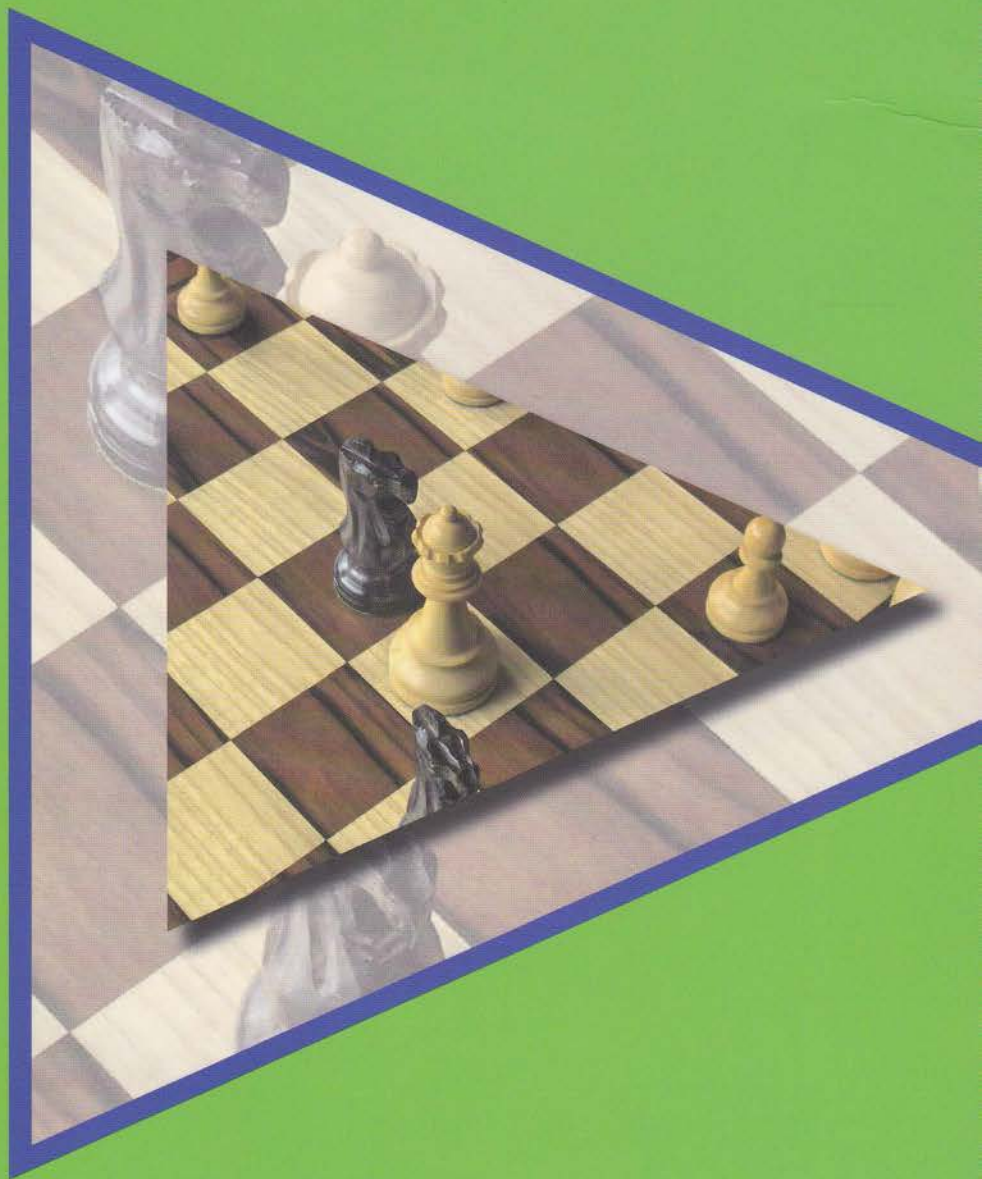


ARTUR YUSUPOV



CHESS EVOLUTION
MASTERY

3

QUALITY CHESS

Chess Evolution 3

Mastery

By

Artur Yusupov



Quality Chess
www.qualitychess.co.uk

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Key to symbols used

$\triangle$	White to move
$\blacktriangledown$	Black to move
$\pm$	White is slightly better
$\mp$	Black is slightly better
$\pm$	White is better
$\mp$	Black is better
$+-$	White has a decisive advantage
$-+$	Black has a decisive advantage
$=$	equality
$\overline{=}$	with compensation
$\rightleftarrows$	with counterplay
$\rightarrow$	with attack
$\uparrow$	with initiative
∞	unclear
$\odot$	zugzwang
$\supset$	better is
Δ	intending
$?$	a weak move
$??$	a blunder
$!$	a good move
$!!$	an excellent move
$!?$	a move worth considering
$?!$	a move of doubtful value
$\#$	mate
$\square$	only move

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 this series of books.

This 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.

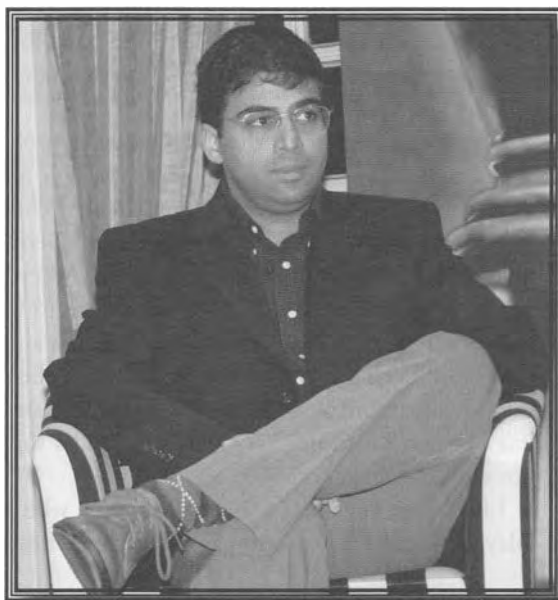
Artur's systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as 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 this series of books. 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 readers' playing levels. This brought about the idea of working out a teaching programme aimed specifically at a certain playing strength. Such teaching programmes, in a brief form and intended as systematic help for trainers, are common only in Russia, where they are very popular. One very well known and much valued example is a publication by Golenishev, which inspired some aspects of my methodology.

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

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

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

This book is the third volume in the series of *Mastery* manuals, designed for players who wish to build on the foundations of their chess knowledge. The reader will receive further 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 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 German chess players could develop much further, if they had support at the correct time and if they had not left gaps in their learning.

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

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

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

How to work with this book

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

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

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

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

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

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

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

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

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

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

GM Artur Yusupov

Contents

- ✓ Discovered attacks
- ✓ Desperado pieces
- ✓ Desperado strategy
- ✓ Attacking in a lost position

Diagram 1-1



Diagram 1-2



Desperadoes

Any piece which, perhaps only for a very short space of time, has the free rein to do anything is called a *desperado* piece.

One of the most commonplace cases of the desperado piece is the discovered attack, when the desperado piece can go to squares which it could not normally occupy without being captured. A desperado combination of this sort often leads to a gain of material.

Diagram 1-1

I. Von Popiel – G. Marco

Monte Carlo 1902

32. ♖d3

White pins the d4-bishop, sets up a battery with his queen and bishop, and prepares the very dangerous discovered attack e4-e5. Black tries to prevent this move.

32... e5 33. fxe5 ♖xf1†

33... ♜dd8!±

34. ♖xf1 ♜e7?

Better is 34... ♜d8!±.

35. ♜f5?!

35. e6! ♜xe6 36. ♜f8† ♜h7 37. e5† g6 38. ♜f6+– would be the simple solution. But White preferred to win the pinned piece.

35... ♜xe5 36. ♜d1?

Diagram 1-2

We have already seen this position in Chapter 7 of *Build Up Your Chess 1*. Black thought at this point that he had simply lost his d4-bishop and resigned!

1–0

This bishop is a classic desperado piece! Black could move it to the unexpected square g1 and win a lot of material with it: 36... ♜g1!!+–

Instead of 36. ♜d1? White should play 36. ♜h4!+–. There is no good defence against the strong threats of 37. ♜g6† and 37. ♜f3.

If during the course of a combination (or a series of exchanges) we condemn our own piece to 'death', then it takes on the qualities of a desperado. You should try to get as much material as possible in return for the desperado.

Diagram 1-3

A.Alekhine – R.Retí

Vienna 1922

The following annotations are based on analysis by Alekhine.

14.0-0

Alekhine begins a complicated combination.

If 14.♖f3!? then 14...♗xa3 15.♗xa8 c4 16.exf6 cxb3 (16...♞e8† 17.♕d2!±) 17.0-0 b2.

The same position as in the game is reached after 14.exf6 ♗xa3 15.♗d5 c4 16.0-0 ♗a5.

14...♗xa3 15.exf6 c4

The white bishop is now a typical desperado.

16.♗d5!

White is threatening both 17.♗xa8 and 17.♗g5.

16...♗a5!

Black parries both threats by preparing the intermediate check ...♗b6†.

17.fxg7

17.♗xa8? ♗b6† 18.♕h1 ♕b7→

17.♗g5? ♗b6† 18.♕h1 ♗xf6→

17...♗b6† 18.♕h1 ♕xg7!

If 18...♞d8? then 19.♕xc4! (desperado) 19...bxc4 20.♗xa8 ♕b7 21.♞ab1!+.

Diagram 1-4

19.♕xc4! ♕b7!

If 19...bxc4, then 20.♗xa8 ♕b7 21.♞ab1.

Diagram 1-5

Both queens behave like desperadoes: 21...♗xb1 22.♗xf8†! ♕xf8 23.♞xb1 and White has won more material.

20.♗e5†

20.♗g5† ♗g6 21.♕d3 f5!

20...♗f6 21.♕d3±

Black can still save the game in this ending!

Diagram 1-3

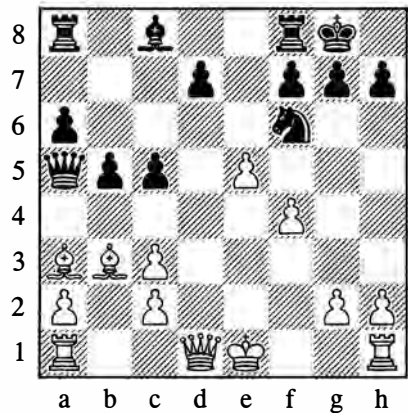


Diagram 1-4

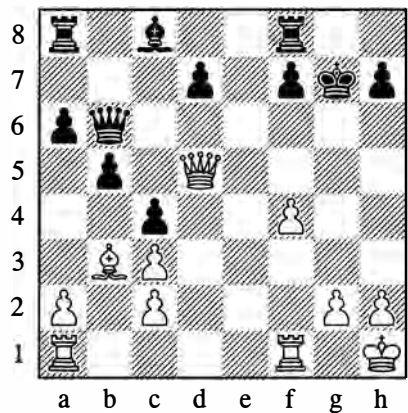


Diagram 1-5 (analysis)

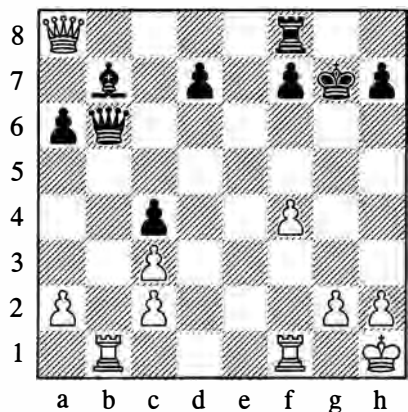


Diagram 1-6

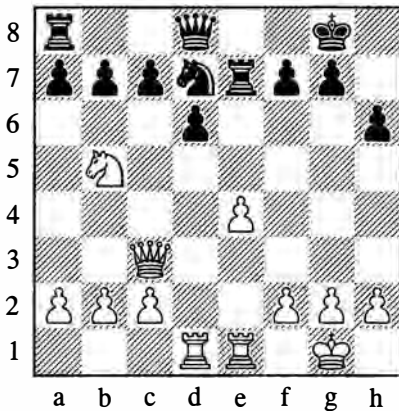


Diagram 1-6

S. Tarrasch – Em. Lasker

World Ch (4), Dusseldorf 1908

Black stands worse. Lasker decides to bring his rook to c5, to make White's logical play more difficult. (Extensive comments on this game can be found in *School of Chess Excellence 2* by Dvoretsky.)

15...Re5!? 16. Qd4!

Intending 17. Qf5 followed by 18. f4.

Of course not 16. Qxc7?? Rxc5+.

If 16. Rxc7? then 16...Rxb5 17. Rxd6 Rxb2 18. Rxd7 Rxd7 19. Rxd7 Rxc8!.

16...Rc5!? 17. Rb3 Qb6 18. f4 Rf6 19. Rf3

White plans to consolidate his queenside with b2-b3 and c3-c4.

19...Re8?

A stereotypical move which does not achieve much.

There are better alternatives in 19...a5!? 20. b3 a4± and 19...Qa4!± (Makariev).

20. c3!

Not 20. b3? Qd5!.

20...a5 21. b3

21. Qb3!?

21...a4

22. b4

22. c4 guaranteed White a slight but clear advantage. But Tarrasch tries to exploit the exposed position of the rook.

22...Rc4 23. g3

23. Qb5 Rd8 24. Re3 would be followed by 24...d5! and if 25. e5, then 25...Rxf4 26. Rxf4 Rxf4= (Kasparov).

23...Rd8

Black prepares ...c7-c5.

The immediate 23...c5? is premature on account of 24. Qb5.

Diagram 1-7

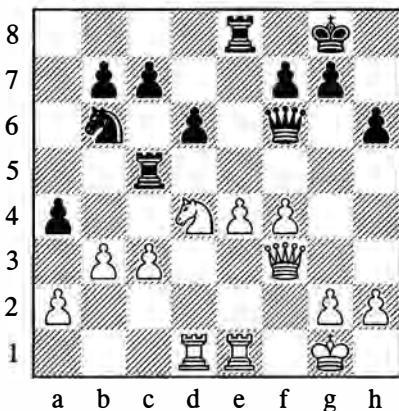


Diagram 1-7

Diagram 1-8

24.♖e3?

White stands better and has a variety of good options:

a) 24.e5 dxe5 25.♖xe5±

b) 24.a3!? (Tarrasch) 24...c5!? 25.♘b5 cxb4 26.cxb4±

c) 24.♗e3! intending ♘b5, ♖d3 and ♘a3 (Rellstab).

d) 24.♖b1! intending ♗d3, ♖e3, and ♘b5-a3 (Chernin).

e) 24.♖d3! (Makariev)

With the text move Tarrasch starts a combination, but underestimates the desperado qualities of the rook on c4.

24...c5 25.♘b5?

Better is 25.bxc5! ♖xc5 26.♖b1 ♘c4 27.♖d3∞ followed by ♘c2-e3 (Teichmann).

25...cxb4 26.♖xd6?

26.cxb4! (26.♖ed3!?) 26...♖xb4 27.♘c3+

26...♖xd6 27.e5

Diagram 1-9

27...♖xf4!

This intermediate move brings the white position into disarray. The black pieces have all the energy of a desperado.

28.gxf4

28.♗xf4 ♖d1+→

28.exf6 ♖xf3 29.♖xf3 ♖d1+ 30.♔g2 ♖d2+ (30...♘d5!?) 31.♖f2 ♖xf2+ 32.♔xf2 b3→ (Tarrasch)

28...♗g6+ 29.♔h1

29.♔f1 ♘c4!+→

29...♗b1+ 30.♔g2 ♖d2+ 31.♖e2 ♗xa2

Black soon won the game.

In praxis the term desperado is also employed in some difficult positions. For example, if one player is at a clear material disadvantage or finds himself in the worse positional situation, he may feel forced to attack so as not to go down without a fight. Then he is also ready to undertake all sorts of desperado operations!

Diagram 1-8

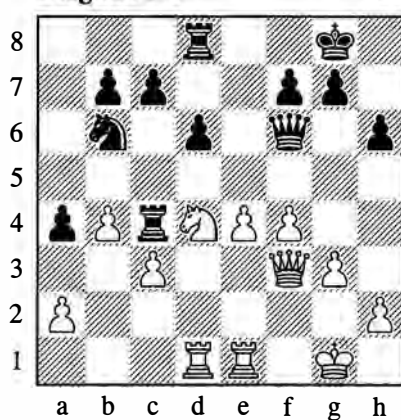


Diagram 1-9

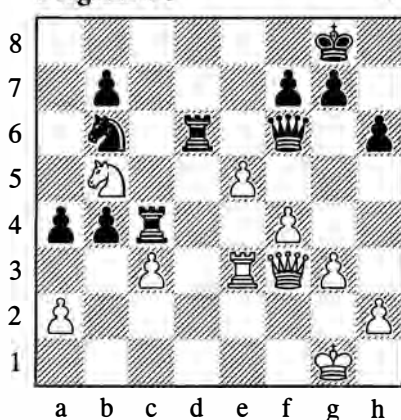


Diagram 1-10

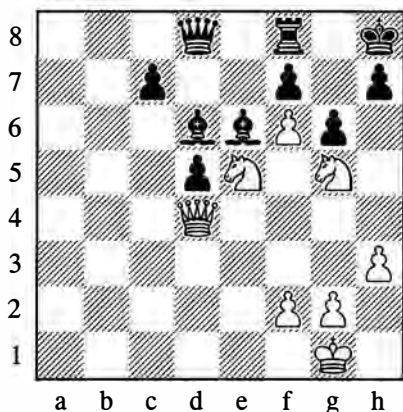


Diagram 1-10

Em. Lasker

1925

Lasker, who introduced the concept of a desperado piece, also gave this example. Since White is in a materially hopeless position, he must act energetically and if necessary also be prepared to sacrifice!

1. ♖xg6†!

Of course this combination can also be defined as a deflection. Finding the right names for moves is less important than actually finding the moves themselves!

1... ♜g8

Black is quickly mated after both 1...fxg6 2.f7† and 1...hxg6 2.♖h4†.

2. ♖h4+–

Black cannot parry the mate.

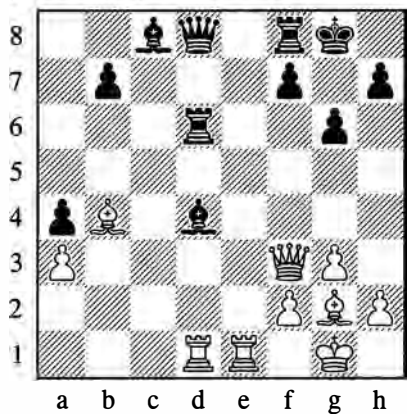
We finish the chapter with an important observation by Dvoretsky.

“During a game any piece or pawn can become the weak point in a position, can turn out to be vulnerable, or can disrupt one’s own forces. Such pieces are then subject to an inner striving towards self-sacrifice, they become desperado pieces. As chess players we must pay the greatest of attention to the appearance and possible activities of such absolutely fearless kamikaze warriors, be they pawns or pieces.”

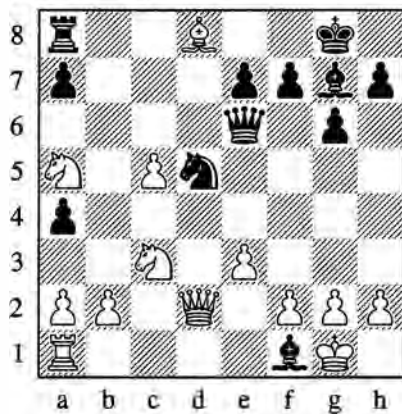
– Mark Dvoretsky, *School of Chess Excellence 2 – Tactical Play*

Exercises

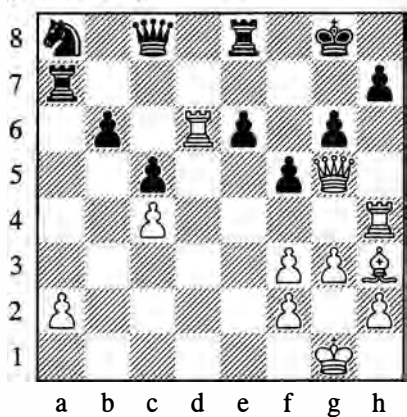
► Ex. 1-1 ◀ ★★★ ▼



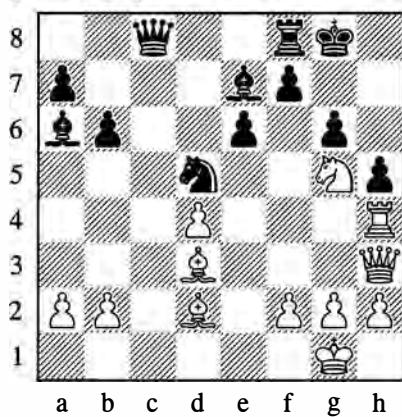
► Ex. 1-4 ◀ ★ ▼



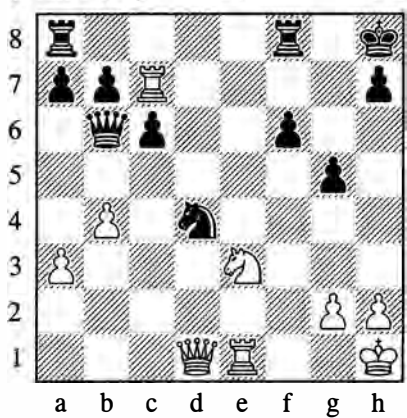
► Ex. 1-2 ◀ ★★ ▲



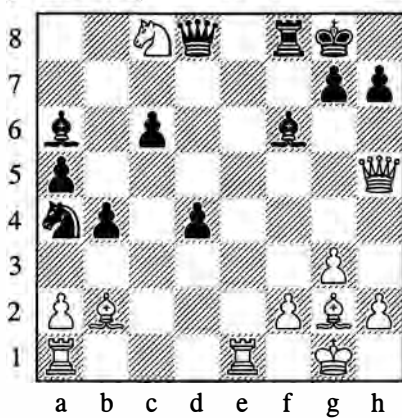
► Ex. 1-5 ◀ ★★★★★ ▲



► Ex. 1-3 ◀ ★★ ▲

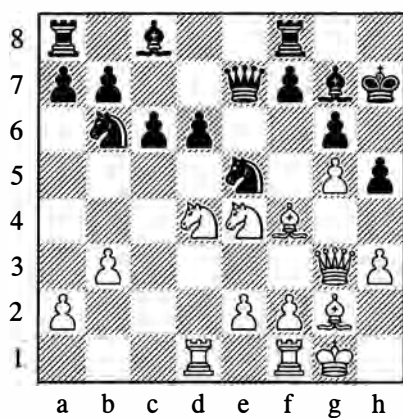


► Ex. 1-6 ◀ ★★★ ▲

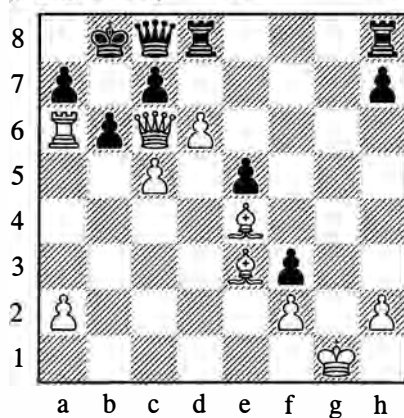


Exercises

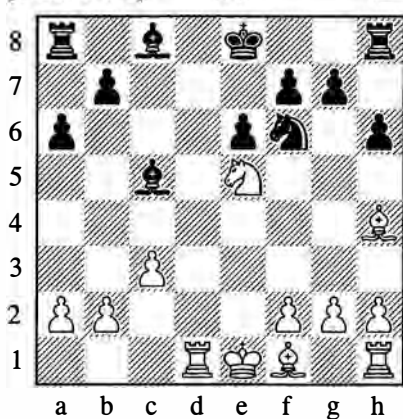
► Ex. 1-7 ◀ ★★ △



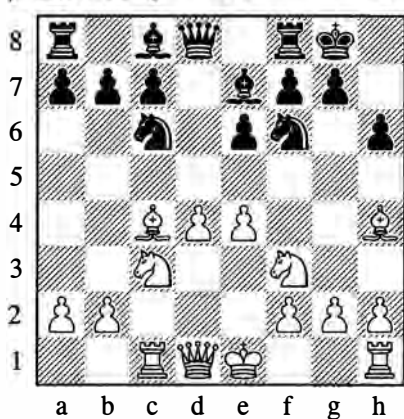
► Ex. 1-10 ◀ ★★ ▼



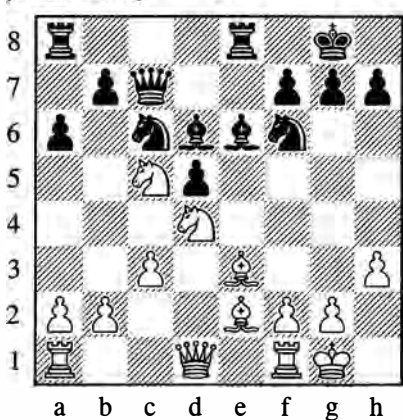
► Ex. 1-8 ◀ ★★ △



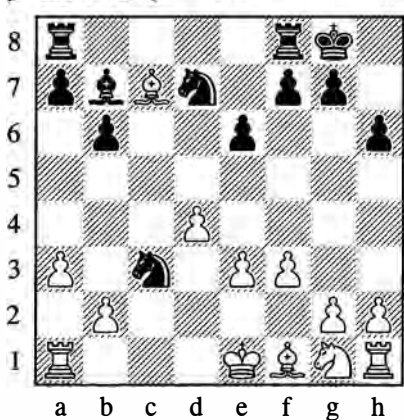
► Ex. 1-11 ◀ ★★ ▼



► Ex. 1-9 ◀ ★ ▼



► Ex. 1-12 ◀ ★★ ▼



Solutions

Ex. 1-1

A.Ivanov – Y.Razuvaev

Ashkhabad 1978

22...♙f6!

(1 point)

This prepares further heroic deeds by the bishop.

23.♖e4 ♕xf2† 24.♖h1 ♕xe1!

(another 1 point)

Other moves lose:

a) 24...♖c7? 25.♙c1! (25.♕xf8? ♙e6!=)

25...♖d8 26.♙ed1 ♖e8 27.♖e7!+–

b) 24...♕d7? 25.♙e2 ♙e8 26.♙xd7!+–

c) 24...♕f5? 25.♙xd8 ♙xd8 26.♖e8†! ♙xe8 27.♙xe8† ♖g7 28.♕f8†+–

25.♙xd8 ♕xb4!

(another 1 point)

26.♙d1?

This puts White in a worse position.

26.♙xc8? would also be bad: 26...♙xc8 27.♖xb4 ♙c1†+–

26.♙xf8† was necessary: 26...♕xf8 27.♖xa4 ♙a6=

26...♕xa3 27.♖xa4 ♕c5 28.♖a1 ♙f2†

Ex. 1-2

I.Levitina – N.Alexandria

Candidates Match (11), Dubna 1983

The game continued 27.♖d2 ♖c7 28.a4 ♖g7∞.

White failed to spot the desperado possibilities for the h4-rook. The correct continuation is:

27.♕xf5!! exf5 28.♙xh7!!

(2 points)

28...♙xh7

28...♖xh7? 29.♙xg6 ♖h8 30.♖h4† ♙h7 31.♖f6†+–

29.♙xg6† ♖f8 30.♙g8† ♖f7 31.♖g6† ♖e7

32.♖xh7† ♖d8 33.♙xe8†

33.♙g7 is less clear after 33...♖e6 34.♙a7 ♖c6.

33...♖xe8 34.h4 ♖c7 35.h5 ♖e6 36.♖xf5±

36.h6?! ♖f8± is not as good, but 36.♖g6† ♖e7 37.h6± is also strong.

Ex. 1-3

Analysis by M.Oppen

The c7-rook turns desperado!

1.♖d5!

(1 point)

1.♙xh7† is not as strong: 1...♖xh7 2.♖h5† ♖g7 3.♖d5 (1 consolation point) 3...♙f7 4.♖xb6 axb6±

1...cxd5

If 1...♖b5, then 2.♙xh7†! ♖xh7 3.♖h5† ♖g8 4.♖e7† ♖g7 5.♖g6† ♖h8 6.♖h6#.

1...♖xc7 is met by 2.♖xc7 ♙ad8 3.♖h5+–.

2.♙xh7†!

(another 1 point)

2.♙ee7 ♖xc7 3.♙xc7 ♙ac8±

2...♖xh7

Or 2...♖g8 3.♖h5 f5 4.♖xg5† ♖xh7 5.♙e7†+–.

3.♖h5† ♖g8 4.♙e7+–

Ex. 1-4

A.Dunkelblum – P.Keres

Ostend 1937

18...♕xg2!

(1 point)

A desperado as part of an exchanging operation.

19.♖xg2 ♙xd8 20.♖h1

20.♙d1 ♕xc3 21.bxc3 ♖f4†+–

20...a3! 21.♙d1 axb2 22.♖xd5 ♙xd5

White resigned, in view of 23.♖c2 ♙xd1† 24.♖xd1 ♖e4†+–.

0–1

Ex. 1-5

A.Yusupov – V.Ivanchuk

Candidates Match (8), Brussels 1991

20.♙xh5!

(1 point)

Solutions

There is no way back!

20.♔xa6? would be bad: 20...♚xa6 21.g4 ♚e2+—

20.g4?! is met by 20...♔xd3 21.♚xd3 ♔b4!? followed by either ...♚c2 or ...♚d8 (Dvoretsky).

20...gxh5 21.♔h7†

21.♚xh5?? ♔xd3+—

21...♔g7

After 21...♔h8 22.♚xh5 White's attack is strong.

22.♚xh5

(another 1 point)

22...♔f6?

The decisive mistake.

22...♔e2? would also be bad: 23.♔f3!+—

22...♔xg5? is no better: 23.♔xg5! f6 24.♔e4! ♚h8 25.♚g6† ♔f8 26.♔xd5 exd5 (26...fxg5 27.♚f6†+—) 27.♚xf6† ♔g8 28.♚g6† ♔f8 29.♔d2!! ♚c4 30.h3+— and White may play 31.a3 or 31.♔f4 next.

22...♔d6!? is an improvement: 23.♔h3! ♔f4 24.♔xf4 ♚h8 25.♚g5† ♔f8 26.♔g6† fxg6 27.♚f6† ♔e8 28.♚xh8† ♔f7!∞

22...♔b4!? (Nunn) is also a better defence: 23.♔xf7 ♚xf7 24.♚h6† ♔h8 25.♔f5† ♔g8 26.♚g6†! ♔h8 27.♔xe6 ♚g8 28.♚xf7 ♚xf7 29.♔xf7 ♔xd2 30.♔xd5 ♔c1 31.b3 ♔b2± (Lautier)

23.♔xe6†!+—

(another 1 point)

23...fxe6 24.♚h6† ♔h8 25.♔f5† ♔g8 26.♚g5† ♔h8 27.♚h4†! ♔g8 28.♚g5† ♔h8 29.♚h4† ♔g8 30.♚g3† ♔h8 31.♚h3† ♔g7 32.♚g3† ♔h8 33.♚h3† ♔g7 34.♔xe6+—

(another 1 point)

The threat of ♚h6# means that White wins the queen.

34...♚xe6 35.♚xe6 ♔d8

Or 35...♚e8 36.♔g5 ♔b5 37.h4+—.

36.g4! ♚e8 37.♚f5 ♔c4 38.g5

1-0

38...♔h7 is met by 39.d5+—.

Ex. 1-6

P.Keres – E.Böök

Kemer 1937

23.♔e4!

(1 point)

White attacks very energetically. The desperado-knight plays an important part in this.

Another option would be 23.♔xc6 ♔xb2 24.♔d5† ♔h8 25.♔e4+— (2 points for this solution).

23...g6

Or 23...h6 24.♚f5 ♚e8 25.♚h7† ♔f8 26.♔g6+—.

24.♔xg6!

(another 1 point)

24...hxxg6 25.♚xg6† ♔h8

25...♔g7 26.♔e7†+—

26.♔e7!?

(another 1 point)

26.♚e7! (also 1 point) is also very strong: 26...♔xe7 27.♔xe7 (Δ♚h6#) 27...♔d3 28.♚h6† ♔h7 29.♔xd4† ♚xd4 30.♔g6† ♔g8 31.♚xf8#

26...♔xe7

26...♔d3!? would be slightly more stubborn: 27.♚xd3 ♔xb2 28.♚g6 ♔xe7 29.♚e5+—

27.♚xe7

1-0

Ex. 1-7

P.Keres – T.Petrosian

USSR Ch, Moscow 1949

21.♔xd6!

(1 point)

21...♚xd6

21...♚d8 would be more prudent.

22.♔f5

(another 1 point)

22...♚a3?

22...♚xd1 is bad: 23.♚xd1 ♔xf5 24.♔xe5+—

22...♚c7?! is followed by 23.♔xg7 ♔bd7 24.♚xd7! ♚xd7 25.♔xe5+—.

Solutions

22...♖c5!? would be a better defence:
23.♜xg7 ♜bd7 24.♜xd7 ♜xd7 25.♙d6 ♖a5
26.♙xf8 ♜xf8 27.♜e8±

23.♜xg7 ♜ed7 24.♙d6 ♖a5

If 24...♖xa2, then 25.♙xf8 ♜xf8 26.♜e8+—
and White's threats include 27.♖e5, 27.♖c3
and 27.♜c7.

25.♙xf8

25.b4!?

25...♜xf8 26.♜e8!+—

The desperado knight returns.

**26...♙e6 27.♜f6† ♜h8 28.♖f4 ♜h7 29.♖d4
♜xf6 30.♖xf6†+—**

Ex. 1-8

V.Anand – N.Sulava

Bastia 2004

Black had underestimated the following
combination.

13.♜d8†! ♜xd8 14.♜xf7† ♜e7 15.♜xh8
(2 points)

This knight will soon find a way back.

15...g5

Or 15...♙d6 16.♜g6† ♜f7 17.♙d3 e5
18.♙g3 e4 19.♙c4†±.

16.♙g3

16.♜g6† ♜e8 17.♙g3±

16...♜e4?!

16...b5 17.♜g6† ♜e8±

17.♙d3

1-0

17...♜xg3 is answered by 18.hxg3+—.

Ex. 1-9

A.Alekhine – N.Boekdrukker

Bussum simultaneous 1933

15...♙xh3!

(1 point)

If 15...♙xc5, then 16.♜xe6 fxe6 17.♙xc5=,
so the light-squared bishop turns desperado.

16.♜xa6

Other solutions are not very satisfactory
either:

a) 16.gxh3 ♙xc5 17.♜b5 axb5 18.♙xc5 ♜e4
19.♙e3 b4+—

b) 16.♜xb7!? ♖xb7 17.gxh3 ♜xd4 18.♙xd4
♙e5+—

c) 16...♙h2!?! 17.♜h1 ♖xe3! 18.fxe3?!
(18.♜xc6!? ♖xe2 19.♖xe2 ♙d7 20.♜d4
♙f4+—) 18...♙xg2† 19.♜xg2 ♖g3† 20.♜h1
♖h3+—

16...♙h2†!

This is more convincing than 16...♖d7!? or
16...bxa6 17.gxh3+.

**17.♜h1 ♙xg2† 18.♜xg2 bxa6 19.♜xc6
♖xe3! 20.fxe3?**

20.♙f3+—

20...♖g3† 21.♜h1 ♙g1!?!+—

Or 21...♖h3+—.

**22.♖f2 ♙xf2 23.♖f1 ♖e8 24.♖g2 ♖xe3
25.♙f3 ♜e4 26.♜d4 ♖e5 27.♖h2 ♙g3
28.♖e2 ♜f2† 29.♜g2 ♖h6 30.♖c2**

0-1

Ex. 1-10

F.Sämisch – W.Schifferdecker

Mainz 1953

Black can no longer defend his position. But
he can still attack!

1...♜dg8†!

(1 point)

**2.♜h1 ♖g1†!! 3.♜xg1 ♖g8† 4.♜f1
♖c4†!+—**

(another 1 point)

5.♜g1

5.♜e1 ♖e2#

5...♖g8† 6.♜h1 ♖f1#

Ex. 1-11

Opening variation

9...♜xe4!

(1 point)

A typical exchanging desperado.

**10.♙xe7 ♜xc3 11.♙xd8 ♜xd1 12.♙xc7
♜xb2**

(another 1 point)

Solutions

13. ♖b5!?

If 13. ♖e2, then 13... ♖a4 14. ♖b5 ♖b6.

13...a6 14. ♖e2! =

14. ♖xc6? is followed by 14... ♖d3† 15. ♖d2 ♖xc1 16. ♖e4 ♖xa2 17. ♖d6 ♖d8 18. ♖c5 e5!

19. ♖xe5 ♖b4† (Beliavsky).

The desperado lives!

Ex. 1-12

J. Piket – A. Karpov

Monte Carlo 2001

1. d4 ♖f6 2. c4 e6 3. ♖c3 ♖b4 4. ♖c2 0–0 5. a3 ♖xc3† 6. ♖xc3 b6 7. ♖g5 ♖b7 8. f3 h6 9. ♖h4 d5 10. e3 ♖bd7 11. cxd5 ♖xd5 (A typical exchanging operation. The black knight now turns desperado.) 12. ♖xd8 ♖xc3 13. ♖xc7

Diagram Ex. 1-12

13... ♖d5!

(1 point)

14. ♖d6 ♖xe3 15. ♖f2

Or 15. ♖xf8 ♖c2† 16. ♖d2 ♖xa1 17. ♖d6 ♖c8.

(1 point for this variation)

15... ♖c2 16. ♖d1

16. ♖c1?! ♖fc8

16... ♖fc8 17. ♖b5 ♖f6 18. ♖e2 a6 19. ♖a4

19. ♖d3 ♖d5=

19...b5 20. ♖b3 ♖d5 21. ♖xd5 ♖xd5 22. ♖d3

♖c6 23. ♖c5 e5! =

Salvation draws nigh!

24. ♖c1 ♖xd4 25. ♖xd4 ♖xc1 26. ♖xc1 exd4

27. ♖xd4 ♖b6 28. ♖d3 ♖c8 29. ♖d6 ♖c4

30. ♖xa6 ♖xb2 31. ♖xb2 ♖c2†

1/2–1/2

Scoring

Maximum number of points is 26

- 21 points and above.....> **Excellent**
- 17 points and above.....> **Good**
- 13 points.....> **Pass mark**

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

Contents

- ✓ Static and dynamic advantages
- ✓ Technical principles

Static advantages

By static advantages we mean relatively stable advantages, which will still be there in the foreseeable future. Typical static advantages are: an advantage in material, the better pawn structure, weak/strong points, an advantage in space, or the bishop pair. Unlike dynamic advantages, such as a lead in development, which can completely disappear within a few moves, a static advantage remains available for a relatively long time.

Of course that does not mean that we have already won the game and need do no more. **But if our opponent has no counterplay, we can play quietly and slowly strengthen our position.** In such situations the **technical principles** we met in Chapter 20 of *Boost Your Chess 2* are very valuable.

See in the following games how cleverly Capablanca exploits such fixed advantages.

J.Capablanca – V.Ragozin

Moscow 1935

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.a3 ♙xc3† 5.bxc3 d6

The other plan for Black is 5...c5, intending ...b6, ...♘c6 and ...♙a6.

6.♗c2!?

White prepares e2-e4.

6...0-0

6...e5!?

7.e4 e5 8.♙d3 c5 9.♘e2 ♘c6 10.d5

After this move White gets a clear advantage in space. But on account of the doubled c-pawns, he can realistically only operate on the kingside.

Diagram 2-1

10...♘e7

If 10...♘a5! (intending ...b6 and ...♙a6), then 11.♘g3 b6 and White has a choice:

a) 12.0-0 ♙a6 13.♘f5! (or 13.♗a2 planning a3-a4, f2-f3, ♙e3 and ♗e2) 13...♙xc4 14.♙xc4 ♘xc4 15.♗d3 ♘a5 16.♙g5 and White has a powerful attack for the sacrificed pawn.

Diagram 2-1



b) 12.♖a2 ♖a6 13.♔e2 and 13...♟b3 can be met by 14.♙e3.

c) 12.♟f1 prepares to defend the c-pawn with ♟e3.

11.f3!±

White prepares an attack on the kingside.

Diagram 2-2

11...♟d7?!

Black plays too passively and loses the struggle for the initiative.

11...♟g6!? would be better, or 11...♟e8!? (Δ...f5) 12.g4 (12.♟g3 ♟g6) 12...♟g6±.

12.h4!

Making ...♟g6 difficult.

12...♟b6 13.g4

Diagram 2-3

13...f6

Black prepares an excursion by his king via f7-e8. Instead, he would do better to strive for counterplay on the queenside.

Ragozin recommended 13...♙d7 14.♟g3 ♟a4 (Δ...a6 and ...b5), though instead of 14.♟g3, either 14.a4 or 14.h5 would be interesting.

14.♟g3 ♟f7 15.g5

The centre is closed and so White does not have to worry about the safety of his own king.

15...♟g8?!

The paradoxical move 15...♟g8 was worth considering, hoping to struggle more energetically for the initiative on the kingside. Black should try to post at least one knight more actively (with ...♟g6).

16.f4! ♟e8

16...exf4 (Panov) is followed by 17.♙xf4 ♔e7 18.0-0 and White will continue his attack with ♟f5.

Diagram 2-4

17.f5!

Gaining even more space on the kingside.

17...♔e7 18.♔g2

“Black is deprived of any possibility of counterplay. So White can calmly go about preparing the decisive blow. It is clear that in the long run the decision will have to be arrived at on the g-file.” (Euwe & Kramer)

18...♟d8 19.♟h5! ♟c7

19...g6?! (Panov) 20.♟xf6±

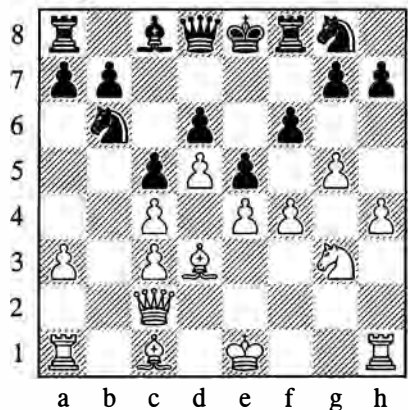
Diagram 2-2



Diagram 2-3



Diagram 2-4



19...♖f7?! 20.g6 hxg6 21.♗xg6± and the g7-pawn is weak (Panov).

20.gxf6 gxf6 21.♘g7

Capablanca very methodically improves his position on the kingside.

21...♙d7 22.h5!? ♖ac8 23.h6±

This secures the g7-outpost for White.

23...♙b8 24.♖g1 ♖f7

Diagram 2-5

Notice how quietly Capablanca continues to play here. He does not seek to force an immediate decision, but first improves his position on the queenside. In this game we can see the two most important technical principles, “**Don’t be too hasty!**” and “**Create a second weakness**”, and we can admire Capablanca’s flawless technique.

25.♖b1

25.a4!?

25...♗f8 26.♙e2!

White also brings his bishop into a more active position.

26...♙a8 27.♙h5 ♖e7

27...♙xc4 28.♙xf7 ♗xf7 is followed by 29.♗e2 ♙b6 30.♗h5 ♗e7 31.♙e6+– followed by ♖g7 (Panov).

Diagram 2-6

28.♗a2! ♗d8 29.♙d2

29.♙e6 could also be played. But Capablanca is playing very carefully and first of all seeks to improve his position as much as is possible.

29...♙a4 30.♗b3! ♙b6

The following variations show how White can combine play on both wings:

a) 30...♖b8 31.♙e6! (Euwe & Kramer) 31...♗c8 32.♖xg8! ♗xg8 33.♙c7#

b) 30...b6 31.♙e6!+– (Euwe & Kramer)

c) 30...♗b6!? 31.♗xb6 ♙xb6 32.♙e2 ♙e8 33.♙e6 ♙f7 34.♙f2 followed by ♖g7 and ♖bg1 (Panov).

Diagram 2-7

31.a4!

Playing quietly does not mean that you should avoid undertaking any operations at all. Capablanca continually finds resources to keep on improving his position.

31...♖b8

Diagram 2-5

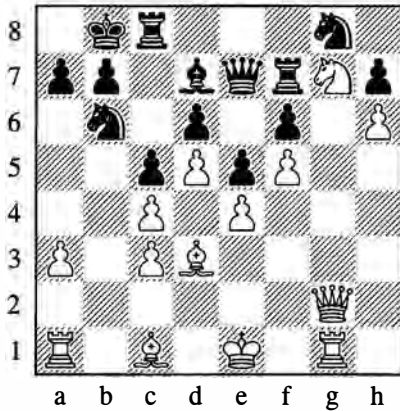
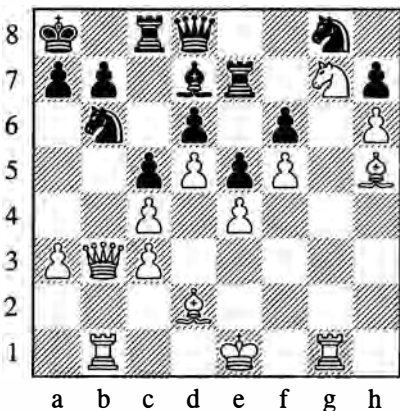


Diagram 2-6



Diagram 2-7



31...♙xa4 is followed by 32.♚a2 ♜d7 33.♜e6 ♜xe6 34.dxe6 (34.fxe6 is also good). White threatens ♜f7, and if 34...♞ec7? then 35.♞xb6+.

32.a5 ♜c8

Not 32...♜a4 33.♜e6 ♚xa5 (33...♜xe6 34.dxe6 ♜f7), on account of 34.♞xg8!+- (Panov).

33.♚a2 ♚f8 34.♜e3 b6 35.a6 ♚d8

35...b5 36.cxb5 ♜xb5 (36...♞xb5 37.♞xb5 ♜xb5 38.♜e6+-) would be no better because of 37.♜e6+-.

36.♞d2 ♚f8 37.♞b2 ♚d8 38.♚b1

Directed against ...b5.

Diagram 2-8

38...b5!?

“Another attempt to introduce some counterplay. Continuing with a wait-and-see policy would soon allow White to penetrate the black position via the g-file.” (Euwe & Kramer)

39.cxb5 ♜b6

39...♚a5 is followed by 40.♜e6 ♜xe6 41.dxe6 ♜b6 42.♞a2 ♜c4+ 43.♞d3+-.

40.♚a2! c4 41.♚a3 ♚c7 42.♞c1!

Capablanca not only brings his king to safety, but he also improves the communication between his major pieces.

42...♞f8 43.♞g2 ♚b8

43...♜xb5 loses to 44.♜e6+-.

44.♚b4 ♞d8 45.♞g3 ♞f8

Diagram 2-9

46.♜e6

“At last!” (Euwe & Kramer). As a matter of fact, this important move had been very carefully and perfectly prepared.

46...♜xe6

46...♞c8 is met by 47.♜xb6 axb6 48.a7!+- (Euwe & Kramer), or simply by 47.♞g7+-.

47.dxe6

Threatening ♜f7.

47...♞c7 48.♚xd6 ♜e7

48...♞d8 49.♚xd8!+- (Panov)

49.♞d1!

With this move Capablanca deprives his opponent of the final chance of activating his pieces by means of ...♞d8.

1-0

Diagram 2-8

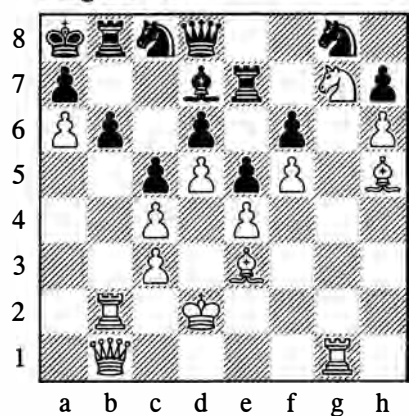
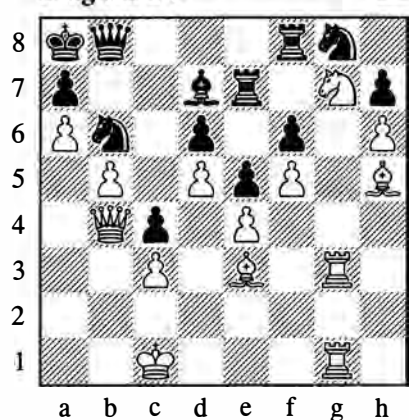


Diagram 2-9



J. Capablanca – K. Treybal

Karlsbad 1929

1.d4 d5 2.c4 c6 3.♘f3 e6 4.♙g5 ♙e7

4...♘f6 is the main alternative.

5.♙xe7 ♗xe7 6.♘bd2 f5?!

After the exchange of the dark-squared bishops the Stonewall is not so good for Black, since without his good bishop he gets much less counterplay in return for the weakness on e5.

Better is 6...♘f6 7.e3 ♘bd7 8.♙d3 0–0.

7.e3 ♘d7?!

Black should prefer 7...♘f6 8.♙d3 0–0, intending ...♘e4 and only then ...♘d7.

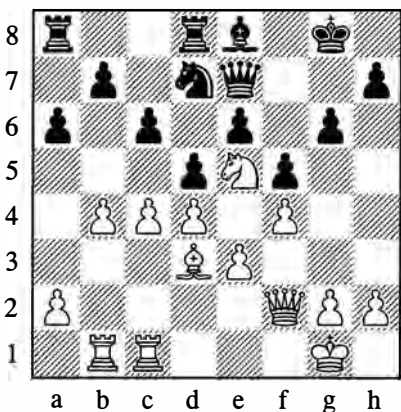
8.♙d3± ♘h6

After 8...♘gf6 9.cxd5 Black must recapture with either the c-pawn or the knight. In the first case White has chances to exploit the c-file. In the second he can prepare e3–e4, or simply occupy the e5-square after ♘c4.

9.0–0 0–0 10.♗c2 g6?!

Black did not need this move at all.

Better is 10...♘f6 11.♘e5±.

Diagram 2-10**Diagram 2-11****11.♙ab1!**

Capablanca prepares an attack on the queenside.

11...♘f6 12.♘e5 ♘f7 13.f4

White has some stable, static advantages in the position, for example the black bishop is bad and will always remain bad.

13...♙d7

13...♘e5 is met by: 14.fxe5 ♘e4 15.♙xe4 dxe4 (or 15...fxe4 16.♙xf8† ♗xf8 17.♙f1†) 16.c5± followed by ♘c4–d6.

14.♘df3!

White is aiming for a position in which he will have a knight on e5 and be playing against the bad bishop.

14...♙fd8

If 14...♘e4, then 15.♘xf7 ♙xf7 16.♘e5 followed by ♙xe4, and White has reached his goal.

15.b4 ♙e8 16.♙fc1 a6 17.♗f2 ♘xe5 18.♘xe5 ♘d7**Diagram 2-11****19.♘f3!**

White wants to keep his knight and, as we have already mentioned, exchange his bishop for the black knight.

19...♖dc8 20.c5

Gaining space on the queenside. Later he will prepare the breakthrough b4-b5.

20...♟f6 21.a4 ♟g4 22.♞e1 ♟h6 23.h3 ♟f7

Diagram 2-12

Capablanca improves his position on both flanks. At the same time he makes it more difficult to obtain any counterplay with ...g5.

24.g4!± ♟d7 25.♞c2

The side which has the advantage in space also has better lines of communication. Capablanca plays on both sides of the board ('the principle of two weaknesses'), in order to best exploit that advantage. Defending against this strategy is very difficult, if at all possible.

25...♟h8 26.♞g2 ♞g8 27.g5!

White gains even more space on the kingside and retains the option of opening a file there after the march forward of the h-pawn.

27...♞d8 28.h4 ♟g7

28...h5 29.gxh6 ♟xh6 30.♟e5 would not be good for Black either.

29.h5 ♞h8 30.♞h2 ♞c7

Diagram 2-13

Black can only wait and play passively. Capablanca always exploited such situations by first finding the optimal positions for his pieces. (The principle "Don't be too hasty!") It is only when he has extracted the maximum from the existing situation that he will change tactics and attack.

31.♞c3 ♞d8 32.♟f2 ♞c7 33.♞bh1 ♞ag8 34.♞a1 ♞b8 35.♞a3!

Already preparing the subsequent operation.

35...♞bg8

Diagram 2-14

36.b5!

We have already studied this position in *Boost Your Chess 2* (Diagram 2-2). Capablanca now opens the a-file and closes down things on the other side. He has accurately spotted that he can win the game on the queenside.

36...axb5 37.h6†! ♟f8 38.axb5 ♟e7

Diagram 2-12

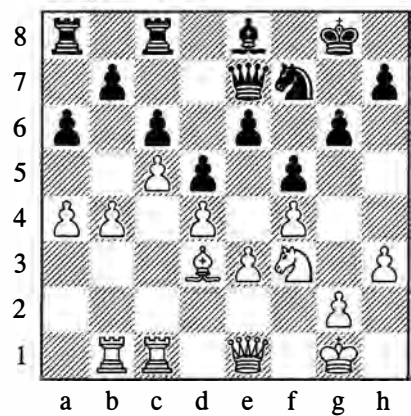


Diagram 2-13

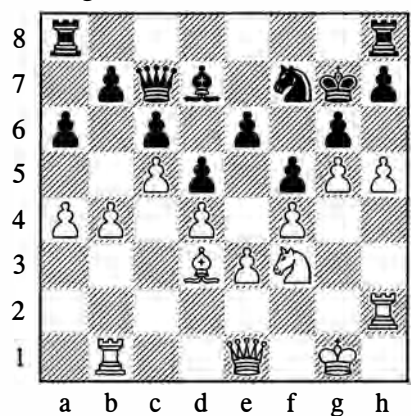
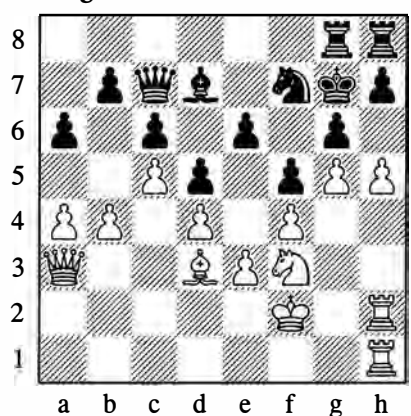


Diagram 2-14



The point is 38...cxb5? 39.c6†+–.

39.b6 ♖b8 40.♞a1 ♞c8

40...♞a8 is met by 41.♞c3+–. However, if Black gives up his queen rather the file, it will still take a bit of work to create a breakthrough: 41...♞xa1 42.♞xa1 ♞a8 43.♞c3 ♞a2† 44.♙g3 ♞ha8 45.♞xa2 ♞xa2 46.♙d2 ♙d8 (46...♞e8 47.e4!+–) 47.♙c4! (or 47.e4!) 47...dxc4 48.d5!+–

41.♞b4 ♞hd8 42.♞a7 ♙f8 43.♞h1 ♞e8 44.♞ha1 ♙g8 45.♞1a4 ♙f8 46.♞a3

Once more Capablanca first seeks the optimal position for his pieces and only then does he prepare a breakthrough.

46...♙g8 47.♙g3 ♞d7 48.♙h4 ♙h8 49.♞a1 ♙g8 50.♙g3 ♙f8 51.♙g2 ♞e8

Diagram 2-15

52.♙d2!+–

After careful preparation White will now attack the b7-pawn.

52...♞d7 53.♙b3 ♞e8

53...♞e8 54.♙a5 ♞d7 55.♙xb7 ♞xb7 56.♞xb7 (56.♞a8+– is also good) 56...♞xb7 57.♞a6 ♞b8 58.♞xc8 ♞xc8 59.♞a8 ♞b7 60.♞a7+–

54.♙a5 ♙d8 55.♞a6!

Diagram 2-16

After this blow the black position collapses.

55...bxa6 56.♞xd7 ♞e7 57.♞xd8†! ♞xd8 58.♙xc6+–

1–0

If we have any dynamic advantages (e.g. the initiative), we should either attack straight away or transform these advantages into static advantages. You can 'enjoy' static advantages for a longer period of time. Nevertheless, you must play with due care and attention, not allow counterplay and exploit your opportunities.

Diagram 2-15

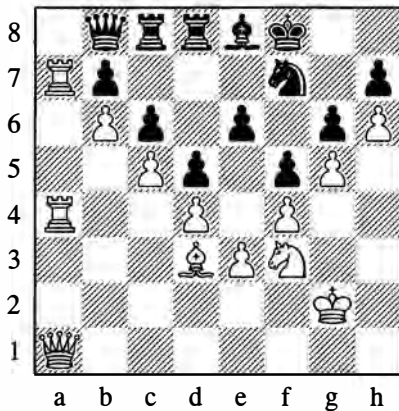
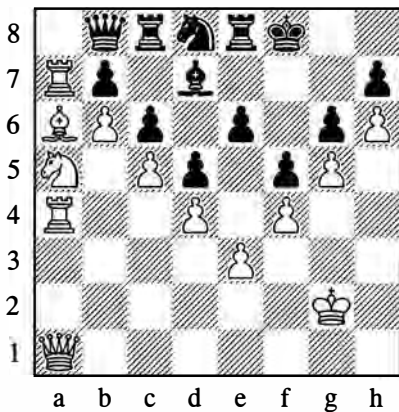
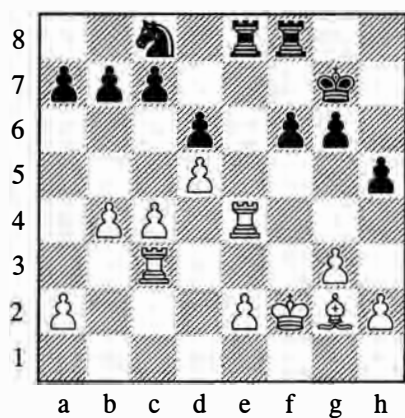


Diagram 2-16

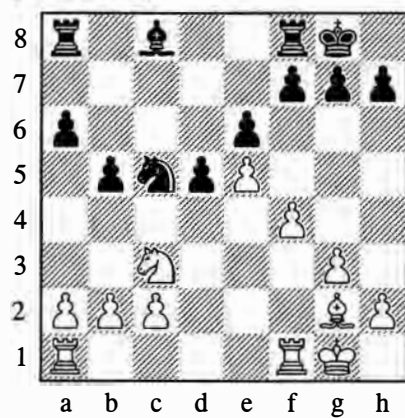


Exercises

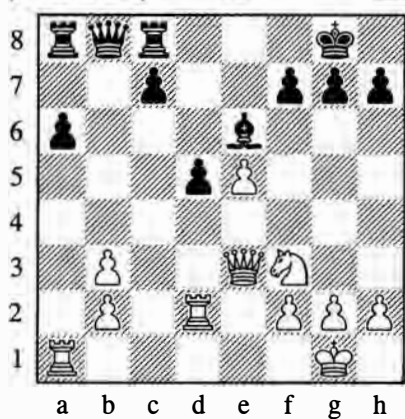
► Ex. 2-1 ◀ ★★ △



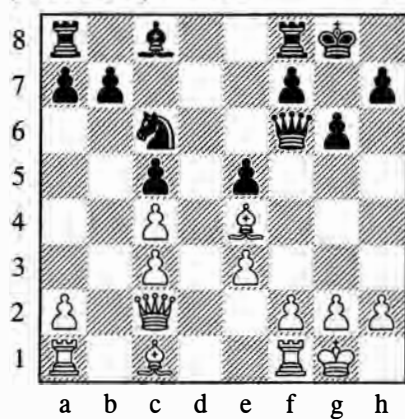
► Ex. 2-4 ◀ ★★ △



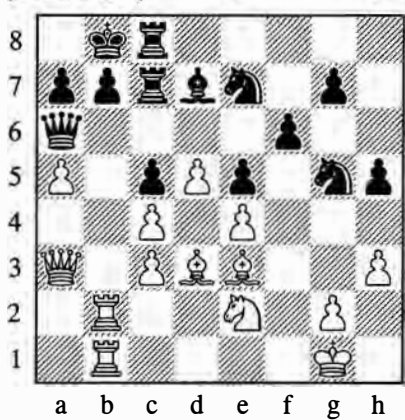
► Ex. 2-2 ◀ ★★ △



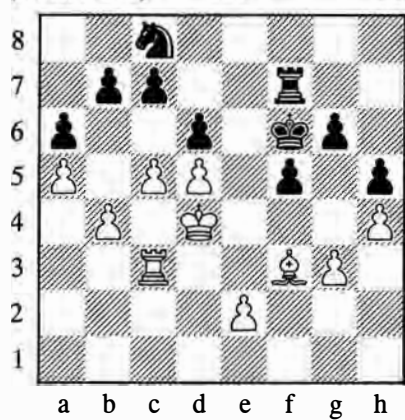
► Ex. 2-5 ◀ ★★ ▼



► Ex. 2-3 ◀ ★★ △

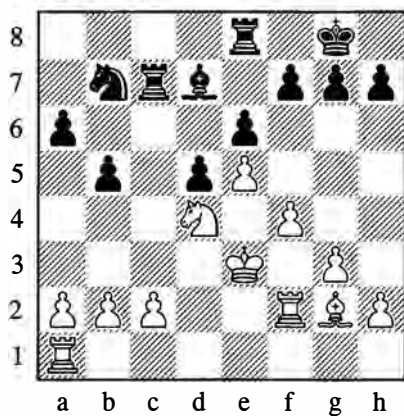


► Ex. 2-6 ◀ ★★ △

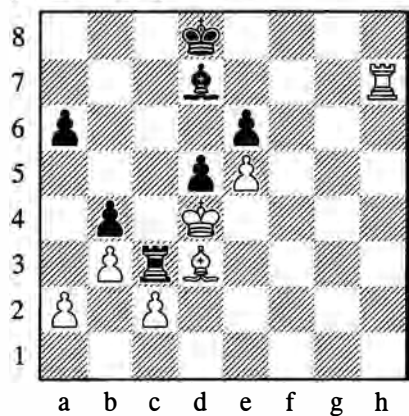


Exercises

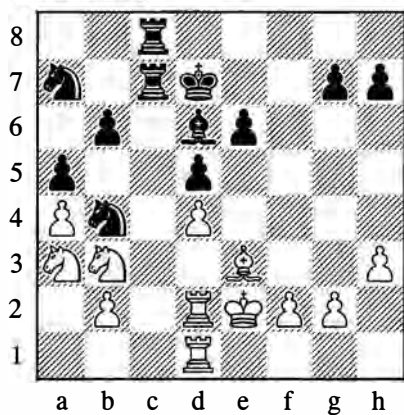
► Ex. 2-7 ◀ ★★★ △



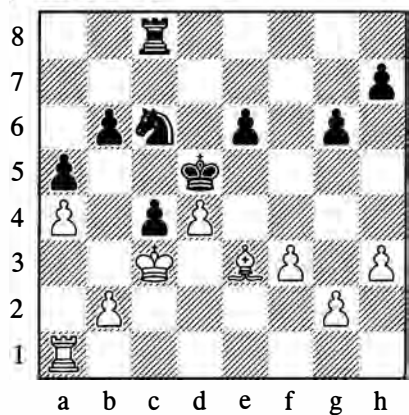
► Ex. 2-10 ◀ ★★ △



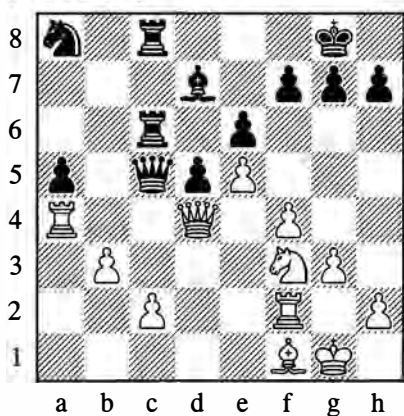
► Ex. 2-8 ◀ ★★ ▼



► Ex. 2-11 ◀ ★★ ▼



► Ex. 2-9 ◀ ★★ △



► Ex. 2-12 ◀ ★★ △



Solutions

Ex. 2-1

A.Alekhine – R.Retí

Semmering 1926

28.c5!

(2 points)

A logical plan; White attacks on the queenside.

28.♞xe8 ♞xe8 29.c5 (also 2 points) is equally good.

28...♞xe4 29.♙xe4 ♞f7 30.♙e3 f5 31.♙f3 ♙f6 32.♙d4

White will now have the option of playing e2-e4.

32...♞h7 33.h4 ♞g7 34.a4 ♞f7 35.a5 a6?

A better defence is 35...♞e7 36.e4±.

See Ex. 2-5.

Ex. 2-2

P.Keres – M.Euwe

World Ch, The Hague/Moscow 1948

19.♞c1!?

(2 points)

White fights for the initiative on the queenside and tries to blockade the black pawns.

19.♞c5 is not very promising: 19...♞xb3 20.♙d4 ♞b6 and although White has compensation for the pawn, he has no advantage.

If 19.♞c2 (1 consolation point), then 19...c5 20.♞xc5 ♞xc5 21.♞xc5 ♞xb3=.

19...c5!?

19...♞b4 is a better response. After 20.♞c5 ♞ab8 21.♞d3, Black can continue with 21...♞b5 22.♞dc3 ♞xc5 23.♞xc5 and now either 23...♞e4! or 23...♞xc5 24.♞xc5 ♞b8 25.♙d4 ♞b4 and White cannot maintain the blockade.

White can probably improve on this with 20.♞c6. For example: 20...♞ab8 21.♙d4 ♙d7 22.♞dc2! ♙xc6 23.♙xc6 ♞b7 24.g3±

20.♞xc5 ♞xc5 21.♞xc5 ♞xb3 22.♙d4± ♞b7

23.h3 ♞d8 24.♙h2 g6 25.f4 h5 26.♞d3 ♞d7

26...♞xb2 27.♙xe6 fxe6 28.♞e7+–

27.♞b6 ♞a8 28.♞a3 ♞a7 29.♞b4 ♞d7

30.♞a5 ♙f5 31.♞c3 ♞a7 32.♞c5 ♙e4

33.♞c3 ♞e7?? 34.♙c6

1–0

Ex. 2-3

A.Yusupov – G.Gruen

Bundesliga 1991

24.♙c1!

(2 points)

White regroupes by bringing the knight to the b3-square, after which the weakness of the c5-pawn proves decisive.

24...♙g6 25.♙b3+ ♙f4 26.♙xc5 ♞xc5

27.♙xc5 ♙xd3 28.♞xb7 ♞xb7 29.♙d6†

♙a8 30.♞xb7 ♙xb7 31.a6† ♙a8 32.♞b3

1–0

Ex. 2-4

S.Tarrasch – R.Teichmann

San Sebastian 1912

16.♙e2!?

(2 points)

With this standard redeployment White brings his knight into the centre and takes control.

But there is an alternative solution. White can attack on the queenside straight away with 16.b4! ♙d7 17.a4± (also 2 points). For example: 17...bxa4 18.♙xa4 ♞b8 19.♞fb1 g5! (or 19...♙b7 20.♙c5! ♙xc5 21.bxc5±) 20.♙c5 ♞b6 21.♞b3 gxf4 22.gxf4± and Black must now avoid 22...f6? 23.♙xe6!.

16...♙d7 17.♙d4 ♞ac8 18.♙f2! ♞c7

19.♙e3 ♞e8

19...♞fc8 looks more natural.

20.♞f2! ♙b7±

See Ex. 2-7.

Solutions

Ex. 2-5

J.C.Fernandez – A.Yusupov

Cienfuegos 1979

14...♔f5!

(2 points)

A standard idea. White wanted to bring his strong light-squared bishop to a dream position on the d5-square, so Black swaps off this bishop. After the exchange of bishops it is not so simple for White to protect his weakness on c4.

15.f4?

White should prefer: 15.♙xf5 ♜xf5 16.e4 ♜e6 17.♞a4 ♜fd8

15...♙xe4 16.♞xe4 exf4 17.♜xf4 ♞xc3+ 18.♞b1 ♜ad8 19.h3 ♜d1† 20.♙h2 ♞e1 21.♞xb7 ♙e5 22.♞e4 ♙d3 23.♙a3 ♞g1† 24.♙g3 ♙xf4

0–1

Ex. 2-6

A.Alekhine – R.Reti

Semmering 1926

36.c6!

(2 points)

White continues his attack on the queenside.

36...b5 37.axb6 ♙xb6 38.♞a3 ♙e7 39.♞xa6

It would be more prudent to first play 39.e3!+, intending ♞xa6 next move.

39...f4 40.g4 hxg4 41.♙xg4 f3! 42.♙xf3 ♜f4† 43.♙e4 ♜xh4 44.♞a7 ♙d8 45.♞a3 ♜h2 46.♞e3 ♜h5 47.♜g3+- g5 48.♙f3 ♜h4† 49.e4 ♜h2 50.♜xg5 ♞b2 51.♜g8† ♙e7 52.♜g7† ♙d8 53.♙c3 ♙a4† 54.♙c4 ♙b6† 55.♙b5 ♜d2 56.♜g8† ♙e7 57.♞b8 ♜c2 58.♞xb6

1–0

Ex. 2-7

S.Tarrasch – R.Teichmann

San Sebastian 1912

21.♙f1!

(3 points)

Another very strong redeployment. On the d3-square the bishop will protect the queenside and prepare an attack on the kingside. If Black swaps his knight for the bishop, he will be left without counterplay in a position with a bad light-squared bishop.

1 consolation point for any of 21.c3, 21.♙b3 or 21.g4.

21...♙a5?!

21...♙c5 22.♙d3±

22.b3! h6?! 23.♙d3 ♙c6 24.♙xc6! ♙xc6

After the knight exchange too, White is clearly better.

25.♙d4 ♙d7 26.g4! ♙c8 27.h4 g6 28.♞h1 ♙g7 29.h5 ♜h8 30.♜fh2 ♙d7 31.g5 hxg5 32.fxg5 ♜xh5

Euwe gave the alternatives:

a) 32...♙e8 33.hxg6 ♜xh2 34.gxf7+-

b) 32...♜h7 33.h6†±

c) 32...♜cc8!?

33.♜xh5 gxh5 34.♜xh5 ♙f8 35.♜h8† ♙e7 36.g6

More accurate is: 36.♜h7 (Tarrasch)

36...♙f8 37.g6 fxg6 38.♙xg6+-

36...fxg6 37.♙xg6 b4

37...♙c8 38.♜h7† ♙d8 39.♜xc7 ♙xc7 40.♙c5 ♙d7 41.♙f7 ♙c8 42.♙e8 ♙b7 43.b4 ♙c8 44.♙c6+- (Tarrasch)

38.♜h7†

38.♙d3!?

38...♙d8 39.♙d3?!

White should go back with 39.♜h8† before playing this.

39...♜c3?

Instead of this, Black should play 39...♜c6!, because then 40.♜h8† is met by 40...♙c7. In this case Black would have good chances of a draw.

See Ex. 2-10.

Solutions

Ex. 2-8

H. Atkins – J. Capablanca

London 1922

34...♖a2!

(2 points)

Black clears the diagonal for his bishop and threatens ...♙xa3.

Another good line is: 34...♘a6 35.♙a1 ♙xa3 (also 2 points) 36.♙xa3 ♘b4 37.♙a1 ♘c2

35.♙a1 ♙xa3 36.♙xa2 ♙b4 37.♙d1 ♙c4 38.♙c1 ♘c6! 39.♙xc4?

39.♙aa1

39...dxc4 40.♘d2 ♙xd2 41.♙xd2 ♘d6 42.♙c3 ♘d5 43.♙a1 g6 44.f3

See Ex. 2-11.

Ex. 2-9

S. Tarrasch – M. Lowcki

Breslau 1912

22.♙a1!

(2 points)

22.♙xc5 (1 point) is less accurate: 22...♙xc5 23.♙a2 a4 24.♘d4 (24.b4 ♙c3 25.♘d4 ♘b6) 24...♘b6=

22.♙d2! (also 2 points) was worth considering. For example: 22...♙xc2 23.♙xc2 ♙xc2 24.♙xc2 ♙xc2 25.♙xa5 ♙c8 (25...♘c7 26.♘d4) 26.♙a7 ♙e8 27.♘d4

But it is understandable that Tarrasch prefers to hang on to his superior pawn structure. He places the queen on a1 so as to attack the a-pawn straight away.

22...♙b6

22...♙e3 is met by 23.♙d3 ♙xc2 24.♙xc2 ♙xc2 25.♙d4 ♙xf2 26.♙xf2 ♙xf2 27.♙xa5.

23.♘d4 ♙xc2

23...♙c5! can be met tactically: 24.b4! ♙c4 (24...axb4? 25.♙xa8+ or 24...♙xa4? 25.bxc5 ♙b4 26.c3+) 25.♙xc4 ♙xa4 26.♙b3 ♙xb3? 27.bxa5

23...♙c3 is answered by 24.♙xa5 ♙xd4 25.♙xa8 ♙xa8 26.♙xa8 ♙c8 27.♙a5.

24.♘xc2 ♙xc2

24...♙xa4? 25.♙xa4 ♙xc2?? 26.♙e8#

25.♙d4! ♙xf2 26.♙xf2 ♘c7 27.♙c3 g6

28.♙e3+

Ex. 2-10

S. Tarrasch – R. Teichmann

San Sebastian 1912

40.a3!+-

(2 points)

This entices the black a-pawn forward to where White can better attack it.

It is equally good to first play 40.♙h8+ and then 41.a3!+- (also 2 points).

40...a5 41.♙h8+ ♙e7

41...♙c7 is followed by 42.♙a8 ♘b6 43.♙a6+- (Tarrasch).

Black now resigned without waiting for White to play 42.♙a8+-.

1-0

Ex. 2-11

H. Atkins – J. Capablanca

London 1922

44...♙b8!

(2 points)

Black is preparing ...b5.

45.♙a3 b5 46.axb5 ♙xb5 47.♙f2 ♘b4

Intending ...♘d3.

48.b3

48.♙e3 ♘d3 49.b3? cxb3+-

48...cxb3 49.♙xb3 ♘c6+

Stronger is 49...♘d3+ 50.♙a4 ♘c4 51.♙xd3 ♙b2.

50.♙c3 ♙b1 51.♙a4?

51.♙e3

51...♙c1+ 52.♙d2

52.♙d3+ is a better defensive try.

52...♙c4 53.♙a1 a4 54.♙a3 ♘a7 55.♙a1

♘b5 56.♙b1 ♙c6 57.♙d3 ♙c3+ 58.♙d2

♙b3 59.♙c1+ ♙b7 60.♙c2 a3 61.♙g3 ♘xd4

62.♙c7+ ♙b6 63.♙c4 ♙b5! 64.♙c8 ♘c6

65.♙a8 ♙b2+ 66.♙e3 ♙xg2 67.♙f2 ♘b4

0-1

Solutions

Ex. 2-12

A.Yusupov – B.Lalic

Yerevan Olympiad 1996

26.♖e1!±

(2 point)

White activates his rooks; the f4-pawn will fall in due course.

26...♜f8 27.♖g2

Black's weaknesses are the g7-knight and the f4-pawn.

27.e5!? was an alternative approach.

27...fxe4 28.♖xe4 ♜xe4 29.♙xe4 ♜e8?!

Black lose after both 29...♙f5? 30.♖xg7†, and 29...♜f5? 30.♜xf4 followed by ♖g5.

The most resilient defence would be 29...♜e7 and then ...♜f8.

30.♙xf4 ♙g4

30...♜f6 31.♖g6+–

31.♜e3 ♜f6 32.f3 ♜xe4 33.fxg4

33.fxe4?! ♜h7 34.e5 dxe5 35.♜xe5† ♜b7±

33...♜xc3?!

33...♜f6 34.g5±

34.♖f2! ♜a4

34...♜g7 35.♙xd6† ♜xd6 36.♜e6† ♜c7

37.♖f7+–

35.♙g5!+– ♜g7

35...♜c8 36.♖f7† ♜b8 37.♜e7+–

35...♜e8 36.♜xe8 ♜xe8 37.♖f7† ♜b8

38.gxh5+–

36.♙f6 ♜xg4 37.♙xh8 ♜xc4† 38.♜b1

♜b4† 39.♜a1 ♜b7 40.♖f4 c4

40...♜b5 41.♜b3+–

41.a3 ♜b5 42.♜e7† ♜a6 43.♜e2

1–0

Scoring

Maximum number of points is 25

- 21 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

- ✓ How to use the comparison method
- ✓ Accurate calculation

Diagram 3-1

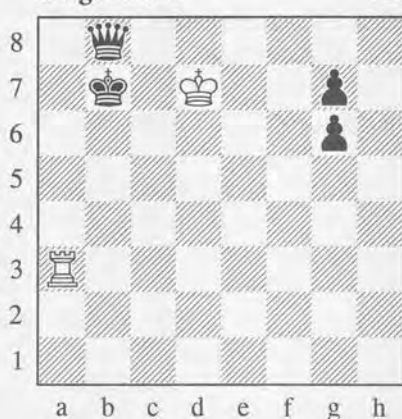
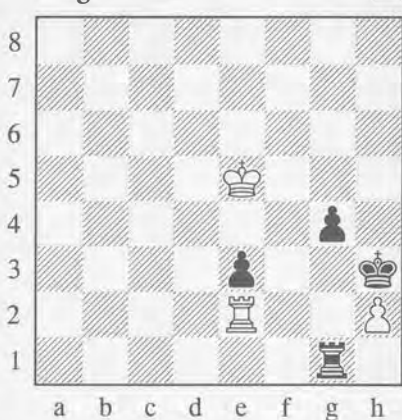


Diagram 3-2



The comparison method

We became acquainted with the comparison method in Chapter 23 of *Build Up Your Chess 3*. We only use it in those situations in which we are called upon to decide between **very similar moves or variations**, or look for the correct order of moves. We then have to compare the moves (or variations). If one move presents a clear advantage, then we have the solution.

Diagram 3-1

End of a study by

G.Nada eishvili

1962

4.♖b3† ♕a8 5.♞a3†!

Here the decision is very clear; for White it is better if the black king is further away from the pawns.

5.♞xb8†? gives Black an extra tempo: 5...♜xb8 6.♜e6 ♜c7 7.♜e5 ♜d7 8.♜f4 ♜e7 9.♜g5 ♜f7+ 5...♞a7†

5...♜b7 6.♞b3†=

6.♞xa7† ♜xa7 7.♜e6 ♜b7 8.♜e5 ♜c6 9.♜f4 ♜d6 10.♜g5=

To make the correct decision, we often have to calculate the necessary variations very accurately, otherwise we can arrive at the wrong conclusion. When doing so, it is very important to consider all the active options available in the first moves.

Diagram 3-2

P.Keres

1946

Black's threat is 1...♞g2. White's only chance is to get his king behind the g-pawn. As well as the natural move 1.♜f4, he also has 1.♜f5. We must work out the essential difference between the two moves.

1.♜f5!!

Instead of this, the natural move would lead to a loss. After 1.♜f4? ♞g2 2.♞xe3† Black plays: 2...♜h4! (but not 2...♜xh2 3.♜g5 g3 4.♜h4! ♞g1 5.♞a3=) 3.♞e8 ♞f2† 4.♜e3 ♞xh2 5.♞h8† ♜g3+

1...♖f1†

Here after 1...♖g2 2.♖xe3† ♕h4 (2...♕xh2 leads to the draw we have already seen: 3.♖g5 g3 4.♕h4!=), White has the saving grace: 3.♖e4! ♖f2† 4.♖f4 Now we see the advantage of choosing the f5-square for the king on the first move. 4...♖f3 5.♕e4=

2.♖g5

2.♕e4? would lose to 2...♖f2.

2...♖f3 3.♖e1!

Not 3.♖a2? ♖f2 4.♖a3 ♖xh2 5.♖xe3† g3-+.

3...g3

If 3...♕xh2, then 4.♕xg4 ♕g2 5.♖e2†=.

3...♕g2 is followed by: 4.♕xg4 ♕f2 5.♖a1 e2 6.h4 ♖g3† 7.♕f5 e1♖ (or 7...♖h3 8.♕g5 ♖a3 9.♖b1 e1♖ 10.♖xe1 ♕xe1 11.h5=) 8.♖xe1 ♕xe1 9.h5=

4.hxg3 ♕xg3 5.♖e2 ♕h3 6.♖a2 ♖f2 7.♖a3 ♖f3 8.♖a2 ♕g3 9.♖e2=

Diagram 3-3

Z.Azmaiparashvili – A.Yusupov

Las Palmas 1993

I had calculated the variation 22...♕xe3 23.fxe3 ♖xb2 24.♕c4 ♖h4 and seen that a draw would result. But which move order is correct – first 22...♕xe3, and only then 23...♖xb2, or vice versa? I saw that after 22...♖xb2 23.♕c4 ♕xe3 White might play 24.♖xe3, and decided to avoid that variation. Unfortunately I overrated the first move order and did not spot the important opportunity that it allowed my opponent.

22...♕xe3?

The correct way was: 22...♖xb2! 23.♕c4 ♕xe3 24.fxe3 (After 24.♖xe3 Black has a simple solution: 24...♖b6 25.♕xb6 axb6† with sufficient compensation for the exchange.) 24...♖h4 25.♕xb2 ♖g3† 26.♕h1 ♕xh3= 27.♖xh3 ♖xh3† 28.♕g1 ♖g3† 29.♕f1 ♖h3† White cannot avoid perpetual check without taking a risk. 30.♕f2?! ♖h2† 31.♕f3? ♖e8! 32.e4 ♖c5-+

23.fxe3 ♖xb2 24.♕e4!

I had simply overlooked this active move!

As we have seen, 24.♕c4 ♖h4= achieves nothing.

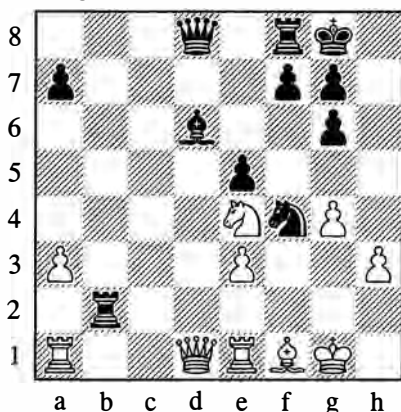
Diagram 3-4

The knight now protects several important squares on the kingside. Black wants to attack at any cost, but White has enough resources for a successful defence.

Diagram 3-3



Diagram 3-4



24...♖xh3†

24...♞h4?! 25.exf4 f5 can be met by: 26.♞d5† ♜h7 (26...♜h8 27.♞xd6+-) 27.♞e2 ♞xe2 28.♜g5† ♜h6 29.♞xe2±

24...♞c7!? was possible, and Black obtains a certain amount of compensation for the piece, though not really enough. For example, 25.♞xd8 ♞xd8 26.exf4 and now either 26...exf4± or 26...♞b6† 27.♜h1 f5 28.♜g5 ♞dd2 29.♜f3 ♞f2 30.♞c4† ♜f8 31.♞f1±.

25.♞xh3 ♞h4

Diagram 3-5

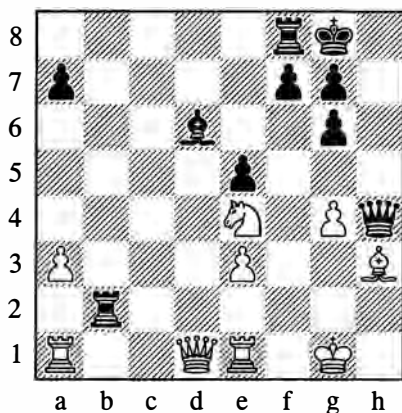


Diagram 3-5

26.♞f3!±

White consolidates his position. Black has only two pawns for the piece, and his final attempt at an attack will be refuted.

26.♞c1? is bad on account of 26...♞fb8!-+, but not 26...♞xh3? 27.♞xb2 ♞xg4† 28.♞g2+-.

White could also play: 26.♞g2 f5?! (26...♞c7±) 27.♞d5† (but not 27.♞xd6? fxe4→) 27...♞f7 28.♞f1!+-

26...f5?!

26...♞xa3 would be an improvement, though White is better after either 27.♞f1± or 27.♞eb1±.

27.gxf5 gxf5

27...♞e7 28.♞eb1+-

28.♜xd6 e4

Diagram 3-6

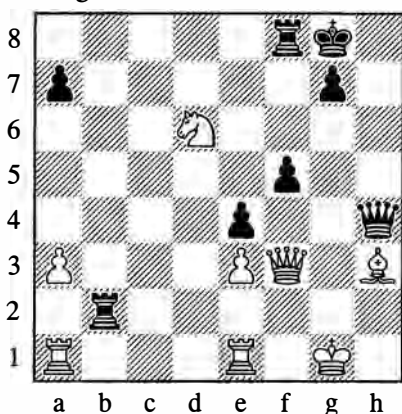


Diagram 3-6

29.♜xe4!

White returns one of the pieces, but forces the exchange of queens.

29...fxe4 30.♞e6† ♜h7 31.♞h3!+- ♞xh3 32.♞xh3 ♞f3

32...♞f6 is more resilient: 33.♞ab1 ♞a2 34.♞b5 ♞g6† 35.♜f1 ♞f6† 36.♞f5 ♜g6 37.♞xf6† ♜xf6 38.♞g2+-

33.♞f1 ♞g3† 34.♜h1 ♞b3

34...♞b6 is met by 35.♞a2+-.

35.♞g2

White has a decisive advantage in material.

35...♜h6 36.♞xe4 ♞ge3 37.♞xe3 ♞xe3 38.♞c6 ♞c3 39.♞b5 ♜g5 40.a4 ♞c7 41.♞d1!

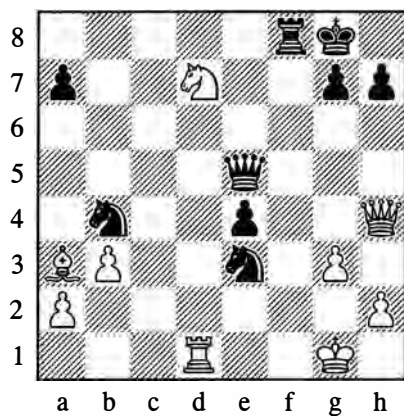
Threatening ♞d7.

41...♞c8 42.♞d7 ♞a8 43.♞xg7† ♜f5 44.♞c6 ♞h8† 45.♜g2 ♞h6 46.♞b5 a6 47.♞d3†

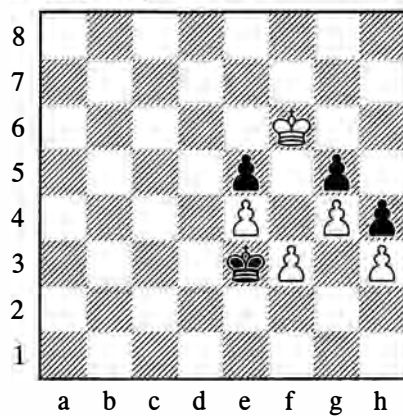
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Exercises

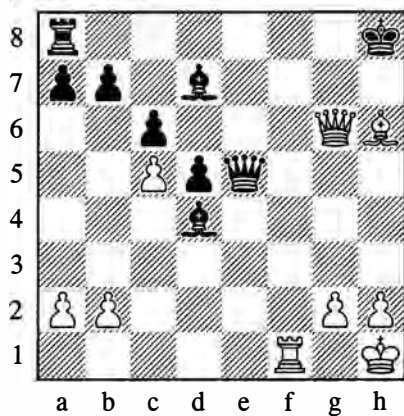
► Ex. 3-1 ◀ ★★★ ▼



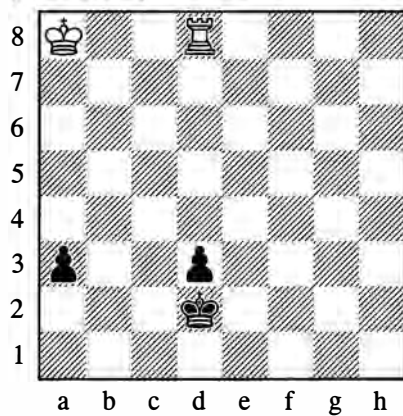
► Ex. 3-4 ◀ ★★ ▼



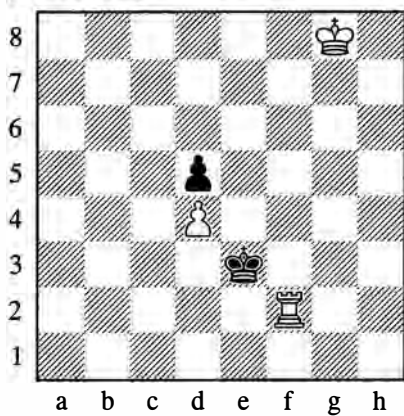
► Ex. 3-2 ◀ ★★ △



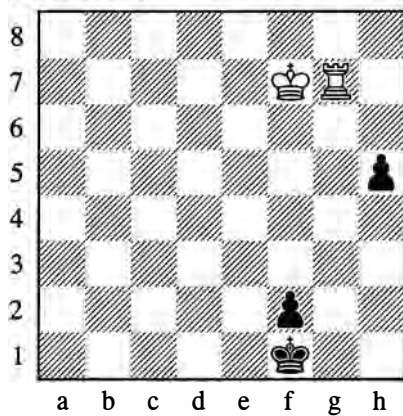
► Ex. 3-5 ◀ ★★★ △



► Ex. 3-3 ◀ ★★★★★ △

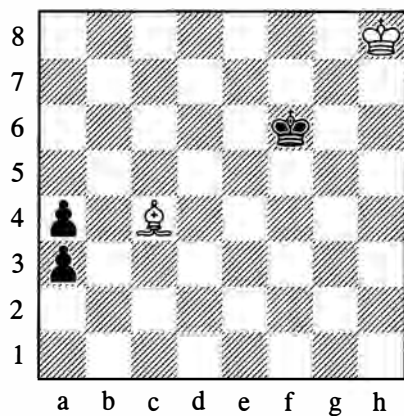


► Ex. 3-6 ◀ ★★★ △

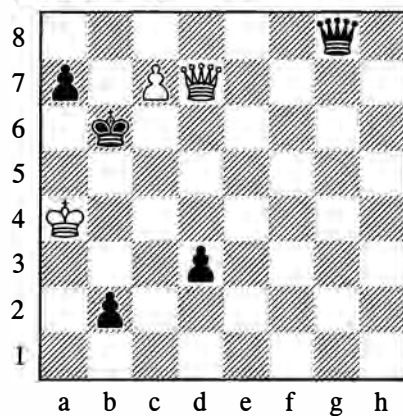


Exercises

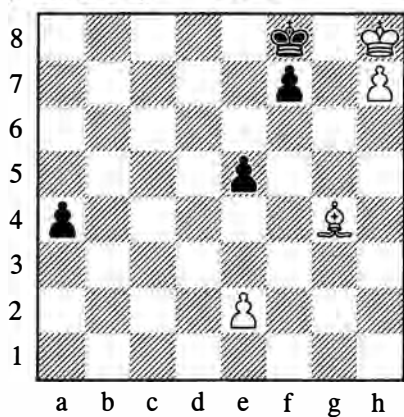
► Ex. 3-7 ◀ ★★ △



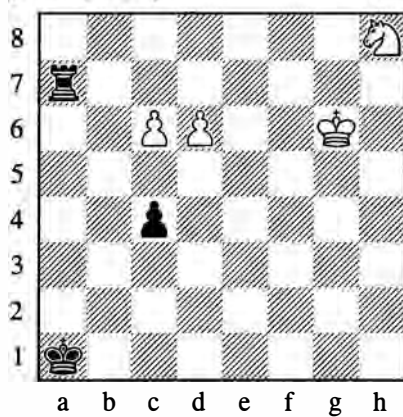
► Ex. 3-10 ◀ ★★ △



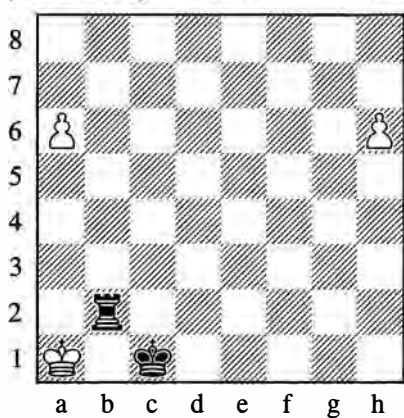
► Ex. 3-8 ◀ ★★★ △



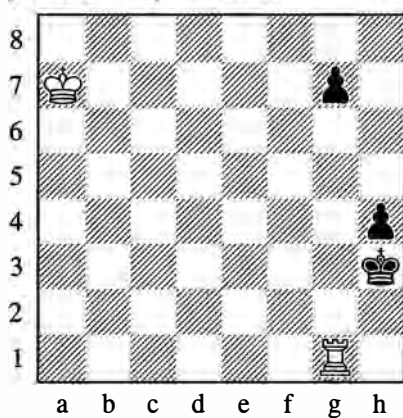
► Ex. 3-11 ◀ ★★★ △



► Ex. 3-9 ◀ ★★ △



► Ex. 3-12 ◀ ★★★ △



Solutions

Ex. 3-1

J. Bradford – R. Byrne

USA Ch, Greenville 1980

The game continued:

30... ♖d4?? 31. ♗xh7† ♕xh7 32. ♘xf8†+–

(1 point for this variation)

32... ♕g8 33. ♗xd4 ♘bc2 34. ♗xe4

1–0

30... ♗f5 (1 point) is a better move. After 31. ♘xf8 ♘xd1 32. ♗xh7† ♗xh7 33. ♘xh7 ♘c2 34. ♘g5† White still has drawing chances.

However, the correct move is: 30... ♗d6!+–.

(2 points)

Black protects the rook on f8 and wins easily in all variations. For example 31. ♗e1 ♗d2 or 31. ♗b1 ♗d4+–.

Ex. 3-2

V. Smyslov – V. Mikenas

USSR Ch, Moscow 1949

27. ♕e3! =

(2 points)

Other bishop moves are no good:

a) 27. ♕g5? ♗g7 28. ♗h5† ♕g8+–

b) 27. ♕f8? ♗e4 28. ♗h6† ♗h7+–

The move in the game leads to a perpetual check: 27... ♗xe3 (27... ♕xe3? 28. ♗f7+–) 28. ♗h5† ♕g8 (28... ♕g7? 29. ♗f7†+–) 29. ♗f7† =

½–½

Ex. 3-3

E. Kolesnikov

1989

1. ♗f8!!

(1 point)

1. ♕f7? achieves nothing on account of: 1... ♕xd4!

(1 point for this variation)

2. ♗f6 (2. ♕e6 ♕e3 3. ♗f5 d4 4. ♗e5† ♕f2 5. ♗d5 ♕e3=) 2... ♕e3 3. ♗e6† ♕f3 4. ♗d6 ♕e4 5. ♕e6 d4=

1... ♕xd4 2. ♕f7 ♕e4 3. ♗e8†!

(another 1 point)

3... ♕f3 4. ♗d8

A standard idea of checking to gain a tempo.

4... ♕e4 5. ♕e6 d4 6. ♕d6!

(another 1 point)

A typical flanking manoeuvre.

6... d3 7. ♕c5 ♕e3 8. ♕c4 d2 9. ♕c3+–

Ex. 3-4

Variation from the game

V. Nedeljkovic – T. Zatulovskaya

Split Olympiad 1963

60... ♕f4!!

(1 point)

60... ♕xf3? is bad: 61. ♕xe5 ♕g3 62. ♕f5! ♕xh3 63. e5 ♕g3 64. e6 h3 65. e7 h2 66. e8 ♗ h1 ♗ 67. ♗e3† ♕h2 68. ♗e5†!+–

61. ♕g6

61. ♕e6 ♕g3 62. ♕xe5 ♕xh3 63. ♕f5 (63. f4 ♕xg4=) 63... ♕g3 64. e5 h3 65. e6 h2=

(another 1 point for this variation)

61... ♕xf3 62. ♕f5

Or 62. ♕xg5 ♕xe4 63. ♕f6 ♕d4 64. g5 e4=.

62... ♕g3 63. ♕xg5 ♕xh3 64. ♕f5 ♕g3 65. g5 h3 66. g6 h2 67. g7 h1 ♗ 68. g8 ♗† ♕f3 69. ♗b3† ♕e2 70. ♕xe5 ♗h8† =

Ex. 3-5

End of a study by

V. Khortov

1962

4. ♗d4!!

(2 points)

4. ♗d7? loses because of the following line:

4... ♕c2 5. ♗c7† ♕b3 6. ♗d7 ♕c4 7. ♗c7† ♕b5 8. ♗b7† ♕c6 9. ♗b1 a2+–

4... ♕c3 5. ♗a4 ♕b3 6. ♗d4 ♕c2 7. ♗c4†

(another 1 point)

7... ♕b2 8. ♗b4† ♕c3 9. ♗a4=

½–½

Solutions

Ex. 3-6

V.Chekhover

1949

1.♔g8!!

(2 points)

1.♖g6 loses to 1...h4 2.♖h6 h3 3.♖xh3 ♔g2.

1...h4 2.♖h7 h3!?

Or 2...♔g2 3.♖g7+ ♔h2 4.♖f7=.

3.♖xh3 ♔g2 4.♖h7!

(another 1 point)

4...f1 ♖ 5.♖g7+ ♔h3 6.♖h7+ ♔g4 7.♖g7+=

Ex. 3-7

End of a study by

G.Nadareishvili

1951

2.♕g8!!

(2 points)

Otherwise White loses an important tempo.
For example: 2.♔h7? ♔e5 3.♔g6 ♔d4 4.♔f7 ♔c3 5.♔f5 ♔b2 6.♔e4 a2+.

2...♔e5 3.♔g7 ♔d4 4.♔f6 ♔c3 5.♔e5 ♔b2 6.♔d4 a2 7.♔xa2 ♔xa2 8.♔c3 a3 9.♔c2=

Ex. 3-8

G.Nadareishvili

1952

1.♕e6!

(1 point)

But not 1.e4? a3 2.♕e6 on account of:
2...f5! 3.exf5 e4 4.♕g8 e3 5.f6 a2!+.

1...f6

White also draw after 1...fxe6 2.e4= or
1...a3 2.♕xf7 ♔xf7 3.e4=.

2.e4!

(another 1 point)

2...a3 3.♕g8!

(another 1 point)

3...f5! 4.exf5 e4 5.f6 e3 6.f7 e2 stalemate

Ex. 3-9

G.Nadareishvili

1955

1.a7!

(1 point)

Of course not 1.h7?? ♖b6+.

1...♖b1+ 2.♔a2 ♖b2+ 3.♔a3 ♔b1 4.h7 ♖a2+ 5.♔b4 ♖b2+ 6.♔a5

White must be careful not to allow the rook to the 8th rank, for example 6.♔c3? ♖c2+ 7.♔d3 ♖c8 would be a draw.

6...♖a2+ 7.♔b6 ♖b2+ 8.♔c7 ♖c2+ 9.♔d7 ♖d2+ 10.♔e7 ♖e2+ 11.♔f7 ♖f2+ 12.♔g6 ♖g2+

12...♖f8 13.♔g7+.

13.♔h5 ♖a2 14.♔g4 ♖g2+

Or 14...♖a4+ 15.♔g3 ♖a3+ 16.♔f2 ♖a2+ 17.♔e1+.

15.♔f3+.

(another 1 point for this winning plan)

Ex. 3-10

End of a study by

G.Nadareishvili

1958

7.c8♖!

(1 point)

7.c8♖? is bad: 7...♖a2+ 8.♔b4 b1♖+ 9.♔c3 ♖bb2+ 10.♔xd3 ♖e2+ 11.♔c3 ♖ab2#

7...♔c5

7...♖xc8 8.♖xc8 b1♖ 9.♖b8+ ♔c5 10.♖xb1+.

8.♖d6+ ♔c4 9.♖b4+ ♔d5 10.♔e7+!+.

(another 1 point)

But not 10.♖b3+? ♔d4=.

Solutions

Ex. 3-11

G.Nadareishvili

1960

1.c7!

(1 point)

1.d7 is wrong: 1...♞xd7! 2.cxd7 c3 3.d8♞c2=

1...♞a8 2.d7 c3 3.c8♞

(another 1 point)

3.d8♞? ♞xd8 4.cxd8♞ c2=

3...♞xc8 4.dxc8♞!

(another 1 point)

This is simplest, although 4.dxc8♞ c2 5.♟f7! (also 1 point) is good enough too: 5...♟b1 (5...♟b2 6.♜e5+–) 6.♞f5 ♟a1 7.♞f1† ♟b2 8.♜e5+–

4...♟b2 5.♜f7 c2 6.♜e5+–

The knight gets back in time.

Ex. 3-12

G.Nadareishvili

1961

1.♞g5!

(1 point)

Other moves do not win:

a) 1.♞xg7? ♟h2 2.♟b6 h3 3.♟c5 ♟h1 4.♟d4 h2=

b) 1.♟b6? g5!

(another 1 point for this variation)

2.♟c5 ♟h2 3.♞a1 (3.♞xg5 h3 4.♟d4 ♟h1 5.♟e3 h2=) 3...g4 4.♟d4 g3 5.♟e3 g2 6.♟f2 h3 7.♞d1 g1♞† 8.♞xg1=

c) 1.♞g6? ♟h2 2.♟b6 h3 3.♟c5 ♟h1 4.♟d4 h2 5.♞g3 g5 6.♟e3 g4=

1...♟h2 2.♟b6 h3 3.♟c5 ♟h1 4.♟d4 h2 5.♟e3 g6 6.♞g3! g5 7.♟f2 g4 8.♞a3 g3† 9.♟xg3 ♟g1 10.♞a1#

(another 1 point)

Scoring

Maximum number of points is 32

27 points and above.....>Excellent

22 points and above.....>Good

16 points.....>Pass mark

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

Contents

✓ Guidelines

- 1) Middlegame
- 2) Endgame
- 3) Exchanging pieces
- 4) Passed pawns
- 5) Open files
- 6) Outposts for minor pieces
- 7) Blockade
- 8) Play on one wing

Diagram 4-1



Rook against two minor pieces

Situations in which one side has a rook plus one or two pawns in return for two minor pieces are very hard to evaluate and to play. The evaluation of such positions often depends on positional factors.

Here are some useful guidelines which are important for the evaluation:

- 1) In the middlegame two minor pieces are as a rule stronger than a rook plus a pawn, and often stronger even than a rook plus two pawns.
- 2) In the endgame the balance shifts more in the direction of the rook and pawns – even a rook plus one pawn can be better than two minor pieces. The pawn structure plays a decisive role in the evaluation of the position. (See also Guidelines 4, 6, 7 and 8.)

Diagram 4-1

P.Leko – V.Kramnik

Budapest (rapid – 4) 2001

White has only rook and one pawn for the two strong bishops. He does not yet have a passed pawn on the kingside. And most important of all, Black can protect his kingside very well with his dark-squared bishop, which has the safe f6-square at its disposal. The light-squared bishop can attack the white queenside pawns. The position is clearly better for Black.

27...♙c3 28.♞d3 ♙f6 29.f4

The only counterplay consists of a kingside attack.

29...♙g6

The bishops complement each other brilliantly.

30.♞d1 h5!

Kramnik first wants to contest the counterplay and block the white pawns.

31.♙f2 ♙c2 32.♞d2 ♙b1 33.♙f3 a5 34.g3

If 34.h3? then 34...h4 and White can achieve nothing on the kingside.

34...♙c3 35.♞e2 ♙f5

Black prevents h2-h3 followed by g3-g4.

36.♖e7 ♜c6!

The black king joins in the play and supports the attack on the queenside.

Diagram 4-2

37.♜e2 ♙f6 38.♞e3 ♜c5 39.♜d2 ♜b4 40.♜c1 ♜a3 41.♞e2 a4!

With this move Black isolates the white pawns and creates two pawn weaknesses on a2 and c4.

42.bxa4 ♜xa4 43.♞e8 ♜b4 44.♞h8 g6 45.♞h7 c6 46.♞c7 ♙e4 47.h3

47.♞f7 ♙d4 48.♞e7 ♙f5 49.♞c7 would also offer no hope on account of: 49...♜c3! 50.♜d1 (or 50.♞xc6 ♙c2! 51.♞e6 ♙c5+) 50...♙e4 51.♞e7 ♙c2+ →

47...♜xc4 48.g4 hxg4 49.hxg4 c5

Black has won a pawn and now simply wants to advance his pawns, either to get a passed pawn or even better to win the pawn on a2 and have two connected passed pawns.

Diagram 4-3

50.♜d2 b5 51.♞f7 ♙c3+ 52.♜e3 ♙b1 53.f5

The counterplay comes too late. The bishops fight well against the white passed pawn, even from afar.

53...gxf5 54.g5 b4 55.g6 f4+!

The simplest solution.

56.♞xf4+ ♙d4+

After the capture of the pawn on the kingside, White's last hopes can be buried.

0-1

3) In general the side with a rook gets an advantage from the **exchange of pieces**, because this reduces the danger of his opponent mounting an attack on the king, and in addition it is much easier to penetrate the opposing position with a rook.

4) A **passed pawn** can be of enormous benefit to the side with the rook.

Diagram 4-4

I.Morovic – A.Yusupov

Tunis 1985

Black has two pawns and a rook for two minor pieces, and thus a slight advantage in material. The good pawn structure is even more important, as are the

Diagram 4-2

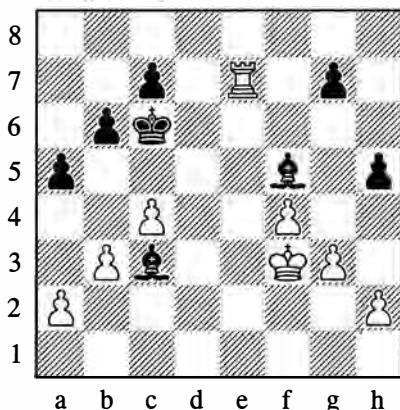


Diagram 4-3

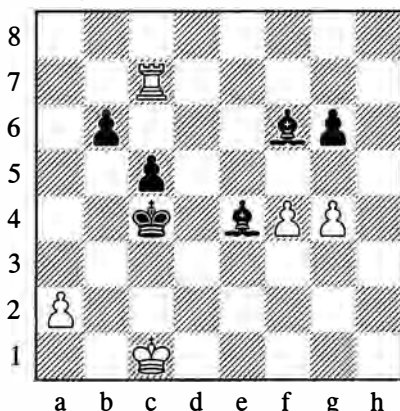
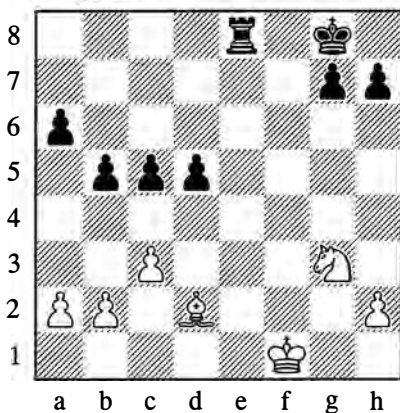


Diagram 4-4



possibilities of obtaining a passed pawn. Here Black has a clear advantage.

25...♔f7

The immediate 25...a5!? followed by 26...b4 is also possible, but it is more natural for the king to come and support its pawns.

26.♔f2 ♕e6 27.♙e3 ♖f8†!?

27...♖c8 28.♘h5 g6 29.♘f4† ♕d6 30.♘d3

28.♔e2 ♕d6 29.♘h5 ♖f7

But not 29...g5? 30.♙xg5! ♖f5 31.♙f4† ♕d7 32.♔f3! ♖xh5? because of 33.♔g4+- (Morovic).

30.♘f4 d4!? 31.cxd4 cxd4 32.♙d2 g5

32...a5!?

33.♘d3

Diagram 4-5

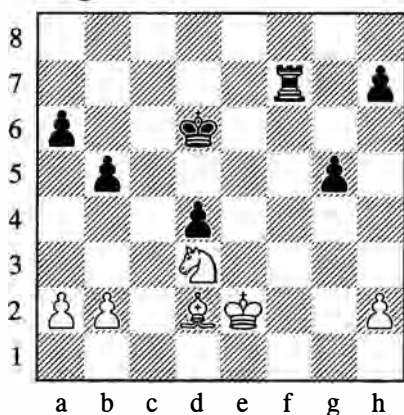


Diagram 4-5

Black has a passed pawn, but it is safely blockaded. It is now important for Black to make the most of his advantages on the kingside.

33...g4?!

Black unnecessarily allows his pawns to be blockaded and thus makes his task harder.

The correct move was 33...h6+. For example: 34.♘b4 a5 35.♘c2 ♕d5 36.♙xa5 ♕e4 37.♘e1 ♖a7 38.b4 g4 39.♘d3 h5+-

34.♙h6

White fails to find the correct defence of 34.♙e1+.

34...♔e6 35.♘c5†

Again White should post his bishop on the e1-h4 diagonal, with 35.♙f4! followed by ♙g3.

35...♔f5 36.♘d3

36.♘xa6?? loses to 36...♖f6.

36...♖c7

If 36...♖f6 37.♙f4! h5, then 38.♙g3 ♕g5 39.♘c5!+.

37.♔d2

Preventing 37...♖c2†.

37...♖c6

Diagram 4-6

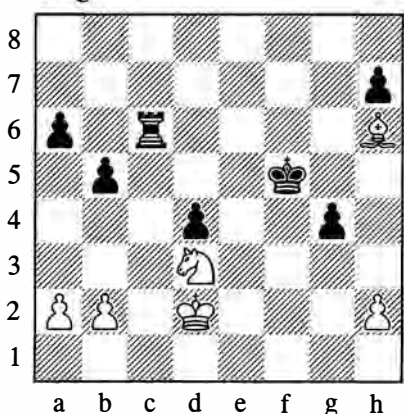


Diagram 4-6

38.♙g7?

White gets his priorities wrong. The d4-pawn is blockaded and less important. The real danger is threatening on the kingside, where White should not give up the blockade.

38.♙f4! is correct: 38...♕e4 39.♙g3 (39...♔f3?? 40.♘e5†+-) 39...♖c8 40.♙h4 h5 (40...♔f3 41.♘e1†) 41.♙g3 ♕f3 42.♘e1† and Black makes no progress.

38...h5! 39.♙xd4 ♖e4 40.♙c5 ♘h4

White may have got rid of the d4-pawn, but now he has to fight against an even more dangerous outside passed pawn.

41.♙e2

Diagram 4-7

41...a5!?

41...g3 is also good: 42.hxg3 hxg3 43.b4 g2! (43...a5!?) 44.♖f2 ♕d5! 45.♖h3 ♖c4 46.♕f2 a5+ 42.♖f2 ♕d5 43.b4 g3!?

43...axb4 would be better: 44.♙xb4 ♖c2 ♕e3 g3 46.hxg3 hxg3 47.♖h3 ♖xa2 48.♕f3 g2 49.♙e1 ♖c4+ 44.hxg3 hxg3 45.♖d3!?

If 45.♖g4?! then 45...♖e4 46.♖e3 axb4 47.♙xb4 ♖f6 48.♙e1 ♖a6+.

45.♖d1! is more stubborn: 45...♖f6 46.a3 a4

45...axb4 46.♙e3

46.♙xb4 loses after 46...♖c2 47.♙d2 ♕d4.

46...♖c2 47.♖d1

In time trouble, Black repeats moves. Of course 47...♖h2! was already possible.

47...♖c3 48.♖e2

If 48.♖xb4, then 48...♖c4 49.♖c2 ♕d3+.

48...♖e4 49.♖c5 ♕f5 50.♖d3 ♖e4 51.♖c5 ♕d5 52.♖d3 ♖c2 53.♖d1 ♖h2!+.

Diagram 4-8

The white pieces can no longer be coordinated.

54.♙g1 ♖h1 55.♖f4 ♖e4 56.♖e2 ♕f3

White resigned, in view of 57.♖d2 ♖h2!+.

0-1

5) It is easy to coordinate a rook with its king. But a rook needs open files in order to penetrate the opposing camp (the seventh/second rank) and attack the opposing pawns or pieces.

6) For the side with the minor pieces, it can be very important that these pieces possess **stable squares protected by pawns**, so that the rook cannot attack them. The pieces, especially bishops, may then also protect their own pawns from an attack by the rook.

7) If the side with the minor pieces can **blockade** the opposing pawns, then his pieces will obtain some good squares, and he often gets an advantage.

Diagram 4-7

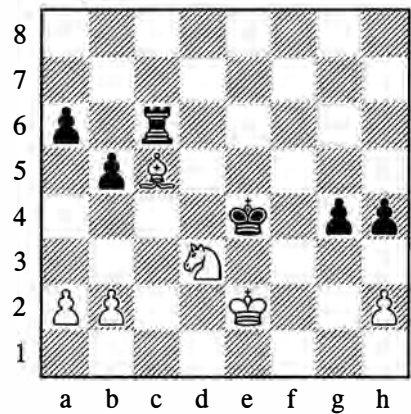


Diagram 4-8

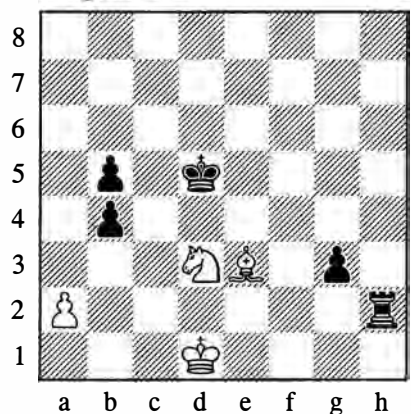


Diagram 4-9

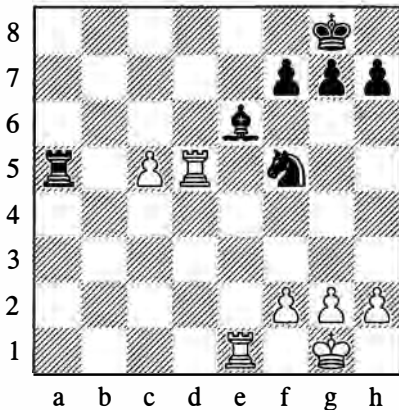


Diagram 4-10

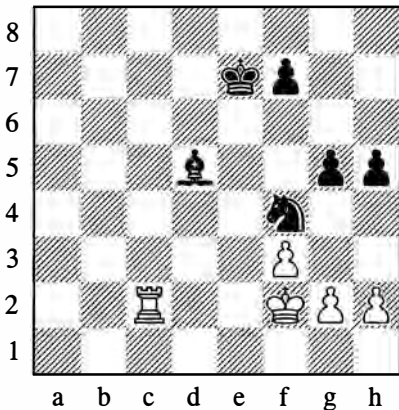


Diagram 4-9

T.Nedev – A.Yusupov

Dresden 1998

Black will win the c-pawn and gets a better ending. White must try to exchange a pair of rooks.

25...♖f8! 26.♞dd1 ♞xc5 27.♞c1! ♞d5

It makes no sense to let oneself be pinned:
27...♞c4?! 28.♞e4 (28.♞ed1!?) 28...♜d6 29.♞d4

28.♞ed1 ♜d4

In this way Black gains a few tempi.

29.♖h1

29.♞c4?? ♜e2+–

29...♖e7 30.♞c4 ♜e2 31.♞xd5 ♞xd5 32.♞c2 ♜f4 33.f3 g5 34.♖g1 h5 35.♖f2

Diagram 4-10

Lasker managed to save a similar ending against Capablanca. However, in my game the position of the pawn on f7 provides better support for the bishop (Capablanca had already advanced his f-pawn). I am not convinced that Black should definitely win this ending, but the defence is extremely difficult for the opponent.

35...♖e6 36.♞c8 ♖f5 37.♞d8 ♞e6 38.♞a8 ♜d3† 39.♖e2 ♜e5 40.♞h8!?

It would be better to control the fourth rank with
40.♞a4!?

40...h4 41.♞d8 ♞d7!

Black intends to continue with **...♞c6** and **...h3**.

42.♞b8 ♞c6

42...h3!? would also be interesting: **43.g4† ♖e6 44.♞h8 ♜g6 45.♞h6 ♖e5 46.♖e3 ♜f4†**

43.♞b3?!

43.h3!? is the correct defence: **43...♖f4 44.♖f2†**

43...♞d5 44.♞a3 h3!

Black aims to weaken the white pawns.

Diagram 4-11

45.gxh3

After 45.g4+!? I cannot find a simple win for Black:

a) If 45...♟f4 46.♞a4+ ♔c4+ 47.♟f2 f6, as in the game, then: 48.♞a5! f5 (nothing is achieved by 48...♟d3+ 49.♟e2 ♟b2+ 50.♟f2 ♟d1+ 51.♟e1 ♟e3 52.♟f2, nor 48...♟b3 49.♞b5) 49.gxf5 ♟xf3 50.♞a4 ♟d2 (50...♟e5? 51.f6=) 51.♟e1! (51.f6? ♟e4+ 52.♟g1 ♔d5+→) 51...♟e3 52.♞a3+ ♔d3 53.f6 ♟f3+ 54.♟d1 ♟e5 55.♞a5! ♟f7 56.♞a7 ♔g6 57.♞a3+♣

b) 45...♟e6!? is perhaps a better try: 46.♞a6+ ♟e7+ 45...♟f4 46.♞a4+ ♔c4+ 47.♟f2 f6

Here White does not have a resource such as 48.♞a5 in variation 'a' above, and so he is in zugzwang.

Diagram 4-12

48.♞a3

After 48.♟g2?! ♟e3 49.♟g3 f5+→ the f3-pawn falls.

48...♟b5 49.♞b3

49.♞a5 is followed by 49...♟c6 50.♞a6 f5+→.

49...♟d3+ 50.♟g2 ♔c4 51.♞c3!?

This allows Black's subsequent regrouping.

51.♞a3! would be more resilient: 51...♟b2! (Nothing is achieved by 51...♟e3 52.h4! nor by 51...♟e5 52.♟f2 ♔d5 53.♞a4+ ♟f5 54.h4.) 52.♟f2 f5 53.♟g2 ♔d5 54.♟f2 ♔e6 and now:

a) 55.♟g2 ♟c4 56.♞a4 (56.♞c3 ♟e3+→ or 56.♞d3 ♟e5 57.♞d6 ♔c4+→) 56...♟e3+→

b) 55.♞a6 ♔c4 56.♞a3 ♟d3+ 57.♟e2 (57.♟g2 ♟e3+→) 57...♟e5+ 58.♟f2 ♔b5 59.♞b3 ♔c6 60.♞b4+ ♔e4!→

51...♟e5 52.♞a3 ♔d5 53.♞a4+ ♟e3 54.♟g3 f5!→

Diagram 4-13

55.♞a3+

55.f4 gxf4+ 56.♞xf4 ♔e4 57.h4 ♟d3+→

55...♟d3 56.h4

Or 56.♞xd3+ ♟xd3 57.f4 ♟e3+→.

56...gxh4+ 57.♟xh4 ♔xf3 58.♟g5 ♔e4!

And the f-pawn decides the game.

59.♞a6 f4 60.♞f6 f3 61.h4 f2 62.♞xf2 ♟xf2 63.h5 ♟f3 64.♟f6

Black can easily disarm the h-pawn: 64.h6 ♟g4+→

64...♟f4 65.h6 ♟h3

Black will play ...♟g5 next. White had no desire to witness his opponent's mating technique.

0-1

Diagram 4-11

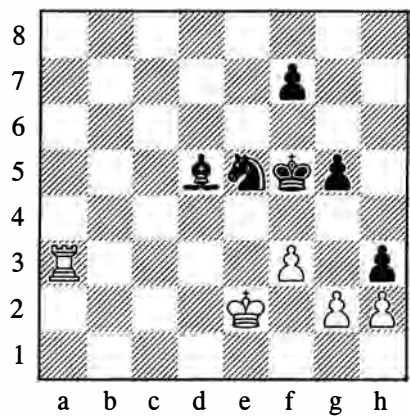


Diagram 4-12

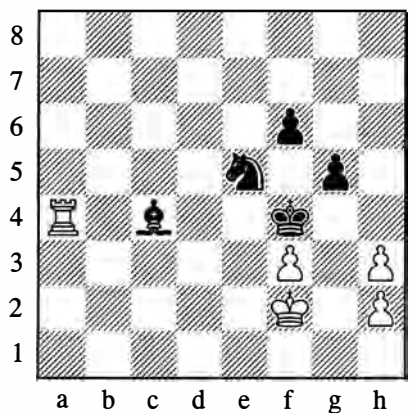
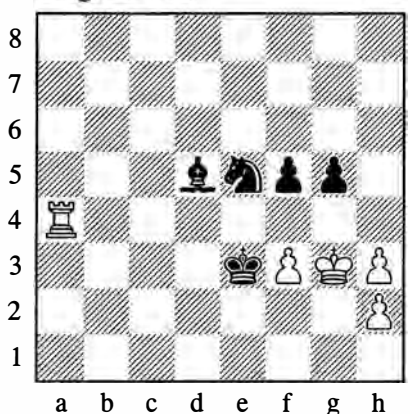
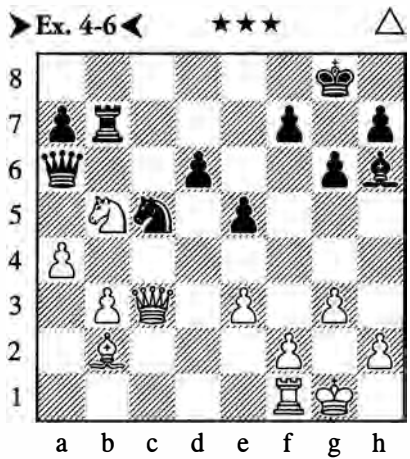
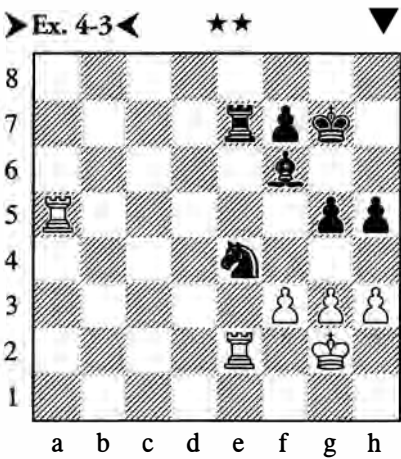
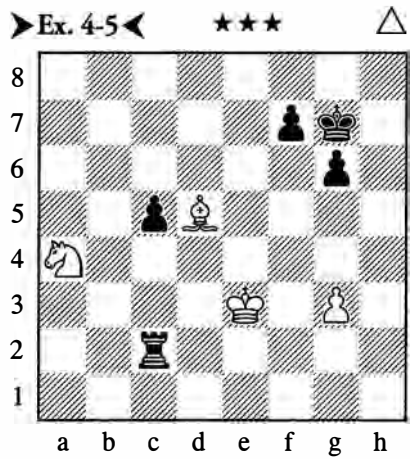
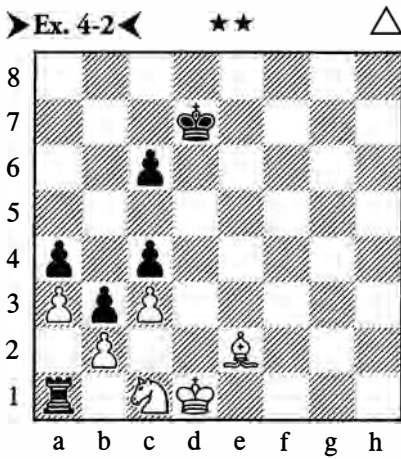
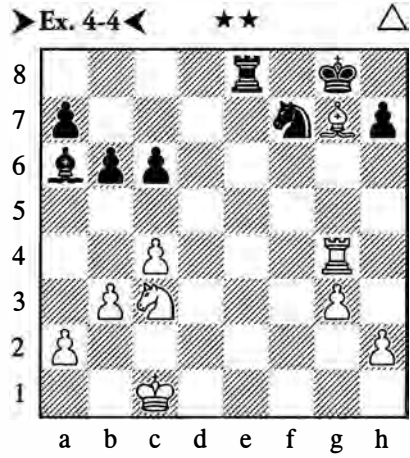
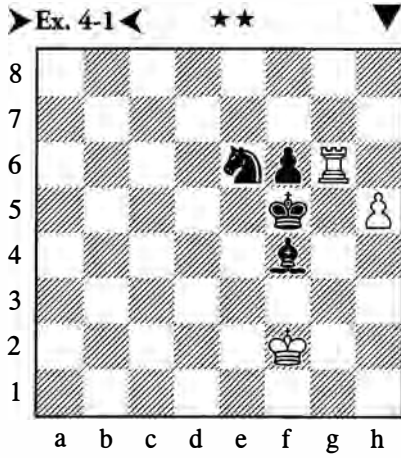


Diagram 4-13

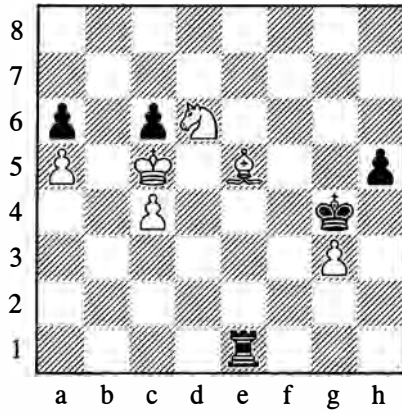


Exercises

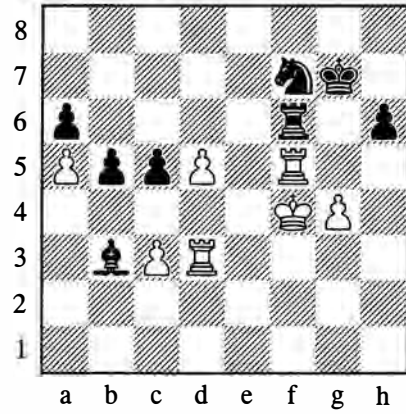


Exercises

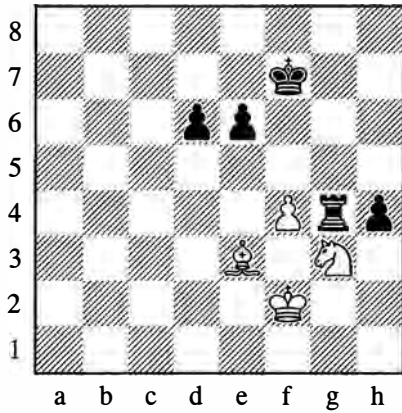
► Ex. 4-7 ◀ ★★ △



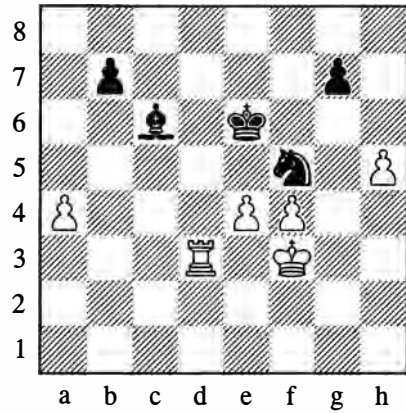
► Ex. 4-10 ◀ ★★ ▼



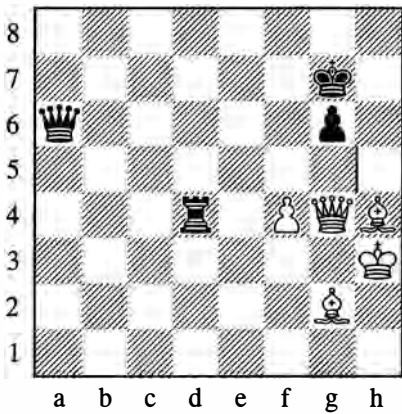
► Ex. 4-8 ◀ ★★ △



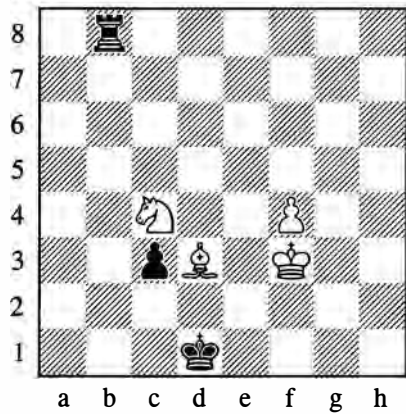
► Ex. 4-11 ◀ ★★ △



► Ex. 4-9 ◀ ★ ▼



► Ex. 4-12 ◀ ★★★ ▼



Solutions

Ex. 4-1

K.Mueller – A.Yusupov

Hamburg 1991

93...♙g5!

(1 point)

Black will win the h-pawn.

94.♖g8 ♜f4 95.♞h8 ♜g4 96.h6 ♜h5 97.h7 ♜h6 98.♜f3 ♜g6!

(another 1 point)

But not 98...♜g7 99.♞f8 ♜xh7? which lets White draw with 100.♞xf6!.

99.♞a8 ♜xh7 100.♜g4 ♜e7! 101.♜h5

101.♞a7 ♜g6!–+

101...♜g7–+ 102.♞a5 ♙f4 103.♞a6 ♙e5 104.♞b6 ♜f7 105.♞a6 ♜c8 106.♞c6 ♜d6 107.♞a6 ♜e4 108.♜g4 ♜g6 109.♞c6 ♙d6 110.♞a6 f5† 111.♜f3 ♜f6 112.♜e3 ♜g5 113.♜f3 ♜d2† 114.♜e2 ♙f4 115.♞a4 ♜g4 116.♜f2 ♜e4† 117.♜g2 ♙d2! 118.♞d4 ♙c3 119.♞d8 f4 120.♞d3 ♙d2 121.♞a3 ♙c3 122.♞a4 f3† 123.♜f1 ♜f4 124.♞a8 ♙b4 125.♞a4 ♜e3 126.♞xb4 ♜d2†

0–1

Ex. 4-2

F.Simkovich

1927

Black threatens not only 1...♞b1, but also 1...♞a2.

1.♙g4†

1.♙xc4? ♞b1–+

1...♜d6 2.♙f5!

(1 point)

2...♞a2 3.♜xa2!! bxa2 4.♜c1 a1♙† 5.♙b1=

(another 1 point)

White will simply play ♜c2-c1-c2, and Black can make no progress.

Ex. 4-3

J.Timman – A.Karpov

Bugojno 1980

The following annotations are based on analysis by Timman.

56...♜c5!

(2 points)

The alternatives are clearly worse:

a) 56...♜c3 57.♞xe7 ♙xe7 58.h4! gxf4 59.♞xh5=

b) 56...♜d6? 57.♞xe7 ♙xe7 58.h4! gxf4 59.♞e5! (59.♞xh5? f5! 60.gxf4? ♙f6 followed by ...♜g6–+) 59...♜f6 (59...♙d8 60.♞d5!) 60.♞xh5=

57.♞xe7 ♙xe7–+

The weakness of the g3-pawn is the important factor.

58.♞a7

Or 58.f4 gxf4 59.gxf4 f5–+ and Black will target the weak f4-pawn with ...♜f6, ...♙d6 and ...♜e6.

58...♙d6 59.♞a8 h4 60.gxf4 gxf4 61.♜f2 ♜e6 62.♞a1 ♙g3† 63.♜e3 ♜f4 64.♞h1 ♜f6 65.♜e4 ♜e6 66.♜d4 ♜f5 67.♜c3 ♜e6 68.♜d3 ♜f4 69.♜e2 ♜g5!

Black avoids the trap 69...♜d4† 70.♜d3 ♜xf3?? 71.♞f1=, when ♜e2 will win the knight.

0–1

Ex. 4-4

A.Yusupov – A.Barreras

Cienfuegos 1979

28.♜e4!?

(1 point)

28.♙d4† ♜f8 29.♜e4 (1 point) is less precise: 29...♞e6 (29...♙c8 30.♞f4 ♙f5 31.♜f6 ♞d8 32.♙xb6 axb6 33.♞xf5+–) 30.♞f4 ♜e7±

28...♞xe4 29.♞xe4 ♜xg7 30.♞e7+–

(another 1 point)

30...♙c8 31.♞xa7 ♙g4 32.♞b7 ♜f6 33.♞xb6 ♜e5 34.a4 ♙f3 35.a5 ♜d7 36.♞b7 ♜e6

Solutions

37.a6 c5 38.♖c7 ♘d6 39.♖c8 ♙b6 40.♖f8
 ♙e4 41.♘d2 ♘c7 42.♖f7† ♘c6 43.g4 ♘c8
 44.♘e3 ♘b6 45.♖f8
 1-0

Ex. 4-5

A.Yusupov – E.Mortensen

Esbjerg 1980

44.g4!=

(2 points)

Now White can protect the g-pawn with the bishop.

44.♘d3 ♖c1 45.♘d2 is worse, because of 45...♖g1±.

First 44.♙b3 ♖c1 and only then 45.g4 (also 2 points) is just as good.

44...♘f8

44...♘f6 45.♙b3 ♖c1 46.♘d2 ♖g1 47.♙d1 c4 48.♙b2!=

(1 point for this variation)

45.♙b3 ♖g2

Or 45...♖c1 46.♘d2 ♖g1 47.♙d1 c4 48.♙b2=.

46.♘f3 ♖g1 47.♙xc5 ♖c1 48.♙e4 f5
 49.gxf5 gxf5 50.♙d2 ♖c3†
 ½-½

Ex. 4-6

A.Yusupov – H.Wegner

Hamburg 1991

23.♙a3!

(2 points)

Other moves are slightly worse and earn 1 consolation point: 23.f4 ♙g7± or 23.♙d1 ♙f8± or 23.♖c1 ♙f8±

23...♖xb5?!

23...♖c6?! 24.b4 a6 25.♙xd6 ♖xd6
 26.bxc5+–

The best defence is to give up a pawn with 23...♙f8 24.♙xc5 dxc5 25.♖xe5±.

24.axb5 ♖xa3 25.♖a1 ♖xb3 26.♖xb3 ♙xb3
 27.♖xa7 ♙c5 28.b6

(another 1 point)

28...♙f8 29.b7

29.g4!?

29...♙xb7 30.♖xb7+–

Ex. 4-7

A.Yusupov – M.Muse

Bundesliga 2001

45.♙f7!

(2 points)

But not 45.♙f4? h4 46.gxh4! ♘xf4 47.♘xc6 ♖h1 48.♘b6 ♘e5 49.c5 ♖xh4 50.♘xa6 ♘d5=.

45...♘f5

45...♖f1 46.♙d8+–

46.♙c7 ♖e7 47.♙d6† ♘e6 48.♘xc6+–
 ♖g7 49.♙b7 ♖g4 50.c5 h4 51.gxh4 ♖xh4
 52.♙d6

1-0

Ex. 4-8

A.Yusupov – R.Schmaltz

German Ch, Bremen 1998

60.♙e4!

(1 point)

60...d5

If 60...♘e7, then 61.♘f3 ♖g8 62.♙g5= and the h-pawn is lost.

61.♘f3!=

(another 1 point)

The key move.

The immediate 61.♙g5†? is bad: 61...♘f6 62.♘f3 ♖g3†+–

61...♖g8 62.♙g5† ♘f6 63.♘g4 e5 64.fxe5†
 ♘xe5 65.♙f4† ♘f6 66.♘xh4 ♖xg5
 67.♙xg5†
 ½-½

Ex. 4-9

A.Sokolov – A.Yusupov

Moscow 1981

79...♖d3†! 80.♘h2 ♖f5!=

(1 point)

Solutions

Exchanging queens is the simplest solution.

The game continued:

81. ♖xf5 gxf5 82. ♖g3 ♖d3† 83. ♖f2 ♖g6
84. ♖e7 ♖d2† 85. ♖f3 ♖b2 86. ♖f1 ♖b3†
87. ♖f2 ♖c3 88. ♖e2 ♖b3 89. ♖d6 ♖c3
90. ♖e1 ♖c2 91. ♖d1 ♖a2 92. ♖e5 ♖h6
93. ♖d3 ♖g6 94. ♖c2 ♖a8 95. ♖d2 ♖f8
96. ♖d1 ♖d8† 97. ♖c2 ♖a8 98. ♖c3 ♖c8†
99. ♖d3 ♖d8† 100. ♖d4 ♖c8 101. ♖f3 ♖c1
102. ♖e2 ♖c8 103. ♖e5 ♖d8† 104. ♖c4 ♖d7
105. ♖f3 ♖d8 106. ♖e2 ♖d7 107. ♖c5 ♖d2
108. ♖f1 ♖h5 109. ♖h3 ♖g6 110. ♖d4 ♖h2
111. ♖f1 ♖h5 112. ♖d5 ♖g4 113. ♖e5 ♖a2
114. ♖c3 ♖f2 115. ♖d3 ♖xf4 116. ♖e2† ♖g3
117. ♖e1† ♖f2=
½–½

Ex. 4-10

G.Kamsky – V.Anand

Candidates Match (2), Sanghi Nagar 1994

47... ♖d6?

Here the exchange of rooks is fundamentally wrong (see Guideline 3). Anand had overlooked a tactical finesse by his opponent.

Either 47... ♖d6† (Anand) or 47... ♖g6 is correct.

(2 points for either move)

48. ♖xf6 ♖xf6 49. ♖e3! ♖xd5 50. ♖e5 ♖b7
51. ♖xc5 ♖c4 52. ♖c7 ♖xa5 53. ♖h7 ♖g6
54. ♖d7 ♖c8 55. ♖d8 ♖e6 56. ♖d6 ♖f6
57. ♖xa6 ♖c4 58. ♖c6 ♖e5 59. ♖b6
½–½

Ex. 4-11

E.Bogoljubow – Em.Lasker

Moscow 1925

46. ♖c3!

(1 point)

46.a5 ♖d6 47. ♖d4 ♖xe4!†

46... ♖d6 47. ♖xc6!

(another 1 point)

The exchange sacrifice secures the white position.

47... ♖xc6 48.a5 c5 49.a6 ♖b5 50. ♖e3 c4
51. ♖d2 ♖d6 52. ♖e3 ♖e6

52... ♖c7 53.e5= does not promise Black anything.

½–½

Ex. 4-12

A.Beliavsky – A.Miles

Thessaloniki Olympiad 1984

69... ♖h8?!

This makes the defence considerably more difficult. In such situations every chance to force a draw must be exploited.

69...c2! is correct: 70. ♖e3† ♖d2 71. ♖xc2 ♖c8! and then ... ♖c3=.

(3 points for this variation)

70. ♖e4 ♖e1 71. ♖a3 ♖d1 72. ♖f5 ♖h7?

Unnecessarily wasting time.

72... ♖c1! would be correct: 73. ♖f4 ♖b2 74. ♖c4† ♖b3 75. ♖e3 ♖f8 Paradoxically, the king is better on the queenside than in the centre.

73. ♖f4 ♖f7 74. ♖e5 ♖e7† 75. ♖d4 ♖e2 76. ♖f6 ♖c7 77. ♖e5 ♖e3 78. ♖c2† ♖d2 79. ♖f5 ♖c5† 80. ♖f4 ♖c8 81. ♖g5

Or 81. ♖f5+.

81... ♖g8† 82. ♖f5 ♖f8 83. ♖g6 ♖g8† 84. ♖f7 ♖g4 85. ♖h7 ♖h4 86. ♖g6 ♖g4 87. ♖a3 ♖c1 88. ♖g7 ♖b2 89. ♖f7 ♖f4 90. ♖c2 ♖xf7† 91. ♖xf7

1–0

Scoring

Maximum number of points is 26

22	points and above.....	➤ Excellent
17	points and above.....	➤ Good
13	points.....	➤ Pass mark

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

Contents

- ✓ Peculiarities of the open games
- ✓ Seizing the initiative
- ✓ Gambit variations for Black

Open games

In the open games, the sides come into contact more quickly. It is comparatively easy to get the minor pieces to active posts and to open lines. A lead in development plays a very important part, it may be possible to work up an initiative, and a quick attack cannot be discounted. Black especially must waste no time in the open games and must pay close attention to what is happening.

But in this chapter we shall concentrate on one specific situation, when Black tries to seize the initiative. That can either happen after a mistake by the first player, or as a result of a bold pawn sacrifice.

Some variations, such as the Marshall Attack, offer a long term initiative for the pawn. We shall study in this chapter how to deal with such a situation.

There follow two examples from the German Championship of 2005.

D.Baramidze – A.Graf

German Ch, Altenkirchen 2005

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 ♙e7 6.♞e1 b5 7.♙b3 0-0

This move signals the second player's readiness to aim for a sharp gambit variation (the Marshall Attack).

7...d6 is a quieter option.

Diagram 5-1

8.a4

The typical reply, aiming to avoid the Marshall Attack.

After 8.c3 White must take into account the pawn sacrifice 8...d5.

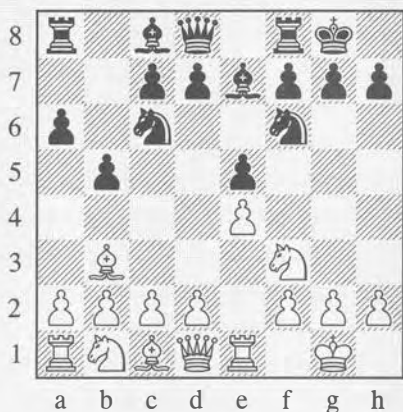
8.h3 is the other Anti-Marshall variation. After 8...♙b7 9.d3 d6 we have a complicated position, which is considered to be perhaps a slightly improved version of the Ruy Lopez for the second player.

8...b4 9.a5

This cheeky move provokes the opponent. 9.d3 is a safer variation.

9...d5!?

Diagram 5-1



Of course Black can also play 9...d6, but Graf is an aggressive player who always fights to win.

10.exd5 e4!?

One standard idea is 10...dxd5 11.dxe5 dxe5 12.♞xe5 c6 13.d4 and it is not quite clear who gains the most from this version of the Marshall Attack.

11.dxc6 exf3

Diagram 5-2

12.♞xf3?

White is playing very greedily and neglecting his development.

12.d4! is better: 12...fxg2 13.♙g5 (13.c4! or 13.d2! are also possible) 13...dxd5 After this White completed his development without any problems and was then able to seize the initiative. (Black should try either 13...♙g4! or 13...♞e8! here.) 14.♙xe7 dxe7 15.d5 d6 16.d2 d4 Suetin – I.Zaitsev, USSR 1983, and now 17.d4 leads to a better position for White.

12...♙g4

Diagram 5-3

13.♞d3?!

In order to exchange queens and be able to ward off the possible attack on the kingside, White sacrifices his pawn structure. The doubled d-pawns are not only weak, but they get in the way of the development of the knight on b1 and the bishop on c1.

13.♞e3 ♞e8 14.d3 ♙c5 15.♞d2 is also ugly. How can White then develop his queenside?

13.♞g3 ♙d6 14.♞h4 ♞e8 15.f3 would also be very dangerous in view of 15...♙c5† 16.♙h1 ♞e1† 17.♞xe1 ♞e8 18.♞f1 ♙e6.

And 13.♞f4! is followed by: 13...♙d6 14.♞c4 ♞e8 15.♞xf7† ♙h8 16.♞xe8† ♞xe8 17.♞xe8† ♞xe8 18.f3 ♞e1† 19.♙f2 ♞xc1 20.fxg4 d4†

13...♞xd3 14.cxd3 ♙c5

Diagram 5-4

Black is attacking and has three pieces more in play!

15.♙c4

Perhaps intending b2-b3 and ♙b2...

The only way for White to solve his problems of development was with the courageous sacrifice 15.dxc3!.

15...♞fe8

Of course Black wants to exploit the open file.

Diagram 5-2

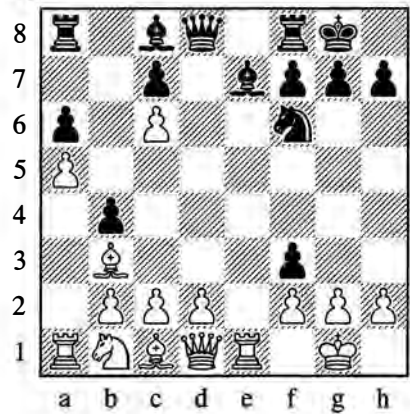


Diagram 5-3

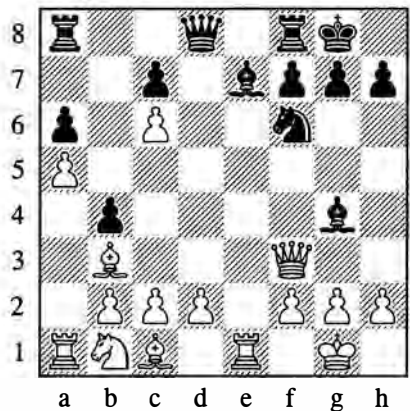


Diagram 5-4

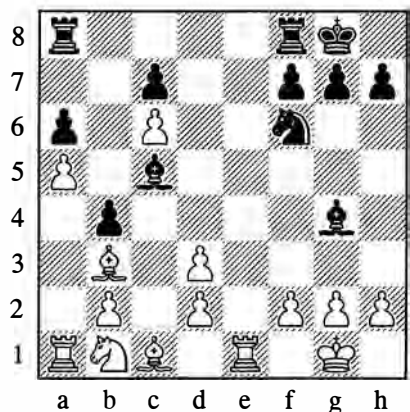


Diagram 5-5

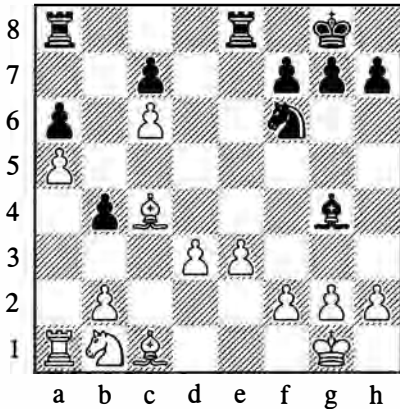


Diagram 5-5

16.♖e3

This is forced, because otherwise the white king is left alone and without any protection. But now White gets no time to mobilize his queenside.

16...♙xe3 17.dxe3

17...♙e6!?

Graf swaps off his opponent's developed pieces so as to be able to attack the white pawns more easily.

18.♘d2 ♙xc4 19.♘xc4 ♖ad8 20.♙f1

20.♙d2 ♖xd3 21.f3 b3 22.♙f2 ♖e6 23.♙e2 ♖d5 24.♙c3! would perhaps have been slightly more resilient.

20...♖xd3 21.♙e2 ♖d5 22.♖a4

22.♙d2 ♖c5 23.b3 ♘d5 24.f3 f5 25.♙d3! would not be much better.

22...b3 23.♙d2?!

White loses the game without putting up any resistance.

He should have at least tried 23.♘d2 with the idea of 23...♖c5 24.♘xb3!. However, Black is doing very well after the simple 23...♖b8.

23...♖c5! 24.♘a3?!

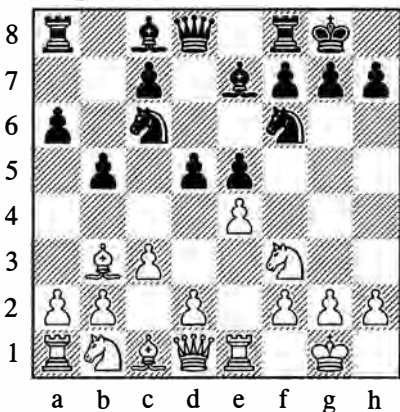
24.♙c3 ♘e4 25.♙d4 ♖xc6 is certainly very good for Black, but he would still have some technical difficulties to overcome.

24...♖e4!

After the exchange of rooks White has no more counterplay. White resigned at this appropriate moment.

0-1

Diagram 5-6



A.Graf – J.Gustafsson

German Ch, Altenkirchen 2005

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 ♙e7 6.♖e1 b5 7.♙b3 0-0 8.c3 d5

Diagram 5-6

Frank Marshall's idea is still very topical in modern times. Black's active piece play compensates for the opponent's slight material advantage.

9.exd5 ♘xd5 10.♘xe5 ♘xe5 11.♖xe5 c6 12.♙xd5

This variation has not been popular since the legendary match between Tal and Spassky. Nowadays 12.d4 is played much more frequently.

12...cxd5 13.d4 ♖d6

Black brings his bishop to a more active position so as to be able to attack the kingside. The rook has to take a step back.

14.♖e3

14.♖xd5? loses material to 14...♙xh2†.

14...♗h4 15.h3

After 15.g3 the light squares are weak and Black still has good counterplay.

Diagram 5-7**15...♗f4**

15...f5 (Δ...f4) is an interesting alternative. White then plays either 16.♗f3 followed by ♘d2, and tries to coordinate his forces rapidly, or the immediate 16.♘d2.

16.♖e5 ♗f6 17.♖e1

17.♖xd5 is too dangerous: 17...♙b7 18.♖g5 ♗fe8 and Black's attack is strong.

17...♗g6 18.♗f3 ♙d7!?

Black wants to keep the e6-square free for his rook.

18...♙e6 19.♙e3 ♖ac8 20.♘d2 b4 was also okay for Black in the game J.Polgar – Almasi, Groningen 1997.

18...♙f5 is not so accurate, because after 19.♙e3 ♙e4 White has 20.♗g4.

Diagram 5-8**19.♙e3**

Playing for a win here is very risky.

19.♙f4!? ♙xf4 20.♗xf4 ♙xh3 21.♗g3= is a safer way out for White, known since the game Tal – Spassky, Tbilisi (4) 1965.

19...♖ae8 20.♘d2 ♖e6 21.♙h1!?

White wants to protect the h3-pawn, but makes his king position worse.

If 21.♗xd5? then 21...♙c6 22.♗g5 ♖xe3! 23.♗xg6 ♖xe1† 24.♖xe1 hxg6+.

21.♘b3 ♖f6 22.♗xd5 ♙xh3 23.♗g5 (23.♘c5!?) is a principled continuation.

21.♗g4 ♗c2 22.♗f3 ♗xb2 23.♗xd5 ♗xc3 24.♘e4 would lead to equality.

21...♙b8!? 22.♘b3

It is now very difficult for White to defend.

If 22.♘f1, then 22...♖f6 23.♗e2 ♖e8 and Black continues attacking.

22.♖g1 is worth considering.

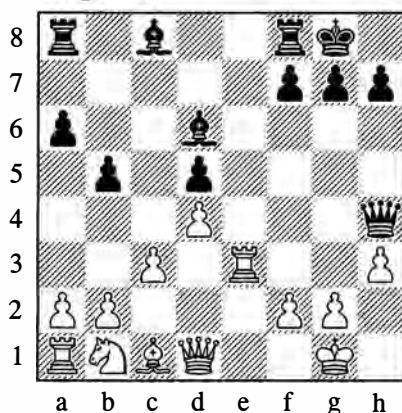
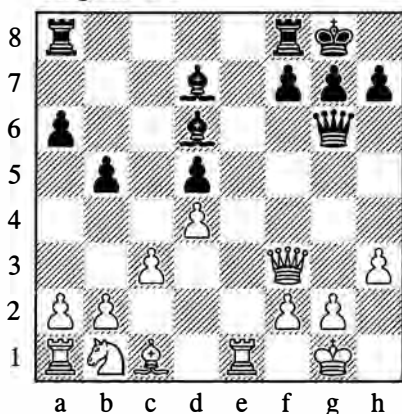
Diagram 5-7**Diagram 5-8**

Diagram 5-9

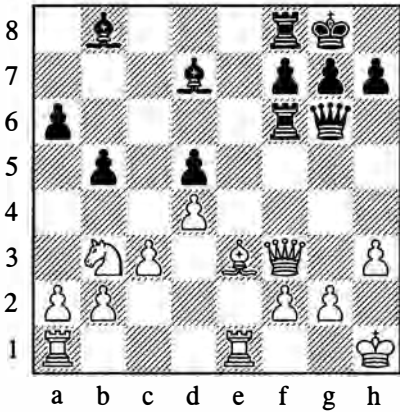
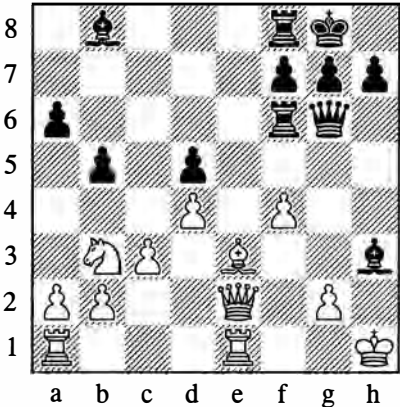


Diagram 5-10



22...♖f6

Diagram 5-9

23.♞e2?

The only move is 23.♞d1!, so that after 23...♙xh3 24.gxh3 ♞e4† 25.♙g1 ♞g6† 26.♙f1= the white king retains the option of escaping via e2.

23...♙xh3!-+

Now this sacrifice wins.

24.f4

White overlooked that 24.gxh3 ♞e4† 25.f3 ♞xf3 26.♙d2 is answered by a double check and mate.

Diagram 5-10

24...♙xg2† 25.♞xg2 ♞h5† 26.♞h2

Or 26.♙g1 ♞g6-+.

26...♞f3† 27.♞g2 ♞h6† 28.♙g1 ♞g6 0-1

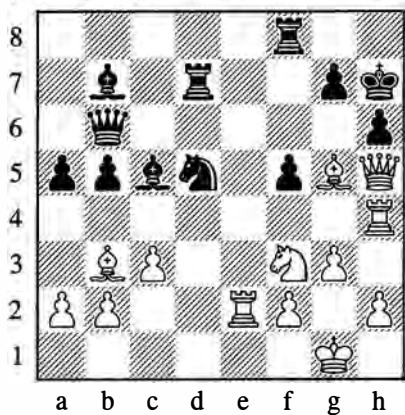
These examples show that the first player also has to be careful in open positions and that he must not neglect his development.

It is sometimes better not to accept a 'present' from one's opponent, or else to return it later.

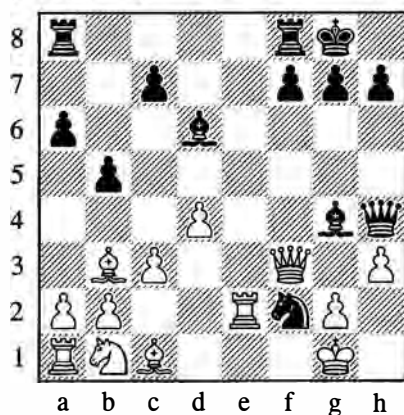
Of course, there is also a sort of inverted logic saying that one should jump at a material advantage, neutralize the opponent's initiative and later turn the material advantage into the full point. But not many players are able to defend in such a clever way.

Exercises

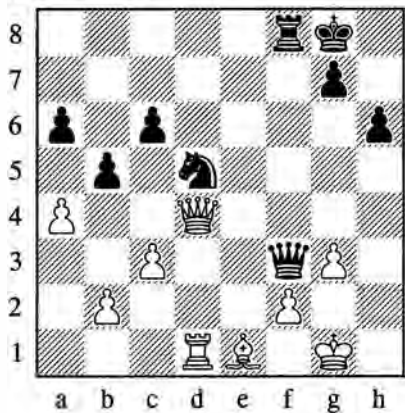
► Ex. 5-1 ◀ ★★ △



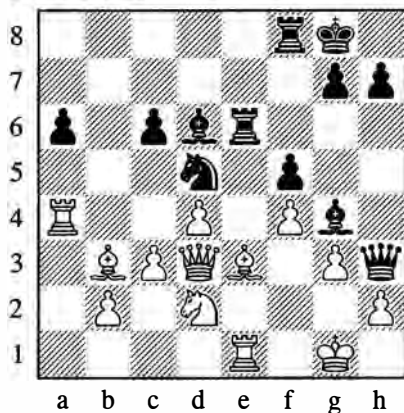
► Ex. 5-4 ◀ ★★★ △



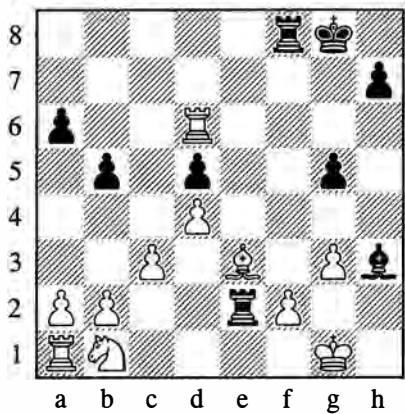
► Ex. 5-2 ◀ ★★★ ▼



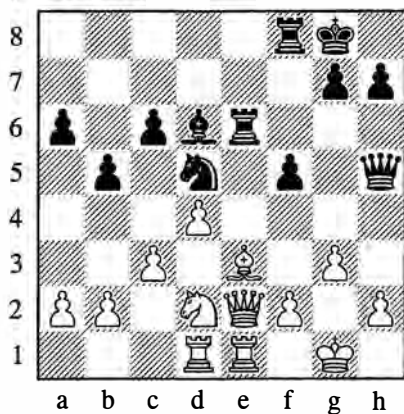
► Ex. 5-5 ◀ ★★★ ▼



► Ex. 5-3 ◀ ★★ ▼

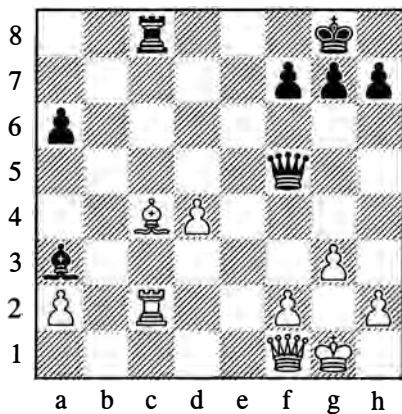


► Ex. 5-6 ◀ ★★ ▼

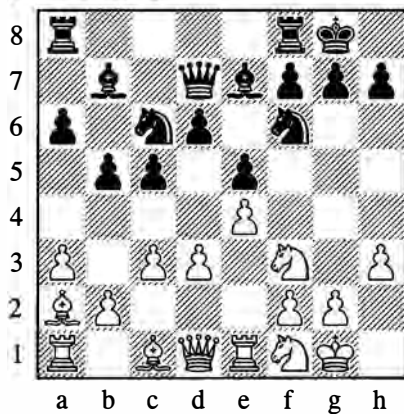


Exercises

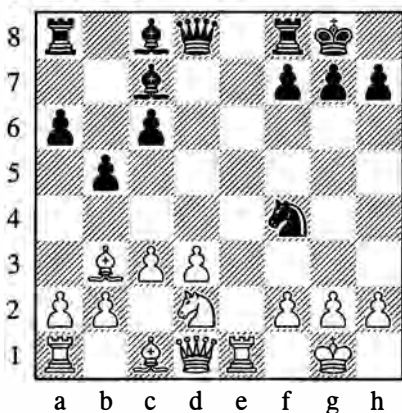
► Ex. 5-7 ◀ ★ ★ △



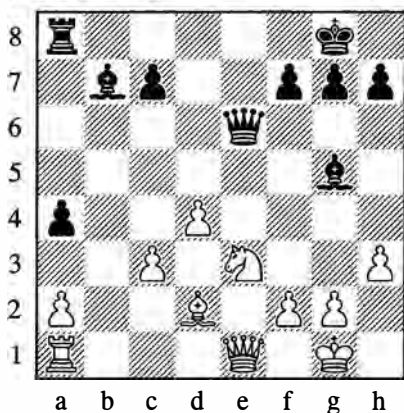
► Ex. 5-10 ◀ ★ ★ ▼



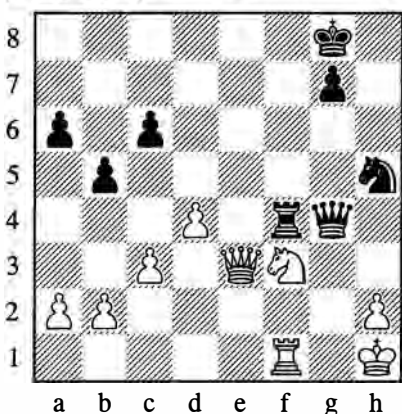
► Ex. 5-8 ◀ ★ ★ △



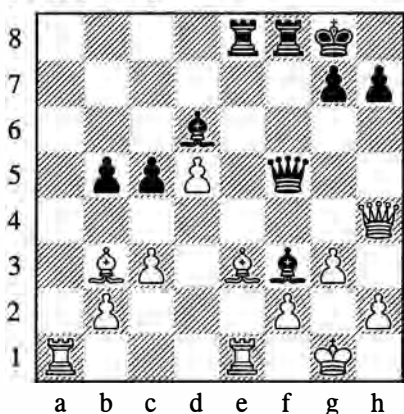
► Ex. 5-11 ◀ ★ ★ △



► Ex. 5-9 ◀ ★ ★ ▼



► Ex. 5-12 ◀ ★ ★ ★ △



Solutions

Ex. 5-1

P.Leko – M.Adams

Dortmund 1999

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0–0
 ♙e7 6.♙e1 b5 7.♙b3 0–0 8.c3 d5 9.exd5
 ♘xd5 10.♘e5 ♘xe5 11.♙xe5 c6 12.d4 ♙d6
 13.♙e1 ♙h4 14.g3 ♙h3 15.♙e4 ♙b7 16.♙h4
 ♙e6 17.♘d2 f5 18.♙h5 h6 19.♘f3 ♙e7
 20.♙h3 c5 21.dxc5 ♙xc5 22.♙f4 ♙ae8 23.♙d1
 ♙e7 24.♙g5 ♙d7 25.♙e1 ♙b6 26.♙e2 ♘h7
 27.♙h4 a5

Diagram Ex. 5-1

28.♙xh6!

(2 points)

The decisive combination.

The computer move 28.♙e8! (also 2 points)
 is enough for a win as well: 28...♙xe8
 (28...♙xf2† 29.♘f1 ♙c5 30.♙xf8 ♙xf8
 31.♙xh6 gxf6 32.♙xf5†+–) 29.♙xe8 ♙c6
 (29...♙xf2† 30.♘f1+–) 30.♙f4+–

28...♙xh6

28...gxf6 29.♘g5† ♘g8 (29...♘h8 30.♙e6
 ♙xf2† 31.♘f1 ♘e3† 32.♘e2 ♙f3† 33.♘xf3+–)
 30.♙e6 ♙xf2† 31.♘f1 ♘e3† 32.♙xe3†+–

28...♙xf2† 29.♘f1 ♙xh6 (29...gxf6
 30.♘g5† ♘g8 31.♙e6+–) 30.♙g5+–

29.♙g5! a4 30.♙e6!

1–0

Ex. 5-2

P.Leko – P.Svidler

Dortmund 1998

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0–0
 ♙e7 6.♙e1 b5 7.♙b3 0–0 8.c3 d5 9.exd5
 ♘xd5 10.♘e5 ♘xe5 11.♙xe5 c6 12.d3
 ♙d6 13.♙e1 ♙h4 14.g3 ♙h3 15.♙e4 ♙f5
 16.♘d2 ♙g6 17.♙e1 f5 18.♘f3 f4 19.♘e5
 ♙xe5 20.♙xe5 fxf3 21.hxf3 ♙g4 22.♙e1 ♙f3
 23.♙d2 ♙ae8 24.a4 h6 25.♙d1 ♙xe5 26.♙xe5
 ♙xd1 27.♙xd1 ♙xd3 28.♙d4 ♙f3 29.♙e1

Diagram Ex. 5-2

29...♘e3!!

(2 points)

Here too, the computer finds an alternative
 win: 29...♙f5 and it is only after 30.♙d3 that
 30...♘e3! (also 2 points) is played.

30.fxe3

30.♙xe3 ♙xd1+–

30...♙e2

(another 1 point)

Threatening ...♙f1#.

31.♙f2 ♙xf2† 32.♘h1 ♙xg3 33.axb5 ♙f5

34.♙d8† ♘h7 35.♙d3 ♙g6

0–1

Ex. 5-3

R.Ponomarev – V.Anand

Linares 2002

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0–0
 ♙e7 6.♙e1 b5 7.♙b3 0–0 8.c3 d5 9.exd5
 ♘xd5 10.♘e5 ♘xe5 11.♙xe5 c6 12.d4 ♙d6
 13.♙e1 ♙h4 14.g3 ♙h3 15.♙e4 g5 16.♙e2
 f5 17.♙xd5† cxd5 18.♙e6 f4 19.♙xd6 ♙g4
 20.♙f1 ♙xf1† 21.♘xf1 ♙ae8 22.♙d2 ♙h3†
 23.♘g1 fxf3 24.hxf3 ♙e2 25.♙e3

Diagram Ex. 5-3

25...♙xe3!

(1 point)

This forces the draw.

Black should avoid 25...♙e1† 26.♘h2 ♙f5?
 27.♙xd5 ♙e4 28.♙xg5† ♘f7 29.♘d2!+–,
 although in this line Black can play 26...g4!?

(1 point) and retain drawing chances.

26.fxe3 ♙f1† 27.♘h2 g4

(another 1 point)

Threatening a perpetual check with ...♙f2†.

28.♙xd5

28.♘d2?! ♙xa1 29.♙xd5 ♙xa2†

½–½

Ex. 5-4

J.Capablanca – F.Marshall

New York 1918

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
 5.0–0 ♙e7 6.♙e1 b5 7.♙b3 0–0 8.c3 d5
 9.exd5 ♘xd5 10.♘e5 ♘xe5 11.♙xe5 ♘f6

Solutions

12.♖e1 ♗d6 13.h3 ♜g4 14.♞f3 ♞h4 15.d4
♜xf2 16.♖e2 ♗g4

Diagram Ex. 5-4

17.hxg4!

(2 points)

17.♞xf2? is bad: 17...♗g3 18.♞f1 (18.♞xg3
♞xg3 19.hxg4 ♖ae8+) 18...♗xe2 19.♞xe2
♖ae8+

17...♗h2† 18.♜f1 ♗g3

18...♜h1 is followed by 19.♖e3 ♜g3†
20.♜e1 ♜f5† 21.♜e2+.

19.♖xf2 ♞h1† 20.♜e2 ♗xf2

If 20...♞xc1, then 21.♗xf7† ♜h8 22.♞xg3
♞xb2† 23.♜d2 ♞xa1 24.♖f1 ♞b2 25.♞d3+.
21.♗d2!±

(another 1 point)

21...♗h4 22.♞h3 ♖ae8† 23.♜d3 ♞f1†
24.♜c2 ♗f2 25.♞f3! ♞g1 26.♗d5 c5
27.dxc5 ♗xc5 28.b4! ♗d6 29.a4! a5 30.axb5
axb4 31.♖a6 bxc3 32.♜xc3 ♗b4 33.b6 ♗xc3
34.♗xc3 h6 35.b7 ♖e3 36.♗xf7†

In this famous game Capablanca had to
demonstrate all his ability in defence.

1-0

Ex. 5-5

A. Novopashin – B. Spassky

USSR Ch, Leningrad 1963

1.e4 e5 2.♜f3 ♜c6 3.♗b5 a6 4.♗a4 ♜f6 5.0-0
♗e7 6.♖e1 b5 7.♗b3 0-0 8.c3 d5 9.exd5 ♜xd5
10.♜xe5 ♜xe5 11.♖xe5 c6 12.d4 ♗d6 13.♖e1
♞h4 14.g3 ♞h3 15.♗e3 ♗g4 16.♞d3 ♖ae8
17.♜d2 ♖e6 18.a4 bxa4 19.♖xa4 f5 20.f4

Diagram Ex. 5-5

20...♗xf4!!

(2 points)

Spassky destroys his opponent's castled
position.

21.♗f2

This does not help at all.

Not much better is: 21.♗xd5 cxd5 22.gxf4
(22.♖xa6 ♗xg3+) 22...♖h6 23.♖e2 ♖e8
24.♖g2 ♖xe3 25.♞f1 ♖g6 26.♖xa6 ♖xa6
27.♞xa6 ♖e1† 28.♜f1 ♞e3† 29.♖f2 h6+

A more resilient try is 21.gxf4 and now:

a) 21...♖g6! 22.♗xd5† cxd5 23.♖xa6 ♗e2†
24.♖xg6 ♗xd3†

b) 21...♖h6! is even stronger: 22.♖e2 ♖e8
23.♖g2 ♖xe3 24.♞f1 ♗e2! (24...♖g6? 25.♖xa6)
25.♞f2 ♗b5 26.♖a1 ♖e2+

(another 1 point for 21...♖g6 or 21...♖h6)

21...♖xe1† 22.♗xe1 ♖e8!

If 23.♗f2, then 23...♗e2! 24.♞c2 ♗xd2+.

0-1

Ex. 5-6

A. Boucchechter – B. Spassky

Tel Aviv Olympiad 1964

1.e4 e5 2.♜f3 ♜c6 3.♗b5 a6 4.♗a4 ♜f6 5.0-0
♗e7 6.♖e1 b5 7.♗b3 0-0 8.c3 d5 9.exd5
♜xd5 10.♜xe5 ♜xe5 11.♖xe5 c6 12.d4 ♗d6
13.♖e1 ♞h4 14.g3 ♞h3 15.♗e3 ♗g4 16.♞d3
♖ae8 17.♜d2 ♖e6 18.♗d1?! ♗xd1 19.♖axd1
f5 20.♞f1 ♞h5 21.♞e2

Diagram Ex. 5-6

21...♞g6!

(2 points)

Of course Spassky wants to hang on to the
queens and to attack.

21...♞xe2 offers too little: 22.♖xe2 f4
(1 consolation point) 23.gxf4 ♜xf4 24.♗xf4
♖xe2 25.♗xd6 ♖xf2 26.♜e4†

22.♜h1

Or 22.♞d3 f4! 23.♞xg6 ♖xg6+ and Black
wins a piece.

22...f4! 23.gxf4 ♜xf4 24.♞f1 ♜d3 25.♞g2
♞h5 26.♜f1 ♖xe3! 27.♜xe3

27.♖xe3 ♞xd1+

27...♖xf2 28.♖xd3 ♖xg2 29.♜xg2 ♞g6†!

0-1

Ex. 5-7

R. Fischer – J. Donner

Santa Monica 1966

1.e4 e5 2.♜f3 ♜c6 3.♗b5 a6 4.♗a4 ♜f6 5.0-0
♗e7 6.♖e1 b5 7.♗b3 0-0 8.c3 d5 9.exd5 ♜xd5
10.♜xe5 ♜xe5 11.♖xe5 c6 12.d4 ♗d6 13.♖e1

Solutions

♞h4 14.g3 ♞h3 15.♙e3 ♙g4 16.♞d3 ♜xe3
17.♞xe3 c5 18.♞f1 ♞h6 19.♜d2 ♞ad8 20.♜f3
♙xf3 21.♞xf3 cxd4 22.cxd4 ♞d2 23.♞d3
♞g5 24.♞c1 ♞c8 25.♞dc3 ♞xc3 26.bxc3 ♙a3
27.♞c2 ♞c8 28.c4 bxc4 29.♙xc4 ♞f5

Diagram Ex. 5-7

30.♙d3?

White is better, but on account of the bishops of opposite colours he must avoid all unnecessary exchanges. Fischer's careless move allows Black to force the draw.

White should defend his rook with 30.♞b1!? or 30.♞d1!? or 30.♞e2!?

(1 point for any of these)

30...♞xc2! 31.♙xf5 ♞c1

(another 1 point for this variation)

32.♞xc1 ♙xc1 33.♜f1 h6 34.♜e2 ♜f8

1/2–1/2

Ex. 5-8

P.Leko – N.Short

Cap d'Agde (rapid) 1996

1.e4 e5 2.♜f3 ♜c6 3.♙b5 a6 4.♙a4 ♜f6 5.0–0
♙e7 6.♞e1 b5 7.♙b3 0–0 8.c3 d5 9.exd5
♜xd5 10.♜xe5 ♜xe5 11.♞xe5 c6 12.d3 ♙d6
13.♞e1 ♙c7 14.♜d2 ♜f4

Diagram Ex. 5-8

15.♜f3!

(1 point)

White quickly finishes his development and takes the initiative.

15...♜xd3

15...♞f6 16.♙xf4 ♙xf4 17.d4! ♙g4 18.h3 ♙h5
19.♞d3± Almasi – Blatny, Germany 1995.

16.♙g5!

(another 1 point)

16...♞d6 17.♞e3

17.♙e7+ is also good.

17...♜xb2

17...♜f4 18.♙e7 ♞g6 19.♜h4 ♞h6
20.♙xf8+–

17...♜c5 18.♙e7 ♞xd1† 19.♞xd1 ♜xb3
20.♙xf8±

18.♞e2

18.♞c2 ♙g4 19.♙e7 can be met by
19...♞f4±, with the point 20.♞e4 ♙f5.

18.♞b1! is more precise: 18...♙g4 19.♙e7
♞h6 (19...♞f4 20.♞e4! ♙f5 21.♞xf4 ♙xb1
22.♞xb1 ♙xf4 23.♙xf8+–) 20.h3+–

18...♙g4 19.♙e7 ♙xf3 20.♙xd6 ♙xe2
21.♙xf8± ♙h5

21...♜xf8! 22.♞xe2 ♜d3 23.♞d1 ♜c5±

22.♙a3 ♜c4 23.♙xc4 bxc4 24.♞e7 ♙a5
25.♞c1 h6?? 26.♞e5

1–0

Ex. 5-9

P.Leko – V.Anand

Cap d'Agde (rapid) 2003

1.e4 e5 2.♜f3 ♜c6 3.♙b5 a6 4.♙a4 ♜f6 5.0–0
♙e7 6.♞e1 b5 7.♙b3 0–0 8.c3 d5 9.exd5
♜xd5 10.♜xe5 ♜xe5 11.♞xe5 c6 12.♞e1 ♙d6
13.g3 ♙f5 14.d4 ♞d7 15.♙e3 ♞ae8 16.♜d2
♙g4 17.♞c2 ♙f5 18.♞c1 h5 19.♜f3 ♙g4
20.♜h4 ♞e6 21.♙d1 f5 22.♙xg4 hxg4 23.♙g5
f4 24.♞d2 ♞fe8 25.♞xe6 ♞xe6 26.gxf4 ♞e2
27.f5 ♞e4 28.♞f1 ♙f4 29.♙xf4 ♜xf4 30.f3
gxf3 31.♜xf3 ♞f8 32.♞e1 ♞xf5 33.♜h1
♞h3 34.♞f2 ♜h5 35.♜g1 ♞f4 36.♞e3 ♞g4†
37.♜h1

Diagram Ex. 5-9

37...♜g3†!

(1 point)

38.hxg3 ♞h3† 39.♜g1 ♞xg3† 40.♜h1
♞h4†!

(another 1 point)

41.♜xh4 ♞xe3+ 42.♜g2 ♞e2 43.♞f5
♞xb2 44.♞c5 ♞xa2 45.♞xc6 a5

0–1

Ex. 5-10

V.Kramnik – P.Leko

World Ch (6), Brissago 2004

1.e4 e5 2.♜f3 ♜c6 3.♙b5 a6 4.♙a4 ♜f6 5.0–0
♙e7 6.♞e1 b5 7.♙b3 0–0 8.h3 ♙b7 9.d3 d6
10.a3 ♜a5 11.♙a2 c5 12.♜bd2 ♜c6 13.c3
♞d7 14.♜f1

Solutions

Diagram Ex. 5-10

14...d5!

(2 points)

A typical pawn sacrifice.

The alternative is 14...d8 15.dxe3 dxe6 (1 point).

15.g5!?

15.exd5 dxd5 16.dxe5 dxe5 17.fxe5 f6 18.fxe1 fad8

15.dg3=

15.fxe2=

15...dxe4 16.dxe4 c4! 17.dxe3

17.fxf6! fxd1 18.faxd1 fxf6 19.dxe3 ffd8 20.d5=

17...f8d8 18.d5 fxe6 19.fxe2 f8 20.f6b1 h6

1/2-1/2

Ex. 5-11

V.Anand – Z.Hracek

Bundesliga 2002

1.e4 e5 2.d3 d6 3.f5 a6 4.f4 d6 5.0-0 f7 6.f1 b5 7.f3 0-0 8.c3 d5 9.exd5 dxd5 10.dxe5 dxe5 11.fxe5 f6 12.d4 f6 13.f1 f8 14.f2! a5 15.f3 b4 16.d2 fxe1+ 17.fxe1 a4 18.fxd5 fxd5 19.dxe3 fxe6 20.h3 bxc3 21.bxc3 g5

Diagram Ex. 5-11

22.f1!?

(2 points)

It is quite logical for White, who has an extra pawn, to try to simplify the position.

22.f1! f4 23.f2 a3 would give Black good counterplay.

22...f6?

22...f6! 23.f3 f8 24.f2 f7 gives Black better chances of drawing.

23.fxe6 fxe6 24.f4+ c5 25.dxc5 f8 26.f6 fxc3 27.f1 f2 28.f4 f6 29.dxe3 f8 30.f4 f3 31.f6 f8 32.f4 f8 33.f4! g5

33...fxc5 34.d6+–

34.f3

1-0

Ex. 5-12

V.Anand – M.Adams

Dortmund 2000

1.e4 e5 2.d3 d6 3.f5 a6 4.f4 d6 5.0-0 f7 6.f1 b5 7.f3 0-0 8.c3 d5 9.exd5 dxd5 10.dxe5 dxe5 11.fxe5 c6 12.f1 f6 13.d3 f4 14.g3 f3 15.f4 f5 16.d2 f6 17.f1 f5 18.a4 f8 19.axb5 axb5 20.dxe4 fxe4 21.dxe4 g4 22.f4 f3 23.exd5 c5 24.f4 f8 25.f3 f5

Diagram Ex. 5-12

26.fac1!

(2 points)

White defends actively by threatening f2.

The computer finds equality after 26.f4 fxe1+ 27.f1 f4 28.f4 f3 29.d6+ c4 30.fxc4+ bxc4 31.fxc4+ h8 32.f1 (1 point), but I do not like the final position for White.

26...f4?!

26...f4? 27.f2 f4 28.fxf5+–

26...h6! is better: 27.f2 f4 (27...fxd5 28.fh3+) 28.fxc5 fxc5 29.fxe4 fxf2+ 30.fh1 f3

(another 1 point for this variation)

31.f1 (31.fcd1 f4!) 31...f2 32.fel f2=

27.f1 f5?!

27...f5d5 28.fh5+

28.f2 f3?!

28...f4 29.fxe4 fxe4 30.fg5+

29.fh7+ f7 30.f5+– f8 31.fxf3 f3 32.f3 c4 33.f1 f5 34.fg2 fh5 35.f4 fxe1+ 36.fxe1 f7 37.f1 b4 38.fxb4 fxb4 39.f8 fxa8 40.fxa8 g5 41.fg2 fh7 42.f4+ fh6 43.f3 fh5 44.h3 f6 45.g4+

1-0

Scoring

Maximum number of points is 28

24 points and above → **Excellent**

19 points and above → **Good**

14 points → **Pass mark**

If you scored less than 14 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Contents

- ✓ Definition of a 'minority attack'
- ✓ The semi-open file as a precondition for the attack
- ✓ Creating a backward pawn
- ✓ The Karlsbad pawn structure

The minority attack

The *minority attack* is a strategic attack by a pawn minority against a chain with a greater number of pawns on that wing.

"Typical forms of the minority attack arise against the Karlsbad pawn structure in the Queen's Gambit, in which two pawns attack three" – E. & U. Boensch, *Schachlehre*

What sense, if any, does it make to attack an opponent who is numerically stronger? In many cases one prefers to play on the side where one has a pawn majority...

But we are talking about special situations, in which we possess a **semi-open file** and where it is difficult for the opposing pawn chain to advance.

Then we take the initiative on that side and start a pawn storm, with the aim of attacking the opponent's immobile pawns and possibly creating a weak backward pawn. The following typical game illustrates a standard way for things to proceed in the event of our opponent not finding an active plan.

I.Khenkin – H.Namyslo

German Ch, Altenkirchen 2005

1.d4 d5 2.c4 e6 3.♘f3 ♘f6 4.♗c3 c6 5.♕g5 ♗bd7 6.cxd5

This is how White reaches the Karlsbad pawn structure.

6...e3 ♖a5 leads to the Cambridge Springs Defence.
6...exd5 7.♖c2 ♗e7 8.e3 0-0 9.♗d3 ♖e8 10.h3

Diagram 6-1

A modern and flexible move which keeps various options open. This is how Karpov plays the QGD Exchange Variation. White takes control of the g4-square, and in some lines the dark-squared bishop can also retreat and find a hiding place on the b8-h2 diagonal. More aggressive players combine it with long castling and a pawn storm on the kingside. But Karpov plays more quietly and prefers, as does Khenkin in this game, to castle short.

10...♗f8 11.0-0 g6

Diagram 6-1



Black is planning to exchange the light-squared bishops after ...♖e6-g7 and ...♗f5.

Diagram 6-2

12.♖ab1

White shows his intentions with this move. He is preparing a minority attack on the queenside. His pieces will be well placed to support the pawn storm. The aim is – after b4-b5 – to create a weakness on c6.

12...♖e6 13.♗h4

13.♗h6 is the alternative.

13...♖g7 14.b4 a6

This cannot stop the minority attack, but Black is hoping to be able to obtain some counterplay on the a-file.

14...b5 is not good here since Black just gets a weakness on c6. But the move makes sense whenever Black can transfer his knight to c4.

15.a4 ♗f5

Black exchanges his worse bishop, but also reduces his own attacking chances on the kingside.

15...♗d6 followed by ...♖f5 would have been an alternative. The bishop would be much more active on d6 than it is on f6 in the game.

16.♗xf6

White is aiming for a position in which in practical terms he is playing only on one flank, and in which the knight will be somewhat more valuable than the bishop. In doing so he also avoids the variations with ...♗d6. For example: 16.b5 axb5 17.axb5 ♗d6

16...♗xf6

Diagram 6-3

17.b5±

White is able to carry out his plan and obtains a slight but lasting advantage. It must be said here that b4-b5 does not always bring an advantage. If, for example, the black queen were already on d6, Black could play ...c5 here...

17...axb5

After 17...cxb5?! 18.axb5± the black pawn chain is destroyed and Black will have three pawn islands instead of two. The d5-pawn becomes weak, and White can also attack the other pawns on the queenside.

18.axb5 ♗xd3 19.♖xd3 ♖a3

Diagram 6-2

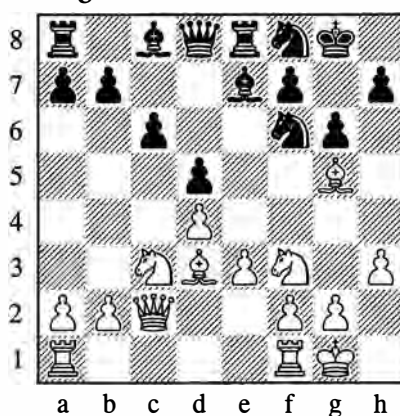


Diagram 6-3

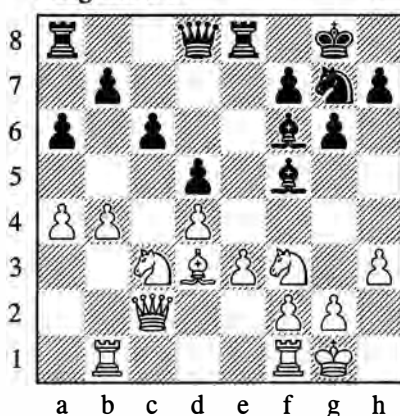


Diagram 6-4

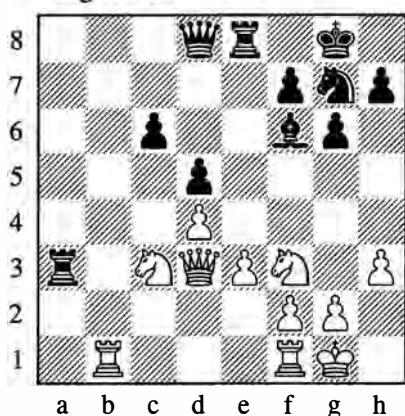


Diagram 6-4

21.♖c2!?

White unpins the knight and parries the threat of ...c5.

21.♖a1! would also be good, and if 21...♗a8?! then 22.♘xd5! ♖xd3 23.♘xf6† ♔f8 (23...♔h8? 24.♖xa8 ♖xa8 25.♘e5+–) 24.♘h7† ♔g8 25.♘f6† ♔f8 26.♖xa8 ♖xa8 27.♖c1 with a clearly better endgame.

21...♗a8

21...c5? 22.♘b5+–

22.♗b2! ♘e6 23.♖a1 ♖a6 24.♖xa6 ♗xa6 25.♖a1 ♗c8

25...♗d3 is followed by: 26.♘e1 ♗f5 27.♗b7 (27.♗b6± is also good) 27...♘xd4 28.♖a8 ♔d8 (28...♖xa8 29.♗xa8† ♔g7 30.exd4 ♔xd4 31.♘d1±) 29.♖xd8 ♖xd8 30.exd4±

26.♗b6

Only now that White has got rid of any counterplay does he celebrate his strategic success and attack the weakness on c6.

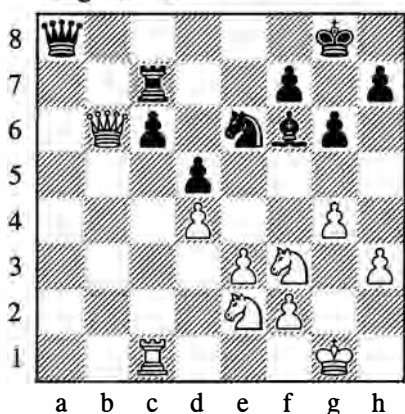
26...♖e7 27.♖c1

Threatening ♘xd5.

27...♗a8 28.♘e2 ♖c7 29.g4!?

Diagram 6-5

Diagram 6-5



With this attacking move on the kingside, White wants to secure the possibility of perhaps fixing a second weakness (the h7-pawn). It would probably have been better for Black to slip in the move ...h5 at some earlier point.

29...♖c8 30.♔g2 ♔d8 31.♗b4 ♗a7 32.♗b3 ♔f6

Black can defend his only weakness on c6, so White has to find a way to activate his knight.

33.♖c2!?

White prepares ♘c1-d3.

33...♔g7 34.♘c1 h5?

Black cannot stand the pressure. This move just weakens the kingside.

34...c5!? could be tried: 35.g5! (35.♗xd5 ♖d8= followed by ...cxd4) 35...♘xg5 36.♘xg5 ♔xg5 37.♗xd5 ♔e7 38.♗c4 ♗b7† 39.d5!? (39.f3 ♔d6 40.dxc5 ♗e7=) 39...♔d6 40.♘d3± White is still somewhat better.

35.gxh5 gxh5 36.♖d3±

Diagram 6-6

36...♗g8

Black tries to complicate the play.

37.♖f5

White does not want to risk anything or get tempted into an unclear battle just before the time control.

37.♖xc6 leads to sharper play: 37...♖d7 38.♖c2 ♗h8† 39.♗h2 ♕e7 40.♗e5 (40.♗e2!?) 40...♗d6 41.f4 ♕xe5 42.dxe5 d4 43.♗d6 ♖b7 44.♖e2 dxe3± 37...♗f8† 38.♗f1 ♖a6† 39.♖d3

39.♗e2!?

39...♖a4 40.♖b3 ♖a6†

The ending after 40...♖b5† 41.♖xb5 cxb5 42.♖c6± is clearly better for White.

41.♖d3 ♖a4 42.♖a2 ♖b4 43.♖b3 ♖d6 44.♗d3

White consolidates his position.

44...♗g7 45.♖a7

Preparing ♗e5.

Diagram 6-7

45...c5?

Now it is definitely too late for this move.

A more resilient try is 45...♖c8 and then ...♖c7±.

46.dxc5 ♗xc5 47.♖b4 ♗e4 48.♖xd6 ♗xd6 49.♗f4+–

White now harvests the fruits of his patient work and wins a pawn. Khenkin also went on to win the game.

Theoretically speaking, in the Karlsbad pawn structure Black can try to mount a minority attack on the kingside, but this works relatively rarely in praxis, because the pieces are not so well positioned for that and moving pawns on the kingside can weaken Black's own castled position.

You can also get a typical Karlsbad pawn structure from other openings.

T.Petrosian – N.Krogus

USSR Ch, Tbilisi 1959

1.d4 ♗f6 2.♗f3 g6 3.c4 ♕g7 4.♗c3 d5 5.♕g5

A solid variation against the Grünfeld Defence.

Diagram 6-6

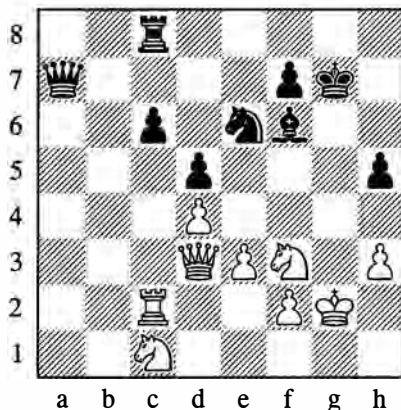


Diagram 6-7

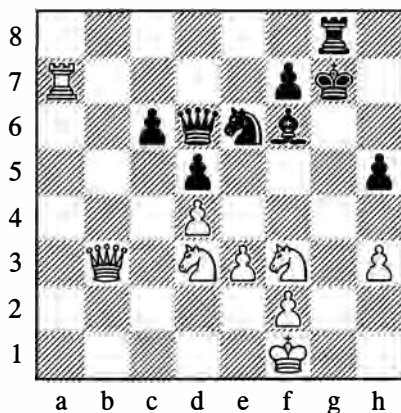


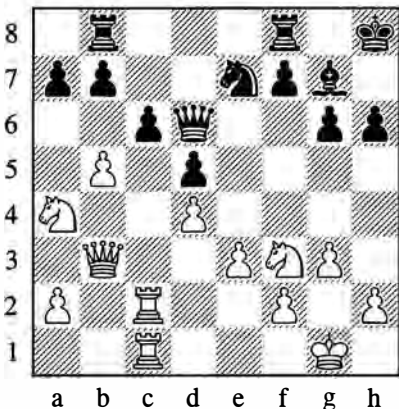
Diagram 6-8



Diagram 6-9



Diagram 6-10



5...d4 6.cxd5 d4xg5 7.d4xg5 e6

Black recovers the pawn and we get a typical Karlsbad structure (all that is missing is the black pawn on c6).

8.d3 f3 exd5 9.e3 0-0 10.d3

10.b4 is perhaps slightly more accurate.

10...d6

Playing without ...c6 is hard. But a dynamic alternative here would be 10...c5!?

11.0-0 d7

Diagram 6-8

12.b4

White can also act on the queenside without waiting for ...c6, since the pressure down the c-file will eventually push his opponent into playing ...c6.

12...f5!?

It would be better to exchange the bishop for the knight: 12...g4 13.h3 f3 14.f3xf3 c6± with only a minimal advantage for White.

12...a6!? is also worth considering.

13.f5 f5

Diagram 6-9

14.b5!

If Black now plays ...c6, White certainly achieves what he wants – a backward c6-pawn.

14...d6 15.b3 d7 16.f3

White prepares to double rooks on the c-file.

16...h8?

Black does not find a plan against Petrosian's clear strategic line and just makes his position worse.

Better was 16...c6± or 16...fc8.

17.f3c2 h6 18.f3a1 c6 19.d4

This is somewhat more precise than: 19.bxc6 bxc6 20.d4 (20.d2) 20...ab8 21.c3±

19...ab8

19...cxb5 20.b5xb5 b6 is not a good solution either, as White still controls the c-file here.

20.g3

Diagram 6-10

Typical Petrosian. He takes precautions in advance against any possible attack on the kingside.

20...h7

Black just waits.

20...f5 21.d5 g5 can simply be answered by 22.d5± and the black position is too weakened.

21. ♖c5 ♜fd8 22. bxc6

Now White is optimally prepared for the opening of the game.

22... bxc6 23. ♖a4 ♜f6 24. ♔g2

24. ♖e5 would also be strong.

24... ♜a8

Diagram 6-11

25. ♖b7!±

The knight goes to a5 and the c6-pawn falls!

25... ♜e8 26. ♖a5 g5 27. h3!

Petrosian does not allow his opponent any active possibilities. The c6-pawn can wait for another move.

27... ♜f5 28. ♖xc6 ♜e4 29. ♜c5

Everything has become clear. Petrosian now makes certain with the exchange of queens!

29... f5 30. ♜c2 ♖xc6 31. ♜xc6 f4 32. exf4 gxf4 33. g4!

The black attack has achieved nothing.

33... ♜xd4

Diagram 6-12

34. ♜d2!

Black has temporarily regained the pawn, but his castled position is severely weakened. For that reason White now retains the queens.

34... ♜g7 35. ♜e1 ♜a4 36. ♜xd5+- ♜xe1 37. ♖xe1 ♜f8 38. ♖f3 ♔h8 39. ♜c7

White launches the decisive attack.

39... a6 40. ♜b7 ♜g8 41. ♖h4

Things might continue 41... ♜xa2 42. ♖g6† ♔h7 43. ♜e4 f3† 44. ♔g3 with a quick mate.

1-0

Diagram 6-11

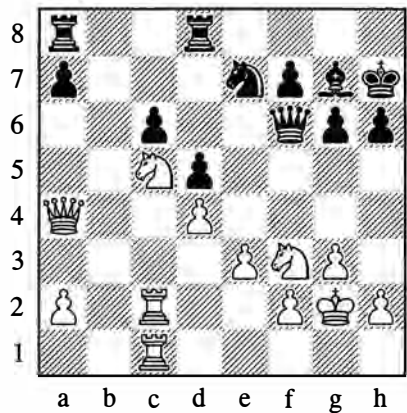
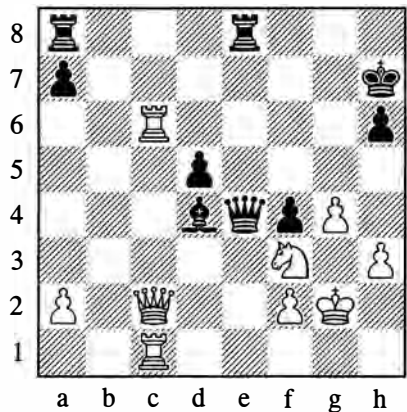
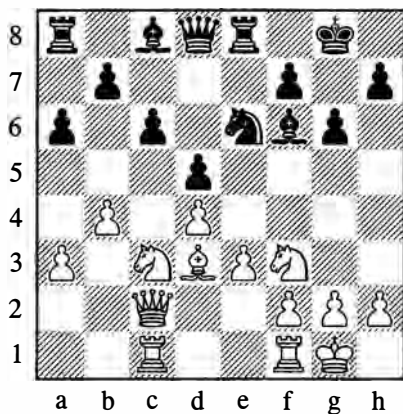


Diagram 6-12



Exercises

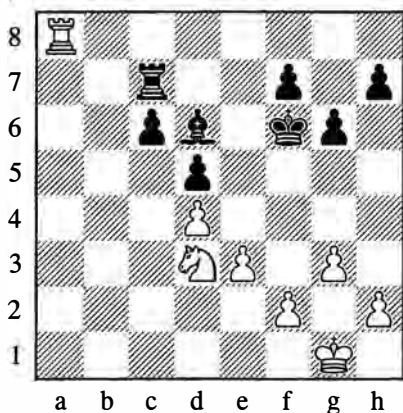
► Ex. 6-1 ◀ ★ △



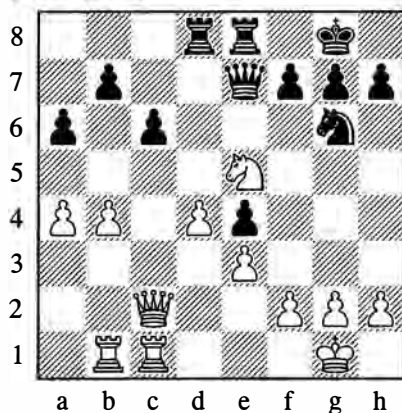
► Ex. 6-4 ◀ ★★ △



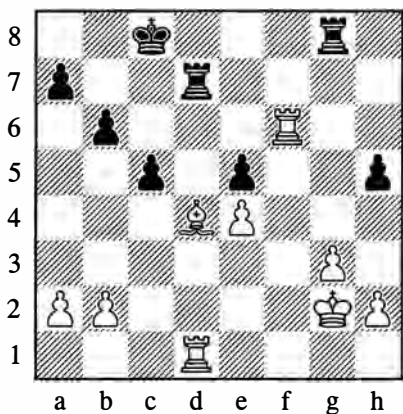
► Ex. 6-2 ◀ ★★★ △



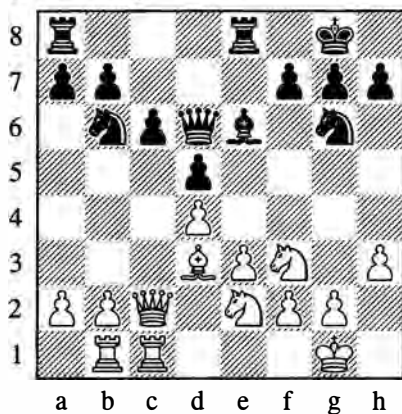
► Ex. 6-5 ◀ ★★ △



► Ex. 6-3 ◀ ★★★ ▼

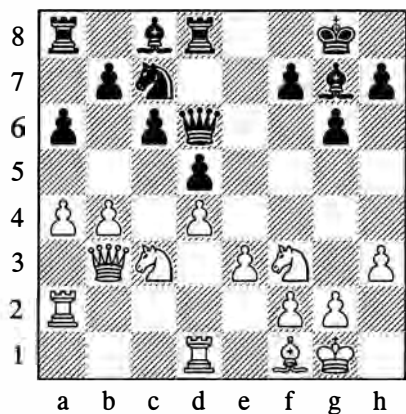


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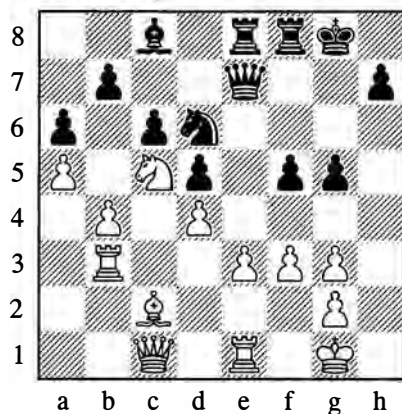


Exercises

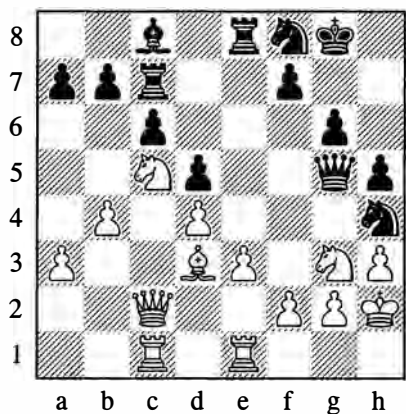
► Ex. 6-7 ◀ ★★ △



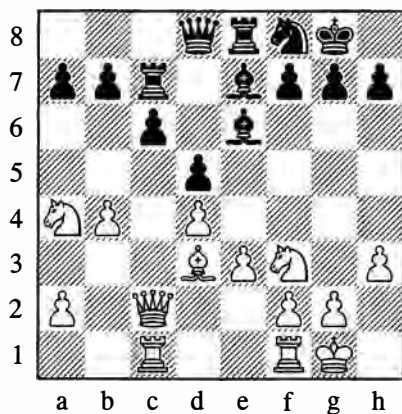
► Ex. 6-10 ◀ ★★ ▼



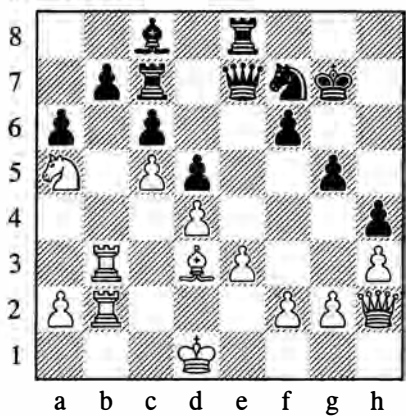
► Ex. 6-8 ◀ ★★★ △



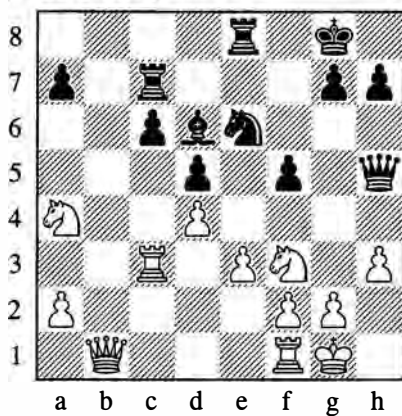
► Ex. 6-11 ◀ ★★ △



► Ex. 6-9 ◀ ★★ ▼



► Ex. 6-12 ◀ ★★ ▼



Solutions

Ex. 6-1

A.Kotov – L.Pachman

Venice 1950

15.a4

(1 point)

White prepares b4-b5 directly.

However, it is also possible to prepare the minority attack with the standard move 15.♖a4 (also 1 point), transferring the knight to c5.

15...♗g7 16.b5 axb5 17.axb5 ♕f5 18.♗xf5 ♖xf5 19.bxc6 bxc6 20.♖a4± ♖c8 21.♞c5

21.♞b1!?

21...♗d6 22.♗d2 ♖e7 23.♞b1 ♞b7

23...♞a8!?

24.♞xb7 ♖xb7 25.♞a7 ♗d6 26.♞a6 ♞c7

27.♞c1 ♕d8 28.♗c5 ♞a5 29.♞d3 ♞b5

30.g3 ♕b6 31.♞b1 ♞xd3 32.♗xd3 ♕a5

33.♗b3 ♕d8 34.♗bc5 ♕e7 35.♗d7 ♖c7

36.♗b8 ♗c4 37.♞a1 ♖c8 38.♗d7 ♖c7

39.♞a8† ♗g7 40.♗7e5 ♗xe5 41.♗xe5 ♕d6

42.♗d3 ♗f6?±

Better is 42...h5±.

See Ex. 6-2.

Ex. 6-2

A.Kotov – L.Pachman

Venice 1950

43.g4!±

(3 points)

This standard move fixes the second weakness – the h7-pawn.

43...♗e6 44.♗g2 ♞b7 45.♞e8† ♖e7 46.♞h8

f6 47.h4 ♞b7 48.♗f3 ♖f7 49.♞e8† ♖e7

50.♞d8 ♞a7 51.♗c5†! ♗e7 52.♞c8 ♕xc5

53.dxc5 ♗d7 54.♞h8 ♗e6 55.♞d8 ♗e7

56.♞d6 ♞a6 57.g5 fxg5 58.hxg5 ♗f7 59.♗g3

♗e7 60.f3 ♞a3 61.♗f4 ♞a4† 62.♗e5 ♞a3

63.♞xc6 ♞xe3† 64.♗xd5 ♞d3†

64...♞xf3 65.♞c7† ♗d8 66.♞xh7 ♞d3†

67.♗c6 ♞g3 68.♞g7 ♞xg5 69.♗d6 ♗e8 70.c6

♞g1 71.♞g8† ♗f7 72.c7+–

65.♗e4?!

65.♗e5! ♖e3† 66.♗f4 ♖c3 67.♞c7† ♗e6 68.♗g4 ♖c1 69.♞xh7 ♞xc5 70.♞g7+–

65...♞c3 66.f4?!

66.♗d5!? ♗d7 67.♞d6† ♗c7 68.f4+–

66...♞c1 67.♞c7† ♗d8?

In *Endgame Preparation*, Speelman pointed out that 67...♗e6± is a better defensive try, setting a clever trap: 68.♞xh7? ♞xc5 69.♞g7 ♖c4† 70.♗f3 ♖c6!! 71.♞xg6† ♗f5=

68.♞xh7 ♞xc5 69.♞f7

1–0

Ex. 6-3

A.Yusupov – V.Kupreichik

Rostov 1980

27...h4!?

(2 points)

A very nice move, which fits our subject perfectly. Before recapturing on d4, Black aims to improve his pawn structure by swapping off his (potentially weak) h-pawn.

27...cxd4 would be worse on account of 28.♞f5±.

27...♞xd4!? 28.♞xd4 exd4 (1 point) 29.♗f3 ♗d7 is less logical, since Black exchanges his potentially more active rook.

The best of the immediate recaptures is: 27...exd4 (also 2 points) 28.♗f3 During the game I thought that White was slightly better here, but the computer does not agree with this evaluation: 28...♞e7 29.♞f5 (29.b4 ♞g5 30.bxc5 bxc5=) 29...♞ge8 30.b4! (30.♞e1 ♞e5 31.♞xe5 ♞xe5 32.♗f4 ♞e7 33.e5 ♞f7† 34.♗g5 ♞f2†) 30...♞xe4 31.bxc5 ♞e3† 32.♗f4 ♞8e4† 33.♗g5 ♞e2=

28.♗f3

Now Black manages to weaken the white pawns and seize the initiative.

I failed to spot the stronger idea: 28.g4! ♞xg4†?! (28...exd4 29.♗f3 ♞e7 30.b4∞ 29.♗f3 ♞g8? 30.♞g1!+–

(1 point for this variation)

Solutions

28...hxg3 29.hxg3 exd4 30.e5

With energetic play, White manages to hold the balance.

30.g4!? would also be good: 30...Bh7 31.e5 Bh3† 32.Qf4 Bh2 (ΔBg2干) 33.b4!=

30...Bdg7 31.Bg1 Bg5 32.Qf4 Bg4† 33.Qf3 Qd7!?

33...B8g7!?干

34.Bf7† Qe6 35.Bxa7 d3!

35...Qxe5 36.Bd7! Qe6 37.Bb7=

36.Bh7

36.Bb7 Qxe5 (36...Bxg3† 37.Bxg3 Bxg3† 38.Qe4=) 37.Bxb6 Bxg3† 38.Bxg3 Bxg3† 39.Qf2! Bg2† 40.Qe1=

36...Qxe5?!

36...c4干

37.Bd7! c4

37...Bd4?! 38.Bel†

38.Bel† Qf6 39.Bd6† Qf5 40.Bd5† Qf6 41.Bd6† Qf5 42.Bd5†

½–½

Ex. 6-4

A.Yusupov – J.Eslon

Can Picafort 1981

14.a4!?

(2 points)

The minority attack on the queenside is a standard option. An advantage of this plan is that the opponent now has to concern himself with the protection of the b6-pawn, and so he gets fewer counter-chances.

Of course there are other options, for example 14.Bad1 or 14.e5 (1 consolation point for each).

14...Qb7 15.Qd3 Bc8 16.a5 Bc7 17.axb6 axb6 18.Bac1

The weakness of the b6-pawn gives White an edge.

18...Bb8 19.Bb1 Ba8 20.Ba1 Bb8 21.e5 Qd5 22.Qg5 h6 23.Qe4 Bc7 24.Qd6±

Ex. 6-5

A.Karpov – L.Ljubojevic

Linares 1989

The following annotations are based on analysis by Karpov.

19.Qxg6 hxg6 20.b5!

(2 points)

20...cxb5 21.axb5 Bd6

21...a5? 22.b6!±

22.bxa6 bxa6 23.Ba4

The a-pawn is now very weak.

23...Bd7?!

23...Ba8!? 24.Bc5 Bh4±

24.Bxd7 Bxd7 25.Bc5!± Ba7 26.Ba5 Qf8

27.Bb6 Ba8 28.h4 Qe7 29.Qh2+–

The king approaches the e4-pawn, which is now the second weakness.

But not 29.Be5† Qd7 30.Bxe4 a5±.

29...Qd7 30.Qg3 Qc7 31.Bb2 Bb7 32.Bc5† Qb8 33.Ba2 Be7 34.Qf4 Qb7 35.Bb2† Qa7 36.Bc6!

Threatening Bbb6.

36...Bh8 37.Ba2!

37.g3 allows Black to defend with 37...Bh5! followed by ...a5.

37...a5

37...Bxh4†? loses to 38.Qg3, after which 39.Bxa6† will lead to the win of the e7-rook.

38.Bxa5† Qb7 39.Bca6 Bxh4† 40.Qg3 Bh5 41.Ba7† Qc6 42.B5a6† Qb5 43.Bxe7+– Bg5† 44.Qh2 Qxa6 45.Bxf7

1–0

Ex. 6-6

A.Karpov – A.Kharitonov

USSR Ch, Moscow 1988

The following annotations are based on analysis by Karpov and I.Zaitsev.

17.a4!±

(2 points)

Threatening a4-a5-a6.

Solutions

17.b4 (1 point) is not so clear on account of:
17...♖c4 18.♙xc4 dxc4 19.♗c3 b5 20.a4 a6
21.♗d1 ♗e7 22.♗e5 (22.e4 ♗f4∞) 22...♗xe5
23.dxe5 ♗ed8∞

17...♗ac8

If 17...a5, then not 18.♗c5 ♗c8!∞, but simply 18.b3 followed by ♗d2 and ♗c5±.

18.♗c5 ♗b8

18...♗xc5 19.dxc5 ♗d7 (19...♗xa4??
20.b3+–) 20.b4 ♗ge5 21.♗xe5 ♗xe5
22.♙c2±

18...♗c7!? 19.♗a3 (19.a5 ♗d7) 19...♗d8±

18...♗f8!? 19.b3 (19.a5 ♗d7 20.♗xa7? ♗c7!
Δ...♗a8+–) 19...♗c7±

19.♗a3 a6

19...♗c4!?

20.♗c3 ♗c7 21.♗bc1 ♗a8 22.♗d2

Intending b2-b4 next.

**22...a5 23.♗b1 ♗c8 24.b4 axb4 25.♗xb4
♗d6 26.♗b3 ♙c8 27.a5±**

Ex. 6-7

A.Karpov – A.Beliavsky

Belfort 1988

The following annotations are based on analysis by Karpov.

19.♗e1!

(2 points)

White intends ♗d3-c5. When Black has already played ...a6, this redeployment of the knight before advancing b4-b5 can be very useful.

The immediate 19.b5 (1 consolation point) is followed by 19...axb5 20.axb5 ♗xa2 21.♗xa2 c5! =.

19...♙f5 20.♗e2

Karpov is forced to be very prudent in his preparations for b4-b5.

20.♗d3 would allow Black equal chances after 20...♙xd3 21.♙xd3 f5 =.

20...♙f8! 21.♗b2 ♗f6 22.♗f4 ♗e8

22...♙d6 23.♗fd3±

23.♗c1 h5 24.♗a2

24.b5? axb5 25.axb5 ♙a3

24...♙d6 25.♗fd3± ♗c7 26.♗c5 ♗ab8

26...b5? 27.♗b7 ♗db8 28.♗xd6±

27.b5! b6

27...axb5 28.axb5 cxb5 29.♙xb5±

28.♗xa6 ♗xa6 29.bxa6±

Ex. 6-8

A.Karpov – A.Beliavsky

Tilburg 1986

25.b5?

A rare case of Karpov overlooking a threat by his opponent!

It was better to play: 25.f4!

(2 points)

25...♗f6 26.♗f2! (26.b5 b6 27.♗a4 c5±)

26...♗f5 (♖26...b6 27.♗b3±) 27.♙xf5 ♙xf5

28.e4! with the point 28...dxe4?? 29.♗gxe4

♙xe4 30.♗xe4 ♗d8 31.♗f6†+–.

Slightly more passive, but still clearly better than the move in the game is 25.♙f1! (1 point).

25...♗xg2!†

(another 1 point for this variation)

26.♗xg2

26.♗g1 ♗h4+–

26...h4 27.bxc6 hxg3 28.fxg3 ♗xe3

29.♗xe3

Slight better is: 29.♗f2 ♗xe1 30.♗xe1 ♗xc6

31.♗e5 ♗d8 32.♙b5 ♗f6 33.♗e3 ♗e6†

29...♗xe3 30.cxb7 ♙xb7 31.♗c3?

31.♗b2 ♗e6!† (Mikhalchishin) or 31.♗b1 ♙c8†.

31...♗xc5!+– 32.♗xc5 ♗xd3 33.♗c3 ♗e2†

34.♗g1 ♗e6 35.♗e1 ♗xd4! 36.♗h1 ♗b5

0–1

Solutions

Ex. 6-9

L.Portisch – A.Yusupov

Bugojno 1986

31...f5!

(2 points)

Here there is the chance of a minority attack on the kingside.

32.♖e2 ♖d8!

Clearing the way for ...♗ce7.

33.♖b6

Better is 33.♖eb2 to keep Black tied to the defence of the b7-pawn.

33...f4!→ 34.exf4?!

34.♗c2 ♖f6 followed by ...♗ce7.

34...♗xe2 35.♗xe2 ♖f6 36.♖b4 gxf4 37.♗d2 ♖e7 38.♖h1!?

After 38.♖g1 ♖g5! Black threatens both ...f3† and ...♗xh3.

White had to try 38.f3!.

38...f3! 39.♗c3 ♗g5 40.gxf3 ♖f4

It was right to avoid 40...♗xh3? 41.♗xb7!?, but 40...♗xf3!? 41.♖c1 ♗e1+ would have been very strong.

Ex. 6-10

E.Bareev – U.Boensch

Bundesliga 2000

24...f4!?

(2 points)

Black logically attacks on the kingside.

25.g4

Or 25.gxf4 gxf4 26.e4 ♖g7 (26...♖h4!?) 27.e5 ♗c4.

25...♖g7

Targeting the weak d4-pawn.

26.♖d1 ♗b5

26...♗c4!?

27.♗d3 h5!? 28.♗xb5 axb5 29.gxh5 g4

30.exf4 g3→ 31.♖b3

31.♖e5!?

31...♖xe3 32.♖xe3 ♖f6 33.♗f1

33.♖d3 ♗f5 34.♖c3 ♖h4→

33...♖h4 34.♗e2 ♖h2 35.♖f1 ♗h3 36.♗d2 ♗xg2 37.♖e1?

37.♖b1! ♗xf3† 38.♗c3∞

37...♗h3† 38.♖e2 g2 39.♖f2 ♖xf4†

0-1

Ex. 6-11

A.Karpov – D.Campora

San Nicolas (2) 1994

The annotations to this exercise and the next are based on analysis by Karpov.

16.♖b1!?

(2 points)

White prepares the advance of his b-pawn.

The immediate 16.b5? is bad on account of 16...♗a3 17.♖b1 cxb5 18.♖b3 b4.

16.♗c5 (1 point) is followed by: 16...♗c8 17.b5 b6 (17...cxb5 18.♗xb5 b6? 19.♗xe8 ♖xe8 20.♖a4+→) 18.♗a4 c5∞

16...♗d6

16...♖c8 17.♖fe1 ♗xh3 (17...♗d6 18.♗g5) 18.gxh3 ♖xh3 19.♗e5 ♗d6 20.♗f1! ♖h4 (20...♖h5 21.f4) 21.♗f3 ♖g4† 22.♗g2 ♖e6 23.♗f1 ♖g6 24.♗h1±

17.b5 ♖f6 18.bxc6 bxc6 19.♗h2

19.♗d2 ♗xh3! or 19.♗e2 ♗f5 20.♖b2 ♗e6.

19...♖h4 20.♗f5!?

Securing the kingside.

20...♖h5 21.♗xe6 ♗xe6 22.♗f3± f5!

22...c5 23.dxc5 ♗xc5 24.♗xc5 ♗xc5 (24...♖xc5?! 25.♖xc5 ♗xc5 26.♖b5 ♖c8 27.♖d7) 25.♖b5±

22...♗g5 23.♗xg5 ♖xg5 24.♗c5±

23.♖c3!

See Ex. 6-12.

Solutions

Ex. 6-12

A.Karpov – D.Campora

San Nicolas 1994

23...♘d8?!

You cannot play like this against Karpov!

23...g5? would also be bad: 24.♙xf5 ♖f7
25.♙g4 ♙g6 26.♗xc6 h5 27.♘h4+–

The correct move is: 23...f4!

(2 points)

Black carries out a minority attack on the kingside. For example:

a) 24.♖e1 ♘g5 25.♘xg5 ♙xg5 26.exf4
♖xe1† 27.♙xe1 ♙xf4 (27...♖e7 28.♙d1 ♙xf4
29.g3 followed by ♗xc6±) 28.♙e8† (28.♙e6†?!
♖f7) 28...♙f8=

b) 24.e4 dxe4 25.♙xe4 ♘g5=

24.♘c5 ♗xc5

24...f4 25.exf4 ♗xc5 (25...♗xf4 26.♘d3±
26.dxc5 ♘e6 27.♖e3±

25.♗xc5 ♘e6

25...f4 26.♘e5±

26.♗c3 f4 27.e4!±

Scoring

Maximum number of points is 26

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

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

Contents

- ✓ The hidden point
- ✓ The role of tactical exercises

Complicated Combinations

In this chapter we shall take a look at various combinations in which the point behind them is somewhat hidden. After three or four forced moves a tactical nuance still has to be discovered.

But in a practical game nobody gives us the hint that we should look for a combination. We do not know whether it is worth searching for a tactical solution. Thus in the following game your author gave up his search for a winning combination too soon.

Diagram 7-1



Diagram 7-1

A.Yusupov – R.Fontaine

Cannes 2005

As White, I underestimated the strength of my position, calculating the variation 27.♙f6 gxf6 28.exf6 ♖g6 29.h5 ♜g8 30.hxg6 ♜xg6, and rejecting it.

I instead played 27.♙f4 and neither side found any way to make progress, soon agreeing a draw: 27...♞e7 28.♙g3 ♖h7 29.♞d1 ♜g8 30.♙h2 ♖f8 31.♙g1 ♜c7 1/2–1/2

But the rejected option would have been correct:

27.♙f6! gxf6

27...♖g6 28.h5 gxf6 29.exf6 is just a transposition.

28.exf6!

But not 28.♜xf6? ♖h7 29.♜xh6 on account of: 29...♞c1† 30.♙h2 ♞xe3 31.♞h5 ♞f4† 32.♙h3 ♞f5†+.

28...♖g6 29.h5 ♜g8

Or 29...♙h7 30.hxg6† fxg6 31.f7 ♞e7 32.♙e8 ♜xe8 33.♙f6!+.

30.hxg6 ♜xg6

Diagram 7-2

Now there is an unexpected tactical point:

31.♞xg6!

Both players had completely overlooked this move! A typical mistake when calculating variations – the variation was evaluated too soon and calculation was stopped, although there were still some active moves available!

31...fxg6 32.f7+–

Diagram 7-2



The simplest way to increase the probability of finding the right idea at the correct moment is by doing lots of tactical exercises! Here are three further examples.

Diagram 7-3

M.Taimanov – A.Serebrisky

Leningrad 1951

White starts a combination which is based on a double attack on the fourth move.

1. ♖xd6!

1. ♜d2!? d5 2. ♜a5 would not be so clear after 2...dxe4.

1...♞xd6 2. ♘f5! gxf5 3. ♞xd6

Diagram 7-4

3...♞c8?

Black cannot stand up to the pressure. He could have found better ways to defend.

If 3...♞xd6!? then we see the point of the combination: 4. ♜g3† ♔f7 5. ♜xd6! (but not 5. ♞xd6? f4! 6. ♜xf4 ♘d5! 7. ♜g3 ♘c3! 8. ♔f1 ♙xe4!) 5...♜d7 6. ♜xd7† (After 6.exf5 b4!? White may be clearly better, but Black can still fight on.) 6...♘xd7 7. ♞d6 ♘e5 (or 7...♘b8 8. ♞d8 ♘d7 9. ♞c8 ♘e5 10.f4+–) 8.f4+–

3...♞d7!? is trickier, as the tempting 4. ♜xc5? would be bad on account of 4...♘c8!. Instead, White would have to find the difficult move 4. ♜e1! (with the threat of 5. ♞xc6). Then 4...♞xd6 is followed by 5. ♜g3† transposing to the above variation with 3...♞xd6.

4. ♜xc5 fxe4

4...♜c7 5. ♜xf5+–

5. ♜xb6

White simply clears up.

5...exf3 6. ♞xc6 f2† 7. ♔xf2 ♞e8 8. ♔g1 1–0

Diagram 7-5

Em.Lasker – P.Romanovsky

Simultaneous St Petersburg 1909

In this position Black has numerous routes to his goal, but he finds a forced variation.

1...♘c2†!

1...♘d3+– also wins.

Diagram 7-3

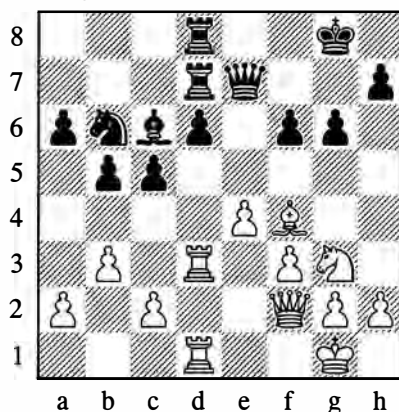


Diagram 7-4

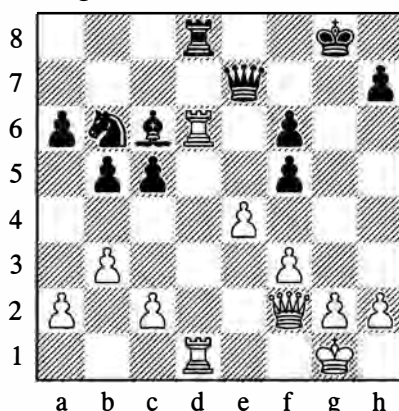
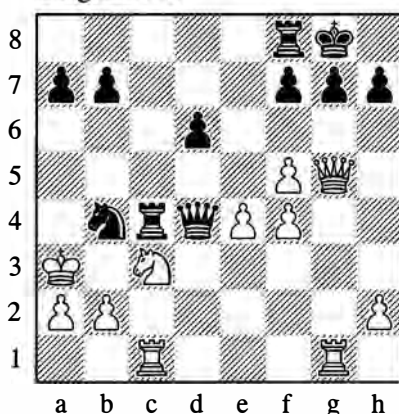


Diagram 7-5



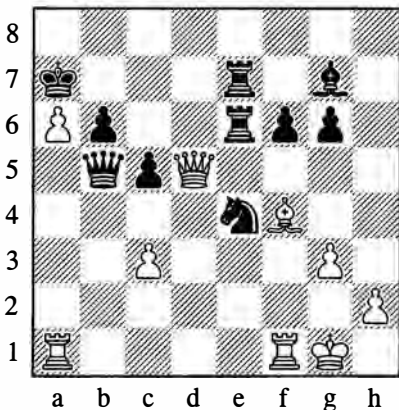
2.♔b3

If 2...♞xc2, then simply 2...♞c5† 3.♔b3 ♞b4#.

2...♞b4†! 3.♔xc2 ♞f2† 4.♔e2

Otherwise it is immediately mate: 4.♔d1 ♞d4# or 4.♔d3 ♞d4# or 4.♔b1 ♞xb2#.

But even after the text there is nowhere for the white king to escape to.

4...♞xe2† 5.♔c3 ♞c4† 6.♔d2 ♞xb2† 7.♔e3 ♞e2† 8.♔d4 ♞d2† 9.♔c4 ♞b4#**Diagram 7-6****Diagram 7-6**

Based on the game

L.Aronin – Shaposhnikov

Tula 1952

1.♔b8†!

In the game White also had a knight on f3, giving him additional ways to win.

1...♔xb8 2.a7† ♞xa7 3.♞d8†!

The opponent has fewer options after a check than after a quiet move.

After 3.♞xa7 Black could still put up some resistance with 3...♞c6!±.

3...♔b7 4.♞xa7† ♔xa7 5.♞c7† ♔a6 6.♞c8† ♔a7 7.♞a1†+-

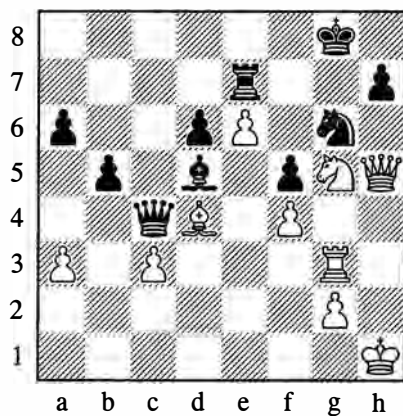
Always check out the active moves first! An active move may decide the game on the spot, and then you do not have to calculate the other possibilities. Nor should we forget to consider active resources for the opponent.

As we have already emphasized, **it is very important to look for forced sequences first of all.** Forced variations oblige the opponent to turn to very specific replies and they are much easier to calculate.

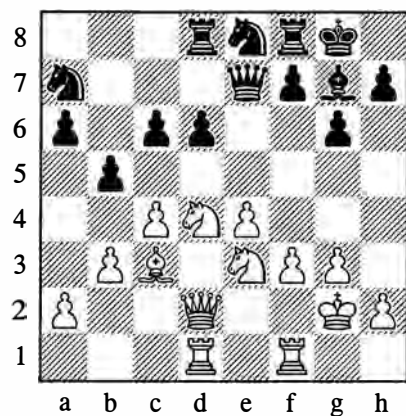
Of course, there is not always a forced solution, so sometimes we also have to play positionally! But we must never forget that forced variations have the highest priority of all.

Exercises

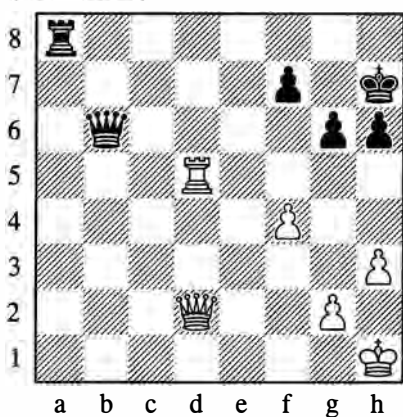
► Ex. 7-1 ◀ ★★★ ▼



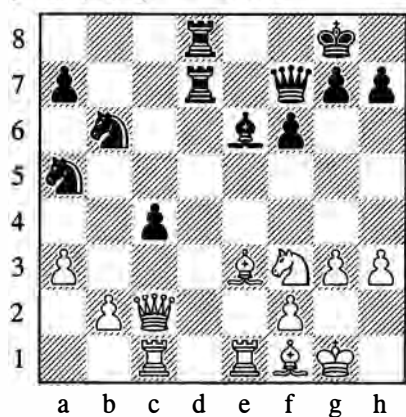
► Ex. 7-4 ◀ ★★★ △



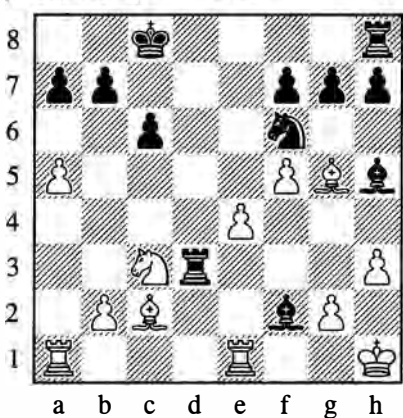
► Ex. 7-2 ◀ ★★ ▼



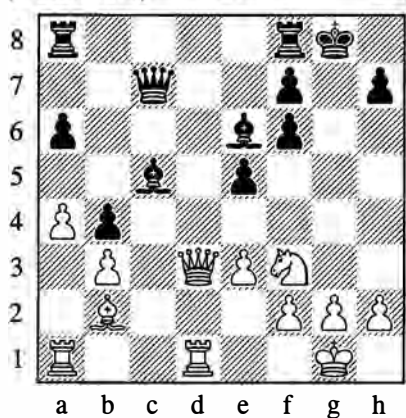
► Ex. 7-5 ◀ ★★★ △



► Ex. 7-3 ◀ ★★ ▼

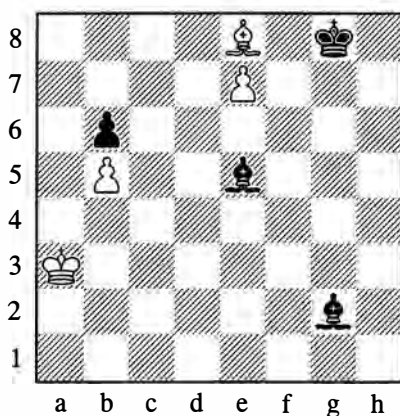


► Ex. 7-6 ◀ ★★ △

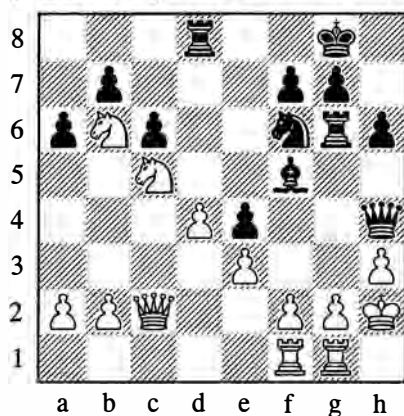


Exercises

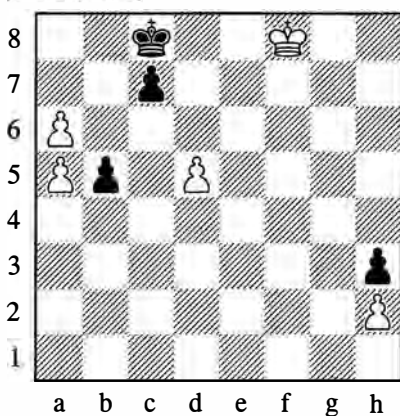
► Ex. 7-7 ◀ ★★ △



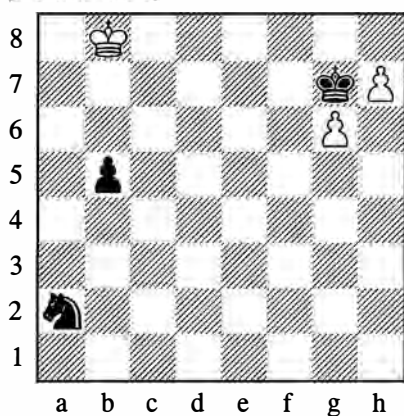
► Ex. 7-10 ◀ ★★ ▼



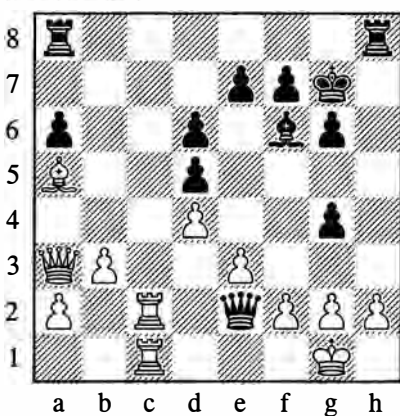
► Ex. 7-8 ◀ ★★★★★ △



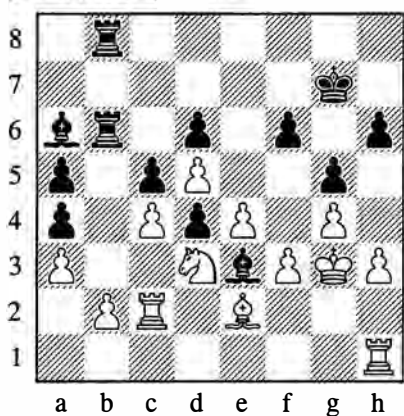
► Ex. 7-11 ◀ ★★★★★ △



► Ex. 7-9 ◀ ★★★ ▼



► Ex. 7-12 ◀ ★★ ▼



Solutions

Ex. 7-1

G.Gajewski – S.Maze

Dresden Olympiad 2008

37...♖f1† 38.♔h2 ♕xg2!

(2 points)

As well as seeing this combination, Black also had to anticipate what White could come up with in the way of defensive resources.

39.♕g1

39.♖xg2? ♖xg2†!–+

39...♕c6?

39...♕d5!–+ was more accurate, aiming for the same finish as in the game, but without allowing the resource indicated in the next note.

40.♜xh7?

Both players were thinking in the same direction and thus did not notice that White could defend better with: 40.♜f7! ♖xe6 41.♜h6† ♜g7 42.♕d4† ♖f6 43.♜xf5† ♜f7 44.♖xh7† ♜e6 45.♜g7† ♜d7 46.♖h3†+ with some drawing chances.

40...♖e2†!

(another 1 point)

Black's brilliant point. White resigned as he loses material after: 41.♖xe2 ♖xh7† 42.♖h3 ♖xh3† 43.♜xh3 ♜xf4†–+

0–1

Ex. 7-2

O.Bogatyrev – E.Zagoriansky

Moscow 1947

1...♖a1†

(1 point)

2.♔h2 ♖g1† 3.♔g3 ♖a3† 4.♖d3

King moves are followed either by 4...♖b6 or by 4...♖h2! with a decisive attack.

4...♖a7?–

After this disappointing move the game ended in a draw, whereas Black could have finished the game in style: 4...♖d4!!–+

(another 1 point)

Ex. 7-3

Meister – Grozdov

USSR 1954

1...♖xh3†!

(1 point)

2.gxh3 ♕f3† 3.♔h2 ♜g4†! 4.hxg4 h5!

(another 1 point)

5.♕h6

Or 5.♕h4 hxg4.

5...hxg4

6...♖xh6# cannot be stopped.

0–1

Ex. 7-4

A.Kotov – G.Barcza

Saltsjobaden 1952

21.♜d5!

(1 point)

21...gx5

21...♕xc3?? 22.♜xe7†+–

If 21...♖c7, then 22.♜xg7 ♜xg7 23.♕a5+– or 23.♜g4+–.

22.♜xf5 ♖c7

22...♖e6 is followed by: 23.♕xg7 ♜xg7 24.♖g5

(1 point for this variation)

24...♖e5 25.♜h6† ♜h8 26.♖xe5 dxe5 27.♖xd8 ♖xd8 28.♜xf7†+– (Lisitsin)

After 22...♖d7 White would play as he did in the game.

23.♜xg7

23.♕a5 (1 point) is just as good: 23...♖d7 24.♕xd8 ♖xd8 25.c5+–

23...♜xg7 24.♕f6!

(another 1 point)

The castled position is so weakened and the bishop on f6 is so powerful that White can bring his attack to a successful conclusion without much trouble.

24...♔h8

24...♜e6 25.f4! d5 (25...♖fe8 26.f5!+– or 25...h6 26.f5 ♜g5 27.♕xg5 hxg5 28.♖xg5† ♔h7 29.f6 ♖g8 30.♖h5# Lisitsin) 26.f5 dxc4

Solutions

27. ♖e2 h6 28. ♜h5 ♘h7 29. fxe6 fxe6
30. ♙xd8+–

25. ♜g5

Or 25. ♜h6 ♜g8 26. e5+–.

25... ♜g8 26. h4! ♜de8 27. h5 ♜e5 28. ♙xe5
dxe5 29. ♜f6! ♘c8 30. h6 ♘e7 31. ♜d2
1–0

Ex. 7-5

A. Tolush – G. Stoltz

Bucharest 1953

26. ♜c3!

(1 point)

26... ♘b3

A principled move.

26... ♘c6? is bad: 27. ♙xb6+–

After 26... ♜d5 27. ♘d2!? too, the black
position remains difficult.

27. ♙xb6 axb6

27... ♘xc1 28. ♙xd8+–

28. ♜xe6

(another 1 point)

28... ♘xc1

28... ♜xe6 29. ♙xc4+–

29. ♙xc4 ♘h8?!

29... b5 is followed by 30. ♜e8† ♜xe8
31. ♙xf7† ♘xf7 32. ♜xc1+–.

29... ♜d1†! would be more resilient: 30. ♜e1

(another 1 point for this variation)

30... ♜xe1† 31. ♘xe1 ♘f8! 32. ♜c2 (32. ♜xc1?
♜c8) 32... ♜c7 33. a4! ♜c8 34. b3 ♘xb3
35. ♙xb3±

30. ♜e1! ♜h5

30... ♘a2!? 31. ♜b3 ♜h5 32. ♘g2+–

31. ♜xc1 ♜xh3 32. ♜e1+– ♜h5 33. ♘g2
g5 34. ♜e6 ♜d6 35. ♜f5 ♜h6 36. ♜h1 ♜g7
37. ♙b3 g4 38. ♘h4 ♜b7† 39. ♘h2 ♜g7
40. ♘g1 ♜g5 41. ♘g6† ♘g7 42. ♜xh7†!
1–0

Ex. 7-6

S. Flohr – I. Horowitz

USA – USSR Radio Match (1) 1945

18. ♙xe5! fxe5 19. ♘g5

(1 point)

19... ♘g7

19... f5 20. ♘xe6+–

20. ♜xh7† ♘f6 21. ♘e4† ♘e7 22. ♜h4†

Or 22. ♜dc1!+– (1 point) straight away.

22. f6

22... ♘e8 23. ♘f6† ♘e7 24. ♘d5†+–

23. ♜dc1!+–

(another 1 point)

This is somewhat more precise than 23. ♜ac1
(also 1 point), since there is no need to
calculate 23... ♜ad8.

23... ♜ac8

23... ♜h8 24. ♜xf6†+–

24. ♜xc5 ♜b8 25. f4 ♜xc5 26. ♘xc5 ♜b6

27. ♘xe6 ♜xe3† 28. ♘h1 ♘xe6 29. fxe5 fxe5

30. ♜g4† ♜f5 31. ♜g6† ♜f6 32. ♜e8† ♘f5

33. ♜f1†

1–0

Ex. 7-7

End of a study by

L. Kubbel

1926

3. ♙d7!

(1 point)

The order of moves is important. 3. ♘a4?
would be bad on account of: 3... ♙f3! 4. ♙g6
♙d1† 5. ♘b4 ♙d6†+–

3... ♙d6† 4. ♘a4! ♙xe7 5. ♙e6† ♘g7 6. ♙d5!

(another 1 point)

6... ♙h3

Or 6... ♙xd5 stalemate.

7. ♙e6! ♙f1 8. ♙c4! ♙xc4 stalemate

Solutions

Ex. 7-8

H. Fahrni

1922

1. ♖e7 b4

1... ♖b8 is less interesting: 2. ♖d7 b4 3. a7† ♜xa7 4. ♖xc7 b3 5. d6=

2. d6!

(1 point)

2... cxd6 3. ♖xd6 b3 4. ♖c6 ♖b8

4... b2? 5. a7+–

5. ♖b6 b2 6. a7† ♜a8 7. ♖a6

(another 1 point)

The important idea!

7... b1 ♖!?

7... b1 ♖ and 7... b1 ♜ are both stalemate.

7... b1 ♜ leads to a known fortress – White brings his king to g1.

(another 1 point)

8. ♖b6

Or 8. ♖b5.

8... ♖d2 9. ♖c5 ♖f3 10. ♖d5 ♖xh2 11. ♖e4 ♖g4

11... ♖f1 12. ♖f3 followed by ... ♖f2 also leads to a draw.

12. ♖f3 ♜xa7 13. ♖g3 h2 14. ♖g2=

(another 1 point)

See Fortress II in Chapter 6 of *Boost Your Chess 1*.

Ex. 7-9

Chukaev – R. Nezhmetdinov

USSR 1950

1... ♜xh2!!

(1 point)

More incisive than 1... ♖d3 2. ♜e1 ♖f5! 3. ♖a5 ♜h5† (1 consolation point).

2. ♖xh2

2. ♜xe2 would be quickly followed by mate: 2... ♜ah8 3. f3 (3. g3 ♜h1† 4. ♖g2 ♜8h2#) 3... g3+–

(1 point for this variation)

2... g3†!

(another 1 point)

The idea of the rook sacrifice.

3. ♖xg3

3. fxc3 is followed by: 3... ♖xe3 4. ♜c8 ♜xd4 (4... ♖h6† also wins after 5. ♖g1 ♜xd4† 6. ♖f1 ♖h1† 7. ♖e2 ♖xg2† 8. ♖d3 ♖e4†+ Lisitsin.) 5. g4 ♜e5† 6. ♖h1 ♖g3 7. ♖g1 ♜d4†+–

3... ♖h5

Threatening ... ♜h4†.

4. ♜h1 ♖xh1 5. ♖f3 ♖d1† 6. ♜e2 ♖d3

Even stronger is 6... e5!+–.

7. ♜b2

7. ♜d2 ♖e4† 8. ♖e2 ♖xg2+–

7... g5 8. g4 ♜h8 9. ♖g2 ♖d1 10. ♖g3 ♖f1 0–1

Ex. 7-10

N.N. – N.N.

Correspondence game 1934

1... ♜g3!

(1 point)

Black threatens ... ♜xh3†.

1... ♜xg2†? 2. ♜xg2 ♜xh3 is bad on account of 3. ♜h1.

1... ♜xh3? 2. gxxh3 ♖g4† 3. ♜xg4 ♜xg4 4. ♖c4 ♜d5 5. ♖e5+–

1... ♖g4† also wins, but is more complicated: 2. ♖h1 ♖e5! (1 point) 3. dxe5 (3. ♖h2 ♜xg2†!+–) 3... ♜xh3 4. g3 ♖h5 5. ♜g2 ♖f3 6. ♜fg1 ♜g5+– (another 1 point)

2. fxc3

Or 2. ♜h1 ♜xh3† 3. gxxh3 ♖xh3† 4. ♖g1 ♖g4† 5. ♖h2 ♖h5† 6. ♖g2 ♖g5† 7. ♖h2 ♖g4† 8. ♖g1 ♖xe3† 9. ♖h2 ♖g2#.

2... ♖g4† 3. ♖h1 ♖xg3 4. hxxg4 ♖h4#

(another 1 point)

Solutions

Ex. 7-11

End of a study by

V. Jakontov

1950

3.♔c7! b4

3...♘c3 leads to the main line after 4.♔d6 b4.

4.♔d6!

(1 point)

4...♘c3

If 4...b3, then 5.♔e7 b2 6.h8♖† ♔xh8 7.♔f7 b1♗ 8.g7†=.

(1 point for this variation)

5.♔c5!

But not: 5.♔e7? ♘d5† 6.♔e8 (6.♔e6 ♘f4† 7.♔e5 b3-+) 6...♘f6† 7.♔e7 ♘xh7-+

5...b3 6.♔b4! b2 7.♔a3

(another 1 point)

The idea of the study.

7...b1♗

Neither 7...b1♘ 8.♔b2= nor 7...b1♘†= changes anything.

8.h8♖† ♔xh8 9.g7† ♔h7 10.g8♖† ♔xg8
stalemate

Ex. 7-12

I. Kan – I. Rudakovsky

USSR Ch, Moscow 1945

32...♙xc4!

(1 point)

33.♖xc4 ♖xb2!

This breakthrough decides the game.

34.♖e1

Other moves are no better:

a) 34.♘xb2 ♖xb2 35.♖e1 (35.h4 ♖xe2 36.hxg5 fxg5 37.♖xa4 ♙f4†-+) d3-+

(1 point for this variation)

b) 34.♙f1 ♖d2 35.♖xa4 (35.♖h2? ♙f4† 36.♘xf4 gxf4†-+) 35...♖b1-+

34...♖d2 35.♔g2 ♖b3 36.♔f1 ♖xa3 37.♖b1 ♖aa2! 38.♖b7†

38.♖e1 is followed by 38...a3 39.♖a4 ♖ac2 40.♖xa3 c4 41.♘c1 d3 42.♘xd3 cxd3 43.♖xd3 ♖xd3 44.♙xd3 ♖f2† 45.♔g1 ♙d4-+.

38...♔f8 39.♘c1 ♖a1

39...d3 would not be as good on account of 40.♘xd3 ♖xe2 42.♖xa4!.

40.♔e1 d3 41.♖b8† ♔e7 42.♖b7† ♔d8 43.♙xd3 ♖xd3 44.♔e2 ♖d4-+ 45.♖xd4 ♙xd4 46.♔d2 a3

0-1

Scoring

Maximum number of points is 31

26 points and above → **Excellent**

21 points and above → **Good**

16 points → **Pass mark**

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

Contents

- ✓ Elementary fortresses
- ✓ Various types of fortress
- ✓ The breakthrough
- ✓ Rook and bishop against queen

Fortresses

In the endgame we can sometimes set up an impregnable fortress and thus save the game. We considered the ten most important elementary fortresses in Chapter 22 of *Build Up Your Chess 1* and Chapter 6 of *Boost Your Chess 1*. We have also become acquainted with some fortresses in the form of barriers.

In some endings, for example, those with opposite-coloured bishops, or rook and pawn against queen, constructing a fortress is the most important idea for the defending side.

There are many different types of fortress: a secure position, a pawn barrier, a king which is shut in, some other piece which is shut in, and fortresses involving pins.

The fortress can often be successful despite a clear disadvantage in material, and thus it can save a game which seems almost certainly lost.

Diagram 8-1



Diagram 8-1

K.Bischoff – J.Gustafsson

German Ch, Altenkirchen 2005

40...♔f6??

This move allows White to construct a secure fortress.

40...♙e6+ would clearly have been better, although it is still difficult to play against the good knight on d4.

41.♙xf6 ♙xf6 42.♙c3 ♙f8 43.b4 axb4† 44.♙xb4 ♙e7 45.♙c5

Despite his advantage in material, Black cannot make any real progress on account of his damaged pawn structure.

45...♙e6 46.♙e2 ♙f5 47.♙d4 ♙f6 48.♙f4 ♙g5 49.♙h3† ♙g4 50.♙f4 ♙f3 51.♙h5

White does not need the f2-pawn – he has built a fortress. His f4-knight has enough squares to prevent Black forcing it into zugzwang.

51...♙xf2 52.♙f4

Diagram 8-2

52...♔f3 53.♖h5 ♙c8 54.♖f4 ♙b7 55.♖h5 ♙c6
56.♖f4 f6 57.♖e6 ♙e8 58.♖f4 ♙f7 59.♖h3 ♔g3
60.♖f4 ♔f3

White still has a square for his knight.

1/2-1/2

Of course it is not always possible to construct an impregnable fortress. Sometimes your opponent can break through the defensive line.

Diagram 8-3

S.Brzozka – D.Bronstein

Miskolc 1963

46...♖a6!

The position looks completely blocked, but Black has prepared a breakthrough.

46...♖a8! with the same idea would be equally good.

47.♖d1 ♖xd5† 48.♖xd5

After 48.cxd5 c4!→ Black opens lines for his rooks.

48...♖xb3†!!

Only this sacrifice can force the remaining black rook into the opposing camp.

49.♔xb3

49.axb3 is followed by 49...a2 50.♙xa2 ♖xa2 51.♖d2 ♖a1 52.♖g2 ♔e6→, when White is in zugzwang and cannot protect all his weaknesses.

49...♖b6† 50.♔c2 ♖b2† 51.♔c1 ♖e2

White's pieces are so badly placed that he cannot protect his pawns.

52.♖d1 ♖xe3 53.♖g1 ♖c3† 54.♔d2 ♖xc4†

Here the three connected passed pawns are clearly stronger than the bishop.

55.♙c2 d5 56.♖b1 d4 57.♙d1

57.♖b3? is followed by 57...e3† 58.♔d3 e2 59.♖b7† ♔d8 60.♖b8† ♔c7 61.♖e8 ♖c3† 62.♔d2 c4!. Black threatens ...♖xg3, and 63.♖xe2? is met by 63...♖xc2†→.

57...♖c3 58.♖b3 e3† 59.♔e2 ♖c1

Diagram 8-4

60.♖xa3?

White lets the black pawns get too far.

Diagram 8-2

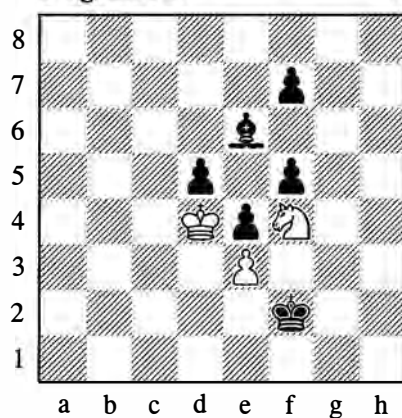


Diagram 8-3

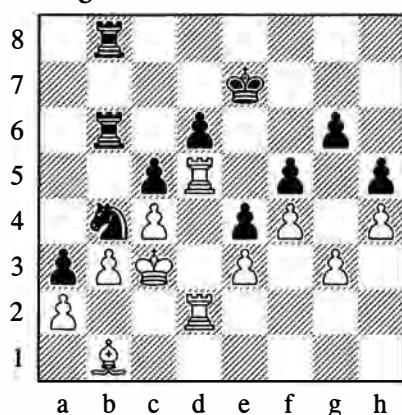


Diagram 8-4

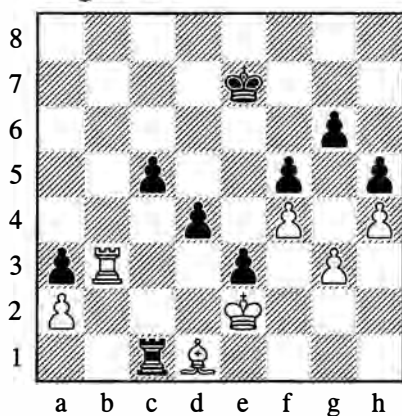


Diagram 8-5

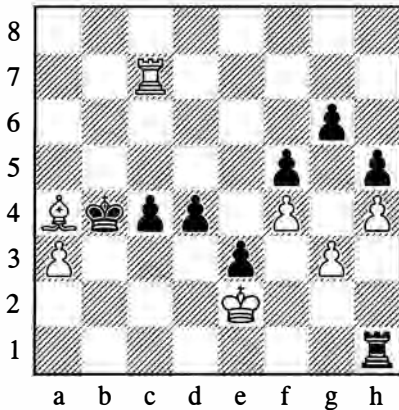


Diagram 8-6

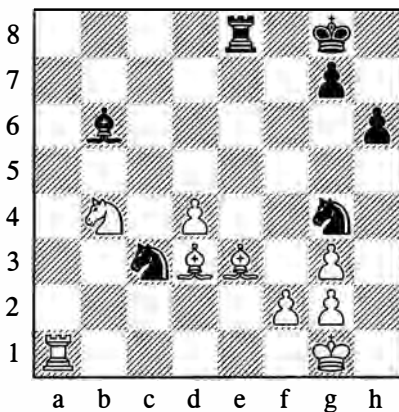
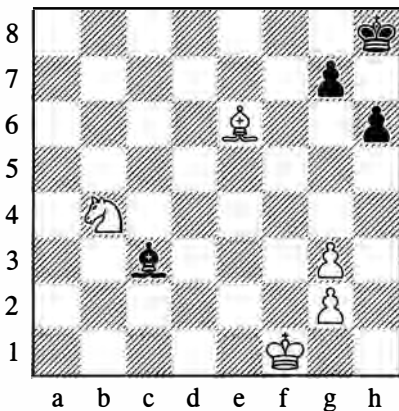


Diagram 8-7 (analysis)



Defending was very difficult, but 60...♔d3! would have been better: 60...♔d6 61.♙b3 ♔g1 (61...♔c6 62.♔d1 ♔xd1 63.♙xd1 c4 64.♙a4† ♔c5 65.♙e8 ♔b4 66.♙d7 ♔c3 67.♙b5= or 61...c4 62.♔xd4† ♔c5 63.♔d1=) 62.♙c4† White retains some drawing chances.

60...c4 61.♙a7?!

61.♙a4 is more stubborn: 61...♔d6 62.a3 ♔c5 63.♙a5† ♔b6 64.♙a4 ♔b5 65.♙b4† ♔c5 66.♙a4 ♔g1 67.♙b5† ♔d6 68.♙b6† ♔e7†

61...♔d6 62.♙a4 ♔h1 63.♔d7† ♔c5 64.♔c7† ♔b4 65.a3†

Diagram 8-5

65...♔c3!-+

The king now supports the pawns as well.

66.♙b5 ♔h2† 67.♔f1 d3 68.♔xc4† ♔b2 69.♔g1 e2 0-1

In the next example your author failed to grab his chance.

Diagram 8-6

A.Sokolov – A.Yusupov

Candidates Match (7), Riga 1986

The following annotations are based on analysis by Dvoretzky.

38.♔c1?

White underestimates his opponent's defensive options.

38.♔c2± was correct.

38...♔xe3 39.fxe3 ♔xe3! 40.♔xc3 ♔e1??

The last move before the time control was a blunder. Instead, Black could have constructed a fortress after: 40...♙xd4! 41.♙c4† (41.♔c8†? ♔e8† or 41.♔c2? ♔xd3†) 41...♔e6† (or 41...♔h8) 42.♔f1 ♙xc3 43.♙xe6† ♔h8

Diagram 8-7

The fortress holds up even after the loss of the h-pawn. 44.♔c6 ♙f6 45.♔e2 ♙b2 46.♔f3 ♙c3 47.♔e4 ♙b2 48.♔f5 ♙c3 49.♔g6 ♙b2 50.g4 ♙c3 51.♔d8 ♙b2 52.♔f7† ♔g8 53.♔xh6† ♔h8 The king must remain in the corner. 54.♔f5 ♙c3 55.♔g3

♙e5 56.♘h5 ♙c3 57.♙f7 ♙b2 58.g5 ♙c3 59.g4 ♙b2
60.♙f5 ♙c3 61.♘f6

Diagram 8-8

61...♙d2! The only difficult moment. White is threatening to bring his bishop to g8, but Black can prevent that. (61...♙b2? 62.♙h7 gxf6 63.gxf6 ♙xh7 64.g5+-) 62.♙h7 gxf6 63.g6 ♙h6=

41.♙h2+-

With the rooks on the board, Black cannot defend the position.

1-0

The following example shows us the typical course of a game in which one side has to struggle against a queen with a rook and a bishop.

Diagram 8-9

J. Timman – A. Yusupov

Montpellier Candidates 1985

In endings like this the defender must aim for two things – firstly to place his pieces in safe positions, and secondly to prevent his opponent from getting a passed pawn.

32...g6!?

Black wants to build a safe fortress after ...h5 and ...f5.

33.♙d5† ♙g7 34.♙e5†

34.b4!? would give White better chances of a win, since Black cannot blockade the passed pawn until a very late stage: 34...♙f5 35.♙d7† ♙f7 36.♙e6 axb4 (36...♙f5 37.♙e7† ♙g8 38.g4+-) 37.a5! ♙a7±

34...♙f7 35.h5 ♙f5! 36.hxg6† ♙xg6 37.♙e6† ♙g5 38.♙g8† ♙f6 39.♙f8† ♙g6 40.♙g8† ♙f6 41.g4 ♙g5

Diagram 8-10

The rook finds its safe position. The only serious danger for the black fortress is now zugzwang.

42.♙f8† ♙g6 43.♙e8† ♙f6 44.♙h3 ♙g7

44...♙c5!?

45.♙e7† ♙g8 46.♙f6 ♙h7 47.♙f7† ♙h8

48.♙f8†

48.♙g3 ♙c5! =

48...♙h7 49.♙f6○

Diagram 8-8 (analysis)

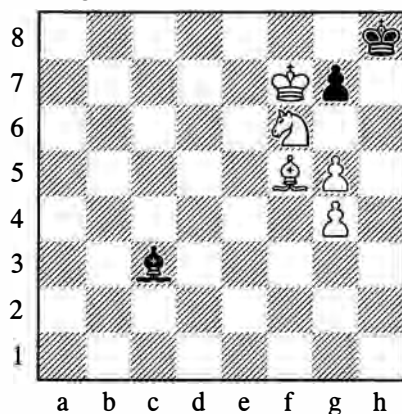


Diagram 8-9

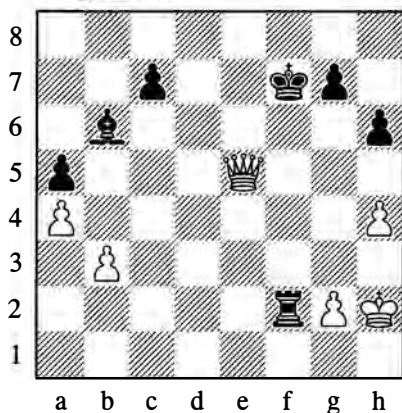


Diagram 8-10

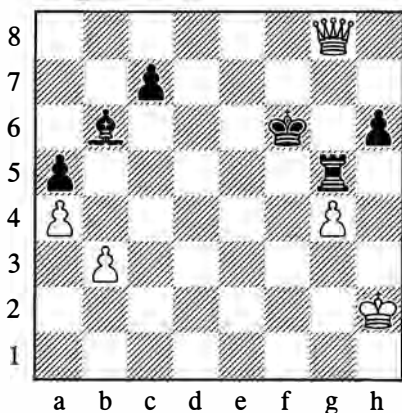


Diagram 8-11

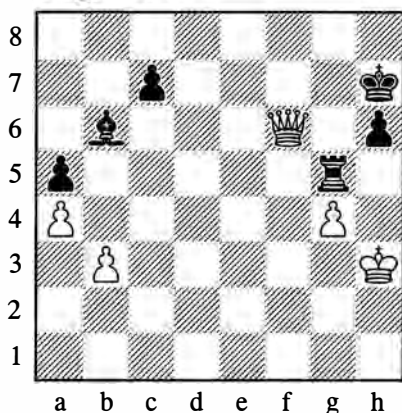


Diagram 8-12

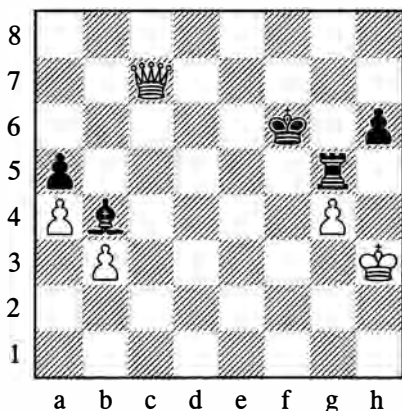


Diagram 8-11

49...♔c5!

Fortunately Black has this move, which limits the damage.

50.♖f7† ♔h8 51.♗e8† ♔g7 52.♗d7† ♔f6 53.♗xc7

If 53.♗c6†!? ♔d6 54.b4, then 54...axb4 55.♗a8 ♔g7 56.a5 b3 57.a6 ♖a5!? with sufficient counterplay.

53...♔b4=

White cannot break open this fortress.

Diagram 8-12

54.♗h7 ♖g6 55.♔g3

55.♗h8† ♔f7 56.♔h4 is followed by 56...♔e1†, and after 57.♔h5? ♖g5† 58.♔xh6 ♔d2! 59.♔h7 ♖g6 it would be Black who was playing for a win.

55...♔d6† 56.♔f3

56.♔h4 is no better, on account of: 56...♔e7 (or 56...♔f8!?) 57.♗h8† ♔f7† 58.♔h5 ♖g5† 59.♔xh6 ♖g6†=

56...♔b4 57.♗d7 ♖g5 58.♗h7 ♖g6 59.♗h8† ♔f7 60.♗d4 ♖g5 61.♔f4 ♔g8 62.♗f6 ♔h7 63.♗f7† ♔h8 64.♔f3 ♖g7 65.♗h5 ♔h7 66.♔e4 ♖g5=

White cannot find a way to invade the fortress.

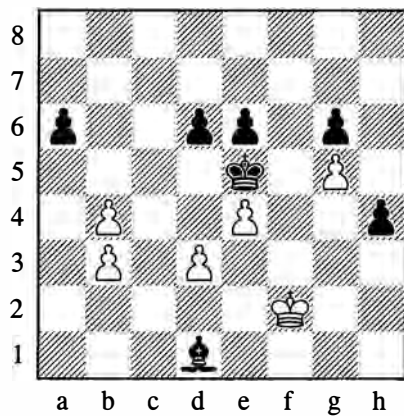
67.♗f7† ♔h8 68.♔f4 ♔d6† 69.♔e3 ♔c5† 70.♔f3 ♔b4 71.♔e4 ♔e1 72.♗f6† ♔h7 73.♔d3 ♔b4 74.♗f7† ♔h8 75.♗d7 ♔g8 76.♔e4 ♔h8

1/2-1/2

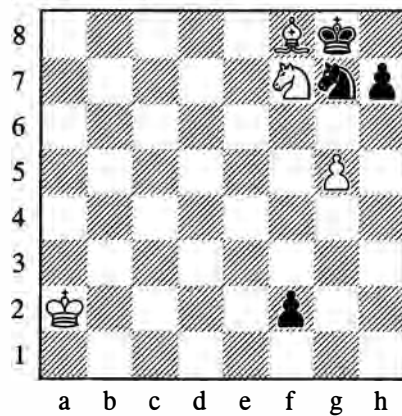
In the test which follows, please try to construct a fortress. We shall also revise some elementary fortresses.

Exercises

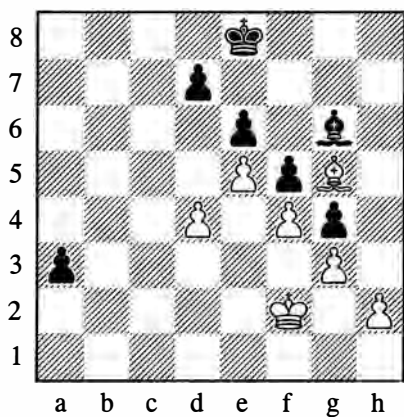
► Ex. 8-1 ◀ ★★ △



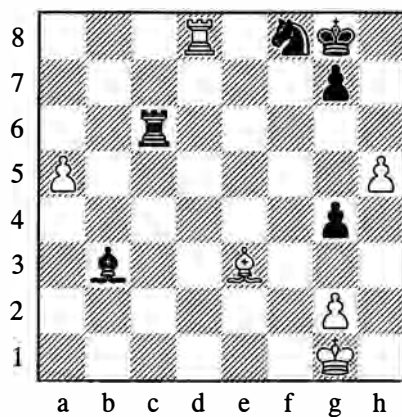
► Ex. 8-4 ◀ ★★ △



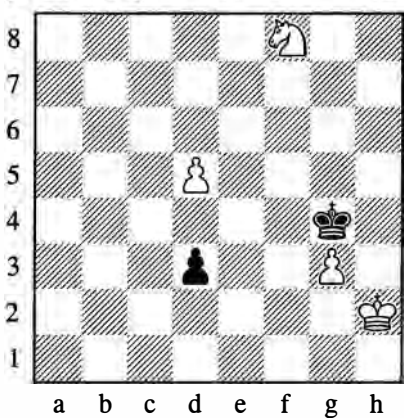
► Ex. 8-2 ◀ ★★ △



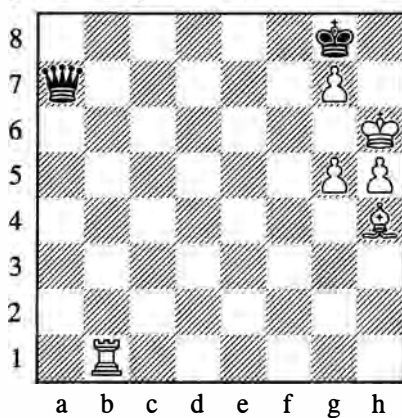
► Ex. 8-5 ◀ ★★ △



► Ex. 8-3 ◀ ★★★ △

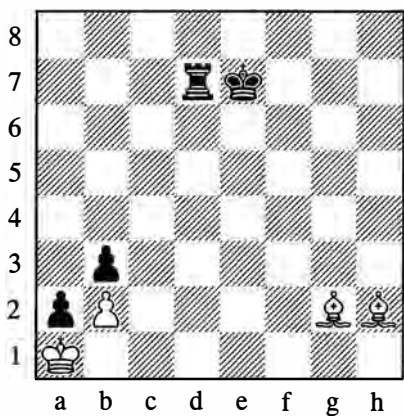


► Ex. 8-6 ◀ ★★ △

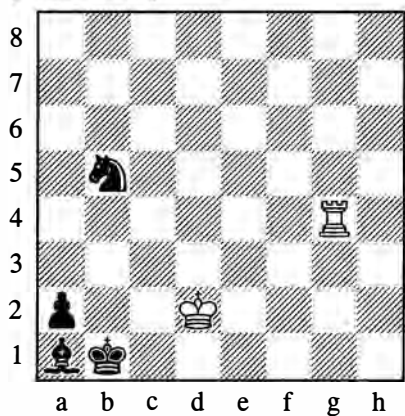


Exercises

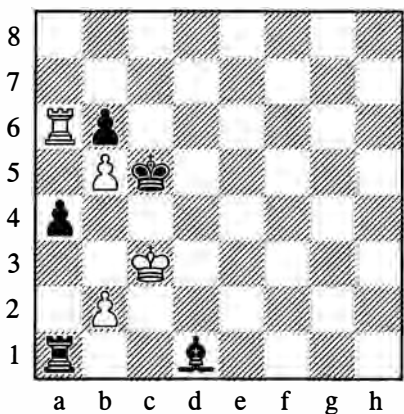
► Ex. 8-7 ◀ ★★★ △



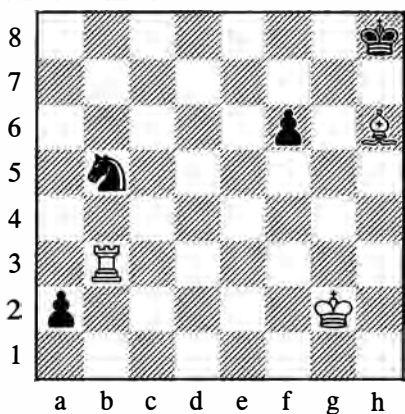
► Ex. 8-10 ◀ ★★ △



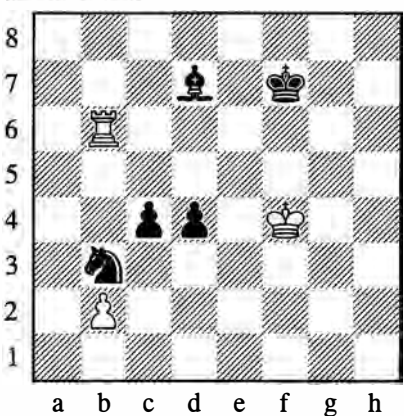
► Ex. 8-8 ◀ ★★ △



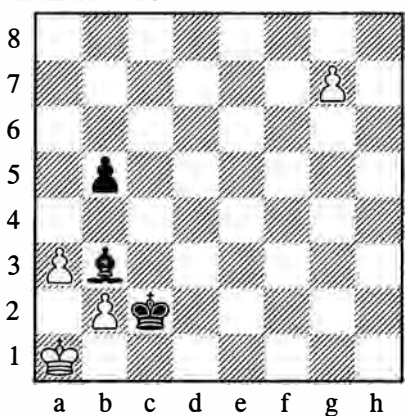
► Ex. 8-11 ◀ ★★ △



► Ex. 8-9 ◀ ★ △



► Ex. 8-12 ◀ ★★ △



Solutions

Ex. 8-1

M. Tronov

1913

1.b5!

(1 point)

1...axb5

Otherwise the white b-pawn goes straight through.

2.♔e3

The threat is 3.d4#.

2...d5 3.d4+ ♕d6 4.e5+ ♕c6 5.b4!=

(another 1 point)

White has set up a pawn barrier.

Ex. 8-2

End of a study by

V.Smyslov

2002

3.d5!

(1 point)

3...a2

Or 3...exd5 4.e6 followed by 5.♕f6=.

4.d6! a1♖

Threatening 5...♖h1-+.

5.♔g2!=

(another 1 point)

Black even has two pieces shut in – the king and the bishop!

Ex. 8-3

End of a study by

A. Grin & E. Dragomaretsky

1981

3.♕d7!

(1 point)

3.♕g6? is bad on account of 3...♔f5!

4.♕h4+ ♔e4-+.

3...d2

But not 3...♔f5?? 4.♕b6! d2 5.♕c4 d1♖

6.♕e3+-.

4.♕e5+! ♔h5!

(another 1 point)

Other moves even lose: 4...♔f5?? 5.♕c4+- or 4...♔g5?? 5.♕f3+-.
5.d6! d1♖ 6.d7=

(another 1 point)

The position is drawn because the black king is shut in.

6...♔g5?? loses to 7.d8♖+-, while 6...♔h6 is met by either 7.♕f7+ and 8.d8♖=, or the immediate 7.d8♖=.

Ex. 8-4

End of a study by

G. Zakhodiakin

1930

3.♕c5!

(1 point)

3...f1♖ 4.♕h6+ ♔h8 5.♕d6!!

(another 1 point)

White will continue with ♕e5= to set up a fortress involving a pin, the bishop and the g-pawn being indirectly defended by the fork on f7.

Ex. 8-5

C. Lutz – A. Onischuk

Bundesliga 1999

44.a6!

(1 point)

44...♖xa6 45.♕c5 ♖f6 46.g3=

(another 1 point)

The fortress involves Black being tied to the defence of the pinned knight. 46...g6 is met by 47.h6, maintaining the fortress.

Ex. 8-6

End of a study by

V.Smyslov

2000

4.♖b8+!

(1 point)

4.g6? is bad: 4...♖xg7+ 5.♔g5 ♖e5+ 6.♔g4 (or 6.♔h6 ♖f4+ 7.♔g5 ♖f8+-) 6...♖e4+-

Solutions

4...♖xb8 5.g6 ♗e5 6.♗f6! ♗c7
6...♗xf6 stalemate
7.♗e7!=

(another 1 point)

The fortress has been set up. White makes use of the stalemate idea to protect the g7-pawn.

Ex. 8-7

End of a study by

Y.Zemliansky

2002

4.♗d6†!

(1 point)

4.♗f3? is hopeless: 4...♗d3 5.♗g4 ♗e3—+
4...♗xd6 5.♗d5!

(another 1 point)

5...♗b6 6.♗g8=

The fortress! If Black activates his rook, he loses the b3-pawn. For example:

6...♗d6 7.♗f7 ♗c6 8.♗g8 ♗b7 9.♗f7 ♗a6
10.♗g8 ♗a5 11.♗f7 ♗a4 12.♗g8 ♗d6
13.♗xb3†!=

(another 1 point)

Ex. 8-8

A.Troitzky

1896

1.b4†! ♗xb5 2.♗xb6†! ♗xb6 3.♗b2=

(2 points)

The 'wrong bishop'.

Ex. 8-9

End of a study by

C.Salvioli

1888

2.♗xb3! cxb3 3.♗e4=

(1 point)

White continues with ♗xd4 and ♗e3-d2-c1, with a well-known elementary fortress.

Ex. 8-10

J.Berger

1890

1.♗g1†!

(1 point)

1.♗b4†? ♗b2—+

1...♗b2 2.♗xa1! ♗xa1 3.♗c2!=

(another 1 point)

Once again an elementary fortress.

Ex. 8-11

A.Troitzky

1906

1.♗g5!

(1 point)

1...a1♗

1...♗g7 2.♗xf6† ♗xf6 3.♗f3† ♗e5 4.♗f1
♗c3 5.♗a1=

1...fxg5 2.♗h3† ♗g7 3.♗h1 ♗c3 4.♗a1 ♗g6
5.♗g3 ♗f5 6.♗f1† ♗e4 7.♗a1=

2.♗xf6† ♗xf6 3.♗h3†! ♗g7 4.♗g3† ♗h6

4...♗f7 5.♗f3=

5.♗h3†=

(another 1 point)

We saw a similar draw in Diagram 24-1 in *Chess Evolution 1*.

Ex. 8-12

M.Lewitt

1919

1.a4!

(2 points)

1.g8♗? ♗xg8 2.b4 (2.a4 b4!) 2...♗b3—+

1...bxa4! 2.g8♗ ♗xg8 3.b4

3.b3 draws in similar fashion, either by stalemate or the 'wrong bishop'.

3...axb3 stalemate

Scoring

Maximum number of points is **25**

21 points and above.....> **Excellent**

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

13 points.....> **Pass mark**

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

Contents

- ✓ The choice of candidate moves
- ✓ Calculating short variations
- ✓ Evaluating the key position
- ✓ Taking the opponent's options into account
- ✓ When do you have to continue calculating?
- ✓ Practising calculation

Complex positions

In this chapter we shall do some training in the calculation of variations. As we go through it we shall concentrate on the following points:

- 1) Special attention must be paid to the **choice of candidate moves**.
- 2) It is important to be **accurate when calculating short variations** and to take into account all active possibilities.
- 3) Variations you have calculated must **finish with an evaluation**.
- 4) It is very important to **work out what our opponent is thinking** and also to discover his best moves!
- 5) **The calculation of variations should not be stopped too soon**. If any active moves are still available either to you or to your opponent, then you must calculate further.

Try to carry out your calculations for each of the following positions in ten minutes. If you do not see any solution, think things over for a further ten minutes (making a specific effort to find new options), and then make your decision, as you would do during a game. After that you can look at the solutions.

Diagram 9-1



Diagram 9-1

B.Larsen – R.Teschner

Wageningen 1957

A confusing position.

9...dxc3!

Although this allows a typical tactical trick, it is the best solution.

The alternatives are:

- a) 9...♙b4 10.exf6 (10.0-0!?)= 10...♜xf6 11.0-0∞
- b) 9...♘g4! 10.e6 ♙xe6 (10...♜xh4 11.exf7†♘d8 12.♜xd4†♚) 11.♙xe6 ♘e5∞

10.♙xf7†

After 10.♜xd8† ♘xd8 11.exf6 gxf6 12.bxc3 ♙e6≠ White does not obtain sufficient compensation for the pawn.

10...♙xf7! 11.♚xd8 cxb2

11...♙b4? 12.♚c7† ♙e6 13.0-0+-

12.♚c7†

12.♙xb2? ♙b4†-+

Diagram 9-2

The main difficulty is that after this queen check one might want to end the calculation already! But Black still has a strong idea.

12...♙e6!!

Suddenly Black it becomes apparent that Black will win material back.

13.♚xc8†

13.♙xb2 is followed by 13...♙a6! and White loses his queen after both 14.♚d8 ♙b4† and 14.♚a5 ♙b4†.

13...♙bd7 14.♚xb7?!

14.♚xa8 is met by 14...bxa1 ♚-+, or even stronger, first 14...♙b4†!-+.

14.♚xd7† is more resilient: 14...♙xd7 15.♙xb2 ♙b4† 16.♙e2 ♙xe5 17.f4 ♙c4 18.♙xg7 ♙he8=

14...bxa1 ♚ 15.♚xc6† ♙f7 16.e6† ♙g8 17.0-0

Larsen fought on regardless and actually achieved a draw from this position, although objectively speaking he was already lost!

Diagram 9-2



Diagram 9-3

W.Wittmann – R.Vaganian

Teesside 1974

White wants to consolidate his position and bring the bishop to g3. Black aims to prevent that!

19...♚d8!!

Threatening 20...h6 or 20...♙xd5.

Nothing is achieved by 19...♚d4?! 20.♙f3!-, nor by 19...♚xb2?! 20.♙g3=.

19...h6 promises only a slight advantage, for example: 20.♙f3 ♙hx4 21.♙hx4 ♚xb2 22.♚e4 ♙d8 23.♙f5 ♙xd5 24.♙xd6 ♙5xd6 25.♚xa4=

20.g3

If now 20.♙g3, then Black wins after 20...♙xg3 21.hxg3 ♙xd5-+.

20...♙e5=

The h4-bishop is left hanging, and will be captured when either the white queen or knight moves away.

21.♙ad1!

Diagram 9-3

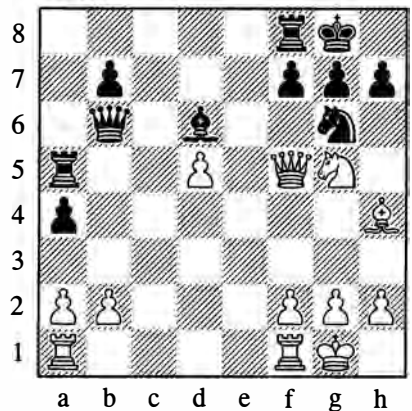


Diagram 9-4

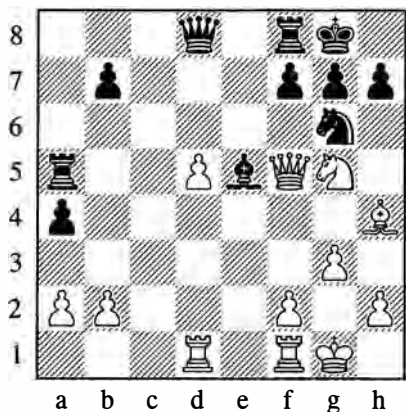


Diagram 9-4

21...♙xb2

21...♙xd5 is not so clear: 22.♘e6 (or 22.♘xf7 ♜xd1 23.♙xd8 ♜dxd8 24.♘h6† gxf6 25.♙c2) 22...♙c8 23.♙xd5 ♘xh4 (23...fxe6!? 24.♙xf8† ♘xf8 25.♙xe5 h6) 24.♙e4 ♙xe6 25.♙xe5 ♙xe5 26.♙xh4=

22.♙fe1

22.♘f3!? ♘xh4 23.♘h4 g6 24.♙e4 ♙d6

22...♙f6 23.♘f3?

White loses patience. It was correct to first play 23.♙e4 before retreating the knight.

23...♘xh4 24.gxf4 ♙xh4 25.♘xh4 ♙xh4 26.♙e4 ♙h6

White has not obtained sufficient compensation for the pawn.

27.♙e7 ♙b5 28.♙e5 ♙h3 29.♙g3?

After this final mistake the outcome of the game is clear.

29...♙h5+

And Black successfully converted his material advantage.

Diagram 9-5

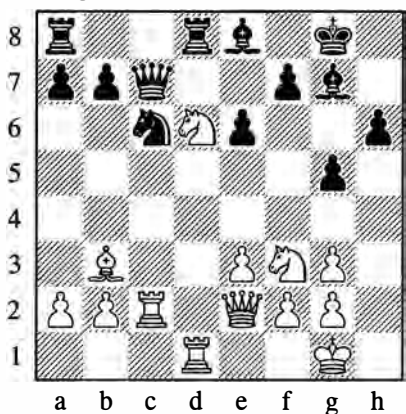


Diagram 9-5

A.Yusupov – V.Anand

Candidates match Wijk aan Zee (4) 1994

The knight is well placed on d6, and White should leave it there. But I thought that 21.♙cd2!? could be answered by 21...♘d4? (21...♙xb2?? loses to 22.♘xe8 or 22.♘b5). However, I overlooked a simple refutation: 22.♙xd4! (but not 22.♘xd4 ♜xd6=) 22...♙xd4 23.♘xe8+ and the two minor pieces are superior to the rook. Black should instead defend patiently with 21...♙e7!, when he is ready to recapture on e8 with the queen, and he will be able to simplify the position after 22...♘e5. Despite that, 21.♙cd2!? is a better attempt to set Black some problems.

21.♘xe8? ♙xd1†

21...♙xe8? 22.♙a4±

22.♙xd1 ♙xe8 23.♙a4 ♙d8 24.♙c1±

With only a minimal advantage for White.

Diagram 9-6**Vasiliev – Fridstein**

Moscow 1964

1...a5!

The best option. Passive moves would lead to the loss of the game: 1...♖d7 2.e6!+- or 1...♖d8 2.♙a5!+-.

2.♖xd5

Perhaps Black would hold slightly the better cards in the complicated ending after: 2.♙xa5 ♖a3 3.♖xd5 cxd5 4.♖e2 (4.♖d4!? ♖xa5 5.♖xd5 ♖xa2† 6.♙h1♣) ♖xa5 5.♖c2 ♙d8♣

2...cxd5 3.c6!

White begins a combination.

3...axb4

3...dxe4 would lose to 4.c7.

A possible alternative is: 3...♙d8 4.e6 dxe4 5.c7 ♙xc7 6.e7 ♖d8 7.exd8♖† ♙xd8 8.♙d6±

Diagram 9-7**4.♖c4??**

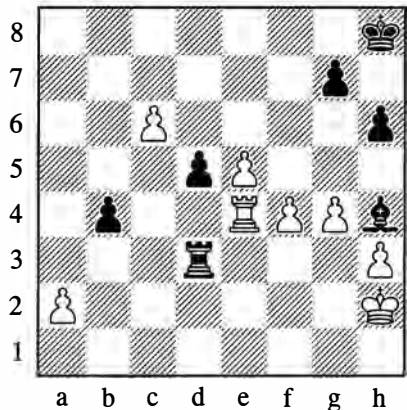
White overlooks his opponent's 5th move.

4.♖xb4 ♖c3 5.♖d4♣ would be correct of course.

4...dxc4 5.c7 ♖d8**0-1**

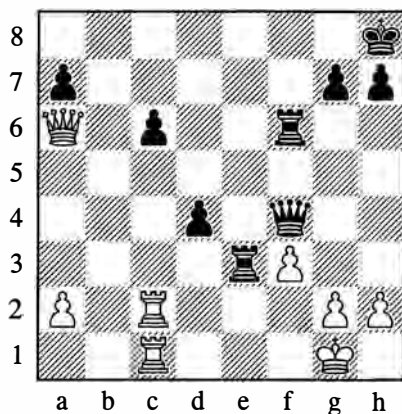
In the test which follows, please try to concentrate on the points mentioned above. Candidate moves and your opponent's resources are the two most important themes in the test. Be meticulous in checking out the active moves available to your opponent!

If you cannot find a clear advantage, try to do what you would do in a practical game and simply make a sensible move. Sometimes the solution is not all that dramatic!

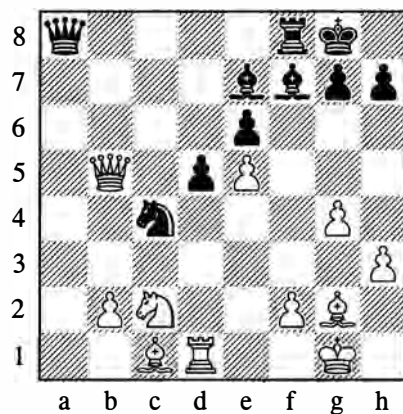
Diagram 9-6**Diagram 9-7**

Exercises

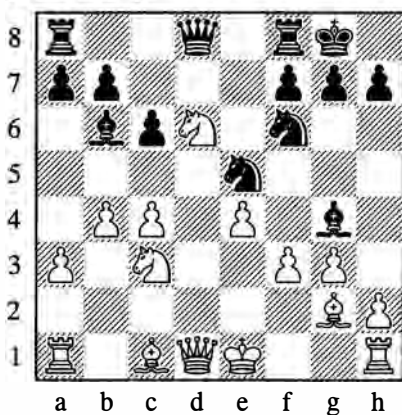
► Ex. 9-1 ◀ ★★★ ▼



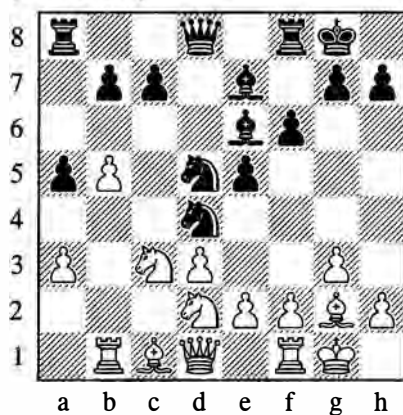
► Ex. 9-4 ◀ ★★ ▼



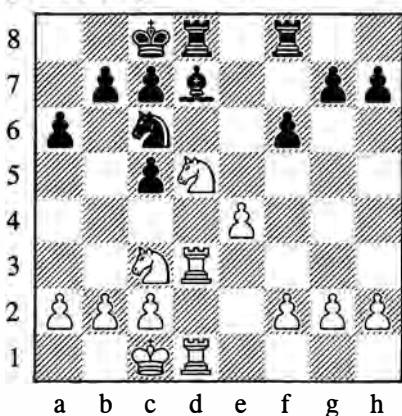
► Ex. 9-2 ◀ ★ ▼



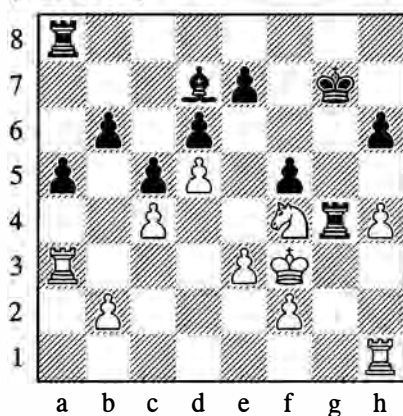
► Ex. 9-5 ◀ ★ △



► Ex. 9-3 ◀ ★★ △

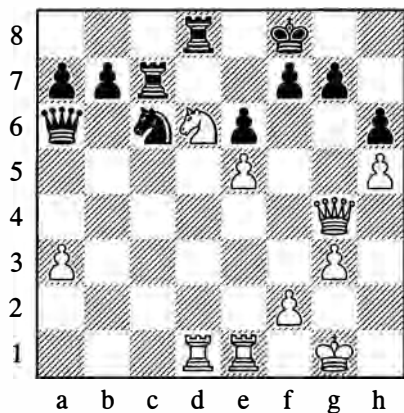


► Ex. 9-6 ◀ ★ ▼

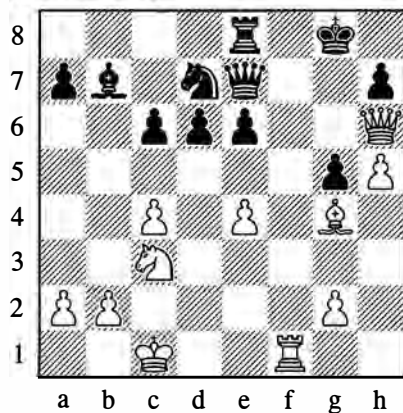


Exercises

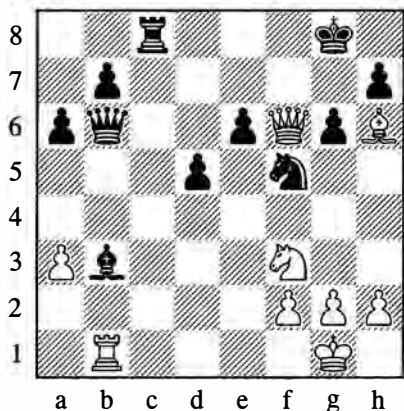
► Ex. 9-7 ◀ ★★ ▼



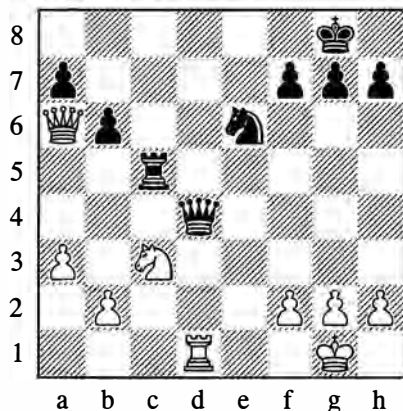
► Ex. 9-10 ◀ ★★ ▼



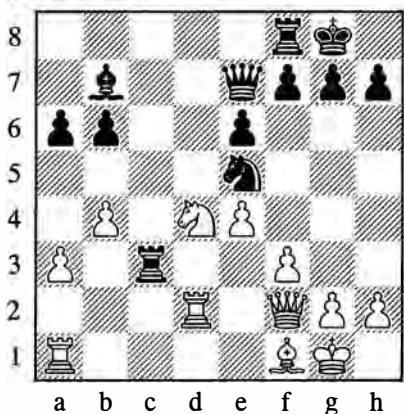
► Ex. 9-8 ◀ ★★★ △



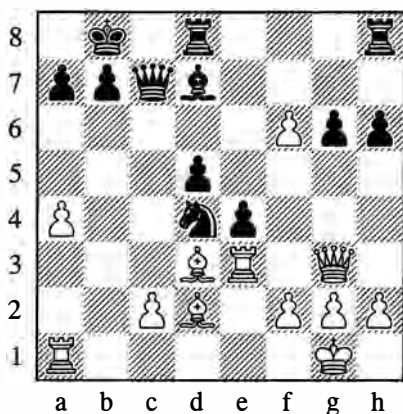
► Ex. 9-11 ◀ ★★ ▼



► Ex. 9-9 ◀ ★★ △



► Ex. 9-12 ◀ ★★ △



Solutions

Ex. 9-1

I.Berzina – A.Yusupov

Zürich 2009

In this example the grandmaster got things totally wrong. Even the well-worn excuse of time trouble does not apply here – the time pressure on my opponent was even greater.

33...♙xf3??

This combination is wrong.

The correct route to victory is: 33...d3!

(1 point)

34.♙xc6 (34.♙f2 is met by 34...♙fe6+ or 34...h6+) 34...d2!? (34...♙f8+) 35.♙c8† ♙f8 36.♙xf8† ♙xf8 37.♙f1 ♙e1+

(another 1 point)

33...h6 (1 point) would also be good, intending 34.♙xc6 ♙xf3+ 35.♙xf6?? ♙xc1†.

34.♙c8†?

Both players overlooked that 34.gxf3 ♙g6† is answered by 35.♙f1!

(another 1 point for this variation)

For example: 35...♙xf3† 36.♙f2! ♙h3† (or 36...♙h1† 37.♙e2 ♙e4† 38.♙d2 ♙e3† 39.♙d1 ♙g1† 40.♙f1 ♙f3† 41.♙c2+–) 37.♙e2 h6+–

After the move played in the game, Black wins after all.

34...♙f8 35.♙xf8† ♙xf8 36.gxf3 ♙xf3 37.♙xc6 h5 38.♙1c5 d3 39.♙c3 ♙g4† 40.♙f2 d2

0–1

Ex. 9-2

R.Singh – S.Sahu

India 1994

1...♙xf3! 2.♙xf3 ♙d4!!

(1 point)

2...♙xf3†? is not so good: 3.♙xf3 ♙xd6 4.c5 ♙d4=

3.♙b2

3.♙xd4? ♙xf3†+ or 3.♙xb7? ♙xc3†+.

3...♙xd6 4.♙e2 ♙ad8+–

The white king in the centre is in danger.

5.♙c2

Or 5.♙f1 ♙fg4 (5...♙e6!?+–) 6.♙xg4 ♙h6!+.

5...♙fg4! 6.♙xg4 ♙xg4

The weakness of the e3 and f2-squares is ruinous.

7.0–0–0

7.c5 ♙h6+ or 7.♙d1 ♙fe8+.

7...♙e3 8.♙e2 ♙xd1 9.♙xd1 ♙h6†

0–1

Ex. 9-3

I.Rabinovich – A.Tolush

Leningrad 1938

16.♙a4!

(1 point)

The most active continuation. Black reacted in panic.

16...♙e5?

16...b6?? would also be bad: 17.♙dxb6† cxb6 18.♙xd7+–

16...♙g4?! is followed by: 17.♙1d2 (or 17.f3 c4 18.♙c3 ♙e6 19.♙xc4±) 17...b6 18.♙g3±

The correct move is 16...c4! and now:

a) 17.♙db6† cxb6 18.♙xd7 ♙xd7 19.♙xb6† ♙c7 20.♙xd7 ♙e8=, and if White saves his e-pawn with 21.f3? the 21...b6 puts the d7-knight in danger.

(1 point for this variation)

b) 17.♙3d2 is a better response: 17...♙e6 18.♙c5 ♙f7±

17.♙3d2 ♙fe8

17...♙xa4 18.♙e7†+– or 17...b6 18.f4! ♙xa4 19.♙e7†+–.

18.♙xc5+–

Besides being a pawn up, White threatens 19.f4 ♙g6 20.♙xd7 ♙xd7 21.♙b6†.

Ex. 9-4

H.Mecking – P.Nikolic

San Paulo (3) 1991

25...♙a7!

(1 point)

Solutions

It is important to note that after 25...♖b8? or 25...♗e8?? the reply is simply 26.♜xc4!.

(1 point for this variation)

The move in the game is very strong, taking aim at the f2-pawn and preparing ...♗e8 or ...♖b8.

However, 25...♖c8! (also 1 point) would be good too, defending the knight and activating his rook, although it was already quite well placed. Computer moves like this are difficult for human beings to find, since one tends to want to employ the rook on the f-file. After the rook move, possible lines are:

- a) 26.♗d4? ♗e8—+
- b) 26.♜b3? ♗a5! 27.♜d3 ♗g6—+
- c) 26.♜d7 ♗f8 27.♗d4 ♗xe5+

26.♗e3?!

26.♗e3 loses after 26...♗e8! 27.♜b3 ♗a4 28.♜a2 ♖xf2! 29.♗xf2 ♗xe3 30.♗xe3 ♗h4+—.

26.♜b3! would be an improvement:

- a) 26...♗c5 27.♗e3 ♗xe3 28.♗xe3 ♗xe5+
- b) 26...♗xe5 is not so clear either: 27.♗d4 ♗c5 28.♗e3 ♗c4?! 29.♗c6∞

26...♗xe3 27.♗xe3 ♗h4!?

27...♜c7!+ is very strong: 28.f4? g5—+

28.♖d2

28.♜e2 is followed by 28...♗g6 29.♖f1 ♜d4+.

28.♜b4!? would be a better defensive try:

28...♗g6 29.♖d2+

28...♗xf2+! 29.♖xf2

29.♗xf2 ♗e8+—

29...♜xe3 30.♜e2 ♜d4+

White has weak pawns on b2 and e5, and his king position is not very secure either.

Ex. 9-5

A.Sokolovs – A.Savko

Latvian Ch 1994

14.♗xd5!±

(1 point)

Pieces are not always well placed in the centre. Here White can win a piece after

the surprising exchange of his light-squared bishop: 14...♗xd5 15.e3 ♗e6 (15...♗e6 16.e4+— or 15...♗f5 16.♗xd5 ♜xd5 17.e4+— 16.exd4 ♜xd4 17.♗de4±

Ex. 9-6

S.Lputian – V.Tukmakov

Tilburg 1994

43...e5! 44.dxe6

44.♗h3 ♜xc4—+

44...♗c6+ 45.♗d5 ♜xc4—+

(1 point)

46.♖d3

46.♖d1 would be somewhat more resilient, but after 46...♖e8 47.♗g3 ♖g4+!? followed by 48...♗xd5, Black should win.

46...♖e8 47.♖g1+ ♗h7!

47...♗f8?! 48.♖g6 allows White counterplay.

48.♗e2 ♖xe6 49.♗d2 ♖xh4 50.♗f4 ♖f6 51.♗c3

Three extra pawns are too many. Black's simplest is 51...♗f3!—, preventing ♖gd1.

0–1

Ex. 9-7

N.Short – E.Bareev

Tilburg 1991

Black has to play carefully.

27...♜xa3? is obviously bad on account of 28.♗b5.

The correct move is: 27...♖cd7

(1 point)

28.f4 and only now does Black play 28...♜xa3+.

Instead of this, the game continued:

27...♗xe5??

Black had overlooked the following tactical strike.

28.♗f5!+—

(another 1 point for this variation)

Taking the knight is no good: 28...exf5 29.♜b4+ ♗e8 30.♖xe5+—

Solutions

And 28...♖xd1 is also hopeless: 29.♗xg7+ ♕e8 30.♗g8+ ♕d7 31.♖xd1+ ♕c6 32.♖d6+–
1–0

Ex. 9-8

L.Vogt – V.Hort

Baden-Baden 1992

Although he is two pawns up, Black's position is lost – the dark squares are too weak! But suddenly there is a combination...

35.♖xb3?

White would do better to retreat the attacked bishop with either 35.♗g5 (1 point) or 35.♗f4! (also 1 point) 35...♖f8 36.♗b2±. (36.♗c3 ♖d4 37.♗xd4 ♗xd4 38.♖xd4 ♗a2 39.♖b2 ♖xf4 40.♖e2± is not so convincing.)

But strongest of all is to bring the knight into the attack: 35.♖g5! (35.♖d4! ♖xh6 36.♖xe6 comes to the same thing) 35...♖xh6 36.♖xe6 (36.♗e7? ♗c7 37.♗xe6+ ♖g7–+)

(1 point)

36...♖f5 37.g4!+–

(another 1 point)

37...♗a5 38.gxf5 ♗c3 39.♗e7 gxf5 40.♖xb3!+–

35...♖xh6!

(another 1 point for this variation)

White had forgotten about his back rank weakness, and now Black wins. But White even hastened his defeat with another mistake...

36.g3? ♗xf2+! 37.♕xf2 ♖g4+ 38.♕e2 ♖xf6
0–1

Ex. 9-9

S.Lputian – M.Petursson

Lucerne 1993

The following annotations are based on analysis by Ftacnik.

21.♖e2?

White has a lot of sensible moves, all of which lead to level positions: 21.♖c2 or 21.b5!? or 21.♖dd1, or even 21.♖ad1 with the

point 21...♖xa3 (21...b5=) 22.♖c2.

(1 point for any of these)

The move in the game allows a tactical blow.

21...♖xf3! 22.♗xb6

The idea behind the sacrifice is: 22.gxf3 ♗g5+ 23.♖g3 ♗xd2!

(1 point for this variation)

24.♗xd2? ♖xf3+ 25.♕f2 ♖xd2+–

22...♗g5

22...♖c4!+– is also good, but not 22...♗xe4? 23.♗d4!±.

23.♗xb7?! ♖h3!!

23...♗xd2 24.gxf3 ♗e3+–

24.♗a7

White has no defence:

a) 24.♖dd1 ♗e3+ 25.♕h1 ♖xh2+ 26.♕xh2 ♖g4+ 27.♕h1 ♗h6+ 28.♕g1 ♗h2#

b) 24.♕h1 ♖g4+–

c) 24.♕f2 ♗h4+ 25.g3 (25.♖g3 ♖xh2+–) 25...♖xh2+ (Or 25...♗f6+ 26.♕g2 ♖g4! 27.♕xh3 ♖e3+– and the threat of ...♗h6# is decisive.) 26.♗g2 ♖g4+ 27.♕f3 ♗f6+ 28.♖f4 (28.♕xg4 h5#) 28...♗c3+ 29.♕xg4 f5+ 30.exf5 exf5+ 31.♕g5 ♗f6#

24...♖f3+ 25.♕f2 ♖xd2

White resigned on account of the variation 26.gxh3 ♖xe4+ 27.♕f3 ♖d2+ 28.♕f2 ♗f6+–.

0–1

Ex. 9-10

K.Junge – Ahrens

Luebeck 1939

1...♖e5?

This move needed to be prepared. The correct way to do this was 1...♗c8! 2.♗e2 ♖e5 3.♗f6=, or first 1...♗a6 2.b3 and only then 2...♗c8!.

(1 point for either option)

1...♖f8? would be bad: 2.e5 d5 (2...dxe5 3.♖e4+–) 3.♖f6 ♗g7 4.♗xg7+ ♕xg7 5.h6+ ♕g8 6.c5 ♗c8 7.♖e2 ♖g6 8.♗h5+–

2.♗xe6+! ♕h8

Solutions

The point of White's sacrifice is: 2...♖xe6
3.♖f8†! ♖xf8 4.♖xe6†+–
(1 point for this variation)

3.♙f5

3.♖f6!?:+–

3...♖f8

3...♙xc4 4.♙g6+–

4.♖d1!±

Threatening both ♖xd6 and ♙xh7.

4...♖xf5?

4...♙xc4±

5.exf5+–

Ex. 9-11

Poliak – Levin

Kiev 1949

1...♖xc3!

(1 point)

2.♖f1!

2.♖xd4 ♖c1† 3.♖f1 ♖xf1†+–

2...♖c8!

The rook may also choose various other squares along the c-file, e.g. 2...♖c2!.

3.♖xd4 ♙xd4

Black now threatens to win back the queen with 4...♖c1 5.♖xc1 ♙e2†.

4.♙h1 ♙e2!+–

(another 1 point)

Or 4...♙b3!+– (also 1 point).

Ex. 9-12

R.Fischer – S.Schweber

Buenos Aires 1970

23.♖xe4!

(1 point)

23...♖xg3

23...dxe4 24.♙f4+–.

24.♖xd4!

(another 1 point)

The idea of White's combination; the black queen has no safe retreat.

24...♖g4

24...♖c7 25.♙f4+–

25.♖xg4 ♙xg4 26.♙xg6± ♖hg8 27.♙h7

♖h8 28.♙d3 ♖de8 29.f7 ♖e7 30.f8♖† ♖xf8

31.♙b4 ♖ff7 32.♙xe7 ♖xe7 33.f3+–

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

- ✓ The linking of the opening and the middlegame
- ✓ Questions about castling
- ✓ The study of typical middlegame ideas

The transition to the middlegame

Whenever we learn to play chess, we study various important principles concerning play in the opening. We learn to develop the pieces quickly, so as to fight for the centre and quickly get our king into safety. We are then at the start of the middlegame, and we try to develop strategic plans and to move on to specific operations.

But in modern chess the separation between the opening and the middlegame is no longer so hard and fast. The transition to the middlegame takes place relatively early; right from the opening we at least have to understand the direction play will take in the middlegame. Right in the opening we have to think about where we actually want to play and thus develop our pieces in a targeted fashion. Even castling is not played just with the intention of protecting our king, but rather after taking into consideration our opponent's development and our own attacking prospects.

V.Filippov – A.Yusupov

Minneapolis 2005

1.c4 e6 2.♘c3 d5 3.d4 ♘f6 4.cxd5 exd5

We have the Karlsbad pawn structure.

5.♗g5 ♗e7 6.e3 ♘bd7 7.♘f3 0–0 8.♗d3

Diagram 10-1

At this point already, Black is trying to develop his pieces in such a way that it will not be too dangerous for him if his opponent castles queenside. The knight will go to f8, where it defends the h7-pawn and protects any weakening of the castled position.

8...♞e8 9.h3!?

The modern variation. Filippov delays his decision about castling, so that his opponent does not know how and where White intends to play. The move h2-h3 is useful in many variations.

9...♘f8

Why does Black not play ...c6? He wants to save

Diagram 10-1



a tempo and in the event of White's long castling to play ...♙e6, ...a6, ...♖c8 and directly ...c7-c5 with counterplay on the c-file.

10.♙f4

This move too has a dual significance. If White castles long, then after g2-g4 the way is free for further pawn movement. In the event of him castling short, the bishop is very well placed on the b8-h2 diagonal and will support the standard plan of the minority attack.

10...♙d6?!

Diagram 10-2

Black's plan should include swapping off the strong white dark-squared bishop. However, he makes a slight mistake here. I was not at all sure to which side my opponent intended to evacuate his king. I did without the move ...♘g6, because that is not the optimal place for the knight in the event of long castling. But if the opponent, as he did in the game, castles short (which is actually more likely), then in practical terms Black gains a valuable tempo by preferring 10...♙d6 11.♙h2 ♙d6.

11.♙xd6 ♖xd6 12.♖c2!

Continuing the same two-pronged strategy. This is the optimal place for the queen.

12...a6

This pushes the opponent into castling short.

12...c6 could be met by 13.0-0-0!.

13.0-0

If 13.0-0-0, then 13...♙e6, intending ...♖ac8 and ...c5.

13...♙e6

At this point the position could certainly be classified as a middlegame, but we have seen that the struggle between the two plans had started earlier.

Unfortunately there is no other way for Black to develop his bishop. 13...b6? is followed by the very unpleasant 14.e4! dxe4 15.♘xe4 ♘xe4 16.♙xe4± and the c7-pawn is very weak.

Diagram 10-3

14.♖ab1

White prepares a classic minority attack. Black will seek counterplay on the kingside.

14...♖e7

Planning ...♖ae8.

Diagram 10-2



Diagram 10-3



Diagram 10-4

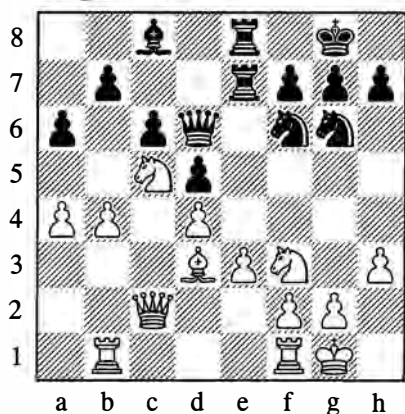
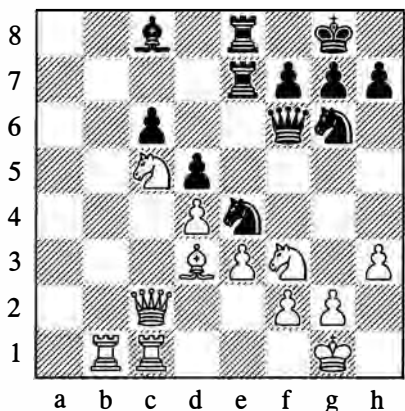


Diagram 10-5

**15.b4 c6 16.♘a4!±**

The negative consequences of the move ...a6 can be seen very clearly here – the queenside is weakened. Before carrying out the a4-b5 pawn storm, White brings his knight to an active position on c5.

16...♝ae8 17.♘c5 ♙c8

This retreat prepares the move ...♘e4.

18.a4 ♘g6

Black now regrets that he did not gain a tempo with 10...♘g6.

18...♘e4!? looks premature on account of 19.♙xe4 dxe4 20.♘e5, but Black could still try 20...♗d5 or even 20...♗h6±.

Diagram 10-4

19.b5 axb5 20.axb5

White is clearly developing his initiative on the queenside more rapidly than Black's counterattack is developing on the kingside.

20...♘e4 21.bxc6 bxc6 22.♝fc1 ♗f6

Only now has Black created a threat, that of ...♙xh3.

Diagram 10-5

23.♝b8?!

White completely secures his position, but he is playing too cautiously. By taking more of a risk he could have obtained more serious winning chances: 23.♙xe4! dxe4 24.♘d2 ♙f5 (24...♗h4 25.♘dxe4 ♝xe4 26.♘xe4 ♗xe4 27.♗xe4 ♝xe4 28.♝xc6 is clearly better for White.) 25.♘f1± followed by ♘g3. Black has problems since his queenside is totally destroyed.

23...♘xc5! 24.♗xc5 ♙xh3 25.♝xe8† ♝xe8 26.♗xc6 ♗xc6

But not 26...♝c8? 27.♗xc8† ♙xc8 28.♝xc8† ♘f8 because of 29.♙xh7! (29.♘e5 ♗e7!) 29...♙xh7 30.♝xf8+– and Black loses the f7-pawn too.

27.♝xc6 ♙e6±

White can try to win this ending without taking any risks, but he did not succeed in doing so.

Modern grandmasters hardly ever study openings in isolation anymore; instead they actually prepare deep middlegame plans. Nowadays it is not enough to know the first moves of the opening, you also have to study middlegame plans and manoeuvres.

W.Browne – W.Uhlmann

Amsterdam 1972

1.e4 e6 2.d3

An interesting system, which became popular on the back of some spectacular wins by Fischer.

2...d5 3.♘d2 ♘f6 4.♘gf3 c5 5.g3 ♘c6 6.♙g2 ♙e7 7.0-0 0-0

Diagram 10-6

At this point one can already say that the opening is over. The kings have been made secure and now a plan needs to be worked out.

8.e5

White closes the centre and wants to carry out operations on the kingside.

8...♘d7 9.♙e1

White plans ♘f1, h4 and ♘1h2.

9...b5

It is not sufficient for Black to simply develop his queenside (e.g. with ...b6 and ...♙b7). He must decide how he is going to achieve a counterattack on the queenside. Black logically wants to move his pawns forward as quickly as possible.

10.♘f1 a5 11.h4 b4 12.♙f4 ♙a6

Both sides develop their pieces according to their own plans. White now tries to achieve a direct attack.

13.♘g5

The threat is ♙h5.

13.♘1h2 a4 14.a3 ♙b5= is the alternative.

Diagram 10-7

13...♙e8!

This clever move draws the teeth from the threat of ♙h5, without weakening the kingside with ...h6.

14.♙h5

After 14.♙g4 Black should play 14...♘d4 (but not 14...a4?? 15.♘xe6!+).

14...♙xg5 15.♙xg5

We see the idea behind Black's 13th move in the variation 15.hxg5 f5!.

15...a4

Black prepares his counterplay. Now White has to take into account the breakthrough ...b3.

16.♘e3 ♘h8 17.♙ad1 h6!

Diagram 10-8

Diagram 10-6

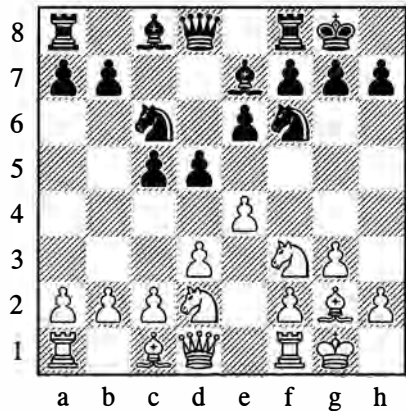


Diagram 10-7

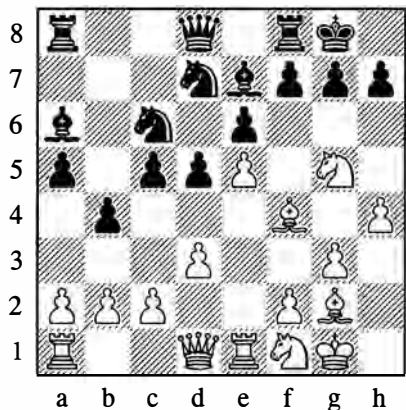


Diagram 10-8

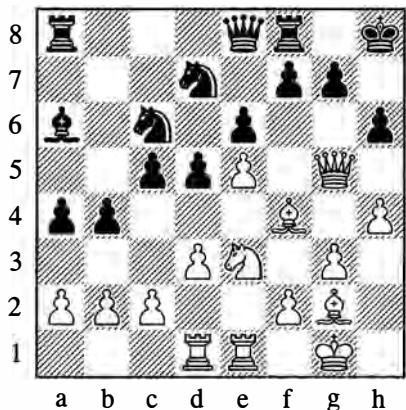


Diagram 10-9

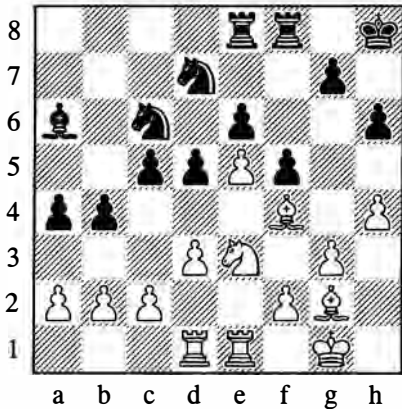


Diagram 10-9

Black is strategically better, so White is absolutely correct to try to retaliate immediately.

20.♘c4! ♘d4! 21.♘d6?!

It is only here that White strays from the safe path.

21.c3! is correct, with a roughly level position:
21...dxc4 22.dxc4 ♙xc4 23.cxd4 ♙xa2 24.♙c6 ♜d8
25.♙xa4=

**21...♘xc2! 22.♘xe8 ♜xe8!? 23.♜e2 b3 24.axb3
axb3 25.♜ed2 ♙b5**

Preparing the penetration of the rook to a2.

26.♜c1 ♜a8 27.♙f3 ♜a2 28.♙d1

If 28.♜b1, then 29...♘b6 29.♜dd1?! ♘a4 30.♙c1
♘d4.

28...♙a4!?

28...♜xb2 29.♙xc2 bxc2 30.♜dxc2 ♜xc2 31.♜xc2
♙xd3 32.♜a2=

29.♜b1 ♘g8

White has survived the first storm, but the defence is still very difficult.

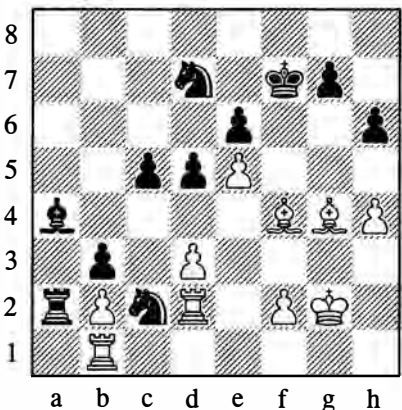
30.g4 fxg4 31.♙xg4 ♘f7 32.♘g2?!

White contributes to his own demise – the white king is badly placed here.

32.♘h2 was a better defence.

Diagram 10-10

Diagram 10-10



32...♙b5 33.♙g3?

33.♙d1 loses to 33...♙xd3!.

White should avoid such tactics by playing 32.♘h3.

33...♘b6!?

Intending ...♘a4 to pick off the b2-pawn.

34.♙d1? ♙xd3!

This strike decides the game.

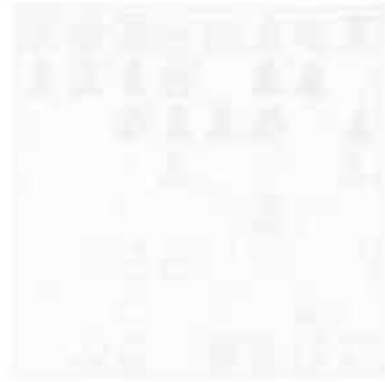
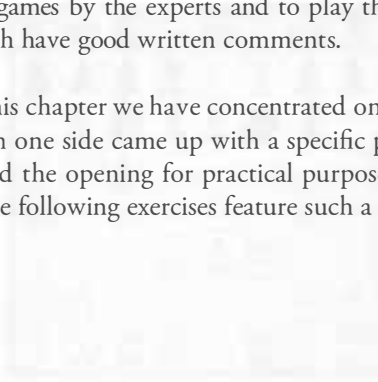
**35.♜xd3 ♘e1† 36.♘f1 ♘xd3 37.♙xb3 ♜xb2
38.♜xb2 ♘xb2 39.♘e2 c4+ 40.♙c2 d4 41.♙e4
d3† 42.♘d2 ♘6a4 43.♘e3 ♘c5 44.♙f3 ♘b3**

0-1

Computers and various databases allow us access to hundreds of games. But not all ideas are good and

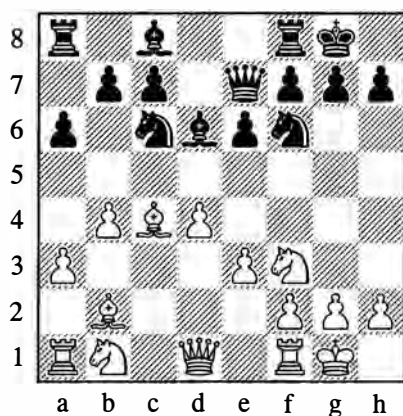
correct. It is much better to concentrate only on a few games by the experts and to play through **games** which have good written comments.

In this chapter we have concentrated on **the moment** when one side came up with a specific plan **and thus** ended the opening for practical purposes, and **many** of the following exercises feature such a moment.

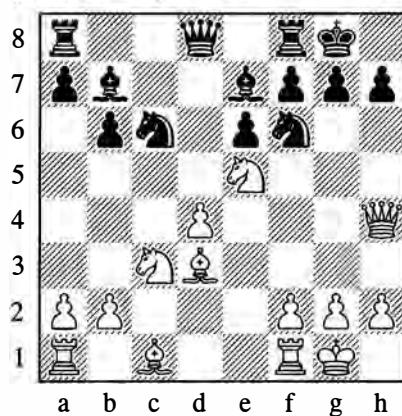


Exercises

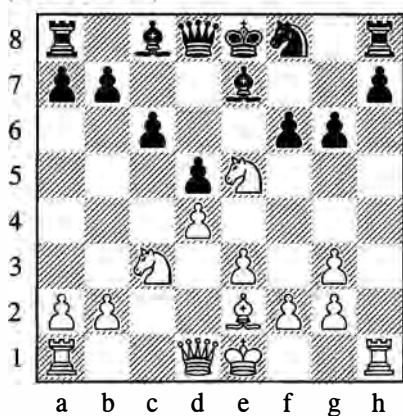
► Ex. 10-1 ◀ ★★★ △



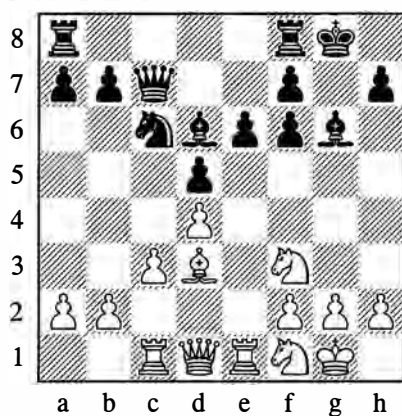
► Ex. 10-4 ◀ ★★ △



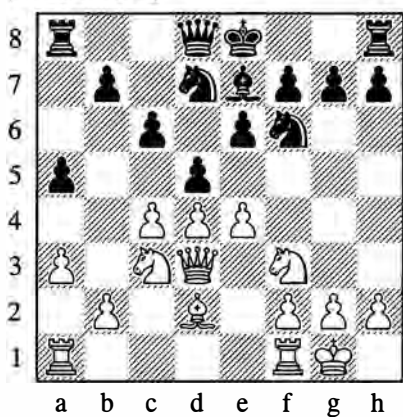
► Ex. 10-2 ◀ ★★ △



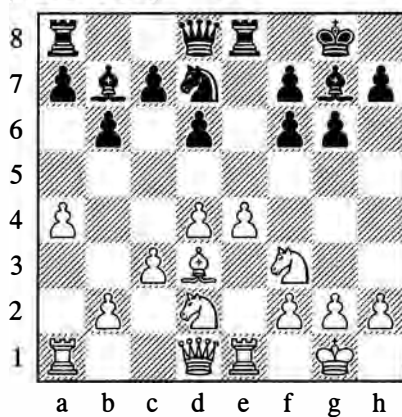
► Ex. 10-5 ◀ ★★ △



► Ex. 10-3 ◀ ★★ ▼

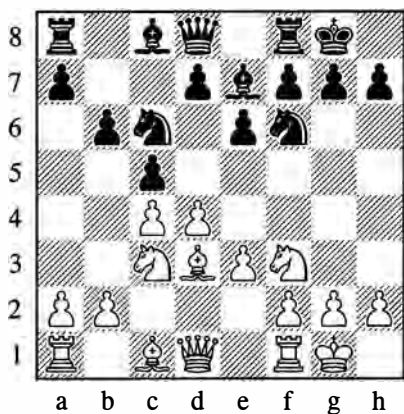


► Ex. 10-6 ◀ ★★ ▼

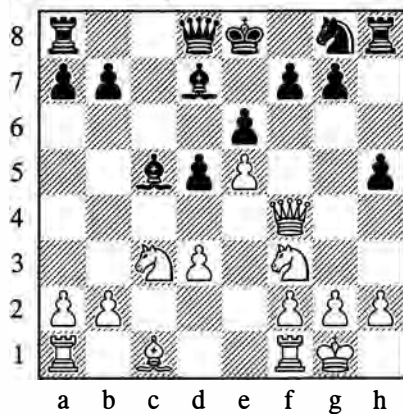


Exercises

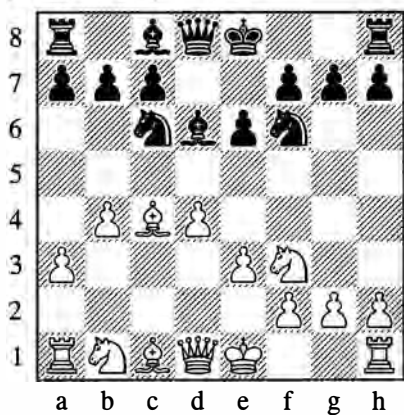
► Ex. 10-7 ◀ ★★ △



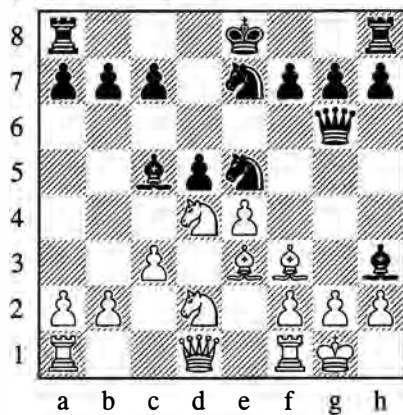
► Ex. 10-10 ◀ ★★ △



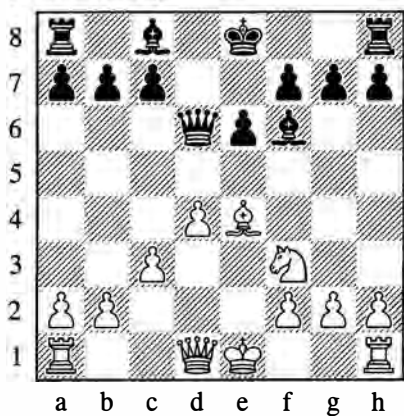
► Ex. 10-8 ◀ ★★ ▼



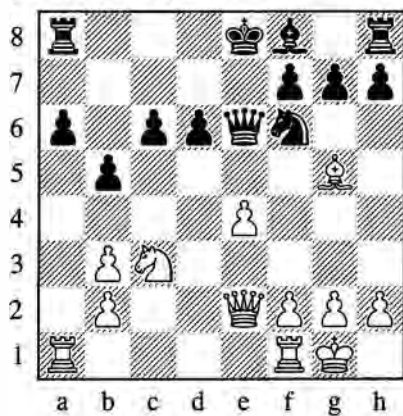
► Ex. 10-11 ◀ ★★ ▼



► Ex. 10-9 ◀ ★★ △



► Ex. 10-12 ◀ ★★★ △



Solutions

Ex. 10-1

A.Yusupov – N.Mitkov

Chicago 2005

10. ♖e5!

(3 points)

There are a lot of developing moves in the position, 10. ♖bd2, 10. ♖c3, 10. ♖c2 or 10. ♖e1 (1 consolation point for any of these), but none of them prevent the opponent's plan of ...e5.

10... ♗xe5

Or 10... ♗d8!? 11. ♖e2 ♗xe5 12. dxe5 ♖d5 13. ♖d2±.

11. dxe5 ♖d7 12. f4 ♗d8 13. ♖c2! ♖f8

After 13... ♖b6 14. ♗d3 White has the initiative.

14. ♖d2 ♗d7 15. ♖e4±

White controls the centre and the play.

Ex. 10-2

I. Tsyganov – A.Yusupov

Chicago 2005

1. d4 e6 2. c4 ♖f6 3. ♖f3 d5 4. ♖c3 ♖bd7 5. cxd5 exd5 6. ♗f4 c6 7. e3 ♖h5 8. ♗g3 ♗e7 9. ♗d3 ♖f8 10. ♖e5 g6 11. ♗e2 ♖xg3 12. hxg3 f6

Diagram Ex. 10-2

13. ♖d3!?

(2 points)

White wants to play a minority attack, so his knight belongs on d3, supporting b2-b4.

13. ♖f3 ♗e6=

13... ♗e6 14. b4 ♖d7 15. 0-0 ♗f7?!

Better is 15... 0-0.

16. b5! 0-0 17. bxc6 bxc6 18. ♖a4±

Ex. 10-3

A.Yusupov – A.Wojtkiewicz

Chicago 2005

1. d4 d5 2. ♖f3 c6 3. c4 ♖f6 4. e3 ♗f5 5. ♗d3 ♗xd3 6. ♖xd3 e6 7. ♖c3 ♖bd7 8. 0-0 ♗b4 9. ♗d2 a5 10. a3 ♗e7 11. e4 (♖11. ♖fe1)

Diagram Ex. 10-3

Black solves all his opening problems with a little tactical trick.

11... ♖c5!

(2 points)

12. dxc5 dxe4 13. ♖xd8† ♗xd8 14. ♖xe4 ♖xe4 15. ♗xa5 ♖a8 16. ♗b4 ♗xc5 ½-½

Ex. 10-4

J.Plaskett – K.Arkel

London 1991

1. ♖f3 ♖f6 2. d4 e6 3. e3 c5 4. ♗d3 b6 5. 0-0 ♗b7 6. c4 ♗e7 7. ♖c3 cxd4 8. exd4 d5 9. cxd5 ♖xd5 10. ♖e5 0-0 11. ♖g4 ♖f6 12. ♖h4 ♖c6? (♖12... ♖bd7)

Diagram Ex. 10-4

13. ♗g5!

(1 point)

White seizes his chance and attacks at once.

13... g6

If 13... h6, then 14. ♗xf6 ♗xf6 15. ♖e4 g6 16. ♖xc6 ♖c7 17. ♖f3 ♗g7 18. ♗e4 f5 19. ♖e7†+.

13... ♖xe5 is met by 14. ♗xf6 ♖xd3 15. ♗xe7±.

14. ♗a6!+–

(another 1 point)

14... h6

14... ♖xe5 15. dxe5 ♗xa6 16. exf6+–

14... ♗xa6 15. ♖xc6 ♖d7 16. ♖xe7†+–

15. ♗xh6 ♖d5 16. ♖h3 ♖xc3

16... ♗xa6 17. ♖xc6 ♖d6 18. ♖xd5 exd5 19. ♖xe7† ♖xe7 20. ♗xf8+–

17. ♗xb7

Or 17. bxc3 ♗xa6 18. ♖xc6 ♖d7 19. ♖xe7† ♖xe7 20. ♗xf8 ♖xf8 21. ♖fe1 ♗c4 22. ♖h6 1-0 Yusupov – D. Gurevich, Minneapolis 2005.

17... ♖e2† 18. ♖h1 ♖cxd4 19. ♗xf8 ♗xf8 20. ♗xa8 ♖xa8 21. ♖e3 ♖d5 22. ♖ae1 ♗d6 23. f4 g5 24. ♖xe2

1-0

Solutions

Ex. 10-5

A.Yusupov – A.Simutowe

Minneapolis 2005

1.d4 ♖f6 2.♗f3 d5 3.e3 c5 4.♗bd2 cxd4
5.exd4 ♗c6 6.c3 ♕g4 7.♕d3 ♖c7 8.0–0 e6
9.♞e1 ♕d6 10.♗f1 ♕h5 11.♕g5 ♕g6 12.♕xf6
gxf6 13.♞c1 0–0

Diagram Ex. 10-5

14.♗h4!?

(2 points)

The alternatives 14.♕xg6, 14.g3 or 14.♗e3 each earn 1 consolation point. White must aim to play on the kingside and exploit the slight weakening of Black's castled position.

14...f5 15.♖f3 ♖d8 16.♖h3 ♗g7 17.♞cd1
♖f6 18.♗e3 ♞ad8 19.g3 a6 20.f4±

Ex. 10-6

A.Yusupov – A.Lein

Minneapolis 2005

1.d4 ♗f6 2.♗f3 b6 3.♕g5 ♕b7 4.♗bd2 g6
5.♕xf6 exf6 6.e4 ♕g7 7.♕d3 0–0 8.0–0 d6
9.♞e1 ♞e8 10.c3 ♗d7 11.a4

Diagram Ex. 10-6

11...a6!

(2 points)

Black must slow down the white initiative on the queenside and counter the threat of a4-a5 (by being ready to meet it with ...b5).

Playing 11...a5 (1 point) is less precise since the b5-square becomes weak.

12.♖b3

White could try 12.b4!? or 12.d5!?

12...♞b8 13.♕c4 ♞e7 14.♖c2 c6!

Preparing ...b5.

15.d5 c5 16.♖d3 ♞a8 17.♖f1 ♖c7=

Ex. 10-7

A.Yusupov – C.Jones

Minneapolis 2005

1.d4 e6 2.♗f3 ♗f6 3.e3 c5 4.♕d3 ♗c6 5.0–0
b6 6.c4 ♕e7 7.♗c3 0–0

Diagram Ex. 10-7

8.d5!

(2 points)

White takes advantage of the opportunity to gain more space in the centre.

8...♗b4 9.♕e2

Retreating in the other direction with 9.♕b1!? is also interesting.

9...d6 10.a3 ♗a6 11.♗d2 ♗c7 12.e4 e5
13.b4 ♗fe8 14.♕g4±

Ex. 10-8

A.Yusupov – N.Mitkov

Chicago 2005

1.d4 ♗f6 2.♗f3 d5 3.e3 ♗c6 4.c4 e6 5.a3
dxc4 6.♕xc4 ♕d6 7.b4

Diagram Ex. 10-8

7...0–0

Black should have the courage to risk the principled move: 7...e5!?

(2 points)

8.b5 ♗a5 9.♕xf7+ ♗xf7 10.dxe5 ♕e7 11.♖a4
b6 12.exf6 ♕xf6 Now if 13.♞a2, then
13...♕f5 14.♞d2 ♖e8 15.♖b4 ♖e4.

8.♕b2 a6 9.0–0 ♖e7

See Ex. 10-1.

Ex. 10-9

V.Smyslov – N.Rudnev

Gorky 1938

1.e4 e6 2.d4 d5 3.♗c3 dxe4 4.♗xe4 ♗d7
5.♗f3 ♗gf6 6.♕d3 ♗xe4 7.♕xe4 ♗f6 8.♕g5
♕e7 9.♕xf6 ♕xf6 (9...gxf6!?) 10.c3 ♖d6
(Δ...c5, ...e5)

Diagram Ex. 10-9

11.♖e2!

(2 points)

11.0–0 (1 point) is not unreasonable, but the move in the game is much more interesting. White fights against ...e5 and ...c5 and prepares to castle long.

11...0–0 12.0–0–0 c5 13.♗b1 cxd4 14.♗xd4
♖b6 15.f4 ♕d7 16.♖c2! h6 17.♗f3 ♕c6

Solutions

18. ♖xc6 ♜xc6 19. h4→

The threat is 20. ♖g5.

19... ♜fd8 20. ♜df1! ♜d5 21. g4 ♜d3 22. g5±

Ex. 10-10

V.Smyslov – A.Lilienthal

Moscow 1938

1. e4 e6 2. d4 d5 3. ♖c3 ♖f6 4. e5 ♖g8 (4... ♖fd7) 5. ♜g4 h5 6. ♜f4 c5 (6... b6!? Δ... ♖a6) 7. dxc5 ♖xc5 8. ♖f3 ♖c6 9. ♖d3 ♖b4 10. 0–0 ♖xd3 11. cxd3 ♖d7

Diagram Ex. 10-10

12. ♖e3!

(2 points)

White first wants to exchange the dark-squared bishops and then attack on the dark squares.

The immediate 12. ♜g3 (also 2 points) was worth considering too.

12... ♖e7

12... ♖xe3 13. fxe3 gives White the initiative.

13. ♜g3 g6 14. ♖g5 ♖h6 15. ♖xe7 ♜xe7

16. ♜ac1±

White prevents long castling and at the same time contests the open c-file.

Ex. 10-11

V.Baturinsky – V.Smyslov

Moscow 1938

1. e4 e5 2. ♖f3 ♖c6 3. d4 exd4 4. ♖xd4 ♖c5 5. ♖e3 ♜f6 6. c3 ♖ge7 7. ♖c4 ♖e5 8. ♖e2 d5 9. ♖d2 (9.0–0!) 9... ♜g6 10. 0–0 ♖h3 11. ♖f3

Diagram Ex. 10-11

11...0–0–0!

(2 points)

Black is fighting for the initiative and wants to get his rook to a central file as quickly as possible.

11.0–0 (1 consolation point) is not so impressive.

12. ♖f5!?

After 12. exd5 White should not be tempted by 12... ♖xf3† 13. ♜xf3 ♖g4 14. ♜g3 ♖xd5, on account of 15. ♖g5! ♜xg5 16. ♖e4=. But instead 12... ♖xd5± is simple and good.

12... dxe4! 13. ♖xe7†

13. ♖xe4 ♖xf5 14. ♖xf5† ♖xf5 15. ♖xc5 ♜xd2!–+

13... ♖xe7 14. ♖xe4 f5 15. ♖f3 ♜d3†

15... ♖d6!? is also strong.

Ex. 10-12

V.Smyslov – Kirillov

Moscow 1940

The following annotations are based on analysis by Smyslov.

1. e4 e5 2. ♖f3 ♖c6 3. ♖b5 a6 4. ♖a4 d6 5. d4 b5 6. ♖b3 ♖xd4 7. ♖xd4 exd4 8. c3 dxc3 9. ♜h5 ♜e7 (□9... g6 10. ♜d5 ♖e6 11. ♜c6† ♖d7=) 10. ♖xc3 ♖f6 11. ♜e2 ♖e6 12. 0–0 c6 13. ♖g5 ♖xb3 14. axb3 ♜e6

Diagram Ex. 10-12

15. ♜c2!

(1 point)

15... ♖d7

Smyslov's idea can be seen in the line: 15... ♖e7 16. ♖xb5 cxb5 17. ♜c6†+–

(another 1 point for this variation)

16. ♜xa6!!

(another 1 point)

16... ♜c8

16... ♜xa6 17. ♖xb5!+–

17. ♜fa1± h6!?

17... ♖b8±

18. ♜xc6!+–

18. ♖d5! hxg5 19. ♜a8 ♜xa8 20. ♜xa8†+–

18... ♜xc6 19. ♜a8† ♖b8 20. ♜xb8† ♜c8

20... ♖d7 21. ♜d8† ♖c7 22. ♖xb5† ♖b7 23. ♜xc6† ♖xc6 24. ♖d4† ♖c7 25. ♖xe6† fxe6 26. ♖e7+–

21. ♖d5! ♜xb8 22. ♜c6† ♜d7 23. ♖c7#

Scoring

Maximum number of points is 26

- 22 points and above.....> **Excellent**
- 17 points and above.....> **Good**
- 13 points.....> **Pass mark**

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

Contents

- ✓ Advantages of the bishop pair
- ✓ Advantages for the side with the knight
- ✓ The most important methods of playing with the bishop pair
- ✓ The most important methods of playing against the bishop pair

The bishop pair

This chapter is the continuation of Chapter 14 of *Boost Your Chess 2*. There we established that the bishop pair often brings a greater advantage than simply the advantage of a bishop compared to a knight. This happens because the two bishops complement each other and can attack all the squares on the board. The bishop pair is normally clearly stronger than two knights, and very often stronger than bishop and knight.

The bishop pair is stronger in open positions, and in semi-open positions, provided the knight does not have good and secure squares protected by its pawns.

In closed positions, and in those situations in which the side with the knight controls some strong outposts, the knight can be more valuable than the bishop.

The most important methods of playing with the bishop pair:

1) **Playing against the knight.** If we deprive the knight of protected squares, we can attack it successfully.

2) **Exchanging one of the bishops at a favourable moment.**

3) **Opening the position.** The bishops need open diagonals. However, the other pieces also play their part. Essentially, the side which benefits from the opening of the position is the one which has the initiative (which is usually but not always the side with the bishop pair).

If you have to defend against the bishop pair, try to:

1) **Keep the game as closed as possible** (there are exceptions in situations in which you have the initiative and are able to post your own pieces actively).

2) **Swap off one of the bishops.**

3) **Obtain some safe squares for your knight.**

The following two games demonstrate the typical advantages of the bishop pair.

G.Kasparov – V.Smyslov

Candidates Match (9), Vilnius 1984

1.d4 d5 2.♘f3 ♘f6 3.c4 c6 4.♘c3 e6 5.♙g5 ♘bd7
6.e3 ♗a5 7.cxd5 ♘xd5 8.♗d2 ♙b4 9.♙c1 e5?!

Here modern theory prefers 9...0–0 or 9...h6.

10.a3!

White aims to simplify the position and get the bishop pair.

10.dxe5?! would not be clear on account of 10...♘c5∞.

10...♙d6

Accepting the pawn is dangerous: 10...♙xc3 11.bxc3 ♗xa3 (11...e4 is met by 12.c4!) 12.e4 ♘c7 13.♙d3∞ White has a strong initiative.

11.dxe5

11.♘xd5 does not promise any special advantage: 11...♗xd2† 12.♙xd2 cxd5 13.dxe5 (13.♙b5 e4=) 13...♘e5 14.♘xe5 ♙xe5 15.♙b5† ♙d7 16.♙c5 ♙xb5 17.♙xb5 f6! 18.♙h4 (18.♙xd5 ♙xb2) 18...0–0–0=

11...♘xe5 12.♘xe5 ♙xe5

Diagram 11-1

13.b4!

This little exchanging combination leads to a better ending for White.

13...♙xc3

13...♗xa3? is bad: 14.♘xd5 cxd5 15.♙b5† ♙f8 16.0–0 ♙e6 17.f4 ♙d6 18.f5 ♙xb4 19.♗d4+–

14.♗xc3!

14.♙xc3 would be less clear on account of: 14...♗b6 15.♙c1 h6 16.♙h4 ♙f5±

14...♘xc3 15.bxa5 ♘e4 16.♙f4±

Diagram 11-2

White is better because he has the bishop pair in an open position and the black knight does not have any protected squares. Also, White can attack the b7-pawn quite effectively down the open b-file (for that reason Kasparov considers his doubled pawns on the a-file as an additional advantage for White).

16...0–0 17.f3

The typical plan – White plays against the knight and forces it away from any active positions.

Diagram 11-1



Diagram 11-2

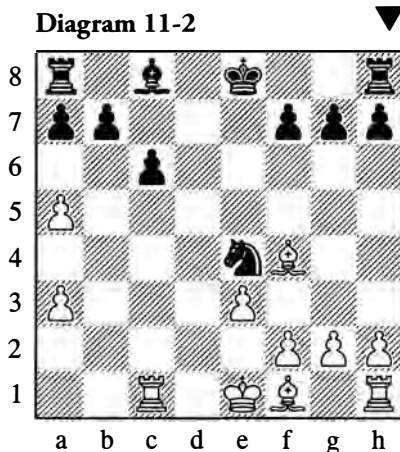


Diagram 11-3

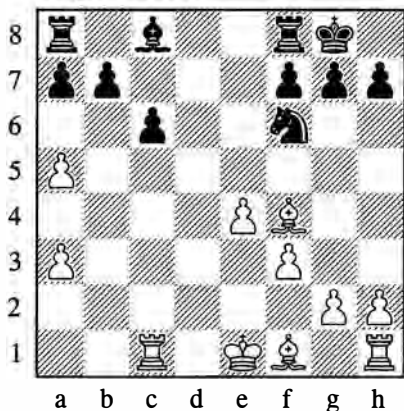


Diagram 11-3

18...f8?!

Smyslov does not find the correct positions for his pieces.

It was worth considering 18...d7 (Δ...b6) 19.♔f2 and now:

a) 19...b6?! 20.♙a6! ♙c8 (20...c5 21.♙b7 ♜ad8 22.♙c7 ♜de8 23.♙d6+→) 21.♙e2 ♙d7 (21...c5 22.♙c7 ♔d7?! 23.♜hd1+→) 22.♜hd1 b5 23.♙g5±

b) 19...f8! 20.♙e2 c5 and Black seeks counterplay on the queenside, although White remains clearly better.

18...♙e6!? does not solve Black's problems either: 19.a6! (19.♔f2 ♜f8 20.♙e3!±) 19...b6 20.♜xc6 ♜f8 21.♜xc8 ♜xc8 22.♙b5±

19.♔f2 a6?!

Smyslov did not want to allow a5-a6, but after this move Black has no more active play.

19...♙e6 20.a6!± is clearly good for White.

Black would be better trying 19...♙d7 20.♜b1 b5±.

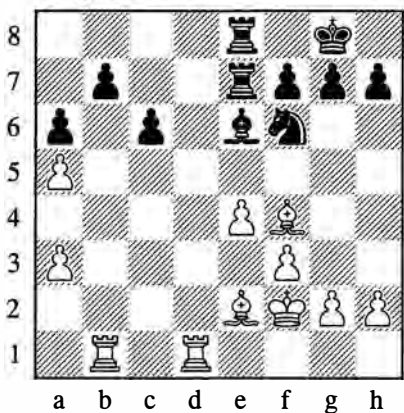
20.♙e2±

But not 20.♜b1 ♜e7 21.♙d6? because of 21...♜xe4!±.

20...♙e6 21.♜b1 ♜e7 22.♜hd1 ♜ae8

Diagram 11-4

Diagram 11-4



23.♜b2!

Kasparov wants to control the d-file. He is also prepared to exchange a pair of rooks. Then he wants to set his pawns on the kingside going. Black's defence is very difficult.

23.g4 is bad on account of 23...♙xg4!.

23...♙c8 24.♜bd2 ♙d7 25.♜xd7 ♔xd7 26.g4!

White wants to strengthen his position on the kingside.

26...♔c5?!

26...h6 would be an improvement, as then 27.h4 and g4-g5 would allow the exchange of some pawns on the kingside.

Another better defence is 26...♔f8!? intending ...♙e6, ...f6 and ...♜e7-d7.

27.♙e3 ♔d7

27...♔e6?! is followed by: 28.f4 ♙d8 (28...g6 29.f5 ♔c7 30.♔f3±) 29.f5 ♜xd1 30.♙xd1 ♔c7

31.a4! ♖e8 32.♙b3 ♜f6 33.♗f3 ♜d7 34.♗f4 ♗f8
35.e5±

If 27...♜b3, then 28.♙b6 ♙e6 29.f4 f6 30.f5 ♙f7
31.♞d7±.

28.g5!

Preventing ...h6.

28...♜e5

If 28...♞e5? then 29.f4! ♞xe4? 30.♙g4 ♞e7
31.♙c5+.

Diagram 11-5

29.♙d4!

But not 29.♗g3? which allows 29...♙e6, intending
either knight or bishop to c4.

29...♜g6 30.♗g3 ♜f8

Black has lost a lot of time with this knight.

31.h4 ♞d8 32.f4 ♙e6 33.♙c3!

33.f5 would not be so good: 33...♙b3 34.♞d2 c5!
35.♙c3 ♞xd2 36.♙xd2 ♜d7 37.♗f4 f6! and Black's
defensive chances are better than in the game.

33...♞xd1 34.♙xd1 ♜d7

34...g6 is met by 35.♙c2 and White will get in
f4-f5.

35.f5 ♙c4

Diagram 11-6

36.h5! h6

Now the black h-pawn becomes weak.

36...f6 is followed by 37.h6! ♜c5 and now 38.♗f3±
or 38.♙c2±.

37.gxh6 gxh6 38.e5 ♜c5 39.♗f4 ♙d5 40.♙c2±

Diagram 11-7

White's advantage has become quite obvious –
Kasparov has greatly improved his position on the
kingside. Such positions are incredibly difficult to
hold, since there are practically no active ideas. The
best thing for Smyslov to do here is nothing, just
simply wait. But he tries to clear up the situation on
the kingside.

40...f6?

40...♙c4±

41.e6 ♗g7 42.♙b4

White will overrun the black fortress.

42.♙d4 ♜b3 43.e7 ♗f7 44.♙xf6+– would also be
good.

42...♜b3 43.♗e3

The knight is in danger.

Diagram 11-5

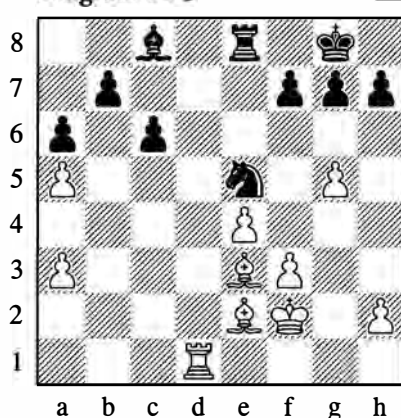


Diagram 11-6

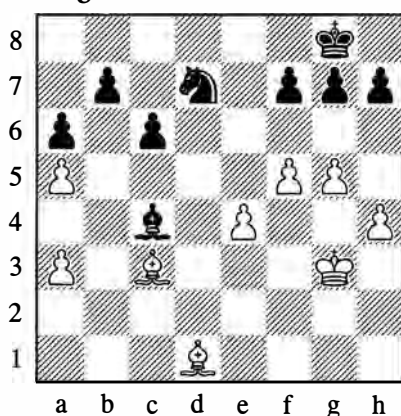


Diagram 11-7

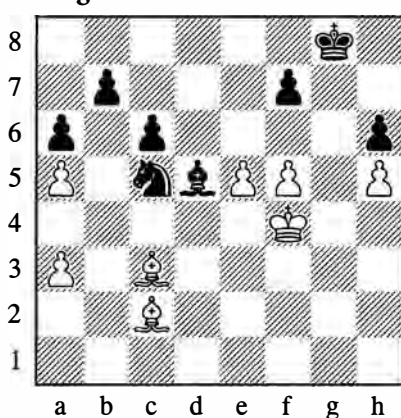
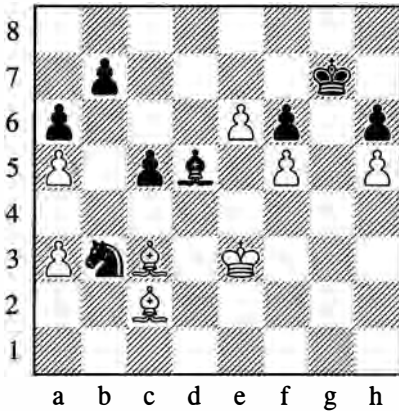


Diagram 11-8



43...c5

As Kasparov shows, after 43...c4 Black eventually ends up in zugzwang: 44.♙c3 ♜d5 45.♙e4! ♜c4 (45...♙c5 46.♙xd5 cxd5 47.♙d4 ♙e4 48.♙b4 ♙g3 49.♙xd5 ♙xf5 50.♙c5 ♙g3 51.♙b6 ♙xh5 52.♙xb7 ♙f4 53.♙xa6 ♙xe6 54.♙b6+—) 46.♙f3 ♙c1 (46...♙b5 47.♙e2!+—) 47.e7 ♙f7 48.♙d1+— 44.♙c3

Diagram 11-8

Smyslov thought about his sealed move for 53 minutes, but could not find any defence. The following variations given by Kasparov show that White is winning easily:

a) 44...♙c1 45.♙a4+—

b) 44...c4 45.♙e4 ♜c6 46.♙xc6 bxc6 47.♙e4+—

c) 44...♙f8 45.♙xb3 (also good is 45.♙e4 ♙xe4 46.♙xe4 ♙e7 47.♙d5+—) 45...♙xb3 46.♙xf6+— 1-0

A.Yusupov – A.Sokolov

USSR ch, Moscow 1988

1.d4 ♙f6 2.c4 e6 3.g3 d5 4.♙g2 dxc4 5.♙f3 c5 6.0-0 ♙c6 7.♙e5 ♙d7 8.♙xc4!?

A popular alternative for White is 8.♙a3 cxd4 9.♙axc4.

8...cxd4 9.♙f4 ♙d5 10.♙d6† ♙xd6 11.♙xd6 ♙de7

11...♙b6 12.♙d2!†

Diagram 11-9

12.♙d2!?

White obtains good compensation for the pawn. He has the bishop pair and strong pressure against the d4-pawn.

12.♙b3 ♙a5! =

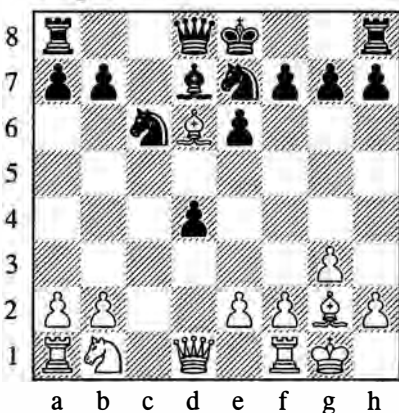
12...0-0 13.♙b3 ♙c8

13...b6 is a logical alternative. After 14.♙c4 ♙c8 15.♙fd1 ♙e8 16.e3?! (16.♙a3!±) 16...♙f5 17.e4 Black has the counter-blow 17...♙a5! with equal chances.

14.♙c4 ♙e8

Black could try 14...♙a5 here. Then 15.♙xe7 ♙xb3 16.♙xd8 ♙xa1 17.♙e7 is followed by: 17...♙c2 18.♙xf8 (18.♙c1?! d3! 19.exd3 ♙d4!) 18...♙xf8 19.♙c1 d3 20.exd3 ♙d4 21.♙f1±

Diagram 11-9



15.♟fd1

15.♟a3!? is also possible.

15...♘f5 16.♟c5 e5

If 16...♟f6, then 17.g4! ♘h4 18.♟xc6±.

Diagram 11-10

17.e4!

A difficult move, played with a specific idea.

17.♘fe7

17...♘h6 is followed by 18.♘d6 ♟e6 19.♘xc8 ♟xc8 20.♟h3 ♘a5 21.♟d5±.

18.♘d6 ♟f8 19.♘xb7 ♟xb7 20.♟xb7 ♟b8

Diagram 11-11

21.♟a6!

White tries his luck with a new pawn sacrifice, not being particularly satisfied with the variation: 21.♟xe7 ♘xe7 (21...♟xb7?! 22.♟xd8 ♟xd8 23.♟ac1 ♟d6 24.b3 intending ♟f1-c4 is somewhat better for White) 22.♟xa7 ♟d6!=

21...♟xb2

White has two good bishops against two 'hanging' knights. Although not everything is clear-cut here, the position is certainly much easier to play for White.

22.♟a4!?

A prophylactic move which is directed against ...♟d7.

22.♟ac1 would not be so good on account of 22...♟d7 23.♟f1 ♟fb8.

22...♟b8?!

22...♟d7?? now loses to 23.♟xe7.

If 22...♟c8, then 23.♟a3±.

Diagram 11-12

23.♟f1!

Bringing the bishop to a better position.

23...f5?!

A risky move. Black wants to support his active rook on b2 by involving his f8-rook, but he is overestimating his chances. It turns out that opening up the position helps his opponent.

23...♟d8 would have been more appropriate, although White still has good compensation for the pawn.

24.♟a3!

This ends the counterplay.

Of course not 24.♟a3?! on account of 24...fxc4 25.♟xe7 ♟xf2, and Black's threats include ...♟e8,

Diagram 11-10

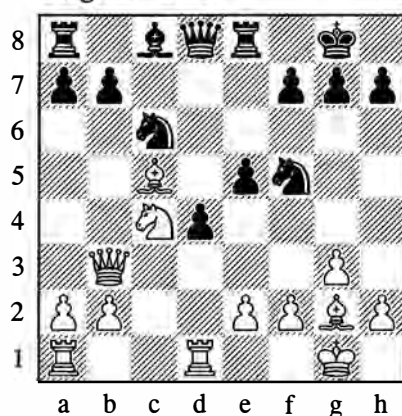


Diagram 11-11

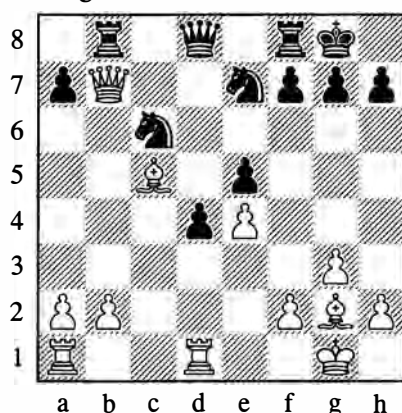


Diagram 11-12

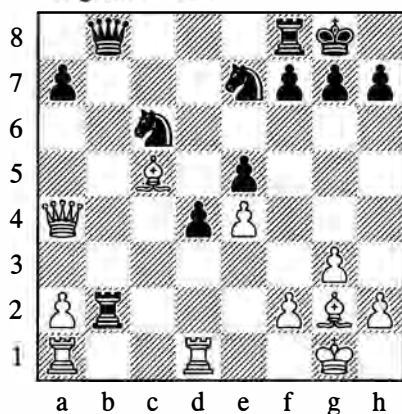


Diagram 11-13

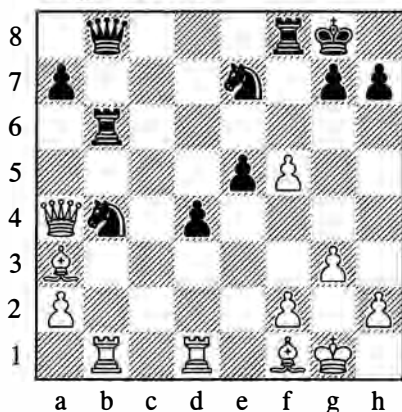


Diagram 11-14

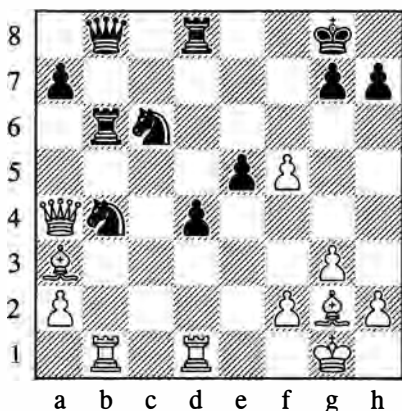
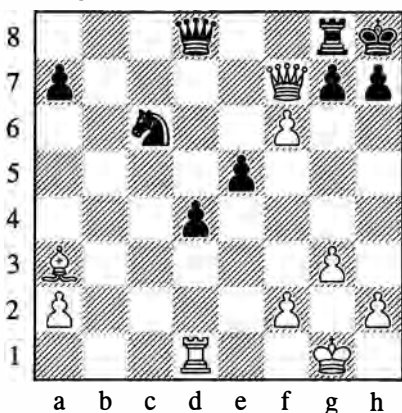


Diagram 11-15



transferring the queen to join the attack on the kingside.

24...♖b6

If 24...fxc4? then 25.♗xb2 ♜xb2 26.♞b3†!±, and the weakness of the e4-pawn ensures White a clear advantage.

25.exf5 ♜b4

There will be no peace for the knight here either.

Better is 25...♗xf5 26.♗ac1±.

26.♗ab1!

White plays against the knight.

Diagram 11-13

26...♜ec6?

Perhaps the decisive mistake.

Black should find a more active post for his knight with 26...♜ed5 and now:

a) 27.♗c4 ♜h8 28.♗xd5 ♜xd5 29.♞xb6 ♜xb6! = Sokolov probably overlooked that he could save the exchange in this line.

b) 27.♗dc1! ♜c3?! (27...♗d8±) 28.♞xc3 dxc3 29.♞xb4 ♞xb4 30.♗xb4 c2 31.♗a3 ♞c7 32.♗c1+—

27.♗g2 ♗d8

27...♞c8 28.♗dc1 (28.♗xb4 ♜xb4 29.a3 ♜a6±) 28...d3 29.♗xb4 ♜xb4 30.♞xc8† ♞xc8 31.♞xb4 d2 32.♞xb6 axb6 33.♗f3+—

Diagram 11-14

28.♗xc6!

The correct moment for the exchange of the bishop. White simplifies the position and transforms his advantage. He exploits the weakness of his opponent's castled position to mount a forceful attack.

28...♜xc6 29.♞xb6 ♞xb6 30.♞c4† ♜h8 31.♞f7!

Threatening both f5-f6 and ♗f8.

The immediate 31.f6 is less convincing: 31...♜a5! 32.fxg7† ♜xg7±

31...♞g8□

31...♜b4 loses after 32.f6! ♞g8 33.fxg7† ♞xg7 34.♞f8†+— (or 34.♞e8†+—).

32.f6 ♞d8

Diagram 11-15

33.♗e7!

A new transformation of advantages. In place of an attack, White gets a super-strong passed pawn.

33...♘xe7 34.fxe7 ♖d7 35.♞d3!+-

The final subtlety. White threatens ♞f3 and then ♖xg8†.

35...h6

35...e4 does not save Black:

Diagram 11-16

36.♞xd4!! ♖xd4 37.♖xg8†! ♜h8 38.e8♞#

36.♞f3

Black can no longer hold his position.

36...♞c8 37.♖f8† ♜h7 38.♞f7 ♞c1† 39.♜g2 ♖c6†

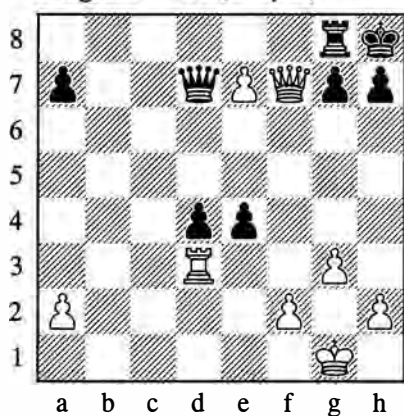
Black has only a few checks left.

40.♜h3 ♖c6† 41.♜h4

Black will soon be mated.

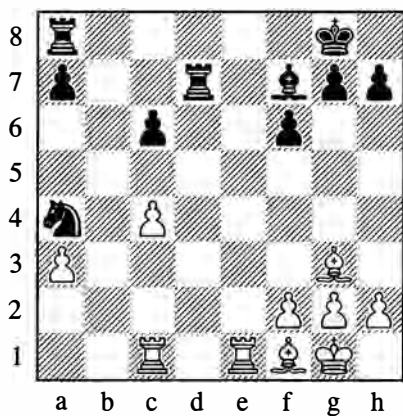
1-0

Diagram 11-16 (analysis)

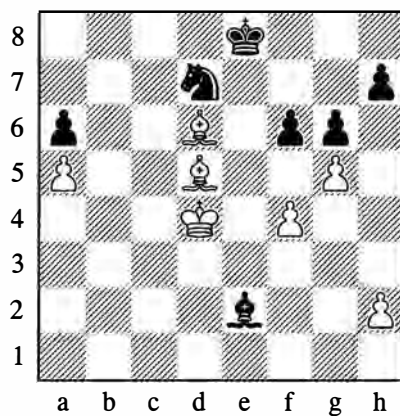


Exercises

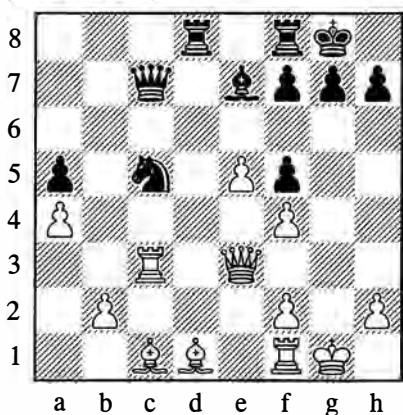
► Ex. 11-1 ◀ ★ △



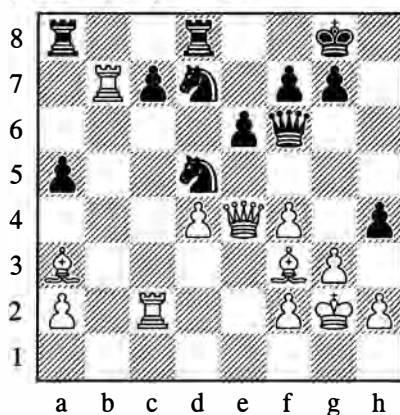
► Ex. 11-4 ◀ ★★ △



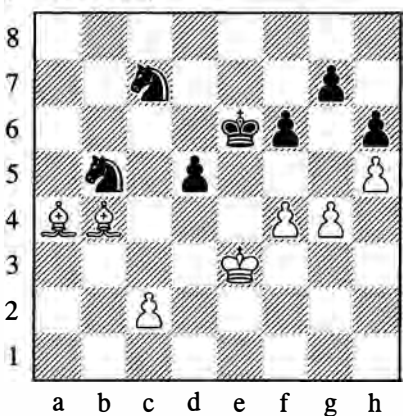
► Ex. 11-2 ◀ ★★ △



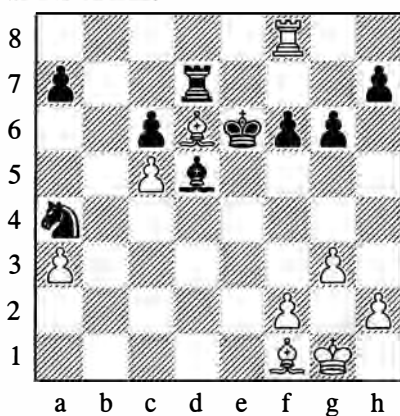
► Ex. 11-5 ◀ ★★ △



► Ex. 11-3 ◀ ★★ △

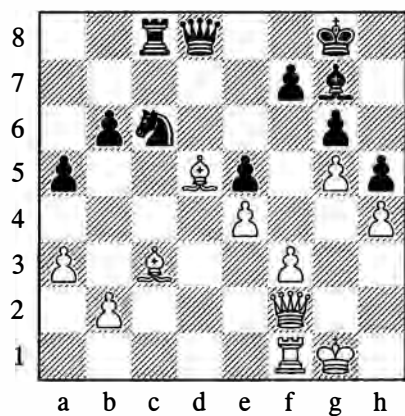


► Ex. 11-6 ◀ ★ △

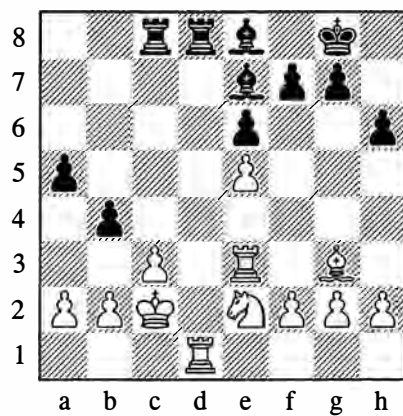


Exercises

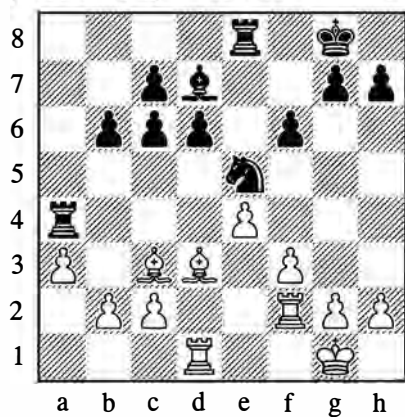
► Ex. 11-7 ◀ ★ △



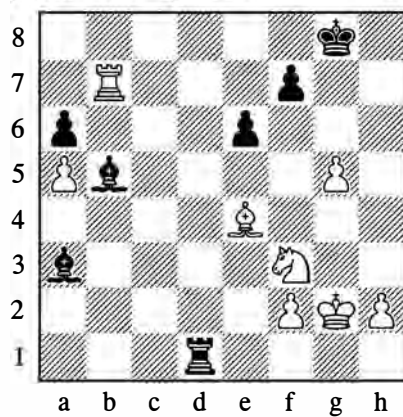
► Ex. 11-10 ◀ ★★ ▼



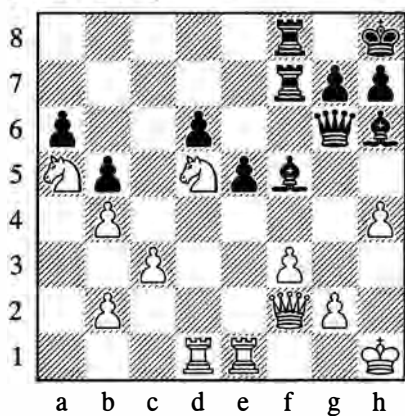
► Ex. 11-8 ◀ ★★★ ▼



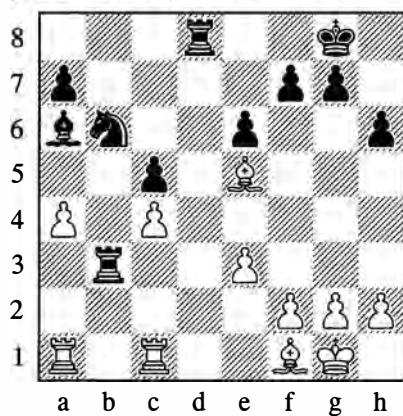
► Ex. 11-11 ◀ ★★ ▼



► Ex. 11-9 ◀ ★ ▼



► Ex. 11-12 ◀ ★★ ▼



Solutions

Ex. 11-1

G.Kasparov – V.Smyslov

Candidates (3), Vilnius 1984

The annotations to this exercise and the next are based on analysis by Kasparov.

26.c5!

(1 point)

White cuts off the knight on a4.

26...♞e8 27.♞xe8! ♞xe8 28.♞d6

28.♞c4?! is not so clear: 28...♞d1! (28...♞b2? 29.♞b4±) 29.♞xa4 ♞g6 30.♞xa7 ♞d3 31.h3 ♞xf1† 32.♞h2 h5±

28...♞f7

28...♞b7 29.g3! ♞f7 (29...♞b2? 30.♞c4+– or 29...♞b2 30.♞e1 ♞g6 31.♞g2+–) 30.♞g2 ♞e8 31.♞e1 ♞f7?! 32.♞h3!+–

29.♞b1 ♞d5?

29...h5!± is a better defence, meeting 30.♞d3 with 30...♞d8.

30.♞b8† ♞f7 31.♞f8† ♞e6

31...♞g6 32.♞d3† ♞h6 33.♞f4† ♞h5 (33...g5 34.♞xf6† ♞g7 35.♞e5+–) 34.♞f5 ♞f7 (34...♞e6 35.g4†+–) 35.g4† ♞h4 36.♞g3† ♞g5 37.h4† ♞h6 38.♞g8! g5 39.♞d6 ♞g7 40.♞f8 ♞f7 41.♞e7+–

32.g3

32.♞a6! ♞xd6 33.cxd6 ♞xd6 34.♞a8 ♞c7 35.♞xa7† ♞b6 36.♞a8 c5 37.♞d8+–

32...g6

See Ex. 11-6.

The alternatives would not save the game either:

a) 32...f5 33.♞a6 ♞f7 34.♞e8† ♞f6 (34...♞d7 35.♞h8+–) 35.♞e5† ♞g6 36.♞d4+–

b) 32...♞e4 33.f3! ♞c2 34.♞c4† ♞f5 35.♞a6! ♞g6 36.h4! h5 37.g4 hxg4 38.fxg4 f5 39.♞c8 ♞f7 40.h5† ♞f6 41.g5†+–

Ex. 11-2

A.Dreev – S.Karjakin

Dos Hermanas 2005

24.b3!

(2 points)

Preparing an attack on the c5-knight.

24...♞b6 25.♞a3 ♞c8 26.♞f3 ♞c7 27.♞fc1 ♞fc8 28.♞d5 ♞g6† 29.♞h1 ♞a6 30.h3

Or 30.♞g2+–.

30...♞b6

30...♞e6 31.♞xe7 ♞xc3 32.♞xc3 ♞xc3 33.♞xc3 ♞f1† 34.♞h2 ♞xf2† 35.♞g2 ♞xf4† 36.♞h1 h5 37.♞a3+–

31.♞h2

31.e6? fxe6 32.♞xc5 ♞xc5 33.♞xe6† ♞h8 34.♞xf5 ♞f8±

31...♞f8 32.♞c4 ♞a7 33.b4 axb4 34.♞xb4 ♞b6 35.♞1c2 g6 36.♞d4 ♞e8 37.a5 ♞b5 38.a6!+– ♞xa6 39.♞d6

Or 39.e6 ♞xb4 40.exf7† ♞e7 41.♞e2†+–.

39...♞c5 40.♞xc7 ♞xc7 41.♞b4 ♞a6 42.♞b8†

42...♞c8 is met by 43.♞b7+–.

1–0

Ex. 11-3

L.Psakhis – A.Yusupov

USSR Ch, Vilnius 1980

61.f5†!

(2 points)

Black now has two weaknesses – the g7-pawn and the hanging knights. His king cannot protect everything.

61...♞e5

Or 61...♞f7 62.♞d3 ♞g8 63.c4! dxc4† 64.♞xc4 ♞a7 65.♞c5 ♞c8 66.♞d7+–.

62.♞f8 ♞c3 63.♞c6 ♞a6 64.♞b7!

White forces the knight back, and will take the g7-pawn next.

1–0

Ex. 11-4

B.Gulko – A.Kremenietsky

Moscow 1983

44.♞c4!

(2 points)

Since the knight does not have a move, the exchange of bishops wins immediately.

Solutions

The alternatives 44.♗g8 (1 point) 44...fxg5 45.fxg5 and 44.h4 (1 point) are less incisive, although they do not spoil White's winning position.

44...♗xc4 45.♔xc4 fxg5 46.fxg5

After 46...♔f7 47.♔d5 Black will be in zugzwang.
1-0

Ex. 11-5

J. Timman – A. Karpov

Linares 1993

33.f5!

(2 points)

This will give Black a new weakness on e6.

33...hxg3 34.hxg3 ♖f8 35.♖c6+- ♖b4

Capturing in f5 would be hopeless:

a) 35...♗xf5 36.♗xf5 exf5 37.♗xf8 ♔xf8 38.♗xd5 ♗xd5 39.♗cxc7+-

b) 35...exf5 36.♗xd5 ♗xd5 37.♗xf6 gxf6 38.♗xd5+-.

While making his 35th move, Black overstepped the time limit. But in any case, after 36.♗cxc7 ♗xd4 37.♗e2+- his position would have been most unenviable.

1-0

Ex. 11-6

G. Kasparov – V. Smyslov

Candidates (3), Vilnius 1984

33.♗a6!+-

(1 point)

The threat of ♗c8 wins White the exchange.

33.♗h3† f5 34.g4 ♗e4± is not so strong.

33...♗xd6 34.cxd6 ♔xd6 35.♗xf6† ♔e5 36.♗f8 c5 37.♗e8† ♔d4 38.♗d8 ♔e5 39.f4† ♔e4 40.♗f1! ♗b3 41.♔f2 ♖b2

41...♖c3 42.♗d3#

41...c4 42.♗g2† ♔f5 43.♗d5+-.

After the move played, Black resigned on account of the variation 42.♗b8 c4 43.♗xc4+-.

1-0

Ex. 11-7

W. Steinitz – J. Zukertort

World Ch (18), USA 1886

35.f4!+-

(1 point)

White opens the f-file and brings the desired support for the bishop on d5.

35...♗d7

35...exf4 36.♗xf4+-

36.f5 ♖e7

36...gxf5 37.♗xf5 ♗xf5 38.♗xf5 ♗c7 (38...♖e7 39.♗xf7† ♔h8 40.♗f3+- or 38...♖d8 39.g6+- Steinitz) 39.g6 ♖d4 40.♗xf7†+-

36...♗f8 37.♗g3+-

37.♗a2

Threatening f5-f6.

37...gxf5

37...♗f8 38.♗xf7†! ♔xf7 39.fxg6† ♔g7 (39...♔e6 40.♗f6#) 40.♗f7† ♔h8 41.♗h7#

38.exf5 ♗f8 39.♗f3!

39.♗xb6? ♖d5 followed by ...♗c5† gives Black counterplay (Steinitz).

39...e4 40.♗xh5

Mate is imminent: 40...♗xc3 41.♗xf7† ♔g7 42.f6#

1-0

Ex. 11-8

I. Kan – J. Capablanca

Moscow 1936

19...♗c8!

(3 points)

Capablanca is playing to win this endgame and prepares ...♗a6 to exchange the light-squared bishops.

19...♖xd3 (1 point) 20.cxd3= is likely to lead to a draw due to the opposite-coloured bishops.

20.♗f1

20.♗a1, intending b2-b3 and a3-a4, can be met with 20...♗a8!? followed by ...♗a6.

20...♗a6 21.♗xa6?!

21.♗d4!?=

Solutions

21...♖xa6 22.♙xe5?! ♜e5 23.♞d3 b5!±

Black is clearly better in this rook ending, because he has a mobile pawn structure and can take advantage of the semi-open a- and f-files.

You can find a later stage of this endgame as Ex. 11-2 in *Chess Evolution 1*.

Ex. 11-9

V.Ivanchuk – G.Kasparov

New York (rapid) 1995

32...♙c2!→+

(1 point)

The immediate 32...♙e4!→ (also 1 point) is just as good, threatening to take on f3 with either rook or bishop.

Likewise 32...♙g4!→ (also 1 point) is very strong.

33.♞d2

If 33.♞a1, then 33...♙e4 34.♘e3 ♞xf3! 35.gxf3 ♞xf3→.

33...♙xd2 34.♞xd2 ♞g3 35.♘b7 ♞xb7

0–1

Ex. 11-10

P.Svidler – G.Kasparov

Linares 1999

The following annotations are based on analysis by Ftacnik.

22...♙c6!

(2 points)

Kasparov provokes a weakening of the white position.

However, 22...♞xd1 23.♙xd1 ♙b5 (also 2 points) would be equally good.

23.f3 ♞xd1 24.♙xd1 ♙c5 25.♞d3

25.♘d4!? bxc3 26.bxc3 ♙d5 27.♞e2 ♙xd4 28.cxd4 ♞c4 29.♙f2 ♞a4±

25...♙b5 26.♞d2 ♙e3 27.♞d6

27.♞c2? ♙d3→

27...bxc3 28.♘xc3

28.bxc3 ♙c4±

28...♙f1

Black recovers the pawn and is clearly better thanks to the bishop pair.

29.♙h4

29.h4!? ♙f8±

29...g5 30.♙e1

30.♙g3 ♙g7±

30...♙xg2 31.♙e2 ♙f4 32.♙g3 ♙c1 33.♘a4

33.♘d1 h5± or 33.♞b6 h5±.

33...h5! 34.♞d1

34.♙e1 ♙f4 35.♙g3 ♞c2† 36.♙d3 ♞d2† 37.♙c3 ♞e2±

34.h4 gxh4 35.♙xh4 ♞c4 36.♙f6 ♞xa4

37.♞d8† ♙h7 38.♞h8† ♙g6 39.♞g8† ♙f5

40.♞xg2 ♞xa2→

34...h4 35.♙e1 ♙f4 36.♙c3

36.♙xa5 ♞c2† 37.♙d3 ♞f2→

36...♙g7 37.♘b6 ♞h8 38.♙f2

38.♙xa5 ♙xh2 39.♘c4 h3 40.♘e3 ♙xe5±

38...h3 39.♙d2?

39.♘c4 g4 (39...♙xh2 40.♘e3) 40.♞d4 ♙xh2

41.♞xg4† ♙f8 42.♞xg2 hxg2 43.♙xg2 a4±

39...♙xh2 40.♘d7

40.♙xg5 ♙xe5 41.♘c4 ♙c7→

40...♙g6 41.♙e3 g4! 42.fxg4

42.f4 g3† 43.♙e2 ♙f5→

42...♙c6

43.♘c5 is followed by 43...♙xe5 44.♘d3 f6

45.♙f4 ♙xf4 46.♘xf4† ♙f7→.

0–1

Ex. 11-11

L.van Wely – G.Kasparov

Internet (rapid) 2000

34...♙d6!

(2 points)

Black now threatens to win with ...♙f1†. As in the previous example, Kasparov coordinates his rook and two bishops to mount a strong attack.

The immediate 34...♙f1† is not so impressive: 35.♙g3 ♙d6† 36.♙g4 ♞a1 37.♞d7∞

35.♙h3 ♞c1 36.♘d4 ♙f1† 37.♙g2

37.♙g4 ♞c4→

Solutions

37...♖c3† 38.f3 ♔d3 39.♖b3 ♖xb3
40.♜xb3 ♔b4 41.f4 ♔c4 42.♜d4 ♔xa5
43.f5 ♔c3→ 44.♜c6 a5 45.♜xa5 ♔xa5
46.♔e4 ♔d5 47.♔d3 ♔c7 48.f6 ♔f4 49.♜g4
♔xh2 50.g6 e5 51.♜f5 ♔e6† 52.♜g5 ♔f4†
53.♜h5 ♔d5 54.♜g4 fxg6 55.♔xg6 ♔e6†
56.♜f3 ♔g5
0–1

Ex. 11-12

V.Salov – G.Kamsky

Candidates match (6), Sanghi Nagar 1995

23...f6!

(2 points)

This limits the activity of the dark-squared bishop.

24.a5

24.♔c7 would not be good: 24...♖d2
25.♔xb6 ♖xb6 26.♖d1 ♖bb2†

24...♜c8

24...fxe5 25.axb6 ♖xb6 26.♖a5=
25.♔c3 ♜d6 26.♔e1 ♜f7 27.♔e2 ♜e7†

27...e5 28.h4 ♜e6†

It can clearly be seen that the bishop pair does not confer an automatic advantage. All the black pieces are more active than their white counterparts, and so Black has the better chances.

28.♜f1 ♖db8 29.h3 e5 30.♜g1 ♖b2 31.♔d3
♜e6 32.h4 g5! 33.hxg5 hxg5 34.♔f1 g4
35.♔c3 ♖2b3 36.♔e2 f5 37.♔e1 ♖b2
38.♔d3 ♖2b3 39.♔e2 ♖b2 40.♔d3 ♖h8
41.♖cb1 ♖bb8 42.♖xb8 ♖xb8 43.♖c1 ♖b3
44.♔c2 ♖a3 45.e4 fxe4 46.♔d1 ♜f5 47.♔e2
♖a2 48.♜f1 ♖a4 49.♖d1 ♜xc4 50.♖c1
♔b5 51.♜g1 a6 52.♜h2 ♜b2→ 53.♖c2
♜d3 54.♔d2 ♜xf2 55.♔e3 ♜d3 56.♜g3
♖a3 57.♔xg4† ♜g6 58.♔d2 ♜b4† 59.♖c3
♖a2 60.♔cl c4 61.♔e6 ♜d3 62.♔xc4 ♔xc4
63.♖xc4 ♜f5 64.♖c8 ♜e1 65.♖f8† ♜e6
66.♖e8† ♜d7 67.♖a8 ♖xg2† 68.♜h3 ♖c2
69.♔h6 e3! 70.♖a7† ♜e6 71.♔xe3 ♖c3
72.♜g4 ♖xe3 73.♖xa6† ♜d5 74.♖a8 ♜e4!
75.a6 ♖a3 76.a7 ♜f3
0–1

Scoring

Maximum number of points is 21

18 points and above → **Excellent**
14 points and above → **Good**
10 points → **Pass mark**

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

Contents

- ✓ The advantage of shutting out a piece
- ✓ Playing on the other side
- ✓ Exchanging the opponent's active pieces

Shutting out a piece

Shutting out a piece is a powerful tool, which can often even lead to the winning of a game. Whenever we manage to keep one or more of our opponent's pieces out of play for a certain amount of time, this will constitute such a major disadvantage to our opponent that he will be unable to put up proper resistance. We saw an example of this in the game Hort – Ciocaltea, Ex. 2-4 in *Boost Your Chess 3*.

Of course, we still have to make proper use of such opportunities. If, for example, an opposing piece is hemmed in on the kingside, we should open up the play on the queenside and exploit our numerical advantage there. Here is a classic example of this strategy.

W. Winter – J. Capablanca

Hastings 1919

1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.♙b5 ♙b4 5.0-0 0-0 6.♙xc6

Many of the ideas behind this variation come from Nimzowitsch. 6.d3 is the main line.

6...dxc6 7.d3

7.♘xe5 ♙xc3=

7...♙d6!? 8.♙g5?!

8.h3 is better, intending ♘e2-g3 and active play on the kingside; later White can also prepare f2-f4.

8...h6 9.♙h4 c5

This prevents d3-d4.

Diagram 12-1

10.♘d5?

White does not see the positional trap.

10.♘d2= is correct, and then ♘c4-e3.

10...g5!

Black unpins his knight and puts the white bishop into a passive situation.

11.♘xf6†

After 11.♘xg5 ♘xd5 12.♘f3 ♘f6 13.♘d2 ♙e7 White has no compensation for the piece.

11.♙g3 is no better either: 11...♘xd5 12.exd5 ♙g4 13.h3 ♙h5 (or 13...♙xf3 14.♙xf3 f5, intending

Diagram 12-1



...♖f6, ...♗h7, ...♞f7, ...♞g8 and then ...g4 with a powerful attack) 14.♗h2 f5 and Black is clearly better (Kasparov).

11...♖xf6 12.♗g3 ♗g4 13.h3 ♗xf3 14.♖xf3 ♖xf3 15.gxf3

Diagram 12-2

The bishop has been shut out. To get it back into play White has to sacrifice a pawn (after ♗g2, ♗h2, f3-f4 and f2-f3), which is of course a very high price. Black should aim to open the play on the queenside, where in practical terms he has an extra piece.

15...f6! 16.♗g2

Here Kasparov recommends 16.c3 ♞ad8 17.♞fd1 ♞d7 18.♗f1 ♗f7 19.♗e2.

16...a5 17.a4 ♗f7

Diagram 12-3

18.♞h1

Kasparov also criticizes this move – opening the h-file does not change the fate of the bishop. Perhaps Winter wanted to swap off a potential weakness, the h3-pawn. But White absolutely had to try to block the queenside.

18.c4!? is an interesting recommendation by Kasparov:

a) After 18...c6 19.♞fc1 ♞fb8 20.b3 b5 21.♞c3 ♞b6 22.♗f1 bxc4?! 23.dxc4! ♞ab8 24.♞a3! (Kasparov) White in fact constructs a fortress.

Black would do better to play 22...bxa4 23.♞xa4 ♞b4 with more options on the queenside, where White has a lot of weaknesses to protect. Despite that, Kasparov is correct in his evaluation of the situation in the game – every chance should be taken to try to set up a fortress.

b) Perhaps 18...♞a6!? first is better. 19.♞a3 ♞b6 20.b3 ♞d8 21.♞d1 ♞b4 (21...♗f8 22.♗f1) and only now does Black prepare ...c6 and ...b5.

18...♗e6

Capablanca consolidates his position and prepares the attack on the queenside.

19.h4 ♞fb8 20.hxg5 hxg5

Diagram 12-4

21.b3

It was not yet too late for 21.c4! c6 22.b3 b5 23.♞a3 bxa4 24.bxa4. Black would still have to fight to achieve the win.

Diagram 12-2

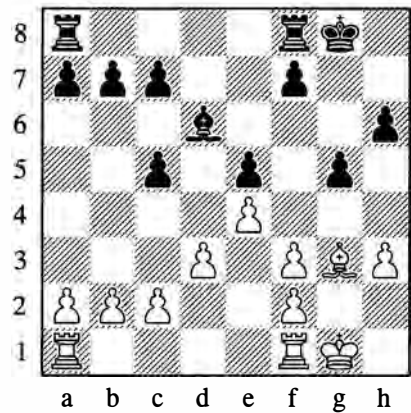


Diagram 12-3

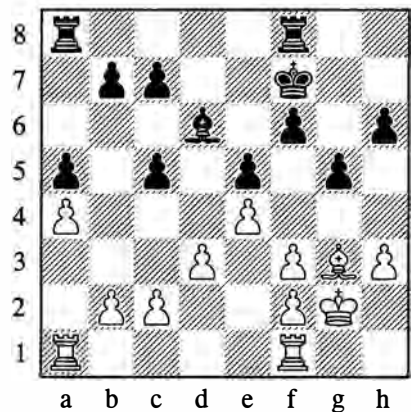


Diagram 12-4



21...c6

Black prepares the ...b5 thrust.

The immediate 21...b5? 22.axb5 ♖xb5 23.♙a4 ♖b4 24.♙h1 would give White counterplay.

Playing 21...c4!? to bring his bishop into play would have been interesting, but Capablanca wants to win without sacrificing.

22.♙a2?!

Almost the last chance to play 22.c4!±.

22...b5 23.♙h1?

23.c4 bxc4 24.bxc4 ♖b3 25.♙d1± would have been more resilient.

Diagram 12-5

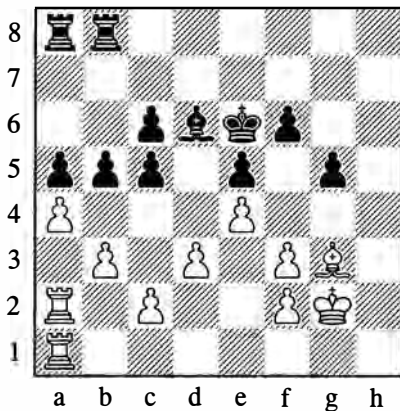


Diagram 12-5

23...c4!

“The decisive advance, after which the bishop on d6 can breathe.” – Donev

24.axb5

Or 24.dxc4 bxc4 25.bxc4 ♖b4, followed by ...♙ab8 and ♙xc4+.

24...cxb3 25.cxb3

25.♙xa5? ♙xa5 26.♙xa5 b2+–

25...♙xb5

Black has attained his strategic goal. He can employ both his king and his bishop on the queenside, but the white king and bishop remain in offside positions.

26.♙a4 ♙xb3 27.d4 ♙b5!+– 28.♙c4

28.dxe5 fxe5!+–

28...♙b4 29.♙xc6

29.♙xb4 ♙xb4 30.dxe5 fxe5 31.♙h1 ♙e7!+–

29...♙xd4

0–1

A wonderful game on our subject!

In my games too, I have sometimes managed to shut in a bishop in a similar fashion.

Diagram 12-6

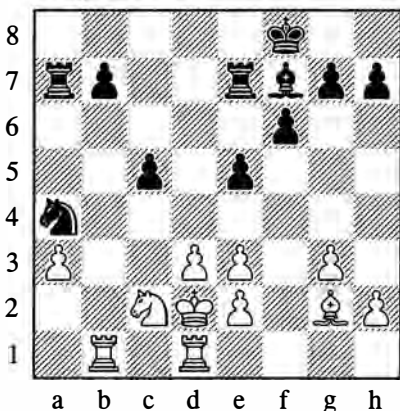


Diagram 12-6

V.Salov – A.Yusupov

Linares 1991

40...♙d7!±

Black is better; he has a good pawn structure and the more active pieces. Now he prepares ...c4.

41.♙dcl c4 42.♙b4

42.♙b5!? cxd3 43.exd3 would be more interesting,

but after 43...♙c4 44.♖xb7 ♜xd3† Black retains the advantage.

42...♘c5 43.♞c3

Diagram 12-7

43...e4!

Black cranks up the pressure against the d3-pawn. At the same time Black is also pursuing another hidden aim – he wants to try to exclude White's light-squared bishop from the play.

43...♘b3†? 44.♙e1 ♞xa3 is not good on account of 45.dxc4.

44.d4 h5?

44...♘b3† 45.♙e1 ♞xa3 46.♙xe4 ♞a4† is promising for Black, but he wants to achieve even more.

45.♙e1?

White does not see the positional threat. He had to play 45.h3, so as to meet 45...f5 with 46.g4†.

45...♙a4 46.♞c2

Diagram 12-8

46...f5!

Now the white bishop will not get another chance to break out of its prison.

47.h3 g6!–+

So that after 48.g4 he has the reply 48...h4 available.

48.♙a2 ♞a5

Black's strategy is straightforward – as in Winter – Capablanca he wants to operate on the queenside, where he simply has one more piece than his opponent. Since the position there is completely open, the technical phase does not present Black with any great difficulties.

49.g4

Diagram 12-9

49...h4! 50.♙d2

If 50.♙c3, then 50...♙xc3 51.♞xc3 b5 followed by ...♞da7. Of course the exchange of a few pieces does not bother Black at all – he has an even easier game with his 'extra piece'.

50...♙g7 51.♞f1 ♙e6

51...♙h6 52.♞f4 ♙g5 would not be so clear on account of 53.gxf5 gxf5 54.♞c1, intending ♞g1 with counterplay.

52.♞f4

Diagram 12-7

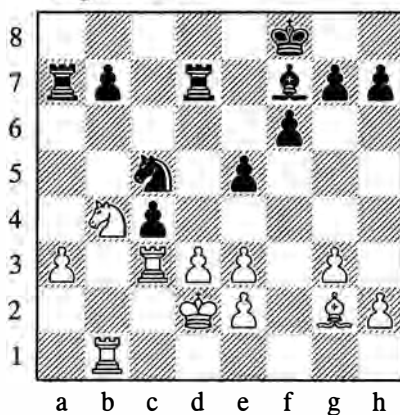


Diagram 12-8

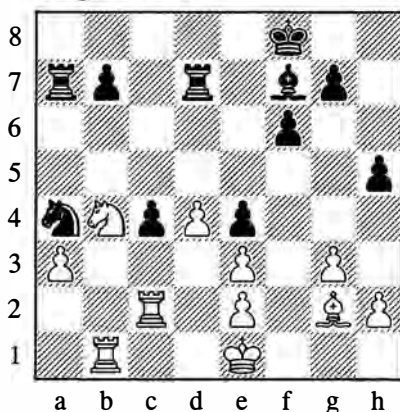


Diagram 12-9

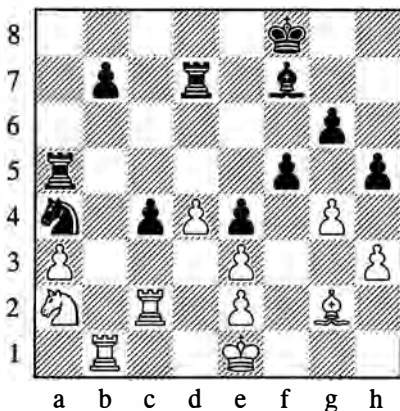


Diagram 12-10

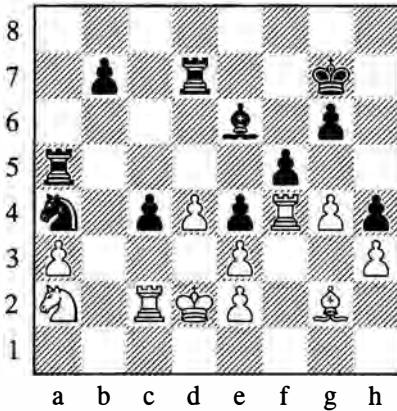


Diagram 12-11

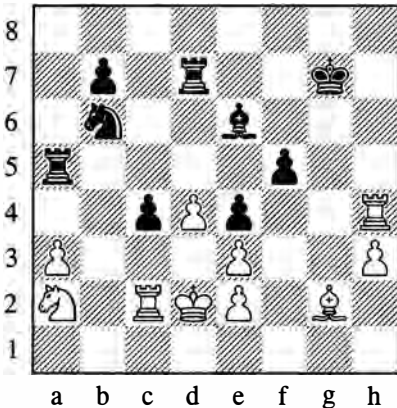


Diagram 12-12

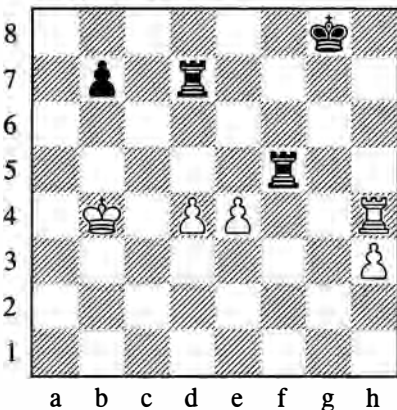


Diagram 12-10

White is seeking counterplay, but he cannot coordinate his forces well.

White also loses after 52.gxf5 gxf5 53.♖c3 ♖xc3 54.♙xc3 b5-+.

52...♖b6!

Black starts his active play on the queenside, since now the white rook is also absent from there.

53.gxf5 gxf5 54.♙xh4

54.♖c3 ♙xa3 55.♙xh4 is slightly better, but after 55...♖d5! 56.♖xd5 ♙xd5 57.♙f4 b5-+ the black passed pawns quickly roll forward.

Diagram 12-11

54...c3!-+

The decisive blow.

55.♙c1

Other moves also lose: 55.♖xc3 ♖c4!-+ or 55.♙xc3 ♙xa3!-+.

55...♙b3! 56.♖xc3 ♙xc2 57.♙xc2 ♙xa3 58.♖xe4

Salov said after the game that he hated his imprisoned g2-bishop so much that he was almost relieved at this point! But of course a rook is too high a price to pay to free a bishop. All Black has to do now is to remain alert.

58...fxe4 59.♙xe4 ♙xe3 60.♙d3 ♙g3 61.♙d2 ♙g8

But not 61...♖d5?? 62.♙h7!-+.

62.♙c3 ♖d5! 63.♙c4 ♖e3! 64.♙c5 ♙g5! 65.♙b4 ♖f5!

The exchange of pieces makes the task easier.

66.♙xf5 ♙xf5 67.e4

The final trap.

Diagram 12-12

67...♙f1

67...♙xd4!?? is followed by 68.♙c3 ♙fd5 69.♙g4!-+.

68.d5 ♙c7

0-1

The most spectacular case of the exclusion of several pieces was one that I saw in one of our training tournaments.

Diagram 12-13

O.Smits – B.Ries

Bad Wurzach 2003

38...c3!

After this move three (!!) white pieces are left without any possible moves. Despite his advantage in material White is worse.

39.♖c2?!

39.♘b2!?

39...♘f7!

Black brings his knight to e5.

40.♖b3?

White is in shock and cannot find a plan. He should try 40.♖e4.

40...♘e5 41.♖b7 ♘xf3† 42.♙h1 ♘xe1

42...♖f6!?

43.♘xe1 d3 44.♖xg7?

Desperation. 44.♘f3!± was a better defence.

44...d2!–+

The pawn phalanx decides the game.

45.♘d3 ♖xd3 46.♖h7† ♖xh7 47.♖xc3 ♖xc3

48.♘xc3 ♖d3 49.♖d1 ♖xc3

0–1

Even if a piece is not totally shut in but is just limited in its mobility, this brings clear advantages. The strategy remains the same – **operate on the other flank**, open lines there, employ the extra piece there so as to have more pieces in the attack than the opponent can mobilize for the defence. It is also worth **swapping off your opponent's better pieces**, so as to leave him with the bad piece.

Diagram 12-14

E.Geller – H.Mecking

Palma de Mallorca 1970

17.b4!

The black knight is in a wretched position on b7, and White prevents it from coming into play via c5. White bases all his play on this bad piece!

17...♖fc8 18.♘f5 ♙f8 19.♘h2!

A regrouping typical of the Ruy Lopez, in order to play on the kingside.

Diagram 12-13

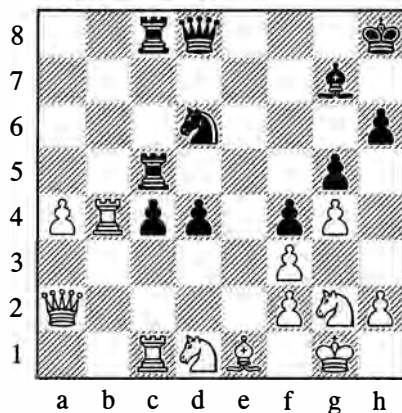
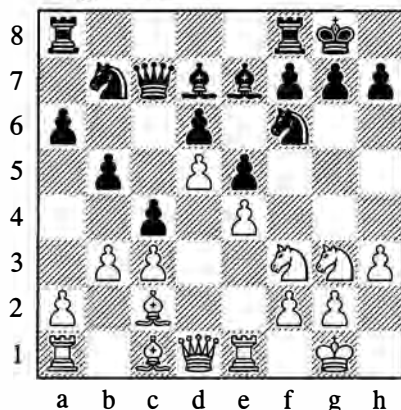


Diagram 12-14



19...a5 20.♖e3!?

Geller wants to provoke the exchange on f5 and threatens ♖g3. After the exchange his bishop on c2 becomes more active and the pawn gets to a promising attacking position. He also gets the use of the important e4-square.

20...axb4 21.cxb4 ♙xf5 22.exf5 c3

Black does not want a slow death on the kingside, so he looks for counterplay with ...♗c4.

23.♟g4!

23.g4? can be met by 23...♗c4!?↗, or first 23...h6 and then ...♗c4.

23...♙e7 24.♟xf6† ♙xf6 25.♖e4!±

Diagram 12-15

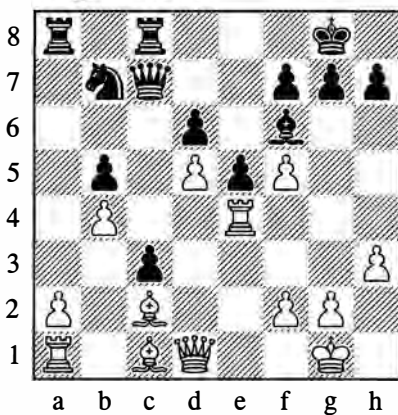


Diagram 12-15

White consolidates his position and is ready to advance his pawns on the kingside. Black has no counterplay since his knight is absent without leave.

25...♗d7 26.♗f3 ♖c7 27.h4 ♗e7 28.g3 ♟d8

The knight is no better here either.

29.a3 ♖cc8 30.♖b1 ♖c7 31.♗e2 ♖b8 32.♖b3

The pawn on c3 can also be attacked!

32...♗d7 33.♗f3

With a double threat – White intends to play g3-g4, and if Black plays 33...♗e7 to prevent this, then 34.♖e3 follows with an attack on c3.

33...♙e7 34.♖e3 ♙f6 35.♖e4

White repeats moves.

But not 35.♖bxc3? ♖xc3 36.♖xc3 because of 36...e4∞.

35...♙e7

Diagram 12-16

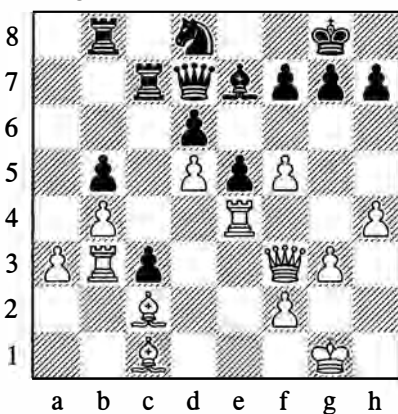


Diagram 12-16

36.g4! f6

Otherwise White plays g4-g5 with a powerful attack: 36...♖bc8 37.g5 g6 38.f6+–

Not 36...♙xh4? on account of 37.g5+–.

37.♖e3 ♟f7

The knight at last gets some breathing space, but unfortunately it is too late.

38.♖bxc3+– ♖bc8 39.♙e4!

Blocks the e-pawn so that Black cannot try ...e4 followed by ...♟e5.

39...♙d8 40.♙d2

Exploiting the outpost with 40.♖c6! would have been even better.

40...♖c4 41.♖xc4 ♖xc4

After 41...bxc4 Geller had planned 42.♖c3 followed by ♕b1-a2 and ♖e4, when the c4-pawn would fall.

42.♖c3 ♕b6 43.♖xc4 bxc4

Diagram 12-17

44.g5!

Even after some exchanges, this attack is strong enough.

44...fxg5 45.hxg5 ♕d8 46.♖h5 c3 47.♕e3!

Threatening g5-g6. The immediate 47.f6 was also strong.

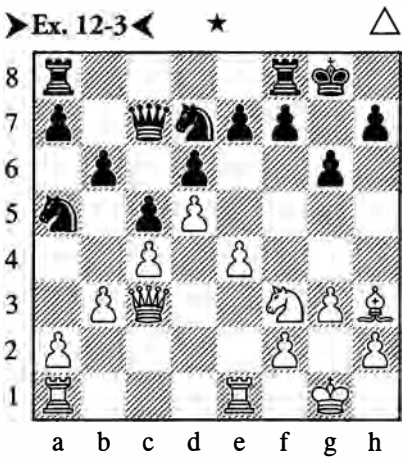
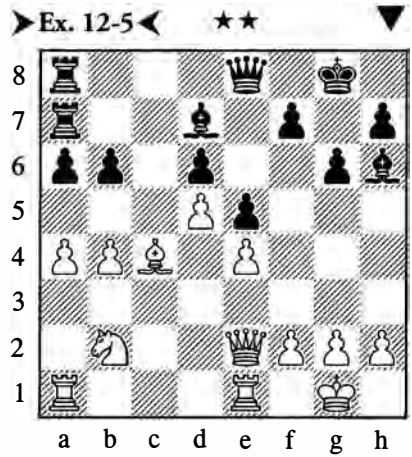
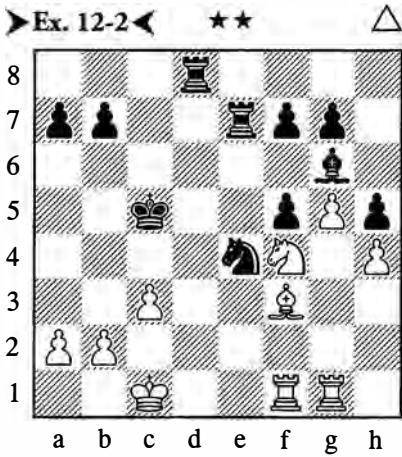
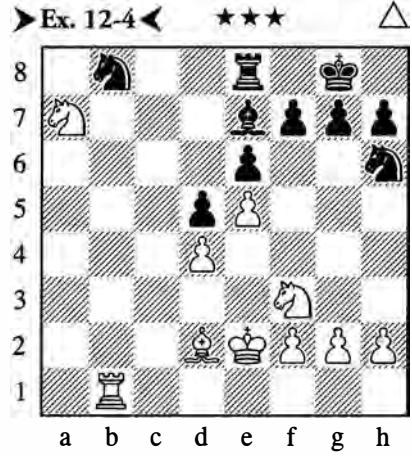
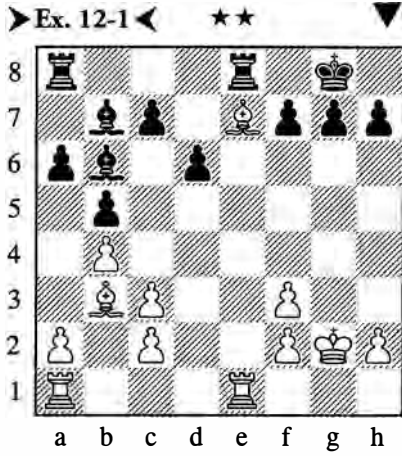
47...h6 48.f6

And Black could not find a defence.

1-0

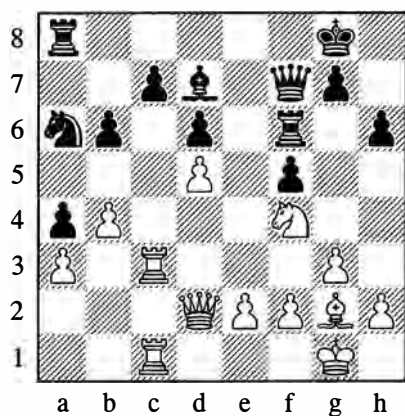


Exercises

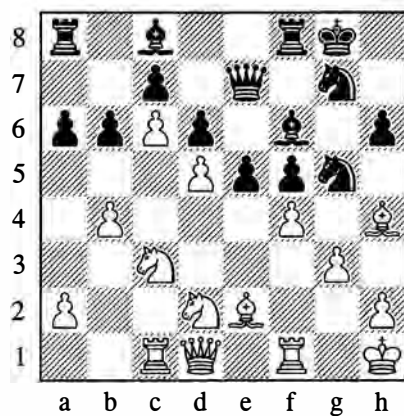


Exercises

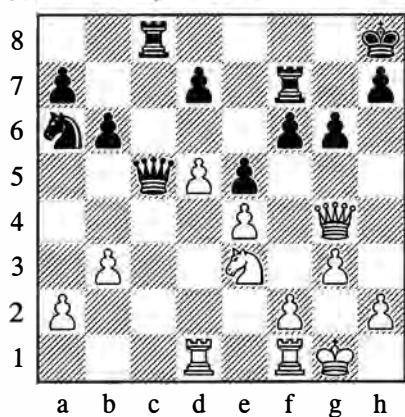
► Ex. 12-7 ◀ ★★ △



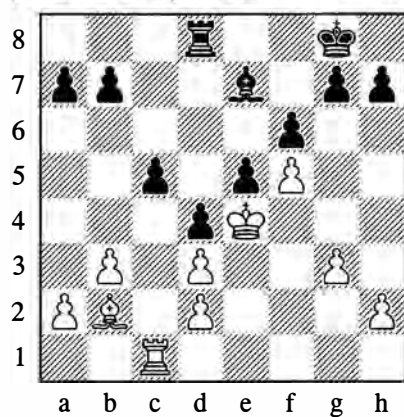
► Ex. 12-10 ◀ ★★ △



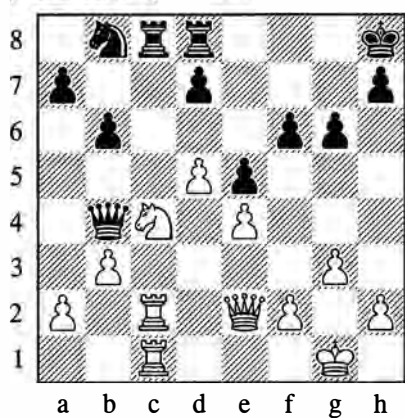
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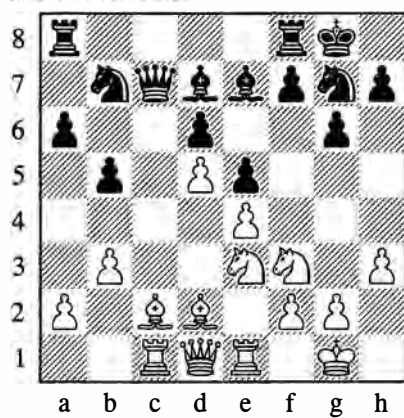
► Ex. 12-11 ◀ ★★ ▼



► Ex. 12-9 ◀ ★★ △



► Ex. 12-12 ◀ ★ △



Solutions

Ex. 12-1

N.Short – V.Kramnik

London 2011

19...d5!!

(2 points)

“And that was that! Now the b3-bishop is dead for the remainder of the game. Black is playing with an extra piece! Winning this was no more than trouble for a Kramnik than playing a few scales...” – Poldauf

19...a5± (1 point) is also good.

20.♖e5 c6 21.♖ae1 ♙c7 22.♖5e2 ♙c8 23.a4 ♙d7 24.♙h4 ♖xe2 25.♖xe2 ♖e8 26.♖xe8† ♙xe8 27.♙g3 ♙d8 28.♙e5 f6 29.♙b8 ♙g6 30.axb5 axb5 31.♙f1 ♙f7 32.♙e2 ♙e6 33.♙e3 ♙b6† 34.♙e2 ♙h5 35.♙a2 g5 36.♙b3 f5 37.♙a2 f4 38.♙b3 ♙f5 39.♙d6 g4 40.♙f1 g3 41.fxg3 fxg3 42.♙xg3 ♙xf3 43.♙a2 ♙e3
0–1

Ex. 12-2

D.Bronstein – A.Beliavsky

USSR Ch, Yerevan 1975

34.♖d1!

(2 points)

Since the black bishop on g6 cannot join the play, White aims to exchange some superfluous pieces and to play on the queenside.

34.♙xh5 ♙xh5 35.♙xh5 (1 consolation point) is not very promising: 35...g6 36.♙f4=

34...♖ed7 35.♖xd7 ♖xd7 36.♖d1!± ♖xd1† 37.♙xd1 ♙d6 38.♙c2 a5 39.a4 ♙b6?! 40.♙d3 ♙c7?

Better is 40...♙c5.

41.♙d4 ♙c8 42.b4 axb4 43.cxb4 ♙e7 44.a5 f6

44...♙c6† 45.♙xc6 ♙xc6 46.♙c4± 45.gxf6 gxf6 46.♙c5 ♙f7 47.b5 ♙c8 48.♙b6
1–0

Ex. 12-3

Y.Nikolaevsky – G.Kasparov

Moscow 1976

18.e5!±

(1 point)

The knight on a5 is out of the game.

18...dxe5 19.♙xd7!? ♖xd7 20.♙xe5 ♖d6 21.♙g4 h5 22.♙e5 ♖f6 23.♖e3 ♖ad8 24.♖f3 ♖g7 25.♖e1± ♖d6 26.b4

26.a3 e6

26...♙b7 27.♖a3 a5 28.bxa5 ♙xa5 29.♖a4 ♖h6 30.♖ee3 h4 31.gxh4 ♖xh4 32.♙xf7

32.♖c2!?

32...♖f6?

32...♖xd5! =

33.♖xf6 ♖xf6 34.♙h6†! ♙g7 35.♙g4 ♖d4 36.♖xe7† ♙h8 37.h3+– ♖c3 38.♖d7 ♖xh3 39.♖e8 ♖f3 40.♖e7 ♖h3 41.♖e6 ♖h5 42.♖e8 ♙g7 43.♖d7† ♖f7 44.♖c8 ♖h7 45.d6 g5 46.d7 ♖b1† 47.♙g2

Right to the end of the game, the knight on a5 never took an active part.

1–0

Ex. 12-4

V.Zvjaginsev – S.Volkov

Samara 1998

The following annotations are based on analysis by Zvjaginsev.

21.g4!

(3 points)

This game is a lovely example of how to target the play against a knight. White also shuts out the second black knight.

Any of the following suggestions earn 1 consolation point:

a) 21.♖b7 is not so clear on account of 21...♙f8 followed by ...♙f5-e7.

b) 21.h3 is met either by 21...f6 (intending ...♙f7), or by 21...♙f5!? 22.g4 ♙h4.

c) 21.♙xh6 gxh6± gives White some advantage, but not enough.

21...♙f8?!

Solutions

Nor can the bishop find a good position.

21...♘d7 22.♘c6! ♘f8 (22...♙f8 23.♙b7+– or 22...♙a3 23.♙b7 ♘f8 24.♙a7+–) 23.♘xe7† ♙xe7 24.♙b8+–

21...♘xg4!? 22.♙g1 ♘xe5±

22.h3 f5!?

When you don't have any good moves, all you can find are bad ones...

23.♙xh6 fxg4 24.♘h2!+– gxh6 25.♘xg4 ♘d7 26.♙b7 h5 27.♙xd7 hxg4 28.hxg4 ♙b8 29.♘c6 ♙b2† 30.♙f3 ♙a3 31.g5 ♙b6 32.♙c7 ♙b2 33.♙g4 ♙a6

33...♙xd4 34.♘xd4 ♙b4 35.♙e7 ♙xd4† 36.f4+–

34.g6 ♙a1 35.♘e7† ♙h8 36.♙g5 ♙c1 37.♙f6

1–0

Ex. 12-5

A.Yusupov – A.Lein

Minneapolis 2005

27...b5!

(1 point)

28.♙d3 ♙b8!†

(another 1 point)

Black activates his queen and plans ...♙b6. The b2-knight is now very badly positioned.

Ex. 12-6

A.Lilienthal – M.Botvinnik

USSR Ch, Moscow 1940

The annotations to this exercise and the next three are based on analysis by Lilienthal.

14.♙d2!

(2 points)

White forces the b4-knight away to a bad position.

14.♙b3 a5 15.a3 ♘a6= achieves nothing.

However 14.♙c4!? (also 2 points) would probably be very similar to game: 14...a5 15.a3 ♘a6 (15...♙a6!? 16.♙b3 ♙xe2 17.axb4 axb4 18.♙xa8 ♙xa8 19.♘c2!±) 16.b4 ♙f6 17.♙b1 axb4 18.axb4 ♘b8 19.♘d3± (Dvoretsky).

14...a5

Better is: 14...c5 (Botvinnik) 15.dxc6 ♘xc6 16.♘d3±

15.a3 ♘a6 16.b4!±

Shutting out the a6-knight.

16...♙f6 17.♙b2 ♙d7

After 17...♙xb2 18.♙xb2 ♙f6 19.♙xf6 ♙xf6 20.♘d3± the weakness of the c7-pawn and the a6-knight gives White a clear advantage.

18.♙xf6 ♙xf6 19.♘d3

White now threatens bxa5.

The immediate 19.bxa5? could be met by 19...♘c5! threatening ...♘b3.

19...a4

19...axb4 20.axb4 ♙b5 21.♘f4 (or 21.♙a3 followed by ♙fa1) 21...♙xb4 22.♙xb4 ♘xb4 23.♙xa8† ♙xa8 24.♙a1 ♙f8 25.♙a4 c5 26.dxc6 ♘xc6 27.♙d5† ♙h8 28.♘g6†!+– (Lilienthal).

20.♙ac1

Black has weaknesses on c7, c6 and e6.

20...♙f7 21.♘f4 ♙c8 22.♙c3 ♙d7 23.♙fc1 h6?!

See Ex. 12-7.

Ex. 12-7

A.Lilienthal – M.Botvinnik

USSR Ch, Moscow 1940

24.h4!

(2 points)

White is so well placed that he has several good moves to choose from: 24.♙d3, 24.♙d4, 24.e3 or 24.♙f3 (1 point for any of these).

However I prefer Lilienthal's move. It fixes the weaknesses on the kingside, where he will shortly be attacking. The knight on a6 and the rook on a8 remain cut off from the play.

24...♙a7

24...g5 25.hxg5 hxg5 26.♘e6+–

25.h5

Now g6 is a serious weakness.

25...♙a8 26.♙e3!

Even better than 26.e3 (Δ♙f1) 26...b5±.

26...♙h7

Or 26...♙e8 27.♙cc3.

Solutions

27.♖cc3 ♖b8 28.♗d3 ♖a8 29.♜g6 ♖xg6
30.hxg6† ♜xg6

30...♗xg6 31.♖e7+–

31.♖e6†

Another good move is 31.g4!+–.

31...♜h7 32.g4!+– c5 33.b5

Or 33.♖xd6 cxb4 34.axb4 ♜xb4 35.♗g3 f4
36.♗f3+–.

33...♜c7 34.gxf5 ♜xb5 35.f6† ♜g8 36.♖c4
♖e8 37.♖g4 g5 38.♖xe8† ♜xe8 39.♖e4+–
♜f8 40.♖e7 ♗g6 41.♜e4 ♗h5 42.♜f3 ♗g6
43.♖xe8†!

Black loses after 43...♗xe8 44.♗h7 ♗f7
45.♗xh6† ♜g8 46.♜h5+–.

1–0

Ex. 12-8

A.Lilienthal – P.Keres

Leningrad 1941

In this game too, the knight remains excluded from the play.

26.♗e2!

(2 points)

26...♜b8

The knight is Black's main problem.

If 26...♜b4? then 27.♖d2 and White threatens a2-a3.

26...♗a5? is bad on account of 27.♜c4.

26...b5 is followed by 27.♖c1 ♗xc1 28.♖xc1
♖xc1† 29.♜g2 d6 30.♗xb5 ♜c5 31.♗e2 and
then 32.♜c4+–.

27.♖d2 ♖ff8 28.♖c2 ♗a3 29.♜c4

29.♖fc1?! ♗xc1† is not clear.

29...♗b4 30.♖fc1 ♖fd8±

See Ex. 12-9.

Ex. 12-9

A.Lilienthal – P.Keres

Leningrad 1941

31.h4!

(2 points)

As in the game against Botvinnik, White makes use of his positional superiority

and better lines of communication for an attack on the kingside. There he will have one piece more in the action than his opponent.

31...♗f8 32.♜e3 ♖xc2 33.♖xc2 ♖c8 34.♖xc8
♗xc8 35.♗f3 ♜g7 36.♜g4 ♗f8

36...♗d8 (Fine) is slightly better: 37.h5 d6
38.♗e3 g5 39.h6† ♜f7 40.♗f3+–

37.h5!

Threatening 38.h6†.

37...gxh5 38.♜e3 d6 39.♜f5† ♜g6 40.♗c3
♜a6 41.♗c6 ♜c5 42.f3

This is more precise than 42.♜xd6.

42...♜d3 43.♗c7 b5 44.♗xa7

1–0

Ex. 12-10

T.Petrosian – S.Gligoric

Bled/Zagreb/Belgrade Candidates 1959

The following annotations are based on analysis by Petrosian.

21.♜c4?!

21.fxe5 ♜xe5! 22.♜c4 f4± is equally unclear.

A stronger option is 21.a4!±.

(2 points)

Not only the c8-bishop, but also the a8-rook remains shut out.

21...exf4 22.gxf4 b5 23.♜d2

23.♜a5 ♜xc3 24.♖xc3 ♗e4† 25.♜g1 ♗xb4
26.♜e1 ♜e4±

23...♜e4 24.♜xf6 ♖xf6 25.♜f3!?

25.♜b3!± is stronger, with the point that
25...♜xc3?! 26.♖xc3 ♗e4† 27.♖cf3! ♗xb4?!
28.♖g1± gives White a strong attack on the kingside.

25...a5±

Ex. 12-11

H.Wolf – A.Alekhine

Karlsbad 1923

27...a5!

(2 points)

Solutions

The b2-bishop has been cut off. You have already seen the author using the same idea in Salov – Yusupov on page 138.

28.g4 ♖f7 **29.♙a3** b6 **30.h4** g6! **31.♖f1** h5!→ **32.fxg6**† ♖xg6 **33.gxh5**† ♖f7 **34.♖g1** ♖e6 **35.h6** ♖h8 **36.♖g6** ♙f8
0–1

Ex. 12-12

I.Boleslavsky – I.Bondarevsky

Tbilisi 1951

The following annotations are based on analysis by Boleslavsky.

20.b4±

(1 point)

This standard move highlights the weakness of the b7-knight.

20...♖ac8 **21.♖g4** ♖d8

Black could try 21...f6!? followed by ...♖d8–f7.

21...♙xg4! 22.hxg4 ♖d7 23.g5±

22.♖e2 f5?! **23.exf5** gxf5

Better is 23...♖xf5.

24.♖h6† ♖h8 **25.g4**!±

Black's g7-knight is also poorly placed.

25...♖e8

Black should try: 25...♖c4 26.♖xf5 ♖xf5 27.♙xf5 ♖xc1 28.♖xc1 ♙xf5 29.gxf5 ♖xf5 30.♖e4±

26.gxf5

26.♖d4!

26...♖xf5

26...♖h5 27.♖g5! ♙xg5 28.♖xh5 ♖xh5 29.♙xg5+–

27.♖xe5! ♖d4

Black is losing in all lines:

a) 27...dxe5 28.♖xe5† ♙f6 29.♖xe8+–

b) 27...♖xh6 28.♖xd7 ♖xd7 29.♖xe7 ♖xe7 30.♖xe7 ♖f7 31.♖ce1! ♖xc2 32.♙xh6+–

c) 27...♖xc2 28.♖xc2 ♖xh6 (28...♖d4 29.♖ef7† ♖xf7 30.♖xf7† ♖xf7 31.♖xe7+–) 29.♖xd7 ♖g6† 30.♖h1 ♖xc2 31.♖xf8 ♙xf8 32.♙xh6 ♖xe2 33.♖xe2 ♙xh6 34.♖e7+–

28.♖e4

28.♖ef7†? ♖xf7 29.♖xf7† ♖xf7 30.♖xe7 ♖g8†+–

28...♖xc2 **29.♖xd7** ♖xe1

29...♖xd7 30.♖xe7 ♖xh3 31.♖xc2 ♖g8† 32.♙g5!+–

30.♖xf8 ♙xf8

30...♖f3† 31.♖xf3 ♖xc1† 32.♙xc1 ♙xf8 33.♖f6† ♙g7 34.♖e6 ♖g6† 35.♖h1+–

31.♖xc8 ♖xc8 **32.♖xe1** ♙g7 **33.♖e6**

1–0

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

- ✓ Controlling important squares
- ✓ Restricting the activity of opposing pieces

Playing against pieces

In this chapter we shall continue with the theme of 'restricting the activity of the opponent's pieces'. As has already been mentioned, directing the play against specific opposing pieces can lead to a great advantage.

Shutting out a piece represents the ideal case, but it can be useful enough simply to be able to control squares which are important for the opposing piece. Of course our pawns are the most suited to this task.

The following classic game shows that even the greatest expert in this field (see the exercises!) – former World Champion Anatoly Karpov – can be defeated with his own weapons.

The victor – Garry Kasparov – went on to win the World Championship. In my opinion this game is the best in the history of chess, because it brings together on the one hand prophylactic thinking and playing against pieces, and on the other fantastic tactical ideas and very precise calculation of variations.

Diagram 13-1



Diagram 13-1

A.Karpov – G.Kasparov

World Ch (16), Moscow 1985

The following annotations are based on analysis by Kasparov.

Kasparov had prepared an interesting positional pawn sacrifice. Black has active play, but still no concrete threats. Kasparov plays purely prophylactically, first preventing the move ♖e4 as well as the possible development of the other knight to c4.

14...♞e8! 15.♞d2

15.♞c4 is followed by 15...♙d3, and if 16.♙c2? then 16...♞xe2! ♠.

15...b5

A very typical move; Black once again prevents ♞c4 and prepares a possible advance ...b4.

16.♞ad1

Karpov underestimates his opponent's initiative.

But also after 16. ♖f4 ♘g6 17. ♙xf6 ♜xf6 18. ♜xf6 gxf6 Black is well placed.

Diagram 13-2

16... ♖d3!?

This is the ideal place for the knight. The threat is ...b4.

17. ♖ab1?

White continues to be unable to find a good position for his knight.

17. ♙e2? would be bad on account of 17... ♖xf2 18. ♜xf2 b4+.

White should play 17. d6! here, though after 17... ♜xd6 18. ♙xa8 ♜xa8 Black has a dangerous initiative, for example 19. ♖c2? ♖g4!-+.

17... ♖h6! 18. ♙h4 b4!

Diagram 13-3

19. ♖a4

Now the significance of Black's 17th move becomes clear. The natural retreat of the knight, 19. ♖e2, is followed by 19... g5 20. ♙xg5 ♖xf2 21. ♜xf2 hxg5 22. ♜xg5+ ♙g6 23. ♖d2 ♖xd5! and White is in trouble. For example: 24. ♜xd5 ♜xd5 25. ♙xd5 ♜xe2 26. ♙xa8 ♙xf2+ 27. ♖h1 (or 27. ♖f1 ♙d3-+) 27... ♙c2 and Black wins.

19... ♙d6

This secures the f4-square for the black minor pieces. Kasparov continues to play with great care and forestalls every freeing operation open to his opponent.

20. ♙g3

20. ♜c2? is followed by 20... ♜c8 21. ♜b3 ♖f4 22. ♜c1 ♜xc1 23. ♜xc1 g5 24. ♙g3 g4-+.

20... ♜c8

Black also deprives White of the c2-square. The queen too no longer has a move.

21. b3

Diagram 13-4

21... g5!?

Another brilliant prophylactic move. White wanted to bring his bad knight from a4 to b2 and swap off the good black knight on d3.

22. ♙xd6

22. ♖b2? now loses to 22... ♖xb2 23. ♜xb2 g4.

22. ♙e2? is bad because of 22... ♖e4-+.

22... ♜xd6 23. g3

Diagram 13-2

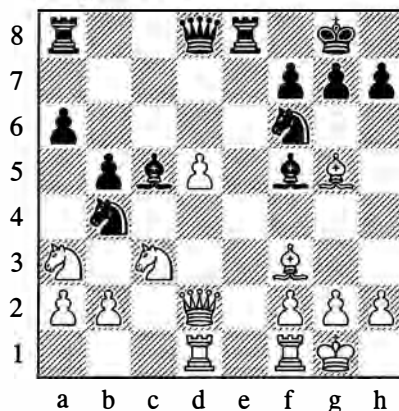


Diagram 13-3

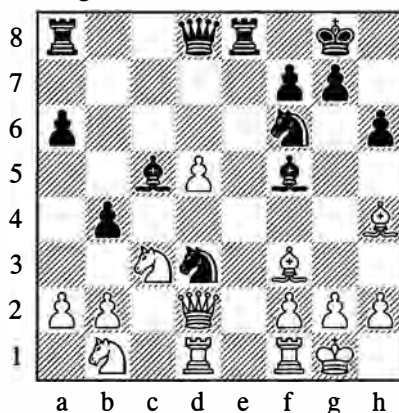


Diagram 13-4

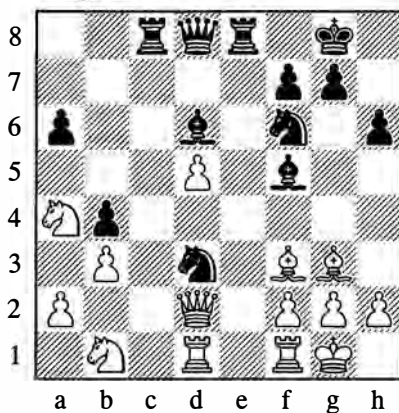


Diagram 13-5

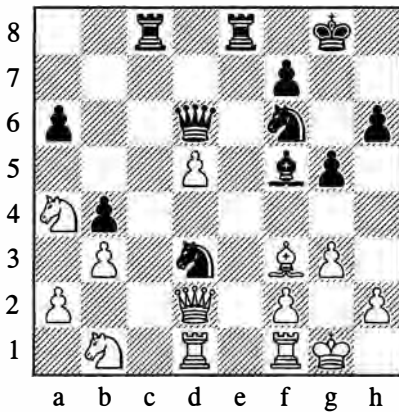


Diagram 13-6

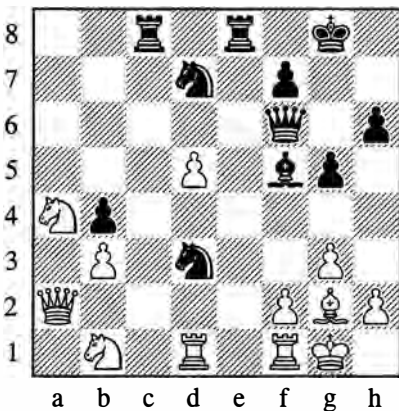


Diagram 13-7

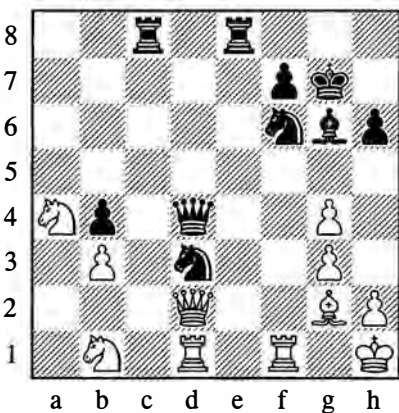


Diagram 13-5

White again prepares to offer the exchange of the knight, since his bishop has the g2-square and no longer has to fear the move ...g4. But Kasparov finds another brilliant piece of prophylaxis!

23...♖d7!! 24.♗g2

The following variation illustrates Kasparov's brilliant idea: 24.♖b2 ♜f6!! 25.♖xd3?! (25.♖c4?) 25...♗xd3 26.♜xd3 ♖e5-+ and White loses not a minor piece, but the queen!

24...♜f6!

Once more Black does not let the knight back into the game.

25.a3 a5 26.axb4 axb4 27.♜a2

Diagram 13-6

With the hope of at least activating the second knight via d2.

27...♗g6!

Black also prevents ♖d2.

28.d6

28.♖d2? ♜e2-+

28...g4!-+

Depriving White of the h3-square.

29.♜d2

White no longer has any useful moves.

29...♗g7 30.f3

In his desperation, White tries to open the game. Of course, Kasparov can now fully deploy his active pieces.

If 30.f4, then 30...♗f5!-+.

30...♜xd6

This pawn is removed now, because otherwise it might divert Black from his attack.

31.fxg4 ♜d4† 32.♗h1 ♖f6!

Diagram 13-7

The attacking part of the game is also a joy to behold. Kasparov finds the most active positions for his pieces. The knight is going to e4.

33.♜f4

Or 33.h3 ♜e3! 34.♜f4 ♜e5-+.

33...♖e4 34.♜xd3

Other moves lose even more quickly.

34...♖f2† 35.♜xf2

35.♗g1 is equally hopeless: 35...♖h3† 36.♗h1 ♜xd3 37.♜xd3 ♜e1† 38.♗f1 ♖xf4-+

35...♙xd3 36.♖fd2 ♜e3!-+

Kasparov finishes the game in great style.

37.♖xd3

Diagram 13-8

37...♜c1!! 38.♘b2

Too late...

38...♜f2!

The threat is ♜e1†...

39.♘d2 ♜xd1†

Or 39...♜e2! with mate next move.

40.♘xd1 ♜e1†

With mate in two moves.

0-1

When a piece is apparently well placed, but is not getting proper support from the other pieces, it can for all practical purposes be isolated. This technique is illustrated in the following example.

Diagram 13-9

B.Larsen – J.Donner

Beverwijk 1960

26.♙h1

As Larsen said, the d4-knight is quite good and deserves a little respect! White plays in such a way that the knight is never really properly deployed.

26.♘xe5?! is followed by 26...♙xa2.

But there is nothing wrong with the active move 26.♘ed6!± and White takes charge in the centre.

26...♙d5 27.♖f1 ♜c6 28.♖f2 ♖f7 29.♖df1

Threatening 30.♘g5.

The immediate 29.♘g5? is bad: 29...♘g3† 30.hxg3 ♜xf2-+

29...♙xc4 30.dxc4

30.♜xc4? ♘e3±

30...♘h6

If 30...h6? then 31.g4+-.

31.♖xf7 ♘xf7

Diagram 13-10

32.♜d1!±

White attacks the a4-pawn and at the same time prepares the transfer of his queen to the kingside. Take good note of the isolated position of the knight on d4!

Diagram 13-8

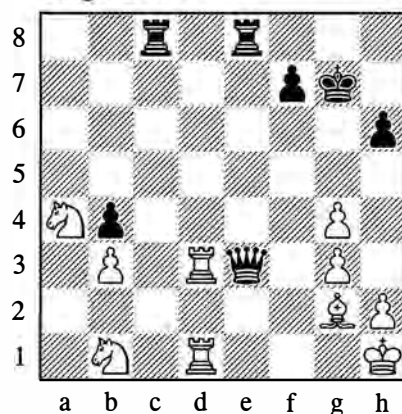


Diagram 13-9

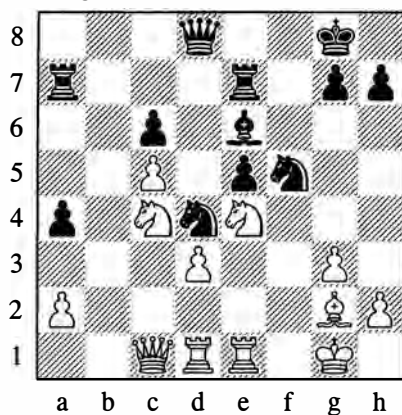


Diagram 13-10

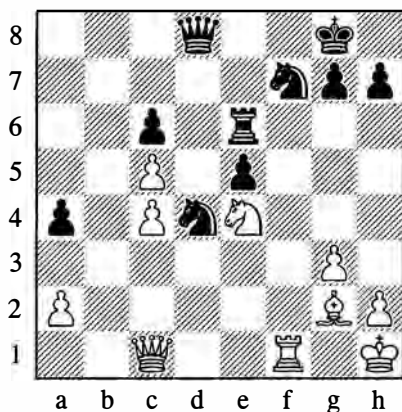


Diagram 13-11

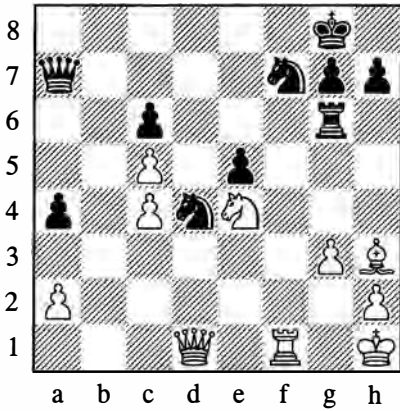
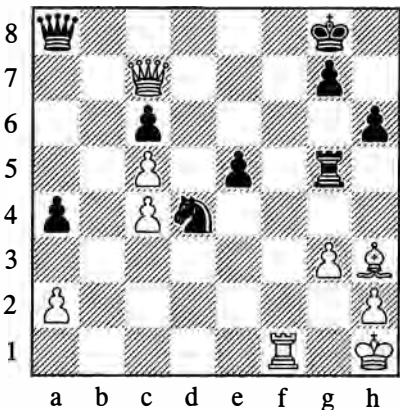


Diagram 13-12



32...♖a5 33.♗h5 ♜c7 34.♙h3 ♝h6?

Black also takes the rook out of the play.

34...♞e8? would also be bad on account of 35.♘g5+.

34...♞e7± was required.

35.♗g4 ♝g6

35...♞e6? loses to 36.♗xe6! ♘xe6 37.♙xe6.

36.♗d1 ♗a7

Diagram 13-11

37.♗b1!

White prepares the decisive penetration of the queen via b6. The black pieces are totally uncoordinated.

37...♘g5?

37...♘d8 would be more resilient: 38.♗b6 ♗e7±

38.♗b6! ♗a8□

38...♗xb6 39.cxb6+—

39.♘xg5 ♝xg5 40.♗c7 h6

Diagram 13-12

41.♞b1

Straight past the black pieces!

41...♙h7

After 42.♙g2! the black position collapses, while 42.♞b8 ♗a6 43.♙f1! e4 44.♗b6+— is also strong.

1—0

The following methods are available to us to limit the activity of the opposing pieces:

1) Exchanging active pieces.

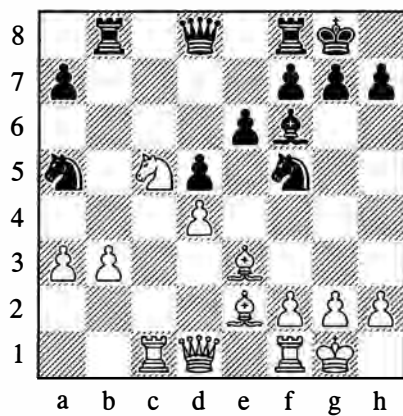
2) Driving pieces away from active positions, often by attacking them with a pawn or a piece of lesser value.

3) Controlling the squares to which the opposing pieces can move.

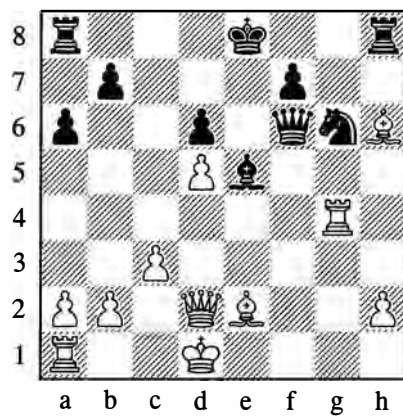
Effective play against the opposing pieces restricts the opponent's options and can lead to the isolation or shutting out of a piece, or even to the capture of a piece.

Exercises

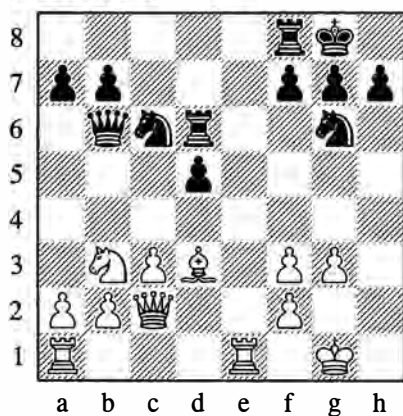
► Ex. 13-1 ◀ ★★ △



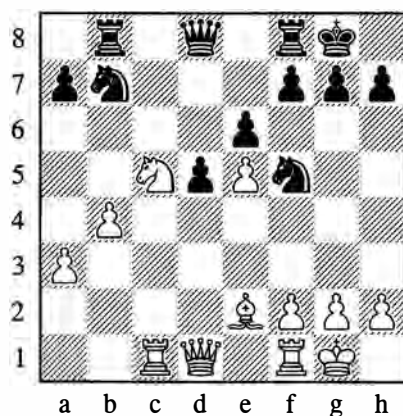
► Ex. 13-4 ◀ ★★ △



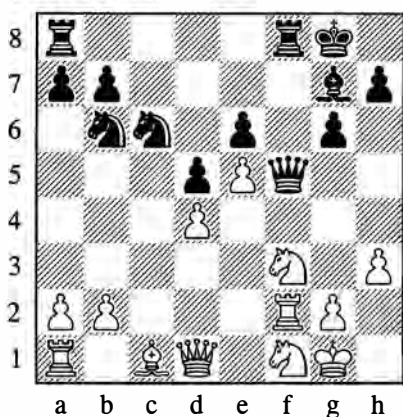
► Ex. 13-2 ◀ ★★ △



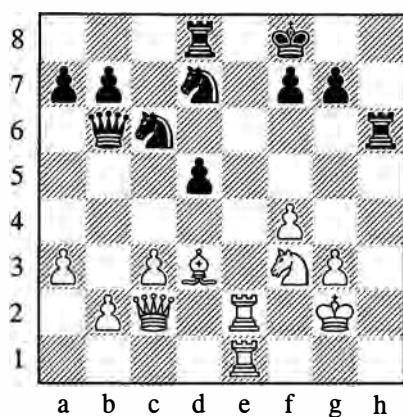
► Ex. 13-5 ◀ ★★ △



► Ex. 13-3 ◀ ★★ △



► Ex. 13-6 ◀ ★★★ △

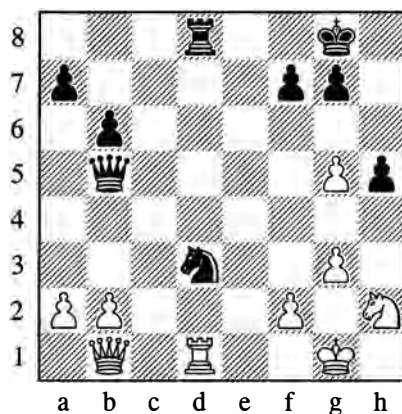


Exercises

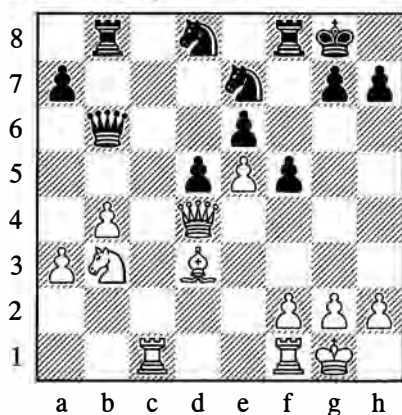
► Ex. 13-7 ◀ ★★★ △



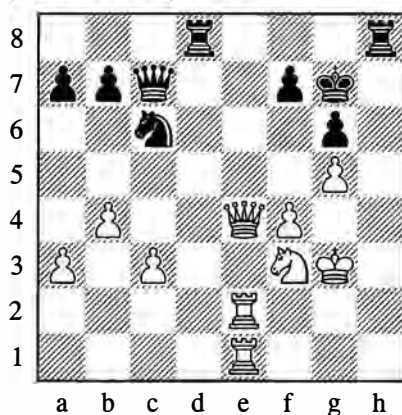
► Ex. 13-10 ◀ ★★ ▼



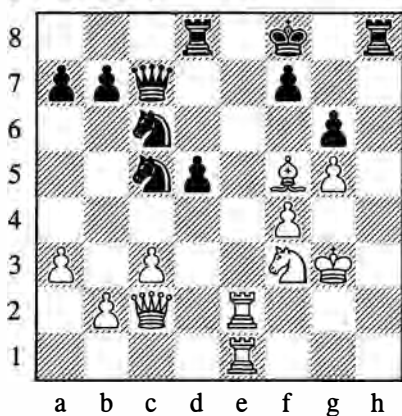
► Ex. 13-8 ◀ ★★ △



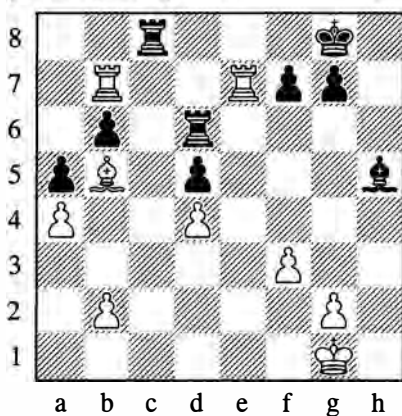
► Ex. 13-11 ◀ ★★ △



► Ex. 13-9 ◀ ★★ △



► Ex. 13-12 ◀ ★★ △



Solutions

Ex. 13-1

A.Karpov – V.Bagirov

USSR Ch, Riga 1970

21.b4!

(1 point)

A logical move, which forces away the black knight.

21...♖b7

21...♖c6? would be bad: 22.♗xe6±

The alternative would be to sacrifice a pawn: 21...♖c4!? 22.♗xc4 dxc4 23.♗xc4 ♗d5 24.♗d3± and White may continue with ♖b3 and ♗c5.

22.♗f4! ♖bd6 23.♗e5!±

(another 1 point)

White threatens 24.♗xf6 ♗xf6 25.♖d7.

23...♗xe5 24.dxe5 ♖b7

See Ex. 13-5.

Ex. 13-2

A.Karpov – G.Kuzmin

Leningrad 1973

19.f4!

(2 points)

Depriving the knights of the e5-square.

19...♗fd8 20.a3!

Note how well Karpov handles his pawns. He takes further control of the b4-square, so now he can reply to 20...d4 with 21.c4 without any worries.

20...h5?! 21.♖g2 h4 22.♗e2 ♖f8 23.♖d2! ♗h6 24.♖f3± hxc3 25.fxc3 ♖d7 26.♗ae1 ♖f8

See Ex. 13-6.

Ex. 13-3

A.Karpov – E.Torre

Leningrad 1973

21.b3!±

(2 points)

This typical idea prepares ♗a3 and prevents the black knight coming to c4. Torre now fails

see that his queen is getting into danger and quickly loses the game.

21...♖d7?!

It is hard to give good advice here. 21...a5 is followed by 22.♗a3 ♖b4 23.♗xb4 axb4 24.♗d2±.

22.♗a3 ♗f7?!

If 22...♗fc8, then 23.♖g3 ♗f4 24.♖e2 ♗f7 25.♖g5 ♗e8 26.♖f7+.

23.g4! ♗e4

After 23...♗f4 24.♗c1 ♗e4 the queen is lost to both 25.♖g5+ and 25.♖g3+.

24.♖g5

The variation 24...♗xd4 25.♗xd4 ♖xd4 26.♗xf7 ♖xe5 27.♗xg7† ♖xg7 28.♗b2+ is just too horrible for Black to face.

1-0

Ex. 13-4

A.Karpov – V.Hort

Moscow 1971

23.h4!

(2 points)

Now White can chase away the knight at the right moment. And in addition the pawn is safer on h4, since the bishop can protect it from g5.

23.♗b4 (1 point) is less precise: 23...♖e7 (23...0-0-0? 24.♗g5+) 24.♗g5 ♗f5 25.h4 (25.♗xb7? f6) 25...f6±

23.♖c2 is followed by 23...♖e7 24.♗e3 ♗f5† 25.♖b3 ♗xh2±.

23...♗f5

Black must avoid both 23...♖xh4? 24.♗g5 ♗f2? 25.♗b5†+ and 23...0-0-0? 24.♗g5+.

24.♗b4!

Once more White prevents long castling.

24...♗f6

24...0-0-0? 25.♗g4+–

25.h5

But not 25.♗xb7? on account of 25...♗xh6 26.♗xh6 ♗xd5†+.

25...♖e7

25...♖e5? 26.♗f4+–

Solutions

26.♖f4 ♖e5 27.♜f3?!

It is better to give the e2-bishop additional protection: 27.♜f2! 0–0–0 (27...♜xd5 28.♙f3 ♜e7 29.♙xb7+–) 28.♜c2±

27...♜xd5?!

27...0–0–0!± is more resilient, and if 28.♜d3?! ♜dg8 29.♜c2? then 29...♜xh6+.

28.♜d3 ♜xh6 29.♜xd5 ♖e4 30.♜d3 ♖h1†?!

30...♖h7±

31.♜c2 ♖xa1 32.♖xh6 ♙e5 33.♖g5

Black overstepped the time limit. But White is by now almost winning: 33...♜f8 34.h6± or 33...♜d8 34.h6 (or 34.♜b3+–) 34...♖xa2 35.♜e3 ♖a4† 36.♜b1 ♜d7 37.♙g4† ♜c6 38.h7 ♜h8 39.♙f3† ♜d7 40.♜xe5 dxe5 41.♖f5†+–.

1–0

Ex. 13-5

A.Karpov – V.Bagirov

USSR Ch, Riga 1970

25.♜b3?!

(2 points)

Understandably Karpov does not want to exchange the bad b7-knight.

25.♙d3 (1 point) is less clear: 25...♜xc5 26.♜xc5±

25.♜a4 (1 point) denies the b6-square to the black queen, but the reply 25...f6 offers Black counterplay.

25.♙a6 is even less promising: 25...♜xc5 26.♜xc5 ♖b6 27.♖d3 f6±

Nor does 25.♖a4 promise anything: 25...♜xc5 26.♜xc5 f6±

25...♖b6

25...f6 is followed by 26.♜d4 ♜xd4 27.♖xd4±, and if 27...♖b6, then 28.♖xb6 axb6 29.f4!. The b7-knight remains out of the game.

26.♙d3 ♜e7

26...a5 27.♙xf5 exf5 28.♖d4!±

27.♖g4!

White threatens 28.♙xh7† ♜xh7 29.♖h4† ♜g8 30.♖xe7.

The queen move is also aimed against 27...a5, which is answered by 28.b5 and Black cannot continue 28...a4.

27...f5?!

A strategic mistake; Black closes the game, after which he gets almost no counterplay.

Better counterplay existed after 27...f6!? 28.♖h4 ♜g6 29.♙xg6 hxg6 30.♖g3 ♜bd8!± or 27...♜g6!? 28.♙xg6 hxg6 29.♜c3 ♜fc8±.

28.♖d4!±

Less convincing is: 28.exf6 ♜xf6 29.♖g3 ♜bf8 30.♖c7 ♜d6±

28...♜d8

See Ex. 13-8.

Ex. 13-6

A.Karpov – G.Kuzmin

Leningrad 1973

27.g4!

(3 points)

Karpov takes advantage of the opportunity to strengthen his position on the kingside. But it would be equally good to first slip in 27.b4! (also 3 points).

27...♖c7 28.g5 ♜h8 29.♜g3! ♜c5 30.♙f5

The alternatives 30.♜h2! and 30.g6! are both very strong.

30...g6

See Ex. 13-9.

Ex. 13-7

A.Karpov – W.Uhlmann

Madrid 1973

The annotations to this exercise are based on analysis by Karpov.

22.g4!!±

(3 points)

Typical Karpov! He is already thinking of the endgame to come and deprives the bishop of the f5-square. (Otherwise after the wholesale exchanges on d4 Black would be able to bring his bishop to e6 and block the important e-file.)

Solutions

The 'normal' moves 22.♖d2 and 22.f3 earn you 1 consolation point.

22...♗xd4

22...♖ac8 looks to be a better option.

23.♖xd4 ♖xd4 24.cxd4 ♖ac8 25.f3 ♕g6

26.♖e7 b6

Black could try 26...♖c2.

27.♖ae1 h6 28.♖b7 ♖d6

28...♖c2 29.♖e2 ♖xe2 30.♕xe2 ♖d6 31.♕b5± Karpov loves positions like this, where his opponent has no counterplay!

29.♖ee7 h5

29...♗h7!? was worth considering.

29...♖c2!? is followed by 30.♖b8† ♗h7 31.♖ee8 ♖c1† 32.♗h2 ♕b1 33.f4 and now:

a) 33...f5 34.♖h8† ♗g6 and now 35.♖bf8!+– or 35.♕e8†+–.

b) 33...g6 34.g5!+–

c) 33...♕e4 34.f5 g6 (34...g5 35.♖h8† ♗g7 36.♖bg8† ♗f6 37.♖xh6† ♗e7 38.♖e8#) 35.f6 g5 36.♖g8! ♖xf6 37.♖h8† ♗g7 38.♖bg8#

d) 33...♗g6! 34.♖e7±

30.gxh5 ♕xh5

See Ex. 13-12.

Ex. 13-8

A.Karpov – V.Bagirov

USSR Ch Rigà 1970

29.b5!?

(2 points)

Logical play; once more the black knights are deprived of some squares.

In a good position there are usually a lot of good moves. For that reason you also get 2 points for the following suggestions: 29.♖fe1, 29.♖c5 or 29.♖c5.

29...g5!?

Black will try to attack the e5-pawn.

29...♗f7!? was also worth considering.

30.a4 ♗g6 31.♖a1!?

Another strong option is 31.♖fe1! ♗f7 32.♗c5, intending 32...♖fc8 33.a5!±.

31...♖b7!?

Better is 31...♗f4 32.♖fd1±.

32.♖fe1 ♖g7

32...♖c8!± could be tried here or on the next move.

33.♗c5 ♖f7 34.a5

35.♗a6±

34...♖e7 35.♗a6 ♖a8 36.♕f1! ♗f7 37.♗c7 ♖d8

37...♖b8 38.b6 axb6 39.a6+–

38.♖c6 ♗f8 39.b6! axb6 40.a6+– ♗h6

40...d4 41.♕c4!+–

41.♖ec1 ♗g4 42.a7 ♗xe5 43.♖6c2 ♗c4

44.a8♖ ♖xa8 45.♗xa8 b5 46.♖a2

1–0

Ex. 13-9

A.Karpov – G.Kuzmin

Leningrad 1973

31.b4!

(2 points)

Karpov solves the problem of the e4-square.

Things would not be so clear after 31.♖h2 ♗g7, nor after 31.♕d3 ♗xd3 32.♖xd3 ♖d7 33.♖h2 ♖xh2 34.♗xh2 ♗e7 35.♗g4 ♗f5†±.

31...♗e4†

31...♗d7?! 32.♕xg6! fxg6 33.♖xg6+–

31...gxh5?! 32.bxc5 ♖d7 33.♖h2 ♗g7 34.♗h4+–

32.♕xe4 dxe4 33.♖xe4 ♗g7

See Ex. 13-11.

Ex. 13-10

L.Ljubojevic – A.Karpov

Moscow 1977

27...♖f5!

(2 points)

Black does not allow the h2-knight into the game.

With 27...♖d5! (1 point), White intends 28.♗f3 (28.♗f1 ♗e5) 28...♗xb2. But after 29.♖d4 g6 30.♖c2 the position is not totally clear.

If 27...♖d5, then 28.♗f1=.

28.♖d2 ♖d4 29.♖c2

Solutions

29.♖d1? ♜xf2—

29.♜f1 ♖d7 30.♜e3 ♜e5+

29...h4!?

29...♖d5!? would also be good:

a) 30.♖c3? ♜e1!—

b) 30.♜f1 ♜e1+

c) 30.♖b3 ♖xb3 31.axb3 ♜c1 32.♖xd4 ♜e2+ 33.♜g2 ♜xd4+

30.gxh4

30.♖c3 ♖d5+ is good for Black.

White should try 30.♜f1!.

30...♖h3 31.♖c6

Or 31.f3 ♜e1! and now:

a) 32.♖d1 ♖xh2+!! 33.♜xh2 ♖xd2+—

b) 32.♖c1 ♜xf3+ 33.♜xf3 ♖g3+—

c) 32.♖c3 32...♖d3! 33.♖c1 ♜xf3+—

31...♖xh4 32.♖g2 ♖f5 33.♖g3 ♖d4 34.g6 fxg6 35.♖e3 ♖d5 36.♜f1 ♜f4 37.♖xf4?!

37.♜g3 should have been preferred.

With the move played, White was hoping to construct a fortress. But these hopes (as Karpov demonstrated) are totally unrealistic. The remaining moves require no comment:

37...♖xf4 38.♖xd5 ♖g4+ 39.♜g3 ♖c4 40.♖d8+ ♜h7 41.b3 ♖c2 42.♜g2 g5 43.♖d6 ♖xa2 44.♜e4 ♖a5 45.♜f3 ♖f5+ 46.♜e3 ♖b5 47.♜d4 g4 48.♜e3 ♖xb3+ 49.♜f4 ♖f3+ 50.♜e5 ♖f8 51.♜g5+ ♜g8 52.♜e4 b5 53.♖e6 b4

0–1

Ex. 13-11

A.Karpov – G.Kuzmin

Leningrad 1973

34.b5!

(2 points)

Once more Karpov uses a pawn to drive an opposing piece away from a good position.

34...♜a5 35.♖e7! ♖xe7

35...♖xc3 is also hopeless: 36.♖e3! ♖b2 (36...♖c8 37.♖e6+—) 37.♖e5+— ♜c4 (or 37...♖df8 38.f5 gxf5 39.♖xf5 ♜c4 40.g6+—) 38.♖f6+ ♜g8 39.♖e8+ ♜h7 40.♖xf7+ ♖g7 41.♖h1#

36.♖xe7 ♖d3 37.♖c7 ♜b3 38.♜g4 ♖f8

38...♜d2 can be answered either by 39.♖xf7+ or with the even more elegant: 39.♜e5 ♖dh3 40.♖xf7+ ♜g8 41.♜xg6 ♜xf7 42.♖e7+ ♜xg6 (42...♜g8 43.♜xh8+—) 43.f5#

39.♖ee7

There is no good defence against 40.♜e5 or 40.♖xf7+ ♖xf7 41.♖xf7+ ♜xf7 42.♜e5+.

1–0

Ex. 13-12

A.Karpov – W.Uhlmann

Madrid 1973

The annotations to this exercise are based on analysis by Karpov.

31.g4!

(2 points)

Once again Karpov uses his pawns for an attack. He allows only very restricted counterplay – just one rook and bishop of the opponent are allowed to become active; the other rook remains excluded from the play. But two pieces alone cannot create any dangerous threats to his king. At the same time he attacks with all his pieces together with two pawns!

31...♜g6 32.f4 ♖c1+ 33.♜f2 ♖c2+ 34.♜e3 ♜e4

34...♖e6+ 35.♖xe6 fxe6 36.♖xb6+—

35.♖xf7 ♖g6

35...♖h6 36.♖xg7+ ♜h8 37.f5+—

36.g5 ♜h7 37.♖fe7 ♖xb2 38.♜e8 ♖b3+ 39.♜e2 ♖b2+ 40.♜e1 ♖d6

40...♖b1+ 41.♜d2 ♖b2+ 42.♜c3 ♖c2+ 43.♜b3+—

41.♖xg7+ ♜h8 42.♖ge7

1–0

Scoring

Maximum number of points is 26

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

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

Contents

- ✓ The activity of the rook
- ✓ Rook behind the passed pawn
- ✓ The activity of the king
- ✓ King on the edge of the board
- ✓ Cutting off the king
- ✓ Division of roles in unbalanced positions with passed pawns
- ✓ Transition to technical positions

Diagram 14-1



Principles of rook endings

In this chapter we deal with the rules concerning rook endings with several pawns. Such endings occur very frequently in practice, so it is worthwhile studying them with particular care.

The activity of the rook

The rook is the strongest piece in a rook ending, and so the **activity of the rook is the most important consideration!**

“This activity can take on various forms – attacking opposing pawns, supporting one’s own passed pawns or cutting off or pursuing the opposing king.” – *Dvoretsky’s Endgame Manual*

An active rook can constitute a major advantage, whereas a rook in a passive position often leads to bitter defeat. For that reason, “one should look for every opportunity to activate one’s rook and sometimes even be prepared to sacrifice pawns or worsen the position of one’s king to achieve that.” – *Dvoretsky’s Endgame Manual*

Diagram 14-1

A.Yusupov – M.Tal

USSR Ch, Minsk 1979

25.♖d7

White has an active rook, Black a passive one. Such positions are very difficult to hold. Perhaps Black should give up the a-pawn at an early stage and activate his rook.

25...a5 26.a4 e4?!

An unfortunate move, creating another weakness.

26...h5!? would be a better option.

It would also be interesting to activate the rook straight away: 26...♖c8 27.♖d5 ♖c2 28.♖xa5 ♖a2± 27.♖d5 ♖f7 28.g4!

White wants to isolate the e4-pawn and then attack it.

28...g5

Otherwise the white king could get to f4.

29.♖g2 ♖g6

Intending ...h5.

Diagram 14-2

30.h4!

White prevents ...h5 and threatens to play h4-h5 himself.

30...gxh4

If Black allows h4-h5 he acquires a new weakness – the h6-pawn. White would then aim to transfer his king to the queenside. In this case too, the defence is extremely difficult. But in avoiding this, the black position has been weakened.

31.♖h3 ♜b8

Passive defence would be hopeless, since White can simply move his king to f4 and attack the e4-pawn.

32.♕xh4 ♜b1 33.♜xa5

White has won a pawn, but Black has activated his rook. Endings like this are hard to play, but here the unhealthy black pawn structure plays a fatal role.

33...♜h1† 34.♕g3 ♜g1† 35.♕h3

But not 35.♕f4? on account of 35...♜g2.

35...♜h1† 36.♕g2 ♜a1 37.♕h2

White aims to reach the time control safely.

37...♜a2 38.♕g3 ♜a1 39.♕g2 ♜a2 40.♕g3 ♜a1

Diagram 14-3

In such positions the stronger side has at its disposal two standard plans; either he advances his pawn to the 7th rank and tries to win another pawn by zugzwang, or he goes with his king to the queenside to support the passed pawn, which then only advances as far as the 6th rank. Here the first plan wins.

41.♜a8 f5

The following variations show how White wins against passive defence. 41...♜a2 42.a5 ♕g7 43.a6 ♕f7 44.a7 ♕g7 45.♕g2 ♜a1 46.♕h2 ♜a6 47.♕g1 ♜a1† 48.♕g2⊙ and here there are two possibilities:

a) 48...♜a6 Black lets the king go further. 49.♕f1 ♜a2 50.♕e1 ♕h7 51.♕d1 ♕g7 52.♕c1 ♕h7 (if 52...f5 53.gxf5 h5, then 54.f6† ♕f7 55.♜h8+–) 53.♕b1 ♜a6 54.♕b2 ♕g7 (54...f5 55.gxf5 h5 56.f6+–) 55.♕b3 ♜a1 56.♕c4 ♜a2 57.♕d4 ♜a4† 58.♕d5 Black is put in zugzwang and loses another pawn: 58...♕h7 59.♕e6 ♕g7 60.♕f5⊙ and if 60...♕f7, then 61.♜h8+–.

b) 48...♕h7 Black allows the exchange of pawns. 49.♕g3 ♜a2 50.♜f8! ♜xa7 51.♜xf6 ♜e7 (or 51...♕g7 52.♜f5 ♕g6 53.♕f4 ♜a4 54.♕e5 and then ♜f4+–)

Diagram 14-2

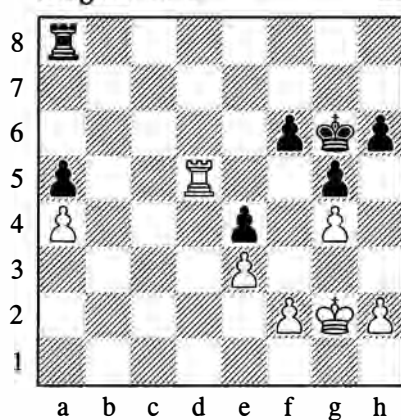
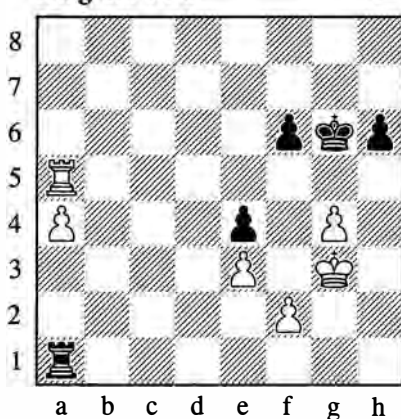


Diagram 14-3



Endgame 3

52.♔f4 ♕g7 53.♞f5 ♕g6 54.♞e5! (but not 54.g5?! on account of 54...♕h5!±) 54...♞xe5 (We are following Andersson – Hübner, Ter Apel 1997!) 55.♔xe5 ♕g5 56.♔xe4 ♕xg4 57.♔d3 (Δ♔e2-f1) Black resigned on account of 57...♔f3 58.e4 h5 59.e5 h4 60.e6 h3 61.e7 h2 62.e8♞ ♕xf2 63.♞h5+–.

42.gxf5† ♕xf5 43.a5

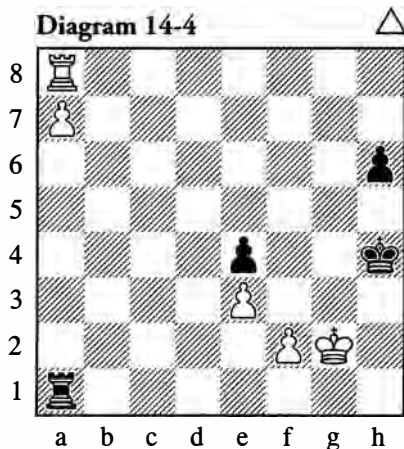
The plan is simple – the pawn goes to a7 and then White can create a second passed pawn.

43...♞g1† 44.♔h3 ♞h1† 45.♔g2 ♞a1 46.a6 ♕g4

Or 46...♔g6 47.a7 ♕h7 48.f4+–.

47.a7 ♕h4

The black king has to remain in the shadow of the h-pawn and blocks its own passed pawn.

Diagram 14-4

48.f4!

After 48...exf3† 49.♔xf3 White wins quite simply by advancing the e-pawn.

48...♞a2† 49.♔f1 ♞a1† 50.♔e2 ♞a2† 51.♔d1

51.♔e1 would be even more precise: 51...♞a1† 52.♔d2 ♞a6 53.f5 ♞d6† 54.♔c3 ♞d7 55.♔c4+–

51...♞a6

Black wants to bring his rook to the side to stop the f-pawn, but this strategy does not work here.

52.f5 ♞d6† 53.♔c2 ♞d7 54.♔c3 h5 55.♔c4 ♕h3 56.f6 h4 57.♔c5 ♕h2 58.♞h8

For his a7-pawn, White will get both the black pawns.

1–0

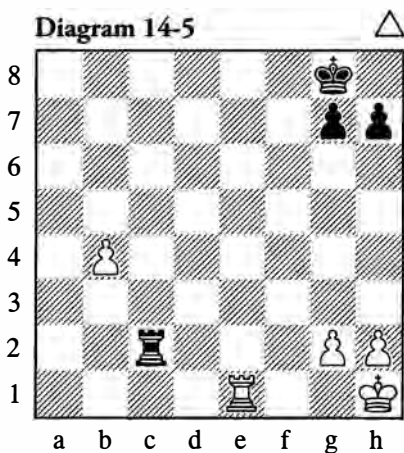
Rook behind the passed pawn

Most frequently the best place for the rook is behind the passed pawn (its own or an opposing one). However, there are certain situations where the rook does better to support the passed pawn from the side, when that is a more active post from which it can fulfil other tasks.

Diagram 14-5

M.Botvinnik – I.Boleslavsky

Leningrad/Moscow 1941

Diagram 14-5

34.♞b1!

Where possible, a rook should be placed behind the passed pawn. (Please remember that in chess

there are no absolute rules and that here too there are some exceptions.)

34...♙f7?!

34...♞c6 35.b5 ♞b6± is objectively better. One should **blockade a passed pawn as soon as possible**. With the text move, Black is playing for a trap.

35.b5 ♙e6 36.b6 ♞c8 37.h3

Black was hoping for 37.b7? ♞b8 38.♙g1 ♙d6 39.♙f2 ♙c7 40.♙g3 ♞xb7 41.♞xb7† ♙xb7 42.♙f4 ♙c6 43.♙e5 ♙d7= and the white king does not get through.

37...♞b8 38.♙h2 ♙d5 39.♙g3 ♙c6

A standard idea – the king will replace the rook as the blockader of the passed pawn, freeing the rook to defend its pawns.

After 39...♞b7 40.♙f4 the black king is not able to protect both flanks from invasion by the white king, since White will always have a waiting move with the rook and can thus put his opponent in zugzwang. The winning method is then similar to that in the game. For example: 40...♞f7† 41.♙g5 ♞b7 42.g3 ♙e5 43.h4 ♙d5 44.g4 ♙c5 45.h5 ♙d5 46.h6 gxh6† 47.♙xh6 ♙e5 48.g5 ♙f5 49.♞b4 ♙e5 50.♞a4 ♙f5 51.♞a6 ♙f4 52.♙h5 ♙f5 53.♞a7 ♞xb6 54.♞f7† ♙e5 55.♞xh7+–

40.♙g4 ♙b7

Diagram 14-6

41.♞e1!

If the opposing king is in front of a passed pawn, it is better to post the rook to the side.

41...♞g8

41...♙xb6 loses to 42.♞b1†.

42.♞e6 ♙a6 43.♙g5 ♙b7

Black's position is passive. Botvinnik simply improves his position by advancing his pawns, and then he prepares h5-h6.

Diagram 14-7

44.h4! ♙a6 45.h5 ♙b7 46.g4 ♙a6 47.♙h4 ♙b7 48.h6 gxh6 49.♞xh6 ♞g7 50.♙h5

White intends to play g4-g5 followed by ♞e6 and ♙h6, and then attack the h7-pawn.

50...♙a6

White wins even more quickly after this move.

51.♞c6 ♞e7 52.♞c7 ♞e5† 53.g5 ♙xb6 54.♞xh7+– ♙c6 55.♙h6 ♙d6 56.g6 ♞e1 57.♞f7

Diagram 14-6

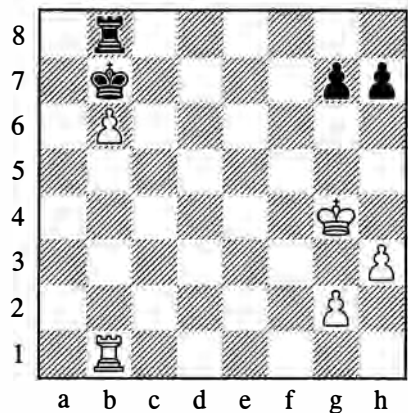


Diagram 14-7

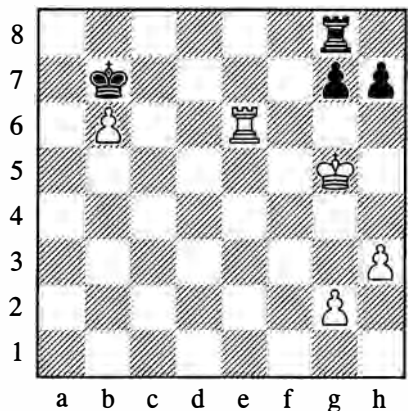
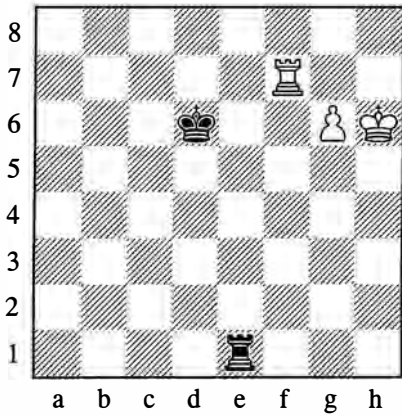


Diagram 14-8



57.g7 is also good: 57...♖h1† 58.♔g6 ♖g1† 59.♔f7 ♖f1† 60.♔g8 and then 61.♔h8+.

Diagram 14-8

57...♔e6 58.♖f2 ♖a1 59.g7 ♖h1† 60.♔g6 ♖g1† 61.♔h7 ♖h1† 62.♔g8 ♔e7

Botvinnik is aiming for the theoretically won position with a bridge.

63.♖e2† ♔d7 64.♖e4

White builds the bridge.

64...♖h2 65.♔f7

1-0

The activity of the king

Of course in rook endings the activity of the king plays a large part, though the activity of the rook has higher priority.

A king on the edge of the board can be a serious disadvantage. It is often easier for the opponent to promote his passed pawn or for his king to exploit the unfortunate position of our king by being able to combine the advance with mating threats.

Cutting the king off from strategically important points (from our passed pawns which it would like to stop, or from its own which it would like to support) is one of the most important methods of play in rook endings. We have already seen this method in elementary endgames.

Division of roles in unbalanced positions with passed pawns

The ideal division of roles is when the **rook fights against the opponent's passed pawn** (from behind!) and the **king supports your own passed pawn**.

But if you cannot activate your king and have no chance of getting your own passed pawn, you should try to block your opponent's passed pawn with your king so as to **free your rook for counterplay**.

Diagram 14-9

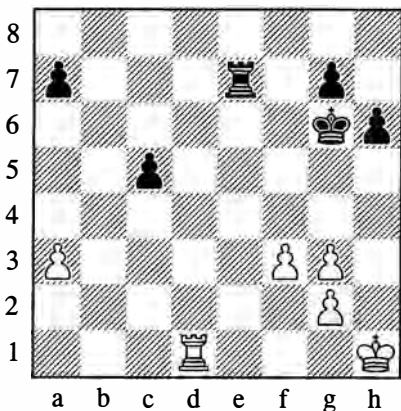


Diagram 14-9

E.Eliskases – G.Levenfish

Moscow 1936

40.♖d6†!

Black was threatening 40...♖c7! to put his rook behind the passed pawn. White must immediately

post his rook behind the c-pawn.

40...♙f5 41.♞c6

41.♞d5† ♞e5 does not change much.

Now the black rook must go **in front of** the passed pawn in order to support it.

41...♞e1† 42.♙h2 ♞c1 43.♞c7 g5!?

The position after 43...c4 44.♞xg7 should also be drawn, since White gets a passed pawn on the kingside.

44.♞xa7 c4

44...♙e5!?

Diagram 14-10

45.♞a5†?

So as to get the h-pawn, White allows the black king to approach the passed pawn.

45.♞e7! is correct, in order to cut off the king. After 45...c3 White has a choice:

a) 46.a4 ♞a1 (46...c2?! 47.♞c7±) 47.♞c7 ♞a3 48.a5 ♙e5 49.a6 ♙d4 50.a7 ♙d3 51.f4 c2 52.♞d7† ♙e2 53.♞c7 ♙d2 54.♞d7†= (N. Grigoriev)

b) 46.♞e3! (46.g4†! first is just as good) c2 47.♞c3= This defensive idea is one we already know, the Vancura defence (see Diagram 12-14 in *Boost Your Chess 2*). 47...♙e5 48.♞c8 ♙d4 49.a4 ♙d3 50.♞d8† ♙c3 51.♞c8† ♙b3 52.♞b8† ♙xa4 53.♞a8†=

45...♙e6!

45...♙g6? 46.♞c5=

46.♞a6† ♙d5 47.♞xh6 c3

The c-pawn is too strong.

48.♞h8 ♞a1!

Black now wins the a-pawn.

49.♞c8 ♞xa3 50.♙h3

50.f4 fails to draw: 50...g4 51.♙g1 ♙d4 52.♙f2 ♞a2† 53.♙f1 ♞d2! The white king is unfavourably posted, cut off on the edge of the board. 54.♞d8† ♙e3 55.♞e8† ♙d3 56.♞d8† ♙c2 57.♞c8 ♙b2 58.♞b8† ♙c1 59.f5 c2 60.f6 ♙d1 61.f7 c1♚ 62.f8♚ ♙c2# (Levenfish)

50...♙d4

Diagram 14-11

51.♙g4?

White's plan is to create a passed pawn, give up his rook for the c-pawn and then win the black rook in return for his own passed pawn. But the result turns on a single lost tempo!

Diagram 14-10

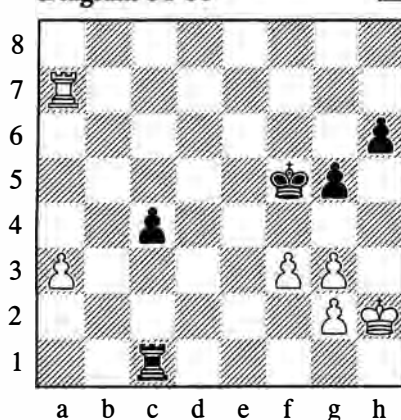
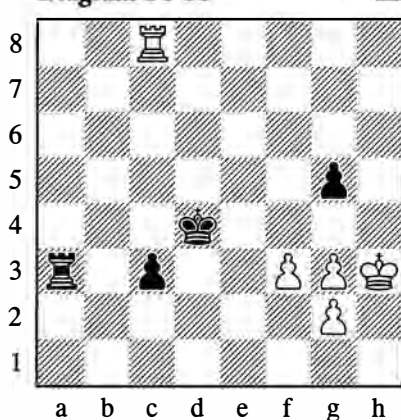


Diagram 14-11



51.f4? gxf4 52.gxf4 is not good either: 52...c2† 53.♔g4 ♖c3–+

The correct idea – first of all pushing the black king forward – is one we have already seen in Diagram 23-5 in *Build Up Your Chess 3*. White should first give check with 51.♖d8†! ♔e3 52.♖c8 ♔d2 53.♖d8† ♔c1 and only then play 54.♔g4. For example: 54...c2 55.♔xg5! (55.♖c8? ♔d2 56.♖xc2† ♔xc2 57.♔xg5 ♔d3 58.g4 ♔d4!–+) 55...♖c3 56.♖h8 ♔d2 57.♖h1 c1♖ 58.♖xc1 ♖xc1 59.g4 ♔e3 60.♔f6 ♔f4 (60...♔d4 61.g5 ♖c6† 62.♔f5=) 61.g3† ♔xf3 62.g5=

Diagram 14-12

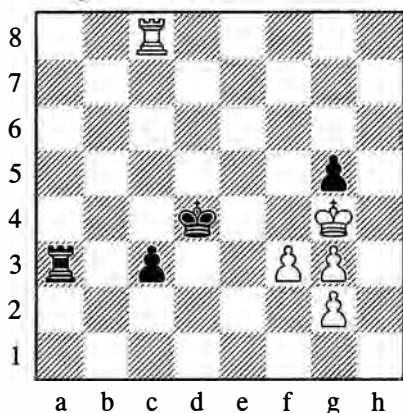


Diagram 14-12

51...♖a5!

Black builds a bridge and gains an important tempo.

52.f4 ♖c5 53.♖d8† ♔e3 54.♖d1

54.♖e8† is followed by: 54...♔f2 55.♖a8 c2 56.♖a1 gxf4 57.♔xf4 (or 57.gxf4 c1♖ 58.♖xc1 ♖xc1 59.f5 ♔e3 60.f6 ♔e4 61.♔g5 ♔e5 62.f7 ♖f1 63.♔g6 ♔e6–+) 57...c1♖† 58.♖xc1 ♖xc1 59.g4 ♖c4† 60.♔f5 ♔g3 61.g5 ♔h4 62.g6 ♔h5 63.g7 ♖g4–+

54...c2 55.♖c1 gxf4 56.gxf4 ♔d2 57.♖a1 c1♖ 58.♖xc1 ♖xc1

Black can now stop the white passed pawns in time.

Not 58...♔xc1? 59.f5=.

59.♔g5

59.f5 is no better: 59...♔e3 60.f6 ♖f1! 61.♔g5 ♔e4 62.♔g6 ♔e5 63.f7 ♔e6–+

59...♔e3 60.f5 ♔e4 61.g4 ♔e5 62.♔g6 ♖c6† 63.♔g7 ♖a6○

63...♔f4? 64.f6=

64.♔f7

64.♔h7 ♔f6–+

64...♔f4 65.♔g7 ♔g5!

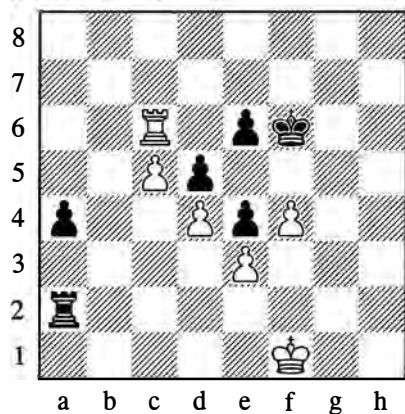
65...♔xg4? 66.f6=

0–1

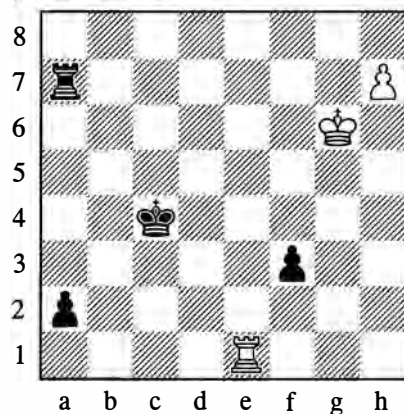
Being aware of the possibility of **transition to a technical position** can be of great help when calculating complicated endings (see for example Botvinnik – Boleslavsky). As the last example showed, knowledge of typical ideas can often be vital!

Exercises

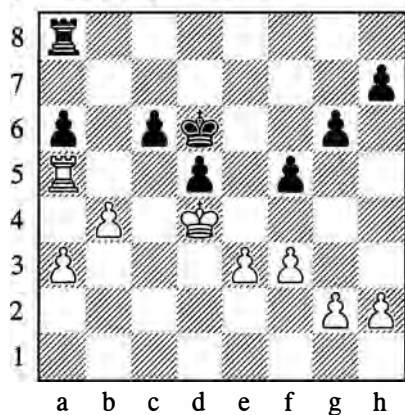
► Ex. 14-1 ◀ ★★ ▼



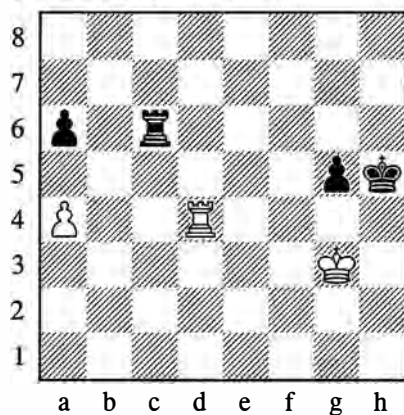
► Ex. 14-4 ◀ ★★ ▼



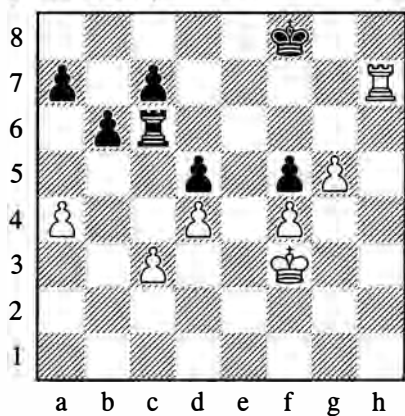
► Ex. 14-2 ◀ ★★★ △



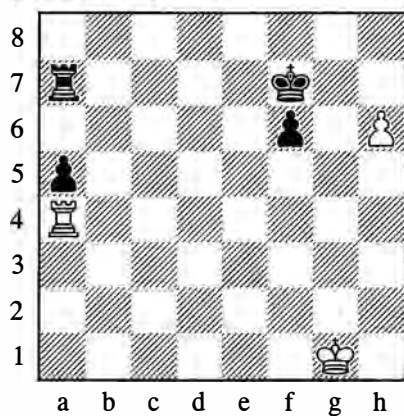
► Ex. 14-5 ◀ ★★★ △



► Ex. 14-3 ◀ ★★ △

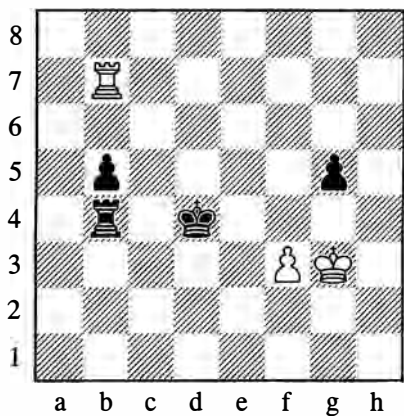


► Ex. 14-6 ◀ ★ △

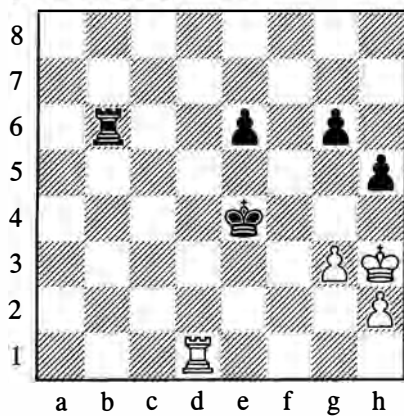


Exercises

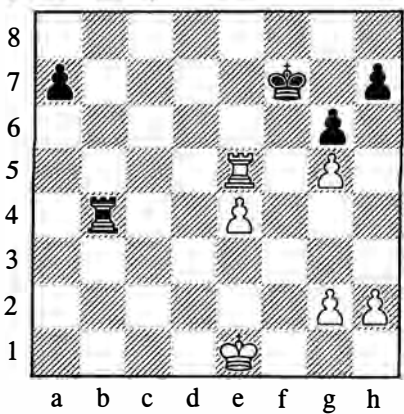
► Ex. 14-7 ◀ ★★ △



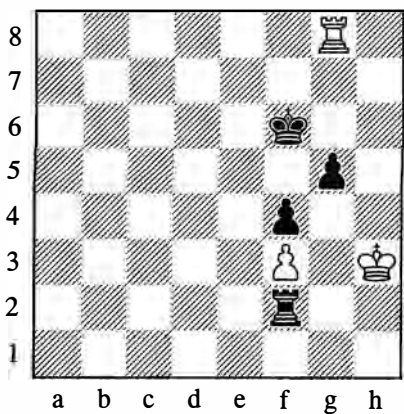
► Ex. 14-10 ◀ ★★ △



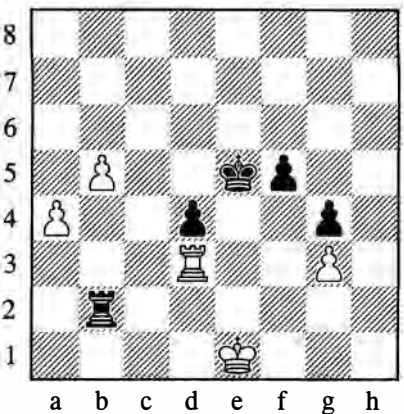
► Ex. 14-8 ◀ ★★ ▼



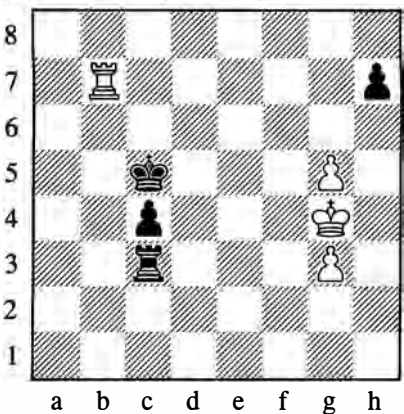
► Ex. 14-11 ◀ ★ △



► Ex. 14-9 ◀ ★★★ △



► Ex. 14-12 ◀ ★★★ ▼



Solutions

Ex. 14-1

Variation from the game

A.Beliavsky – A.Yusupov

USSR Ch, Minsk 1987

53...♔f5!

(2 points)

Themes: the activity of the king; the king on the edge of the board.

54.♔e1

54.♖a6 is followed by: 54...♗g4 55.♖xe6 ♗f3 56.♗g1 a3 57.♖a6 ♖g2† 58.♗h1 a2 59.c6 ♖c2 60.c7 ♖xc7 61.♖xa2 ♗xe3+–

54...♗g4 55.♖xe6 ♗f3 56.c6

If 56.f5, then 56...♗xe3 57.♗d1 a3 58.♗c1 ♖f2 59.♖a6 ♖xf5 60.c6 ♖f7+–.

56...♗xe3 57.♗d1 ♗d3

Black is also winning after 57...♖d2† or 57...♖h2.

58.♗c1 a3 59.♗b1 ♖f2

Or 59...♖b2†+–.

60.c7 ♖c2 61.♖e7 a2† 62.♗a1 e3 63.f5 e2 64.f6 ♖xc7+–

Ex. 14-2

S.Flohr – M.Vidmar

Nottingham 1936

38.e4!

(3 points)

Theme: the activity of the king.

Here White employs the typical idea of ‘widening the theatre of operations’. After the exchange of pawns, the white king can penetrate on the kingside.

The preparatory move 38.h4 (1 point) is less accurate, since Black can play 38...♗c7! (intending ...♗b6 followed by the activation of the rook).

38.a4?! is worse because of 38...♖b8.

38...fxc4 39.fxc4 dxc4 40.♗xe4 ♖a7?

“Black continues with his dangerously passive wait-and-see policy. Once again he had to transfer the king over to the pawn on b6, in order to free his rook: 40...♗c7!” – Dvoretsky

In rook endings the rook is the stronger piece and the activity of the rook takes priority!

41.♗f4 h6 42.h4 ♗e6 43.♗g4 ♖a8 44.h5! g5

44...gxh5† 45.♗xh5 ♖g8 46.g4 ♗d6 47.♖xa6+–

45.g3! ♖a7 46.♗f3 ♖a8 47.♗e4 ♖a7 48.♗d4 ♗d6 49.♗e4 ♗e6 50.♖e5†! ♗d6

50...♗f6 51.♖c5 ♖c7 52.♖a5 ♖a7 53.♗d4 ♗e6 54.♗c5 ♖d7 55.♖xa6 ♖d3 56.♖xc6† ♗f7 57.a4 ♖xg3 58.♖xh6+–

51.♖e8+–

White prepares to attack the weak h6-pawn.

51...c5

After 51...♖e7† 52.♖xe7 ♗xe7 53.♗e5 White wins the pawn ending easily.

52.♖d8† ♗c6

52...♗c7 is followed by: 53.♖h8 cxb4 54.♖h7† ♗b8 55.♖xa7 ♗xa7 56.axb4 ♗b6 57.♗f5 ♗b5 58.♗g6 ♗xb4 59.♗xh6 a5 60.♗xg5 a4 61.h6+–

53.♖c8† ♗b6 54.♖xc5 ♖h7 55.♖e5 ♗c6 56.♖e6† ♗b5 57.♗f5 ♖f7† 58.♖f6

1–0

You can find more extensive comments on this ending in *Dvoretsky's Endgame Manual*.

Ex. 14-3

J.Capablanca – S.Tartakower

New York 1924

The black rook is invading the opposing camp and White is losing at least one pawn. On the other hand, the black king is very badly placed on the back rank, and that promises White, who also has at his disposal a strong passed pawn on the g-file, some prospects of success. If White can bring his king into the attack, the situation may become critical for Black.

35.♗g3!

(2 points)

Theme: the king on the edge of the board.

35...♖xc3† 36.♗h4 ♖f3?

36...a6! is a tougher defence, although I.Zaitsev has shown that White can still win

Solutions

with 37.♔h5! b5 38.♔g6! ♔g8 39.♖g7† ♔f8
40.♖f7† ♔g8 41.♖f6 followed by ♖xa6

37.g6! ♖xf4† 38.♔g5 ♖e4

Black is forced to defend passively.

39.♔f6!

For the moment the black f-pawn takes care of the protection of the white king.

39...♔g8 40.♖g7†!

The intermediate check worsens the position of the black king.

40...♔h8 41.♖xc7 ♖e8 42.♔xf5 ♖e4 43.♔f6 ♖f4† 44.♔e5 ♖g4 45.g7†

"Here the intermediate check on move 40 pays off..." – Dvoretsky

45...♔g8

45...♖xg7 46.♖xg7 ♔xg7 47.♔xd5 ♔f7
48.♔c6 ♔e7 49.♔b7+–

46.♖xa7 ♖g1 47.♔xd5 ♖c1 48.♔d6 ♖c2 49.d5 ♖c1 50.♖c7 ♖a1 51.♔c6 ♖xa4 52.d6 1–0

Ex. 14-4

Em.Lasker – G.Levenfish

Moscow 1925

59...♖a8!

(1 point)

Black must certainly avoid: 59...♖xh7?
60.♔xh7 f2 61.♖f1 ♔d3 62.♖a1!=

(another 1 point for this variation)

60.♔g7 f2 61.♖a1 ♔b3 62.♖f1 a1♖† 63.♖xa1 ♖xa1 64.h8♖ ♖g1†

0–1

Ex. 14-5

P.Keres – M.Botvinnik

World Ch, The Hague/Moscow 1948

53.♖d3?

Theme: the activity of the rook.

A fatal error; White places his rook in a passive position.

It is necessary to play: 53.♖d5!

(3 points)

53...♖c3† (53...♖c4 54.♖a5=) 54.♔g2 ♔h4
55.♖d6 a5 56.♖d5 g4 (56...♖c2† 57.♔f1)
57.♖xa5 ♖c2† 58.♔f1! ♔g3 59.♖a8=

53.♖e4? is not good on account of 53...♖c3†
54.♔g2 ♖a3 55.♖d4 g4 56.♖d5† ♔h4 57.♖a5
♖a2† 58.♔f1 ♔h3+–. Compared to the above
variation, White has lost a few tempi.

53...♖c4! 54.♖a3

54.a5 ♖a4 55.♖d5 ♖a3† 56.♔g2 ♔h4+– and
Black will continue with ...g4 and ...♖a2†.

**54...a5! 55.♔h3 ♖b4 56.♔g3 ♖f4 57.♖a1
♖g4† 58.♔h3 ♖e4 59.♖a3 ♔g6 60.♔g3
♔f5 61.♔f3 ♔e5 62.♔g3 ♖d4 63.♖a1 ♔d5
64.♖b1 ♖b4!+–**

But not 64...♖xa4? 65.♖b5† ♔c4 66.♖xg5
♖a1 67.♔h2= and White draws with the
Vancura defence.

65.♖f1 ♔e4 66.♖e1†

66.♔g4 ♖xa4 67.♔xg5 ♖c4+–

66...♔d4 67.♔h2?!

Other moves are more resilient, but still
lose:

a) 67.♖f1 ♖xa4 68.♖f5 ♖a1 69.♔h2 g4
70.♖g5 ♔c3 71.♖xg4 ♖d1 72.♖a4 ♖d5+–

b) 67.♔f3 ♔c3! 68.♖e5 g4†+–

**67...♖xa4 68.♖g1 ♖c4 69.♖xg5 a4 70.♔g2
♔c3**

Or 70...a3 71.♖a5 ♖c2† 72.♔f3 a2+–.

71.♔f3 a3 72.♖a5 ♔b3

0–1

Ex. 14-6

M.Botvinnik – G.Borisenko

USSR Ch, Moscow 1955

Theme: cutting off the king.

53.♖g4!=

(1 point)

53.h7? ♔g7 54.♖h4 ♔h8+–

**53...♔f8 54.♖f4 ♖a6 55.♖g4 ♖a7 56.♖f4
♔g8 57.♖xf6 a4 58.♖f2 ♔h7 59.♖a2 ♔xh6
60.♔f2 ♔g5 61.♔e3**

½–½

Solutions

Ex. 14-7

L. Polugaevsky – V. Korchnoi

Tilburg 1985

The following annotations are based on analysis by Korchnoi.

63. ♖g7?

Theme: the division of roles.

The rook should fight against the passed pawn from behind while the king leads the counter-attack. White can draw with: 63. ♖g4!

(2 points)

63... ♖e3† 64. ♖xg5 ♖xf3 65. ♖f5 ♖e3 66. ♖e5 ♖d3 67. ♖d5 ♖c3 68. ♖c5=

63... ♖b1! 64. ♖f2!?

Other moves lose too:

a) 64. ♖g4 ♖g1† 65. ♖f5 ♖g3 66. ♖d7† ♖c3 67. ♖e4 b4 68. ♖d3† ♖c2–+

b) 64. ♖g2!? b4 65. ♖xg5 b3 66. ♖b5 ♖c3 67. ♖c5† ♖b4 68. ♖c8 ♖a1! 69. ♖b8† ♖c3 70. ♖c8† ♖d2 71. ♖b8 ♖c2 72. ♖c8† ♖b1 73. f4 (73. ♖f2 b2 74. ♖e3 ♖a2 75. ♖a8† ♖b3 76. ♖b8† ♖c2 77. ♖c8† ♖d1 78. ♖d8† ♖e1 79. ♖h8 ♖f1–+) 73... b2 74. ♖f3 ♖a2 75. ♖b8 b1 ♖ 76. ♖xb1 ♖xb1 77. ♖e4 ♖b3 78. f5 ♖c4 79. ♖e5 ♖c5 80. ♖e6 ♖c6 81. f6 ♖e1†–+

64... b4 65. ♖xg5 b3 66. ♖b5 b2 67. ♖g2 ♖c3 68. ♖c5† ♖b4 69. ♖c8 ♖c1

0–1

Ex. 14-8

Variation from the game

A. Yusupov – L. van Wely

Bundesliga 1998

Theme: the transition to a pawn ending.

30... a6!

(2 points)

Black prepares ... ♖b5.

30... ♖a4 (1 point) and 30... ♖b2 (1 point) are slightly less accurate, since White can continue to play for a win.

31. ♖e2 ♖b5 32. ♖xb5 axb5 33. ♖e3 ♖e6

34. ♖d4 b4 35. ♖c4 ♖e5 36. ♖xb4 ♖xe4 37. ♖c5 ♖f5 38. ♖d6 ♖xg5=

The position is simply drawn.

Ex. 14-9

G. Stoltz – A. Nimzowitsch

Berlin 1928

Themes: the transition to a pawn ending; the activity of the rook.

51. ♖d2?

Going into the pawn ending is wrong.

In order to force a draw White should post his rook behind the a-pawn: 51. ♖a3!

(2 points)

51... ♖e4 52. a5 d3 53. a6 ♖e3 54. ♖xd3† ♖xd3 55. a7 ♖b1† 56. ♖f2 ♖b2†=

An equally good way to achieve the same result is 51. a5! ♖xb5 52. ♖a3= (also 2 points).

51... ♖xd2 52. ♖xd2 f4! 53. gxf4†

White also loses after 53. b6 ♖d6–+ or 53. a5 ♖d6 54. a6 ♖c7–+.

53... ♖d6!!–+

(another 1 point for this variation)

53... ♖xf4?? is bad: 54. b6+–.

54. a5 g3 55. a6 ♖c7 56. ♖e2 d3† 57. ♖xd3 g2 58. ♖e4 g1 ♖ 59. ♖f5 ♖b6 60. ♖g5 ♖d7 61. f5 ♖e7

0–1

Ex. 14-10

V. Korchnoi – A. Miles

Baden-Baden 1981

46. g4!

(2 points)

White frees his king from a dangerous zone and simplifies the position. He forces Black to accept a weakness on either h5 or g6. That is good defence!

46. ♖h4 or 46. ♖e1† each earn 1 consolation point – the position can probably still be held.

46... ♖b3†

Solutions

46...♖b5 is followed by: 47.♞e1† ♕d5 (47...♕f3 48.♞f1† ♕e2 49.♞f6=) 48.gxh5 gxh5 49.♕h4 ♕d6 50.♞f1= If Black now tries 50...♞f5, White can draw the pawn ending after 51.♞xf5 exf5 52.♕g3!=.

If 46...♕f4, then simply 47.♕h4!=.

47.♕h4 hxg4

47...♕f4 48.♞d4†!

48.♕xg4 e5 49.h4 ♖b2 50.♞e1† ♕d5 51.♕g5 ♖b6

Or 51...♞g2† 52.♕f6 e4 53.♞d1† ♕c4 54.♕e5 e3 55.♕e4 e2 56.♞c1† ♕b3 57.♕f3=.
52.h5 gxh5 53.♕f5! ♖b5 54.♞xe5† ♕c4 55.♞xb5 ♕xb5 56.♕g5 ♕a5 57.♕xh5 ½–½

Ex. 14-11

Variation from the game

L.McShane – A.Yusupov

Bundesliga 2000

51.♞xg5!=

(1 point)

51...♞xf3†

Or 51...♕xg5 stalemate.

52.♕g2=

Ex. 14-12

A.Yusupov – I.Nikolaidis

Corfu 1999

Theme: the division of roles.

48...♕d6?

The correct division of roles is the same as in Ex. 14-7 – the king must support its passed pawn, while the rook takes up the struggle against the opponent's passed pawn. Here, however, the rook must operate from the side: 48...♞d3!!

(3 points)

49.♞xh7 ♞d4† (49...♞d6!?= is also playable, but not 49...♞d8? 50.♞c7†+–) 50.♕h5 ♞d3 51.♕h4 ♞d4† 52.g4 ♞d6! 53.♞c7† ♕b4 54.♕h5 ♞d5! 55.♕h6 ♞d4! 56.g6 ♞xg4=

The move in the game does not help Black, since his king remains cut off horizontally.

49.♞xh7 ♕e6 50.♞c7

50...♕d6 51.g6!+–

50...♞d3 51.g6

1–0

Scoring

Maximum number of points is 26

- 22 points and above ➤ **Excellent**
- 17 points and above ➤ **Good**
- 13 points ➤ **Pass mark**

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

Contents

- ✓ Provoking mistakes
- ✓ Benign traps

Playing for traps

People tend to have a bad habit – they make mistakes. We actually make enough mistakes ‘voluntarily’, but a hidden trap can perhaps raise the opponent’s error ratio! When one studies the games of World Champion Mikhail Tal, it becomes noticeable that he very much enjoyed setting tactical traps, even when the move he played was not objectively the very strongest. In this chapter we shall see a lot of Tal’s game.

Of course, benign traps (whenever our move is also objectively strong) are better, but in a practical game it is not necessarily the best moves which are required to win, but those moves which set the opponent the most problems.

The subject of playing for traps was first dealt with in Chapter 9 of *Boost Your Chess 1*. Here are some more examples.

Diagram 15-1



Diagram 15-2



M. Tal – I. Zilber

Riga 1954

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘d4 4.♘xd4 exd4 5.0-0 c6 6.♙c4 ♘f6 7.♞e1 d6 8.c3 ♙e7 9.cxd4 d5 10.exd5 ♘xd5 11.d3 0-0 12.♘c3 ♙f6 13.♙e3 ♘b6

An original position. White is a pawn up, but his d4-pawn is weak. Tal protects that pawn with a tactical trick.

Diagram 15-1

14.♞f3! ♘xc4

Black is badly placed after this move.

14...♙xd4?? loses on account of: 15.♙xd4 ♘xc4 (15...♞xd4 is of course met by 16.♞xf7!+–) 16.♙c5 (another good move is 16.♙xg7+–) 16...♘d6 17.♞f4+–

14...♙e6 deserves to be considered.

15.dxc4 ♙e6 16.b3 ♙xd4 17.♞ad1 c5 18.♙xd4

18.♘b5 is also good, but Tal wants to avoid opposite-coloured bishops.

18...cxd4 19.♘b5 ♞a5

Diagram 15-2

20.♖e2?!

The young Tal (he was 18 at the time) did not want a technical win after 20.♟xd4 and went for broke, but he underestimated the danger which a passed pawn can cause.

White should play 20.♟xd4 ♖xa2 21.♜xb7±.

20...♖ad8 21.♜xb7

21.♟xd4!?

21...d3±

Diagram 15-3

22.♖b2!?

Directed against 22...a6.

If 22.♖ed2, then 22...a6 23.♜c7 ♖b4∞.

22...♖d7

Avoiding the trap: 22...a6? 23.♜c7! ♖b4 24.a3+—

23.♜e4 a6 24.♟d4 ♖xc4!?

24...♜c3 is followed by: 25.♟xe6 ♜xb2 26.♟xf8 ♜e2 27.♜f3 ♟xf8 28.c5±

Diagram 15-4

25.♟c6!?

Typically for Tal, he finds a good intermediate move and sets his opponent some problems.

25.bxc4 ♜c3 26.♖b3 ♖xd4 27.♜xh7† ♟xh7 28.♖xc3 ♖c8 would give Black chances of a draw.

25...♜c3?

If 25...♟d5, then 26.♜xh7† ♟xh7 27.♟xa5 ♖e8 28.f3±.

The correct way is: 25...♜a3! 26.♟e5 ♜xb2 27.♟xd7 ♜e2 28.♜xe2 dxe2 29.♖e1 ♖d8 30.bxc4 ♖xd7 31.f3 ♖d2=

26.♖bd2?

A human move, but not the best one.

Neither 26.♟e5 ♖d4+., nor 26.♟e7† ♖xe7 27.♜xe7 ♜xb2 28.bxc4 ♜c2† would be good.

A stronger option is 26.♜e5! ♜c2 27.♖e1!. If now 27...♟xb3, then 28.♖xc2 ♟xc2 29.♟d4 d2 30.♟xc2 d1♜ 31.♖xd1 ♖xd1† 32.♟e1+—.

26...♟b5! 27.♟e7†

27.♟b4? ♖d4 28.♟d5 ♜xd2+—

27.♟e5? ♖e8†

27...♟h8 28.a4 ♜c5!

28...♜c7 is interesting, with the threat of ...♜d2. But it is met by 29.g3! and if 29...♖e8, then 30.axb5 ♖cxe7 31.♜xe7! ♖xe7 32.♖xd3± ♜e5 33.♖d8† ♖e8 34.bxa6+—.

Diagram 15-3

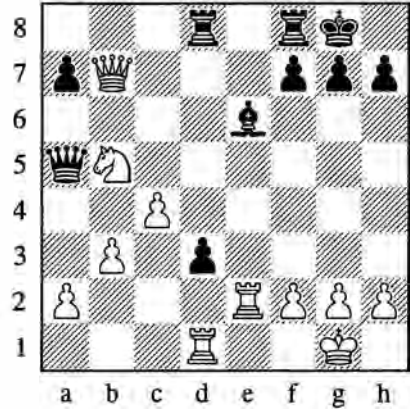


Diagram 15-4

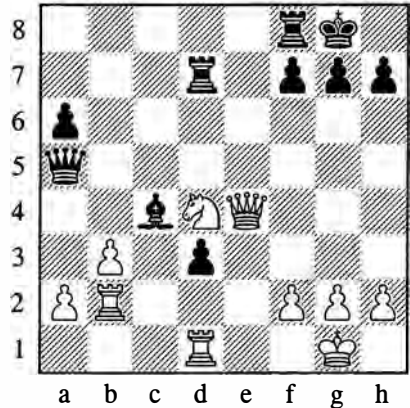


Diagram 15-5

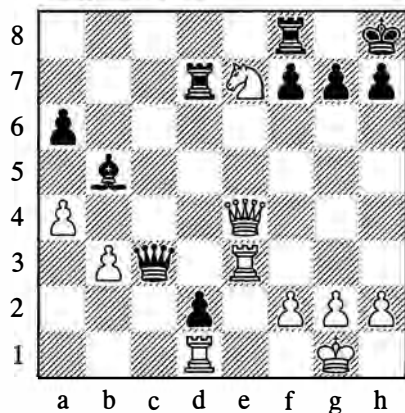


Diagram 15-6

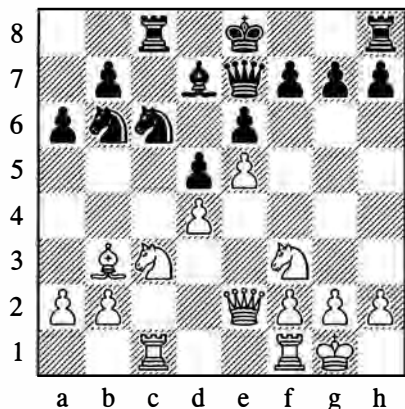
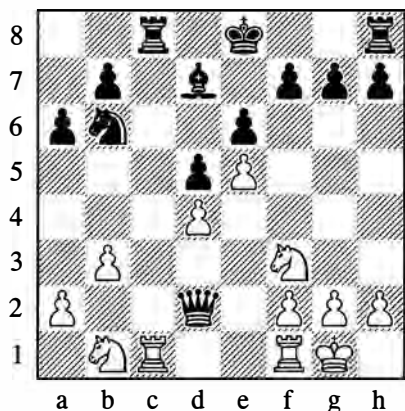


Diagram 15-7



29.♖e1?!

Tal does not want a draw after 29.axb5 ♖xe7
30.♗xd3 axb5=.

29...♗c3

29...♗d6+ would be even better, intending 30.axb5
♗e6!.

30.♗dd1?

The young Tal only played to win...

30.♗ed1= is more prudent.

30...d2 31.♗e3

Diagram 15-5

31...♗c1??

31...♗d3! would be correct here, and Black is
clearly better.

32.♗xh7+!

What use was it to Black to have played well, but
then to overlook the final trap?

1-0

Diagram 15-6

L.Listengarten – M.Tal

Kharkov 1953

Black begins fighting for the initiative on the
queenside.

15...♖a5 16.♗c2 ♗b4 17.♗b1 ♖ac4 18.b3 ♖a3
19.♗d2 ♖xb1 20.♖xb1 ♗xd2

Black has achieved some minor successes on the
queenside, and it is understandable that White
wishes to exchange rooks. But in doing so, he
overlooks a trap.

Diagram 15-7

21.♗xc8?!

21.♖bxd2+ would be correct and Black cannot yet
do much.

21...♖e7!

Tal's speciality – an intermediate move! Black now
wins the struggle for the open c-file and gets a clear
advantage.

22.♖bx2

22.♗xh8 is followed by 22...♗xa2 and if 23.♗xh7,
then 23...♗b5 24.♖c3 ♗c2 25.♖xb5 ♗xh7+.

22...♗xc8+

Black went on to win in 48 moves.

...0-1

Diagram 15-8

M.Tal – A.Bannik

USSR Ch, Yerevan 1962

14. ♖d5!?

The direct attempts to take advantage of the undefended knight on h5 do not succeed: 14.e5 dxe5 15. ♖f5 g6 or 14.g4 ♙xc3.

14... ♙xb2

14... ♙xd5 15. ♖xd5 g6 16.e5 (or 16.c3±) 16... dxe5 17. ♖xc5 ♖d6 18. ♖ad1 ♖xc5 19. ♙xc5±

15. ♖ab1 ♙xd5 16. exd5

With this move White sets a trap, as the obvious way for Black to defend the b2-bishop is a mistake.

16. ♖xd5!? ♖f6 17. ♖d3 ♙e5 18. ♖xe5 dxe5 19. ♙xc5 ♖xd3 20. cxd3 ♖fd8±

16... ♖b8?!

Black has only one way to maintain the balance:

a) 16... ♙f6?! 17.g4 ♖d7! 18.h3!±

b) 16... ♙e5 17. ♖xe5 dxe5 18. ♙xc5 ♖f4 19. ♖e4±

c) 16... ♖f6! 17. ♖g5 g6 18. ♖e4 ♖h8=

17.c3!± ♖f6 18. ♖e2!

Diagram 15-9

18... ♙xc3?

The crucial point of Tal's idea is: 18... ♖xc3 19. ♙c1!± ♙xc1? 20. ♖xb8 ♖xb8 21. ♖e8†+–

19. ♖xb8 ♖xb8 20. ♙g5! ♙xe1 21. ♙xf6 ♖xf6 22. ♖xe1+– ♖xd5 23.g3 h6 24. ♖e4 ♖f6 25. ♖c6 ♖b1† 26. ♖g2 ♖b2 27. ♖xc7 ♖xa2 28. ♖b8†

1–0

G.Khodos – M.Tal

USSR Ch, Yerevan 1962

1.d4 d5 2.c4 dxc4 3. ♖f3 ♖f6 4.e3 ♙g4 5. ♙xc4 e6 6. ♖b3 ♙xf3 7.gxf3 ♖bd7 8. ♖xb7 c5 9. ♙g1 g6 10. ♖c3 ♙e7 11.dxc5 ♖xc5!?

The queen is given a choice of two checks, but did not realise that the most obvious one is a trap.

12. ♖c6?!

12. ♖b5† is correct, as White may then create an escape for the queen by moving the c4-bishop.

12... ♖f8 13.f4

Aiming to retreat the queen along the long diagonal.

Diagram 15-10

Diagram 15-8

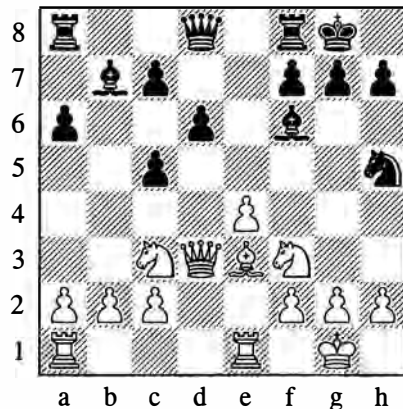


Diagram 15-9

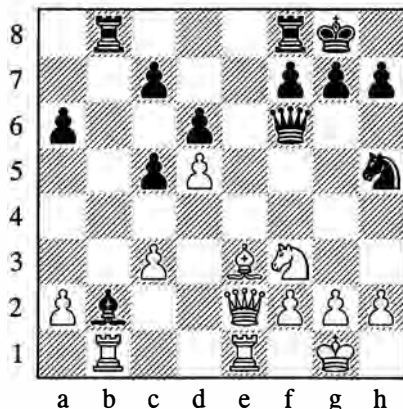


Diagram 15-10

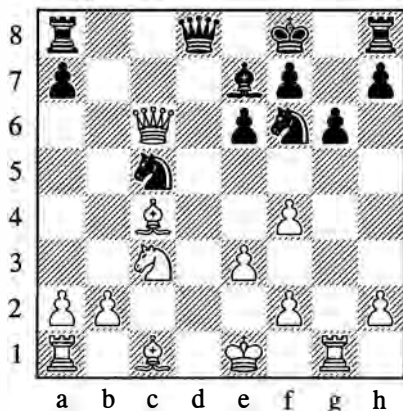


Diagram 15-11

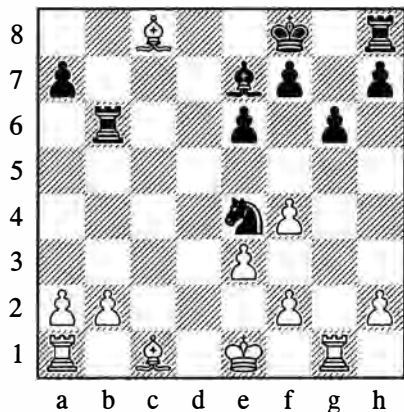


Diagram 15-12

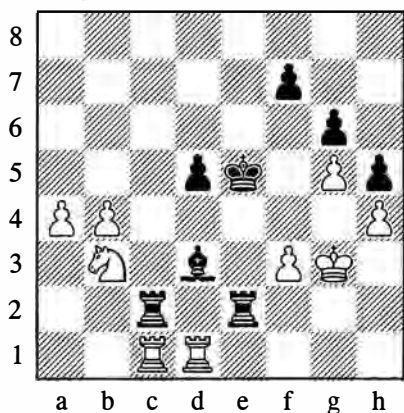
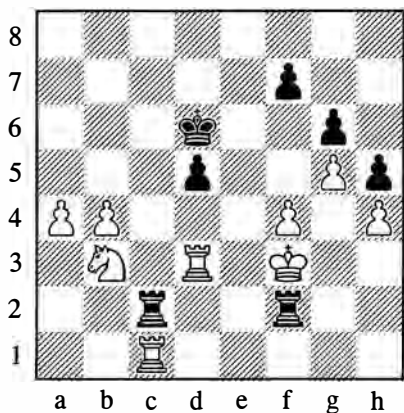


Diagram 15-13



13...♟fe4!

13...♞c8 is not as strong: 14.♞f3 ♟d3† 15.♟xd3 ♞xd3 16.♟d2 (or 16.♞d1=) 16...♞c2 17.♞b7=

14.♟a6

14.♟xe4 ♞c8 15.♞b5 a6—+

14...♞b8!

First exchanging knights is equally good: 14...♟xc3 15.bxc3 ♞b8! 16.♟a3 ♞b6 17.♞c8 ♞xc8 18.♟xc8 ♟d3† 19.♟e2 ♟xa3 20.♟xd3 ♟e7—+

15.♟xe4 ♞b6 16.♞c8

16.♞xc5 ♟xc5 17.♟xc5 ♞d6—+

16...♞xc8 17.♟xc8 ♟xe4

Diagram 15-11

The queen has been saved, but now the white bishop is in danger!

18.a4 ♟b4† 19.♟e2 ♟c5 20.♞g5 f5 21.e4 ♟g7—+

22.exf5 ♞xc8 23.fxg6 ♟b3

0-1

Diagram 15-12

A.Yusupov – W.Rappaport

Switzerland 2004

In this example your author was in time trouble and overlooked his opponent's drawing trap.

39.f4†?

White had a stronger move in 39.♞e1! and now:

a) 39...d4? 40.♞xc2! ♞xe1 41.♞c5†+—

b) 39...♞xc1? 40.♟xc1! ♞xe1 41.♟xd3†+—

c) 39...♞xe1 40.♞xe1† and White is clearly better.

39...♟d6!

Now White cannot avoid the draw.

40.♞xd3 ♞g2† 41.♟f3 ♞gf2†

Diagram 15-13

42.♟g3

42.♟e3?? ♞ce2† 43.♟d4 ♞xf4† 44.♟c3 ♞c4#

42...♞g2† 43.♟f3 ♞gf2† 44.♟g3

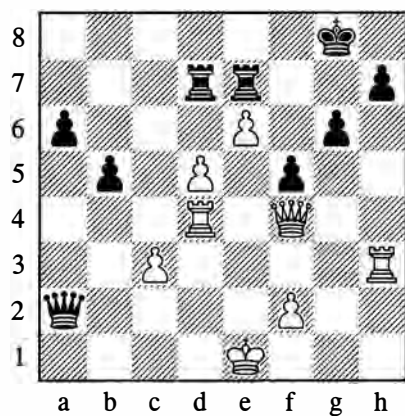
½-½

In the first four exercises in the test which follows you should be trying to spot a trap and to avoid falling into it.

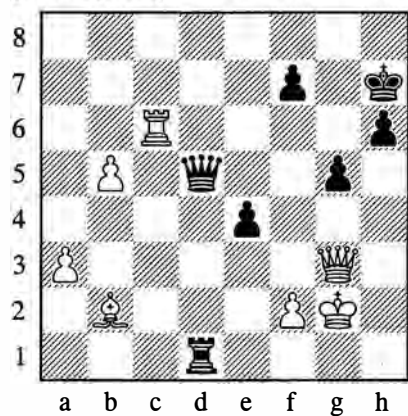
Then in the final eight exercises, your aim should be to set a trap for the opponent.

Exercises

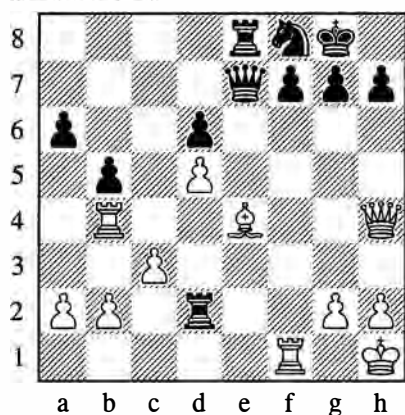
► Ex. 15-1 ◀ ★★ ▼



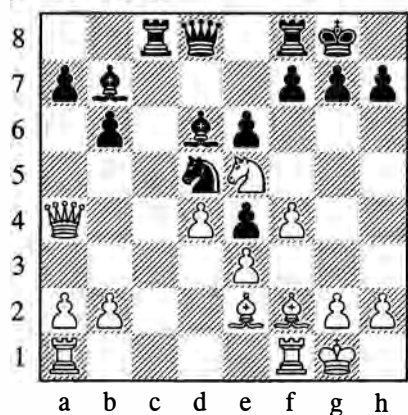
► Ex. 15-4 ◀ ★★★★★ ▲



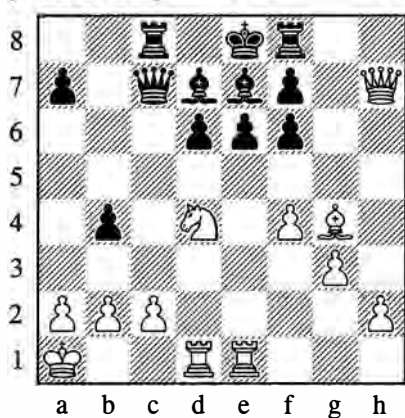
► Ex. 15-2 ◀ ★★ ▲



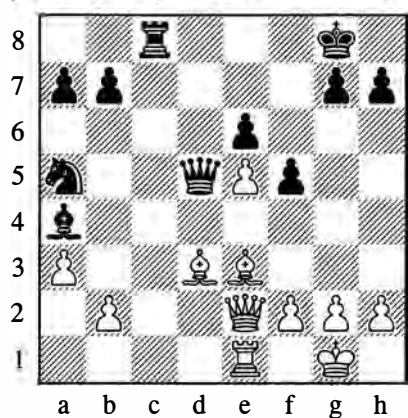
► Ex. 15-5 ◀ ★★ ▼



► Ex. 15-3 ◀ ★★★ ▼

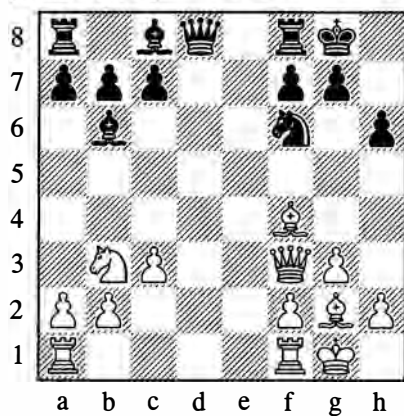


► Ex. 15-6 ◀ ★★ ▼

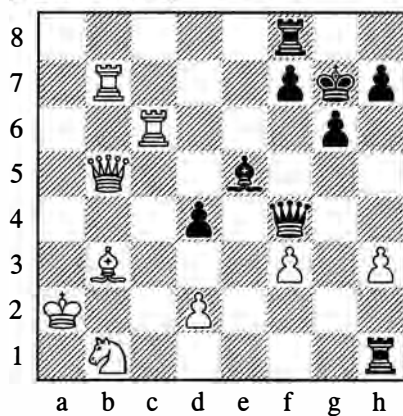


Exercises

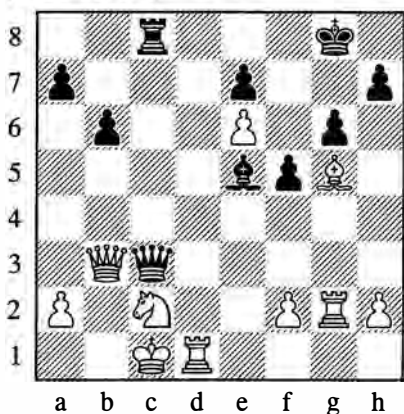
► Ex. 15-7 ◀ ★★★ ▼



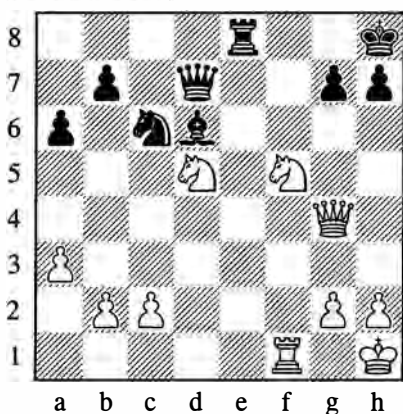
► Ex. 15-10 ◀ ★★★★★ ▼



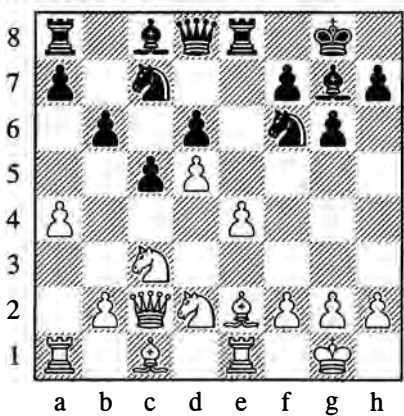
► Ex. 15-8 ◀ ★★ ▼



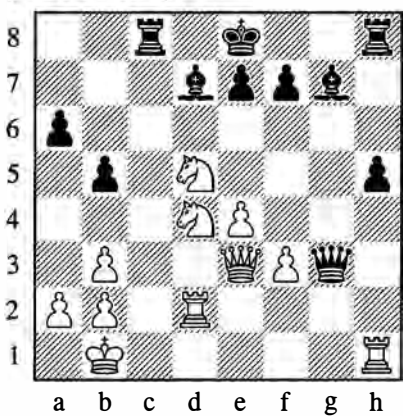
► Ex. 15-11 ◀ ★★★ ▲



► Ex. 15-9 ◀ ★★ ▼



► Ex. 15-12 ◀ ★★ ▼



Solutions

Ex. 15-1

A.Yusupov – B.Nideroest

Switzerland 2010

35...♖xd5?

Black falls straight into the trap.

Black would stand only slightly worse after defending his back rank with 35...♖d8!.

(1 point)

36.♖b8† ♘g7 37.♖xh7†!

(another 1 point for this variation)

37...♘f6

37...♘xh7 38.♖h4† ♘g7 39.♖h8#

38.♖f8† ♘e5 39.f4†

1–0

Ex. 15-2

A.Khasin – M.Tal

USSR Ch, Leningrad 1956

27.♖e1?

White overlooks his opponent's reply.

He should force a draw: 27.♖f4!

(2 points)

27...♖e2 28.♖f3 ♖d2 (28...♖xe4?? 29.♖xe4 ♖xe4 30.♖xf7†+–) 29.♖f4=

27...♖xd5!–+ 28.♖f2

28.♖xd5 ♖xe1 29.♖xf7† ♘h8 30.♖bf4 ♘g6–+

28...♖e5 29.♖d3 ♘d7 30.♖f4

Trying to entice his opponent into a trap.

30...♘c5!

Typical Tal! He sees the trap perfectly well, but goes into it because he has found a tactical refutation!

30...♖e1 is not bad: 31.♖a7 ♘c5 32.♖xe1 ♖xe1† 33.♖f1 ♖e7 34.♖xe7 ♖xe7 35.♖d4 ♖e6† But Tal's solution is even stronger.

31.♖xf7?

If you dig a hole for other people, you can still fall into it yourself!

31.♖b1 ♖e2 32.♖f3 ♖e1†

31...♘xd3! 32.♖f3 ♖e1!

32...♘e1?! 33.♖xe7 ♘xf3 34.♖xe8† ♖xe8

35.gxf3†

33.♖d5

The point of Black's play is: 33.♖xe7 ♖xf1† 34.♖xf1 ♖xe7–+

33...♖xf7

Or 33...♖e6–+.

34.♖xf7† ♘h8 35.♘g1 ♖xf1† 36.♖xf1 ♖e1 0–1

Ex. 15-3

M.Tal – K.Klaman

USSR Ch, Moscow 1957

Tal has just played 22.♘a1!? and in his words: "The aim of this move is to lure my opponent into a trap."

22...f5?

Black duly falls into the trap.

Tal pointed out that Black should immediately seek counterplay on the queenside: 22...a5!

(1 point)

23.♖h5 e5 24.♘f5 ♖xc2 25.♖g6 ♖c5†

Moves such as 22...♖c5!± (Moiseev) or 22...♖b6 are also sensible and earn 1 point.

23.♖xf5! exf5?

23...b3!± is more resilient.

24.♖xe7† ♘e7 25.♖e1† 25.♘d8

The point of White's 22nd move is shown by: 25...♖e6 26.♘xe6 ♖xc2 (without check!) 27.♘xf8†+– (Tal)

26.♖h4† f6 27.♖h6 ♖a5 28.♘b3!+–

(another 2 points for this variation)

28.♖xf8†? ♘c7 29.♖xf6?? (29.♘b3!±) 29...b3!–+ (Tal)

28...♖d5 29.♖xf8† ♘c7 30.♖xf6 ♖e8

31.♖c1! ♖a4 32.♖d4!

Another little trap!

32...♖b7

32...♖xb3? 33.cxb3†+–

33.♖d1 ♖e6

33...♖d8 34.♘c5+– (Moiseev)

34.♖c4†

34...♘d7 35.♘c5†+–

1–0

Solutions

Ex. 15-4

V.Smyslov – M.Tal

Bled/Zagreb/Belgrade Candidates 1959

38.♖e5?!

White does not see the trap and misses the win. Let us examine the alternatives:

a) Several moves just lose to the discovered check: 38.♖h3?? e3†+ or 38.♖c8?? e3†+ or 38.♖c2?? e3† 39.f3 (39.♖f3 ♖g1†+) 39...♖d2† 40.♖xd2 exd2+.

b) 38.♖c3? is met by 38...e3† 39.f3 ♖d2†.

c) 38.♔h2?! e3 (not 39...♖xg2†? 40.♔xg2 ♖d2 41.♔c1 ♖xf2† 42.♔g3+, nor 39...exf2?! 40.♖xd5 ♖xd5 41.♔g2 ♖xb5±) 39.♖g2 e2! 40.♖xd5 ♖xd5 41.♔c3 ♖xb5 42.♖c7 ♖b3=

d) The defence after 38.♖e3?! (1 point) is less obvious: 38...♖f5! (not 38...♖d3? 39.♖b6! e3† 40.♔h2+–) 39.♖f6 (or 39.♖c1 ♖d3 40.♖e2 ♖d2! 41.♖xd2 ♖g4†=) 39...♖g4† 40.♖g3 ♖h5! 41.♖h2! ♖g4†=

e) 38.♖c1! (1 point) is strong: 38...e3† (38...♖xc1 39.♔xc1+–) 39.♖f3 e2 40.♖xd5 ♖xd5 41.♖e1+– (another 1 point)

f) The strongest move of all is: 38.♖h2!!+– (2 points)

38...e3† 39.♔g3

(another 1 point)

39...♖g1† (39...♖h1 40.♖xh6†+–) 40.♖xg1 e2 41.♖b1† f5 42.♖c1+–

38...♖g1†!

(another 1 point for spotting this idea)

39.♔h2 ♖h1† 40.♔g2 ♖g1†

White cannot escape the perpetual check: 41.♔xg1 ♖d1† 42.♔h2 ♖h5† 43.♔g2 ♖f3†=

½–½

Ex. 15-5

A.Yusupov – A.Sokolov

Basle (rapid) 2005

16...a6!

(2 points)

A benign trap. Black wants to trap the e5-knight!

Nothing is achieved by 16...f6 17.♔c4.

16...g5!? and 16...♖c7 are both good moves and earn 1 consolation point.

17.♖fc1?

White falls into the trap.

17.♔xa6?? would be even worse: 17...♖a8+.

17.♖b3† was a better reply.

17...b5 18.♖d1

Or 18.♖b3 ♖xc1† 19.♖xc1 f6†.

18...f6 19.♔g4 h5+–

Ex. 15-6

P.Keres – M.Tal

USSR Ch, Moscow 1957

22...♖d8!

(2 points)

A good move, which also happens to set a trap.

22...a6 (1 consolation point) is rather modest.

23.b4?!

White wants to force a draw, but overlooks an intermediate move.

Retreating the bishop is better: 23.♖b1 ♔d1† or 23.♔c2 ♔xc2 24.♖xc2 ♔c6 25.f4†.

23...♔c6! 24.f3 ♖xd3 25.♖xd3

25.bxa5 ♖xa3 26.a6 would be more resilient (Tal).

25...♖xd3 26.bxa5 ♖xa3 27.♔xa7 ♖xa5†

28.♔d4 ♖a2 29.♖b1 ♖d2 30.♔c3 ♖c2

31.♔d4 ♔f7 32.h4

32.h3 is a better try (Tal).

32...♔g6 33.♖b4 h6+–

Black intends to continue with ...f4 or ...♔h5.

34.♖b2 ♖xb2 35.♔xb2 ♔h5 36.♔a3 ♔xh4

37.♔f8 ♔g3 38.♔xg7 h5 39.♔h6 ♔xf3!+–

40.gxf3 ♔xf3 41.♔f1 b5 42.♔d2 h4 43.♔b4

h3 44.♔g1 ♔e2

0–1

Solutions

Ex. 15-7

S.Berndt – D.Fridman

Germany 2008

15...c6!

(2 points)

Black is seemingly only interested in getting the bishop out, but at the same time sets a nice trap that White falls straight into.

16.♖ad1?

16.c4 ♗g4 17.♖c3= was better.

16...♗g4!

(another 1 point)

17.♖xd8 ♖fxd8–+

Black finishes an exchange up; the white queen is trapped.

18.♖e3 ♗xe3 19.♗xe3 ♘d5 20.♗d4 b6 21.c4 ♘e7 22.♖e1 ♗e6 23.♗c3 ♘f5 24.c5 ♗d5 25.♖e5 ♗xg2 26.♗xg2 ♖d5 27.g4 ♘h4† 28.♗g3 ♖xe5 29.♗xe5 g5 30.♘d4 ♖d8 31.f4 bxc5 32.♘xc6 ♖d3† 33.♗f2 gxf4 34.♗e2 ♖e3†

0–1

Ex. 15-8

A.Yusupov – A.Jankovic

Bastia (rapid) 2012

This was a rapid game where both players were short of time, neither of them able to think about traps.

25...♖a1†!

(1 point)

The best try for Black is this trap.

Here I wanted to play 26.♖b1, but for some reason I touched the king! My opponent immediately made me aware that I had to move it, when I put it back. Who says there is no luck in chess?

26.♔d2!

26.♖b1?? would be falling into the trap. Black wins with: 26...♖xc2†! 27.♗xc2 ♖c3#

(another 1 point for this variation)

26...♖d8† 27.♘d4!

Had my opponent anticipated this move, he would not have been so eager for me to move my king. White wins.

27...♖xd4† 28.♗e2 ♖e4† 29.♗f1 ♖c8 30.♖d5 ♖a4 31.♗xe7 f4 32.♗d8 1–0

Ex. 15-9

B.Gurgenidze – M.Tal

USSR Ch, Moscow 1957

13...♘g4!?

(2 points)

A benign trap.

The sensible moves 13...♘a6, 13...♘d7 or 13...♖e7 each earn 1 point.

14.h3?

White falls into the trap.

He should have played 14.♗xg4 ♗xg4 15.♘c4=.

14...♘xf2! 15.♗xf2 ♖h4† 16.♗f1 ♗d4 17.♘d1 ♖xh3!

This is even stronger than 17...♗xh3 18.♗f3†.

18.♗f3 ♖h2→ 19.♘e3 f5 20.♘dc4 fxe4 21.♗xe4 ♗a6 22.♗f3 ♖e5!

Black brings in the reserves.

22...♗xe3 is less clear: 23.♗xe3 ♗xc4† 24.♖xc4 ♖xe3 25.♖xe3 ♖h1† 26.♗f2 ♖xa1 27.♖e7†

23.♖a3 ♖ae8 24.♗d2

24.♖d3 ♖f5!–+

24...♘xd5–+ 25.♗xd5† ♖xd5 26.♗e2 ♗xe3 27.♖xe3 ♗xc4†

The position can no longer be held: 28.♖xc4 ♖xg2† 29.♗d1 ♖xd2# or 28.♗d1 ♖xe3 29.♖xe3 ♖g1† 30.♖e1 ♖f2 31.♗c1 ♗b3 32.♖c3 ♖xe1† 33.♗xe1 ♖d1#.

0–1

Solutions

Ex. 15-10

A.Gorovets – A.Yusupov

Warsaw (rapid) 2012

36...d3!

(2 points)

A strong move, preparing ...d4. But White believed he could prevent this by simply taking the pawn.

37.♖xd3?

Better is: 37.♖a5 ♖d4 38.♘c3 ♗f4 39.♘b1=

37...♞a8† 38.♞a6 ♞xa6† 39.♗xa6 ♗xd2†!!

(another 2 points)

A beautiful move, although not the only way to win.

39...♗d4 (also 2 points) is good enough for victory too.

40.♙a3

40.♘d2 ♞a1#

40...♞xb1→ 41.♞xf7† ♙h6 42.♗c4 ♞a1†

43.♙a2 ♗b2†

0-1

Ex. 15-11

M.Tal – R.Wade

Havana 1963

27.♘xd6!?

(2 points)

Equally good is 27.♘de7! (also 2 points) and now:

a) 27...♞xe7 28.♘xd6! (another 1 point) 28...h6 29.♗g6+–

b) 27...♙e5 28.♘g6† hxg6 29.♗h3† ♙g8 30.♘h6†+–

c) 27...g6 28.♘g6† hxg6 29.♗h3† ♗h7 30.♗xh7† ♙xh7 31.♘xd6 ♞e2±

27...♗xd6

The main idea is: 27...♗xg4 28.♘xe8! (28.♘f7†? ♙g8 29.♘h6† gxh6 30.♘f6† ♙g7 31.♘xg4 ♞e2=) 28...h5 (28...♘e7 29.♞f8† ♘g8 30.♞xg8† ♙xg8 31.♘ef6†+–) 29.♞f8† ♙h7 30.♘ef6† gxf6 31.♘xf6† ♙g7 32.♘xg4+–

(another 1 point for this variation)

28.c4± h6 29.h4 ♗e5 30.♘f4 ♙g8 31.♘g6 ♗e3

31...♗xb2 32.♗d7+–

32.h5 ♗c5? 33.b4 ♘e5 34.♗f5 ♗d6 35.♞e1 ♗f6 36.♞xe5

1-0

Ex. 15-12

I.Boleslavsky – I.Bondarevsky

Moscow/Leningrad 1941

25...♙h6!

(1 point)

26.♞xh5?

In order to fight on, White has to play: 26.♗f2 ♗xf2 27.♞xf2 e6 28.♘f6† (28.♞fh2!? ♙g7! 29.♘b6 ♙xd4 30.♘xc8 ♙xc8 31.♞xh5±) 28...♙e7 29.♘xd7 ♙e3 30.♘f5† exf5 31.♞e2 f4 32.♘e5±

26...♞g8!→

(another 1 point)

26...♗g7? would be weak: 27.f4 ♙xf4?

28.♘xf4+–

After 26...♗g6 White plays 27.♞h1±.

27.♗d3

27.♞xh6 ♗g1†+–

27...♗g1†

28.♞d1 runs into 28...♞c1†.

0-1

Scoring

Maximum number of points is 31

- 26 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

- ✓ Kings on opposite wings
- ✓ Energetic play
- ✓ Attack and defence
- ✓ Typical ideas

Castling on opposite sides

We have already looked at situations in which the kings are on opposite wings in the chapter on pawn storms (Chapter 20 of *Boost Your Chess 3*). A pawn storm is the typical and often the most effective way to open files and to weaken the opposing position, but it is sometimes possible to operate without a pawn storm.

Playing such positions well is very difficult. **Essentially you have to play with great energy.** If you waste too much time you can be destroyed by your opponent's attack. But also you must not completely neglect your own defence!

The main problem is finding the **correct blend of active operations and necessary defence!**

The following classic examples give us a lot of useful tips on how to play positions where the players have castled on opposite sides!

B.Spasky – L.Evans

Varna Olympiad 1962

1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.f3 c6 6.♙e3 a6 7.♖d2 b5 8.0-0-0

Diagram 16-1

A brave move, which was typical of the young Spassky. White aims for a complicated position with the players castled on opposite sides.

8...bxc4?!

This is clearly premature. It may open the b-file, but Black is not yet able to make use of it. The disadvantage of the move is that White gains time for his development and gets a strong bishop on the a2-g8 diagonal.

8...♞a5!? would be better, retaining the option of ...b4.

And 8...0-0 is also possible.

9.♙xc4 0-0 10.h4

A typical pawn storm attack.

10...d5

Black was hoping that this central break would thwart his opponent. But the problem is his lack

Diagram 16-1



of development and the opponent's stable central position.

If 10...♙e6, then 11.♙xe6 fxe6 12.g4± and White attacks quickly with h4-h5.

11.♙b3 dxe4

Diagram 16-2

12.h5!

This is how to handle such positions. Spassky opens lines on the kingside and is ready to accept the idea of a sacrifice!

12...exf3

After 12...♙xh5 13.g4 ♖f6 White has a strong attack with either 14.♙h6 or 14.♙h2 exf3?! 15.♙e4 ♖bd7 16.♙xf3.

13.hxg6 hxg6 14.♙h6!?

White goes for a quick attack, though capturing on f3 would also be good.

14...fxg2 15.♙h4!

15.♙xg2 is not so good because of 15...♙g4∞ and Black can protect his kingside with ...♙h5.

15...♙g4

Of course 15...♙g4 now loses to 16.♙xg7.

16.♙xg7 ♖xg7 17.♙xg2

Diagram 16-3

In return for two pawns, White has a strong attack along the opened lines towards the black king. But he must conduct this attack very energetically, as otherwise Black could finally develop his forces.

17...♙h6

Not 17...♙e3? on account of 18.♙h2+–, threatening both ♖h7† and ♙e5†.

The best solution would be 17...♙h8 18.♙xg4 ♙xg4 19.♙xg4 ♙d7, although after 20. ♙f3 White is still better.

On the other hand, 17...f5? weakens the kingside and 18.♙f3 gives White a strong attack:

a) 18...♙e3 loses after: 19.♙g5 or (19.♙h2+–) 19...♙xd1 20.♙e5 ♙e8 21.♙h6† ♖f6 22.♙e4† fxe4 23.♙f4† ♙f5 24.♙g4#

b) The following variation is particularly nice: 18...♙h8 19.♙dh1 (19.♙xh8! followed by 20.♙h1+– is simpler) 19...♙xh4 20.♙xh4 ♙d7?

Diagram 16-4

21.♙h7†!! ♖xh7 22.♙g5†+– and White wins the queen.

Diagram 16-2

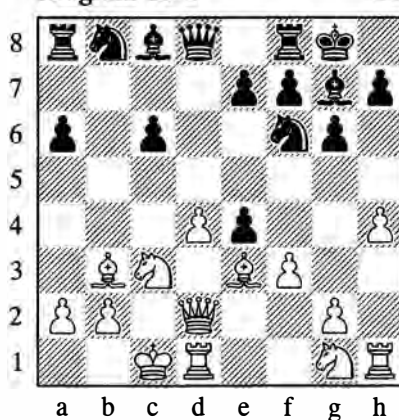


Diagram 16-3

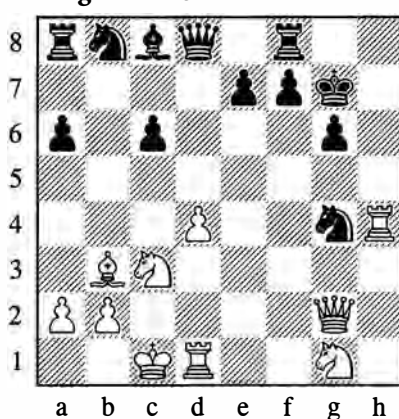


Diagram 16-4 (analysis)

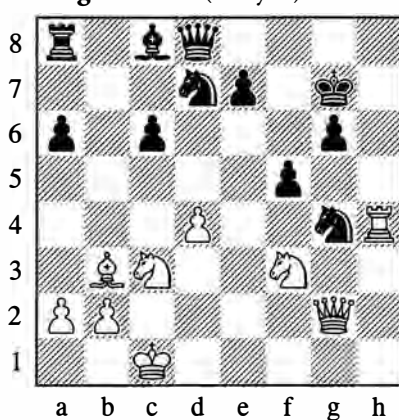


Diagram 16-5

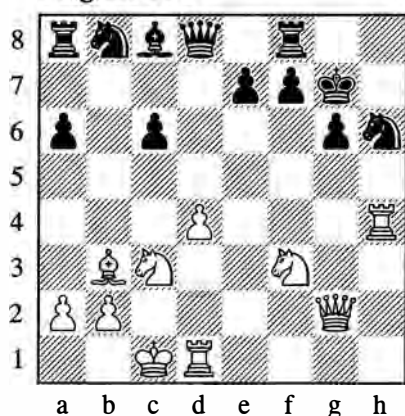


Diagram 16-6

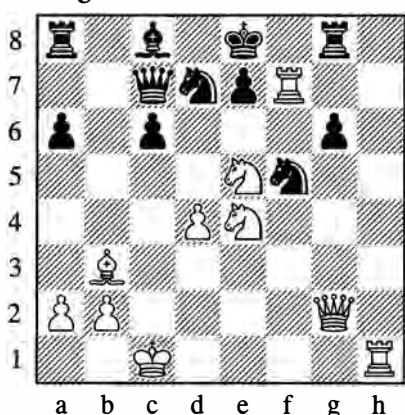


Diagram 16-7



18. d5

Diagram 16-5

All the white pieces are developed and almost all of them are already attacking... and what are the black pieces doing on the queenside?

18...d5 19. Bxh2 Bxd6

If 19...Bh8, then 20. Qxf7! Qxf7 21. dxe5+.

19...e6 would be more resilient, though White should still triumph: 20. Bdh1 Bg8 21. Bh7+ Qf8 22. dxe5 Ba7 23. Qxg6! fxe6 (23...Bxg6 24. Bxg6 fxe6 25. Bh8+ Qe7 26. B1h7+-) 24. Bxa7+-

20. dxe5 dxd7

Too late...

21. dxe4+- Bc7 22. Bdh1

The open file decides the game.

22...Bg8

22...dxf6 is met by 23. Qxf7!+-.

23. Bh7+ Qf8 24. Bxf7+ Qe8

Diagram 16-6

25. Bxg6!

The quickest and most efficient route to victory.

25...dxe5 26. Bf8+!

1-0

B. Spassky – T. Petrosian

World Ch (19), Moscow 1969

1. e4 c5 2. d4 f3 d6 3. d4 cxd4 4. dxd4 d6 5. dxc3 a6 6. g5 b7 7. c4 a5 8. Bd2

Diagram 16-7

8...h6?!

This move weakens the kingside in the long term.

The immediate 8...e6 would be better, intending ...b5 and ...Bb7.

9. Qxf6

Spassky aims to develop his forces very quickly, and then to attack his opponent in the centre.

9...Qxf6 10. 0-0 e6

10...e5 is not pleasant on account of 11. d5 Qxf5 12. exf5 Bc8 13. Bb3 Qe7 14. Qb1± and White gains control of the d5-square.

10...g6 is followed by 11. f4 Qg7 and White may prepare to advance the e-pawn with 12. Bhe1, or even play 12. e5!± straight away.

11. Bhe1 Qe7?!

Having played ...h6, the plan with short castling is very dangerous. White can really speed up his attack since he clearly comes in contact with the black pawns more quickly and thus also opens the play more rapidly.

11...♔d7! followed by long castling was better.

12.f4 0-0 13.♖b3

Although White has a lead in development, he must first consolidate his position on the queenside.

13.e5 dxe5 14.fxe5 would be too optimistic on account of 14...♘g4, and the threat is ...♗g5.

13...♗e8

Black is afraid of f4-f5 and defends the e6-pawn.

13...♔d7 would be followed by 14.♖b1 preparing f4-f5±.

13...♗d8!? would be interesting.

14.♖b1!

Diagram 16-8

A typical idea. Before opening the game, Spassky improves the position of his king.

14...♗f8

Avoiding a clever trap. If 14...♔d7? then 15.e5! dxe5 16.fxe5 ♖h7 17.♘f5! ♗c6 18.♘xe7+ ♗xe7 19.♘d5+.

14...♘d7 intending ...♘c5 was worth considering.

Diagram 16-9

15.g4!

Of course, this is the way! Spassky is prepared to sacrifice a pawn to open a file leading towards the black king.

15...♘xg4

Played according to the motto: if you have to suffer, then at least get something in return.

15...♔d7 is met by 16.♗g1± and the threat is g4-g5 (Bondarevsky).

After 15...e5!? White has a pleasant choice

a) The simple 16.fxe5 dxe5 17.♘f5 ♗xf5 18.gxf5 ♗ad8 19.♗g2 ♗c7 20.♗xd8 ♗xd8 21.♗g1 ♖h8 22.♘d5 gives White a clear advantage (Boleslavsky).

b) 16.♘f5 is even stronger: 16...♗xf5 17.gxf5 exf4 18.♘d5! ♗d8 19.♗xf4± White is clearly better due to his active bishop on b3.

16.♗g2 ♘f6

Or 16...e5 17.♘f5 ♗xf5 18.exf5 ♘f6 19.♗xb7±.

16...♗h5 is met by 17.♗d3 intending ♗h3±.

Diagram 16-8 ▼

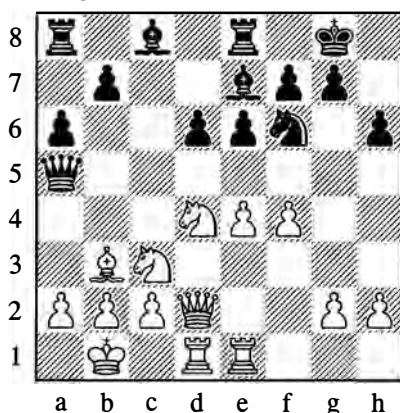


Diagram 16-9 ▲

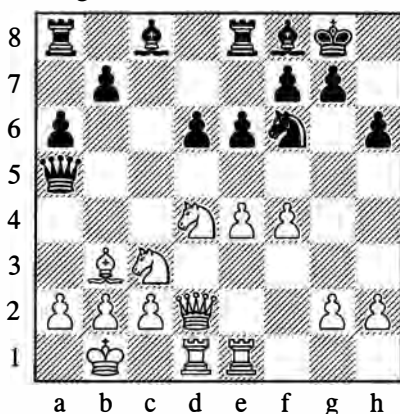


Diagram 16-10

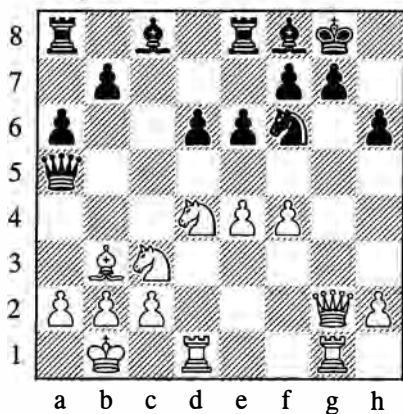


Diagram 16-11 (analysis)

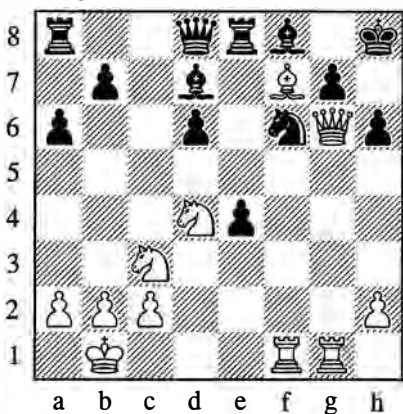
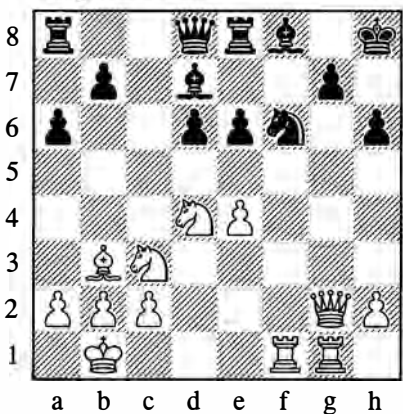


Diagram 16-12



17.♞g1

Diagram 16-10

Of course Spassky now exerts pressure along the open g-file. In addition, there is also the threat of f4-f5 in order to activate the light-squared bishop.

17...♙d7

Petrosian does not find a good defensive plan.

Here 17...♞c7 could be tried, so as to protect f7 and prepare ...b5.

18.f5 ♜h8

18...exf5 is too dangerous after 19.♞g6! ♜h8 20.♙xf7. For example: 20...fxe4?! 21.♞df1! (Δ♞xf6) 21...♞d8 (or 21...♞e5 22.♙f5 ♙xf5 23.♞xf5 ♞e7 24.♙d5 ♙xd5 25.♙xd5+)

Diagram 16-11

22.♙d5! ♙xd5 23.♙g8!! ♜xg8 24.♞xf8+—

19.♞df1!?

This prepares 20.fxe6 followed by 21.♞xf6.

19.fxe6!? would perhaps be slightly more accurate, although Black then sacrifices the pawn back: 19...♙xe6 20.♙xe6 fxe6 21.♞xd6 ♞ac8±

19...♞d8?

Petrosian is playing too passively.

Although it would be hard to calculate in an over-the-board game, it was possible to play 19...e5!? with the idea: 20.♙e6 fxe6 21.fxe6 ♞xe6! (but not 21...♙xe6 22.♞xf6+—) 22.♙xe6 ♙xe6 23.♞xf6 gxf6 24.♞g6 ♙c4 25.♞xf6+ ♜h7 26.♞g6+ ♜h8 and it is not clear whether White has more than perpetual check. However, White does not have to play 20.♙e6. Instead he gets a position with some pressure after the simple 20.♙de2.

19...♞e5!? is probably the best defence, though Black will lead a very dangerous life, as can be seen from the following variations: 20.♙f3 ♞a5 (20...♞f4 21.♞d4± or 20...♞c5 21.h4 Δ♙g5) 21.h4 ♞ac8 22.fxe6 ♙xe6 22.♙xe6 ♞xe6? 23.♙d4 ♞e5 dxe5 24.♞xf6!+—

20.fxe6 fxe6

20...♙xe6 is followed by 21.♙xe6 fxe6 and now 22.♙e2! intending ♙f4± (Smyslov), is clearer than 22.e5 dxe5 23.♙e4 ♙h5.

Diagram 16-12

21.e5!+—

Clearing the e4-square for the knight.

21...dxe5 22.♘e4!

The decisive attack.

22...♘h5□

22...♘xe4 23.♞xf8†+- or 22...exd4 23.♘xf6+-.

23.♞g6!

Spassky attacks with all his forces.

23...exd4

Geller demonstrated a nice win for White after:

23...♘f4 24.♞xf4! exf4 25.♘f3 ♞b6

Diagram 16-13

26.♞g5!! ♘c6 (26...hxg5 27.♘exg5+- or 26...♞d8

27.♘e5+-) 27.♘f6 ♘e4 28.♞xh6†!!+-

24.♘g5!

There is no longer any defence: 24...hxg5 25.♞xh5† ♖g8 26.♞f7† ♖h7 27.♞f3 and the threat of ♞h3# is decisive.

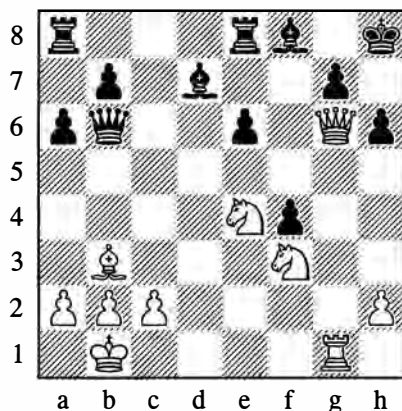
1-0

In the test which follows you should try to act in accordance with the typical ideas for play with castling on opposite sides:

- 1) Attack with a pawn storm.
- 2) Open lines.
- 3) Attack very energetically.
- 4) When necessary, put the brakes on any attack by your opponent!

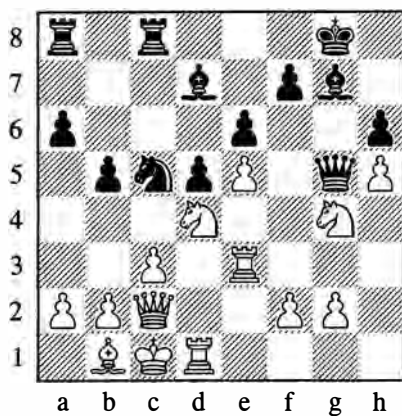
Not all the positions are particularly tactical, but they will help us to better understand the character of the play when the kings are on opposite flanks!

Diagram 16-13 (analysis) △

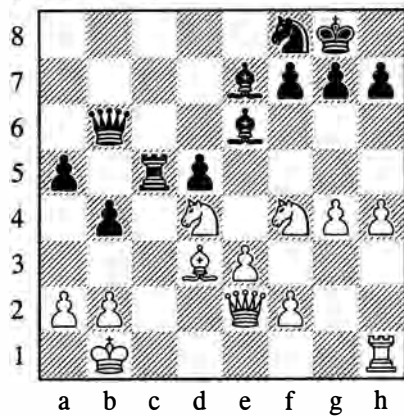


Exercises

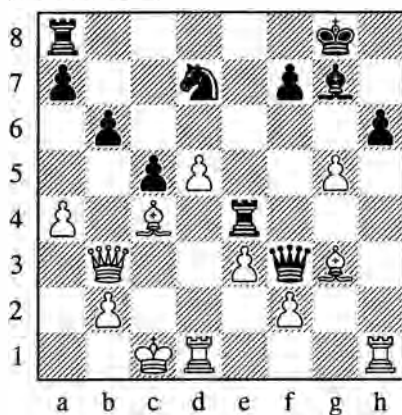
► Ex. 16-1 ◀ ★★ △



► Ex. 16-4 ◀ ★★ △



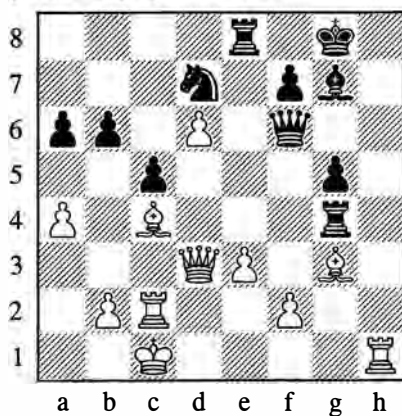
► Ex. 16-2 ◀ ★★ ▼



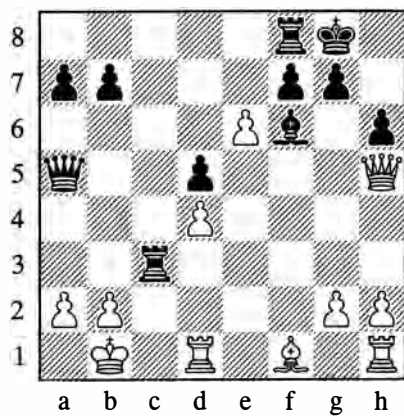
► Ex. 16-5 ◀ ★★ △



► Ex. 16-3 ◀ ★★★ △

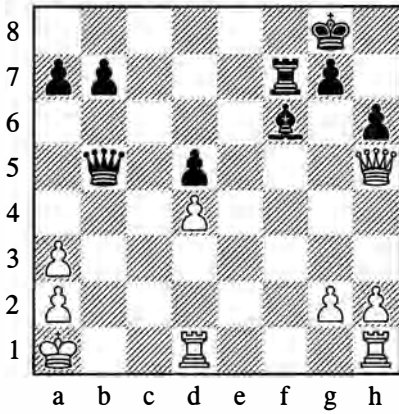


► Ex. 16-6 ◀ ★★★ ▼

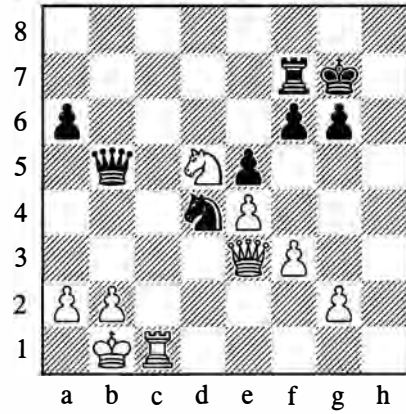


Exercises

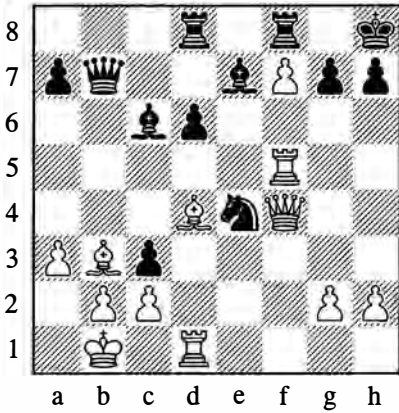
► Ex. 16-7 ◀ ★★★ ▼



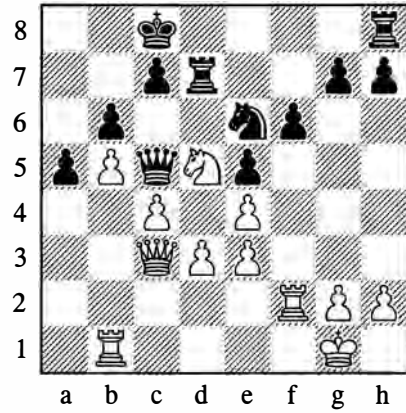
► Ex. 16-10 ◀ ★★ △



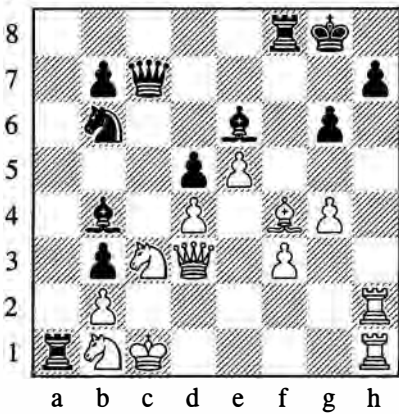
► Ex. 16-8 ◀ ★★★★★ ▼



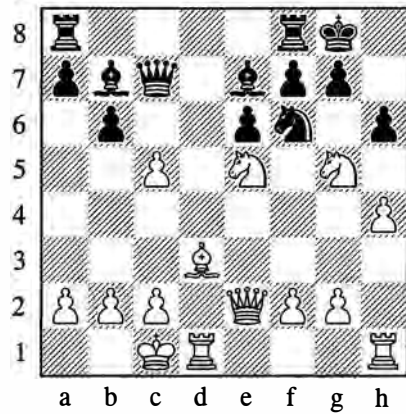
► Ex. 16-11 ★★ △



► Ex. 16-9 ◀ ★★ △



► Ex. 16-12 ◀ ★★ △



Solutions

Ex. 16-1

A.Yusupov – K.Bischoff

Munich 1990

22. ♖f6†!

(2 points)

Playing 22. ♖h7† first is just as good:
22... ♖f8 23. ♖f6 (also 2 points) 23... ♗xf6
24. ♖f3 ♖g7 25. exf6 ♖xf6 26. ♖e5+–
22... ♗xf6 23. ♖f3!+–

The knight will be very strong on e5.

23. ♖h7† is also possible, transposing to the previous note.

23... ♖g7 24. exf6 ♖xf6 25. ♖e5 ♖f8

25... ♗e8 26. ♖h7† ♖f8 27. ♖g6†!+–

26. ♖xf7!+–

26. b4! also wins.

26... ♖e7 27. ♖e5 ♖d6 28. ♖d2 b4 29. ♖c4†
♖c7 30. cxb4 ♖a4 31. ♗c2 ♖d8 32. ♖e5
♖b6? 33. ♖d4

Black is losing material: 33... ♖c7 (33... ♗ab8
34. ♖c6†+–) 34. ♖xb6† ♖xb6 35. ♖xd7†+–
1–0

Ex. 16-2

Variation from the game

A.Yusupov – L.Christiansen

Mexico 1980

22... b5!

(1 point)

23. axb5

After 23. ♗xb5 ♖b4 24. ♖xb4?! cxb4 25. ♗xd7
♖e2 Black's attack is very dangerous.

23... ♖b6→

(another 1 point)

Ex. 16-3

A.Yusupov – L.Christiansen

Mexico 1980

27. ♗d1!

(2 points)

White plays to eliminate any counterplay, as
would arise after 27. ♗xa6 ♖xa4↗.

27... ♗ee4

Threatening ... ♗xc4.

28. ♗dd2!±

(another 1 point)

28... ♖f3? 29. ♖b1!

29. ♗d5?! ♖xa4!

29... ♖h1† 30. ♗d1 ♖h5 31. ♗d5!+– ♗d4

31... ♖xa4 32. ♖h1+–

32. exd4 ♗xd4 33. ♗f3! g4 34. ♖xa6 gxf3

35. ♗xd4 ♗xd4 36. ♖c8† ♖f8 37. d7 ♖h1†

38. ♖a2

1–0

Ex. 16-4

V.Korchnoi – A.Yusupov

Dortmund 1994

23. ♖d1!

(2 points)

With this prophylactic solution, White
blocks the pawns on the queenside.

Both 23. h5 and 23. g5 (1 consolation
point for either) can be met by 23... a4 with
counterplay.

23... ♗f6 24. ♗c2!±

24. g5 ♗xd4↗

24... ♖c7

24... ♗xd4?! 25. ♖xd4 ♗xg4?? 26. ♖g1+–

25. ♗b3 ♖d6

25... ♗xd4?! 26. ♖xd4 ♗xg4 27. ♖xd5 ♗f5†

28. e4 ♖a7 29. ♗c2±

26. ♖h5 ♗d8 27. f4 ♗d7 28. ♖f5 ♗xf5†

29. gxf5 d4?! 30. e4?

White should play 30. ♖g1 g6 31. ♖g3± with
a clear advantage.

30... d3 31. ♖g1 g6 32. ♗d5

32. ♗xf7†? ♖xf7 33. ♖b3† ♖e7+–

32... ♗xd5 33. exd5 ♖xd5

Ex. 16-5

W.Steinitz – A.Mongredien

London (3) 1863

15. ♖xh7!

(1 point)

Solutions

15...♖xh7 16.♜xh7!

(another 1 point)

Equally good is 16.♜h5! ♖f6 17.♜xg6+– (also 1 point).

16...♖xh7 17.♜h5† ♖g8 18.♜h1 ♜e8

19.♜xg6 ♜f6 20.♜xf7†!

20.♜h7† ♖f8 21.♜h3+–

20...♜xf7

20...♖f8 21.♜xe8 ♜xe8 22.♜h8† ♜xh8

23.♜h6† ♖e7 24.♜g5+–

21.♜h8†! ♖xh8 22.♜xf7+–

1–0

Ex. 16-6

H. Pillsbury – Em. Lasker

St Petersburg 1895

18...♜a3!!

(3 points)

18...♜c6 (1 consolation point) is not so strong: 19.exf7† ♜xf7 20.h4=.

Instead of retreating Black pours more oil on the fire.

19.exf7†

19.bxa3 is followed by 19...♜b6† and then:

a) 20.♖a1 ♜xd4† 21.♜xd4 ♜xd4† 22.♖b1 fxe6 23.♜e2 ♜e4† 24.♖a1 ♜f2+– (Kasparov)

b) 20.♖c2 ♜c8† 21.♖d2 ♜xd4† 22.♖e1 (22.♜d3 ♜c2†!! 23.♖xc2 ♜b2#) 22...♜e3† (Tischbierek) 23.♜e2 (23.♜e2?? ♜c3†+–) 23...♜c3† 24.♖f1 fxe6 25.♜f3 ♜f8 Black threatens to win by advancing his e-pawn. 26.♜g4 (26.♜h4 ♜xf3†+–) 26...♜a5! 27.♜g3 ♜b6 28.♜e1 ♜d3† 29.♜e2 e5+–

c) 20.♜b5!? ♜xb5† 21.♖a1 fxe6†

19.e7!? is answered with: 19...♜e8! (19...♜c8?? 20.♜f5!) 20.bxa3 ♜b6† 21.♖c2 ♜c8† 22.♖d2 ♜xd4 23.♖e2 ♜e6† 24.♖f3 ♜e3† 25.♖g4 g6! 26.♜xd5 h5†+– (Kasparov)

19...♜xf7 20.bxa3 ♜b6† 21.♜b5!?

21.♖a1 ♜xd4† 22.♜xd4 ♜xd4† 23.♖b1 ♜e4†+–

21.♖c2 ♜c7† 22.♖d2 ♜xd4† 23.♖e1 ♜c3† 24.♜d2 (24.♖f2 ♜d4† 25.♜xd4 ♜xd4† 26.♖g3 ♜c3†+–) 24...♜e7† 25.♜e2 (25.♖d1 ♜a1†

26.♖c2 ♜b2† 27.♖d3 ♜c3#) 25...♜g5+–

21...♜xb5† 22.♖a1

See Ex. 16-7.

Ex. 16-7

H. Pillsbury – Em. Lasker

St Petersburg 1895

22...♜c7?!

For choosing the same move as Lasker you get 1 consolation point.

Kasparov pointed out the correct line: 22...♜c4!

(1 point)

23.♜g4 ♜e7!

(another 2 points)

Black threatens ...♜e4 or ...♜e2, and 24.♜h1 is simply met by 24...♜xe1 25.♜xe1 ♜c3†+–.

23.♜d2 ♜c4 24.♜hd1?

White had an opportunity to save the game here: 24.♜e1! ♜a5! 25.♜e8† ♖h7 26.♜f5† g6 27.♜e7†!! (27.♜xf6?? ♜c1† 28.♖b2 ♜c3#) 27...♜xe7 28.♜f7† ♖h8 29.♜e8† ♖g7 30.♜xe7†= (Kasparov)

24...♜c3?

24...♜c6! 25.♖b1 ♜g5†

25.♜f5

25.♜e1! ♜c8±

25...♜c4 26.♖b2?

26.♖b1! ♜xa3 27.♜c1!±

26...♜xa3!! 27.♜e6†

27.♖b1!? ♜xd4†

27...♖h7?!

The correct square for the king is 27...♖h8! and now:

a) 28.♜e8† ♖h7 29.♖xa3 ♜c3† 30.♖a4 a6 31.♜b2 (31.♜b1 b5† 32.♜xb5 axb5† 33.♜xb5 ♜xd2+–) 31...♜xb2+–

b) 28.♖b1 ♜xd4 29.♜xd4 ♜xa2† 30.♖c1 ♜c3#

28.♖xa3?

28.♖b1 ♜xd4! 29.♜f5† g6! 30.♜d7† ♜g7+– (Kasparov)

After 28.♜f5† Black can retrace his steps and then make the correct choice as given

Solutions

in the note to his 27th move: 28...♙g8!
29.♚e6† ♙h8!–+
28...♚c3† 29.♙a4 b5†! 30.♙xb5 ♚c4†
31.♙a5 ♙d8† 32.♚b6 ♙xb6#

Ex. 16-8

R.Fischer – E.Geller

Skopje 1967

21...♙a4!!

(2 points)

21...♙d2† 22.♚xd2 cxd2 would be bad:
23.♙xg7† ♙xg7 24.♚g4† ♙h8 25.♚d4†–

22.♚g4

22.♚h6 ♙f6 23.♚xf6 ♙xb3 24.♚xd6
(24.cxb3 ♚xb3 25.♚f2 ♚xd1† followed by
26...♚d4–+) 24...♙a2†!–+ (Geller)

(another 1 point for this variation)

22...♙f6! 23.♚xf6 ♙xb3!

(another 1 point)

White is lost after 24.♚f4 ♙a2† or 24.cxb3
♙xf6!.

0–1

Ex. 16-9

V.Korchnoi – B.Spasky

Candidates Match (6), Kiev 1968

26.♚xg6†!

(2 points)

26...hxc6 27.♚h8† ♙f7 28.♚1h7† ♙e8
29.♚xf8† ♙xf8

29...♙xf8 is followed by: 30.♚xc7 ♙a4
31.♙b5 (after 31.♙xa4 ♚xa4 the d4-pawn is
weak) 31...♚a2 32.♚h7!± (Δ♙c7†)

30.♚xc7 ♙c4 31.♚xb7 ♙xc3 32.bxc3 b2†

32...♙a5!? 33.♚b5 (After 33.♚a7 ♙c4 White
has nothing better than putting the rook
back on b7.) 33...♙e7!± (but not 33...♚a2
34.♙d2+–)

33.♙c2 ♙e8 34.♙g5± ♚a6?

Better is 34...♙d7±.

35.♙d2+– ♙c8 36.♚e7† ♙f8 37.♙xc4 dxc4
38.♙xb2 ♚b6† 39.♙c2 ♙b7 40.♚xb7

Or 40.♚c7+–.

40...♚xb7 41.f4 ♚h7 42.♙b2!

Black resigned in view of 42...♚b7† 43.♙a3
♚b3† 44.♙a4 ♚xc3 45.♙b4+–.

1–0

Ex. 16-10

B.Spasky – V.Korchnoi

Candidates Match (7), Kiev 1968

33.♙c7!+–

(2 points)

The defence is now overstretched.

33.♚h1 g5 34.f4 would not be so clear:
34...♚b7 35.b3 ♙xb3 36.axb3 exf4 37.♚c3
♚xb3† 38.♚xb3 ♚xb3†±

33...♚e2

Other squares for the queen are no better:

a) 33...♚b6 34.♙e8† ♙g8 (34...♙f8 35.♚c8
♙e7 36.♙c7 ♙d7 37.♙d5+–) 35.♚h6 ♚b5
36.♙xf6† ♚xf6 37.♚c8†+–
b) 33...♚d7 34.♙xa6+–
c) 33...♚b7 34.♙e8† ♙f8 35.♙d6+–

34.♙e6†! ♙h7?!

See Ex. 21-9 in *Boost Your Chess 1*.

34...♙g8 35.♚c8† ♙h7 36.♚xe2 ♙xe2
37.♚a8+–

35.♚h6†!

1–0

Ex. 16-11

J.Capablanca – D.Janowski

St Petersburg 1914

21.♚d1!±

(2 points)

White prepares a breakthrough in the centre
with d3-d4.

21...♙b7?!

A better defence is 21...♚d6 22.d4 ♙g5±.

22.d4 ♚d6 23.♚c2! exd4

23...♙g5 24.c5+–

24.exd4 ♙f4 25.c5 ♙xd5 26.exd5 ♚xd5
27.c6†+– ♙b8 28.cxd7 ♚xd7 29.d5 ♚e8
30.d6 cxd6 31.♚c6

1–0

Solutions

Ex. 16-12

E.Berg – E.Bareev

Gothenburg 2005

16. ♖g6!!

(2 points)

16. ♖exf7 (1 point) is not so clear: 16... ♖xf7
17. ♗xe6 ♕d5 18. ♕h7† ♖xh7 19. ♗xd5 hxg5
20. ♗xa8† ♖f8∞

16...hxg5

16...fxg6 17. ♖xe6±

17.hxg5 fxg6 18. ♖xg6 ♖e4?

18... ♖h7 19. ♗xe6† ♖f7 20. f4! (threatening
♖xh7) 20... ♕xg5 21. fxg5 ♕xg2 22. ♖xh7!
♖xh7 23. ♖e5 and White still has a powerful
attack.

In a later game, the Black player improved
with 18... ♖f7! and the game finished:
19. ♖e5† ♖g8 20. ♖g6 ♖f7 21. ♖e5† ♖g8
22. ♖g6 ½–½ Naiditsch – Bareev, Khanty-
Mansiysk (2.1) 2005.

But it would be a brave man who would
willingly advance his king like this without
having first analysed it at home.

19. ♖h8† ♖f7 20. ♖e5† ♗xe5 21. ♗h5† g6
22. ♖h7† ♗g7 23. ♖xg7† ♖xg7 24. ♗h6†
♖f7 25. ♗h7† ♖e8 26. ♗xg6† ♖f7 27. c6!
♕xc6!?

27... ♕xg5† 28. ♖b1 ♕xc6 29. ♗xe6† ♖f8
30. ♗xc6 ♖e8±

28. ♗xe6

28. ♗g8†!? may be even stronger.

28...♕b7

Returning a piece with 28... ♖f8!? was
Black's last chance to fight on.

29. g6! ♖g7 30. ♖h1 ♖f6 31. ♖h8† ♖g8
32. g7

1–0

Scoring

Maximum number of points is 29

25 points and above → **Excellent**

20 points and above → **Good**

14 points → **Pass mark**

*If you scored less than 14 points, we recommend that you read the
chapter again and repeat the exercises which you got wrong.*

Contents

- ✓ Blocked pawn chains
- ✓ Division of the board into two wings
- ✓ Attacking the pawn chain
- ✓ Attacking its base
- ✓ Opening a file
- ✓ Attacking the head of the chain
- ✓ Switching the attack from one member of a chain to another

Pawn chains

Pawns on the same diagonal without an empty square between them form a pawn chain. We want to examine the situation in which opposing pawn chains mutually block each other.

Such interlocked positions can occur rather quickly in the French Defence after the moves 1.e4 e6 2.d4 d5 3.e5. But similar interlocked positions can be found in other openings as well. In the King's Indian Defence, if White meets the typical move ...e5 with d4-d5, both sides get pawn chains: d5-e4 against c7-d6-e5 (for example, after the moves 1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.♘f3 0-0 6.♗e2 e5 7.d5).

Nimzowitsch studied situations like this (especially those arising from the Advance Variation of the French Defence) and has provided us with some important recommendations. The interlocking pawn chains divide the board into two wings and determine the plans of the individual sides. Thus in the Advance Variation, White usually plays on the kingside, whilst Black prepares his counter-measures on the queenside.

In addition to piece play on the appropriate flank, there is a standard strategic option: **attacking the pawn chain**.

According to Nimzowitsch, **one must attack the pawn chain at its base** (the last blocked pawn). Consider 1.e4 e6 2.d4 d5 3.e5.

Diagram 17-1



Here the move 3...c5 is correct, in order to have a go at the base of the chain (the d4-pawn). And the strategy White would like to pursue would be an attack on the base of Black's chain (the e6-pawn) prepared by f4-f5. The aim of the attack on the base is not just to weaken the chain, but also to **open files and invade the opposing position**.

Nimzowitsch was fundamentally more sceptical about the other form of attacking the pawn chain – **attacking its head** (in the Advance Variation with the move ...f6) – although he himself did recommend this idea at the correct moment.

However, modern praxis has shown that this strategic option can also be used. Frequently one is prevented from carrying out the main plan (attacking the base), or a good opportunity occurs to operate on the side on which the opponent is nominally stronger so as to seize the initiative there, or at least to prevent the opponent's operations there in good time. A brilliant example of the attack against the head of a chain can be found in the game Sveshnikov – Timman from Chapter 4 of *Boost Your Chess 2*.

Another of Nimzowitsch's strategic ideas – **transferring the attack from one member of the chain to another** – has also received confirmation in modern chess and is especially successful in the King's Indian Defence. There Black frequently plays ...f5-f4 as a reply to f2-f3 and transfers his attack from the e4-pawn to the pawn on f3, after advancing further on the kingside with the g-pawn.

The following two examples show a lot of ideas which are typical for pawn chains.

T.Petrosian – A.Lutikov

USSR Ch, Moscow 1961

1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.♙e2 0-0
6.♘f3 e5 7.d5

Diagram 17-2

After this move we get two pawn chains: e4-d5 and e5-d6-c7. Typical of White's play is the preparation of the advance c4-c5 (attacking the base d6-pawn). Black generally aims to continue playing on the kingside with ...f5. By doing so he wishes to at least slow down the white attack on the queenside.

7...a5

This prevents for the moment b2-b4 and then c4-c5, and prepares to bring the knight to the c5-square which he has secured.

8.♙g5

This has become known as the Petrosian System. White tries to draw the teeth from the black play on the kingside.

8...h6 9.♙h4 ♘a6

9...g5 10.♙g3 ♘h5 is the main alternative.

Diagram 17-2

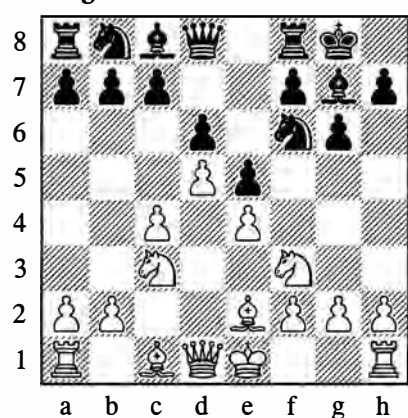


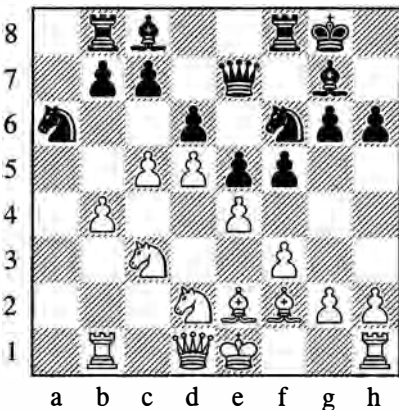
Diagram 17-3



Diagram 17-4



Diagram 17-5



10. ♖d2

Diagram 17-3

10... ♗d7?!

Later a much better set-up was found, 10... ♗e8 11. 0-0 ♖h7 12. a3 ♗d7 as, for example, Kasparov played against me in Barcelona 1989. In this case, White cannot play b2-b4 straight away and must first continue with 13. b3, to meet the threat of ...a4 blockading the queenside.

11. a3 ♖h7

Black prepares ...f5.

12. f3

White protects his e4-pawn in advance, and at the same time prepares for his dark-squared bishop to retreat to f2.

12... f5

12... h5, intending ...♗h6 (or ...♗f6), is the other plan for Black.

Diagram 17-4

13. b4!±

White takes advantage of his opponent's inaccurate play and saves some tempi.

13... axb4?! 14. axb4

The knight is pinned and there is the threat of b4-b5.

14... ♗b8 15. ♗b1

15. b5? ♖c5 just leads to a blockade of the queenside.

15... ♖f6 16. ♗f2

Petrosian prepares c4-c5.

16... ♗e7

Black tries to prevent it.

17. c5!

Petrosian plays it nevertheless!

Diagram 17-5

17... ♖h7

17... dxc5 is bad on account of: 18. ♗xa6 cxb4 (or 18... bxa6 19. ♗xc5+—) 19. ♗c4!+— with the threat of 20. d6†.

18. cxd6 cxd6

At first sight White's achievements appear to be modest; he has only opened the c-file. But the weakness on b6 lets White further develop his play on the queenside.

19. 0-0

Diagram 17-6

19...f4?!

Transferring the attack, according to Nimzowitsch's strategy! Black now wants to attack the new base of the white chain, the f3-pawn. This attempt is ambitious because the possible opening of the g-file would bring many attacking chances. However, Black needs too much time for that. Petrosian plays energetically on the queenside and does not allow this potential attack.

19...fxe4 20.♘dxe4 ♕f5 21.♙d3± would give White control over the e4-square and a very comfortable game.

19...♘h5, intending ...♘f4, is worth considering. White usually reacts to this move with 20.g3± or 20.♙e1!? ♘f4 21.♙f1± intending to follow up with g2-g3.

20.♘c4! ♘c7 21.♘b6±

Diagram 17-7

After this move White will always be able to exchange Black's light-squared bishop. **This exchange is strategically very important for White**, since the potential black attack on the kingside is very hard (or even impossible) to execute without the light-squared bishop.

21...g5 22.♙a1 ♙g8 23.♘h1 ♙d7 24.♘xd7!

Otherwise Black could save his bishop.

24...♙xd7 25.♘a4 ♙f8 26.♘b6 ♙g7

Black has laboriously prepared ...g5-g4, but now Petrosian carries out a prophylactic operation on the kingside.

Diagram 17-8

27.g4!

White improves his position on the kingside with this typical move. Black either takes the g4-pawn en passant, and then the attack on the head of the black chain would for practical purposes have been carried out successfully, or else he leaves the g4-pawn alone, which is perhaps even more favourable for White because it brings to a stop his opponent's play on the kingside.

27...h5

27...fxg3 looks better, but after 28.hxg3 (28.♙xg3 h5 is less clear) 28...h5 29.♙g2 followed by ♙h1, White nevertheless has a clear advantage.

Diagram 17-6



Diagram 17-7

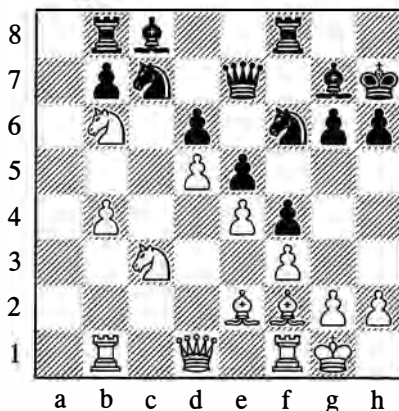


Diagram 17-8

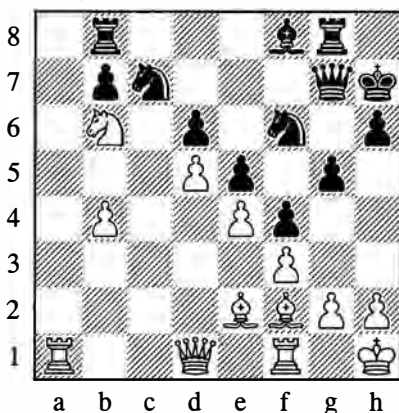


Diagram 17-9

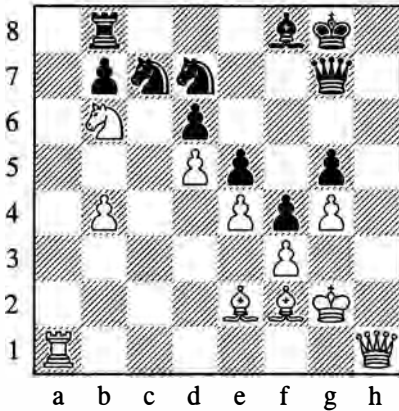


Diagram 17-10

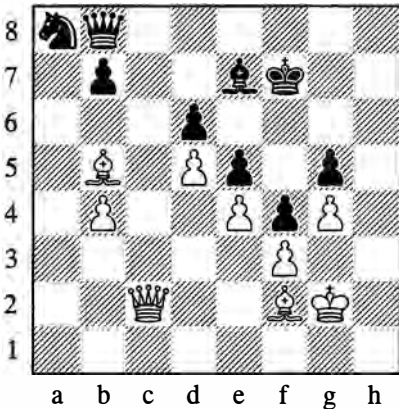
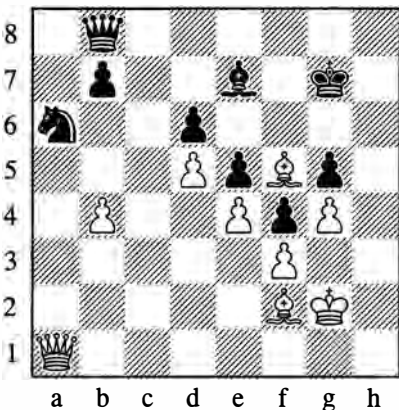


Diagram 17-11



28.h3

Black can no longer get through on the kingside, whereas on the queenside White has major advantages.

28...♖h8 29.♔g2 ♕g8 30.♖h1 hxg4 31.hxg4 ♖xh1 32.♗xh1 ♜d7

Diagram 17-9

From a strategic point of view, the game is practically over. Petrosian now activates his forces on the queenside.

33.♗c1 ♜xb6 34.♙xb6 ♜a8 35.♙a7 ♖d8 36.♙b5

36.♙f2!? ♖b8 37.b5 (intending b5-b6) would be a good alternative.

36...♙e7 37.♙f2 ♕f7 38.♗c2 ♖h8 39.♖h1

This gets rid of the final active counter-chance.

39...♖xh1 40.♔xh1 ♗h8† 41.♔g2 ♗b8?!

Black tries to bring his knight into the game.

However, 41...♗d8 was a better defence.

Diagram 17-10

42.♙d7!

White exploits the opportunity to activate the bishop.

42...♜c7?!

Black still had a surprising defensive idea in reserve. The only practical chance was to try 42...♙d8!? (Δ...♙b6). If White replies 43.♗c8? then Black has 43...♗xc8 44.♙xc8 b5 45.♙d7 ♜b6 with a fortress. The correct response is 43.♗d1± intending ♗h1.

43.♗c1 ♜a6 44.♗h1 ♔g7

44...♜xb4? leads to a rapid mate: 45.♗h7† ♕f6 46.♙f5+–

45.♙f5 ♗h8 46.♗b1 ♗e8 47.♗h1 ♗h8 48.♗a1? ♗b8?

48...♜xb4? is bad: 49.♗b1 ♜a6 50.♗xb7+–

48...♗e8!± would be more resilient.

Diagram 17-11

49.♗a4!+–

Black can no longer prevent the penetration of the white queen and the attack on the light squares decides matters.

49...♔f8

49...♗c7 50.♗e8+– or 49...♗d8 50.♗b5+–.

50.♗d7! ♜xb4 51.♗e6 ♗c7 52.♙h7?!

52. ♖h6† is also good: 52... ♕e8 53. ♖g6† ♕f8
 54. ♗e6+—
 52... ♕e8 53. ♗g6†
 1–0

L. Forgacs – S. Tartakower

St Petersburg 1909

1.e4 e6 2.d4 d5 3. ♖c3 ♖f6 4. ♗g5 ♗e7 5.e5
 ♖e4?!

5... ♖fd7 is a better reply.

6. ♖xe4 ♗xg5 7. ♖xg5 ♖xg5

Diagram 17-12

8.g3!?

8. ♖f3 is a standard reaction, but White does not
 want to block his f-pawn.

8...c5

Black attacks the base of the white chain.

9.c3 ♖c6 10.f4 ♖e7 11. ♖f3

White has a minimal advantage.

11... ♗d7

11...cxd4 12.cxd4 ♖b4† 13. ♖d2 is slightly better
 for White.

12. ♖d2 0–0 13. ♗d3

Diagram 17-13

13...c4?

Transferring the attack to the new base c3-pawn is
 not strategically justified here. Black has no time for
 his slow play on the queenside.

He should instead open the c-file. Then White
 would not be able to attack so freely on the kingside:

13...cxd4 14.cxd4 ♖b4±

14. ♗c2 b5 15.0–0

“Action and counter-action are in full flow, but
 whereas the white attack is aimed directly at the
 heart of the opposing position, all Black achieves
 with his counter-attack is the occupation of a piece of
 no-man’s land” – Euwe & Kramer

15...a5 16. ♖ae1 b4

Diagram 17-14

17.f5!

White threatens f5-f6.

“The start of a magnificent breakthrough. The more
 methodical 17.g4 would give Black the opportunity
 to play 17...f5” – Euwe & Kramer. Despite that,

Diagram 17-12

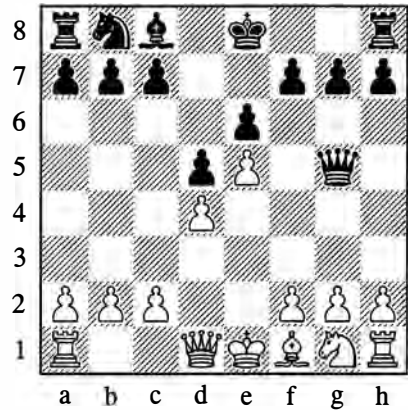


Diagram 17-13

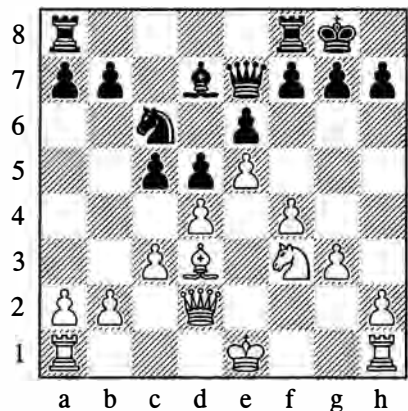


Diagram 17-14

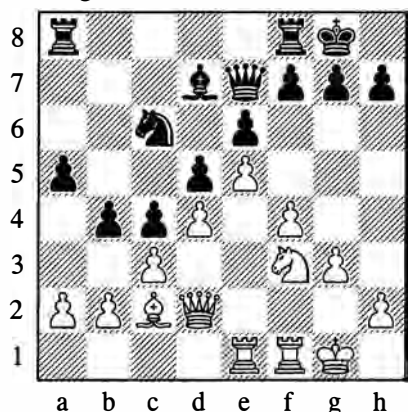


Diagram 17-15

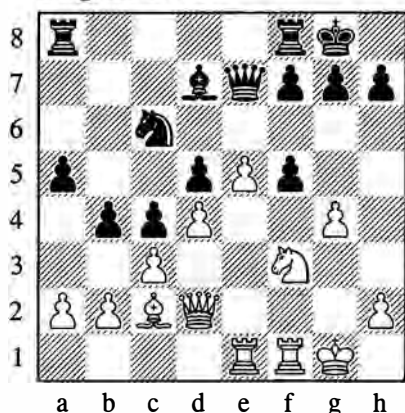


Diagram 17-16

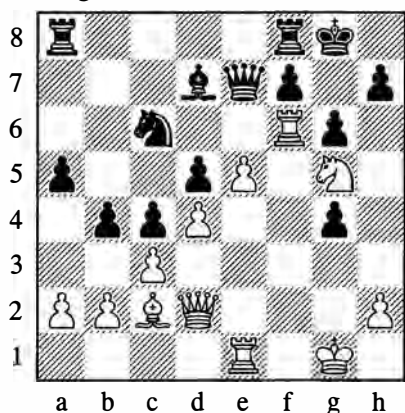
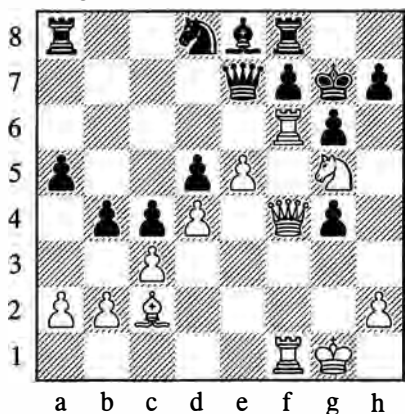


Diagram 17-17



I believe that White would still be better after continuing 18.exf6 ♖xf6 19.♘g5 with attacking chances.

17...exf5

17...f6? 18.fxe6 ♙xe6 19.exf6 ♖xf6 20.♙xh7+ ♜xh7 21.♘g5+ ♜g8 22.♖xf6 ♗xf6 23.♖xe6+- (Euwe)

18.g4!

Diagram 17-15

18...fxg4

Black could try 18...f4!? 19.♗xf4 and now he must avoid 19...♙e6? 20.♘g5 h6 21.♘h7 ♖fe8 22.♘f6+! gxf6 23.♗xh6+-, But instead 19...♘d8 followed by 20...♙e6 is correct, and Black can still put up a defence.

18...f6 is met by 19.e6± (Euwe).

19.♘g5 g6?

This weakens the dark squares.

The variation 19...h6? 20.♘h7 bxc3?! 21.bxc3 ♖fb8 22.♘f6+→ is no better. However, in this line the exchange sacrifice 20...♗h4! is worth considering.

20.♖f6

Diagram 17-16

The strong e5-pawn gives the white rook the necessary support.

20...♘g7

20...h6 is followed by 21.♙xg6! fxg6 22.♖xg6+ ♜h8 23.♖xh6+ ♜g8 24.♖g6+ ♜h8 25.e6 ♙e8 26.♘f7+ and White mates.

21.♖ef1

Threatening ♖xf7+.

21...♙e8 22.♗f4

This makes the threat of ♘e6+ stronger.

The immediate 22.♘e6+ fxe6 23.♖xf8 ♗xf8 24.♖xf8 ♜xf8 would give Black drawing chances.

22...♘d8

Diagram 17-17

Black tries to hold the position but there are too many weaknesses on the dark squares.

23.e6!

23.♗xg4 would also be good, but the move played is much more energetic.

23...♖a6 24.♗e5

Threatening a discovered check.

24...♔h6

Diagram 17-18

25.♞f5

The most elegant solution – White prepares ♖xf7†.

25...fxc6 26.♖f7† ♜xf7

Or 26...♖g7 27.♞xg6† ♔xg6 28.♞f4#.

27.♞h5† ♖g7 28.♞xg6#



Exercises

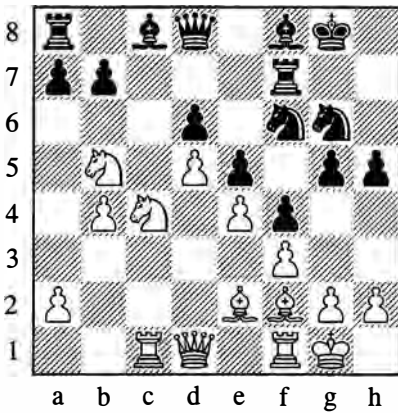
► Ex. 17-1 ◀ ★ ▼



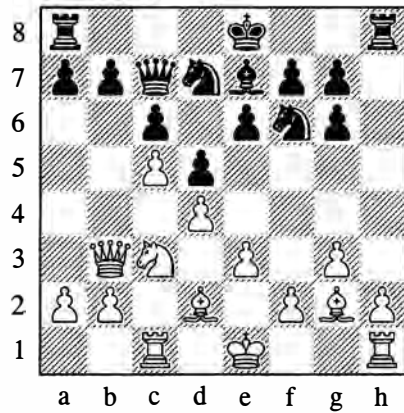
► Ex. 17-4 ◀ ★★ ▼



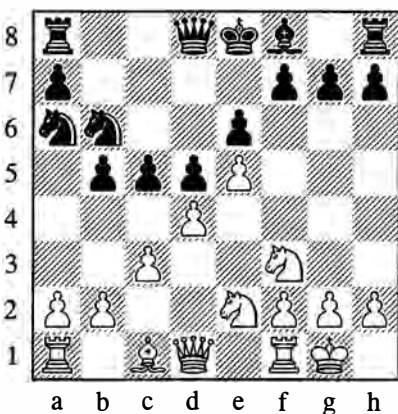
► Ex. 17-2 ◀ ★★ ▼



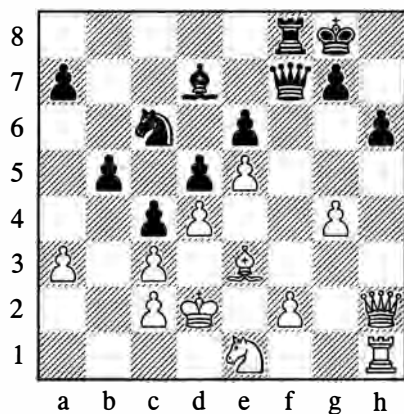
► Ex. 17-5 ◀ ★★ ▼



► Ex. 17-3 ◀ ★★ △

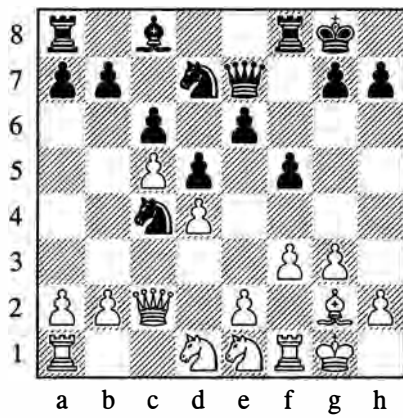


► Ex. 17-6 ◀ ★★ ▼

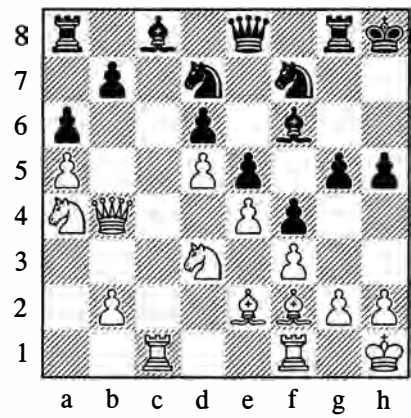


Exercises

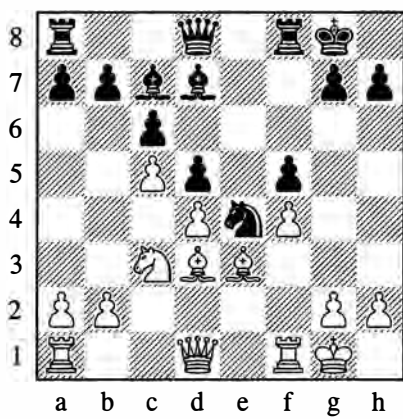
► Ex. 17-7 ◀ ★★ ▼



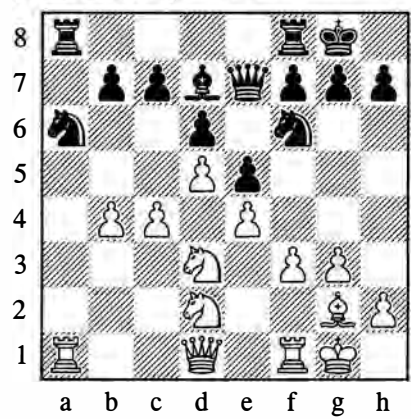
► Ex. 17-10 ◀ ★★★ ▲



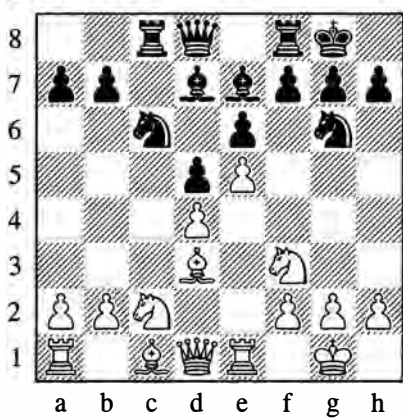
► Ex. 17-8 ◀ ★★ ▼



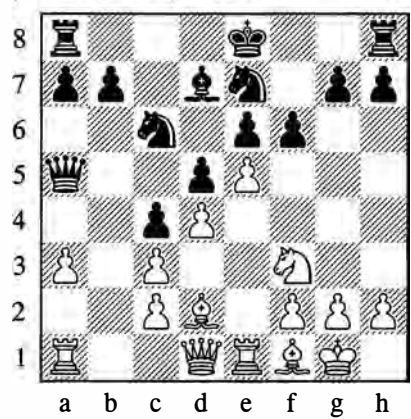
► Ex. 17-11 ◀ ★★ ▼



► Ex. 17-9 ◀ ★★ ▼



► Ex. 17-12 ◀ ★★ ▼



Solutions

Ex. 17-1

L.Shamkovich – R.Nezhmetdinov

USSR Ch, Baku 1961

1.d4 ♖f6 2.c4 g6 3.♗c3 ♗g7 4.e4 0-0 5.♗f3
d6 6.♗e2 e5 7.0-0 ♗c6 8.d5 ♗e7 9.♗d2 ♗e8
10.b4 f5 11.f3

Diagram Ex. 17-1

11...f4!?

(1 point)

The main line.

11...fxe4 is less interesting: 12.fxe4± or
12.♗dxe4 ♗f5 13.♗d3±.

12.c5 g5 13.♗c4 ♖f7 14.♗d2 ♗g6 15.♗e1
♗f8 16.♗f2 h5 17.♖c1 ♗f6 18.cxd6 cxd6
19.♗b5

See Ex. 17-2.

Ex. 17-2

L.Shamkovich – R.Nezhmetdinov

USSR Ch, Baku 1961

19...g4!

(2 points)

The critical continuation.

White is better after 19...b6 20.a4 (or
20.♖c3!?).

20.♗xa7

20.♗xa7!? is stronger, and now:

a) 20...g3 21.♗b6 ♖d7 22.♗a5±

b) 20...♗h4 is a better way for Black to
seek counterplay. Although White may be
objectively well placed, Black has very good
practical chances, since he is mounting an
attack on the king.

20...♗d7 21.a4 g3 22.♗b6 ♖e7 23.♗h1!?

After 23.♗b5!? Black should not be
tempted by 23...♗xe4? 24.fxe4 ♖h4, because
of 25.hxg3 fxg3 26.♖xf7 ♖h2† 27.♗f1
♖h1† 28.♗g1+-. However, either 23...gxh2!?
or 23...♗h7!? followed by ...♖h4 is quite
promising for Black.

23...♖h7!?

23...♗h7!?

24.♗b5 ♗g4! 25.h3 ♖h4 26.♖d2

Or 26.♗g1 ♗e3! followed by 27...♗xh3→.

26...♗e3! 27.♗d3

27.♗xe3 ♗xh3→+

27...♗xh3 28.gxh3 g2† 29.♗g1 gxfl ♖†

30.♗xf1 ♖g3† 31.♗g2 ♗h4! 32.♖f2 ♗exg2

33.♖xg3† fxg3

0-1

Ex. 17-3

L.Nisipeanu – A.Yusupov

Bundesliga 2004

11.a4!

(2 points)

Black is surprisingly counter-attacked on
his stronger flank.

11...c4?!

11...bxa4 12.♖xa4±

Black should try 11...b4 12.a5 ♗d7±.

12.axb5 ♗c7 13.♖a5± ♖d7 14.♗f4 g6

15.h4 ♗xb5 16.h5 0-0-0 17.♗g5 ♗h6

18.♗fh3!+- ♖df8 19.♗xe6 fxe6 20.♗xh6

♖f5 21.♗g5 ♗b7 22.g4 ♖xg5 23.♗xg5

gxh5 24.♗f6 ♖g8 25.g5 ♖e8 26.♖c2 ♖g6

27.♖fa1 ♗a8 28.♖a4 ♗ac7 29.♖xa7† ♗xa7

30.♖xa7† ♗c8 31.♖c5

1-0

Ex. 17-4

G.Kamsky – A.Yusupov

Belgrade 1991

1.e4 e6 2.d4 d5 3.♗c3 ♗b4 4.e5 c5 5.a3

♗xc3† 6.bxc3 ♗e7 7.♖g4 0-0 8.♗d3 ♗bc6

9.♖h5 ♗g6 10.♗f3 (Δ11.♗g5 h6 12.♗xf7!)

10...♖c7!? 11.0-0 (11.♗g5 h6 12.♗xf7 ♖xf7

13.♖xg6 ♖xg6 [13...♖xf2?? 14.♗d1+-]

14.♗xg6 cxd4=) 11...c4 12.♗e2 (12.♗g5?!
h6 13.♗xf7 cxd3 14.♗xh6† gxh6 15.♖xg6†
♖g7+)

Diagram Ex. 17-4

12...f6!

(2 points)

Solutions

13. **exf6** **xf6** 14. **♙d1**

14.g3 ♙d7 15.♙e3?! ♟a8 16.♙g5 J.Polgar – Hertneck, Cologne 1991, and now Black should play 16...♙e8!.

14...♙d7 15.♙e1 ♟a8 16.♙b1 h6 17.♙h1! ♜ce7 18.♙g1 b6 19.♙d2 ♟d8 20.♙f1 ♙f5 21.♙h3 e5 22.g4 e4 23.gxf5 ♙xf5 24.♙g3 exf3 25.♙xf3 ♙xc2 26.♙bc1 ♙d3

Ex. 17-5

A.Yusupov – V.Akopian

Yerevan 2001

1.d4 d5 2.c4 c6 3.e3 ♜f6 4.♜f3 ♙f5 5.♜c3 e6 6.♜h4 ♙g6 7.♙b3 ♙c7 8.♜xg6 hxg6 9.g3 ♜bd7 10.♙d2 ♙e7 11.♙c1 ♜b6 12.c5 ♜bd7 13.♙g2

Diagram Ex. 17-5

13...e5!

(2 points)

13...b6 (1 point) is followed by 14.cxb6 axb6 15.e4! dxe4 16.♜xe4 ♜d5± and the c6-pawn is a weakness.

14.0–0 0–0 15.♙c2 ♙fe8 16.b4 ♜f8 17.b5 ♜e6 18.♙a4 e4 19.f3! exf3 20.♙xf3 ♜g5 21.♙f4 ♜e6= 22.♙ff1 ♜g5 23.♙f4 ♜e6 24.♙ff1 ♜g5

½–½

Ex. 17-6

Y.Pelletier – A.Yusupov

Basle (rapid) 2005

1.e4 e6 2.d4 d5 3.♜c3 ♙b4 4.e5 ♜e7 5.a3 ♙xc3+ 6.bxc3 c5 7.♙g4 0–0 8.♙d3 ♜bc6 9.♙h5 ♜g6 10.♜f3 ♙c7 11.♙e3 c4 12.♙xg6 fxg6 13.♙g4 ♙e7 14.h4 ♙f5 15.h5 gxh5 16.♙xh5 ♙xh5 17.♙xh5 ♙f7 18.♙h2 ♙d7 19.♜d2 ♙f8 20.♙h1 h6 21.♜e1 b5 22.g4

Diagram Ex. 17-6

22...a5

(2 points)

Black obtains counterplay by preparing to break with ...b4.

However, first playing 22...♙e8 (also 2 points) is just as good.

23.g5 h5! 24.g6?!

White should play 24.♙xh5 ♙xh5 25.♙xh5, although 25...♙e8 gives Black compensation for the pawn.

24...♙xg6 25.♜g2?! b4 26.♜f4 ♙xf4 27.♙xf4 b3+ 28.♙c1 ♙e8

28...♙f5!?

29.♙g3 ♙f5 30.♙e3? ♙g6 31.♙g5 b2

0–1

Ex. 17-7

A.Yusupov – S.Mariotti

Dubai Olympiad 1986

14...e5!

(2 points)

15.e3

Or 15.b3 ♜a3 16.♙b2 ♜b5.

15...f4! 16.gxf4 exd4 17.exd4 ♜f6+ 18.b3 ♜e3 19.♜xe3 ♙xe3+ 20.♙f2 ♙c3 21.♙d1 ♙f5 22.♙h1! ♜h5 23.♜g2 ♙h3 24.♙fe1 ♙xg2 25.♙xg2 ♜xf4 26.♙e3 ♙b4 27.♙e1 a5 28.♙f1 ♙f7 29.♙d2 ♙xd2 30.♙xd2 ♜f8+ ½–½

Ex. 17-8

J.Marcote – A.Yusupov

Oviedo rapid 1993

12...b6!

(2 points)

A standard attack against the pawn chain.

12...♙e8+ is a decent alternative and earns 1 point.

13.♙c1 ♙e8 14.♙f3 ♙f6 15.b4

After 15.cxb6!? ♙xb6 the d4-pawn is weak.

15...a5! 16.a3

16.♜a4 b5 17.♜b6 ♙xb6 18.cxb6 axb4+

16...axb4 17.axb4 ♙a3 18.♙xe4 fxe4 19.♙f2 bxc5 20.bxc5 ♙b8 21.♙fe1 ♙a5 22.♙d2 ♙b2+

Solutions

Ex. 17-9

A. Shirov – A. Yusupov

Prague (rapid) 2002

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♘f3 ♕d7
6.♗e2 ♖c8 7.0-0 ♘ge7 8.♘a3 cxd4 9.cxd4
♘g6 10.♘c2 ♗e7 11.♗d3 0-0 12.♖e1

Diagram Ex. 17-9

12...f6!

(2 points)

A standard idea in the French Defence.

13.♗xg6

13.exf6 is followed by 13...♗xf6 (or
13...♖xf6!?) 14.♗xg6 hxg6.

**13...hxg6 14.♖d3?! f5 15.♖d2 f4 16.b4 g5
17.h3 ♗e8! 18.♗a3 ♗g6**

Ex. 17-10

A. Yusupov – Z. Lanka

Eupen 1996

23.g4!

(3 points)

A typical idea which we saw in Petrosian's game. White stops the counterplay on the kingside, while on the queenside his position is already superior.

The sensible moves 23.♖c7 or 23.♘b6 each earn 1 consolation point.

23...hxg4

23...fxg3 24.hxg3 h4 25.♙g2±

**24.fxg4 ♗d8 25.h3 ♘f6 26.♘b6 ♗xb6
27.♗xb6 ♖g6 28.♙g2 ♗d7 29.♖c7 ♗b5
30.♙f3! ♘d7 31.♘f2 ♗xe2† 32.♙xe2 ♖f6
33.♖fc1 f3† 34.♙e3 ♘xb6 35.♖xb6 ♙g7
36.♖xb7 ♖h8 37.♖a7 ♖f8 38.♖xa6 ♖h4
39.♖f1 ♖g3 40.a6 ♖g2 41.♖e1 ♖h6
1-0**

Ex. 17-11

Y. Seirawan – A. Yusupov

Belgrade 1991

16...c6!?

(2 points)

Certainly not 16...♘e8?? 17.b5+.

17.dxc6! bxc6 18.♖c2±

18.♖b3!± Yusupov – Petrosian, USSR Ch 1983.

18...d5!? 19.c5!?

19.♖c3!? ♗e6 20.♖a5† dxc4 21.♘xc4 ♘xb4
22.♖xa8 ♖xa8 23.♘ce5 ♘d3 24.♘d3±

19.b5?! ♘b4 20.♘xb4 ♖xb4 21.bxc6 ♖c5†
22.♙h1 ♗xc6=

19...♗e6!?

It is stronger to play 19...dxe4 20.fxe4 ♘g4, with the idea 21.♘c4? ♘xb4+.

20.♖a4! dxe4 21.fxe4 ♘g4!±

Ex. 17-12

U. Adianto – A. Yusupov

Indonesia 1983

12...f5!?

(2 points)

If 12...♘g6, then 13.exf6 gxf6 14.g3±.

12...0-0 (1 consolation point) is also met by 13.exf6±.

It is better for Black to keep the position closed.

13.g3?!?

Better is either 13.a4= or 13.♘g5!? 0-0 14.h4=.

13...♖a4! 14.♗g2

14.♘g5?! h6 15.♖h5† g6 16.♖h4 ♖xc2†

14...h6† 15.h4 0-0-0 16.♖a2 ♗e8!

16...♖hg8 17.h5!? ♗e8 18.♘h4 g5 19.hxg6
♘xg6 20.♘g6 ♗xg6 21.♗f4 followed by
♖d2∞

17.♘h2! ♗f7 18.♘f1 ♙c7 19.f4 ♖dg8

Black has the initiative.

Scoring

Maximum number of points is 24

- 21 points and above → **Excellent**
- 17 points and above → **Good**
- 12 points → **Pass mark**

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

Contents

- ✓ Endgame variations
- ✓ The contours of the endgame
- ✓ The security of one's king in the ending

Transition from the opening to the ending

In some openings there is the possibility of exchanging queens very early and heading for the endgame. It is usually White who makes use of this opportunity, for example in the Exchange Variation of the Ruy Lopez, the Petroff Defence or the Classical Variation of the King's Indian Defence (after dxe5).

But there are also some opening variations for Black which are based on a transition from the opening to the ending. The most famous is the Berlin Wall in the Ruy Lopez. We have already seen some examples in which the game was steered rather early into an endgame (for example, Yusupov – Christiansen in Chapter 2 of *Boost Your Chess 3*).

A.Yusupov – B.Lalic

European Team Ch, Pula 1997

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♙g7 7.♙e3 c5 8.♚d2

In this variation White accepts the fact that his opponent can exchange queens very early on.

8...♚a5

In my game against Khalifman, Ubeda 1997, Black played: 8...cxd4 9.cxd4 ♘c6 10.♙d1 ♚a5 (After the game Khalifman suggested that 10...0-0!? is better, intending 11.d5 ♚a5!.) 11.♚xa5 ♘xa5 12.♙d3 0-0 13.♘e2 ♙d7 14.♙b1!? (Δ♙d2) 14...b6 15.♙d2± White was slightly better because his king is safe in the centre and the opposing queenside is open to attack. See *Boost Your Chess 2*, Chapter 9.

9.♙b1 b6 10.♙b5† ♙d7 11.♙e2

Diagram 18-1

11...cxd4

Once more Black heads for the endgame without really sensing the danger. Later Kasparov found a better idea here: 11...♙c6! followed by ...♘d7 and ...♙d8, Shaked – Kasparov, Tilburg 1997.

12.cxd4 ♘c6 13.♚xa5 ♘xa5 14.♙a6!?

White prepares ♘e2. The king will go to d2, then White will try to capitalize on the c-file.

Diagram 18-1



14...0-0 15.♘e2 ♙c8 16.♙d3 ♙b7 17.♖d2 ♜fc8

Black could consider 17...e6!? followed by ...♘c6 and ...♜fd8.

18.♜hc1

Diagram 18-2

18...e6

After 18...♜xc1!? 19.♜xc1 ♜c8 20.♜xc8†±, White (as in the Yusupov – Khalifman game referred to above) is clearly better because the a7-pawn can be attacked. His plan is ♘c3-b5.

19.f3 ♙f8

Diagram 18-3

20.h4!±

White strengthens his positions on the kingside.

20...♘c6

20...♙a3!? 21.♜c3±

20...♜xc1!? 21.♜xc1 ♙b4† 22.♖d1 ♜c8±

21.h5

21.♜c4 is met by 21...b5!±.

21...♙a3 22.♜c2

22.♜c4 is once more met by 22...b5!.

22...♘b4 23.♜xc8† ♜xc8 24.♜b3!

White is better.

For the rest of the game see Diagram 9-7 in *Boost Your Chess 2*.

Some players try to cash in on their endgame ability and deliberately aim for the ending. A top example of this strategy is the ex-World Champion Vladimir Kramnik. In his world championship match against Kasparov he tried to get into the ending as quickly as possible and in doing so put Kasparov off his stride.

In the 70s and 80s Larsen used to play endgame variations with great success, showing that not every objectively level endgame is easy to play.

B.Larsen – R.Hübner

Leningrad 1973

1.c4 ♘f6 2.♘f3 g6 3.♘c3 ♙g7 4.e4 d6 5.d4 0-0 6.♙e3

Diagram 18-4

Larsen's idea is that when White captures on e5 on the following move, then he has played the useful move ♙e3 instead of the slightly more modest ♙e2.

Diagram 18-2

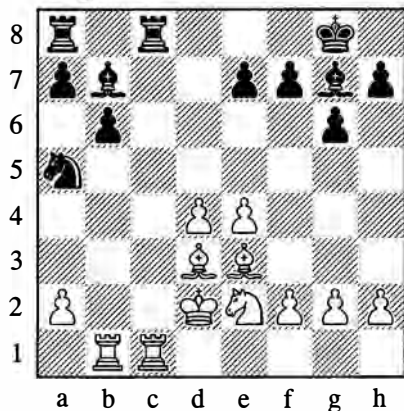


Diagram 18-3

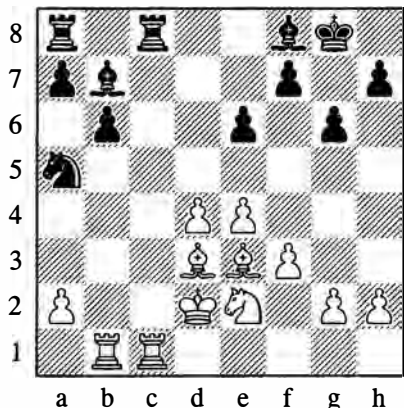


Diagram 18-4

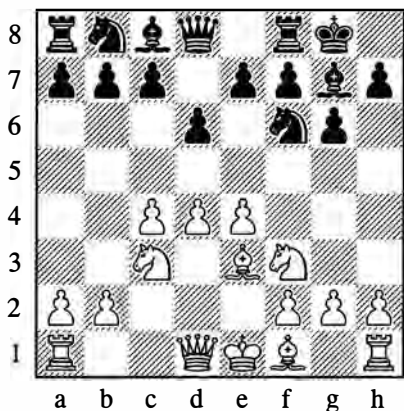


Diagram 18-5

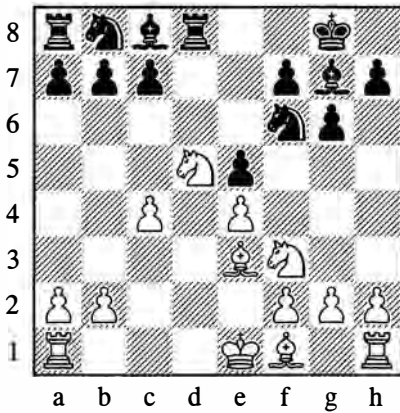
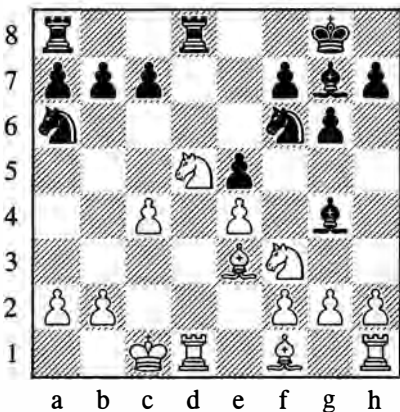


Diagram 18-6 (analysis)



6...e5

6...♖bd7 is the alternative, but then White can reply 7.h3.

7.dxe5 dxe5 8.♗xd8 ♜xd8 9.♖d5

Diagram 18-5

9...♖xd5

A natural move, but one that suits White.

Against 9...♖e8, Larsen played: 10.0-0-0 (another good move is 10.♖e7! followed by ♖xc8) 10...♞d7 11.♙e2 c6 12.♖c3 f6 13.c5 ♞xd1† 14.♞xd1 ♙e6 15.♖d2 ♖d7 16.♖b3 ♞c8?! (16...b6!?) 17.♙c4 (first 17.♖a5 would be better) 17...♙xc4 (17...♖xc5 18.♖xc5±) 18.♞xd7 ♙xb3? (the correct move is 18...♖c7 and then 19...♙e6=) 19.axb3 ♞c7 20.♞d8 White's more active rook secures him a clear advantage. We give the remainder of the game for your enjoyment: 20...♙f7 21.g4 ♙f8 22.♞a8 a6 23.♖a4 ♞e7 24.♞b8 ♖g7 25.♖b6 ♖e6 26.b4 ♞c7 27.♖c4 ♙e7 28.h4 ♖d8 29.♙c2 ♙e6 30.f4 f5 31.exf5† gxf5 32.g5± exf4 33.♙xf4 ♞d7 34.♙d6 ♙d6 35.♖xd6 f4 36.♙d3 ♖f7? 37.♞e8† ♙d5 38.♖c4 (Δ♖b6#) 1-0 Larsen – Myagmasuren, Sousse 1967

Facing 9...♞d7! Larsen showed how to exploit slight advantages: 10.♖xf6† ♙xf6 11.c5 ♞e7 (11...♖c6 12.♙b5±) 12.0-0-0 ♖c6 13.♙c4 This is the optimal position for the bishop. 13...♙g4 14.♙d5 ♖d8 15.h3 (15.♙c2!?) 15...♙xf3 16.gxf3 c6 17.♙c4 ♖e6 18.♞d6 ♙g5 19.♙xe6 ♙xe3† 20.fxe3 ♞xe6 21.♞xe6 (21.♞d7 b6=) 21...fxe6 22.♙d2 The ending is only slightly better for White, but Larsen wins it almost effortlessly! 22...♞d8† 23.♙c2 ♙g7 24.b4 ♙h6 25.♞b1 ♞d7 26.a4 a6? (Δ26...♙g5) 27.b5 axb5 28.axb5 cxb5 29.♞xb5 ♙g5 30.c6! bxc6 31.♞xe5† ♙h4 (Δ31...♙f6 32.♞a5 ♞b7 33.f4 ♞b1±) 32.♞xe6 ♞c7 33.f4 c5 34.f5 gxf5 35.exf5 c4 36.f6 c3 37.♖d1 ♙g5 38.e4 ♙g6 39.♙c2? (39.♞e7!+) 39...♞c8? (39...♙f7? loses to 40.♞e7†, but Black can draw with 39...♞c5! 40.e5 ♙f7!)= 40.e5 h5 41.♞e7 1-0 Larsen – Kavalek, Bugojno 1980.

It was only later that a better defence was found: 9...♖a6 10.0-0-0 (10.♙g5 ♞d6=) 10...♙g4 Yusupov – A.Rodriguez, Mexico 1980.

Diagram 18-6

The position remains balanced, for example: 11.h3 ♙xf3 12.gxf3 ♖d7!= followed by ...c6.

10.cxd5 c6 11.♙c4±

Diagram 18-7

The gain of a tempo compared to the similar line after 6.♟e2 allows White to retain the initiative in the endgame. Black must play very precisely.

11...cxd5

11...b5 12.♟b3 ♟b7 is followed by: 13.♞c1! a5 (13...cxd5? is bad due to 14.♞c7 ♞d7 15.♞xb7!+→) 14.a3 (14.dxc6!? ♞xc6 15.♟d5 ♞ac8 16.0–0±) 14...a4 15.♟a2 b4

Diagram 18-8

Here, instead of 16.dxc6 ♞xc6 17.♟d5 bxa3 18.bxa3 ♞a5= Larsen – Cu.Hansen, Odense (6) 1988, White does better with 16.axb4 a3 17.bxa3 ♞xa3 18.dxc6 ♞xc6 19.♟d5±.

12.♟d5 ♞c6 13.♟xc6

Nothing is achieved by 13.0–0–0 ♟d7 14.♟g5 ♞f8= (Larsen).

13...bxc6 14.0–0

White has the slightly more pleasant position since he has the superior pawn structure.

14...f5

This move does not lead to the desired opening up of the game, since White can simply ignore the threat of ...fxe4.

14...♞b8?! is followed by 15.♞fd1!± (Larsen).

An immediate 14...a5!? would be better.

15.♞fc1

15.♞fd1?! ♞xd1† 16.♞xd1 ♟e6= (Larsen)

15...a5

If 15...fxe4, then 16.♞d2 ♟f5 17.♞xc6±.

Diagram 18-9**16.♞c5!**

16.♞xc6 ♟b7 17.♞c5 ♟xe4 18.♞xe5 ♞d5 would result in an opposite-coloured bishop ending where Black should have enough for a draw.

16...a4 17.♞ac1

17.♞xe5!± is possible, leaving White slightly better.

17...♞b8

17...fxe4! 18.♞xe5±

18.♞xe5 ♟xe5

18...♞xb2 19.♞xc6 ♞e8 20.♞e7†±.

19.♞xe5 ♞xb2 20.h4!?

Even with minimal forces, Larsen tries to keep his opponent under pressure and to conduct an

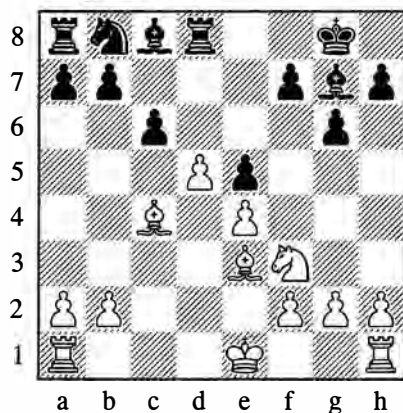
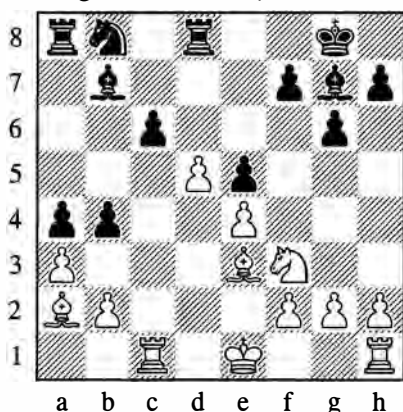
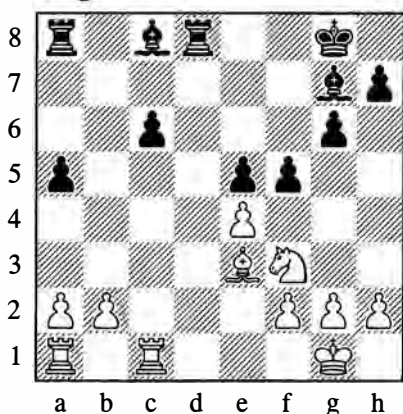
Diagram 18-7**Diagram 18-8 (analysis)****Diagram 18-9**

Diagram 18-10

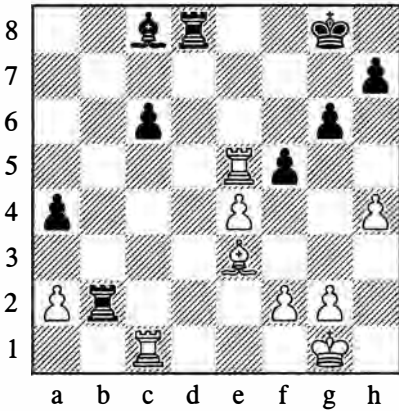


Diagram 18-11

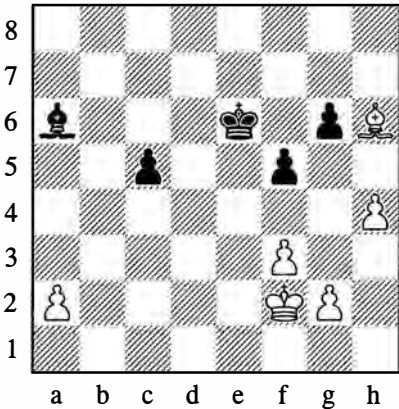


Diagram 18-10

20...♖b4?

Better is 20...♖xa2 21.♙g5 ♜f8 22.♙h6 ♜d8 23.♞e7 ♞e2, although White clearly has good compensation for the pawn.

21.♙g5 ♜f8 22.♙h6 ♜d8 23.♞e7 ♞xe4 24.♞g7† ♜h8 25.♞a7 ♜g8 26.f3 ♞e6 27.♞c4 ♜d7 28.♞cxa4

28.♞a8 ♞e8 29.♞axa4!±

28...♜f7 29.♞xd7† ♙xd7 30.♞a7

30.♞a8!? looks stronger.

30...♜d6 31.♞a8 ♜e6 32.♞h8 c5!?

32...♜d4!=

33.♞xh7 ♙b5

33...♞a6 34.♙g5!±

34.♞a7 ♞a6 35.♞xa6† ♙xa6 36.♜f2

Diagram 18-11

36...♙b5?

Better is 36...c4!? hoping to construct a fortress after 37.♙d2?! c3! 38.♙xc3 f4= (Larsen).

37.♜e3 ♜e5

After 37...♙f1!? 38.♜f2 ♙b5, White can make progress with 39.♙f8 ♜d5 40.♜e3 ♙f1 41.g3.

38.♙g7† ♜e6 39.♙f8 ♜d5 40.♜f4 c4

40...♜d4 41.♜g5 ♙e8 42.♜f6+–

41.♙g7 ♜e6 42.♙c3 ♙d7 43.♜g5 ♜f7 44.a3! ♙c8 45.a4 ♙d7 46.a5 ♙c8 47.♙b2 ♙a6 48.h5 gxh5 49.♜xf5+–

1–0

It is very important to feel at home in endgames, so that you are not tempted to avoid an exchange of queens without good reason.

It is also advantageous to do more than just look at opening variations; you should also recognize the contours of any possible endgames, and in particular study the endings which are typical for your openings.

S.Mohr – A.Yusupov

Switzerland 2000

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.♚c2 d5 5.cxd5
♚xd5

An interesting alternative to 5...exd5.

6.♘f3 ♚f5

Black aims for an endgame, despite getting doubled pawns. As the following examples show, good development and control of the centre compensate for this handicap.

7.♚xf5 exf5

Diagram 18-12

8.a3

8.♙d2 is simply answered by 8...c6 9.e3 ♘bd7 10.♙d3 ♘b6 with equality: 11.0–0 0–0 12.♘a4 ♙d6 13.♘c5 ♘bd5 14.♙ac1 a5 15.♙fd1 ♙e8 16.g3 h6 17.♙c4 g6 18.a3 a4 19.♘d3 ♙e6 20.♘c5 ♙c8 21.♘d3 ♙e6 22.♘c5 ½–½ Azmaiparashvili – Yusupov, Pula 1997.

8...♙d6 9.♘b5

Black is also happy to surrender the other bishop: 9.g3 ♙e6 10.♙g2 ♘bd7 11.♘g5 c6 12.♘xe6 fxe6 13.0–0 ♘b6 14.♙d1= Gelfand – Yusupov, Vienna 1996. The knights have good squares and are in no way inferior to the bishops.

9...♙e6 10.e3 a6

Another solid move is 10...♘c6 11.♙d2 a6 12.♘xd6† cxd6 13.♙d3 ♘e7 14.♘g5 ♙d5 15.f3 To make progress White must prepare the e3–e4 break. 15...h6 16.♘h3 ♙c8! 17.♙e2 ♙c4 The exchange of White's good light-squared bishop defuses the e3–e4 idea. 18.♙ac1 ♙xd3† 19.♙xd3 ♘d7 20.e4 fxe4† 21.fxe4 ♙xc1 22.♙xc1 ♘g4! 23.♙f1 f5! 24.exf5 ♘xh2= 25.♙f4 ♙f8 26.f6 ♙xf6 27.♙xf6 gxf6 28.♙xh6 ♘g4 29.♙d2 f5 ½–½ Timman – Yusupov, Frankfurt (rapid) 1998.

11.♘xd6† cxd6 12.♙d2 ♙e7 13.♙d3 ♙c8 14.0–0 ♘bd7=

Diagram 18-13

Black has equalized, but continues to play quietly and solidly, hoping to exploit any mistakes by his opponent.

15.♙f1 ♘b6 16.♙xc8 ♙xc8 17.♙c1 ♘c4 18.♙c2 b5 19.b3 ♘xd2 20.♘xd2 ♙xc2 21.♙xc2 b4! 22.axb4?!

Diagram 18-12



Diagram 18-13



Diagram 18-14

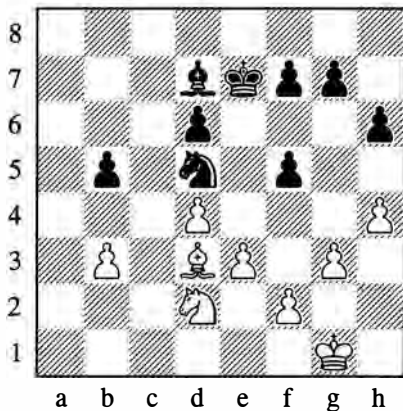


Diagram 18-15

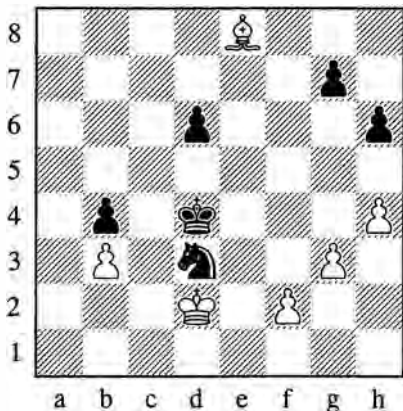
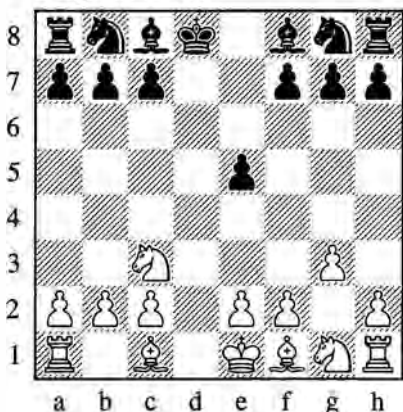


Diagram 18-16



Black now gets the chance to invade on the queenside.

22.a4 would have been correct.

22...♖d5 23.b5 axb5 24.♙d3 ♙d7 25.g3 h6 26.h4

Diagram 18-14

26...♔d8! 27.♙f1 ♙c7 28.♙e1 ♙b6

The threatened invasion by the black king makes White nervous, and he tries to play actively in the centre. But the exchange of the doubled f5-pawn just helps Black.

29.e4?

A more solid defence is: 29.♙d1 ♙a5 30.♙c1 ♙c3 31.♙c2 ♙b4 32.♙b2

29...fxe4 30.♙xe4 ♙b4 31.♙b1 ♙f5 32.♙d2 ♙c6 33.♙d3?

33.♙e3 had to be played.

33...♙xe4 34.♙xe4 ♙xd4 35.♙d5 ♙c5! 36.♙xf7 b4 37.♙c1 ♙c6 38.♙c2 ♙d4 39.♙e8 ♙e5 40.♙d2 ♙d3

Diagram 18-15

Black provokes the weakening of the kingside and prepares an invasion in the centre. The weak b3-pawn, the active position of the black king and the mobility of the knight decide the game.

41.f3 ♙c5 42.♙f7 d5 43.♙c2 ♙d7!-+ 44.♙e6 ♙e5 45.f4 ♙f3 46.♙f7 ♙e4 47.♙h5 ♙e3 48.f5 ♙d4+ 0-1

Of course, even after the exchange of queens there are often enough forces left to start a dangerous attack on the king. For that reason, the safety of your king should not be ignored in any endgame with a lot of pieces still on the board.

A.Yusupov – J.Hickl

Nussloch 1996

1.d4 d6 2.g3 e5 3.dxe5 dxe5 4.♙xd8 ♙xd8 5.♙c3

Diagram 18-16

After the exchange of queens the black king remains in the centre and can be attacked down the open file, which secures a long-term initiative for White. However, there are no weaknesses in the black camp. If Black solves the problem of his king, he can look to the future with some optimism.

5...♖c6

In my opinion this move is too aggressive. More prudent is 5...♘d7 intending ...c6 and ...♗c7.

6.♙g5†

A simple reaction – White gains a tempo for his development.

6.♙e3 ♙e6 7.0–0–0† ♗c8± is also possible.

But not 6.♙g2? on account of 6...♘d4.

6...f6 7.0–0–0† ♙d7

7...♙d6!? is followed by 8.♙e3 ♘ge7 9.♙c5 ♘f5 10.♙h3 ♗e7 11.♘d5† with the initiative.

8.♙h3

White attacks and forces a strategically favourable exchange.

8...♙d6 9.♙e3 ♙xh3 10.♘xh3 ♗e7

10...♘ge7 11.♙c5 ♘f5 12.g4 ♗e7 13.♘d5†↑.

Diagram 18-17

11.f4!±

White must act very energetically, or else he loses the initiative and the advantage.

11.f3 is followed by: 11...♗e6 12.♘f2 (Δ♘fe4)

12...f5!= followed by ...♘f6.

11...exf4!±

This move brings the h3-knight into play.

11...♘h6 would not be good either: 12.fxe5 ♙xe5 13.♘d5†±

The modest 11...♗e6!?± (preparing ...♘ge7) would be better.

12.♘xf4!

White now obtains active piece play.

12...♗f7

Diagram 18-18

13.♘b5!

The black king is not the only target! White attacks the c7-pawn, though in doing so he also exploits the slightly exposed position of the king.

13...♙d8

13...♙e8 is met by 14.♙xd6±.

If 13...♙e5, then simply 14.♘xc7±.

14.♘d5 ♘ge7 15.♘bxc7±

White has won a pawn and stands better. But due to White's weakened pawn structure (a negative consequence of 12.♘xf4 – one can't have everything!), Black still has decent defensive possibilities.

Nevertheless White won in 38 moves.

Diagram 18-17

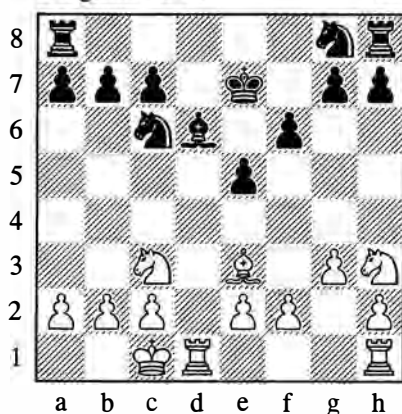
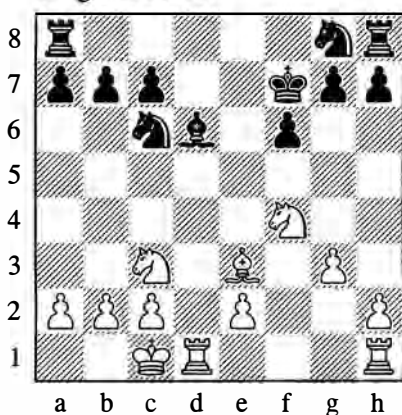


Diagram 18-18



Exercises

► Ex. 18-1 ◀ ★★ △



► Ex. 18-4 ◀ ★★ △



► Ex. 18-2 ◀ ★★ △



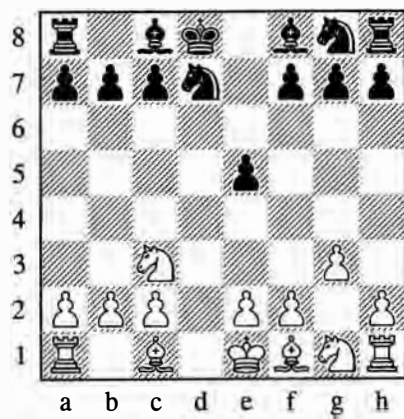
► Ex. 18-5 ◀ ★★ △



► Ex. 18-3 ◀ ★★ △

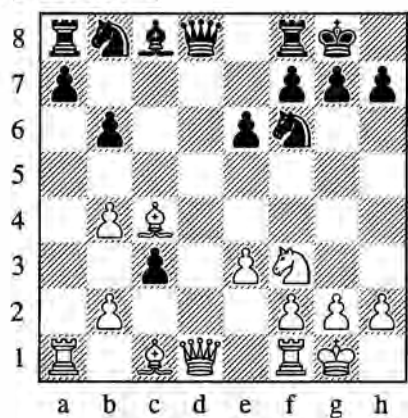


► Ex. 18-6 ◀ ★★ △

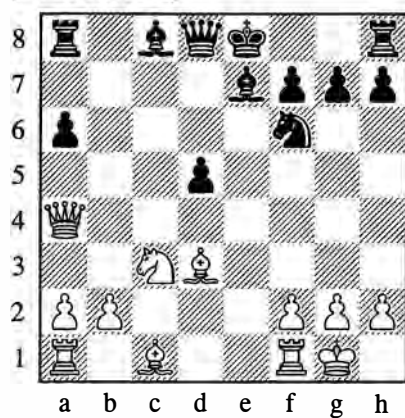


Exercises

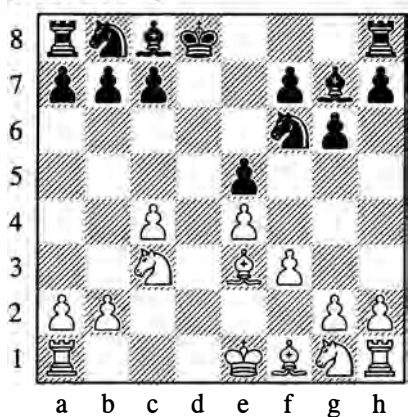
► Ex. 18-7 ◀ ★ △



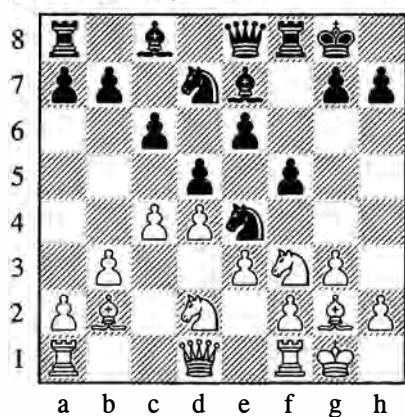
► Ex. 18-10 ◀ ★★ ▼



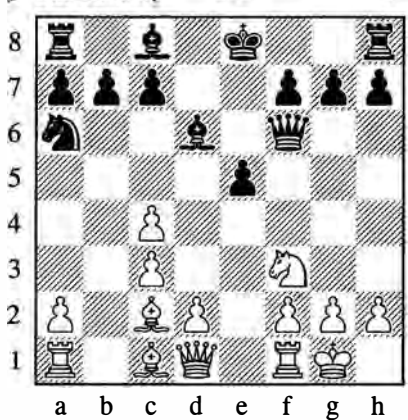
► Ex. 18-8 ◀ ★★ ▼



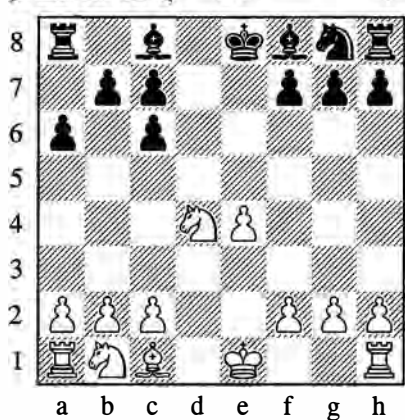
► Ex. 18-11 ◀ ★★ ▼



► Ex. 18-9 ◀ ★★ ▼



► Ex. 18-12 ◀ ★★ ▼



Solutions

Ex. 18-1

A.Yusupov – H.Wirthensohn

Hamburg 1991

1.d4 ♘f6 2.♘f3 d5 3.♙g5 ♘e4 4.♙h4 (or 4.♙f4) 4...♙d6! (4...c5!? 5.e3 ♙b6=) 5.♘bd2 ♙h6 (Δ...g5)

Diagram Ex. 18-1

6.♙c1!

(2 points)

In order to avert the positional threat of ...g5, White is forced to make the transition to an endgame.

6...♘d2

6...♘c6!?

7.♙xd2 ♙xd2† 8.♙xd2± ♙f5 9.e3 e6

10.♙e2 ♙d6

10...♙e7 11.♙xe7 ♙xe7 12.♘h4±

11.♙g3

Preparing ♘h4.

11...h6

11...♙xg3 12.hxg3 h6 13.♙h4 and White intends g4-g5±.

12.♙xd6 cxd6±

I admit that White's advantage is in fact microscopic! We saw the further course of the game in *Chess Evolution 2* (Exercises 12-3, 12-5 & 12-8, and then Diagram 20-7).

Ex. 18-2

A.Yusupov – J.Lautier

Amsterdam 1994

1.d4 d5 2.c4 e6 3.♘c3 ♙b4 4.e3 ♘e7 5.♙d2!? 0-0 6.a3 ♙xc3 7.♙xc3 b6 8.♘f3 ♙a6 9.b3 c5

Diagram Ex. 18-2

10.dxc5!

(2 points)

I was less convinced by other moves. Here are two sample variations which illustrate Black's counterplay:

a) 10.♙d3 (1 point) 10...cxd4 11.exd4 ♘d7 12.0-0 ♙c8 13.♙e2 ♘g6! 14.g3 ♙c7 15.♘d2 e5†

b) 10.♙c1 (1 point) 10...dxc4 11.bxc4 cxd4

12.exd4 ♘d7 13.♙d3 ♙c8 14.♙b2 ♘g6! 15.♙d2 ♙b7 16.♙e3 ♙f6†

10...dxc4

White can meet 10...bxc5 with either 11.♙c1!?± or 11.♙d3±.

11.♙xc4

11.cxb6 is not met with 11...cxb3? 12.♙b4±, but with 11...♘d5!±.

11.bxc4!? ♙xd1† (11...bxc5 12.♙d3±) 12.♙xd1 bxc5 13.♙e2±

11...♙xc4 12.bxc4 bxc5 13.♙xd8 ♙xd8

14.♙e2 ♘d7 15.♘d2 ♘c6?!

Better is 15...♘c8 followed by ...♘d6.

16.♙hb1 ♙ab8±

See Diagram 12-1 in *Chess Evolution 2*.

Ex. 18-3

V.Smyslov – L.Polugaevsky

Palma de Mallorca 1970

1.♘f3 ♘f6 2.g3 g6 3.b3 ♙g7 4.♙b2 d6 (4...c5!?) 5.d4 0-0?! (5...c5!) 6.♙g2 e5 7.dxe5 ♘g4

Diagram Ex. 18-3

8.h3!?

(2 points)

This forces the endgame.

8.♘c3!? (also 2 points) is equally good: 8...♘xe5 9.♘xe5 ♙xe5 10.♙d2±

8...♘xe5 9.♘xe5 dxe5 10.♙xd8 ♙xd8

11.♘d2 ♘d7 12.0-0-0 ♙e8 13.♘c4 ♘b6

14.♘a5! ♙b8±

See Exercise F-22 in *Build Up Your Chess 1*.

Ex. 18-4

A.Yusupov – A.Zapata

Innsbruck 1977

1.♘f3 ♘f6 2.g3 g6 3.b3 ♙g7 4.♙b2 d6 5.d4 0-0?! 6.♙g2 ♘bd7 7.0-0 e5?! (7...♙e8 or 7...c6) 8.dxe5 ♘g4 9.♘c3 dxe5?! (♠9...♘gxe5) 10.♘d2 ♙e8 (♠10...f5 11.e4±)

Diagram Ex. 18-4

11.♘c4

(2 points)

Solutions

White soon gets an endgame advantage, since his pieces are clearly more active.

11...♖b6 12.♖xb6! cxb6

12...axb6 is followed by: 13.♖xd8 ♖xd8 14.♖fd1 ♙f5 (14...♞e8 15.♖d5+–) 15.♙xb7 ♙xc2 16.♙xa8 ♙xd1 17.♙f3+–

13.♖xd8 ♖xd8 14.♖ad1 ♙f5

14...♞e8 15.♖b5+–
15.♙xb7±

Ex. 18-5

A.Yusupov – K.Spraggett

Candidates Match (3), Quebec 1989

1.d4 d5 2.♖f3 c5 3.c4 e6 4.cxd5 exd5 5.♖c3 ♖c6 6.g3 ♖f6 7.♙g2 ♙e7 8.0–0 0–0 9.♙g5 ♙e6 10.dxc5 ♙xc5 11.♙xf6 ♖xf6 12.♖xd5 ♖xb2

Diagram Ex. 18-5

13.♖c7

(1 point)

13...♞ad8 14.♖c1

(another 1 point)

An important idea – the c5-bishop will be under attack after the exchange of queens.

14...♖xc1 15.♞axc1 ♙e7 16.♖xe6 fxe6 17.♞c4 ♙f6 18.e3!±

Denying Black access to the d4-square.

Ex. 18-6

A.Yusupov – M.Rivas Pastor

Las Palmas 1993

1.d4 d6 2.g3 e5 3.dxe5 dxe5 4.♖xd8† ♖xd8 5.♖c3 ♖d7

Diagram Ex. 18-6

6.f4

(2 points)

A dynamic attempt.

The more modest moves 6.♖f3, 6.♙g2 or 6.♙e3 each earn 1 point.

6...♖gf6!±

After 6...♙b4 7.♖f3 f6 8.fxe5 ♖xe5 9.♙f4 White has good attacking chances.
7.♖f3

7.fxe5!? ♖xe5 8.♙f4 also gives White some initiative.

7...♙d6 8.♖b5 ♖e7 9.♖xd6 cxd6 10.b3!±

White prepares to bring his bishop to the a3–f8 diagonal.

Ex. 18-7

A.Yusupov – E.Rozentalis

Bundesliga 1995

1.d4 ♖f6 2.c4 e6 3.♖c3 ♙b4 4.e3 0–0 5.♙d3 c5 6.♖f3 d5 7.0–0 dxc4 8.♙xc4 b6 9.a3 cxd4 10.axb4 (10.exd4 ♙xc3 11.bxc3 ♙b7=) 10...dxc3

Diagram Ex. 18-7

11.♖xd8

(1 point)

After 11.bxc3 ♖c7= the black queen is more active than the white one.

11...♞xd8 12.bxc3 a5 13.♙b2 ♙b7 14.♙e2 ♖bd7 15.♖fd1 ♖dc8±

15...axb4?! 16.cxb4 ♞xa1 17.♞xa1 ♞a8 18.♞xa8† ♙xa8 19.♖d2± Stein – Kholmov, USSR Ch 1963.

Ex. 18-8

A.Yusupov – F.Nijboer

Groningen 1992

1.d4 ♖f6 2.c4 g6 3.♖c3 ♙g7 4.e4 d6 5.f3 e5 6.dxe5 dxe5 7.♖xd8† ♖xd8 8.♙e3

Diagram Ex. 18-8

8...♙e6!±

(2 points)

Black makes the development of the g1-knight more difficult.

8...c6 (1 point) is a reasonable alternative.

9.0–0–0† ♖fd7!±

9...♖bd7 (Δ...c6, ...♖c7) 10.♖d5=

10.g3

10.b3 c6 and Black will continue with ...♖a6=.

10.h4!±

10...♖c6 11.♙h3 ♖d4 12.f4 c5 13.♙xe6

13.♖d5 ♖b6!±

Solutions

13...fxe6 14.♖ge2 ♕h6!=

14...♗e7 could be met by 15.fxe5 followed by ♕g5†.

Ex. 18-9

V.Milov – G.Dizdar

Dresden 1998

1.c4 e6 2.♘c3 ♘f6 3.e4 d5 4.e5 d4 5.exf6 dxc3 6.bxc3 ♗xf6 7.♘f3 e5 8.♕d3 ♘a6 9.0–0 ♕d6 10.♕c2

Diagram Ex. 18-9

10...♕g4!?

(2 points)

Black takes advantage of an opportunity to weaken the white pawn structure.

10...0–0 (1 consolation point) is less incisive.

11.d4

11.♕e4 ♘c5 does not help White.

11...♕xf3 12.♗xf3 ♗xf3 13.gxf3 exd4

13...0–0–0 14.c5 allows White some initiative.

14.♖e1†

14.cxd4 c5 15.♖b1 0–0–0=

14...♗d8 15.♕e4

15.cxd4 c5 16.♕e4 ♗c7 17.♖b1 ♖ab8=

15...♖b8!?

Or 15...♖e8 and now:

a) 16.♕g5† f6 17.♕xb7 ♖xe1† (or 17...♖b8) 18.♖xe1 ♖b8 19.♕xa6 fxg5 20.cxd4=

b) 16.cxd4±

16.cxd4 c5 17.♕e3

17.♕b2!? ♗c7 18.d5=

17...♗c7=

Ex. 18-10

R.Fischer – T.Petrosian

Candidates Match (7), Buenos Aires 1971

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6 5.♕d3 ♘c6 6.♘xc6 bxc6 7.0–0 d5 8.c4 ♘f6 9.cxd5 cxd5 10.exd5 exd5 11.♘c3! ♕e7 12.♗a4†!

Diagram Ex. 18-10

12...♗d7?!

A theoretical mistake. Black has the inferior pawn structure (an isolated pawn) and should try to compensate for it with active piece play.

The correct approach is: 12...♕d7

(2 points)

13.♗d4 (13.♗c2 0–0 14.♕g5 d4!?) 13...♕e6 14.♕f4 0–0 15.♖fe1 ♗a5!?

13.♖e1

This is stronger than: 13.♕b5 axb5 14.♗xa8 0–0† 15.♕g5?! ♕b7 16.♗a5 d4 17.♕xf6 ♕xf6 18.♘xb5 ♕xg2!=

13...♗xa4 14.♘xa4 ♕e6 15.♕e3 0–0

15...♘d7 16.f4 g6 17.♕d4 0–0 18.♖ac1±

16.♕c5!± ♖fe8 17. ♕xe7 ♖xe7

See Diagram 5-1 in *Chess Evolution 2*.

Ex. 18-11

G.Hertneck – A.Yusupov

Bundesliga 1996

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.g3 ♕b4† 5.♕d2 ♕e7 6.♕g2 0–0 7.0–0 c6 8.b3 ♘bd7 9.♕c3 ♘e4 10.♕b2 f5 (10...b5!?) 11.♘bd2 (11.♘e1!?) 11...♗e8 12.e3 (12.♘e1 Δf3, ♘d3)

Diagram Ex. 18-11

12...♗h5!?

(2 points)

12...g5!? (also 2 points) is interesting too: 13.♘xe4 (13.♘e1 g4!) 13...dxe4 14.♘d2 g4=

The developing moves 12...b6, 12...b5 or 12...a5 each earn 1 consolation point.

13.♘xe4 fxe4 14.♘d2 ♗xd1 15.♖axd1 a5!=

Ex. 18-12

R.Slobodjan – A.Yusupov

German Ch, Altenkirchen 2001

1.e4 e5 2.♘f3 ♘c6 3.♕b5 a6 4.♕xc6 dxc6 5.d4 (♟5.0–0) 5...exd4 6.♗xd4 ♗xd4 7.♘xd4

Diagram Ex. 18-12

7...♕d7

(2 points)

Solutions

Black's plan is linked to queenside castling.
For that reason Black should first get his king to safety and only then consider how to position his other pieces.

7...♔d6 (1 point) is less accurate.

8.♖c3

Better is 8.♔e3!? followed by ♖d2.

8...0-0-0 9.♔e3 g6!?

9...♔b4=

10.0-0-0 ♔g7 11.♖de2 ♖e7

The bishop pair allows Black to look to the future with optimism.

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

- ✓ Exchanging queens
- ✓ Reasons for exchanging queens

Exchanging queens – the transition to the ending

In the previous chapter we saw how important it is to correctly evaluate the transition to the endgame. An exchange of queens can completely transform the character of the play. Naturally, exchanging queens does not automatically mean that we have reached the endgame, but it is a big step in that direction. So it is worth paying special attention to the exchange of queens, since that particular operation is so important.

The reasons for an exchange of queens can be very diverse; we shall consider various cases with examples.

1) **Swapping off the opponent's more active pieces.** When defending, this is often carried out with the intention of simplifying the position.

S.Gligoric – V.Smyslov

Zürich Candidates 1953

1.c4 ♘f6 2.♘c3 e6 3.♘f3 c5 4.g3 b6 5.♗g2 ♗b7
6.0-0 ♗e7 7.d4 cxd4 8.♞xd4 0-0 9.♞d1 ♘c6
10.♞f4

Diagram 19-1

10...♞b8

In this variation Black aims for the exchange of queens. The white queen is clearly the more active piece.

11.♞xb8

11.b3!?

11...♞axb8 12.♗f4 ♞bc8 13.♗d6

White suddenly puts himself in danger.

13.♘e5= would be simpler.

13...♗xd6 14.♞xd6 ♘e7! 15.♘e5?

This is a clear mistake.

15.b3 would be correct: 15...♘f5 16.♞dd1 (But not, as suggested by Bronstein, 16.♞d3?! d5 17.cxd5? on account of 17...♗a6!±.) 16...d5 17.♘e5 ♗a8 18.♞ac1= 15...♗xg2 16.♔xg2 ♘f5 17.♞d2 d6±

Diagram 19-1

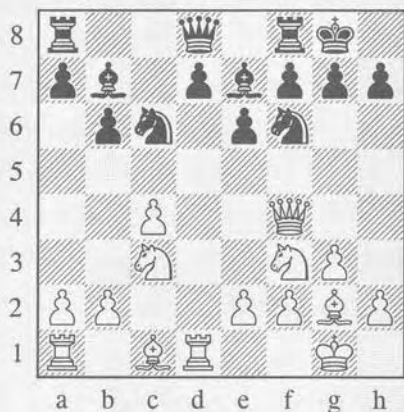


Diagram 19-2

Black wins a pawn. The remainder of the game can be found in Chapter 13 of *Build Up Your Chess 1*.

2) **Securing a superior position against possible counterplay**, often with static positional advantages such as a better pawn structure.

Diagram 19-3

B.Gelfand – A.Karpov

Vienna 1996

16. ♖d2

White brings his queen to f4. In the ending White will have a slight but lasting advantage on account of his better pawn structure. Offering the exchange of queens is a typical idea when playing against an isolated pawn.

16... ♜ad8

Or 16... ♜fe4 17. ♖f4±.

17. ♜ed1 g6 18. ♖f4!

Diagram 19-4

18... ♖xf4?!

Gelfand criticized this decision, which leaves Black without active counterplay.

18... ♖e7 is a better option.

19. gxf4± ♜f8 20. e3 ♜d6?!

The rook is not well placed here.

20... ♜fe4!± should have been preferred.

21. b4 ♜e6

After 21... ♜ce4 Gelfand intended to reply 22. ♜a4!± with the threat of f2-f3.

22. ♜ce2 ♜e7

We saw the continuation of the game as Exercise F-3 in *Boost Your Chess 3*, and the final part of the game in Chapter 20 of *Chess Evolution 2*.

3) **The transition to a technically won ending**, in particular when the advantage is in material. We have already dealt with several such operations, one example being the position from Azmaiparashvili – Yusupov, Las Palmas 1993, which appears in Diagram 3-6 on page 36.

Diagram 19-2

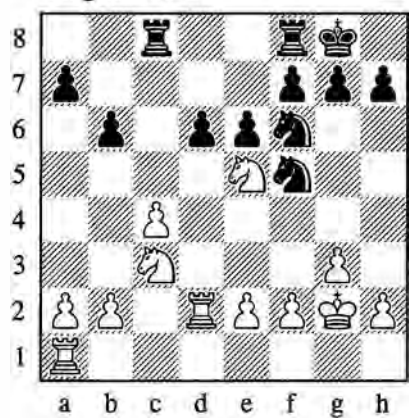


Diagram 19-3

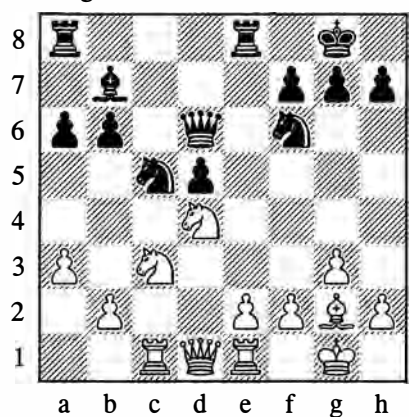


Diagram 19-4

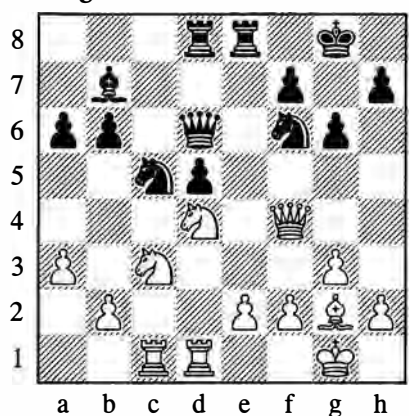


Diagram 19-5

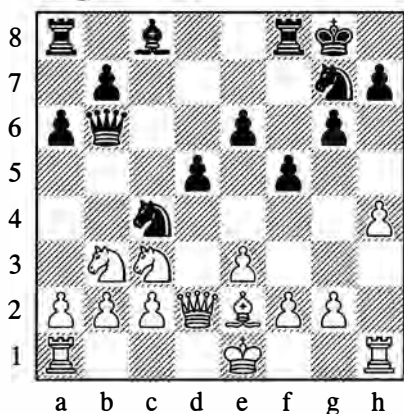


Diagram 19-6

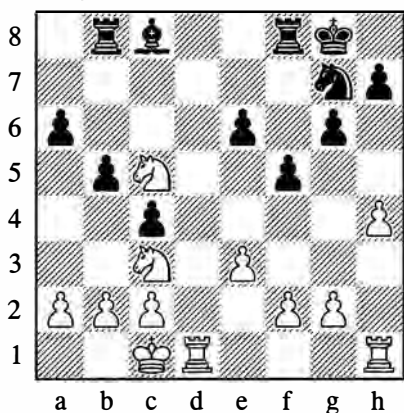


Diagram 19-7

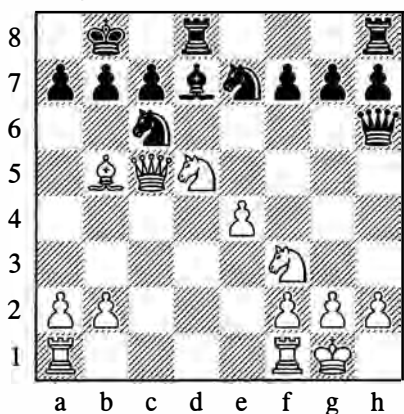


Diagram 19-5

J.Capablanca – F.Yates

New York 1924

18. ♖xc4 dxc4 19. ♜d4!

This operation gets rid of an important piece which can defend the dark squares. Of course, the suppression of counterplay plays a role here. Sometimes there are a lot of arguments in favour of an exchange of queens!

19... ♜c7

19... ♜c6 20. ♘a5 ♜xc2 21. 0-0-0†

20. ♜c5! ♜xc5?!

Better is 20... ♜f7 21. ♜xc7 ♜xc7 22. ♘d4 b5±.

21. ♘xc5 b6 22. ♘5a4 ♜b8 23. 0-0-0 b5 24. ♘c5

Diagram 19-6

White is better – just compare the bishop on c8 and the knight on c5! Also, the dark squares (c5, d6, e5) are weak.

For the rest of the game see Diagram 2-1 in *Build Up Your Chess 2*, and Diagram 18-3 in *Build Up Your Chess 1*.

5) **An exchange during the struggle for an open file or diagonal.** A very good example of this can be found in Botvinnik – Sorokin, Exercise F-1 in *Build Up Your Chess 3*.

6) **To force a favourable transformation of the position**, often by damaging the opposing pawn structure.

Diagram 19-7

A.Yusupov – K.Shirazi

Lone Pine 1981

White has a strong initiative and Black feels forced to exchange queens (exchanging the active piece).

15... ♜d6

15... ♘c8 is strongly met by 16. ♘e5! when 16... ♘xe5? is not good: 17. ♜xc7† ♘a8 18. ♜xe5 and White threatens ♘c7†.

16. ♖xd6

For White this is a logical transformation of advantages – instead of the initiative White now gets a better pawn structure.

16...cxd6 17. ♘xe7 ♘xe7 18. ♙xd7 ♖xd7 19. ♖ad1±

Diagram 19-8

See Ex. 4-4 in *Build Up Your Chess 2*.

7) **Preventing castling or gaining a tempo.** This occurs more rarely, because an exchange of queens also reduces attacking potential.

Diagram 19-9

A.Yusupov – A.Sokolov

Tilburg 1987

24. ♙c7!

This is even stronger than 24. ♙e5!? ♙c5 25. ♙xf6 gxf6 26. ♖ac1±.

24... ♖c5 25. ♖xc5

White swaps off the defender of the d4-pawn and gains a tempo for the continuation of his attack.

25... ♙xc5 26. ♖ac1 ♘e4?

It would be slightly better to play 26... ♙b6 27. ♙xb6 axb6 28. ♖xd4 ♖xa2 29. ♖b4 and now:

a) 29...h5 30. ♖xb6 ♘g4 (30... ♖e2 31. ♙f5!) 31. ♙f1 ♘e5±

b) 29... ♘d5 30. ♖b5 ♖a5 31. ♖xa5 bxa5 32. ♖c5±

27. ♙f5! ♙b6 28. ♙d7!

White carries out a forcing attack on the black pieces, which wins material.

28. ♙xb6 axb6 29. ♖xd4+– would also be good.

28... ♖e7 29. ♙c6 ♖f8

Or 29... ♖c8 30. ♙xb6 axb6 31. ♙xe4+–.

30. ♙xb6 axb6

Diagram 19-10

31. ♖e1! f5 32. f3 d3 33. ♖cd1 d2 34. ♙d5†!

But not 34. ♖e3? on account of 34... ♘c3!.

34... ♘h8 35. ♖xd2!

35. ♖e2? ♘c3!

35... ♘xd2 36. ♖xe7

White is winning, not just because he has won a pawn, but also because the black knight has strayed to d2.

Diagram 19-8

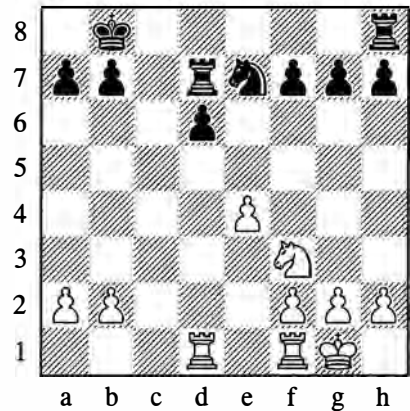


Diagram 19-9

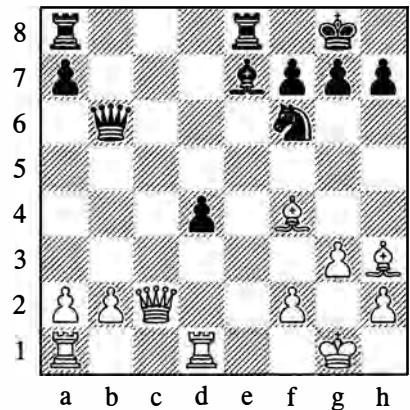


Diagram 19-10

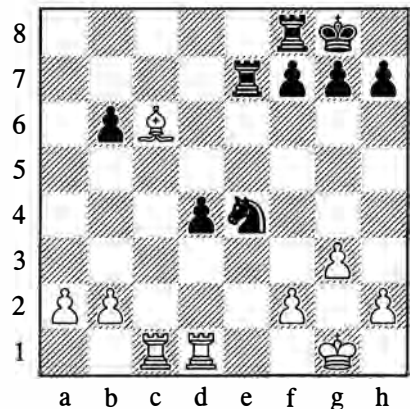


Diagram 19-11

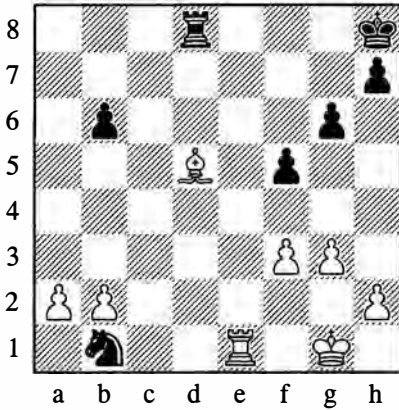
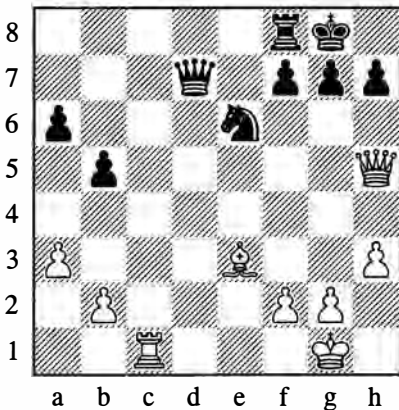


Diagram 19-12



36...g6

36...g6 can be met by either 37.♔f2 g6 38.♞e5+ or 37.♞e2 ♖b1 38.♞e3 followed by ♞d3+.

37.♞e2 ♖b1 38.♞e1 ♞d8

Diagram 19-11

39.♞d1!

After ♔f2-e3-d4 White will capture the trapped knight.

1-0

8) **Aiming for a specific distribution of material** – rook and bishop against rook and knight, for example.

We have already looked at the game Yusupov – Anand in Chapter 17 of *Boost Your Chess 2*. Here is just a short fragment.

Diagram 19-12

A.Yusupov – V.Anand

Linares 1992

25.♞d1!

White wants an ending with rook and bishop against rook and knight. He will then have a slight advantage because in the open position the bishop is better than the knight, and it is easier coordinating a rook and bishop.

25...♞xd1†

25...♞b7!? is met by 26.♞c2±.

26.♞xd1 ♞d8 27.♞c1!±

The exchange of rooks would be wrong, since Black could then set up a barrier with his knight on c6.

With the rooks still on the board, White kept some pressure and succeeded in grinding out a win in 70 moves.

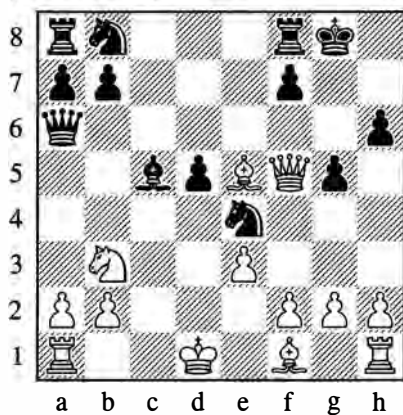
9) **Psychological motivation.** For example, if endgames are not the opponent's strength.

We saw an example of this theme in Yusupov – Lautier in Ex. 18-2 in the previous chapter: White did not want to take any risks against a strong opponent and preferred to play an ending.

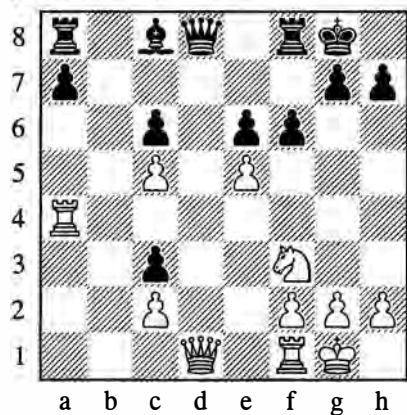
In the test you have to decide which side profits more from an exchange of queens.

Exercises

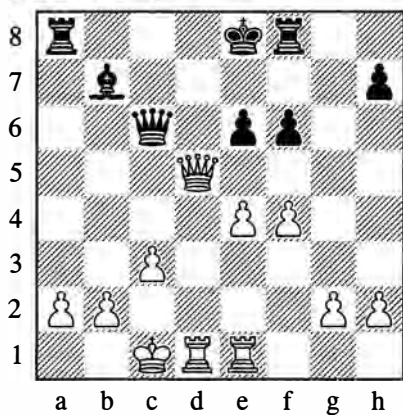
► Ex. 19-1 ◀ ★★ ▼



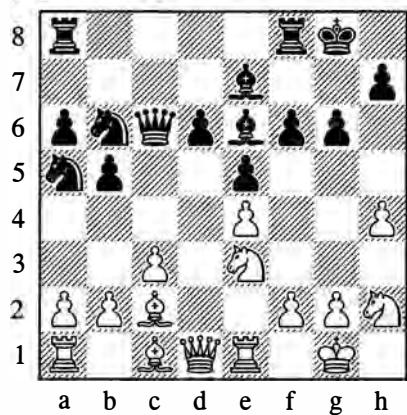
► Ex. 19-4 ◀ ★★ △



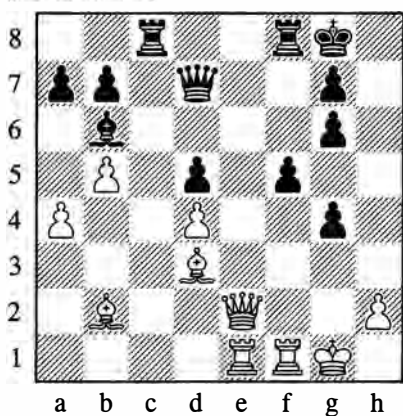
► Ex. 19-2 ◀ ★★ ▼



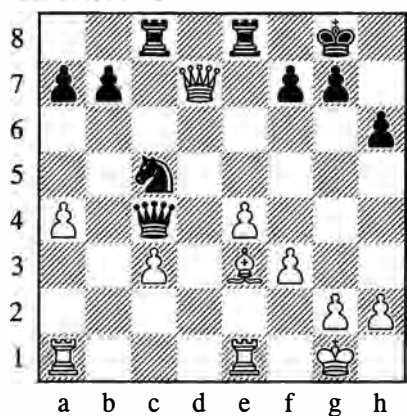
► Ex. 19-5 ◀ ★★★ ▼



► Ex. 19-3 ◀ ★★ △

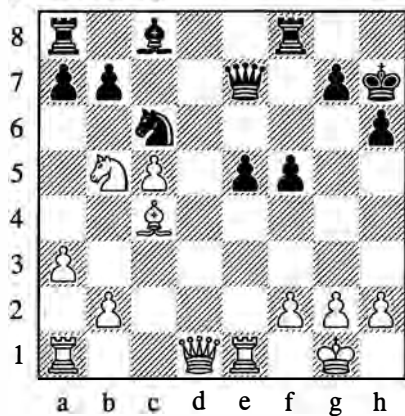


► Ex. 19-6 ◀ ★★ △

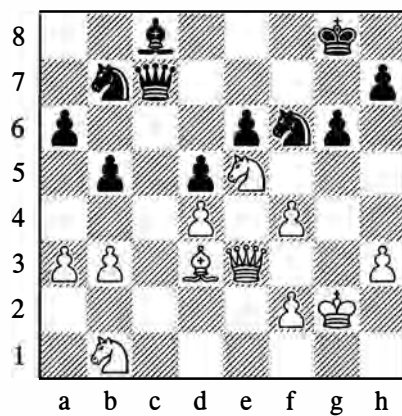


Exercises

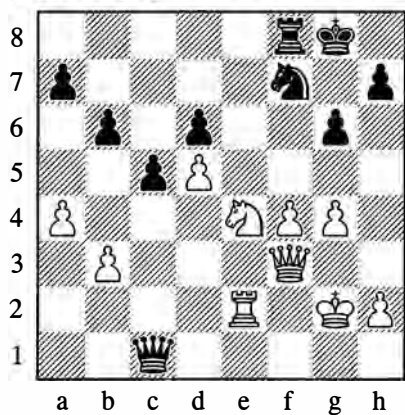
► Ex. 19-7 ◀ ★★ △



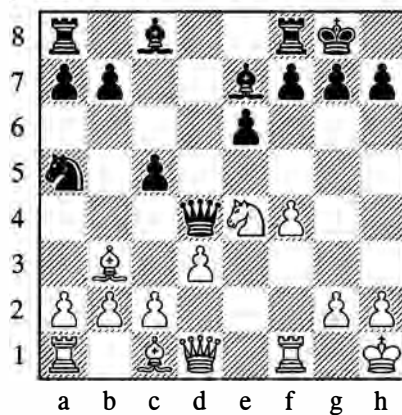
► Ex. 19-10 ◀ ★★ △



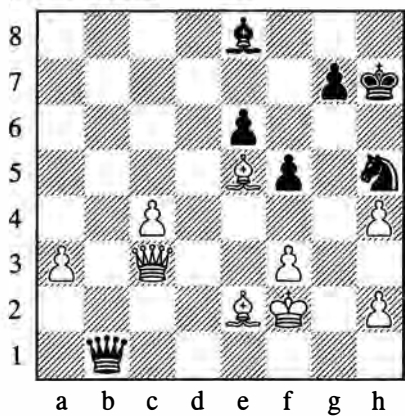
► Ex. 19-8 ◀ ★★ △



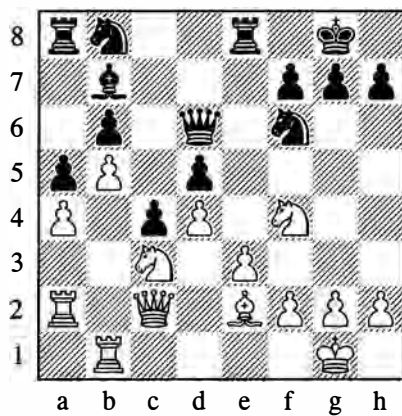
► Ex. 19-11 ★★ ▼



► Ex. 19-9 ◀ ★★ △



► Ex. 19-12 ◀ ★★★ △



Solutions

Ex. 19-1

J.Lautier – V.Chuchelov

Mulhouse 2005

17...♖a4?

Going into an ending is the correct decision:
17...♖e6!

(2 points)

18.♖xe6 ♜xf2† (another possibility is 18...fxe6
19.f3 ♜f2† 20.♙e2 ♜xh1 21.♜xc5) 19.♙e1
fxe6 20.♜xc5 ♜xh1 21.♜xe6. The position is
very complicated, but after 21...♖f7!? 22.♜c7
♜c6 23.♜xa8 ♜xe5 24.♖c1 ♖f2 25.♖c8† ♙g7
26.♖c7† ♙f6 27.♖xb7 ♜g4 Black is first to
coordinate his forces and is well placed.

18.f3! ♜c6 19.fxe4 ♖fe8?

19...♜xe5!?

20.♙c3+– ♙xe3 21.exd5 ♜d4 22.♖f6 ♖e4
23.♙d3 ♖f4 24.♖xh6 ♖h4 25.♖f6 ♖c8
26.♖f1 ♖d7 27.♜xd4 ♖xd4 28.♙xd4
1–0

Ex. 19-2

H.Nakamura – B.Gelfand

Biel 2005

24...♖xc3†!

(2 points)

It is very important for Black to weaken his
opponent's pawn phalanx.

White is somewhat better after 24...exd5
25.exd5† ♙d7 26.dxc6† ♙xc6.

25.bxc3 exd5 26.exd5† ♙d7 27.♙b1
♖a4 28.g3 ♖fa8 29.♖d2 ♖8a5 30.d6 ♙e4†
31.♙a1 h5 32.h3 ♙d5 33.g4 ♖xa2† 34.♖xa2
♖xa2† 35.♙b1 ♖h2 36.♖e3 h4 37.♙c1
♙xd6 38.f5 ♖f2 39.♙d1 ♖f3

0–1

Ex. 19-3

V.Smyslov – M.Botvinnik

World Ch (3), Moscow 1954

27.♖e6†?

White should retain the queens, because as
long as the queens are on the board, the pawns
will play a lesser role. It is important to make
use of the extra piece for an attack.

So the correct move is 27.♖g2!:

(1 point)

a) 27...♖d6 28.♙h1 (Dvoretzky) renews
White's threat of 28.♖e5.

b) 27...♖fe8 allows White and to attack on
the kingside with 28.h3!.

(another 1 point for this variation)

27...♖xe6 28.♖xe6 ♙f7 29.♖fe1

Black also holds after 29.♖e5 ♖fe8! and
now:

a) 30.♖xd5 ♖e3! 31.♙b1 (31.♖d1 ♙e6) 31...♖e2

b) 30.♖fe1 ♙c7 31.♖xe8 ♖xe8 32.♖xe8
♙xe8=

29...♖fe8 30.♖xe8 ♖xe8 31.♖xe8

31.♖d1 ♖e3 32.♙f2! ♖h3

31...♙xe8= 32.♙c3 ♙d7 33.a5 ♙d8
34.♙b4 b6 35.a6 ♙f6 36.♙c3 ♙e6 37.♙g2
g5 38.♙e2 g6 39.♙d1 ♙e7 40.♙d2 ♙d8
41.♙e3

½–½

Ex. 19-4

R.Fine – M.Botvinnik

Netherlands 1938

The following annotations are based on
analysis by Belavenets.

17.♖e1!

(2 points)

Here too, it is better to retain the queens.
Black's light-squared bishop does not get into
the game and White can coordinate his queen
and knight wonderfully well.

17...a5 18.♖xc3 ♙a6 19.♖fa1 ♙b5 20.♖d4!

Solutions

20.♖xa5 ♖xa5 21.♗xa5 (21.♖xa5 ♗d1†)
 21...♗xa5 22.♖xa5 ♖d8±
20...♗e7 21.♖d6+– a4
 21...fxe5 22.♜xe5 ♖f5 23.♗e3 ♖af8 24.f3
 ♗f6 25.♖e1 and White threatens c2-c4 as well
 as ♜d7.
22.♗e3 ♖a7 23.♜d2 a3 24.c4 ♖a4 25.exf6
 Or 25.♖xa3+–.
25...♗xf6
 After 25...♖xf6 26.♗xa3 White threatens
 27.♗b4.
26.♖xa3 ♖e8 27.h3 ♖aa8 28.♜f3 ♗b2
29.♜e5 ♗b1† 30.♜h2 ♗f5 31.♗g3
 32.♖f3 is a decisive threat.
1–0

Ex. 19-5

I.Koenig – V.Smyslov

England – USSR Radio match 1946

20...d5!
 (1 point)
21.exd5 ♜xd5 22.♜xd5 ♗xd5
 (another 1 point)
 By exchanging queens, Black avoids any
 counterplay on the kingside.
 22...♖xd5?! 23.h5!±
23.♗e2 ♗c4!
 (another 1 point)
24.♗xc4 ♜xc4 25.♜f1 ♖ac8 26.♖b3 ♜f7
27.g3 ♖fd8 28.♜e3†
 See Ex.11-7 in *Chess Evolution 1*.

Ex. 19-6

A.Yusupov – L.Ljubojevic

Belgrade 1991

25.♗b5!
 (2 points)
25...♜d3
 Black certainly cannot play 25...♗xc3?
 26.♖ac1+–, but he could consider 25...♗xb5!?
 26.axb5 a6±.
26.♖ed1 ♗xb5 27.axb5 ♖xc3 28.♖xa7 ♖a8
29.♖d4 ♖xa1 30.♖xa1 ♖b3 31.b6+–

Ex. 19-7

A.Yusupov – S.Dolmatov

USSR Ch, Frunze 1979

20.♗d6!
 (2 points)
 White exchanges a good defensive piece
 and avoids the possible counterplay in the
 centre which could arise after 20.♜d6 e4.
 Note also that it is easier to make use of
 the white queenside pawn majority in the
 ending.
20...♗xd6 21.♜xd6 a5 22.f3!±
 Fixing the e5-pawn as a weakness.
22...♜g6 23.♖ad1 a4 24.♖b5 ♜f6 25.♖xc6
bxc6 26.♜c4 ♖e8 27.♖d6† ♖e6 28.♜b6
 Black loses material after both 28...♖b8
 29.♖d8+– and 28...♖xd6 29.cxd6 ♖b8 30.d7
 ♖b7 31.♜c8+–.
1–0

Ex. 19-8

Variation from the game

M.Botvinnik – M.Najdorf

Amsterdam Olympiad 1954

29.♗c3!
 (2 points)
 The transition to the ending is the simplest
 way to secure White's positional advantage.
 Botvinnik suggested 29.♗e3!? (1 point),
 although Black can then reply 29...♗d1.
 29.♜f6† ♜g7 30.g5?? would be bad because
 of 30...♜xg5 31.fxg5 ♗xg5†.
29...♗xc3
 29...♗xf4 30.♜f6† ♜h8 31.♖e4+–
30.♜xc3±

Ex. 19-9

M.Botvinnik – C.Guimard

Groningen 1946

White takes no chances and forces the
 exchange of queens, going into a technically
 won endgame.

Solutions

45. ♖b2!

(1 point)

46... ♖h1 46. ♖a1!

(another 1 point)

46... ♖xa1 47. ♙xa1 ♖f4 48. ♙f1+ ♖g6
49. ♗g3 ♖e7 50. ♗f4 ♖g6+ 51. ♗g5 ♖f8
52. h5 ♙c6 53. f4 ♗g8 54. ♙e2

54. h4?? ♖h7+ 55. ♗g6 ♙e8# (Botvinnik)

54... ♖h7+ 55. ♗h4 ♗f7 56. ♗g3 ♖f6
57. ♗f2

1-0

Ex. 19-10

M.Botvinnik – C.Kottnauer

Moscow 1947

31. ♖d2!?

(2 points)

The white queen heads for the c-file. The exchange of queens makes sense here, since the white king position is slightly weakened. After the exchange of queens the king can take an active role and protect the weak pawns on d4 and f4. White's hopes are tied in with the bad bishop on c8. He would like above all to remove all the other pieces from the board and play with a knight against the bad bishop!

31... ♖d6 32. ♖c2 ♖xc2

32... ♖e7 is worth considering: 33. ♖c3 ♙b7
34. ♖e2 ♖c4?

33. ♙xc2 ♖f7?!

Absolutely the wrong strategy; Black should hang on to the knight.

The correct idea is: 33... b4! 34. ♙d3! (34. axb4 ♖b5) 34... ♖h5!? (or 34... bxa3=) 35. ♗f3 ♖g7 36. axb4 ♖gf5= and the weakness of the d4-pawn gives Black enough play.

34. ♖c3

Also interesting is 34. ♖d2!? intending b3-b4 followed by ♖b3-c5.

34... ♖xe5?

This just improves the white pawn structure.

35. fxe5 ♖e8 36. ♗f3 ♖c7 37. ♗e3 ♗f7
38. ♖e2! ♗e7 39. ♖f4 a5 40. ♖d3

40. h4!± would be more accurate. For example: 40... b4?! 41. axb4 axb4 42. h5! g5 (42... gxf5 43. ♙xh7) 43. ♖d3 ♖a6 44. h6!+- (Botvinnik)

40... ♖a6± 41. b4

41. h4!?

41... axb4 42. axb4 ♖b8 43. ♗d2 ♖c6 44. ♗c3
♖d8 45. h4 ♖f7 46. ♖f4! ♙d7 47. ♗d2 ♙e8
48. ♙d3 ♖h6 49. h5! ♖f5

49... g5 50. ♖h3 ♙xh5 51. ♖xg5+-

50. hxc6 hxc6 51. ♗c3 ♗f7 52. ♙e2

52. ♙f1!?

52... ♙d7 53. ♖d3 ♗e7 54. ♖c5 ♙e8 55. ♖a6
♗d8 56. ♙g4 ♙d7 57. ♖c5 ♗e7 58. ♗d3

58. ♙h3!?

58... ♙c8

Better is 58... g5!.

59. ♙h3 ♗e8?

59... ♖h4?! is followed by: 60. ♗e3 g5 61. f4
gxf4+ 62. ♗xf4 ♖g6+ 63. ♗g5 ♖f8 64. ♙f1±

59... ♙d7? is bad too: 60. ♖xd7 ♗xd7
61. ♙xf5 gxf5 62. ♗e3+-

The correct move is 59... ♖h6! and Black can still put up a sturdy defence.

60. ♗c3

After 60... ♙d7 61. ♙f1+- the threat of ♖xd7 wins a pawn.

1-0

Ex. 19-11

K.Plater – M.Botvinnik

Moscow 1947

13... c4!

(2 points)

14. c3

14. ♙a4 cxd3 15. cxd3+

14... ♖xd3 15. ♖xd3 cxd3 16. ♖f2 ♙d8

17. ♙d1 ♙c5!

17... e5 18. fxe5 ♙f5 19. ♙e3+

18. ♙xd3

18. ♖xd3 ♖xb3 19. axb3 e5 20. ♖f2 ♙e6!+-

18... ♙d7 19. ♙e3

19. ♖e4 ♖xb3 20. axb3 ♙b5+

19... ♙xe3 20. ♙xe3 ♙b5+

Solutions

Ex. 19-12

M.Botvinnik – O.Moisieev

USSR Ch, Moscow 1951

20.♔c1!

(3 points)

White prepares to offer an exchange of queens, after which the remaining black pieces will be tied down by the weakness of the d5-pawn.

20.♔f5!? (2 consolation points) may improve the position of the queen, but White has no real opportunities in the middlegame for action on the kingside. But perhaps later an exchange of queens could be offered via the g3-square.

20...♘bd7 21.♖a3 ♜xa3 22.♞xa3 ♘f8

22...g5!?

**23.h4!± ♞ad8 24.♙f3 ♘e6 25.♘h5 ♘xh5
26.♙xh5 g6 27.♙f3 f5 28.♞a2 ♘g7 29.♘f1
h6 30.g3 ♘f6 31.♘g2 ♞h8 32.♞h1 ♞he8
33.♞d2 ♞e7 34.♞e2 ♞ee8 35.♘f1 ♞h8
36.♘e1 ♞he8 37.♘d2 ♞e7 38.♞ee1 ♞ee8
39.♘e2 ♞h8**

Better is 39...h5.

40.g4!

White aims to provoke a second weakness on the kingside.

40...♞hg8 41.♞cg1 fxg4?! 42.♙xg4± ♞df8?

42...♙c8

**43.♙xe6 ♘xe6 44.♘f4† ♘d6 45.♞h2 ♞f6
46.♞hg2 ♙c8 47.♞xg6 ♞g6 48.♞xg6 ♞xg6
49.♘g6 ♙f5 50.♘e5 ♙b1 51.♘c3 ♙a2
52.e4!+- dxe4 53.♘xc4† ♙xc4 54.♘xc4 h5
55.d5 ♘e5 56.d6 ♘xd6 57.♘d4**

1-0

Scoring

Maximum number of points is 26

- 22 points and above.....> **Excellent**
- 17 points and above.....> **Good**
- 13 points.....> **Pass mark**

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

Contents

- ✓ Benefits of the outpost
- ✓ The exchange sacrifice
- ✓ Attacking variations

Outposts for knights

A knight becomes dangerous when it gets close to the opposing pieces. To do so it often needs the support of a pawn or a piece. But when the knight is on a protected square it can develop its capacities to the full extent.

A knight in an outpost position is dangerous to the defending side for several reasons:

- 1) The knight can provide very strong back-up for an attack.
- 2) The knight itself can become active at any moment.
- 3) The knight controls important squares deep in the opposing camp, thus hindering effective coordination between the defensive pieces.

Frequently the only option for the defence is to get rid of such a knight at any cost, even if it means sacrificing an exchange.

In the following positions you should try to exploit the outpost position of the knight for an energetic attack.

Diagram 20-1



Diagram 20-1

Kulis – Balik

Czechoslovakia 1954

White wins by force here.

1. ♖h6† ♜xh6 2. ♜h4† ♜g5

2... ♜g7 3. ♜xh7#

3. ♙c1† ♜xh4 4. ♜f4† ♜g5 5. ♜f3†

Or 5. ♜g4† ♜f5 6. ♜g5#.

5... ♜h4 6. ♜h3#

Diagram 20-2

Duric – Ortel

Oberwart 1981

1.♖xd5!

After this rook sacrifice the white knight reaches a dream position on f6.

1...exd5 2.♘xd5 ♖f7

Or 2...♖c5 3.♖g7 ♖xd5 4.♖xh8† ♔d7 5.♙c4! ♖xc4 6.♗d1† ♔c7 7.♗d8†+.

3.♙c4

White brings all his reserves into the attack with tempo.

3...♙e6 4.♘f6† ♔e7

4...♔d8 5.♙xe6 ♖xe6 6.♖g7 ♖e8 7.♖xb7+–

5.♙xe6 ♔xe6 6.♗d1

Despite his advantage in material here, Black is losing due to the strength of the white pieces.

6...♖f8

Or 6...♖e7 7.♗d6† ♔f7 8.♘d5 ♖e8 9.e6†+–.

Diagram 20-3

7.♖h3!

The queen attacks the king via the queenside!

7...♖b4

This wards off the threat of ♖b3†, but allows his opponent to invade via the kingside.

7...♔f7 8.♖b3† ♔g7 9.♖xb7†+–

8.♘d5

The knight does not have to stay on f6 forever!

8...♖c4 9.♖h4

Black can no longer hold the position together.

1–0

Diagram 20-4

Variation from the game

Winkle – Munko

1975

21.e6!

A logical move. White either opens the position or gets the f7-square for his knight.

21...f6

21...fxe6 is followed by 22.♖e5 0–0 23.♖xe6†+–.

22.♘f7 0–0

A legal move!

Diagram 20-2

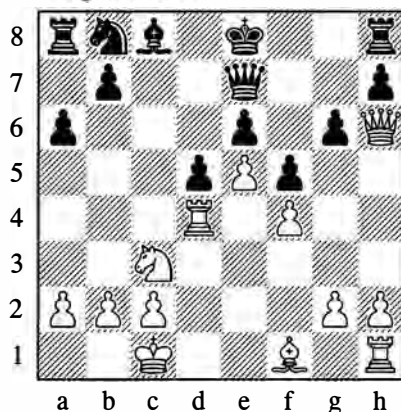


Diagram 20-3

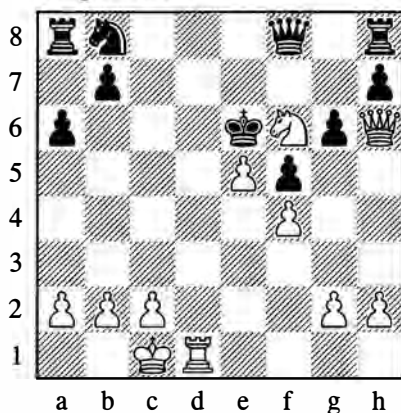


Diagram 20-4

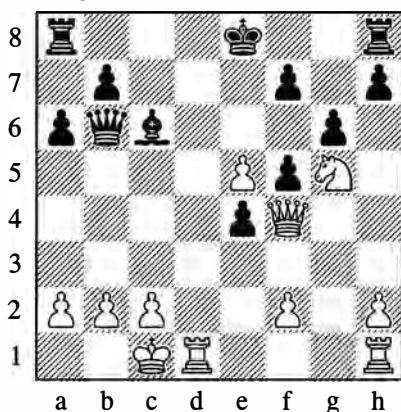


Diagram 20-5

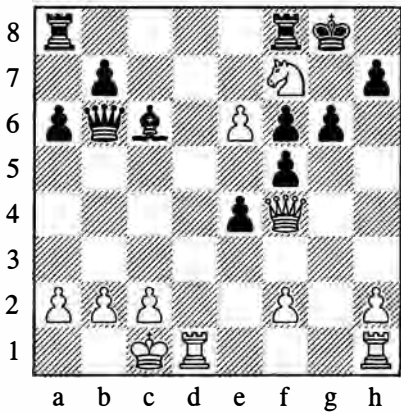


Diagram 20-5

23. ♖h6†!

This is the most effective way for White to continue his attack

The alternative 23. ♖xf5! is tempting, but allows Black to struggle on with: 23... ♖xf7 (not 23... gxf5 24. ♖hg1#) 24. exf7† ♖xf7 25. ♖f4±

23. ♖h8 24. e7 ♖fe8 25. ♖d6 ♖g7 26. ♖xf5†! gxf5 27. ♖e6!+-

Diagram 20-6

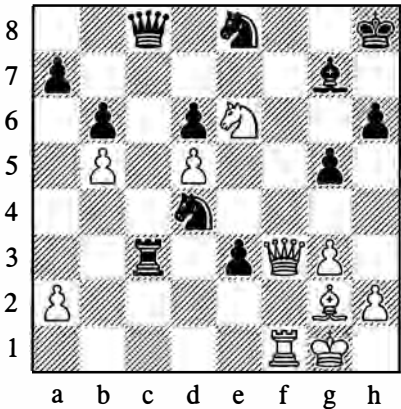


Diagram 20-6

J. Ambroz – H. Suri

Berne 1993

35. ♖f8†!

35... ♖xf8 36. ♖xf8† ♖h7 37. ♖e4† leads to mate.
1-0

Diagram 20-7

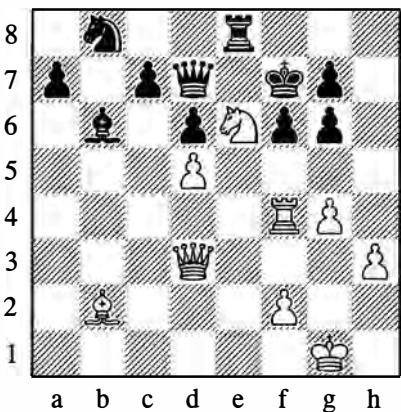


Diagram 20-7

A. Alekhine – N.N.

1923

Alekhine destroys the castled position.

1. ♖xf6!

Another strong continuation is 1. ♖xg7! ♖xg7 2. ♖xf6+-.

1... gxf6 2. ♖xf6†!!

This quickly leads to mate.

2... ♖xf6

2... ♖g8 3. ♖xg6† ♖h8 4. ♖h6†+-

3. ♖c3†! ♖e7 4. ♖g7#

Diagram 20-8

Juarez – Gourgei

Mexico 1980

1. ♖dxb5

A tempting sacrifice, but White could have absolutely steamrolled his opponent by sacrificing the bishop instead: 1. ♖xb5! axb5 2. ♖xe6! fxe6 3. ♖xb5+–

1...axb5 2. ♖xb5 ♖b6 3. ♖d6† ♖f8 4. ♖c4

The white pieces exert strong pressure on the black position.

4...h6 5. ♖g4 ♖g7

5...♖g7 6. ♖hf1 (6. ♖xf7 ♖xf7 7. ♖hf1† ♖g8 8. ♖xg6 is also very strong) 6...♖f5 7. ♖xf7 ♖xf7 8. ♖xf5† gxf5 (8...♖g7 9. ♖f6 ♖e3† 10. ♖b1 ♖g5 11. ♖f7†!+–) 9. ♖xf5† ♖g7 10. ♖f6† ♖g8 (10...♖h7 11. ♖f7#) 11. ♖d8†+–

Diagram 20-9

6. ♖hf1

White exploits the strength of his d6-knight.

6...♖f8 7. ♖d3!

White intensifies his threats, and Black has to surrender material so as not to lose on the spot.

7. ♖xf7†! ♖xf7 8. ♖xe6 also wins.

7...♖e3†

7...♖d7 loses the game immediately to 8. ♖xf7† ♖xf7 9. ♖xg6† ♖h8 10. ♖xf7#.

8. ♖b1 ♖g5 9. ♖xg5 hxg5 10. ♖xb7

1–0

Diagram 20-10

Bemporad – Caselli

Italy 1978

The strong position of the knight encourages Black to play a forcing combination.

1...♖d4!? 2. exd4

2. ♖h2 ♖xe3 3. ♖xg3 ♖f4+–

2...♖c1† 3. ♖h2 h4

Threatening ...♖h1#.

4. ♖g1 ♖f1†

But not 4...♖f4? on account of 5. ♖d1=.

5. ♖h1 ♖f4

Diagram 20-8

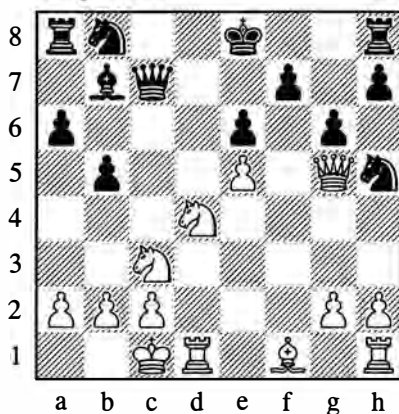


Diagram 20-9

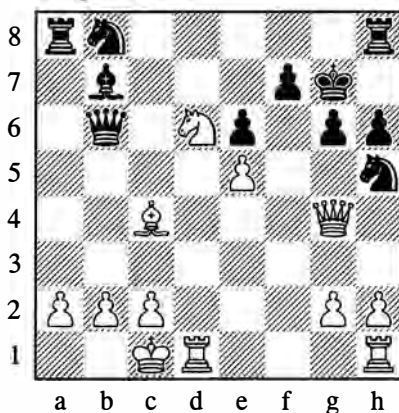
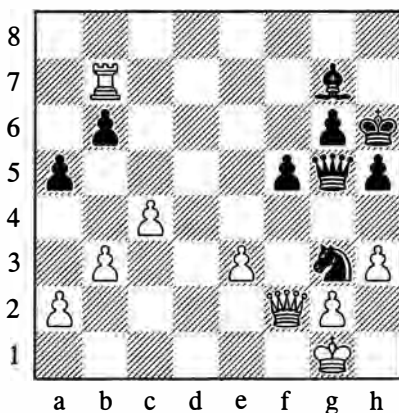


Diagram 20-10



The threat is ♖g3† and then ♖e2†. White loses the queen or the rook.

6.g4 ♖g3† 7.♗g2

7.♗h2 ♖e2†+

7...♜e4† 8.♗h2 ♜xb7

0-1

Diagram 20-11

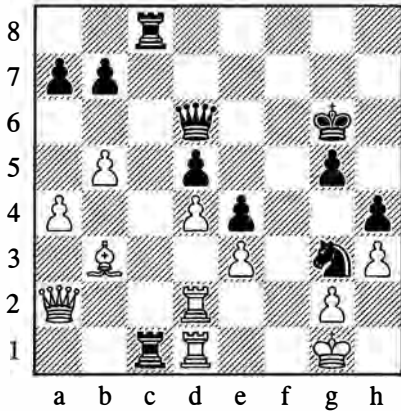


Diagram 20-11

R.Diener – R.Butze

Correspondence game 1982

Here too the knight has such a powerful post on g3 that White cannot hold his position together.

32...♜f8!!

32...♜f6? is weaker since White could then reply 33.♜f2, and after 33...♜xd1† 34.♗xd1 Black cannot play 34...♜c1 as he did in the game, because of 35.♜xf6†.

33.♜f2 ♜xd1† 34.♗xd1 ♜c1! 35.♜b3

No better is 35.♜d2 ♜b4!-+, nor 35.♜xf8 ♜xd1† 36.♗f2 ♜f1#.

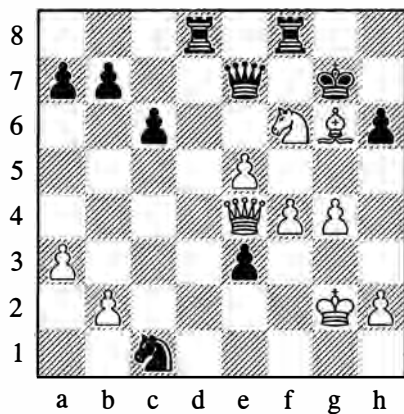
35...♜b4!

White cannot fend off the threats of mate.

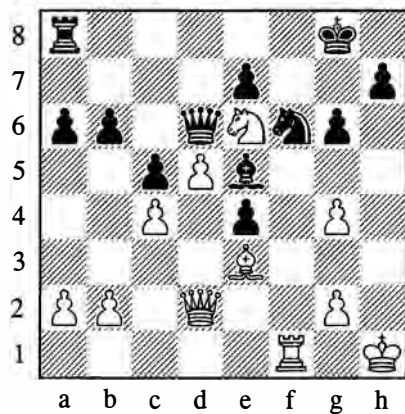
0-1

Exercises

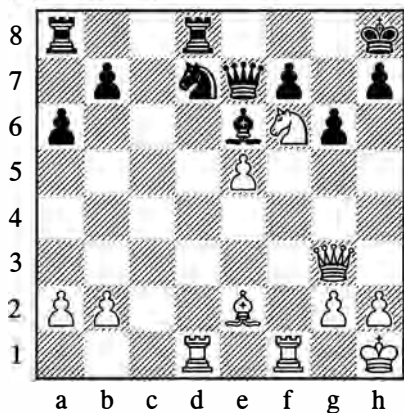
► Ex. 20-1 ◀ ★★ △



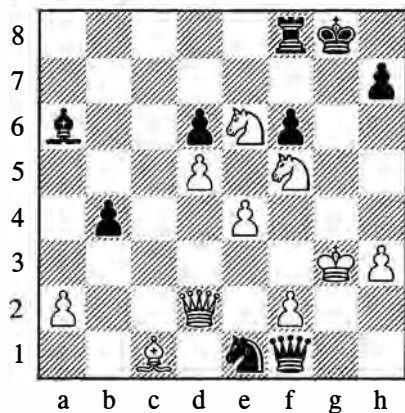
► Ex. 20-4 ◀ ★★ △



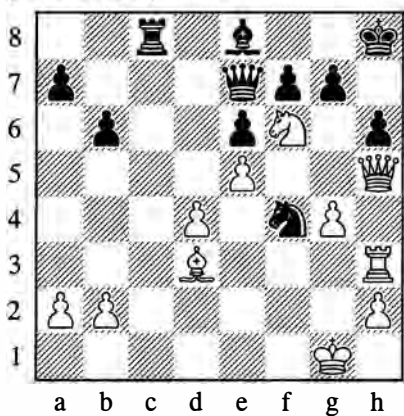
► Ex. 20-2 ◀ ★★★ △



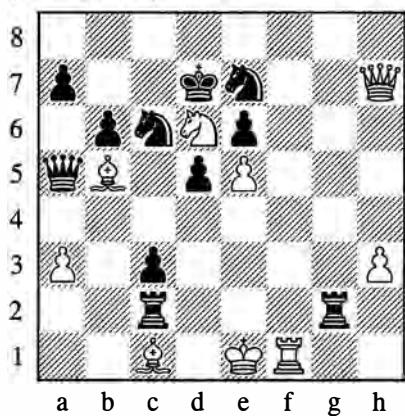
► Ex. 20-5 ◀ ★ △



► Ex. 20-3 ◀ ★ △

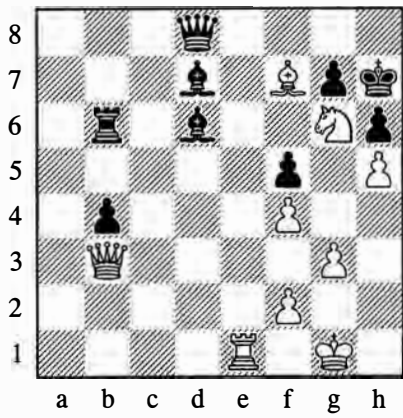


► Ex. 20-6 ◀ ★★ △

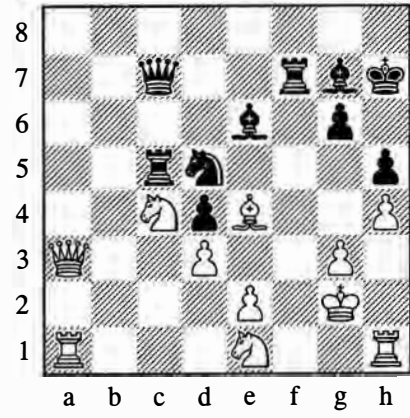


Exercises

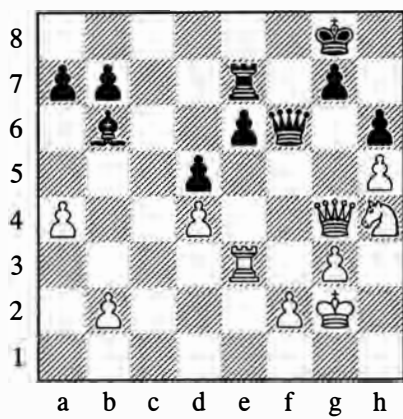
► Ex. 20-7 ◀ ★★ △



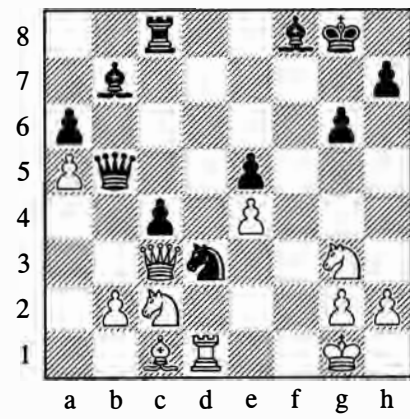
► Ex. 20-10 ◀ ★★ ▼



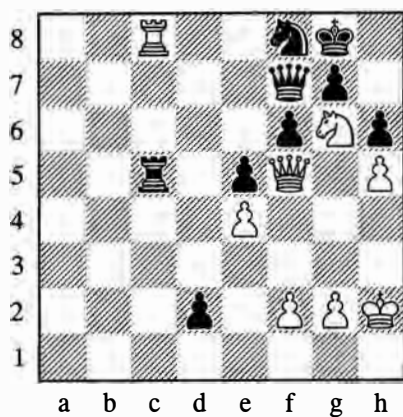
► Ex. 20-8 ◀ ★★ △



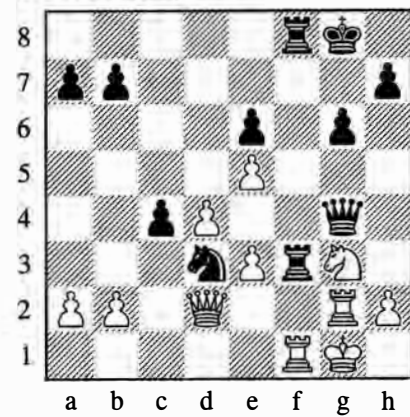
► Ex. 20-11 ★★ ▼



► Ex. 20-9 ◀ ★★ △



► Ex. 20-12 ◀ ★★ ▼



Solutions

Ex. 20-1

Jeromin – Gaponov

Kislovodsk 1988

1. ♖f7!

(1 point)

1... ♜h8

The main variation is: 1... ♖xf7 2. ♜h7† ♖e6 3. f5† ♖xe5 4. ♜xe7†

(another 1 point for this variation)

4... ♖f4 (4... ♖d4 5. ♜e4† ♖c5 6. ♜b4#) 5. ♜e4† ♖g5 6. ♖h7† ♖h4 7. g5† ♖h5 8. ♜f3† ♖h4 9. ♜h3#

1... ♜xf6 is followed by: 2. exf6† ♖h8 3. ♜g6 ♜xf7 4. ♜xf7 ♜g8 5. ♜h5 ♖h7 6. ♜f5† ♖h8 7. f7+–

2. ♜g6† ♖f8 3. ♖h7†! ♜xh7 4. ♜g8#

Ex. 20-2

Prodanov – Zlatilov

Bulgaria 1981

1. ♜xd7!

(1 point)

1... ♜xd7 2. ♜h4

But not 2. ♜f4? ♖g7=.

2... h5 3. ♖xh5!

(another 1 point)

3... ♖g7 4. ♖xg6! ♜h8

4... fxg6 5. ♜h7† ♖f8 6. ♖d5†+–

5. ♖h7

(another 1 point)

White threatens ♜g5†.

5... ♖f5 6. ♜g3† ♖g6 7. ♖xg6 fxg6 8. ♖xd7 1–0

Ex. 20-3

Vinogradov – Fedin

USSR 1973

1. ♜xh6†! gxh6 2. ♜xh6† ♖g7 3. ♜h7† ♖f8 4. ♜h8† ♖g7 5. ♜g8† ♖h6 6. g5#

(1 point)

Ex. 20-4

Graf – Wurm

Augsburg 1953

1. ♖xc5!

(1 point)

1... bxc5 2. ♜h6

Threatening ♜g7#.

2... ♖d7

2... ♖f7 3. ♜xh7† ♖e8 4. ♜h8† ♖d7

5. ♜xa8+–

3. ♜f7!

(another 1 point)

3... ♖xf7 4. ♜xh7† ♖g7 5. ♜xg7† ♖e8

6. ♜xg6#

Ex. 20-5

S. Urusov – Kalinsky

Russia 1880

1. ♜g5†! fxg5

1... ♖f7 2. ♜g7† ♖e8 3. ♜e7#

2. ♖h6† ♖h8 3. ♖b2† ♜f6 4. ♖xf6#

(1 point)

Ex. 20-6

Variation from the game

Chistiakov – Pejko

USSR 1963

1. ♜xe7†!

(1 point)

Certainly not 1. ♜f7?? ♜xc1#.

1... ♖xe7 2. ♜f7† ♖d8 3. ♖b7†

(another 1 point)

The combination 'only' leads to a draw.

3. ♜f8†= (also 1 point) is just as good.

3... ♖c8 4. ♖d6† ♖d8=

But not 4... ♖b8? 5. ♜f8† ♖c7 6. ♜c8† ♖d7 7. ♖xc6† ♖e7 8. ♜e8#.

Solutions

Ex. 20-7

V.Kirillov – J.Vatnikov

Vilnius 1949

1.♖e8!

(1 point)

1...♗xe8

1...♙g8 2.♙g8#

2.♙xe8 ♙xe8 3.♗e6

(another 1 point)

3.♗e3 ♖b8 4.♗e6+ (also 1 point) is an alternative way to win.

1-0

White wins in all lines:

a) 3...♙xg6 4.hxg6+ ♖h8 5.♗e8+–

b) 3...♖b8 4.♗xd6+–

c) 3...♙a4 4.♗xf5 ♖g8 5.♗c8+ ♖f7 6.♗d8 ♖a6 7.♙h8+ ♖e6 8.♗c8+–

d) 3...b3 4.♗xe8 ♖b8 5.♗e1 b2 6.♗b1+–

Ex. 20-8

J.Speelman – P.Benko

Rotterdam 1987

1.♖f3!

(1 point)

1-0

The finish could be: 1...♗xd4 2.♙g6! and now 2...♖f7 3.♗xe6+– or 2...♖e8 3.♗xe6+! ♖xe6 4.♖f8+ ♖h7 5.♖h8#.

(another 1 point for this variation)

Ex. 20-9

E.Kengis – E.Gufeld

Moscow 1983

46.♗e6!

(1 point)

Threatening ♖xf8+.

46...♖xc8

46...♗xe6 47.♖xf8+ ♖h7 48.♖h8#

47.♙e7+ ♖h7 48.♗xf7

(another 1 point)

White now threatens ♗g8#.

48...♙e6

After 48...♙d7 White can choose between 49.♙xc8 d1♗ 50.♙e7+– and 49.♙f5+–.

49.♙xc8 d1♗ 50.♙e7 ♗d8 51.♗xe6+–

Ex. 20-10

Alexandrow – Yegorshev

USSR 1978

1...♖xc4!

(1 point)

2.dxc4

2.♙xd5 ♙xd5+–

2...♙e3+ 3.♖h2 ♗xg3+ 4.♖xg3 ♙e5#

(another 1 point)

Ex. 20-11

Based on the game

S.Warmlander – M.Krasenkow

Berlin 1990

1...♙b4!

(1 point)

1...♙c5+ 2.♙e3+–

2.♙xb4

2.♗xb4 ♙xb4+–

2...♗c5+ 3.♖h1 ♙f2+ 4.♖g1 ♙h3+ 5.♖h1

♗g1+ 6.♖xg1 ♙f2#

(another 1 point for this variation)

Ex. 20-12

Balogh – J.Pogats

Budapest 1957

1...♗xg3!

(1 point)

2.hxg3 ♖xf1+ 3.♖h2 ♙e1!

(another 1 point)

This is simpler than 3...f2 4.♖g1.

4.♗b4 ♙f3+ 5.♖h3 ♖h1+ 6.♖h2 ♖xh2+

7.♖g4 h5#

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

- ✓ How to find a plan
- ✓ Evaluating the position may lead to a plan
- ✓ Studying typical plans

Having a plan

We have already discussed plans in Chapter 14 of *Build Up Your Chess 2*. There we emphasized the difference between the more or less random moves of an amateur and the constructive play of a master.

In chess literature one often sees comments describing incredibly long plans. (Alekhine especially wanted to portray himself as a super-strategist and we shall see an example of that.) One must really admire those players who are capable of developing such a programme consisting of many steps. However, rather than happening during actual play, such multi-stage plans are normally described later during analysis. It is in the endgame that complicated plans can best be worked out, but from a practical point of view such work does not make much sense. What use is a five-stage plan to us if our opponent does not cooperate and perhaps does not even allow us to carry out the first stage?

Diagram 21-1



Diagram 21-1

E.Znosko-Borovsky – A.Alekhine

Paris 1933

The following annotations are based on analysis by Alekhine.

16. ♖h6

Alekhine now describes a 6-point super-plan!

- 1) Exchange a pair of rooks.
- 2) Bring the king to the centre.
- 3) Advance the h-pawn and open the h-file
- 4) Tie the white pieces down to the h-file.
- 5) Push forward the a- and b-pawns and open another file.
- 6) Penetrate to the second rank with the rook via the queenside.

No chess player can think that far ahead, not even Alekhine. I am certain that he only developed a series of mini-plans, and after each one he then thought further ahead to develop the next one. Of course he was following a certain line of play, a thread which was based on a correct evaluation of the position,

which he later presented and commented on as if it were a super-plan!

Another way for White to play would have been 16.♔e3 followed by f2-f3.

16...♖fd8

This accomplishes the first mini-plan – Black will force an exchange of rooks.

Diagram 21-2

17.♕f1?

We can see that White had not spotted the danger inherent in the position and is just making simple moves. At this point White should prevent the second point in Alekhine's plan.

17.f4!= (Dvoretsky) is correct, and White is in no way worse. 17...e4 is met by 18.f5! and the black king does not get to e6.

17.f3 would also be slightly better than the move in the game.

17.g4 is another decent alternative, which makes things somewhat harder for Black.

17...f5

Black now centralizes his king and can think things out a bit further.

18.♖xd8† ♖xd8

Black may now be threatening ...f4. To avoid his bishop being cut off, White resorts to putting another pawn on a dark square.

19.g3?!

19.♖e1 ♔f6 20.♔e3♞ would be a better defence.

19...♕f7 20.♔e3

Diagram 21-3

And only now does Black consider the 'third' phase. Based on the pawn structure, the attack with the h-pawn is natural. Its goal is to open the h-file and at the same time improve Black's pawn structure!

20...h5 21.♕e2 ♕e6 22.♖d1 ♖g8!♞

Naturally Alekhine wants to hang on to a rook. He plays the ending very well and demonstrates excellent technique based on the four technical principles: "no counterplay", "do not be too hasty", "two weaknesses", and, at this point, "make the correct exchanges".

23.f3

23.h4?! is no better on account of 23...♖g4, threatening ...f4. We can see that White has not posted his pawns correctly.

Diagram 21-2

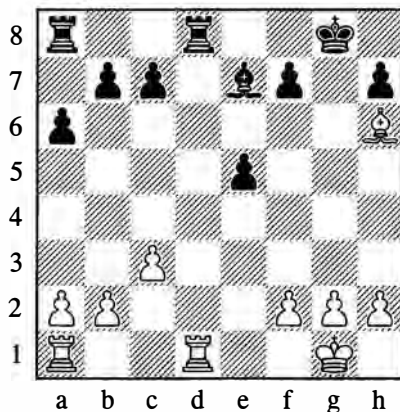
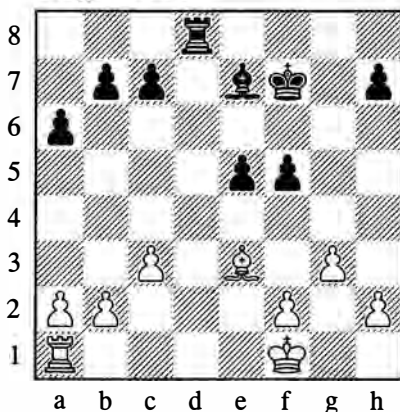


Diagram 21-3



23...h4 24.♙f2 hxc3 25.hxc3 ♖h8 26.♙g1

White could try 26.♙f1!? followed by ♙g2 and ♖h1.

26...♙d6 27.♙f1

White wants to be able to defend his g3-pawn by ♙g2 should Black play ...e4.

27...♞g8 28.♙f2

Diagram 21-4

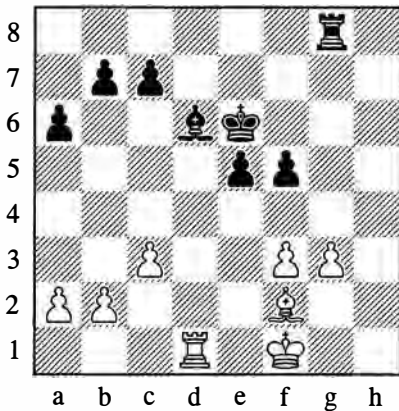


Diagram 21-4

Black has achieved his goals on the kingside and directed his play against the g3-pawn. But his opponent can still successfully defend a single weakness. Alekhine now aims to provoke a second weakness on the queenside.

28...b5!

Intending ...c5-c4, followed by ...a5 and...b4.

29.b3?!

Moving this pawn helps Black come into contact with the white pawns more quickly.

Either 29.♙g2 or 29.♙e2 would be better.

29...a5 30.♙g2 a4 31.♙d2

Black can now open a file on the queenside.

But if 31.b4, then 31...♞c8 32.♙c5 ♞a8 followed by ...♞a6-c6+.

31...axb3 32.axb3 ♞a8

The penetration by the black rook makes the defence practically impossible. Alekhine continues to play with great concentration and increases the pressure on the white position, after he has optimized the positions of his pieces.

33.c4?!

An attempt to exchange pawns, but it just weakens his position even more.

33.b4 ♞a1 34.♙d3? ♞a3+ is no better.

33.g4 was worth considering, since passive defence may no longer work.

Diagram 21-5

33...♞a3 34.c5

34.♞b2 bxc4 35.bxc4 ♞c3 36.c5+ would have been more resilient.

34...♙e7 35.♞b2 b4!

With this move Black fixes the new weaknesses – the c5- and b3-pawns.

36.g4!?

Only now does White try to defend more actively, but it is already too late!

Diagram 21-5

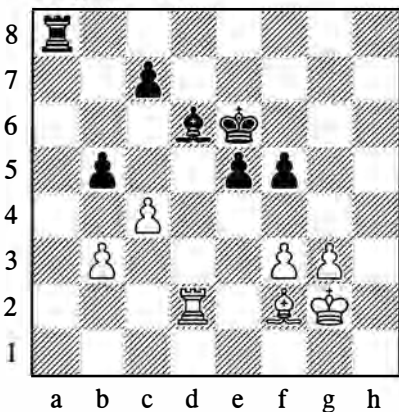


Diagram 21-6**36...f4!**

This fine move restricts the white bishop. There is not much the passed pawn can do on its own.

37.♟f1 ♖a1†

Strengthening his position again.

38.♟e2 ♖c1 39.♖a2 ♖c3

The optimal position for the rook. White loses a pawn.

40.♖a7 ♟d7 41.♖b7 ♖xb3 42.♖b8 ♖b2† 43.♟f1 b3 44.♟g1 ♟c6 45.♟f1**Diagram 21-7****45...♟d5**

Don't be too hasty! 45...♟xc5? 46.♟xc5 ♟xc5 47.g5 would allow unwelcome counterplay.

However, 45...e4! 46.fxe4 f3+ would have been even more accurate.

46.♖b7 e4!

Alekhine turns to specifics.

47.fxe4†

If 47.♖xc7, then 47...e3 48.♟xe3 fxe3 49.♖xe7 ♖f2† 50.♟e1 b2 51.♖xe3 ♖h2+.

47...♟xe4 48.♖xc7 ♟f3 49.♖xe7

Or 49.♟e1 ♖h2 50.♟g1 ♖g2† 51.♟h1 b2 52.♖b7 ♟xc5 53.♖b3† ♟e3 54.♟c3 ♟g3+.

49...♖xf2† 50.♟e1 b2 51.♖b7 ♖c2 52.c6**Diagram 21-8****52...♟g3!**

But not 52...♖c1†? 53.♟d2 b1♖? 54.♖xb1 ♖xb1?? on account of 55.c7+.

53.c7 f3 54.♟d1 ♖xc7! 55.♖xb2 f2

An outstanding performance by Alekhine, which demonstrates fantastic technique, but which had nothing to do with the 'super-plan'!

0-1

A good plan is based on a correct assessment of the position, one which emphasizes certain elements in the position. In most cases a plan tends to be a relatively short regrouping which improves the positions of some pieces or pawns.

It is very important to study typical ideas and typical plans; then we can employ them in similar situations. A good example of how such knowledge

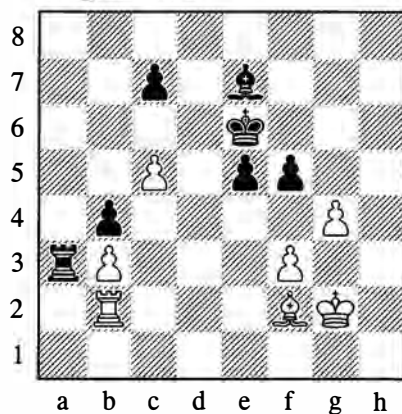
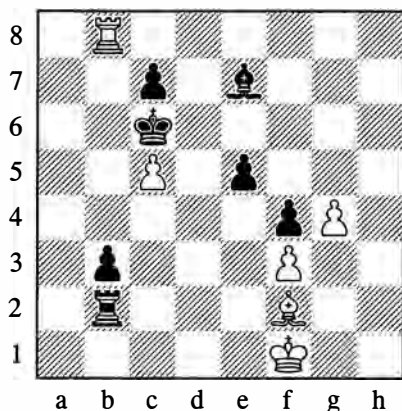
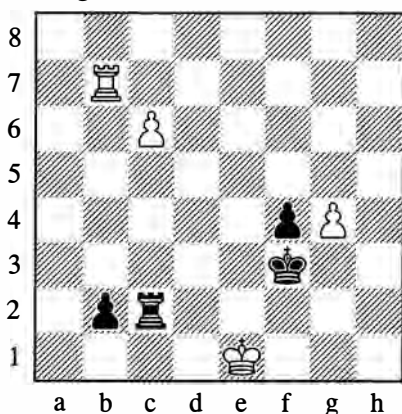
Diagram 21-6**Diagram 21-7****Diagram 21-8**

Diagram 21-9



Diagram 21-10

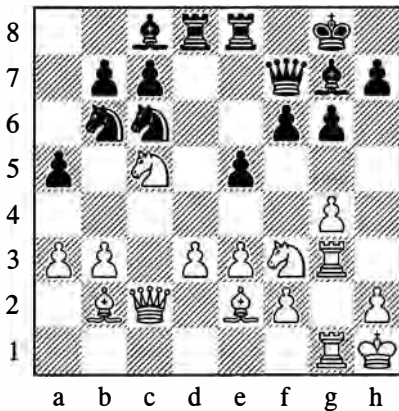
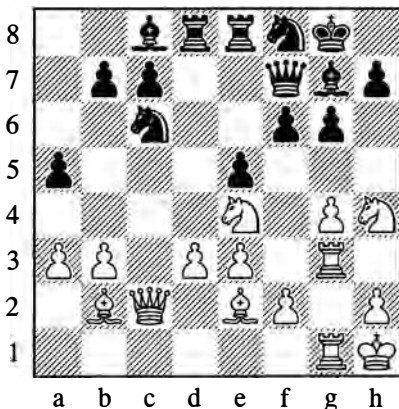


Diagram 21-11



can be applied can be seen in my games against Taimanov and Rubineti from Chapter 14 of *Build Up Your Chess 2*. They are based on a classic game by Fischer.

R.Fischer – U.Andersson

Siegen 1970

1.b3 e5 2.♘b2 ♘c6 3.c4 ♘f6 4.e3 ♙e7 5.a3 0-0
6.♙c2 ♙e8 7.d3 ♙f8 8.♘f3 a5 9.♙e2 d5 10.cxd5
♘xd5 11.♘bd2 f6 12.0-0 ♙e6

Diagram 21-9

Here Fischer comes up with a new idea.

13.♙h1!!

White wants to play on the kingside. The idea is very attractive. After ♙g1, g2-g4, ♙g3 and ♙ag1 White concentrates a lot of his forces on the kingside.

13.d4 would be a standard alternative.

13...♙d7 14.♙g1 ♙ad8 15.♙e4!

With the threat of ♘c5.

15...♙f7

So that he can meet 16.♘c5 with 16...♙c8.

16.g4 g6?!

Black weakens his kingside.

16...♘b6 would be better: 17.♘fd2 ♙d5 and the position remains level.

17.♙g3 ♙g7 18.♙ag1± ♘b6 19.♘c5 ♙c8

Diagram 21-10

20.♘h4

This prepares ♘f5. Black plays inaccurately and fails to parry this threat.

20...♘d7

20...♙f8!? 21.♘e4 ♘d5± would have been better.

21.♘e4 ♘f8?

Better is 21...♙h8±.

Diagram 21-11

22.♘f5!

Now the black position falls apart.

22...♙e6 23.♘c5 ♘e7 24.♘xg7 ♙xg7 25.g5+-
♘f5 26.♙f3 b6 27.gxf6+ ♙h8 28.♘xe6 ♙xe6
29.d4 exd4 30.♙c4 d3 31.♙xd3 ♙xd3 32.♙xd3
♙d6 33.♙c4+-

And Black resigned after a few more moves.

...1-0

Diagram 21-12

A.Yusupov – J.Rubinetti

Toluca 1982

White can only play on the kingside. To make progress I wanted to play g2-g3 and f2-f4. Since my h3-pawn needed protection I had to first put my king on h2 and the rook on g1.

13.♔h2! ♕d8!

Black has found a good plan. He wants to activate his bad bishop by playing it to b6 to swap it for the strong bishop on e3.

After 13... Qf8 or 13... h6 there comes 14. Bg1! followed by 15. g3 .

14.♖g1!

This of course looks similar to Fischer's plan.

Not 14.g3 ♔d7! and White does not have a convenient way to defend the h3-pawn.

Diagram 21-13

14...♔b6?

In order to prepare the exchange of bishops, Black puts his queen too far away from the kingside. The idea was correct, but not its execution!

As Vladimir Kramnik later showed, Black could have linked his plan with prophylactic play against White's intentions by playing: 14...♙d7! 15.♙f1 (15.g4?! ♚h5!) 15...♜b6=

15.♖b1!?

White defends the pawn this way so that the queen remains closer to the kingside. 15. ♖c2 is not as good.

15...♔a7

Making way for ...♙b6.

16.g4!±

White modifies his original plan, since the dark squares would be weakened after g2-g3 and f2-f4, and he tries to exploit the unfortunate position of the black queen and to act more quickly on the kingside.

16...♖f8?

Not the best defence, as White now gets a strong attack.

For better or worse, Black should play: 16...♖b6 17.g5 ♜fd7 18.h4! (18.♜f1?! ♜f8 19.dxc6 bxc6 20.♔xd6 ♜b7!?! ♚, Δ...♞ad8, ...♜ce6 and ...♜g6)

Diagram 21-12

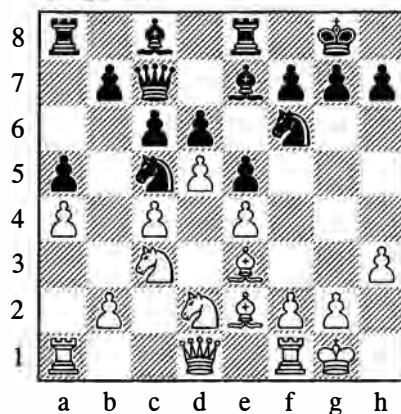


Diagram 21-13



18...♖f8 19.h5 ♘a6 20.♞g3→ White is better, but Black can still put up a defence.

We have already looked at the rest of the game (Diagram 14-6 in *Build Up Your Chess 2*), so I will only give the moves here.

Diagram 21-14

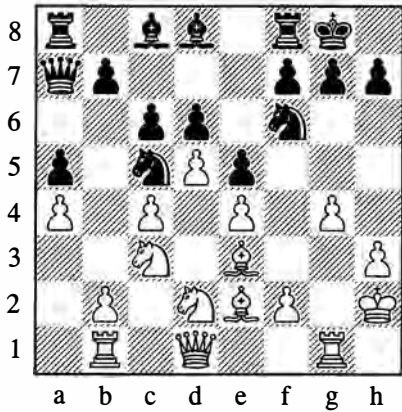


Diagram 21-14

17.♘f1! ♘e8 18.♘g3 f6 19.♘f5 ♙xf5? 20.gxf5→
 ♙b6 21.♙h5! ♞d8 22.♙h6! ♞d7 23.♙xe8 ♞xe8
 24.♞h5 ♞b8 25.♙xg7!
 1-0

The exercises in the test are based on the games of Salo Flohr, who in the 1930s was among the best players in the world.

The first thing to do is to evaluate the position.

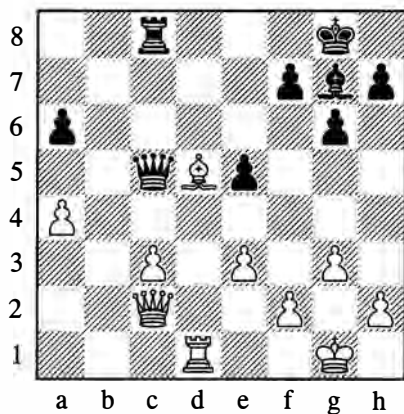
Where should you play?

What is the essential element in the position?

Try then to strengthen your position, to place your pieces or pawns in more active positions.

Exercises

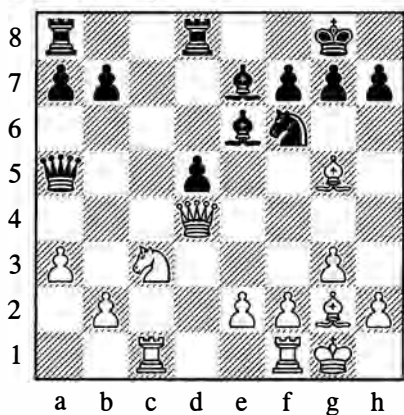
► Ex. 21-1 ◀ ★★ △



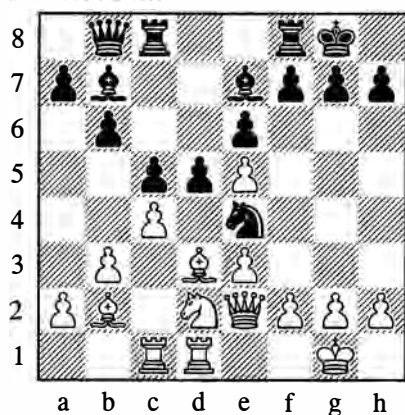
► Ex. 21-4 ◀ ★★ △



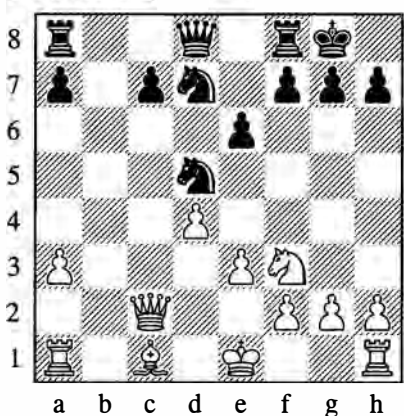
► Ex. 21-2 ◀ ★★ △



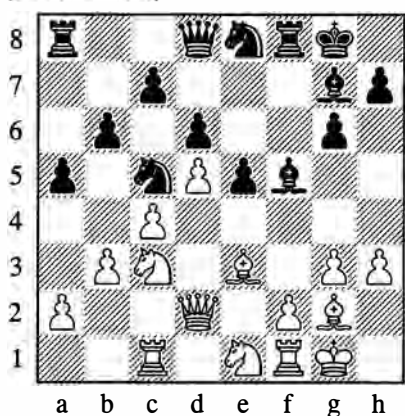
► Ex. 21-5 ◀ ★★★ △



► Ex. 21-3 ◀ ★★ △



► Ex. 21-6 ◀ ★★ △



Exercises

► Ex. 21-7 ◀ ★★ △



► Ex. 21-10 ◀ ★★ △



► Ex. 21-8 ◀ ★★★ ▼



► Ex. 21-11 ◀ ★★ △



► Ex. 21-9 ◀ ★★ △



► Ex. 21-12 ◀ ★★ △



Solutions

Ex. 21-1

S.Flohr – G.Stoltz

Warsaw Olympiad 1935

31.♖b3!

(2 points)

In the middlegame White has good attacking chances. He increases the pressure on the f7-pawn and at the same time takes control of the b-file.

On the other hand, the ending after 31.♖b7 (1 point) 31...♞c7 32.♙xa6 ♜xc3 is very hard to win on account of the opposite-coloured bishops.

31.c4 (1 point) is also less accurate; Black can reply 31...♙f8, intending to defend with ...♞e8 and ...♙d6.

After 31.♖a2 (1 point) White has to reckon with the possibility of 31...♜xc3.

The move played sets some traps, which Black must first avoid.

31...♜c7

If 31...♜c7? then 32.♙xf7! ♞xf7 33.♞d7 ♞f8 34.♞b7 ♙f6 35.♞b8 ♙d8 36.♞d5+.

32.♞b1

Taking control of the b-file.

32...♙f8 33.♖a2!?

Threatening ♞b7.

Also possible is 33.c4 ♙d6 34.♞c3±.

33...♞d7

33...♞xc3!? 34.♙xf7 ♙g7±

34.♞b6 ♙g7

34...♞xc3!? 35.♞f6 ♞h3 36.♞d2 ♞c7 37.♞xa6±

35.c4+ a5 36.♞b2 ♙d6 37.♞b5 ♞d8

38.♞b7 ♙c7

38...♞c7 39.♞xa5+–

39.♞c6 h5 40.h4 ♞e7 41.♞a7 ♞d8 42.♙g2 ♙f8 43.c5 ♙g7 44.♙xf7! ♙xf7 45.♞a6 ♙d6 46.♞d5† ♙g7 47.♞xd6 ♞e8 48.♞e6 ♞xc5

49.♞b7†

1–0

Ex. 21-2

S.Flohr – M.Euwe

Amsterdam/Karlsbad (11) 1932

14.♞d3!

(2 points)

The queen is too valuable a piece to be wasted on the blockade of a pawn. White prepares the transfer ♖b5–d4.

14...d4

Black should play 14...a6 and now:

a) 15.b4 ♞xa3 16.♖xd5 ♙xb4! 17.♙xf6 ♞xd3 18.exd3 ♞xd5 19.♙xd5 ♙xd5 20.♙c3 ♙d6=

b) 15. ♙e3! followed by ♙d4 retains an edge for White.

15.♖e4 ♙f5

15...♞b6 16.♖xf6†±

16.♙xf6 ♙xe4

16...gxf6 17.♞c4±

16...♙xf6 17.♖xf6† gxf6 18.♞f3!± and White threatens b2–b4 followed by ♞c5.

17.♙xe4 ♙xf6 18.♙xh7† ♙f8 19.♙e4± ♞d7 20.b4 ♞b6 21.♞c5 ♞d6 22.♞fc1 ♞ad8 23.♞f3 b6 24.♞c6 ♞e5 25.♙d3 ♞d5 26.♞g4 ♞e5 27.f4 ♞e3† 28.♙g2 a6 29.♞1c2 a5 30.♞xb6 axb4 31.axb4 ♞a7 32.♞h5 ♞da8 33.♞c5† ♞e7 34.♞xe7† ♙xe7 35.♞bc6 ♞b8 36.b5 ♞ab7 37.♞c7† ♙d8 38.♞xb7 ♞xb7 39.♙f3 ♞c7 40.♞a2 ♙c8 41.♙e4 ♞c3† 42.♙g2 ♞b3 43.♞a8† ♙c7 44.♙d3 ♙d6 45.♞f8

1–0

Ex. 21-3

S.Flohr – P.Romanovsky

Moscow 1935

13.e4!

(2 points)

White is fighting against the move ...c7–c5, which is strategically important for Black.

13.0–0 would allow: 13...c5 14.dxc5 (14.e4 ♖5f6 15.dxc5 ♞c8 16.♙e3 ♖g4!) 14...♞c8= 13...♖e7?!

Solutions

Now Black is left without counterplay, and with a weak c-pawn.

13...♟f6 would be more combative, and now:

a) If White prevents the advance of the c-pawn with 14.♟c6 then Black can react with: 14...e5! 15.dxe5 (15.0-0!? ♟e8) 15...♟xe5 16.♟xe5 ♟d4±

b) White should prefer 14.e5 ♟d5 15.♟g5 g6 16.h4, with a dangerous attack.

14.0-0 ♟c8 15.♟e3! c6 16.♟fc1 ♟h8 17.♟e2 h6 18.♟e5! f6

18...♟xe5 19.dxe5±

19.♟d3 ♟e8 20.♟f4

20.♟ab1!?

20...♟f7

20...e5 21.dxe5 fxe5 22.♟xe5±

21.♟ab1 ♟b6 22.a4! ♟fd8

22...♟xa4 23.♟a2 ♟b6 24.♟xa7 ♟a8 25.♟b7+–

23.a5 ♟a8 24.♟b7!+– ♟xd4 25.♟c5 e5 26.♟e3 ♟dd8 27.♟xa7?!

Better is 27.♟a6+–.

27...♟c7 28.h3 ♟b5 29.♟b7 ♟d6±

Ex. 21-4

S.Flohr – J.Capablanca

Moscow 1936

The following annotations are based on analysis by Flohr.

10.♟e5!±

(2 points)

White will continue with f2-f4, a standard plan which we already know from games by Pillsbury – see Diagram 8-6 in *Build Up Your Chess 1*.

10...♟fd7 11.♟xe7 ♟xe7 12.f4 cxd4

12...♟xe5 13.dxe5 ♟c6? 14.♟b5+–

13.cxd4 ♟xe5 14.dxe5

Black's d5-pawn and e6-bishop are weak, and f5-f6 is liable to be strong at some stage.

14.♟c6 15.♟c1!

It is too soon for 15.f5?! ♟d7 16.♟xd5?? ♟c5†+–.

15...♟ac8 16.♟b1!

16.f5 ♟d7 17.♟xd5 ♟xe5 18.f6 ♟e6 (Capablanca)

16...d4 17.♟e4±

17.♟d3!? and 17.♟b5 are also promising.

17...♟fd8 18.♟d6

18.♟d3! ♟f5 (18...g6±) 19.♟f6† ♟xf6 20.♟xf5 ♟xf5 21.♟xf5 ♟c7 22.♟fd1±

18...♟xd6 19.cxd6 ♟xd6 20.f5±

20.♟e4!± is also strong.

Capablanca held this difficult position!

Ex. 21-5

S.Flohr – Em.Lasker

Moscow 1936

14.cxd5!

(1 point)

14...cxd5 15.♟xe4

(another 1 point)

15...dxe4 16.♟c4 ♟cd8 17.♟g4!±

(another 1 point)

The operation in the centre was very successful. White has activated his forces and is ready to storm forward on the kingside.

17...♟c6 18.♟xd8 ♟xd8 19.♟d1 ♟a8 20.a4!

a6 21.e6 f6 22.♟d7! ♟xd7 23.cxd7† ♟h8

24.♟e6 ♟d8 25.♟xa6 f5 26.♟e5 c4 27.♟xc4

♟c5 28.g3 ♟e7 29.♟c7 ♟xe6 30.♟xe6 ♟e7

31.b4 h6 32.a5 bxa5 33.bxa5 g6 34.♟d5

1–0

Ex. 21-6

S.Flohr – A.Lilienthal

Moscow 1936

16.g4!

(2 points)

After forcing the bishop to retreat, Flohr will skilfully exploit the e4-square.

16...♟d7 17.♟f3 ♟b8 18.♟g5 ♟f6 19.♟ge4

♟g7 20.♟ce1 ♟f6 21.♟g3 ♟h8 22.f4 ♟g8

23.♟ce4 ♟xe4 24.♟xe4 ♟e7 25.♟g5!±

♟be8 26.fxe5 ♟xe5

26...dxe5 27.d6 cxd6 28.♟xb6±

Solutions

27.♟f3! ♖g7 28.♙xb6+- ♜xe1 29.♞xe1
♞xe1† 30.♞xe1 cxb6 31.♞g3 a4 32.♞xd6
axb3 33.axb3
1-0

Ex. 21-7

S.Flohr – S.Landau

Kemer 1937

14.c5!

(2 points)

We already know this idea – see Diagram
11-3 in *Chess Evolution 2*.

14...bxc5 15.dxe5 ♜xe5 16.♜xe5 ♙xe5
17.♙xe5 ♞xe5 18.♞fc1±

After White recovers the c5-pawn, Black
is left with a weak isolated pawn on c7. One
can understand why Black now starts to look
for complications.

18...♞g5 19.♞xc5 ♞e5 20.♞xa7 ♙xh3
21.♙f1 ♞g6 22.♞c5 ♞xc5 23.♞xc5 ♞c8
24.a4 h5 25.a5 h4 26.♞d5 ♙f5 27.a6 ♙e4
28.♞d7 ♙f5 29.♞e7 h3 30.a7 ♙e4 31.♞d7
♞a8 32.♞xh3 c5 33.♞d7 ♞c6 34.♞xc6
♙xc6 35.♞a5 ♙e4 36.f3 ♙b7 37.♞xc5 ♞xa7
38.♞c7 f6 39.♙h2 ♙h8 40.♙b5
1-0

Ex. 21-8

I.Rabinovich – S.Flohr

Leningrad 1939

16...h5!

(2 points)

Flohr's great class can be seen here! In just
one more move White would secure his
advantage on the kingside with ♜g3. But
right at this moment Black hits his opponent
with a counter-punch!

17.♜3h2

17.g5 ♜h7 18.h4 ♜c5 19.♜1h2 ♙d7+ and
Black may continue with ...g6 and then ...f6.

17...hxg4 18.hxg4 ♜h7!

18...♜c5!?

19.♜g3 ♙g5!

(another 1 point)

The dark squares in White's position are
now weak.

20.♙d3 ♞b8 21.♙d2 ♜c5 22.♙f1 ♞d8
23.♙g2 g6 24.♙xg5 ♞xg5+ 25.♞e3 ♙d7
26.♜gf1 ♞fc8 27.♞c1 ♞d8 28.♜d2 ♜g5
29.♙f1 ♙g7 30.♙g2?! ♞f6 31.♙e2 ♞h8+-
32.♜hf3 ♙xg4 33.♜xg5 ♞h2† 34.♙xh2
♞xf2† 35.♙h1 ♞h8† 36.♜h3 ♙xh3
0-1

Ex. 21-9

S.Flohr – M.Christoffel

Groningen 1946

17.♞fc1!

(2 points)

White hits a sore point in the black position
– the c4-pawn.

17.a3 or 17.♞fd1 each earn 1 point.

17...♞e5 18.b3!± c3 19.♙xb6

19.♜xc3!± and 19.a3!± are tempting
alternatives.

19...axb6 20.♜xc3! ♞c7

20...bxc3 would be followed by: 21.♞xc6†
♜d8 (21...♞c7 22.♞e8# or 21...♞c7
22.♞a8† ♞b8 23.♞xa6†+-) 22.♞xb6† ♞c7
23.♞xa6+-

21.♜e4

21.♜a4 ♙e2!±

21...♞h5 22.h4+- ♙e2

Better is 22...♞xf3.

23.♞e3 ♙h6 24.♞xb6! ♙xc1 25.♞xc1 ♞d5
26.♜c3! bxc3

If the queen moves, White can play ♜xe2
followed by ♙xc6.

27.♙xd5 cxd5 28.♞e3!

1-0

Solutions

Ex. 21-10

S.Flohr – S.Furman

USSR Ch, Moscow 1948

16.h4!

(2 points)

White plans to attack with h4-h5.

Natural moves like 16.♖d3 or 16.♗f4 (1 point each) are not bad, but they do not point towards the future course of the game. Flohr wants to operate on the kingside and to open up the position since he possesses the bishop pair.

16...♖ac8 17.♖d3 ♖c4 18.♗g5 ♗f6 19.g3 ♖e8 20.♗xf6 gxf6 21.h5±

The black kingside is weakened, so the opposite-coloured bishops mean that an attack is on the cards.

21...♔g7 22.♔g2 ♗d2 23.♖h1 ♖b4 24.hxg6 fxg6 25.♖h4 ♗g5 26.♗xd5 ♖c7 27.♖h2 ♖e1

27...♖e3 28.♖ah1! ♖xd3 29.♖h7† ♔f8 30.♖h8† ♔e7 31.♖1h7† ♔d6 32.♖d8†+–

28.♖xe1 ♖xe1 29.♖h1 ♖b4 30.b3

30.♗e4! is strong: 30...f5 31.♗xf5+–

30...♖d7 31.♗c4 ♖d2? 32.♖e4!+– ♖a5 33.♖h8 ♖d8 34.♖xd8 ♖xd8 35.♖xb7† ♔h8 36.♖xa7 ♗d2 37.♖f7 g5 38.♖h5† ♔g7 39.♖f7† ♔h8 40.♗d3

1–0

Ex. 21-11

S.Flohr – P.Benko

Budapest 1949

12.♔f1!±

(2 points)

The displacement of White's king is not a concern as he is able to continue with ♗f3 and ♔g2.

12.♖e2?! is weaker: 12...♖xe2† 13.♔xe2 0–0–0±

12...♖b8

12...0–0–0? 13.♖f3±

13.♖a2 ♖d6 14.♗d2 ♗f6 15.♗b3 0–0

16.♗xc5

16.♗xa5 c6±

16...♖xc5 17.♖d3 c6 18.a4 cxb5

18...♗d5 19.♖d2!±

19.axb5 ♖fc8 20.♖c2 ♖b4? 21.♗f3

The immediate 21.♗a3!? looks even stronger.

21...♗f8? 22.♗a3!+– ♖a4 23.♖c1

The threat of ♗d1 is decisive.

1–0

Ex. 21-12

S.Flohr – A.Lilienthal

USSR Ch, Moscow 1949

12.a4!

(2 points)

Harassing the b6-knight with a4-a5 is a typical idea.

12...♗e5 13.a5 ♗bd7

13...♗bc4? 14.f4+–

14.♗e3 ♗f6 15.♖fd1 ♗g4 16.h3 ♗f3

17.♗xf3 ♗xf3† 18.♔g2 ♗e5 19.♖xb7 ♗c4

20.♗c5 ♗d7 21.b4±

Scoring

Maximum number of points is 26

22	points and above	➤	Excellent
17	points and above	➤	Good
13	points	➤	Pass mark

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

Contents

- ✓ Strategic ideas
- ✓ Options for White
- ✓ Options for Black
- ✓ Study of games by experts

Diagram 22-1



Pirc and Modern Defences

In this chapter we shall deal with a few strategic ideas in the Pirc Defence (and in the Modern Defence, which differs only very slightly from the Pirc). A short survey of this opening will also be given.

The Pirc Defence arises from the initial moves:

1.e4 d6 2.d4 ♘f6 3.♘c3 g6

Diagram 22-1

In the Modern Defence the move ...♘f6 is delayed and Black plays ...g6 at once and then ...♗g7.

Black develops his pieces and fianchettoes his king's bishop. This plan is particularly well suited to those players who also have the King's Indian Defence in their repertoire.

Black constructs a solid defensive position and tries later (but not too late!) to attack the white centre.

Since there is as yet no confrontation in the centre, White has on the 4th move a whole series of different systems to choose from.

W-1) White aims to quickly prepare an e4-e5 breakthrough in the centre.

He can utilize this plan in the following variations:

- a) 4.f4 (Austrian Attack)
- b) 4.♗g5
- c) 4.♗c4

W-2) White prepares for play on the kingside.

- a) 4.f3
- b) 4.♗e3
- c) 4.♗e2

W-3) White focuses his play on the centre (but does not want to commit to e4-e5 too soon).

- a) 4.♘f3
- b) 4.g3

As already emphasized, Black must later take some action against the white pawn centre. A natural target of the counterplay is the **white pawn on d4**. Black can attack this pawn or try to exchange it or tempt it forward. The latter two operations can also help Black make even better use of his dark-squared bishop.

Black has three important strategic operations

which he can employ, taking into account the system chosen by his opponent. We shall look at an example of each.

B-1) Black prepares ...e5.

B.Lengyel – M.Gurevich

Budapest 1987

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.♗f3 ♕g7 5.♗e2 0-0
6.0-0

Diagram 22-2

6...♗g4!?

Black is prepared to exchange the f3-knight so as to be able to exert more pressure on d4.

Note that 6...♗bd7?! is inadvisable on account of 7.e5!±.

7.♗e3

7.h3 ♗xf3 8.♗xf3 ♘c6=

7...♘c6 8.♞d2

8.d5 ♗xf3 (8...♗b8!? followed by ...c6 is another idea) 9.♗xf3 ♘e5 10.♗e2 c6 11.a4 a5! 12.♞e1 ♞c7 13.♗d4 ♘ed7! 14.♗f1 ♞ac8 15.♞d2 ♘e8=

8...♞e8!?

Black is seeking a complicated struggle. This move is not only useful for preparing ...e5. If White ever plays ♗h6, the important dark-squared can be saved from exchange.

Another good move here is the immediate 8...e5:

Diagram 22-3

a) 9.dxe5 dxe5=

b) 9.♞ad1? ♗xf3 10.♗xf3 exd4 11.♗xd4 ♘xe4! 12.♗xe4 ♘xd4±

c) 9.d5 ♘e7 is the main line, and is reckoned to offer equal chances.

9.♞fe1

After 9.d5 ♘b8 Black will attack the centre with ...c6.

9...a6

Black would also like to expand on the queenside. White can prevent ...b5, but even so, control over the b5-square is useful for Black.

10.a4

10.♞ad1 b5±

10...e5

Diagram 22-2

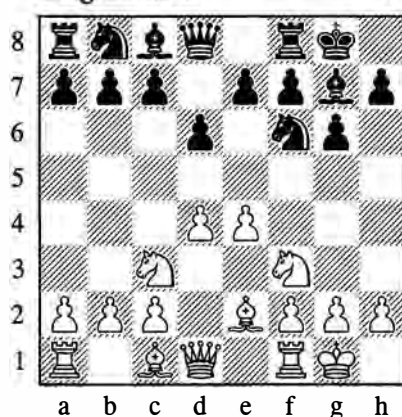


Diagram 22-3 (analysis)

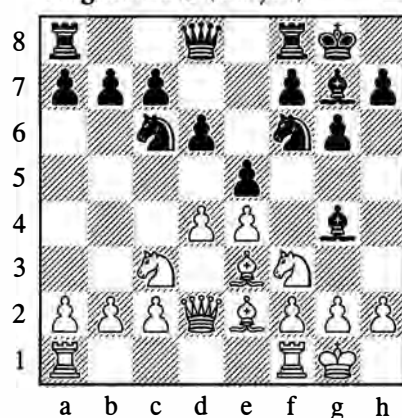


Diagram 22-4

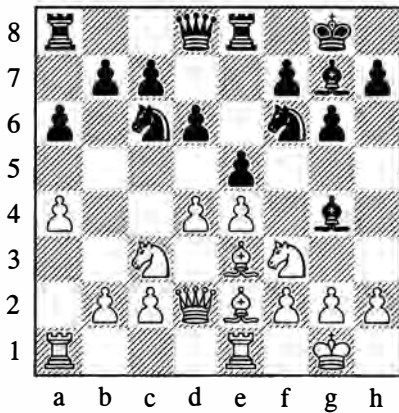


Diagram 22-4

11.d5

11.dxe5 dxe5 12.♖ad1 leads to equality.

11...♟xf3

Black makes use of the peculiarities of the position which allow him to go with his knight to d4.

11...♞e7 is an alternative. Black gets a position like those in the King's Indian Defence. He should aim to prepare ...f5 and to play on the kingside.

12.♟xf3

12.dxc6 would be followed by: 12...♞xe4! 13.♞d3 ♞xc3 (13...♟xe2? 14.♞xe4±) 14.♟xf3 e4 15.cxb7 ♜b8 16.♞xa6 exf3 with advantage for Black.

12...♞d4! 13.♟xd4

13.♟d1 is met by 13...c6!±.

13...exd4 14.♞a2

14.♞xd4 ♞xe4 is somewhat better for Black.

14...♞d7 15.c3

White does not have enough time to attack the black d4-pawn: 15.♞c1 ♞h4 (or 15...c5!?) 16.♞b3 ♞c5 17.♞xd4 ♞xe4±

15...♞c5! 16.♞d1

16.cxd4 ♞b3±

16...dxc3 17.♞xc3

Diagram 22-5

17...♟xc3!±

A strong positional idea. White is left with a bad bishop on f3. The black knight on c5 is on a secure outpost and is attacking the white pawns. White is not in any position to exploit the weakness of the dark squares since a lot of minor pieces have already exchanged.

18.bxc3 a5!

Fixing the weakness on a4.

19.♜b1?

19.g3 followed by ♟g2 would be better.

19...♜e5

This prepares an attack on the e4-pawn.

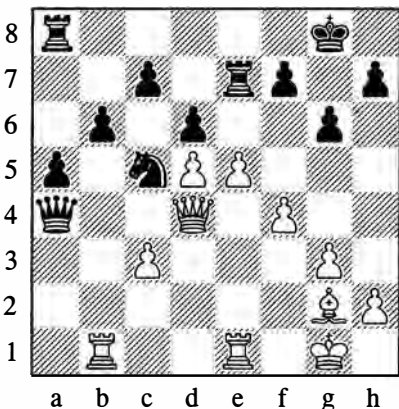
20.g3 ♞e8 21.♟g2

For the moment White can hold the position by tactical means, since if Black takes either pawn then the b7-pawn is hanging. But after Black's next obvious move, the two white pawns will be hanging again.

21...b6 22.f4 ♜e7 23.♞d4 ♞xa4 24.e5

Diagram 22-6

Diagram 22-6



24...♖e8

24...♖xd4† 25.cxd4 ♘d3 followed by ...♘b4 also leads to an advantage for Black.

25.♞e3 a4 26.e6

White's only chance is to attack in the centre, but the a-pawn can divert the white forces from the attack. For example: 26.♞be1 a3 27.exd6? ♞xe3 28.♞xe3 ♖xe3† 29.♖xe3! a2→

Diagram 22-7

26...♖f8?!

26...a3 is stronger: 27.♞be1 fxe6 (but not 27...a2 28.exf7† ♖xf7 29.♞xe7 a1♖ 30.♙f1=) 28.dxe6 ♞a7 29.♙d5 a2 30.♞a1 c6→

27.♞be1 a3 28.♖c4 ♞a4

28...fxe6 is stronger.

29.♖a2?

29.exf7† would give Black more chances to go wrong: 29...♞xf7 (29...♖xf7 30.♖xa4! ♘xa4 31.♞xe7=) 30.♖b5 ♖g7†

29...♙g7 30.♙f3! fxe6 31.dxe6 ♖f6 32.♙c6 ♞a5 33.♙d5 ♘a4 34.♖d2?

34.♞c1 had to be tried.

34...♘xc3! 35.♞xc3 ♞xd5→ 36.♖c1

0-1

B-2) Black prepares ...c5.

B.Ivanovic – M.Gurevich

Lucerne 1989

The following annotations are based on analysis by Gurevich.

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.f4 ♙g7 5.e5?!

White tries to win the struggle in the centre at once. However, the white pawns come into contact with the opponent too soon. White's pieces are not yet developed, and the required support is not available.

5.♘f3 first is better.

Diagram 22-8

5...♘fd7! 6.♘f3 c5

A typical idea. Black takes the opportunity to break up the white centre.

7.exd6 0-0 8.dxc5

If 8.dxe7 ♖xe7† 9.♙e2? cxd4 10.♘xd4, then 10...♘b6 and the threat of ...♞d8 is very strong.

Diagram 22-7

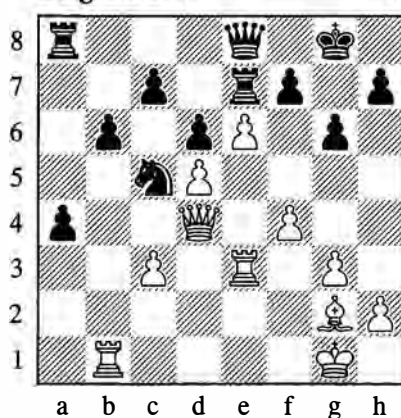
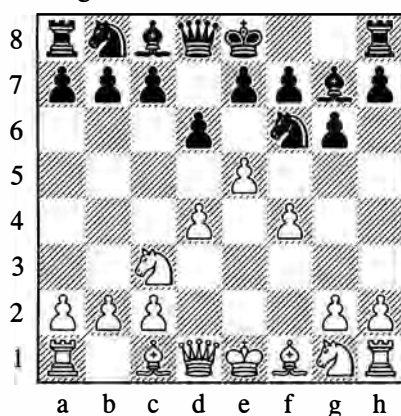


Diagram 22-8



The developing move 8.♘e3 looks better.

8...♙a5!

A typical attacking move.

8...♘xc5 is not so good: 9.♘c4 exd6 10.0-0

9.♘e2

9.♘d2 ♙xc5 10.dxe7 ♖e8 11.♘e2 ♖xe7 is good for Black. In return for the sacrificed pawn, he has open files and diagonals which provide sufficient compensation.

Perhaps White could try 9.♘e3!?

Diagram 22-9

9...♘xc3†!

If 9...♙xc5?! then 10.♙d3±.

10.bxc3 ♙xc3† 11.♘d2 ♙xc5 12.dxe7 ♖e8!

Black does not hurry to recover the pawn, but prefers to prevent his opponent from castling.

13.♖b1 ♘c6 14.♖b3!

14.♖b5? would be worse: 14...♙xe7 15.♘c3 b6†

14...♖xe7 15.♖c3 ♙b6 16.♖b3 ♙c7!?

Black is playing for a win.

Diagram 22-10

17.0-0 ♘c5 18.♖a3!?

Or 18.♖e3 ♘e4 19.♘d3 ♘f5 and Black has an active position.

18...♘g4

18...♘f5!?± would also be good.

19.h3 ♘xf3 20.♘xf3 ♖d8 21.♙c1 ♘d4

Black controls the centre and so he is better!

22.f5

Threatening ♘g5.

22...♘e2†

22...♘e4!± would have been a stronger way to deal with the threat.

23.♘xe2 ♖xe2 24.♘h6!± ♘e4 25.♙b2

25.♘d3 ♖xd3 26.cxd3 ♖xg2† 27.♙xg2 ♙g3±=

25...f6

Diagram 22-11

The position is now balanced. White has his share of the chances, but he soon makes the decisive mistake.

26.♙b3†!?

26.♖e3!?± could lead to an amusing perpetual check: 26...♖xg2†! 27.♙xg2 ♖d2† 28.♙f3 ♙g3† 29.♙xe4 ♙h4† 30.♖f4 (30.♘f4 gxf5† 31.♙xf5 ♙h5† 32.♙xf6 ♙g6† 33.♙e5 ♙g7†=) 30...gxf5† 31.♙xf5 ♙h5† 32.♙e6 ♙f7±=

Diagram 22-9



Diagram 22-10

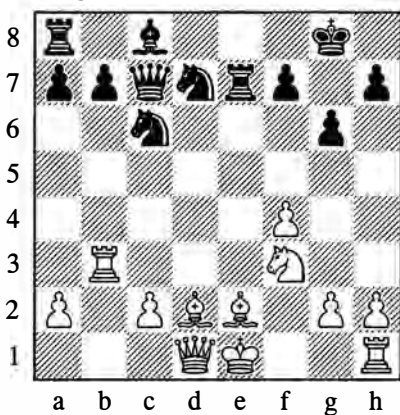
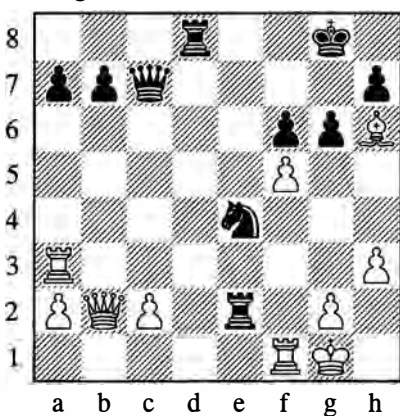


Diagram 22-11



26...♙h8 27.♖b5??

27.♖f3 ♖xc2 28.fxg6 hxg6 29.♞e3∞

27...♖xc2-+

Diagram 22-12

The white position collapses.

28.♙h1 ♞xg2 29.♙f4 ♞f2! 30.♞f3 ♞xf3 31.♞xf3
♞d1†

Or 31...a6-+.

32.♞f1 ♜f2†

32...♖c6! 33.♖xc6 ♞xf1† 34.♙g2 ♞f2†-+

33.♙g2 ♖e4† 34.♙g3

34.♙xf2 ♖xf4†-+

34...♞d3†

0-1

B-3) Black waits with ...e5 and carefully prepares his counterplay on the queenside with ...c6 and ...b5, or even ...a6 and ...b5.

P.Leko – M.Gurevich

Wijk aan Zee 1993

1.e4 g6 2.d4 d6 3.♞c3 ♙g7 4.♙g5

A good plan against the Modern set-up.

4...c6 5.♖d2 b5

Diagram 22-13

The idea behind this expansion is to push back the c3-knight with a well-timed ...b4, and thus to bring the d5-and e4-squares under black control.

6.f4 ♞f6

Black naturally wants to attack the e4-pawn.

6...b4 7.♞d1 ♖b6 8.e5 f6!??

7.♙d3

7.e5 is of course followed by 7...b4! 8.exf6 exf6.

7...♞bd7 8.♞f3 0-0

8...♖b6?! can be met with: 9.e5 b4 10.♞a4 ♖a5
11.exf6 exf6 12.a3!±

8...♞b6! is worth considering.

9.e5!

The thematic move, which obliges Black to hit back.

9.0-0 is followed by: 9...♞b6 10.♞ae1 b4 11.♞e2
c5 12.c4 bxc3 13.bxc3 cxd4 14.cxd4 d5!=

Diagram 22-14

9...b4! 10.♞d1?!

Diagram 22-12

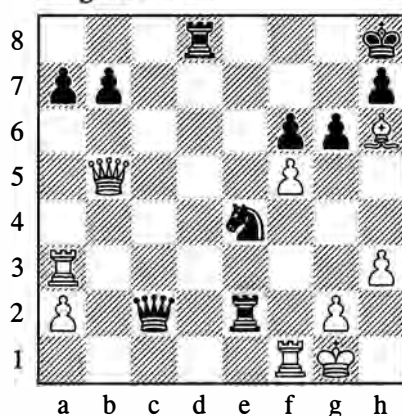


Diagram 22-13

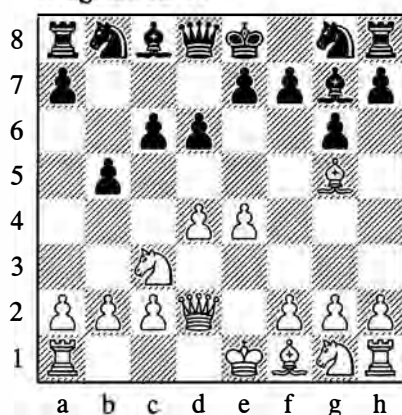
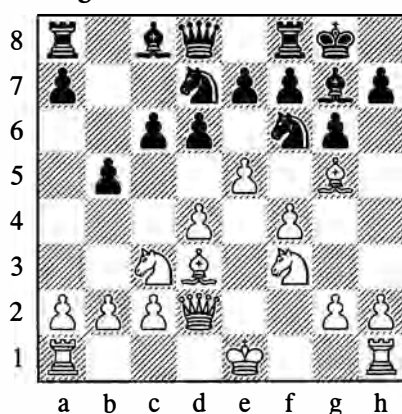


Diagram 22-14



A passive move.

If 10.exf6, then 10...bxc3 11.♖xc3 ♜xf6!? 12.♖xc6 ♜b8.

10.♜e2!? would be better:

Diagram 22-15 (analysis)

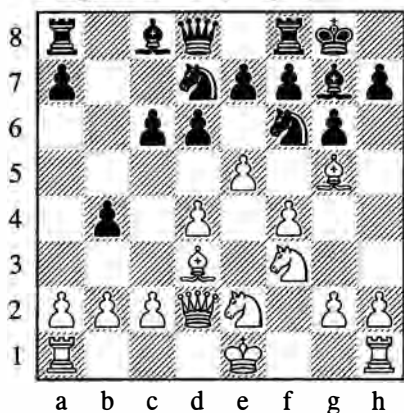


Diagram 22-15

10...♜d5!? (10...dxe5 11.fxe5 ♜d5 12.♗h6→) 11.exd6 f6! 12.dxe7 ♖xe7 13.♗h4± White's idea is to meet 13...♜e3? with 14.♗f2. Black still has to show that he has compensation.

10...♜d5 11.exd6

11.0-0 f6!? 12.exf6 exf6 13.♗h4 ♗h6 14.♗g3 ♜e8±

11...f6 12.♗h4

Without his knight blocking the e-file, White cannot play 12.dxe7?? ♖xe7†.

12...exd6

Or first 12...♗h6.

13.0-0

After 13.f5 ♜e8† 14.♜f1 Black can reply 14...g5 15.♗g3 ♜7b6∞, or can try the interesting 14...gxf5!? with the point that 15.♗xf5 ♜c5 16.♗xc8 ♜e4! gives him a strong initiative.

Diagram 22-16

13...♗h6!±

Black has seriously improved his position in the centre, and the game looks level.

14.♗g3 ♜7b6 15.a3

If 15.c4!? then 15...bxc3 16.♜xc3 (16.bxc3 f5) 16...♗e6=.

15...a5 16.axb4 ♜xb4!?

Or 16...axb4 17.♜xa8 ♜xa8 18.c4 bxc3 19.bxc3 and now rather than 19...♜ab6 20.c4±, Black should prefer 19...♖a5!.

17.♗e2 ♜e8

The key to such positions lies as usual in the centre.

Diagram 22-17

18.c3 ♜4d5 19.♗d3 c5!?

Intending 20...c4.

20.dxc5

This just improves the black position.

Better is 20.b3.

20...dxc5 21.♜f2 ♖c7

Black attacks the f4-pawn.

21...c4 22.♗c2 ♜e3= leads to equality.

Diagram 22-16

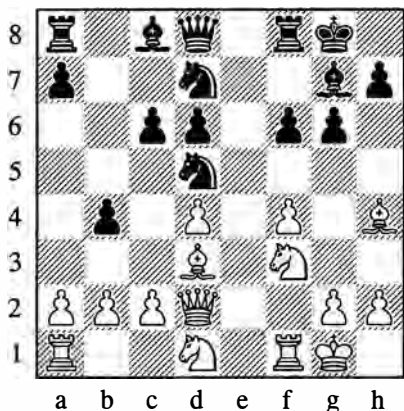
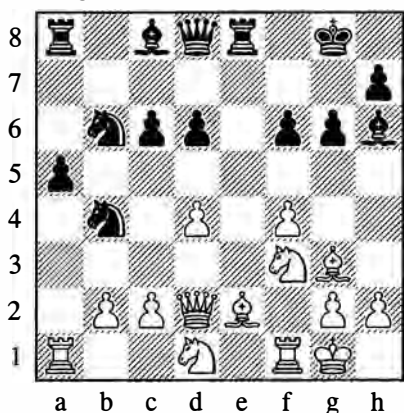


Diagram 22-17



22. ♖f1 ♜d8!? 23. ♞c2!?

White sacrifices the f-pawn, but only gets a limited amount of compensation.

The alternatives would perhaps be better:

a) 23. ♖ad1!? ∞ ♙xf4 24. ♙xf4 ♜xf4 25. ♙c4† ♜fd5 26. ♙a2†

b) 23. ♜e4!? ♙f5 24. ♞f2 c4 25. ♙c2 ♙xf4 (25... ♙xe4!?) 26. ♜xf6† ♜xf6 27. ♙xf5! (27. ♙xf4 ♞xf4 28. ♙xf5 ♞xf5 29. ♞xb6=) 27... ♙xg3 28. ♙e6† ♜g7 29. hxg3±

Diagram 22-18

23... ♙xf4 24. ♙xf4 ♜xf4 25. ♙e4 ♙b7

25... ♙b8!?! ♞

26. g3 ♜h5

26... f5!?

27. ♙xb7 ♞xb7 28. ♞e4 ♞c7!

28... ♞xe4 29. ♜xe4=

29. ♞e6† ♜f8 30. g4?

30. ♞e3 ♞e8 31. ♜e4 would be more resilient.

30... ♞e8 31. ♞b3 ♜f4+

The white king is exposed; Black is controlling the centre and the game!

32. ♙xe8† ♙xe8 33. ♙xa5

33. ♞b5!? ♞e3!

33... ♞c6! 34. ♙a7 ♜d7

34... c4 35. ♞b4† ♜g8+

35. ♞b7

35. c4 is also followed by 35... ♞xf3!+ (Stohl).

Diagram 22-19

35... ♞xf3!

A nice finish, based on 36. ♞xf3 ♞e1#.

0-1

In order to understand these openings and to prepare them, I recommend you to study the games of experts, to choose a model and to follow his games (for example, GM Alex Chernin, who has also written a fine and beautiful book on the Pirc, or GM Mikhail Gurevich). The examples in the test will help you to find reasonable lines against the white systems described above!

The Pirc and the Modern are difficult to play, though the same holds true for your opponents! You must play through all the examples in the test on a board. You will find some valuable ideas in them.

Diagram 22-18

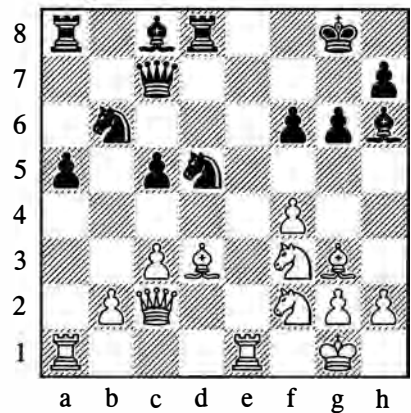
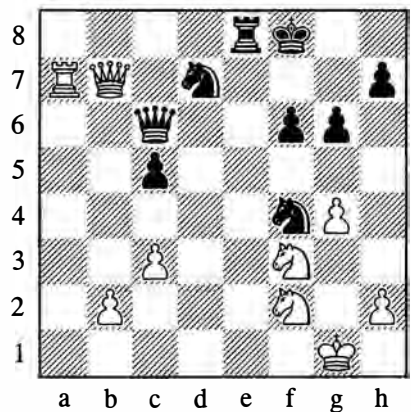
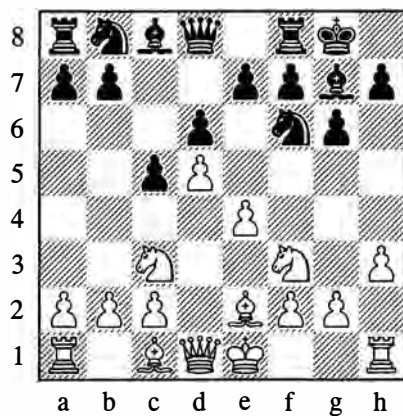


Diagram 22-19

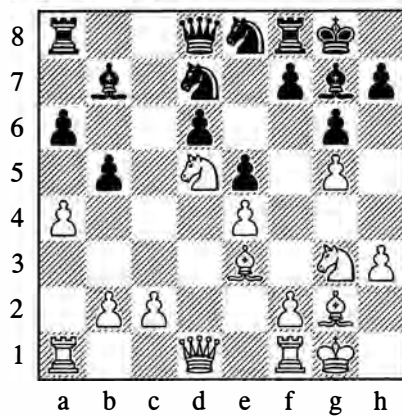


Exercises

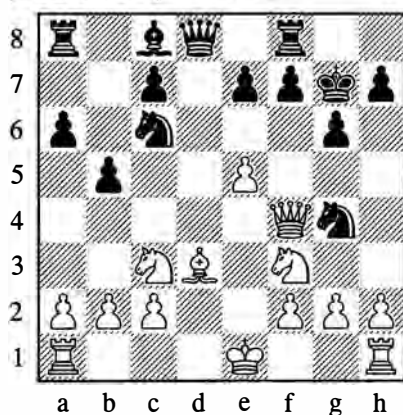
► Ex. 22-1 ◀ ★★ ▼



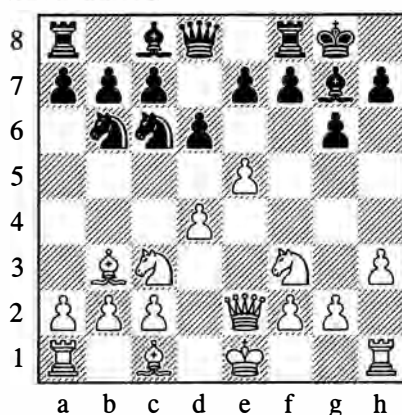
► Ex. 22-4 ◀ ★★ ▼



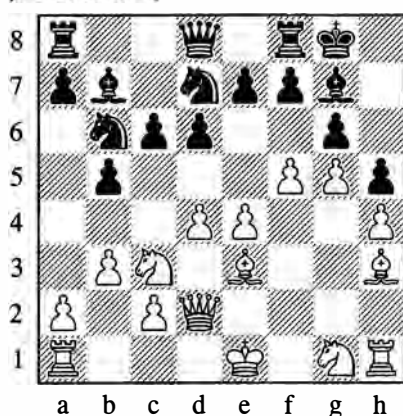
► Ex. 22-2 ◀ ★★★ ▼



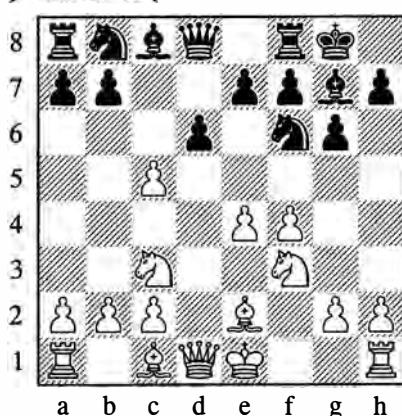
► Ex. 22-5 ◀ ★★ ▼



► Ex. 22-3 ◀ ★★ ▼

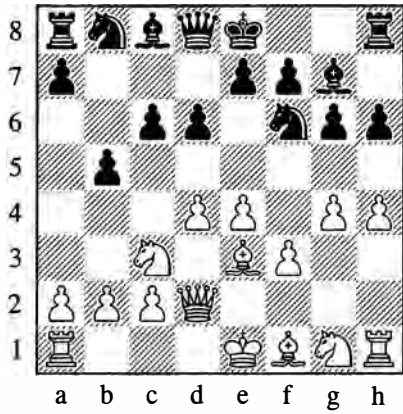


► Ex. 22-6 ◀ ★★ ▼

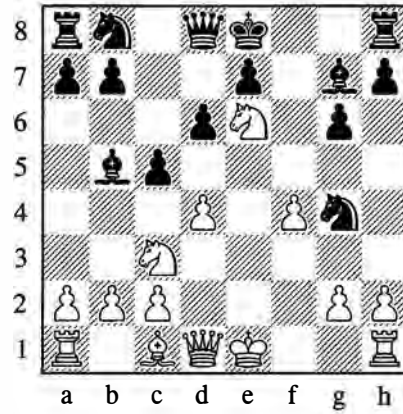


Exercises

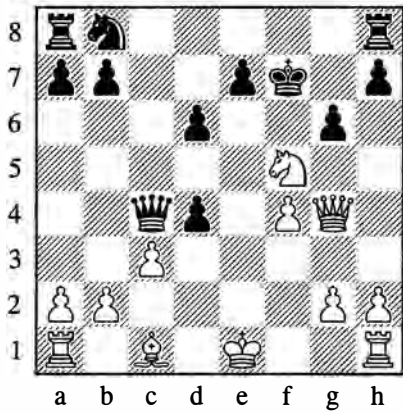
► Ex. 22-7 ◀ ★★ ▼



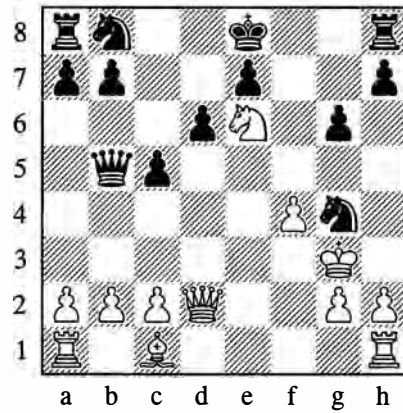
► Ex. 22-10 ◀ ★★ ▼



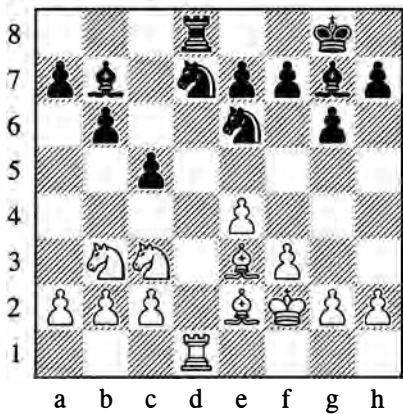
► Ex. 22-8 ◀ ★★ ▼



► Ex. 22-11 ◀ ★★★ ▼



► Ex. 22-9 ◀ ★★ ▼



► Ex. 22-12 ◀ ★★ ▼



Solutions

Ex. 22-1

C.Landenberque – B.Zueger

Suhr 1991

1.d4 g6 2.e4 ♗g7 3.♖c3 d6 4.♗e2 ♖f6 5.♖f3
0-0 6.h3?! c5! 7.d5!?

Diagram Ex. 22-1

We already know this trick – see Diagram
8-3 in *Boost Your Chess 1*.

7...b5!

(2 points)

8.♗xb5

8.♖d2 b4

8...♖xe4! 9.♖xe4 ♖a5† 10.♖c3 ♗xc3†

11.bxc3 ♖xb5 12.♗h6 ♖e8

Black is better.

13.♖d3 ♖a4 14.0-0?

Better is 14.c4.

14...♗a6 15.c4 ♖xc4 16.♖d2 ♖d7→

17.♗g5 ♖b6 18.♖ad1 ♗b7 19.♖fe1 ♖xd5

20.♖a5 ♖b4 21.♖xb4 cxb4 22.a3 f6 23.♗d2

bxa3 24.♖a1 ♖b6 25.♖xa3 ♖c4 26.♖a4

♖ac8 27.♗f4 ♗xf3 28.♖xa7 ♗d5

0-1

Ex. 22-2

M.Sadler – V.Ivanchuk

Monte Carlo (rapid) 1998

1.d4 ♖f6 2.♖f3 g6 3.♖c3 ♗g7 4.e4 d6
5.♗e3 a6!? 6.♖d2 b5 7.♗h6 0-0 8.♗d3 ♖c6!
(Δ...e5) 9.e5 (9.d5 ♖e5=) 9...dxe5 10.dxe5
♖g4 11.♗xg7 ♖xg7 12.♖f4

Diagram Ex. 22-2

12...♖xe5!

(2 points)

A great tactical trick.

12...♖xe5 (1 point) is not quite so
accurate: 13.♖xe5 ♖d6 14.♖xg6 hxg6
15.♖e3=

13.♖xe5 ♖d6 14.♖xg6

An important variation is 14.♗e4 ♖xe5
15.♗xa8?? ♖d3†→.

(1 point for this variation)

14...hxg6 15.♖xd6 cxd6

The rest follows without comments:

16.♗e2 ♖f6 17.♗f3 ♖a7 18.0-0-0 ♖c7

19.♖d4 ♗e6 20.♖e1 ♖fc8 21.♖b1 ♖c5

22.♖e2 ♖8c7 23.♖e4 ♖xe4 24.♗xe4 g5

25.f3 ♖f6 26.c3 a5 27.a3 ♖c4 28.♖ed2

♖7c5 29.♖c1 ♖e5 30.♖d1 ♗f5 31.♗xf5

♖xf5 32.♖xc4 bxc4 33.♖d4 ♖b5 34.♖c2

d5 35.a4 ♖c5 36.h4 e5 37.♖g4 f6 38.h5

♖c7 39.♖g3 ♖f4 40.♖h3 ♖h7 41.♖d2 g4

42.♖h4 f5 43.fxg4 fxg4 44.♖h1 ♖g3 45.h6

♖xg2 46.♖h5 ♖f3 47.♖xe5 ♖xh6 48.♖xd5

♖h2† 49.♖e1 ♖h1† 50.♖d2 g3

0-1

Ex. 22-3

I.Gazik – A.Chernin

Budapest 1993

1.e4 d6 2.d4 ♖f6 3.♖c3 g6 4.♗e3 c6 5.♖d2

b5 6.f3 ♖bd7 7.g4 ♖b6 8.b3 ♗b7!? 9.h4 h5

10.g5 ♖fd7 11.f4 ♗g7 12.f5 0-0 13.♗h3

(♖13.♗g2!? b4 14.♖ce2 c5=)

Diagram Ex. 22-3

13...c5!†

(2 points)

With this typical move, Black aims to show
that the e4-pawn is a weakness.

13...b4 14.♖ce2 c5! (also 2 points) is equally
good.

White's play has been very risky. However,
13...gxf5 (1 consolation point for courage)
would be no less risky for Black.

14.fxg6?!

14.♗g2!? b4 15.♖ce2 could be tried,
intending 15...gxf5 16.♖g3.

14...fxg6 15.♖ge2 b4 16.♖d5 ♖xd5

17.♗e6† ♖h7 18.exd5 ♖b6 19.c4 bxc3

20.♖xc3 ♗c8! 21.0-0-0 ♗xe6 22.dxe6 ♖c8!

23.dxc5 dxc5 24.♖he1 ♖f5 25.♗g1 ♖a6

Threatening ...♖a3† followed by ...♖c4.

26.♖e4 ♖af8 27.♖b1 ♖b7 28.♖e2 ♖c4→

29.♖d7 ♖a3† 30.♖c1 ♖b4 31.♖a4 c4

32.♖e4 ♖f3 33.♗c5 ♖c3†! 34.♖d2 ♖c2†

35.♖e3 ♖b8

35...♖cf2! 36.♗xb4 ♖8f3

Solutions

36.♞d6 ♜cf2 37.♞e5 ♜c2† 38.♞e4 ♜8f4†
39.♞d5 ♞a8† 40.♞c6 ♞d2† 41.♞d4
♞fxd4†
0-1

Ex. 22-4

G.Mohr – A.Chernin

Portoroz 1997

1.e4 d6 2.d4 ♜f6 3.♜c3 g6 4.g3 c6 5.a4
♜bd7 6.♞g2 ♞g7 7.♜ge2 0-0 b6 9.h3
a6 10.♞e3 (10.f4 [Δe4-e5] 10...e5) 10...♞b7
11.g4 e5 12.♜g3 b5 (12...h6) 13.g5 ♜e8
14.d5 cxd5 15.♜xd5

Diagram Ex. 22-4

15...♜c7!?

(2 points)

It is correct to exchange the strong knight on d5.

15...f6 (1 consolation point) is not so good.
16.axb5 axb5 17.♞e2 ♜c5 18.♞xa8 ♞xa8
19.♞d1 ♜5e6 20.♜xc7 ♞xc7 21.♞xb5 ♞b8
22.♞a4 ♞c6 23.♞a2 ♜f4≠ 24.c3 h6 25.h4
hgx5 26.hgx5 ♞d7 27.♞d2 ♞e6 28.♞a6 ♞f8
29.♞xf4 exf4 30.♜e2 ♞c5=

Ex. 22-5

A.Kveinys – J.Speelman

Moscow Olympiad 1994

1.e4 d6 2.d4 ♜f6 3.♜c3 g6 4.♞c4 ♞g7 5.♞e2
♜c6 6.e5 ♜d7!? 7.♜f3 (7.♞xf7† ♜xf7 8.e6†
♜e8 9.exd7† ♞xd7 10.♜f3 ♞g4) 7...♜b6!
8.♞b3!? (8.♞b5) 8...0-0 9.h3

Diagram Ex. 22-5

9...♜a5!

(2 points)

To secure his position Black must swap off the dangerous bishop.

9...dxe5 is weaker: 10.dxe5 ♜d4 11.♜xd4
♞xd4 12.f4±

10.0-0 h6!? 11.♜e4 ♜xb3 12.axb3 f6=

12...f5 is also playable.

13.c4 fxe5 14.dxe5 ♜d7!?

14...g5!?

15.♞d2

15.e6!?

15...b6

15...♜xe5 16.♜xe5 ♞xe5 17.♞xh6±

15...♞xf3 16.♞xf3 ♜xe5±

16.e6!

16.♞c3

16...♜f6 17.♜xf6†!

Better is 17.♜g3.

17...♞xf6 18.♜d4 ♞b7 19.♞c3! a6 20.f4!?

20.♜c2

20...♞f8 21.♜c2 c5! 22.♞xf6 ♞xf6

Ex. 22-6

M.Chandler – V.Ivanchuk

Reykjavik 1991

1.e4 d6 2.d4 ♜f6 3.♜c3 g6 4.f4 ♞g7 5.♜f3
0-0 6.♞e2 c5 7.dxc5

Diagram Ex. 22-6

7...♞a5!

(2 points)

A typical idea.

8.0-0

If 8.cxd6, then 8...♜xe4 9.dxe7 ♞e8 10.♞d2
♜xc3 11.♞xc3 ♞xc3† 12.bxc3 ♞xc3† 13.♜f2
♜c6†.

8...♞xc5† 9.♜h1 ♜c6 10.♞d3 ♞g4 11.♞e1
♞fc8! 12.♞e3 ♞a5 13.♜d2

White intends f4-f5 to leave the bishop stranded on g4.

13...♞d7 14.♜c4

14.♜b3 ♞d8∞

14...♞d8 15.♞h4!?

15.a3 ♞ab8≠

15...♜b4†

Showing that the c4-knight is badly placed.

16.♜a3 ♞a5 17.♞d2 ♜xd3 18.cxd3 b5!

19.e5 b4! 20.♜c4 ♞d8 21.♜e2

21.exf6 ♞xf6†

21...♜d5 22.♜g3 ♜b6! 23.f5 ♜xc4 24.dxc4

dxe5 25.fxg6 hxg6 26.♜e4 f6! 27.♞xb4

♞e8 28.♜c3 ♞e6 29.♜d5 ♞xd5 30.cxd5

♞ab8 31.a3 a5 32.♞c3 ♞c5†

Solutions

Ex. 22-7

V.Anand – A.Chernin

Eupen 1999

1.e4 d6 2.d4 ♖f6 3.♗c3 g6 4.♙e3 c6 5.f3 b5
6.g4 h6! (6...♙g7 7.♙d2 h5 8.g5 ♗fd7 9.f4
♗b6 10.♗f3 and White may continue with
♗h4 and f4-f5) 7.♙d2 ♙g7 8.h4

Diagram Ex. 22-7

8...h5!

(2 points)

Only after White has occupied the h4-square does Black blockade the kingside.

8...b4 and 8...♗bd7 (1 point each) are sensible alternatives.

9.g5 ♗fd7 10.♗ge2 ♙b7 11.♗g3 0-0
12.f4 b4 13.♗d1 c5! 14.d5 ♗b6
15.c4 bxc3 16.♗xc3 ♙a6 17.♙xa6 ♗xa6
18.♙e2 ♙c8 19.f5 ♗c7?

Better is 19...♗d7.

20.0-0

20.f6! exf6 21.♗xh5→

20...♗d7

Intending ...♙a6.

21.♗xh5?! gxf5 22.♙xh5 ♙b8 23.♙f2 ♗e8
23...♙a6!?

24.♙af1 ♗e5

24...♙a6!?

25.♙g2 ♗c4 26.♙c1♙ ♙d4† 27.♗h1 ♗g7
28.♙h6→ ♙xb2? 29.♙xb2 ♗xb2 30.♙f3
♙xc3 31.f6 ♗e8 32.g6 ♗xf6 33.gxf7†
1-0

Ex. 22-8

J.Smeets – T.Nyback

Bundesliga 2005

1.e4 g6 2.d4 ♙g7 3.♗c3 d6 4.f4 ♗f6 5.♗f3 c5
6.♙b5† ♙d7 7.e5 ♗g4 8.e6 (8.♙xd7† ♙xd7 9.d5
dxe5 10.h3 e4! 11.♗xe4 ♗f6) 8...fxe6 9.♗g5
♙xb5 10.♗xb5 ♙a5† 11.c3 ♙xb5 12.♙xg4 cxd4
13.♗xe6 ♙c4! 14.♗xg7† ♗f7 15.♗f5

Diagram Ex. 22-8

15...h5!

(2 points)

15...♙e6† 16.♗e3 dxe3 (1 point) is also playable. 17.f5 gxf5 18.0-0 may look dangerous, but Black can survive: 18...♗c6 (or 18...e2!?) 19.♙xf5† ♗e8 20.♙f8† ♗d7 21.♙xe6† ♗xe6 22.♙xa8 e2 23.♙e3 ♙xa8 24.♙e1=

16.♙g5 ♙e6† 17.♗e3 dxe3 18.♙b5!?

18.f5 gxf5 19.0-0 ♗d7 (19...e2!?) 20.♙xf5† ♗f6=

18...♗d7 19.♙e2 ♙g4 20.♙xe3 ♙xe2†
21.♗xe2 ♙hc8= 22.h3 ♗f6 23.♗f3 ♗d5
24.♙d4 b5 25.a3 ♙c4 26.g4 ♙f8 27.gxf5
gxf5 28.f5 ♗e8 29.♗e4 ♗f6† 30.♗d3
a6 31.♙hg1 d5 32.♙af1 ♗d7 33.♙g6 ♙c6
34.♗e3 ♗e4 35.♙xc6 ♗xc6 36.♗f4 ♗d6
37.♙e5† ♗c6 38.♙d4 ♗d6 39.♙e5† ♗c6
40.♙d4

½-½

Ex. 22-9

E.Bareev – V.Anand

Paris (rapid) 1992

1.d4 d6 2.e4 ♗f6 3.♗c3 g6 4.♗f3 ♙g7 5.♙e2
0-0 6.0-0 c5 7.dxc5 dxc5 8.♙xd8 ♙xd8 9.♙e3
b6 10.♙fd1 ♗c6 11.♙xd8† ♗xd8 12.♙d1 ♙b7
13.♗d2 ♗e6 14.f3 ♙d8 15.♗f2 ♗d7 16.♗b3

Diagram Ex. 22-9

16...♙xc3!

(2 points)

In the annotated games in this chapter we saw that Black can sometimes part with this strong bishop. Such a decision is easier in the endgame. The weakness of the castled position plays no part; the weakening of the white pawn structure is, on the other hand, important!

17.bxc3 ♗b8† 18.♙b1 ♙a6 19.♗d2 ♙xe2
20.♗xe2 ♗c6 21.♗c4 f6 22.a4 ♗e5 23.♗a3
g5 24.g3 ♗f7 25.a5 bxa5 26.f4 gxf4 27.gxf4
♗g4 28.♗c4 a4 29.f5 ♗g5 30.♙xg5 fxf5
31.♙b7 ♗xh2 32.e5 ♗f8 33.♗e3 h5
34.♙xa7 g4 35.e6 ♙d6 36.♗c4 ♙d5 37.f6
exf6 38.♗e3 g3 39.♗e4 ♙d1 40.♗f5 g2
41.♙a8† ♗g7 42.e7 ♙e1 43.♙a7 ♗h6
0-1

Solutions

Ex. 22-10

N.de Firmian – A.Chernin

Biel 1994

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.f4 ♙g7 5.♘f3
c5 6.♙b5† ♙d7 7.e5 ♘g4 8.e6 fxe6 9.♘g5
♙xb5 10.♘xe6

Diagram Ex. 22-10

10...♙xd4!

(2 points)

11.♘xb5

Black's 10th move was first played in Sax
– Seirawan, Brussels 1988, which finished:
11.♘xd8 ♙f2† 12.♘d2 ♙e3† ½–½

11...♙a5† 12.♙d2 ♙f2† 13.♘d1 ♘e3†
14.♘e2 ♙xb5† 15.♘xf2 ♘g4† 16.♘g3

See Ex. 22-11.

Ex. 22-11

N.de Firmian – A.Chernin

Biel 1994

16...♘a6!

(2 points)

Another way to deal with White's threat is:
16...♘d7 17.♙e1 ♘h6 (also 2 points) 18.b3
♘f5† 19.♘f2 ♘c6 20.♙b2 ♘cd4
17.♙e1

17.♘xg4 is followed by: 17...♙d7! 18.♙e1
♘c7 19.♙e2 ♘f7

(another 1 point)

20.f5? gxf5† 21.♘xf5 ♙ag8–+ and ...♙g6 next.
17...♘h6 18.b3 ♘f5† 19.♘f2 h5 20.♙b2
♙g8 21.♙ad1 ♘d7 22.c4
½–½

Ex. 22-12

M.Jonker – M.Gurevich

Zwolle 1996

1.e4 d6 2.d4 g6 3.♙e3 ♘f6 4.♘c3 c6 5.♙d2
b5 6.♙d3 ♘bd7 7.f3 ♙b7 8.h4 ♘b6 9.e5

Diagram Ex. 22-12

9...b4!

(2 points)

This is more ambitious than 9...dxe5
10.dxe5 ♘fd5 (1 point).

10.♘ce2 ♘fd5 11.h5 ♘xe3 12.♙xe3 ♘d5
13.♙d2 g5! 14.♙xg5 h6 15.♙d2 dxe5
16.dxe5 e6 17.♘f4 ♙c5 18.♘xd5 ♙xd5
19.f4 0–0–0 20.♘f3 ♙hg8 21.♙e2 ♙b6
22.♙c4 ♙c5 23.♙h3 ♙g4→ 24.g3 ♙dg8
25.0–0–0 ♙e3† 26.♘d2 ♙xg3 27.♙xg3
♙xg3 28.♙f1 ♙d4 29.♙xe3 ♙xe3 30.♘d1 c5
31.f5 ♙g2 32.♙e2 ♙d5 33.fxe6 fxe6 34.♘c4
♙f2 35.♘d6† ♘c7 36.♙c4 ♘c6 0–1

Scoring

Maximum number of points is 26

22 points and above → **Excellent**

17 points and above → **Good**

13 points → **Pass mark**

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

Contents

- ✓ Revising the subject
- ✓ Kotov's method

Complex positions 2

In this chapter we continue training in the calculation of variations. First remind yourself of the five points that we discussed in Chapter 9:

- 1) Special attention must be paid to the **choice of candidate moves**.
- 2) It is important to be **accurate when calculating short variations** and to take into account all active possibilities.
- 3) Variations you have calculated must **finish with an evaluation**.
- 4) It is very important to **work out what our opponent is thinking** and also to discover his best moves!
- 5) **The calculation of variations should not be stopped too soon**. If any active moves are still available either to you or to your opponent, then you must calculate further.

For the following positions take 10 to 15 minutes thinking time, then note down your variations. After that you can compare your variations with the solution. This is the method which GM Kotov used, and which he highly recommended in his books.

If you cannot see any specific solution, then please make a practical decision as you would in a game. You should go about the test in the same way.

Diagram 23-1



Diagram 23-1

Variation from the game

M.Botvinnik – J.Capablanca

Netherlands 1938

White must sacrifice the bishop.

27.fxg6! ♖xb2

Black cannot ward off his opponent's attack with 27...hxc6 either. For example: 28.♖g5 (28.♖h6 is also good) 28...♘f7 (28...♖xb2 29.♖xg6† ♘h8 30.♘f5+–) 29.♗f1 ♘e6 (29...♘e7 30.♗f2 ♖b1† 31.♘f1 ♖e4 32.♙a3†+–) 30.♗f2 ♖b1† 31.♘f1 ♖e4 32.♙a3 ♗f7 33.♖g3 ♘d7 34.♗d6† ♘c8 35.♖c6†+–

28.g7!

If 28.gxh7†, then 28...♘h8.

28...♙g7

28...♙f7 is followed by: 29.♖b8† ♙xg7 30.♜f5† ♙g6 31.♖g3† ♙h5 32.♖h4† ♙g6 33.♖h6† ♙xf5 34.♙e5† ♙g4 35.♖g5#

29.♜f5† ♙h8

Diagram 23-2

30.♖d6!

If you saw as far as this move, your calculations were perfect.

But not 30.♖h6? on account of 30...♖f2†!! 31.♙xf2 ♜g4†+.

30...♙f7

30...♙g8 31.♖g3†+–

31.♖xf6†! ♙xf6 32.♙e8†+–

Diagram 23-3

M.Botvinnik – I.Kan

USSR Ch, Moscow 1952

23.g4!?

Botvinnik finds a good positional move, but he could have won by force!

23.♙f4! is even stronger, with the possible continuations:

a) 23...♙fd8 24.♜d5! ♙xd5 25.♖c3†!+–

b) 23...♖c5 24.♜e4 ♖e5 (24...♖xc4 25.♙h4 h5 26.♙xh5 ♙h8 27.b3!+–) 25.♜d6 ♖a5 26.b4+–

c) 23...♖a5 24.♙h4 h5 25.b4! ♖xb4 26.♙xh5! (the key move) and now:

Diagram 23-4

c1) 26...gxh5 27.♖g5† ♙h7 28.♖xh5† ♙g7 29.♖g5† ♙h8 30.♙e4+–

c2) 26...♜e8 27.a3! ♖xa3 28.♖h6† ♙f6 29.♜e4† ♙e7 30.♖g5† ♙d7 31.♙d1† ♙c7 32.♜d6!+–

23...♖f3

23...♖f6 would be slightly better.

24.♙e3 ♖f6 25.♙d7

Simpler and perhaps even better than 25.♙h3.

25...♙fd8 26.♙ed3±

White stands better. He controls the only open file and he is also threatening ♜e4. The further course of the game is given without comments:

26...♙xd7 27.♙xd7 ♜e8 28.♜e4 ♖f3 29.♖d4† ♙g8 30.♜g5 c5 31.♜xf3 cxd4 32.b3 ♙c8 33.♜xd4 ♜f6 34.♙xa7 ♜xg4 35.♙b7 ♙d8 36.♜f3 ♙d1† 37.♙g2

Diagram 23-2

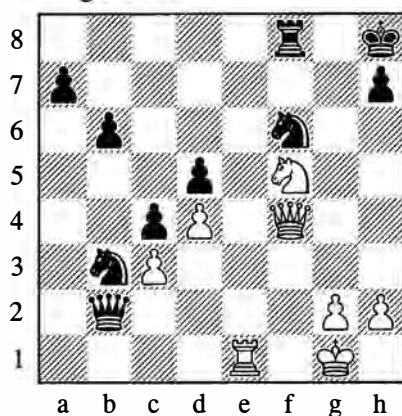


Diagram 23-3

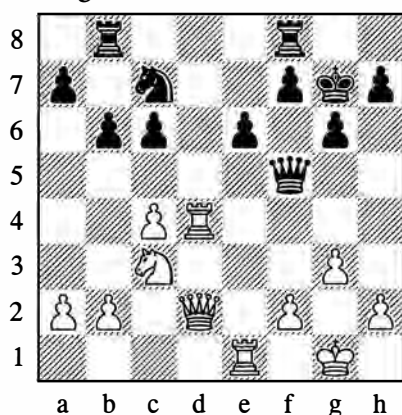
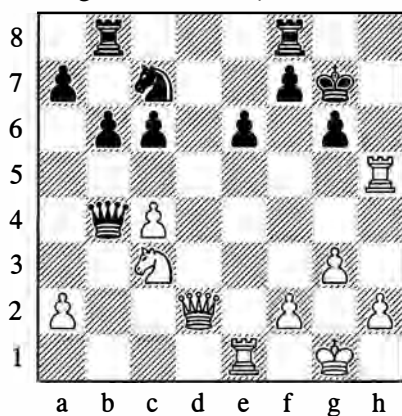


Diagram 23-4 (analysis)



♖a1 38.h3 ♜f6 39.♜g5 ♖xa2 40.♙f3 ♖b2 41.♖xb6
h6 42.♜e4 ♜d7 43.♖b5 ♙f8 44.♙e3 f5 45.♜d2
♙e7 46.c5 ♜f6 47.♖b7† ♙d8 48.♜c4 ♜d5†
49.♙d4 ♜c7
1-0

Diagram 23-5

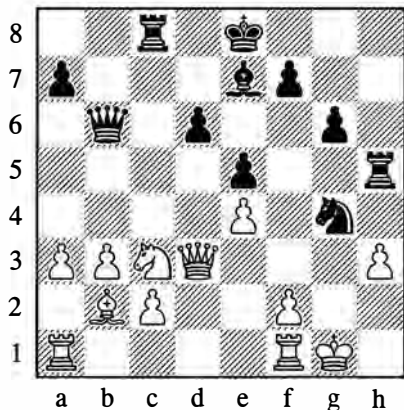


Diagram 23-5

S.Rublevsky – Z.Varga

Chalkidiki 2002

If the knight had to retreat, White would be better.
But Black has a strong resource.

19...♖g5! 20.♙f3

White cannot take the knight: 20.hxg4?! ♖xg4†
21.♙h2 ♙d7 22.♙h3 f5 (threatening ...♖h4) 23.♜d5
♙b8 24.♜xe7 ♖h8+–

20.♜d5? is also bad: 20...♜xf2† 21.♙h2 ♜xd3
22.♜xb6 ♖xc2+–

20...♜e3†

This is stronger than 20...♜xf2† 21.♙h2 ♜xh3
22.♜d5=.

21.♙h2 ♜xf1† 22.♖xf1

Diagram 23-6

22...♙b7

Black wants to continue playing on the kingside
with ...f5-f4, ...♙f7 and ...♖h8.

22...♙c6? is less accurate because of 23.♜d5!.

23.♙d3 ♙c6 24.♖e1 f5 25.♖e2 f4 26.♜d5 ♙f7
27.♙f3

27.c4!?±

27...♙d7

Even stronger is 27...♖h8!? with the tactical point
28.♜xf4?! ♖f5!–+.

28.♖d2 ♙e6

White does not have sufficient compensation
for the exchange, although after Black later missed
several winning opportunities, the game eventually
finished as a draw.

Diagram 23-6

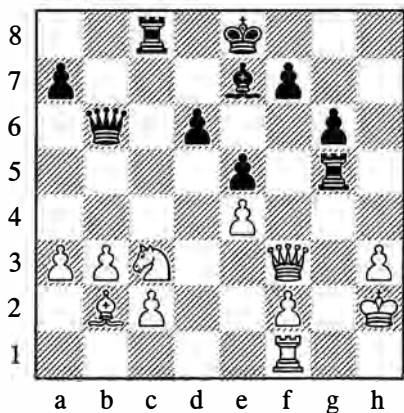


Diagram 23-7

F.Lazard

1909

It is necessary to calculate this study all the way to the end. The first moves are forced.

1.a7 ♖e8 2.♙c6 ♜f8 3.a8 ♜ ♖xa8 4.♙xa8 ♔d3

Otherwise 5.♙e4 will secure the draw.

5.♔b3!

Provoking ...a4†.

5...a4† 6.♔a2!

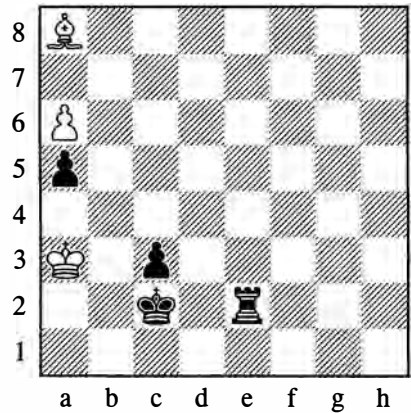
This forces a known finish.

But not 6.♔a3? on account of 6...♔e3!-+. Did you spot that important detail?

6...c2 7.♙e4†! ♔xe4 8.♔b2 ♔d3 9.♔c1=

To avoid stalemate Black must give up the c-pawn, resulting in a trivial draw.

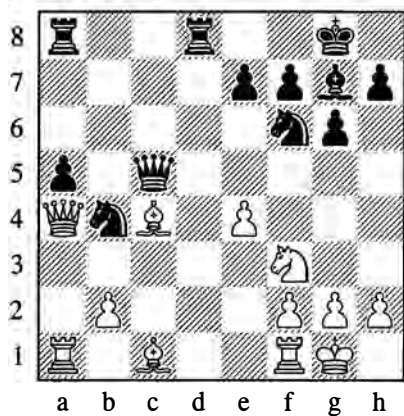
Diagram 23-7



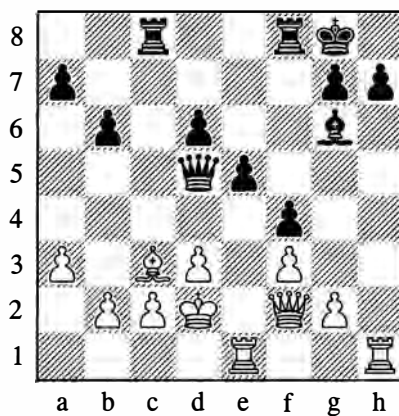
23

Exercises

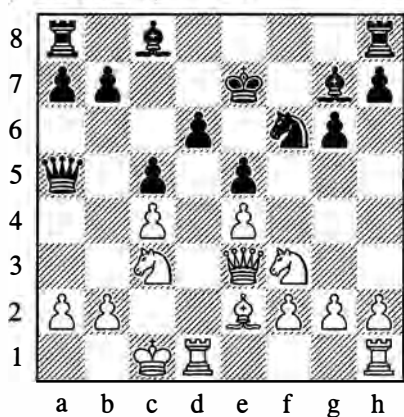
► Ex. 23-1 ◀ ★★ △



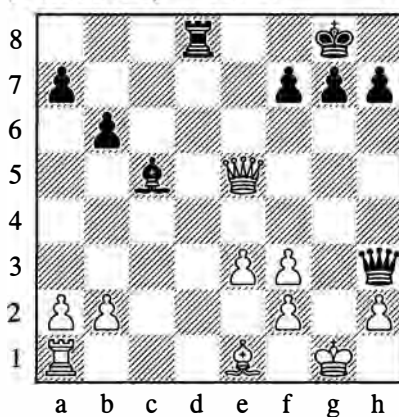
► Ex. 23-4 ◀ ★★★ ▼



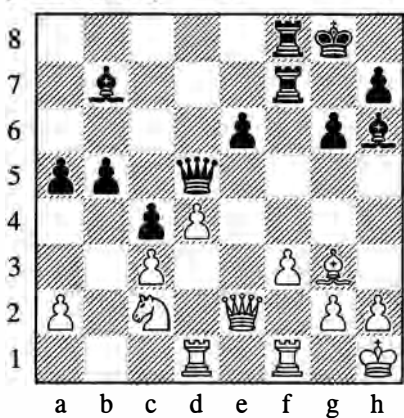
► Ex. 23-2 ◀ ★★ △



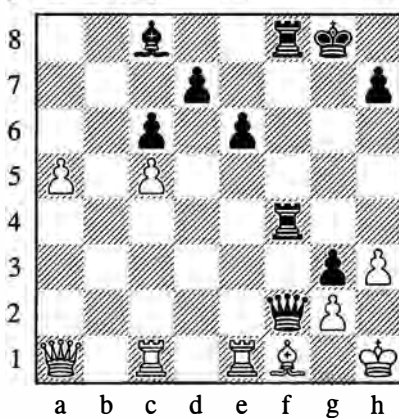
► Ex. 23-5 ◀ ★★★ ▼



► Ex. 23-3 ◀ ★★ ▼

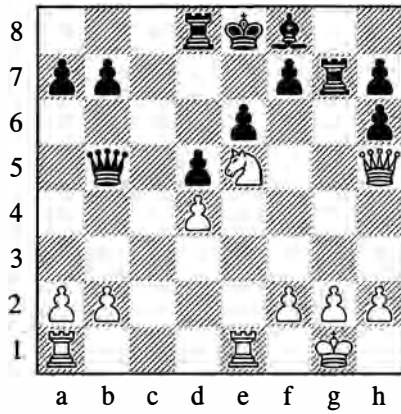


► Ex. 23-6 ◀ ★★ ▼

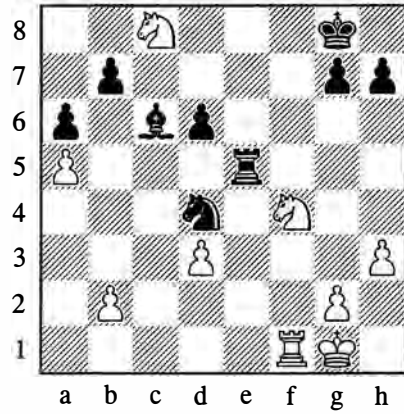


Exercises

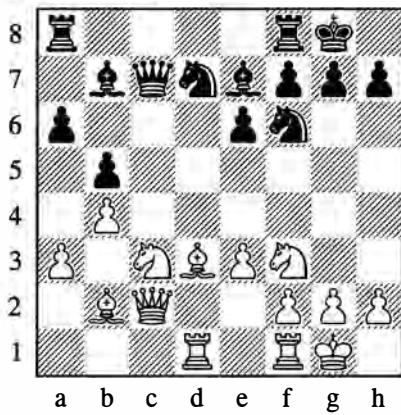
► Ex. 23-7 ◀ ★★ △



► Ex. 23-10 ◀ ★★★ ▼



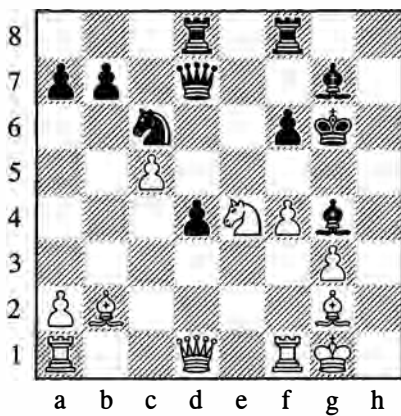
► Ex. 23-8 ◀ ★★ △



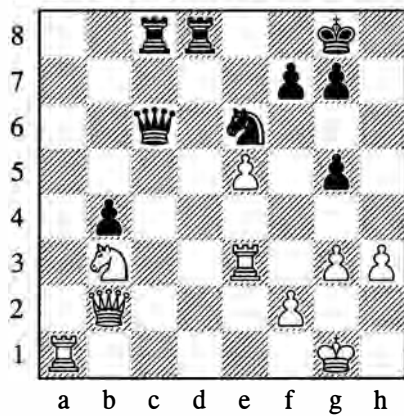
► Ex. 23-11 ◀ ★★★ ▼



► Ex. 23-9 ◀ ★★★ △



► Ex. 23-12 ◀ ★★★ ▼



Solutions

Ex. 23-1

Gilinsky – B.Spassky

Rostov 1952

1. ♖xf7+

(1 point)

1... ♖xf7 2. ♖g5+

Slightly more accurate is 2. ♖b3+ (1 point)
and now:

a) 2... ♖e8 3. ♖g5 ♖h6 4. ♖f7+ ♖d7
5. ♖e3+–

b) 2... ♖fd5 3. ♖g5+–

c) 2... ♖bd5 3. exd5 ♖xd5 4. ♖a4±

2... ♖g8 3. ♖b3+

(another 1 point)

3... ♖fd5?

Better is 3... ♖bd5 4. exd5 ♖xd5±.

4. ♖h3! h6 5. ♖e6+ ♖h8 6. ♖f7+ ♖h7

7. ♖xd8 ♖f6 8. ♖f7

1–0

Ex. 23-3

R.Ponomarev – S.Vokarev

Briansk 1995

27... ♖xf3! 28. gxf3 ♖xf3 29. ♖g1

29. ♖xf3 ♖xf3+ 30. ♖xf3 ♖xf3+ 31. ♖g1
♖xd1–+

(1 point for this variation)

29... ♖xc3

(1 point)

29... ♖e3! (also 1 point) is equally good:
30. ♖xe3 ♖xe3+ 31. ♖xe3 ♖g2#

30. ♖f2

30. ♖f6 ♖h1+ 31. ♖f2 ♖g2+ 32. ♖e1 ♖xe2+
33. ♖xe2 ♖xc2+ 34. ♖e1 ♖d5!–+

30... ♖g2+

Or 30... ♖xc2–+.

31. ♖e1 ♖xe2+ 32. ♖xe2 ♖xc2+ 33. ♖e1

♖xa2 34. ♖f2

0–1

Ex. 23-2

V.Korchnoi – D.Solak

Basle 2002

15. ♖xd6!

(1 point)

15... ♖g4

15... ♖xd6 16. ♖d2+ ♖c6 (16... ♖e6

17. ♖g5+ ♖e7 18. ♖d5+–) 17. ♖xe5+ ♖c7

18. ♖d5+–

(1 point for these variations)

16. ♖g5+

Or 16. ♖d2 ♖h6 17. ♖g5 ♖xg5 18. ♖xg5+
♖xd6 19. ♖d1+–.

16... ♖xd6

16... ♖f7 17. ♖h4+–

16... ♖e8 17. ♖hd1 ♖h6 18. ♖d8+ ♖f7

19. ♖xh8 ♖xg5+ 20. ♖xg5+ ♖f6 21. h4 h6

22. ♖h7 hxg5 23. ♖d6+ ♖e6 24. ♖d5#.

17. ♖d2+ ♖e6

17... ♖c6 18. ♖d5+ ♖c7 19. ♖b5+–

18. ♖g5+ ♖f6 19. ♖d5#

Ex. 23-4

K.Opocensky – E.Grünfeld

Bad Pistyan 1922

28... ♖xd3! 29. cxd3 ♖xc3!–+

(1 point)

30. ♖e2

30. bxc3 ♖a2+–

(1 point for this variation)

30. ♖xe5 ♖xd3+–

30. ♖xc3 ♖c8+ and now:

a) 31. ♖b4 a5+ 32. ♖a4 b5+ 33. ♖xa5 ♖a8!

34. ♖xb5 (34. ♖b6 ♖c6+ 35. ♖xb5 ♖b7+–)

34... ♖c6+ 35. ♖b4 ♖b8+–

b) 31. ♖d2 ♖b3

(another 1 point for this variation)

32. ♖e2 (32. ♖e2 ♖xb2+– or 32. ♖c1

♖xb2+–) 32... ♖c2+ 33. ♖f1 ♖xd3+–

30... ♖b3

Even stronger is 30... ♖fc8! 31. bxc3 ♖a2+

32. ♖d1 ♖a1+–.

31. ♖b1 ♖c8 32. ♖e4 ♖xe4 33. fxe4 h6 34. g3

fxg3 35. ♖hg1 a5 36. ♖xg3 ♖h7 37. ♖f3

♖c7 38. ♖f8 ♖cc3 39. bxc3 ♖xb1 40. ♖d8

Solutions

**h5 41.♔c2 ♖g1 42.d4 exd4 43.♞xd6 dxc3
44.♔xc3 h4 45.♞xb6 h3 46.♞b2 ♖g2
47.♞b1 h2 48.♞h1 g5 49.e5 ♔g7
0-1**

Ex. 23-5

L.Csanadi – J.Pogats

Budapest 1963

22...♙d6!

(1 point)

23.♞d1

23.♞e4 ♙xh2† 24.♔h1 h5+ followed
by ...♞d6.

(1 point for this variation)

23...♞xh2†!

(another 1 point)

24.♞xh2 ♙xh2† 25.♔xh2 ♞xd1

0-1

Ex. 23-6

M.Krakops – R.Ponomarev

Siofok 1996

44...♙a6!+-

(1 point)

0-1

White loses after 45.♙xa6 ♞h4! 46.♞e2
♞xh3† 47.gxh3 g2† 48.♔h2 g1♞#.

(another 1 point for this variation)

Ex. 23-7

A.Grischuk – E.Bareev

Panormo 2001

16.♘xf7! ♞xf7 17.♞xe6†

(1 point)

1-0

17...♙e7 is followed by: 18.♞xe7† ♔xe7
19.♞e1† ♔f8 (19...♔f6 20.♞xh6† ♔f5
21.♞e5† ♔g4 22.h3#) 20.♞xh6† ♔g8
21.♞g5†+-

(another 1 point)

Ex. 23-8

K.Sakaev – Z.Izoria

Moscow 2003

15.♘d5!

(1 point)

15...♘xd5

15...♞d8 16.♘xf6† ♙xf6 17.♙xh7†+-

**16.♙xh7† ♔h8 17.♞xc7 ♘xc7 18.♞xd7
♙xf3 19.gxf3 ♔xh7 20.♞xc7±**

(another 1 point)

Ex. 23-9

T.Petrosian – I.Pogrebissky

Tbilisi 1949

22.f5†!

(1 point)

22...♙xf5

22...♞xf5 23.♞b1!+-

(1 point for this variation)

23.♘d6!+-

(another 1 point)

23...♙g4 24.♙e4† ♔h5 25.♞f4!

Or 25.♞c2!+- (Dvoretsky).

25...f5

25...♙xd1 26.♞h4† ♔g5 27.♙c1#

26.♞xg4! fxg4 27.♞d2 ♞h8 28.♔g2

1-0

Ex. 23-10

C.Lutz – G.Kasparov

Bled Olympiad 2002

The following annotations are based on
analysis by Dokhoian.

34...♞e8!

(1 point)

34...d5 35.♘d6±

35.♘a7

35.♘xd6 is met by: 35...♞f8! (Δ36...♞xf4!)

36.g3 g5+-

(1 point for this variation)

Solutions

If 35.♖b6, then 35...♙f8 36.g3 ♘f3+ 37.♕f2 g5+.

(another 1 point for this variation)

35...♙d7

35...♙f8!? 36.♘xc6 bxc6 37.g3 g5+

36.♘d5?!

36.♙c1 g5 37.♙c7 gxf4 38.♙xd7 ♙e1+ 39.♕f2 (39.♕h2? ♘f5+ Δ40...♘g3) 39...♙e2+ 40.♕f1 ♙c2! and Black intends 41...♘f5+.

36...h5!? 37.♘b6 ♙f5 38.♕h2 g5 39.♙c1?

39.♘c4!? ♙d8! 40.♘b6 ♕g7 41.♙c1 ♕f6!? 42.♙c7 ♙xd3 43.♙xb7 ♙e4 44.♙c7 g4+

39...g4 40.hxg4

40.♘c3 ♙e3!+.

40.♘ac8 g3+ 41.♕h1 ♙e2+.

40...hxg4+ 41.♘ac8 g3+ 42.♕h1 ♙e6

0-1

Ex. 23-11

L.van Wely – E.Bacrot

Bled Olympiad 2002

The following annotations are based on analysis by Dvoretsky.

17...♙xf4!!

(1 point)

18.♙xg7?!

(1 point for seeing this reply)

After 18.exf4 ♘d4+ the white king has no good squares, and 19...♘xb3 (attacking the g1-rook) wins for Black.

18...♕h8!

(another 1 point)

18...♕xg7? loses the queen after 19.♙c3+.

18...♕f8?! is less accurate than the move played: 19.♙xf7! ♙xf7 20.♙f1

19.♙cg1

19.exf4 ♘d4+ 20.♕e1 ♘xb3 21.♙xh7+ ♕xh7 22.♙xb3 (22.axb3 ♙d4+.) 22...♙g8+.

19...♙xd2+!?

Even stronger is: 19...♙xe4! 20.♙c3 (20.♙d3 ♙xd3 21.♙xd3 ♘d4+) 20...♘d4+ 21.♕d1 ♙b1+ 22.♙c1 ♙xc1+ 23.♕xc1 ♘f3 24.♙c3 ♙xe3+ 25.♕c2 ♙xg1 26.♙xg1+ e5+.

20.♕xd2 ♙f2+

Again Black has a more convincing line: 20...♙d8+! 21.♕e2 ♙xe4 22.♙d3!? ♘d4+! 23.♕d1 (23.♕e1 ♘f3+) 23...♙xd3+ 24.♙xd3 ♘f5 25.♙xf7 ♙xd3+ 26.♕c2 ♙xe3+.

21.♕c1 ♙xe3+ 22.♙xe3 ♙xe3+ 23.♕c2 ♙xg1 24.♙xg1 ♙g8 25.♙xg8+ ♕xg8 26.♕c3 ♘b8! 27.♕d4 ♕f8 28.e5 ♕e7 29.a3 a5 30.♙b5 ♘d7 31.♙xd7? ♕xd7+ 32.♕c4 ♕e8!?

Black also wins after 32...f5 (or 32...f6) 33.exf6 ♕e8.

33.b4 axb4 34.♕xb4 f5 35.exf6 ♕f7 36.a4 e5! 37.a5 bxa5+ 38.♕xa5 ♕xf6 39.♕b4 ♕f5 40.♕c3 ♕g4

0-1

Ex. 23-12

V.Bagirov – Vooremaa

Tallinn 1981

32...♘f4!!

(1 point)

33.f3

33.gxf4 is followed by: 33...gxf4 34.♙e1 (34.♙e2 f3 35.♙e3 ♙g6+.) 34...♙g6+ 35.♕h1 (35.♕h2 ♙c2+ or 35.♕f1 f3+) 35...♙c2 36.♙b1 ♙d3!+.

(another 1 point)

33...♙b6! 34.♙ae1 ♘d3!

0-1

(another 1 point)

Scoring

Maximum number of points is **30**

26	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

- ✓ Queen and pawn against queen
 - ❖ Defence – important considerations
 - ❖ Attack – important considerations
- ✓ Queen endings with several pawns
 - ❖ Tactical nuances
 - ❖ Important factors

Queen endings

Queen endings are difficult to play because queen is a very mobile piece. For that reason one must proceed with great care. However, since these endings are relatively rare, we shall limit ourselves to just the most important suggestions.

Queen and pawn against queen

The theory of this ending is complicated. But there are only a few typical considerations which a practical player has to understand.

For the **defending side** the following remarks are very important:

1) If the king of the weaker side is **in front of the pawn**, the position is normally drawn.

2) If the king is **cut off far away from the pawn** and cannot be brought in front of the pawn, there is a great danger of losing. With best play one can usually still hold the draw against the rook's pawn, but one has fewer chances of doing so against the other pawns. Nevertheless, a draw is sometimes possible if the opponent does not have his pieces on their optimal squares.

3) In such cases the most important defensive methods are **checks** and **pinning the pawn**. You must try not to let the pawn advance. In the ideal case you can achieve **perpetual check**. It should also be mentioned that a draw can sometimes be reached even against two pawns!

4) In the struggle against a knight's or rook's pawn, the king of the weaker side (if it cannot get in front of the pawn) should head towards the opposite corner of the board from the queening square.

For the **stronger side** the following ideas are relevant:

1) You should not voluntarily place your king in front of your pawn.

2) You must try to advance your **passed pawn** as far as possible.

3) The queen is best placed **in the centre**. From there it controls a lot of squares.

4) To avoid or escape a perpetual check, you must often put your own king on the same or a neighbouring rank or file to that on which the opposing king is standing.

5) An important method consists of a march towards the opposing king, so as to meet your opponent's checks with a check of your own and thus to exchange queens.

Diagram 24-1

M.Tal – M.Taimanov

USSR Ch, Riga 1958

I analysed this ending with the help of the Nalimov tablebases. Play is so complicated that even these two outstanding grandmasters were not able to avoid making a few mistakes.

54. ♖c7† ♔e8! 55. ♖c8† ♔e7! 56. ♖c7†

Objectively speaking, this ending is drawn, but it is not an easy draw for the defence.

56... ♔e8!

Taimanov plays correctly here and tries to keep his king as close as possible to the a-pawn, in order to support his queen in the struggle against the opposing pieces.

57. ♔d6

The white king heads to the 8th rank in order to shield itself from the opponent's checks with the help of its queen.

57... ♖d4† 58. ♔c6 ♖e4† 59. ♔b6=

Diagram 24-2

59... ♖b4†?

The queen gets too close to the king. It would be better to remain at a **greater distance**.

The correct defence is: 59... ♖e3† 60. ♔b7 ♖b3†! 61. ♖b6 ♖f7†! 62. ♔b8 ♖c4! 63. a6 ♔d7 White cannot advance the pawn further on account of the mate on c8. 64. ♖b7† ♔d8 65. a7 ♖f4†! 66. ♔a8 ♖c7=

Another possible defence is 59... ♖e6† 60. ♖c6† ♔d8!=.

60. ♔a6?

You should not block the pawn voluntarily!

60. ♔a7! would have led to a win. After 60... ♖d4† 61. ♔b7 ♖b2† 62. ♔c8 ♖g2 White can force away

Diagram 24-1

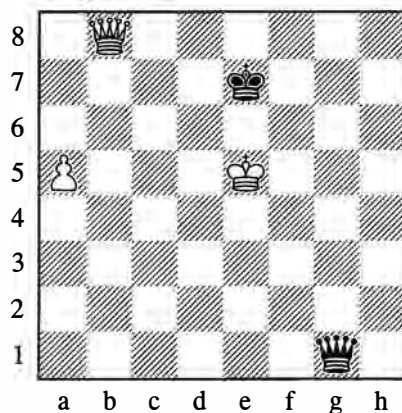


Diagram 24-2

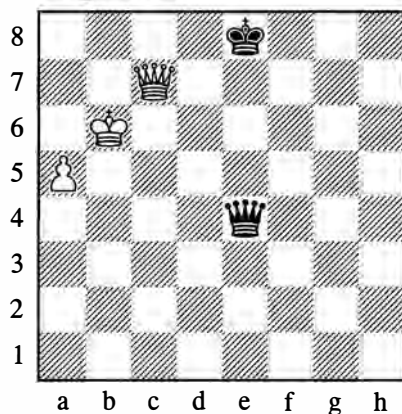


Diagram 24-3 (analysis)

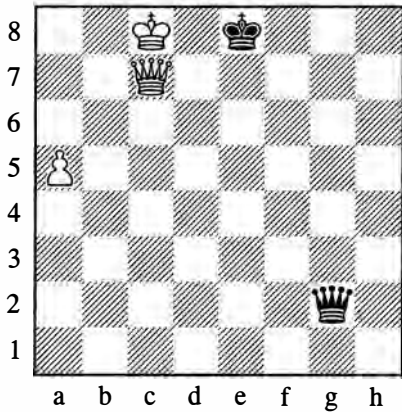


Diagram 24-4

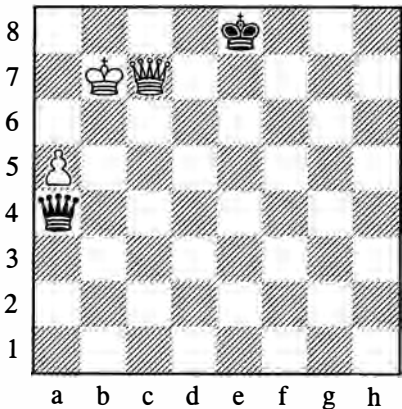
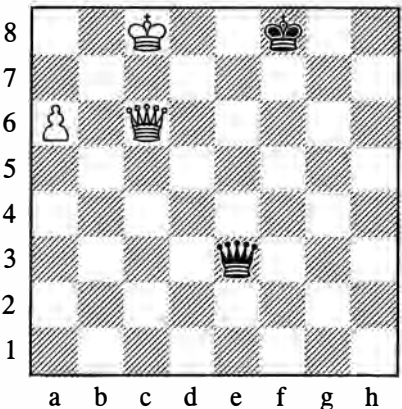


Diagram 24-5



the opposing king. Here is the computer's winning variation:

Diagram 24-3

63. ♖d8† ♕f7 64. ♜b6 ♘e8 65. a6 ♜h3† 66. ♔b7 ♜h7† 67. ♔b8 ♜h2† 68. ♜c7 ♜b2† 69. ♔c8 ♜a3 70. ♜c6† ♔f8 71. ♔b8 ♜b4† 72. ♔a8 ♜a5 73. ♖d6† ♔f7 74. ♔b7 ♜b5† 75. ♜b6 ♖d5† 76. ♜c6 ♜b3† 77. ♔c8 ♔g8 78. ♜e8† ♔h7 79. ♖d7† ♔g8 80. ♖d8† ♔f7 81. a7 ♜f3 82. ♜c7† ♔e8 83. ♜c5 ♔f7 84. ♔c7 ♜g3† 85. ♔b6 ♜b3† 86. ♔c6 ♜e6† 87. ♔b7 ♜b3† 88. ♜b6 ♖d5† 89. ♜c6 ♜b3† 90. ♔c8+—

60... ♜a4?

60... ♜a3! leads to a draw: 61. ♔a7 ♜e3†! 62. ♔b8 ♜b3†! 63. ♜b6 ♜c4! 64. a6 ♔d7! =

61. ♔b7?

61. ♔a7!+—

Diagram 24-4

61... ♜b4†?

61... ♜b3†! would be correct: 62. ♜b6 ♜f7†! 63. ♔c8 ♜c4† =

62. ♜b6+— ♜e7† 63. ♔c8 ♜e4

This is not the optimal situation for the defence. White can now force away the opposing king.

If 63... ♖d7†, then 64. ♔b8 and Black has no more checks left.

64. ♜b5† ♔f8

64... ♔e7 loses immediately to 65. ♜b7†.

65. a6

The pawn takes an important step forward. The black king is poorly placed on f8, since White can also keep his king on the 7th or 8th rank and will perhaps get the opportunity to exchange queens.

65... ♜e6† 66. ♔c7 ♜e7† 67. ♖d7 ♜c5†

67... ♜e5†?? 68. ♖d6†+—

68. ♜c6 ♜e3 69. ♔b7 ♜e7† 70. ♔c8

70. ♔b8!? ♜b4† 71. ♔a8+— and then 72. a7.

70... ♜e3

Diagram 24-5

71. ♜f6†?!

This achieves nothing.

71. ♔b8 would be correct: 71... ♜f4† 72. ♔b7 ♜b4† 73. ♔a8+—

71... ♔g8 72. ♖d8† ♔h7 73. ♜c7† ♔h6?

Here the black king is even worse placed than on the 8th rank.

Black should play 73...♔h8, when White cannot immediately advance the pawn: 74.a7? ♚h3† 75.♚d7 ♚c3†=

74.a7

Diagram 24-6

Another step forward; Black does not have a perpetual check.

74...♚e4

Or 74...♚e8† 75.♔b7+— and after check on b5 or e4, White can reply with check.

The same situation arises after 74...♚h3† 75.♔b7+—, when a further black check is answered with a check.

75.♚b6†

If now 75...♔g7, then 76.♚b7†+—.

75...♔h5 (or 75...♔g5) is followed by 76.♚a5† and promoting the pawn, and there is no perpetual check. For example: 76...♔g4 77.a8♚ ♚e6† 78.♔b7 ♚e4† 79.♔b6 ♚d4† 80.♚c5 ♚b2† 81.♚b5 ♚d4† 82.♔a5+—

1–0

Queen endings with several pawns are also complicated. The **tactical nuances** absolutely have to be taken into consideration – playing for mate, winning the queen, exchanging queens, perpetual check and stalemate. Zugzwang is also always a possibility in queen endings.

In this type of endgame the following elements are particularly important: **the activity of the queen, a passed pawn, a sound pawn structure, the activity of the king and the safety of the king's position.** We shall see these elements frequently in our test positions.

Diagram 24-7

A.Sokolov – A.Yusupov

Montpellier Candidates 1985

Black forces the transition to a queen ending in which his extra pawn gives him very good chances of victory.

41...♚g3 42.♚f1 ♚e1†

The exchange of rooks is important because it makes the black king more secure.

Diagram 24-6

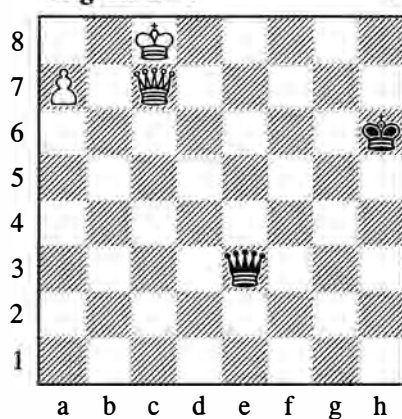


Diagram 24-7

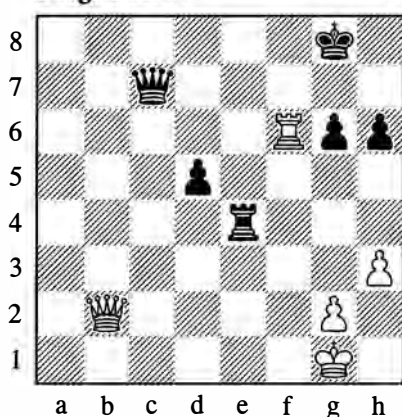


Diagram 24-8

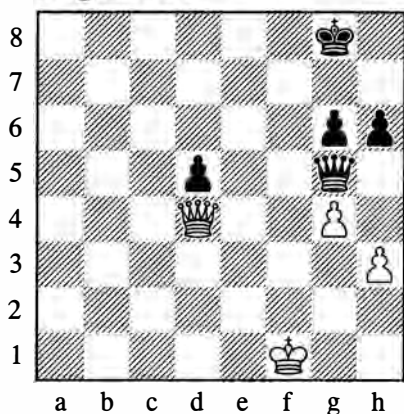


Diagram 24-9

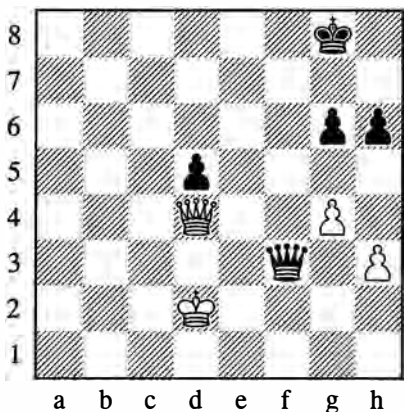
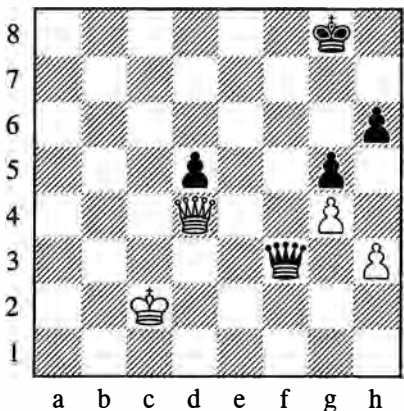


Diagram 24-10



43. ♖d4 ♙xf1† 44. ♔xf1 ♜g5

Black first consolidates his position.

45. g4?!

This does not bring White any benefits, while it weakens his h3-pawn.

45. ♔g1! would be better.

Diagram 24-8

45... ♔f7

The black king is in any case not well sheltered on the kingside, so it is better to get it actively involved!

Exchanging a pair of pawns is possible, But Black sees no need for it for the moment: 45...h5 46.gxh5 ♜xh5

46. ♔e2 ♜e7† 47. ♔d2 ♜d6 48. ♜f2†!

48.h4! should be played, to prevent the pawn being fixed on h3.

48... ♔g8

Black retreats the king, since he has seen a regrouping which will improve the position of his queen.

49. ♖d4 ♜h2† 50. ♔e1 ♜g3† 51. ♔e2 ♜g2† 52. ♔d1 ♜f3† 53. ♔d2

Diagram 24-9

53...g5

Black fixes the white pawns. White must now be careful since Black has prepared an exchange of queens on e4 or f4.

54. ♔c2 ♜g2†

But not 54... ♜e4? 55. ♜xe4 dxe4 on account of 56. ♔c3=.

55. ♔c1 ♜f1† 56. ♔c2 ♜e2† 57. ♔c3 ♜f3† 58. ♔c2

In order to gain time Black repeated the position. Now he returns to his plan of activating his king. To do so he is prepared to sacrifice his extra pawn.

Diagram 24-10

58... ♔f7! 59. ♜e5

If 59. ♜a7† ♔e6 60. ♜b6† ♔e5 61. ♜xh6, then 61... ♜f6. The king then heads for the h3-pawn, and White faces problems.

59... ♜g2† 60. ♔d1 ♜f1† 61. ♔c2

But not 61. ♔d2? ♜f4†+.

61... ♜c4† 62. ♔b2

The white king is pushed further away.

62.♔d1? would be bad because of 62...♖a4! 63.♕e2 ♖e8!-+.

62...♖c6

Black continues to aim for the exchange of queens, now threatening ...♖f6.

63.♕b3 ♖e6 64.♗d4 ♗d6 65.♖a7+ ♕e6 66.♖e3+ ♕d7

The king is running to the b-file, to once more threaten an exchange of queens.

67.♗d3

67.♖a7+ ♖c7!±

67...♕c7 68.♕c2

If 68.♗h7+ ♕b6 69.♗d3, then 69...♖c5 70.♖g6+ ♖c6±.

68...♖c5+ 69.♕d1

69.♕b3 is met by 69...♕b6, threatening ...♖b5+.

69...♖g1+ 70.♕e2 ♖g2+ 71.♕d1

But not 71.♕e1 ♖e4!-+.

Diagram 24-11

71...♕d6!

The new target is the kingside.

72.♖a6+

Or 72.♖g6+ ♕e5 73.♖g7+ ♕f4-+.

72...♕e5 73.♖xh6 ♖f1+ 74.♕d2

74.♕c2 ♖f6-+

74...♖f6!

Diagram 24-12

This is the position Black was aiming for 15 moves ago.

75.♖h7 ♕f4

In return for sacrificing pawn, Black succeeds in activating his king.

But perhaps Black should first centralize his queen: 75...♖f2+! 76. ♕d1 ♖d4+ 77.♕c1 ♖e3+ 78.♕d3?

A more resilient defensive try would be: 76.♗d3 ♖e5 77.♖f1+ ♕g3 78.♗d3±

Diagram 24-13

76...♖a6+

Black can now activate his queen with tempo.

76...♖e6 is also good.

77.♕d2

77.♕d4? loses immediately to 77...♖c4#.

77...♖a2+ 78.♕e1 ♖a1+ 79.♕e2 ♖b2+ 80.♕f1 ♖c1+

Diagram 24-11 ▼

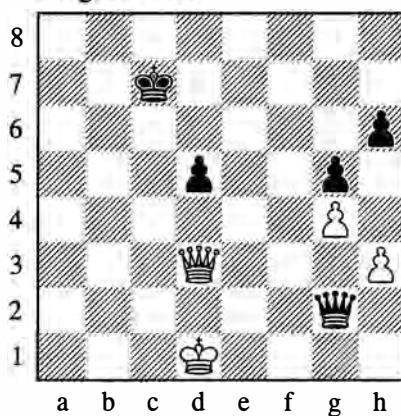


Diagram 24-12 ▲

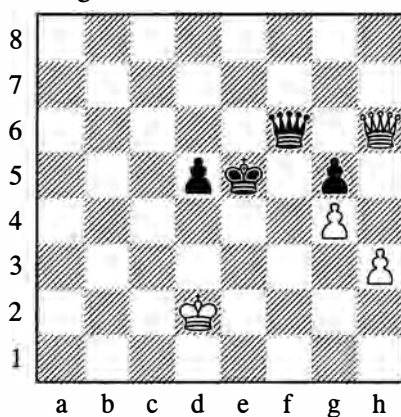


Diagram 24-13 ▼

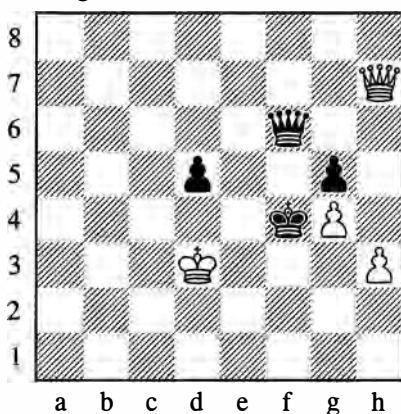


Diagram 24-14

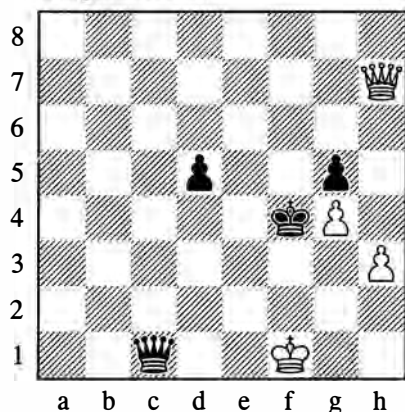


Diagram 24-14

81.♔e2

81.♔g2 is followed by: 81...♚d2† 82.♔g1 (82.♔f1 ♔g3 83.♚c7† ♚f4†-+) 82...♚e1† 83.♔h2 (83.♔g2 ♚e4†-+) 83...♚f2† 84.♔h1 ♔g3 85.♚c7† ♚f4 86.♚c3† ♚f3†-+

81...♚e3† 82.♔d1

82.♔f1 loses to 82...♔g3.

82...♔g3-+

The black pieces have reached their best possible positions. Black is simply threatening to advance his d-pawn, when the threats of mate will make the exchange of queens unavoidable.

83.♚h6 d4 84.♚h7 d3 85.♚c7† ♔g2!

85...♔xh3?? leads to a draw, as White plays for stalemate with 86.♚h2† ♔xg4 87.♚h5†= etc.

Diagram 24-15

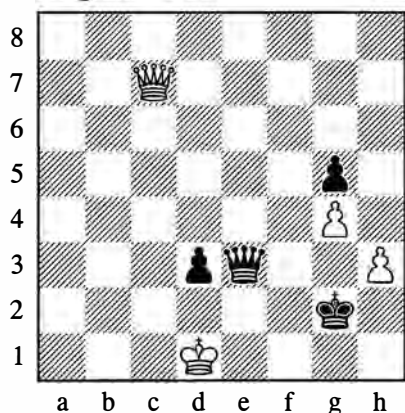


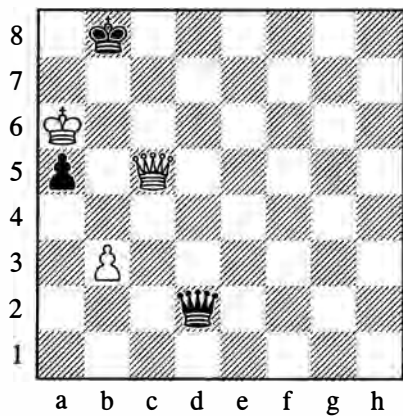
Diagram 24-15

Black now threatens ...♚e2†, and 86.♚c6† is met by 86...♚f3†-+.

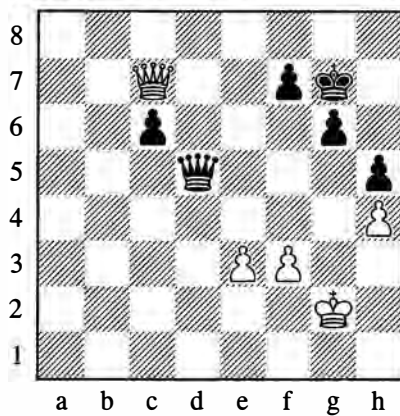
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Exercises

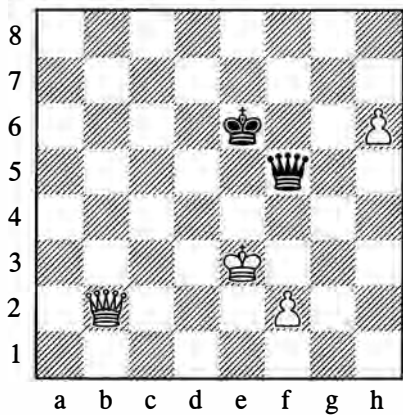
► Ex. 24-1 ◀ ★★ △



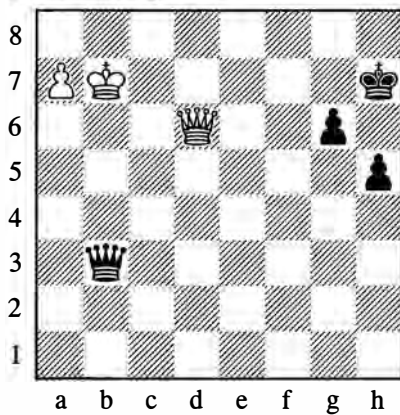
► Ex. 24-4 ◀ ★★ ▼



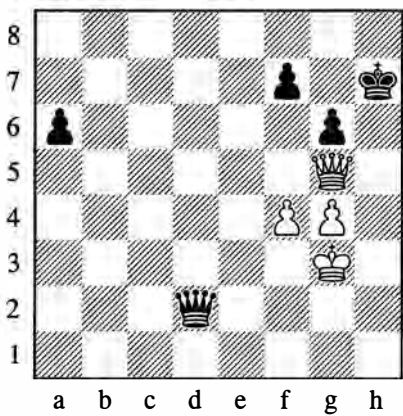
► Ex. 24-2 ◀ ★★ ▼



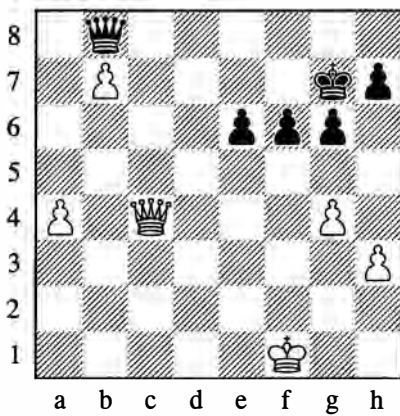
► Ex. 24-5 ◀ ★★ △



► Ex. 24-3 ◀ ★★ ▼

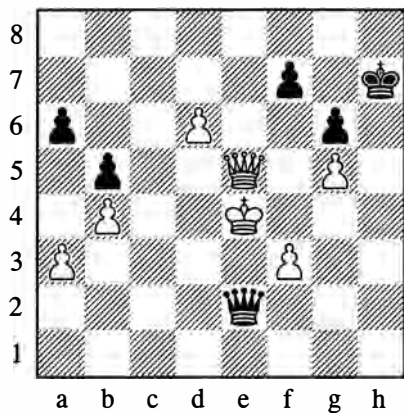


► Ex. 24-6 ◀ ★★ △

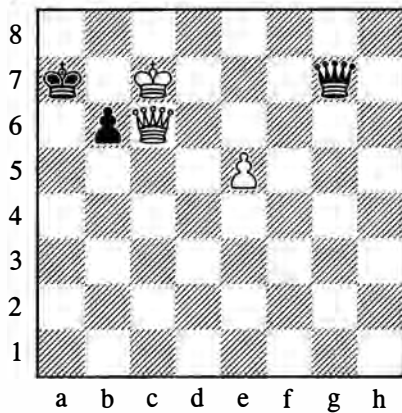


Exercises

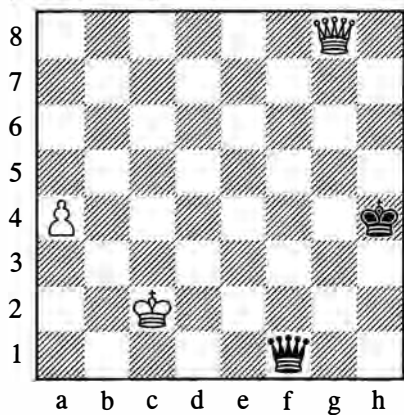
► Ex. 24-7 ◀ ★ ★ △



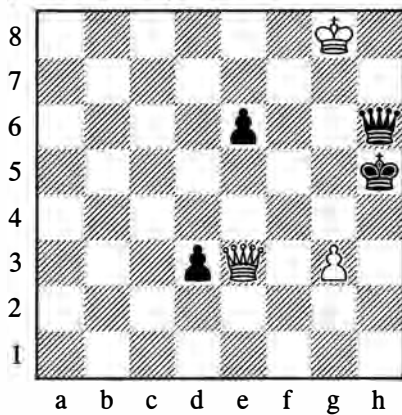
► Ex. 24-10 ◀ ★ ★ ★ △



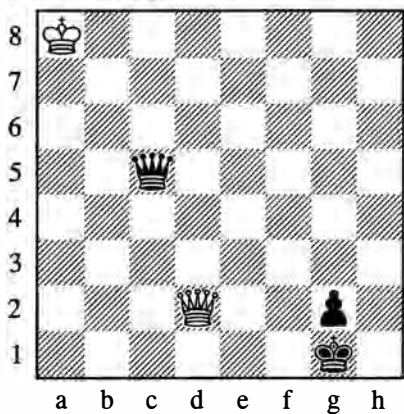
► Ex. 24-8 ◀ ★ ★ △



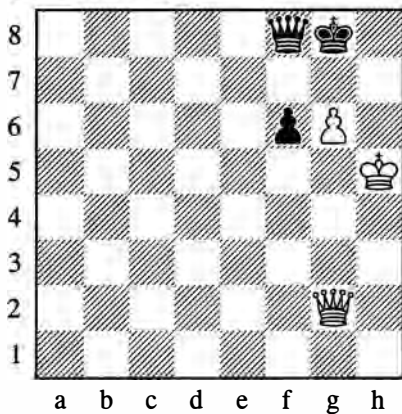
► Ex. 24-11 ◀ ★ ★ ★ △



► Ex. 24-9 ◀ ★ ★ ▼



► Ex. 24-12 ◀ ★ ★ ★ ★ △



Solutions

Ex. 24-1

Z.Azmaiparashvili – Ye Jiangchuan

Beijing 1988

1. ♖c6!

(1 point)

There is only a draw after both 1. ♖xa5? ♜d6† 2. ♜b6† ♜a8!= (or 2... ♜c8=) and 1. ♜b5† ♜c8 2. ♖xa5 ♜d6†=.

1... ♜b4

1... ♜d3† 2. ♜b5†+–

2. ♜d7!

(another 1 point)

2. ♜b5† is also winning, though after 2... ♜c8 3. ♖f5† ♜b8 White must then play 4. ♜d7! as in the game.

1–0

Ex. 24-2

V.Topalov – V.Anand

San Luis 2005

76... ♜g5†?

The right move leads to a draw: 76... ♜h3†!

(2 points)

77. ♜d4 (77. ♜e2 ♜h5† 78. ♜e1 ♜h1†=) 77... ♜g4† 78. ♜c5 (78. ♜c3 ♜f3† 79. ♜b4 ♜b7† 80. ♜a3 ♜a6† 81. ♜b3 ♜b5† 82. ♜a2 ♜a4† 83. ♜a3 ♜c2† 84. ♜a1 ♜d1† 85. ♜b2 ♜e2†=) 78... ♜h5† 79. ♜b6 ♜xh6=

77. f4 ♜g3† 78. ♜e4 ♜e1† 79. ♜f3 ♜f1† 80. ♜g3 ♜g1† 81. ♜g2+ ♜b1 82. ♜c6† ♜f7 83. ♜d7† ♜f6 84. ♜g7† ♜e6 85. ♜e5†

85. f5†! ♜xf5 86. h7 ♜d3† 87. ♜h4 ♜b1 88. h8 ♜ ♜h1† 89. ♜g3 ♜g1† 90. ♜f3 ♜f1† 91. ♜e3 ♜e1† 92. ♜d3 ♜d1† 93. ♜c3 ♜c1† 94. ♜b4+–

85... ♜f7 86. ♜h5† ♜f6 87. ♜g5† ♜f7 88. ♜h5† ♜f6 89. ♜h4† ♜f7 90. h7?

This allows Black to force a perpetual check.

White should play: 90. ♜g4 ♜e1† 91. ♜h2 ♜d2† 92. ♜h3 ♜e3† 93. ♜h4+–

90... ♜e1† 91. ♜g4 ♜d1† 92. ♜g5 ♜d8† 93. ♜h5 ♜d5† 94. ♜g5 ♜h1† 95. ♜h4 ♜d5† 96. ♜g4 ♜d1† 97. ♜g3 ♜e1†= ½–½

Ex. 24-3

I.Ivanov – A.Yusupov

USSR Ch 1st League Ashkhabad 1978

45... ♜e3† 46. ♜g2 ♜g7

(2 points)

The threat of ...f6 nets Black a second pawn.

47. ♜a5

No better is 47. ♜f1 f6+–, nor 47. ♜h1 ♜h3† 48. ♜g1 f6+–.

47... ♜xf4 48. g5

48. ♜xa6 ♜xg4†+–

48... ♜f5 49. ♜d2 a5 50. ♜g1 ♜e5

0–1

Ex. 24-4

M.Gurevich – A.Yusupov

Groningen 1992

49... c5

(2 points)

Black can also play 49... ♜d2† 50. ♜h3, and now not 50... ♜xe3? 51. ♜xc6 ♜e6†? 52. ♜xe6 fxe6 53. ♜g3 ♜f6 54. f4 ♜f5 55. ♜f3 e5 56. fxe5 ♜xe5 57. ♜e3=, but 50... ♜c3 (also 2 points) is just as good as the game continuation.

50. e4 ♜d2† 51. ♜g3 ♜d4 52. e5 c4 53. ♜e7?

Black also wins after 53. ♜h3 ♜f4+– or 53. e6? ♜g1† 54. ♜h3 ♜h1† 55. ♜g3 ♜e1†+–.

The most resilient defence is 53. ♜g2! and now:

a) 53... c3? 54. e6=

b) 53... ♜xh4? 54. e6 ♜g5† 55. ♜f1=

c) 53... ♜f8 54. ♜c8† ♜e7 55. ♜c6 c3? 56. ♜f6† ♜e8 57. ♜h8† ♜d7?? (57... ♜e7=) 58. e6†+–

d) 53... ♜f4! 54. ♜e7 (54. ♜c5 ♜xh4 55. e6 fxe6+–) 54... ♜d2† (54... c3 55. e6 is less clear) 55. ♜h3 (55. ♜g3 ♜d4 56. ♜c7 ♜f8+–) 55... ♜d5+–

53... ♜g1† 54. ♜h3 ♜b6!

0–1

Solutions

Ex. 24-5

A.Yusupov – N.Padevsky

Warsaw 1985

74. ♖b6!+-

(1 point)

1-0

74... ♖f7† loses immediately to 75. ♖c7.

74... ♖f3† is followed by 75. ♖c6 ♖b3†
76. ♖c8 ♖g8† 77. ♖c7+-.

(another 1 point)

Ex. 24-6

A.Yusupov – V.Korchnoi

Zürich 1994

47. ♖b4!+-

(2 points)

Black now has no defence against the march of the a-pawn.

47. ♖c8 ♖f4† is less clear.

47...f5

47...e5 48.a5 e4 49. ♖xe4+-

48.g5 ♖f7

48...e5 49. ♖e7† ♖g8 50. ♖e6† ♖g7
51. ♖d7†+-

49.a5 f4 50.a6 f3 51.a7

Now 51... ♖g3 is simply met by 52. ♖f8†!
♖xf8 53.b8 ♖†+-.

1-0

Ex. 24-7

A.Yusupov – S.Zollinger

Winterthur simultaneous 2004

55. ♖f4?!

White must certainly avoid the trap
55. ♖d5?? ♖c4#.

(1 point)

The correct way to try and make progress is: 55. ♖d4! ♖c4† 56. ♖e3 ♖c1† 57. ♖f2
♖d2† 58. ♖g3±

(another 1 point)

55... ♖h2† 56. ♖e4 ♖e2†

½-½

Ex. 24-8

A.Yusupov – V.Malaniuk

USSR Ch, Moscow 1983

57. ♖d8†!

(1 point)

1-0

White forces the exchange of queens:

a) 57... ♖g4 58. ♖d1†+-

b) 57... ♖h5 58. ♖d1†+-

c) 57... ♖g3 58. ♖d3†+-

d) 57... ♖h3 58. ♖d3†+-

(another 1 point for these variations)

Ex. 24-9

K.Grigorian – D.Bronstein

Vilnius 1975

76... ♖c6†!+-

(1 point)

0-1

Black will promote the pawn, at the same time defending against a perpetual: 77. ♖b8
♖h1 78. ♖e1† g1 ♖ 79. ♖h4† ♖h2†+-

(another 1 point)

Ex. 24-10

End of a study by

J.Vandiest

1951

2. ♖d7!

(1 point)

2. ♖d6 ♖f8†= is only a draw.

2... ♖xe5† 3. ♖c6† ♖a6 4. ♖d3† ♖a7

4... ♖a5 5. ♖a3#

5. ♖a3† ♖b8

5... ♖a5 6. ♖e7†+-

6. ♖f8† ♖a7 7. ♖f7† ♖a6 8. ♖a2† ♖a5

9. ♖c4† b5 10. ♖d4!⊙

(another 2 points)

10. ♖c5+- (also 2 points) wins the same way.

10...b4 11. ♖c4†

Or 11. ♖d3†+-.

11... ♖a7 12. ♖f7†+-

Solutions

Ex. 24-11

End of a study by

J. Vandiest

1952

6.g4†!

(1 point)

6...♘g6 7.♖xe6† ♘g5 8.♖e3† ♘g6

9.♖xd3† ♘g5

9...♘f6 10.♖f5† ♘e7 11.♖h7† ♖xh7†

12.♘xh7 ♘f6 13.♘h6+–

(another 1 point for this variation)

10.♖e3† ♘g6 11.♖e7!⊙

(another 1 point)

11...♖f4 12.♖g7#

Ex. 24-12

J. Vandiest

1956

1.♖a2†!

(1 point)

1.♖d5† ♘h8 2.♖c6 ♖e7=

1...♘h8

1...♘g7 2.♖a7†+–

2.♖a7!

(another 1 point)

The threaten is ♖h7#.

2...♖g7

2...♖g8 3.♘h6+–

3.♖b8† ♖g8 4.♖b7!

Threatening ♘h6.

4...♖g7 5.♖c8† ♖g8 6.♖d7! ♖g7 7.♖d8†

♖g8 8.♖xf6†

(another 1 point)

8...♖g7 9.♘g5! ♘g8

9...♖xf6† 10.♘xf6 ♘g8 11.g7+–

10.♖d8† ♖f8 11.♖d5† ♘h8

11...♘g7 12.♖b7† ♘g8 13.♖h7#

12.♖h1† ♘g8 13.♖h7#

(another 1 point)

Scoring

Maximum number of points is 28

24 points and above → **Excellent**

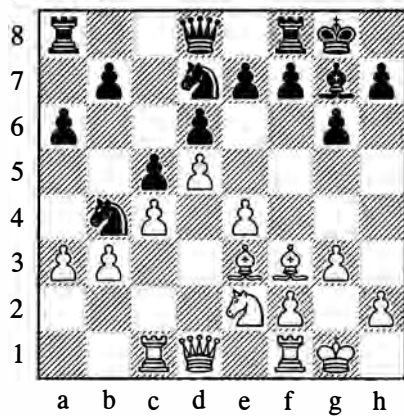
19 points and above → **Good**

14 points → **Pass mark**

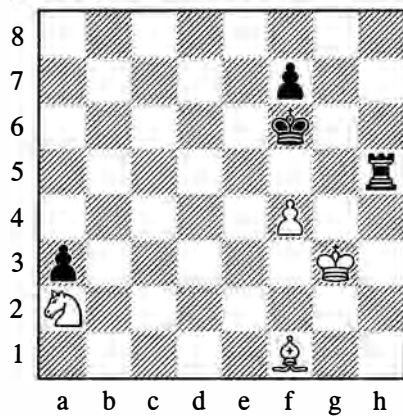
If you scored less than 14 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.

Final test

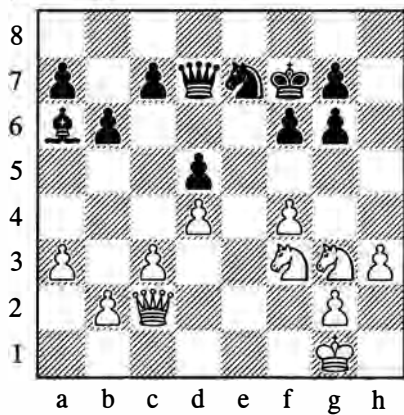
►F-1◄ ★ ▼



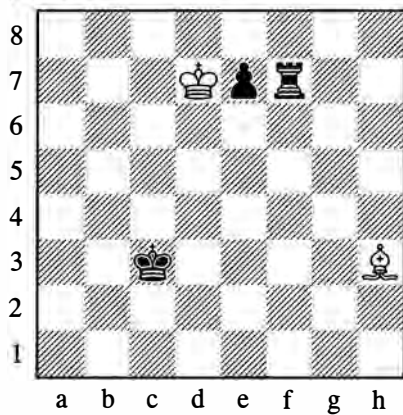
►F-4◄ ★★★ ▼



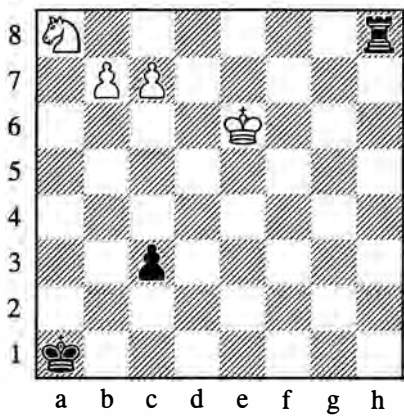
►F-2◄ ★★ ▼



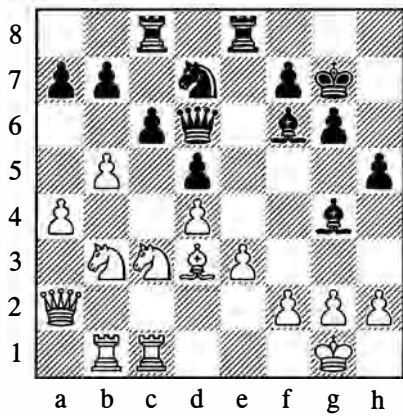
►F-5◄ ★★ △



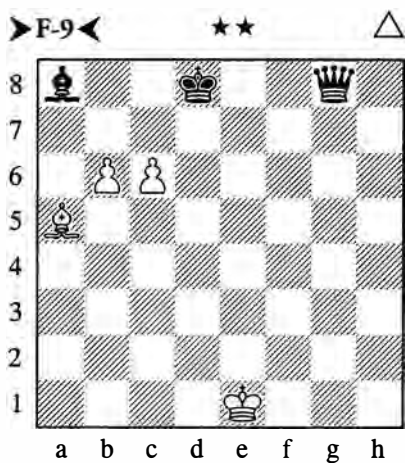
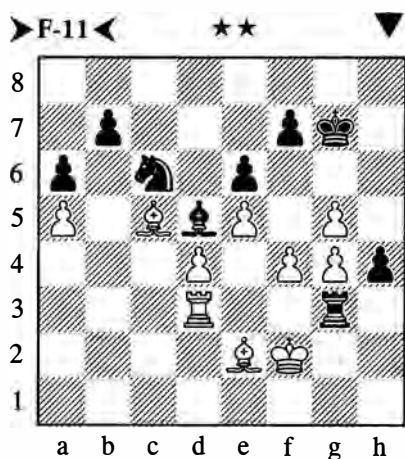
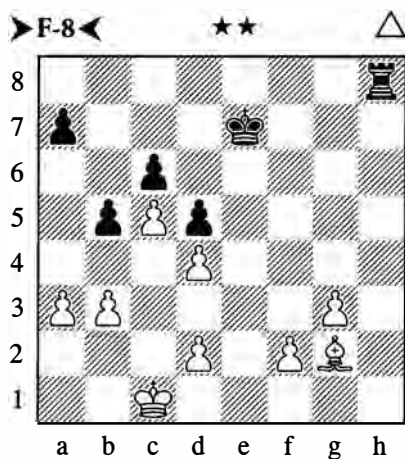
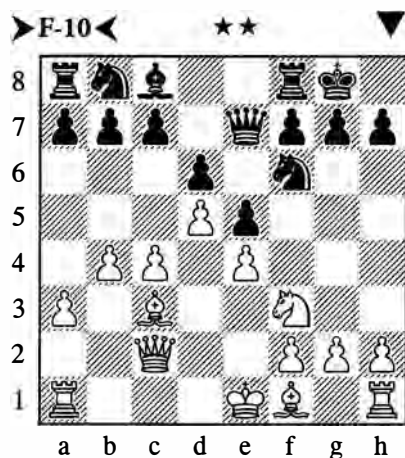
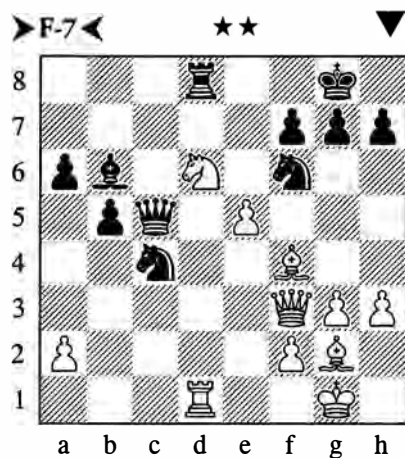
►F-3◄ ★★ △



►F-6◄ ★★ ▼

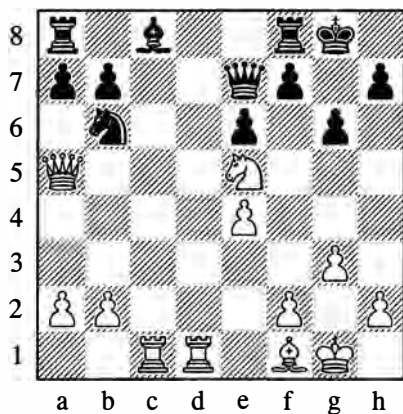


Final test

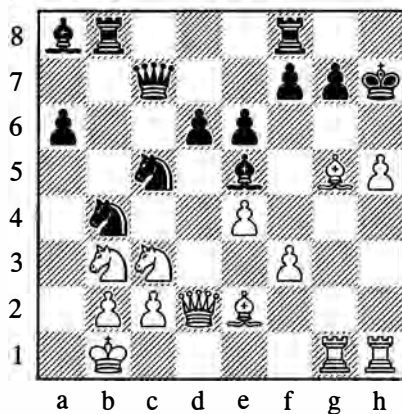


Final test

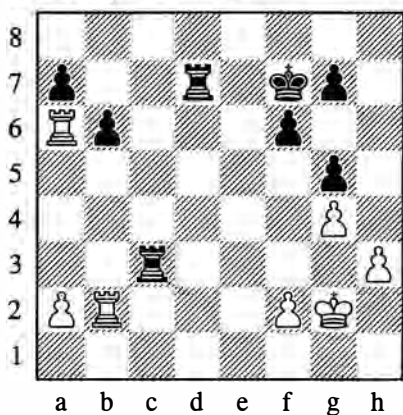
►F-13◀ ★★★ △



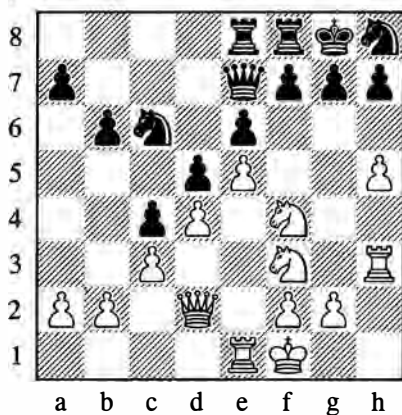
►F-16◀ ★★ ▼



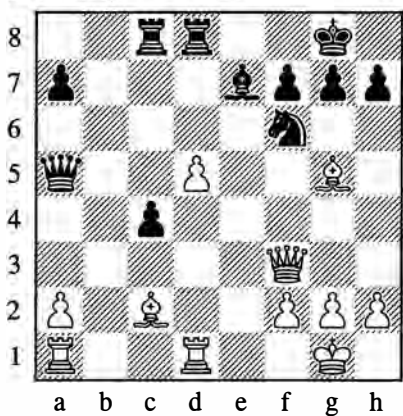
►F-14◀ ★★ ▼



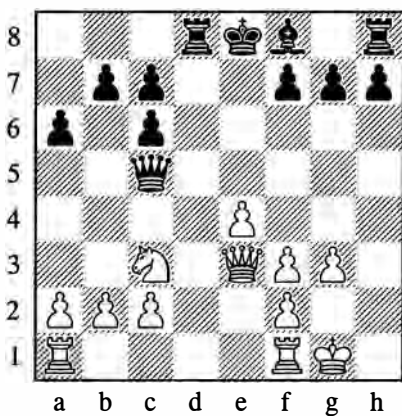
►F-17◀ ★★ △



►F-15◀ ★★ ▼



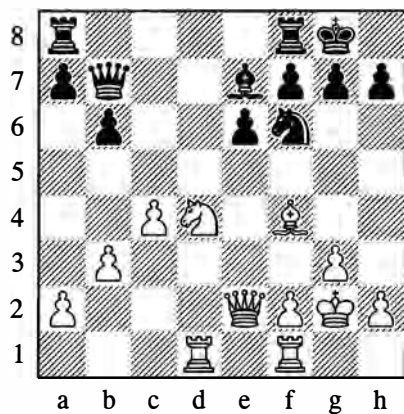
►F-18◀ ★★ △



Final test

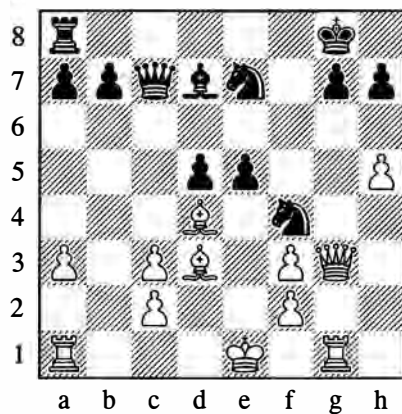
►F-19◄

★



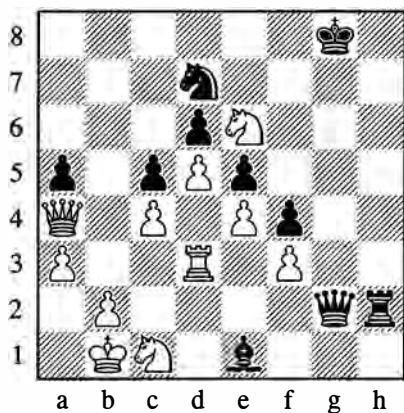
►F-22◄

★★★



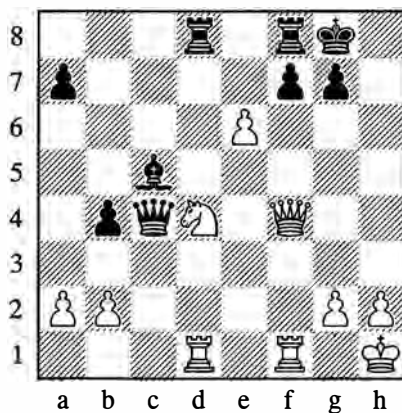
►F-20◄

★★



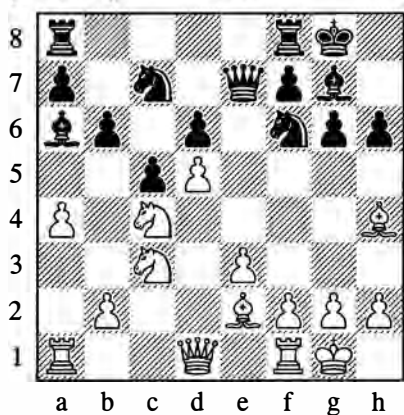
►F-23◄

★★★



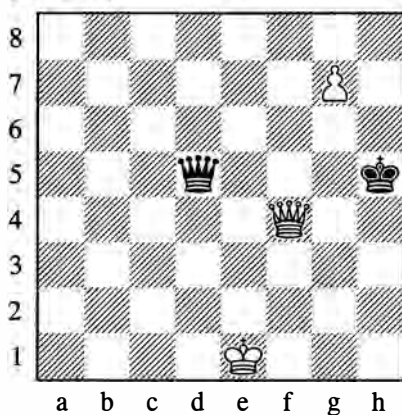
►F-21◄

★★



►F-24◄

★★



Solutions

F-1

Tactics /Chapter 1

R.Dautov – V.Bologan

Mainz 2004

15...♖d3!

(1 point)

But not 15...♖e5?! 16.♙g2 ♖bd3 17.♗b1+– followed by f2–f4.

16.♗xd3 ♖e5 17.♗c2 ♖xf3† 18.♙g2 ♖e5=

F-2

Positional play /Chapter 2

L.Kritz – A.Yusupov

German Ch, Osterburg 2006

34...♗d6!

(2 points)

A practical solution. White cannot satisfactorily protect the f4-pawn, since 35.♗d2? is met by 35...g5+.

34...♖c8 achieves nothing on account of 35.♖h4.

35.♗a4 ♙c4 36.♗xa7 ♗xf4 37.♖f1?!

37.♙f2!?

37...♙xf1 38.♙xf1 ♗c1† 39.♖e1 ♗xb2

It is even better to play 39...♖f5! 40.♗xc7† ♙g8 with a powerful attack. For example: 41.♗xb6 ♖g3† 42.♙f2 ♖e4† 43.♙f1 ♗e3+–

40.♗xc7 ♗xa3 41.♗xb6 ♗xc3†

F-3

Calculating variations /Chapter 3

End of a study by

G.Nadareishvili

1962

3.c8♗

(1 point)

There is only a draw after 3.b8♗? ♗xb8 4.cxb8♗ c2=.

3...♗xc8 4.bxc8♗!

(another 1 point)

If 4.bxc8♗? then 4...c2! 5.♖b6 ♙b1=

4...♙b2 5.♖b6 c2 6.♖a4†

Or 6.♖c4†+–.

6...♙b1 7.♖c3†+–

F-4

Endgame /Chapter 4

A.Beliavsky – S.Dolmatov

Minsk 1979

53...♗c5!–+

(1 point)

Black aims to disrupt the coordination of the white pieces. He starts by threatening ...♗c2.

54.♙d3 ♗d5

(another 1 point)

55.♙a6?

The wrong diagonal!

It is more resilient to play 55.♙e4! ♗d2 56.♖c1 and now:

a) 56...a2 57.♖xa2 ♗xa2 is a drawn ending.

b) Black does better to try 56...♙e7 57.♙f3 ♙d6 58.♙e3 ♗d1 59.♖a2 ♙c5+

55...♗d2! 56.♙c4 ♗d4

(another 1 point)

Black gains a decisive tempo for the invasion by his king: 57.♙e2 ♙f5 58.♙g4† ♙e4+–

0–1

F-5

Calculating variations /Chapter 3

G.Nadareishvili

1974

1.♙e8!!

(1 point)

Other moves lose:

a) 1.♙e6? ♗g7 2.♙f5 ♙d4+–

b) 1.♙e6? ♗g7 2.♙e8 ♙d4 3.♙f8 ♙e5!–+

1...♗h7

1...♗f3 2.♙e6= or 1...♗g7 2.♙f8=.

2.♙f5!

(another 1 point)

But not 2.♙e6? ♙d4 3.♙f8 ♙e5+–.

2...♗h5 3.♙e6 ♗h7 4.♙f5 ♗g7 5.♙f8 ♗g5

6.♙e6=

Solutions

F-6

Strategy /Chapter 6

C.Gabriel – A.Yusupov

Bad Homburg 1998

19...c5!

(2 points)

A typical idea; Black obtains counterplay in the centre.

20.♖a3 ♗e7=

20...b6 21.a5 ♖e6±

21.♗f1 b6

21...♗f5 22.♖a1 b6 23.a5±

22.♖b2 ♗f6

22...c4 23.♗d2 ♗f6 24.♖a1=

23.♖a1 ♗d8 24.g3

24.dxc5?! bxc5 25.g3 h4↑

24...h4 25.♗g2 hxg3 26.hxg3 c4 27.♗d2 ♗f5 28.♖e1

28.♗f3 ♖h8 29.♗e5 ♗c7 30.♗c6 a5!±

28...♗c7 29.e4!± dxe4 30.♗cxe4 ♗xe4

31.♗xe4 ♗xe4 32.♖xe4 ♖xe4 33.♗xe4

♗d8= 34.♖c3 ♗f6 35.♖d1 ♖e6 36.♗f3

♖d8 37.♗g2 ♖d6 38.♖e1 ♖c8 39.♖d1 ♖d8

40.♗e2 ♖b7↑ 41.♗f3 ♖c8

½–½

F-7

Tactics /Chapter 7

I.Rausis – J.Lautier

Gonfreville 2003

31...♗xe5!

(1 point)

32.♗xe5!±

White's chances of survival are higher after:

32.♖b7! ♖xf2↑ 33.♗h2 ♗fd7±

32...♖xe5 33.♖b7

This counter-blow absolutely must be taken into account during the calculation of variations.

33...♖xd6

33...♗c5 is be equally good: 34.♖xf7↑ ♗h8–+ (1 point)

34.♖b8↑ ♗e8!

(another 1 point)

35.♖xd6 ♗c7

35...♖e1↑ 36.♗h2 ♗xf2 37.♖d1 ♗xg3↑

38.♖xg3 ♖xd1–+

36.♖c8 ♖e1↑

0–1

F-8

Endgame /Chapter 8

V.Chekhov

1947

1.♗d1!

(1 point)

Other moves are weaker:

a) 1.♗c2? ♖h2! 2.♗f1 ♖xf2 3.♗d3 ♖g2–+

b) 1.g4? ♖h2 2.♗f3 ♖xf2–+

c) 1.♗f3?! ♖f8 2.♗h5 ♖xf2 3.g4 ♖f4±

1...♖h2 2.♗e1!!

(another 1 point)

2...♖xg2 3.♗f1 ♖h2 4.♗g1 ♖h3 5.♗g2 ♖h5

6.f3

White has constructed an impregnable fortress.

6...♗f6 7.♗g1 ♖h8 8.♗g2 ♖e8 9.♗f2 ♗f5

10.♗f1=

F-9

Calculating variations /Chapter 9

End of a study by

A.Sadikov

1968

4.b7↑ ♗e7 5.♗d8↑!

5.♗c7 does not work: 5...♗xb7 6.cxb7 ♖g1↑

7.♗e2 ♖g2↑–+

5...♖xd8 6.c7!=

(2 points)

Solutions

F-10

Opening /Chapter 10

I.Khenkin – A.Yusupov

German Ch, Osterburg 2006

11...♘h5

(2 points)

A standard plan: Black prepares ...f5.

11...a5 first would be equally good.

12.♘d2

12.g3 f5= was played in Goldin – Yermolinsky, Chicago 2002.

12...f5 13.♙e2 ♘f4 14.♙f3 ♖g5!?

14...a5!? 15.h4 (15.bxa5 ♖a6) 15...axb4 16.axb4 ♖xa1† 17.♙xa1 ♘a6 18.♙c3 ♖f7 19.g3 ♘h3∞

15.0–0–0

15.0–0 ♘d7 16.exf5 ♘f6 17.♘e4 ♘xe4 18.♙xe4 ♙xf5 19.g3†

The move in the game could be followed by: 15...fxe4 (15...♘g6 16.g3 fxe4 17.h4 ♖h6 18.♖xe4∞) 16.♘xe4 ♖g6 17.♘g3 ♖h6! 18.♙d2 a5≠

½–½

F-11

Strategy /Chapter 11

A.Karpov – G.Kamsky

Tilburg 1991

56...♖g2†!

(1 point)

56...♖xd3? would not be clear: 57.♙xd3 ♘xa5 58.f5∞

57.♘f1 ♖xe2 58.♘xe2 ♙c4+–

(another 1 point)

59.d5 exd5 60.♘d2 ♙xd3 61.♘xd3 d4 62.♘e2 h3 63.♘f3 d3 64.♙e3

64.♙g1 ♘d4†!–+

64...♘d4†!

64...♘xa5 65.f5 ♘c4 66.♙f4 a5–+

65.♘g3 h2 66.♘xh2 ♘f3† 67.♘g3 d2 68.♙xd2 ♘xd2 69.f5 ♘c4 70.♘f4 ♘xa5

71.♘e4 ♘c6 72.♘d5 a5

0–1

F-12

Positional play /Chapter 12

F.Sämisch – A.Nimzowitsch

Copenhagen 1923

17...b4!

(2 points)

This pushes the white knight to a bad position.

18.♘b1 ♙b5 19.♖g1 ♙d6 20.e4 fxe4! 21.♖xh5 ♖xf2 22.♖g5 ♖af8–+ 23.♘h1 ♖8f5 24.♖e3 ♙d3

Black can win the queen with 24...♖e2! 25.♖b3 ♙a4 26.♖c8† ♖f8–+, but Nimzowitsch prefers to play for zugzwang.

25.♖ce1 h6!⊙

0–1

F-13

Positional play /Chapter 13

G.Kasparov – T.Petrosian

Bugojno 1982

21.a3!

(3 points)

21.f4 would not be so good: 21...f6 22.♘c4 ♙d7 23.♘xb6 axb6 24.♖xb6 ♙c6≠

If 21.♖c5 ♖xc5 22.♖xc5, then 22...f6 23.♘c4 ♙d7±.

21.♘g4 is met not by 21...♙d7 22.♖c7+–, but by 21...f5 22.♘e3±.

For any of these attempts (and also for 21.♖d2) you get 1 consolation point.

21...♘g7

Kasparov's prophylactic idea becomes clear in the variation: 21...f6 22.♘c4 ♙d7 23.♘xb6 axb6 24.♖xb6+–

22.b3

White is planning 23.a4 and eventually a4–a5 to kick the knight.

Another good plan is 22.♖c3!? intending ♖c7+–.

22...♘g8

22...f6 23.♘c4 ♙d7 24.♘xb6 axb6 25.♖b4!+–

Solutions

23.a4+- ♖d8? 24.♗c5!

Black loses after both 24...♗e8 25.♘g4! and 24...♗xc5 25.♖xd8+ ♗f8 26.♖xf8+ ♖xf8 27.♖c7 (Kasparov).

1-0

F-14

Endgame /Chapter 14

I.Miladinovic – A.Yusupov

Corfu 1999

40...♔e7!

(2 points)

Black's plan is to head with his king towards the queenside to help activate the pawn majority.

41.♖a4 ♕d8 42.♖e4 ♕c7 43.a4 ♖a3

43...♕b7? 44.a5+

44.♖c2+ ♕b7 45.♖b2 ♕a6 46.♖c4 ♖ad3

47.♖bb4 ♖3d5 48.♖e4 ♕a5 49.♖bc4 ♖d2

50.♖b4 a6

White has no defence against ...♖a2 followed by ...♖dd2.

0-1

F-15

Calculating variations /Chapter 15

I.Brener – A.Bereulovich

Internet (blitz) 2005

21...♖xd5?

Black falls into the trap.

21...♖xd5? would also be bad because of 22.♕xh7+! with the idea 22...♖xh7 23.♗f5+ ♕g8? 24.♕xe7+-.

The correct move is 21...h6!?

(1 point)

22.♕xf6 ♕xf6=

22.♖xd5 ♗xd5

22...♖xd5 23.♗f5+-

23.♗h3!

(another 1 point for this variation)

Black now faces a few difficulties.

23...♗e6?

23...♖d8 was necessary, after which 24.♕xf6

♕xf6 25.♗xh7+ ♕f8 26.♗h8+ ♕e7 27.♖e1+ gives White attacking chances.

24.♕f5+- ♗e5 25.♕xf6 ♕xf6 26.♕xh7+ ♕h8 27.♕g6+

1-0

F-16

Tactics /Chapter 16

M.Adams – G.Kasparov

Linares 2005

22...♖xc2!

(1 point)

23.♖xc5

23.♗xc2 ♖xb3+-

23...♖a3+ 24.♕a2

24.♕c1 ♗xc5 25.h6 g6+-

24...♗xc5 25.♖a4 ♖c2!

(another 1 point)

26.♕b1

26.♖xc5 ♖xb2#

26.♖c1 ♖xb2+ 27.♖xb2 ♗a3+ 28.♕b1 ♗xb2#

26...♗a3

Now 27.♗xc2 is followed by 27...♖fc8 28.♗d2 ♗xa4+-.

0-1

F-17

Strategy /Chapter 17

M.Wahls – A.Yusupov

Bundesliga 1992

17...f6!

(2 points)

Black attacks the white pawn chain, and at the same time clears the way for the h8-knight to re-enter the game

18.♕g1?

White could keep some advantage with 18.h6! g6 (18...fxe5 19.hxg7 ♗xg7 20.♖h5 ♗f7 21.dxe5+-) 19.♗e3 and now:

a) 19...♖f7 20.exf6 ♗xf6 21.♖xd5!±

b) 19...♗f7 20.♕g1 fxe5?! 21.♖xe5±

c) 19...f5 20.♖g3 ♖f7 21.♖h5±

Solutions

18...♟f7 19.♞g3 fxe5 20.dxe5 ♜h8=

The weakness of the e5-pawn limits White's options.

F-18

Opening /Chapter 18

M.Dvoretsky – V.Smyslov

Odessa 1974

The following annotations are based on analysis by Dvoretsky.

14.♞ad1

(2 points)

The exchange of queens is good for White, since he has the better pawn structure.

14.♞xc5 (also 2 points) followed by ♞ad1 is just as good.

14...♞xe3

14...♞xd1 15.♞xd1 ♠d6 16.f4±

15.♞xd8† ♜xd8 16.♞d1†

16.fxe3!?

16...♜c8?

16...♠d6 17.fxe3 ♜e7±

16...♜e8 17.fxe3 ♠c5 18.♜f2 ♜e7±

16...♞d2! 17.♞xd2† ♜e8±

17.fxe3 g6?

Black would be better off trying one of 17...♠c5 or 17...f6 or 17...♠b4 18.♜e2 ♞d8.

18.e5! ♠g7

18...♠c5 19.♜f2 ♞e8 20.f4 f6? 21.♜e4+–

19.f4 f6

Better is 19...♞d8±.

20.exf6 ♠xf6 21.e4 h5 22.♜g2 ♠xc3?!

23.bxc3 b5 24.e5+–

24.♜h3 ♞e8 25.e5 g5!?

24...a5 25.♜h3 b4 26.♜h4 ♞e8 27.♜g5

♞e6 28.♜h6

White will continue with ♜g7-f7.

1–0

F-19

Positional play /Chapter 19

D.Bronstein – Y.Rantanen

Tallinn 1975

The following annotations are based on analysis by Shereshevsky.

18.♞f3±

(1 point)

White is better placed in the ending. He has the more active pieces and the pawn majority on the queenside.

18...♞xf3† 19.♜xf3 ♞fc8 20.g4!↑ a6

Black threatens ...b5.

21.g5 ♜e8

Now the d7-square is a weakness.

22.a4 ♞a7 23.h4 ♞b7

Black could try 23...♜f8!? followed by ...♠c5 and ...♜e7.

24.♞d3 ♞c5

Threatening ...e5.

25.♞e1 ♞d7?! 26.♞ed1!± g6

26...e5 27.♜f5 ♞xd3† 28.♞xd3 ♜f8

29.♠e3±

27.♜e2!

White takes control of the d-file.

27...♞xd3† 28.♞xd3 b5?! 29.cxb5! axb5

30.♞d7 ♜f8 31.a5+– ♞c6 32.♞b7 b4 33.♞b8

♠c5 34.♜g3!

White will continue with ♜e4, and Black soon loses material.

1–0

F-20

Tactics /Chapter 20

A.Kotov – L.Szabo

Zürich 1953

38.♞b3!

(1 point)

38...♠c3

38...♜f6 loses after 39.♞c6 ♞c2† 40.♜a2 ♞xc1 41.♞b8† ♜h7 42.♞c7†+–.

38...♞c2† 39.♜a2 ♞xc1 is no good either; White wins with either 40.♞b8† or 40.♞xd7.

Solutions

39. ♖e2!+–

(another 1 point)

39. ♖d3!+– (also 1 point) is equally good.

Nothing is achieved by 39. ♖b8† ♖xb8 40. ♖e8† ♖h7, and White only has a perpetual.

After the move played, Black resigned in view of the variation: 39... ♖xe2 40. ♖b8† ♖xb8 41. ♖e8† ♖h7 42. ♖f7† ♖h6 43. ♖g7† ♖h5 44. ♖g5#

1–0

F-21

Strategy /Chapter 21

E.Geller – G.Tringov

Belgrade 1969

15. ♖e1!

(2 points)

White wants to continue playing in the centre with ♕f1 and e2–e4.

15. ♖c2 (1 point) is also good: 15... ♖fe8 16. ♖fe1 ♖ad8 17. ♖ad1±

15... ♙xc4 16. ♙xc4 a6 17. e4

Threatening e4–e5.

17... g5 18. ♙g3 ♖d7 19. ♕f1 ♖e5

19... b5!?

20. ♖h5 ♖ae8 21. h4 ♖f6 22. hxcg5 hxcg5

23. ♖d1!

The knight sets off towards the weak f5-square.

23... ♖g6 24. ♖e3! ♖xe4

24... ♖f4 25. ♙xf4 ♖xf4 26. ♖f5±

25. ♖g4 ♖xg4

25... ♖e7 26. ♙xd6 (26. ♖xe4 ♖xe4 27. ♙xd6 ♖c8 28. ♖h3 ♖e8 29. ♖d1±) 26... ♖xd6 27. ♖xe4 f5 28. ♖e6 ♖xe6 29. ♖h6† ♙xh6 30. ♖xg6† ♙g7 31. dxe6±

26. ♖xg4 ♖xd5 27. ♖ad1 ♖df4 28. ♖d7 ♖xb2

28... d5 29. ♙xa6±

29. ♙xd6 ♖b4?! 30. ♖e8 c4 31. ♙xf4 gxf4

31... ♖xf4 32. ♖xf8† ♙xf8 33. ♖f6+–

32. ♖e4±

32. ♖xf8†!? may be stronger.

32... b5?

32... ♖e5 33. ♖c7 ♖b1 34. ♖xf4 also looks excellent for White.

32... ♖b1!± was Black's best try.

33. ♖xa6 ♖b1 34. ♖d5

Now 34... c3 is followed by: 35. ♖xg6 c2 36. ♖xg7† ♖xg7 37. ♖g5† ♖h7 38. ♖xf4 ♖xf1† 39. ♖h2!+–

1–0

F-22

Calculating variations /Chapter 9

N.Huschenbeth – A.Yusupov

German Ch, Osterburg 2006

19... ♖f5?

The correct move is: 19... ♖xd3†!

(2 points)

20. cxd3 ♖f5 21. ♙xe5 (21. ♖h2 ♖xd4 22. cxd4 ♖c3† 23. ♖e2 ♖b2†+–) 21... ♖e8 22. ♖d2 (22. ♖h2 ♖xc3† 23. ♖f1 ♖xe5+–) 22... ♖xe5 23. ♖g4 ♖b6+–

19... g6+– (1 point) also wins, but Black should not unnecessarily weaken his king position.

20. ♙xf5 ♙xf5 21. ♖xg7†!

(another 1 point for this variation)

Black was only reckoning on 21. ♙c5? g6 22. ♙b4 a5+–.

21... ♖xg7 22. ♖xg7† ♖xg7 23. ♙xe5† ♖h6

24. ♙xf4† ♖xh5

½–½

F-23

Calculating variations /Chapter 23

Z.Kozul – A.Graf

Calvia Olympiad 2004

31. b3!

(1 point)

31. exf7† is less clear: 31... ♖xf7 32. ♖xf7† ♖xf7 33. ♖xf7 ♖xf7 34. ♖f1† ♖g8 35. ♖f3±

31... ♖d5

31... ♖xd4 can be met by either 32. bxc4 ♖xf4 33. ♖xf4+– or 32. ♖xd4 ♖xd4 33. e7+–.

Solutions

32.e7

This is good enough to win and earns 1 point.

However, White has an even stronger option in 32.♖c6!:

(1 point)

a) 32...♙xc6 33.exf7♠ ♘h7 34.♙xd8 ♙xd8 35.♙h4♠+

b) 32...♙xd1 33.exf7♠ ♙xf7 (33...♘h7 34.♙h4♠ ♘g6 35.♖e5#) 34.♙xf7♠ ♘h7 35.♖xd8+

c) 32...fxe6 33.♙xd5 ♙xd5 34.♙c4+ (or 34.♙c1+)

(another 1 point for these variations)

32...♙xe7 33.♖f5 ♙b7

33...♙e6 34.♙de1 ♙d6 35.♙h4 ♙g6 36.♙d1! ♙fe8 37.♙d3+

34.♙f3?!

White can win convincingly with: 34.♙xd8 ♙xd8 (34...♙xd8 35.♖xg7 ♘g6 36.♙g4♠ ♘h7 37.♙f5+) 35.♖xg7+

34...♙xd1 35.♙xd1 ♙c7?

Black had to try 35...♙b8 36.♙d7! ♙xd7 37.♙g4 ♙xf5 38.♙xf5±.

36.♙g3!

1-0

F-24

Endgame / Chapter 24

M.Euwe

1936

1.♙h2♠! ♘g6

If 1...♘g4, then 2.g8♙♠! ♙xg8 3.♙g2♠+.

(1 point)

2.♙g2♠! ♙xg2 3.g8♙♠+

(another 1 point)

Scoring

Maximum number of points is 50

43 points and above → Excellent

36 points and above → Good

25 points → Pass mark

If you scored less than 25 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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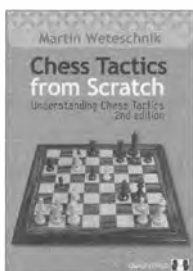
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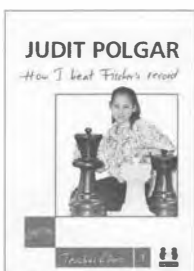
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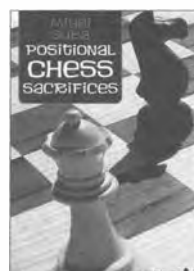
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