent**

41 points and above.....> **Good**

32 points.....> **Pass mark**

If you scored less than 32 points, we recommend that you read again those chapter dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.

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Rampant Chess

by Geoff Chandler and Keith Ruxton

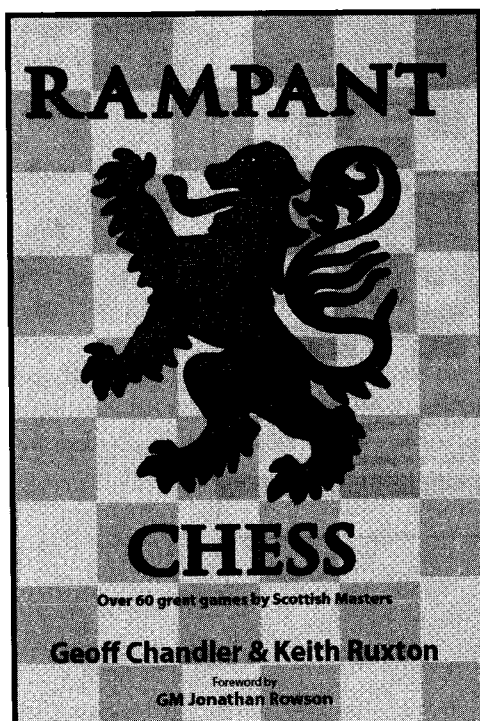
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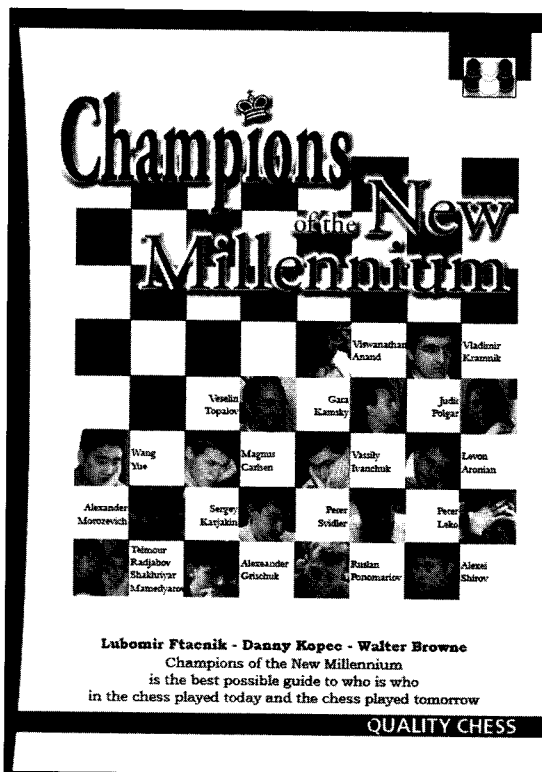


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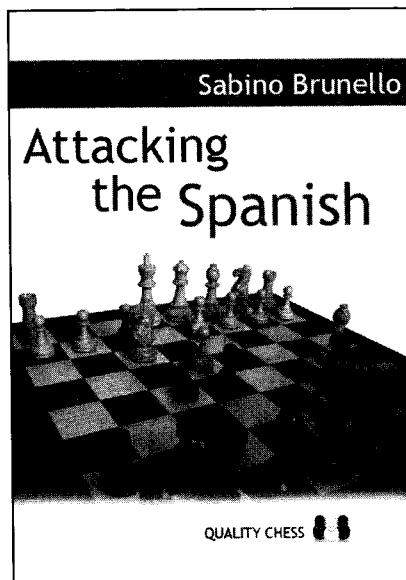
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5.0-0 ♗e7 6.♞e1 b5 7.♗b3 d6 8.c3 0-0 9.h3 ♘a5
10.♗c2 d5

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1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6
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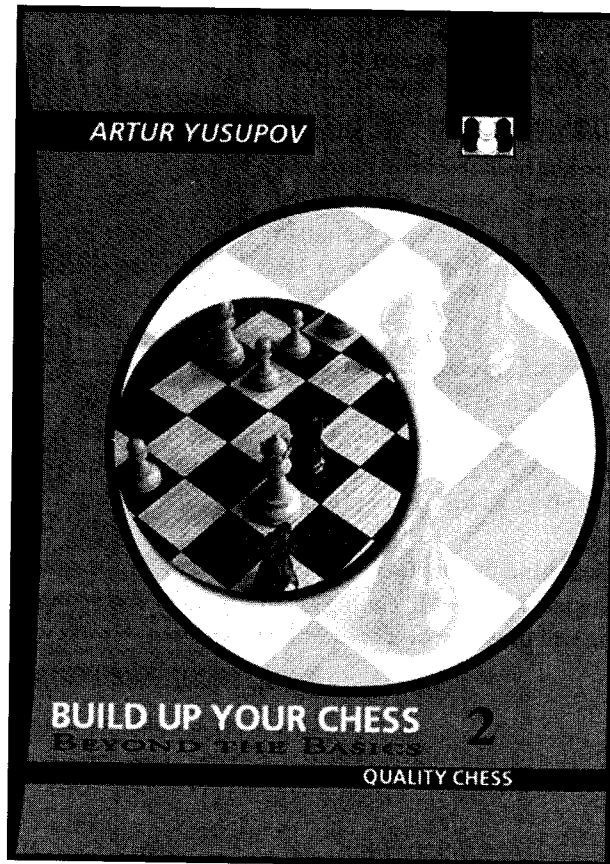


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