24. Positional weakness

Alexander Alekhine vs Yates [D64]

[A weakness could be a square from where you can land your pieces for various operations, or it could be a weak piece or pawn which is difficult to defend. A weakness is not a weakness until you can exploit it. Exchange pieces which protect the weakness *Provoke weakness in pawn structure. Avoid counter play]

1.d4 Nf6 2.c4 e6 3.Nf3 d5 4.Nc3 Be7 5.Bg5 0–0 6.e3 Nbd7 7.Rc1 c6 8.Qc2 Re8 9.Bd3 dxc4 10.Bxc4 Nd5 11.Ne4 f5 [A weak move. Now, Black gets a cramped position]

12.Bxe7 Qxe7 13.Ned2 b5 [Black pawns are on light square which makes dark squares weak]

14.Bxd5 cxd5 [Dynamics of the position changes and now it is in White's favour as White's two Major pieces dominates the only open file on the board i.e C-file.]

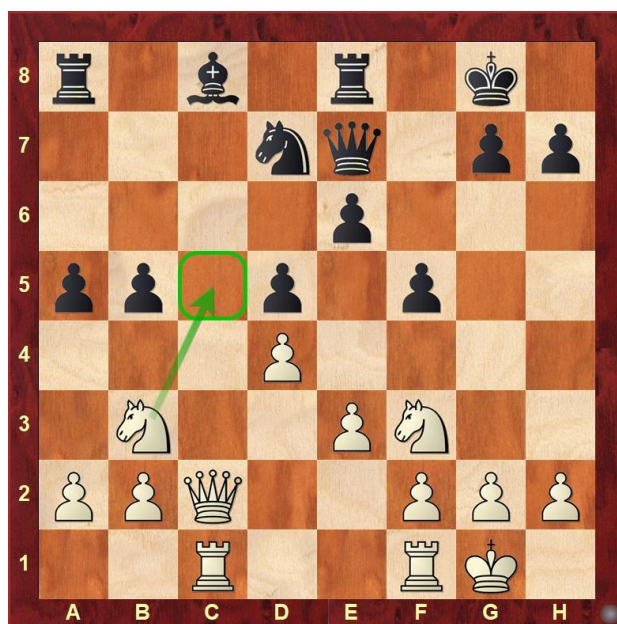**15.0–0 a5 16.Nb3** [Heading for outpost on c5–square.]

Diagram 9.1

16...a4 17.Nc5 [Exchange of queens and leaves White with a winning end-game]

24. **Positional weakness**

17...Nxc5 18.Qxc5 Qxc5 19.Rxc5

Diagram 9.2

b4 20.Rfc1 Ba6 21.Ne5 [Perfect outpost for Knight. It cannot be attacked by oppoennt's pawn neither with opponent's minor piece. White is clearly positionally better due to two reasons: 1. Two rooks on Open c-file. 2. Good Knight vs Bad Bishop.]

21...Reb8 22.f3 b3 23.a3 h6 24.Kf2 Kh7 25.h4 Rf8 26.Kg3 Rfb8 27.Rc7 Bb5 28.R1c5 Ba6 29.R5c6 Re8 30.Kf4 [King is a leader in the Endgame!]

30...Kg8 31.h5 [With this move White fixes the Kingside.]

31...Bf1 32.g3 Ba6 33.Rf7 [with an idea to double up the rooks on Seventh rank.]

33...Kh7 34.Rcc7 Rg8 35.Nd7 Kh8 36.Nf6 Rgf8 [36...gxf6 37.Rh7#]

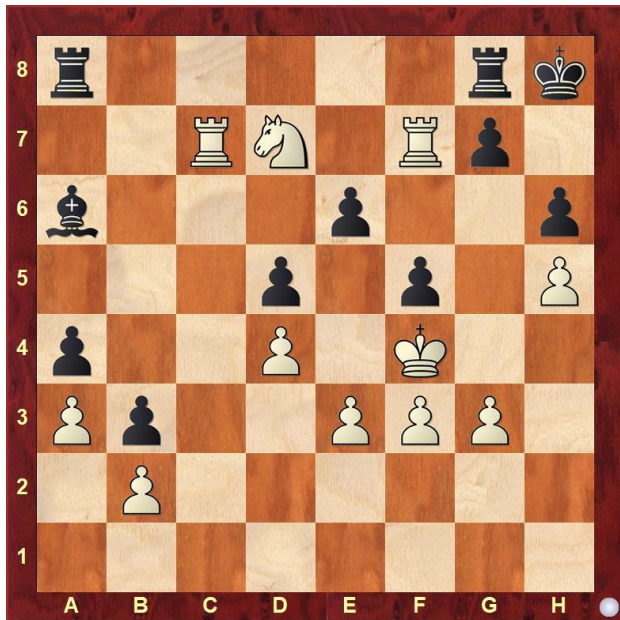**37.Rxg7** [Tactical shot by WCH Alexander Alekhine]

37...Rxf6 38.Ke5 [And Black resigned as he is losing the rook. If he saves the rook then getting checkmated. Thus resigned.]
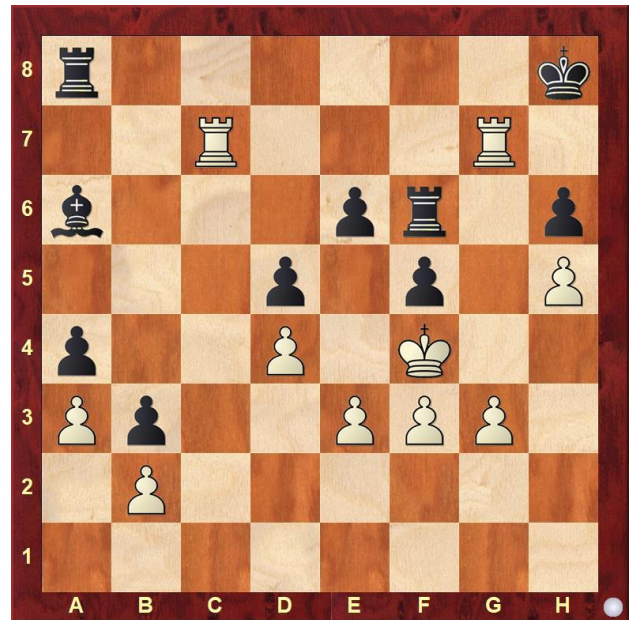
1–0

24. Positional weakness (Homework)

1. White to play & find the best move

2. White to play & find the best move

3. White to play & find the best move

4. White to play & find the best move