

ARTUR YUSUPOV



BUILD UP YOUR CHESS
THE FUNDAMENTALS

1

QUALITY CHESS

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German edition *Tigersprung auf DWZ 1500 I*

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Build Up Your Chess with Artur Yusupov

The Fundamentals

Artur Yusupov
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Key to symbols used

△	White to move
▼	Black to move
×	key square
~	Move to any square
±	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

- ✓ Mate along open lines
- ✓ Anastasia's mate
- ✓ The Arabian mate
- ✓ The queen-bishop battery
- ✓ The queen-rook battery
- ✓ Boden's mate

Diagram 1-1

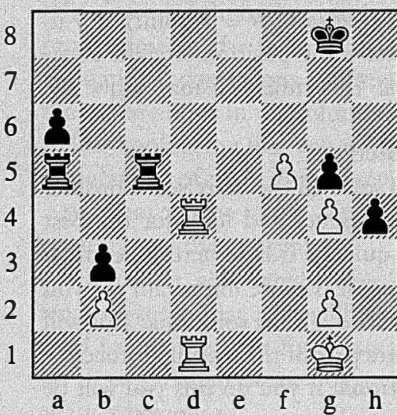
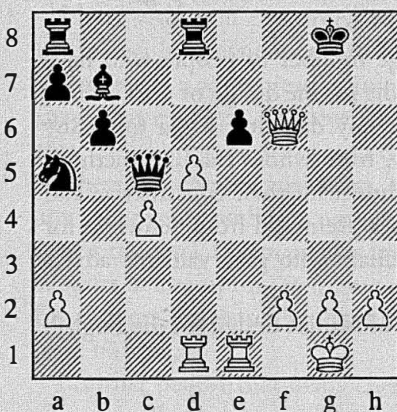


Diagram 1-2



Mating motifs

In this lesson we shall study various typical mating motifs. This should enable you to exploit any such opportunity in practical play.

Mate along open lines

This is a very well-known and important motif. It involves two major pieces (rook + queen or two rooks) operating along open files or ranks and forcing the opposing king to the edge of the board. Since it has no way out, the king is mated there.

Diagram 1-1

Em. Lasker – Meyer

Prague Simultaneous game 1900

White finds a forced mate.

1. ♖d8† ♔g7 2. ♖1d7† ♔f6

Or 2... ♔h6 3. ♖h8#.

3. ♖f8† ♔e5 4. ♖e8† ♔f4

If 4... ♔f6, then 5. ♖e6#.

5. ♖d4† ♔g3 6. ♖e3#

This theme is still relevant in modern chess, as can be seen in one of my own games.

Diagram 1-2

A. Yusupov – P. Schlosser

Bundesliga 1997

1. ♖e5+-

Threatening ♖g5† and mate in a few moves. Black resigned, on account of the following variations:

a) 1... ♖d7 2. ♖g5† ♔h7 3. ♖g6† (there is an even quicker win by 3. ♖h5† ♔g8 4. ♖h8#) 3... ♔h8 4. ♖h5† ♖h7 5. ♖xh7#

b) 1... ♖f8 2. ♖g6† ♔h8 3. ♖h5# Typical for mate along open lines.

c) 1... ♖c7 2. ♖g5† ♔h7 3. ♖g6† (or 3. ♖h5† ♔g8 4. ♖h8#) 3... ♔h8 4. ♖h5† ♖h7 5. ♖xh7#

Anastasia's mate

This is a spectacular combination, in which the attacking side uses the combined power of queen, rook and knight.

Diagram 1-3

J.Gast – E.Bhend

Berne 1987

1...♖e2†!

For this mating motif it is important that the knight should occupy the e2-square.

2.♗h1 ♜xh2†!!

White resigned, in view of 3.♗xh2 ♖h4#.

Next we have a somewhat more complicated example, a variation on the Anastasia theme.

Diagram 1-4

Kamyshhev – Sokolsky

Leningrad 1936

1...♖e2† 2.♗h1 ♜xg4!! 3.hxg4

White also loses after 3.f3 ♖g3† 4.♗g1, due to 4...♖xf1 5.♖xf1 (5.♗xf1 ♜f4→) 5...♖d4.

3...♖h5†! 4.gxh5 ♖h4#

The Arabian mate

This is a very old motif in which rook and knight deliver the mate.

Diagram 1-5

T.Casper – A.Yusupov

Bundesliga 1999

1...♖xf3!!

This exchange sacrifice prepares the discovered check. Nothing is achieved by 1...♖xg1, due to 2.♖xd2.

2.gxf3 ♖d4† 3.♗h1

Or 3.♖g2 ♖xf3† 4.♗h1 ♖d1† 5.♖g1 ♖xg1#.

3...♖xf3

Diagram 1-3

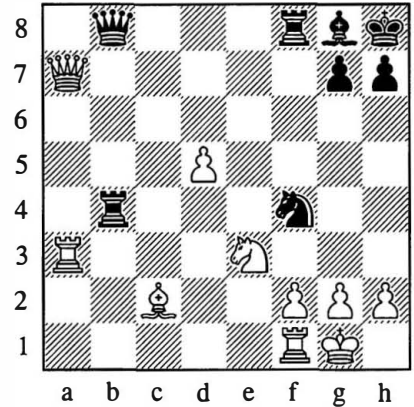


Diagram 1-4

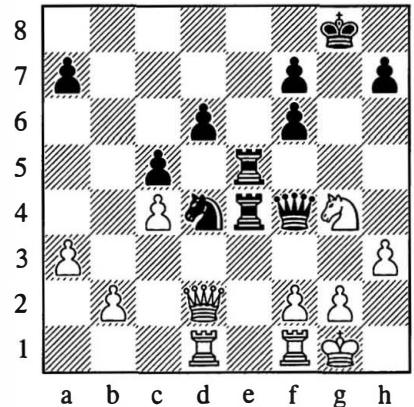


Diagram 1-5

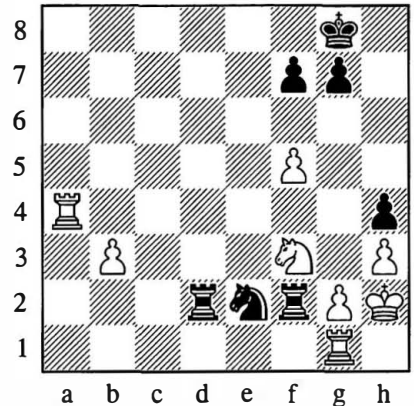


Diagram 1-6

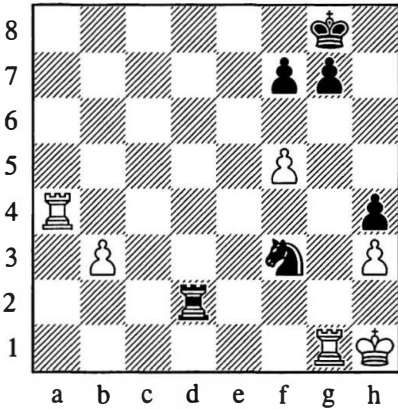


Diagram 1-6

Here we can see the typical situation for the Arabian mate. White has no satisfactory defence to the threat of $\text{Rf2}\#$.

After $4.\text{Rg2}$ there comes simply $4...\text{Ed1}\dagger$ $5.\text{Bg1}$ $\text{R}\times\text{g1}\#$.

0-1

The same mate occurred in a game by the first world champion.

Diagram 1-7

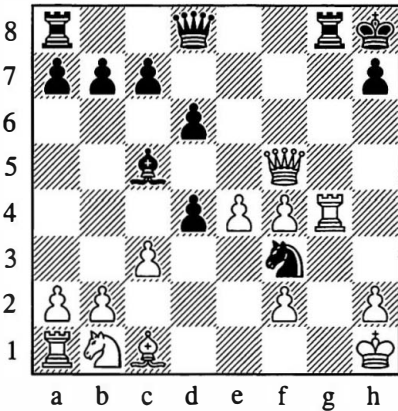


Diagram 1-7

Reiner – W. Steinitz

Vienna 1860

1... $\text{W}\text{h4}!!$

White is left without a defence after this spectacular move

2. Bg2

After $2.\text{R}\times\text{h4}$ comes $2...\text{Bg1}\#$ while $2.\text{c}\text{g2}$ loses to $2...\text{R}\times\text{g4}\dagger$ $3.\text{c}\times\text{f3}$ $\text{W}\text{h3}\dagger$ $4.\text{c}\text{e2}$ $\text{d3}\dagger$ $5.\text{c}\text{d2}$ $\text{c}\times\text{f2}-+$.

2... $\text{W}\text{h2}\dagger!$

A deflecting sacrifice.

3. $\text{R}\times\text{h2}$ $\text{Bg1}\#$

Diagram 1-8

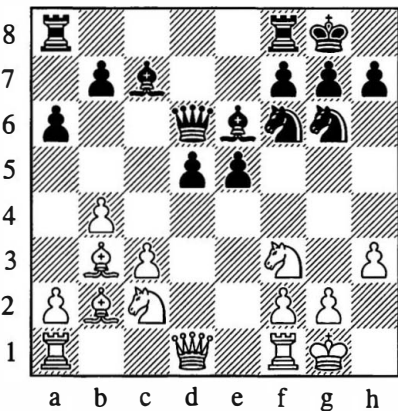


Diagram 1-8

J. Ros – T. Torbjernsson

Stockholm 1897

1... $\text{e4}-+$

The knight is attacked and cannot move, in view of the mate on h2. However, White played on until the bitter end.

2. $\text{d}\text{f4}?!$ $\text{W}\text{h2}\#$

The piece which is defending against the queen-bishop battery can also be eliminated or deflected.

Diagram 1-9

M.Gerusel – G.Sosonko

Bad Lauterberg 1977

1... ♖xd4!

Thanks to the queen-bishop battery, this simple move wins a piece!

2. exd4

Out theme occurs in the variation 2. ♔xd4 ♕d2! 3. ♖d1 (if 3. ♕xd2, then 3... ♗xh2#) 3... ♕xf3† 4. ♔xf3 ♗xh2#.

2... ♕xc3 3. ♖xc3 ♖xe2

0-1

The queen + rook battery

The queen + rook battery is of course no less dangetous than the one with queen + bishop.

Diagram 1-10

J.Cazenove – Hull

London 1818

1. ♖h2

Black has no defence against ♖h2#.

1-0

In the following position White carries out a standart attack.

Diagram 1-11

Variation from the game

A.Yusupov – J.Rubinetti

Toluca Interzonal Tournament 1982

1. ♔xg7!

1. ♖xg7† ♖xg7 2. ♔xg7 is also good.

1... ♖xg7 2. ♖xg7† ♕xg7 3. ♖g1† ♕h8 4. ♖g4+-

And Black cannot protect both the g7- and the g8-squares. (But not 4. ♖h6, because of 4... ♖f7.)

Diagram 1-9

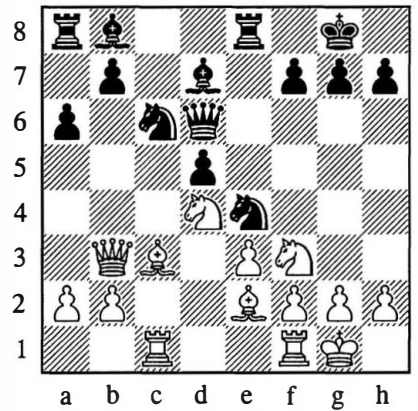


Diagram 1-10

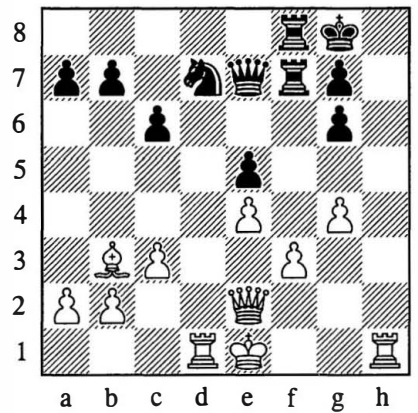
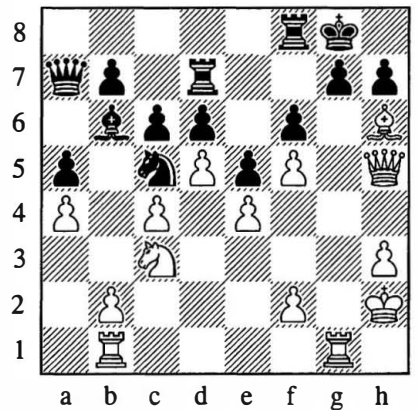
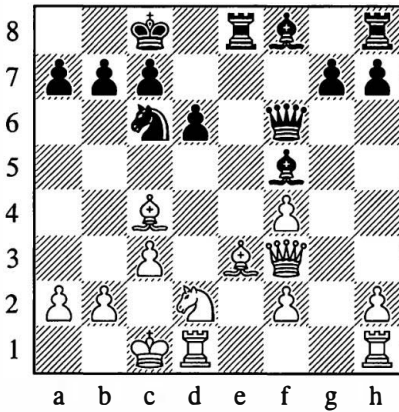


Diagram 1-11



Boden's mate

The queen and the bishop pair are responsible for this spectacular attack, typically against a queenside castled position.

Diagram 1-12**Diagram 1-12****Schulder – S.Boden**

London 1860

1...d5!–+

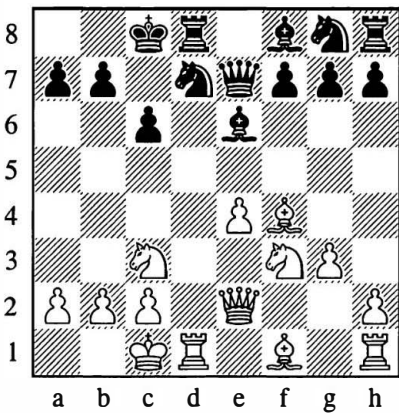
This move wins at least a piece, but White allowed his opponent to mate him.

2.♕xd5 ♖xc3†!!

The most important element of Boden's mate is the cooperation of the bishops. After the queen sacrifice, the second bishop also comes into the attack.

3.bxc3 ♗a3#

Another example, from modern times.

Diagram 1-13**Diagram 1-13****M.Chalupnik – E.Solozhenkin**

Dreszer Open, Gdynia 1989

The white bishop on the f4-b8 diagonal is very dangerous. White uses Boden's idea in order to bring the queen into the attack.

1.♖a6!! ♖c5

The only way to protect the a-pawn. 1...bxa6?? 2.♗xa6# would be bad. Nor would 1...♘e5 2.♗xd8† ♘xd8 (or 2...♖xd8 3.♘xe5 bxa6 4.♗xa6† ♖c7 5.♘xf7†) be any better, due to 3.♖a5†.

2.♘a4! ♖e3†

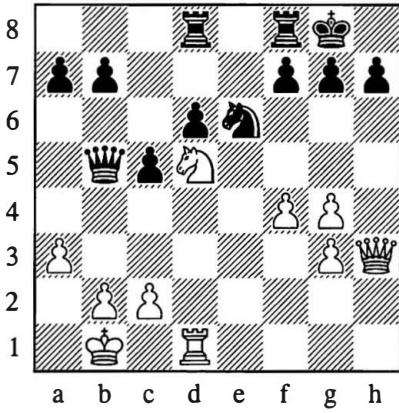
2...♖f2 leads to Boden's mate: 3.♖xc6†! bxc6 4.♗a6#.

3.♗xe3 bxa6 4.♗xa6† ♖b8**4...♖c7 5.♗f4†+–****5.♘e5 ♖c7 6.♘xf7!**

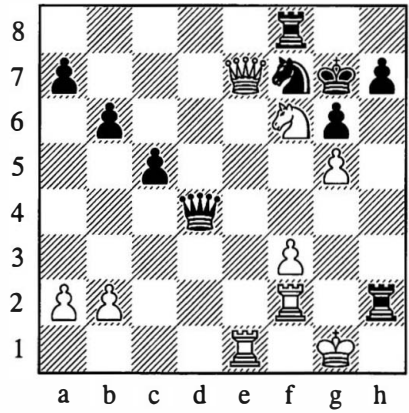
And Black resigned, on account of 6...♗xf7 7.♗f4† ♘e5 8.♗xe5† ♗d6 (8...♗d6 9.♗xd6 ♗xd6 10.♗d1+–) 9.♗xd6 ♗xd6 10.♗xg7+–.

Exercises

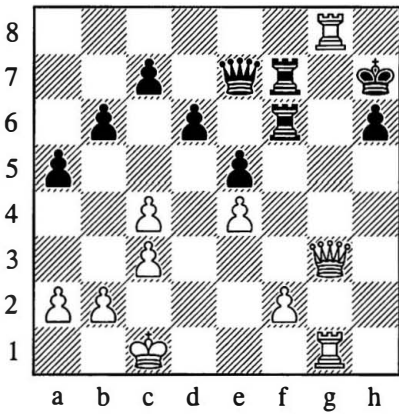
► Ex. 1-1 ◀ ★ ◻



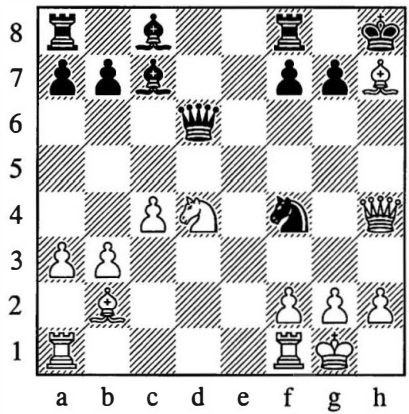
► Ex. 1-4 ◀ ★ ◻



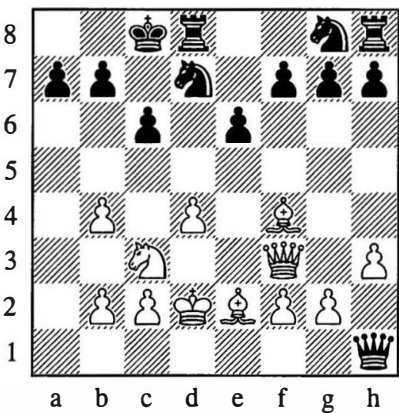
► Ex. 1-2 ◀ ★ ◻



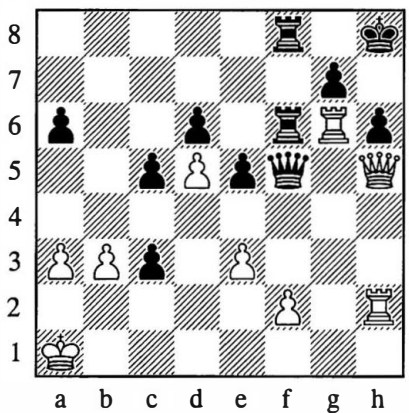
► Ex. 1-5 ◀ ★ ▼



► Ex. 1-3 ◀ ★ ◻

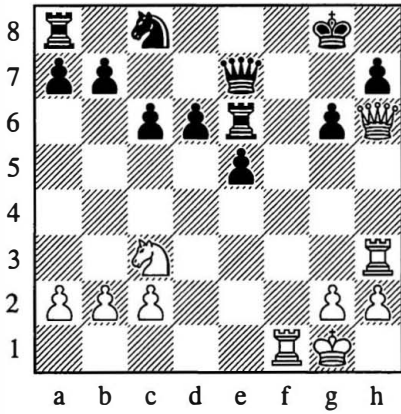


► Ex. 1-6 ◀ ★ ◻

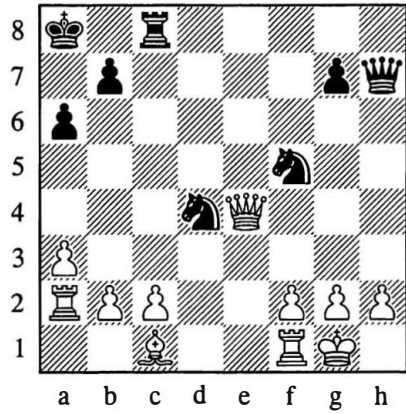


Exercises

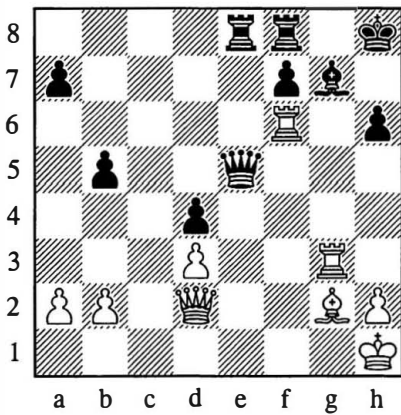
► Ex. 1-7 ◀ ★ △



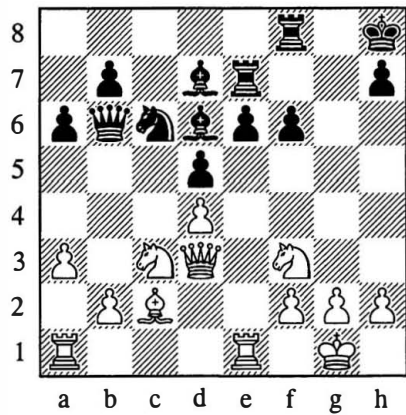
► Ex. 1-10 ◀ ★★★ ▼



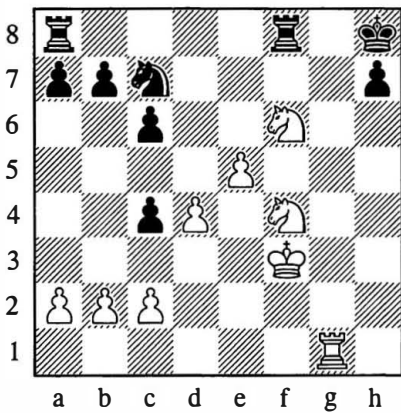
► Ex. 1-8 ◀ ★ △



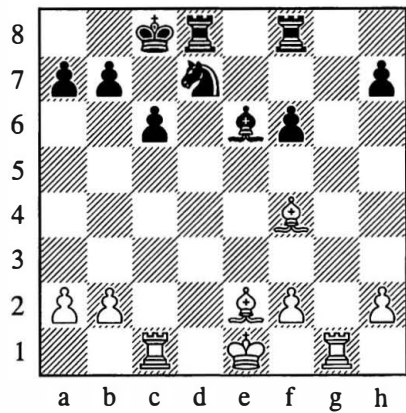
► Ex. 1-11 ◀ ★★ △



► Ex. 1-9 ◀ ★★ △



► Ex. 1-12 ◀ ★ △



Ex. 1-1
M.Marco – Salter

Czernowitz 1929

Anastasia's mate
1. ♖e7†!

1. ♖xh7? ♗xh7 2. ♖h1† ♗g6! 3. ♖e7† ♗f6

4. ♖d5†=

1... ♗h8 2. ♖xh7†! ♗xh7 3. ♖h1#

(1 point)

Ex. 1-2
E.Jackson – D.Baird

England – USA 1896

The queen + rook battery
1. ♖h8†!! ♗xh8 2. ♖g8#

(1 point)

Ex. 1-3
E.Canal – N.N.

Simultaneous game 1934

Boden's mate
1. ♖xc6†!! bxc6 2. ♖a6#

(1 point)

Ex. 1-4
K.Ojanen – M.Peretz

Siegen Olympiad 1970

The Arabian mate
1. ♖xf8†!!

Black resigned, in view of 1... ♗xf8 2. ♖e8† ♗g7 3. ♖g8#.

(1 point)

Ex. 1-5
M.Shereshevsky – V.Kupreichik

Minsk 1976

The queen + bishop battery
1... ♖h3†!

And White resigned, on account of:

2. ♖xh3

Or 2. ♖xh3 ♖xh2#.

2... ♗xh3–+

(1 point)

Ex. 1-6
M.Gurevich – N.Short

Rotterdam 1990

Mate along open lines
1. ♖xh6†! ♖xh6

1... ♗g8 2. ♖xg7#

2. ♖hxh6#

(1 point)

Ex. 1-7
J.Blackburne – W.Steinitz

London 1883

The queen + rook battery
1. ♖f8†! ♖xf8 2. ♖xh7#

(1 point)

Ex. 1-8
E.Lobron – S.Bouaziz

Hanover 1983

Mate along open lines
1. ♖xh6†!

1... ♖h6†?! is not so good, due to 1... ♗g8.

1... ♗xh6

Or 1... ♗g8 2. ♖xg7#.

2. ♖xh6#

(1 point)

Ex. 1-9
J.Loewenthal – A.Anderssen

London 1851

The Arabian mate
1. ♖g6†! hxc6?

1... ♗g7 is better, but after 2. ♖xf8†

(1 point)

Solutions

2...♙xf8 3.♘xh7† White is also winning.

2.♖h1†

And Black resigned, in view of 2...♙g7

3.♖h7#.

(1 point)

Ex. 1-10

N.N. – P.Morphy

New Orleans 1857

Anastasia's mate

A difficult one which contains various mating motifs.

1...♘g3!! 2.♖xd4

If 2.♖xh7, then 2...♘de2#.

(1 point)

2...♘e2† 3.♙h1 ♖xh2†!!

This is stronger than taking the queen. If you chose 3...♘xd4, you only get 1 point.

4.♙xh2 ♖h8†

(2 points)

5.♙h6 ♖xh6† 6.♖h4 ♖xh4#

Ex. 1-11

Gnauk – Böm

Prague 1977

The queen + bishop battery

1.♘xd5! exd5 2.♖xe7+–

(2 points)

White has eliminated the most important defensive piece and Black has no good defence against the threat of ♖h7#.

After 2...f5 White can simply take the bishop on d7 with a winning position.

1–0

Ex. 1-12

L.Karlsson – Rogard

Sweden 1978

Boden's mate

1.♖xc6†!! bxc6 2.♙a6#

(1 point)

Scoring

Maximum number of points is 16

14 points and above → **Excellent**

12 points and above → **Good**

9 points → **Pass mark**

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

Contents

- ✓ Legal's mate
- ✓ Damiano's mate
- ✓ Greco's mate
- ✓ Lolli's mate
- ✓ Blackburne's mate
- ✓ Pillsbury's mate

Diagram 2-1

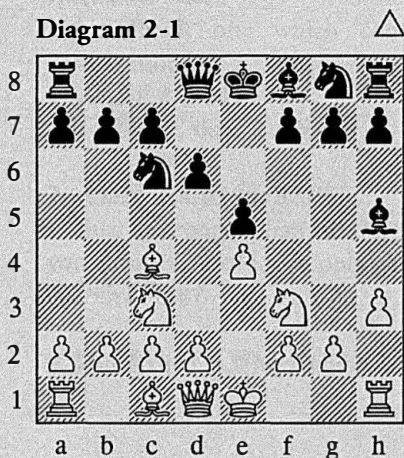
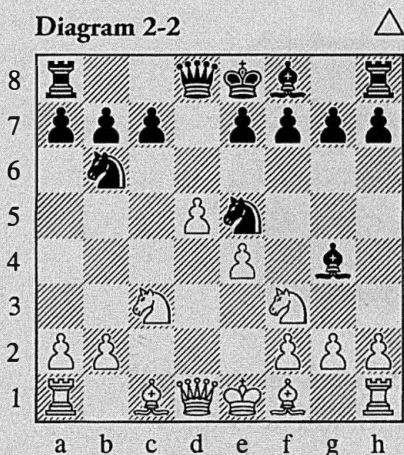


Diagram 2-2



Mating motifs 2

In this lesson we will study some more important mating motifs.

First of all, let's look at an old opening trap.

Legal's mate

1.e4 e5 2.♘f3 ♘c6 3.♙c4 d6 4.♘c3 ♙g4?! 5.h3

5...♘e5? is premature here, due to 5...♘e5! and White loses a piece.

5...♙h5?

Better is 5...♙e6.

Diagram 2-1

6.♘e5!!

This famous combination was first discovered by Legal and now bears his name. Perhaps it is more typically the defender who sacrifices material by moving a pinned piece. Such moves are very effective and easy to overlook. After all, who is expecting his opponent to give away his strongest piece!

6...♙xd1?

Better is 6...♘e5 7.♙xh5 ♘xc4 8.♙b5†!, but Black still loses a pawn.

Now comes a nice finish.

7.♙xf7† ♘e7 8.♘d5#

A rare example of the cooperation between three minor pieces. The lesson to learn from this variation is that even a pinned piece can still move, as long as it is not protecting the king!

The following example by a Correspondence World Champion illustrates another typical dynamic unpinning sacrifice.

Diagram 2-2

H. Berliner – Rott

Canadian Open, Montreal 1956

1.♘e5! ♙xd1 2.♙b5† c6

2...♘d7 3.♙xd7† ♙xd7 4.♘d7+-

3.dxc6

Black is powerless against the threats of c7† and cxb7†.

3...♙c7

- 3...a6 4.c7† axb5 5.cxd8♙† ♚xd8 6.♘xd1+–
4.cxb7† ♘d8
 4...♘d7 5.bxa8♙†+–
5.♘xf7#

Damiano's mate

For this mating motif it is important to control the h7-square (h2-square), often by a pawn on g6 (or g3), or by a knight or a bishop. The startling sacrifice of a rook (or even two rooks) serves to speed up the attack. Let us study the following brilliant games.

Diagram 2-3

A.Baburin – U.Adianto

Liechtenstein 1993

1...♘h5!

Black wants to open the h-file forcibly for his pieces.

2.♙e3

Diagram 2-4

2...♘g3†! 3.hxg3 hxg3† 4.♔g1 ♘e7

White cannot prevent the combination which follows. The rook on f1 and the queen on e2 block the escape route of their own king.

5.♙e1

5.♙fe1 ♚h1†!! 6.♔xh1 ♚h8† 7.♔g1 ♚h1†!! 8.♔xh1 ♚h8† 9.♔g1 ♚h2† 10.♔f1 ♚h1† 11.♙g1 ♚xg1#

Diagram 2-5

5...♚h1†!!

White resigned, in view of 6.♔xh1 ♚h8† 7.♔g1 ♚h1†!! 8.♔xh1 ♚h8† 9.♔g1 ♚h2#.

Diagram 2-3

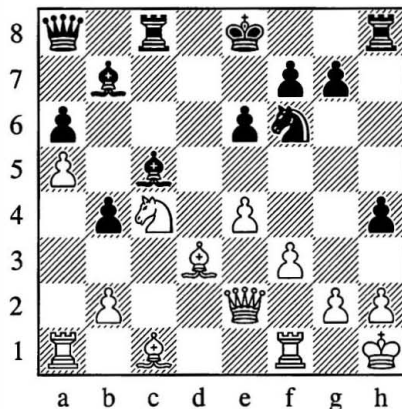


Diagram 2-4

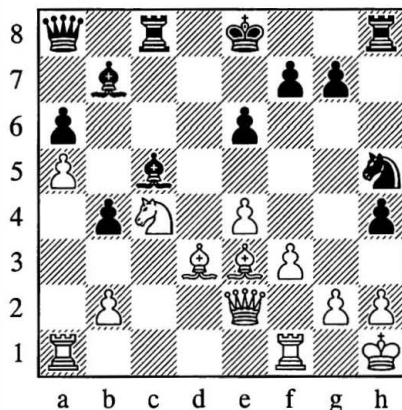


Diagram 2-5

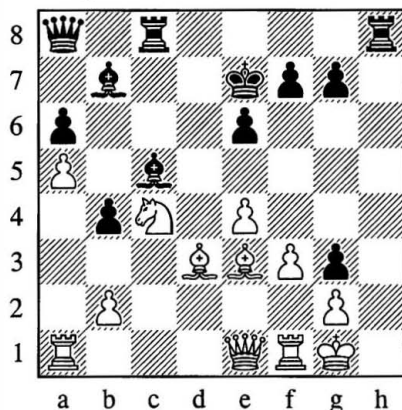


Diagram 2-6

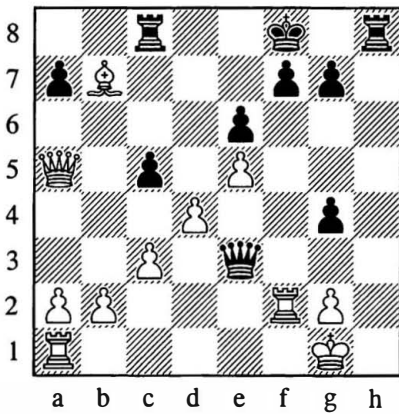


Diagram 2-6

A.Model – G.Goldberg

Leningrad 1932

1...g3 2.♖af1 ♜h1†!!

Black must speed up his attack. 2...♞h6? 3.♞xf7† ♔g8 is too slow, on account of 4.♞f8† ♞x♞ 5.♞x♞† ♔xf8 6.♞d8† ♔f7 7.♞d7†=.

3.♔xh1 ♞h6† 4.♔g1 ♞h2#

Greco's mate

This is another old motif. The combined power of the three pieces – c5-bishop, g4-knight and h4-queen – should never be underestimated!

N.N. – G.Greco

Europe 1620

1.e4 e5 2.♖f3 ♖c6 3.♗c4 ♗c5 4.0-0 ♖f6 5.♞e1
5.d3 is safer.

5...0-0 6.c3 ♞e7?!

A stronger choice is 6...♖xe4! 7.♞xe4 d5.

7.d4

7.h3!? ♗xf2† 8.♔xf2 ♞c5† 9.d4 ♞xc4 10.♗g5

7...exd4 8.e5?

Better is 8.cxd4 ♗b4 9.♖c3±.

8...♖g4 9.cxd4

Or 9.h3 ♖gxe5, with the idea of meeting 10.♖xe5 ♖xe5 11.cxd4 with 11...♗xd4 12.♞xd4 ♖f3†!-+

Now comes a lovely deflecting sacrifice.

9...♖xd4! 10.♖xd4 ♞h4

Greco has achieved the position he wanted.

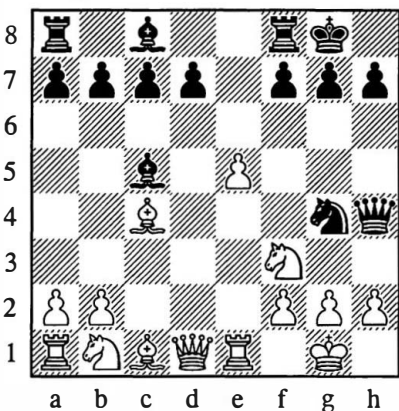
11.♖f3??

After the more resilient 11.♗e3 ♞xh2† 12.♔f1 ♞h1† 13.♔e2 ♞xg2, Black still has a strong attack.

Diagram 2-7

11...♞xf2† 12.♔h1 ♞g1†!! 13.♖xg1 ♖f2#

Diagram 2-7



G.Greco – N.N.

Europe 1620

1.e4 e5 2.♖f3 ♖c6 3.♗c4 ♗c5 4.c3 d6

Better is 4...♖f6.

5.d4 exd4 6.cxd4 ♗b4† 7.♖c3 ♖f6 8.0-0

8. ♖g5!? is stronger.

8... ♖xc3 9. bxc3 ♗xe4 10. ♖e1 d5

Diagram 2-8

11. ♖xe4!?

A risky sacrifice which led to immediate success in the game. Fortune favoured the brave!

11. ♖b3 0-0 (11... ♗a5 12. ♖xe4 ♗xe4 13. ♖xf7)

12. ♖xd5 ♗a5=

11... ♗xe4 12. ♗g5! 0-0?

The correct move was 12... ♗e5!, after which White would still have to demonstrate the soundness of the exchange sacrifice.

13. ♖h5

Black has no sensible defence left. The f7- and h7-squares cannot both be protected at the same time.

Diagram 2-9

13... h6 14. ♗xf7

14. ♖xf7 ♖xf7±

14... ♖f6

14... ♖xf7 15. ♖xf7 and now either 15... ♗h8

16. ♖xh6+- or 15... ♗f8 16. ♖a3 ♗e7 17. ♖b3 ♖e8

18. ♖d5, and the threat ♖g8# decides.

15. ♗xh6 ♗h8 16. ♗f7 ♗g8 17. ♖h8#

Lolli's mate

A pawn on f6 (f3) should put the defender on 'red alert'. Things heat up even more if our queen is in the neighbourhood as well. Although mate on g7 can possibly be prevented, the defence often collapses if we can bring a rook or a knight into the attack.

Diagram 2-10

Variation in the Queen's Gambit

1. ♖h6 ♖g8 2. ♗f3!

2. ♖c3 (Δ ♖h3) would not be good, due to 2... e5!

2... ♖h5

Nor is Black saved by 2... g5 3. h4! e5 (3... ♖g6

4. ♖f8 ♖g8 5. ♖xf7+-) 4. hxg5 ♖f5 5. g6 ♖xg6 6. ♗g5 ♖d3 7. ♖xh7! ♖xh7 8. ♗xf7#.

Now comes a typical sacrifice.

3. ♗g5!! ♖xh6 4. ♗xf7#

Diagram 2-8

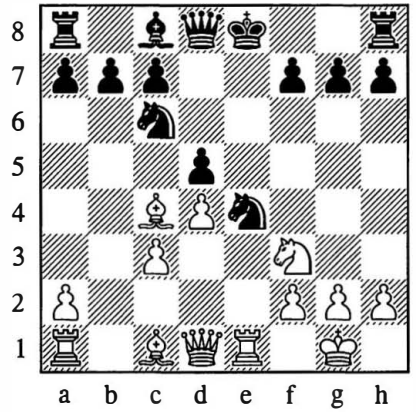


Diagram 2-9

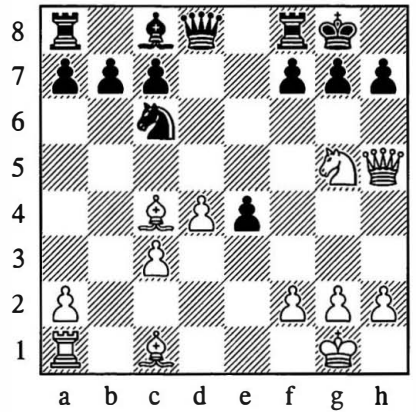


Diagram 2-10

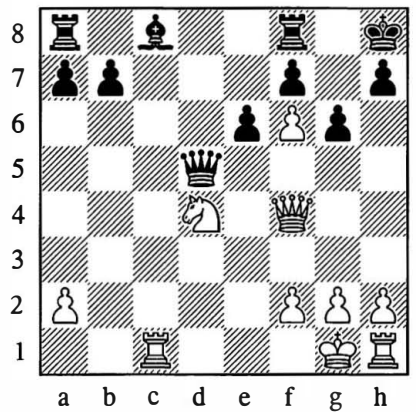


Diagram 2-11

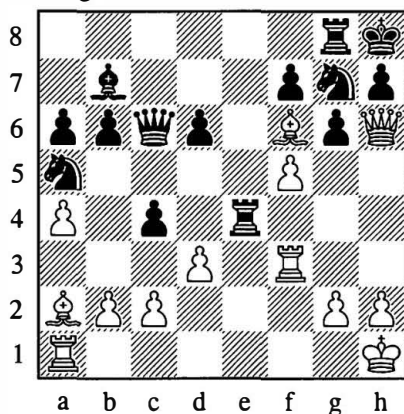


Diagram 2-12

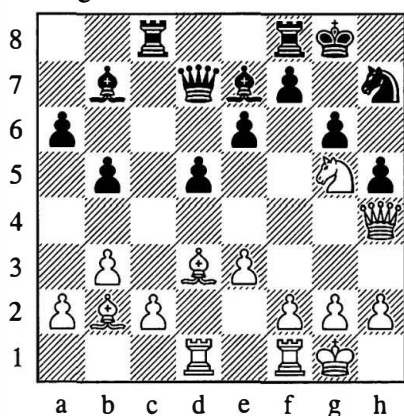


Diagram 2-13

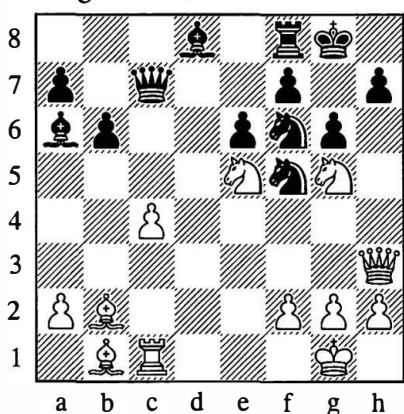


Diagram 2-11

M.Heintze – S.Gratias

East German Women's Ch, Frankfurt/Oder 1977

1. ♖xg7+!

1... dxe4 is also good, but not 1... ♜h3?!, on account of 1... ♜e1 †! 2. ♜xe1 ♜xg2#.

1... ♜xg7 2. f6! ♜g8 3. ♜xh7+!!

Followed by ♜h3† and ♜xh4#.

Blackburne's mate

In Blackburne's mate the attacking side uses the power of the bishop pair and the knight on g5 for a startling queen sacrifice!

Diagram 2-12

A.Yusupov – P.Scheeren

European Team Ch, Plovdiv 1983

1. ♜xh5!! ♖xg5

Black cannot accept the queen sacrifice: 1... gxf5 2. ♖xh7#. Nor can he play 1... ♖xg5 2. ♜h8#.

2. ♖xg6!

This second offer of a sacrifice, which Black cannot accept due to a rapid mate, opens up the king position even more.

2... f6 3. f4+- ♜g7 4. fxg5 ♖xg5

White has won the piece back and is still attacking. Black's position falls apart.

5. h4 ♖e4

If 5... ♖h7, then 6. ♜d4! (Δ♜g4) 6... f5 7. ♖xh7+ ♜xh7 8. ♜g4†! fxg4 9. ♜g5†+-.

6. ♖xe4 dxe4 7. ♜f4 (Δ♜g4)

And Black resigned, in view of the variation 7... ♜h7 8. ♜xh7+ ♖xh7 9. ♜d7†+-.

Let's see another variation on the Blackburne theme.

Diagram 2-13

M.Olesen – W.Buehl

US Open 1992

1. ♖g4!+- ♖h5

1... ♖xg4? 2. ♜xh7#

2. ♜xh5!! gxf5

2...♙xg5 3.♖xg5+-
3.♘h6†!

Black resigned, since 3...♘xh6 is followed by 4.♙xh7#.

Pillsbury's mate

In this motif, which exploits the combined force of bishop and rook, an open g-file is decisive.

Diagram 2-14

Variation from the game

H.Pillsbury – F.Lee

London 1899

1.♖f3!!

1.♔d2 ♖xf2† 2.♔c3, threatening ♖g4† or ♖g1†, is also good.

1...♖xf3

1...♖g6 2.♙xf8 ♖xf8 3.0-0-0+-

2.♖g1† ♔h8 3.♙g7† ♔g8 4.♙xf6† ♖g4 5.♖xg4#

Sometimes, the combinations do not lead to mate, but only to a gain of material, since the opponent may be in a position to avoid the worst.

Diagram 2-15

Variation from the game

M.Euwe – P.Romanovsky

Leningrad 1934

1...♘f3†!! 2.gxf3 ♖g5† 3.♘g2

3.♔h1 ♙xf3†+-

3...h3 4.♖xg7† ♖xg7 5.♙xg7 hxg2+-

White loses a piece. If 6.♙xf8, then 6...gxf1♖† 7.♔xf1 ♔xf8+-.

Now you can do the second test. **Look for active moves.** Be aware that in the first position the white king has previously moved, and therefore White may not castle.

Diagram 2-14

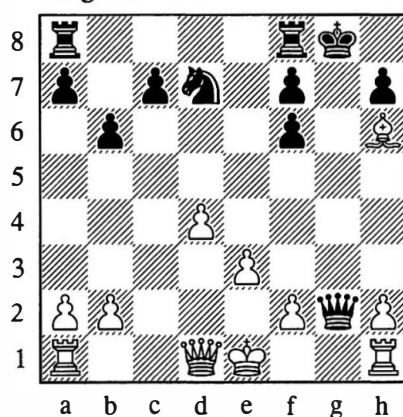
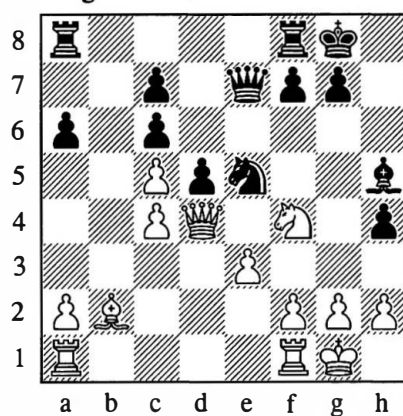
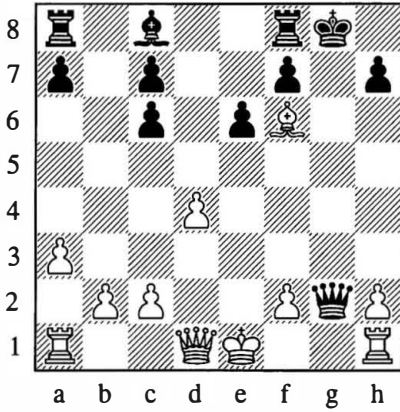


Diagram 2-15

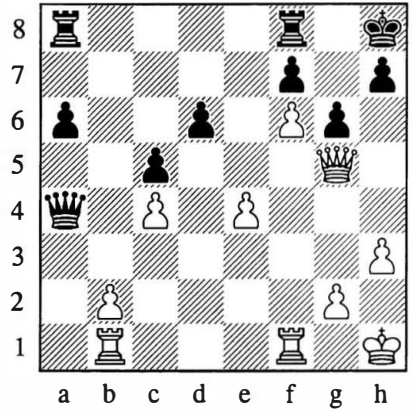


Exercises

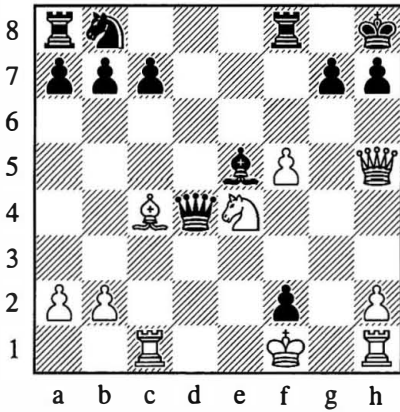
► Ex. 2-1 ◀ ★ ◻



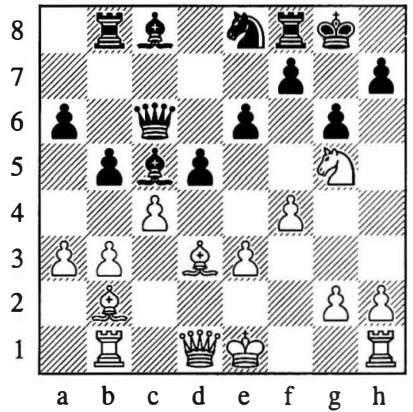
► Ex. 2-4 ◀ ★★★ ◻



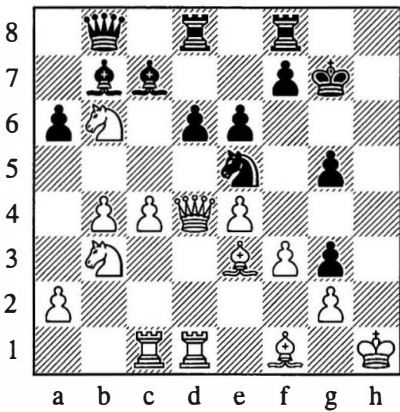
► Ex. 2-2 ◀ ★ ◻



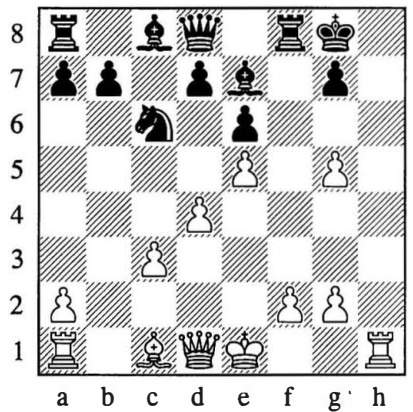
► Ex. 2-5 ◀ ★ ◻



► Ex. 2-3 ◀ ★ ▼

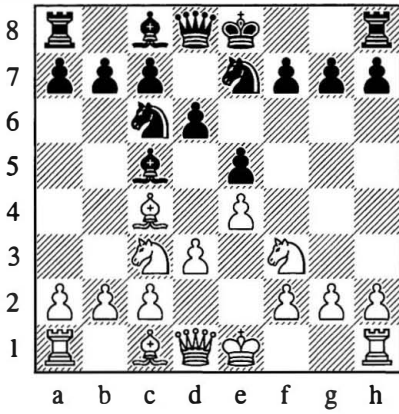


► Ex. 2-6 ◀ ★★ ◻

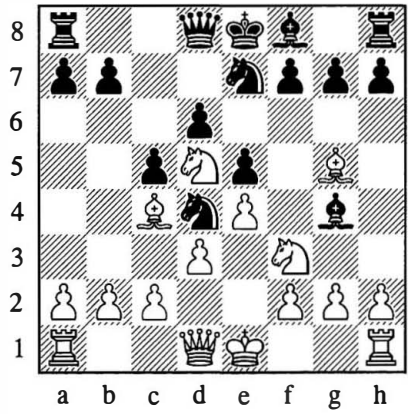


Exercises

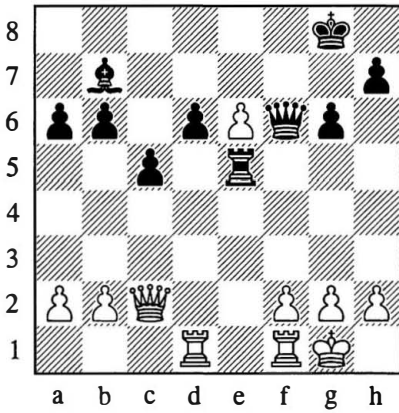
► Ex. 2-7 ◀ ★ ◻



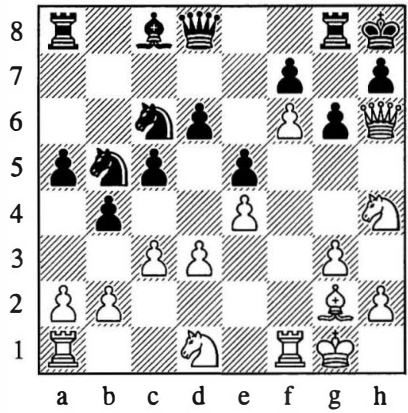
► Ex. 2-10 ◀ ★★ ◻



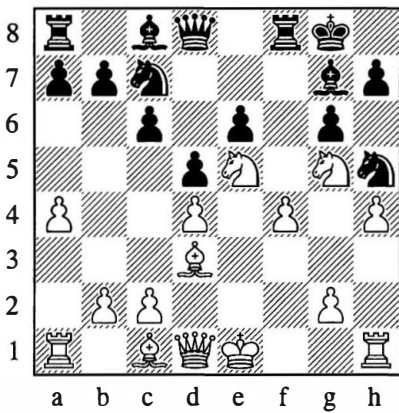
► Ex. 2-8 ◀ ★★ ▼



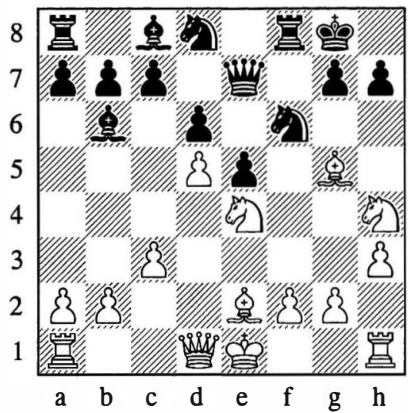
► Ex. 2-11 ◀ ★★ ◻



► Ex. 2-9 ◀ ★★ ◻



► Ex. 2-12 ◀ ★★ ▼



Solutions

Ex. 2-1

Koshtenko – Lerner

USSR 1962

*Pillsbury's mate***1. ♖f3!!**

Not 1. ♖f1? due to 1... ♙a6+.

1... ♗xf3

A more stubborn try is 1... ♗g6 2. ♘d2 ♗h6+ 3. ♘c3 ♙e8 4. ♗hg1+ ♘f8 5. ♙g7+ ♗xg7 6. ♙xg7 ♘xg7 7. ♗xc6+.

2. ♙g1+

(1 point)

Mate follows

1-0

Ex. 2-2

R. Kynoch – I. Jamieson

Scotland 1994

*Grecó's mate***1. ♘g5! h6 2. ♗g6!**

(1 point)

Black resigned, he loses in all lines: 2... hxg5 3. ♗h5# or 2... ♗xc4+ 3. ♙xc4 hxg5 4. h4+.

2. ♘f7? would not be so convincing.

2... ♙xf7 3. ♗xf7 ♘c6+

Ex. 2-3

A. Kabatianski – R. Atlas

Roslavl 1989

*Damiano's mate***1... ♙h8+ 2. ♘g1 ♙h1+!**

(1 point)

White resigned, in view of 3. ♘xh1 ♙h8+ 4. ♘g1 ♙h1+ 5. ♘xh1 ♗h8+ 6. ♘g1 ♗h2#.

Ex. 2-4

D. Bronstein – P. Keres

Budapest 1950

*Lolli's mate***1. ♙f4!**

(1 point)

If you chose 1. ♗h6 you only get 1 point. After 1... ♙g8 2. ♙f4 g5! Black wards off White's threats.

1... ♗c2

The best defence. If 1... ♙g8, then White has 2. ♙h4!, threatening 3. ♙xh7+ followed by 4. ♗h4#.

(1 point)

2. ♗h6!!

(1 point)

And Keres resigned, in view of 2... ♗xb1+ 3. ♘h2 ♙g8 4. ♗xh7+ ♘xh7 5. ♙h4#.

Other moves would not be so good, for example 2. ♙g1 allows 2... ♗d2!± and the black queen can disrupt White's attack on the c1-h6 diagonal.

Ex. 2-5

Swinarjow – Jakobjan

Zchakaja 1982

*Blackburne's mate***1. ♗h5!! (Δ ♗xh7#) 1... gxh5**

1... ♘f6 2. ♙xf6+– or 1... h6 2. ♗xh6+–.

2. ♙xh7#

(1 point)

Ex. 2-6

A. Gaensmantel – W. Eff

Eppingen 1988

*Damiano's mate***1. ♙h8+!!**

1. g6 (you only get 1 point if you chose this move) is less precise, in view of 1... ♙f5 2. ♗g4 ♗a5!? 3. ♗h3 (or 3. ♙h8+ ♘xh8 4. ♗h3+ ♙h4 5. ♗xh4+ ♘g8 6. ♗h7+ ♘f8) 3... ♗xc3+ 4. ♗xc3 ♙b4+.

Another sub-optimal move is 1. ♗h5 (also only 1 point). This gives Black time for counterplay, e.g. 1... ♗a5 2. g6 ♗xc3+ 3. ♘f1 ♙xf2+ 4. ♘xf2 ♗xd4+ 5. ♙e3 ♗b2+ 6. ♘f3 (or 6. ♘g1 ♗xa1+ 7. ♘f2 ♗b2+)= 6... ♘xe5+ 7. ♘g3 ♘xg6±

Solutions

Ex. 2-9

P.Svedenborg – A.Berglund

Norway 1992

After 1.♖h8†!! White has a forced mate:
 1...♗xh8 (or 1...♗f7 2.♖h5† g6 3.♖h7† ♗e8
 4.♖xg6#) 2.♖h5† ♗g8 3.g6 ♖f5 4.♖h7† ♗f8
 5.♖h8#.

(2 points)

Ex. 2-7

H.Spatz – A.Lund

Bavaria 1989

Greco's mate

1.♗g5!±

(1 point)

1...0-0?!

Leads to the immediate loss of the game.
 Black would do better to sacrifice a pawn:
 1...d5 2.exd5±.

2.♖h5+– h6 3.♗xf7 ♗xf2†

Or 3...♖xf7 4.♖xf7† ♗h7 5.0-0+–.

4.♗d1

This is even stronger than taking the bishop.

4...♗g4†

If 4...♖xf7, then 5.♖xf7† ♗h8 6.♖xf2+–.
 After 4...♖e8 there comes 5.♗xh6† ♗h7
 6.♗f7† ♗g8 7.♖h8#.

5.♖xg4 ♖xf7 6.♗xf7† ♗xf7 7.♖f1+–

White is clearly winning. Next came:

7...♗d4 8.♖xf2† ♗g8 9.♗xh6 g6 10.♗d5
 ♖c8 11.♗xe7†

Black resigned.

Ex. 2-8

Johelsson – Belawenez

Correspondence Olympiad 1979

Pillsbury's mate

1...♖f3!! (Δ♖g2#)

1...♗xg2 is not so good, due to 2.f4!∞
 (but not 2.♗xg2 ♖g5† 3.♗h3 ♖f3† 4.♗h4
 ♖g4#).

After 1...♖g5? comes 2.f3±.

2.gxf3 ♖g5† 3.♗h1 ♗xf3#

(2 points)

Blackburne's mate

1.♖xh5!!+– (Δ♖h7#)

Black resigned. If 1...♗xe5 then 2.♖xh7#,
 or if 1...h6 then 2.♖xg6+–. And if 1...gxh5
 then 2.♗xh7† ♗h8 3.♗g6#, but of course not
 3.♗ef7† ♖xf7 4.♗xf7† ♗xh7 5.♗xd8±.

(2 points)

If you chose the less incisive 1.♗xh7!?,
 you only get 1 point. Black can try 1...♖xf4,
 although after 2.♗xg6 White is still winning.

Ex. 2-10

G.Buckley – N.N.

London 1840

Legal's mate

1.♗xe5!

Equally good is 1.♗xd4! ♗xd1 2.♗b5†
 (2 points) 2...♖d7 (2...♗c6 loses to either
 3.♗xd8+– or 3.♗xc6 ♖xg5 4.♗xe5† ♗d8
 5.♗xf7†+–) 3.♗xd7† ♗xd7 4.♗xe7 ♗xe7
 5.♗f5+–.

1...♗xd1?

1...dxe5 2.♖xg4 is more stubborn, with the
 following variations:

a) 2...♖a5† 3.b4 cxb4 4.♗xe7 ♗xe7 5.♖xg7
 ♖f8 6.♖xe5+–

b) 2...♗xc2† 3.♗d1 ♗xa1 4.♗b5†+–

c) 2...f6 3.♗xf6! ♗xc2† (if 3...♖a5†, then
 4.b4!. After 3...gxf6 there follows 4.♗xf6#.)
 4.♗f1 ♗xa1 5.♗xg7+–

2.♗f6†! gxf6 3.♗xf7#

(2 points)

Ex. 2-11

P.Jirovsky – Z.Adamek

Mlada Boleslav 1992

Lolli's mate

1.♗f3!

(1 point)

Solutions

Ex. 2-12

B.Horwitz – L.Bledow

Berlin 1837

1...♖f8

A somewhat tougher response is 1...g5

2.♜xg5 ♜xg5 3.♞xg5+-.

If 1...♞xf6, then 2.♜g5 ♞g7 3.♜xf7+-.

2.♜g5!!

And Black resigned, due to 2...♞xh6

3.♜xf7#.

(1 point)

Legal's mate

1...♜xe4!!

But not 1...♜xf2+? due to 2.♜xf2!+-.

2.♜xe7 ♜xf2+ 3.♞f1 ♜g3#

(2 points)

Scoring

Maximum number of points is 20

17 points and above → **Excellent**14 points and above → **Good**11 points → **Pass mark**

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

Contents

- ✓ Rapid development of all the pieces
- ✓ The struggle for the centre
- ✓ The struggle against the opponent's ideas
- ✓ Goals in the opening

Basic opening principles

In this lesson we will examine the most important principles in playing the opening.

Whenever we study the games of strong players, we notice how they, above all, aim **to mobilize their forces quickly**. This is quite logical: the more pieces we have in play, the more attacking chances we obtain. In addition, we must also prepare to castle, in order to **get our own king to safety** and bring the rook into the game.

The first principle of opening play is rapid development of all the pieces.

We also see how experienced players try to seize the centre with pawns, or at least exert strong pressure on it with their pieces. In the chess struggle the centre is a strategically important commanding height. Whoever controls the centre determines the course of the game.

The second principle of opening play is to struggle for the centre.

A lead in development is the ideal which we set as our goal in the opening. Sometimes one move can put the brakes on our opponent's development – any loss of time we incur in such an operation is frequently rewarded in the future course of the game. A move which develops one of our own pieces and at the same time slows down our opponent's development is of course ideal, when possible.

The third principle of opening play is to struggle against our opponent's ideas, in order to make his development more difficult and to prevent him from achieving control over the centre.

A.Meek – P.Morphy

Mobile 1855

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♗c4

White is playing a gambit line. 4.♘xd4 leads to the Scotch Game. 4.c3 is also a gambit in which White tries to develop his pieces rapidly.

4...♙c5

4...♘f6 is also good. If 5.e5, then comes 5...d5! with the idea 6.exf6 dxc4=.

5.♘g5?!

Diagram 3-1

‘This is a mistake for two reasons:

In the first place White moves a second time with an already developed piece, thus losing a tempo and giving Black the advantage in development.

In the second place White forgets the fact that the opening is a fight for domination in the centre and through the above move relinquishes the superiority in the centre to his opponent.’ – R.Reti

A better move is 5.c3 ♘f6, transposing to the Giuoco Piano. (Instead 5...dxc3 is dangerous for Black, due to 6.♙xf7! ♘xf7 7.♚d5† and then ♚xc5.)

5...♘h6!

‘Black defends himself with a developing move. If instead he had made the more obvious move ...♘c6-e5, simultaneously attacking and covering, he would only be repeating White’s error of moving an already developed piece again.’ – R.Reti

After 5...♘e5? there comes 6.♘xf7! ♘xf7 7.♙xf7† ♘xf7 8.♚h5† g6 9.♚xc5±.

Diagram 3-2

Please compare this position with the one after move 9 in the game, which is shown in diagram 3-3.

6.♘xf7?

6.♚h5 would be a better alternative. The attack on the sensitive f7-square is unpleasant, but Black can bring another piece into the game – the queen. Let us consider the various possibilities for Black:

a) 6...♘e5? is not good, on account of 7.♘e6!! (if 7.♙b3, then 7...d6 with the threat of 8...♙g4) 7...dxe6 8.♚xe5 and after 8...♙f8 there follows 9.♙xh6+–.

b) 6...0–0 leads to complicated play after 7.♙xf7 ♘xf7 8.♘b4† 9.c3∞.

c) 6...♚f6!± is better. 7.♘xf7 is met by the intermediate check 7...♙b4†.

d) 6...♚e7!± is also good, with the same idea of answering 7.♘xf7 with 7...♙b4†. And if 7.0–0 then simply 7...d6±.

Diagram 3-1

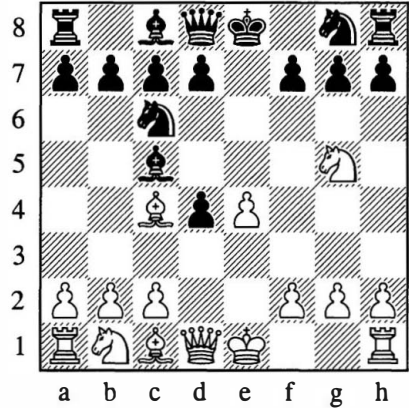


Diagram 3-2 (analysis)

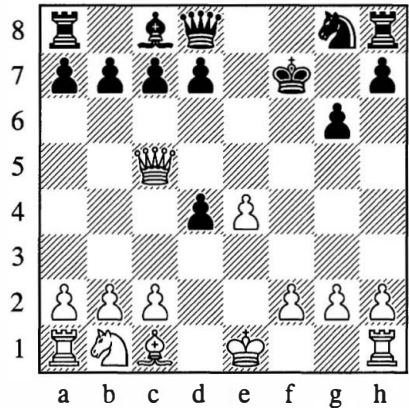
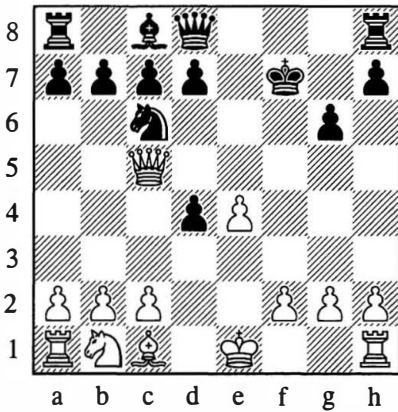


Diagram 3-3



6...♘xf7 7.♙xf7 ♘xf7 8.♖h5† g6 9.♗xc5

Diagram 3-3

Compared to the position in diagram 3-2, the black knight has already been developed to c6 and is much more actively posted than on g8. This difference allows Black to take the initiative.

9...d6

With his attacks on the white queen Black gains time for the development of his own pieces.

Another very good move would be 9...d5!? (I.Shumov), to open the game. The following variations show the dangers of being behind in development:

a) 10.exd5? ♜e8† 11.♙f1 b6! and if 12.♗xc6?, then 12...♙a6† 13.c4 dxc3† 14.♙g1 ♜e1#.

b) 10.e5? ♜e8! 11.f4? (♞11.0-0) 11...♘xe5! 12.fxex5 ♗h4† 13.♙f1 ♜xe5 14.♗xc7† ♙e6! (14...♜e7 15.♗f4†+-) 15.♙d2 ♙d7 (the check on f5 would also be good, but Black wants to bring more pieces into the attack) 16.♗c5 ♙b5†! (16...♜f8† also wins: 17.♗xf8 ♙b5† 18.♙g1 ♜e1† 19.♙xel ♗xe1† 20.♗f1 ♗xf1#) and in the game Chernov – Oplackin, USSR 1972, White resigned, in view of 17.♗xb5 ♜f8† 18.♙g1 ♗f2#.

White's best chances of survival are in the endgame after 10.♗xd5† ♗xd5 11.exd5 ♘b4 12.♘a3 ♘xd5 (or 12...♜e8† 13.♙d1 ♙d7†) with only a slight advantage for Black.

10.♗b5

An even worse continuation is 10.♗d5† ♙e6 11.♗b5 ♘e5 12.f4?, due to 12...♙c4! 13.♗b4 (after 13.♗xb7 there also comes 13...♗h4†) 13...♗h4† 14.g3 ♗g4 15.♗d2 (15.♙f2 ♗e2† 16.♙g1 ♗f1#) 15...♘f3† 0-1 Greville – D.Harrwitz, Paris 1845.

10...♜e8!

Black develops his pieces very quickly and exerts pressure on the centre.

11.♗b3†?

Diagram 3-4

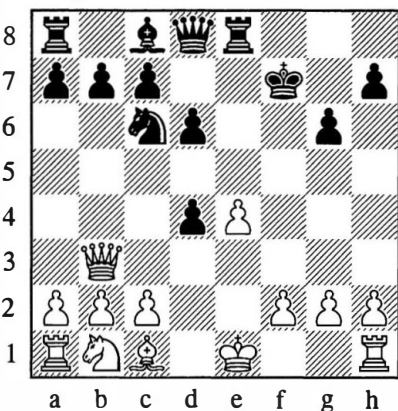
'In moving about with the queen White is losing some more time. White should certainly have castled.'

– R.Retzi

11...d5

Black fights for the centre. A good alternative is 11...♙e6!? 12.♗xb7 ♗d7 with the initiative.

Diagram 3-4



12.f3

Here White would be better getting his king into safety with 12.0-0 ♖xe4.

12...♘a5

Diagram 3-5

13.♖d3?

Better is 13.♖a3, which is the only possibility of putting up some resistance. Black obtains a dangerous attack, but he has to sacrifice a piece for it.

If 13...dxe4, then 14.0-0! (but not 14.♖xa5? due to 14...exf3† 15.♔f2 ♖h4† 16.g3 ♖e2† 17.♔g1 f2† 18.♔f1 ♙h3† 19.♔xe2 ♗e4† 20.♔xf2 ♖g2† 21.♔e1 ♖e8†-+) 14...♘c6 15.fxe4† ♔g7=.

Nor is 13...♘c4 14.♖d3 ♖h4† 15.g3- quite so clear.

Black should keep the white king in the centre: 13...♖h4†! 14.g3 ♖h3 15.♖xa5 dxe4 gives Black a decisive attack. For example:

a) 16.♖xc7† ♔g8 17.♖c4† ♙e6 18.♖f1 exf3! 19.♔d1 (or 19.♖xh3 ♙xh3† 20.♔f2 ♙g2 21.♖d1 ♖e2† 22.♔g1 ♙h3 23.♘d2 f2† 24.♔h1 ♖e1†-+) 19...f2 20.♖xf2 ♙g4† 21.♔d2 ♖e2†-+

b) After 16.fxe4! ♖xe4† 17.♔f2 there comes 17...♙f5! (intending 18...♖ae8 followed by ♖e2†). Black brings all his pieces into play. After 18.♘d2 (if 18.♖xc7† ♔g8 19.♙f4, then 19...♖ae8 20.♖c4† ♙e6 21.♖d3 ♙d5 and White has no defence against 22...♖e2† and then 23...♖g2†) there follows 18...♖e2†! 19.♔xe2 ♖g2† 20.♔e1 ♖e8† with a rapid mate.

13...dxe4 14.fxe4 ♖h4†

Black tries to hinder his opponent's castling and hence his development.

15.g3 ♖xe4†

15...♖xe4† leads to a won endgame, but Morphy prefers to attack.

16.♔f2

After this move the king is still in danger. The only chance would be 16.♙e3!! ♖g4 (16...♖xe3† 17.♖xe3 dxe3 18.gxh4) 17.0-0† ♙f5 18.♙d2 ♘c6 19.♖b3†, although after 19...♖e6 20.♖xb7 ♖ae8 Black would have good attacking chances.

16...♖e7 17.♘d2!?

Better, but still losing, is 17.♙d2 ♙f5 18.♙xa5 ♖f4† 19.gxf4 ♙xd3 20.cxd3 ♖e3† 21.♔g2 ♖e2†-+.

Diagram 3-5

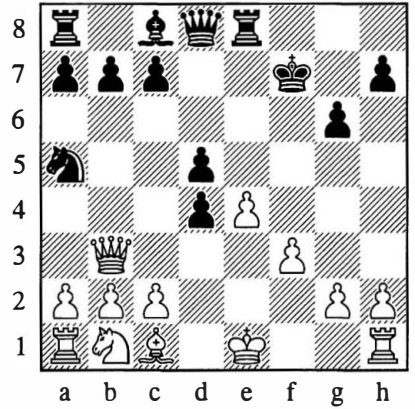
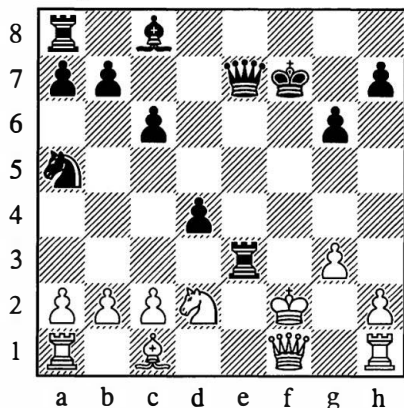


Diagram 3-6



17...♞e3!

The white queen must protect the e2-square.

18.♟b5

If 18.♟xd4, then 18...♞e2† 19.♔g1 ♕h3-+.

18...c6! 19.♟f1

19.♟xa5 loses to 19...♞e2†: 20.♔f3 ♟e3, 20.♔g1 ♟e3† 21.♔f1 ♟f2 and 20.♔f1 ♞e1† 21.♔g2 ♟e2#.

Diagram 3-6

19...♕h3!

Black ends the game with a combination. Morphy plays very energetically. Almost all the white pieces, on the other hand, are still in their starting positions.

20.♟d1

20.♟xh3 loses to 20...♞e2† 21.♔f1 (21.♔g1 ♟e3†-+; 21.♔f3 ♟e3† 22.♔g4 h5† 23.♔h4 ♟e7#) 21...♞e1† 22.♔g2 ♟e2#.

20...♞f8

'Beginners who, in the heat of the fight only play with pieces that are already engaged in battle and often forget to call on their reserves, can learn a lesson from this move.' R.Reti

21.♖f3 ♔e8

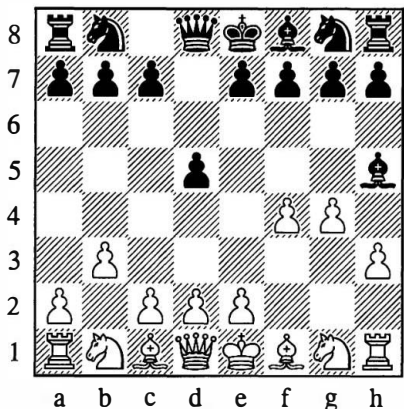
A little joke. White can do nothing about the threat of 22...♞xf3†, but 21...♔g8 would lead to the same result.

0-1

S.Buecker – A.Yusupov

Bundesliga 1993

Diagram 3-7



1.f4 d5 2.b3?!

Better is 2.♖f3.

2...♕g4

Black hinders the natural move ♖f3. Then Black can take on f3, and his opponent gets doubled pawns.

3.h3?

This just leads to weaknesses on the kingside. 3.g3 or 3.♕b2 is better.

3...♕h5 4.g4

Diagram 3-7

4...e5!

Black grabs the chance and seizes the centre. 4...e6 5.♖f3 ♟f6?! would not be good, due to 6.d4=.

5. ♖f3

5.gxh5? is followed by 5...♚h4#.

5...e4!

White loses even more time, because he will have to move for a second time a piece which is already developed.

6.e3 ♗g6

The alternative 6...exf3 7.♚xf3 ♗g6 8.f5 ♚f6 9.♖c3 is not so clear.

7. ♖e5 ♗d6

Instead of this, 7...♚h4† 8.♔e2 ♗d6 9.♚e1 does not achieve much.

8. ♖xg6 hxg6 9.♚e2 g5!

Black attacks the weaknesses on the kingside.

10. ♚b5†?!

Diagram 3-8

White is already badly placed, but this attempt to win a pawn gives his opponent a decisive lead in development.

10...♖c6! 11. ♚xd5

11.♚xb7 ♖ge7 12.♗b5 0–0 13.♗xc6 ♖b8 14.♚a6 ♖b6 gives Black a great lead in development.

11...gxf4 12.♗b2 fxe3 13.♚xe4† ♔f8

The black king is safe here.

14. ♗d3 ♚h4†!

Black develops his pieces with tempo!

15. ♔d1 ♖e8 16. ♚g2

16.♗xg7† ♔xg7 17.♚xe8 ♖ge7 18.♚d7 ♖d8 loses the queen.

16...♖e5 17. ♗e2 ♖f6–+

Diagram 3-9

Black has now brought all his pieces into play, whilst the white rooks are undeveloped and the king is in the centre – even the knight still has to be developed. Furthermore, there is the threat of 18...♖xg4.

18. ♖c3 ♖exg4 19. ♖g1 ♖f2† 20. ♔c1 exd2† 21. ♔b1

21.♔xd2 ♗f4† 22. ♔e1 ♖2g4† 23. ♔d1 ♖e3† wins the queen.

21...♖h7! 22. ♖d5

Such an unprepared attack is easily repulsed.

22...♖xd5! 23. ♗xg7† ♖xg7 24. ♚xg7† ♔e7 25. ♖f1 ♔d8

White resigned, in view of 26.♚xf7 ♖c3† 27.♔b2 ♚d4, followed by a discovered check, and mate.

Diagram 3-8

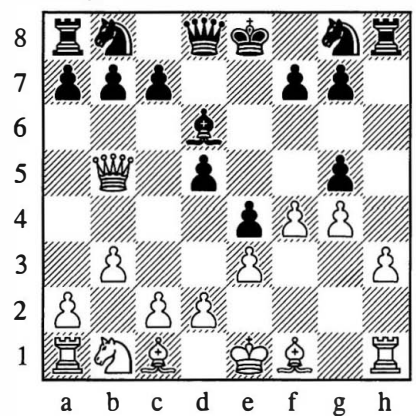
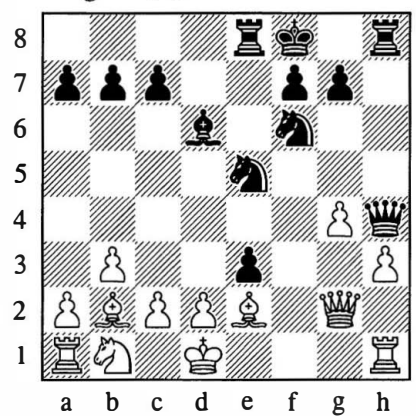


Diagram 3-9



The best that can be achieved in the opening is:

In as short a time as possible, we must bring the maximum number of pieces into play, seize control of the central squares (e4, d4, e5, d5) and, at the same time, hinder our opponent's attempts to achieve the same goals.

The absolute minimum is:

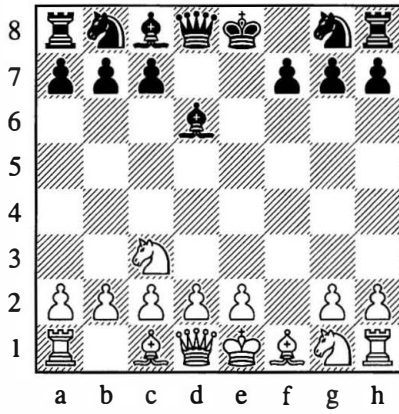
We must develop the pieces rapidly and castle to get our king to safety, aim our pieces at the central squares and, at the same time, hinder our opponent from achieving either a clear lead in development or complete control of the centre.

The players, especially White, should try to dictate events right from the start of the game, also called *seizing the initiative*. **The initiative is an advantage!**

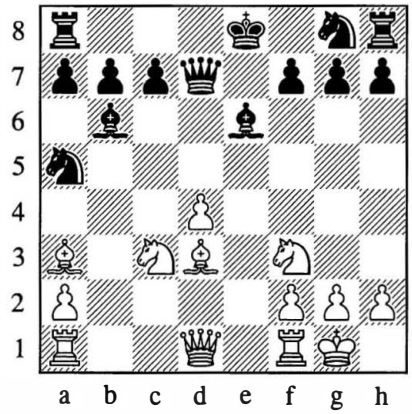
In the following difficult test you do not always have to win at once (though sometimes you can!). Try to punish your opponent for his mistakes in the opening, or at least make the best move for your side.

Exercises

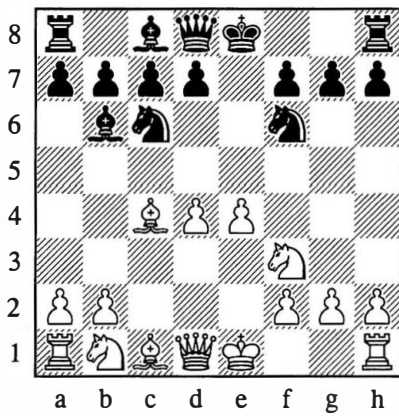
► Ex. 3-1 ◀ ★ ▼



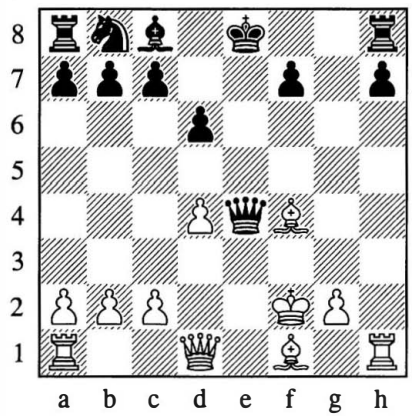
► Ex. 3-4 ◀ ★★★ ▲



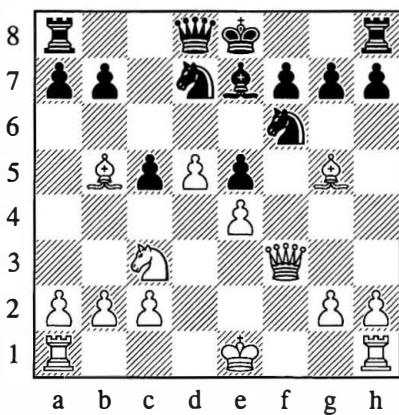
► Ex. 3-2 ◀ ★★★ ▲



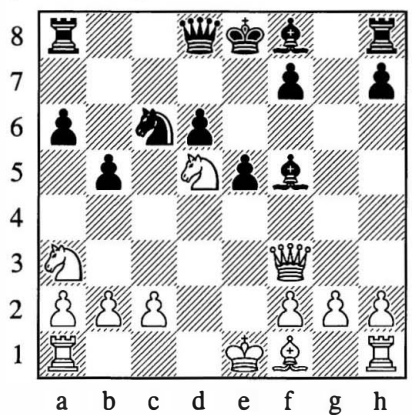
► Ex. 3-5 ◀ ★★ ▲



► Ex. 3-3 ◀ ★★★ ▲

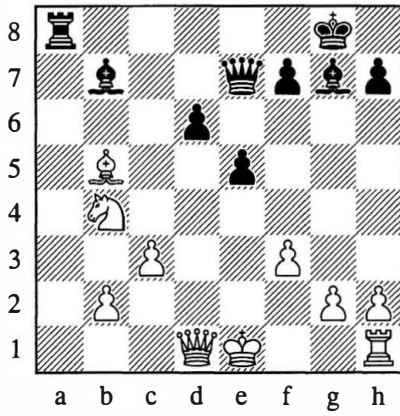


► Ex. 3-6 ◀ ★★★ ▼

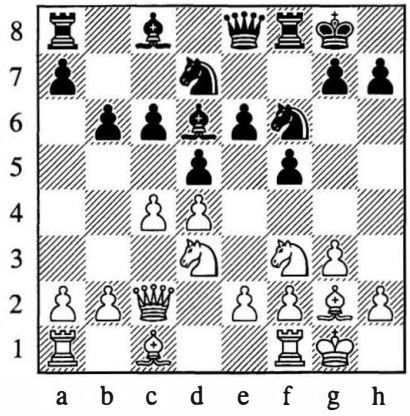


Exercises

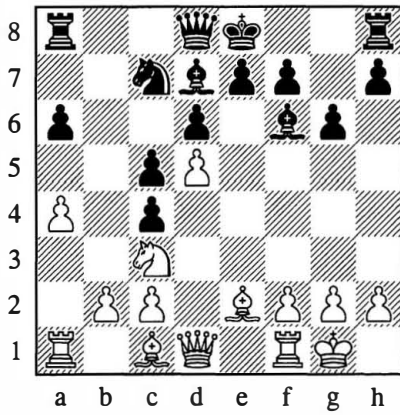
► Ex. 3-7 ◀ ★★★ ▼



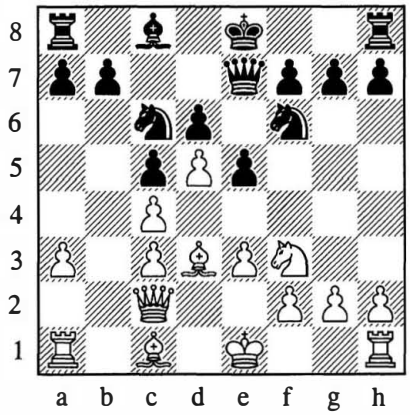
► Ex. 3-10 ◀ ★★★ ▲



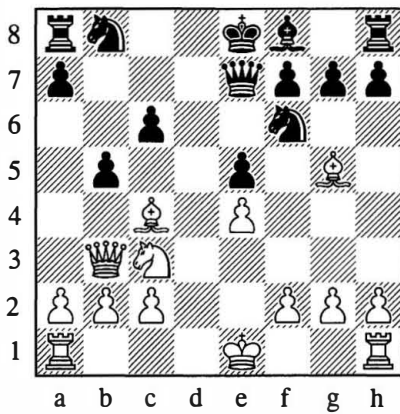
► Ex. 3-8 ◀ ★★ ▲



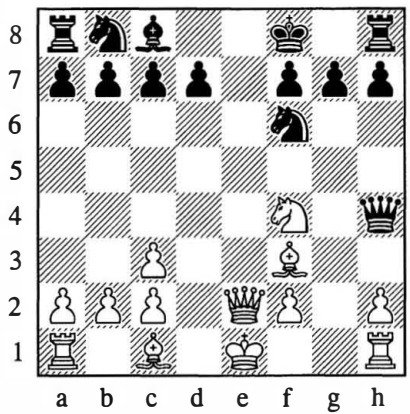
► Ex. 3-11 ◀ ★★ ▼



► Ex. 3-9 ◀ ★★★ ▲



► Ex. 3-12 ◀ ★★★ ▲



Solutions

Ex. 3-1

Sample game

1.f4 e5 2.fxe5 (2.e4!?) 2...d6 (2...♖h4? 3.g3 ♗e4 4.♗f3+–) 3.exd6 (3.♗f3!?) 3...♙xd6 4.♗c3?? (♗4.♗f3∞)

White has ignored the safety of his king. The punishment comes at once.

Diagram Ex. 3-1

4...♖h4!

(1 point)

5.g3 ♗xg3!†

Or 5...♙xg3!† 6.hxg3 ♗xg3#
6.hxg3 ♙xg3#

Ex. 3-2

M.Euwe – Jutte

Amsterdam 1927

1.e4 e5 2.♗f3 ♗c6 3.♙c4 ♙c5 4.c3 ♗f6 5.d4 exd4 6.cxd4 ♙b6? (♗6...♙b4†)

Diagram Ex. 3-2

White has a lot of good moves here. For the developing moves 7.♗c3, 7.0–0 or 7.♙g5, you get 1 point. But it is much better to take the opportunity to extend your position in the centre with tempo.

7.d5!

(3 points)

Another good move is 7.e5!† (2 points), and Black still has to find the typical move 7...d5!† and then 8.exf6 dxc4 9.d5 ♗b4 10.♗a4† c6! 11.0–0±. (Not 11.♗xb4? because of 11...♙a5!) 7...♗e7

Other moves are no better:

a) 7...♗xe4? 8.dxc6 ♙xf2† 9.♗f1+–

b) 7...♗a5? 8.♙d3 (Δb4) 8...c6 9.b4 ♗g4 10.0–0 ♗xf2 11.♙xf2 ♙xf2† 12.♗xf2 ♗b6† 13.♗f1 ♗xb4 14.♗c2+– (Δ♙a3, ♙d2)

c) 7...♙a5† 8.♙d2±

8.e5! ♗e4?!

The knight will be attacked here, costing Black even more time. The correct move is 8...♗g4! 9.0–0 d6±.

9.0–0± 0–0

If 9...d6, then 10.♗e2 ♗c5 11.♙e1 0–0 12.b4 ♗d7 13.exd6+–.

10.♗e2 ♗c5 11.b4+– ♗a6

Or 11...♗a4 12.♙b3+–.

12.d6! cxd6 13.exd6 ♗g6 14.♙g5 ♗e8 15.♙e7

15.♗b2!†+– is also good.

15...♗h8

Better is 15...♗xb4, but 16.♙e1 still wins.

16.♗c3 ♗xb4 17.♙a1 ♗c6 18.♙xf8 ♗xe2

19.♙xe2 ♗xf8 20.♙e8 ♗g8 21.♗d5 g6

22.♗e7†

1–0

Ex. 3-3

P.Morphy – A.Meek

New York 1857

1.e4 e6 2.d4 c5 3.d5 e5? 4.f4 d6 5.♗f3 ♙g4? 6.fxe5 ♙xf3? 7.♗xf3 dxe5 8.♙b5† ♗d7 9.♗c3 ♗g6? (♗9...a6) 10.♙g5± ♙e7? (♗10...♙d6)

Diagram Ex. 3-3

Only 1 point for castling either short or long. Black can reply, for example, 11...a6 to free himself from the pin.

White must exploit the pins at once and attack quickly. What he has to do is open the d-file and bring his rooks into the attack.

11.d6!

(3 points)

11...♙xd6 12.0–0+–

White is already winning, as the following variations will prove:

a) 12...♙e7 13.♙xf6 ♙xf6 14.♙xd7+–

b) 12...♗e7 13.♙xf6 gxf6 14.♗d5 ♗e6 15.♗xf6†+–

c) 12...♗e7 13.♙xd7 and now 13...♗xd7 14.♗b5+– or 13...♗xd7 14.♗d5† ♗f8 15.♗xf6 gxf6 16.♗xf6+–.

d) 12...a6 13.♙xd7† ♗xd7 14.♙xf6 gxf6 15.♗xf6+–

1–0

Solutions

Ex. 3-4

P.Morphy – A.Morphy

New Orleans march 1849

Here too, White has to act quickly in order to exploit the exposed position of the black king.

If 1.♖e1 (1 point), then Black can answer with 1...0–0–0.

Somewhat better is 1.♕b5!? (2 points) 1...c6 2.d5! cxb5 3.♗e5! with an attack.

The correct move is:

1.d5!

(3 points)

1...♕xd5

1...♕g4 2.♗e1† ♗e7 3.♗e5+–

1...0–0–0 2.♗e5 ♗e8 3.dxe6 ♗xe6 4.♖e1+–

2.♗xd5 ♗xd5 3.♖e1†+–

Black resigned, on account of the following variation: 3...♗d8 (or 3...♗d7 4.♕b5†+–) 4.♕e4 ♗xd1 5.♖axd1† ♗c8 6.♕f5† ♗b8 7.♖d8#.

Ex. 3-5

P.Morphy – G.Lyttelton

Birmingham simultaneous 1858

1.e4 e5 2.f4 exf4 3.♗f3 g5 4.h4 g4 5.♗e5 d6 6.♗xg4 ♕e7 7.d4 ♕xh4† 8.♗f2 ♕xf2† 9.♗xf2 ♗f6 10.♗c3 ♗e7 11.♕xf4 ♗xe4† 12.♗xe4 ♗xe4

Diagram Ex. 3-5

Here too, White can exploit the unsafe position of the black king in the centre for a quick attack.

13.♕b5†!

(2 points)

13...♗f8

13...c6 14.♖e1+– or 13...♗d8 14.♕g5†+–.

14.♕h6† ♗g8 15.♖h5! ♕f5 16.♗d2! ♕g6

17.♖e1!+–

1–0

Ex. 3-6

Armando – A.Yusupov

World Junior Ch, Innsbruck 1977

1...♗d4!

(2 points)

This combination gives Black a strong initiative.

2.♗c7†

Take 1 extra point if you took this reply into consideration.

2.♗f6† ♗e7 3.♗d5† ♗e6!†

2...♗xc7 3.♗xa8† ♗e7

Black now has a lead in development, and is energetically attacking his opponent.

Also possible is 3...♕c8!?

4.♖d1!?

4.c3 b4! 5.cxb4 ♗b6+–

4...♗xc2†!

Less good is 4...b4?! 5.♖xd4! exd4 6.♗c4 ♕g7 7.♗xa6? A.Ingram – B.Cafferty, England 1977. But Black could consider 4...♕g7!?

5.♗xc2 ♕xc2 6.♗d5

6.♖d2 ♕h6! 7.♗xh8 ♗a5+–

6...♕xd1 7.♗xd1 ♕h6 8.♗b1 ♖c8!

8...♗a5† 9.b4

9.♕e2 ♗a5† 10.b4 ♖c1† 11.♕d1 ♖xb1

12.bxa5 ♖a1+– 13.a4 bxa4 14.0–0 d5

15.♕c2 ♖xf1† 16.♗xf1 a3 17.♕b3 d4

18.♗e2 e4 19.f3 d3† 20.♗f2 e3† 21.♗e1

♕g7

0–1

Ex. 3-7

J.Van der Wiel – A.Yusupov

Telechess Olympiad 1978

1...d5!†

(3 points)

With this strong move Black prevents his opponent castling, strengthens his position in the centre and prepares an attack.

Of course 1...♕xf3? 2.gxf3 ♗h4† would be wrong, due to 3.♗e2 e4 4.♕c6+–.

If 1...e4 (1 point), then 2.0–0 exf3 3.♕c6.

Solutions

2. ♖e2

2. ♘xd5? loses to 2... ♗xd5 3. ♖xd5 ♖a1+-.
If 2.0-0?, then 2... ♖c5+-.

2... ♖c5 3. ♖d2 e4! 4. fxe4

After 4. f4 there follows 4... d4!

4... dxe4 5. ♗d1 e3 6. ♖d3

If 6. ♖e2 ♖d8 7.0-0, then 7... ♖d2+.

6... ♖g5 7. ♘c2 ♗xg2 8. ♖g1 ♖h4† 9. ♗e2
♖f2#

Ex. 3-8

Variation from the game

M. Botvinnik – L. Schmid

Leipzig Olympiad 1960

White should prevent his opponent from castling. The c4-pawn is not important.

1. ♗h6!

(2 points)

White is better, since the black king is left in the middle.

Only 1 point is given for 1. ♗xc4, since after 1...0-0± Black brings his king to safety.

Ex. 3-9

P. Morphy – ‘Allies’

Paris Opera 1858

1. ♘xb5!

(3 points)

White takes the chance to mount an attack against the opposing king with a piece sacrifice. 1. ♘d5 would be wrong, due to 1... bxc4.

Only 1 point for the modest retreat 1. ♗e2 ♖b4=.

1... cxb5 2. ♗xb5† ♘bd7

Or 2... ♗d8 3.0-0-0† ♗c8 4. ♖d3 ♖b4
5. ♖c3† ♗b7 6. ♖xf7† ♖e7 7. ♖c4+-.

3.0-0-0 ♖d8 4. ♖xd7!

This is how to attack! White gives his opponent no rest.

4... ♖xd7 5. ♖d1+- ♖e6 6. ♗xd7†

Also good were 6. ♖xe6† fxe6 7. ♗xf6+- and
6. ♗xf6+-.

6... ♘xd7

Now comes a pretty finish.

7. ♖b8†!! ♘xb8 8. ♖d8#

Ex. 3-10

A. Yusupov – Khatib

Tunis (1) 1979

1. d4 f5 2. ♘f3 ♘f6 3. g3 e6 4. ♗g2 ♗e7 5.0-0
d5 6. c4 c6 7. ♘bd2 0-0 8. ♘e5 ♘bd7 9. ♘d3
♗d6 10. ♘f3 ♖e8 11. ♖c2 b6??

Diagram Ex. 3-10

Only 1 point for the positional move 12. ♗f4, since instead White can win a pawn! Always check out the active moves first!

12. cxd5!

(3 points)

12... ♗b7

After 12... cxd5 there comes 13. ♖c6+-.

13. dxc6 ♖c8 14. ♘g5 ♖e8 15. ♖a4+- ♗xc6

16. ♗xc6 ♖b8 17. ♗f4 ♖c7 18. ♖a1 ♗xf4

19. ♘xf4 ♖d6 20. ♖b3

1-0

Ex. 3-11

Khatib – A. Yusupov

Tunis (6) 1979

1. ♘f3 ♘f6 2. c4 e6 3. d4 ♗b4† 4. ♘c3 c5 5. e3
♘c6 6. a3 ♗xc3† 7. bxc3 d6 8. ♗d3 e5 9. ♖c2
♖e7 10. d5

Diagram Ex. 3-11

10... e4!

(2 points)

Black fights for the initiative.

10... ♘a5? is bad, due to 11. ♖a4†. But retreating is too passive: 10... ♘b8 11. ♘d2± or 10... ♘d8 11. ♘d2±.

11. ♗xe4!:

11. dxc6 is necessary, continuing 11... exd3
(11... exf3!? 12. gxf3 bxc6=) 12. cxb7! ♗xb7
13. ♖xd3. Although White has an extra pawn, Black is well placed, since the c4-pawn is a hopeless weakness.

Solutions

11...♟xe4 12.♞xe4† ♘xe4 13.dxc6 bxc6†
(×c4) 14.♘g1? ♔a6 15.f3 ♘xc3 16.♙f2
♘a4+ 17.e4 ♔xc4 18.♙f4 ♙e7 19.♘h3
♞ab8 20.♞hd1 ♞hd8 21.♞d2 ♘b2 22.♙g1
f6 23.♙g3 ♞b3 24.♞b1 ♘a4 25.♞c1 d5
26.exd5 cxd5 27.♘f4 g5 28.♘h5 ♔d3
29.♞e1† ♙f7 30.♙f2 d4 31.♘g3 ♞xa3
32.♘e4 c4 33.♙g3 ♔xe4 34.♞xe4 ♞a1†
0-1

Ex. 3-12

Bednarski – Sydor

Wroclaw 1972

1.e4 e5 2.♘c3 ♘f6 3.♘f3 ♔b4 4.♘e5 ♞e7
(4...0-0) 5.♘d3 ♔xc3 6.dxc3 ♞xe4† 7.♙e2
♞xg2? (7...0-0 8.0-0±) 8.♙f3 ♞h3 (8...♞g6
9.♞e2† ♙f8 [9...♙d8? 10.♘e5±] 10.♙f4†)
9.♘f4 ♞h4? (♙...♞f5) 10.♞e2† ♙f8

Diagram Ex. 3-12

White has a lead in development and

must attack. One good solution is the rapid mobilization of all his forces by 11.♙e3 (2 points) then 12.0-0-0.

But there is the even more energetic:

11.♞c4!

Threatening ♘e6†.

(3 points)

11...g5

A better defence would be 11...♘g4, but White has 12.♙xg4 ♞xg4 13.♞xc7 ♘c6 14.♞d6† ♙g8 15.♙e3±.

12.♞xc7

Another very strong move is 12.♞d4! gxf4 13.♙xf4+ ♞h3 14.0-0-0! (14.♞xf6 ♞e6†±) 14...♞xf3 15.♞xf6+.

12...♘a6 13.♞d6† ♙g7 14.♙e3 ♞e8

Or 14...gxf4 15.♞g1†+.

15.0-0-0+

Black resigned, on account of the variation 15...gxf4 16.♞hg1† ♙h8 17.♙d4 ♞e6 18.♞f8#.

Scoring

Maximum number of points is 31

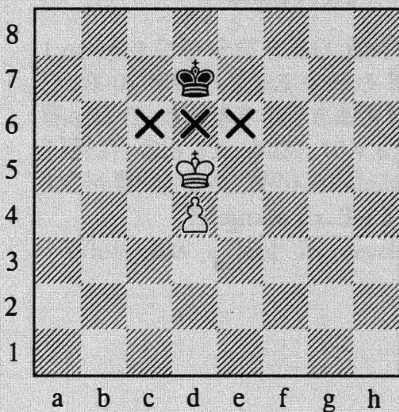
25 points and above → Excellent
20 points and above → Good
15 points → Pass mark

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

Contents

- ✓ Promoting the pawn
- ✓ Key squares
- ✓ The opposition
- ✓ Rook pawns
- ✓ The rule of the square

Diagram 4-1



Example 1

White to play =
 Black to play +-

Simple pawn endings

In this lesson we will look at some important elements of pawn endings: key squares, the opposition and the rule of the square.

Promoting the pawn

The best way for the king to fight against a pawn is by occupying a square in its path. **In this case the stronger side must try to position his own king in front of his pawn.**

Diagram 4-1

Key squares are those which, when controlled by the king make the win possible.

In the position in the diagram the key squares are c6, d6, e6. The kings will do battle for these squares.

This is an example of the *opposition*, i.e. *the kings are face to face*. Whoever has the move will have to leave the opposition. For Black, his survival depends on having this opposition! It is the only way for the black king to defend the key squares.

For the evaluation of such positions, it is very important for the white pawn to be on the 4th rank, and not to have gone beyond the centre line as yet. (Please compare this position with that in the next diagram!)

If Black's to move, White wins. If White's to move, he cannot win. Having the move is a disadvantage here! This is called *mutual zugzwang*.

Black to move:

1...♙e7 2.♙c6

White seizes the key square c6 and wins.

2...♙d8 3.♙d6 ♙c8 4.♙e7

Flanking.

4...♙c7 5.d5+-

White to move:

1.♙e5 ♙e7! 2.♙d5 ♙d7! 3.♙c5 ♙c7!

Opposition.

4.d5 ♙d7 5.d6 ♙d8!

But not 5...♙c8?? due to 6.♙c6 ♙d8 7.d7○. We can see why it was important for Black that

the white pawn had not yet crossed the centre line: it means that the black king still has a square on the 8th rank to which it can retreat!

6.♔c6 ♕c8 7.d7† ♕d8○=

Diagram 4-2

G.Maroczy – F.Marshall

Monte Carlo 1903

Promoting the knight pawn is somewhat more complicated due to various stalemating possibilities.

1...♔g4○

Opposition.

1...g4?? 2.♕h2 g3† 3.♕g2 ♕g4 4.♕g1! ♕f3 5.♕f1 g2† 6.♕g1 ♕g3=

2.♕h2

2.♕f2 ♕h3→ Flanking.

2...♕f3

Flanking.

3.♕h3 g4† 4.♕h2 ♕f2!

4...g3†?? 5.♕h1! ♕f2 stalemate. (5...g2† 6.♕g1=)

5.♕h1 ♕g3

5...g3?? stalemate.

The black king in the ideal position in front of the pawn. **It doesn't matter whose move it is. With the black pawn on the 4th rank (or the white one on the 5th), such positions are won.** The one exception is positions with a rook pawn.

6.♕g1 ♕h3!

White resigned in view of 7.♕h1 g3 8.♕g1 g2○
9.♕f2 ♕h2→.

In order to seize the key square you often have to push the opposing king out of the way.

Diagram 4-3

1.d3!

White has a *tempo in reserve* and gains the opposition!

1...♕e6 2.♕c5!

Flanking, and the key c5-square has been seized!

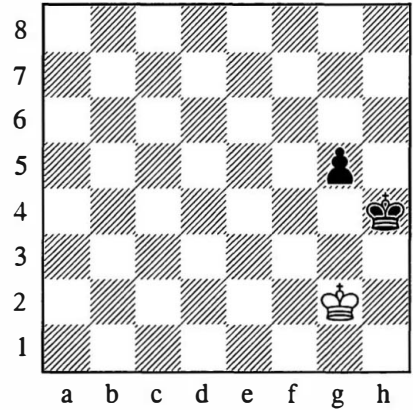
2...♕d7

2...♕e5 3.d4† ♕e6 4.♕c6 ♕e7 5.d5→

3.♕d5 ♕c7 4.♕e6!

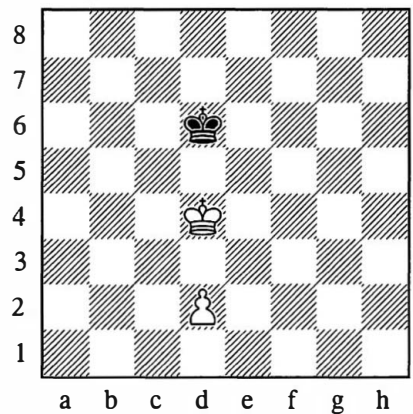
Flanking.

Diagram 4-2



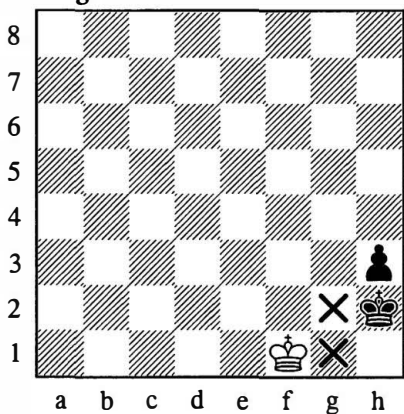
Example 2 →

Diagram 4-3



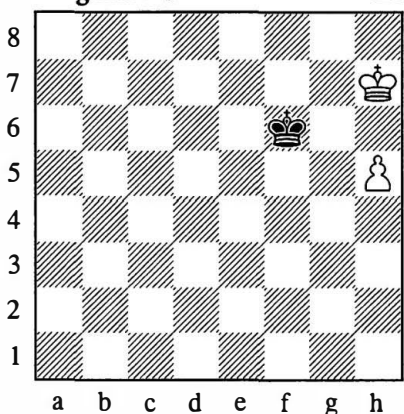
Example 3 →

Diagram 4-4



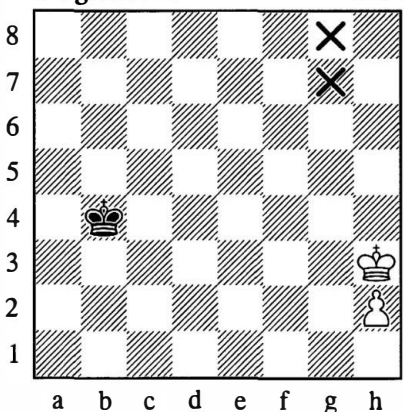
Example 4 =

Diagram 4-5



Example 5 =

Diagram 4-6



Example 6 +/- =

4.d4?? ♔d7○ Opposition!
 4...♔d8 5.d4 ♔e8 6.d5 ♔d8 7.♔d6
 7.d6?? ♔e8 8.d7† ♔d8○
 7...♔e8 8.♔c7 ♔e7 9.d6†+-

Rook pawn

Diagram 4-4

The key squares for the h-pawn are g2 and g1. White achieves a draw if he can get his king in front of the pawn. If Black's king is in front of the pawn, White can still draw by blocking in the opponent's king with his own king from f1 or f2. To win in such positions, Black must seize full control of the g2- or g1-squares. No matter whose to move, the position in the diagram is drawn:

1.♔f2=

Or, with Black to play, 1...♔g3 2.♔g1= h2† 3.♔h1 ♔h3 stalemate.

Diagram 4-5

A useful drawing position.

1.♔g8

1.h6 ♔f7 2.♔h8 ♔f8 3.h7 ♔f7 stalemate.

1...♔g5=

Diagram 4-6

Y.Averbakh

The key squares are g7 and g8.

Black to move can achieve a draw:

1...♔c5 2.♔g4 ♔d6 3.♔g5 ♔e7 4.♔g6 ♔f8=

Intending ♔g8=.

5.♔h7

5.h4 ♔g8 6.h5 ♔h8 7.♔h6 ♔g8 8.♔g6 ♔h8=

White cannot entice the black king out of the corner.

9.h6 ♔g8 10.h7† ♔h8 11.♔h6 stalemate.

5...♔f7 6.h4 ♔f8 7.h5 ♔f7 8.h6 ♔f8 9.♔h8

9.♔g6 ♔g8=

9...♔f7 10.h7 ♔f8 stalemate.

White to move can win:

1. ♖g4 ♜c5 2. ♖g5 ♜d6 3. ♖g6

3. ♜f6 is also good.

3... ♜e7

If 3... ♜e6, then only 4. h4! ♜e7 5. ♖g7!+- . But not 4. ♖g7? due to 4... ♜f5 and the black king will attack the h-pawn. White must also keep the opposing king away from his pawn.

4. ♖g7! ♜e6 5. h4 ♜f5 6. h5 ♜g5 7. h6+-

These elementary endings must be thoroughly understood. Then you will be able to find the solution in more complicated situations.

Diagram 4-7

You should be able to evaluate such positions quickly!

1. ♖a6! ♜d7 2. ♖b7 ♜e7 3. ♖c7

White wins the d-pawn.

3... ♜e8 4. ♖xd6 ♜d8

The white pawn is already on the 5th rank. The opposition is not important here. White wins no matter whose move it is!

5. ♖e6 ♜e8 6. d6 ♜d8 7. d7 ♖+-

Diagram 4-8

1. ♖b4!?

There are other logical moves which do not lose!

1. ♖b2= 1. ♖c2= 1. ♖c3=

1... ♜e3!

Black spots the trap! If 1... ♜e4?!, then 2. ♖c5 ♖.

2. ♖c3!

But not 2. ♖c5?? ♜e4+-.

2... ♜e4

White loses the d-pawn. But he can keep the opposition and defend the key squares c3, d3, e3.

3. ♖c2!

3. ♖d2?? ♜xd4+-

3... ♜xd4 4. ♖d2= ♜c4 5. ♖c2 ♜d4 6. ♖d2 ♜e4

7. ♖e2 d4

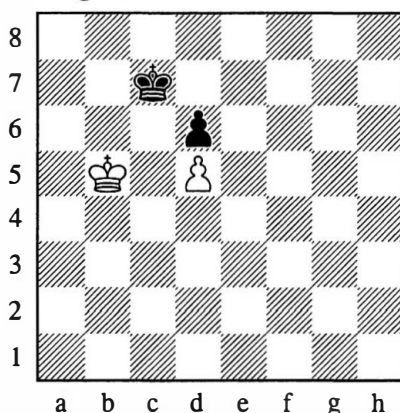
Black has no other way. Now White can easily draw.

8. ♖d2 d3 9. ♖d1!

9. ♜e1?? ♜e3 10. ♖d1 d2 ♖

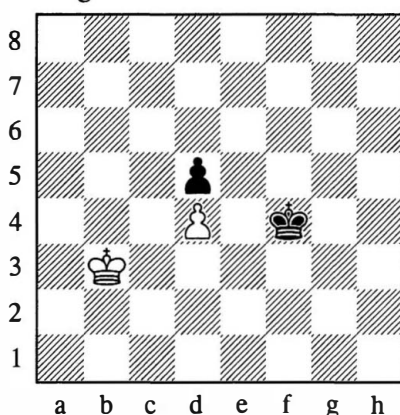
9... ♜e3 10. ♖e1 d2† 11. ♖d1 ♜d3 stalemate.

Diagram 4-7



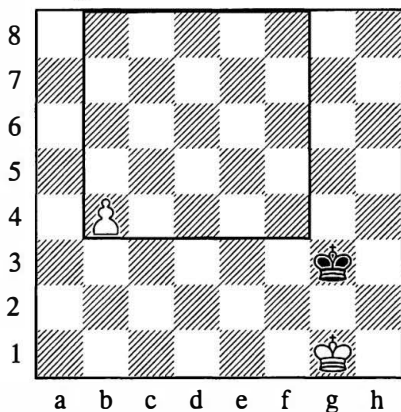
Example 7 +-

Diagram 4-8



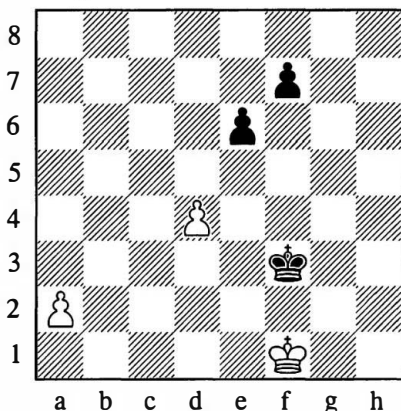
Example 8 =

Diagram 4-9



Example 9 =

Diagram 4-10



Example 10 +-

The rule of the square

For situations in which both kings are far away from the pawn, the *rule of the square* is a useful concept.

Diagram 4-9

1...♔f4=

The rule goes as follows:

If the king is within the pawn's square, or if the king can enter it, then it can catch the pawn; otherwise it cannot.

The square for a pawn on b4 is b4-f4-f8-b8.

When a pawn is on the 2nd rank and still has the option of its initial double advance, the square begins one rank ahead of the pawn.

2.b5 ♔e5 3.b6 ♔d6 4.b7 ♔c7

Diagram 4-10

R. Bianchetti

1925

The black king is inside the square of the a-pawn (a3-f8), but White has a trick!

1.d5!

1.a4? ♔e4=

1...exd5 2.a4 ♔e4

2...d4 3.a5 d3 4.♔e1!+-

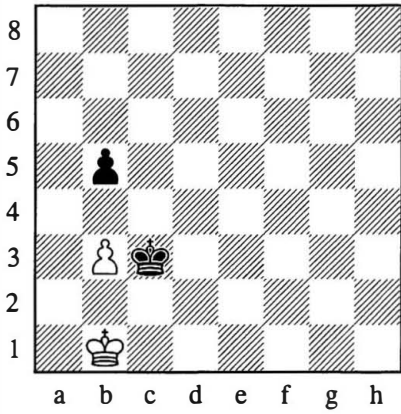
3.a5+-

The black pawn blocks the path into the square of the a5-pawn.

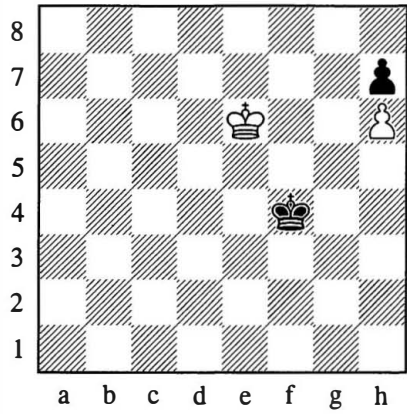
Now you are ready to start the test. It should help to assimilate what you have learned in the lesson. Studying these simple pawn endings lays the foundations for understanding more complicated endgames.

Exercises

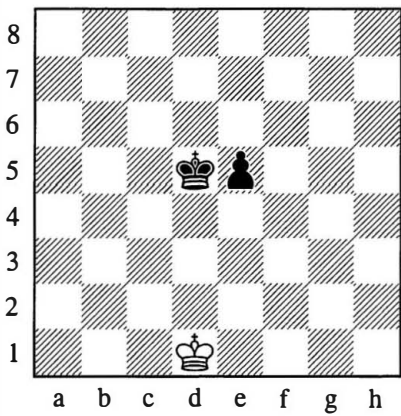
► Ex. 4-1 ◀ ★ △



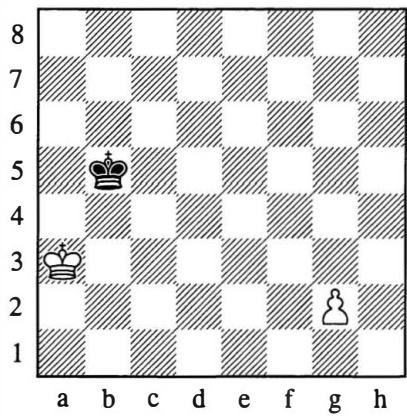
► Ex. 4-4 ◀ ★ △



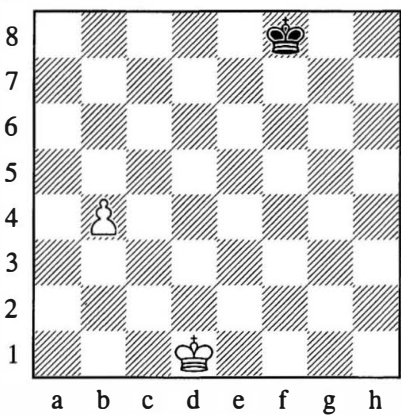
► Ex. 4-2 ◀ ★★ △



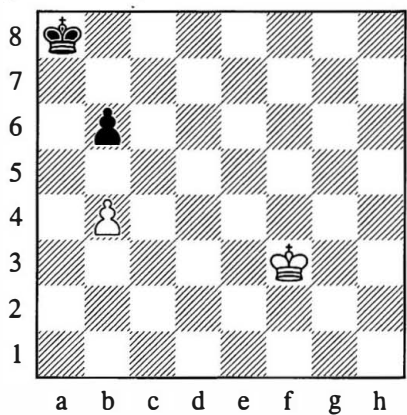
► Ex. 4-5 ◀ ★★ △



► Ex. 4-3 ◀ ★★ △



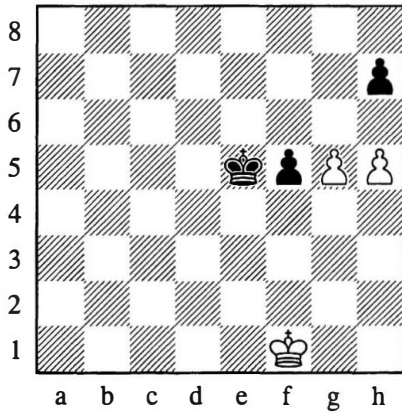
► Ex. 4-6 ◀ ★★ △



Exercises

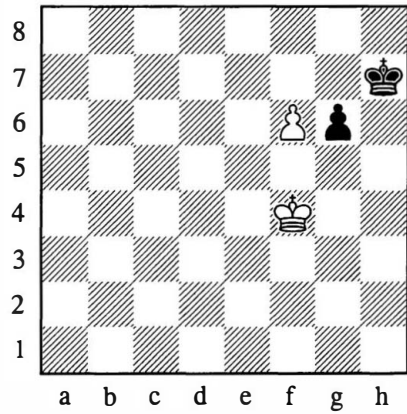
► Ex. 4-7 ◀

★★



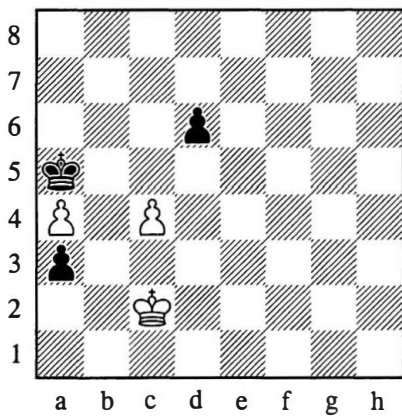
► Ex. 4-10 ◀

★★



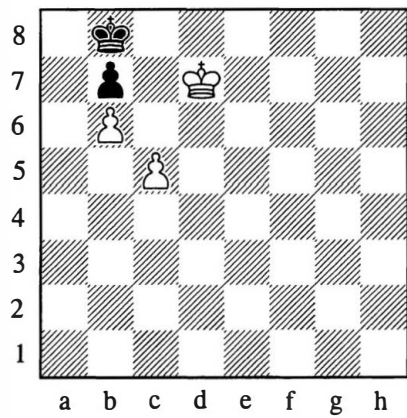
► Ex. 4-8 ◀

★★★



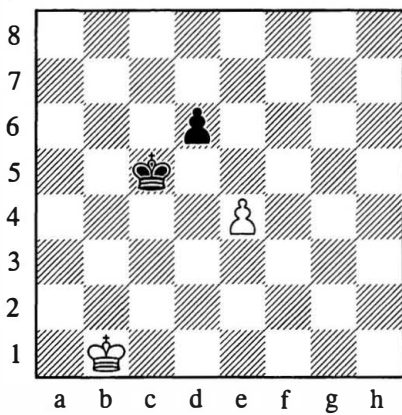
► Ex. 4-11 ◀

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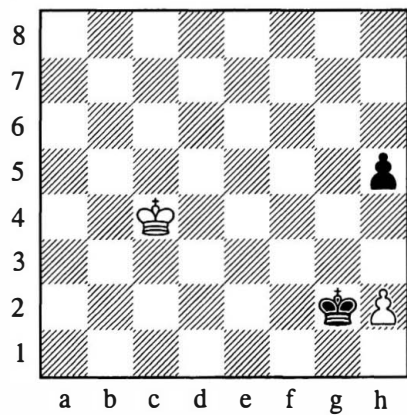
► Ex. 4-9 ◀

★★★



► Ex. 4-12 ◀

★



Solutions

Ex. 4-1

N.Grigoirev

1925

1.b4!

(1 point)

But not 1.♔a2? b4→ and Black wins, since the b-pawn has already crossed the centre line and the black king is in front of the pawn.

1...♔xb4 2.♔b2!=

Opposition.

Ex. 4-2

1.♔e1!

(2 points)

White must fight for the key squares d3, e3, f3 (see Example 1). If the black king gets in front of the pawn, White must be able to seize the opposition by occupying the appropriate square. For example, 1.♔d2? would be wrong due to 1...♔d4, when Black gains the opposition: 2.♔e2 ♔e4 3.♔f2 ♔d3! 4.♔e1 ♔e3→.

1...♔e4

Or 1...♔d4 2.♔d2!=, while if 1...♔c4 then 2.♔e2! ♔d4 3.♔d2=.

2.♔e2!=

Opposition.

Ex. 4-3

The key squares for the b4-pawn are a6, b6 and c6. White can get his king in front of the pawn and gain the opposition!

1.♔c2! ♔e7 2.♔b3! ♔d6 3.♔a4!

(1 point)

The only way! If 3.♔c4?, then 3...♔c6=.

3...♔c6 4.♔a5 ♔b7

Or 4...♔c7 5.♔a6→ and White has seized the key square.

5.♔b5→

(1 point)

White gains the opposition (see Example 2).

Ex. 4-4

1.♔f6!

(1 point)

White wants to win the h7-pawn, while at the same time barring the way of the black king to the saving square f7 (see Example 4).

1.♔f7? does not win: 1...♔e5 2.♔g7 ♔e6 3.♔xh7 ♔f7=.

1...♔e4 2.♔g7 ♔f5 3.♔xh7 ♔f6 4.♔g8→

Ex. 4-5

N.Grigoirev

1.♔b3!

(1 point)

The kings are already battling for the opposition. 1.g4? is wrong due to 1...♔c4=.

1...♔c5 2.♔c3 ♔d5 3.♔d3 ♔e5 4.♔e3 ♔f5 5.♔f3 ♔g5 6.♔g3→

(1 point)

It is important to gain the opposition on the g-file, in order to decide the struggle for the key squares f4, g4 and h4.

6...♔f5 7.♔h4

Flanking. White occupies the key square. 7...♔f6 8.♔h5 ♔g7 9.♔g5 ♔f7 10.♔h6 ♔g8 11.♔g6→

Ex. 4-6

N.Grigoirev

1925

1.b5!

(1 point)

It is important that the white pawn crosses the centre line. If 1.♔e4?, then 1...b5! and Black draws as in Ex. 4-1.

1...♔b7 2.♔e4 ♔c7 3.♔e5!

(1 point)

But not 3.♔d5? ♔d7 4.♔e5 ♔e7=.

3...♔d7 4.♔d5!

Opposition.

4...♔c7 5.♔e6

Flanking.

5...♔b7 6.♔d6 ♔b8 7.♔c6 ♔a7 8.♔c7♭ ♔a8 9.♔xb6 ♔b8 10.♔a6!→

And continues as in Example 2.

Solutions

Ex. 4-7

1.h6!

(2 points)

White wins with a breakthrough.

Nothing would be achieved by 1.♔f2? f4=. And 1.g6? hxg6 2.h6?? would even lose to 2...♙f6-+, as the black king is in the square of the h-pawn.

1...♙e6 2.g6! hxg6 3.h7+-

Ex. 4-8

N.Grigoirev

1923

1.♙b3!

(1 point)

1.c5? loses to 1...dxc5 2.♙b3 a2 3.♙b2 ♙b4! 4.♙a1 ♙b3 5.a5 c4 6.a6 c3 7.a7 c2 8.a8♙ c1♙#.

1...a2 2.♙b2!

(1 point)

If 2.♙xa2?, then after 2...♙xa4 3.♙b2 ♙b4, Black either wins the c4-pawn and has a reserve tempo (as in Example 3), or he gains the opposition after 4.c5 dxc5-+.

2...♙b4 3.♙a1! ♙xa4

Black has nothing better.

4.c5!

(1 point)

Now the pawn sacrifice leads to a draw.

4...dxc5 5.♙xa2

Opposition.

5...♙b4 6.♙b2 ♙c4 7.♙c2=

Ex. 4-9

1.e5!

(2 points)

White must sacrifice the pawn at once.

1.♙c2? is followed by 1...♙d4 2.e5 ♙xe5!-+.

1...dxe5 2.♙c1!

But not 2.♙c2? ♙c4-+.

2...♙d5

Or 2...♙d4 3.♙d2 and White gains the opposition.

3.♙d1!

(1 point)

3...♙e4 4.♙e2=

Ex. 4-10

L.Prokes

1.♙g5!

(1 point)

1...♙h8!?

If 1...♙g8, then 2.♙xg6+-.

2.♙h6!

(1 point)

2...g5

2...♙g8 loses: 3.♙xg6 and now 3...♙f8 4.f7+- or 3...♙h8 4.♙f7!+-.

3.f7

And mate next move.

3.♙xg5 also wins: 3...♙h7 (or 3...♙g8 4.♙g6 ♙f8 5.f7+-) 4.♙f5 (4.♙h5+-) 4...♙g8 5.♙e6 ♙f8 6.f7+-.

Ex. 4-11

1.♙d8

There is a slower win with 1.♙d6 ♙c8 2.♙e7 (but not 2.c6? due to 2...♙b8! 3.c7 ♙c8=) 2...♙b8 3.♙d7 ♙a8 4.c6+-.

This also earns 1 point.

1.c6? leads to a draw: 1...bxc6 2.♙xc6 ♙c8=.

1...♙a8 2.c6!

(1 point)

2...bxc6

2...♙b8 3.c7+-

3.♙c7+-

Ex. 4-12

1.h4!

(1 point)

White deflects the black king.

1.♙d3? loses: 1...♙xh2 2.♙e2 ♙g2-+.

1...♙g3 2.♙d3 ♙xh4 3.♙e2 ♙g3 4.♙f1=

See Example 4.

Scoring

Maximum number of points is 22

18 points and above → **Excellent**

15 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

- ✓ Mate by double check
- ✓ Mating combinations involving double check
- ✓ Decoying

Diagram 5-1



Diagram 5-2



Double check

Double check is a simultaneous attack, in which two pieces check the opposing king.

This form of double attack can only be achieved via a discovered check.

A double check is particularly dangerous for your opponent: the only move he can make is a king move. A mate by double check is also easily overlooked.

A.Meek – N.N.

USA 1855

1.e4 e5 2.f4 exf4 3.♘f3 d5 4.♗c3 dxe4 5.♗xe4
♙g4 6.♚e2 ♜xf3??

Diagram 5-1

Black hasn't seen the trap.
7.♗f6#

H.Lohmann – R.Teschner

West German Ch 1950

1.e4 e6 2.d4 d5 3.♗c3 dxe4 4.♗xe4 ♘d7 5.♗f3
♗gf6 6.♗fg5 ♙e7 7.♗xf7 ♜xf7 8.♗g5† ♜g8
9.♗xe6 ♚e8 10.♗xc7??

Diagram 5-2

A typical mistake: White was obviously only expecting a queen move.
10...♙b4#

The double check is often an important part of a mating combination. Since the opponent must move his king, this speeds up the attack decisively. You can even put one of the pieces giving check *en prise!*

Diagram 5-3

Maczski – Kolisch

Paris 1864

1. ♖d8†!!

A typical decoy sacrifice, which prepares a deadly double check.

1... ♜xd8 2. ♙g5† ♜e8 3. ♞d8#

Diagram 5-4

P. Frydman – V. Vukovic

Podjebrad 1936

1. ♞xg7!!

Breaking open the e5-h8 diagonal. The line 1. ♞xf5 ♞xf5 2. ♙xf5 ♞f8± would not be so strong.

1... ♙xc2

Or 1... ♞xg7 2. ♞xf5+.

2. ♞g6†!

2. ♞f7† ♜g8 3. ♞g7† ♜f8 4. ♙xc2 is not so good.

2... ♜h7

2... ♞f6 3. ♙xf6† ♜h7 4. ♙xc2!+.

3. ♙xc2!

Black does not have a good defence against the discovered check.

3... ♜c4

If 3... h5, then 4. ♞eg1+-. Now White gives two double checks and then mate.

4. ♞g7† ♜h8 5. ♞h7† ♜g8 6. ♞h8#

Diagram 5-5

L. Engels – R. Cardoso

Ribeirao Pre 1949

White has a forced mate in six moves.

1. ♞h7†!!

Enticing the king on to the d3-h7 diagonal.

1... ♜xh7

1... ♜f8 2. ♞h8#

2. ♜f6†!

Double check.

2... ♜h8

Or 2... ♜xh6 3. ♞h3† ♜g5 4. ♞g3† ♜xf6 (4... ♜h4 5. ♞g4#; 4... ♜f4 5. ♞g4#; 4... ♜h6 5. ♞g6#) 5. ♞g6#.

3. ♙xg7†! ♜xg7

Diagram 5-3

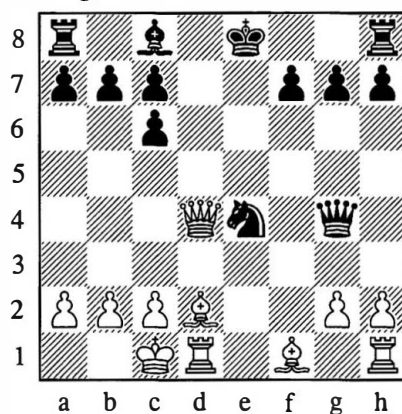


Diagram 5-4

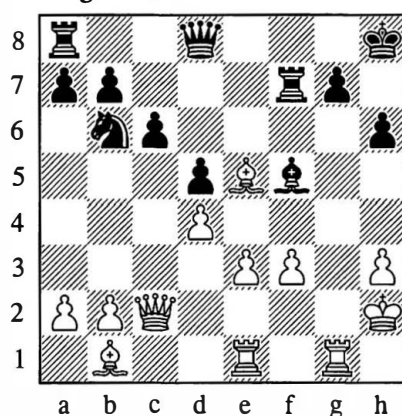


Diagram 5-5

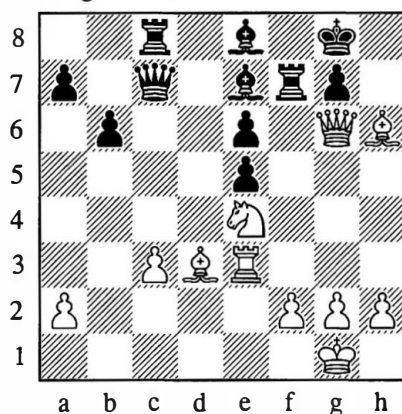


Diagram 5-6

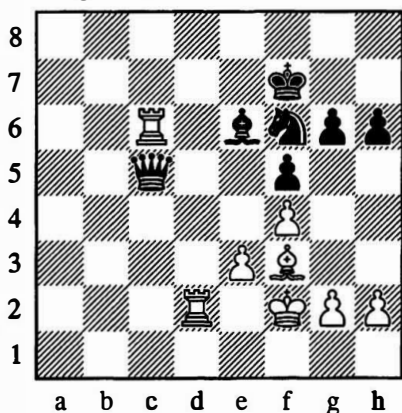


Diagram 5-7

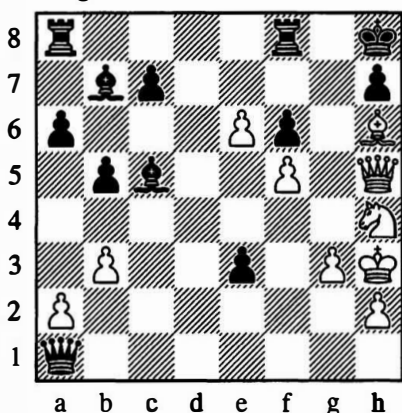
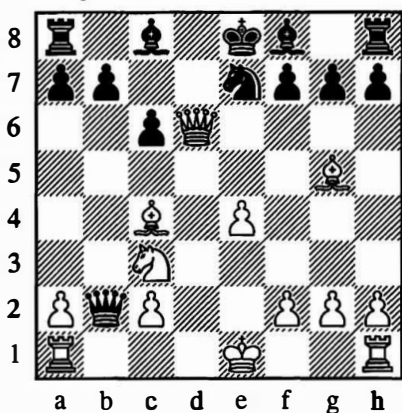


Diagram 5-8



Or 3...♖xg7 4.♜h3† ♕h5 5.♜xh5† ♜h7 6.♜xh7#.
 4.♜g3†! ♗xf6
 4...♗f8 5.♜g8, 4...♗h8 5.♜g8#, 4...♗h6 5.♜g6#.
 5.♜g6#

Diagram 5-6

Sugar – Vegh

Hungary 1979

1...♖g4†! 2.♗g3
 2...♗xg4 ♜xc6+
 2...♜xe3 3.♜e2
 What has Black been preparing here?
 3...♜xf4†!! 4.♗xf4 g5† 5.♗g3 f4† 6.♗h3 ♖f2#
 A double check and mate!

Diagram 5-7

Friendly game

1.♖g6†!! hxg6 2.fxg6
 The threat is now a discovered check followed by ♜h7#.
 The immediate 2.♗g7† only leads to a draw:
 2...♗xg7 3.♜xg6† ♗h8 4.♜h6† ♗g8 5.♜g6†=.
 2...♜f1† 3.♗h4 ♜f3
 Black attacks the queen, but White replies with a double check!
 4.♗g7†!! ♗xg7 5.♜h7#

Here is another example of the theme: 'Beware of the double check'.

Diagram 5-8

Disti – Rozsypal

Paris 1900

1.♜d1!
 The threat is ♜d8#.
 1...♜xc3†
 A better move would be 1...♗g4!?.
 2.♗d2! ♜xc4??
 Black does not spot the trap with which we are already familiar. He had to play 2...♖d5 3.♗xc3 ♗xd6 4.exd5±.
 3.♜d8†!! ♗xd8 4.♗a5† ♗e8 5.♜d8#

Although a double check is a dangerous weapon, it does not always win!

Diagram 5-9

Variation from the game

A.Dreev – A.Yusupov

Aeroflot Open, Moscow 2003

White can survive the double check.

1.g3!

1.h3?! ♖e4† 2.♗h2 ♜xd6† 3.♜xd6 ♖xd6± is not so good. And certainly not 1.d7?? ♖h3† 2.♗h1 ♜g1† 3.♞xg1 ♖f2#, nor 1.♞xf2?? ♞c1†–+.

1...♖h3†

1...♖e4†!? 2.♗h1 ♖f6 3.♗g2+– is a tougher defence.

2.♗g2+–

White wins.

We finish with an example from Murray Chandler's book *How To Beat Your Dad At Chess*.

Diagram 5-10

Chandler 1998

1...♜g2†!! 2.♗xg2 ♖f4† 3.♗g1 ♖h3#

In the test which follows, try to exploit the power of the double check!

Diagram 5-9

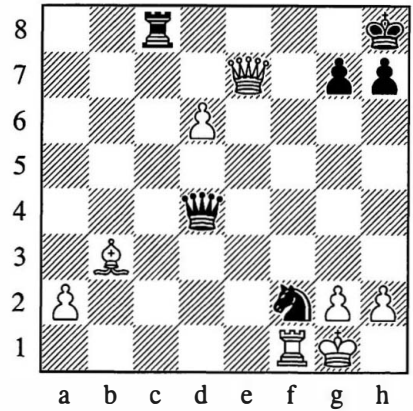
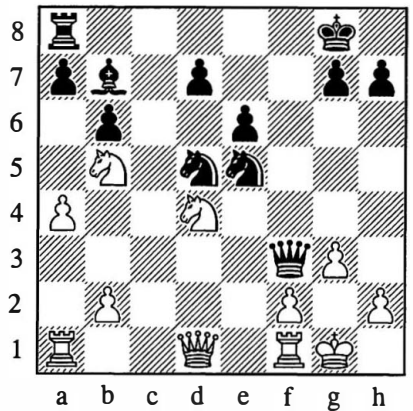


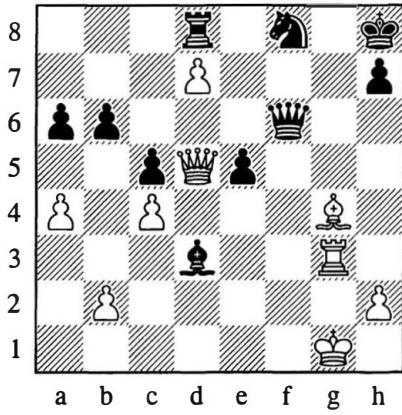
Diagram 5-10



Exercises

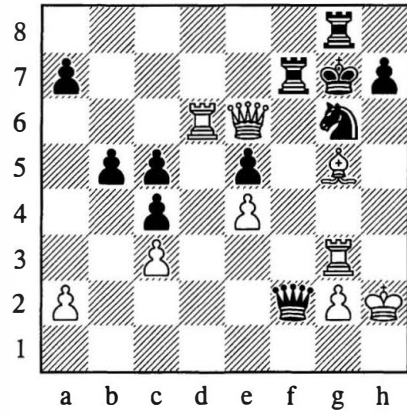
► Ex. 5-1 ◀

★



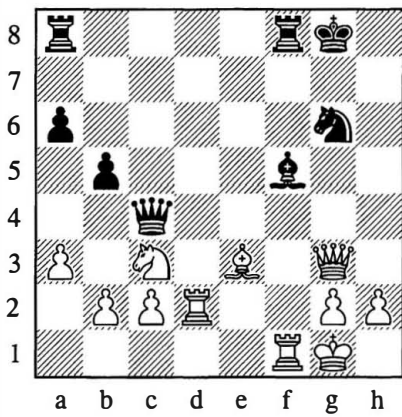
► Ex. 5-4 ◀

★★



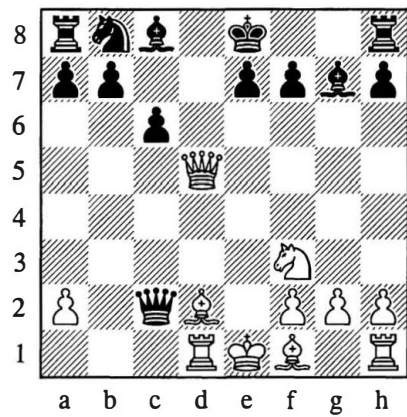
► Ex. 5-2 ◀

★



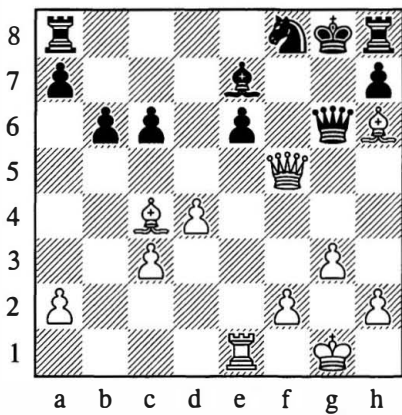
► Ex. 5-5 ◀

★



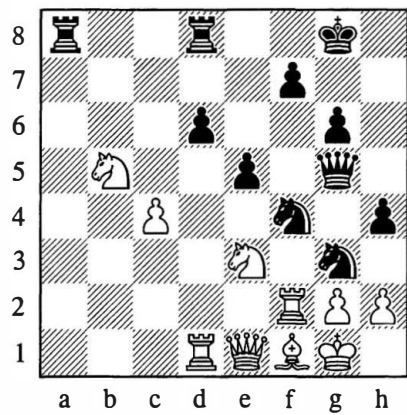
► Ex. 5-3 ◀

★



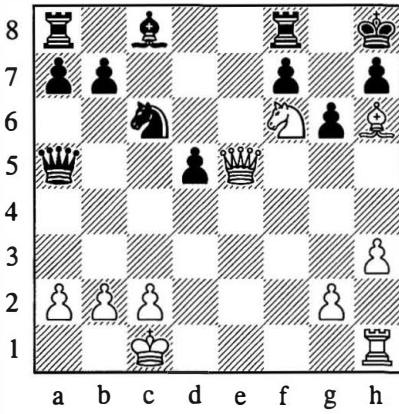
► Ex. 5-6 ◀

★

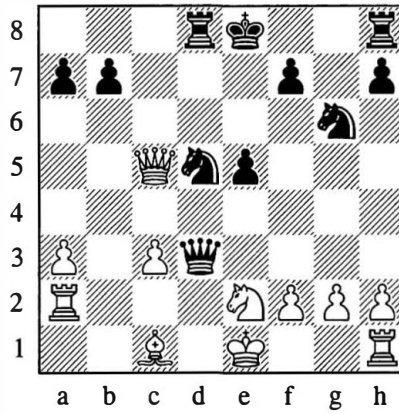


Exercises

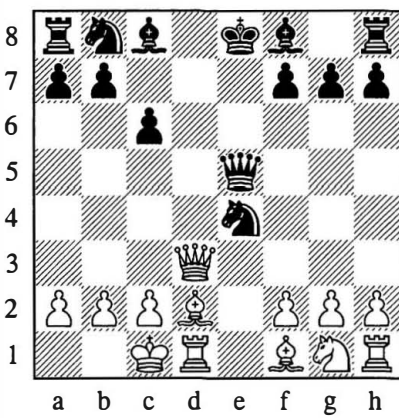
► Ex. 5-7 ◀ ★★ △



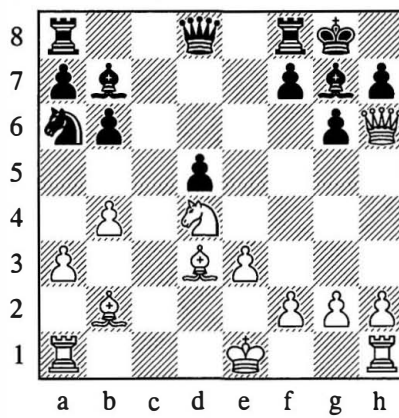
► Ex. 5-10 ◀ ★ ▼



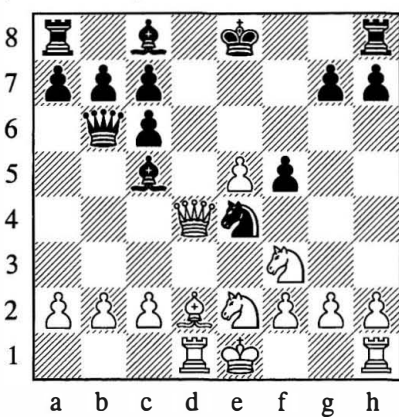
► Ex. 5-8 ◀ ★ △



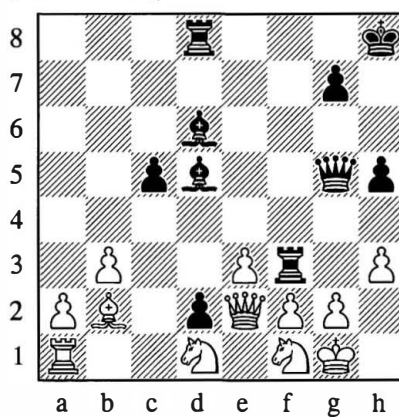
► Ex. 5-11 ◀ ★ △



► Ex. 5-9 ◀ ★★ △



► Ex. 5-12 ◀ ★★ ▼



Solutions

Ex. 5-1

I.Nei – T.Petrosian

USSR 1960

1. ♖g8†!

Drawing the king to the g-file.

1... ♗xg8 2. ♙e6†

Double check.

2... ♗h8 3. ♖g8#

(1 point)

Ex. 5-2

Kondrakov – Gluhouski

USSR 1965

1... ♖xf1†!

Enticing the king to the f-file.

2. ♗xf1 ♙d3†

Double check.

3. ♗e1

3. ♗g1 meets the same fate.

3... ♖f1#

(1 point)

Ex. 5-3

M.Djurkovic – L.Cserna

Wolfsberg 1986

1. ♖xe6!!+–

Opening up the c4-g8 diagonal.

1... ♖xf5

1... ♖f7 2. ♖g6† hxg6 3. ♖xf7#

1... ♗xe6 2. ♙xe6†+–

2. ♖g6#

(1 point)

Mate by double check!

Ex. 5-4

S.Witkowski – Blaschack

Poland 1953

1. ♖xe5†!

1. ♙d7! (1 point) 1... ♖gf8 (1... ♖xd7 2. ♖xd7† ♖f7 3. ♙h6†+–) 2. ♖f3 is also very good.

1... ♗xe5

1... ♗f8? 2. ♙d8# or 1... ♖f6 2. ♙xf6†+–.
2. ♙f6†!

(1 point)

Double check. But not 2. ♙h6†?, due to 2... ♗h8.

2... ♗h6

2... ♗f8 3. ♙d8#

3. ♙g7†!

Another double check.

3... ♗h5 4. ♖h6#

(another 1 point)

Ex. 5-5

O.Linder – A.Kruglikov

Moscow 1965

1. e4 ♗f6 2. ♗c3 d5 3. e5 d4 4. exf6 dxc3 5. fxg7 cxd2† 6. ♙xd2 ♙xg7 7. ♖h5 ♖d4 8. ♗f3 ♖xb2 9. ♙d1 ♖xc2 10. ♖d5 c6

Diagram Ex. 5-5

11. ♖d8†!

A brilliant decoy. Black resigned in view of 11... ♗xd8 12. ♙a5† (double check) 12... ♗e8 13. ♙d8#.

(1 point)

Ex. 5-6

R.Ponomarev – Pugacev

USSR 1989

1... ♗h3†! 2. gxh3 ♗e2†

Double check.

3. ♗h1 ♖g1#

(1 point)

Ex. 5-7

Mabs – Alexander

London 1961

1. ♙g7†! ♗xg7 2. ♗e8†

Double check.

(1 point)

2... ♗h6

2... ♗g8 3. ♖g7#

3. ♖f4† g5

3... ♗h5 4. ♖f6#

4. ♖f6† ♗h5 5. ♖g7†

Black resigned. After 5... ♗h4 there comes 6. ♖f2#.

(1 point)

Ex. 5-8

R. Reti – S. Tartakower

Vienna – Paris 1910

1. e4 c6 2. d4 d5 3. ♖c3 dxe4 4. ♖xe4 ♖f6 5. ♖d3 e5?! (5... ♖xe4 6. ♖xe4 ♖d5= Y. Neishtadt) 6. dxe5 ♖a5† 7. ♗d2 ♖xe5 8. 0–0–0! ♖xe4?? (8... ♖xe4 9. ♗e1+–; ♠8... ♗e7)

Diagram Ex. 5-8

9. ♖d8†!!

A famous position, but shocking all the same.

9... ♗xd8 10. ♗g5†+–

(1 point)

Black resigned. If 10... ♗c7, then 11. ♗d8#. And after 10... ♗e8 there comes 11. ♗d8#.

Ex. 5-9

V. Vukovic – Deutsch

Zagreb 1920

1. ♖d8†!!

You should know this one by now!

1... ♗xd8

1... ♗f7 2. e6† ♗xe6 (2... ♗xe6 3. ♖e5#; 2... ♗g6 3. ♖f4† ♗h6 4. ♖h4#) 3. ♖f4† ♗f7 4. ♖e5#

2. ♗g5†

Double check.

(1 point)

2... ♗e8 3. ♗d8† ♗f7 4. e6†!

(1 point)

4... ♗xe6

After 4... ♗g6 comes 5. ♖f4#, and if 4... ♗xe6 then 5. ♖e5#.

5. ♖f4† ♗f7 6. ♖e5#

Ex. 5-10

A. Chistiakov – W. Kogan

Moscow – Zagreb 1933

1... ♖d1†!!

White resigned in view of 2. ♗xd1 ♖e3† 3. ♗e1 ♗d1#.

(1 point)

Ex. 5-11

A. Cramer – P. Silberberg

Leeuwarden 1992

1. ♖xg7†!!

The queen is surrendered in a brilliant decoy sacrifice.

1... ♗xg7 2. ♖f5†

Double check.

2... ♗g8 3. ♖h6#

(1 point)

Ex. 5-12

Based on the game

S. Tarrasch – A. Alekhine

Bad Pistyan 1922

1... ♖xg2†!!

(1 point)

Drawing the king to the centre of attention.

2. ♗xg2 ♗g3†

First double check.

3. ♗h2 ♗g2†

Second double check.

4. ♗h1 ♗h2†

Third double check!

5. ♗g1 ♗h1#

(1 point)

Scoring

Maximum number of points is 16

- 14 points and above → **Excellent**
- 12 points and above → **Good**
- 9 points → **Pass mark**

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

Artur Yusupov was born in Moscow, but is now German. Artur first made his mark in international chess by becoming World Junior Champion in 1977. He raced to the grandmaster title in 1980 and soon established himself as one of the very best by reaching the Semi-Finals of the World Championship three times. In recent years he has built a fine reputation as an author and coach.



Artur in his home surrounded by friends



Artur with two students

Contents

- ✓ The value of the pieces
- ✓ Relative strength of the pieces
- ✓ Uneven material distribution:
 1. Queen against two rooks or three minor pieces
 2. Rook + minor piece (and a pawn) against queen
 3. Three pawns against a minor piece
 4. Two minor pieces against a rook (and one or two pawns)

The value of the pieces

You must understand clearly the value of the pieces. Usually the relative value of the pieces is expressed as a number of pawns. The following table is used, but only as a rough evaluation:

- 1 knight = 1 bishop = 3 pawns
- 1 rook = 4.5 pawns
- 1 queen = 3 minor pieces = 2 rooks = 9 pawns

From the table we can see that:

- A rook is stronger than a minor piece + a pawn
- A rook + pawn are weaker than two minor pieces
- A queen is stronger than rook + minor piece
- A queen is weaker than a rook + two minor pieces

However, the value of the pieces is not an absolute and constant number.

A pawn on the seventh rank can be very strong and perhaps promote to a queen. A knight in the centre or a rook on an open file are far more effective than their passively positioned counterparts.

G.Lisitsin described five factors which influence the relative strength of the pieces:

- 1) The central position of a piece
- 2) A safe, well protected position
- 3) The activity of the piece
- 4) Coordination with other pieces
- 5) The mobility of the piece

Diagram 6-1



Diagram 6-1

B.Horwitz

1880

White wins, because the opposing pieces are very badly placed.

- 1. ♔f3† ♕h6 2.g4 ♖h7
- 2... ♗h7 3.g5#
- 3.g5 ♖h8 4. ♗e4 ♔h7 5. ♗xh7 ♖xh7 6. ♖xf7 ♖h8
- 7. ♖g6 ♖g8 8. ♖h6 ♖h8 9.g6+-
- 1-0

Diagram 6-2

M. Taimanov – G. Lisitsin

USSR Ch semifinal, Leningrad 1949

White uses the active positioning of his pieces for a startling combination.

1. ♖xb7!! ♜xb7 2. ♜xb7! ♜xb7 3. ♜xc8 ♖f8 4. ♜b8!

After this strong move, Black can no longer defend his knights.

4... ♜e7

4... ♜xb8 loses to 5. ♖d7†, while 4... ♜a7 is refuted by 5. ♜xe8†! ♖xe8 6. ♜c8† ♖e7 7. ♖c6†.

5. ♜xa8 g6 6. ♜cc8 ♖g7 7. ♜xe8+–

White has a decisive material advantage.

7... ♜c7 8. ♜ec8 ♜b7 9. ♜ab8 ♜a7 10. ♜h8 ♜e7

11. ♜bg8† ♖h6 12. ♜xg6† ♖h5 13. ♜g3 ♖h4

14. ♖f3† ♖h5 15. ♜hg8

1–0

Diagram 6-3

Mantefel – Presnjakov

Penza 1950

After:

1.g3! hxg3 2.hxg3

Black resigned, because he could not at the same time ward off the threat of mate and protect his bishop. For example:

a) 2... ♖h6 3. ♜h7† ♖g5 4. ♜h4#

b) 2... ♖h5 3. ♜h7† ♖g4 (3... ♜h6 4. ♜f5† ♜g5 5. ♜h3†+–) 4. ♖e2† ♖g5 (4... ♖xg3 5. ♜h2#) 5. ♜h5#

c) 2... ♜h6† 3. ♖g2 c5 4. ♜f5#

Diagram 6-4

R. Nezhmetdinov – Y. Estrin

USSR Ch semifinal, Baku 1951

White wins by an elegant combination, which is only possible because of the mobility of the knight on f3.

1. ♖xg7! ♖xg7 2. ♖d4! ♜c8 3. ♖f5† ♖g8 4. ♜g3† ♖g4 5. ♜xg4†

Black resigned. After 5... ♖g5 or 5... ♜g6 there is the decisive 6. ♖(x)e7!†.

Diagram 6-2

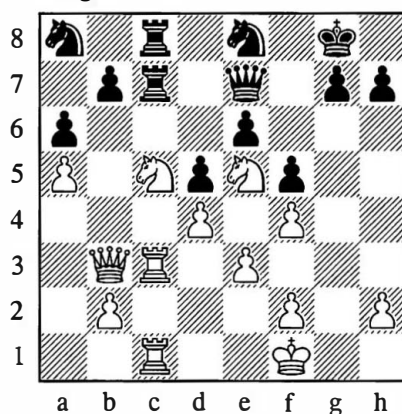


Diagram 6-3

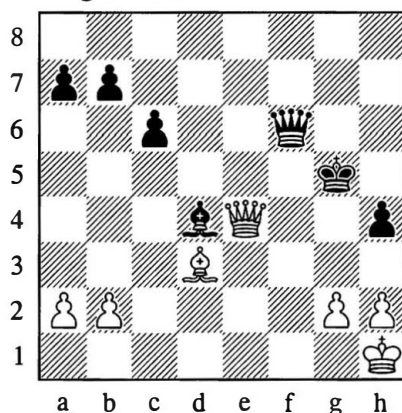
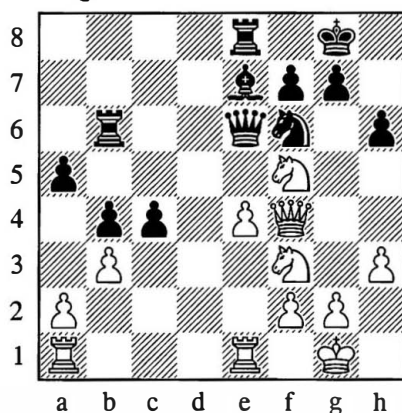


Diagram 6-4



It is especially difficult to evaluate *positions with an uneven distribution of material*. In this case the nuances of the position are very important.

Here are some useful remarks about what advanced players do to get their bearings in situations like that.

1) **The queen is generally not as strong as two rooks or three pieces.**

Because two rooks can attack the same square twice, they are superior to the queen. **But if the king of the player with the rooks is not in a safe position and if it is exposed to a lot of checks, the queen is stronger. Minor pieces must be well protected (by each other or by pawns), or else they will be captured by the queen.** – S.Tarrasch

Diagram 6-5

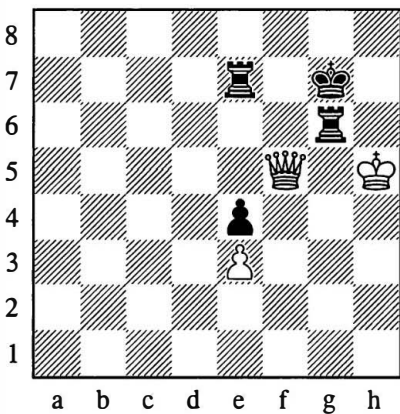


Diagram 6-6

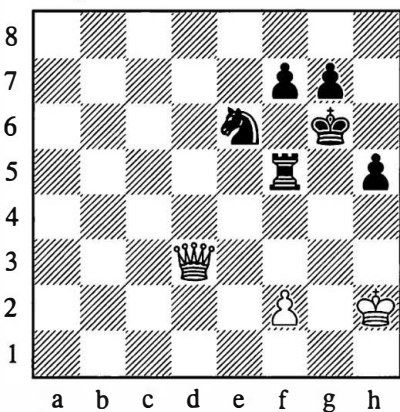


Diagram 6-5

Cousigne – A.Yusupov

France 2002

1...♖e6!

Normally such endings should be drawn by perpetual check or repetition of moves, but here the white pieces are unfavourably placed and White loses the queen. The threat is 2...♖h6†, 3...♖eg6† and then 4...♖f6.

2.♙d5 ♖h6† 3.♔g4 ♖eg6† 4.♔f4 ♖h4† 5.♔f5 ♖h5†→ 6.♔f4 ♖xd5

0–1

2) **A rook, minor piece and passed pawn on the 6th (3rd) rank are superior to the queen. The queen is stronger if there is play on both wings. But if play is concentrated on a single wing, a rook and a minor piece are often no worse than the queen.**

Diagram 6-6

J.Nunn – A.Yusupov

Linares 1988

1...♘g5!

Black wants to redeploy his knight (via f3 and e5 to g4) and attack the f2-pawn. The two black pieces will hunt down the f-pawn and win it. After that Black will advance his pawns. Thus the position is won for

Black, although he still has to play very carefully.

2.♔g3 ♖f3 3.♜e4 ♜e5 4.♞c2 ♜g4 5.f3 ♜e5 6.f4 ♜g4 7.♞d3 ♜h6

Intending to unpin by ...♔h7 and then ...g6.

8.♞d6† ♔h7 9.♞d3

Or 9.♞e7 g6 10.♞f8 ♜g4 11.♔f3 ♜e5†! (Δ♜d7-c5-e6→).

9...g6 10.♞d7 ♜g4 11.♞a7 ♔g7

Intending ...♜f6-d5.

12.♞d4† ♜f6 13.♞b2 ♔h7 14.♞b7 ♜d5→
15.♞a7 ♜xf4 16.♞d7 ♜e6 17.♞b7 ♜f4 18.♞b5 h4† 19.♔h3 g5 20.♞b7?!

More resistance could be put up by 20.♞d3† ♔g7 21.♞c3† ♜d4!→+.

20... ♜f8!

The knight goes to g6, to shelter the black king from the queen checks.

21.♞d5

Or 21.♞e7 g4† 22.♔g2 ♜g6→+.

21...♔h6 22.♞d6† ♜g6 23.♞d2 g4† 24.♔g2 ♔h5
25.♞d5† f5 26.♞d7 h3† 27.♔g1 g3! 28.♞h7† ♔g5 29.♞xh3 ♜h4!

White resigned, in view of 30.♞xg3† (or 30.♔h1 g2† 31.♔h2 ♜f3→+) 30...♞g4→+.

3) In the middlegame, three pawns are normally weaker than a bishop or a knight, because the opponent has an extra piece for his attack. Only connected central passed pawns or far advanced pawns are better than the piece. In the endgame, the value of pawns generally increases, and so the three pawns are normally no worse than a minor piece.

Diagram 6-7

M.Petursson – J.Nunn

Reykjavik 1990

The correct plan here is an attack on the kingside.

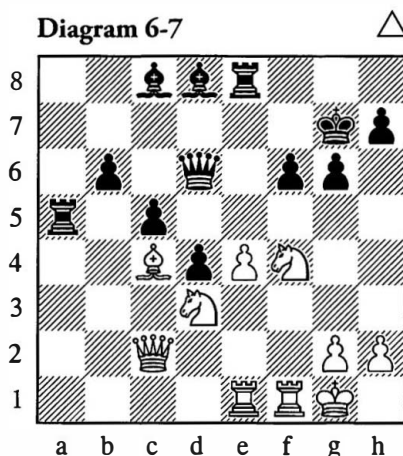
1.♞f2! ♜a7

1...b5 The counterattack comes too late due to 2.e5! fxe5 3.♜e5! bxc4 (no better is 3...♜xe5 4.♜xe5 ♞xe5 5.♜e6†! ♞xe6 6.♞f8#) 4.♜h5† gxh5 5.♞f7†+.

2.e5!

White has an extra piece and attacks!

Diagram 6-7



2...fxe5 3.♖xe5 ♜ae7

3...♜xe5 is bad on account of 4.♜xe5 ♝xe5 5.♘e6† ♘h6 (5...♙xe6 6.♞f8#) 6.♞f8† ♘h5 7.♙e2† ♞xe2 8.♘f4†+–.

If 3...♙g5, then 4.♘f7! ♜xf7 5.♘h5†! ♘h6 6.♞xf7 ♜xe1 7.♜xe1 gxh5 (7...♘xh5 8.♞xh7† ♙h6 9.♙e2† ♘g5 10.h4†+–) 8.♙d3 ♙e3† 9.♜xe3 dxe3 10.♞xh7† ♘g5 11.♞g7† ♘h4 (11...♘f4 12.♞g3#) 12.g3† ♘h3 13.♙f1#.

4.♘f7!+– ♜xf7

4...♞c6 5.♘xd8+– or 4...♞c7 5.♘h5† gxh5 6.♞f6†+–.

5.♜xe8

1–0

4) In the middlegame, two minor pieces are often stronger than a rook and two pawns. In the endgame, however, a rook and even a single passed pawn are sometimes better than the two pieces. If, for example, two minor pieces attack the f2- or f7-pawn in the opening, this pawn is sufficiently protected by castling short.

Diagram 6-8

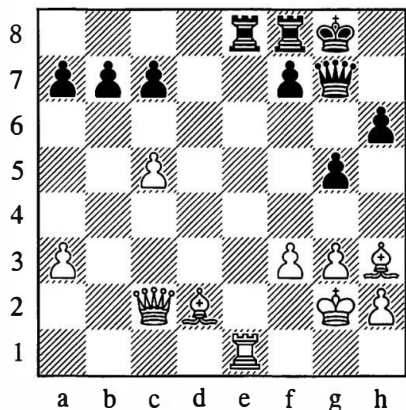


Diagram 6-8

V.Babula – M.Kaminski

Lazne Bohdanec 1996

1.♙c3

The black castled position is too open. White organizes a rapid attack.

1...f6

Other moves are no better:

a) 1...♜xe1 2.♙xg7 ♘xg7 (or if first 2...♜fe8 then 3.♘f2!+–) 3.♞c3†+–

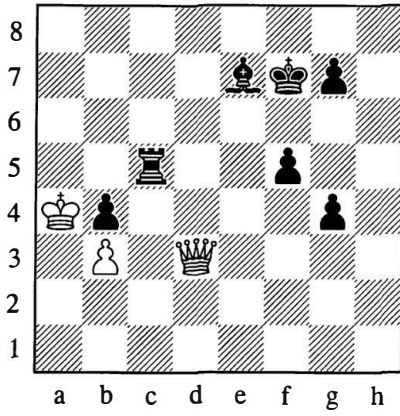
b) 1...♞g6 2.♙f5 ♞c6 3.♙h7#

2.♙e6† ♘h8 3.♞f5 c6 4.♙d1 ♜e7 5.♙d6! h5 6.♙c4+–

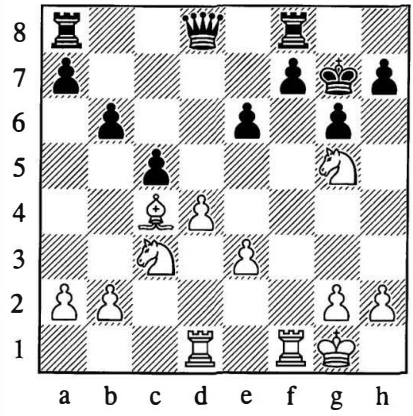
Black cannot defend the f6-pawn.

1–0

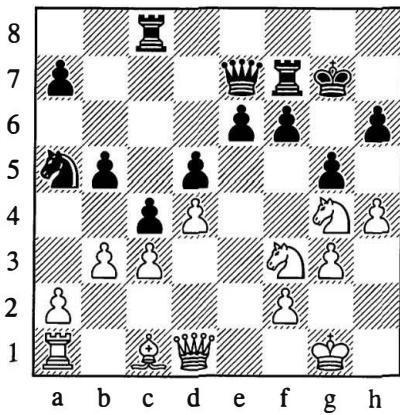
► Ex. 6-1 ◀ ★★ ◀ ◻



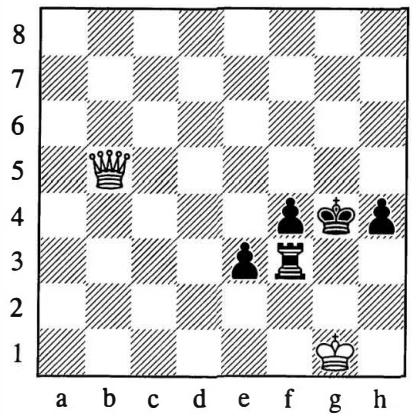
► Ex. 6-4 ◀ ★ ◻



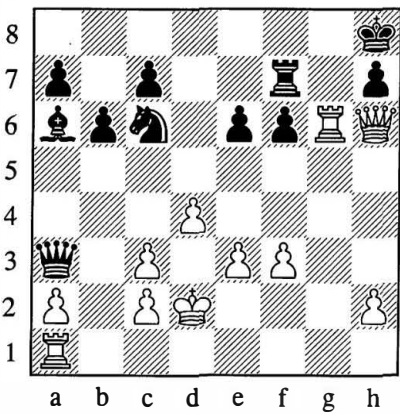
► Ex. 6-2 ◀ ★★ ◻



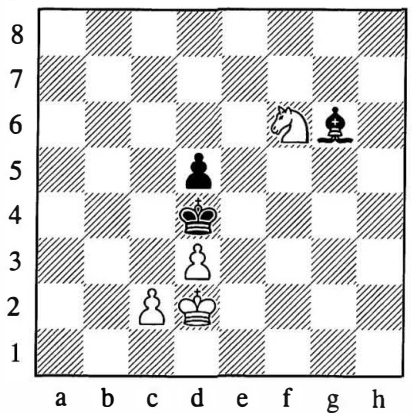
► Ex. 6-5 ◀ ★ ◻



► Ex. 6-3 ◀ ★★ ▼

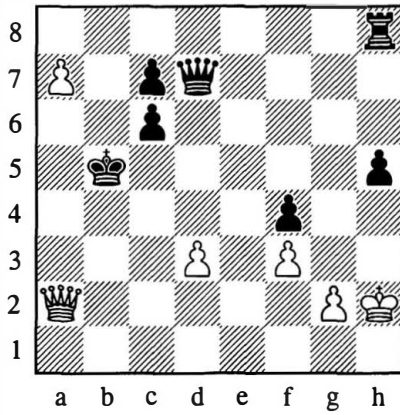


► Ex. 6-6 ◀ ★★ ◻

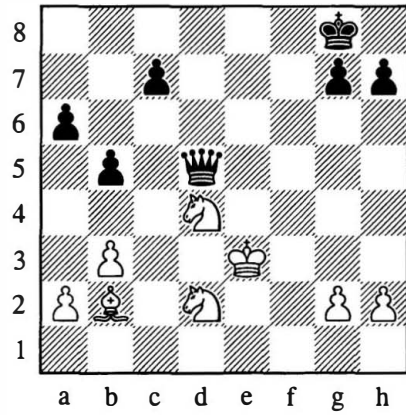


Exercises

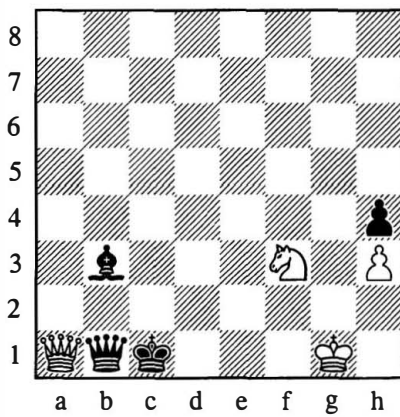
► Ex. 6-7 ◀ ★★ △



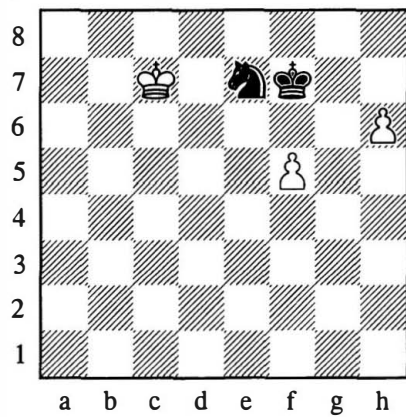
► Ex. 6-10 ◀ ★★ ▼



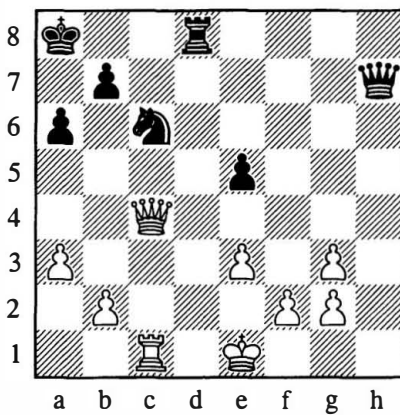
► Ex. 6-8 ◀ ★★ △



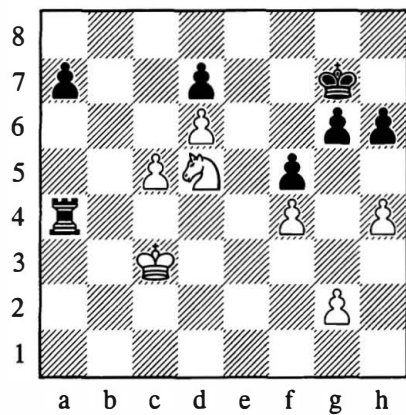
► Ex. 6-11 ◀ ★ △



► Ex. 6-9 ◀ ★ ▼



► Ex. 6-12 ◀ ★ △



Solutions

Ex. 6-1

Variation from the game

S. Kindermann – A. Yusupov

Bundesliga 1996

Black has a material advantage and White must fight for a draw.

1. ♖xf5+!! ♚xf5= stalemate.

(2 points)

Ex. 6-2

L. Portisch – O. Panno

Madrid 1973

1. ♖xh6!

An equally good way to play is 1. b4 ♖c6 2. ♖xh6!+–.

1... ♗xh6 2. ♖xg5

(2 points)

2... ♗g7

2... ♖ff8 3. ♖xe6+– or 2... fxg5 3. ♗xg5+–.

3. ♖xf7

White has won a rook and two pawns for two knights.

3... ♖xf7 4. b4 ♖b7 5. ♗f4+– a5 6. bxa5 ♖a8 7. a4 bxa4 8. ♖xa4 ♖xa5 9. ♖b4 ♖a8 10. ♖b6 ♖d8 11. ♖b1 ♖a7 12. ♗g2 ♖b7 13. ♖xb7 ♖xb7 14. ♖b6 ♖d7 15. ♖c7!+–

The exchange of queens leaves the knight marooned on b7.

1–0

Ex. 6-3

J. Hodgson – A. Yermolinsky

Hastings 1996

1... ♖e5!

(2 points)

1... ♖e7 2. ♖g2 ♖d5 3. ♖ag1♗ is not convincing. The text move is more precise than 1... ♖a5 (1 point), since White has fewer options.

After 1... ♖e5! White resigned. On 2.dxe5 (2. ♖ag1 loses to 2... ♖xf3+ 3. ♗d1 ♖xg1+–, whereas if 2. ♖xf6 then 2... ♖xf3+ 3. ♗d1

♖xc3+–) there follows 2... ♖d7+ 3. ♗e1 ♖xc3+ 4. ♗f2 ♖d2+ 5. ♗g3 ♖xe5+ 6. ♖f4 ♖xf4+ 7. exf4 hxg6+–.

Ex. 6-4

H. Knoch – Prinz

Amsterdam 1940

1. ♖xf7!

(1 point)

Black resigned. He loses in all variations:

a) 1... ♖xf7 2. ♖xe6+–

b) 1... ♗g8 2. ♖xe6+–

c) 1... ♗h6 2. ♖xh7+ ♗xg5 3. h4+ And now:

c1) 3... ♗f6 4. ♖f1#

c2) 3... ♗g4 4. ♗e2+ ♖f3 (or 4... ♗g3 5. ♖e4#)

5. ♗xf3+ ♗f5 6. ♖f7+ ♖f6 7. g4#

c3) 3... ♗f5 4. ♖f1+ ♗g4 5. ♗e2+ ♖f3 6. ♗xf3+ ♗f5 (6... ♗g3 7. ♖e4#) 7. ♗e2#

Ex. 6-5

J. Kling

1851

1. ♖e2!

(1 point)

1... h3

1... ♗g3 2. ♖g2#

2. ♗h2♖+–

Ex. 6-6

E. Pogosiants

1964

1. ♖d7!

(1 point)

The threat is mate!

1... ♗xd3!

1... ♗e8 2. c3#

2. c3#!

(1 point)

White cannot take the bishop due to stalemate, but he can win the piece in another way!

Solutions

2...♔c4

Or 2...♔e4 3.♖c5+--.

3.♖e5+--

Ex. 6-7

L.Kubbel

1935

1.♖b2†

(1 point)

1...♔a6! 2.♖b8!

(1 point)

This is stronger than 2.♖xh8?! ♔xa7
3.♖xh5 ♖xd3 4.♖a5† ♔b7 5.♖b4† ♔a6
6.♖xf4 c5=.

2...♙xb8 3.axb8♖†!

And White wins the queen.

1-0

Ex. 6-8

F.Bondarenko

1940

1.♖d2!

(2 points)

If 1.♖c3† ♖c2 2.♖e3†, then 2...♔b2±.

Only a draw can be obtained after 1.♖xb1†
♔xb1 2.♖d2† ♔c2 3.♖xb3 ♔xb3, since
Black quickly brings his king to f7: 4.♔f2
♔c4 5.♔f3 ♔d5 6.♔g4 ♔e6 7.♔xh4 ♔f7=
(see Chapter 4).

The move 1.♖d2! wins some valuable tempi
compared to this variation.

1...♖xa1 2.♖xb3† ♔b1 3.♖xa1 ♔xa1
4.♔g2+--

Another good move is 4.♔f2+--.

4...♔b2 5.♔f3 ♔c3 6.♔g4 ♔d4 7.♔xh4
♔e5 8.♔g5 ♔e6 9.♔g6! ♔e7 10.♔g7! ♔e6
11.h4 ♔f5 12.h5 ♔g5 13.h6

1-0

Ex. 6-9

B.Gulko – V.Kupreichik

Kislovodsk 1982

1...e4!+–

(1 point)

Black brings his knight into the attack via
the e5-square. 1...♖h1† 2.♖f1† would not be
so strong.

2.♔e2

If 2.♖c5, then 2...♖e5! 3.♖xe5 ♖h1†+–.

2...♖h5† 3.♔e1 ♖e5 4.♖c7 ♖d3†

0-1

Ex. 6-10

L.Ljubojevic – A.Yusupov

Tilburg 1987

1...♖e5†+–

(2 points)

Black intends 2...c5 to exploit the pin on
the d4-knight and win a piece. White resigned
in view of 2.♔d3 c5 3.♖2f3 ♖d6+– pinning
the knight.

Ex. 6-11

Variation from the game

P.Svidler – V.Anand

Dos Hermanas 1999

1.h7 ♔g7

Or 1...♖d5† 2.♔d6 ♔g7 3.♔xd5 ♔xh7
4.♔e6+--.

2.f6†!+–

(1 point)

Ex. 6-12

A.Yusupov – D.Shapiro

World Open, Philadelphia 2002

The far advanced pawns decide the game.

1.c6!

(1 point)

1...dxc6

1...♙a6 loses after 2.♖b4 ♙a5 3.cxd7+--.

2.d7+- cxd5 3.d8♖ ♖c4† 4.♔d3 ♖e4

If 4...♖xf4, then 5.♖c7†+-.

5.h5!?

This is even better than 5.♖xd5 h5 6.♖b7† ♔h6 7.♖xa7+-. Black cannot construct a fortress.

5...gxh5 6.♖xd5

Now the f5-pawn is weak.

6...♔g6 7.♖g8† ♔f6 8.g3 a5

Or 8...h4 9.gxh4 ♖xf4 10.♖f8† ♔e6 11.♖xh6†+-.

9.♖h7!+-

Both of Black's h-pawns drop.

1-0

Scoring

Maximum number of points is 19

16 points and above → Excellent

13 points and above → Good

9 points → Pass mark

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

Contents

- ✓ The discovered attack
- ✓ Discovered check
- ✓ The discovered attack threatens mate

Diagram 7-1

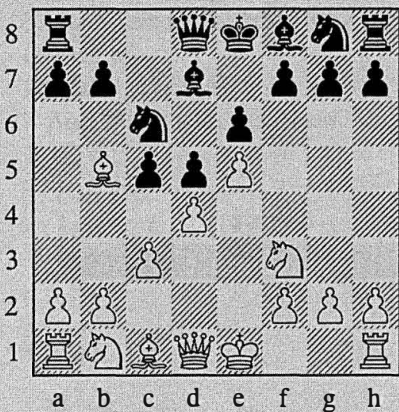
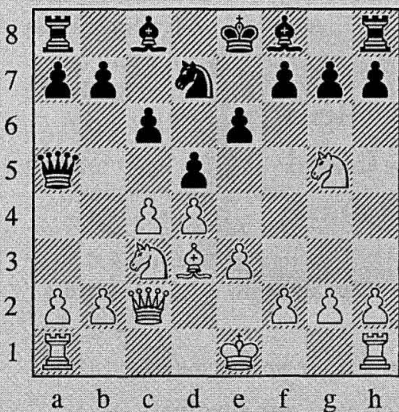


Diagram 7-2



The discovered attack

If, by moving away, a piece opens up a line of attack (file, rank or diagonal) for a piece lying behind it, this is called a *discovered attack*.

Example 1

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♖c6 5.♗b5?! ♗d7 6.♘f3?

Diagram 7-1

6... ♗xe5!

This typical discovered attack can easily be overlooked. Black wins a pawn. For example:

7.♗xd7†

7... ♗xe5 ♗xb5†

7... ♗xd7!†

Karff – Graf-Stivenson

Moscow 1955

1.d4 d5 2.c4 e6 3.♗c3 ♗f6 4.♗g5 c6 5.♗f3 ♗bd7 6.e3 ♖a5 7.♖c2!†

Either 7.cxd5 or 7.♗d2 is better.

7... ♗e4 8.♗d3??

8... cxd5 ♗b4!→

8... ♗xg5 9.♗xg5

Diagram 7-2

9... dxc4

This discovered attack opens the 5th rank for the queen.

10.♗xc4 ♖xg5→+

White has lost a piece.

A particularly effective form of this attack is the *discovered attack with check*. The piece which moves away frequently wins material on the next move, because the opponent must first react to the check.

Milner-Barry Gambit

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♘f3 ♖b6
6.♙d3 cxd4 7.cxd4

Diagram 7-3

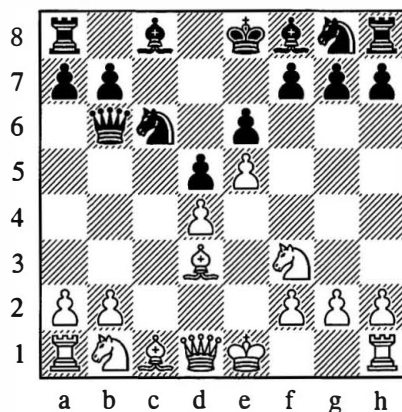
7... ♘xd4??

A typical mistake. Black overlooks a discovered attack with check. 7... ♙d7 is correct, after which ... ♘xd4 is threatened. 8.0-0 leads to the exciting Milner-Barry Gambit.

8. ♘xd4 ♖xd4? 9. ♙b5+ +-

And White wins the queen.

Diagram 7-3



T.Ghitescu – R.Fischer

Leipzig Olympiad 1960

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.e3 0-0 5.♙d3
d5 6.♘f3 ♘c6 7.0-0 dxc4 8.♙xc4 ♙d6 9.♙b5
e5 10.♙xc6 exd4! 11.exd4 bxc6 12.♙g5 ♗e8
13.♖d3 c5!

Diagram 7-4

14.dxc5??

Even an experienced player can sometimes commit a beginner's mistake!

14... ♙xh2†!

Another typical discovered attack with check.
0-1

Diagram 7-4

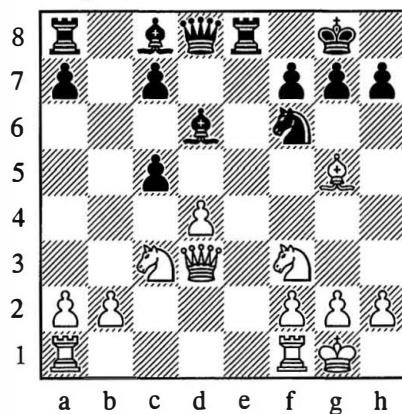


Diagram 7-5

J.Zukertort – J.Blackburne

London 1883

1. ♙g7†!

This discovered attack wins White the queen and the game.

1... ♙g8

1... ♖xg7 2. ♖e8# is an important point.

2. ♖xe7+-

1-0

Diagram 7-5

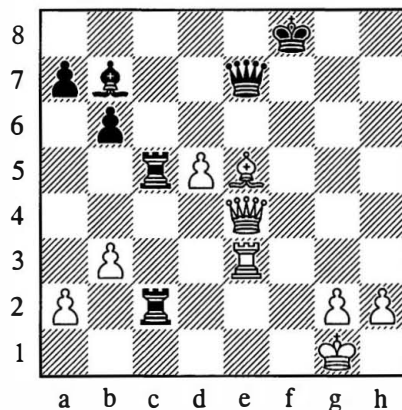


Diagram 7-6

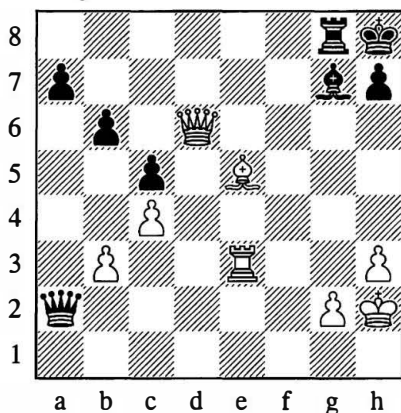


Diagram 7-6

S. Reshevsky – R. Byrne

USA Ch, Chicago 1973

1... ♖xg2!

Black is preparing a discovered attack!

1... ♗xe5? would be bad, on account of 2. ♗xe5† (check!) 2... ♖g7 3. ♖g3+.

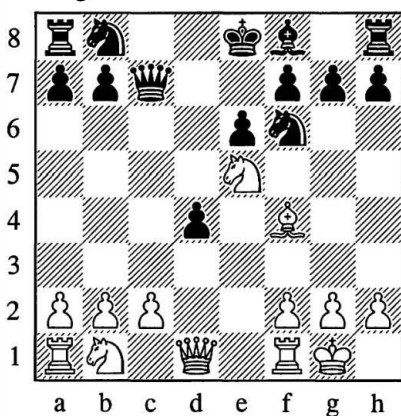
2. ♔xg2 ♗xe5†+

Black regains the queen with interest!

0-1

A discovered attack is particularly effective if it is linked to a threat of mate, or if a very valuable piece is attacked.

Diagram 7-7



F. Ferraro – T. Navarro

Pan American Ch, Cascavel 1996

1. e4 c5 2. ♖f3 d6 3. ♗b5† ♗d7 4. ♗xd7† ♗xd7 5. 0-0 ♖f6 6. e5 dx5 7. ♖xe5 ♗c7 8. d4!? cxd4 9. ♗f4 e6?

Better is the theoretical 9... ♗b6.

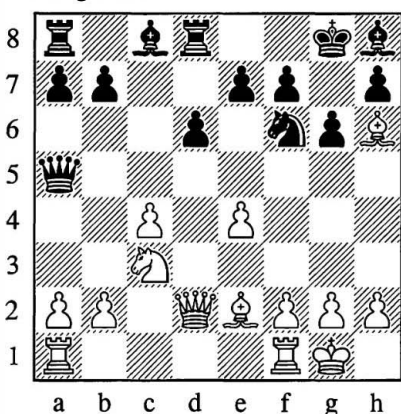
Diagram 7-7

10. ♖g6!+-

A typical discovered attack. White simultaneously attacks the queen and the rook on h8.

1-0

Diagram 7-8



Medor – Zunker

1973

1. e4 c5 2. ♖f3 ♖c6 3. d4 cxd4 4. ♖xd4 g6 5. c4 ♖f6 6. ♖c3 ♖xd4 7. ♗xd4 d6 8. ♗g5 ♗g7 9. ♗e2 0-0 10. ♗d2 ♗a5 11. 0-0 ♗d8?!

Both players missed the strong 12. b4! with the idea of 12... ♗xb4 13. e5! and White attacks.

12. ♗h6 ♗h8??

Diagram 7-8

13. ♖d5!+-

With the double threat of mate by ♖e7 and winning the queen by ♗xa5. Black cannot meet both threats at the same time. You should always bear this typical discovered attack in mind when the queens are developed as they are in this game.

Diagram 7-9

I.Von Popiel – G.Marco

Monte Carlo 1902

The bishop on d4 is pinned and under attack. Black resigned here, but he could have won the game with a discovered attack!

1...♙g1!!-+

After this brilliant move there are two threats: ...♞xd3 and mate on h2! White cannot defend against both.

V.Kanzaveli – J.Running

California 1993

1.♘f3 ♘f6 2.c4 e6 3.g3 b6 4.♙g2 ♙b7 5.d4 ♙e7
6.0-0 0-0 7.♘c3 ♘e4 8.♞c2 ♘xc3 9.♞xc3 d6
10.♞c2 c5??

10...f5 would be better.

Diagram 7-10

11.♘g5!

Another typical tactical trick.

11...♙xg5

Forced, because of the threat of ♞xh7#.

12.♙xb7 ♙xc1 13.♞axc1 ♘d7 14.♙xa8 ♞xa8
15.♞fd1+-

White has won the exchange.

1-0

One important form of discovered attack has already been studied in Chapter 5: The double check.

Another typical combination with a discovered attack, Legal's mate, was a subject in Chapter 2: Mating motifs 2.

Now try to find the combinations with a discovered attack in the test positions.

Diagram 7-9

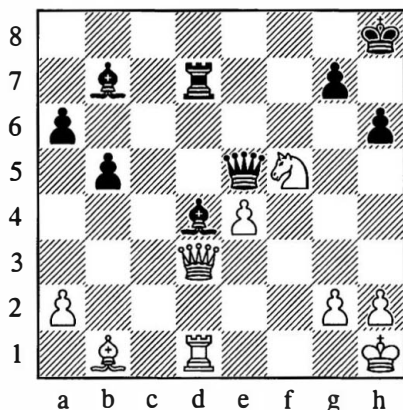
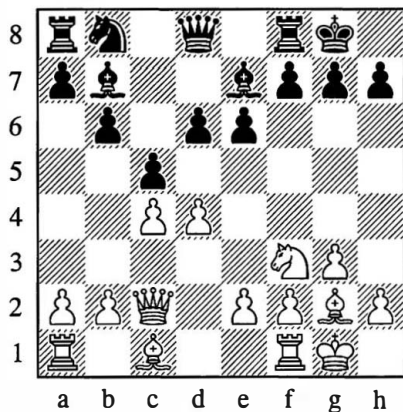
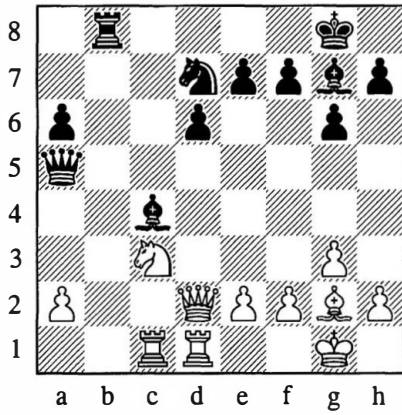


Diagram 7-10

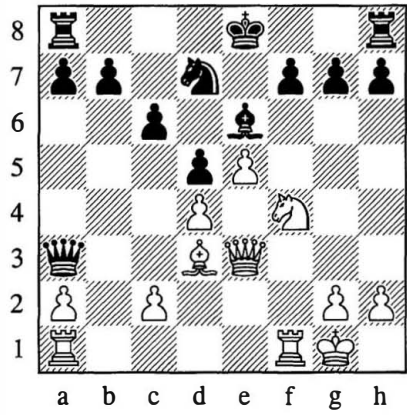


Exercises

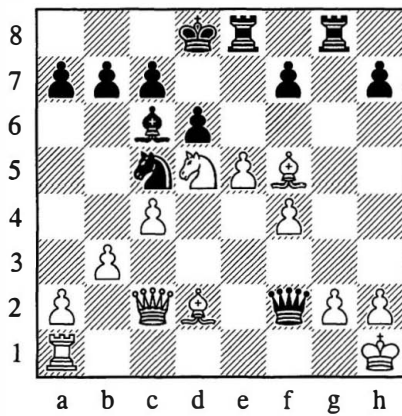
► Ex. 7-1 ◀ ★ △



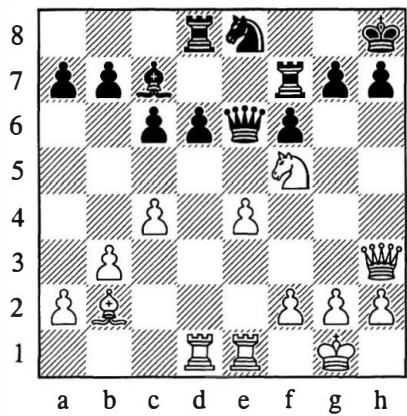
► Ex. 7-4 ◀ ★ △



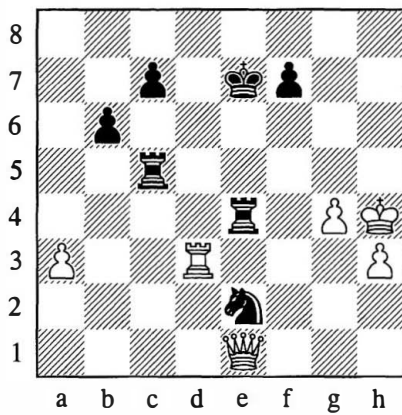
► Ex. 7-2 ◀ ★★ △



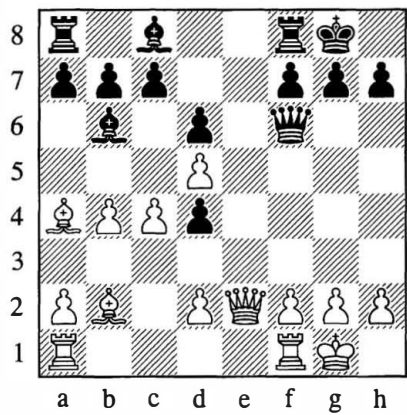
► Ex. 7-5 ◀ ★★ △



► Ex. 7-3 ◀ ★★ ▼

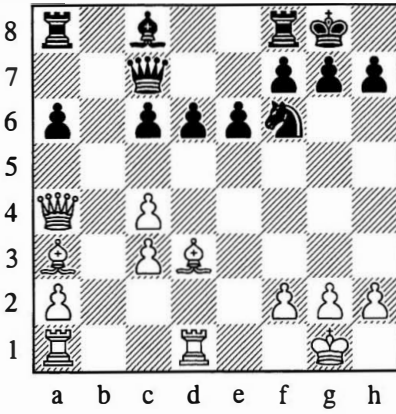


► Ex. 7-6 ◀ ★ ▼

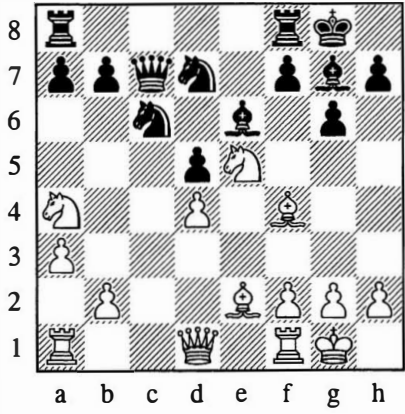


Exercises

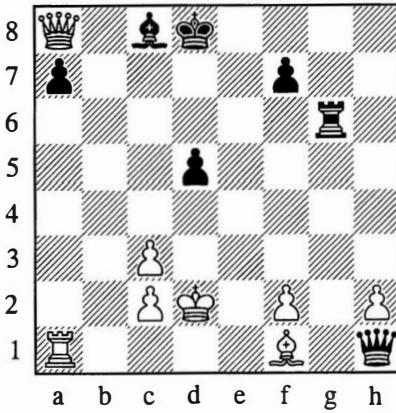
► Ex. 7-7 ◀ ★ △



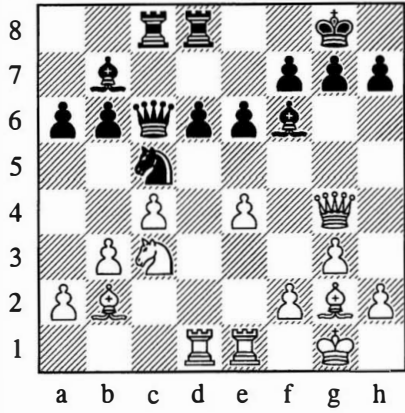
► Ex. 7-10 ◀ ★ △



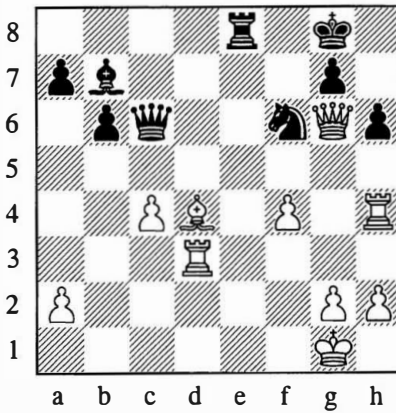
► Ex. 7-8 ◀ ★ △



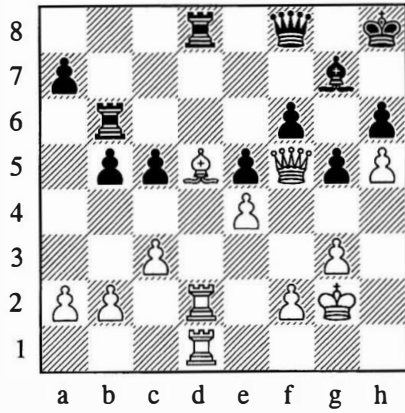
► Ex. 7-11 ◀ ★ △



► Ex. 7-9 ◀ ★ ▼



► Ex. 7-12 ◀ ★ △



Solutions

Ex. 7-1

R.Fischer – B.Spassky

World Ch, Reykjavik (8) 1972

1. ♖d5!

(1 point)

1... ♜xd2 2. ♜xe7 † ♘f8 3. ♜xd2 ♘xe7 4. ♜xc4 ♜b1 † 5. ♘f1+–

1–0

Ex. 7-2

Urdis – Laiwa

Correspondence 1959

1. ♘a5!+–

(2 points)

But not 1.exd6?!, allowing 1... ♜xg2# or 1. ♘e1?? allowing 1... ♜f1#.

1... ♘xd5

1... ♜xc2 loses to 2. ♘xc7#.

2. ♜xf2 ♘xg2 † 3. ♜xg2 ♜xg2 4. ♘xg2+–

1–0

Ex. 7-3

Ravinsch – Tamm

Tartu 1979

1... ♜h5 †!!

(1 point)

A superb decoy.

2. ♘xh5 ♜f4 †+–

(1 point)

The correct discovered attack. Of course not 2... ♜g3 †?? 3. ♜xg3.

White resigned in view of 3. ♘g5 ♜e6 † (intermediate check) 4. ♘f5 ♜xe1+–.

Ex. 7-4

Variation from the game

P.Morphy – J.Loewenthal

London (12) 1858

1. ♜xe6 fxe6 2. ♘g6 †!+–

(1 point)

Ex. 7-5

S.Tarrasch – J.Blackburne

Manchester 1890

1. ♜h6!

(1 point)

1... ♜xh3

1... gxf6 loses to 2. ♜xe6+–.

If 1... ♜e7 2. ♜xe6 ♜xe6, then 3. ♜f7 † ♘g8 4. ♜xd8+–.

(1 point)

2. ♜xf7 † ♘g8 3. gxf3 ♘xf7 4. f4+–

1–0

Ex. 7-6

S.Tarrasch

1... d3!

(1 point)

2. ♘xf6

2. ♜xd3 ♜xb2+–

2... dxe2+–

Ex. 7-7

Domuls – Kazhoks

Daugavpils 1980

1. ♘xd6!+–

(1 point)

With the idea 1... ♜xd6 2. ♘xh7 † ♘xh7 3. ♜xd6+–.

1–0

Ex. 7-8

Bansdorf – Lipola

Helsinki 1957

1. ♜xc8 †!!

(1 point)

1... ♘xc8 2. ♘h3 †+–

1–0

Solutions

Ex. 7-9

A. Tolush – V. Antoshin

Leningrad 1956

1...♖e1† 2.♗f2 ♘e4†

(1 point)

3.♗xe1 ♜xg6–†

0–1

Ex. 7-10

P. Votruba – A. Josephson

Stockholm 1980

1.♘xg6!+–

(1 point)

1–0

Ex. 7-11

Biesbardis – Borisov

Correspondence 1982

1.♘d5!

(1 point)

1...♙xb2

1...exd5 2.♙xf6 g6 3.exd5+–

2.♘e7† ♗f8 3.♘xc6+–

1–0

Ex. 7-12

P. Trifunovic – M. Aaron

Hoogovens Beverwijk 1962

1.♙g8!+–

(1 point)

Threatening both ♜h7# and ♖xd8.

1...♖xd2

1...♜xg8 2.♖xd8 ♙f8 3.♖1d7+– or 1...♗xg8

2.♖xd8+–.

2.♜h7#

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 role of the centre in chess
- ✓ Centralizing a piece
- ✓ King in the centre (in the endgame)
- ✓ Queen in the centre
- ✓ Knight in the centre

Diagram 8-1

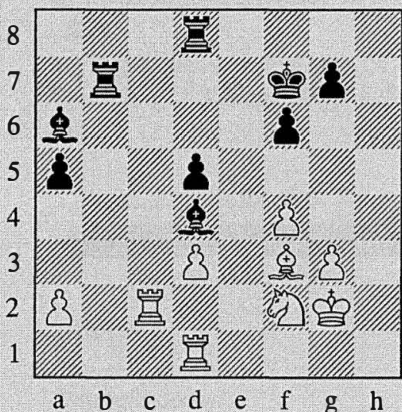
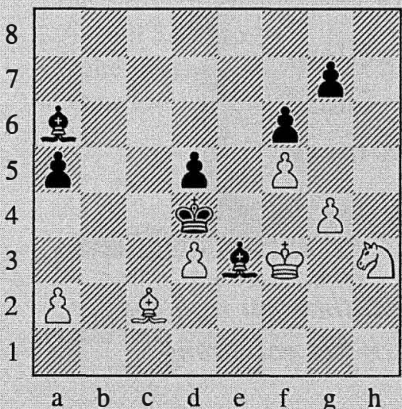


Diagram 8-2



Centralizing the pieces

As we already know, in the game of chess the centre plays an important role. **Whoever controls the centre can also attack successfully on the flanks. Dominating the centre is an important strategic goal** in the opening and in the middlegame. But even in the endgame you cannot ignore the centre.

In Chapter 6 we learned that **the relative value of a piece increases if it is positioned in the centre**, for example, a knight in the centre controls at least twice as many squares as it does on the edge of the board. Also the activity of the pieces is considerably greater when they are in the centre. Even if the pieces only control central squares, they are mostly doing useful work and can very quickly be activated or centralized. But a centralized piece can often dominate the whole position.

Diagram 8-1

S. Tarrasch – A. Rubinstein

San Sebastian 1912

The dark-squared bishop is occupying a powerful post in the centre and its influence can be felt on both wings. Rubinstein very cleverly makes use of this advantage.

1...♖b2!

Black wants to exchange rooks.

2.♖xb2 ♙xb2 3.♗d2 ♙d4 4.♘h3?!

4.♗c2 would be better.

4...♔e6! 5.♗c2 ♘d6†

His opponent can find no antidote to the extremely powerful bishop.

Of course, not 5...♙xd3?? 6.♗d2.

6.f5?! ♗c8! 7.♙d1 ♖xc2† 8.♙xc2 ♔e5

With the exchange of rooks, Black's advantage grows, since the black king can now take an active part in the game.

9.g4 ♙e3 10.♔f3 ♘d4→

Diagram 8-2

The king's invasion of the centre decides the game. Black won this endgame easily.

Sudden centralization of his queen saved White in the next game.

Diagram 8-3

P.Keres – R.Fischer

Curacao 1962

1. ♖e5!!

Fischer was only expecting 1. ♕f5† ♜xf5 2. ♜xg2 ♜f4†! 3. ♜g4 (3. ♖h3 ♜h6†!–+) 3... ♜xg4 4. ♖xg4 ♖g6!–+.

But 1. ♕g4! g1♞ (1... ♜h1†) 2. ♕f5†! ♖h8 (2... ♜xf5 3. ♜g7†! ♖xg7 stalemate) 3. ♜e5† (Centralization!) 3... ♜g7 4. ♜b8† ♜g8 5. ♜e5† would also be good enough for a draw.

1... ♜h1†

The main line is 1... ♜f2† 2. ♖h3 g1♞ (2... g1♜† 3. ♖g4=) 3. ♕f5† ♖h6 (3... ♜xf5† 4. ♜xf5† ♜g6 5. ♜xg6† ♖xg6 6. ♖g4= Opposition!) 4. ♜f6† ♖h5 5. ♕g6†! ♜xg6 6. ♜g5†! ♖xg5= stalemate.

2. ♕h3 ♜xh3†

2... g1♞ 3. ♜h5† ♖g7 4. ♜g6†!=

3. ♖xh3 g1♞ 4. ♜e7† ♖h8 5. ♜f8† ♖h7 6. ♜f7†

Black cannot win:

6... ♜g7 7. ♜xg7†! ♖xg7 8. ♖g3! ♖f6 9. ♖f4 (opposition) 9... ♖e6 10. ♖e4 ♖d6 11. ♖d4 ♖c7 12. ♖d5 ♖b7 13. ♖c4! ♖c7 14. ♖d5 ♖d7 15. ♖e5=

The next example also demonstrates the importance of controlling the central squares.

Diagram 8-4

A.Nimzowitsch – V.Vukovic

Kecskemet 1927

The black queen on c6 is very active. White exploits tactical motifs to win the struggle in the centre.

1. ♜h5!

Threatening to win a pawn after 2. ♜xc5 ♜xc5 3. ♜xe8†.

1. h3 c4 2. ♜c2 ♜g8⇒ would be worse.

1... ♜e7

If 1... ♖g7, then 2. ♜c3 with an attack.

2. ♜d1 (Δ♜d8†) 2... ♜g6 3. ♜f3 (Δ♜f8†) 3... ♖g7 4. ♜d5!

Diagram 8-3

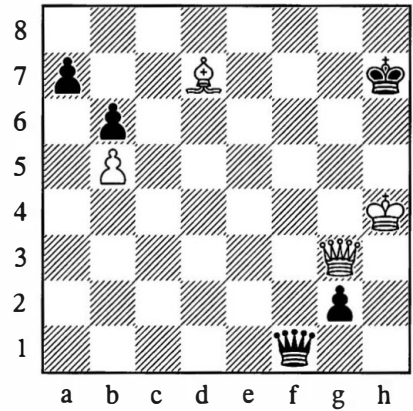


Diagram 8-4

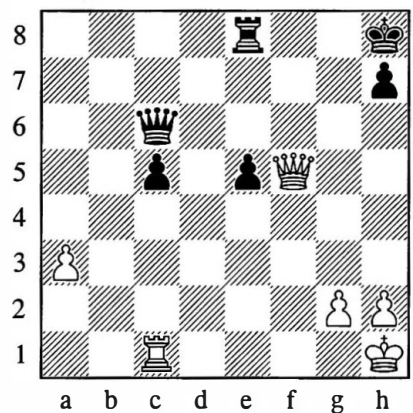


Diagram 8-5

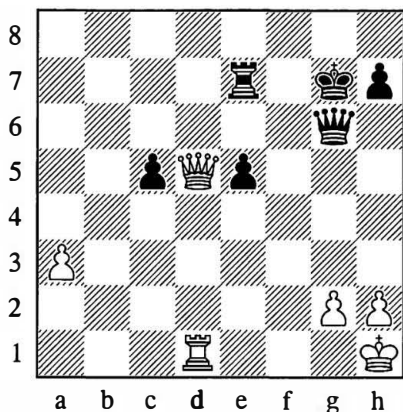


Diagram 8-5

Now compare this position with the position in the previous diagram!

4...♖h5 5.♘d3 ♜f7 6.♙g3† ♔h8 7.♚xc5 ♜f1†
8.♜g1 ♞f7 9.h3 e4 10.♕h2+—

And White won in the endgame.

For the knight especially, it is particularly valuable to have a good position in the centre. A knight is a close-quarters fighter and has to be brought near to the enemy. It can intervene rapidly in the action if it has a protected central position. The central squares d4-d5-e4-e5, and c4-c5-f4-f5, are especially suited to that. (But if we get the chance to get a protected post even nearer the enemy position, we should grab it.)

The following game illustrates how important a well-placed knight can be.

H.Pillsbury – G.Marco

Paris 1900

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♙g5 ♙e7 5.e3 0–0
6.♘f3 b6 (6...h6!?) 7.♙d3 ♙b7 8.cxd5 exd5 9.♘e5

Pillsbury's favourite strategy, known as 'posting up'. The knight is supported first by the d4-pawn and then by the f4-pawn. 9.0–0 is the alternative.

9...♘bd7

9...c5!?

10.f4 c5

The only way to put White's strategy to the test would be for Black to make use of a central square for his own knight: 10...♘e4! at once (or slightly later) would be required. For example 11.♙xe4 dxe4 12.♙xe7 ♜xe7 13.0–0 f6 (or 13...♘f6 and then c5) with a normal position.

11.0–0 c4?

A typical mistake. Black removes the pressure on the centre. His queenside initiative will come too late.

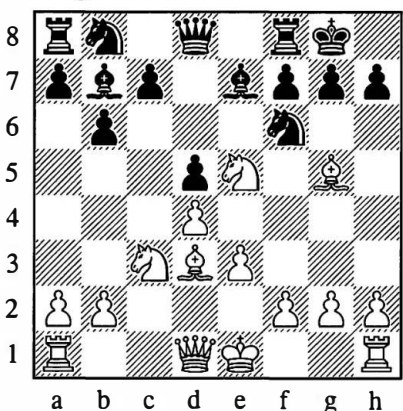
Better is 11...cxd4 12.exd4 ♘e4!?

12.♙c2 a6 13.♜f3!

This controls the e4-square. 13.a4 is also not bad.

13...b5 14.♜h3 g6

Diagram 8-6



Black must defend against dxd7 .

If $14...\text{dxe5?}$, then $15.\text{dxe5!}$ (this is even better than the stereotyped $15.\text{fxe5}$) $15...\text{dxe4}$ $16.\text{dxe4}$ dxe4 $17.\text{Ead1}$ Wxe8 $18.\text{Exe7}$ Wxe7 $19.\text{Ed7+-}$.

$14...h6?$ would be bad, in view of $15.\text{Ehx6!}$ gxh6 $16.\text{Wxh6}$, followed by Eef3-g3 .

Diagram 8-7

15.f5!

White opens lines for an attack.

15...b4 16.fxg6! hxg6

$16...bxc3?$ $17.\text{Exf6!}$ dxf6 $18.\text{Exf6}$ fxg6 $19.\text{We6+-}$ $17.\text{Wh4!?$

Even simpler is the immediate $17.\text{dxd7!}$ dxd7 (or $17...\text{Wxd7}$ $18.\text{Wxd7}$ dxd7 $19.\text{Exe7}$ bxc3 $20.\text{Exf8}$ cxb2 $21.\text{Eab1+-}$) $18.\text{Ehxg6!}$ fxg6 $19.\text{We6+}$ cog7 $20.\text{Exe7+-}$.

17...bxc3 18.dxd7!

The knight has done a good job.

18...Wxd7 19.Exf6!+- a5

Black cannot fend off White's attack: after $19...cxb2$ there follows $20.\text{Eaf1}$, threatening Ehxg6 , while if $19...\text{Exf6?}$, then $20.\text{Exf6+-}$.

20.Eaf1

The immediate $20.\text{Ehxg6!}$ would be very good: $20...fxg6$ $21.\text{Ehxg6+}$ cf7 $22.\text{Eef1+}$ ce8 $23.\text{Exf8+}$ Exf8 $24.\text{Wh5}$ and Black cannot ward off the double check without suffering losses, e.g. $24...\text{Wf7}$ $25.\text{Ee6+-}$.

20...Ea6

Diagram 8-8

21.Ehxg6! fxg6 22.Exf8+ Exf8 23.Exf8+!

Black resigned: $23...\text{cfx8}$ $24.\text{Wh8+}$ cf7 $25.\text{Wh7+}$ cf8 (neither $25...\text{ce8}$ $26.\text{Wg8#}$ nor $25...\text{ce6}$ $26.\text{Wxg6#}$ is any better) $26.\text{Wxd7+-}$

In the following test, try to find a way either to centralize or to make use of the central positions of the pieces.

Think the way you would in a game and then simply make up your mind. There does not always have to be an immediate win!

The test is difficult, but perhaps it will help you to pay more attention to the centre in the future. **When in doubt, take the decision which favours the centre!**

Diagram 8-7

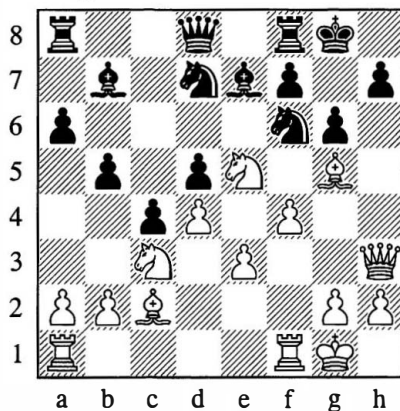
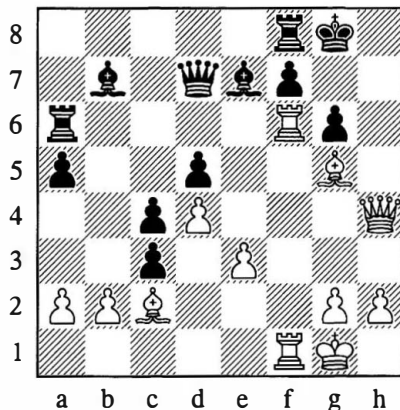
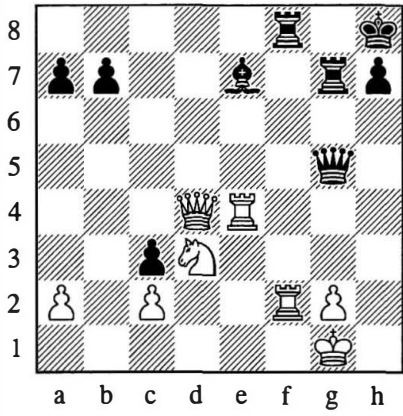


Diagram 8-8

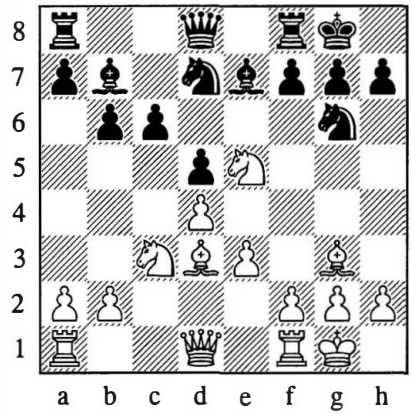


Exercises

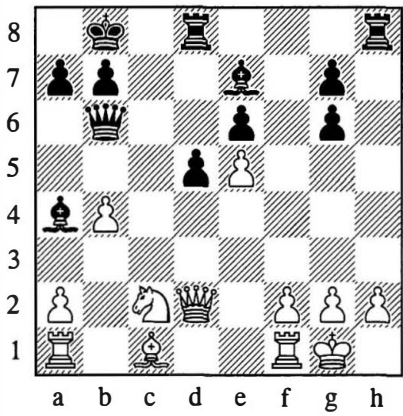
► Ex. 8-1 ◀ ★★★ △



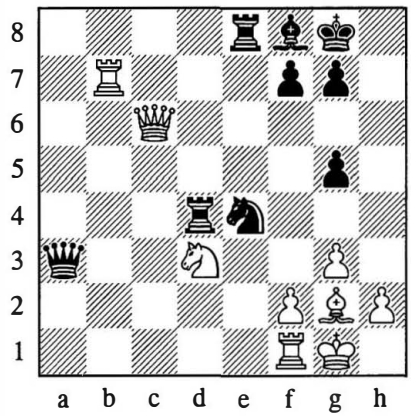
► Ex. 8-4 ◀ ★★ △



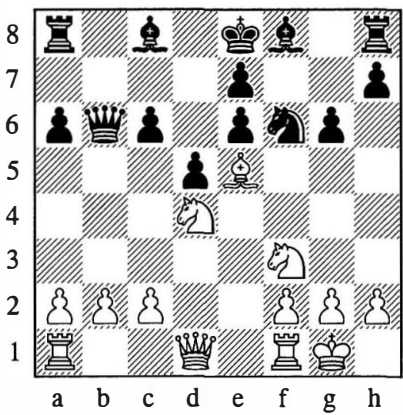
► Ex. 8-2 ◀ ★★★ △



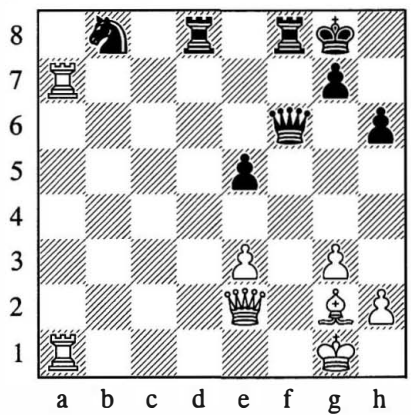
► Ex. 8-5 ◀ ★★ ▽



► Ex. 8-3 ◀ ★★ △

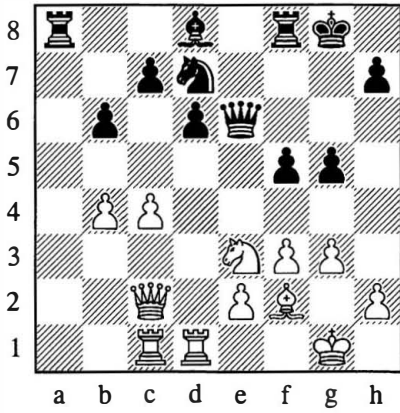


► Ex. 8-6 ◀ ★★ △

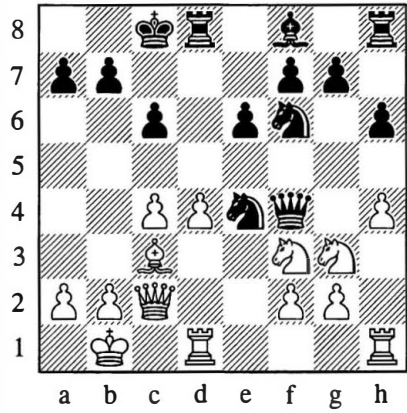


Exercises

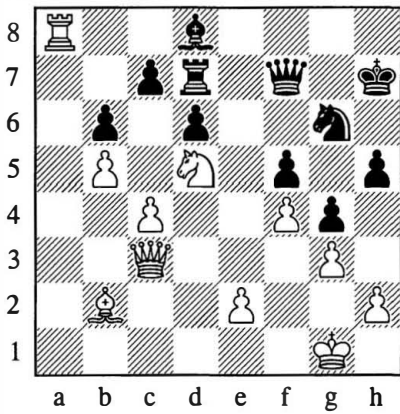
► Ex. 8-7 ◀ ★★ △



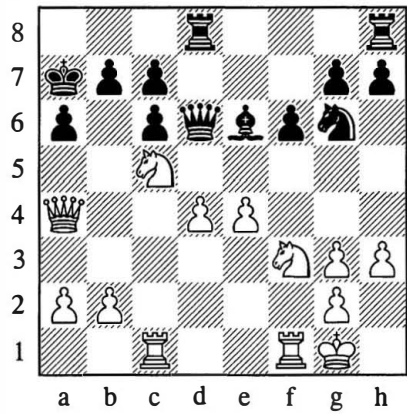
► Ex. 8-10 ◀ ★★ △



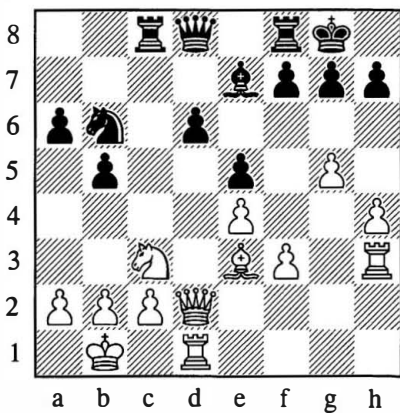
► Ex. 8-8 ◀ ★★★ △



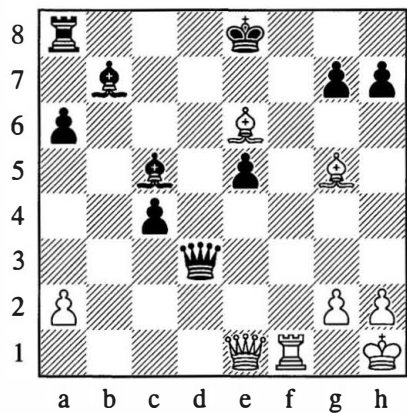
► Ex. 8-11 ◀ ★★ △



► Ex. 8-9 ◀ ★ △



► Ex. 8-12 ◀ ★★★ ▼



Solutions

Ex. 8-1

B.Spasky – R.Fischer

Mar del Plata 1960

1.♖e5!

(3 points)

1.♖xf8† (only 1 point) would not be good, as 1...♙xf8 2.♗e5?? (or 2.♖e8??) allows 2...♞xg2#.

If 1.♗e5?, then 1...♖xf2 2.♞xf2 ♕c5! 3.♞xc5 ♞xg2#.

1...♖d8

Black loses in all variations:

a) 1...♞g6 2.♖xe7+–

b) 1...♞h4 2.♖xf8† ♕xf8 3.♞xh4+–

c) 1...♕f6 2.♖d6!+–

2.♞e4! ♞h4 3.♖f4+–

Black resigned. After 3...♞g3 comes 4.♖xe7+–.

Ex. 8-2

A.Nimzowitsch – O.Duras

San Sebastian 1912

1.♗d4!

(3 points)

1.♞d3? would be bad, due to 1...♕b5–+.

For 1.♕b2 you get 1 point, as this move is not so strong as 1.♗d4, since it allows Black to swap off the good knight.

White is ready to sacrifice a pawn in order to blockade the black passed pawn and to place his own knight on a splendid central position.

1...♖h5

After 1...♕xb4 2.♖d3, followed by ♕e3 and ♖b1 (Nimzowitsch), White gets a strong queenside initiative, since he can also use the now open b-file for an attack.

2.♞d3 ♖dh8?! 3.h3 g5?! 4.♕e3 g4 5.♗f5 ♕b5

After 5...♖d8 comes 6.♗xe7 ♞xe7 7.♖d4± (Nimzowitsch).

6.♞a3 ♞a6 7.♞xa6 ♕xa6 8.♗xe7 ♕xf1 9.♖xf1 g5! 10.f3! gxf3 11.g4 ♖5h7 12.♕xg5

♖e8 13.♗h2 ♗c7 14.♖c1† ♗d7 15.f4±

15.♕f6+– would have been even better (Nimzowitsch), but despite that White won the game.

Ex. 8-3

R.Fischer – F.Olafsson

Belgrade 1959

1.♗g5!

(1 point)

The e6-pawn is weak.

1...♕h6

If 1...c5, then 2.♗dxe6! ♕xe6 3.♕xf6 exf6 4.♗xe6± and 4...♞xe6 loses to 5.♖e1+–.

(1 point)

2.♗dxe6 ♕xg5 3.♗xg5 0–0 4.♖d2 ♕f5 5.♖ae1±

Ex. 8-4

A.Rubinstein – B.Nikolaev

Russian Ch, Kiev 1903

1.f4!±

(2 points)

The knight is well-placed in the centre. It needs to have its position secured. White is aiming for a set-up in the centre such as we saw in the game H.Pillsbury – G.Marco.

Only 1 point for the moves 1.♞h5 or 1.♗xg6.

1...♗dxe5?!

A better move would be 1...c5 2.♞f3±.

2.fxe5 ♕c8 3.♞h5 ♕e6 4.♗e2! ♖d7

Black threatens ♕g4.

5.h3 ♕d8?!

Better is 5...c5.

6.♗f4± ♕e7 7.♖ac1

The immediate 7.♖f3 is stronger.

7...c5 8.♖f3 c4 9.♕b1 ♖ae8 10.♖cf1 ♕d8

11.♗xe6 ♞xe6 12.♕f5 ♞e7 13.h4 a5

14.e4!+– ♞b7 15.♞g4 dxe4 16.♕xe4 ♞e7

17.♕d5! ♗h8 18.♕xc4 ♞b4 19.b3 b5

20.♕e1 ♞a3 21.♕xb5 ♖e7 22.♕c4 ♕b6

Solutions

23. ♖h1 ♗xa2 24. e6 f6 25. d5 ♙c5 26. ♙c3
 ♜g6 27. h5
 1–0

Ex. 8-5

A. Anastasian – A. Yusupov

Aeroflot Open, Moscow 2003

1... ♙e6!

(2 points)

1... ♜d6 (1 point) would not be so good:
 2. ♙d7 ♗xd3 (2... ♙c8? 3. ♗xc8!) 3. ♙xd6! ♙xd6
 4. ♗xe8=.

2. ♗c8 ♜d6–+

0–1

Ex. 8-6

A. Rubinstein – S. Tarrasch

Karlsbad 1923

1. ♙e4!±

(2 points)

The centralization of the bishop improves White's position. 1. ♙b7!± would not have been bad either, or 1. ♙b1!±, intending to double rooks on the 7th rank (1 point). On the other hand, a check on c4 would not improve White's position.

1... ♙d7 2. ♙a8 ♙dd8 3. ♙f1! ♗d6

If 3... ♗xf1† 4. ♗xf1 ♙xf1† 5. ♖xf1 ♙f8†, then 6. ♖e2 ♜d7 7. ♙a5±.

4. ♙xf8† ♙xf8 5. ♖g2 ♗b4 6. ♗d3 ♖h8 7. ♙a7 ♗b2† 8. ♖h3 ♗b6 9. ♙a8 ♙d8 10. ♗c4 ♜d7

10... ♗xe3? 11. ♗b4!±–

11. ♗c6!± ♙xa8

11... ♗xc6?? 12. ♙xd8†±–

12. ♗xa8† ♜b8 13. ♗d5 ♗c7

Black intends ♗d7†.

14. ♙f5! ♜c6 15. ♗c4! ♗d6?

Better is 15... ♗b7 16. ♗e6 ♜e7 17. ♗xe5±.

16. ♗f7!±–

Threatening ♗e8†.

16... ♗d8 17. ♗g6

1–0

Ex. 8-7

A. Rubinstein – F. Sämisch

Marienbad 1925

1. b5!

(2 points)

White must secure the d5-square.

1. ♜d5 (1 point) would not be so good, due to 1... c6, nor 1. ♙d5 (1 point), because of 1... f4=.

1... ♜e5 2. ♜d5± h6 3. ♙a1! ♙xa1 4. ♙xa1 g4?
 5. f4!± ♜g6 6. ♙a7 ♙f7 7. ♙d4! ♖h7 8. ♙a8 ♙d7 9. ♙b2 h5 10. ♗c3 ♗f7

See Exercise 8-8.

Ex. 8-8

A. Rubinstein – F. Sämisch

Marienbad 1925

1. ♜e3!

(3 points)

White wins a pawn by force. For the good moves ♗d3 or ♗d4, intending e2–e4, you get 2 points.

1... ♗f8 2. ♜xf5–+ d5

After 2... ♗xf5 comes 3. ♙xd8! and if 3... ♙xd8, then 4. ♗g7#.

3. cxd5 ♗xf5 4. ♙xd8 ♙e7 5. ♙e8! ♙d7 6. e4 ♗f7 7. ♙h8† ♜xh8 8. ♗xh8† ♖g6 9. f5† ♖g5 10. ♙c1#

Ex. 8-9

R. Fischer – J. Bolbochan

Stockholm 1962

1. ♙xb6! ♗xb6 2. ♜d5

(1 point)

The knight is a monster on d5.

2... ♗d8 3. f4!

Not 3. ♜xe7†? ♗xe7 4. ♗xd6??, on account of 4... ♙fd8–+.

3... exf4 4. ♗xf4 ♗d7 5. ♗f5!±

5. ♜f6†?! gxf6 6. gxf6 ♖h8± would not be quite so clear.

Solutions

Ex. 8-10

R. Fischer – R. Steinmeyer

USA Ch, New York 1963

1. ♖e5!+-

(2 points)

Only 1 point for 1. ♖a5 or 1. ♖xe4. The centralization of the knight is much stronger. The threat is 2. ♖xf7.

1... ♖xf2?!

After 1... ♖xf2 2. fxg3 ♖xg3 comes 3. ♖d3 ♖f4 4. ♖f3 ♖e4 5. ♖xf7+-.

If 1... ♖xc3!?, then 2. bxc3! ♖g8 (or 2... ♖g4 3. ♖h5! ♖f5 4. ♖xf5 exf5 5. ♖xf7+-) 3. ♖xf7±.

2. ♖df1!

Black resigned in view of 2... ♖xg3 3. ♖xf2 (Δ♖f3) 3... ♖e3 4. ♖e2 ♖f4 5. ♖xf7+-.

Ex. 8-11

R. Fischer – S. Gligoric

Havana 1966

1. ♖xa6!+-

(2 points)

1... ♖xh3

1... bxa6 loses more quickly to 2. ♖xc6 ♖d7 3. ♖xa6† ♖b7 4. ♖a7† ♖b8 5. ♖a8† ♖b7 6. ♖a6#.

2. e5 ♖xe5

Or 2... fxe5 3. ♖c5† ♖b8 4. ♖c3!+-, intending ♖a3.

3. dxe5 fxe5 4. ♖c5† ♖b8 5. gxf3 e4 6. ♖xe4 ♖e7 7. ♖c3 b5 8. ♖c2

1-0

Ex. 8-12

R. Fischer – E. Geller

Monte Carlo 1967

1... ♖e4!+-

(3 points)

1... h6 (2 points) would not be so strong, on account of 2. ♖xc4! (if 2. ♖g4 then 2... ♖d6) 2... ♖xc4 3. ♖xe5† ♖d7 4. ♖xg7† ♖c8 5. ♖c1 ♖xg2† 6. ♖xg2 ♖g4† 7. ♖f1 ♖g1† 8. ♖e2 and it is not clear whether Black can win the game.

After 1... e4?! there comes 2. ♖a1 ♖d4 (if 2... c3, then 3. ♖f7† ♖d7 4. ♖d1) 3. ♖c1±.

For centralizing the queen by 1... ♖e4 you get 1 point. The strong bishop move strengthens the black position and fends off White's attack.

2. ♖g4

If 2. ♖f5 ♖xf5 3. ♖xe5†, then 3... ♖d7 with the following variations:

a) 4. ♖xg7† ♖c6 (another good move is 4... ♖c8 5. ♖e1 ♖d7+-) 5. ♖f6† ♖d6 6. ♖xf5 ♖xf5 7. ♖xf5 ♖b8+-

b) 4. ♖xf5† ♖xf5 5. ♖xf5 ♖c6+-

2... ♖b8 3. ♖d1

Threatening ♖a4†.

After 3. ♖e2 there follows 3... ♖xg2†! 4. ♖xg2 ♖b2+-.

3... ♖d7 4. ♖f7† ♖e6+-

White resigned. After 5. ♖xg7 there comes 5... ♖xg2† 6. ♖xg2 ♖b2† 7. ♖h1 ♖d5†+-.

And if 5. ♖f1, then Black has 5... ♖b2 6. ♖g4† ♖d5 7. ♖f3 ♖xf3 8. gxf3 ♖xa2+-.

Scoring

Maximum number of points is 27

22 points and above	→	Excellent
17 points and above	→	Good
12 points	→	Pass mark

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

Contents

- ✓ Calculating short variations
- ✓ Possibilities for your opponent
- ✓ Exercises with mate in two moves

Mate in two moves

The aim of this lesson is to improve your calculation of short variations. **It is more important to find a lot of options in the first few moves than to calculate long variations.** Most mistakes occur in the early moves in variations. What is the use of calculating a long and correct variation if your opponent has a much better reply on move one?

You must develop your skill at calculating short variations, while at the same time taking into account the possibilities available to your opponent. This skill should reduce blunders.

Exercises with mate in two moves are very well suited for training in the art of calculating short variations with great accuracy.

Before reading the accompanying text, try to find the correct solution in all the examples! Note down all the variations you have calculated for each position, and then compare your variations with those given in the text.

Diagram 9-1



Diagram 9-1

S.Loyd

1859

1. ♖a5 ♘d7

1... ♙e6 2. ♜e5#; 1... ♗f5 2. ♘xf5#; 1... ♙b7 2. ♘f5#;
 1... ♙e7 2. ♜e5#; 1... ♗d6 2. ♜d5#; 1... ♗c5 2. ♜a1#;
 1... ♙g7 2. ♜xb4#; 1... ♗h6 2. ♜xb4#; 1... ♗d7 2. ♘f5#;
 1... ♗d6 2. ♜xb4#; 1... ♗d5 2. ♜xd5#; 1... ♗e7 2. ♜xb4#;
 1... ♗e6 2. ♘f5#; 1... ♗e5 2. ♜xe5#.

2. ♜d5#

Positions with few pieces are basically simpler, but it often happens that, even after thinking for a long time, one does not see the solution. **When that happens, you have to check out every possible move.**

Diagram 9-2

J. Abbott

1902

1. ♖h8! ♔f4

The other three variations are as follows: 1... ♔h~ 2. ♕f5#.

That means: 1... ♔h5 2. ♕f5#, 1... ♔h3 2. ♕f5# or 1... ♔h4 2. ♕f5#.

2. ♖d4#

Here are another six positions with mate in two moves to warm up with. To find the solutions here, you need a little imagination (or a lot of patience).

Diagram 9-3

Y. Afek

1978

1. ♖d3! ♔e1

1... ♔~ 2. ♖g3#; 1... e1 ♖ 2. ♖f3#; 1... e1 ♖ 2. ♖f3#;

2. ♖g3#

Diagram 9-4

A. Gurvitch

1959

1. ♖a8! ♔xa4

1... ♖~ 2. ♔b7#

2. ♔b6#

Diagram 9-2

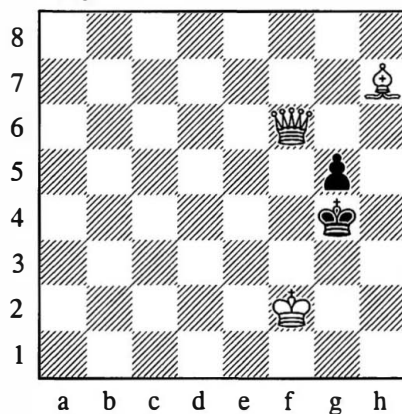


Diagram 9-3

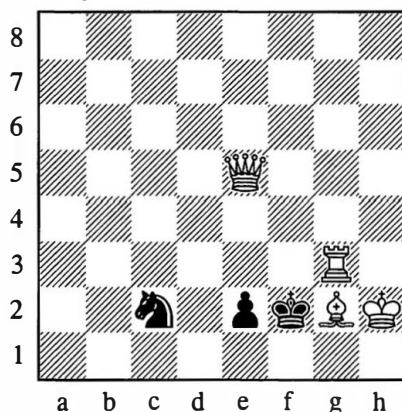


Diagram 9-4

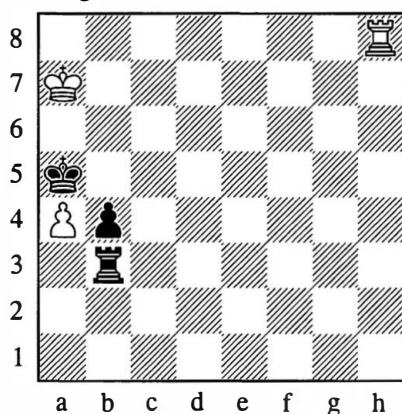


Diagram 9-5

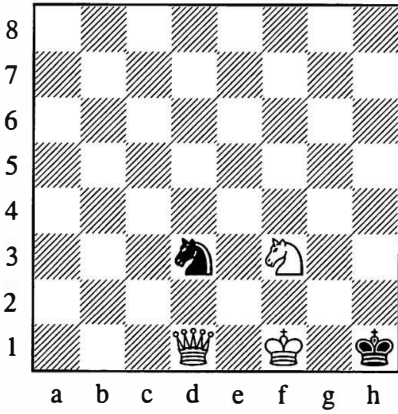


Diagram 9-5

V.Chepizhny

1987

1. ♖b1! ♜f4 (or ♜e5, c5, b4, f2)
 If 1... ♜b2 (or ♜c1, e1), then 2. ♖h7#.
 2. ♜f2#

Diagram 9-6

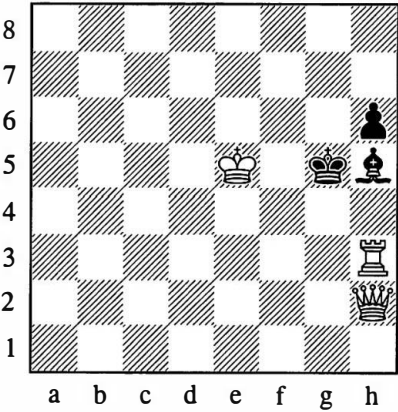


Diagram 9-6

S.Loyd

1881

1. ♖a2! ♜g4 (or ♜f3, e2, d1)
 1... ♜g6 (or ♜f7, e8) 2. ♖g2#; 1... ♜g6 2. ♖g8#;
 1... ♜g4 2. ♖g2#.
 2. ♖g8#

Diagram 9-7

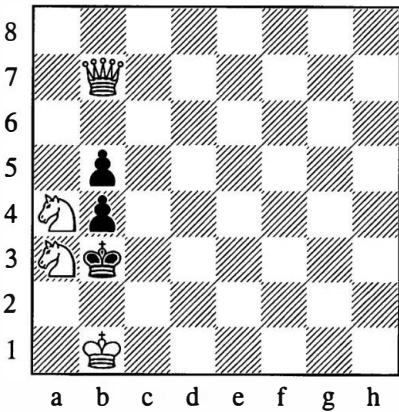


Diagram 9-7

S.Schett

1881

1. ♖a6! ♜xa3
 1... bxa3 2. ♖xb5#; 1... bxa4 2. ♖d3#.
 2. ♜c5#

Diagram 9-8

M.Lokker

1967

1. ♖b2 ♖b4

1... ♜d4 2. ♜e1#; 1... ♜~ 2. ♜a4#.

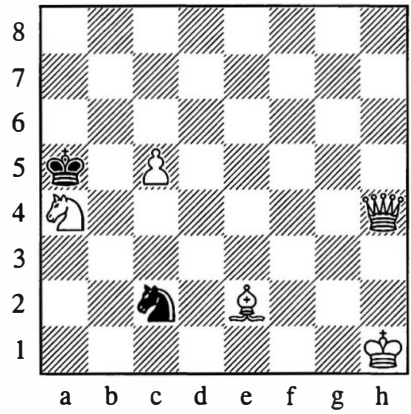
2. ♜d8#

In all the positions in the test, you have to find mate in two moves.

There is **only one single way** to achieve mate in two moves.

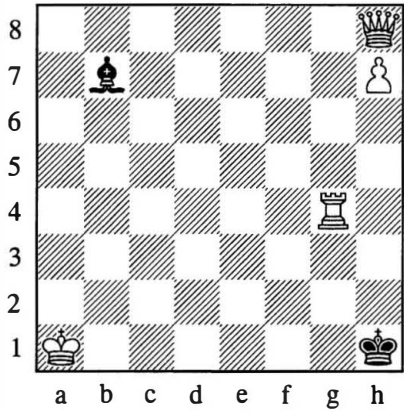
Check out all your opponent's replies with great care! In your solution you must have **calculated and written down all possible replies for your opponent.**

Diagram 9-8

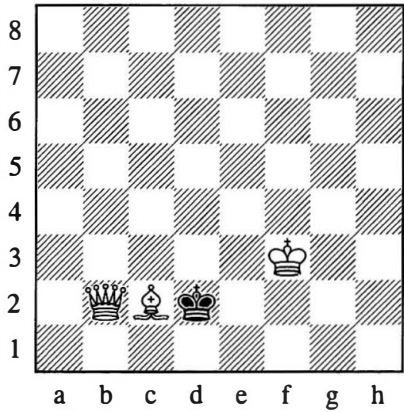


Exercises

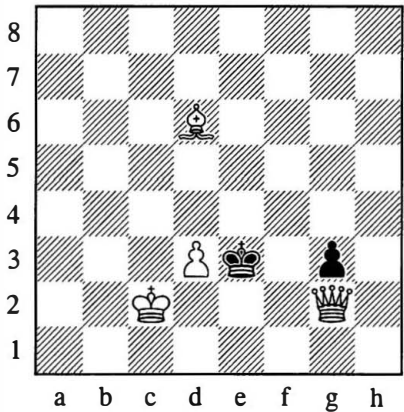
► Ex. 9-1 ◀ ★ △



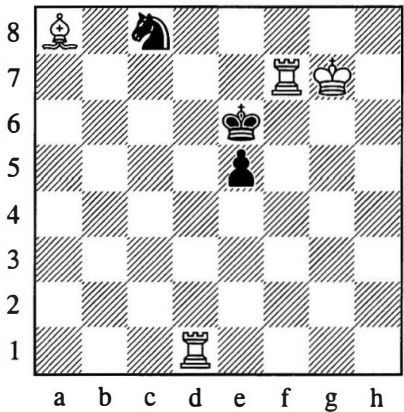
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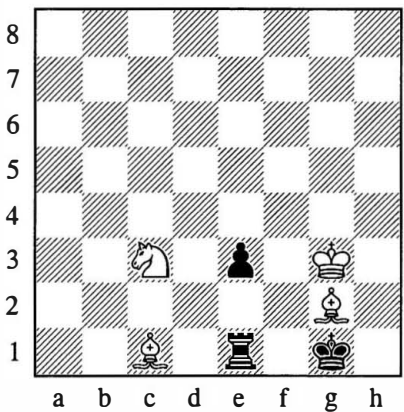
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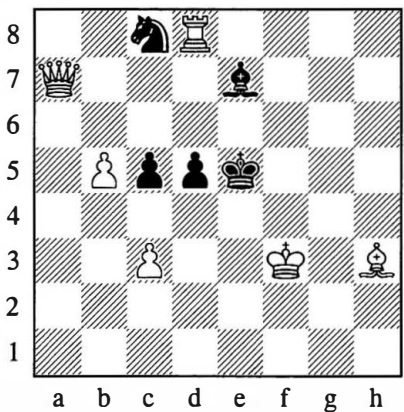
► Ex. 9-5 ◀ ★ △



► Ex. 9-3 ◀ ★ △

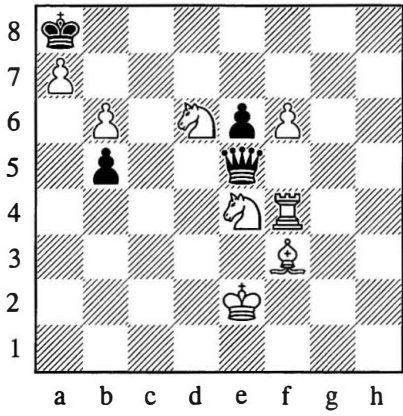


► Ex. 9-6 ◀ ★ △

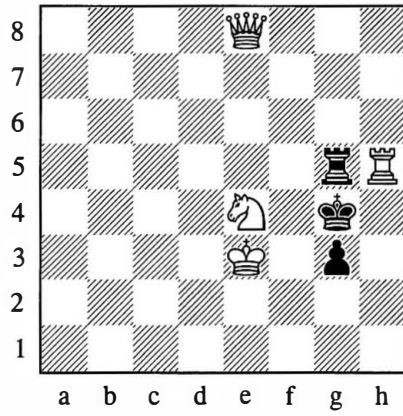


Exercises

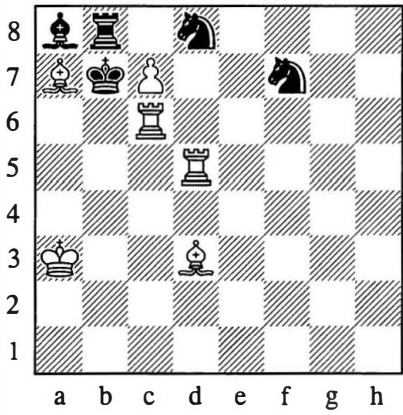
► Ex. 9-7 ◀ ★ ◻



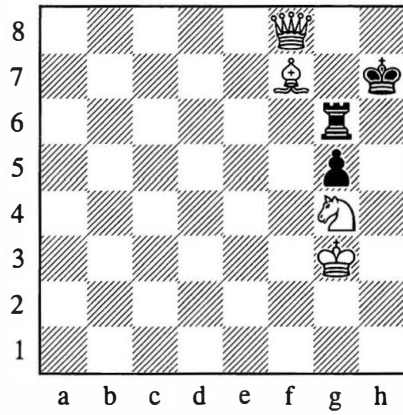
► Ex. 9-10 ◀ ★ ◻



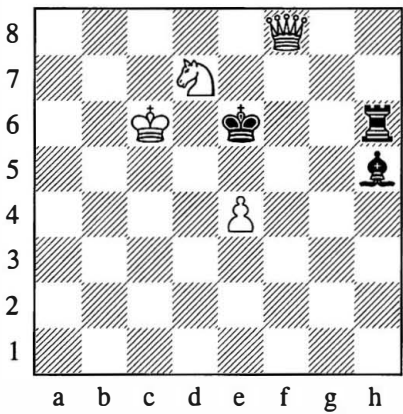
► Ex. 9-8 ◀ ★ ◻



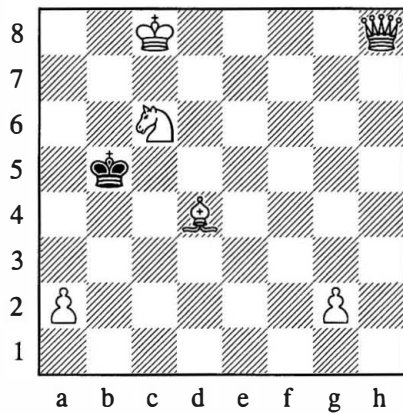
► Ex. 9-11 ◀ ★ ◻



► Ex. 9-9 ◀ ★ ◻



► Ex. 9-12 ◀ ★ ◻



Solutions

Ex. 9-1

A. Grin

1964

1. ♖a8! ♗g2
 1... ♗~ 2. h8♖# or 1... ♗h2 2. h8♖#.
 2. ♖xg2#
- (1 point)

Ex. 9-2

L. Talaber

1932

1. ♗e7! ♗f4
 1... ♗d4 2. ♖e4#
 2. ♖e4#
- (1 point)

Ex. 9-3

E. Szentgyörgyi

1928

1. ♗a3! e2
 1... ♗~ 2. ♗e2#
 2. ♗c5#
- (1 point)

Ex. 9-4

T. Schönberger

1925

1. ♗a4†! ♗d3
 1... ♗e1 2. ♖e2#
 2. ♗b5#
- (1 point)

Ex. 9-5

A. Lebedev

1929

1. ♗e4! ♗e7
 1... ♗d6 2. ♗d5#; 1... ♗b6 2. ♗f5#; 1... ♗a7
 2. ♗f5#.
 2. ♗f6#
- (1 point)

Ex. 9-6

D. Uljanov

1909

1. ♗d6! (Δ♗e6#) 1... ♗xa7
 1... ♗b6 2. ♖xe7#; 1... ♗xd6 2. ♖xe7#;
 1... ♗xd6 2. ♖b8#; 1... ♗xd6 2. ♖g7#; 1... ♗~
 2. ♗e6#; 1... c4 2. ♗e6#; 1... d4 2. ♖xc5#.
 2. ♗e6#
- (1 point)

Ex. 9-7

A. Bottachi

1921

1. ♗g4! b4
 1... ♖d5 2. ♗g8#; 1... ♖c5 2. ♗xc5#; 1... ♖f5
 2. ♗g8#; 1... ♖g5 2. ♗xg5#; 1... ♖h5 2. ♗g5#;
 1... ♖xd6 2. ♗xd6#; 1... ♖xf6 2. ♗xf6#; 1... ♖f4
 2. ♗g8#; 1... ♖g3 2. ♗xg3#; 1... ♖h2† 2. ♗f2#;
 1... ♖xe4† 2. ♗xe4#; 1... ♖d4 2. ♗g8#; 1... ♖c3
 2. ♗xc3#; 1... ♖b2† 2. ♗d2#; 1... ♖a1 2. ♗g8#.
 2. ♗g8#
- (1 point)

Ex. 9-8

H. Bettman

1923

1. ♗d7! ♗xc6
 1... ♗c8 2. cxd8♖#; 1... ♗xa7 2. c8♗#;
 1... ♗c8 2. cxd8♗#; 1... ♗xc6 2. cxb8♖#;
 1... ♗e6 2. c8♖#. After any move by the knight
 on f7 then 2. c8♖#.
 2. cxb8♗#
- (1 point)

Ex. 9-9

G. Wennik

1918

1. ♗c7○ ♗g4 (or ♗f3, e2, d1, e8)
 1... ♗g6 2. ♖xf6#; 1... ♗f7 2. ♖d6#; 1... ♗g6
 2. ♖e8#; 1... ♗f6 (or ♗h7, h8) 2. ♖(x)f6#.
 2. ♖e8#
- (1 point)

Solutions

Ex. 9-10

W. Speckmann

1. ♖g8! ♜f5

1... ♜xh5 2. ♖xg5#; 1... ♗~ 2. ♜f6#; 1... g2

2. ♖xg5#.

2. ♗xg5#

(1 point)

Ex. 9-12

N. Kosolapov

1963

1. ♖h3 ♜xc6

1... ♜a4 2. ♖b3#; 1... ♜a6 2. ♖d3#; 1... ♜c4

2. ♖b3#.

2. ♖d7#

(1 point)

Ex. 9-11

S. Loyd

1885

1. ♖a8 ♜g7

1... ♗~6 2. ♖g8#; 1... ♗g8 2. ♖xg8#; 1... ♜g7

2. ♖g8#.

2. ♖h1#

(1 point)

Scoring

Maximum number of points is 12

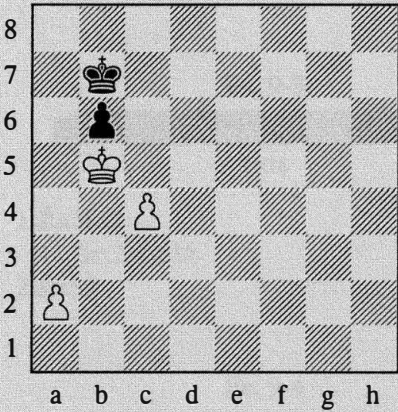
11 points and above → **Excellent**9 points and above → **Good**6 points → **Pass mark**

If you scored less than 6 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

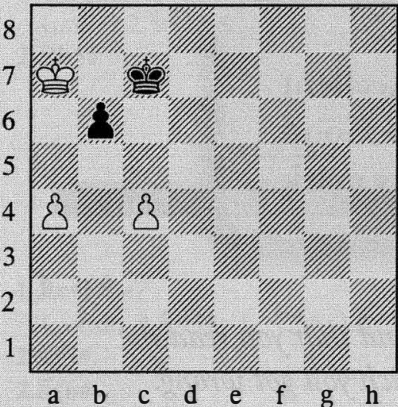
- ✓ The opposition and corresponding squares
- ✓ Corresponding squares and mutual zugzwang
- ✓ Reserve tempi
- ✓ Flanking manoeuvre
- ✓ Distant opposition
- ✓ Different forms of the opposition

Diagram 10-1



Example 1 +-

Diagram 10-2



The opposition

In Chapter 4 we saw some simple examples of the *opposition*. Let's now deepen our knowledge.

It must be understood that **the opposition is only a special case of corresponding squares**.

Corresponding squares are squares on which both sides find themselves in zugzwang.

What we call the opposition is when the kings stand opposite each other with only one square between them.

When there are three or five squares between them we speak about the *distant opposition*.

The opposition can be diagonal, horizontal or vertical.

Diagram 10-1

To break down his opponent's defence, White must pass the right to move to his opponent. White wins here, because he has exactly **two reserve tempi**.

What would be wrong here would be the expansive move:

1.a4?

White would then win the opposition and the black king would have to move to one side, but after that White would not have a reserve tempo left.

1...♔c7!

Not 1...♔a7? on account of 2.a5! bxa5 3.♔xa5 and White gains the opposition again.

2.♔a6

The white king tries a flanking manoeuvre. It would be useless playing 2.c5 bxc5 3.♔xc5 ♔b7=, as the a-pawn does not win.

2...♔c6 3.♔a7 ♔c7!

Diagram 10-2

Black takes the horizontal opposition.

4.♔a8 ♔c8!=

But not 4...♔c6? 5.♔b8 ♔c5 6.♔b7+-.

Let us return to **Diagram 10-1**.

We need all the reserve tempi here. So the correct move is:

1.a3!

Once more, the black king must give way, going to one side.

1...♔c7

After 1...♔a7 2.♔c6 ♔a6 there comes 3.a4 (White uses his second reserve tempo to gain the horizontal opposition. Also good would be 3.♔c7 first.) 3...♔a7 4.♔c7 (of course not 4.♔b5? ♔b7! =) 4...♔a6 5.♔b8 (after having gained the opposition on the 7th rank, there now comes the flanking manoeuvre) 5...♔a5 6.♔b7+.

2.♔a6 ♔c6 3.a4!

3.♔a7? is bad, due to 3...b5! =.

Diagram 10-3

3...♔c7 4.♔a7

White wins the horizontal opposition.

4...♔c6 5.♔b8

And then comes the flanking.

5...♔d6

Or 5...♔c5 6.♔b7+.

6.♔b7 ♔c5 7.♔c7 ♔xc4 8.♔xb6+—

Diagram 10-3 ▼

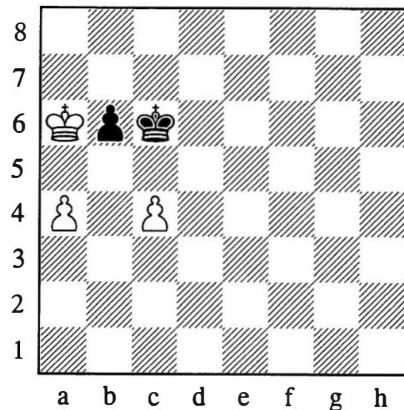


Diagram 10-4

J. Capablanca

1921

1.♔e2!

White will win the struggle for the key e5-square, after first gaining the distant opposition.

1...♔e7

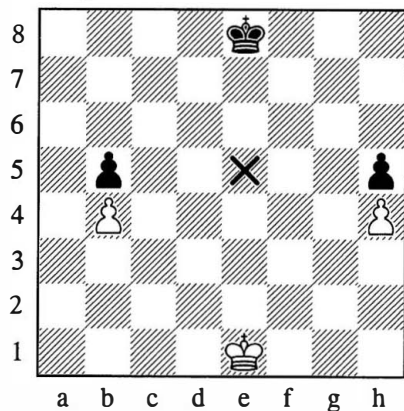
If 1...♔d7, then 2.♔d3 ♔c6 3.♔e4+—.

After 1...♔d8!? there comes 2.♔f3! (The distant opposition is crucial only on the e-file. White can now use a flanking manoeuvre to shorten the distant opposition. He must not play 2.♔e3?, due to 2...♔e7! with the distant opposition, when 3.♔e4 ♔e6 4.♔f4 ♔f6= leads to a draw. The same happens after 2.♔d3? ♔d7! = with the distant opposition.) 2...♔e7 3.♔e3! (again White gains the distant opposition, but not 3.♔f4? ♔f6=) 3...♔e6 (3...♔d6 4.♔d4+— opposition) 4.♔e4+— with the opposition. Play continues as in the main line.

2.♔e3 ♔e6 3.♔e4

Opposition. Black now has two possibilities.

Diagram 10-4 ▲



Example 2 +—

Diagram 10-5

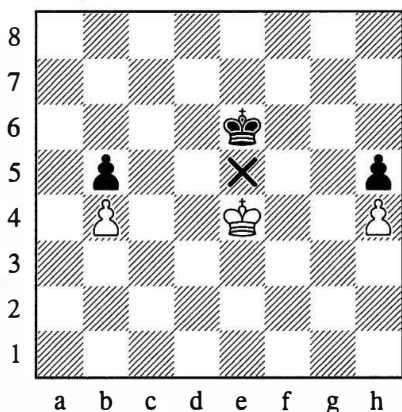


Diagram 10-5 (Variation A)

3...♔f6 4.♔f4!

4.♔d5? would be premature, in view of 4...♔f5 5.♔c5 ♖g4 6.♔xb5 ♔xh4 7.♔c5 ♔g4 8.b5 h4 9.b6 h3 10.b7 h2 11.b8♙ h1♙=.

4...♔g6

Or 4...♔e6 5.♔g5 ♔d5 6.♔xh5 ♔c4 7.♔g5 ♔xb4 8.h5 ♔c4 9.h6 b4 10.h7 b3 11.h8♙+.

5.♔e5

The key square.

5...♔g7 6.♔f5+–

Another good move is 6.♔d5 ♔f6 7.♔c5+–.

6...♔h6 7.♔f6♚ ♔h7 8.♔g5+–

Diagram 10-5 (Variation B)

3...♔d6 4.♔d4! ♔c6

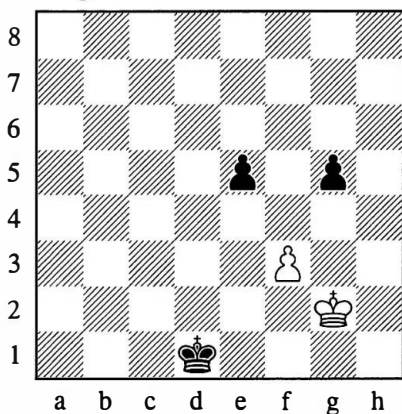
4...♔e6 5.♔c5+–

5.♔e5+–

The key square.

5...♔b6 6.♔d5 ♔b7 7.♔c5 ♔a6 8.♔c6♚ ♔a7 9.♔xb5 ♔b7 10.♔c5 ♔c7 11.♔d5! ♔b6 12.♔e5 ♔b5 13.♔f5 ♔xb4 14.♔g5 ♔c5 15.♔xh5 ♔d6 16.♔g6 ♔e7 17.♔g7!+–

Diagram 10-6



Example 3 =

Diagram 10-6

H. Neustadt

Chess magazine 1890

Only the distant, horizontal opposition can save White!

1.♔h1!!

1.♔f1? loses to 1...♔d2 2.♔f2 ♔d3 (another good move is 2...g4+–) 3.♔g1 ♔e3 4.♔g2 ♔e2♚+– and Black gains the opposition.

1.♔g3? fails to 1...♔e1! 2.♔g2 ♔e2 3.♔g3 ♔f1 4.♔g4 ♔f2+–.

1...♔e1

If 1...g4, then 2.♔g2! ♔d2 3.fxg4 e4 4.g5 e3 5.g6 e2 6.g7 e1♙ 7.g8♙=.

2.♔g1!

Horizontal opposition.

2...♔e2 3.♔g2! ♔e3 4.♔g3! ♔d2

Or 4...♔d4 5.♔g4! =.

5.♔h2! ♔d3 6.♔h3! =

The following theoretically important endgame illustrates all forms of the opposition.

Diagram 10-7

1.♔f3

The black king must remain inside **the square of the a-pawn**. But it also has another task: it must defend the **key squares c4, d4 and e4**.

Black has a simple defensive method: as long as the white king is on the 1st or 2nd rank, the black king remains on d6 or e6. Only if the white king moves to the third rank does Black have to occupy a corresponding square: 1.♔h3 ♔d5! or 1.♔g3 ♔e5!.

1...♔d5!

The **corresponding squares** are **d3 (f3, h3) – d5** and **e3 (g3) – e5**.

2.♔g3 ♔e5!

Diagonal opposition.

3.♔h3 ♔d5! 4.♔h4 ♔d4!

Horizontal, distant opposition.

5.♔h5 ♔d5! 6.♔h6 ♔d6! 7.♔h7 ♔d7! 8.♔h8 ♔d8! 9.♔g7 ♔e7!

Horizontal opposition.

10.♔g6 ♔e6! 11.♔g5 ♔e5! 12.♔g4 ♔e4! 13.♔g3 ♔e5! 14.♔f3 ♔d5! 15.♔e3 ♔e5!

Opposition. Not 15...♔c5?? 16.♔e4+- and White occupies the key square.

16.♔d3 ♔d5!

Opposition.

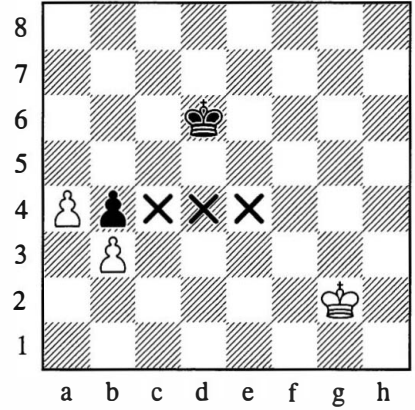
17.♔e3 ♔e5! 18.a5 ♔d5 19.a6 ♔c6 20.♔d4 ♔b6

21.♔c4 ♔xa6 22.♔xb4 ♔b6=

Opposition.

The test which follows will show how well you have understood the two lessons on pawn endings.

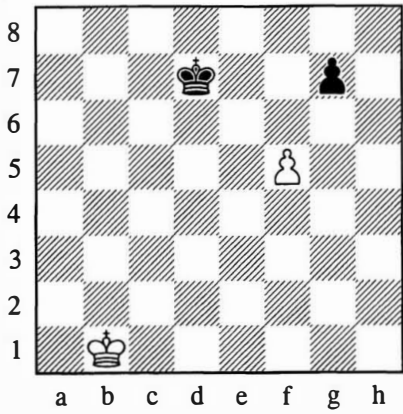
Diagram 10-7



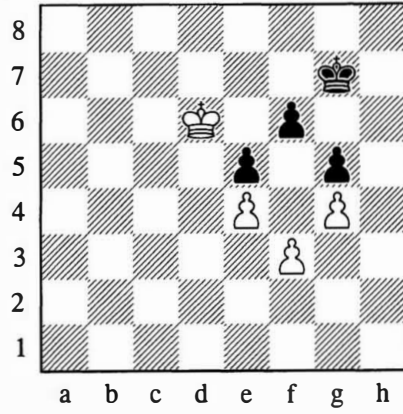
Example 4 =

Exercises

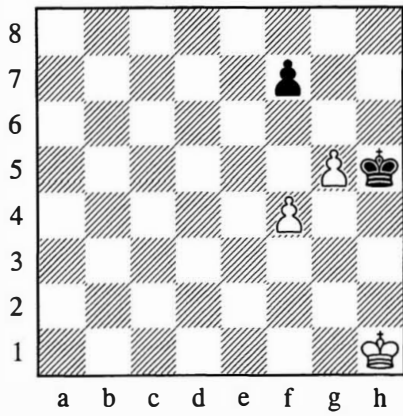
► Ex. 10-1 ◀ ★★★ △



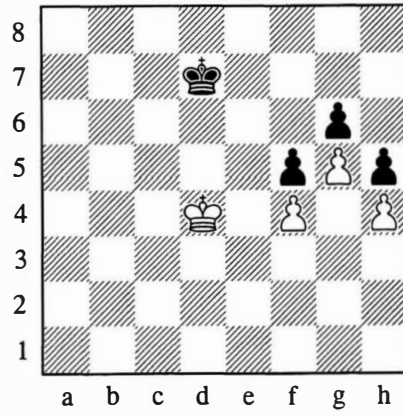
► Ex. 10-4 ◀ ★ ▼



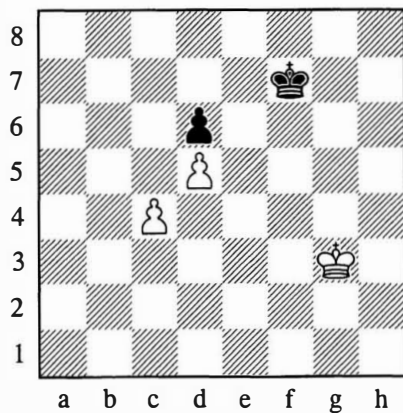
► Ex. 10-2 ◀ ★★★ △



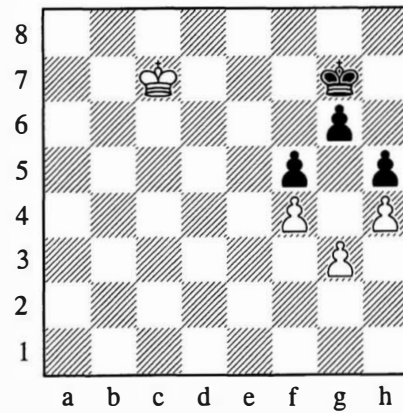
► Ex. 10-5 ◀ ★ △



► Ex. 10-3 ◀ ★★★ △

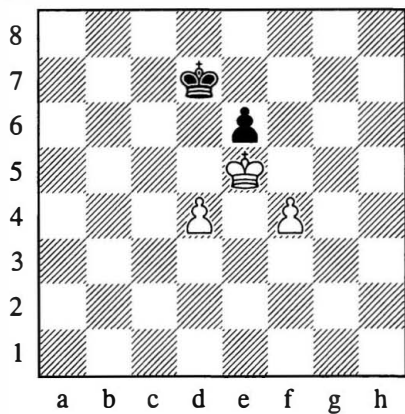


► Ex. 10-6 ◀ ★★ △

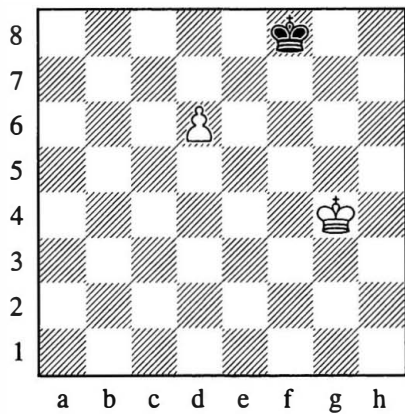


Exercises

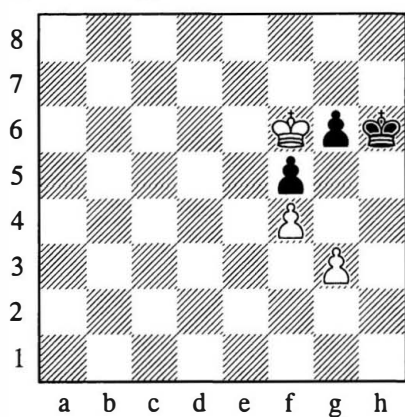
► Ex. 10-7 ◀ ★ △



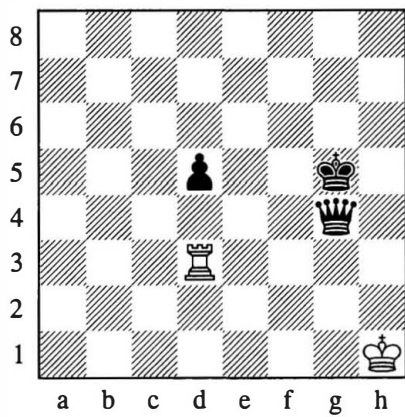
► Ex. 10-10 ◀ ★★ △



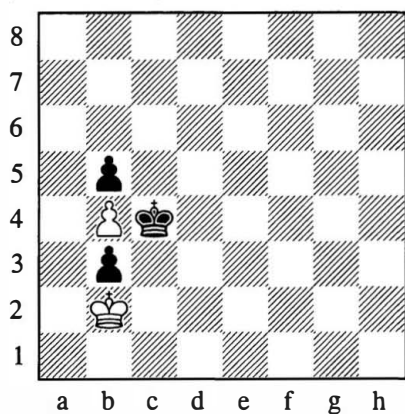
► Ex. 10-8 ◀ ★★ ▼



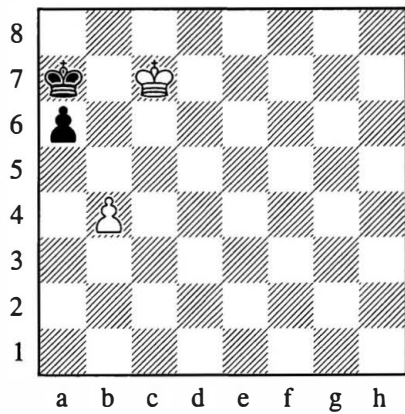
► Ex. 10-11 ◀ ★★★★★ △



► Ex. 10-9 ◀ ★★ △



► Ex. 10-12 ◀ ★★ ▼



Solutions

Ex. 10-1

J. Moravec

1952

1. ♖c2!

(1 point)

1.f6? gxf6 2. ♖c2 would be wrong, in view of 2... ♖e6 3. ♖d3 ♖f5+ and the black king will occupy g4, the key square for the f6-pawn (see Example 1 in Chapter 4).

1... ♖d6!

1... ♖e7 2. ♖d3 ♖f6 3. ♖e4= is simple.

2.f6!

(1 point)

2. ♖d3? loses after 2... ♖e5 3. ♖e3 (if 3.f6, then 3... ♖xf6!+) 3... ♖xf5 4. ♖f3 ♖g5 5. ♖g3 g6+ (see Example 3 in Chapter 4).

2... gxf6 3. ♖d2!

(1 point)

The distant opposition. 3. ♖d3? ♖d5 4. ♖e3 ♖e5 5. ♖f3 ♖f5 6. ♖e3 ♖g4+ would be bad.

3... ♖e6 4. ♖e2!

We also saw this idea in Ex. 4-9.

4... ♖f5 5. ♖f3=

Opposition.

Ex. 10-2

H. Mattison

1918

1.g6!

(1 point)

If 1. ♖g2? ♖g4 2. ♖f2 (or 2.g6 fxf6 3.f5 gxf5+ and Black holds the opposition), then 2... ♖xf4 3. ♖g2 ♖xg5 and Black wins, because he has a reserve tempo: 4. ♖g3 ♖f5 5. ♖f3 f6+.

1... fxf6 2.f5!

(1 point)

After 2. ♖g1? comes 2... ♖g4 3.f5 ♖xf5! 4. ♖f2 ♖f4+. Also bad is 2. ♖g2? ♖g4 3. ♖f1 (3.f5 gxf5!+) 3... ♖xf4 4. ♖f2 g5+.

2... gxf5 3. ♖g1!

(1 point)

3... ♖g5 4. ♖f1!

See also Ex. 4-2.

Not 4. ♖g2? ♖g4+ nor 4. ♖f2? ♖f4+.

4... ♖f4 5. ♖f2=

Opposition.

Ex. 10-3

I. Dritina

1907

1. ♖f3!

(1 point)

White must first gain the distant opposition on the f-file.

If 1. ♖f4?, then 1... ♖f6 and White gets no further, e.g. 2. ♖e4 ♖e7! 3. ♖d4 (or 3. ♖f5 ♖f7=) 3... ♖d7! 4. ♖c3 ♖c7! 5. ♖b4 ♖b6! =.

1... ♖e7 2. ♖g4!

(1 point)

White shortens the distance between the two kings with this typical flanking manoeuvre (see also Example 2 of this chapter).

2... ♖f6

Or 2... ♖f8 3. ♖f4! ♖e7 4. ♖g5!+-. If 2... ♖f7, then 3. ♖f5+- wins.

3. ♖f4! ♖e7

Or 3... ♖g6 4. ♖e4 ♖f6 5. ♖d4 ♖e7 6. ♖c3 ♖d7 7. ♖b4 ♖c7 8. ♖a5! ♖b7 9. ♖b5+-.

(1 point)

4. ♖g5!

Flanking.

4... ♖f7 6. ♖f5!

Opposition.

5... ♖e7 6. ♖g6

Flanking.

6... ♖e8 7. ♖f6 ♖d7 8. ♖f7 ♖d8 9. ♖e6 ♖c7 10. ♖e7+-

Ex. 10-4

1... ♖h6!

(1 point)

The horizontal, distant opposition, as in Example 3.

The alternatives are bad:

Solutions

a) 1...♔f7? 2.♔d7 ♘g6 3.♔e6 ♘g7 4.♔e7 ♘g6 5.♔f8 ♘h6 6.♔f7+-

b) 1...♔g6? 2.♔e6 ♘g7 3.♔e7+-

c) 1...♔h7? 2.♔d7! ♘h6 (2...♔g8 3.♔e6 ♘g7 4.♔e7+-) 3.♔e8!+- ♘g7 4.♔e7 ♘g6 5.♔f8+-

2.♔e7 ♘g7! 3.♔e8 ♘g8! 4.♔d7 ♘h7! =

Ex. 10-5

1.♔d5!

(1 point)

White takes the opposition. 1.♔e5? would be bad, due to 1...♔e7=.

1...♔e7 2.♔e5!

But not 2.♔c6?, allowing 2...♔e6! = with the horizontal opposition.

2...♔f7 3.♔d6

Flanking.

3...♔f8 4.♔e6 ♘g7 5.♔e7 ♘g8 6.♔f6 ♘h7 7.♔f7♖+-

Ex. 10-6

1.♔c6!

(1 point)

The black king has no corresponding square, since his pawn is on g6.

But not 1.♔d6?, on account of 1...♔f6 2.♔d7 ♔f7 = with the horizontal opposition.

1...♔f6

Or 1...♔f7 2.♔d7+-.

2.♔d6! ♔f7 3.♔d7! ♔f6

After 3...♔f8 there follows the flanking move 4.♔e6+-.

4.♔e8!

Flanking, after gaining the opposition on the 7th rank.

4...♔g7 5.♔e7 ♘g8 6.♔f6 ♘h7 7.♔f7 ♘h6 8.♔g8♖

(1 point)

8...g5 9.fxf5† ♔g6 10.♔f8+-

Ex. 10-7

1.d5!

(1 point)

We know this idea from Example 1. Playing 1.♔f6? would be bad, in view of 1...♔d6 2.♔f7 ♔d7 =.

1...exd5 2.♔xd5

Opposition.

2...♔e7 3.♔e5 ♔f7 4.♔f5!+-

Ex. 10-8

1...♔h7!

(1 point)

1...♔h5? loses, because of 2.♔g7 g5 3.♔f6! gxf4 4.gxf4 ♘g4 5.♔e5♖+-.

2.♔f7 ♘h6 3.♔g8 g5! 4.♔f7 gxf4 5.gxf4 ♔h7! 6.♔f6 ♘g8! 7.♔xf5 ♔f7! =

(1 point)

Ex. 10-9

F.Yates – S.Tartakower

Homburg 1927

1.♔a3!

(1 point)

1.♔b1? would be bad, due to 1...♔xb4 2.♔b2 ♔a4 3.♔b1 ♔a3 4.♔a1 b2† 5.♔b1 b4+-.

1...b2

Or 1...♔c3 stalemate.

2.♔a2!

(1 point)

But not 2.♔xb2? on account of 2...♔xb4 and Black gains the opposition.

2...b1♙† 3.♔xb1 ♔xb4 4.♔b2 =

Opposition (see Example 2 in Chapter 4).
½-½

Ex. 10-10

J.Ban

1949

1.♔f5!

(1 point)

You must understand that the opposition is not a universal weapon, but only a special case of a pair of corresponding squares. Here, for

Solutions

example, taking the distant opposition makes no sense, since the black king simply goes in front of the d-pawn, with the consequences which we know from Chapter 4 (see Examples 1 and 2): 1.♔f4? ♕e8 2.♕e5 ♔d7=.

1...♔f7 2.♕e5! ♔f8

Or 2...♕e8 (aiming to hold the draw by moving to d7) 3.♕e6 ♔d8 4.d7+.

3.♔f6! ♕e8 4.♕e6 ♔d8 5.d7+–

(1 point)

Ex. 10-11

H.Cohn

1927

1.♖g3!!

(2 points)

The only chance to save the game, since the ending of rook against queen is lost.

1...d4

1...♗xg3 leads to stalemate.

If 1...♔f4, then after 2.♖xg4† ♕xg4 3.♔g2 White keeps the opposition: 3...♔f4 4.♔f2 ♕e4 5.♕e2 ♔d4 6.♔d2= (see Example 1 in Chapter 4).

2.♔g2!

(1 point)

2.♖xg4†? would be wrong, on account of 2...♕xg4 3.♔g2 d3 4.♔f2 ♔f4 5.♔f1 ♔f3! 6.♕e1 ♕e3 7.♔d1 d2+– (see Ex. 10-10).

2...d3 3.♔f1!!

(1 point)

3.♖xg4†? again loses to 3...♕xg4 4.♔f2 ♔f4 5.♔f1 ♔f3! 6.♕e1 ♕e3+–.

3...♗xg3 stalemate.

If 3...d2, then 4.♖xg4† ♕xg4 5.♕e2= while after 3...♔f4 there comes 4.♖xg4† ♕xg4 5.♕e1!=.

Ex. 10-12

C.Salvioli

1887

1...♕a8!

(1 point)

But not 1...a5? 2.b5 a4 3.b6† ♕a6 4.b7 a3 5.b8♗ a2 6.♗b6#.

2.♕b6 a5!

Of course, not 2...♕b8? 3.♕xa6+– and White occupies the key square for the b4-pawn.

3.♕xa5

3.bxa5 ♕b8=

3.b5 ♕b8! 4.♕xa5 ♕b7=

3...♕a7!

Opposition.

4.♕b5 ♕b7=

(1 point)

Scoring

Maximum number of points is 26

22 points and above → **Excellent**

18 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 pin
- ✓ The absolute pin
- ✓ Winning material by means of a pin
- ✓ Attacking the pinned piece with a pawn
- ✓ Exchanging on the pinning square
- ✓ Exploiting the pin by zugzwang
- ✓ Pinning combinations
- ✓ The pin as a positional device

Diagram 11-1

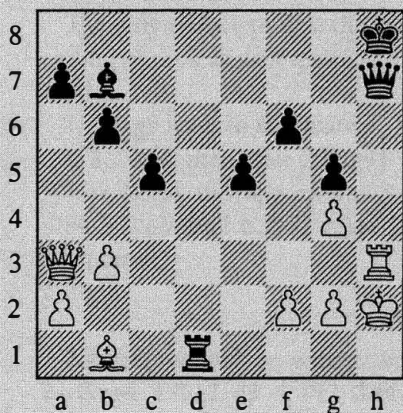
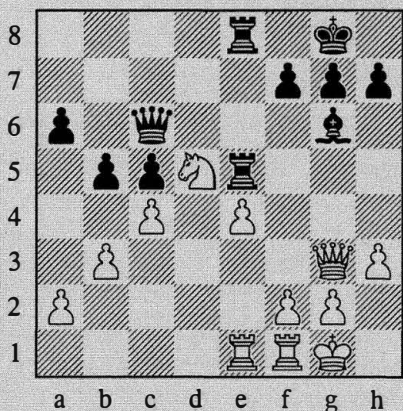


Diagram 11-2



The pin

What is a pin?

'One of the most frequent and most dangerous forms of attack is the *pin*. Any piece which moves along a straight line (queen, rook or bishop) attacks another piece, which cannot escape from the attack because by doing so it would expose another important piece – rook, queen or even king – which lies behind it along the line of the attack. So the pinned piece must remain where it is and is then exposed to further attacks by pieces and above all by pawns.' – S.Tarrasch

The absolute pin

An *absolute pin* is particularly strong and dangerous, since the piece behind the pinned piece is the king.

'The protection offered by a piece which is pinned is purely imaginary! It is only pretending to protect, in reality it is crippled and immobile.' – A.Nimzowitsch

Diagram 11-1

Schatz – Giegold

Hof 1928

Black has a combination, which is based on a pin.

1... ♖h1†! 2. ♔g3

If 2. ♔xh1, then 2... ♗xh3†+ exploits the absolute pin on the g2-pawn along the diagonal.

2... ♗h4†!

Also good enough is 2... ♖xh3† 3.gxh3 ♗h4† 4. ♔h2 ♗xf2#.

3. ♖xh4† gxh4#

Diagram 11-2

F.Olafsson – O.Bazan

Mar del Plata 1960

White finds a little combination, which exploits the various tactical nuances in the position.

1.f4! ♖xe4 2.f5! ♙xf5

If 2... ♙h5, then 3. ♖xe4 ♖xe4 4. ♔f6†! ♗xf6 5. ♗b8†+.

Neither is 2...♖xe1 3.♗xe1 ♖xe1† 4.♙xe1 ♗xf5 any good, on account of 5.♘e7+–.

3.♗xe4 ♗xe4 4.♘f6†

The g7-pawn is now pinned.

4...♔h8 5.♘xe8 ♗xe8 6.♙c7 bxc4 7.♗d1!

Black resigned. The threat is 8.♗d8, and after 7...♗d3 there follows simply 8.bxc4 with an easy win.

Winning material by means of a pin

The pin is often an important part of tactical operations. A pin can frequently lead to gaining an advantage in material.

Diagram 11-3

Variation from the game

A.Yusupov – J.Lautier

Amsterdam 1994

1.♗b1!

This pins the knight. The threat is 2.♗d4.

1...♗b8

Black wants to unpin with 2...♘d7!, but White employs a typical idea to prevent that.

2.♗e5! ♗b7 3.♗d4+–

White wins a piece.

Diagram 11-3

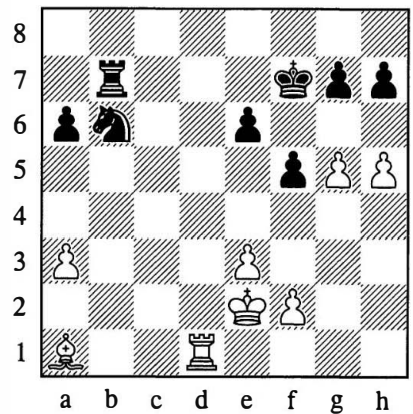


Diagram 11-4

A.Yusupov – P.Nikolic

Munich 1994

During a tactical exchange of pieces, White uses the pin to win the game.

1.♗xe4!

Nothing is achieved by 1.♗xb3 ♗xc6. And if 1.♘e5†, then 1...♔f6.

1...♗a4

Or 1...fxe4 2.♘e5† ♔f6 3.♘g4† ♔f5 4.♗xb3 ♗c1† 5.♔h2 h5 6.♗b5+–.

2.♗f3 ♗xc6

The main variation would go 2...♗xc6 3.♗c2+– and White wins the pinned piece.

3.♗b7† ♔f6 4.♗xc6+–

Diagram 11-4

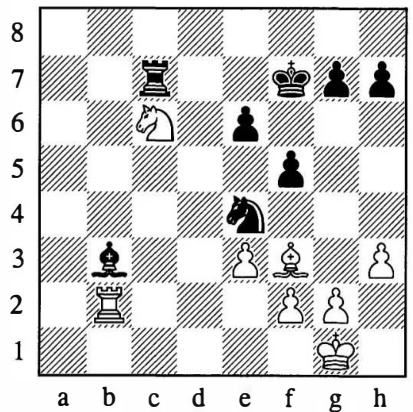
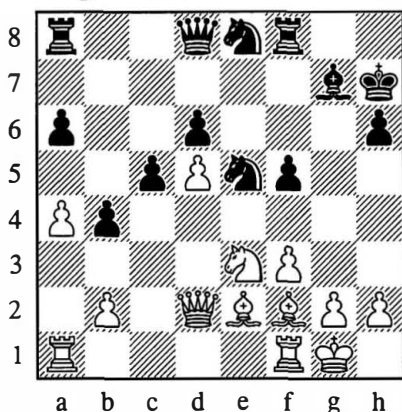


Diagram 11-5



Attacking the pinned piece with a pawn

Diagram 11-5

A.Yusupov – B.Martin

Can Picafort 1981

1. ♖xf5!

Much more energetic than 1.f4 ♖g6 2.♙d3±.

1... ♜xf5 2. ♖c2!

But not 2.♙d3 ♖d7 3.g4??, in view of 3... ♖xf3†
4. ♖g2 ♖xd2 5.♙xf5† ♖xf5 6.gxf5 ♖xf1–+.

2... ♖g5 3.g4!

A typical pawn attack on the pinned piece.

3... ♖g6 4. ♖xf5 ♖xf5 5.gxf5 ♖f4 6.♙c4 ♙xb2
7.♞ae1+–

Diagram 11-6

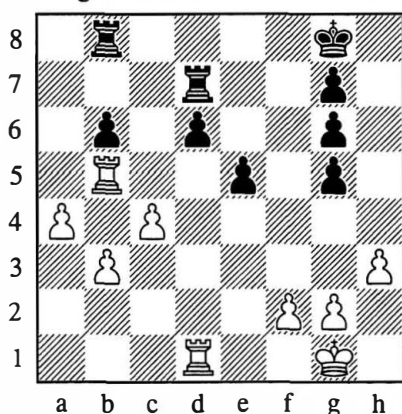


Diagram 11-6

Bastrikov – Jakovlev

USSR 1956

White has various ways to turn his decisive positional advantage into a material one. The game went:

1.c5!+–

A pretty move, which simultaneously exploits the pins on both the b- and d-pawns. Black loses a pawn and the game. White could also exploit the pin on the b-pawn by 1.a5! ♞b7 2.a6 ♞a7 3.♞xd6+–. The pin on the d-pawn even gives White a third way to win a pawn, by 1.♞xe5! dxe5 2.♞xd7.

1–0

Diagram 11-7

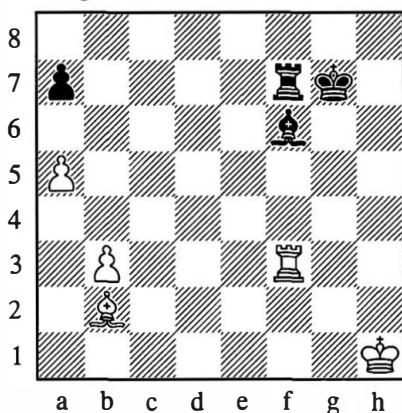


Diagram 11-7

A.Nimzowitsch

1. ♞xf6!

With this move, White links two typical motifs: he gets an absolute pin and wins a tempo after general exchanges. 1.♙xf6† ♞xf6 2.♞xf6 ♖xf6 3.b4 ♖e5 4.b5 ♖d6 leads only to a draw.

1... ♞xf6 2.b4 ♖f7

2... a6 3.b5 axb5 4.a6+–

3.♙xf6 ♖xf6 4.b5 ♖e6 5.b6 axb6 6.a6!

White wins.

Exploiting the pin by zugzwang

Diagram 11-8

V.Kupreichik – S.Dolmatov

USSR Ch, Vilnius 1980

After the obvious moves

1...♙c6† 2.♖e4 ♜e6! 3.♞ae1

Black plays

3...g6!

White can no longer unpin with f4-f5 and ♔f4.

4.♙c3 ♔f7 5.h4 ♞xe4 6.♞xe4 h5 7.a4 a5 8.b3 ♙d5+–

White is in zugzwang. After 9.♙e5 there comes 9...d2, while after 9.♙d2 the win is achieved by 9...♔f6 then ♔f5.

0–1

A few more examples with pinning combinations, which are sometimes rather hard to see.

Diagram 11-9

S.Tarrasch

The following combination occurs frequently.

1...♗xf4! 2.gxf4 ♞g6+–

Black wins the queen.

Diagram 11-10

K.Pytel – P.Ostojic

Bagneux 1978

1.♗xe4!

The knight on f6 is pinned, because it has to block access to the crucial square g7. If 1.g4, then Black defends by 1...♞f8!.

1...♗bd7

Black must accept the loss of the e4-pawn. After 1...♞xe4 comes 2.♙f3+–, and when the queen retreats, White wins the rook on a8. If 1...♗xe4?!, then, of course, 2.♞xg7#.

2.♞d1 ♞a6 3.♗g3 ♙b7 4.0–0+–

Diagram 11-8

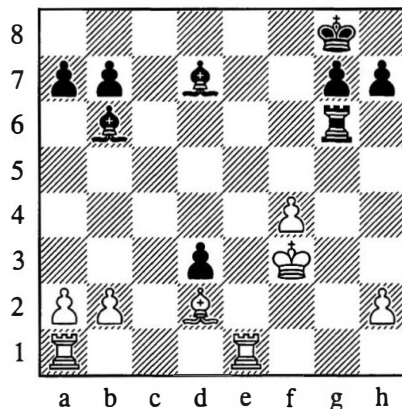


Diagram 11-9

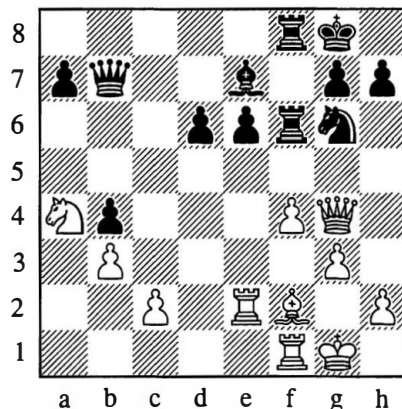


Diagram 11-10

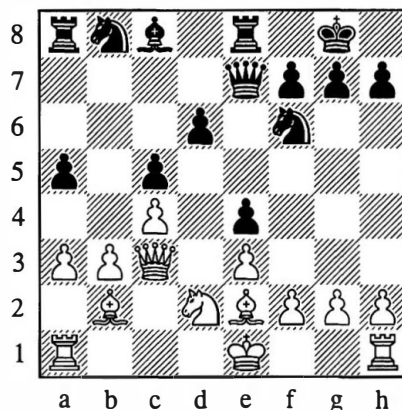


Diagram 11-11

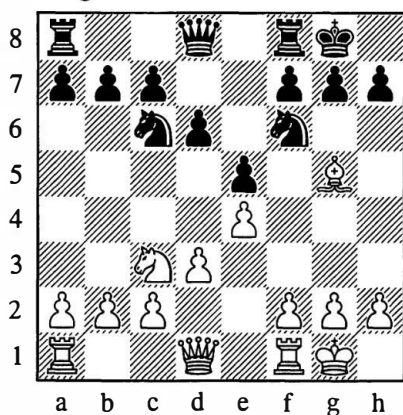
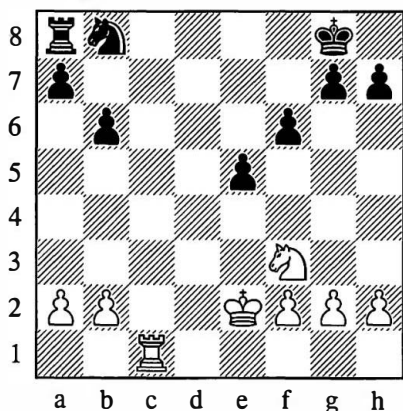


Diagram 11-12



If the pinned piece is not covering the king, but a stronger piece, it can, however, move away. Moves like that, which uncover a stronger piece, are very easy to overlook. See Chapter 7 – The discovered attack.

The pin is not only a tactical motif, but is also an important positional device

Diagram 11-11

Example 1

Here, the pin on the f6-knight brings White a great advantage. It can lead to the destruction of the castled position.

1. ♖d5 ♘d4?

If 1... ♗h8 or 1... ♖e8, then 2. f4! while after 1... h6 there comes 2. ♘xf6† gxf6 3. ♗xh6+–.

2. ♘xf6† gxf6 3. ♗h6+–

Because of the threat of ♖g4†, Black has to surrender the exchange.

Diagram 11-12

Example 2

Although White has one pawn less, the pin on the knight signifies a clear advantage to White. Black cannot bring his pieces on the queenside into play.

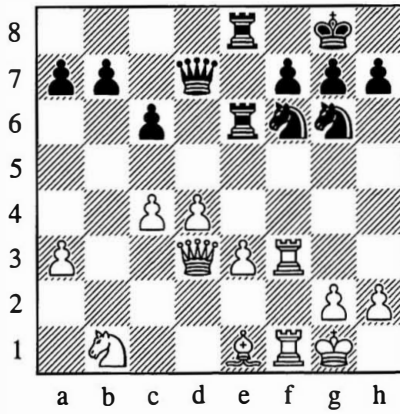
1. ♖c8† ♗f7 2. g4 ♗e6 3. ♖h8 h6 4. ♘h4+–

The pin can often bring about a tactical or a positional advantage. For that reason, you must fight against any pin with due urgency, or even prevent one occurring.

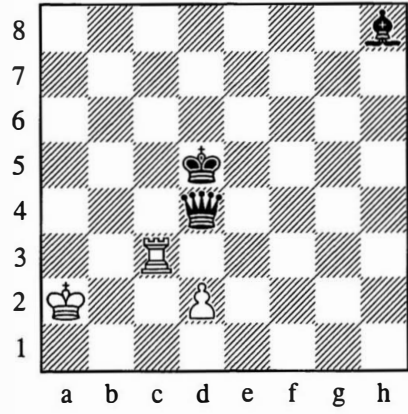
Test your understanding with the following twelve exercises about the pin.

Exercises

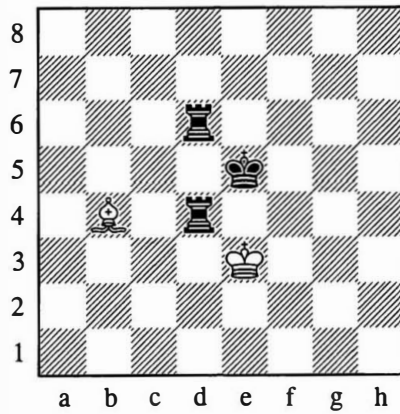
► Ex. 11-1 ◀ ★ ▼



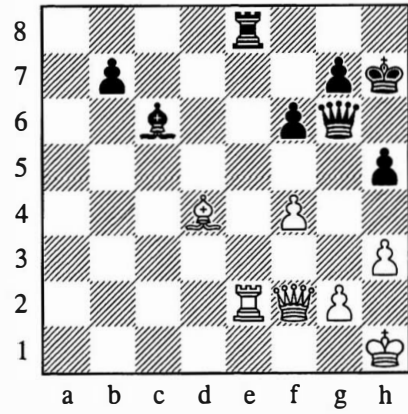
► Ex. 11-4 ◀ ★★ △



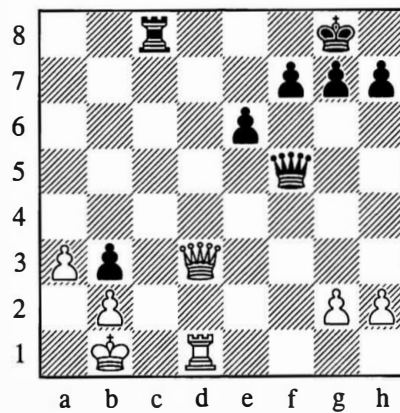
► Ex. 11-2 ◀ ★ △



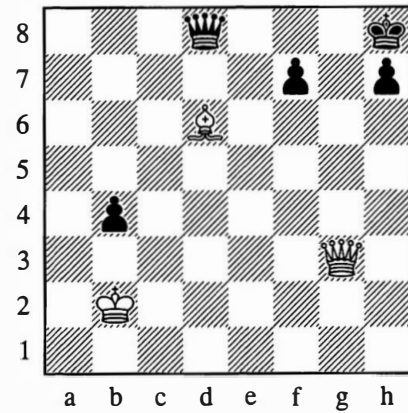
► Ex. 11-5 ◀ ★★ ▼



► Ex. 11-3 ◀ ★ ▼

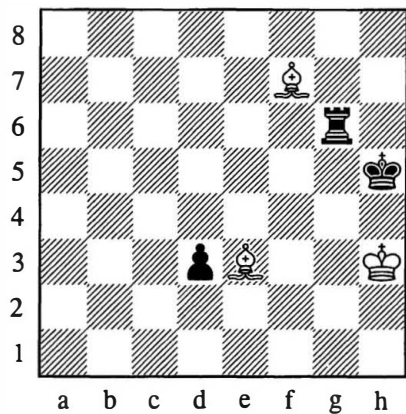


► Ex. 11-6 ◀ ★★ △

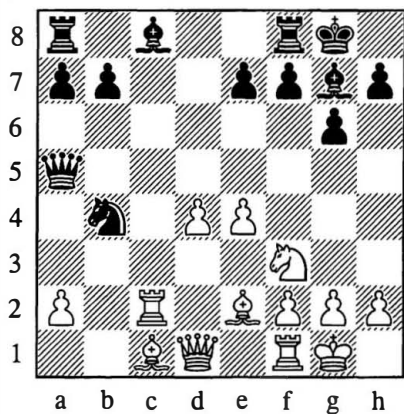


Exercises

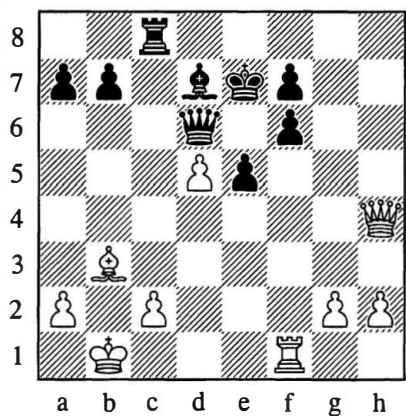
► Ex. 11-7 ◀ ★★ ◻



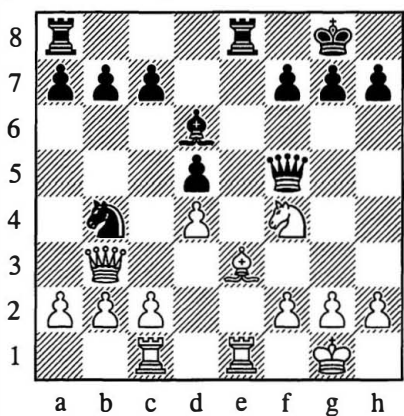
► Ex. 11-10 ◀ ★★ ◻



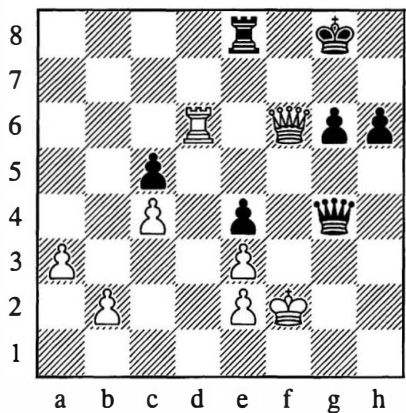
► Ex. 11-8 ◀ ★★ ◻



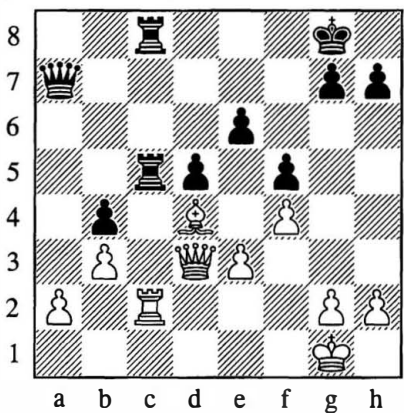
► Ex. 11-11 ◀ ★★ ▼



► Ex. 11-9 ◀ ★★ ▼



► Ex. 11-12 ◀ ★★ ◻



Solutions

Ex. 11-1

Variation from the game

I. Bondarevsky – M. Botvinnik

Leningrad 1941

1... ♖e5–+

(1 point)

Black utilizes the pin on the d4-pawn and wins the exchange.

Ex. 11-2

1. ♖c3!=

(1 point)

Black cannot unpin the rook on d4. After 1... ♗d8 the white bishop will simply remain on the a1-c3 diagonal. All that Black can do is surrender the rook, but then the ending of rook against bishop is objectively drawn.

Ex. 11-3

V. Mikenas – L. Aronin

USSR Ch, Moscow 1957

1... ♗d8!–+

(1 point)

Exploiting the pin on the diagonal. White resigned, in view of 2... ♗xf5 ♗xd1#.

Ex. 11-4

L. Kubbel

1921

White has a stalemate defence:

1. ♗d3!=

(2 points)

1... ♗xd3 stalemate.

Ex. 11-5

A. Kotov – M. Botvinnik

USSR Ch, Leningrad 1939

1... ♗xg2†! 2. ♗xg2 ♗xe2–+

(2 points)

0–1

Ex. 11-6

A. Troitzky

1930

1. ♖e5† f6 2. ♗g5!+–

(2 points)

A very pretty cross-pinning motif.

Ex. 11-7

H. Mattison

1930

1. ♖h2!

(2 points)

But not 1. ♖f4?, on account of 1... d2 2. ♖xd2 stalemate.

White now wins the g6-rook, due to zugzwang.

1... d2 2. ♖xd2 ♖h4 3. ♖xg6+–

Ex. 11-8

Variation from the game

C. Van den Berg – E. Eliskases

Hoogovens Beverwijk 1959

1. ♗xf6! ♗xf6 2. d6†!+–

(2 points)

Deflection is used to exploit the pin.

Ex. 11-9

M. Makogonov – V. Chekhover

Tbilisi 1937

1... ♗f8!

(1 point)

This pins the white queen on the f-file.

2. ♗d8□

White defends with a counter-pin on the rook on the 8th rank.

2... ♗h4†!–+

(1 point)

This way Black exploits the absolute pin, next comes 3... ♗xf6.

0–1

Solutions

Ex. 11-10

A.Yusupov – G.Sax

Vrbas 1980

1. ♙d2!

(2 points)

White pins the knight. Black cannot avoid losing material.

1... ♜b6

If 1... ♜a3 , then 2. ♞c3 ♜xa2 3. ♙c4 ♜b2 (or 3... ♜a5 4. ♞b3+-) 4. ♞b3+- .

2. ♞b2+-

Black resigned in view of 2... a5 3. a3 (attacking the pinned piece with a pawn) 3... ♙xd4 4. ♞b1+- .

Ex. 11-11

J.Capablanca – A.Alekhine

World Ch, Buenos Aires (1) 1927

1... ♜xc2!

(2 points)

Black wins a pawn by a combination which exploits the weakness of the back rank.

A participant in our distance learning

programme – David Uhlmann – found another solution here: 1... a5! (also 2 points) 2. a3 (or 2. c3 a4 3. ♜d1 ♞xa2 4. ♞a1 ♙xf4+- if 2. ♞d3 , then 2... a4+-) 2... a4 3. ♜c3 ♞a2+- winning the exchange.

2. ♞xc2

Or 2. ♜xc2 ♜xc2 3. ♞xc2 ♙xf4+- .

2... ♜xf4

The bishop on e3 is pinned, because of the possibility of a back rank mate!

3. g3 ♜f5+-

Ex. 11-12

A.Kotov – R.Kholmov

Moscow 1971

1. ♜b5!!

(2 points)

But not 1. ♙xc5 ♞xc5 2. ♜d4 , due to 2... ♞c7 and Black successfully unpins.

1... ♞xc2

If 1... ♞xb5 , then 2. ♞xc8+ ♞f7 3. ♙xa7+- .

2. ♙xa7 ♞xa2 3. ♙c5 h6 4. h4

1-0

Scoring

Maximum number of points is 21

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

- ✓ The double attack
- ✓ The double attack with various pieces
- ✓ The double attack in combinations
- ✓ Preparing a double attack

Diagram 12-1

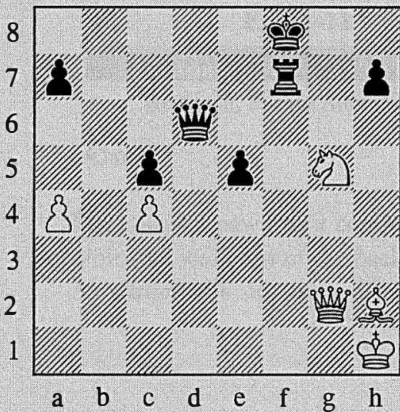
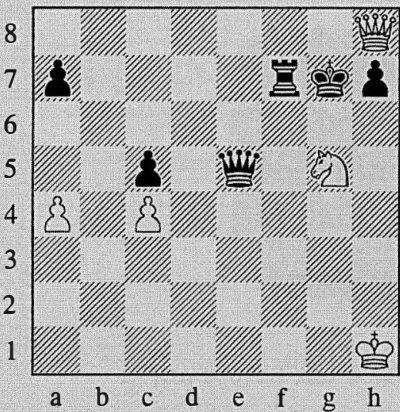


Diagram 12-2



The double attack

An attack on two or more pieces with a single move is called a double attack.

The most common form of double attack is the fork, but there is also the *skewer*, where the two attacked pieces lie on the same line, and the second piece is attacked 'through' the first one.

A double attack is a very important and effective tactic. It often leads to an immediate win of material, because the opponent is not able to fend off several threats simultaneously.

It is also very easy to overlook a double attack. Every chess piece (though it is most often the queen or the knight) can carry out a double attack.

Diagram 12-1

T.Petrosian – V.Simagin

Moscow 1956

1. ♖a8†

The start of a combination with three double attacks.

1... ♔g7

1... ♕e7 2. ♖xa7†+-

2. ♗xe5!

A fork by the bishop.

2... ♖xe5 3. ♖h8!

Diagram 12-2

A skewer by the queen...

3... ♔xh8 4. ♕xf7†

...and the final fork by the knight!

1-0

In the following study White wins the opposing queen by a startling array of double attacks.

Diagram 12-3

H.Rinck

1903

1. ♖a8!! ♜a2

All other moves lose even more quickly:

- a) 1... ♜e6 2. ♖a6†+-
- b) 1... ♜xa8 2. ♙f3†+-
- c) 1... ♜d5 2. ♙f3+-
- d) 1... ♜c4 2. ♖c8†+-
- e) 1... ♜h7 2. ♙g6!! ♜xg6 3. ♖a6†+-

2. ♖xa4! ♜g8

If 2... ♜xa4, then 3. ♙e8†+-.

3. ♖a8 ♜h7□ 4. ♙g6!! ♜xg6 5. ♖a6†+-

1-0

Diagram 12-3

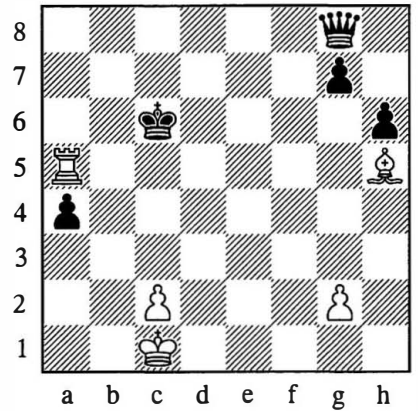


Diagram 12-4

Example 1

1. ♔h3!

White aims for a stalemate.

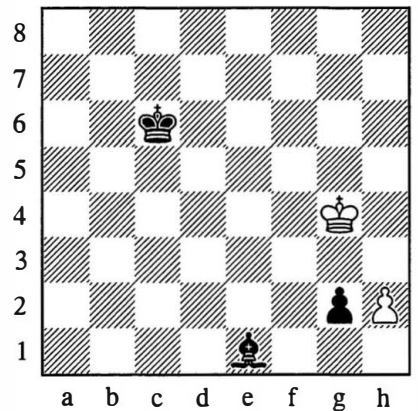
1... g1♘†

1... g1♜ or 1... g1♙ is stalemate. 1... g1♙ also leads only to a draw.

2. ♔g2 ♘e2 3. ♔f1! =

A double attack by the king on the two minor pieces saves the game.

Diagram 12-4



A double attack often forms part of a combination.

Diagram 12-5

A.Yusupov – M.Holzhauser

German Ch, Altenkirchen 1999

1. ♙xb6!

A standard sacrifice designed to break open the castled position.

1... ♜gx6 2. ♜xh6 ♘g6

2... ♙xg3 3. fxg3 ♘e4 would be no better, in view of 4. ♙xe4 dxe4 5. ♜g5† ♔h7 6. d5 ♘xd5 (6... ♙f5 7. ♖f4+-) 7. ♖ad1 f5 8. ♘xd5 ♙xd5 9. ♖f4+-.

3. f4

Diagram 12-5

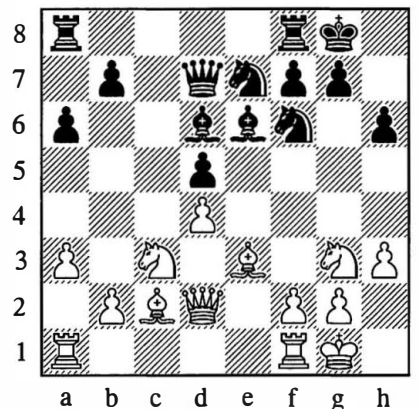


Diagram 12-6

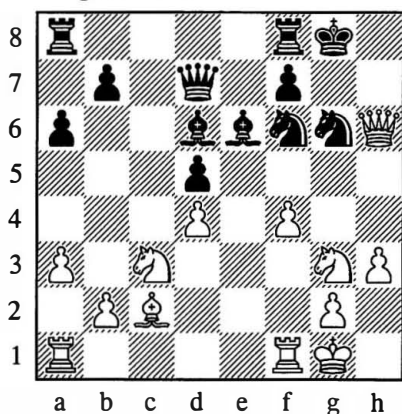


Diagram 12-7

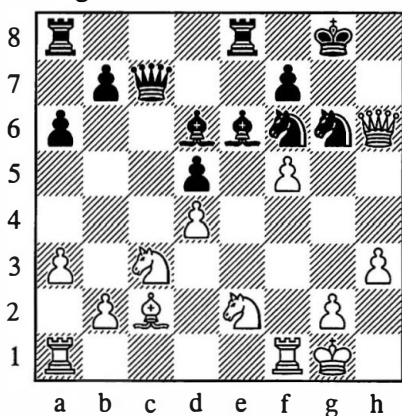


Diagram 12-8

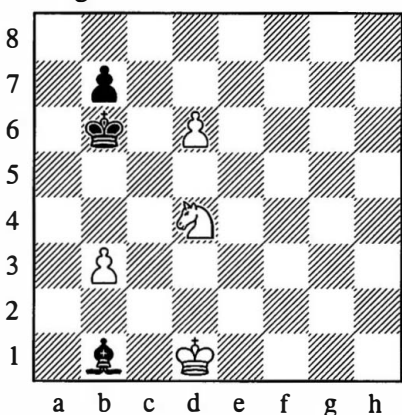


Diagram 12-6

An important move, which prepares the threat of f4-f5. On the other hand, 3.♙xg6 fxg6 4.♙xg6† ♖g7+ would not have been good.

3...♜c7

If 3...♞ac8, then 4.f5 ♙xg3 5.fxe6 ♜xe6 6.♙xg6+-. After 3...♞ae8 there comes 4.f5 ♙xg3 5.fxg6 fxg6 6.♙xg6† ♜g7 7.♞xf6!+-.

4.♘ge2

Black is no longer able to fend off the threatened fork. But not the immediate 4.f5?, due to 4...♙f4.

4...♞fe8

If 4...♙d7, then 5.f5 ♘e7 6.♙xf6+-.

5.f5

Diagram 12-7

5...♙f8 6.♙g5 ♘h7 7.♙d2 ♘h4 8.fxe6+-

As a result of the combination, White has won a pawn and clearly has the superior game. White went on to win the game.

To protect yourself against double attacks by your opponent, you must try not to leave any of your pieces unprotected. And opposing pieces which have no defenders are possible targets for our double attacks.

A double attack is particularly effective if one of the pieces under attack is the king

Diagram 12-8

L.Kubbel

1909

1.♙c1!

After this move, the bishop cannot find a safe square on the diagonal and becomes the victim of a double attack. But not 1.d7? ♙c7 2.♙c1, due to 2...♙a2! 3.♙b2 ♙xb3=.

1...♙d3

a) 1...♙a2 2.♙b2+-

b) 1...♙e4 2.d7 ♙c7 3.♙e6† ♙xd7 4.♙c5†+-

c) 1...♙g6 2.d7 ♙c7 3.♙e6† ♙xd7 4.♙f8†+-

d) 1...♙h7 2.d7 ♙c7 3.♙e6† ♙xd7 4.♙f8†+-

Double attacks are dangerous, but they do not always win the game!

Diagram 12-9

V.Bagirov – A.Yusupov

Leningrad simultaneous 1975

1. ♖c2?

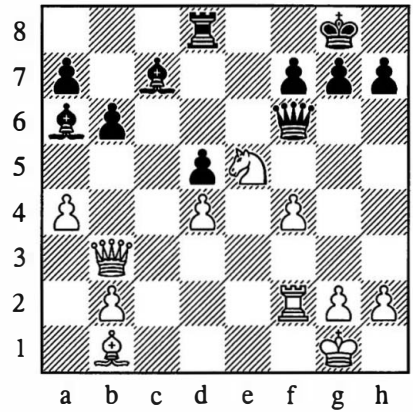
A double attack on the bishop on c7 and the pawn on h7, but Black saves himself with a tactical trick. The simple 1. ♔d3= was better.

1...g6!

And White cannot take the bishop, on account of 2. ♗xc7 ♜c8! 3. ♗xa7 ♜c1†-+.

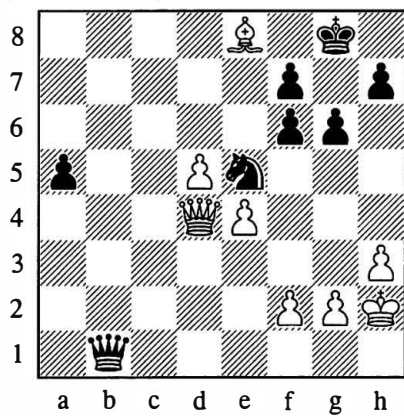
In the test which follows, you should first of all look for ‘potential victims’ for your attack, such as **unprotected pieces of your opponent**. Then you will also find the double attack!

Diagram 12-9

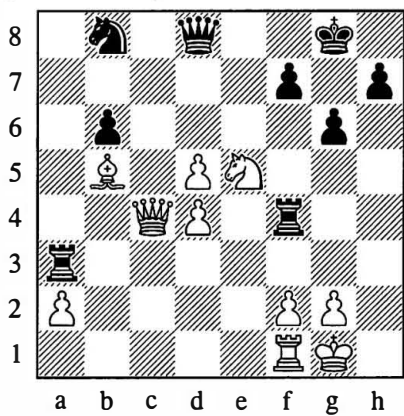


Exercises

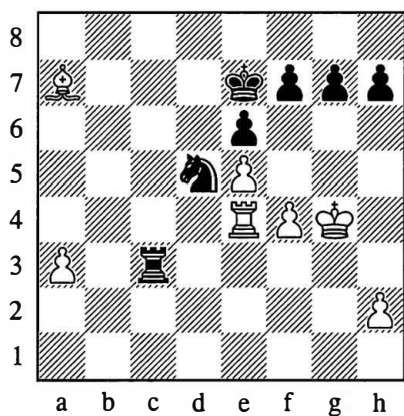
Ex. 12-1 ◀ ★ ▼



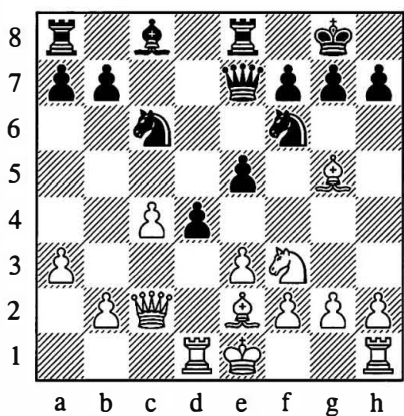
Ex. 12-4 ◀ ★ ▲



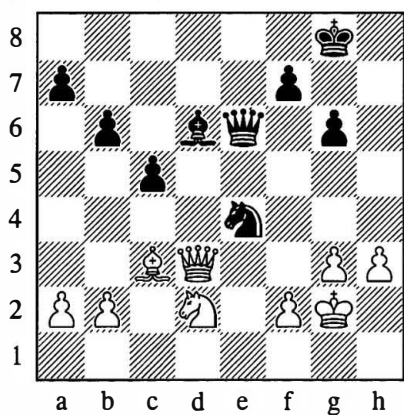
Ex. 12-2 ◀ ★ ▼



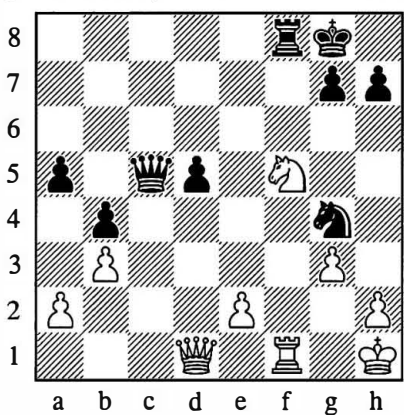
Ex. 12-5 ◀ ★ ▼



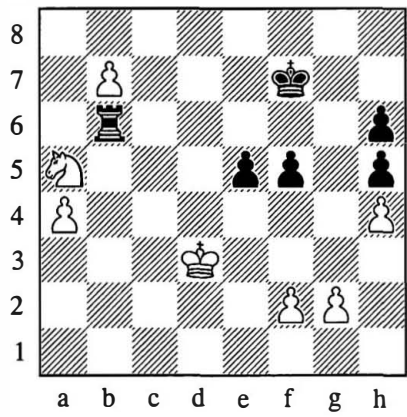
Ex. 12-3 ◀ ★ ▼



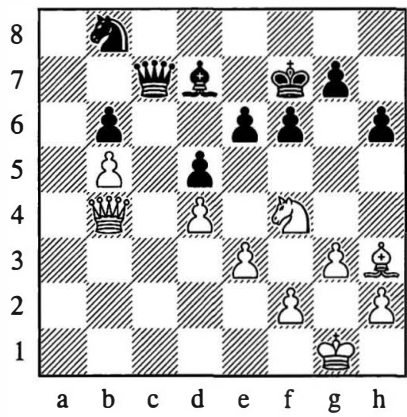
Ex. 12-6 ◀ ★★ ▲



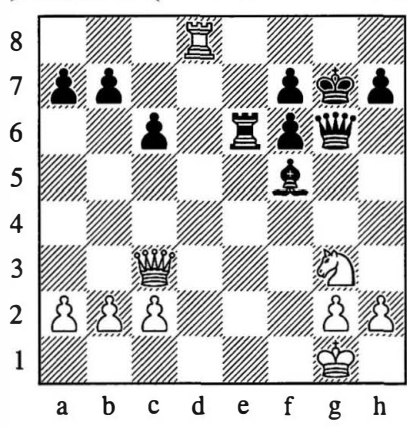
► Ex. 12-7 ◀ ★ ◻



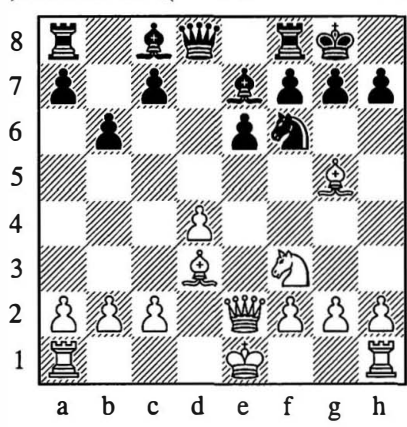
► Ex. 12-10 ◀ ★★ ◻



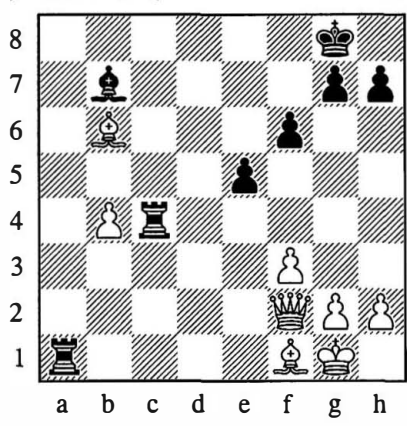
► Ex. 12-8 ◀ ★★ ◻



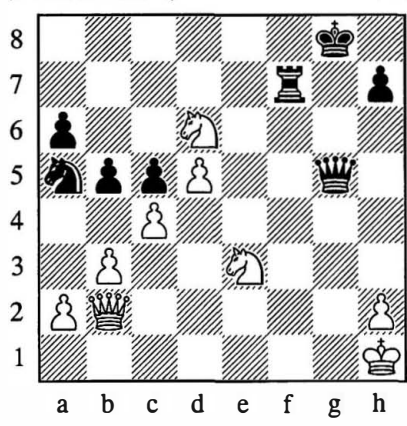
► Ex. 12-11 ◀ ★★ ◻



► Ex. 12-9 ◀ ★★ ◻



► Ex. 12-12 ◀ ★ ◻



Solutions

Ex. 12-1

A.Chernin – I.Stohl

Hungarian Team Ch 1997

1... ♖b8!–+

(1 point)

0–1

Ex. 12-2

E.Hansen – A.Nimzowitsch

Copenhagen 1928

1... f5†! 2.exf6† ♜xf6†–+

(1 point)

0–1

Ex. 12-3

M.Gurevich – A.Yusupov

USSR Ch, Moscow 1988

1... ♖xh3†!

(1 point)

2. ♔f3

If 2. ♔xh3, then 2... ♜xf2†–+.

2... ♖f5† 3. ♔e3 ♜xc3 4.bxc3 ♖e6†–+

Ex. 12-4

Variation from the game

M.Wahls – E.Rozentalis

Bundesliga 1992

1. ♖c1!–+

(1 point)

Ex. 12-5

J.Pinter – H.Hurme

Helsinki 1983

1... d3! 2. ♕xd3 e4

(1 point)

3. ♕e2

3. ♕xf6 exd3–+

4... exf3 5.gxf3 ♖e5 6.f4 ♖a5†–+

Ex. 12-6

B.Jansson – K.Pytel

Stockholm 1975

1. ♖d4!–+

(2 points)

A triple attack on g7, g4 and c5. Black resigned, in view of 1... ♖xd4 2. ♜e7† ♔h8 3. ♖xf8# and 1... ♖xf5 2. ♖xc5 ♖xf1† 3. ♔g2 ♜f2† 4. ♔g1+.

On the other hand, 1. ♖xd5?? would be a blunder, because of 1... ♖xd5† (check to the king on h1!).

Nor is 1.e4? any good, because of 1... ♜f2†.

Ex. 12-7

V.Korchnoi – A.Yusupov

4th Borowski Tournament, Essen 2002

1. ♜c6!–+

(1 point)

Black resigned, due to 1... ♖xb7 2. ♜d8†–+.

Another good move would be 1. ♜c4, intending a4–a5–a6, since after 1... ♖xb7 there comes 2. ♜d6† (also 1 point).

Ex. 12-8

M.Chigorin – D.Janowski

Paris 1900

1. ♖c5–+

(2 points)

A double attack, threatening both the bishop on f5 and mate on f8. For the moves 1. ♖b4 or 1. ♖a3 (attacking a pawn rather than the bishop) you get 1 point. It is better to attack the stronger pieces.

1–0

Ex. 12-9

T.Pahtz – Fernandez

Albena 1989

White must do something about the threat of 1... ♖cc1. Next came:

Solutions

1. ♖a2!!

(2 points)

Black is pinned on the a2-g8 diagonal. For 1. ♖d2, intending 2. ♖d8†, you get 1 point.

1... ♜xa2

Or 1... ♜a1 2. ♖xc4†+–.

2. ♙xc4†

1–0

Ex. 12-10

Y.Seirawan – B.Kogan

Philadelphia 1986

1. ♙xe6†!

(2 points)

This is a typical combination. We already saw the same idea in Ex. 12-3. Black resigned, in view of 1... ♙xe6 2. ♖f8† ♜xf8 3. ♜xe6† ♜e7 4. ♜xc7 ♜d6 5. ♜e8† ♜e7 6. ♜xg7+–.

1–0

Ex. 12-11

French Defence

Another typical combination.

1. ♙xf6! ♙xf6 2. ♖e4+–

(2 points)

With a double attack on h7 and a8. If you chose 2. ♙xh7†, you get 1 point. It is not bad, but 2. ♖e4 wins more material.

Ex. 12-12

T.Petrosian – B.Spasky

World Ch, Moscow (10) 1966

1. ♖h8†!

(1 point)

Black resigned, on account of 1... ♜xh8 2. ♜xf7† ♜g7 3. ♜xg5+–.

1–0

Scoring

Maximum number of points is 17

15 points and above → Excellent

13 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

- ✓ Attacking play
- ✓ Playing to simplify the position
- ✓ Exchanging correctly
- ✓ The transition to a won pawn ending
- ✓ Returning part of the material advantage
- ✓ The correct attitude
- ✓ Allow no counterplay!

Diagram 13-1

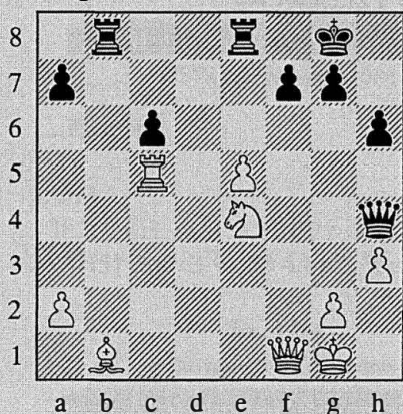


Diagram 13-1

A.Yusupov – T.Georgadze

USSR Ch, Minsk 1979

1. ♖c2

White has a very small advantage in material. In the ending the rook and pawn could compensate for the two white minor pieces, but in the middlegame the latter are superior to the rook and pawn. White prepares a direct attack.

1... ♜e6 2. ♝d3 g6

2... ♜d8? 3. ♘f6†+–

3. ♘b3

The rook is too valuable and must retreat.

3... ♜e7 4. ♝d6+–

The threats include ♘f6† and also ♝xg6†. Black can do nothing against the combined attack of the white pieces.

4... ♜b4

Or 4... ♜e1† (4... ♜bb7 5. ♝xg6†+–) 5. ♘h2 ♜xe4 6. ♝xe7 ♜f4† 7. ♘g1 ♜e3† 8. ♘h1!+– and White escapes the checks.

5. ♘f6†

Black resigned, in view of 5... ♘g7 6. ♝xe7 ♝d4† 7. ♘h1+–.

The second method consists of aiming for a simplification of the position. You try to swap off pieces and aim for the endgame. In the endgame

you can convert your advantage in material without having to worry too much about counterplay.

In fact, with fewer pieces on the board, the effectiveness of an extra piece is all the greater.

Diagram 13-2

J.Capablanca – V.Ragozin

Moscow 1936

1. ♖b5!

With two extra pawns, White aims for simplification. Although he has to return one pawn, he consolidates his advantage.

White cannot unpin his bishop by 1. ♖d4?, on account of 1... ♗a5! ♠. While if 1. ♖b5?!, then 1... ♙c6 2. ♖fd4 ♗xa7∞.

1... ♗xb5 2. ♖xb5 ♗xe4 3. ♗xe4 ♙xe4 4. ♖d2 ♙d3 5. ♖xd6 ♗xa7

5... ♗xd6± would be no better, as White would have two connected passed pawns.

6. ♖6e4 ♖f8 7. ♖c5 ♙f5 8. ♖f3 ♖e6 9. ♗c1 ♖f8 10. ♖xe6† ♙xe6

Diagram 13-3

11. ♖d4

‘White’s plan consists of preventing the advance of the c-pawn (because otherwise the white b-pawn could become weak) and controlling the whole board as far as the 5th rank. That is achieved by the advance of the king to e3, by placing the rook on c3 and the knight on d4, as well as advancing the pawns to b4 and f4. Once such a position has been reached, White can set in motion his pawns on the queenside.’ – J.Capablanca

11... ♗b7 12. b4 ♙d7 13. f4 ♖e7 14. ♖f2 ♗a7 15. ♗c3 ♖d6 16. ♙d3 ♖e7 17. ♖e3±

You will find the end of the game in the test positions.

However, it is important to retain at least some pawns, because many endgames with an extra piece, but without pawns, cannot be won.

Thus an important rule is:

The side which has the advantage in material should try to exchange pieces, but avoid exchanging pawns.

Diagram 13-2

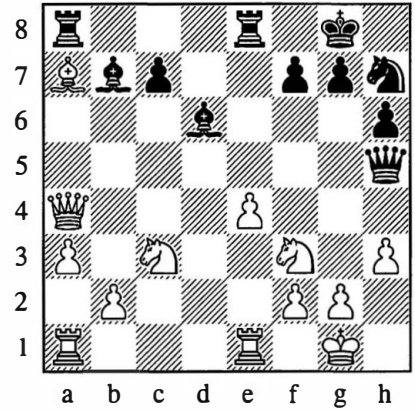


Diagram 13-3

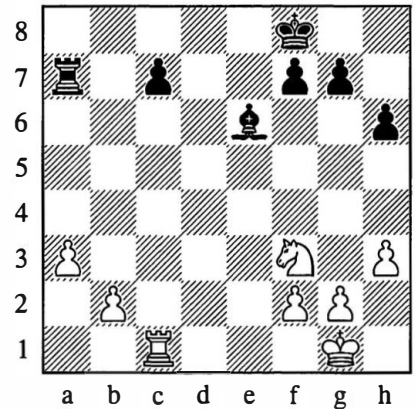


Diagram 13-4

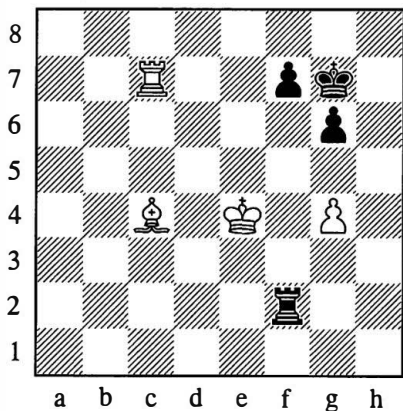
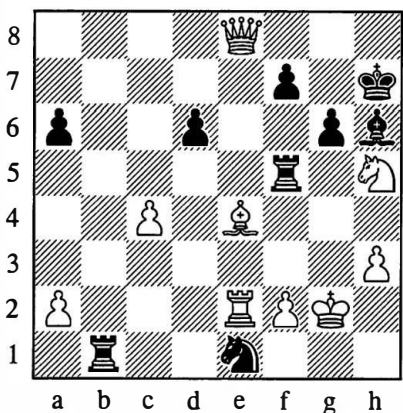


Diagram 13-5



One useful method is the transition to a won pawn ending.

Diagram 13-4

A.Yusupov – U.Bönsch

Bundesliga 2001

1.g5!

White is preparing an exchanging combination which leads to a simple pawn ending.

1...♖f5 2.♗xf7! ♗xf7 3.♗xf7 ♖xf7 4.♗d5+–

We already know this pawn ending.

1–0

Sometimes, in order to simplify our task and eliminate any counterplay, we can return part of our material advantage.

Diagram 13-5

A.Yusupov – A.Shirov

Moscow 1992

1.♗xe1!?

White could also have won the game with the strong move 1.♗g3, but he did not want to take any risks in time trouble and preferred a simpler way.

1...♗xe1 2.♗xf5 ♗xe8 3.♖f6† ♗g7

After 3...♖h8 4.♖xe8 gxf5 5.♖xd6, White would win the endgame very easily, e.g. 5...♗f8 6.c5 (or 6.♖xf5 ♖h7 7.♗g3 ♗g6 8.♗f4+–) and now:

a) 6...♖h7 7.♖b7 ♗g7 8.c6 ♗e5 9.♖c5 a5 10.♖a6+–

b) 6...♗g8 7.♖b7 (or 7.♗f3+–) 7...♗g7 8.c6 ♗e5 9.♖c5+–

c) 6...♗g7 7.♖e8†+–

4.♖xe8† ♗f8 5.♗d7

Black resigned.

As soon as they have acquired an advantage in material, some players make a great mistake. They think they have already won the game, their concentration lapses and they simply wait for their opponent to resign. Such behaviour is very often punished: you overlook your opponent's threats and sometimes you even lose a game which you had already almost won.

In such situations we must play with even greater care and **not allow any counterplay.**

Diagram 13-6

S.Gligoric – V.Smyslov

Zürich 1953

1...♖fd8!

The exchange of rooks will limit his opponent's counter-chances.

2.♖ad1 ♗xd2

'White has fewer chances with one rook than with two.' – E.Mednis

3.♗xd2 ♔f8

The king heads for the centre to protect the squares on the d-file.

4.f3 ♔e7 5.♔f2

Diagram 13-7

5...h5!

'White is strong on the queenside, Black on the kingside. So Black attacks on the kingside, where he has more forces.' – E.Mednis

6.♔e3 g5 7.♗h2 ♖d8!

Black methodically improves his position, without haste.

8.♗h1 g4! 9.fxg4 ♖xg4† 10.♔e2 ♖f6

Targeting White's weakness on e4.

11.♔e3 ♖d4 12.♖f1 ♖g4† 13.♔e2

Diagram 13-8

13...♔f8!

Black has found a logical plan. He now transfers his king to the kingside by ♔g7-g6, to support the play by his pawns.

In the endgame, you should attempt to coordinate the pieces, to create a passed pawn, support it and escort it to the queening square.

14.♖f3 ♔g7 15.♖d3

Diagram 13-6

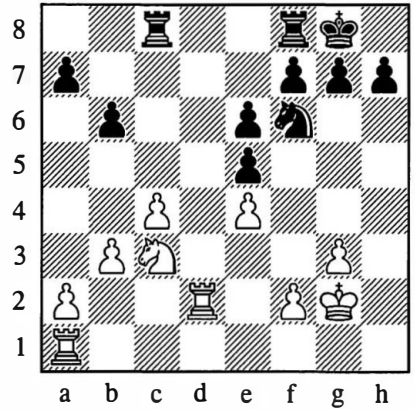


Diagram 13-7

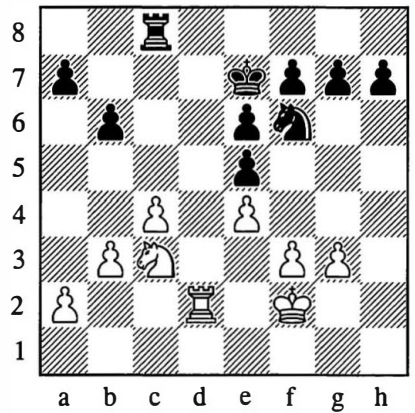


Diagram 13-8

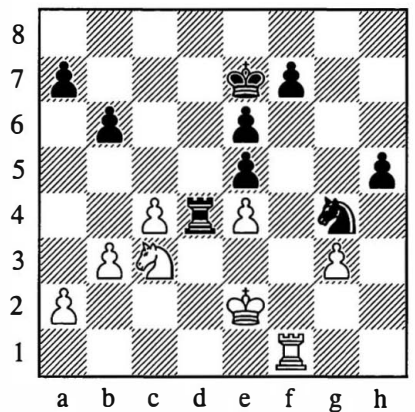


Diagram 13-9

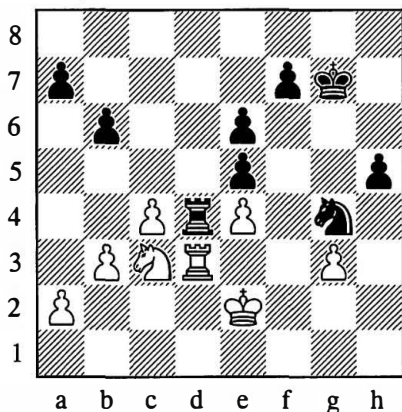


Diagram 13-9

15...♔f6!

White is trying to get some counterplay on the queenside. So Black changes the route for his king: the king goes to f6, in order to seize the central e5-square after the exchange of rooks.

Less good is 15...♙g6 16.♙xd4 exd4 17.♖b5 e5 18.♗xa7±.

16.♙xd4 exd4 17.♖b5 ♕e5 18.♗xa7 ♖xe4 19.♗c8

If 19.♖b5, then 19...d3† 20.♗d2 ♗e5-+, intending ...♙f3.

19...d3†

Losing the game is always possible, for example:

19...e5?? 20.♗d6#

20.♗d2 ♗d4 21.c5

If 21.♗xb6 ♗f6 22.♗a4, then either 22...♗e4† 23.♗d1 ♗xg3-+ or 23...♗e3 24.♗b2 ♗c3†-+.

Nor would 21.♗d6 ♗e5-+ save White.

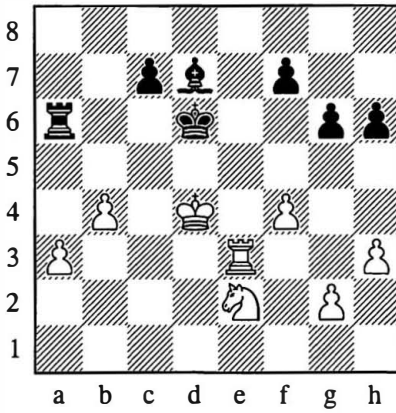
21...bxc5 22.♗d6 ♗e5

White resigned. His fate is sealed in lines such as:

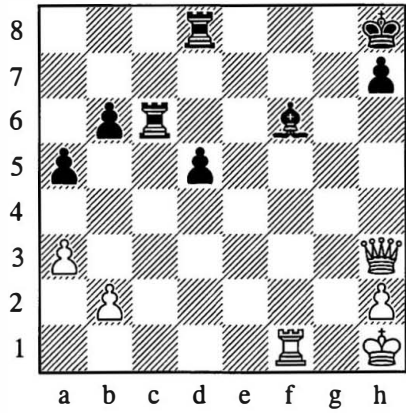
23.♗b5† ♗e4 24.♗c3† ♙f3 25.a4 ♙xg3 26.a5 ♗c6 27.a6 h4 28.♗e4† ♙g2 29.♙xd3 ♗b4†-+

23.a4 c4 24.♗b5† ♙c5 25.bxc4 ♙xc4 26.♗d6† ♙b4-+

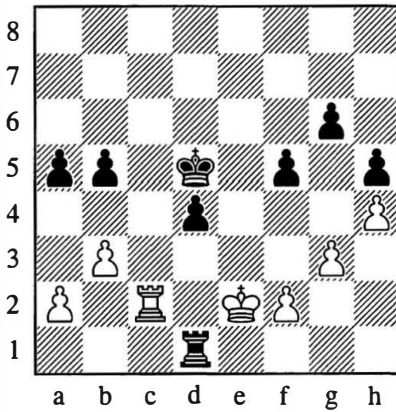
► Ex. 13-1 ◀ ★★ ◻



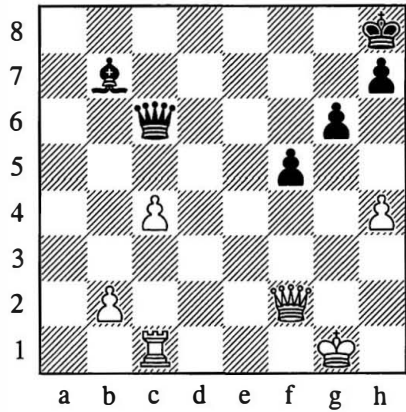
► Ex. 13-4 ◀ ★ ◻



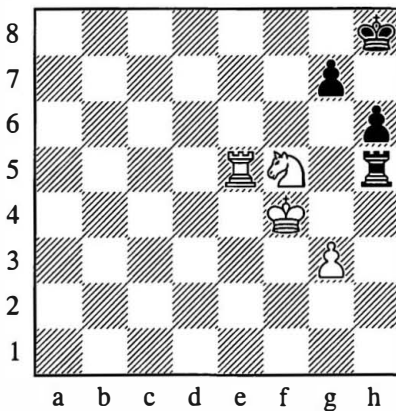
► Ex. 13-2 ◀ ★★ ▼



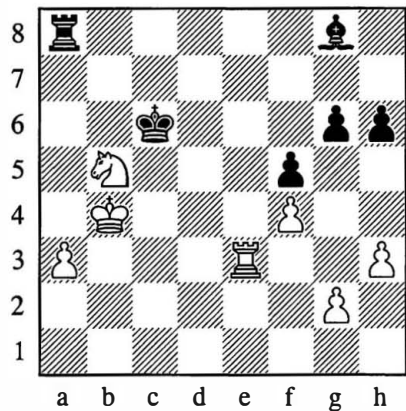
► Ex. 13-5 ◀ ★★ ◻



► Ex. 13-3 ◀ ★★ ◻

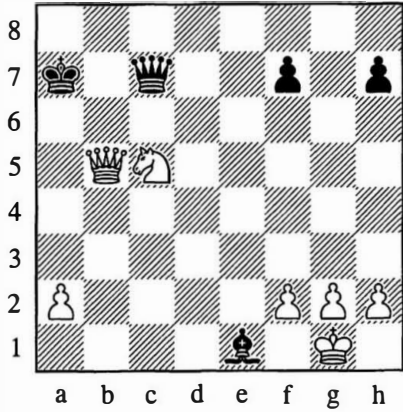


► Ex. 13-6 ◀ ★★ ◻

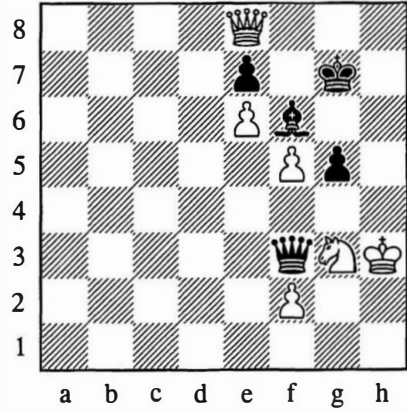


Exercises

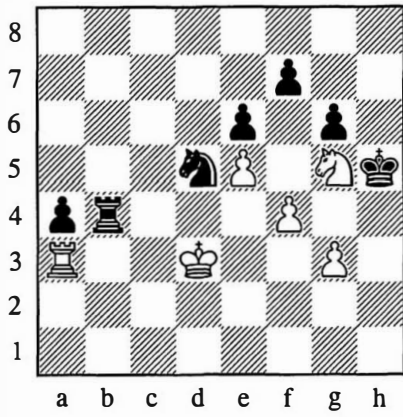
► Ex. 13-7 ◀ ★ △



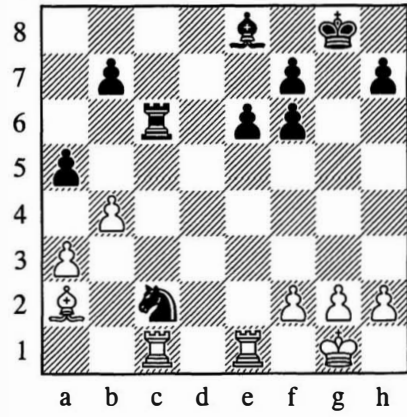
► Ex. 13-10 ◀ ★ △



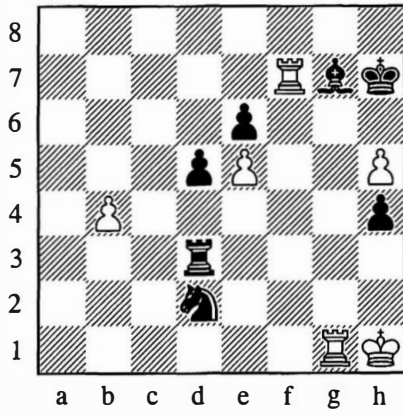
► Ex. 13-8 ◀ ★★ ▼



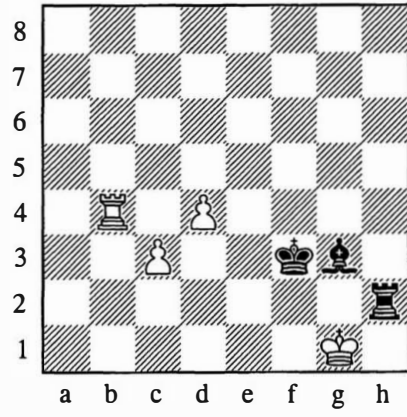
► Ex. 13-11 ◀ ★★ △



► Ex. 13-9 ◀ ★★ ▼



► Ex. 13-12 ◀ ★★ ▼



Solutions

Ex. 13-1

J.Capablanca – V.Ragozin

Moscow 1936

1. ♖c3!

(2 points)

‘The pawns on the queenside are ready to advance. There is also the threat of 2. ♖e4†.’ – M.Dvoretsky

Only 1 point for 1.g4 or 1.h4. It is more logical to act on the queenside, since White has an extra pawn there.

1...f5 2.b5 ♖a8

If 2...♞xa3, then 3. ♖e4† fxe4 4. ♞xa3 ♙xb5 5. ♞g3 c5† 6. ♗xe4 ♙c6† 7. ♗d3+–.

3. ♗c4!

The immediate 3.a4 is not so good, on account of 3...♙e6! and the white king cannot support a further advance of the pawns on the queenside.

3...♙e6† 4. ♗b4 c5† 5.bxc6 ♙g8 6. ♖b5† ♗xc6±

See Ex. 13-6.

Ex. 13-2

Variation from the game

M.Glienke – A.Yusupov

German Ch, Bremen 1998

1...d3!

(1 point)

Transition to a won pawn ending. After 1...♞g1 or 1...♞b1, White can reply 2. ♗d3.

2. ♗xd1 dxc2† 3. ♗xc2 ♗e4 4. ♗d2 ♗f3 5. ♗e1 f4!–+

(1 point)

6.gxf4 ♗xf4 7. ♗e2 ♗g4 8. ♗e3 ♗xh4 9. ♗f4 ♗h3 10. ♗g5 ♗g2 11.f4 ♗g3 12. ♗xg6 ♗xf4 13. ♗xh5 ♗e3 14. ♗g5 ♗d3 15. ♗f5 ♗c3 16. ♗e5 b4 17. ♗d5 ♗b2–+

Ex. 13-3

A.Yusupov – N.Short

Linares 1992

1. ♖h4!+–

(2 points)

Forcing the correct exchange. White now wins easily:

a) 1...♞xe5 2. ♗xe5 g5 (2...♗h7 3. ♗f5 ♗g8 4. ♗g6 ♗f8 5. ♖f5+–) 3. ♖f3 ♗g7 4. ♗f5 ♗f7 5.g4 ♗g7 6. ♖d4 (or 6. ♖xg5+–) 6...♗f7 7. ♖e2 ♗g7 8. ♖g3 ♗f7 9. ♖h5+–

b) 1...g5† 2. ♗g4+–

1–0

Ex. 13-4

A.Yusupov – N.Short

Dubai Olympiad 1986

1. ♞h6!+–

(1 point)

Black cannot fend off White's threats.

1–0

Ex. 13-5

Zhuravlev

1. ♞d4† ♗g8 2. ♞d5†!

(2 points)

Returning part of the material, in order to stifle the counterplay and simplify the game, is the best practical decision. Computers are reluctant to return material, but for humans simplicity is king!

2...♞xd5 3.cxd5 ♙xd5 4.b4 ♗f8 5.b5 ♗e7 6.b6 ♗e6

6...♗d6 7. ♞d1! ♗c6 8. ♞xd5!+–

7. ♞c7 h6

7...♗d6 8. ♞xh7 ♗c6 9.b7+–

8.b7 ♙xb7 9. ♞xb7 ♗e5 10. ♞b6 g5 11. ♞xh6 gxf4 12. ♞xh4+–

Solutions

Ex. 13-6

J.Capablanca – V.Ragozin

Moscow 1936

1.♔d3!

(2 points)

'This should be noted: White does not push his passed pawn, but turns to attack his opponent's kingside pawns. This corresponds totally to an important principle of exploiting an advantage – *the principle of two weaknesses*.' – M.Dvoretsky

1...g5 2.♔d6† ♕b7 3.fxg5

3.♖xh6 is less precise, due to 3...gxf4 followed by ...♗d5. (J.Capablanca)

3...hxg5 4.♖g6 ♖f8 5.♖xg5+–

White has won a second pawn and went on to win the game.

Ex. 13-7

A.Yusupov – G.Timoschenko

USSR Ch 1st League, Ashkhabad 1978

1.♖d7+–

(1 point)

The simplification of the position by the exchange of queens is the simplest way to victory.

1...♕b6 2.♖xc7† ♕xc7 3.♕f1 ♗a5 4.♕e2 ♕c6 5.♗e4 ♗d8 6.f4 h6 7.g4 ♕d5 8.♗g3?! ♗f6 9.♕f3 ♕e6 10.♕e4 ♗c3 11.♗f5 h5 12.gxh5 ♕f6 13.♗e3?! ♕g7 14.♗g4 ♗a5 15.f5

1–0

Ex. 13-8

B.Smith – A.Yusupov

US Open, Cherry Hill 2002

After 1...♕g4 there follows 2.♕d2 and Black has not achieved much (only 1 point for this move).

1...♖b3† 2.♖xb3 axb3 3.♗xf7 gives White good drawing chances, since there are very few pawns left. In fact, Black has a forced win.

1...♗xf4†!–+

(2 points)

2.gxf4 ♖xf4

White resigned, in view of 3.♗h3 ♖f3†+–.

Ex. 13-9

D.Pirrot – A.Yusupov

German Ch, Saarbrücken 2002

1...♖h3†

(2 points)

The exchange of rooks gets rid of any counterplay. Only 1 point for 1...♖g3, after that the exchange of rooks is not so forcing.

2.♕g2 ♖g3† 3.♕h1 ♖xg1† 4.♕xg1 ♕h6 5.b5 ♗xe5 6.b6

Or 6.♕g2 ♗e4 7.♖e7 ♗g5 8.b6 ♕xh5 9.b7 h3† 10.♕g1 ♕g4 11.♖e8 d4 12.b8♖ ♗xb8 13.♖xb8 e5–+.

6...♗d4† 7.♕g2 ♗xb6 8.♖f6† ♕xh5 9.♖xe6 ♗c4–+

White resigned.

Ex. 13-10

A.Yusupov – I.Nemet

Swiss Team Ch 2001

1.♖g6†

Just as good is 1.♖f7† ♕h8 2.♖h5†+–.

(1 point)

1...♕h8 2.♖h5†

(1 point)

2...♖xh5† 3.♗xh5 ♗d4 4.f6!+–

1–0

Ex. 13-11
A.Yusupov – E.Lobron

Stockholm 2003

1.b5!

(1 point)

1.♖e4 is bad, due to 1...axb4 2.axb4 ♘xb4!.

1...♙c3

Or 1...♙c7 2.♙b1! ♘xe1 3.♙xc7 ♙xb5 4.♙c3!+-.

2.♙b1!+-

Take 1 point if you saw this idea here or after other black rook moves.

The move 2.♙e2 is not so good, because of 2...♘d4!.

Black resigned, on account of 2...♘xe1 3.♙xc3 ♙xb5 4.♙e3+-.

1-0
Ex. 13-12
S.Djuric – A.Yusupov

Sarajevo 1984

1...♙h8!

(1 point)

The threat is ♙f2†. Black must play for mate.

1...♙h7 (or h6, h5, h4) is equally good.

2.♙b2 ♙e8

(1 point)

2...♙a8-+ would be just as strong.

White resigned, in view of 3.♙b1 ♙f2† 4.♙f1 ♙h8-+ and then ♙h1#. The white pawns are just getting in the way of the defence.

0-1

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

- ✓ The struggle for the open file
- ✓ Doubling rooks
- ✓ Outposts
- ✓ Controlling the entry square on the 7th (2nd) or 8th (1st) rank
- ✓ Exploiting the open file – invading the 7th (2nd) or 8th (1st) rank

Open files and Outposts

The open file is an important strategic element. The major pieces need an open file to get into the game. It is very important to control an open file. Often the struggle for a single open file decides the strategic battle.

Why should you occupy an open file?

In order to invade the 7th (2nd) or 8th (1st) rank! From there, the rook or queen can either attack the opposing king or attack the unprotected pawns from the side.

The pawns are especially susceptible to attacks from the side, because they cannot protect one another. In addition, there are many different points of attack on the back rank.

In the struggle for the open file, the following elements are used:

- 1) Doubling rooks
- 2) Outposts
- 3) Controlling the entry square on the 7th (2nd) or 8th (1st) rank

In the following example, we can see these elements in praxis in an instructive game between two amateurs.

A.Hellinger – C.Mischke

Bad Wiessee 1999

1.d4 ♖f6 2.♗f3 e6 3.♗g5 d5 4.e3 b6 5.♖bd2 ♗b7
6.♗e5

6...♗d3!?

6...♗e7 7.♗d3 ♖fd7!?

If 7...♖bd7, then 8.♗b5 0–0 (8...a6 9.♗xf6 axb5
10.♗xg7 ♖g8 11.♖xd7 ♗xd7 12.♗e5 ♖xg2 13.♗g3±)
9.♖c6±.

After 7...0–0 comes 8.♗xf6 ♗xf6 9.f4±.

8.♗f4!±

Also good would be 8.♗xe7 ♗xe7 9.f4±.

8...♗d6!?

In the opening, it is usually not good to move the same piece twice. 8...♖c6!± was preferable.

Diagram 14-1

9. ♖df3?!

White should bring his strongest piece into the game. It is better to play either 9. ♖h5!? g6 10. ♖h6± or 9. ♖g4, intending to meet 9...0-0 with 10. ♗h6 ♖f6 11. ♖xd7 ♖xd7 12. ♗g5+.

9...f6 10. ♖xd7 ♖xd7 ♖xd7

10...♖xd7 11. ♗xd6 cxd6± would not be bad either.

11.0-0 ♗xf4

11...♖c6?!

12.exf4 0-0 13.c3 ♖d6

Black should play 13...♗a6! 14. ♗xa6 ♖xa6 15. ♗e1 c6=.

14.g3 ♖d7 15. ♖c2 h6

This weakens the white squares near the king. Better would be 15...f5!?±.

16. ♗fe1 ♗fe8

Diagram 14-2

17. ♗e3

White prepares to **double his rooks** on the semi-open e-file, in order to create pressure against the e6-pawn.

17...e5

Black looks for counterplay in the centre. This strategy may be praiseworthy, but here it fails, as a result of the weaknesses in the castled position. Better was 17...♖f8±.

18. ♗h7† ♖h8 19. ♗ae1?!

The correct continuation was 19. ♗g6! ♗e7 20. ♖h4±, threatening ♖f5.

19...e4 20. ♗g6 ♗ed8 21. ♖h4 ♖f8 22.f5

If 22.f3!?, then 22...♖xg6 23. ♖xg6† ♖h7=.

22...♗c6?!

Intending ...♗e8, but Black underestimates the next move. He should first look for active counterplay. The correct idea was 22...c5!?±, to prepare to open the c-file.

Diagram 14-3

23.f3!±

White opens the e-file. His pieces are ready to exploit this file and invade his opponent's camp.

23...exf3 24. ♖f2! ♖h7

Diagram 14-1

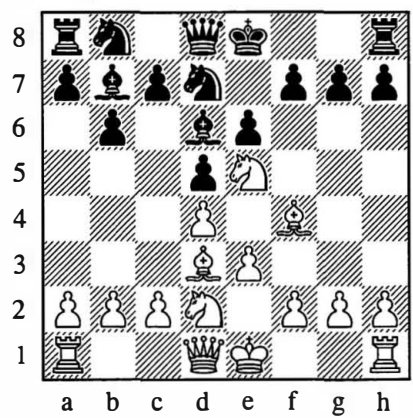


Diagram 14-2

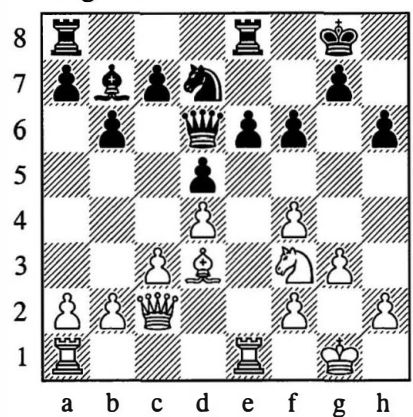


Diagram 14-3

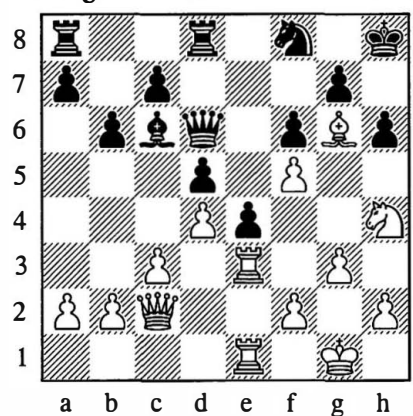


Diagram 14-4

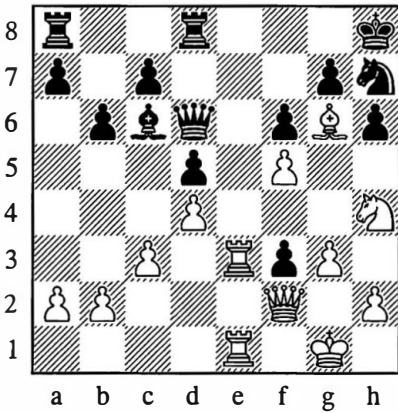


Diagram 14-5

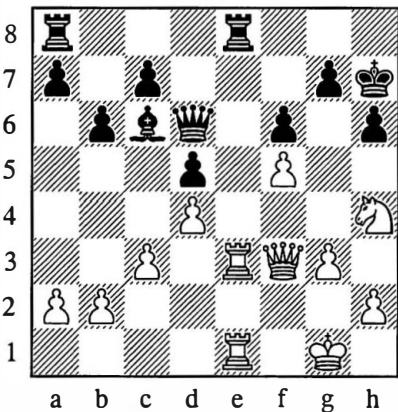


Diagram 14-6

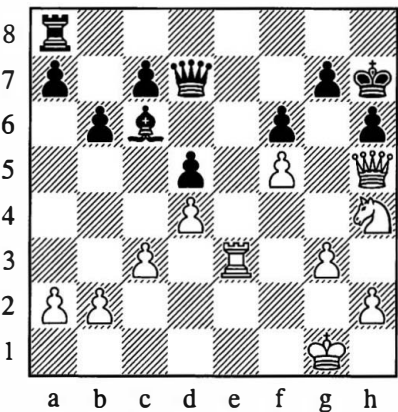


Diagram 14-4

25.♙xh7!

A very strong move. White exchanges his strong bishop, which **controlled the entry square e8**. But the black knight could have become very active on g5. In addition, White can now use the g6-square for his knight.

25.♙e6? would run into the surprising 25...♘g5!!, when 26.♙xd6 loses to 26...♘h3† 27.♙f1 ♙b5†.

25...♙xh7 26.♙xf3?!

But here White should **use his outpost** on the e-file. Better was 26.♙e6! ♗d7 27.♙e7 ♗c8, and only now 28.♙xf3. e.g. 28...♙g8 29.♙h5 ♙e8 30.♘g6± 26...♙e8

Diagram 14-5

The correct idea. Black wants to **exchange rooks** and thus reduce the importance of the open file.

27.♙h5?!

Here too, the correct strategy was to **occupy the outpost square**. After 27.♙e6 ♙xe6 28.fxe6± White obtains a strong passed pawn.

27...♙xe3?

Nor does Black make use of his **outpost – the e4-square**. After 27...♙e4! he could take the sting out of the white initiative on the e-file.

28.♙xe3 ♗d7

Diagram 14-6

Black is preparing to further **simplify the position** with ♙e8.

29.♙e2?

Simply doubling does not achieve anything. White should be using tactical means to prepare **his invasion of the 7th rank**.

The correct idea is 29.♘g6! ♙e8 30.♙e7! ♗d8 (30...♙xe7 loses the queen to 31.♘f8†) 31.♘f8†! ♙xf8 32.♙g6† and 33.♙xg7#.

29...♙e8 30.♙f2?!

Scorning the last chance to exploit **the e6-outpost** with 30.♙e6!?

30...♙xe3 31.♙xe3 ♗e8

General exchanges on the open file lead to a level endgame.

32.♙xe8=

½–½

Let us study a classic game, featuring two grandmasters from bygone days, in which we shall see the exploitation of an open file with an invasion of the 2nd rank, where the doubled rooks will be very impressive!

Diagram 14-7

A.Nimzowitsch – J.Capablanca

New York 1927

Black is well placed and in control of both open files. But he still has to prepare the invasion of the 2nd rank.

1...♖a2

A clever move, which also takes aim at the a3-pawn. If 1...♗d2, then 2.♗f3.

2.♞a1

After 2.♗f3 there follows 2...♞c2 and White has problems with the a3-pawn.

2...♗b3

There is already the threat of ...♞c2.

3.♞d4 ♞c2 4.♗a6

Diagram 14-8

4...e5!

The second rook will also find its way on to the second rank.

5.♞xe5 ♞dd2 6.♗b7

A thematic variation would be 6.♞f1 ♗xe3!! 7.♞f4 ♞xf2!! 8.♞xe3 ♞g2† 9.♞h1 ♞xh2† 10.♞g1 ♞cg2#.

6...♞xf2 7.g4

White's castled position is weakened and he cannot stand up to the coordinated attack of Black's major pieces.

7...♗e6! 8.♞g3

Diagram 14-9

8...♞xh2!

White was hoping for 8...♗xg4 9.♞f1, but Capablanca finds a much better solution.

9.♗f3

If 9.♞xh2, then 9...♗xg4† 10.♞h1 ♗h3→ and White has no defence against the threats of mate.

9...♞hg2† 10.♗xg2

The only move, but one which concedes Black a decisive advantage in material.

10.♞f1 loses after 10...♗c4†→. 10.♞h1 after

Diagram 14-7

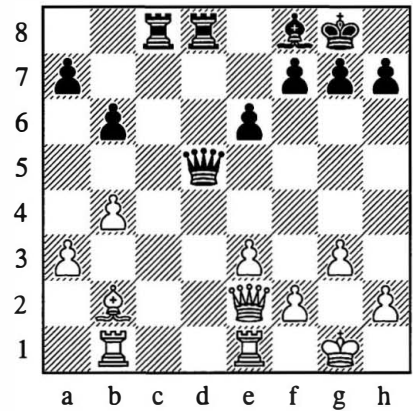


Diagram 14-8

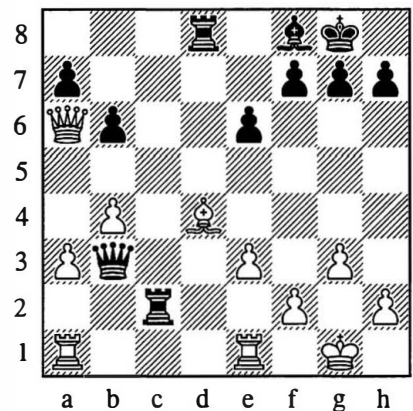
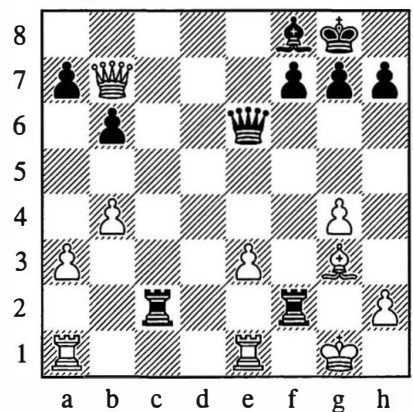


Diagram 14-9



10...♖h6†-+.

10...♖xg2† 11.♔xg2 ♗xg4 12.♖ad1 h5!

White's king position is too open. Black can exploit this.

13.♖d4 ♗g5 14.♔h2 a5!?

Played to bring the bishop on f8 into the game.

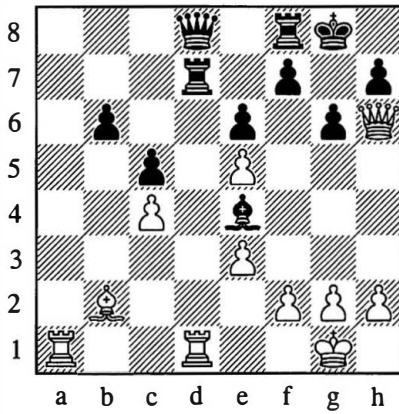
15.♖e2 axb4 16.axb4 ♗e7 17.♖e4 ♗f6 18.♖f2 ♗d5

19.♖e8† ♔h7

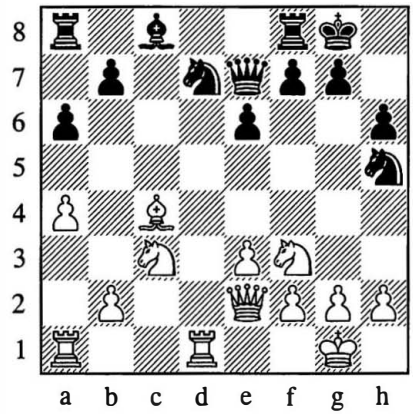
White cannot do much against the threatened attack by ...h5-h4. Nor can the b4-pawn be defended. White resigned.

0-1

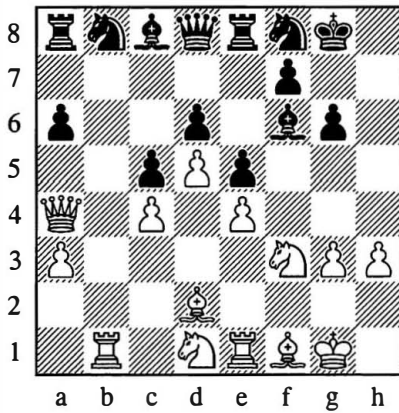
► Ex. 14-1 ◀ ★ ◻



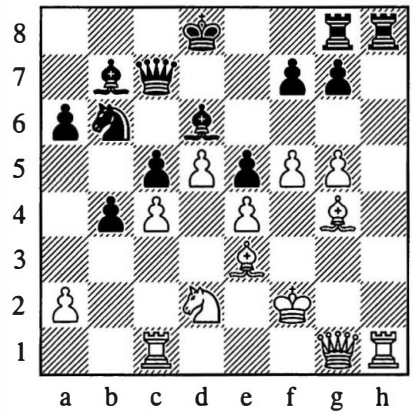
► Ex. 14-4 ◀ ★★ ◻



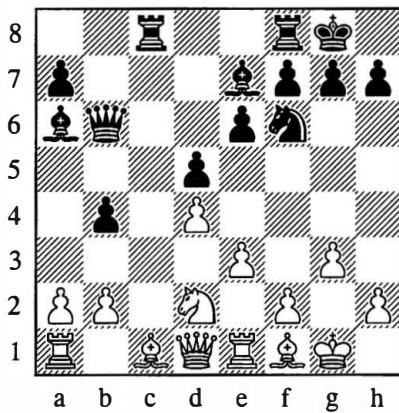
► Ex. 14-2 ◀ ★★ ◻



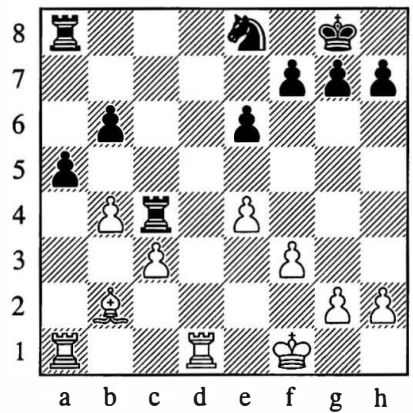
► Ex. 14-5 ◀ ★★ ◻



► Ex. 14-3 ◀ ★★ ▼

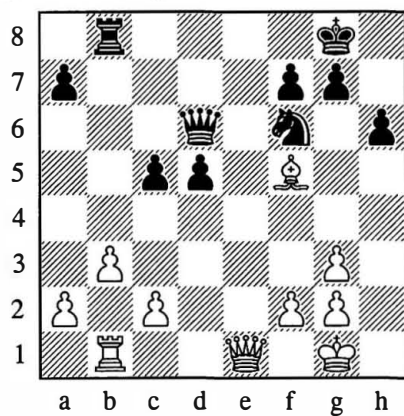


► Ex. 14-6 ◀ ★ ◻

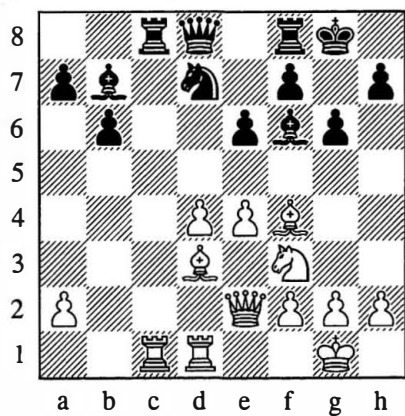


Exercises

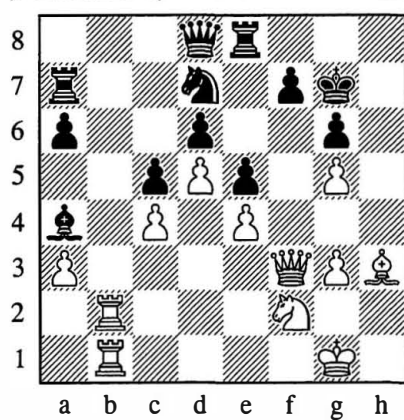
► Ex. 14-7 ◀ ★ ▼



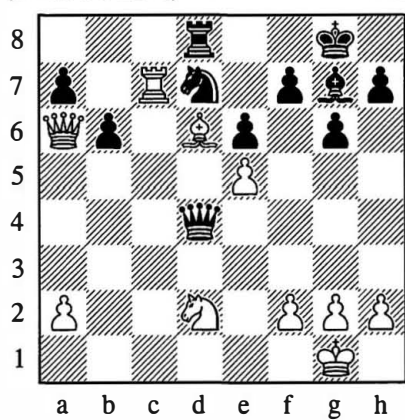
► Ex. 14-10 ◀ ★★ △



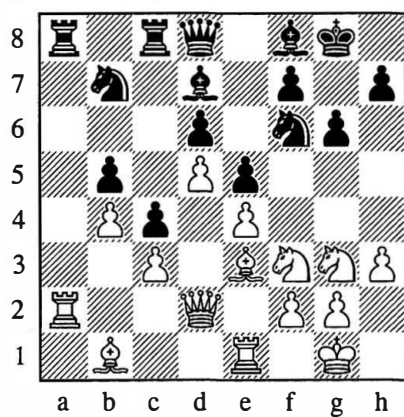
► Ex. 14-8 ◀ ★★ △



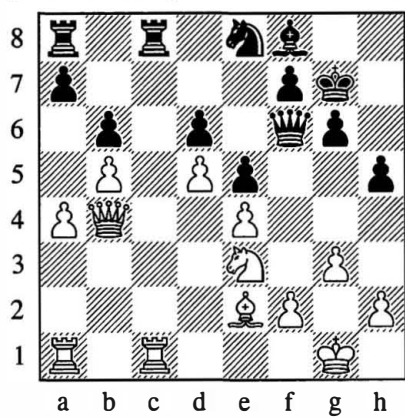
► Ex. 14-11 ◀ ★ △



► Ex. 14-9 ◀ ★★★ △



► Ex. 14-12 ◀ ★ △



Solutions

Ex. 14-1

M. Taimanov – Y. Averbakh

Zürich 1953

1. $\text{E}d6!$

(1 point)

Occupying the outpost.

1... $\text{E}b7$

If 1... $\text{E}xd6$ 2. exd6 $f6$, then 3. $\text{E}a7+$.

2. $\text{E}ad1$

Also possible are 2. $h4!$? and 2. $e4!$?

2... $\text{E}xd6$

If 2... $\text{E}c8$, then White plays 3. $e4$, with various ideas: $\text{E}d1-d3-h3$, $\text{E}c1-g5$ and $f4-f5$.

3. exd6

White has a dangerous attack and a strong passed pawn on $d6$.

Ex. 14-2

M. Taimanov – E. Geller

Zürich 1953

1. $\text{E}e3!?\pm$

(2 points)

A thematic move, preparing to double on the b -file. For the moves 1. $\text{E}c3$, 1. $\text{E}e3$, 1. $\text{E}f2$, 1. $\text{E}g2$ or 1. $\text{E}a5$ you only get 1 point.

1... $\text{E}h7$ 2. $\text{E}eb3$ $\text{E}d7$ 3. $\text{W}a5$ $\text{W}c8$ 4. $\text{E}f2$ $\text{E}d8$ 5. $\text{W}c3$ $\text{E}a4$ 6. $\text{E}3b2$

If 6. $\text{E}b7$, then 6... $\text{E}e7$.

6... $\text{E}d7$ 7. $h4$ $\text{E}a7$ 8. $\text{E}h3$ $\text{W}c7$ 9. $\text{E}g5$ $\text{E}xg5$ 10. $\text{E}xg5$ $\text{E}xg5$ 11. $h3$ $\text{E}g7$ 12. $\text{W}f3!+-$

White plans $\text{E}g2$, $\text{E}xd7$, $\text{W}f6+$ and $\text{E}h1$.

12... $\text{W}d8$

See Ex. 14-8.

Ex. 14-3

G. Stahlberg – M. Taimanov

Zürich 1953

1... $\text{E}c6!$

(2 points)

Doubling rooks. 1... $\text{E}c7!$ is equally good.

2. $\text{E}xa6$ $\text{W}xa6$ 3. $\text{E}f3$ $\text{E}fc8$ 4. $\text{W}b3$ $\text{E}e4$ 5. $\text{E}d2$ $\text{E}c2!$

5... $\text{E}xc1$ would not be so strong: 6. $\text{E}axc1$ $\text{E}xd2$ 7. $\text{E}xc8+$ $\text{W}xc8$ 8. $\text{W}d1$ $\text{E}e4$ 9. $\text{W}c1$ with counterplay.

Ex. 14-4

M. Botvinnik – N. Sorokin

USSR Ch, Moscow 1931

1. $\text{E}d2!$

(2 points)

1. $\text{E}d4$ is not so precise (1 point), because the rook on $d4$ can be attacked.

1... $\text{E}b6$ 2. $\text{E}ad1$ $\text{W}c5$

2... $\text{E}d7$ 3. $\text{E}e5$ $\text{E}f6$ 4. $a5$ $\text{E}xc4$ (4... $\text{E}bd5!$) 5. $\text{E}xd7$ $\text{E}xd7$ 6. $\text{E}xd7$ $\text{W}b4$ 7. $\text{E}xc4\pm$

M. Botvinnik.

2... $e5$ 3. $\text{E}d6!?\pm$ or 2... $\text{W}b4$ 3. $\text{E}d4\pm$ 3. $\text{E}a2\pm$

Ex. 14-5

A. Karpov – S. Gligoric

San Antonio 1972

1. $\text{E}h2!$

(2 points)

White prepares to double. The active move 1. $g6$ is not bad (1 point). Nor is the consolidating move 1. $\text{W}g2$ (also 1 point). The deeper meaning behind A. Karpov's move does not become clear until move 5.

1... $\text{W}e7?$

Black intends 2. $\text{W}h1$ $\text{W}f8$. However, 1... $a5$ was better.

2. $\text{E}b3$ $\text{E}c7$ 3. $\text{E}f3$ ($\times c5$) 3... $\text{E}d7$ 4. $a3!$

Suddenly Karpov opens another file on the queenside.

4... bxa3 5. $\text{E}a2!$ $\text{E}h4$ 6. $\text{E}xa3$ $\text{E}gh8$ 7. $\text{E}b1$ ($\Delta \text{E}a5$) 7... $\text{E}b8$

Better is 7... $f6$.

8. $\text{W}e1!$ $\text{E}xg4$

8... $\text{E}hh8$ 9. $\text{W}a5+$ $\text{E}c8$ 10. $f6!$ $gxf6$ 11. $\text{E}xc5+-$ 9. $\text{E}xg4$ $\text{E}c8$ 10. $\text{W}a5+$

Black resigned in view of 10... $\text{E}b6$ 11. $\text{E}xc5$ $\text{E}xc5$ 12. $\text{E}xb6$ $\text{E}xb6$ 13. $\text{E}xb6+$ $\text{E}xb6$ 14. $c5+-$.

Solutions

Ex. 14-6

A. Yusupov – E. Rozentalis

Bundesliga 1995

1. ♖d7±

(1 point)

The invasion of the 7th rank also limits the mobility of the knight on e8.

1... ♗c7

1... ♘c7? is bad, due to 2. bxa5 bxa5 3. ♗xa5.

After 1... ♗b8!? White does not play 2. bxa5 bxa5 3. ♗xa5 ♗xb2 4. ♗a8, on account of 4... ♗f8 5. ♗dd8 g6=, but rather 2. ♗e2!? axb4 3. ♗d4±.

2. ♗ad1±

Ex. 14-7

C. Lutz – A. Yusupov

Munich 1992

1... ♗e8!

(1 point)

The rook should occupy the open file.

2. ♖d2 ♖e5

Doubling on the open e-file.

3. ♖f4 ♖c3±

Ex. 14-8

M. Taimanov – E. Geller

Zürich 1953

1. ♗b7!

(2 points)

Invading the 7th rank. 1. ♗xd7 (1 point) is not so strong, in view of 1... ♗xd7 2. ♗b8 ♖xb8 3. ♗xb8 ♗xb8 4. ♖f6† ♗h7=.

1... ♗xb7 2. ♗xb7 ♗g8

The threat was 3. ♗xd7 ♗xd7 4. ♖f6†+–.

3. ♗xd7 ♗xd7 4. ♗g4! ♖xg5

If 4... ♗e7, then 5. ♗f6† ♗g7 6. ♖h1+– while 4... ♗xg4 loses at once to 5. ♖xf7†+–.

5. ♗xd7 f5 6. exf5 ♗b8+–

1–0

Ex. 14-9

A. Karpov – W. Unzicker

Nice Olympiad 1974

1. ♗a7!

(3 points)

Only 1 point for 1. ♖b2, since in this case White cannot win the struggle for the open a-file, but has to exchange the rooks

Karpov's play illustrates a very important procedure: doubling rooks behind a piece which is placed in front of them, thus taking control of the a-file.

1... ♗e8 2. ♗c2 ♗c7 3. ♗ea1±

Ex. 14-10

E. Geller – V. Simagin

USSR Ch, Moscow 1951

1. ♗a6!

(2 points)

Controlling the entry square c8.

Another move which would not be bad is 1. ♗xc8!? ♖xc8 2. ♗c1± (1 point).

1... ♗xa6 2. ♖xa6 ♗xc1 3. ♗xc1 ♖a8 4. ♗d6 ♗d8 5. e5 ♗g7 6. ♗c7!+–

Invading the 7th rank.

6... ♖e4 7. ♗d2 ♖e1†

For 7... ♖xd4, see Ex. 14-11.

8. ♗f1 ♗f8 9. ♖xa7 ♗h6 10. ♗xf7 ♖b1 11. ♖e7 ♗c8 12. ♗xh7 ♗xh7 13. ♖xc6† ♗g7 14. ♖d7† ♗g8 15. ♖xc8† ♗g7 16. ♖c7† ♗g8 17. e6

1–0

Ex. 14-11

Variation from the game

E. Geller – V. Simagin

USSR Ch, Moscow 1951

1. ♗xd7!+–

(1 point)

Solutions

Ex. 14-12

T.Petrosian – H.Pilnik

Amsterdam 1956

1. $\text{E}c6!$

(1 point)

Occupying the outpost.

1... $\text{W}d8$

Or 1... $\text{E}xc6$ 2. bxc6 , intending $\text{E}a6$ -b7 and then $a5\pm$, with an attack on the queenside.

2. $\text{E}a1$ $\text{Q}f6$

Planning ... $\text{Q}d7$ -c5.

3. $\text{Q}f1!$ $\text{E}cb8$

If 3... $\text{Q}d7$, then 4. $\text{Q}h3!$ $\text{E}xc6$ 5. dxc6 $\text{Q}c5$ 6. $\text{Q}d5$, threatening 7. $c7\pm$.

4. $\text{Q}h3$ a6 5. $\text{E}e1!$

So that the e4-pawn will be defended after the planned 6. $\text{Q}c4$.

If 5. $f3$, then 5... axb5 6. axb5 $h4\pm$ – T.Petrosian.

5... axb5 6. axb5 $\text{Q}h7$ 7. $\text{Q}c4\pm$ ($\times b6$) 7... $\text{E}a2$

8. $\text{Q}g2$ $\text{W}f6$ 9. $\text{E}f1$ $\text{Q}g5$ 10. $\text{W}b3$ $\text{E}ba8$

11. $\text{E}xb6$ $\text{E}a1$ 12. $\text{E}c6$ $\text{E}8a2$ 13. $\text{W}e3+-$

Scoring

Maximum number of points is 20

17 points and above → Excellent

14 points and above → Good

10 points → Pass mark

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

Contents

- ✓ The combination
- ✓ Aims of combinations
- ✓ Active moves
- ✓ Checks and forcing play
- ✓ When should you stop calculating?

Combinations

By a combination we mean 'a sequence of forcing moves with a specific goal, and grounded in tactics. A sacrifice is likely to be present and Botvinnik, among others, says is always present.'

(The Oxford Companion to Chess)

The aim of a combination need not simply be **mate**, but it can also be **winning material**, **stalemate** or **promoting a pawn**.

In the earlier lessons, we have already studied some typical mating combinations.

What is most important of all is that your opponent is enticed into a **forced exchange of material** and has to follow through to the end of the sequence.

Firstly, try looking at the diagrams in the following examples and finding the correct combination on your own, before looking at the explanations which accompany them!

Diagram 15-1

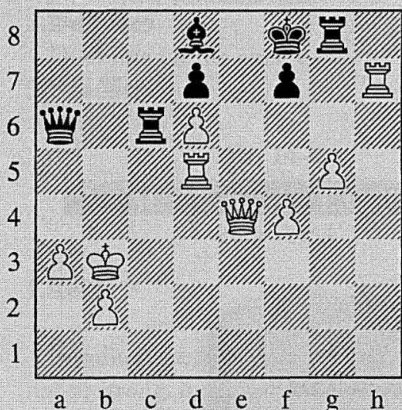


Diagram 15-1

N.Short – C.Lutz

Budapest 2003

White finds a forced mate.

1. ♖xf7! ♜xf7 2. ♖f5† ♜g7

2... ♜e8 is no better: 3. ♖e5† ♜e7 4. ♖xe7† ♜d8 5. ♖xd7#.

3. ♖xd7† ♜g6

Or 3... ♜e7 4. ♖xe7† ♜h8 5. ♖f6† ♖g7 6. ♖f8† ♜h7 (6... ♖g8 7. ♖h6#) 7. g6† ♜h6 (7... ♜xg6 8. ♖g5†+-; 7... ♖xg6 8. ♖h5† and then mate) 8. ♖h8† ♜xg6 9. ♖h5† ♜f6 10. ♖f5#.

4. ♖e6†

Black resigned, in view of 4... ♜h5 (or 4... ♜f6 5. ♖f5† ♜h5 6. ♖h3† ♜g6 7. ♖h6† ♜f7 8. ♖xf6† ♜e8 9. ♖e7#) 5. ♖h3† ♜g6 6. ♖h6† ♜f7 7. ♖f5† ♜e8 8. ♖e6† and then mate.

Diagram 15-2

J. Polgar – F. Berkes

Budapest 2003

1. ♖h7!!

White sacrifices a whole rook, just to bring her queen onto the open file with tempo.

1... ♜xh7 2. ♜h2† ♜g8

2... ♜g7 is even worse, on account of 3. ♜h6†.

3. ♖h1

The threat is ♜h8# or ♜h7#. Black must give up his queen to prevent mate.

3... ♙xg5† 4. ♘xg5 ♜xg5†

4... ♜g7 does not save the queen, because of 5. ♘xe6†!, and if 5... fxe6 then 6. ♜h7† ♜f6 7. g5† ♜xg5 8. ♜h4#.

5. f4 ♜xf4† 6. ♜xf4 ♙xe4 7. ♜xe4

But not 7. ♜h6?? due to 7... ♙xh1.

White has a decisive material and positional advantage. Black may have resigned too early here, but White should win in the long run.

Diagram 15-2

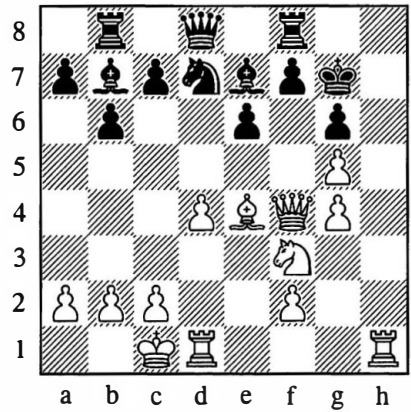


Diagram 15-3

Enit – Effel

Correspondence 1957

White finds a lovely drawing combination.

1. ♖a8! ♜xa8 2. ♜a2†=

And Black must stalemate his opponent:

2... ♜xa2 stalemate.

Because 2... ♜f8?? allows 3. ♜f7#.

In a combination, you normally only use *active moves*: checks, captures, various attacking moves or threats. In this lesson, it is precisely these **active possibilities** on which you should be concentrating. Special attention needs to be paid to the **first moves**.

Diagram 15-3

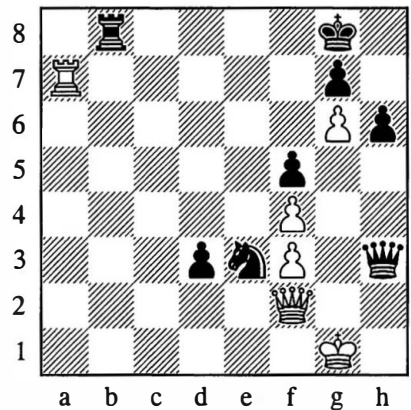


Diagram 15-4

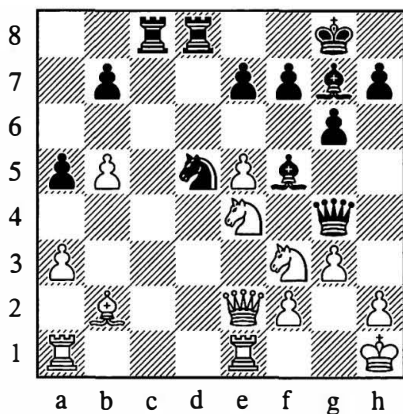


Diagram 15-5

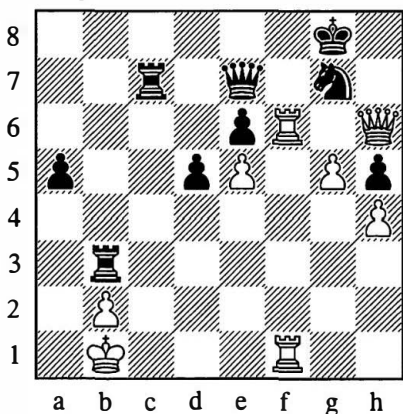


Diagram 15-6

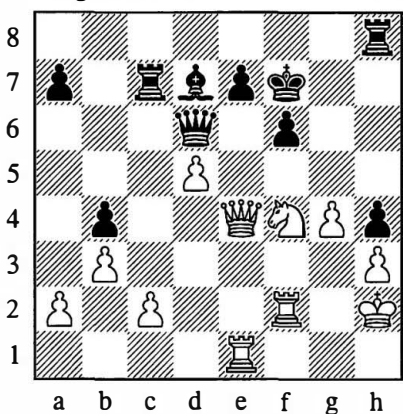


Diagram 15-4

A.Alekhine–V.Mikenas

Kemer 1937

In the game, Black played:

1...♙xe4?!

And obtained just a small advantage.

Instead Black could have played the combination
1...♞c2! 2.♙xc2 ♜xf3† 3.♙g1 ♙h3 4.♜f6† ♜xf6–+
winning immediately.

Diagram 15-5

N.Krogius – G.Lisitsin

USSR Ch, Leningrad 1951

Of course, the **highest priority has to be given to checks**. In this position Black found a forced win.

1...♞xb2†! 2.♙xb2 ♜b4† 3.♙a1

Or 3.♙a2 ♞c2† 4.♙a1 ♜b2#.

3...♜a3† 4.♙b1 ♞b7† 5.♙c2 ♞b2† 6.♙d1 ♜a1#

Diagram 15-6

Kofman – Kotlerman

Ukrainian Ch 1947

White has a strong attack.

1.♜g6† ♙f8 2.♞e6!!

An important, active, attacking move which his opponent cannot ignore.

2...♜c5

2...♙e6 3.dxe6 leads to a situation in which Black can do nothing about the threat of mate on f7.

3.♞xf6†!

A typical sacrifice which opens up the king's position.

3...exf6 4.♜xf6† ♙g8

Or 4...♙e8 5.♜xh8†+–.

5.♜g6† ♙f8 6.♜e6†

And White wins:

6...♔e7 7.♖f6† ♔d6

Or 7...♔e8 8.♘g7#.

8.♙f4† ♙e6 9.♗xe6#

In order to achieve the goal of the combination, you often have to accept temporary material losses. When this is the case, **you should not break off your calculation of lines too soon. The position can only be evaluated when there are no more active moves left.**

In the examples which follow, we shall see once more how important the **active moves** are. Try to attack the opposing pieces!

Diagram 15-7

Variation from the game

J.Capablanca – A.Alekhine

World Ch, Buenos Aires (1) 1927

1...♖c7! 2.♜f8

If 2.♖b3 ♖xb8 3.♗xf7†, then 3...♔h6–+ escapes the checks. 2.♞a8 would not be good, on account of 2...♖c6–+, with an attack on the rook and also the threat of ♜e1†.

2...♔g7! 3.♞a8 ♜e1†

Or first 3...♖c6.

4.♔h2 ♖c6–+

With a double attack, threatening the a8-rook as well as mate on h1.

Diagram 15-7

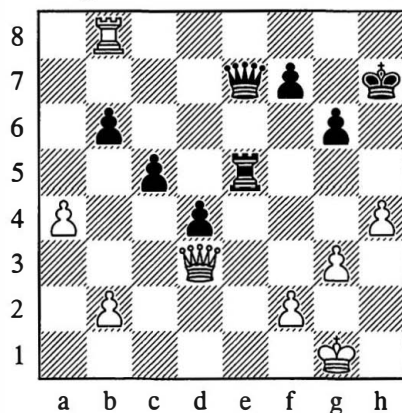


Diagram 15-8

Em.Lasker – V.Ragozin

Moscow 1936

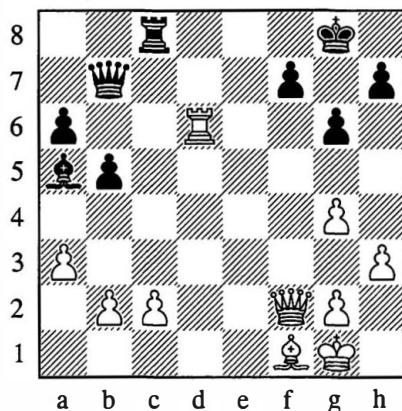
1...♙c7! 2.♜f6

The rook must protect the b6-square!

2...♙d8! 3.♞d6 ♙e7 4.♞b6 ♖xb6! 5.♖xb6 ♙c5†–+

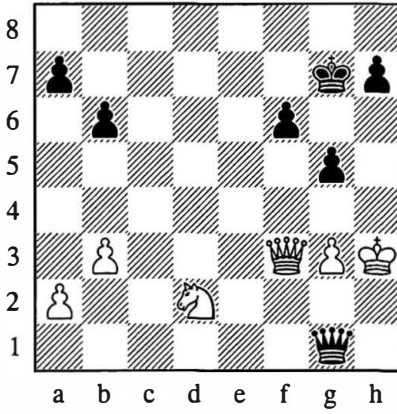
Black wins the exchange.

Diagram 15-8

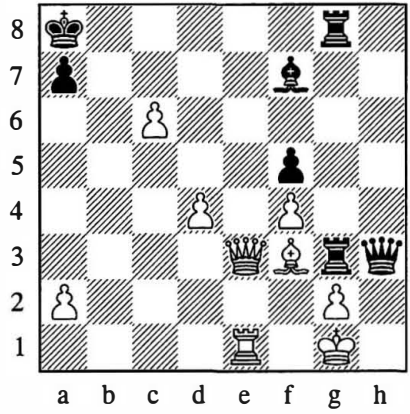


Exercises

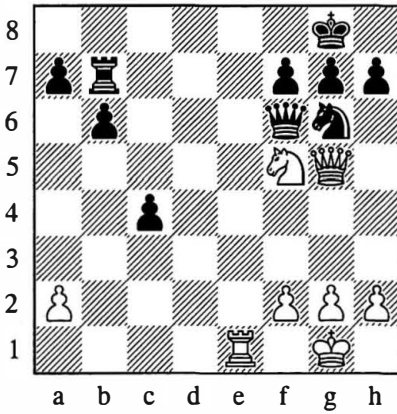
► Ex. 15-1 ◀ ★★ ▼



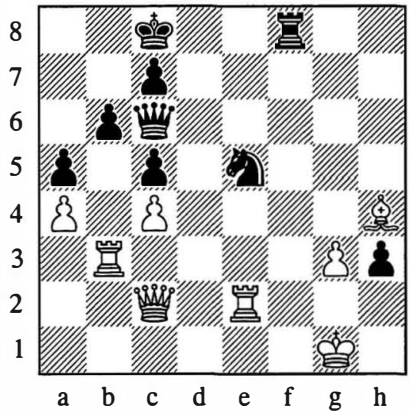
► Ex. 15-4 ◀ ★★ ▲



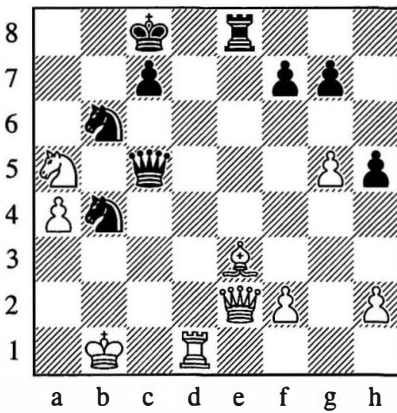
► Ex. 15-2 ◀ ★★ ▲



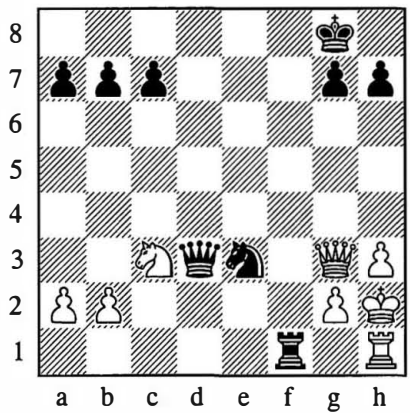
► Ex. 15-5 ◀ ★★ ▼



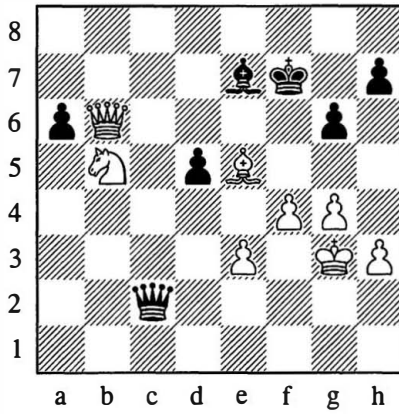
► Ex. 15-3 ◀ ★ ▲



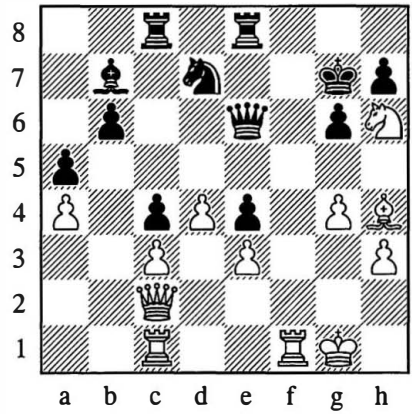
► Ex. 15-6 ◀ ★★ ▼



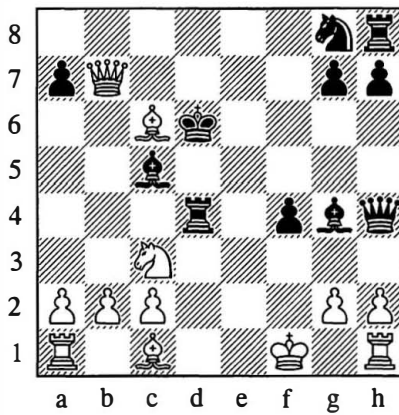
► Ex. 15-7 ◀ ★★ ▼



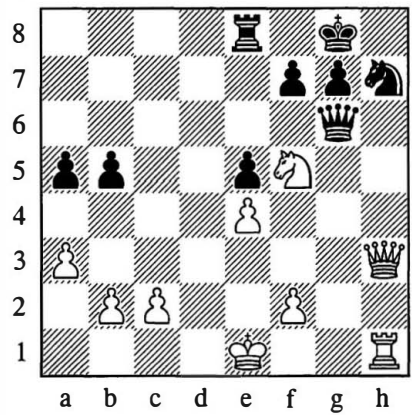
► Ex. 15-10 ◀ ★★ △



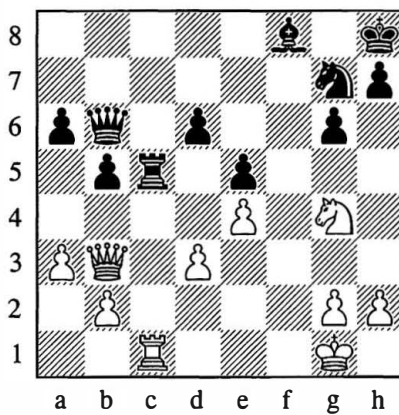
► Ex. 15-8 ◀ ★ ▼



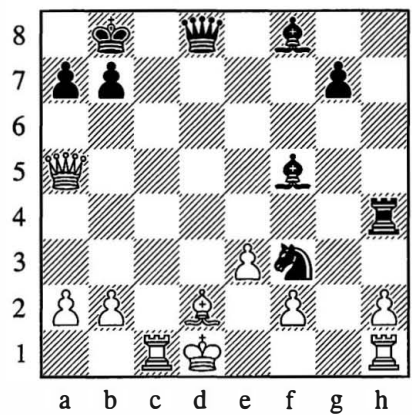
► Ex. 15-11 ◀ ★★ △



► Ex. 15-9 ◀ ★★ △



► Ex. 15-12 ◀ ★★ ▼



Solutions

Ex. 15-1

Ljutov – M.Botvinnik

Leningrad 1925

1...h5!

(1 point)

But not 1...g4?? 2.♖xg4†.

2.♖xh5

2.g4 hxg4† 3.♖xg4 ♖h1† 4.♔g3 ♖el†→

2...♖h1† 3.♔g4 ♖d1† 4.♔f3 ♖d7#

(1 point)

Ex. 15-2

A.Alekhine – Freyman

New York 1924

1.♖e8†

(1 point)

1...♔f8 2.♔h6†! ♖xh6 3.♖xf8†! ♔xf8

4.♖d8#

(1 point)

Ex. 15-3

O.Duras – R.Spielmann

Vienna 1907

1.♖d8†!

(1 point)

Black resigned. 1...♖xd8 (or 1...♔xd8

2.♔b7†→) 2.♖xc5→

Ex. 15-4

J.Mieses – C.Von Bardeleben

Barmen 1905

1.♖e8†!

(1 point)

White can also play his moves in a different order: 1.c7†! ♖xf3 2.♖e8†! ♖xe8 3.♖xe8† ♔b7 4.c8♖†→ (1 point).

The passive move 1.♖e2 would be bad, due to either 1...♖xf3 or 1...♖xg2† 2.♖xg2 ♖xg2†→.

1...♖xe8 2.♖xe8† ♖xe8 3.c7† ♖xf3 4.c8♖#

(1 point)

Ex. 15-5

E.Bogoljubow – Monticelli

San Remo 1930

1...♖f1†!

But certainly not 1...♖h1†?? 2.♔xh1 ♖f1† 3.♔h2 ♔g4†, since White can capture on h3! 2.♔xf1 ♖h1† 3.♔f2 ♔g4#

(2 points)

Ex. 15-6

Riemann – S.Tarrasch

Leipzig 1883

1...♔g4†!

(1 point)

But not 1...♔d1?? 2.♖xd3 ♖xh1† 3.♔g3!.

2.♖xg4

2.hxg4 ♖xh1† 3.♔xh1 ♖xg3→

2...♖d6† 3.g3

Or 3.♖g3 ♖xh1†→.

3...♖d2† 4.♔e2

4.♖e2 also loses to 4...♖f2†→.

4...♖f2† 5.♔g1 ♖e1#

(1 point)

Ex. 15-7

G.Siegel – V.Mikhalevski

Neuchatel 1996

1...♖h4†!

(1 point)

If 1...axb5, then 2.♖b7=.

In the game White resigned, in view of 2.♔xh4 (or 2.♔f3 ♖f2#) 2...♖f2† 3.♔g5 h6† 4.♔xh6 ♖h4#.

(1 point)

Ex. 15-8

Eckart – S.Tarrasch

Nuremberg 1887

1...♖f2†!!

But not 1...♖d1†?? due to 2.♔xd1, and 2...♖f2†? is unfortunately not mate...

Solutions

2. ♖xf2 ♖d1†--

(1 point)

Followed by mate.

0-1

Ex. 15-9

Kratkovsky – Lapshis

USSR 1982

1. ♖g8†!!

Certainly not 'first' 1. ♖xc5, in view of 1... ♖xc5† (with check!).

1... ♖xg8 2. ♖h6† ♖h8 3. ♖f7=

(2 points)

Ex. 15-10

Variation from the game

A. Yusupov – M. Carlsen

Politiken Cup, Copenhagen 2003

1. ♖f7†! ♖xh6

If 1... ♖xf7 2. ♖xf7 ♖xf7, then 3. ♖f1†--.

And if 1... ♖h8, then 2. ♖xd7!

(1 point)

with the idea 2... ♖xd7 3. ♖f6†--.

2. g5† ♖h5 3. ♖xh7#

(1 point)

Ex. 15-11

Nikonov – Hardin

Kirov 1981

1. ♖e7†!

(1 point)

1... ♖xe7 2. ♖c8† ♖f8

Or 2... ♖e8 3. ♖xe8† ♖f8 4. ♖xe5--.

3. ♖xf8†!! ♖xf8 4. ♖h8#

(1 point)

Ex. 15-12

Celander – A. Yusupov

Rilton Cup, Stockholm 2002

1... b6!

(1 point)

The queen cannot leave the a5-d2 diagonal!

1... ♖xd2† is not so strong, since White can put up a better defence in the endgame. Only 1 point for 1... ♖d6-- or 1... ♖d7.

2. ♖c3

2. ♖xf5 ♖xd2#

2... ♖c4!--

(1 point)

Another equally good move is 2... ♖b4--.

After 2... ♖c4 White resigned, on account of

3. ♖xc4 ♖xd2#.

Scoring

Maximum number of points is 22

19 points and above → Excellent

16 points and above → Good

12 points → Pass mark

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

Contents

- ✓ Pawn on the 7th (2nd) rank
- ✓ Winning rule
- ✓ Knight or central pawn
- ✓ Rook pawn
- ✓ Bishop pawn
- ✓ Pawn on the 6th (3rd) rank

Queen against pawn

This endgame is quite simple. There are only a few positions and ideas to study.

Pawn on the 7th (2nd) rank

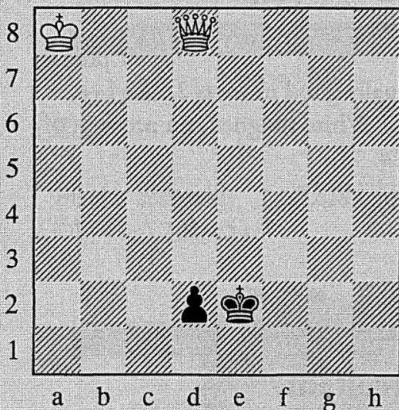
Normally, the queen wins against a pawn on the 6th (3rd) rank without any problems. Positions in which the pawn is already on the **last but one rank** are of noticeably greater practical importance. Here, **the file on which the pawn is standing** plays an important part.

There is another important winning rule: **if the queen is in front of the pawn, the position is always won.**

Knight or central pawn

Under normal circumstances, **the queen wins easily against a central pawn or a knight pawn.**

Diagram 16-1



Example 1 +-

Diagram 16-1

The winning method is simple: the queen either gives checks or attacks the pawn, thus coming closer to the opposing king and forcing it to occupy the **square in front of the pawn**. Then the white king moves one step closer...

1. ♖e8† ♔f2 2. ♖a4

Or 2. ♖d7.

2... ♔e2 3. ♖e4† ♔f1 4. ♖d3† ♔e1 5. ♖e3† ♔d1

Now the white king is free to approach.

6. ♔b7 ♔c2 7. ♖e2

Or 7. ♖e4†.

7... ♔c1 8. ♖c4† ♔b2 9. ♖d3 ♔c1 10. ♖c3† ♔d1

11. ♔c6 ♔e2 12. ♖c2

Or 12. ♖c4†.

12... ♔e1 13. ♖e4† ♔f2 14. ♖d3 ♔e1 15. ♖e3† ♔d1

16. ♔d5 ♔c2 17. ♖e4† ♔c1 18. ♖c4† ♔b1

19. ♖d3† ♔c1 20. ♖c3† ♔d1 21. ♔e4 ♔e2 22. ♖e3† ♔d1

23. ♔d3+-

White wins the pawn and the game.

There are seldom any difficulties.

Diagram 16-2

1. ♖e4† ♔f2 2. ♗d3 ♕e1 3. ♗e3† ♔f1!

An unexpected resource. White cannot take the pawn, because of stalemate! Our king is too close! But this gives White another powerful idea: **play for mate!**

4. ♗f3† ♔e1 5. ♔g2! d1 ♗ 6. ♗f2#

Rook pawn

With either a **rook** or a **bishop pawn**, the winning method described above does not work, since there is also a **stalemate defence**.

Hence many endings of this sort finish in a draw. The win only becomes possible if the white king is near enough to help its queen deliver mate or win the pawn.

Diagram 16-3

G.Lolli

1763

The white king is outside of the winning zone: a5-d5-e4-e1. But a little trick enables the king to come closer.

1. ♔b6!

The only path to a win. If 1. ♗e4? ♔b2 2. ♗b4† ♔c2 3. ♗a3 ♔b1 4. ♗b3†, then 4... ♔a1! =.

1... ♔b2 2. ♔a5† ♔c1 3. ♗h1† ♔b2 4. ♗g2† ♔b1 5. ♔a4

The king is heading to b3.

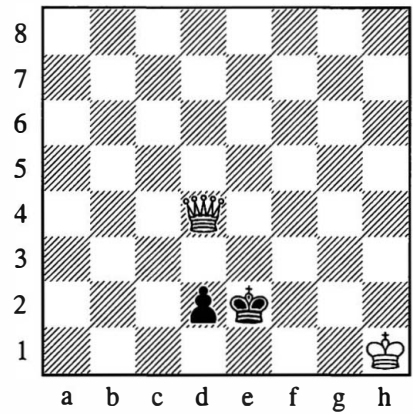
5... a1 ♗† 6. ♔b3+–

Diagram 16-4

Black cannot defend against the mate.

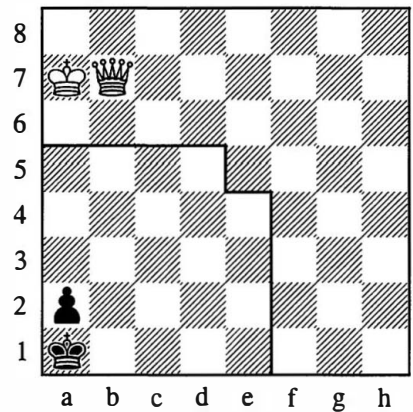
We shall also frequently see similar mating attacks in endgames with the bishop pawn.

Diagram 16-2



Example 2 +–

Diagram 16-3



Example 3 +–

Diagram 16-4

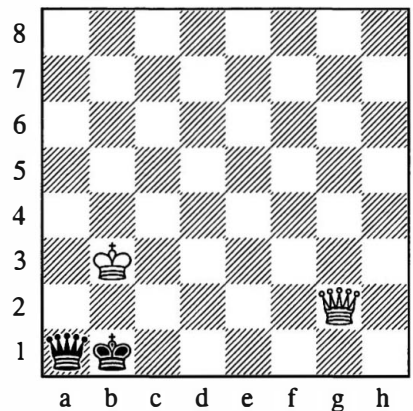
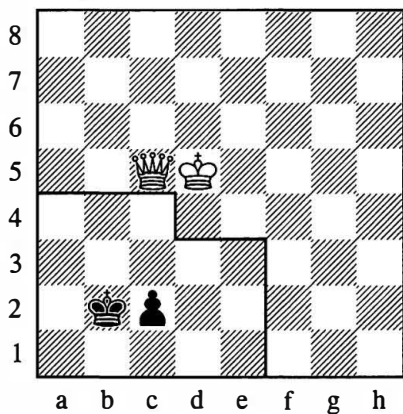
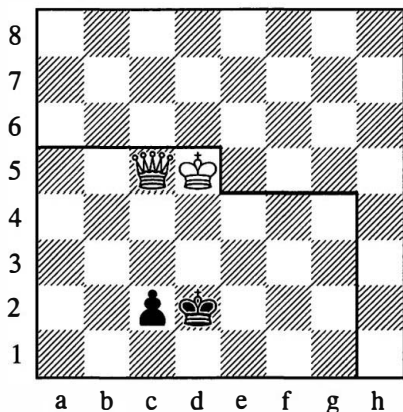


Diagram 16-5



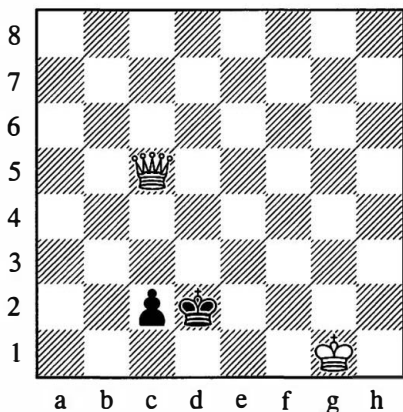
Example 4 =

Diagram 16-6



Example 5 +-

Diagram 16-7



Example 6 +-

Bishop pawn

Diagram 16-5

Here, the white king is outside of the winning zone: a4-c4-d3-e3-e1. The position is drawn, although Black still has to play very carefully, since the white king is not so far away.

1. ♖b4† ♔a2 2. ♜c3

If 2... ♜d2, then 2... ♜b1! (but not 2... ♜a1? 3. ♜c1†+-) 3. ♜d3 and then either:

a) 3... ♜b2 4. ♜e2 ♜a1!= (if 4... ♜b1?!, then 5. ♜c4 c1♜† 6. ♜b3-+ is another important mating position)

b) or the immediate 3... ♜a1=.

2... ♜b1 3. ♜b3† ♜a1!

An important stalemate defence.

4. ♜xc2 stalemate.

Diagram 16-6

The black king is on the wrong side of the pawn. So the winning zone is bigger here: a5-d5-e4-g4-g1.

1. ♜d4† ♜e2 2. ♜c3 ♜d1 3. ♜d3† ♜c1

Black does not yet have a stalemate defence.

4. ♜c4

The white king is now close enough to the b3-square.

4... ♜b2 5. ♜d2 ♜b1

5... ♜a1 6. ♜c1†+-

6. ♜b3 c1♜ 7. ♜a2#

Diagram 16-7

1. ♜d4† ♜c1

Black wants to bring his king to the correct side. If 1... ♜e2, then 2. ♜b2 ♜d1 3. ♜f2, continuing as in the main variation.

2. ♜a1†

But not 2. ♜f2? ♜b1=.

2... ♜d2 3. ♜b2 ♜d1 4. ♜f2! ♜d2

After 4... c1♜ there comes 5. ♜e2#.

5. ♜d4† ♜c1 6. ♜e2 ♜b1 7. ♜b4† ♜a2

7... ♜c1 8. ♜d3 ♜d1 9. ♜d2#

8. ♜d2+-

You do **not** have to memorize the winning zones. It is enough if you understand the methods described above.

If the king is far away from a rook pawn or a bishop pawn, the win is impossible. If it is close by, you must check out the specific variations.

Pawn on the 6th (3rd) rank

Diagram 16-8

I. Horowitz

1965

With a pawn on the 6th rank, White's task is even easier, since there is no threat of a stalemate. But there are some positions known to theory which are drawn, because the pieces of the stronger side do not so much help each other as get in each other's way.

1. ♖f6!

The pin on the diagonal leads to an elementary win.

1... ♖b3

1... ♖c2 2. ♕d4+-

2. ♕d4

Or 2. ♖g6+-.

2... c2

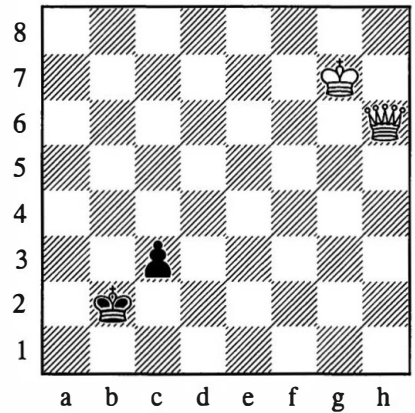
Black has no way to improve his position, and White will bring his king closer.

3. ♕a1+-

The queen blocks the pawn.

The positions in the test will help you gain a better understanding of the subject of the lesson. In each case, you must also give your **evaluation** of the position (+- or = or -+).

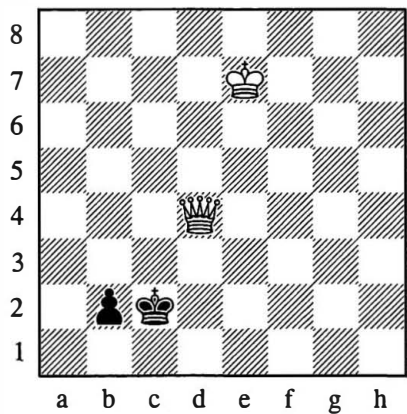
Diagram 16-8



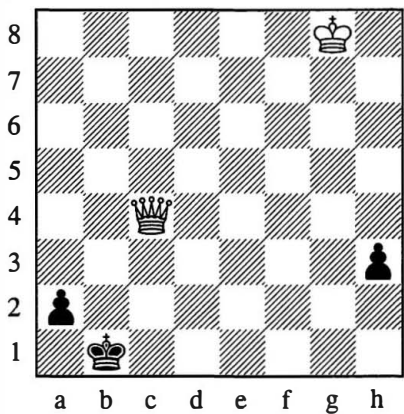
Example 7 +-

Exercises

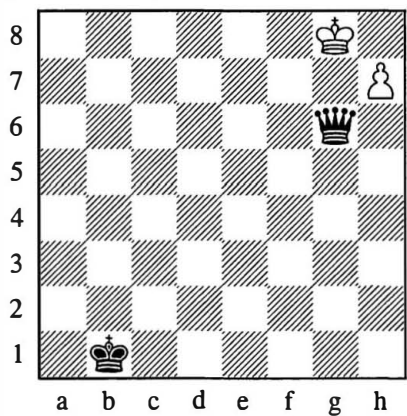
► Ex. 16-1 ◀ ★★ △



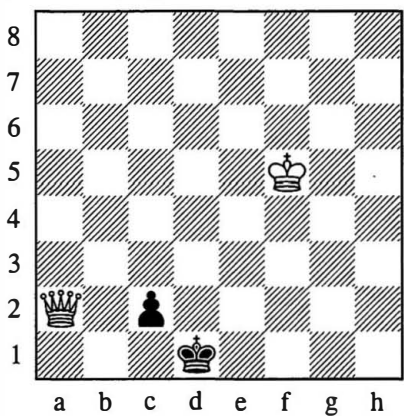
► Ex. 16-4 ◀ ★★ △



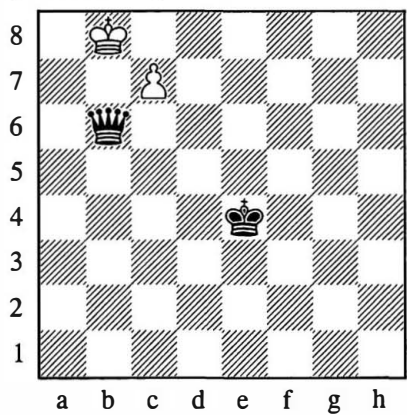
► Ex. 16-2 ◀ ★★ △



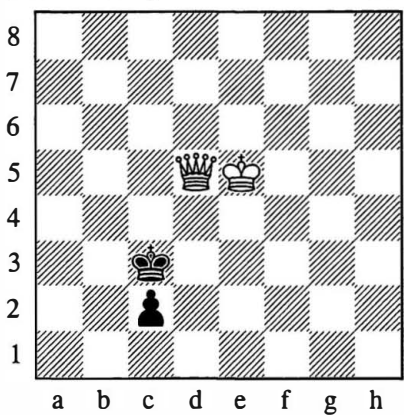
► Ex. 16-5 ◀ ★★ △



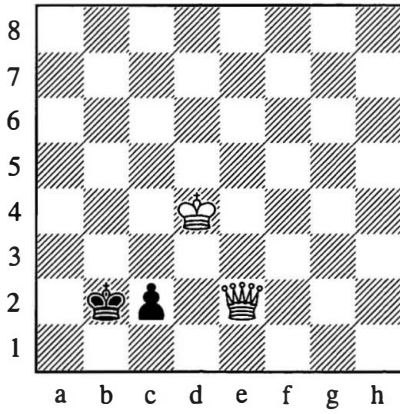
► Ex. 16-3 ◀ ★★ △



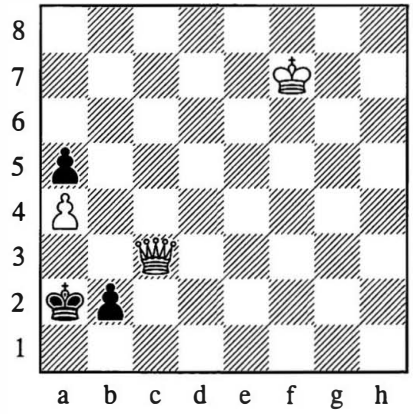
► Ex. 16-6 ◀ ★★ △



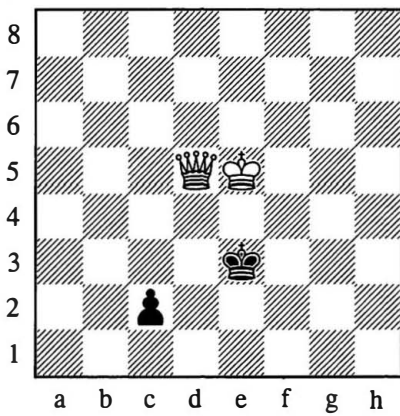
► Ex. 16-7 ◀ ★★★ ▼



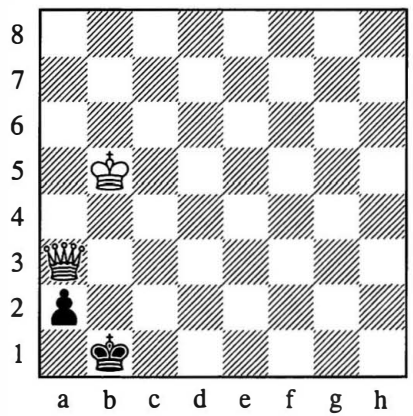
► Ex. 16-10 ◀ ★★★ ▲



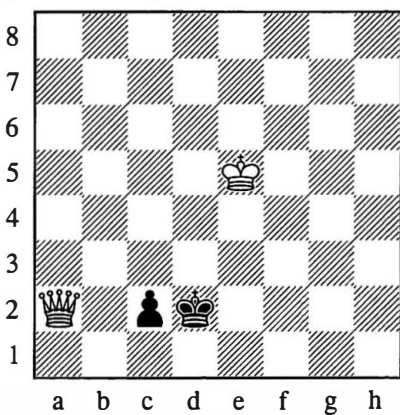
► Ex. 16-8 ◀ ★★★ ▲



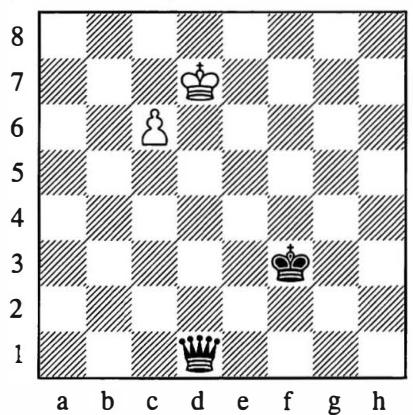
► Ex. 16-11 ★★ ▲



► Ex. 16-9 ◀ ★★★ ▼



► Ex. 16-12 ◀ ★★★ ▲



Solutions

Ex. 16-1

Evaluation +-

(1 point)

White forces the black king to occupy the square in front of the passed pawn, then the white king approaches...

1. ♖c4† ♔d2 2. ♜b3 ♔c1 3. ♖c3† ♔b1
4. ♔d6

(1 point)

And then carry on as in Example 1.

4... ♔a2 5. ♜a5†

Or 5. ♖c2 ♔a1 6. ♜a4†+.

5... ♔b3 6. ♜b5† ♔c2 7. ♖c4† ♔d2 8. ♜b3
♔c1 9. ♖c3† ♔b1 10. ♔c5 ♔a2 11. ♜a5†
♔b3 12. ♜b4† ♔c2 13. ♖c4† ♔d2 14. ♜b3
♔c1 15. ♖c3† ♔b1 16. ♔b4 ♔a2 17. ♜a3†
♔b1 18. ♔c3+–

Ex. 16-2

Evaluation =

(1 point)

1. ♔h8!=

(1 point)

See Example 3.

Ex. 16-3

Evaluation =

(1 point)

1. ♔a8!=

(1 point)

1... ♜xc7 stalemate.

See Example 4.

Ex. 16-4

Evaluation +-

(1 point)

It is important that Black **still has a second pawn**, so that the stalemate defence does not work. (Without the h-pawn the position would be drawn!)

1. ♜b3† ♔a1 2. ♖c2!

But not 2. ♜xh3?? ♔b2=.

2... h2 3. ♖c1#

(1 point)

Ex. 16-5

Evaluation +-

(1 point)

1. ♔e4!

1... ♜d5†? would be wrong, on account of 1... ♔e1! drawing. 1... ♔c1? would allow white to play 2. ♜a2! and return to the main line.

White plays for mate, as in Examples 4 and 5.

1... c1 ♜ 2. ♔d3+–

(1 point)

2... ♜f4 3. ♖c2† ♔e1 4. ♜e2#

Ex. 16-6

Evaluation +-

(1 point)

1. ♜d4†! ♔b3 2. ♜a1+–

(1 point)

The white queen **blocks** the pawn! (Winning rule). See Example 7.

Ex. 16-7

Evaluation =

(1 point)

1... ♔a1!

(2 points)

But not 1... ♔b1?, in view of 2. ♔c3 c1 ♜† 3. ♔b3+–, with the same mating position as in Example 4.

2. ♜d2 ♔b1=

Ex. 16-8

Evaluation +-

(1 point)

1. ♜g2!!+–

(2 points)

Only this tactical trick wins! 1. ♜d4†? ♔e2 2. ♖c3 ♔d1 3. ♜d3 ♔c1 4. ♔d4 ♔b2 leads to a draw, as in Example 4 and Ex. 16-7.

1... ♔d3

Or 1... c1 ♜ 2. ♜g5† ♔d3 3. ♜xc1+–.

2. ♜g5!+–

And then ♖c1 and the queen blocks the pawn (Winning rule).

Solutions

Ex. 16-9

Evaluation =

1...♔c3!=

(1 point)

If 1...♔d1?, then 2.♔d4 c1♙ 3.♔d3+-. See Ex. 16-5.

2.♙a3† ♔d2 3.♙b2 ♔d1 4.♙d4†

(2 points)

After 4.♔d4 comes 4...c1♙= and the white queen is under attack!

4...♔c1 5.♔e4 ♔b1=

(1 point)

1.♙b3† ♔a1 2.♙d1† ♔b2 3.♙d2† ♔b1
4.♔b4!

Or 4.♔a4!.

4...a1♙ 5.♔b3+-

See Example 3.

Ex. 16-12

Evaluation =

1.♔c8!

(1 point)

(2 points)

To achieve a draw, White must get his bishop pawn to the 7th rank. Fortunately, the black king gets in the way of checks on the c8-h3 diagonal.

1.♔c7? loses to 1...♙d5+.

1.♔e7? is hopeless: 1...♙c2 2.♔d6 ♙d3†
3.♔e6 ♙c4† 4.♔d6 ♙d4† 5.♔e6 ♙c5 6.♔d7
♙d5†+ (see Example 7).

1...♔e4 2.c7 ♔d5 3.♔b7 ♙b3† 4.♔a7
♙a4† 5.♔b7 ♙c6† 6.♔b8 ♙b6†

Or 6...♙d6 7.♔b7 ♙e7 (7...♙d7 8.♔b8=
8.♔a8! ♔c6 9.c8♙† ♔b6 10.♙b8†= (see Ex.
16-7)

7.♔a8!=

See Ex. 16-3.

Ex. 16-10

Evaluation +-

1.♙c2

(1 point)

1.♙xa5 b1♙ is drawn.

1.♙c4† achieves nothing after 1...♔a1.

1...♔a1 2.♔e6!

(1 point)

With a transition to a won pawn ending!

2...b1♙ 3.♙xb1† ♔xb1 4.♔d5 ♔c2 5.♔c4!
♔d2 6.♔b5 ♔c3 7.♔xa5+-

(1 point)

Ex. 16-11

Evaluation +-

(1 point)

Scoring

Maximum number of points is 29

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.

Contents

- ✓ Stalemating combinations
- ✓ Stalemate motifs in the endgame
- ✓ The stalemate defence in the pawn ending
- ✓ Stalemate ideas in studies
- ✓ Stalemate ideas in the middlegame

Diagram 17-1

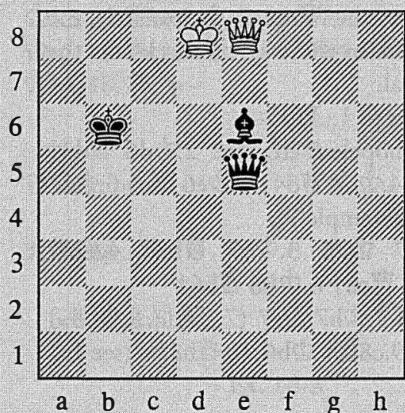
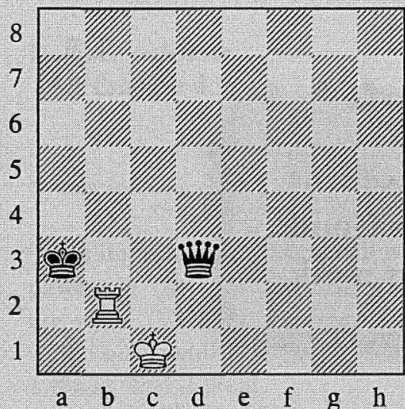


Diagram 17-2



Stalemate motifs

If we find ourselves in a very bad, or even an almost hopeless situation, we should not acknowledge defeat too early. We should first think about a **final defensive possibility**: we can sometimes save the game with a **stalemate combination**.

Stalemate motifs are, of course, most frequently found in the endgame.

Diagram 17-1

The end of a study by

V.Kosyrev
1978

White saves himself with a typical stalemate combination.

1. ♖xe6!

All other moves lose:

a) 1. ♔e7? ♕d5† 2. ♔d8 (2. ♔f8 ♖f6†—+) 2... ♖c7#

b) 1. ♖g6? ♖d6† 2. ♔e8 ♕d7† 3. ♔f7 ♕e8†—+

c) 1. ♖a4? ♖f6† 2. ♔e8 ♖f7† 3. ♔d8 ♖f8† 4. ♖e8 ♖d6†—+

d) 1. ♖f8? ♖c7† 2. ♔e8 ♖d7#—+

1... ♖xe6 stalemate.

Diagram 17-2

1. ♖a2!

White uses the stalemate motif to achieve a draw. But not 1. ♖b3?? ♖xb3—+.

1... ♔b4

1... ♔b3 2. ♖a3! ♔xa3=

2. ♖b2† ♔c4

2... ♔c3 3. ♖b3! ♔xb3=

3. ♖c2† ♔d4

There is no other way for Black to escape the checks.

4. ♖d2=

In Chapter 10, we already saw some stalemate motifs in pawn endings. Stalemate is one of the most important defensive resources in such pawn endings.

Diagram 17-3

Variation from the game

M.Chigorin – S.Tarrasch

Ostend 1905

1.g6!

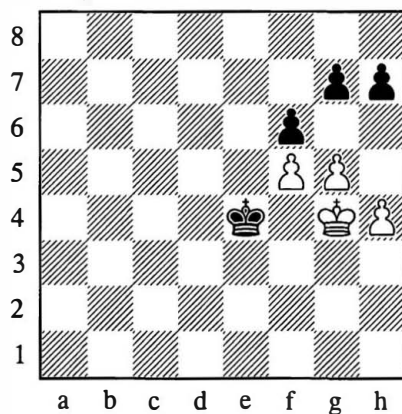
The black king is very active, but White constructs a fortress. 1.h5? is no good, due to 1...h6!-+.

1...h6

Or 1...h6! 2.f6 3.g5 f4 4.h5 f3 5.h6=.

2.♔h5! =

Black cannot take the f5-pawn, because of the stalemate!

Diagram 17-3**Diagram 17-4**

The end of a study by

A.Selesniev

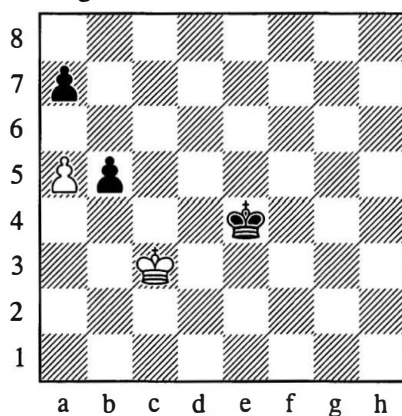
1930

1.a6! ♔d5 2.♔b4 ♔c6 3.♔a5

Another stalemate defence.

3...♔c5 stalemate.

If we have (or our opponent has) very little material remaining, special care needs to be taken with regard to the possibility of a stalemate trap.

Diagram 17-4**Diagram 17-5****R.Hübner – A.Adorjan**

Bad Lauterberg 1980

1...♞c5??

After 1...♞xh3-+ Black could win easily. But he wanted to exchange rooks, in order to make the transition to a won pawn endgame...

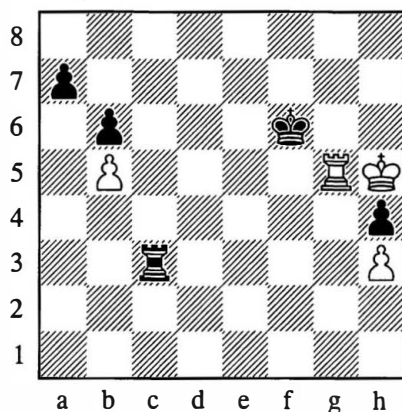
2.♔xh4! ♞xg5 stalemate.**Diagram 17-5**

Diagram 17-6

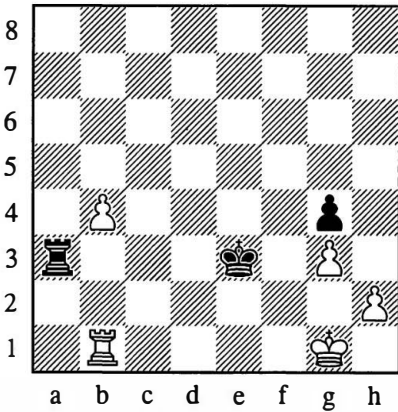


Diagram 17-7

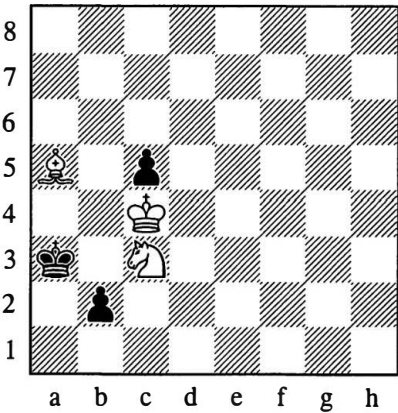


Diagram 17-8

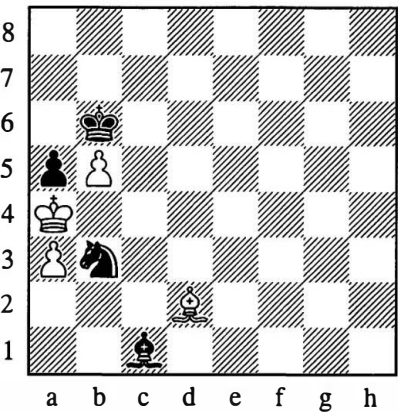


Diagram 17-6

C.Schlechter – H.Wolf

Nuremberg 1906

In a lost position, Black sets a final trap.

1...♔f3 2.b5 ♜e3! 3.b6??

White does not see the trap! The correct move was 3.♔f1+.

3...♞e1†! 4.♞xe1 stalemate.

Many beautiful examples of wonderful stalemate ideas can be found in studies.

Diagram 17-7

From a study by

R.Retzi

1922

1...b1♗ 2.♖xb1† ♔a4!

And either White loses the bishop, or he must stalemate his opponent!

3.♞e1 stalemate.

Diagram 17-8

The end of a study by

G.Nadareishvili

1973

1.♞b4!!

The only way to draw.

1.♔xb3? loses to 1...♞xd2+-. Salvation may seem in reach with the obvious 1.♞xc1?, but there follows the unpleasant 1...♖c5# (rather than the obliging 1...♖xc1? stalemate).

1...axb4 2.axb4!

Either the knight is lost, or the white king is stalemated. 2.♔xb3? loses after 2...♞xa3+.

2...♖d4 stalemate.

We have already seen stalemate combinations in the middlegame. They are rare, but can be very effective.

Diagram 17-9

Karaksoni – Borbeli

Oradja 1948

The black king and pawn cannot move. Black finds a way to sacrifice his superfluous pieces!

1... ♖f4! 2.gxf4

Or 2.♔f3 ♖e2† 3.♔xf4 ♖f3† 4.♔xf3 stalemate.

2... ♗xf2!

Also good is 2... ♗h1!.

3.♔h3 ♗xh2!

Or 3... ♗g2!.

4.♔g4 ♗h3†! 5.♔xh3 stalemate.

Diagram 17-9

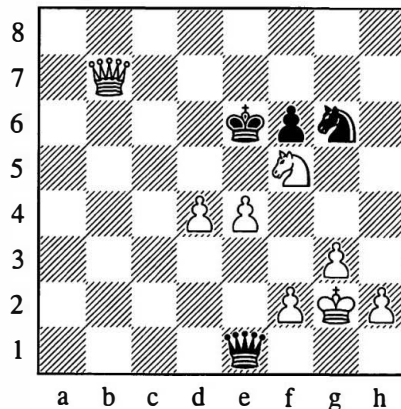


Diagram 17-10

H.Reefschläger – R.Seppur

Bundesliga 1983

1... ♖c1!

Black finds a stalemate idea: if he did not have his rook and queen, Black would have no possible moves!

2.♔h2

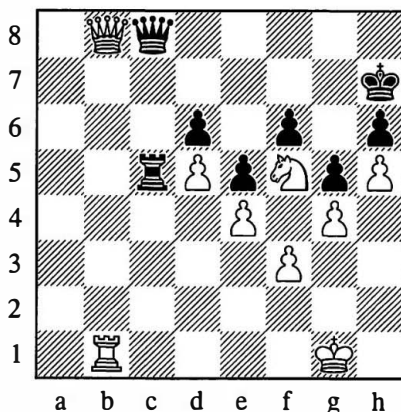
2... ♖xc1 ♗xc1† 3.♔g2 ♗g1! leads even more quickly to a draw.

2... ♗c2† 3.♔h3 ♗h1†!

3... ♖xb1? loses to 4.♗a7† and then mate on g7.

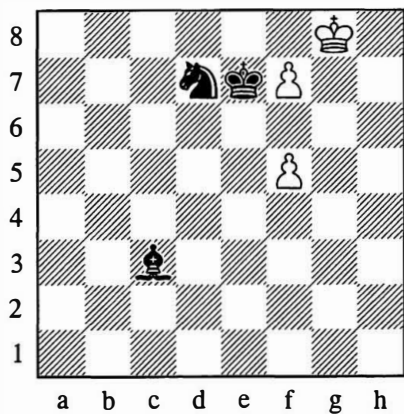
4.♖xh1 ♗g2! 5.♔xg2 stalemate.

Diagram 17-10

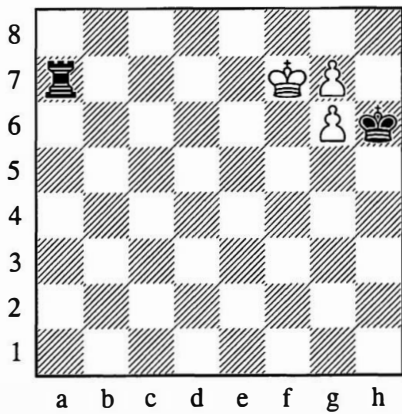


Exercises

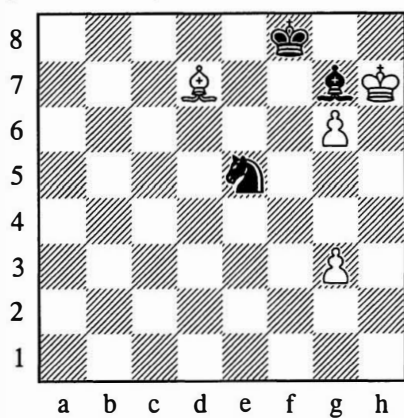
► Ex. 17-1 ◀ ★★ △



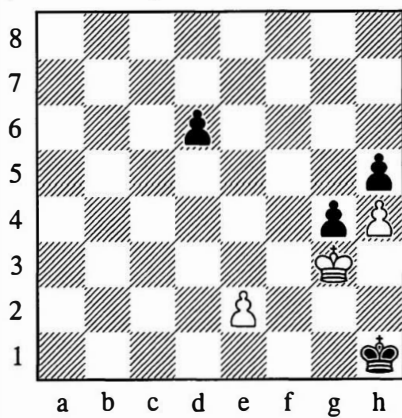
► Ex. 17-4 ◀ ★★ △



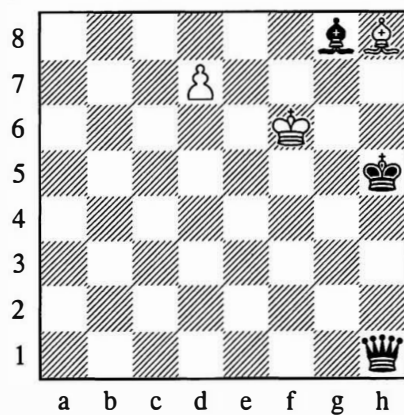
► Ex. 17-2 ◀ ★ △



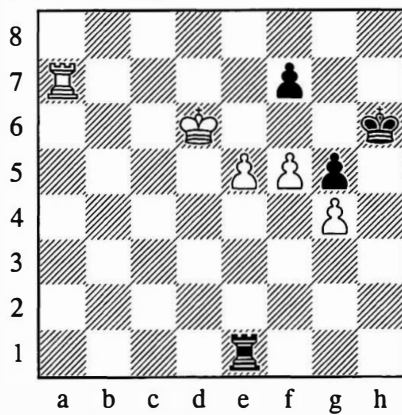
► Ex. 17-5 ◀ ★ △



► Ex. 17-3 ◀ ★ △



► Ex. 17-6 ◀ ★ ▼



Solutions

Ex. 17-1

The end of a study by

R.Retzi

1927

1. f8♖†!

(1 point)

But not 1. f6†?, due to 1... ♖xf6†!

1... ♖xf8 2. f6† ♖e8

Or 2... ♖xf6 stalemate.

3. f7† ♖e7 stalemate.

(1 point)

Ex. 17-2

The end of a study by

R.Retzi

1922

The threat is ... ♖f3 and then ... ♖g5#.

1. ♖g4! □

If 1... g4? then 1... ♖f3, followed by mate.

1... ♖xg4 stalemate.

(1 point)

Ex. 17-3

The end of a study by

V.Bron

1979

1. d8♖ ♖h4† 2. ♖g7! ♖xd8 stalemate.

(1 point)

Ex. 17-4

The end of a study by

Y.Afek

1983

1. ♖g8!

(1 point)

1... ♖xg7†

Or 1... ♖xg6 2. ♖h8! ♖xg7 stalemate.

2. ♖h8! ♖a7

2... ♖xg6 stalemate or 2... ♖xg6 stalemate.

3. g7! ♖xg7 stalemate.

(1 point)

Ex. 17-5

The end of a study by

H.Rinck

1911

1. e4! ♖g1 2. e5! dxex stalemate.

(1 point)

Ex. 17-6

Tomovic – Vidmar

Ljubljana 1945

1... ♖xe5! 2. ♖xe5

Or 2. ♖xf7 ♖d5†!=, with a 'desperado rook', which time and again offers itself up as a sacrifice...

2... f6†=

(1 point)

And then stalemate.

Ex. 17-7

M.Chigorin – C.Schlechter

Ostend 1905

1... ♖a8!=

(1 point)

With a draw, in view of 2. ♖a6 (or 2. ♖xc7 stalemate) 2... ♖c8† 3. ♖a5 ♖c7!=.

Ex. 17-8

Stolberg – Pimenov

Rostov on Don 1941

1. ♖h8†!

(1 point)

1... ♖g5?? would lose to 1... ♖f3† 2. ♖g1 ♖f2† 3. ♖h1 ♖h2#. White must sacrifice all his major pieces.

1... ♖xh8

But not 1... ♖g6?? 2. ♖e6#.

2. ♖b8† ♖h7 3. ♖h8†! ♖xh8 4. ♖xg7†!

And then stalemate.

Solutions

Ex. 17-9

V.Titenko – J.Murey

Moscow 1963

1...♖c1†!=

(1 point)

Since after 2.♗xc1 we have stalemate. Note that sacrificing the queen anywhere else (e.g. 1...♗h2??) does not lead to stalemate, as the black king has access to the d2-square.

Ex. 17-10

G.Lisitsin – I.Bondarevsky

USSR Ch semifinal, Leningard 1950

1.♙xe4†!

(1 point)

But not 1.♞e5†?? ♜xe5 2.♙xe4, because Black will not take the bishop!

1...fxe4 2.♞e5†!

(1 point)

2...♔d6

Or 2...♜xe5 stalemate.

3.♞xe4=

With a theoretical draw, since rook and knight cannot win against rook. (Of course you still have to defend carefully.)

Ex. 17-11

W.Pietzsch – R.Fuchs

Berlin 1963

1...♔g7†! 2.♙xg7 ♗g6†!!=

(1 point)

Stalemate follows.

Ex. 17-12

Rodriguez – Weisman

Bucharest 1974

1...♔f2†! 2.♙xf2

2.♜h2?? would be bad, on account of 2...♗xh4† 3.♔g1 ♗g3†-+.

2...♗h3†!

(1 point)

3.♔g1

Or 3.♙xh3 stalemate.

3...♗g4† 4.♜h2

4.♙g3 ♗xg3† 5.♜h1 ♗xh4† 6.♔g1 ♗g3†= leads to a perpetual check.

4...♗h3†!=

½-½

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 meaning of active moves
- ✓ Forced variations
- ✓ Combinations

Forced variations

In Chapter 15 we learned something about the importance of *active moves* (checks, captures or exchanges, various attacking moves or threats). Normally, our opponent cannot ignore these moves and must react to them in an appropriate fashion.

Active moves cause the game to take on a *forced* character. **Forcing variations can frequently, with appropriate practice, be calculated quite far into the future.** In this lesson we will be training your ability to do just this.

Diagram 18-1

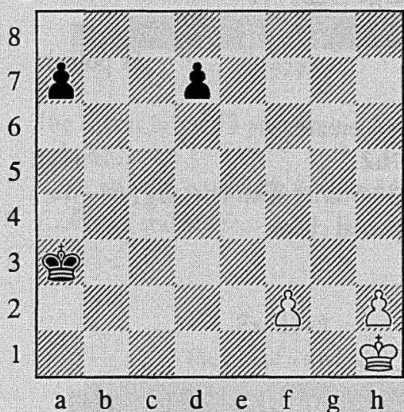


Diagram 18-1

N.Grigoirev

1930

White has more dangerous passed pawns than his opponent and has a forced win.

1.f4! ♖b4

The black king must get into the square of the f-pawn. (The concept of a passed pawn's square was explained in Chapter 4.)

If 1...d5, then 2.f5 d4 3.f6 d3 4.f7 d2 5.f8♙† and White wins, on account of the **promotion with check!**

2.h4! d5

If 2...a5, then 3.h5 a4 4.h6 a3 5.h7 a2 6.h8♙+— and the queen controls the queening square a1.

3.f5!

But not 3.h5? d4=.

3...♖c5 4.h5! d4

Diagram 18-2

5.f6

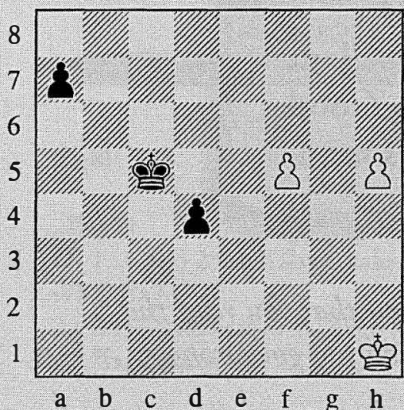
This is the more elegant way, but White has another solution: 5.♔g2 ♖c4 6.♔f2 (also good is 6.f6 d3 7.f7 d2 8.f8♙ d1♙ 9.♙f1†+—) 6...♖b3 (or 6...♖c3 7.h6 d3 8.h7+—) 7.f6 d3 8.f7 d2 9.f8♙ d1♙ 10.♙f3† ♙xf3† 11.♔xf3 a5 12.h6 a4 13.h7 a3 14.h8♙ a2 15.♙a1+—.

5...♖d6 6.h6 d3 7.f7 ♔e7 8.h7 d2 9.f8♙†

White entices the black king onto the 8th rank, so that he can promote his h-pawn **with check!**

9...♖xf8 10.h8♙†+—

Diagram 18-2



I do not differentiate, in principle, between forced variations and combinations. (*A combination is defined as a forced variation with a sacrifice.*) More important than this technical distinction is actually the forcing nature of the play. You can push your opponent into certain reactions without having to sacrifice. We saw one example of this in Chapter 15, in the variation from the game J.Capablanca – A.Alekhine (Diagram 15-7). In the strictest sense of the term, that was not a combination, but only a forced variation.

Here are some more examples of how to achieve your goal with attacking moves.

Diagram 18-3

J.Capablanca – F.Yates

New York 1924

Capablanca finds a way to win the a5-pawn by force:
1. ♖c3! ♜c5 2. ♗e4 ♝b5 3. ♗ed6!

This is even better than 3. ♝a1 ♗b6 4. ♗xb6 ♝xb6
 5. ♝xa5 ♘c6±.

3... ♜c5 4. ♗b7

With a decisive double attack.

4... ♜c7 5. ♗bxa5+-

Diagram 18-3

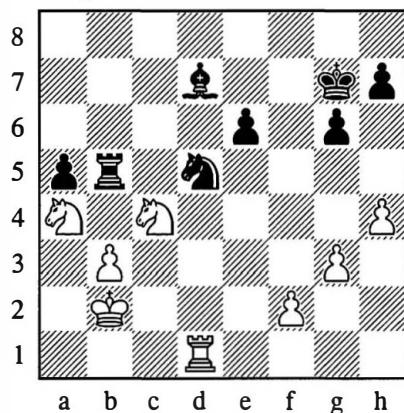


Diagram 18-4

M.Euwe – A.Alekhine

Zürich 1934

In the game White played a positional move, 1.b4. Instead of that, however, he could have won a pawn with:

1. e4!

The threat is the double attack by e4-e5. Black would not have been able to hang on to his h7-pawn.

1... dxe4

1... ♖d8 2.e5 wins the h7-pawn in even better circumstances.

2. ♗xe4 ♗xe4 3. ♘xe4

With a double attack on the rook on a8 and the pawn on h7.

3... ♗d5 4. ♘xh7±

Diagram 18-4

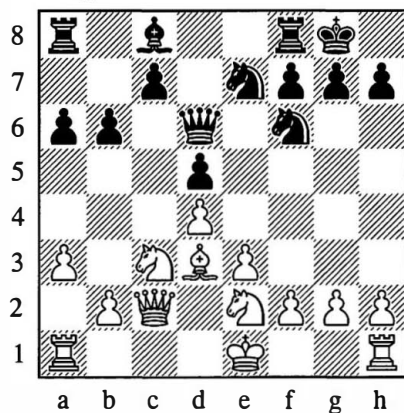


Diagram 18-5

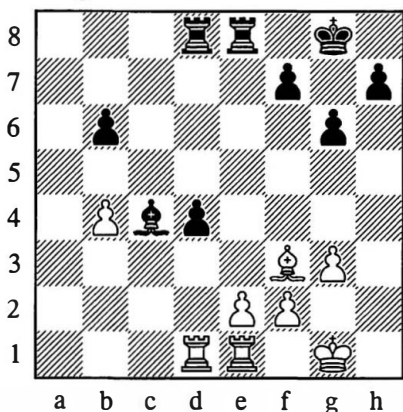


Diagram 18-5

S.Larsen – A.Yusupov

Politiken Cup, Copenhagen 2003

1...♔g7!

Black prepares for the exchanges which will follow.

2...♞d2 d3!

Or else White could mount some counterplay against the d4-pawn.

3...♞ed1

3.e3 would be positionally good for Black, who would then obtain a strong passed pawn on d3.

3...dxe2 4.♞xd8 e1♣†

4...♞xd8 5.♞xe2♣ would not be so clear.

5.♞xe1 ♞xe1† 6.♔h2 ♞b1-+

Black wins a second pawn. Next came:

7.♞d4 b5 8.♞d5 ♞xb4 9.♞xc4 ♞xc4 10.♞d6 h5

11.♞b6 b4 12.♔g2 g5 13.♔h2 h4 14.♔h3 hxg3

15.fxg3 ♔f8 16.♞b5 f6 17.♞b7 ♔e8 18.♞a7 b3

19.♞b7 ♞c3 20.♔g4 ♔d8 21.♔f5 ♔c8 22.♞b4

♞xg3 23.♔xf6 ♔d7 24.♔e5 ♔c6 25.♞b8 ♔c5

0-1

Diagram 18-6

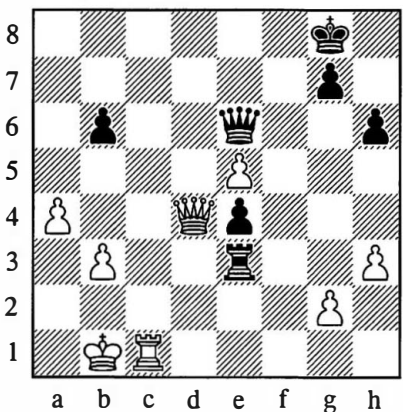


Diagram 18-6

R.Hansen – A.Yusupov

Politiken Cup, Copenhagen 2003

You should not be surprised to learn that Black wins by force here.

1...♞xb3† 2.♔c2

2.♔a1 ♞a3† then mate. 2.♔a2 ♞c3† (2...♞b4† is good enough) 3.♔b1 ♞b3† and then mate.

2...♞d3

As well as attacking the queen, this also threatens mate on b3.

3.♞b2

Or 3.♞b4 ♞a2† 4.♞b2 ♞d2†-+.

3...♞d5-+

The threat is ...♞d2†.

4.♞b4

Or 4.♞xb6 ♞a2†-+.

4...♞a2†-+

0-1

But in this lesson we also want to look at some combinations.

Diagram 18-7

Chaplinsky – Ustinov

Leningrad 1951

1. Rd7!

1. Rd5!+- is also sufficient.

1... Wxd7

Black must accept the sacrifice, in view of the numerous threats.

2. $\text{Wh8}\dagger$ Ce7 3. $\text{We5}\dagger$ We6 4. $\text{Wc7}\dagger!$

An important intermediate check. 4. Wxb8? would be bad, on account of 4... $\text{Wxa2}\dagger$ 5. Cc1 $\text{Wal}\dagger$ 6. Cd2 Wxf1 .

4... Cb8

After 4... Wd7 there comes 5. $\text{Rxf7}\dagger!+-$.

5. $\text{Wxb8}\dagger$

Black resigned.

Diagram 18-7

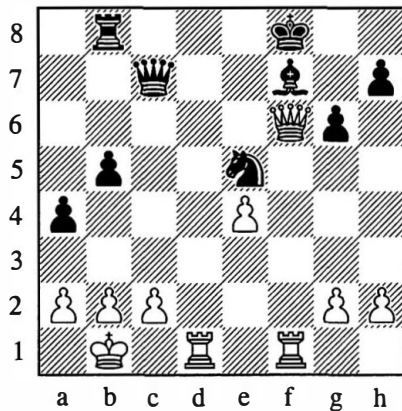


Diagram 18-8

E. Bogoljubow – R. Spielmann

Magdeburg 1927

Here too, Black has a forced win.

1... Rxf2! 2. Rexf2

If 2. Rxf2 , then 2... $\text{Wal}\dagger+-$.

2... Rxf2 3. Wxf2

The alternatives are no better: 3. $\text{Wb8}\dagger$ $\text{Rf8}\dagger+-$ or 3. Rxf2 $\text{Wal}\dagger+-$.

3... We5+-

Black wins the queen.

0-1

Diagram 18-8

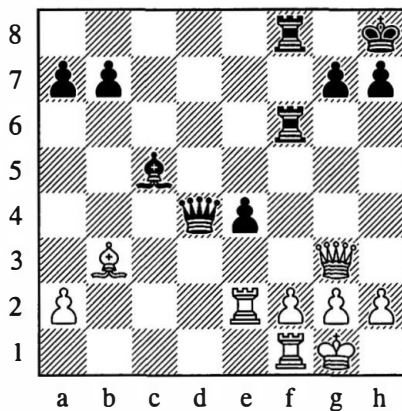


Diagram 18-9

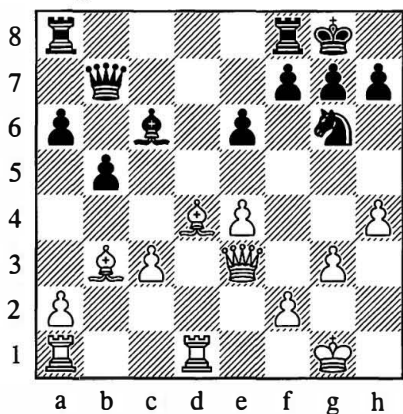


Diagram 18-9

R. Spielmann – E. Grünfeld

Karlsbad 1929

White sees his opportunity, attacks and wins the game.

1.h5! ♖e7

1...e5 2.hxg6 exd4 3.gxf7† ♜h8 4.♙xd4 loses two pawns without any compensation.

2.♙xg7!

2.♙g5 would also be good: 2...f6 3.♙xe6† ♜h8 4.h6!+-. (R.Spielmann)

2...♜xg7

Black cannot decline the sacrifice, because there is not only the threat of ♙xf8, but also that of ♙f6 with a decisive attack, for example 2...♙xe4 3.♙f6 ♙h1 4.♙d5! ♙xd5 5.♙h6 ♜f5 6.♙g5†, and mate.

3.♙g5† ♜g6 4.h6†

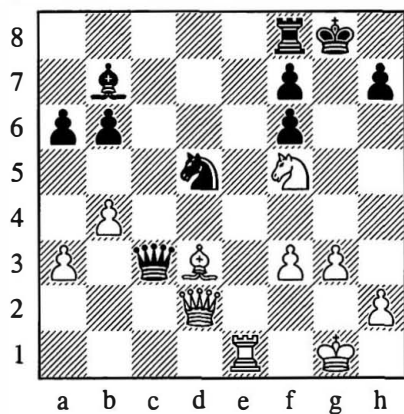
Black has no defence against ♙f6 followed by mate on g7.

1-0

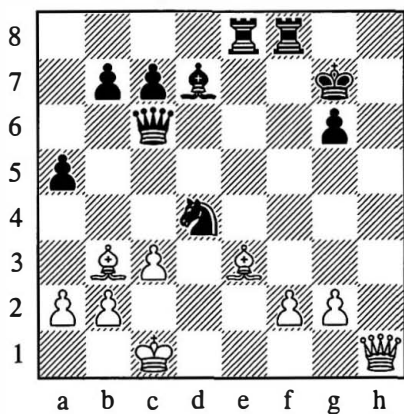
In the test we shall concentrate on active moves. It is important to spot and calculate forced variations in advance. You must, as always, pay particular attention to the first moves. Errors on the first move of a variation cannot be corrected later!

As usual, try to solve the following positions without moving the pieces on the board. You should only move the pieces if, after some time, you cannot see a solution.

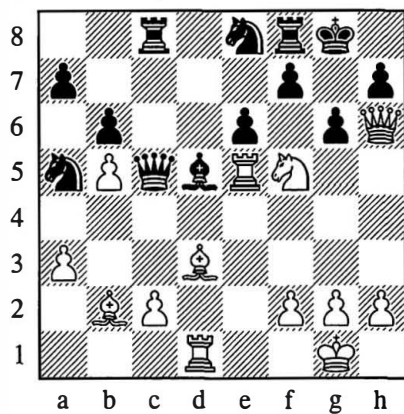
► Ex. 18-1 ◀ ★ ◻



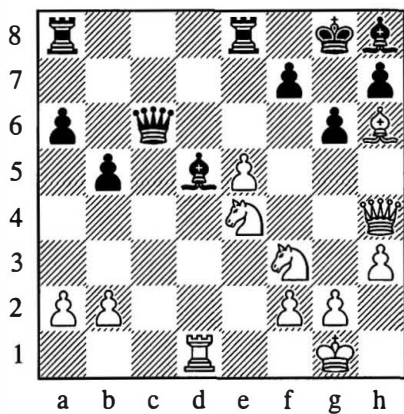
► Ex. 18-4 ◀ ★★ ◻



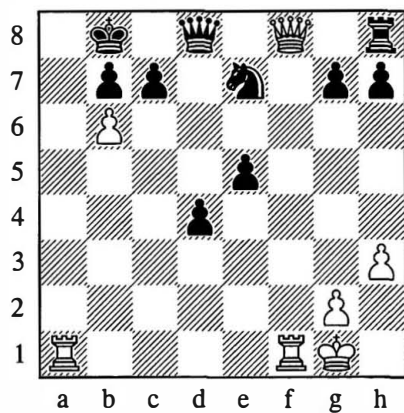
► Ex. 18-2 ◀ ★★ ◻



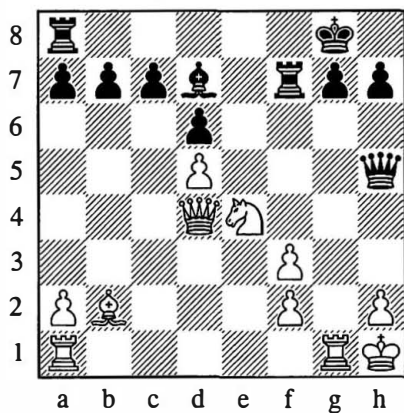
► Ex. 18-5 ◀ ★ ◻



► Ex. 18-3 ◀ ★★★ ◻

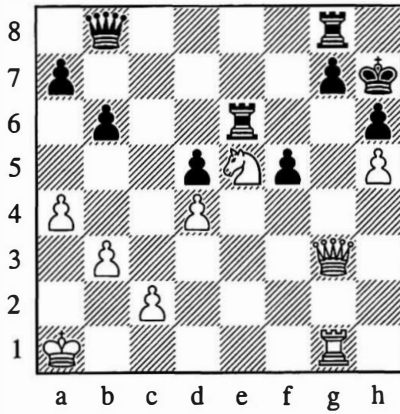


► Ex. 18-6 ◀ ★ ▼

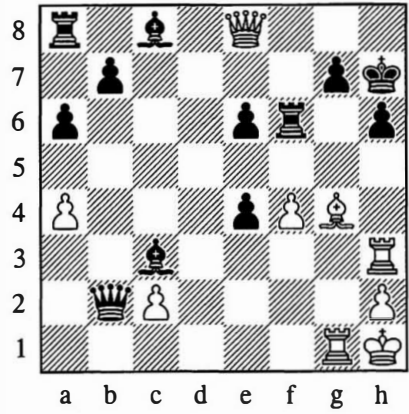


Exercises

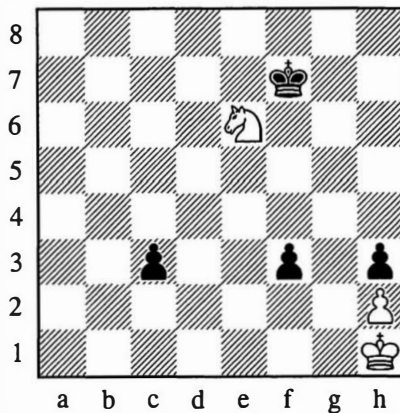
► Ex. 18-7 ◀ ★ △



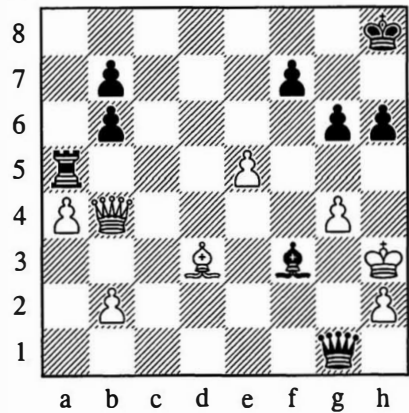
► Ex. 18-10 ◀ ★★ △



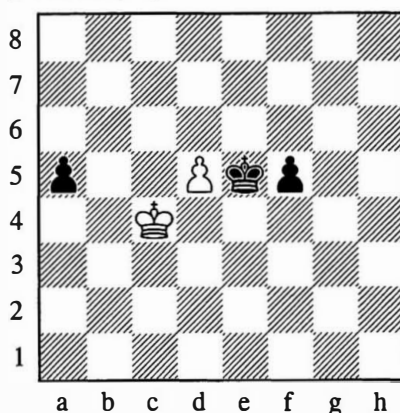
► Ex. 18-8 ◀ ★★★ △



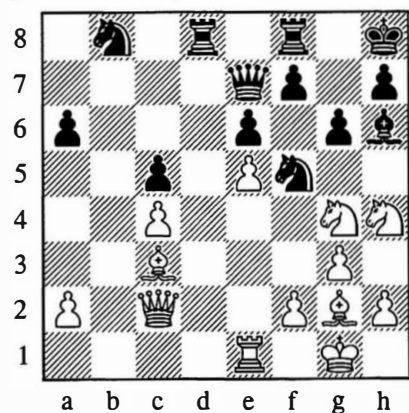
► Ex. 18-11 ◀ ★★ △



► Ex. 18-9 ◀ ★★★ △



► Ex. 18-12 ◀ ★★ △



Solutions

Ex. 18-1

R.Spielmann – S.Tartakower

Marienbad 1925

1. ♖h6! ♜xe1† 2. ♙f1+–

(1 point)

2. ♗g2 ♘e3† 3. ♗h3 wins too, but in a much more complicated manner.

2... ♜e8

Or 2... ♜e3† 3. ♘e3+–.

3. ♜g7#

Ex. 18-2

R.Spielmann – Gerlinger

Vienna 1929

1. ♘e7†+–

(1 point)

Black resigned since he is mated in three moves:

1... ♜xe7 2. ♜xh7†!

But not 2. ♜h5?, on account of 2... f5 and Black wins! It is better to continue attacking with checks!

2... ♗xh7 3. ♜h5† ♗g8 4. ♜h8#

(another 1 point)

Ex. 18-3

Based on a game by

P.Morphy

1. ♜a8†!!

(2 points)

For 1. bxc7† ♗xc7 2. ♜xg7+– or 1. ♜xg7 you only get 1 point. White has a much better solution.

1... ♗xa8 2. bxc7!!+–

(1 point)

But not 2. ♜xd8† ♜xd8 3. bxc7, because of 3... ♙d6.

2... ♜xf8

Otherwise Black loses the queen.

3. ♜a1#

Ex. 18-4

W.Steinitz – M.Chigorin

World Ch, Havana (4) 1892

1. ♙h6†

(1 point)

1. ♙h6† ♗f6 is just as good: 2. ♜h4†+–

1... ♗f6

If 1... ♗h7, then 2. ♙xf8†, followed by mate.

2. ♜h4† ♗e5 3. ♜xd4†

(1 point)

Followed by mate.

Ex. 18-5

E.Vasiukov – H.Pfleger

Hastings 1965

1. ♜xd5!+–

(1 point)

Black resigned, in view of 1... ♜xd5 2. ♘f6† ♙xf6 3. ♜xf6 ♜d1† 4. ♗h2 and then ♜g7#.

Ex. 18-6

S.Winawer – M.Chigorin

Warsaw 1882

1... ♜xf3† 2. ♜g2 ♙h3 3. ♜ag1 ♜e8!+–

(1 point)

4. ♜c3

Other moves also lose:

a) 4. ♘g3 ♙xg2† 5. ♜xg2 ♜e1†+–

b) 4. ♜e3 ♙xg2† 5. ♜xg2 ♜xe4+–

4... ♙xg2† 5. ♜xg2 ♜xe4+–

0–1

Ex. 18-7

Pavelchak – N.N.

Berlin 1951

1. ♜g6†!! ♜xg6 2. hxg6† ♗h8 3. ♘f7#

(1 point)

Solutions

Ex. 18-8

H.Rinck

1904

1. ♖g5† (1 point)

1... ♖f6
Other king moves make no difference.

2. ♖xf3 (1 point)

But not 2. ♖e4†, because of 2... ♖e5
3. ♖xc3 f2-+.

2...c2 3. ♖g1! (1 point)

Now, if Black does not promote the c-pawn, then White will stop it with 4. ♖e2=.

3...c1 ♖ stalemate.

Ex. 18-9

A.Selesniev

1927

1. ♖c5 (1 point)

1...f4
If 1...a4, then 2.d6 ♖e6 (or 2...a3 3.d7 a2 4.d8 ♖ a1 ♖ 5. ♖h8†+-) 3. ♖c6 a3 4.d7 a2 5.d8 ♖ a1 ♖ 6. ♖e8† ♖f6 7. ♖h8†+-.

2.d6 f3 (1 point)
Or 2... ♖e6 3. ♖c6 f3 4.d7 f2 5.d8 ♖ f1 ♖ 6. ♖e8† ♖f6 7. ♖f8†+-.

3.d7 f2 4.d8 ♖ f1 ♖ 5. ♖e8† ♖f4 6. ♖f8†+- (1 point)

1-0

Ex. 18-10

Kruta – Basl

Prague 1962

1. ♙f5! exf5
1... ♗xf5 2. ♗xh6†! gxh6 (2... ♖xh6 3. ♖g6#)
3. ♖g8#

(1 point)

2. ♗xg7† ♖xg7 3. ♗g3† ♗g6 4. ♗xg6† ♖h7
5. ♖g8#

(1 point)

Ex. 18-11

Forintos – Tomovic

Budapest 1957

1. ♖f8† ♖h7 2. ♖xf7† (1 point)

Not 2. ♙xg6†?, on account of 2... fxg6=.

2... ♖h8 3. ♖f8† ♖h7 4. ♙xg6†! ♖xg6
5. ♖g8#

(another 1 point)

Ex. 18-12

A.Yusupov – A.Suetin

Moscow 1980

1. ♖xf5 gxf5 2. ♖xh6 (1 point)

2... ♖g5
2... ♖g7 3. ♙d2+-
3. ♖xf5!

(1 point)

Black resigned in view of 3... ♖xf5 4. ♖xf5
exf5 5.e6† ♖g8 6.e7+-.

Scoring

Maximum number of points is 23

20 points and above → **Excellent**

16 points and above → **Good**

12 points → **Pass mark**

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

Contents

- ✓ Pawn promotion
- ✓ Pawn breakthrough
- ✓ Breakthrough
- ✓ Double attack on a knight along with promotion
- ✓ Various tactical procedures

Combinations involving promotion

An important part of chess strategy is the *promotion of pawns*. The value of the pawn increases dramatically as it nears the queening square. Your opponent will do all he can to stop the dangerous pawn, but this is often possible only at the cost of great material losses. Of course, the strong pawn needs the support of the other pieces. Since promotion to a queen involves a great material advantage, one is also ready to sacrifice something to achieve it. Naturally, combinations are not always necessary, but sometime we must use such tactical means.

In this lesson we shall look at some typical combinations involving promotion. They are often part of endgame play, but you can also make use of far advanced pawns in the middlegame

A passed pawn can also be created without a sacrifice, for example if you have a pawn majority on one side of the board. But sometimes tactical operations are required.

Pawn breakthrough

Let's start with two well known pawn endings.

Diagram 19-1

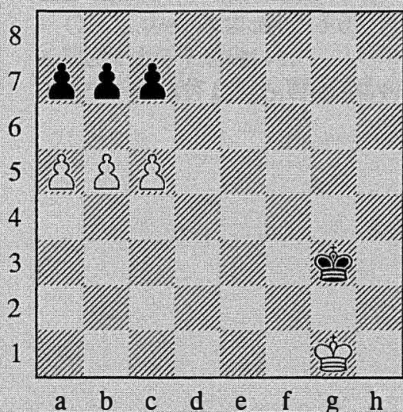


Diagram 19-1

Cozio

1766

1.b6!

An important idea for pawn endings. After 1.♔f1?, Black can prevent the breakthrough: 1...b6! (but not 1...a6?, due to 2.c6. Nor 1...c6?, due to 2.a6) 2.cxb6 cxb6 3.axb6 axb6=.

1...axb6

Or 1...cxb6 2.a6! bxa6 3.c6+–.

2.c6! bxc6 3.a6+–

Diagram 19-2

Cozio

1766

1.c5!

The pawn breakthrough is, of course, a form of deflection. Here, White must deflect the b6-pawn from its post.

1.♔e1? is bad, on account of 1...c5!-+.

1...bxc5 2.a5 c4 3.a6 c3 4.♔e1!

The king must keep an eye on the opposing pawns. Not 4.a7?!, in view of 4...c2-+.

4...♔e3 5.♔d1!+-

Once more, not 5.a7?? c2-+.

Breakthrough

Diagram 19-3

E.Sveshnikov – V.Levchenkov

Kiev 1988

1.♖xa7!

After this sacrifice, Black can no longer stop the pawns.

1...♖xa7

1...♖b6?! would mean a 'slow death' after 2.♖c6 ♖d5† 3.♔a5 ♔c7 4.♖e5 f6 5.♖c4+-.

2.b6 ♖c6†

Or 2...♖c8 3.♔b5+-.

3.♔a4+-

Black cannot fend off the threat of a7 and a8♖.

1-0

Diagram 19-4

J.Capablanca – B.Villegas

Buenos Aires 1914

1.♖e5† f6

1...♔f8 2.♖xd6†+-

2.♖xd6!

White deflects the black queen from its job as a blockader.

2...♖xd6 3.c7+-

1-0

Diagram 19-2

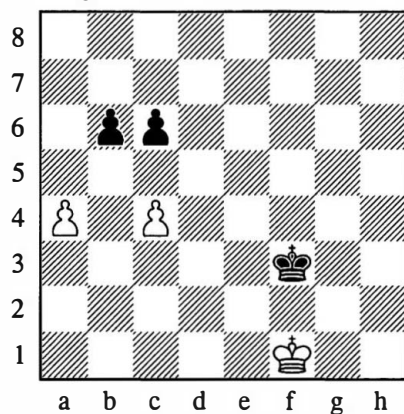


Diagram 19-3

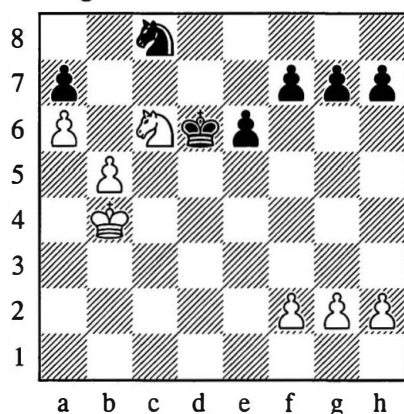
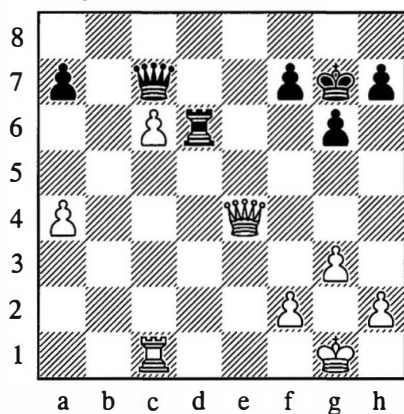


Diagram 19-4



Double attack: threatening a knight along with promotion

Let us consider two opening catastrophes.

Natopov – Rasdobarin

Krasnoyarsk 1969

1.f4 e5 2.fxe5 d6 3.exd6 ♙xd6 4.♘f3 g5 5.e4?

Better is 5.d4.

5...g4 6.♘g1?

6.♘d4 was necessary.

6...♙h4† 7.♙e2 g3

Threatening ♙xe4#.

8.♘c3

Diagram 19-5

8...♙xh2! 9.♙xh2 gxh2

A typical situation. The threat is ...h1♙, as well as ...hxg1♙, and White cannot ward off both threats at the same time.

10.♘f3 h1♙+

White has lost a whole rook.

0-1

Diagram 19-5

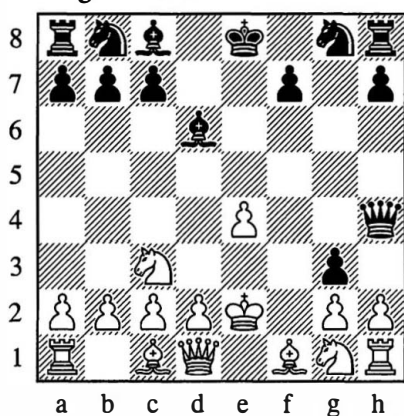
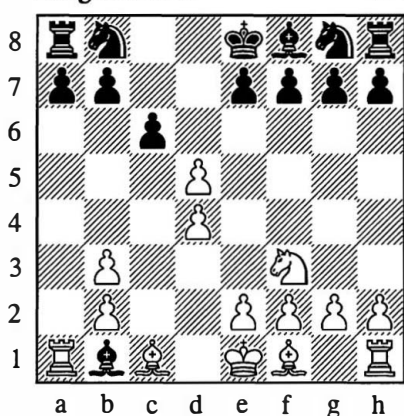


Diagram 19-6



P.Horvath – H.Hicker

Finkenstein 1997

1.d4 d5 2.♘f3 ♙f5 3.c4 c6 4.♙b3 ♙b6 5.cxd5 ♙xb3 6.axb3 ♙xb1?

The correct move is 6...cxd5 7.♘c3±.

Diagram 19-6

7.dxc6! ♙e4?

In an old game Black realized his mistake and played 7...♘xc6, but was lost anyway after 8.♙xb1, C.Schlechter – J.Perlis, Karlsbad 1911.

8.♙xa7! ♙xa7 9.c7+-

The pawn cannot be stopped. White won with his queen after 34 moves.

Here are a few more examples, which additionally illustrate various tactical procedures: *deflection, decoying, blockade, blocking, knight against rook pawn.*

Diagram 19-7

Abrahams – Winter

London 1946

The threat is 1...♖e1#. White finds a combination which deflects the rook on e8 away from the back rank.

1.♞h5†! ♔xh5 2.♚xf5† ♔h6 3.♚xe4+-

Black resigned. After 3...♞xe4 there comes 4.d7 and then d8♚.

0-1

Diagram 19-7

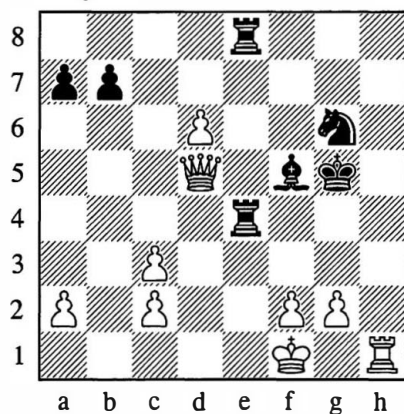


Diagram 19-8

Fleischmann – N.N.

Bamberg 1930

1.♞f8!

A clever decoy.

1...♞xf8 2.♚h8†!+-

Black cannot take the queen, due to 3.exf8♚#, but not taking it is equally painful.

1-0

Diagram 19-8

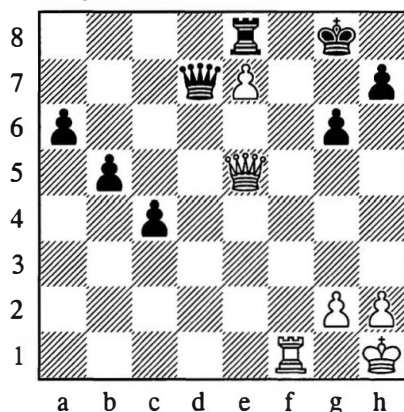


Diagram 19-9

Everz – C.Kiffmeyer

West Germany 1964

1.♙f4!!

White blockades the f-pawns, so the black bishop can no longer stop the h-pawn. But not 1.h6?, in view of 1...f4 2.h7 f5-+.

1...♔xf4 2.h6+-

Continuing h6-h7-h8♚.

1-0

Diagram 19-9

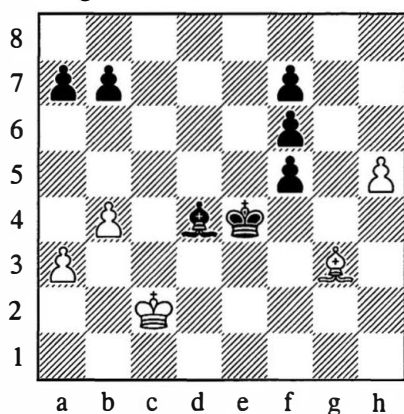


Diagram 19-10

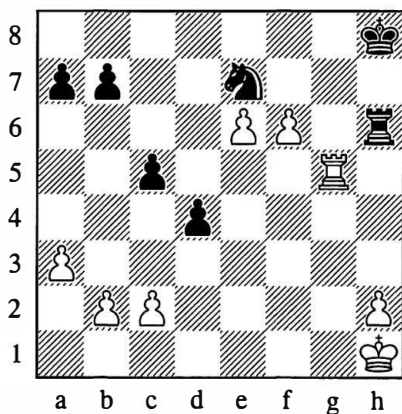


Diagram 19-10

Skuratow – Schwedtchikow

USSR 1972

1. ♖h5!

Not 1.fxe7? when Black has 1...♗xe6.

1... ♗xh5 2.fxe7+–

The pawn on e6 blocks the e-file.

1–0

Diagram 19-11

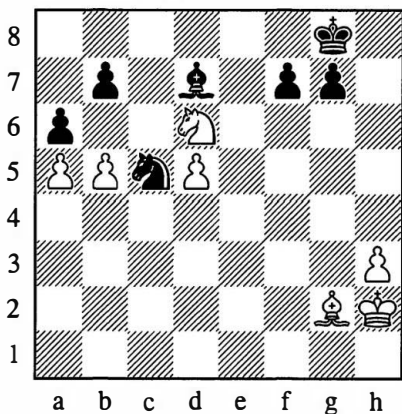


Diagram 19-11

E.Gleizerov – O.Korneev

Malaga 2000

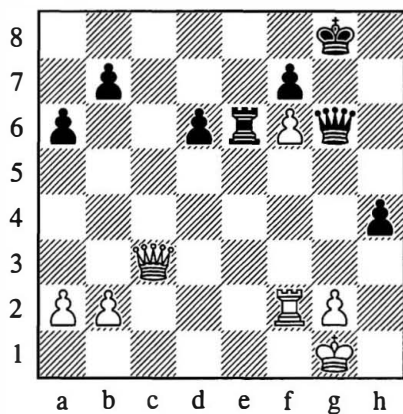
White carries out a typical combination.

1. ♖xb7! ♖xb7 2.bxa6+–

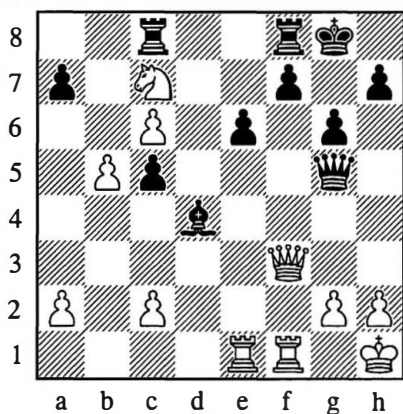
An important position. The black knight cannot stop the white rook pawn, and even gets in the way of its own bishop.

1–0

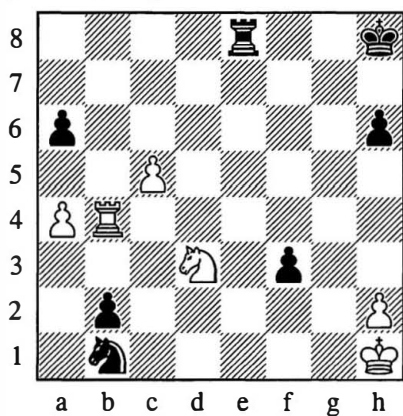
► Ex. 19-1 ◀ ★ ◻



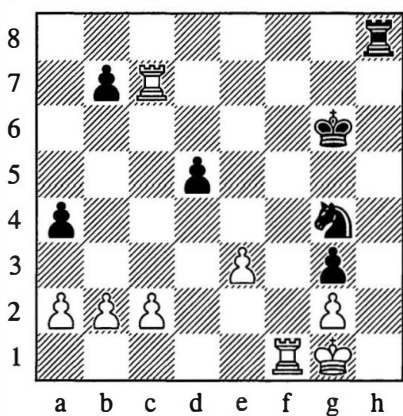
► Ex. 19-4 ◀ ★★ ◻



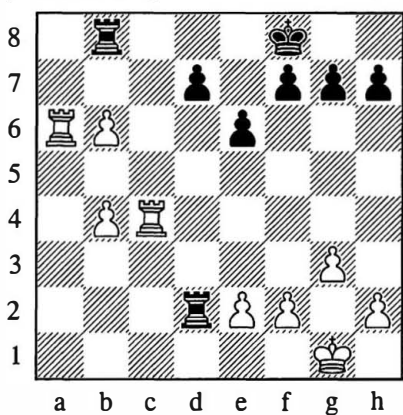
► Ex. 19-2 ◀ ★ ▼



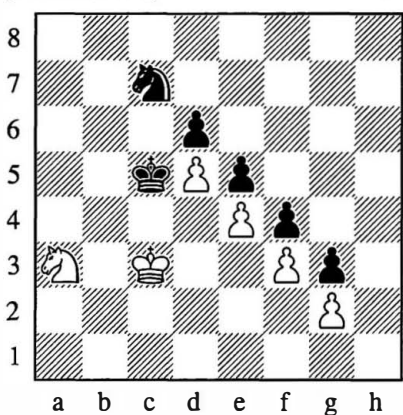
► Ex. 19-5 ◀ ★★ ▼



► Ex. 19-3 ◀ ★★ ◻

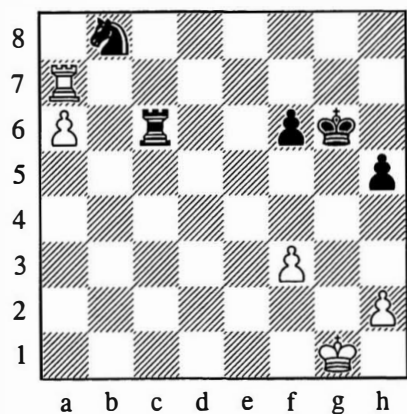


► Ex. 19-6 ◀ ★ ▼

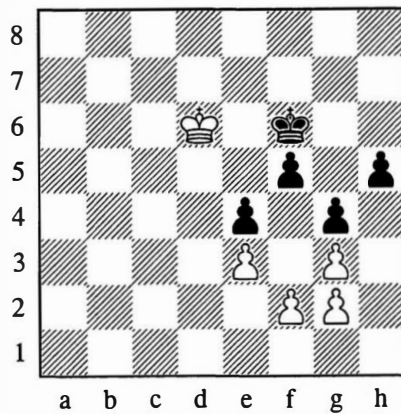


Exercises

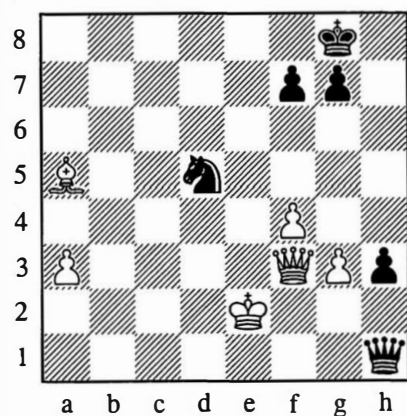
► Ex. 19-7 ◀ ★ △



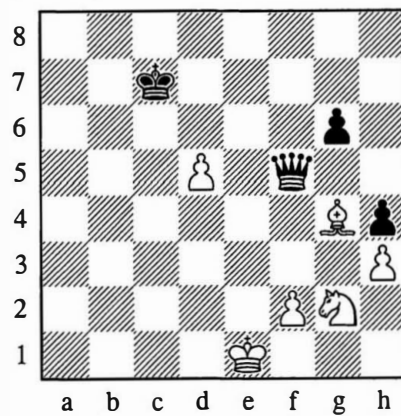
► Ex. 19-10 ◀ ★★ ▼



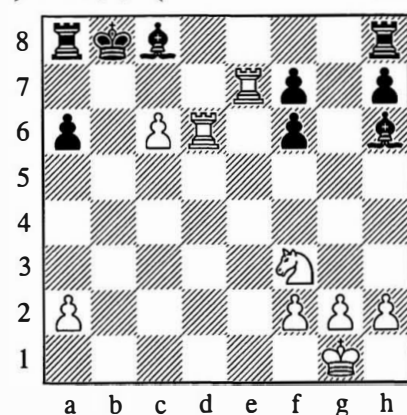
► Ex. 19-8 ◀ ★★ ▼



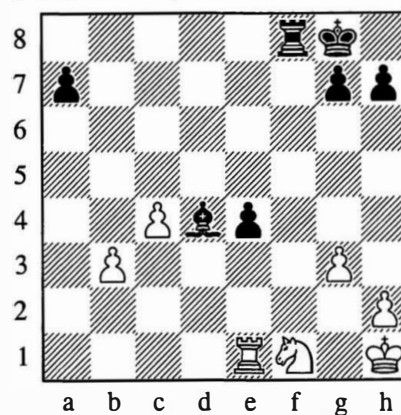
► Ex. 19-11 ★ ▼



► Ex. 19-9 ◀ ★★ △



► Ex. 19-12 ◀ ★★ ★ ▼



Solutions

Ex. 19-1

B.Spassky – B.Larsen

Palma de Mallorca 1969

1. ♖c8† ♘h7 2. ♗xe6! fxe6 3. f7+-
(1 point)
- 1-0

Ex. 19-2

U.Bönsch – L.Psakhis

Třnava 1988

- 1... ♖e1†
(1 point)
- White resigned, in view of 2. ♘xe1 f2-+.

Ex. 19-3

M.Dlugy – P.Popovic

Paris 1987

1. ♖a8!!
1. ♖c8†!! ♖xc8 2. b7 ♖dc2 3. ♖a8 +- is equally good (also 2 points).
However, if 1. ♖c7?, then 1... ♘e7 (or 1... ♖d6 2. b7 ♖xa6 3. ♖c8† ♘e7 4. ♖xb8 ♖b6) 2. b7 ♘d8 3. ♖c8† ♖xc8 4. ♖a8 ♖dc2.
1... ♖xa8 2. b7!+-
(2 points)

With the idea of ♖c8† next.

1-0

Ex. 19-4

A.Kapengut – M.Shereshevsky

USSR 1969

1. ♘xe6!! fxe6 2. ♗xf8† ♖xf8 3. ♖xf8†
(2 points)
- 3... ♘g7
Or 3... ♘xf8 4. c7 and then 5. c8♗.
4. c7+- (Δ5. c8♗)
1-0

Ex. 19-5

Madl – Johner

1910

- 1... ♘f2 2. ♖xf2 ♖h1†! 3. ♘xh1 gxf2+-
(2 points)
- 0-1

Ex. 19-6

Scholz – Lorenz

1964

- 1... ♘d5†!
(1 point)
- White resigned, on account of 2. exd5 e4!
3. fxe4 (if 3. ♘c2 exf3 4. ♘e1, then 4... f2-+)
3... f3-+.

Ex. 19-7

Heuäcker – N.N.

Münster 1936

1. ♖g7†! ♘xg7 2. a7±
(1 point)

Ex. 19-8

A.Medina Garcia – M.Tal

Palma de Mallorca 1966

- 1... ♗xf3† 2. ♘xf3
White resigned, facing the prospect of
2... ♘e3!+-.
(2 points)

Ex. 19-9

A.Sznapiik – R.Bernard

Polish Ch, Poznan 1971

- The game continuation was 1. c7†? ♘a7
2. ♖xf6 ♖f8 3. ♖exf7 ♖b7 4. ♘e5 ♖c8♗.
Instead of that, White should play:
1. ♖d8!
(2 points)

1... ♖a7

1... ♖xd8 2. c7†+- or 1... ♖f8 2. ♖b7#.

Solutions

2. ♖xa7 ♗xd8

Or 2... ♗xa7 3. ♖xh8+.

3. c7†+–

Ex. 19-10

A. Pomar Salamanca – J. Cuadras

Olot 1974

1... f4!

(2 points)

This typical pawn breakthrough leads to the win of the game.

1... ♗g6?? would be wrong: 2. ♖e6 ♗g5 3. ♗f7 h4 (3... f4 4. gxf4† ♗f5 5. g3+–) 4. gxh4† ♗xh4 5. g3† ♗h3 6. ♗f6 ♗g2 7. ♗xf5 ♗xf2 8. ♗f4♖+– (analysis by Y. Averbakh).

2. ♗d5

If 2. exf4, then 2... h4! 3. gxh4 g3+–. After 2. gxf4 there follows simply 2... h4+–.

2... h4! 3. ♗xe4

3. gxf4 h3+– or 3. gxh4 g3 4. fxg3 fxe3+–.

3... f3!

3... h3?? 4. gxh3 gxh3 5. ♗f3+–

4. gxf3 h3+–

0–1

Ex. 19-11

Variation from the game

Y. Balashov – A. Yusupov

Minsk 1982

1... ♗xg4!!

(1 point)

2. hxg4 h3+–

Ex. 19-12

Hahn – S. Tarrasch

Halle 1883

1... ♗c3!

(1 point)

Not the immediate 1... ♖xf1†? 2. ♖xf1 ♗c3, because of 3. ♗g2 e3 4. ♗f3 and the pawn is stopped. Black must first win a tempo by attacking the rook with his bishop!

2. ♖d1 ♖xf1†!

(2 points)

3. ♖xf1 e3+–

And all White can do is give up his rook for the e-pawn after 4. ♗g2 e2.

0–1

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

- ✓ A weak square
- ✓ A weak point
- ✓ Weak squares in the castled position
- ✓ Exploiting the weaknesses

Weak points

'By a weak square we mean one in or near one's own territory which can, in the long run, be occupied by a hostile piece.' – M. Euwe

Normally, a square is only weak if your own pawns cannot protect it. But if your opponent is not in a position to exploit this potential weakness, then it is of no practical importance, and we do not call it a weak square.

The concept of a *weak point* is somewhat wider than that of a *weak square*. The term is used to describe not only a square, but also a pawn, which can get no support from its fellow pawns and is under attack by your opponent.

Diagram 20-1

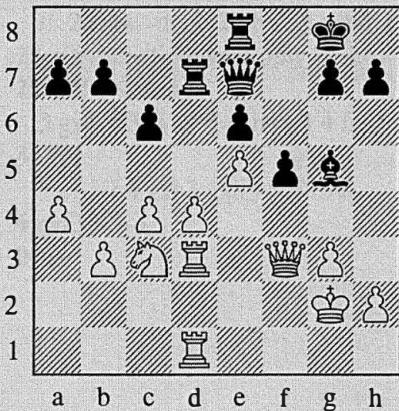


Diagram 20-2

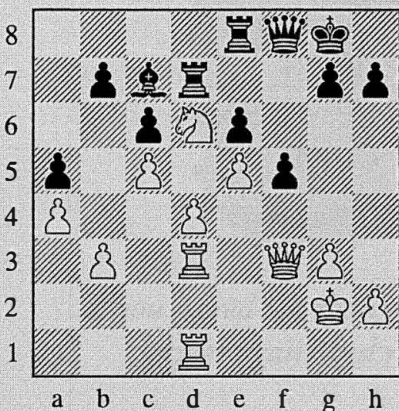


Diagram 20-1

M.Botvinnik – S.Flohr

Moscow 1936

1.c5!

An excellent decision. White obtains an outpost on d6, which he can occupy with his knight after the instructive manoeuvre ♖b1-a3-c4-d6. Another option is b4-b5, with an attack on the point c6. However, the fact that advancing the c-pawn somewhat weakens his d4-pawn (which he cannot advance because it is blockaded) is unimportant, since Black is in no position to attack it effectively.

1...a5

Directed against b3-b4.

2.♖b1! ♜f8 3.♗a3 ♙d8

In order to protect the a5-pawn.

4.♗c4 ♙c7 5.♗d6±

Diagram 20-2

At some point, Black will have to swap off this strong knight, but then White will obtain an equally strong passed pawn.

5...♞b8 6.♞b1

White is playing positionally, preparing b2-b4 and seeking to increase the pressure against the b7-pawn.

The tactical solution, 6.♗xb7 ♞xb7 7.♞xc6 ♙b8 8.♞xe6†+, would also be good, with three connected pawns against a bishop.

6...♖d8 7.b4 axb4 8.♞xb4 ♘xd6 9.exd6 ♗a5
10.♞db3

White attacks the weak point b7.

10...♞e8 11.♗e2

The e6-pawn is also weak. 11.♞xb7 would be premature, in view of 11...♞xb7 12.♞xb7 ♗xa4 with counterplay.

11...♗a8 12.♞e3 ♖f7

Diagram 20-3

13.♗c4?!

13.♖g1 would be more prudent. Black can now obtain some counterplay.

13...b5! 14.♗c2

Of course not 14.axb5?, due to cxb5† nor 14.cxb6, due to 14...c5† 15.b7 ♞xb7 16.♞xb7† ♗xb7† 17.♖f2 cxd4.

14...♞xd6?!

If 14...♞a7, then 15.axb5 ♞a2 16.♞b2 cxb5† 17.♖h3+-. Black should prefer 14...bxa4±.

15.cxd6 c5† 16.♖h3 cxb4 17.♗c7† ♖g8 18.d7

The passed pawn is too strong.

18...♞f8 19.♗d6

Also good is 19.♞xe6 g5 20.♗d6+-, intending ♞e7.

19...h6 20.♗xe6† ♖h7 21.♗e8 b3

After 21...♗h1 there comes 22.♞e1+-.

While if 21...♗d8, then 22.♗xf8 ♗xf8 23.♞e8 ♗f7 24.d8♗ ♗h5† 25.♖g2.

22.♗xa8 ♞xa8 23.axb5

23.♞e8? would not be good, due to 23...b2 24.♞xa8 b1♗ 25.d8♗ ♗f1† 26.♖h4 g5† 27.♖h5 ♗h3#.

23...♞d8 24.♞xb3 ♞xd7 25.b6+-

Black resigned because of the following line: 25...♞b7 26.♖g2 ♖g6 27.♖f3 ♖f6 28.♞b5 ♖e6 29.♖e3 ♖d6 30.♖d3 ♖c6 31.♖c4 ♖d6 32.♞d5† ♖c6 33.♞c5† ♖d6 (33...♖xb6 34.♞b5†+-) 34.♖b5+- Analysis by M. Botvinnik.

Diagram 20-4

A. Lilienthal – P. Keres

Leningrad/Moscow 1941

1.h5!

The threat is h5-h6†, so Black has to weaken the f5-square.

1...gxf5 2.♖e3 d6 3.♖f5†

Diagram 20-3

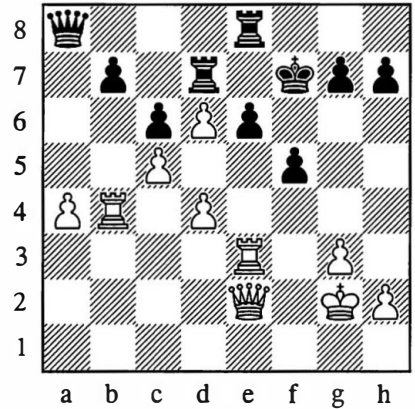
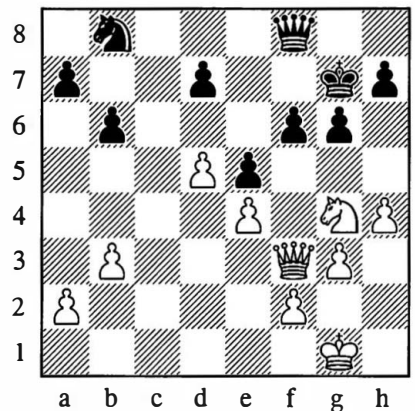


Diagram 20-4



From f5 the knight attacks not only the king, but also the pawn on d6.

3...♔g6 4.♚c3! ♖a6 5.♚c6 ♜c5 6.♜f3 ♜d3 7.♚c7 b5 8.♚xa7

The black position is lost.

1-0

Sometimes several squares of the same colour are weak. **This often happens after the exchange of the bishop which was responsible for defending them.** Weak squares in a castled position are especially alarming.

Diagram 20-5

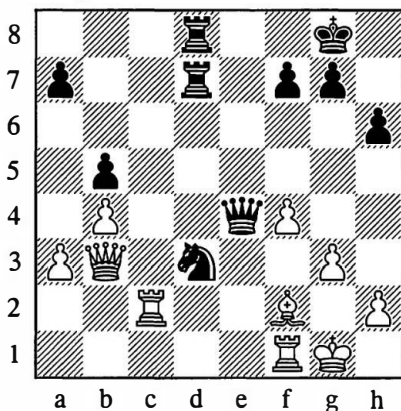


Diagram 20-5

S. Tartakower – Em. Lasker

St Petersburg 1909

The white position has one irredeemable defect: the light squares are too weak. Black finds a way to bring his knight into the attack.

1...g5! 2.♚a2

Nor does 2.fxg5 ♖e5! offer White any hope, as he has no good defence against the threat of ...♜f3†. For example 3.♙c3 fails to 3...♙d3.

2...gxh4 3.♙e2 ♚g6 4.♚c2 ♔h7

Black prepares an attack down the open g-file.

5.♚c3 ♙g8 6.♔h1 ♚h5!-+ 7.♙d2 fxg3 8.♙xg3 ♙xg3 9.♚c6 ♜e5 10.♚e4† ♔g8 11.♙df2 ♙g5 12.♙c2 ♙d1

0-1

Diagram 20-6

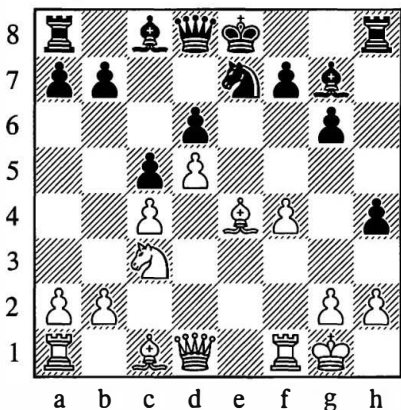


Diagram 20-6

A. Rubinstein – R. Spielmann

Bad Pistyan 1912

1...♙d4† 2.♔h1 ♜f5

The threat is ...♜g3†.

3.♙xf5 ♙xf5 4.♙e1† ♔f8

The black king is quite safe on f8 and can later go to g7.

5.♚h3

5.h3 was necessary. Without the knight, it is hard for Black to exploit the weak square g3.

5...h3!

Since White has had to swap off his light-squared

bishop, Black aims to play on the light squares.

6.g3

6.g4 is not good, due to 6...♖h4!-+.

6...♖d7 7.♙d2 ♘g4

This bishop has now become very powerful!

8.♗f1?!

A better try would be 8.♖d3 ♗f5 9.♞e4-.

8...♗f5 9.♞ac1 ♘g7 10.♙e3 ♙f6

The second black bishop is also more active than its counterpart!

11.b3 ♞he8

Black is preparing to double pieces on the e-file.

12.♙f2 ♙f3† 13.♙g1

Diagram 20-7

13...♙g2! 14.♞xe8 ♙xf1!

Since the white king position has been weakened, the black queen will be stronger in the attack than the two rooks.

15.♞xa8 ♖d3 16.♞e8

16.♞xf1 fails to 16...♗f3-+.

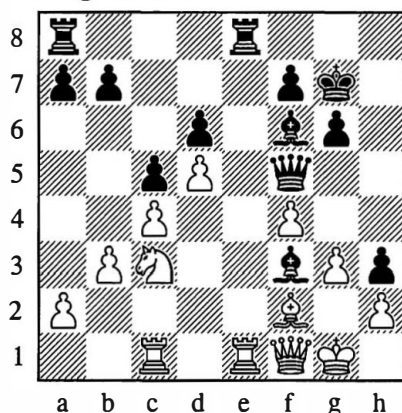
16...♗f3!!

A forcing combination brings to an end a perfectly played strategic game by Spielmann.

17.♙xf1 ♗h1† 18.♙g1 ♖g2† 19.♙e1 ♗xg1† 20.♙d2 ♗xh2†-+

White resigned. One possible variation would be 21.♙e2 ♖g2 22.♞g1 ♗xg1!! 23.♙xg1 h2 and Black wins.

Diagram 20-7



You should find the weak points in your opponent's position and attack them. Weak squares, which often lie deep in your opponent's half of the board, offer ideal and safe posts for your pieces. From these excellent positions, your pieces can mount active operations and attack the opposing pieces and pawns.

Diagram 20-8

M.Botvinnik – J.Donner

Amsterdam 1963

1.♙d4!

White wants to exchange the light-squared bishops, so that later on he can occupy the weak square c6.

1...♙xg2 2.♙xg2 ♖c7 3.♗b3!

Diagram 20-8

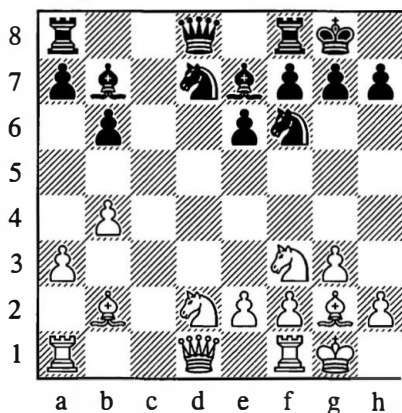


Diagram 20-9 ▼

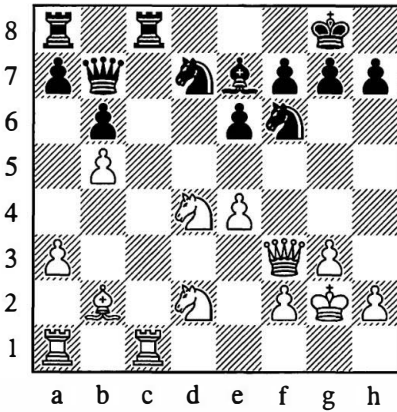
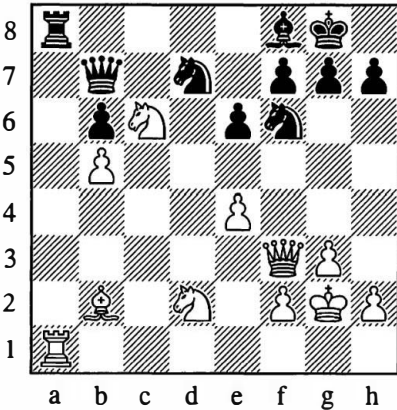


Diagram 20-10 ▲



Played in order to meet 3...♖b7† with 4.♗f3.
3...♗fc8 4.♗fc1 ♖b7† 5.♗f3!

White wants to exchange those pieces which are able to control the c6-square. By doing so he will achieve a great advantage.

5...♗d5

Threatening 6...♗e5.

6.e4! ♗5f6 7.b5!

Diagram 20-9

Now White has control over the c6-square. If 7...♗e5, then he can play 8.♗e2, followed by f2-f4 and ♗c6.

7...a6 8.♗c6± ♗f8 9.a4 axb5 10.axb5 ♗xa1
11.♗xa1 ♗a8

Diagram 20-10

12.♗d1!

A difficult move. White brings his rook on to a central file, where it can exert more pressure. The black rook alone cannot achieve much on the a-file.

12...♗e8 13.♗c4 ♗c5 14.e5!

Now, and only now, does White relinquish control over the central square d5, since Black can no longer exploit it.

14...♗c8?!

After 14...♗c7, intending ...♗d5, there follows 15.♗d7!! ♗xd7 16.♗e7†+-. 14...h6 could be tried.

15.♗a1!

White exploits his chance. The invasion via the a-file disorganizes the defence. You can see how important the knight on c6 is for White's game.

15...♗c7

If 15...♗a8?, then 16.♗xa8 ♗xa8 17.♗e7†+-.
16.♗a7 ♗xa7

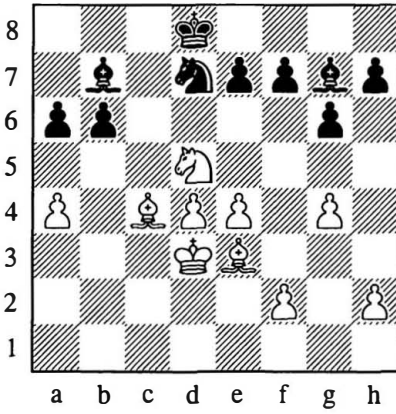
16...♗c8 17.♗xb6 is also no use.

17.♗xa7 ♗xa7 18.♗xb6+—
1-0

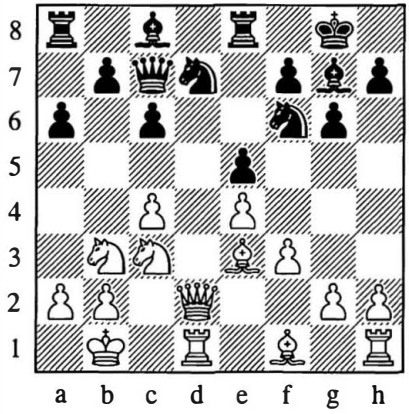
You should also try not to allow weaknesses to occur in your own camp, and to protect your weak points adequately.

Find the weak points in the test positions and try to exploit them.

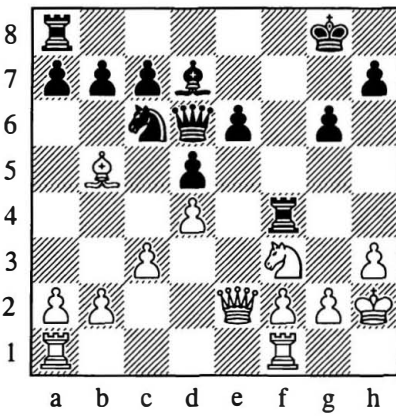
► Ex. 20-1 ◀ ★ ◻



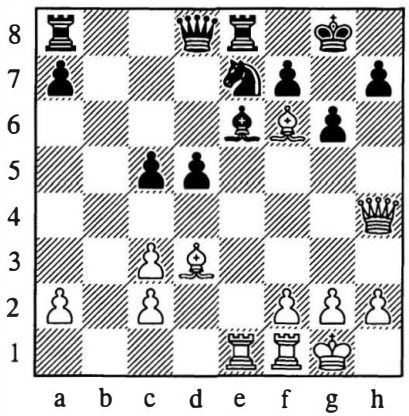
► Ex. 20-4 ◀ ★ ◻



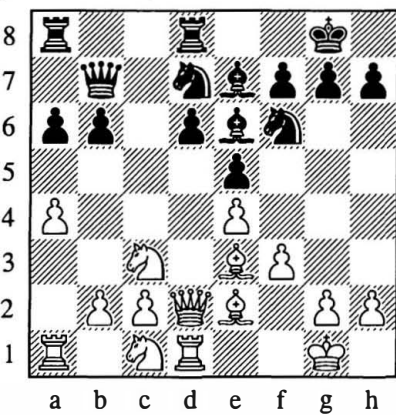
► Ex. 20-2 ◀ ★★ ◻



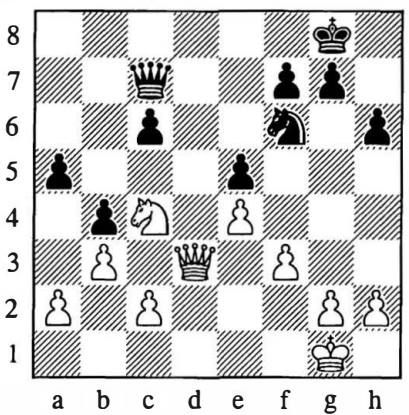
► Ex. 20-5 ◀ ★★ ◻



► Ex. 20-3 ◀ ★★ ◻

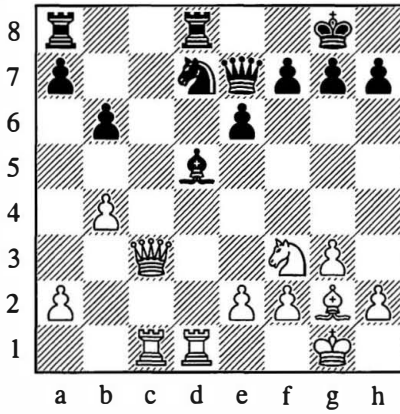


► Ex. 20-6 ◀ ★ ◻

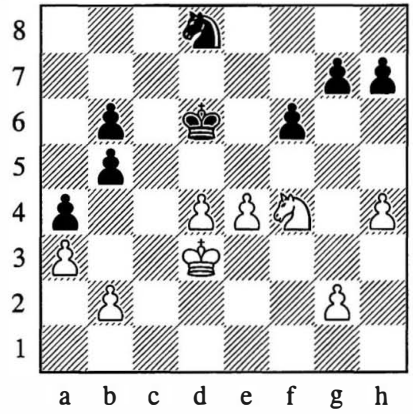


Exercises

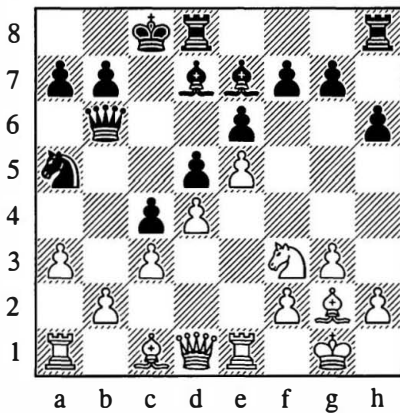
► Ex. 20-7 ◀ ★★ △



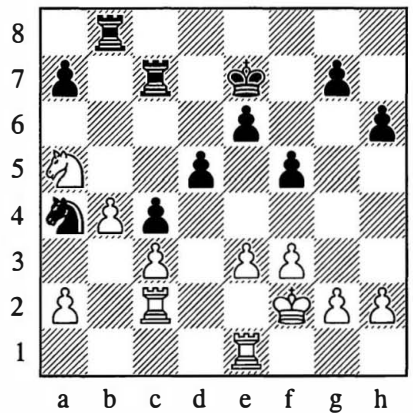
► Ex. 20-10 ◀ ★★ △



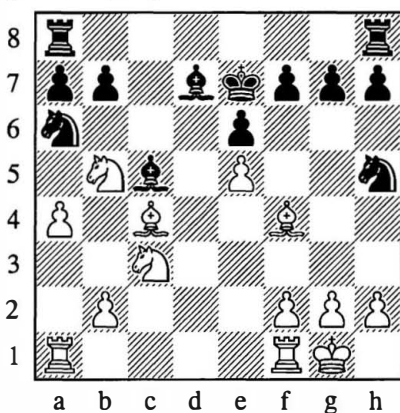
► Ex. 20-8 ◀ ★★ ▼



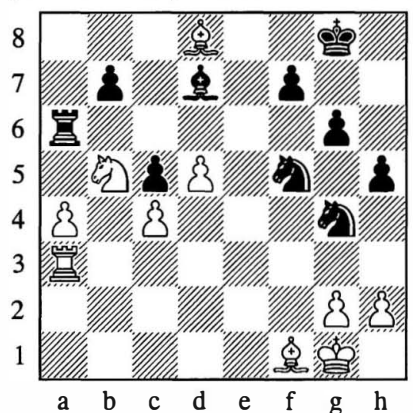
► Ex. 20-11 ★★★ ▼



► Ex. 20-9 ◀ ★★★ △



► Ex. 20-12 ◀ ★★ △



Solutions

Ex. 20-1

A.Yusupov – A.Khalifman

Ubeda 1997

1. ♖b4!

(1 point)

Double attack on a6 and f7.

1...a5

Of course not 1...♖b8? 2. ♗xf7.

2. ♗d5!?

2. ♖d5± is equally good.

2...♗xd5 3. ♖xd5±

Black has a weak pawn on b6.

Ex. 20-2

T.Petrosian – A.Chistiakov

USSR Team Ch, Riga 1954

1.g3!?

(1 point)

If 1.♔g1 (also 1 point), then 1...♖b8!?. However, 1.♗xc6?? would be very bad, due to 1...♗e4†+.

1...♗f5 2. ♗xc6 ♗xc6 3. ♖e5±

(another 1 point)

White has occupied the weak point e5, and stands clearly better.

Ex. 20-3

E.Geller – J.Bolbochan

Stockholm 1962

1. ♖1a2!

(2 points)

The knight goes via b4 to d5.

1. ♖d5 (1 point) is not as good, since after the exchange on d5, White must take with the pawn. The weakness on d5 is then 'plugged'. It is better to have a piece posted on d5 rather than the pawn!

After 1. ♖d3 comes 1...d5!.

1...♖c5

1...a5 would weaken the b5-square.

2. ♖b4 a5 3. ♖bd5 ♖xd5 4. ♖xd5 ♗xd5
5. ♗xd5 ♗xd5 6. ♗xd5 g6 7. c3 ♗a7 8. ♗b5±

Ex. 20-4

E.Geller – I.Boleslavsky

USSR Ch, Moscow 1952

1.c5!±

(1 point)

Taking control of the weakness on d6.

1...♖f8 2. ♗d6 ♖e6 3. ♗c4 ♗f8 4. ♗xc7 ♖xc7
5. ♖a5 ♗b8 6. ♖a4 ♗e6 7. ♗xe6 ♖xe6 8. ♖c4
♖c7 9. ♖ab6 ♖e6 10. b4 ♖f4 11. ♗d2 ♗bd8
12. ♗hd1 ♗xd2 13. ♗xd2 ♗g7 14. ♖a5! ♗b8
15. ♗xf4 exf4 16. ♖d7 ♗d8 17. ♖xf6† ♗xf6
18. ♗xd8† ♗xd8 19. ♖xb7+–
1–0

Ex. 20-5

Merano 1926

1. ♗e5!

(2 points)

Threatening ♗xh7! and ♗h5+–.

Only 1 point for 1. ♗h6?!, since Black has a good defence: 1...♖f5! 2. ♗g5 h6 3. ♗xd8 hxg5
4. ♗xg5 c4±.

1...♗f5 2. ♗h6+–

1–0

Ex. 20-6

A.Suetin – S.Furman

USSR Ch, Leningrad 1963

1. ♗d6!

(1 point)

1...♗a7†

After the exchange of queens, Black would no longer be able to protect his weakness on a5: 1...♗xd6 2. ♖xd6 ♖d7 3. ♖c4+–.

2. ♔f1 ♖d7 3. ♗xc6+–

Solutions

Ex. 20-7

R.Dautov – J.Polgar

Istanbul Olympiad 2000

1.♖d4!

(2 points)

The weak point is c6!

Only 1 point for 1.a3.

However, 1.♖e5 is not any good, since White loses the b4-pawn after the exchanges.

1...♖f6 2.b5 ♖xg2 3.♗xg2 ♖d5 4.♖c6 ♗d7 5.♗c2!±

The exchange of queens, together with the opening of the a-file by a7-a6, would be a welcome relief for Black: 5.♖xd5? ♗xd5† 6.♗f3 ♗xf3† 7.♗xf3 a6=.

5...♗b7 6.a4 h6 7.e4 ♖c5 8.♗d3 ♖xc1 9.♖xc1 a6 10.♖c4

Intending ♖d4.

10...axb5 11.axb5 ♗c7

Or 11...♖d7?! 12.♖d4 ♖c5 13.♗d1 ♗c7 14.e5±.

12.♖d4±

Ex. 20-8

P.Clarke – T.Petrosian

Munich 1958

1...♗b3!

(2 points)

1...♖b3 (1 point) is not so good, on account of 2.♖b1. Exchanging queens is important for Black, since afterwards White will have no more attacking chances.

2.♗e2

After 2.♗xb3 ♖xb3, Black can continue with b5, a5 and b4.

2...♖a4 3.♖e3 ♗b8

Intending ♖c8-c6-b6 to target the weak b2-pawn, but there was the even simpler 3...♗c2!±.

4.♖ad1! ♗c2! 5.♖d2 ♗f5 6.♖f1 g5→ 7.h3 h5 8.♖h2 ♖dg8 9.g4 ♗g6 10.♖f3?

Better is 10.f4 gxf4 11.♖xf4 hxg4 12.♖xg4±.

10...hxg4 11.♖xg4 ♖c6 12.f3? ♖d8 13.♖f2 ♖e7 14.♖e1 ♖h6 15.♖f1? ♖gh8 16.♖g3 ♖xh3!→ 17.♖xh3 ♖xh3 18.♗g2 ♗h7 19.♖e3 ♖g6 20.♖g4 ♖f4 21.♖xf4 gxf4 22.♗f1 ♖g3 23.♗f2? ♗h3† 24.♗e2 ♖g2 25.♖g1 ♖xf2† 26.♖xf2 ♗h7 27.♖h1 ♗g6 0-1

Ex. 20-9

I.Boleslavsky – V.Smyslov

Budapest Candidates 1950

1.♖e3!

(3 points)

The d6-square is weak, so White exchanges the piece which is protecting that square.

Only 1 point for other bishop moves along the g5-c1 diagonal.

1...♖hc8

1...♖xe3 2.fxe3 f5 3.♖d6±

2.♖e2! g6 3.♖e4! ♖xe3

3...♖b4 4.g4 ♖g7 5.♖bd6+→

4.fxe3 ♖c2

4...♖xb5 5.axb5 ♖c5 6.♖d6 ♖f8 7.b6! a6 8.♖ac1+→

5.♖bd6! ♖f8

5...♖xe2 6.♖xf7† ♗d8 7.♖f8†+→

6.♖xa6 bxa6 7.g4 ♖g7 8.♖f6! ♖c6**9.♖fcl!+→**

Black resigned in view of 9...♖g2† 10.♗f1 ♖xh2 11.♖xc6 ♖h1† 12.♗g2 ♖xa1 13.♖c7† ♗d8 14.♖d7#.

Ex. 20-10

M.Botvinnik – P.Keres

World Ch, The Hague/Moscow 1948

1.♖h5!

(2 points)

The pawns on g7 and f6 are weak. The knight attacks them both.

After 1.♗e3 or 1.g4 (1 point for these moves), there follows simply 1...g6.

1...♖e6 2.♗e3 ♗e7 (Δg6) 3.d5 ♖c5

Solutions

Or 3...g6 4.♟xf6 ♜xf6 5.dxe6+-.
 4.♟xg7+- ♜d6 5.♞e6 ♞d7 6.♜d4 ♞e5
 7.♞g7 ♞c4 8.♞f5† ♜c7 9.♜c3 ♜d7 10.g4
 ♞e5 11.g5 fxg5 12.hxg5 ♞f3 13.♜b4 ♟xg5
 14.e5 h5 15.e6† ♜d8 16.♜xb5
 1-0

Ex. 20-11

M.Aaron – M.Botvinnik

Leipzig Olympiad 1960

1...♞c5!

(3 points)

This tactical trick brings the knight onto the weak square d3.

1 point for the moves 1...♜d6, 1...♞f8 or 1...g5, which do improve the position, but do not exploit the weakness on d3.

2.♜e2

After 2.bxc5 ♞xc5 3.♞xc4 ♞xc4† the c3-pawn is weak.

2...♞d3 3.♞b1 ♜d6 4.a4 g5 5.♞d2 ♞bc8
 6.b5 ♞b8 7.♞b3 e5 8.♞c1 e4 9.♜d1 f4
 10.♞e2 g4 11.fxe4 f3 12.♞a2 dxe4+-

Ex. 20-12

V.Smyslov – G.Borisenko

Moscow 1961

1.a5!

(2 points)

1...♞e5 2.♞b6

The c5-pawn is weak.

2...♞a8 3.♞c3!

3.♞xc5 ♞c8 would expose the weakness of the c4-pawn.

3...♞c8

Or 3...f6 4.♞c7 ♞c8 5.a6 bxa6 6.♞xa6 and the c5-pawn is dropping.

4.♞a7! ♞e8 5.♞xc5 ♞g4 6.h3+-

1-0

Scoring

Maximum number of points is 23

20 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

- ✓ Underpromotion
- ✓ Two connected passed pawns on the 6th (3rd) rank
- ✓ The pawn phalanx
- ✓ The pawn fork
- ✓ Mating motifs with pawns

Diagram 21-1



Diagram 21-2



Pawn combinations

The famous French chess master François-André Philidor called the pawn the soul of chess. In the chapters on 'Combinations involving promotion' and 'The double attack' we have already learned something about the capacities of the pawns. These pawns are very important tactical elements, as we shall also learn in this lesson.

Underpromotion

An especially spectacular tactic is an *underpromotion*, when the pawn does not promote to a queen, but to a rook, bishop or knight. The last case is the most frequent underpromotion, and is linked to a gain of tempo by check or to a knight fork.

Diagram 21-1

Em.Lasker

1900

1. ♖c8†! ♜xc8

If 1... ♗xb7, then 2. ♖xd8+–, but not 2. ♖xd8?? due to 2... ♖e1#.

2. ♖xa7†!! ♗xa7

Or 2... ♗c7 3. bxc8 ♖†+–.

3. bxc8 ♖†!!+–

With a winning knight fork. 3. bxc8 ♖?? would allow 3... ♖e1#.

Diagram 21-2

K.Richter – N.N.

Berlin 1930

1. ♖f5†!?

White wants to employ his well-coordinated forces for a final attack on the black king, before Black can manage to bring his extra material into play.

1... ♗f6!

But apparently Black has found the only way to win. 1... ♗e8 leads only to a repetition of moves: 2. ♖d6† (but not 2.e7?? ♖xf5 3. ♖a4† ♖c6+–) 2... ♗e7 3. ♖f5†

2.e7! ♔xf5??

A fatal error in a won position. Black was reckoning simply on 3.e8♚ ♖h2# and had completely forgotten the motif of underpromotion. The correct move is 2...♔d7, and Black is winning.

3.e8♔#!!

Two connected passed pawns

Two connected passed pawns are much stronger than a single passed pawn, because they can offer each other mutual support. **In the endgame a rook cannot stop two connected passed pawns on the 6th (or 3rd) rank** (or one on the 7th and the other on the 5th rank).

Diagram 21-3

1...♖xa2! 2.♖xa2 b3 3.♖a8† ♔g7 4.♔e2

If 4.♖b8, then 4...c2-+ while after 4.♖c8 there comes 4...b2-+.

4...b2! 5.♖b8 c2-+

The pawn phalanx

In the next example, Aron Nimzowitsch made superb use of the penetrative power of a pawn phalanx against the author of *Pawn Power in Chess*.

Diagram 21-4

H.Kmoch – A.Nimzowitsch

Bad Niendorf 1927

How can Black break down the blockade on the queenside and conduct his pawns to their much desired promotion?

1...♖b4!!

Nimzowitsch sacrifices his strongest piece! The threat is ...♖a4-a2, followed by ...a5-a4-a3.

2.cxb4 a4 3.b5† ♔xb5

The three connected passed pawns simply cannot be stopped.

4.♔a3 c3 5.♖b1 ♔c4 6.f4 ♔xd4

This is the simplest. Now Black has obtained a fourth connected passed pawn!

Diagram 21-3

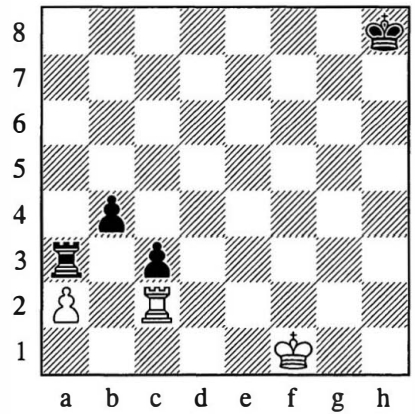
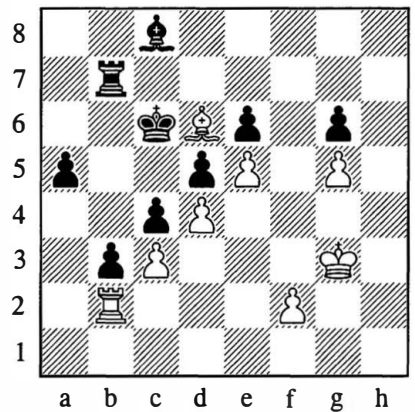


Diagram 21-4



7.♔f2 ♘c4 8.♔e1 d4 9.♔e2 ♘d5 10.♔f3

If 10.♔d3, then 10...♙a6#.

10...♙b7

Don't be too hasty! Black brings his bishop into the game.

11.♙e1 ♘c4† 12.♔f2 b2 13.f5 exf5 14.e6 ♙c6

White has no defence against ...♔b3. For example, 15.e7 ♔b3 16.♙e6 ♙e8–+.

0–1

The pawn fork

The following typical exchanging combination uses the pawn fork to win the piece back and destroy the opposing centre.

Diagram 21-5

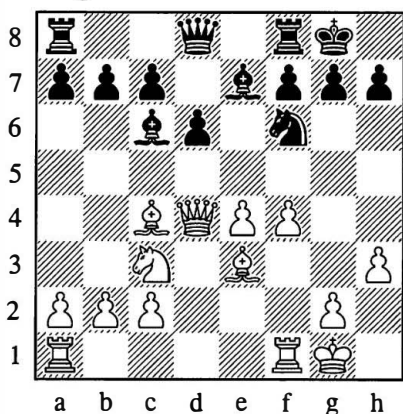


Diagram 21-5

R.Spielmann – E.Cohn

Ostend 1907

1...♖xe4! 2.♖xe4 d5 3.♖g5 dxc4 4.♙xc4 ♔d7†

Black has the bishop pair and stands better. The c6-bishop is particularly strong.

Diagram 21-6

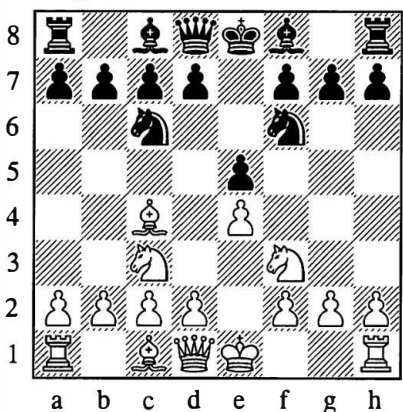


Diagram 21-6

1.e4 e5 2.♖f3 ♖c6 3.♙c4 ♖f6 4.♖c3

There is a standard reply to this variation.

4...♖xe4! 5.♖xe4

5...♙xf7† ♔xf7 6.♖xe4 d5 7.♖eg5† ♔g8 is even better for Black.

5...d5 6.♙d3 dxe4 7.♙xe4 ♙d6=

Black has no opening problems.

Mating motifs with pawns

Pawns are not only superb at supporting attacks, when the occasion arises they can also deliver mate themselves. Here are two spectacular examples.

Diagram 21-7

R.Skuja

1956

1.♔e3!

1...♙g3? is bad, on account of 1...f4.

1...♔xh4

If 1...f4† 2.♔e4 f3 (2...♔xh4 3.g6! – see the main variation), then 3.♙f2+–.

2.g6!

White is aiming for a zugzwang position.

2...f4†

Or 2...fxg6 3.♔f4 wins similarly.

3.♔f3! fxg6 4.♔xf4⊙ g5† 5.♔f5 g4 6.♔f4 g3

7.hxg3#

Diagram 21-7

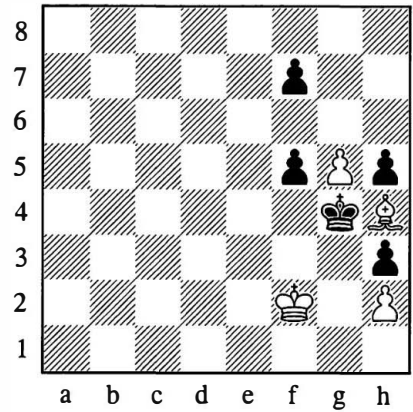


Diagram 21-8

Moldojarov – Samochanov

Correspondence 1974

1.♙g6!

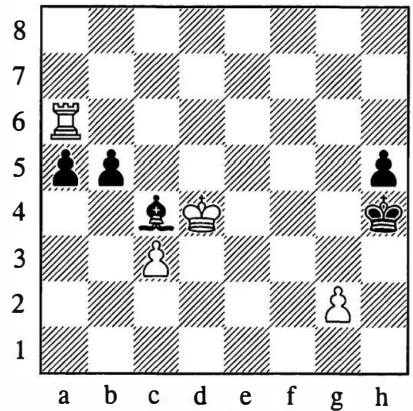
White is playing for mate. 1.♙xa5? ♔g3= would only lead to a draw.

1...a4 2.♔e3 a3 3.♔f4 a2 4.♙g3

Threatening ♙h3#.

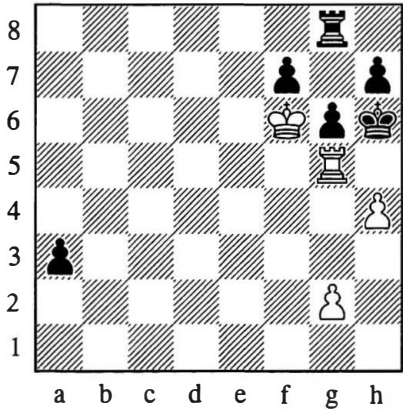
4...♙e6 5.♙h3†! ♙xh3 6.g3#

Diagram 21-8

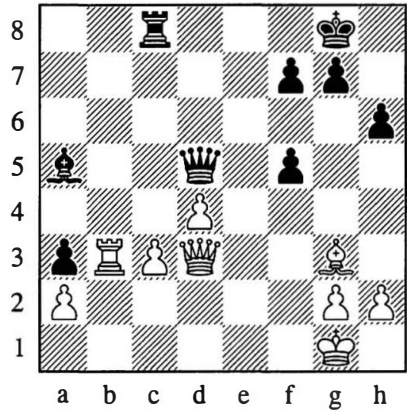


Exercises

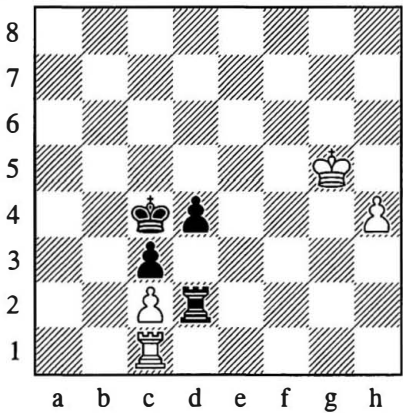
► Ex. 21-1 ◀ ★ △



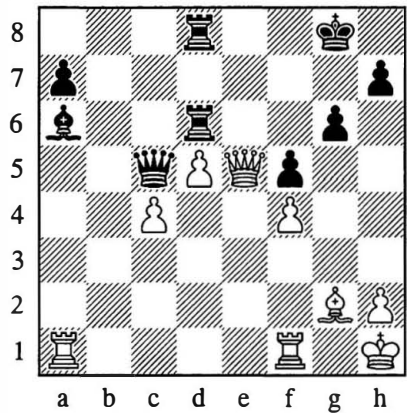
► Ex. 21-4 ◀ ★★ ▼



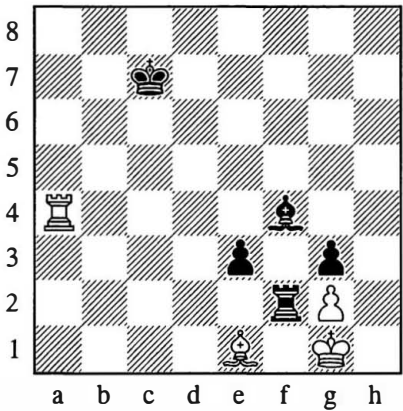
► Ex. 21-2 ◀ ★ ▼



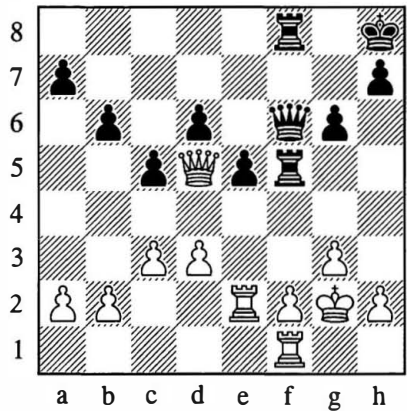
► Ex. 21-5 ◀ ★★ △



► Ex. 21-3 ◀ ★ ▼

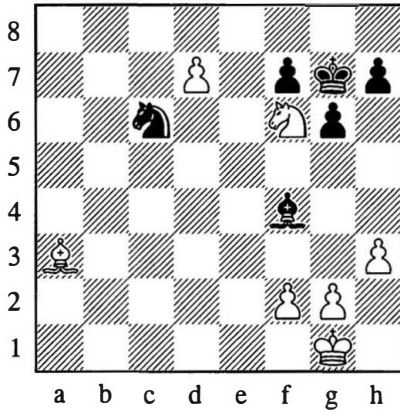


► Ex. 21-6 ◀ ★★ ▼

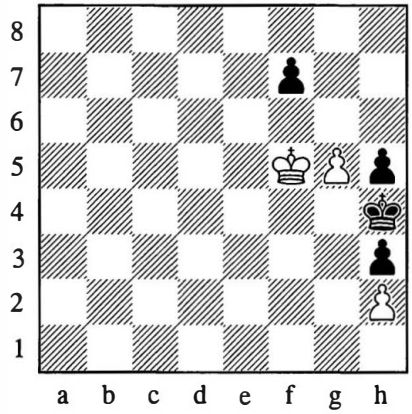


Exercises

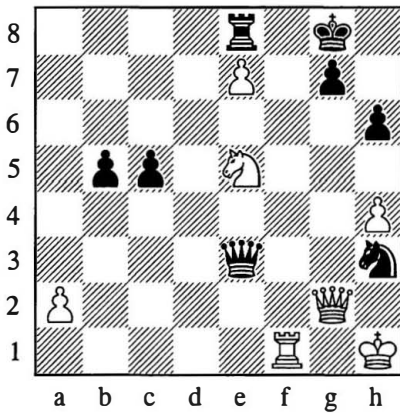
► Ex. 21-7 ◀ ★★ △



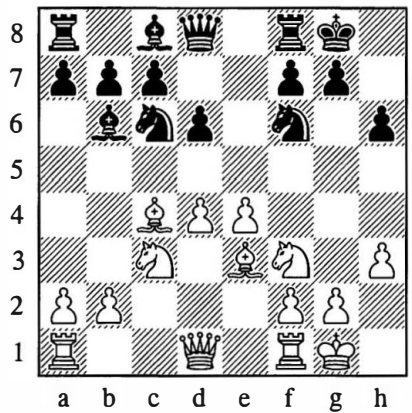
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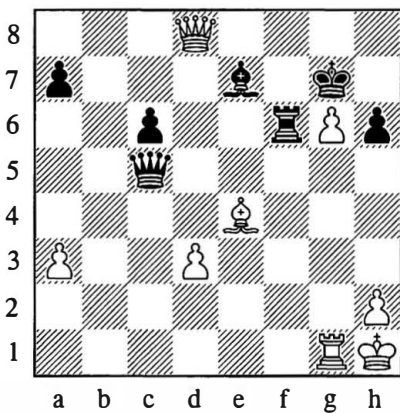
► Ex. 21-8 ◀ ★★ △



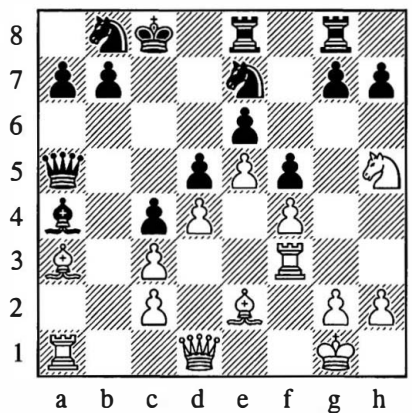
► Ex. 21-11 ◀ ★ ▼



► Ex. 21-9 ◀ ★ △



► Ex. 21-12 ◀ ★ △



Solutions

Ex. 21-1

1.g4!

But not 1.♞a5 ♖b8 2.g4 ♖b6† 3.♔xf7 ♖b7†=.

1...a2 2.♞h5†! gxh5 3.g5† ♞xg5 4.hxg5#
(1 point)

Ex. 21-2

1...♞xc2!

1...d3? 2.cxd3† ♔xd3 3.h5 c2 4.h6 ♞d1
5.♞xc2=

2.♞xc2 d3
(1 point)

3.♞c1

Or 3.♞xc3† ♔xc3 4.h5 d2 5.h6 d1 ♞ 6.h7
♞d4+.

3...d2 4.♞d1 c2+–

Ex. 21-3

Woizechowski – Sandler

Riga 1982

1...e2! 2.♔xf2

Or 2.♞xf4 ♞xf4 3.♔xg3 ♔c6+–.

2...♔e3!
(1 point)

3.♞a1 gxf2†+–

But not 3...♔xf2†? 4.♔h1 e1 ♞† 5.♞xe1
♔xe1 and White has set up a drawing fortress.

0–1

Ex. 21-4

G.Stahlberg – V.Menchik

Moscow 1935

In the game Menchik played 1...♔c7?.
Instead the Women's World Champion
could have won the game with a promotion
combination:

1...♞xb3!
(1 point)

2.axb3 a2
(1 point)

But not 2...♔xc3, because of 3.♞a6.

3.♞d1 ♔xc3+–

Ex. 21-5

V.Panov – M.Taimanov

Moscow 1952

1.♞xa6!

White now creates a pawn phalanx and
wins the game. 1.♞e7 is not so energetic
(only 1 point).

1...♞xa6 2.d6!
(2 points)

2...♞xe5

If 2...♞xd6, then 3.♔d5† ♔f8 4.♞h8† ♔e7
5.♞g7† ♔e8 6.♞f7#.

3.fxe5 ♞a5 4.♔d5† ♔f8 5.♞b1+–
1–0

Ex. 21-6

A.Medina Garcia – H.Mecking

Palma de Mallorca 1969

1...e4!
(2 points)

Black seizes his chance and activates his
pawns in the centre. Only 1 point for 1...♞f3.

2.♞c4
If 2.♞xe4, then 2...♞e5 3.♞g4 h5+–.
(1 point)

2...d5! 3.♞b5 e3! 4.f4

4.♞xe3 ♞xf2† 5.♞xf2 ♞xf2†+–

4...d4

Another very strong move would be
4...♞e6.

5.♞c1?! g5!+– 6.cxd4 gxf4 7.♔h1 fxe3
8.♞d7 cxd4 9.♞g1 ♞f2

0–1

Ex. 21-7

I.Csom – T.Ghitecu

Siegen Olympiad 1970

1.♔e7!
(1 point)

1...♔g5

Other moves lose more simply: 1...♔c7
2.♔e8†+– or 1...♔xe7 2.♔e8† ♔f8 3.d8 ♞+–.

Solutions

2. ♖e8† ♗h6 3. ♜f8† ♗h5 4. ♜g7†
(1 point)

4... ♗h4

Or 4... ♗h6 5. ♜f5† ♗h5 6. g4#.

5. ♗h2

Threatening g3#.

5... ♜d8

Or 5... ♜f4† 6. g3†+.

6. f4!

Threatening g3# once more, this time decisively.

1-0

Ex. 21-8

B.Gulko – K.Grigorian

USSR 1971

1. ♜f8†!

1. ♜g6!+– (1 point) is also good enough, but the move in the game wins in a more forcing manner.

1... ♜xf8

1... ♗h7 2. ♜g6#

2. ♜d5†!

(1 point)

2... ♗h7

2... ♗h8 3. exf8 ♜†+–

3. exf8 ♜†!!

(1 point)

3... ♗h8 4. ♜eg6#

Ex. 21-9

Piotrowski – Tannenberg

Lemberg 1926

1. ♜h8†!! ♗xh8 2. g7† ♗g8 3. ♜h7† ♗xh7
4. g8 ♜#

(1 point)

Ex. 21-10

E.Melnichenko

1979

1. g6!

1. ♗f4 would be wrong, on account of 1... f5! =.

1... ♜xg6†

1... ♜f6 2. ♗xf6+–

2. ♗f4! ♖ g5† 3. ♗f3

Or 3. ♗f5 g4 4. ♗f4 g3 5. hxg3#.

3... ♜g4† 4. ♗f4 g3 5. hxg3#

(2 points)

Ex. 21-11

R.Spielmann – L.Forghacs

Ostend 1907

1... ♜xe4!

(1 point)

2. ♜xe4 d5 3. ♜xd5 ♜xd5 4. ♜c3 ♜d6=

Ex. 21-12

Goljak – Gajduk

Moscow 1949

1. ♜f6! gxf6 2. exf6

(1 point)

2... ♜g8?!

If 2... ♜ec6, then 3. f7+–. But a more stubborn defence would be 2... ♜bc6 3. f7 ♜xg2† and then 4... ♜f8.

3. ♜xe7 ♜f7 4. ♜e3 (Δ♜h5) 4... ♜d7 5. ♜h5 ♜exe7 6. ♜xe7 ♜xe7 7. ♜e1+–

1-0

Scoring

Maximum number of points is 19

- 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.

The World Chess Federation has the Latin motto *Gens una sumus* which means, 'We are one people'. Chess is a truly global sport, played worldwide by men, women and children of all races, religions and ages.

Viktor Korchnoi has been one of the best players in the world for over five decades, and he was still in the Top 100 at the age of 75. 'If a player believes in miracles he can sometimes perform them.' – V.Korchnoi

Judit Polgar is the strongest ever women player. Polgar became a grandmaster at 15, and since then she has established herself as a top player. In 2005 she became the first woman to compete in a World Championship final.

Parimarjan Negi from India became a grandmaster while still only 13 years old. In chess it's the brain that counts, not the birth certificate.



Contents

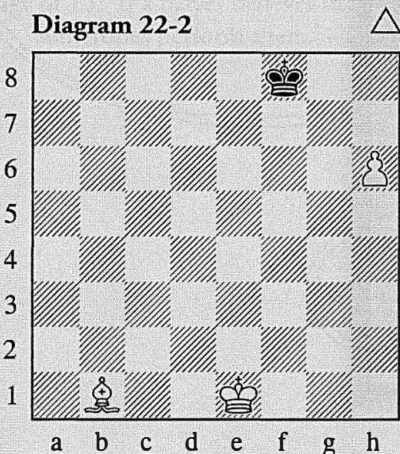
- ✓ Fortress I
- ✓ Cutting off from the 'saving corner'
- ✓ Fortress II

Diagram 22-1



Fortress 1 =

Diagram 22-2



Example 1 +-

The wrong bishop

Sometimes in a game of chess, quite a large material advantage is not sufficient for victory. One example of this will be found in this lesson: an elementary defensive fortress based on the concept of the *wrong bishop*.

Diagram 22-1

Fortress I

Although White is ahead by a bishop and a pawn, he cannot win the game. The defence is very simple: all the black king has to do is remain in the corner. The white king and the light-squared bishop are not in a position to drive the black king out of the dark corner square h8.

So we say that White has the *wrong bishop*. In fact, if White had a dark-squared bishop, the win would be a very easy one.

It is very important to point out here that White has a **rook pawn**. In every other case, White could win with the help of a simple zugzwang.

1.♔f6 ♕g8 2.h6 ♔h8

White can only go for stalemate.
3.h7=

Even if White had some more pawns on the h-file, the position would remain a draw!

It is only when the stronger side manages to cut the opposing king off from the *saving corner* that one can hope for a win.

Diagram 22-2

Example 1

1.♔a2!+-

The black king cannot get into the corner and White wins by zugzwang.

1.♔h7? ♕f7 2.♕f2 would not be so good here, on account of 2...♕f6! with the threat of ...♕g5. White would win in this position if his king could reach the f4-square. But here he cannot avoid a repetition

of moves: 3. ♖e4 ♜f7 (Δ...♜g8) 4. ♖h7 ♜f6= This is an important king manoeuvre, which we shall see again.

Diagram 22-3

Example 2

White can cut the black king off along the e8-h5 diagonal.

1. ♖h5!+-

Of course not 1. ♖c2, in view of 1...♜f7 with a draw, as in the previous example.

The motif 'rook pawn and wrong bishop' sometimes offers the defending side surprising opportunities for a draw.

Diagram 22-4

C.De Feijter

1940

1. ♜c2!⊖=

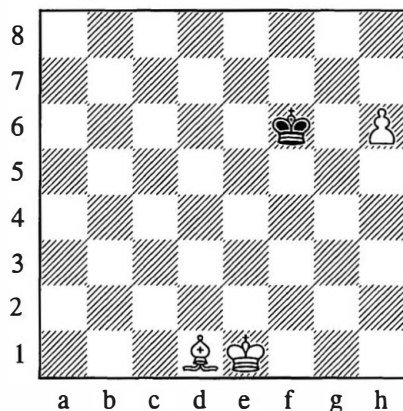
This is the only move which saves the game: 1. ♜c3?? loses after 1...♖b3-+ and 1. ♜c1?? is bad due to 1...♜b3-+.

This is an instructive position of mutual zugzwang. With Black to move, the position is drawn, since Black has to let the opposing king into the saving corner. With White to move, Black wins.

The transition to an endgame with the wrong bishop and a rook pawn is an important defensive resource. When he has the wrong bishop, the stronger side must play with great care to prevent this drawing fortress.

The following instructive endgame, which appeared in my book *Schachunterricht* with faulty comments, illustrates the serious technical problems which both sides face.

Diagram 22-3



Example 2 +-

Diagram 22-4

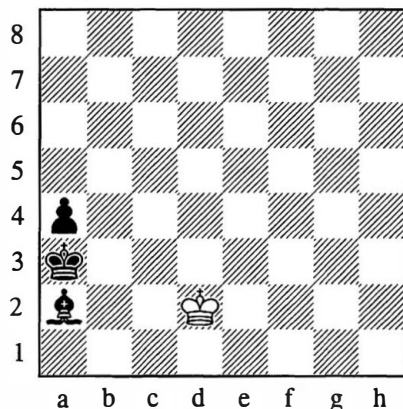


Diagram 22-5

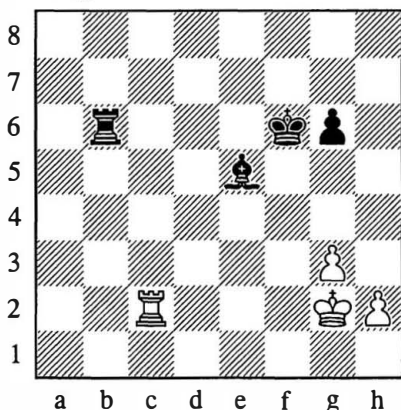


Diagram 22-6 (analysis)

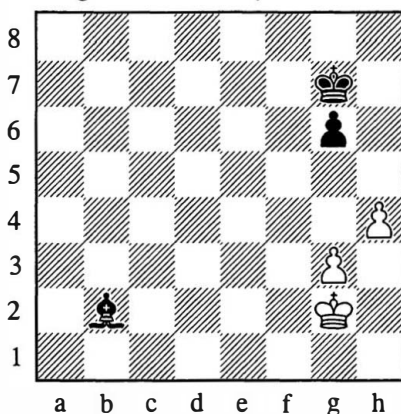


Diagram 22-5

K.Smith – M.Campos

San Antonio 1972

1...♖b2

This move was criticized, but it is not easy to find another plan. For example, 1...g5?! 2.♗f3 ♖f5 3.♗g2 and Black cannot make any progress.

2.♖xb2 ♗xb2 3.♗f3!

To achieve a draw, White must either swap off the pawn on g6 or entice it on to the h-file. (Black then has the wrong bishop!)

White can achieve this second aim if he first immobilizes Black's g6-pawn, with the moves h4, g4 and g5, and then attacks it with h4-h5. However, putting this plan into action too hastily would grant Black an opportunity to win.

After 3.h4? Black has to find the only route to victory:

3...♗g7! (Δ...♗h6-h5)

Diagram 22-6

This is the only redeployment which draws the sting from White's defensive idea. A draw would be the result after 3...♗f5? 4.♗f3 ♗e6 5.g4 ♗c3 6.g5 ♗f5 7.h5! =.

4.g4

The following variation shows how Black can win against passive defence: 4.♗f3 ♗h6 5.♗g4 ♗e5 6.♗h3 ♗h5 7.g4† ♗h6 8.♗g2 ♗c7 9.♗f3 ♗d8 10.♗g3 ♗e7 11.♗h3 ♗b4 12.♗g3 ♗e1† 13.♗h3 ♗f2+ White is in zugzwang.

4...♗h6! 5.♗f3 ♗c3 6.♗e4 ♗e1 7.h5 g5 8.♗f5 ♗c3 9.♗e6 ♗g7!

Of course not 9...♗d4?, on account of 10.♗f7 ♗h7 11.♗f8 ♗c3 12.♗f7 ♗g7 13.♗e6 ♗g8 14.♗f5 =. Black must not allow the opposing king to get to f7.

10.♗f5 ♗d2 11.♗e6 ♗c1 12.♗e7

Or 12.♗e5 ♗f7 13.♗f5 ♗f4+.

12...♗b2 13.♗e6 ♗f6 14.♗f5 ♗f7+

We now return to the position in the game after 3.♔f3.

Diagram 22-7

3...♕f5!?

After this move White can realize his main idea at once. Another bad move is 3...g5?, due to 4.h4!=. However, more problems arise after either 3...♕g5 or 3...♗c3.

After 3...♕g5 (3...♗c3 4.h3 ♕g5 leads to the same thing) 4.h3 (4.h4†? loses after 4...♕h5) 4...♗c3, Black aims to bring his bishop to e1. White has two ways to reach a draw:

a) The passive 5.♕g2 is possible. After 5...♗e1 6.♕f3 ♕f5 7.♕g2 g5 (or 7...♕e4 8.h4! – see line b2 below), there follows 8.♕f3.

Diagram 22-8

This is a position of mutual zugzwang. (Find out for yourself how Black wins if it is White's move!) If Black moves his king, White immediately plays h4. After a bishop move, White first plays g4† and then h4, forcing the drawing position with the rook pawn and the wrong bishop.

b) 5.♕e2!? ♕f5 6.♕f2 ♕e4 7.♕g2! (7.♕e2? ♗d4! cuts off the white king) and now:

b1) 7...g5 8.♕f2=, intending g4 and then h4. (But not 8.g4?, due to 8...♗e1! and the idea of h4 is defused.)

b2) 7...♗e1 8.h4! ♕e5 9.♕h3!=, and then g4-g5 and h5.

4.h4!

White realizes his plan, as described above, and brings about by force the position with the wrong bishop. Not 4.g4†? ♕g5-+.

4...♗c3 5.g4† ♕f6 6.g5†!

6.h5? g5-+

6...♕f5

Diagram 22-9

7.h5! gxh5 8.♕g2 ♕xg5=

White has reached the classic drawing position.

½–½

The presence of other pawns on the defender's side can also have a negative effect, either changing the evaluation of the position or adding important new details.

Diagram 22-7

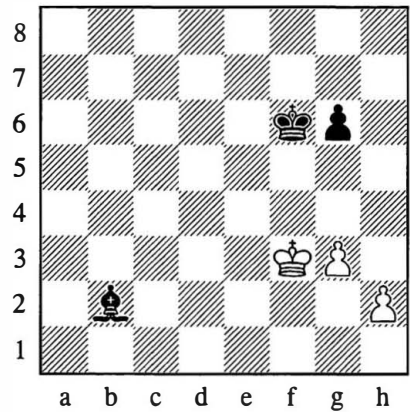


Diagram 22-8 (analysis)

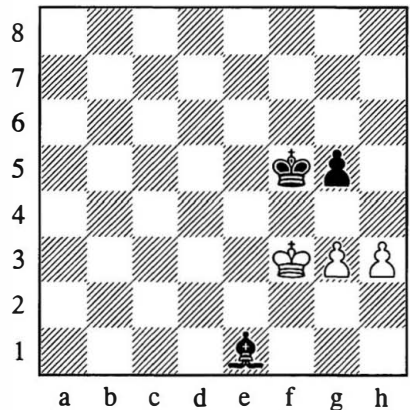


Diagram 22-9

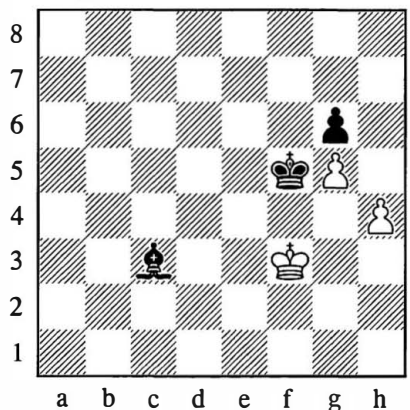


Diagram 22-10

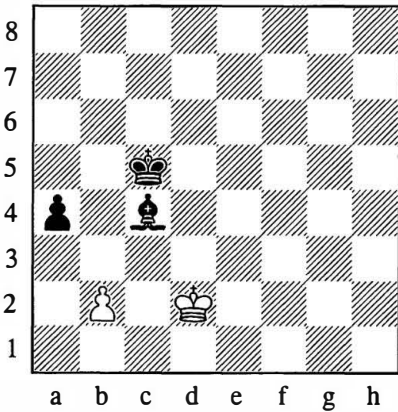
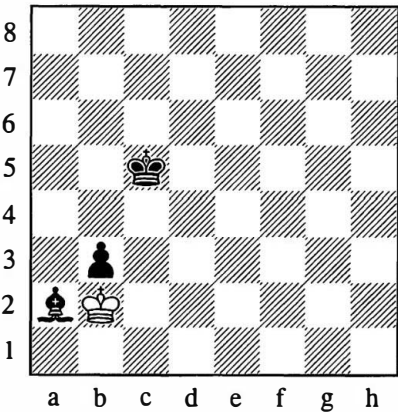


Diagram 22-11



Fortress 2 =

Diagram 22-12

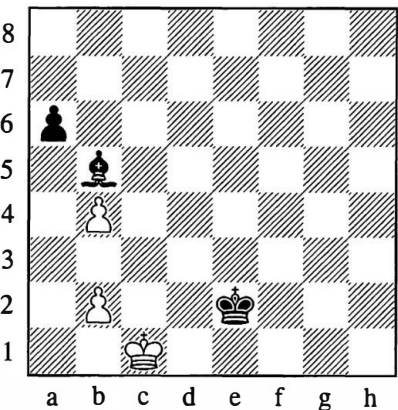


Diagram 22-10

W. Von Holzhausen

1910

1. ♖c2!

Without the b-pawn, the white king would find it easier to reach the saving corner. For example, 1. ♖c1?? loses to 1... ♙d3, as after 2. b4† there comes 2... axb3!-+.

1... ♙a2

If the white king reaches the saving corner, the draw becomes obvious: 1... ♖b4 2. ♖b1 ♖b3 3. ♖a1 ♖c2 (or 3... ♙d3 stalemate) 4. b4=

2. b4†!

2. b3?? loses, on account of 2... a3 3. ♖c3 ♖b5 4. b4 ♖a4 and White is in zugzwang.

2... axb3†

Or 2... ♖xb4 3. ♖b2=.

3. ♖b2=

Diagram 22-11

Another important theoretical fortress. Black cannot win, because of the bad position of the bishop.

3... ♖b4 4. ♖a1 ♖c3 stalemate.

In the final example of this chapter we shall see how a World Champion in his prime was able to impose his will on a very tenacious opponent, despite the apparently drawish nature of the position caused by the wrong bishop.

Diagram 22-12

N.Short – G.Kasparov

Belgrade 1989

1... ♙d3!

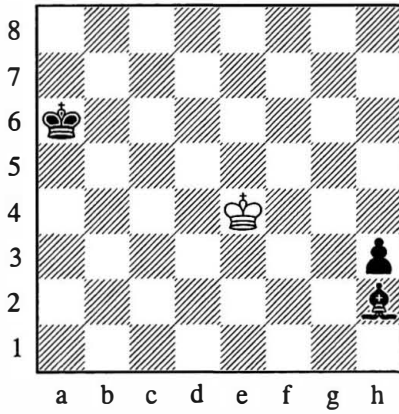
Forcing White to move the b2-pawn.

2. b3 ♖e1 3. ♖b2 ♖d2 4. ♖a1 ♖c2 5. ♖a2 ♖c1 6. ♖a1 ♙b1!

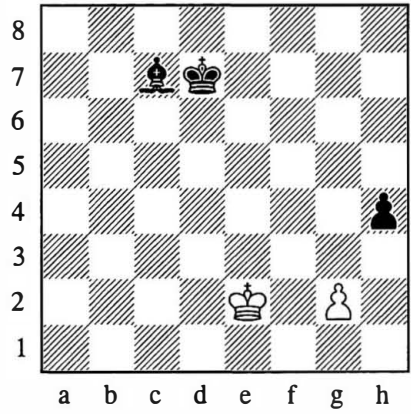
White is in zugzwang and must move the b4-pawn. This will give Black a b-pawn, but as White still has the b3-pawn, he will not be stalemated and will therefore lose.

0-1

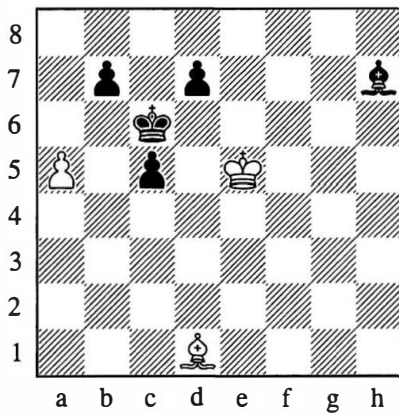
► Ex. 22-1 ◀ ★ ▼



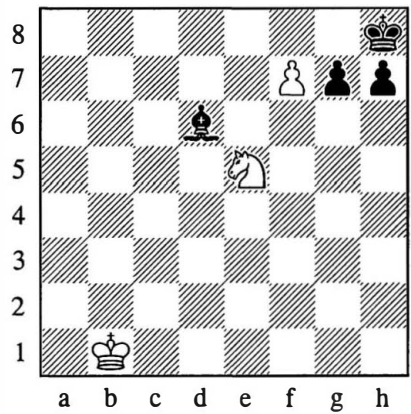
► Ex. 22-4 ◀ ★★★ △



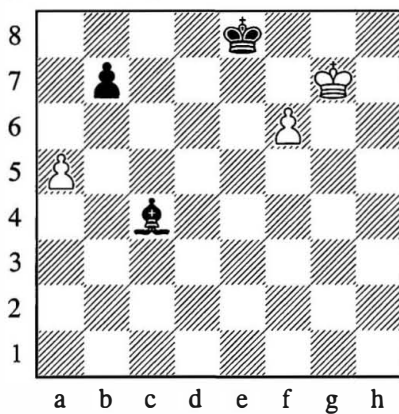
► Ex. 22-2 ◀ ★★★ △



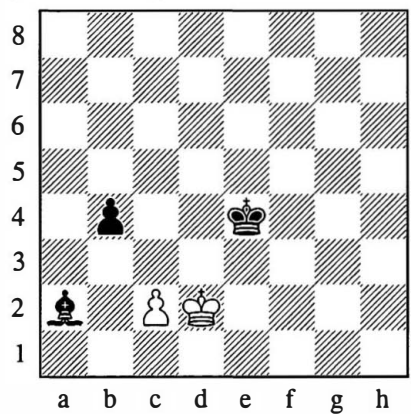
► Ex. 22-5 ◀ ★★ △



► Ex. 22-3 ◀ ★★ △

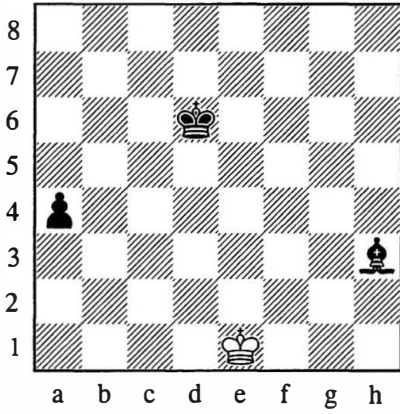


► Ex. 22-6 ◀ ★★ △

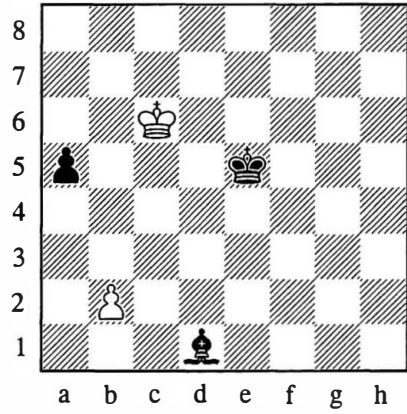


Exercises

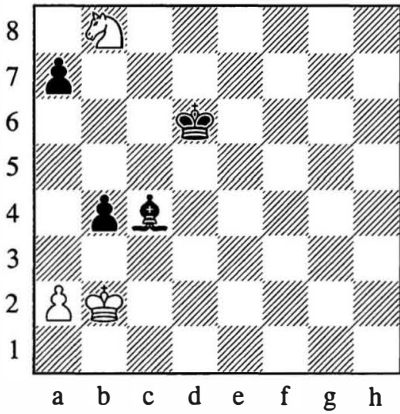
Ex. 22-7 ◀ ★★★ △



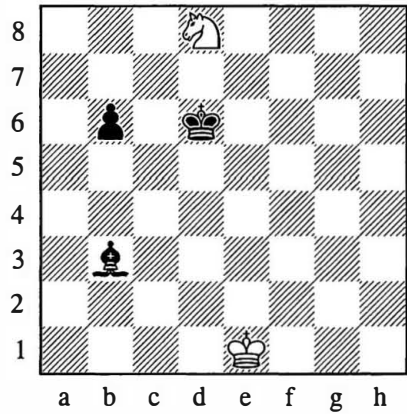
Ex. 22-10 ◀ ★★ △



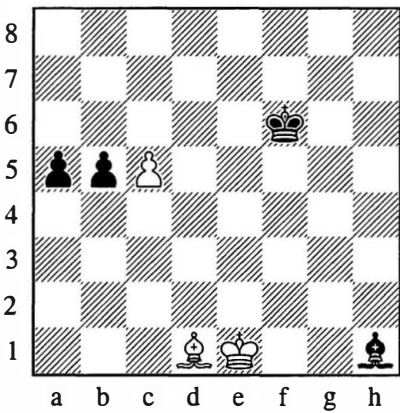
Ex. 22-8 ◀ ★★ △



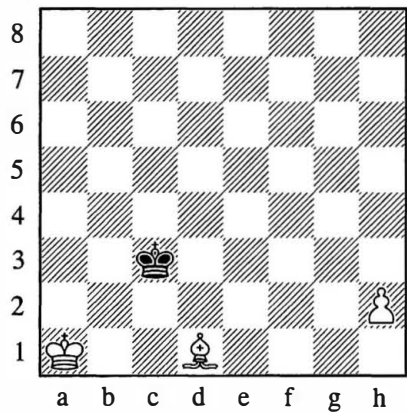
Ex. 22-11 ◀ ★ △



Ex. 22-9 ◀ ★★ △



Ex. 22-12 ◀ ★★ △



Solutions

Ex. 22-1

1...♔g3!

(1 point)

But not 1...♔f4? 2.♔f3=.

2.♔f3 ♔h4+

Or 2...♔e1+, cutting off the king, as in Example 2.

Ex. 22-2

J. Perlis

1901

1.♔a4†

(1 point)

1...♔c7 2.♔xd7!

(1 point)

But not 2.♔d5 d6, and Black's two extra pawns will win without incident.

2...♔xd7 3.a6!

(1 point)

3.♔d5? loses, due to 3...♔d3+. Black can maintain his pawn on the b-file and therefore he wins, since the concept of the wrong bishop only exists when there is a rook pawn!

3...bxa6 4.♔d5=

The king runs into the saving corner and White constructs *Fortress I*.

Ex. 22-3

K. Emmrich

1921

1.a6!

The order of moves is important. 1.f7† would be wrong in view of 1...♔xf7 and if 2.a6 (1 consolation point), then 2...b5! 3.a7 ♔d5+.

1...bxa6 2.f7† ♔xf7 3.♔f6=

(2 points)

Ex. 22-4

M. Lewitt

1928

1.♔f2!!

(2 points)

1.♔f3? ♔g3! 2.♔e2 ♔e6 3.♔f1 ♔h2 4.g4 h3+ would be wrong. The black king reaches g5 with a win. You get 1 consolation point if you did not find the draw, but did suggest this variation.

1.♔f1? loses an important tempo compared to the main variation (1 consolation point).

1...♔h2 2.g4! h3

2...hxg3† 3.♔g2= with *Fortress II*.

3.♔f3 ♔e6 4.g5 ♔f5 5.g6 ♔xg6 6.♔g4=

(1 point)

Compare this exercise with the example from Diagram 22-10.

Ex. 22-5

A. Dall Ava

1929

1.f8♣†!

(1 point)

White can also save himself by 1.♔d7 g5 2.f8♣† ♔xf8 3.♔xf8 ♔g7 4.♔e6† ♔f6 5.♔c5 or 5.♔d4 (only 1 point for this variation). But the main line is much simpler.

1...♔xf8 2.♔f7† ♔g8 3.♔h6† gxh6 4.♔c2!=

(1 point)

Ex. 22-6

J. Uchoa

1936

1.c3!

(1 point)

This is the only way for White to exploit the bad position of the bishop.

1...b3 2.♔c1 ♔d3 3.♔b2 ♔c4 4.♔a1!

(1 point)

4...♔b5 5.♔b2 ♔a4 6.c4 ♔b4 7.c5 ♔xc5=

Fortress II.

Solutions

Ex. 22-7

L.Prokes

1947

1.♔d2!

(1 point)

But not 1.♔d1? ♙f5! 2.♔d2 a3 3.♔c3 ♙e6
4.♔c2 ♙a2 5.♔c3 ♔c5+ (see Example 1).

1...a3

Or 1...♙f5 2.♔c3! (2.♔c1? a3+) 2...♔c5
3.♔b2=.

(1 point)

2.♔c2!

(1 point)

Other moves lose: 2.♔c1? ♙f5+ or 2.♔c3?
♙e6 3.♔c2 ♙a2 4.♔c3 ♔c5+.

2...♙f5†

Or 2...♙e6 3.♔b1=.

3.♔b3=

Ex. 22-8

B.Avtsarov

1951

1.♘a6!

(1 point)

1.a3? is not so good (1 consolation point),
on account of 1...a5! 2.axb4 axb4 3.♔c2
♙b5! 4.♔b2 ♔d5 5.♔b3 ♔c5 6.♔b2 (or
6.♔c2 ♔c4 7.♔b2 b3 8.♔a3 ♔c3 9.♔d7
b2+) 6...♔c4 7.♔c2 b3† 8.♔b2 ♔b4 9.♔b1
♔c3+.

1...♙xa6 2.a3!

(1 point)

2.♔b3? would be wrong, due to 2...♔c5
3.a3 ♙c4†+. With 2.a3, White swaps off the
dangerous b-pawn and set up *Fortress I*.

2...bxa3†

Even if Black leaves the last white pawn
on the board, he cannot crack open White's
fortress. You can check it out for yourself on a
chess board.

3.♔xa3=

Ex. 22-9

A.Ojanen

1957

Once again White finds a way to destroy the
dangerous b-pawn and thus reach the drawing
position we know so well.

1.c6!

(1 point)

1...♙xc6

Or 1...♔e7 2.c7 ♔d7 3.♙a4!

2.♙a4! bxa4 3.♔d2!

(1 point)

But not 3.♔d1?, due to 3...♙e4! 4.♔c1 a3+.

3...a3

Or 3...♙e4 4.♔c3!.

4.♔c2! =

As in Ex. 22-7.

½-½

Ex. 22-10

A.Koranyi

1962

1.b3!

(1 point)

1.♔b5? a4 and Black wins, since the white
king cannot make it into the saving corner:

a) 2.♔c4 ♔e4 3.♔c3 ♔e3 4.♔b4 (4.b3
axb3+) 4...♔d3 5.♔a3 ♙b3 6.♔b4 ♔c2+—

b) 2.♔b4 ♔d4 3.♔a3 ♙b3 4.♔b4 ♔d3+—

1...♙xb3 2.♔b5 a4 3.♔b4 ♔d4 4.♔a3
♔c3 stalemate.

(1 point)

Ex. 22-11

E.Belikov

1966

1.♔b7†! ♔c6

Or 1...♔c7 2.♔a5 ♙d5 3.♔d2 ♔d6 4.♔c2!
♔c5 5.♔c3=.

2.♔a5†!

(1 point)

2...bxa5 3.♔d2 ♔c5 4.♔c3 a4 5.♔b2=

Ex. 22-12

K. Junker

1976

1.h4 ♖d4 2.h5 ♖e5 3.h6 ♖f6 4.♙h5!+-
(2 points)

But not 4.♙c2, on account of 4...♖f7= (see Example 2).

Scoring

Maximum number of points is 25

22 points and above	→	Excellent
18 points and above	→	Good
13 points	→	Pass mark

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

Contents

- ✓ Lucena's mate
- ✓ Variations on Lucena's mate
- ✓ The king is encaged in the endgame

Diagram 23-1

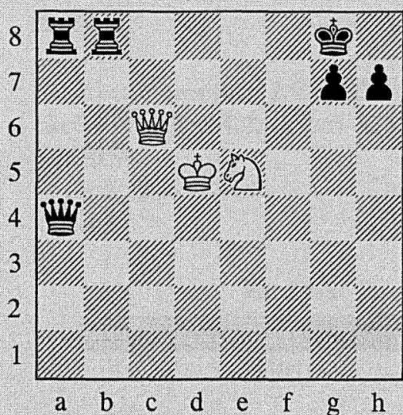
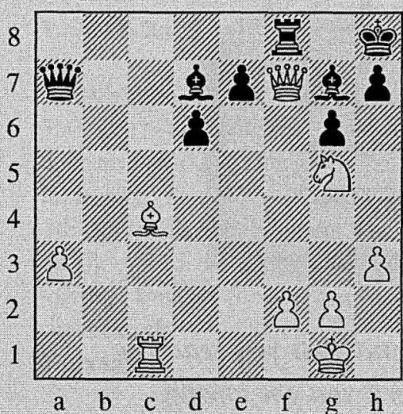


Diagram 23-2



Smothered mate

The *smothered mate* is a typical and effective combination. A single knight mates the king, whose own pieces are blocking its escape squares.

A classic version, named after Lucena, contains a queen sacrifice in order to entice the rook to an unfavourable square.

Diagram 23-1

Lucena

1497

1. ♖e6† ♔h8
- 1... ♟f8 2. ♗f7#
2. ♜f7† ♔g8 3. ♞h6†

An important double check. Once again, the black king cannot move away from the corner, in view of ♗f7#.

- 3... ♔h8 4. ♗g8†!!

A sacrifice involving decoying forces the rook to block the g8-square.

- 4... ♞xg8 5. ♜f7#

This is one of the oldest and most famous mating combinations in chess.

In this lesson we shall look at a few versions of this important tactical motif.

Diagram 23-2

F. Giese – A. Buescher

Bremen Blitz 1990

In this case the decoy sacrifice only works because the bishop helps by controlling the g8-square.

1. ♗g8†! ♞xg8 2. ♜f7#

It is not necessary for the king to be in the corner for you to be able to deliver a smothered mate!

Diagram 23-3

N.N. – G.Greco

Europe 1620

1...♖f2†! 2.♗e1 ♘d3† 3.♗d1

Or 3.♗f1 ♗f2#.

3...♗e1†!!

Once again – decoying!

4.♗xe1 ♘f2#

This variation on the theme by Paul Morphy is particularly pretty.

Diagram 23-4

P.Morphy – N.N.

Paris 1859

1.♗c5† ♗b8

1...♗d8 2.♗d7#

2.♗d7† ♗c8 3.♗b6† ♗b8

3...♗d8 4.♗d7#

4.♗c8†!! ♗xc8 5.♗d7#

The king is blocked in by five of its own pieces!

In the next two examples White demonstrates methods for the preparation of a smothered mate.

Diagram 23-5

M.Tal – L.Portisch

Biel 1976

After the startling:

1.♗h6!

Black resigned.

He can only fend off the threat of 2.♗g8† and then 3.♗f7# at the cost of great material losses:

1...♗xe6 (1...gxh6 2.♗xh7#) 2.♗xe6+–

Diagram 23-3

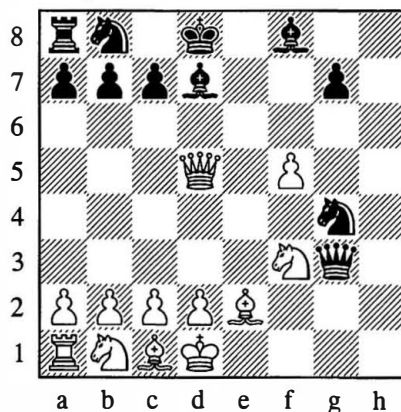


Diagram 23-4

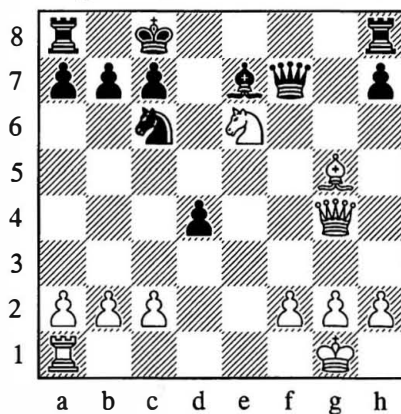


Diagram 23-5

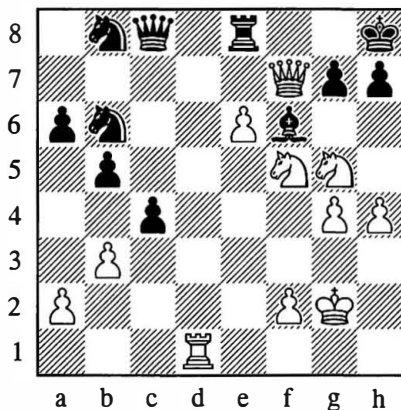


Diagram 23-6

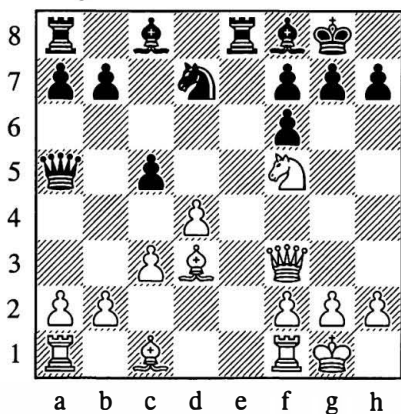


Diagram 23-6

Dragunov – Odrukovskij

Donetsk 1961

1.b4!

1. ♖h6†! is also very strong:

a) 1...gxf6 2. ♖g4† ♕h8 (or 2...♙g7 3. ♙xh6+—)
3. ♖f5! Black cannot fend off the threat of ♖xh7#.

b) If 1...♕h8, then 2. ♖xf7† ♕g8 3. ♖d5 ♙e7 and what follows is the combination we already know, with the double check on h6 and then the smothered mate. 4. ♖h6† ♕h8 5. ♖g8†!! ♖xg8 6. ♖f7#

Let's return to the position after 1.b4. Next came:

1...cxb4 2. ♖h5!

The threat is a discovered attack, winning the queen or mating on h7 (or h8).

2...♕h8

If 2...b6, then 3. ♖e7† ♙xe7 4. ♖xh7† ♕f8
5. ♖h8#.

3. ♖xf7 ♖d8 4. ♖h6!

The threat is now ♖g8#.

4. ♙c4! is also good.

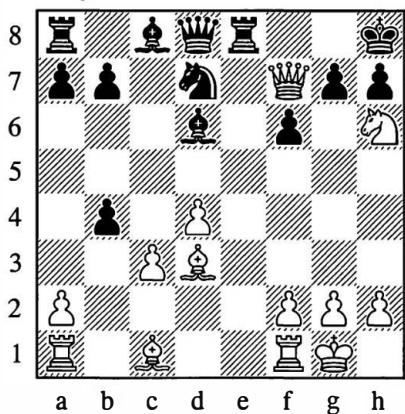
4...♙d6

Or 4...gxf6 5. ♖xh7#.

Diagram 23-8

5. ♖g8†!! ♖xg8 6. ♖f7#

Diagram 23-8



Sometimes the defending king is only partially hemmed in by its own pieces, but the opposing pieces control some escape squares. This version of smothered mate is not so well known, but often crops up in praxis.

Diagram 23-9

A.Alekhine – N.N.

Pressburg 1933

1. ♖g6† ♗h7 2. ♜e5† ♗h8

Or 2... ♙e4 3. ♙xe4† ♜xc4 4. ♖g6† ♗g8 5. ♖xc8†+.

3. ♜f7† ♗g8 4. ♜xh6† ♗h8 5. ♖g8† ♖xg8 6. ♜f7#

The bishop on d3 is controlling the h7-square.

Diagram 23-10

Based on the game

Chennikov – Radchenko

Krasnodar 1960

1... ♜g3†

From g3 the knight controls the escape squares f1 and h1.

2. ♗g1 ♖g2†!!

A typical decoy!

3. ♖xg2 ♜h3#

The next two examples again show the strength of the discovered battery comprising knight + queen.

Diagram 23-11

Kandolin – K.Ojanen

Helsinki 1962

1... ♜g4!

Not the only way to win, but the quickest way.

2. ♙xe7 ♖b6!!

Never just make a recapture automatically! The threat is ... ♜f3† and then ... ♖g1#.

3. ♗h1

With a hopeless position, White allows the smothered mate. The variation 3... ♖e3 ♜e2†! 4. ♙xe2 ♖xe3† 5. ♗h1 ♜f2† 6. ♗g1 ♜xe4† 7. ♗h1 ♜f2† 8. ♗g1 ♜d3† 9. ♗h1 ♜xc1-+ is thematic.

3... ♜f2† 4. ♗g1 ♜e2†! 5. ♙xe2

Other moves lead to the same result.

5... ♜h3† 6. ♗h1 ♖g1†!! 7. ♖xg1 ♜f2#

Diagram 23-9

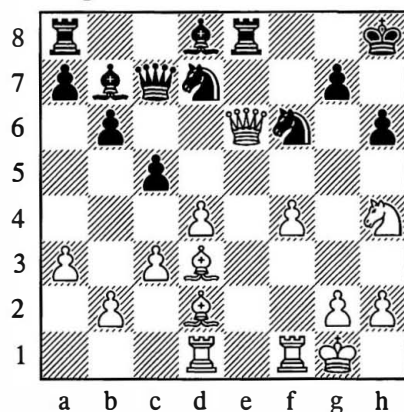


Diagram 23-10

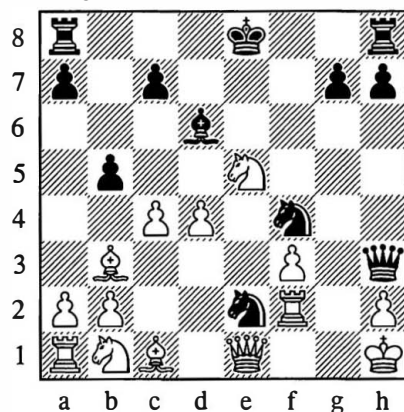


Diagram 23-11

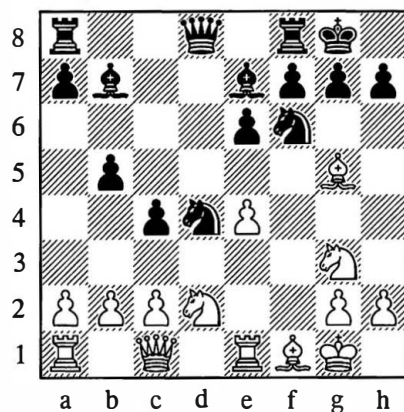


Diagram 23-12

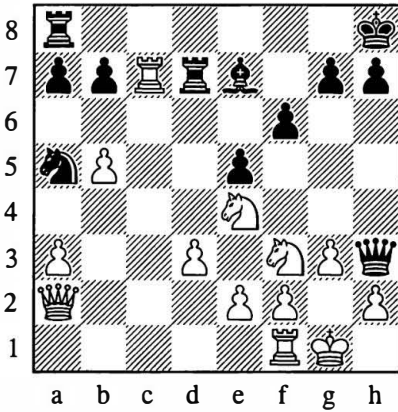


Diagram 23-12

O. Bernstein – J. Metzger

Ostend 1907

1. ♖g5!

The threat is not only ♖xh3, but also ♖f7+!

1... ♟xg5 2. ♜xd7

2. ♖xe5 is not so good, on account of 2... ♗d6±.

2... ♜xd7 3. ♖xe5+—

You should convince yourself of the fact that all queen moves lose: White either wins the queen by means of a discovered check or delivers smothered mate.

Black resigned here.

It is very useful to know the following endgame situation. A lone knight, with the modest help of the king, mates the opposing king which is hemmed in.

Diagram 23-13

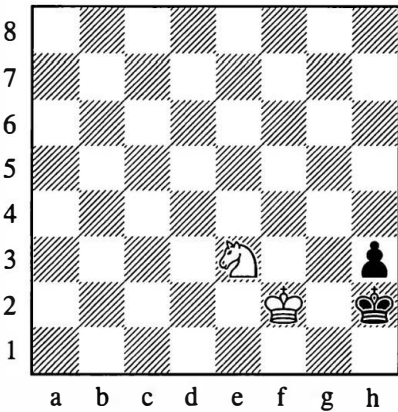


Diagram 23-13

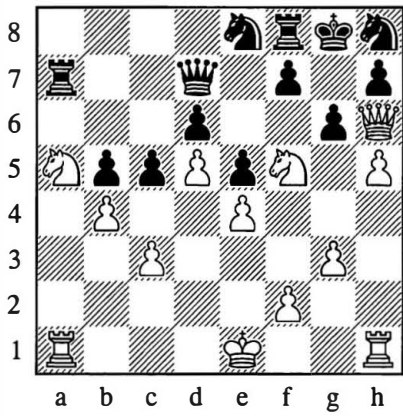
Example 1

1. ♖g4+! ♜h1 2. ♜f1

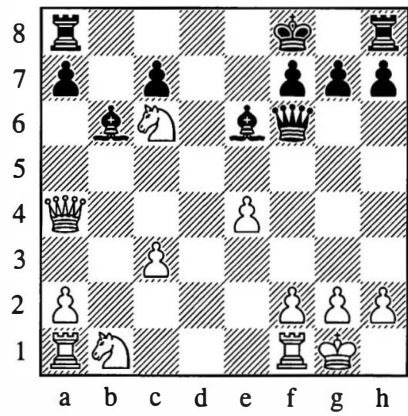
Black is in zugzwang and must block in his own king.

2... ♟h2 3. ♖f2#

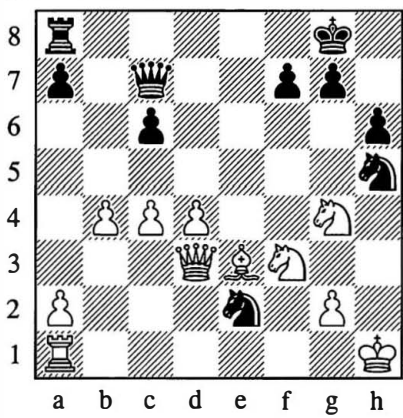
► Ex. 23-1 ◀ ★ ◀ ◻



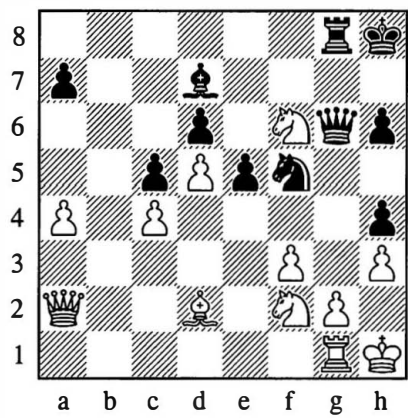
► Ex. 23-4 ◀ ★★ ◻



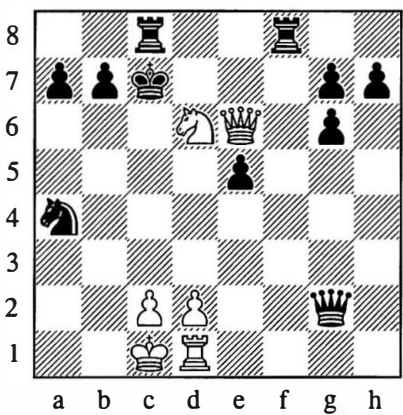
► Ex. 23-2 ◀ ★ ◻



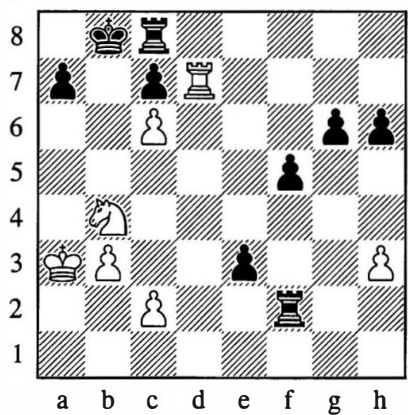
► Ex. 23-5 ◀ ★★ ◻



► Ex. 23-3 ◀ ★★ ◻

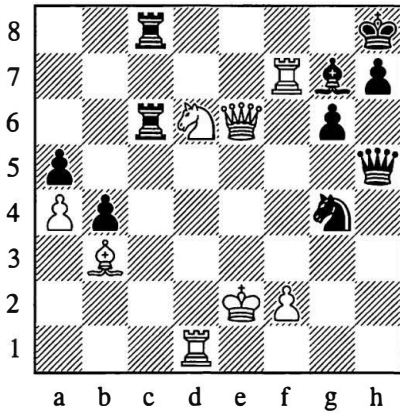


► Ex. 23-6 ◀ ★★ ◻

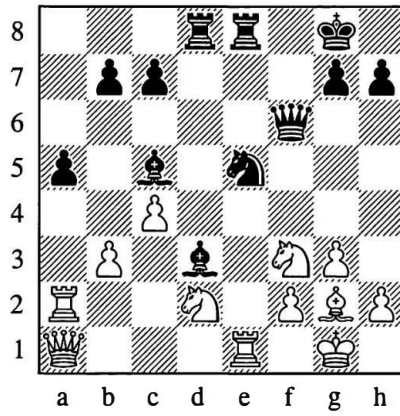


Exercises

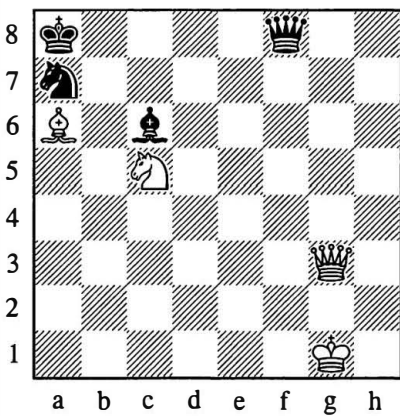
► Ex. 23-7 ◀ ★ △



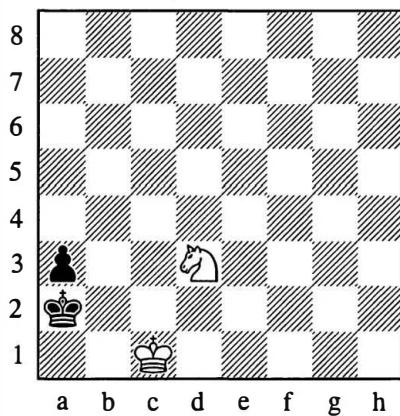
► Ex. 23-10 ◀ ★★ ▼



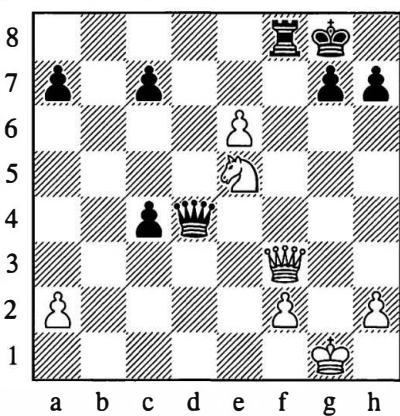
► Ex. 23-8 ◀ ★★ △



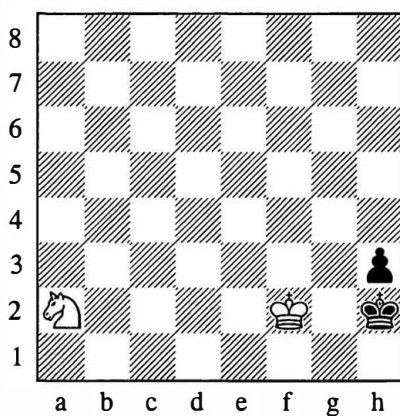
► Ex. 23-11 ◀ ★ △



► Ex. 23-9 ◀ ★ △



► Ex. 23-12 ◀ ★★ △



Solutions

Ex. 23-1

M.Taimanov – Jakobsen

Copenhagen 1967

1. ♖g7+!! ♜xg7 2. ♜h6#

(1 point)

Ex. 23-2

Based on the game

Pilar – Kvicala

Prague 1899

1... ♜hg3† 2. ♜h2 ♜f1† 3. ♜h1

3. ♜h3 ♖g3#

3... ♖h2+!! 4. ♜fxh2

4. ♜gxh2 ♜fg3#

4... ♜fg3#

(1 point)

Ex. 23-3

F.Kohnlein

1914

1. ♜b5+! ♜d8

1... ♜b8 2. ♖d6† ♜a8 3. ♜c7† ♜b8
(3... ♖xc7 4. ♖xf8†+–) 4. ♜a6† ♜a8 5. ♖b8+!!
♖xb8 6. ♜c7#

(1 point)

2. ♖d6† ♜e8 3. ♖xe5† ♜f7

Or 3... ♜d8 4. ♖d6†, then 5. ♖e1† and mate on e6.

4. ♜d6† ♜g8 5. ♖e6† ♜h8 6. ♜f7† ♜g8

6... ♖xf7 7. ♖xc8†+–

7. ♜h6† ♜h8 8. ♖g8+!! ♖xg8 9. ♜f7#

(1 point)

Ex. 23-4

P.Morphy – Bryan

New York 1859

1.e5!

1. ♖b4† ♜e8 2.e5 ♖g5 3.h4 a5 4. ♖xb6+– is equally good.

1... ♖g5 2.h4! ♖g4 3. ♖a3† ♜g8

3... ♜e8 4. ♖e7#

4. ♜e7† ♜f8 5. ♜g6† ♜g8 6. ♖f8+!! ♖xf8
7. ♜e7#

(2 points)

Ex. 23-5

Fedder – H.Westerinen

Roskilde 1978

1... ♜g3†! 2. ♜h2 ♜f1†!

(1 point)

3. ♜h1

3. ♖xf1 ♖xg2#

3... ♖g3!

(1 point)

Threatening ... ♖h2#.

White resigned, in view of 4. ♜g6g4 (4. ♜f4
exf4+–) 4... ♖h2+!! 5. ♜xh2 ♜g3#.

Ex. 23-6

D. Janowski – N.N

Paris 1900

1. ♜a6† ♜a8 2. ♜xc7†

(1 point)

2... ♜b8

If 2... ♖xc7, then 3. ♖d8†+–.

3. ♜a6† ♜a8 4. ♖b7!!+–

(1 point)

White threatens ♖b8†.

4... e2 5. ♖b8†! ♖xb8 6. ♜c7#

Ex. 23-7

Nikolov – Slavcev

Correspondence 1963

1. ♖f8†!

And Black resigned, in view of:

1... ♖xf8

Or 1... ♜xf8 2. ♖g8#.

2. ♖g8† ♖xg8 3. ♜f7#

(1 point)

Solutions

Ex. 23-8

The end of a study by

A.Seletsky

1933

1. ♙b7!

(1 point)

There is only a draw to be had after 1. ♗e6 ♜f3! 2. ♜g8† ♗c8 3. ♜xc8† ♗a7= .

1... ♙xb7 2. ♗d7!+

(1 point)

If 2. ♗e6? ♜f7 3. ♗c7† , then 3... ♗b8 4. ♗a6† ♗c8! 5. ♜b8† ♗d7 6. ♜xb7† ♗e6= .
2... ♜d8 3. ♜b8†! ♜xb8 4. ♗b6\#

Ex. 23-9

Oltschewski – Tschernik

Corr. 1979

1. e7!! ♜xf3 2. e8♜† ♜f8 3. ♜e6† ♗h8 4. ♗f7† ♗g8 Or 4... ♜xf7 5. ♜e8†+ .5. ♗h6† ♗h8 6. ♜g8†! ♜xg8 7. ♗f7\#

(1 point)

Ex. 23-10

Scheschukov – Garmashev

USSR 1979

1... ♙xf2†!

(1 point)

1... ♗g4 2. ♜xf6 ♙xf2† 3. ♗h1 ♗xf6† is not so good.

2. ♗xf2 If 2. ♗h1 then 2... ♙xe1+ .2... ♗g4†

2... ♜b6† 3. ♗d4 ♗g4†+ is equally good.
3. ♗g1 ♜b6†+

(1 point)

4. ♗h1

Or 4. ♗d4 ♜xd4† 5. ♜xd4 ♜xe1† 6. ♙f1 ♜xd4+ .

4... ♗f2† 5. ♗g1 ♗h3† 6. ♗h1 ♜g1† 7. ♜xg1 ♗f2\#

Ex. 23-11

A.Salvio

1792

1. ♗c2

Or 1. ♗c5 ♗a1 2. ♗c2 ♗a2 3. ♗d3 ♗a1 4. ♗c1 a2 5. ♗b3\# . (also 1 point)

1... ♗a1 2. ♗c1 a2 3. ♗b3\#

(1 point)

Ex. 23-12

D.Ponziani

1792

1. ♗c3!

(1 point)

You need two more moves to mate after 1. ♗c1+ . So only 1 point.

1... ♗h1 2. ♗e4

The mate takes longer after 2. ♗e2 ♗h2 3. ♗d4 ♗h1 4. ♗f5 ♗h2 5. ♗e3 ♗h1 6. ♗f1 h2 7. ♗g3\# .

2... ♗h2 Or 2... h2 3. ♗g3\# .3. ♗d2 ♗h1 4. ♗f1 h2 5. ♗g3\#

(1 point)

Scoring

Maximum number of points is 19

- 17 points and above > **Excellent**
- 14 points and above > **Good**
- 10 points > **Pass mark**

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

Contents

- ✓ Gambits
- ✓ A lead in development and gambits
- ✓ Guidelines for defending against a gambit

Gambits

A gambit is 'an opening in which one player offers to give up material, usually a pawn, sometimes a piece or more, in the expectation of gaining a positional advantage.'
(The Oxford Companion to Chess)

One of the advantages that is often gained by gambit play is rapid development, and we already know how important that is. For this reason, a gambit in the skilled hands of a tactical player is a powerful weapon. He ought to try to open up the game, to develop his pieces swiftly, and to prepare an attack against the opposing king. Further sacrifices should also be considered, if they strengthen the attack.

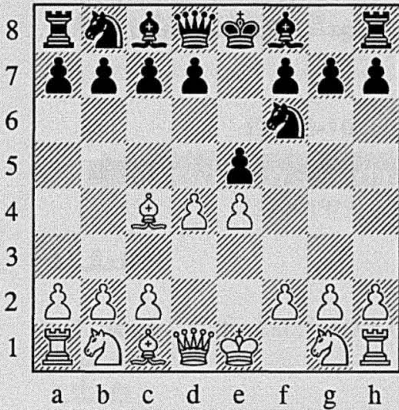
Y.Neishtadt – N.N.

Simultaneous game 1950

1.e4 e5 2.♗c4 ♘f6 3.d4

Diagram 24-1

Diagram 24-1



White offers this thematic sacrifice to speed up his development and to open diagonals and files. This type of play is encountered not only in the *Centre Game* and *Bishop's Opening*, but also in the *Scotch Gambit* and in some variations of the *Two Knights Defence*.

3...exd4

It is difficult for Black to decline the offer.

3...♗xe4 is not so good, because of 4.dxe5 and the threat is 5.♖d5 or first 5.♗xf7+!

4.♗f3

Of course, 4.♖xd4?! does not fit in with the previous move. After 4...♗c6 Black would gain valuable time for the development of his pieces.

4...♗xe4

Black can also play 4...♗c6 and transpose to the *Two Knights Defence*. But there are reasons why the text move is absolutely playable: Black takes a central pawn and can later hope for superiority in the centre.

5.♖xd4 ♗f6

5...♗d6? is bad, since the black knight would then get in the way of its own d-pawn. White can

get a strong attack after 6.0-0!. On 6...♟xc4 there follows 7.♞e1† ♟e7 8.♞xg7 ♞f8 9.♟h6!+- and Black loses his f8-rook for starters.

6.♟g5 ♟e7 7.♞c3

Diagram 24-2

White develops his pieces very quickly. Black already has to play very carefully and must endeavour to complete his development with appropriate haste.

7...0-0!?

This is a very natural move. But now his opponent knows where he should be aiming his attack: at the kingside! Black should delay castling and first bring the other pieces into the game. For example: 7...c6 8.0-0-d5 9.♞h1 ♟e6 10.♞h4 ♟bd7 or 7...♟c6 8.♞h4 d6 9.0-0 ♟e6 10.♟d3 ♞d7 and Black now even has the choice of which side to castle.

8.0-0-0 ♟c6!?

It is very hard to play against a gambit. Accurate defence is often of the essence. A better move would be 8...c6, intending d5. The knight can then go to d7, in order to support its colleague on f6. With the text move, Black may win a tempo for his development, but this is not the way to stop the forthcoming white kingside attack.

9.♞h4 d6 10.♟d3!

An important move. White is threatening ♟xf6, and by doing so provokes a pawn move which noticeably weakens the black castled position.

10...h6?

Better would be 10...g6 11.♞h1 (with the threat ♞xe7) 11...♟e6 12.♟c4! ♟h5! (but not 12...♟xc4 13.♞xe7! ♟xe7 14.♟xf6±) and Black can still defend.

Diagram 24-3

11.♟xh6!

A typical sacrifice, which opens up Black's castled position.

11...gxh6

A more stubborn defence would be 11...♟g4 12.♟g5 ♟xg5† 13.♟xg5 ♟h6±.

12.♞xh6 ♟b4?

Black wants to swap off the dangerous bishop, but when he does that, the rook comes into play.

After 12...♟e5 comes 13.♟xe5 dxe5:

Diagram 24-2

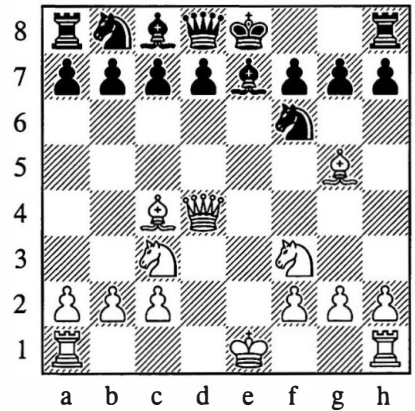
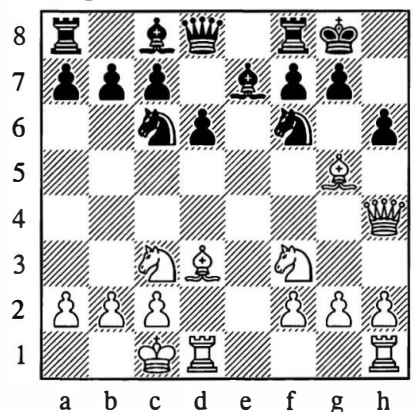


Diagram 24-3



And here not 14.♙h7† ♘xh7 15.♞xd8, due to 15...♙g5†!–+, but rather 14.♞he1!. The threat is ♞xe5 or simply ♞e3–g3 with a powerful attack. Black has no defence.

Instead of that, Neishtadt himself recommended 14.♞g5†!? ♘h8 15.♙f5, but after this Black can still fight on: 15...♘h7 16.♞h5 ♙g5† 17.f4 ♙xf4† 18.♘b1 ♙xf5 19.♞xd8 ♙xc2† 20.♘xc2 ♞axd8±.

13.♘g5!

White wants to mate. There is also the very good and somewhat simpler 13.♞g5† ♘h8 14.♞h4† and then ♞xb4.

13...♘d3†

After 13...♙d7 there comes 14.♙h7† ♘h8 15.♞d4+– and then ♞h4.

14.♞xd3 ♙f5 15.♞g3 ♙g6

Diagram 24-4

16.♘e6!

To fend off the immediate mate on g7, Black has to surrender his queen on d8 and play 16...♘e8 if 16...fxe6 then 17.♞xg6† ♘h8 18.♞g7#.

1–0

How should you defend against a gambit?

Should you accept your opponent's sacrifice, or is it more advisable to decline it?

There is no universal answer to this question. But here are some guidelines to help you make a correct decision:

1) **You must generally be prepared to return any material you have won**, in order to complete your development.

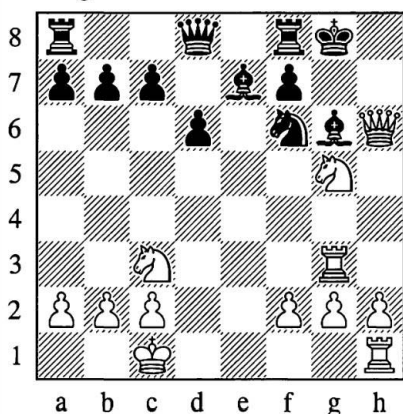
2) Capablanca's rule: do not win a pawn if it costs you more than two tempi!

3) Central pawns are generally more valuable than wing pawns, **so accepting the sacrifice of a central pawn is usually the best option**. Also, it is often not possible to decline the sacrifice of a central pawn without it working out to your disadvantage.

4) It is even more important than in other openings **to bring your pieces into the game rapidly and to be thinking about the safety of your king**.

5) Be on the lookout for chances for a **counterattack**.

Diagram 24-4



The following game illustrates some of these ideas.

R.Spielmann – A.Alekhine

Stockholm 1912

1.e4 e5 2.♘c4 ♘f6 3.d4 exd4 4.♗f3 ♙c5

Alekhine plays the opening solidly and strives for rapid development of his forces.

4...d5!? 5.exd5 ♙b4† 6.c3 ♖e7† is another possibility for Black while we saw 4...♗xe4 in the first game.

5.0–0

What should Black play after 5.e5?

5...d5! is the standard reply in such cases: 6.exf6 (if 6.♙b5† then 6...♗f7 7.♙g5 ♙e7) 6...dxc4 7.fxg7 ♖g8 leads to complicated play, with good chances for Black.

5...d6

5...♗xe4?! is worse, on account of 6.♗e1 d5 7.♙xd5! ♖xd5 8.♗c3! and White wins the knight back with a strong attack.

5...♗c6 leads to the so-called *Max Lange Attack*.

6.c3!?

Diagram 24-5

White really wants to play a genuine gambit.

6...d3!?

A good practical decision. After 6...dxc3 7.♗xc3 0–0 8.♙g5 the white pieces come into play quickly. Black does not want to let the opposing knight get to c3.

7.♖xd3 ♗c6 8.b4

A more prudent course would be 8.♙g5 h6 9.♙h4 ♙g4 10.♗bd2 ♗e5 (A.Alekhine), and then 11.♗xe5 dxe5 12.♖g3! ♖xd2 13.♙xf6 gxf6 14.♖xg4 ♖g5 15.♖f3=.

8...♙b6 9.b5 ♗a5 (Δ♗xc4) 10.e5

Diagram 24-6

White is playing aggressively and Black must defend.

10...dxe5 11.♖xd8† ♗xd8 12.♙xf7 e4 13.♗e5 (Δ♙a3) 13...♙c5!

Now the king can go to e7.

14.♗d2 ♖f8

The threat is ...♙d6 winning a piece.

Diagram 24-5

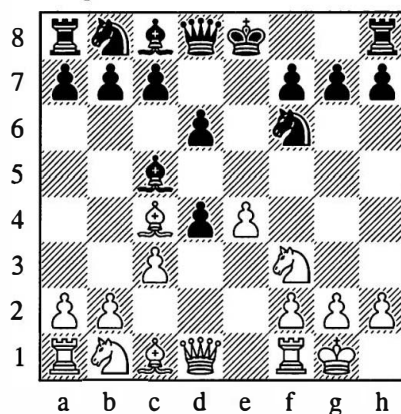


Diagram 24-6

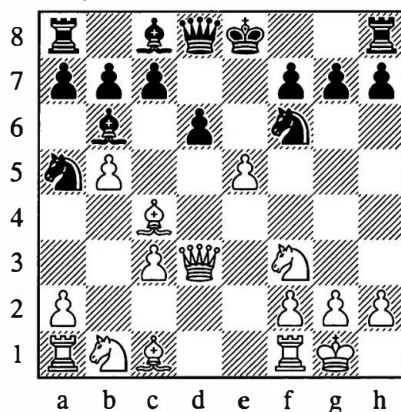
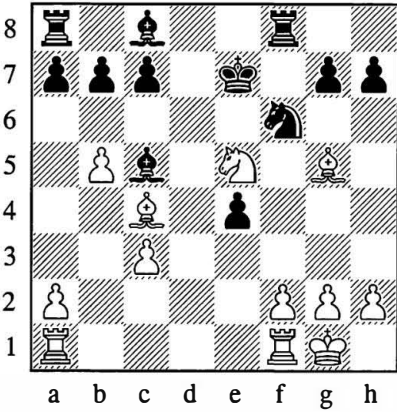


Diagram 24-7



15. dxc4 dxc4 16. xc4 e7 17. g5

Diagram 24-7

17... d6 ?

A very risky move. Black would be better off continuing with his development: 17... e6 ! 18. ae1 d6 19. f4 xc4 20. xc4 e6 and after 21. xc7 ac8 22. g3 there comes 22... xf2 † 23. xf2 xc4 with a level position.

18. f4 !?

The correct move is 18. ae1 ! f5 (if 18... xe5 , then 19. xe4 and White wins the bishop back) 19. f3 d7 20. d4 ±.

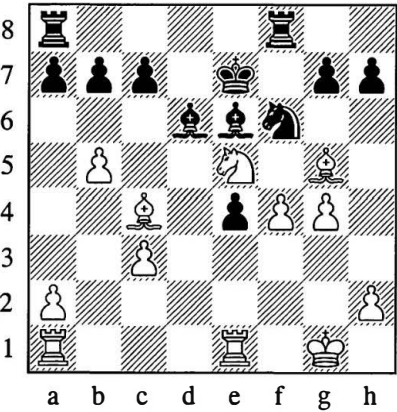
18... f5 !?

Black is intending to continue with ...h6.

19. g4 e6 20. fe1

Diagram 24-8

Diagram 24-8



20... e3 !

A surprise. White was hoping for 20... xe5 21. fe5 xc4 22. xe4 ±.

21. d3 !?

White continues trying to keep the position complicated. Other possibilities are:

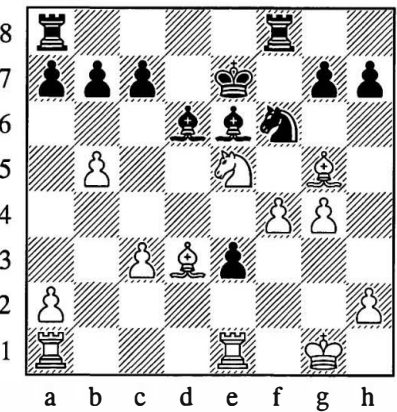
a) 21. g2 xe5 22. fe5 xc4 23. xe3 f7 24. xf6 g6 (A. Alekhine)

b) 21. f5 xe5 22. xe6 xc3 23. xe3 hg4 (V. Panov)

c) 21. xe6 xe6 22. xe3 c5 23. f5 † e7 24. xf6 † gxf6 25. d6 †! f7 26. d4 g8 27. g3 a6 28. bxa6 xa6 with approximate equality.

Diagram 24-9

Diagram 24-9



21... e8 !?

Black struggles for the initiative. He hopes to be able to exploit in the future the weaknesses which White's pawns have left behind in their own camp. The threat is ... xe5 and then ... hg4 .

22. h3

After 22. xe3 there follows 22... c5 .

22... d5 23. f5 ?

If 23. hx7 then 23... xf4 24. xf4 xf4 (A. Alekhine).

The text move is too optimistic. The correct idea is 23. e4 ! and if 23... xf4 , then 24. xf4 xf4 25. xb7 d8 26. d3 and White is well placed.

23... xe5 24. fe6 xc3 25. hx7

Threatening ♖g6†. Spielmann conducts the whole game in gambit style. It is remarkable how calmly Alekhine fends off all the threats.

25...♖f4!

25...♜f3? would be bad: 26.♖g6† ♜f8 27.♜f1 (A.Alekhine)

Alekhine also thought that after 25...♗e7 26.♞ad1 (○26.♗e4!?) 26...♗xe1 there would follow 27.♞d7 ♗b4 28.♗xe7 ♗xe7 29.♗g6†+– but he overlooked the defence 27...♞f6!.

Thus the game continuation is best.

26.♞ad1

The final attempt at an attack.

26...♗xe1 27.♞d7 (Δ♞e7†) 27...♗b4!

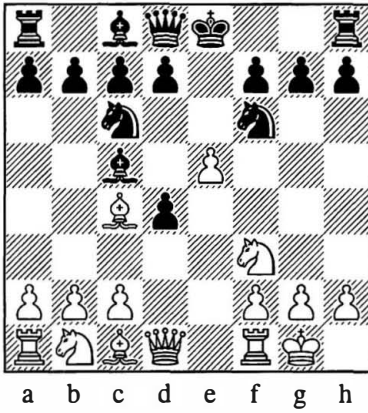
0–1

Black has found a simple defence.

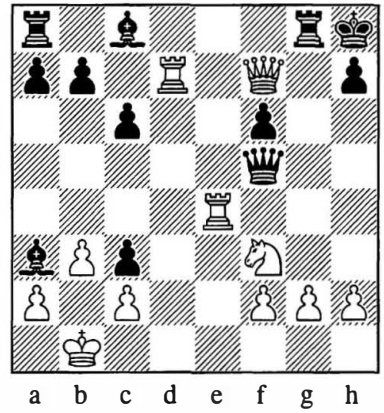
27...♗e2† 28.♜g2 ♜f2† 29.♜h1 ♗b4 would be more complicated after 30.♞xg7 (A.Alekhine), but Black has a win here too: 30...♜f1† 31.♜g2 (31.♜h2 ♗d6† 32.♜g2 ♜f2† 33.♜h1 ♜h2#) 31...♗f4†! 32.♜xf1 e2†+–.

Exercises

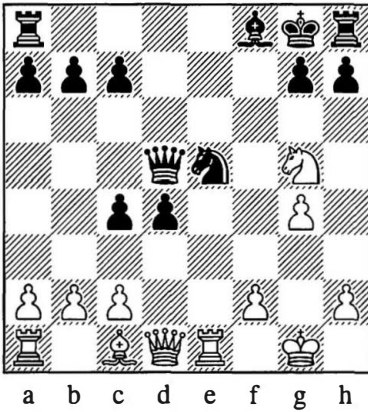
► Ex. 24-1 ◀ ★ ◻



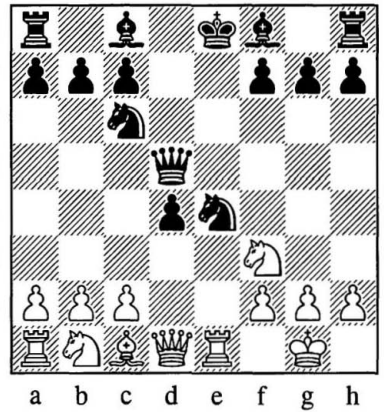
► Ex. 24-4 ◀ ★★ ◻



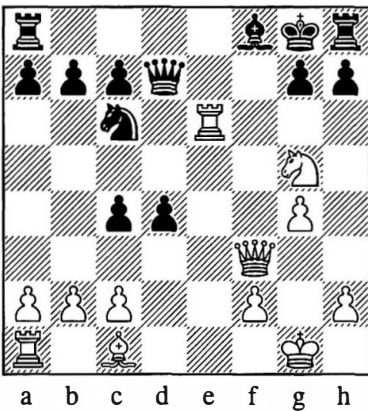
► Ex. 24-2 ◀ ★★ ◻



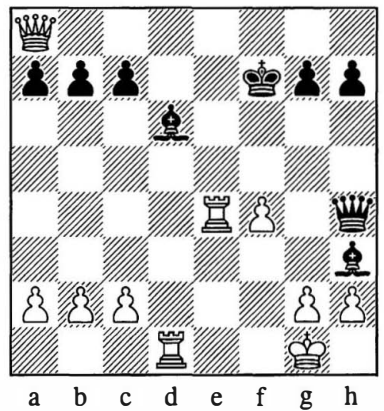
► Ex. 24-5 ◀ ★ ◻



► Ex. 24-3 ◀ ★★ ◻

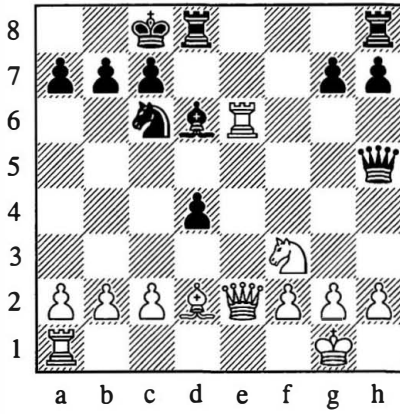


► Ex. 24-6 ◀ ★★ ▾

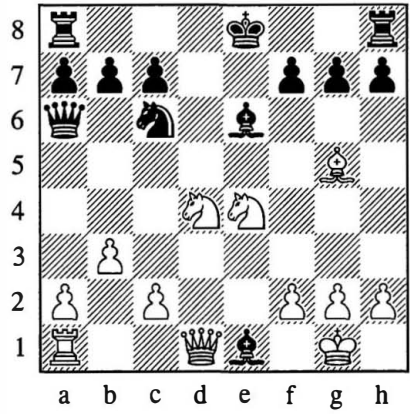


Exercises

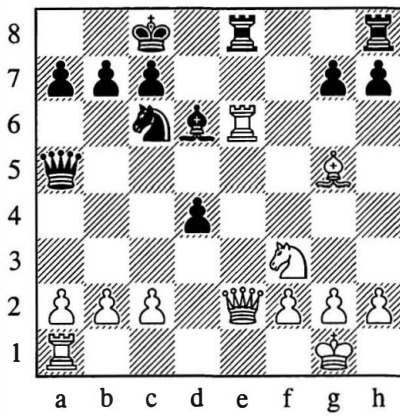
► Ex. 24-7 ◀ ★★ ▼



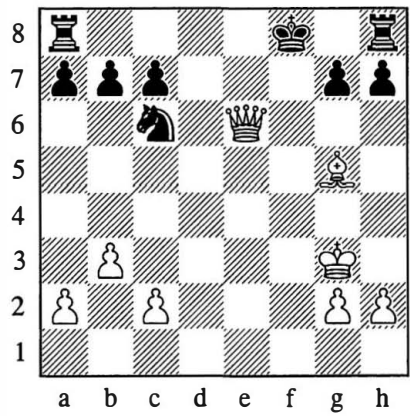
► Ex. 24-10 ◀ ★★ △



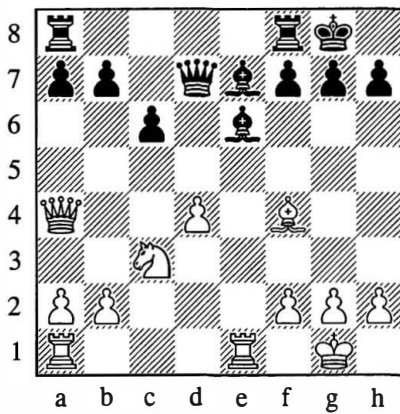
► Ex. 24-8 ◀ ★★ ▼



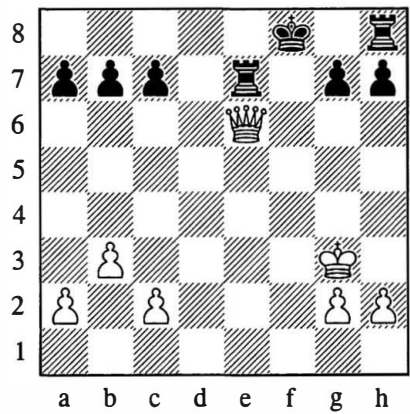
► Ex. 24-11 ◀ ★★ △



► Ex. 24-9 ◀ ★ △



► Ex. 24-12 ◀ ★★ △



Solutions

Ex. 24-1

Finn – Newgent

New York 1980

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♘f6 4.d4 exd4
5.0–0 ♙c5 (5...♘xe4 6.♙e1 d5 7.♙xd5 ♙xd5
8.♘c3 ♙a5 9.♘xe4 ♙e6=) 6.e5

Diagram Ex. 24-1

6...d5!

(1 point)

7.exf6 dxc4 8.♙e1†

8.fxg7 ♙g8 9.♙g5 ♙e7 10.♙xe7 ♘xe7
11.♘bd2 ♙xg7 12.♘xc4 ♙e6 13.♙e1 ♘f8†

8...♙e6 9.♘g5

9.fxg7 ♙g8 10.♙g5 ♙e7 (10...♙d5 11.♘c3
♙f5 12.♘e4 ♙xg7 13.♘h4+–) 11.♙xe7 ♘xe7
(11...♙xe7 12.♘xd4 0–0–0) 12.♘bd2 ♙d5†

9...♙d5

9...♙xf6 10.♘xe6 fxe6 11.♙h5†+–

10.♘c3 ♙f5 11.♘ce4 ♙f8

Good alternatives to the text move are
11...♙b6 and 11...0–0–0!.

12.♘xf7 ♘xf7 13.♘g5† ♘g8

The following long variation is not forced,
but is given to illustrate the possibilities for
both sides: 13...♘g6 14.fxg7 (♠14.♘xe6!?)
♙xg7 15.♙xe6† ♙f6 16.g4 ♙d5 17.♘h3
♘f7 18.♘f4 ♙c5 19.♙f3 ♙hf8 20.b4! ♘xb4
21.♙e4 ♘g8 22.♘h5 (S.Lepeshkin) and now
22...♙d5!†.

14.g4!

14.♘xe6 ♙e8!=

14...♙xf6?

Of course, not 14...♙xg4†?? 15.♙xg4 ♙xg4
16.f7#. But better would be 14...♙g6.

After 14...♙d5 15.♘xe6 ♘e5? comes 16.f7†!
♘xf7 17.♘g5† ♘g8 – see Ex. 24-2.

15.♙xe6 ♙d8 16.♙f3 ♙d7

See Ex. 24-3

Ex. 24-2

A.Denker – I.Avram

USA 1940

18.♙xe5! ♙xe5 19.♙f3+–

(2 points)

1–0

Ex. 24-3

Finn – Newgent

New York 1980

White must play very energetically or else
Black will develop his pieces. Next came:

17.♙e7!!+–

(2 points)

Black resigned in view of 17...♙xe7
(17...♙xe7 18.♙f7#; 17...♘xe7 18.♙f7#)
18.♙d5†+–.

Ex. 24-4

B.Avrukh – A.Skripchenko

Linares 2001

1.e4 e5 2.♙c4 ♘f6 3.d4 exd4 4.♘f3 ♘xe4
5.♙xd4 ♘f6 6.♘c3 c6 7.♙g5 d5 8.0–0–0
♙e7 9.♙h4 ♘bd7 (♠9...♙e6♖) 10.♙he1
dxc4 11.♙xf6 gxf6 12.♘e4 0–0 13.♘g3 ♘h8
14.♘f5 ♙c5 (♠14...♙b4) 15.♙h5 (♠15.♙e4)
15...c3 16.♙e4 ♙b6 17.b3 ♙g8 18.♙xf7 ♙a5
19.♙xd7 ♙a3† 20.♘b1 ♙xf5

Diagram Ex. 24-4

21.♙e8!+–

(2 points)

But not 21.♙xg8†?? ♘xg8 22.♙e8† due to
22...♙f8.

After the text move Black resigned in view
of 21...♙g6 (21...♙xd7 22.♙xg8#; 21...♙f8
22.♙xf8+–) 22.♙xg8† ♙xg8 23.♙xf6†+–.

Solutions

Ex. 24-5

M.Euwe – R.Retzi

Amsterdam 1920

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♘f6 4.d4 exd4
5.0-0 ♘xe4 6.♙e1 d5 7.♙xd5 ♙xd5

Diagram Ex. 24-5

8.♘c3!

(1 point)

8...♙a5

8...♙d8!? 9.♙xe4† (9.♘xe4 ♙e7) 9...♙e7
10.♘xd4 f5 11.♙f4 0-0 12.♘xc6 ♙xd1†
13.♘xd1 bxc6=

9.♘xd4?

Better is 9.♘xe4 ♙e6= after which Black will castle queenside.

9...♘xd4 10.♙xd4 f5 11.♙g5 ♙c5! 12.♙d8†
♘f7 13.♘xe4 fxe4 14.♙ad1 ♙d6! 15.♙xh8
♙xg5 16.f4 ♙h4 17.♙xe4 ♙h3! 18.♙xa8→

See Ex. 24-6

Ex. 24-6

M.Euwe – R.Retzi

Amsterdam 1920

18...♙c5!

(1 point)

19.♘h1

19.♘f1 ♙f2#

19...♙xg2†! 20.♘xg2 ♙g4† 21.♘f1 ♙f3†
22.♘e1 ♙f2#

(1 point)

Ex. 24-7

J.Martinez Galan – N.Garcia Vicente

Canete 1994

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♙c4 ♘f6
5.0-0 ♘xe4 6.♙e1 d5 7.♙xd5 ♙xd5 8.♘c3
♙a5 9.♘xe4 ♙e6 10.♘eg5 0-0-0 11.♘xe6
fxe6 12.♙xe6 ♙d6 13.♙e2?! (♠13.♙g5=)
13...♙h5! 14.♙d2? (14.♙e4 ♙he8 15.♙d2
♘e5 16.♙xe8 ♘xf3† 17.gxf3 ♙xh2† 18.♘g2
♙xe8†; 14.h3 ♙he8)

Diagram Ex. 24-7

14...d3!

(2 points)

15.♙e4

15.cxd3 ♘d4!→ or 15.♙xd3? ♙xh2†→.

15...♘d4→ 16.g4 ♘xf3† 17.♙xf3 ♙xh2†

18.♘f1 ♙hf8 19.♙g2 ♙xf2† 20.♙xf2

20.♘xf2 ♙f8†→

20...♙h1†→

White resigned, in view of 21.♙g1 ♙f8†→.

Ex. 24-8

V.Antoshin – A.Khasin

Moscow 1955

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♘f6 4.d4 exd4
5.0-0 ♘xe4 6.♙e1 d5 7.♙xd5 ♙xd5 8.♘c3
♙a5 9.♘xe4 ♙e6 10.♘eg5 0-0-0 11.♘xe6
fxe6 12.♙xe6 ♙d6 13.♙g5 ♙de8 14.♙e2

Diagram Ex. 24-8

14...♘d7! =

(2 points)

Black fights for the open file. 14...♙xe6 is not so bad (1 point), nor 14...♙ef8 (1 point), but the move in the game is more logical.

15.♙e4

If 15.♙e1, then Black plays 15...♙xel†
16.♙xel ♙xe6=.

15...♙f5 16.♙e1 ♙xe4 17.♙xe4 ♙xe4

18.♙xe4 ♙e8=

½-½

Ex. 24-9

Valby 1991

1.e4 e5 2.♙c4 ♘f6 3.d4 exd4 4.♘f3 ♘c6
5.0-0 ♘xe4 6.♙e1 d5 7.♙xd5 ♙xd5 8.♘c3
♙a5 9.♘xe4 ♙e6 10.♙d2 ♙b4 11.♘xd4 ♘xd4
12.c3 ♙e7 13.cxd4 ♙d5 14.♙f4 c6 15.♘c3
♙d7 16.♙a4

In the game, Black saw White's idea and played the correct 16...b5! = 17.♙a5 0-0
18.♙ad1 ♙fe8 19.h3 ½-½.

Solutions

Instead of that, 16...0-0?! would have led to the test position.

Diagram Ex. 24-9

17.d5!

(1 point)

This is the only way for White to get an advantage.

17...♙f5

17...cxd5? 18.♖xd7+- or 17...♙xd5?
18.♗xd5+-.

18.dxc6

Or 18.d6 ♙f6 19.♞ad1±.

18...bxc6 19.♞ad1±

Ex. 24-10

Variation from the game

P.Romanovsky – A.Rabinovich

USSR Ch, Moscow 1920

1.e4 e5 2.♗f3 ♗c6 3.♙c4 ♗f6 4.d4 exd4
5.0-0 ♗xe4 6.♞e1 d5 7.♙xd5 ♖xd5 8.♗c3
♖c4 (8...♖a5) 9.♗xe4 ♙e6 10.♙g5♙ ♙b4
11.b3 ♖a6? (11...♖d5!? 12.c3 f5!) 12.♗xd4!

In the game Black spotted the danger and played the superior 12...0-0, but

despite that he was unable to save his inferior position, and he eventually lost:

13.♗xe6 fxe6 14.c3 ♙a3 15.b4 ♞f5 16.♖b3
♗e5 17.b5 ♗f3† 18.gxf3 ♞xb5 19.♖d1 ♙b2
20.♞b1 ♙xc3 21.♞xb5 ♖xb5 22.♞e3 ♙a5
23.♞d3 c5 24.♞d7 c4 25.♙h6 ♖h5 26.♙xg7
♖g6† 27.♗f1 ♙d8 28.♙c3 ♙h4 29.♖d4 1-0.

12...♙xe1? would have led to the test position.

Diagram Ex. 24-10

13.♗c5!

13.♗xe6 ♙xf2†! 14.♗xf2 fxe6 15.♗c5
is not so good (1 consolation point for this
variation), on account of 15...0-0†!+-.

13...♖b6 14.♗dx6

(2 points)

14...♙xf2† 15.♗xf2 fxe6 16.♖d7† ♗f8

17.♗g3! ♖xc5

17...♗e5 18.♗xe6† ♗g8 19.♖xg7#

18.♞f1† ♖f5 19.♞xf5† exf5 20.♖xf5† ♗e8

21.♖e6† ♗f8+-

See Ex. 24-11

Ex. 24-11

Variation from the game

P.Romanovsky – A.Rabinovich

USSR Ch, Moscow 1920

22.♙c1!+-

(2 points)

22.♙e3!+- is equally good.

22.♖d7 is not bad (1 point), but the activation of the bishop decides things immediately.

22...♞e8

Or 22...a5 23.♙a3† ♗b4 24.c3+-.

23.♙a3† ♗e7 24.♙xe7† ♞xe7

See Ex. 24-12

Ex. 24-12

Variation from the game

P.Romanovsky – A.Rabinovich

USSR Ch, Moscow 1920

The strongest continuation is

25.♖f5†!+-

(2 points)

Black loses a rook:

a) 25...♗e8 26.♖c8† ♗f7 27.♖xh8+-

b) 25...♗g8 26.♖c8† ♗f7 27.♖xh8+-

c) 25...♞f7 26.♖c8† ♗e7 27.♖xh8+-

Only 1 point for 25.♖c8†.

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.

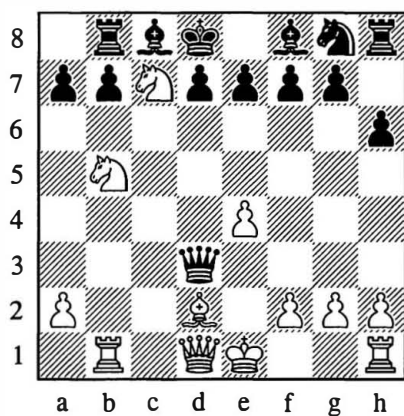
★ ★ ★

The following **final test** will highlight your individual strengths and weaknesses in the various areas of chess we have studied: tactics, positional play, strategy, the calculation of variations, the opening and the endgame.

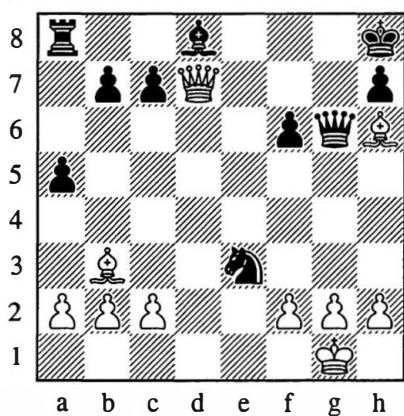
This will give you a better idea of where you need to take special care!

Final Test

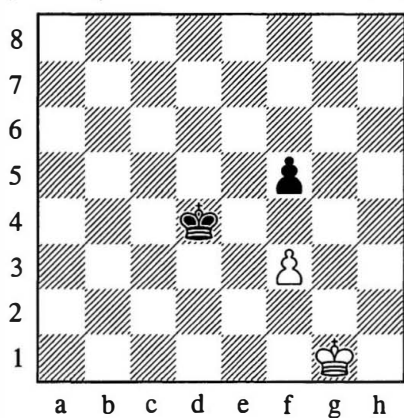
►F-1◀ ★ △



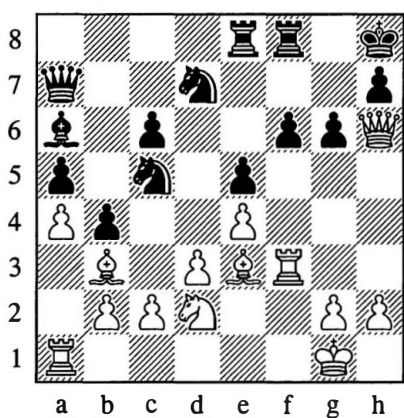
►F-4◀ ★ △



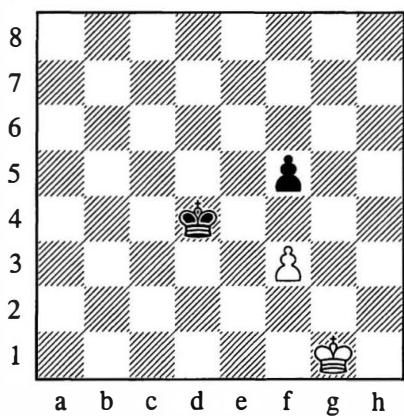
►F-2◀ ★★ △



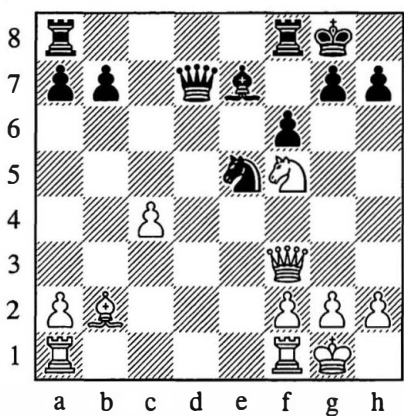
►F-5◀ ★ △



►F-3◀ ★★ ▼



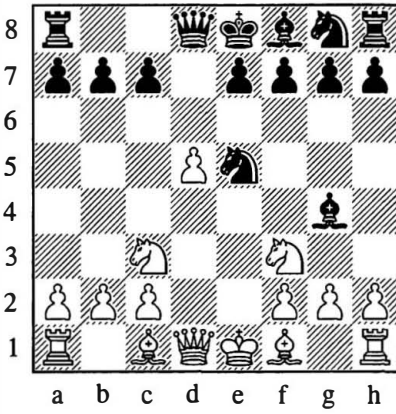
►F-6◀ ★★★ △



Final Test

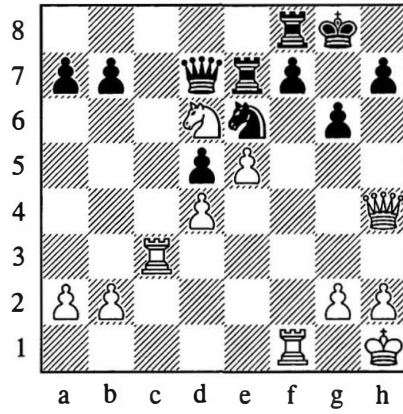
► F-7 ◀

★★



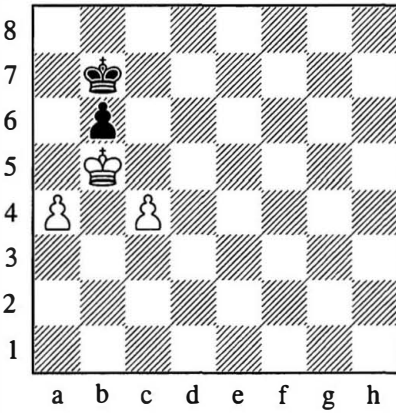
► F-10 ◀

★★



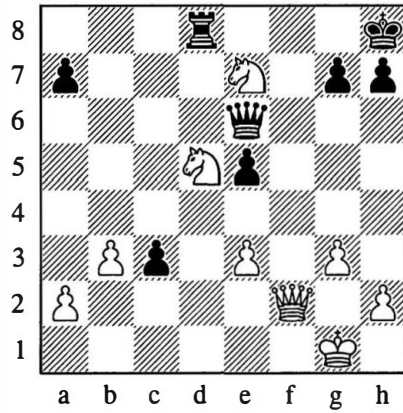
► F-8 ◀

★★



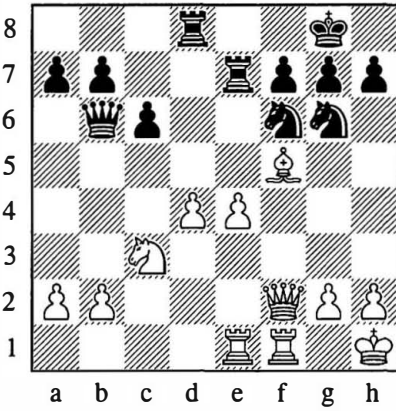
► F-11 ◀

★★



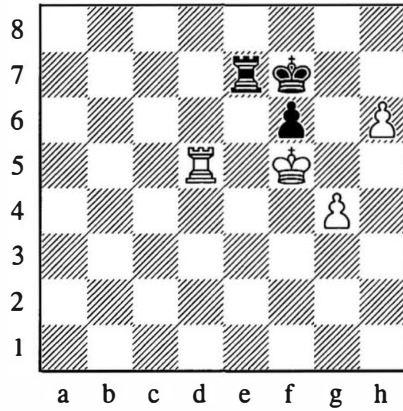
► F-9 ◀

★★



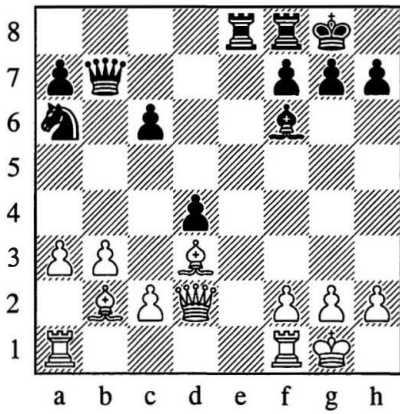
► F-12 ◀

★★★

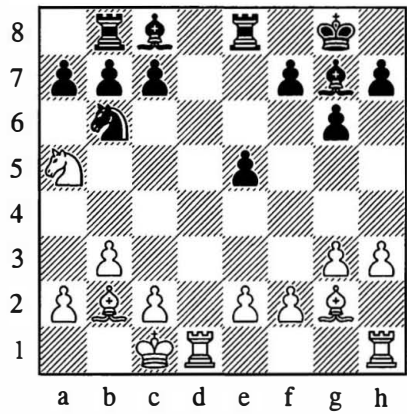


Final Test

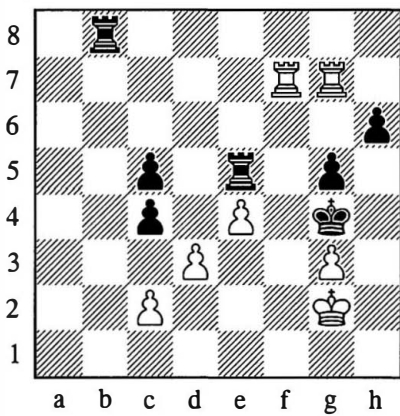
► F-19 ◀ ★★★ △



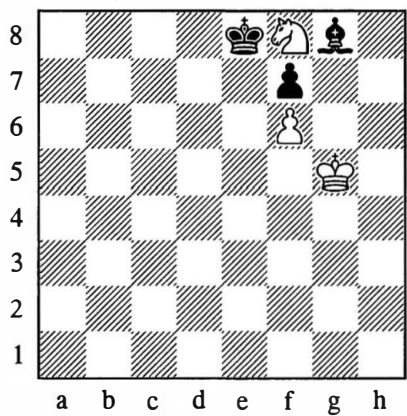
► F-22 ◀ ★★ △



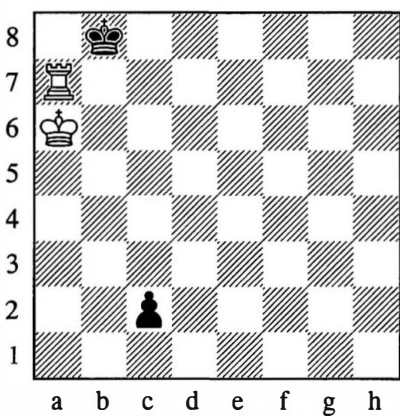
► F-20 ◀ ★ △



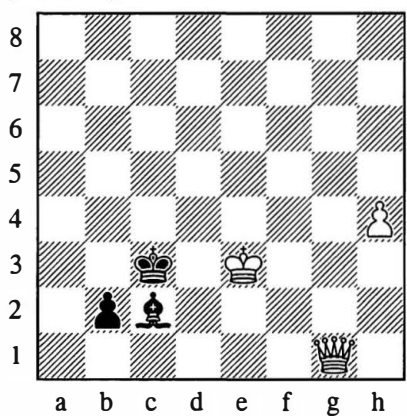
► F-23 ◀ ★★ △



► F-21 ◀ ★★★ △



► F-24 ◀ ★★ △



Solutions

F-1

Tactics/Chapter 7

W.Steinitz – M. Walsh

Simultaneous game, Great Britain 1870

1. ♖e6†!

(1 point)

1... ♗e8

1... fxe6 2. ♖a5† b6 3. ♖xd3 bxa5 4. ♖c3+–

2. ♖bc7#

F-2

Endgame /Chapter 4

1. f4!

(2 points)

But not 1. ♗g2?, because of 1... f4! 2. ♗h3 ♗d3! 3. ♗h4 ♗e2! 4. ♗g4 ♗e3+–.

1... ♗e3 2. ♗g2 ♗xf4 3. ♗f2=

F-3

Endgame /Chapter 4

1... f4!

(2 points)

But not 1... ♗e3? 2. f4! =. See F-2.

2. ♗f2

2. ♗g2 ♗e3+–

2... ♗d3 3. ♗f1 ♗e3 4. ♗e1 ♗xf3+–

If you did not solve exercises 2 and 3, we recommend that you repeat Chapter 4.

F-4

Tactics/Chapter 15

S.Tarrasch – N.Mannheimer

Breslau 1879

1. ♖g7†! ♖xg7 2. ♖e8†+–

(1 point)

1–0

F-5

Tactics/Chapter 1

J.Blackburne – J.Hanham

New York 1889

1. ♖xh7†!!+–

Black resigned, in view of 1... ♗xh7 2. ♖h3† ♗g7 3. ♖h6† ♗h7 4. ♖xf8#.

(1 point)

F-6

Tactics/Chapter 13

A.Miles – J.Timman

Amsterdam 1985

1. ♖xe5!

1. ♖d5†? You get only 1 consolation point for this, as Black has the following defence:

1... ♖f7! 2. ♖xe5 ♖xd5 3. cxd5 fxe5

1... fxe5 2. ♖d5†+–

(3 points)

Black resigned, because of 2... ♖xd5 3. ♖xe7†+–.

F-7

Tactics/Chapter 2

Schitkevic – Fain

Minsk 1930

1. ♖xe5!

(1 point)

1... ♖xd1 2. ♖b5† c6 3. dxc6

(another 1 point)

3... e6

3... ♖c7 4. cxb7† ♗d8 5. ♖xf7#

4. cxb7† ♗e7 5. ♖c6† ♗f6 6. ♖xd8 ♖xd8

7. ♖xd1+–

1–0

F-8

Endgame/Chapter 10

1... ♗c7!

(1 point)

Not 1... ♗a7?, on account of 2.a5 (also good is 2. ♗c6 ♗a6 3. ♗d6!+–) 2... bxa5 3. ♗xa5+–.

2. ♗a6

2.c5 bxc5 3. ♗xc5=

2... ♗c6 3. ♗a7 ♗c7! =

(1 point)

Solutions

F-9 Strategy/Chapter 8

M.Botvinnik – P.Keres

USSR Ch, Moscow 1952

1.e5!

(2 points)

1 point for 1.♖d1. After the text move, White obtains control over the important d6-square.

1...♗d5 2.♗e4 ♗f8

2...♗c7 3.♗d6 ♗e8 and now 4.♗c8 (M.Botvinnik), 4.♗xf7 and 4.♗xg6 all win.

3.♗d6

The threat is 4.♗c8 or 4.♗xf7 ♖xf7 (4...♗xf7 5.♗e6†!) 5.♗e6+– (M.Botvinnik).

3...♖c7 4.♗e4 ♗e6

4...♖xd6!? 5.exd6 ♖xd6 6.♗xd5 cxd5 7.♖e5+– (M.Botvinnik)

5.♖h4 g6 6.♗xd5! cxd5 7.♖c1

7.♖e3 would be worse, on account of 7...♖xd6!± (M.Botvinnik).

7...♖d7 8.♖c3 ♖f8±

See F10.

F-10

Calculating variations/Chapter 18

M.Botvinnik – P.Keres

USSR Ch, Moscow 1952

1.♗f5!

(1 point)

1.♖h3?! f5! 2.exf6?? ♖xd6 would not be so good (M.Botvinnik).

1...♖fe8

If 1...♖e8, then 2.♗h6† ♗h8 3.♖f6† ♗g7 4.♗xf7†+– while 1...gxf5 loses after 2.♖g3† ♗h8 3.♖f6†+–.

(1 point)

2.♗h6†!? (×f7) 2...♗f8 3.♖f6 ♗g7 4.♖cf3+–

The threat is 5.♖xf7† ♖xf7 6.♖xf7† ♖xf7 7.♖xf7# (M.Botvinnik).

4...♖c8 5.♗xf7 ♖e6 6.♖g5 ♗f5 7.♗h6 ♖g7

8.g4

1–0

F-11 Tactics/Chapter 21

A.Yusupov – V.Salov

Paris rapid 1991

1...♖xe7!!

(1 point)

2.♗xc3

2.♗xe7 ♖d1† 3.♗g2 ♖d2+–

(1 point)

2...♖b4 3.♖b2 ♖d3 4.♗e2 ♖e1† 5.♗g2

♖d2 6.♖xe5 ♖xe2† 7.♗h3 ♖xh2† 8.♗g4

♖e2† 9.♗h3 ♖f1† 10.♗g4 ♖d8 11.♖e7

♖f8 12.e4 ♖f3† 13.♗h3 h5 14.b4 ♖h1#

F-12

Tactics/Chapter 21

J.Polgar – N.Short

Monaco 1993

1.g5!!

(1 point)

Nothing is achieved by 1.♖a5 (1 consolation point) 1...♖b7.

If 1.♖d6 (also 1 consolation point) then

1...♖e5† and 2...♗g6.

1...fxg5 2.♖d8!

(2 points)

Black resigned, since he can no longer stop the passed pawn.

F-13

Positional play/Chapter 20

M.Botvinnik – I.Kan

USSR Ch, Leningrad 1939

1.♗e4!

(2 points)

This is how White takes control of the d5-square.

1...♖d8 2.♗xf6†

Not 2.♗xc5?, due to 2...♖b6.

2...♖xf6 3.♗e4±

White is set to occupy the d5-square.

Solutions

F-14

Tactics/Chapter 23

P. Stamma

1792

1. ♖b3!

Equally good is 1. ♖c2! ♗a2 2. ♖f3 ♗a1
3. ♖d4 ♗a2 4. ♖e2 ♗a1 5. ♖c1 a2 6. ♖b3#.

1... ♗a2 2. ♖c5 ♗a1 3. ♖c2 ♗a2 4. ♖d3

The knight goes to c1.

4... ♗a1 5. ♖c1 a2 6. ♖b3#

(2 points)

F-15

Tactics/Chapter 5

Feldman – Amman

1956

1. ♖xe6† ♗e8 2. ♖f8†!

(1 point)

2... ♗xf8 3. ♖g7#

Or 3. ♖c7#.

F-16

Endgame/Chapter 16

G. Greco

1792

1. ♖f4!

Not 1. ♖g5† ♗h2 and White can no longer win, because Black has a stalemate defence, e.g. after 2. ♖d2 Black plays 2... ♗h1!

1... f1♖†

Or 1... ♗h1 2. ♖e2! (2. ♖g3? f1♖†) 2... ♗g2
3. ♖g4 ♗g1 4. ♖g3 f1♖ 5. ♖h2#.

2. ♖g3+–

(2 points)

1–0

F-17

Endgame/Chapter 22

V. De Barbieri

1927

1. h6!

1. ♗e5? ♗e3+–

1... gxf6

1... g5?? 2. h7+–

2. ♗e5

(2 points)

2... h5 3. ♗xf5 h4 4. ♗g4 ♗f6 5. ♗h3 ♗g5
6. ♗g2=

F-18

Tactics/Chapter 15

A. Petrosian – Moldogaliev

1969

1. ♖h8†!

(1 point)

1... ♗xh8

1... ♗f7 2. ♖g6† ♗e7 3. ♖xg7† ♗d6 4. ♖xd8†

2. ♖h5+–

Black resigned in view of 2... ♗g8 (2... ♗h6
3. ♖xh6† ♗g8 4. ♗e6#) 3. ♗e6† ♗f8 4. ♖f7#.

(1 point)

F-19

Calculating variations/Chapter 18

V. Khenkin – Lebedev

1961

1. ♖a5!

(1 point)

1. ♗xa6 (1 consolation point) achieves nothing after 1... ♖xa6, as 2. ♗xd4?? fails to 2... ♖d8+–. If 1. ♗xd4 ♗xd4 2. ♗xa6 (also 1 consolation point) then 2... ♗xf2+–.

1... ♖c7 2. ♖f5!+–

(2 points)

1–0

F-20

Tactics/Chapter 11

Durao – Catozzi

Dublin 1957

1. ♖f4† ♗h5 2. ♖h4†!! gxf4 3. g4#

(1 point)

Solutions

F-21

Tactics/Chapter 17

E.Cook

1864

1.♖b7†

(1 point)

1...♗c8 2.♖b5!

(1 point)

2...c1♖ 3.♖c5† ♖xc5=

(1 point)

F-22

Strategy/Chapter 14

V.Smyslov – L.Polugaevsky

Palma de Mallorca 1970

1.♖d2!

(2 points)

White wants to double his rooks and exploit the open file. 1.♖d3 (1 point) is not so accurate, since Black can attack this rook.

2...c6 2.♖hd1

Taking control of the d-file.

3...f6 4.♖d8 ♗f7 5.♖xe8 ♗xe8 6.♖a3 ♗d5
7.♖d6 ♖a8 8.c4 ♗e7 9.♖c7!? f5 10.♖d8†
♗f7 11.c5±

F-23

Positional play/Chapter 6

The end of a study by

G.Hillyard

1982

1.♗h5!

1 consolation point for 1.♗g6.

1...♗xf8 2.♗h6♙ ♗e8 3.♗g7 ♗d7 4.♗xg8
♗e6 5.♗g7♙+–

(2 points)

F-24

Positional play/Chapter 12

Based on the game

Daseschku – Kalomeresky

Romania 1950

1.♖g7†

(1 point)

1.♖e1†? ♗b3=

1...♗b3 2.♗d2! b1♖ 3.♖c3† ♗a4 4.♖xc2†
♖xc2† 5.♗xc2+–

(1 point)

Scoring

Maximum number of points is 47

41 points and above → **Excellent**

36 points and above → **Good**

24 points → **Pass mark**

If you scored less than 24 points, we recommend that you read again those chapters dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.

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Understanding Chess Tactics

FIDE Master **Martin Weteschnik**

Brief Description:

"Chess is 99% tactics" is an old saying. This may be an exaggeration, but even the remaining 1% still depends on tactics. When Martin Weteschnik started working as a trainer in his local chess club, he quickly realized that even the stronger club players had great weaknesses in their tactical play. He also discovered that simply asking them to solve a huge number of puzzles did not fix the problem. These players clearly needed a good book, but when Weteschnik looked for it he found nothing suitable, so he decided to write it himself.

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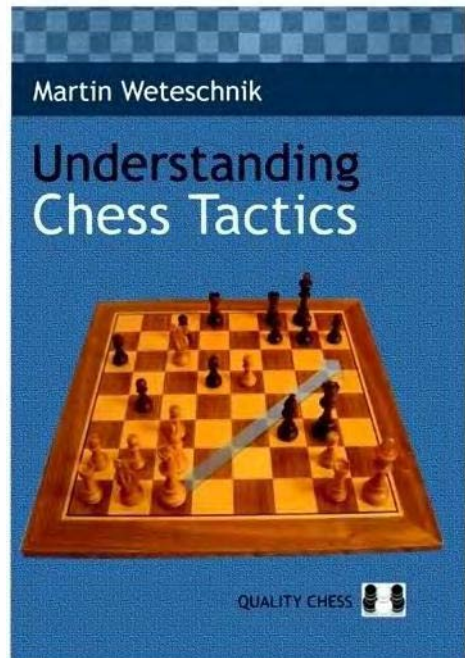
This book is a fully revised English version of a German book that is considered a "classic".

About the author:

Martin Weteschnik lives in Frankfurt am Main, Germany. After studies in German and Philosophy he went to live in Japan for a year to study its culture. Later he lived in America for five years where he learned to play chess at the age of 25.

He beat his first professional player after just one year of playing, but then decided to concentrate on the theory of chess rather than a playing career. He studied the chess classics and went back to Europe to deepen his understanding of the royal game. He is now a highly successful trainer and coach. His main area of expertise is in tactical play, and he states that the most dramatic increases in playing strength, even for experienced tournament players, are achieved by the systematic acquisition of tactical knowledge.

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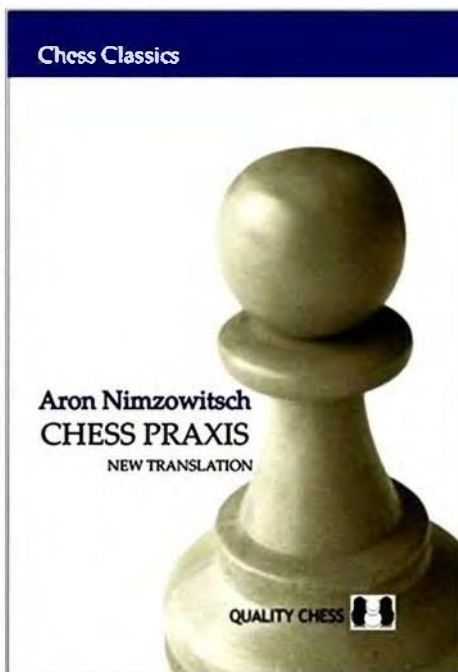
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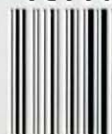
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