ARTUR YUSUPOV

# BUILD UP YOUR CHESS 2

## BEYOND THE BASICS

QUALITY CHESS

# Build Up Your Chess with Artur Yusupov 2

## *Beyond the Basics*

By

Artur Yusupov

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# Build Up Your Chess with Artur Yusupov 2 - Beyond the Basics

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All sales or enquiries should be directed to Quality Chess UK LLP,
20 Balvie Road, Milngavie, Glasgow G62 7TA, United Kingdom
e-mail: info@qualitychess.co.uk
website: www.qualitychess.co.uk

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# CONTENTS

Key to symbols used 4
Preface 5
Introduction 6

1 Mating combinations 8
2 General endgame principles 18
3 Combinations involving the back rank 30
4 General opening principles 38
5 The double attack 48
6 Good and bad bishops 56
7 Candidate moves 68
8 The centre 78
9 The pin and the discovered attack 90
10 Zugzwang 98
11 Deflection 108
12 The Greek gift sacrifice 118
13 Evaluating the position 128
14 Planning in chess 138
15 An opening repertoire for White after 1.e4 e5 150
16 Destroying the castled position 162
17 An opening repertoire against 1.e4 174
18 Exchanging 186
19 Priorities when calculating variations 198
20 Pawn endings 1 208
21 Decoying 220
22 Time in the opening 230
23 Improving the position of your pieces 240
24 Pawn endings 2 252
Final test 263

Appendices

Index of composers 273
Index of games 274
Recommended books 284

## Key to symbols used

| | |
|---|---|
| △ | White to move |
| ▼ | Black to move |
| ✕ | key square |
| ⩲ | White is slightly better |
| ⩱ | Black is slightly better |
| ± | White is better |
| ∓ | Black is better |
| +− | White has a decisive advantage |
| −+ | Black has a decisive advantage |
| = | equality |
| =∞ | with compensation |
| ⇄ | with counterplay |
| ∞ | unclear |
| ⌓ | better is |
| ∆ | intending |
| □ | only move |
| ⊙ | zugzwang |
| × | weak point |
| ? | a weak move |
| ?? | a blunder |
| ! | a good move |
| !! | an excellent move |
| !? | a move worth considering |
| ?! | a move of doubtful value |
| # | mate |

# Preface

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

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

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

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

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

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

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

World Champion, Viswanathan Anand

# Introduction

During my many years of work as a chess trainer, I have noticed that there are only a few books which are really suitable for most amateur players. Some good books treat individual aspects of the game (middlegame or endgame, tactics or positional play) without paying any real heed to the 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 much welcomed. (One very well known and much valued example is a publication by Golenischev.) I took from it some suggestions as to methodology; I then reviewed them and added new bits to them.

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 an end of course test.

This programme was later taken over, in a different form and with some editing changes, in 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 second volume in the English series and aimed at players whose playing level lies between Elo 1500 and 1800. The readers will receive the necessary basic knowledge in 6 different areas of the game – tactics, positional play, strategy, the calculation of variations, the opening and the endgame. This will make it possible for them to cross the barrier of 1800. But stronger players can also benefit from the methodical build-up, since they can close any possible gaps in their chess knowledge and thus be able to 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.

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

I have also been concerned with another problem area since I moved to Germany: the role of the 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 its trainer?) This manual is intended for many club players who unfortunately receive no support in attempting to master our complicated sport. In a certain sense it is a substitute for a trainer, but only a substitute.

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 chess board.**

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 continuation possible. It is not the case that you always have to mate or win quickly. It is sometimes enough to suggest a good move. Especially for the lessons on the opening, it is more important for you to reflect on the position, take a decision and then carefully play through a correct idea from the solutions. That will help you better understand the ideas in that opening. Mistakes are part of the learning process!

**It is very important to write down all the necessary variations.** Then you will be better able to compare your solution with that 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 you to play through the solutions, including all the variations, on a chess board.**

Some symbols are used in the book which you will also find in international chess literature in game annotations. You will find an explanation of these symbols on page 4.

This is the point at which I should like to express my gratitude to a large number of people who have supported my work in various ways: World Chess Champion Viswanathan Anand for his preface; my wife Nadja for the design of the 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; Chess Tigers and Hans-Walter Schmitt for the 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 once again gave us much valuable advice concerning the design of the book.

GM Artur Yusupov

# CHAPTER 1

## Contents

- ✓ Mating combinations
- ✓ Active moves
- ✓ Forcing variations
- ✓ Introductory advice
- ✓ The combinations

## Mating combinations

Mating combinations often come as the crown to a successful attack. You must recognize the underlying mating pattern in good time in order to force the win.

The following positions may be considered as exercises and you can try to solve them yourself. It is very important to consider the *active moves: moves which attack or capture something, moves which create threats of mate or which give check.* Try to force your opponents into reacting.

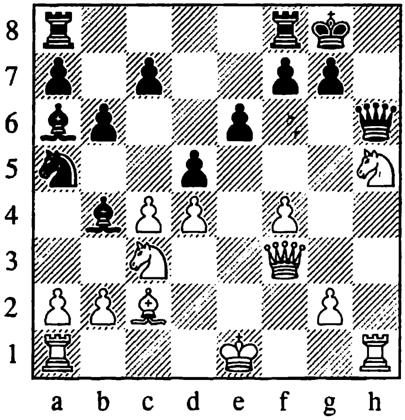
**When calculating variations, priority must be given to forcing lines.**

Try to solve the positions and write down all the necessary variations. If you do not find the winning idea straight away, think for at least 5-10 minutes and look for new possibilities.

If finding the solution is too difficult, then first read the hint before taking another look at the position.

Finally, compare your notes with the solution in the text.

**Diagram 1-1** △



### Diagram 1-1

**R.Knaak – A.Adorjan**

Szirak 1985

How can you exploit the open h-file? The c2-bishop can also take part in the attack…

**1.♘f6†!**

1.♘g3 is also good. But a forced win is always better.

**1...♕xf6 2.♗h7† ♔h8 3.♗g6† ♔g8 4.♖h8†!!+–**

Followed by ♕h5† and ♕h7#.

### Diagram 1-2

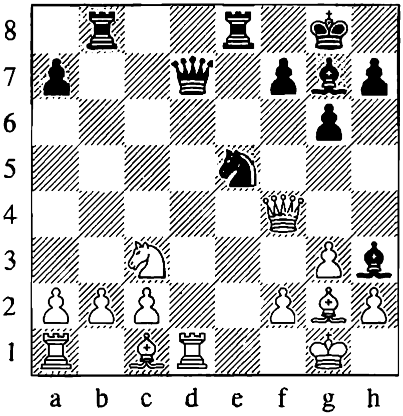
**J.Aitken – Keffler**

Edinburgh 1954

For the moment only the d1-rook is protecting White's back rank…

**1...♕xd1†!! 2.♘xd1 ♘f3†! 3.♕xf3 ♖e1† 4.♗f1 ♖xf1#**

Diagram 1-2 ▼



### Diagram 1-3

**J.Blackburne – J.Schwarz**

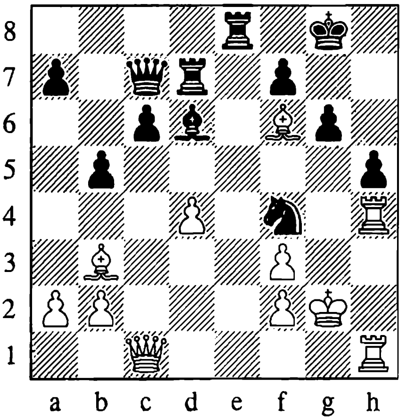
Berlin 1881

The white bishop has a superb post on f6, but it needs some support…

**1.♕xf4!! ♗xf4 2.♖xh5+–**

Black resigned, since he cannot fend off the threat of ♖h8#.

Diagram 1-3 △



### Diagram 1-4

**O.Bernstein – A.Kotov**

Groningen 1946

In this open position White has no time for quiet moves. Rapid action is called for…

**1.♖h8† ♔g6 2.f5†!**

Black resigned, in view of 2...exf5 3.♕xh6†!! gxh6 4.♖ag8#.

Diagram 1-4 △

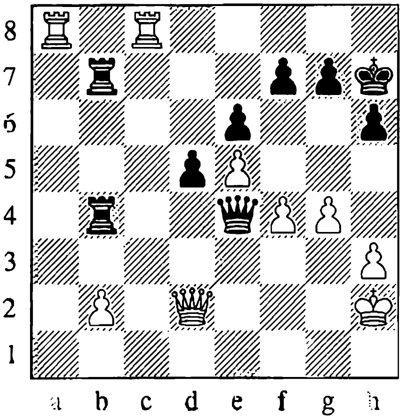
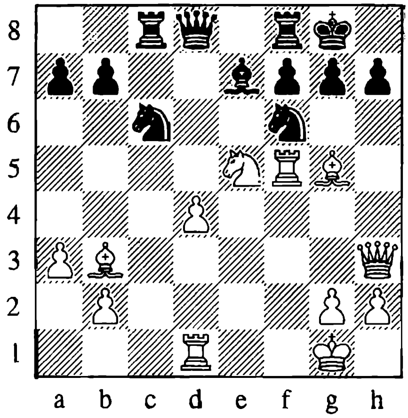


**Diagram 1-5** △



### Diagram 1-5

**E.Kogan – Foster**

Boston 1937

The white pieces are very active. But to mate his opponent White will have to get rid of some defenders and open up the castled position…

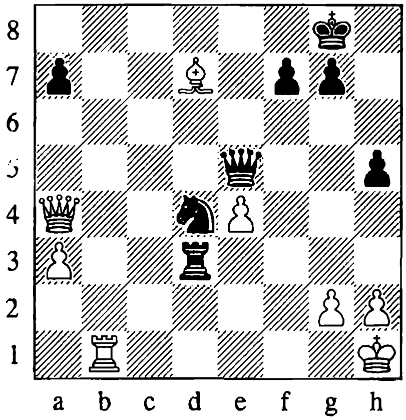
**1.♗xf6 ♗xf6**

Or 1...gxf6 2.♖h5 (also good is 2.♕h6 followed by 3.♖h5) 2...♘xe5 (if 2...fxe5, then 3.♕f5+–) 3.♖xh7 ♘g6 4.♕h6+–.

**2.♕xh7†!! ♔xh7 3.♖h5† ♔g8 4.♘g6!+–**

**1–0**

**Diagram 1-6** ▼



### Diagram 1-6

**G.Stahlberg – P.Keres**

Bad Nauheim 1936

Attack your opponent!

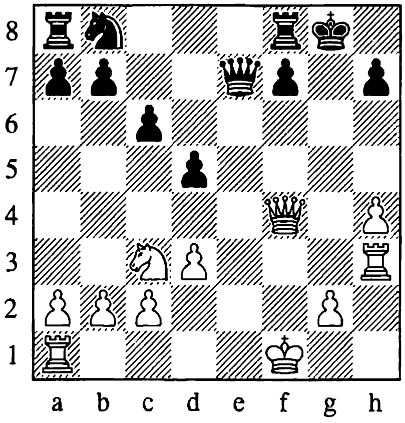
**1...♘f3! 2.gxf3**

If 2.g3, then 2...♖d2–+.

**2...♖d2–+**

**0–1**

**Diagram 1-7** △



### Diagram 1-7

**D.Harrwitz – J.Szen**

London 1851

Don't give your opponent a chance to consolidate his position! Look for the forcing way to decide matters!

**1.♖e1**

Or 1.♖g3† ♔h8 2.♖e1+–.

**1...♕d8 2.♖g3† ♔h8 3.♕h6 ♖g8 4.♖e8!! ♕xe8 5.♕f6† ♖g7 6.♕xg7#**

### Diagram 1-8

**J.Rosanes – A.Anderssen**

Breslau 1862

The black bishop on f5 is a giant, but it cannot mate White on its own!

**1...♕xb3!!**

1...♗c5 also wins. For example, 2.♔b2 ♗d3 3.♕e1 ♗f2! 4.♗e3 ♗xe3–+.

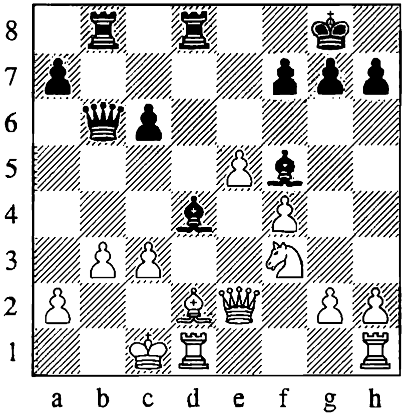
**2.axb3 ♖xb3**

Threatening ♖b1#.

**3.♗e1 ♗e3†!!**

And then ♖b1#.

Diagram 1-8 ▼



### Diagram 1-9

**J.Blackburne – N.N.**

Great Britain simultaneous 1871

Black's castled position is too open. The white major pieces can decide the game...

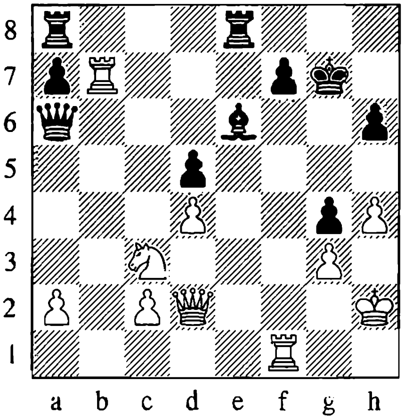
**1.♖f6!! ♕xb7**

1...♖h8 2.♖bxf7† ♗xf7 3.♖xa6+–; or 1...♔xf6 2.♕xh6† ♔f5 3.♕g5#.

**2.♕xh6† ♔g8 3.♕g5† ♔f8 4.♖h6**

Black resigned, on account of 4.... f6 5.♕xf6† ♕f7 6.♖h8#.

Diagram 1-9 △



### Diagram 1-10

**M.Chigorin – M.Davidov**

St Petersburg 1874

The white king is too exposed. Only forcing moves should be considered!

**1.♗e6†!! ♔b8**

If 1...fxe6, then 2.♕d7†+–. But 1...♗xe6 would be somewhat more stubborn, although 2.♕xh4 gives White a decisive material advantage.

**2.♘d7† ♔c8 3.♘c5† ♔b8**

Again 3...♗xe6 4.♕xh4+– would be the lesser evil. Now Black is mated.

**4.♘a6†!! bxa6 5.♕b4#**

Diagram 1-10 △

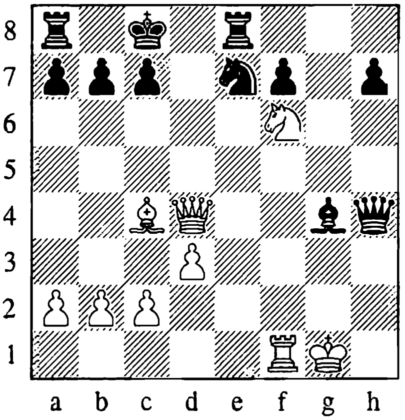
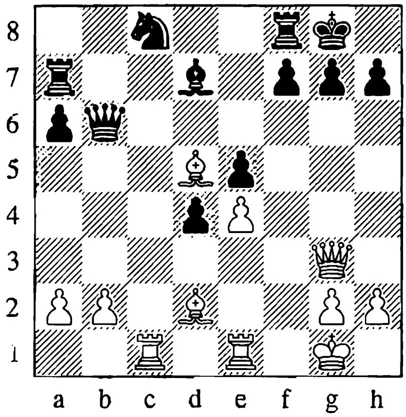


Diagram 1-11 △



### Diagram 1-11

## Mueller – Botew

Correspondence 1989

The white queen and the bishop pair are a strong attacking force. The black king is rather isolated, with only the queen still in a position to be brought into the defence…

**1.♖c6!! ♗xc6**

1…♕b8 2.♗h6 g6 3.♖xg6†!+–

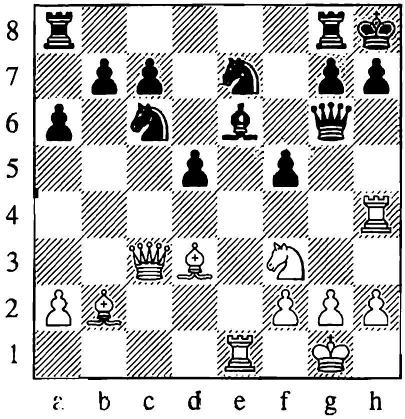
**2.♗h6 g6**

2…d3† 3.♔h1+–

**3.♕xe5+–**

And then ♕g7#.

Diagram 1-12 △



### Diagram 1-12

## Atkinson – N.N.

Manchester 1929

The position is ripe for the decisive sacrifice…

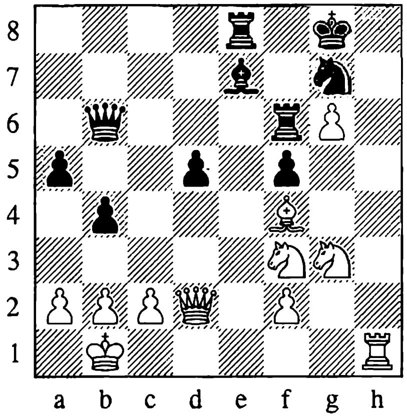
**1.♖xe6!! ♕xe6 2.♘g5!**

2.♖xh7† ♔xh7 3.♘g5† ♔g6 4.♘xe6+– is also good, but the game move is even better.

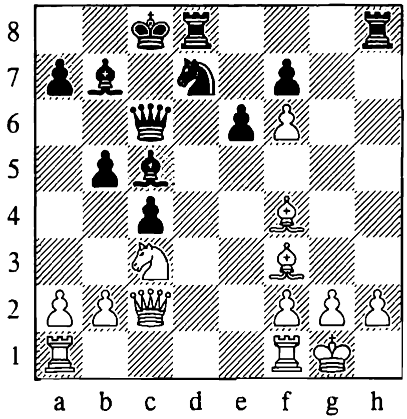
**2…♕g6 3.♖xh7†!! ♕xh7 4.♘f7#**

# Exercises

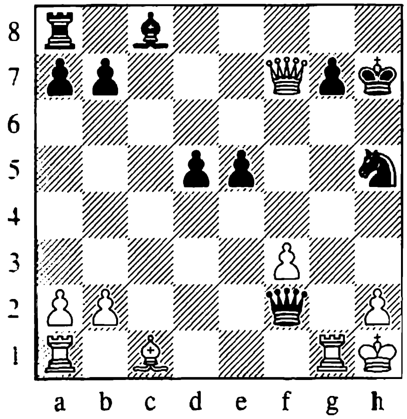
➤Ex. 1-1◄ ★ △



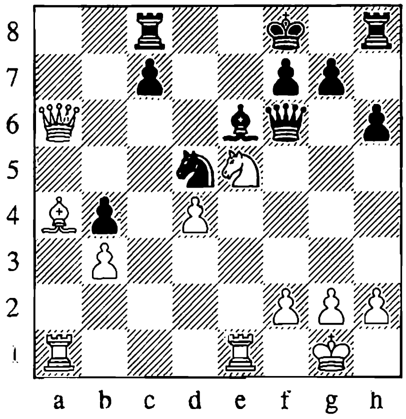
➤Ex. 1-2◄ ★ ▼



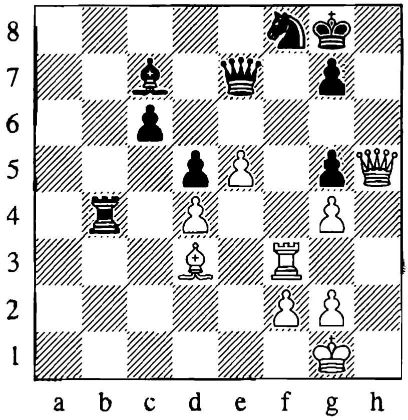
➤Ex. 1-3◄ ★ ▼



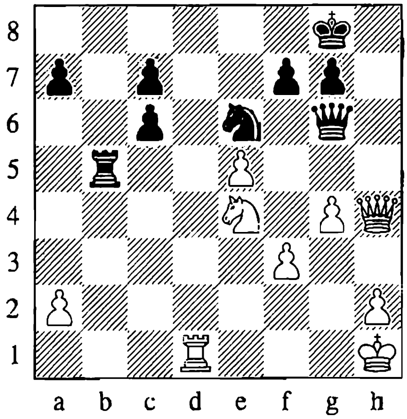
➤Ex. 1-4◄ ★ △



➤Ex. 1-5◄ ★ △

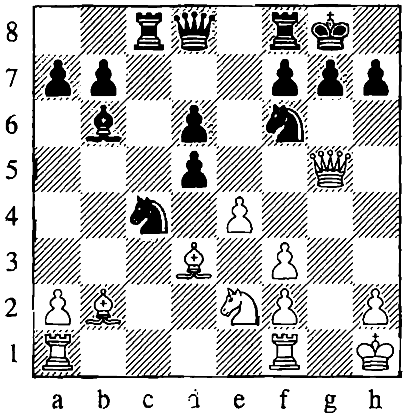


➤Ex. 1-6◄ ★★ △

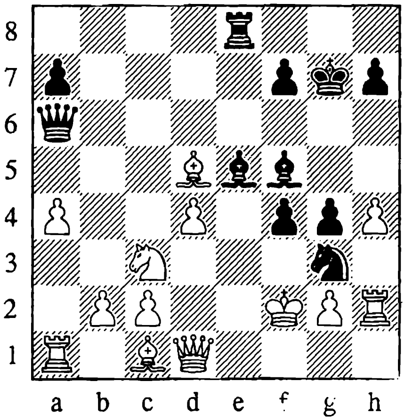


# Exercises

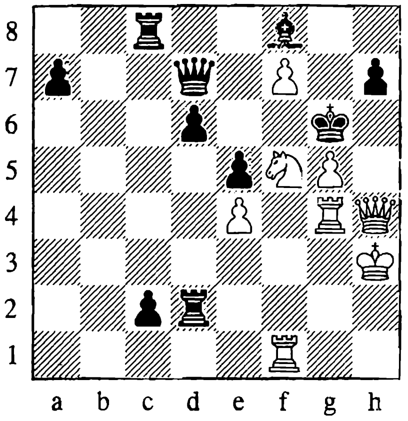
**Ex. 1-7** ★★ △



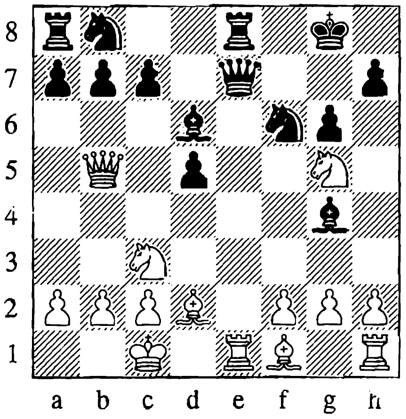
**Ex. 1-8** ★★ ▼



**Ex. 1-9** ★★ △



**Ex. 1-10** ★ ▼



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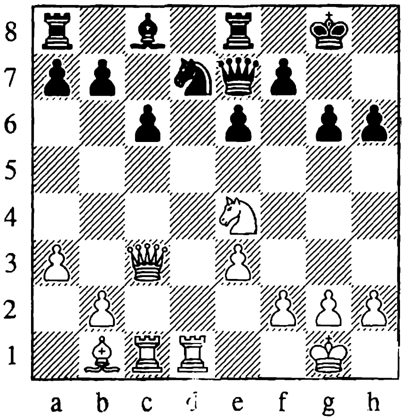
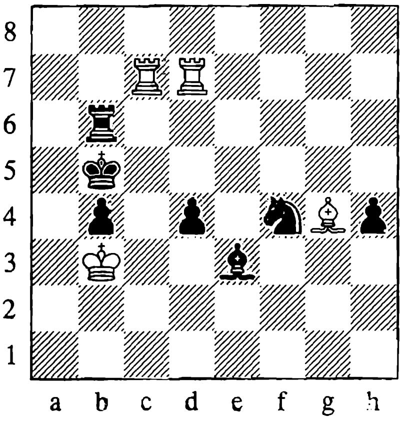


**Ex. 1-12** ★ △



# Solutions

### Ex. 1-1

**M.Tal – R.Mascarinas**

Lvov 1981

**1.♗c7!! ♕xc7 2.♖h8†!!**

(1 point)

Black resigned, in view of 2...♔xh8 3.♕h6† ♔g8 4.♕h7† ♔f8 5.♕h8#.

### Ex. 1-2

**Johansson – Ekenberg**

Sweden 1974

**1...♕xf3!! 2.gxf3 ♖dg8† 3.♗g3**

3.♔h1 ♗xf3#

**3...♖xg3† 4.hxg3 ♗xf3**

Followed by ♖h1#.

(1 point)

### Ex. 1-3

**D.Pirrot – G.Hertneck**

Bundesliga 1990

**1...♗g4!!** (Δ♗xf3†)

White resigned, on account of 2.♖xg4 ♕f1† ♖g1 ♘g3†! 4.hxg3 ♕h3#.

(1 point)

### Ex. 1-4

**Fridrich – Bantleon**

Hanover 1967

**1.♘d7†! ♗xd7 2.♕xc8†!! ♗xc8 3.♖e8#**

(1 point)

### Ex. 1-5

**E.Geller – N.Novotelnov**

USSR Ch, Moscow 1951

**1.♖xf8†!+– ♔xf8**

1...♕xf8 2.♗h7†+–

**2.♕h8† ♔f7 3.♗g6†!**

Black resigned. After 3...♔xg6 there comes ♕h5#; while if 3...♔e6, then 4.♕g8† (or ♕c8† ♕d7 5.♗f5†+–) 4...♔d7 5.♗f5†+–.

(1 point)

### Ex. 1-6

**Kovacs – Beni**

Vienna 1950

**1.♖d8†!**

(1 point)

**1...♘xd8**

After 1...♘f8 there follows 2.♖xf8†!! ♔xf8 3.♕d8#.

**2.♕xd8† ♔h7 3.♘g5† ♔h6 4.♘xf7†!!**

(1 point)

White must continue playing energetically. After a quiet move such as 4.h4? Black can seize the initiative and mount his own attack: 4...♕b1† then 5...♖b2†–+ etc.

**4...♕xf7**

4...♔h7 5.♕h8#

**5.♕h4†! ♔g6 6.♕h5#**

### Ex. 1-7

**A.Anderssen – B.Suhle**

Breslau 1859

**1.♖g1!**

You can also start with 1.♗xc4 (1 point) and then play the same combination. But it is less precise, since Black then has an intermediate move 1...h6.

**1...♘e8 2.♕xg7†!!**

(1 point)

**2...♘xg7 3.♖xg7† ♔h8 4.♖g8†!**

(1 point)

**4...♔xg8 5.♖g1† ♕g5 6.♖xg5#**

### Ex. 1-8

**J.Rosanes – A.Anderssen**

Breslau 1863

**1...♕f1†!!**

1...♗xd4†?? would be wrong, due to 2.♕xd4†.

**2.♕xf1 ♗xd4† 3.♗e3 ♖xe3**

And mate on the move cannot be avoided.

**4.♔g1 ♖e1#**

(2 points)

# Solutions

### Ex. 1-9

**A.Anderssen – N.N.**

Berlin simultaneous 1866

**1.♕xh7†!!**

But not 1.♘e7†? ♕xe7 2.♖f6†, because of 2...♔g7!–+.

**1...♔xh7 2.g6† ♔h8 3.♖h4† ♗h6 4.♖xh6#**

(2 points)

### Ex. 1-10

**C.Göring – E.Schallopp**

Leipzig 1877

**1...♕xe1†!! 2.♗xe1 ♗f4†! 3.♗d2 ♖e1† 4.♘d1 ♖xd1#**

(1 point)

### Ex. 1-11

**A.Rubinstein – Hirschbein**

Lodz 1927

**1.♖xd7!! ♗xd7 2.♘f6† ♔f8 3.♘d5!+–**

(1 point)

As a consequence of the double threat ♕h8# and ♘xe7, Black has to give up his queen.

### Ex. 1-12

**E.Bogoljubow – Sultan Khan**

Prague 1931

**1.♖d5†!! ♘xd5**

Or 1...♔a6 2.♗c8† ♖b7 3.♖d6† ♔b5 4.♗d7† ♔a5 5.♖c5† then mate.

**2.♗e2† ♔a5 3.♖a7† ♖a6 4.♖xa6#**

(1 point)

# Scoring

Maximum number of points is **16**

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

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

# CHAPTER 2

## Contents

✓ The character of endgame play

✓ Endgame principles:

1) Activity of the king
2) Pawn structure
3) Exploiting weaknesses
4) Limiting the activity of the opposing pieces
5) Activating your own pieces
6) Endgame planning

# General endgame principles

Dr Emanuel Lasker, the second World Chess Champion, described 'the three factors which give the endgame its specific character: **the attacking power of the king, the passed pawn** and **zugzwang.**'

After a massive exchange of pieces, the character of the game changes. The players become less expansive, no longer looking for pounds but contenting themselves with pennies. The goal becomes the **amassing of small advantages.**

Some important general principles can be formulated for the endgame:

1) **Try to activate your king.** Often the best place for the king is in the centre, so that it can head for either the queeenside or the kingside, wherever it is needed.

2) **A sound pawn structure** is very important in the endgame.

**Try to acquire a passed pawn.** It is often a decisive element in the endgame.

**Support your passed pawn.**

3) **Provoke weaknesses** in your opponent's position and attempt to exploit them.

4) **Limit the activity of your opponent's pieces.** This strategy often brings your opponent into zugzwang.

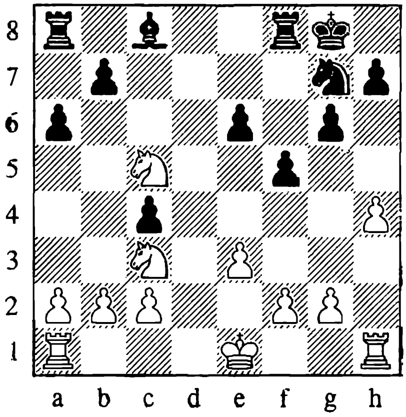
5) **Try to find the most active positions for your own pieces.**

**Coordinate your pieces** and turn them into a unified whole.

6) **Try to formulate a good plan** and then carry it out. Systematically improve the positions of your own pieces and pawns or force those of your opponent into poorer positions.

In the next two classical examples we can study these endgame principles through the lens of grandmaster play.

Diagram 2-1 ▼



### Diagram 2-1

### J.Capablanca – F.Yates

New York 1924

**1...b6**

If 1...♖d8, then 2.♔e2!. The king must remain in the centre (Principle 1). After 2...b6 there follows 3.♘5a4 ♖b8 4.♖hd1 ♗d7 5.♖d6 ♗xa4 6.♖xd8† ♖xd8 7.♘xa4 b5 8.♘c5 ♖d6 9.♖d1± (analysis by Prins).

**2.♘5a4 ♖b8 3.0–0–0 b5 4.♘c5 ♖b6**

White now attacks the queenside pawns, in order provoke a weakness (Principle 3).

**5.a4!**

5.b4 cxb3 6.cxb3 a5 7.a3 is less precise.

**5...♘h5**

Black wants to bring this knight to f6. If 5...♖c6, then 6.♘d7±.

**6.b3!? cxb3**

After 6...b4 there comes 7.a5! ♖c6 8.♘3a4±.

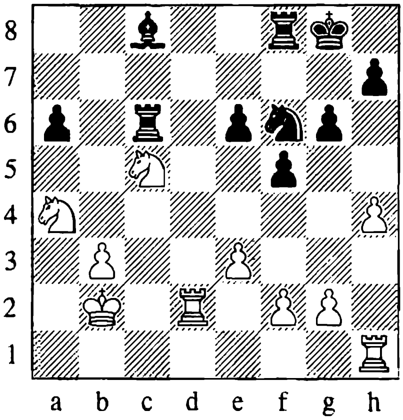
**7.cxb3 bxa4 8.♘3xa4 ♖c6 9.♔b2**

The king can be a wonderful defender of a position, since it can control all the squares around itself.

**9...♘f6 10.♖d2**

Doubling rooks on an open file is a natural plan here (Principle 6).

Diagram 2-2 ▼



### Diagram 2-2

**10...a5?!**

The pawn on a5 will become weak.

10...♔f7, intending ♔e7, would be better. Black could also take the chance to bring his king into the centre (Principle 1).

**11.♖hd1 ♘d5 12.g3!?**

A very clever move. White further improves his own position and prepares e3-e4, by first taking control of the f4-square (Principles 4 and 6).

The immediate 12.e4 fxe4 13.♘xe4 would not be good, due to 13...♖f4⇄.

**12...♖f7 13.♘d3!**

White exploits the opportunity to position his knight even more actively (Principle 5).

**13...♖b7 14.♘e5 ♖cc7 15.♖d4 ♔g7 16.e4**

Principle 6).

**16...fxe4 17.♖xe4**

The e6-pawn is a weakness (Principle 3).

**17...♖b5 18.♖c4!±**

A good technical decision: after the exchange of rooks his opponent does not have so many chances to become active.

**18...♖xc4 19.♘xc4 ♗d7**

Capablanca now very elegantly exploits the weakness on a5 (Principle 3).

After 19...♗b7 there follows 20.♘d6 ♖b4 21.♘c5+–.

Diagram 2-3 △

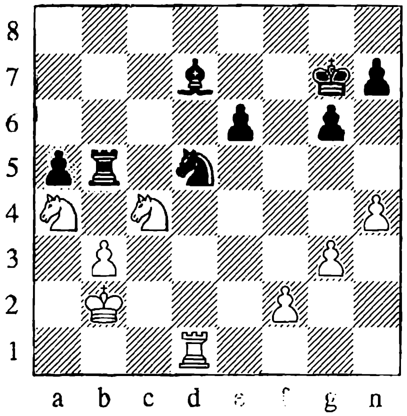


**Diagram 2-3**

**20.♘c3! ♖c5 21.♘e4 ♖b5 22.♘ed6!**

This is even better than 22.♖a1 ♘b6 23.♘xb6 ♖xb6 24.♖xa5 ♗c6±.

**22...♖c5 23.♘b7 ♖c7 24.♘bxa5+–**

Even the technical phase of this game is a delight. See how quietly Capablanca plays. He exploits every possibility to improve his position. He switches play back and forward from the weakness on e6 to the queenside, in order to advance his passed pawn.

**24...♗b5 25.♘d6 ♗d7 26.♘ac4 ♖a7 27.♘e4**

(Principles 5 and 6).

**27...h6 28.f4!**

(Principles 4 and 2).

**28...♗e8 29.♘e5 ♖a8 30.♖c1 ♗f7 31.♖c6 ♗g8 32.♘c5 ♖e8 33.♖a6 ♖e7**

Diagram 2-4 △

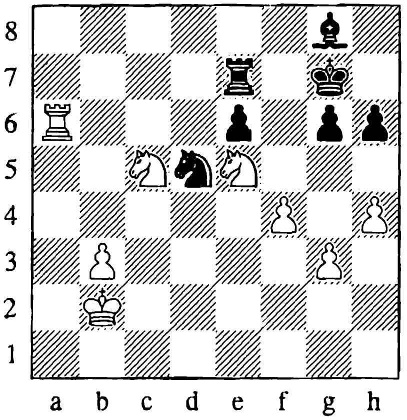


**Diagram 2-4**

**34.♔a3!**

After White has forced his opponent to defend his e6-pawn, he can set his passed pawn into motion.

The special technique which Capablanca employs here is known as the *Principle of the two weaknesses*. We shall study it in more detail in a later lesson.

**34...♗f7 35.b4**

(Principle 2).

**35...♘c7 36.♖c6 ♘b5†**

If 36...♗e8?, then 37.♖xc7!+–.

**37.♔b2 ♘d4 38.♖a6 ♗e8 39.g4! ♔f6 40.♘e4+ ♔g7 41.♘d6**

(Principles 5 and 6).

**41...♗b5 42.♖a5 ♗f1 43.♖a8!**

White threatens ♘e8†, followed by g5 and ♘f6. Thus by attacking the king, Capablanca wins another pawn and forces his opponent to exchange rooks.

After the weaker 43.b5, White would have had to reckon with 43...♘xb5.

**43...g5 44.fxg5 hxg5 45.hxg5 ♗g2**

### Diagram 2-5

**46.♖e8! ♖c7**

Or 46...♖xe8 47.♘xe8† ♔f8 48.g6+–.

**47.♖d8**

Threatening ♘e8†.

**47...♘c6 48.♘e8† ♔f8 49.♘xc7† ♘xd8 50.♔c3!**

(Principle 1).

**50...♗b7 51.♔d4 ♗c8 52.g6**

(Principle 2).

**52...♘b7 53.♘e8!**

(Principle 4)

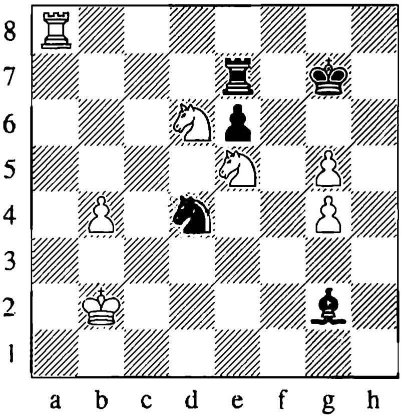
**53...♘d8**

Of course not 53...♔xe8, because of 54.g7+–.

**54.b5 ♔g8 55.g5 ♔f8 56.g7† ♔g8 57.g6**

Having no answer to ♘g4-h6, Black resigned.

**Diagram 2-5** △



### Diagram 2-6

**T.Petrosian – M.Botvinnik**

World Championship, Moscow (5) 1963

White has a microscopically small advantage. He has already posted his king in the centre and has the better and more compact pawn structure (Black has three pawn islands, White has only two!).

**1.♔e2 ♘c6**

If 1...♘d5, then 2.♘e4 ♘d7 3.♘fg5± (or 3.♖d1±). Kasparov recommends 1...h6!? here, removing the possibility of ♘g5.

**2.♖d1 ♖ad8?!**

An endgame is often lost not so much on account of a major error, but because a lot of little mistakes are made.

2...♔f7 would be better, protecting the weakness on e6 at once, or simply 2...h6 (Kasparov).

**3.♖xd8 ♖xd8 4.♘g5!**

Black's inaccuracy is immediately punished. Now Black has to defend the e6-pawn with the rook.

**4...♖e8**

4...e5?! would be bad, because the black bishop on g7 becomes passive.

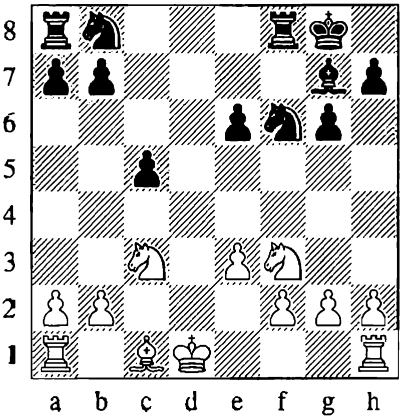
**5.♘ge4 ♘xe4**

5...b6 6.♘xf6† ♗xf6 7.♘e4 ♗e7!? would be a somewhat better defence (Petrosian).

**6.♘xe4 b6 7.♖b1 ♘b4 8.♗d2**

Another good move is 8.a4.

**Diagram 2-6** △



**8...♘d5**

After 8...♘xa2 there comes 9.♖a1 ♘b4 10.♗xb4 cxb4 11.♖xa7 ♗xb2 12.♖b7± (Petrosian).

**9.a4 ♖c8 10.b3 ♗f8 11.♖c1 ♗e7**

11...♖c7 is worse, due to 12.♘g5 (Petrosian).

Black has a weakness – the e6-pawn. But the weakness is hard to get at and White cannot work up a proper attack against it. Petrosian provokes another weakness on the queenside (Principle 3).

Diagram 2-7 △

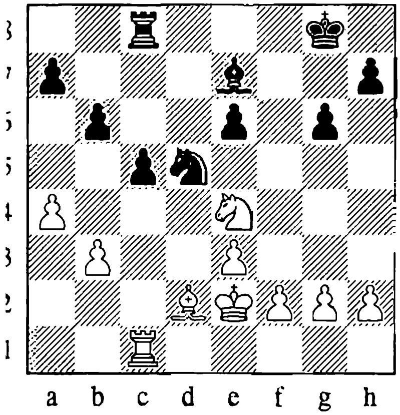


Diagram 2-7

**12.b4! c4**

After 12...♔f7 comes 13. ♖c4! h6 14.bxc5 bxc5 15.a5 with the better position (Kasparov).

**13.b5 ♔f7**

Black will now have a weakness fixed on c4.

An alternative would be 13...♗a3!? 14.♖c2 c3! (Averbakh) 15.♗xc3±; although if now 15...♗b4?! then 16.♔d2 ♖c4 17.♗xb4 ♖xe4 18.♗d6 ♖xa4 19.f3 with advantage for White (Petrosian).

On the other hand, the immediate 13...c3? would not be good, because of 14.♘xc3! and if 14...♗a3 then 15.♘xd5 ♗xc1 16.♘e7†+–.

**14.♗c3⩲**

Diagram 2-8 ▼

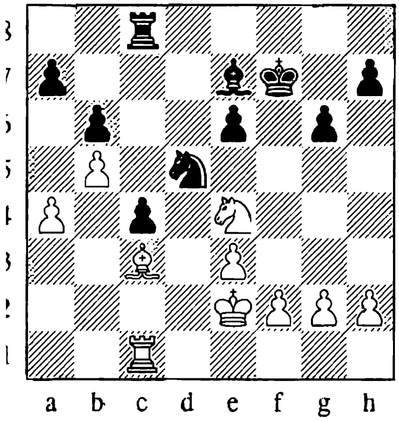


Diagram 2-8

White has a plan: ♘d2, g3, e4 and the strong knight will either be exchanged off or driven away. Then White continues with the attack on the c4-pawn. Black cannot protect the latter with his own king and so he has one less piece for the defence than his opponent has for the attack (Principles 6 and 4).

**14...♗a3 15.♖c2 ♘xc3† 16.♖xc3 ♗b4 17.♖c2 ♔e7?**

According to Kasparov, this move is the decisive mistake. Black should try to activate his king (Principle 1). Although White remains better, Black gets good drawing chances in the variation 17...e5 (Δ♔e6-d5) 18.♘d2 c3 19.♘e4 ♔e6.

**18.♘d2 c3**

Or 18...♗xd2!? 19.♔xd2 ♖d8† (weaker is 19...♔d6 20.♔c3 ♔c5 21.♖d2) 20.♔c3 ♖d1± (Petrosian).

**19.♘e4 ♗a5 20.♔d3**

White has enticed the pawn further forward and now Black can no longer protect it.

**20...♖d8† 21.♔c4 ♖d1**

After 21...♖d2 there follows simply 22.♔b3!±.

**22.♘xc3 ♖h1**

It would be better to head for a rook ending with 22...♗xc3±, as the a5-bishop is now out of the game.

**Diagram 2-9**

**23.♘e4!**

White coordinates and activates his pieces. He even sacrifices his extra pawn to do so (Principle 5).

**23...♖xh2 24.♔d4!**

(Principle 1). There is also the threat of ♖c7†.

**24...♔d7□ 25.g3**

Also good would be 25.g4 h5 26.♔e5 (but not 26.g5 due to 26...h4) 26...hxg4 27.♘f6† ♔e7 28.♘xg4 ♖h5† 29.♔e4+– (Petrosian).

**25...♗b4 26.♔e5 ♖h5† 27.♔f6 ♗e7† 28.♔g7 e5**

**Diagram 2-10**

**29.♖c6!**

(Principle 5).

**29...♖h1 30.♔f7!+–**

With the threat of 31.♖e6.

**30...♖a1 31.♖e6 ♗d8**

After 31...♗b4 comes 32.♖xe5 ♖xa4 33.♘f6† ♔d6 34.♖d5† ♔c7 35.♖d4+–. While if 31...♗c5, then 32.♖xe5 ♖xa4 33.♘xc5†+–.

**32.♖d6† ♔c8**

But not 32...♔c7, in view of 33.♔e8+–.

**33.♔e8**

The coordinated white forces push the black pieces further back (Principles 4 and 6).

**33...♗c7 34.♖c6 ♖d1**

Black is forced to recall his only active piece for defensive duties. But he cannot protect all the weak pawns on the kingside.

34...♖xa4 loses to 35.♘g5 ♔b7 36.♘e6 ♗b8 37.♘d8† ♔a8 38.♖c8! followed by ♘c6.

**35.♘g5 ♖d8† 36.♔f7 ♖d7† 37.♔g8**

Black resigned, on account of the following variation: 37...h5 38.♘e6 (38.♖xg6 is also good) 38...♔b7 39.♖xc7† ♖xc7 40.♘xc7 ♔xc7 41.f4! exf4 42.exf4 ♔d6 43.♔f7+–.

The test which follows is very difficult. You should not expect to be able to solve all the problems! Some positions are very demanding. Just try to do your best. You will learn a lot when you then study the solutions carefully.

**Diagram 2-9** △

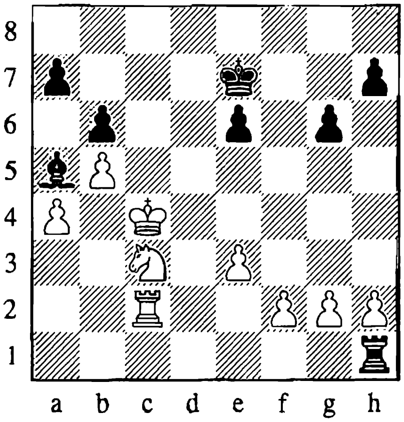
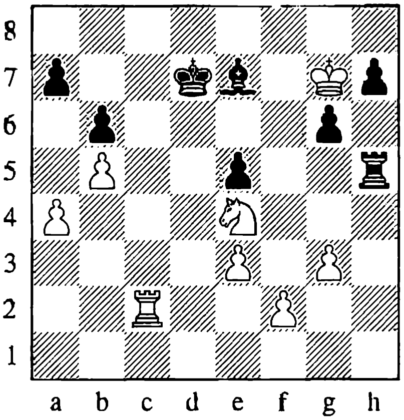
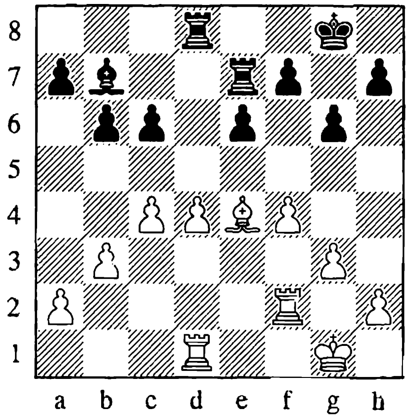


**Diagram 2-10** △

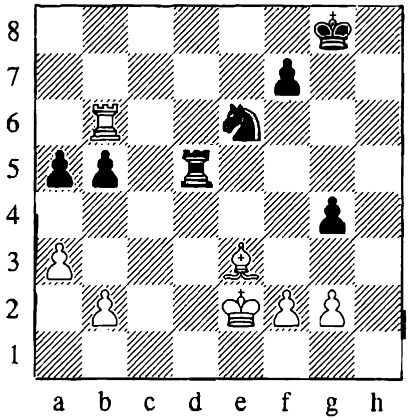


# Exercises

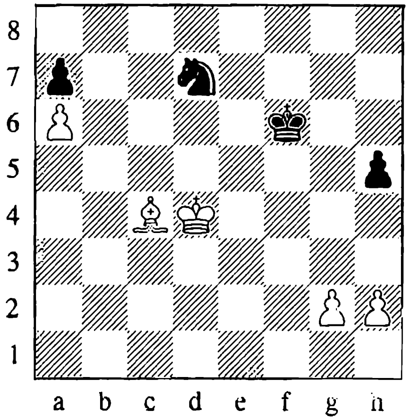
➤Ex. 2-1◄ ★ ▼



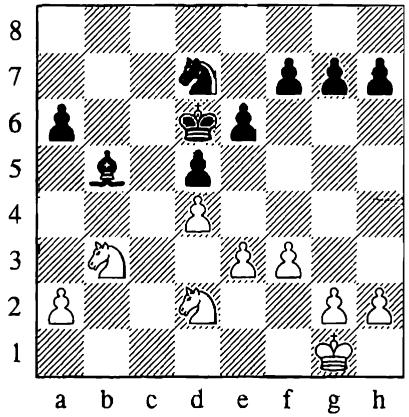
➤Ex. 2-2◄ ★★★★ △



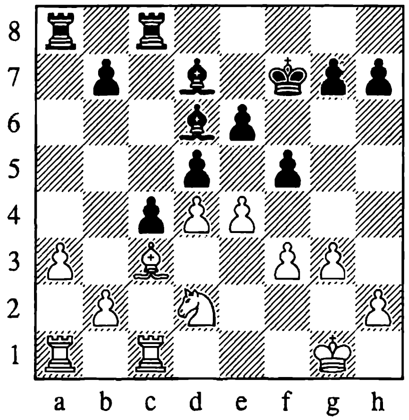
➤Ex. 2-3◄ ★★★ △



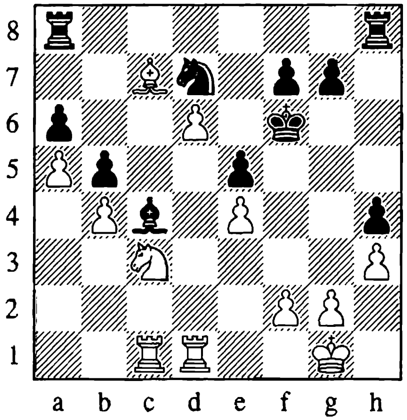
➤Ex. 2-4◄ ★★ ▼



➤Ex. 2-5◄ ★★★ △

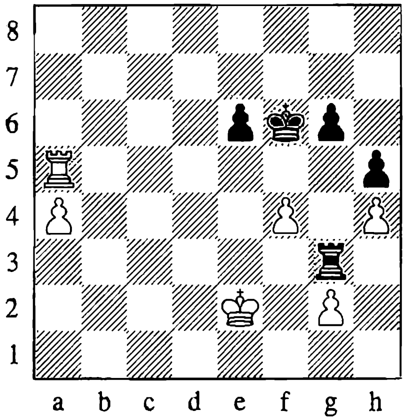


➤Ex. 2-6◄ ★★★ △



# Exercises

➤Ex. 2-7◀ ★ △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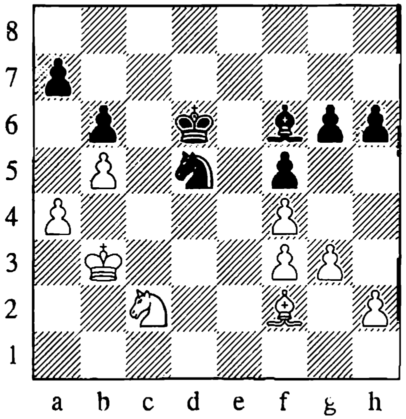
a b c d e f g h

➤Ex. 2-8◀ ★★★ △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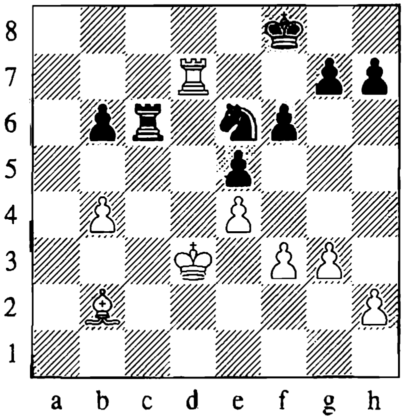
a b c d e f g h

➤Ex. 2-9◀ ★★★ △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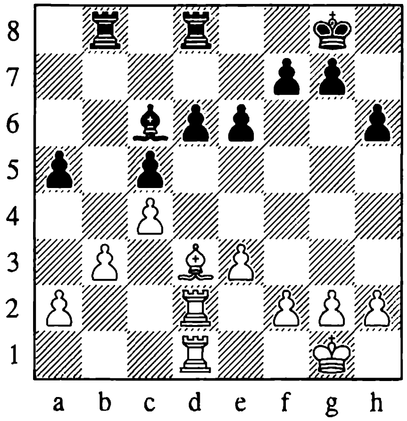
a b c d e f g h

➤Ex. 2-10◀ ★ ▼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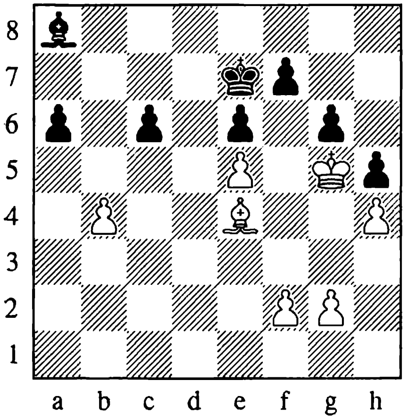
➤Ex. 2-11 ★ △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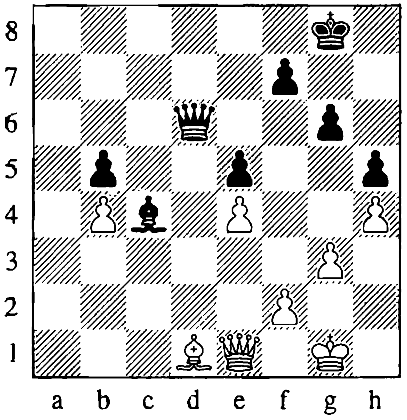
a b c d e f g h

➤Ex. 2-12◀ ★★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

## Ex. 2-1

### Computer Rebel – A.Yusupov

Ischia 1997

**1...c5!**

(1 point)

This move forces White to play d4-d5, thus giving Black the better pawn structure (Principle 2). The white passed pawn will be safely blockaded by the black king. Play from here onwards is typical for such situations.

**2.♗xb7 ♖xb7 3.d5 ♖bd7 4.♖fd2 exd5 5.cxd5 ♔f8! 6.g4 ♔e7 7.g5 ♔d6∓** (Xd5) **8.♖e1 ♖e7! 9.♖xe7 ♔xe7 10.♔f2 ♔d6 11.a4 ♖e8 12.♔f3 a6! 13.♖d1 ♖e7 14.♖d2 b5 15.axb5 axb5 16.♖d1 c4 17.bxc4 bxc4 18.h3 c3 19.♖c1 ♖c7–+ 20.♔e4 c2 21.♔d4 ♖c8 22.♔e4 ♖c4† 23.♔e3 ♔xd5 24.♔d3 ♖c7 25.h4**

Or 25.♖xc2 ♖xc2 26.♔xc2 ♔e4–+.

**25...♖c8 26.♔e3 ♖c3† 27.♔d2 ♔d4 28.f5 gxf5 29.♖f1 c1♕† 30.♖xc1 ♖xc1 31.♔xc1 ♔e3 32.♔d1**

**0–1**

## Ex. 2-2

### A.Yusupov – V.Anand

Linares 1992

**1.b3!±**

(4 points)

This difficult move fixes the weakness on a5 (Principle 3). Otherwise Black could play a5-a4, getting the a5-pawn onto a safe square.

1.b4 is not so strong (only 1 point); nor 1.f3 (2 points).

**1...♖e5 2.♔d3 f5 3.g3 ♔f7 4.♖a6 b4**

If 4...a4, then 5.bxa4 bxa4 6.♖xa4 ♘c5† 7.♗xc5 ♖xc5 8. ♖c4±.

**5.axb4?!**

It would be stronger to play 5.a4 and if 5...♘c5†, then 6.♔d4 ♖xe3 7.♖a7†+– (Anand). Only the defender stands to gain anything from an exchange of pawns.

**5...axb4 6.♖b6 ♖e4 7.♖c6 ♖e5 8.♔c4 ♖e4†**

After 8...f4 9.gxf4 ♘xf4 there comes 10.♔d4 ♘g6 11.♖xg6 ♖xe3 12.♔xe3 ♔xg6 13.♔f4 ♔h5 14.f3+– (Anand).

**9.♔d5 ♔f6 10.♖c4 ♖xc4 11.♔xc4±**

## Ex. 2-3

### V.Smyslov – B.Gurgenidze

USSR Ch, Tbilisi 1966

**1.♔d5?**

White can no longer win the game after this careless move! Only 1 consolation point for it!

First the weakness on h5 should be fixed so that the h-pawn cannot get onto a black square.

1.h4! is much better (Principle 3).

(3 points)

After this Black would be unable to protect both his pawns.

**1...h4!= 2.♗e2 ♘f8 3.♔e4**

If 3.♔c6, then 3...♔e7 4.♔b7 ♔d6 5.♔xa7 ♔c7=.

The white king is shut in and the white bishop cannot achieve anything on the kingside.

**3...♔g5 4.♔d5 ♔f6 5.♗g4 ♘g6 6.♗f3 ♘f4† 7.♔e4 ♘e6 8.♗e2 ♔g5 9.♔e5 ♘f4 10.♗f1 ♘g6† 11.♔e6 ♘f4† 12.♔e7 ♘g6† 13.♔d6 ♔f6 14.♗c4 ♘e5 15.♗e2 ♘g6 16.♔c6 ♔e7 17.♗h5 ♘f4 18.♗f3 ♘e6 19.♗e4 ♘f4 20.♔c5 ♔f6 21.♔d6 ♘e2 22.♗c6 ♘f4 23.♗b7 ♘e2 24.♗c8 ♘f4 25.g3 hxg3 26.hxg3 ♘e2 27.g4 ♘f4**

Black will be able to sacrifice his knight for the g-pawn, provided that his king can reach b8 to set up a well-known fortress.

**28.♔c7 ♔e7 29.g5 ♘h5 30.♔c6 ♘g7 31.♗g4 ♘e8 32.♗e2 ♘g7 33.♗c4 ♘e8 34.♔c5 ♘g7 34.♔d4 ♔d6 35.♔e4 ♔c5 36.♗b3 ♔d6 37.♔f4 ♔e7 38.♔e5 ♘h5 39.♔f5 ♘g3† 40.♔g6 ♘e4 41.♔h6 ♘xg5!=**

**½–½**

# Solutions

### Ex. 2-4

**J.Plaskett – A.Yusupov**

Graz 1981

In such positions the most important thing is the activity of the king (Principle 1). In the game Black immediately endeavoured to activate his king.

**1...♔c6!**

(2 points)

The king is aiming for a3. A somewhat less precise continuation would be 1...♗c4 2.♔f2 ♔c6 (1 point), since White can defend with 3.a4.

**2.♔f2?**

This natural move is probably a decisive mistake. White really must set up a barrier against the black king and play 2.♘b1! followed by 3.♘c3. Then White could still hold the position.

**2...♗a4! 3.♔e2 ♔b5 4.♔d3 ♔b4 5.♔c2 ♔a3** (Xa2) **6.♔b1 ♗b5!∓ 7.♘c1 ♘b6 8.♔c2 ♘c4!** (Xe3) **9.♘f1**

After 9.♘xc4† ♗xc4 10.♔b1, Black plays a5-a4 with a decisive advantage.

**9...♘b2 10.♘g3**

Or 10.♘d2 ♗a4† 11.♘db3 ♘c4 and the weakness of e3 is telling.

**10...g6! 11.e4 ♘a4** (Δ♗c4) **12.exd5 exd5 13.♘h1 ♗f1 14.♘f2 ♗xg2–+ 15.f4 ♔b4**

Intending ♔c4, to target White's new weakness on d4.

**16.♘b3 ♗e4† 17.♔d2 ♘c3 18.♘c5 a5 19.a3† ♔c4 20.♔e3 ♗f5 21.♘b7 a4 22.♘a5† ♔b5 23.♘b7 ♘b1 24.♘d1 ♗c2**

**0–1**

### Ex. 2-5

**D.Janowski – J.Capablanca**

New York 1916

Here White played 1.e5?, depriving his own knight of the only good square available to it.

The correct continuation, pointed out by V.Panov, is:

**1.exd5**

(1 point)

**1...exd5 2.f4**

(1 point)

**2...♖e8 3.♘f3**

(1 point)

Intending ♘e5. White has found an ideal position for the knight (Principle 5), and the position is approximately level. For this solution you get a total of 3 points.

In the game there followed 1...♗e7 2.f4 b5∓. Black can break through on the queenside with b5-b4 and also on the kingside by g7-g5.

### Ex. 2-6

**E.Bacrot – A.Yusupov**

Bundesliga 2001

**1.♘a4!**

(2 points)

White activates his knight (Principle 5) and finishes the game in style. Only 1 point for 1.♘d5†, since after the exchange of knights White cannot yet penetrate the opposing position properly.

**1...♗b3**

1...bxa4 would not be good: 2.♖xc4 and White threatens ♖a1.

**2.♘b6**

(another 1 point)

**2...♘xb6 3.axb6 ♗xd1 4.b7**

Also good is 4.♖xd1 ♖hb8 5.d7 ♔e7 6.b7+–.

**4...♖ab8 5.♗xb8 ♖xb8 6.d7+–**

There is no longer any defence. If 6...♔e7, then 7.♖c8+–.

**1–0**

### Ex. 2-7

**Y.Averbakh – M.Euwe**

Zürich 1953

**1.♖g5!**

(1 point)

# Solutions

The rook is ideally posted on g5 and is defending all the pawns (Principle 5).

**1...♖a3 2.a5 ♔f7 3.♔d2 ♔e7 4.♔c2 ♔d7 5.♔b2 ♖a4 6.g3 ♔c6 7.♔b3 ♖a1 8.♔b4 ♖b1† 9.♔c4 ♖a1 10.♔b3⊙**

Black resigned, in view of 10...♔d6 11.♔b4 ♖b1† 12.♔c4 ♖a1 13.♔b5 ♖b1† 14.♔a6 ♔c6 15.♖xg6+–.

### Ex. 2-8

**A.Yusupov – A.Kharitonov**

USSR Ch, Moscow 1988

**1.♘e1!**

(3 points)

Firstly, White improves his position to the greatest possible extent and only then will he attack the black position with a4-a5. You get 1 point for the immediate 1.♘d4 and also 1 point for 1.h3.

**1...♘c3 2.♘d3 ♘e2 3.♔c4 ♘c3 4.a5!**

(Principle 6).

**4...bxa5 5.♗xa7 ♘a4!? 6.♔b3 ♘c3 7.♔c4 ♘a4 8.♔b3 ♘c3 9.b6! ♔c6 10.♘e5†!**

But not 10.♘c5? due to 10...a4† 11.♔c4 (or 11.♔c2 ♘d5! 12.b7 ♘b4† 13.♔d2 ♘a6) 11...♘b5 12.b7 ♘d6†.

**10...♗xe5 11.fxe5 ♘b5**

Or 11...♘d5 12.♔a4!+–.

**12.♔a4!+–**

Black resigned, on account of 12...♘d4 13.b7!+–.

### Ex. 2-9

**A.Yusupov – E.Rozentalis**

Bundesliga 1995

**1.h4!±**

(3 points)

White limits the activity of the black knight (Principle 4).

1.♗c3 (1 point) would not be so good, due to 1...♘g5⇄.

1.b5!? (1 point) gives Black access to the c5-square. After 1...♖c7 we have the following variations:

a) 2.♖xc7 ♘xc7 3.♔c4 ♔e7 4.♗c1 ♘e8 5.♗e3 (or 5.♔d5 ♔d7 6.♗e3 ♘d6) 5...♘d6† 6.♔b4 ♘c8=

b) 2.♗a3† ♘c5†=

c) 2.♖d6 ♘c5† 3.♔e3 ♔f7

**1...h5 2.♗c3 ♔e8**

2...g5!?±

**3.♖b7 ♔d8 4.♖b8†** (Xh5) **4...♔e7 5.b5! ♖d6† 6.♔c4 ♘c5 7.♗b4 ♖d4† 8.♔c3 ♖d3† 9.♔c2 ♖d4 10.♖b7†!+– ♔e8**

If 10...♔f8, then 11.♗xc5† bxc5 12.♖c7 ♖c4† 13.♔d3 ♖d4† 14.♔c3+–.

**11.♗xc5 bxc5 12.♖xg7 ♖b4 13.♖b7 ♔f8 14.♔c3 ♔g8 15.b6 ♔f8 16.g4 hxg4 17.fxg4 ♔g8**

Or 17...♖xe4 18.♖c7 followed by b7 and ♖c8†.

**18.h5 ♔h8 19.h6⊙**

Black resigned, in view of 19...♔g8 20.♖g7† ♔h8 21.b7 and then ♖c7-c8†.

### Ex. 2-10

**F.Sämisch – A.Alekhine**

Dresden 1926

**1...♔f8!∓**

(1 point)

1...a4? is premature, as 2.♗c2 exposes the weakness of d6. Black must first bring his king into the centre (Principle 1).

**2.♗c2 ♔e7 3.f3 a4 4.♔f2 axb3 5.♗xb3**

After 5.axb3 d5, the b3-pawn is a weakness.

**5...f5! 6.♔e2 ♖b4 7.♔d3 ♗a4!** (Xa2, c4) **8.♗xa4**

8.♔c3 would be a tougher defence.

**8...♖xa4 9.♖b1 ♖a3† 10.♔e2**

After 10.♖b3 there follows 10...♖da8∓.

**10...♖c3 11.a4 ♖a3! 12.♖b7† ♖d7 13.♖db2 ♖xa4 14.♖xd7† ♔xd7 15.♖b7† ♔c6 16.♖xg7 ♖xc4 17.♖g6 ♔d5 18.♖xh6 ♖c2† 19.♔f1**

19.♔d3 would be a better try.

# Solutions

**19...c4 20.♖h8 c3 21.h4**

21.♖c8 loses to 21...f4 22.exf4 ♔d4 23.h4 ♖b2 24.♔g1 c2 25.♔h2 ♔d3 26.h5 ♖b5–+.

**21...♖d2 22.♔e1 ♖xg2 23.♖c8 c2 24.h5 ♖h2 25.h6 ♖xh6! 26.♖xc2 ♖h1† 27.♔d2 ♖h2† 28.♔d3 ♖xc2**

**0–1**

### Ex. 2-11

**A.Karpov – J.Lautier**

Biel 1992

**1.f3!**

(1 point)

Continuing with 2.g4 will get White a passed pawn on the kingside (Principle 2).

**1...♗b7**

1...c5 loses to 2.♗xa8 cxb4 3.♗c6 b3 4.♗a4 b2 5.♗c2; 1...♔f8 is simply met by 2.♔f6+–.

**2.g4 ♗a8**

Or 2...hxg4 3.fxg4 ♗a8 4.h5 gxh5 5.gxh5 ♔f8 6.♔f6+–.

**3.gxh5 gxh5 4.f4 ♗b7 5.♗f3 ♗a8 6.♔xh5+–**

The passed pawn on the h-file decides the game.

**1–0**

### Ex. 2-12

**A.Miles – A.Yusupov**

Linares 1997

In the game Black tried 1...♕d4? but next came 2.♗f3! ♔g7 3.♗g2 and White was able to hold the position. Unfortunately that was not accurate, so only 1 consolation point for 1...♕d4.

The correct move is:

**1...♕d3!**

(2 points)

White finds himself practically in zugzwang (Principle 4).

**2.♔g2**

Intending ♗f3.

**2...♕b1**

Threatening ♗b3.

**3.♕d2 ♕xe4†∓**

# Scoring

Maximum number of points is **27**

**22** points and above ➤ **Excellent**

**18** 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.*

# CHAPTER 3

## Contents

- ✓ Typical preconditions for combinations involving the back rank
- ✓ The most important elements in these combinations
- ✓ The bolthole

# Combinations involving the back rank

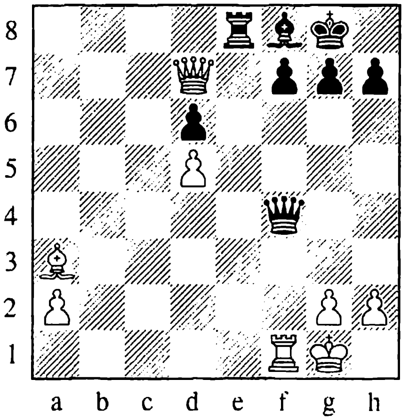
The theme of the weakness of the first (eighth) rank often crops up in games, so the study of these types of mating combinations is particularly profitable.

Typical preconditions for such combinations are:

1) **no escape hole** in the castled position;
2) **weakness of the back rank**;
3) an **open file**, down which the major pieces (the principal actors in these combinations) can function;
4) a **far advanced passed pawn**, which may be promoted to a queen.

In combinations involving the back rank, no sacrifices are too great for the attacking side to secure that deadly check on the eighth rank for its major pieces. *Deflection* and the *double attack* are the most important elements in these combinations.

**Diagram 3-1** ▼



### Diagram 3-1

**S.Reshevsky – R.Fischer**

Palma de Mallorca 1970

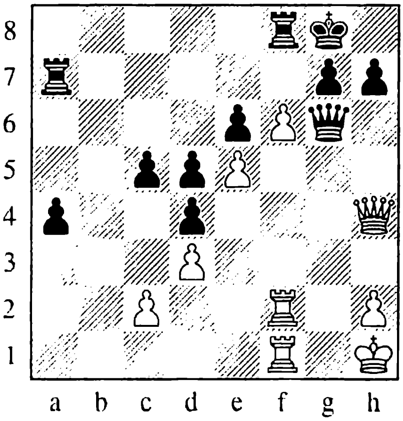
**1...♕d4†**

Or 1...♕e3† 2.♔h1 ♕f2!–+, but of course not 2...♕xa3?? 3.♕xf7†+–.

**2.♔h1 ♕f2–+**

White resigned, because he cannot defend his back rank: 3.♖g1 (or 3.♕b5 ♖e1–+) 3...♖e1–+.

**Diagram 3-2** △



### Diagram 3-2

**B.Gurgenidze – B.Spassky**

USSR Team Ch, Moscow 1959

**1.fxg7?**

White fails to exploit this good opportunity.

The correct move would be 1.f7†! ♖axf7 (1...♔h8 loses to 2.♕d8!! ♖xd8 3.f8♕†) 2.♖xf7 ♕xf7 (2...♖xf7 3.♕d8† leads to mate) 3.♖xf7 ♔xf7 4.♕e1 ♖a8 5.♕b1+– and White wins.

**1...♖xf2 2.♕d8†**

2.♖xf2 ♖f7 3.♕d8† transposes to the game.

**2...♔xg7 3.♖xf2 ♖f7 4.♖xf7†**

With perpetual check.

We may ask ourselves: 'If combinations involving the back rank are so dangerous, then why don't we make a bolthole in the castled position in good time?'

There are three reasons:

1) we are short of time or don't want to waste time;

2) a bolthole weakens the castled position;

3) we want to bring the rook into the attack via the 3rd rank.

But sometimes we are playing with fire...

### Diagram 3-3

**A.Yusupov – P.Enders**

German Ch, Bremen 1998

**1...♗e4!!**

A brilliant counter, based primarily on the fact that White cannot protect his back rank sufficiently.

**2.♖xe4?!**

2.♕b5 a6 3.♕b3 ♗xb1 4.♕xb1 ♘d5∓ would also offer little hope.

**2...♘xe4 3.♕xe4 ♕xd4! 4.♕xd4**

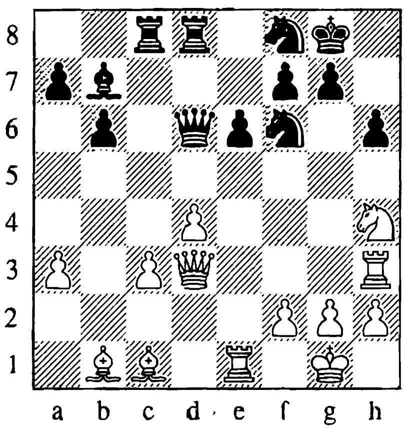
4.cxd4?? loses at once to 4...♖xc1†.

After 4.♕e1 comes 4...♕d1 5.♔f1 (5.♖e3 ♖xc3!–+) 5...♕a4! (Δ♖d1) 6.♗d3 (or 6.♗d2 ♕b5† 7.♔g1 ♖xd2–+) 6...♖xd3 7.♖xd3 ♕xh4–+.

**4...♖xd4 5.♗c2 ♖xh4! 6.♖xh4 ♖xc3 7.♗e3 ♖xc2–+**

And Black won the game.

Diagram 3-3 ▼



Sometimes a back rank combination 'only' leads to a gain of material.

### Diagram 3-4

Variation from the game

**B.Gelfand – A.Yusupov**

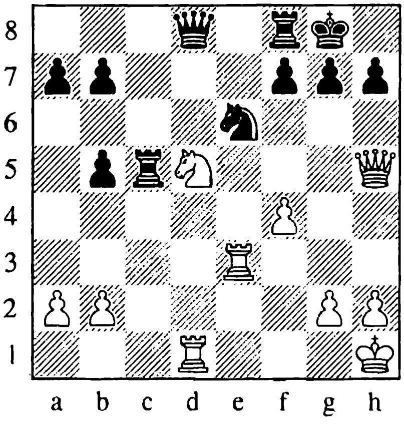
Zürich 1994

White's back rank is not well enough protected, so Black can counter-attack!

**1...♘xf4! 2.♘xf4**

Nor is the attempt 2.♘f6† enough for White to

Diagram 3-4 ▼

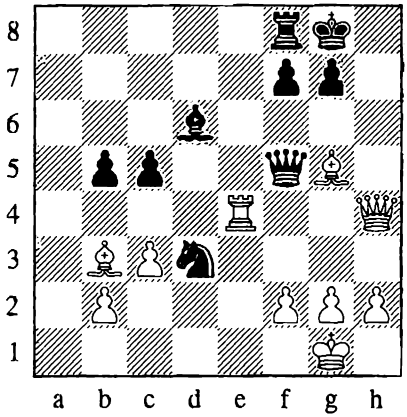


save the game: 2...gxf6 3.♕g4† (3.♕f3 ♖d5–+ or 3.♖g3† ♖g5–+) 3...♖g5–+.

**2...♖xh5 3.♖xd8 ♖xd8–+**

On account of the threat of mate, White cannot take the rook which is hanging.

**Diagram 3-5** ▼



### Diagram 3-5

### R.Wikman – M.Jovcic

Corr. 1955

**1...♗f4!**

A simple attack down the a-file with the rook would also be good enough: 1...♖a8! 2.♗d1 and not the immediate 2...♖a1?? here, due to 3.♖e8† ♗f8 4.♖xf8†! ♔xf8 5.♕h8#, but first simply 2...f6!–+ and then ♖a1.

**2.♖xf4**

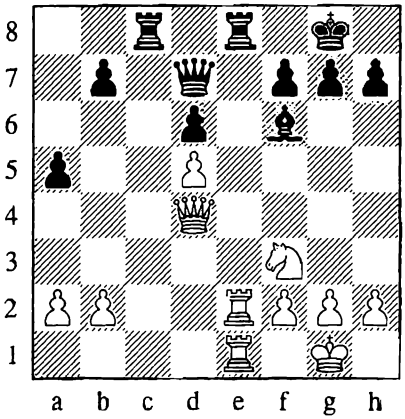
If 2.♗xf4, then 2...♕xe4–+.

**2...♘xf4 3.♕xf4 ♕b1† 4.♕c1 ♕xc1† 5.♗xc1 ♖a8∓**

Followed by ♖a1 and White loses a bishop. Black went on to win the game.

The following masterpiece is one of the most beautiful combinations in the history of chess and illustrates the power of combinations involving the back rank.

**Diagram 3-6** △



### Diagram 3-6

### E.Adams – C.Torre

New Orleans 1920

**1.♕g4!!**

Black must defend the e8-square and cannot take the queen.

**1...♕b5**

After 1...♕d8 comes 2.♕xc8 ♕xc8 (or 2...♖xe2 3.♕xd8† ♗xd8 4.♖xe2+–) 3.♖xe8†+–.

If 1...♖xe2, then 2.♕xd7 ♖xe1† 3.♘xe1+–.

**2.♕c4!! ♕d7**

Once again the queen cannot be taken: 2...♖xc4 leads to mate by 3.♖xe8† ♕xe8 4.♖xe8#.

**3.♕c7!! ♕b5**

**Diagram 3-7**

**4.a4!!**

But not the immediate 4.♕xb7?, because of 4...♕xe2! 5.♖xe2 ♖c1†–+.

**4...♕xa4**

After 4...♖xe2 comes 5.♕xc8†+–; while if 4...♕xe2, then simply 5.♖xe2+–.

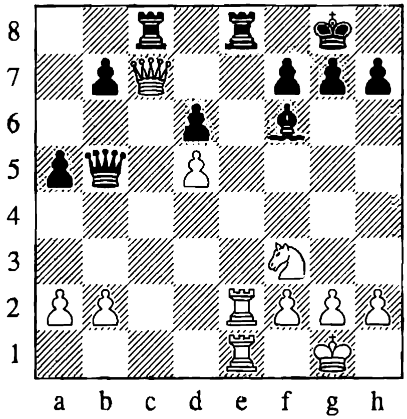
**5.♖e4!**

With the threat of ♕xc8.

**5...♕b5 6.♕xb7!!+–**

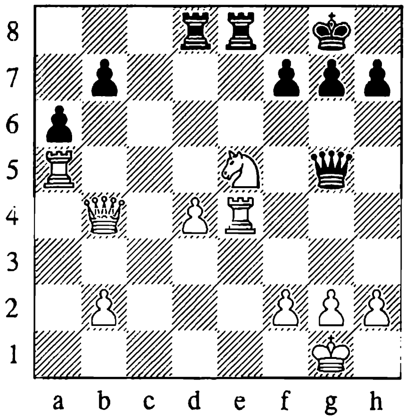
**1–0**

Diagram 3-7 △

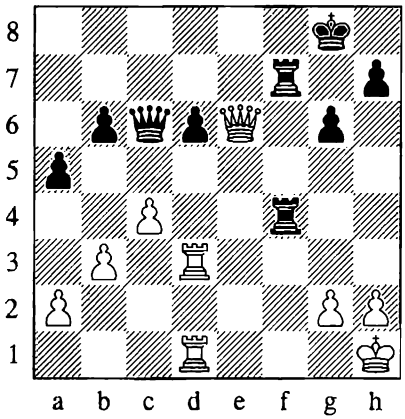


# Exercises

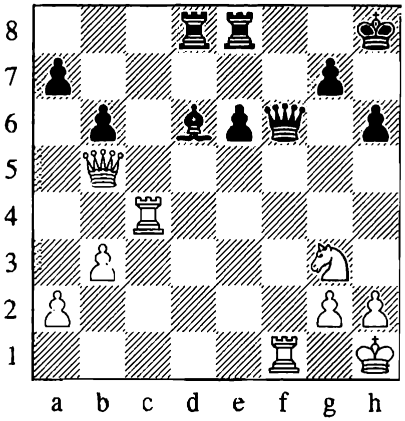
➤ Ex. 3-1 ◀ ★★ ▼



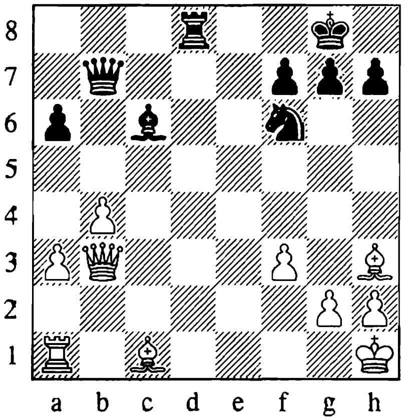
➤ Ex. 3-4 ◀ ★ ▼



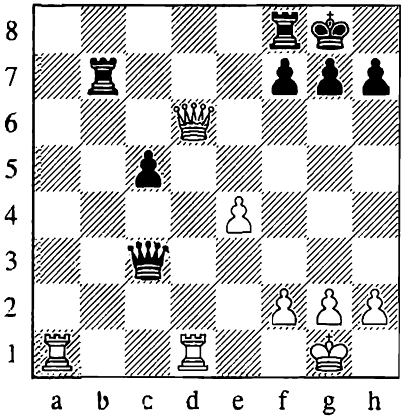
➤ Ex. 3-2 ◀ ★★ ▼



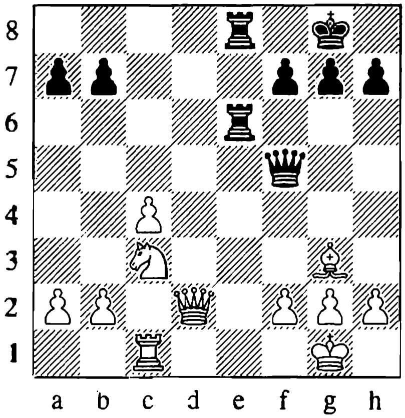
➤ Ex. 3-5 ◀ ★ ▼



➤ Ex. 3-3 ◀ ★ △

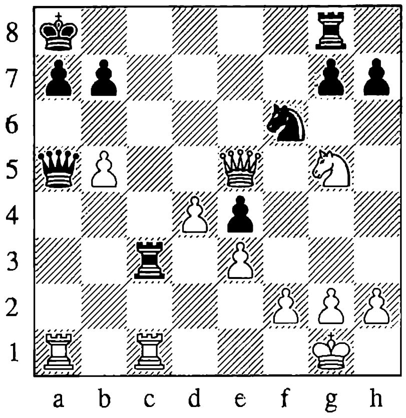


➤ Ex. 3-6 ◀ ★★ ▼



# Exercises

➤Ex. 3-7◄ ★ ▼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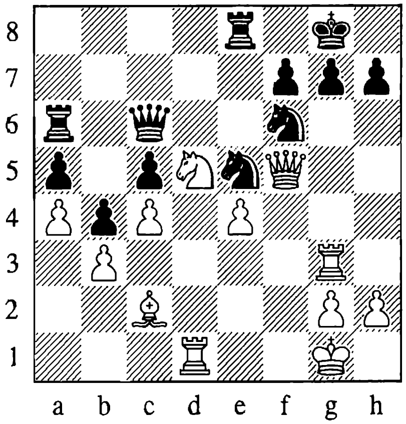
➤Ex. 3-8◄ ★ △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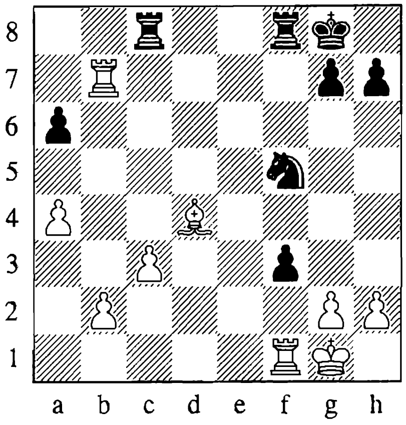
➤Ex. 3-9◄ ★ ▼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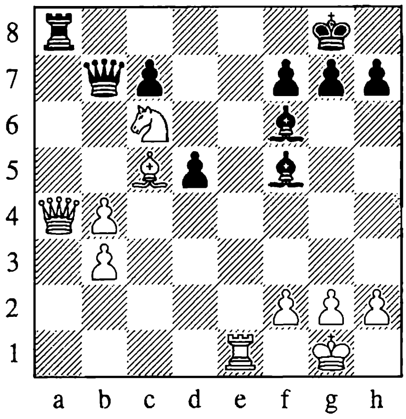
➤Ex. 3-10◄ ★ △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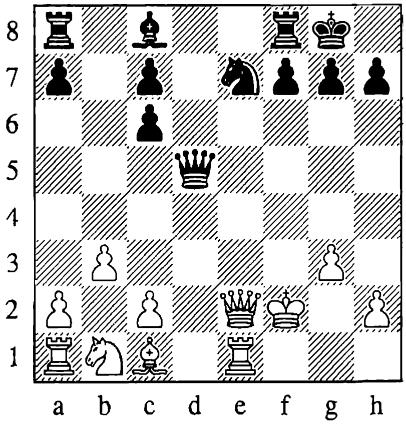
➤Ex. 3-11◄ ★★ △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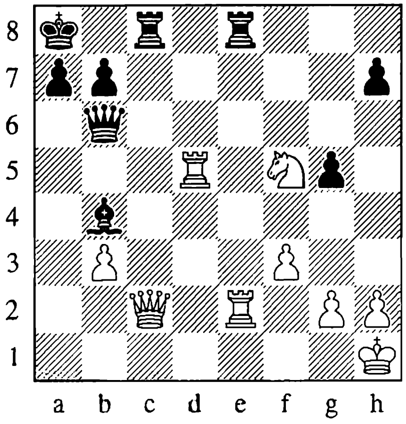
➤Ex. 3-12◄ ★ ▼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# Solutions

## Ex. 3-1

**A.Cherepkov – Sazonov**

USSR 1968

**1...♖xd4!–+**

(1 point)

1...♕c1†? would be wrong, due to 2.♖e1+–.

**2.♘f3**

If 2.♕xd4, then 2...♕c1†–+; after 2.♖xd4 there also follows 2...♕c1†–+.

**2...♖exe4!–+**

(1 point)

But certainly not 2...♖d1†?? 3.♘e1+–; nor 2...♕c1†?? 3.♕e1!+–.

After 2...♖exe4! Black has an easy win: 3.♖xg5 ♖d1†–+ or 3.♘xd4 ♕c1†–+. Also leading to victory and earning 1 point is 2...♖dxe4–+.

## Ex. 3-2

**N.N. – Schlosser**

**1...♗xg3!**

(1 point)

**2.♕xe8†**

2.♖xf6 loses to 2...♖d1†.

**2...♔h7!**

(1 point)

2...♖xe8 3.♖xf6 gxf6 4.hxg3 is not so convincing.

**3.♔g1**

Or 3.♖cc1 ♕h4 4.h3 ♖xe8–+.

**3...♗f2†**

Also good is 3...♗xh2† 4.♔xh2 ♕e5†–+.

**4.♖xf2 ♖d1† 5.♖f1 ♕xf1#**

## Ex. 3-3

Variation from the game

**A.Yusupov – E.Torre**

Yerevan Olympiad 1996

**1.♖a8!+–**

(1 point)

**1...♖xa8 2.♕d8† ♖xd8 3.♖xd8#**

## Ex. 3-4

**E.Geller – P.Ostojic**

Belgrade 1969

**1...♕e4!–+**

(1 point)

White resigned. If White takes the queen with 2.♕xe4, he unpins the rook on f7 and makes possible the back rank mate by 2...♖f1†.

2.♖e3 ♕xe6 3.♖xe6 also leads to mate after 3...♖f1†; while if 2.♕c8†, then simply 2...♖f8–+.

## Ex. 3-5

**N.N. – N.N.**

**1...♗a4! 2.♕xa4 ♕b5!**

(1 point)

**3.♕xb5**

Or 3.♕b3 ♕f1#.

**3...♖d1†–+**

**0–1**

## Ex. 3-6

**German – Walter**

1926

**1...♕c2!!–+**

(1 point)

White resigned, because of 2.♗f4 ♕xc1†! 3.♕xc1 ♖e1† 4.♕xe1 ♖xe1#.

(1 extra point for this variation)

## Ex. 3-7

**Aiks – Flad**

1960

**1...♖gc8!–+**

(1 point)

White resigned, in view of 2.♖f1 ♕xa1 3.♖xa1 ♖c1†–+.

# Solutions

### Ex. 3-8

**Gragger – Dorn**

1958

**1.♘e7†!**

1.♕g5 g6 is not so good

**1...♖xe7 2.♕xf6!+–**

(1 point)

Black resigned, on account of:

a) 2...♘g6 3.♕xe7 (or 3.♖d8† ♖e8 4.♕xc6+–) 3...♘xe7 4.♖d8†+–

b) 2...♕xf6 3.♖d8† ♖e8 4.♖xe8#

### Ex. 3-9

**S.Nedeljkovic – G.Szilagyi**

Budapest 1957

**1...♘xd4 2.cxd4 f2†!**

(1 point)

**3.♔h1**

Or 3.♖xf2 ♖c1†–+.

**3...♖c1!–+**

**0–1**

### Ex. 3-10

**Bukne – Andersen**

1961

**1.♘d8!+–**

(1 point)

The threats are ♖e8# and ♘xb7. Black could not fend off this double attack and resigned.

### Ex. 3-11

**Betner – Patteson**

1958

**1.♕xe7!**

1.♗a3 is not so good, because of 1...♕d4†.

**1...♕d4†**

1...♗h3!? 2.♕e4!+–

(1 extra point for this variation)

**2.♗e3! ♕xa1 3.♕xf8†!**

(1 point)

Black resigned, due to 3....♔xf8 4.♗c5† ♔g8 5.♖e8#.

### Ex. 3-12

**R.Teschner – L.Portisch**

Monte Carlo 1969

In the game Black played 1...♕a6? but White still had a defence after 2.♘g3!∞. The correct move would have been:

**1...♕f2!!**

(1 point)

**2.♘g3 ♕e1†–+**

# Scoring

Maximum number of points is **16**

**14** points and above ➤ **Excellent**
**12** points and above ➤ **Good**
**9** points ➤ **Pass mark**

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

# CHAPTER 4

# General opening principles

## Contents

- ✓ The most important principles in the opening
- ✓ Rapid development
- ✓ The struggle for the centre
- ✓ The struggle against your opponent's ideas
- ✓ Establishing the pawn structure
- ✓ The transition to the middlegame
- ✓ The initiative
- ✓ Goals in the opening

In this chapter we shall examine the most important principles of opening play. Let us first remind ourselves (cf. *Build Up Your Chess with Artur Yusupov 1 – The Fundamentals:*, Chapter 3) of three basic principles of opening play:

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

The second principle is **the struggle for the centre.**

The third principle is **the struggle against your opponent's ideas,** to make it difficult for him to develop and to prevent him from achieving control of the centre.

### M.Botvinnik – L.Schmid

Leipzig Olympiad 1960

**1.d4 c5 2.d5 d6 3.e4 g6 4.♘f3 ♗g7 5.♗e2 ♘f6 6.♘c3 ♘a6**

**Diagram 4-1** ▼

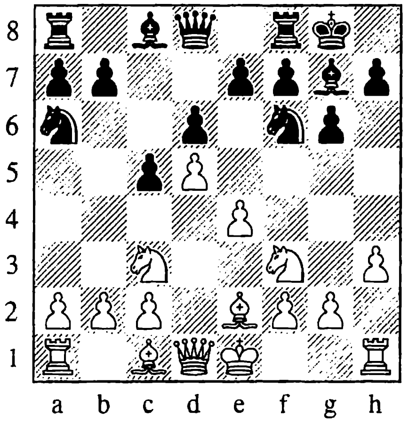


**Diagram 4-1**

Black intends ...♘c7, followed by ...a6 and ...b5.

After 6...0–0 White should also castle; he must not play 7.h3? in order to prevent the move ♗g4.

Black exploits the time wasted by his opponent by means of a typical pseudo-sacrifice: 7...b5! 8.♗xb5 ♘xe4 9.♘xe4 ♕a5†∓.

**7.0–0 ♘c7 8.a4 a6**

The alternative is 8...0–0.

**9.♘d2! (Δ♘c4) 9...♗d7 10.♘c4! b5**

**Diagram 4-2** △

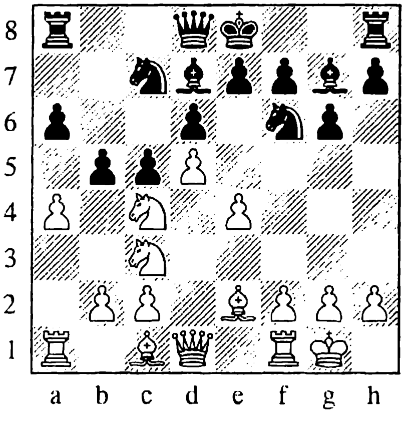


**Diagram 4-2**

At first glance, Black has achieved a lot. If White retreats, Black will continue with b5-b4 and drive the white knight to a worse position. Black's attack on the queenside is well justified positionally: he wants to seize control of the centre. But he is one tempo short: his king is still in the centre...

**11.e5!**

Botvinnik opens the game in the centre, in order to exploit the endangered position of Black's king.

**11...dxe5**

After 11...bxc4 12.exf6 ♗xf6 (see *The Fundamentals:1*, Ex. 3-8), there follows 13.♗h6! with an attack.

**12.axb5! axb5?**

12...♘xb5 would be better, although even then White retains the initiative after 13.♘xe5.

**13.♖xa8 ♕xa8 14.♘xe5 b4**

14...♘cxd5 would not be good, due to 15.♘xd7 ♔xd7 16.♘xb5+–.

**Diagram 4-3**

**15.d6!!**

Once more Botvinnik counters in the centre. This is how to treat an attack on the flank!

**15...bxc3**

If 15...exd6 16.♕xd6 bxc3, then 17.♗f3! (17.♕xc7 0–0 18.♘xd7 ♘xd7 19.b3± is not so clear) 17...♕c8 (17...♕a6 loses after 18.♘c6+–) 18.♘xd7 ♘xd7 19.♗g5!+– (Botvinnik).

**16.dxc7 ♕c8 17.♗f4!**

**Diagram 4-4**

The pawn on c7 will be stronger than the b2-pawn. Firstly, White can offer it better support and secondly it is attacking the centrally placed black king.

**17...cxb2**

After 17...♕xc7 comes 18.♘xg6+–.

**18.♘xd7 ♘xd7**

18...♕xd7 loses to 19.♗b5!+–.

**19.♗b5 (Δ♕xd7†!) 19...♗d4□ 20.c3!+– e5**

If 20...♗xc3, then 21.♕xd7† ♕xd7 22.c8♕#.

**21.cxd4 exf4 22.♗xd7†**

The simplest way to the win.

**22...♕xd7**

Or 22...♔xd7 23.dxc5† ♔xc7 24.♕d6† ♔b7 25.♕b6† ♔a8 26.♕xb2+–.

**Diagram 4-5**

**23.♕e2†**

An even better line would be 23.♕a4! ♔e7 (or 23...♕xa4 24.c8♕† ♔e7 25.♖e1†!+–) 24.♖e1† ♔d6 25.dxc5† ♔xc7 26.♕a7† ♔c6 27.♕b6† ♔d5 28.♖d1†+–.

**23...♔f8 24.♕e5+– ♔g8 25.♖b1!**

The simplest.

**25...f6 26.♕xc5 ♔g7 27.♖xb2 ♖e8 28.♖b1 f3 29.gxf3 ♕h3 30.♕c6**

**1–0**

**Diagram 4-3** △

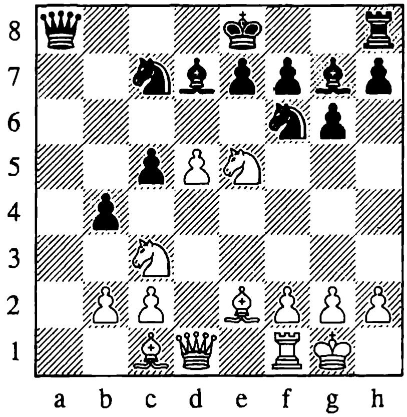


**Diagram 4-4** ▼

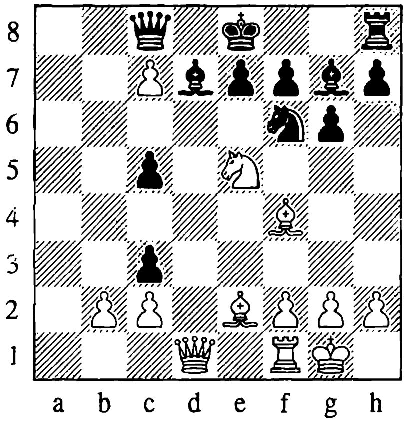
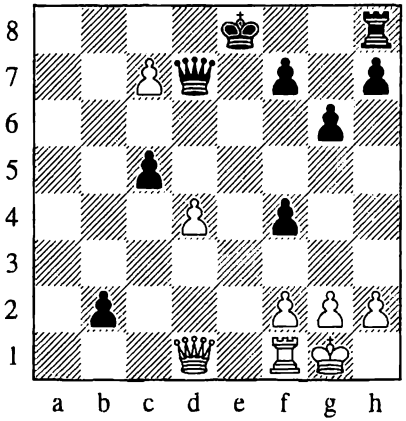


**Diagram 4-5** △



We can now add three more points to our rules for the opening. We must think about **what play will be like in the middlegame**. Masters do not simply bring their pieces into play and then start to wonder what they intend to do with the said pieces. After a few moves they will already be working out a **plan for the approaching middlegame**. If, for example, you want to mount a queenside attack in the middlegame, you should be taking this into account as you develop the rest of your pieces and make your pawn moves.

A second important consideration is **the establishing of the pawn structure**. Achieving a sound pawn structure is very important. The future course of the game often depends on the pawn structure. You should avoid unnecessary weaknesses (e.g. doubled pawns or backward pawns). However, every single situation needs to be evaluated in specific terms: perhaps you will obtain sufficient compensation for the weaknesses (open files, a lead in development, a strong point, etc.).

The players (especially those with the white pieces) should be trying to seize the initiative. **Having the initiative is an advantage!**

It is often possible to sacrifice one or sometimes even two pawns for the initiative.

## R.Nezhmetdinov – Piotrowkij

USSR 1940

**1.e4 c6 2.♘f3 d5 3.♘c3 ♗g4 4.h3 ♗xf3 5.♕xf3 e6 6.d4 ♘f6 7.♗d3**

**Diagram 4-6** ▼

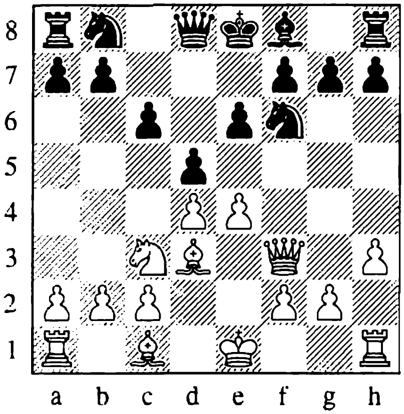


**Diagram 4-6**

'White sacrifices a central pawn in order to gain a tempo by attacking the queen and to use the file that has been opened for attacking purposes.' (Y.Neishtadt)

**7...dxe4 8.♘xe4 ♕xd4**

8...♘xe4 9.♕xe4 ♘d7 10.c3 ♘f6 11.♕e2 ♗d6= is a simple alternative for Black.

**9.♗e3 ♕xb2?**

'Too greedy. Black should content himself with a single pawn...' (Y.Neishtadt)

Black loses even more time and opens another file for the opposing rooks. One good alternative would be 9...♗b4† 10.♔e2 ♕d8∞. Also possible is 9...♕d8 10.0–0–0 ♘bd7⩱.

**10.0–0 ♘xe4 11.♗xe4**

11.♕xe4!? (intending ♖ab1) would also be interesting.

**11...♕f6 12.♕g3!**

The threat is ♕c7.

**12...♕d8**

If 12...♘a6, then 13.♖ab1 ♕e7 14.♕f3 with the threat of ♖xb7.

**13.♖fd1**

White develops with tempo and secures a powerful lead in development.

**13...♕c8 14.♖ab1 ♘d7 15.♗g5**

Another good move would be 15.♗d4!?.

**15...♘f6?!**

Instead, Black should try 15...h6!? 16.♗f4 ♘f6 17.♗f3, although White retains the initiative.

**16.♗xf6 gxf6 17.♕f3!**

After 17.♕c3 ♗g7 18.♖xb7 (18.♕b4 f5), there follows 18...0–0!⩲.

**17...f5?**

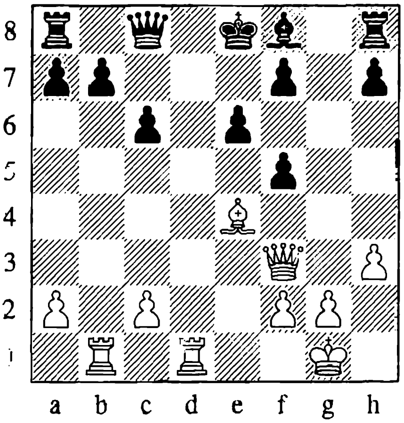
**Diagram 4-7**

A tactical oversight in a difficult position. 17...♗g7 was necessary, preparing to castle. After 18.♖xb7! 0–0 19.♖dd7!± White starts an attack on the f7-square.

**18.♖xb7!!+–**

Black resigned, on account of the variation 18...♗e7 (18...fxe4 19.♕xf7#) 19.♗xc6† ♔f8 20.♖dd7+–.

**Diagram 4-7** △



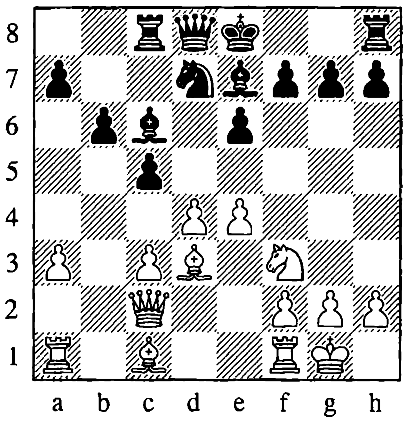
**White's opening goal** can be described as follows: in the shortest possible time he must bring into play the maximum number of pieces, seize the centre, establish a healthy pawn structure, provoke weaknesses in his opponent's camp and take over the initiative.

**Black's opening goal** is: develop his pieces rapidly, fend off threats from his opponent, without weakening his own pawn structure, keep a firm eye on the central squares and fight for the initiative.

If your opponent makes a mistake in the opening, you must exploit it with the greatest possible energy. In the test which follows, you must try either to punish your opponent for mistakes in the opening or simply find the best continuation for yourself.

# Exercises

**➤Ex. 4-1◄** ★ △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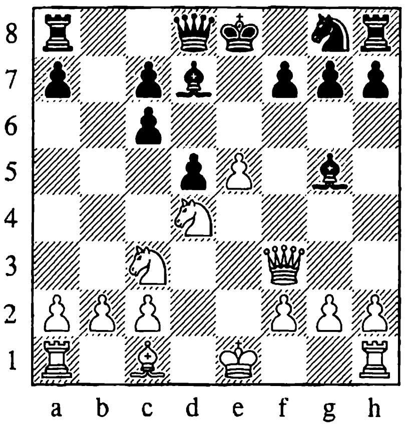
**➤Ex. 4-2◄** ★ △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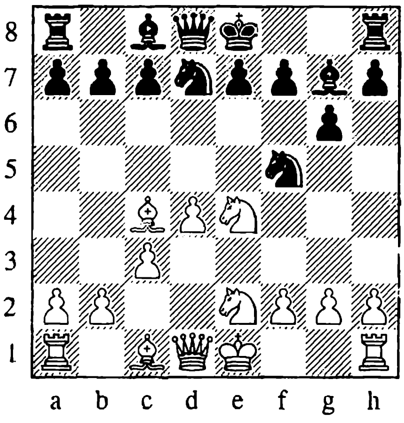
**➤Ex. 4-3◄** ★ △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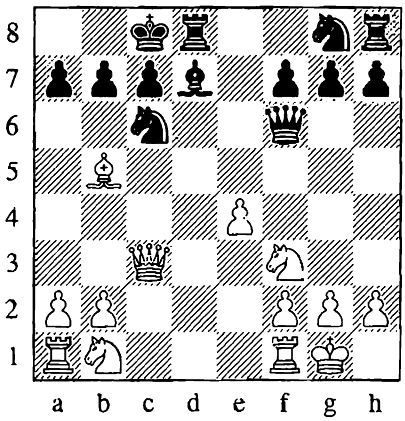
**➤Ex. 4-4◄** ★★★ △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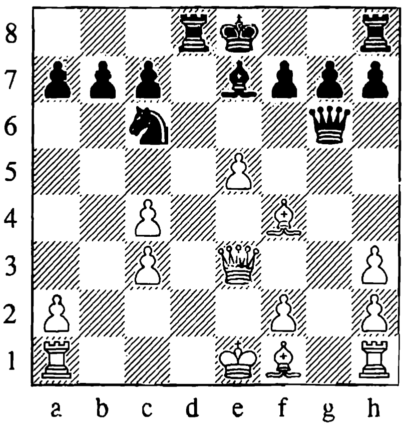
**➤Ex. 4-5◄** ★ ▼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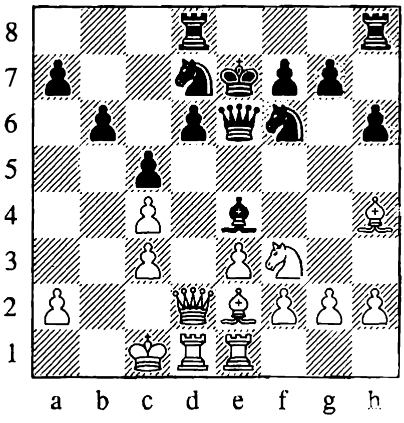
**➤Ex. 4-6◄** ★★ △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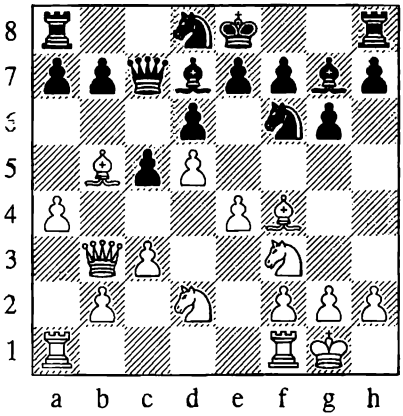
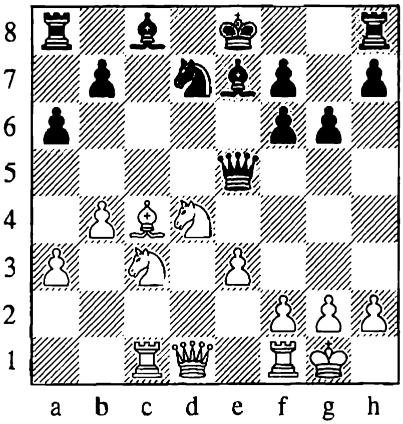
a b c d e f g h

# Exercises

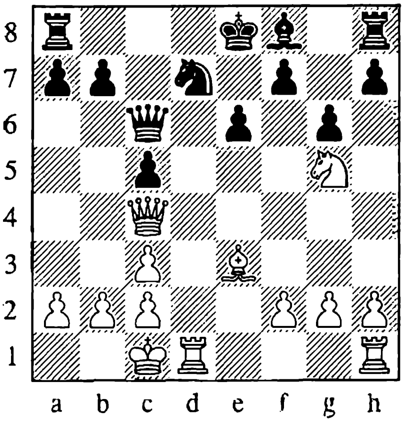
➤Ex. 4-7◀ ★ △



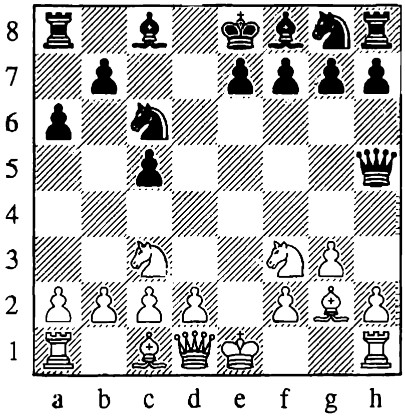
➤Ex. 4-8◀ ★★ △



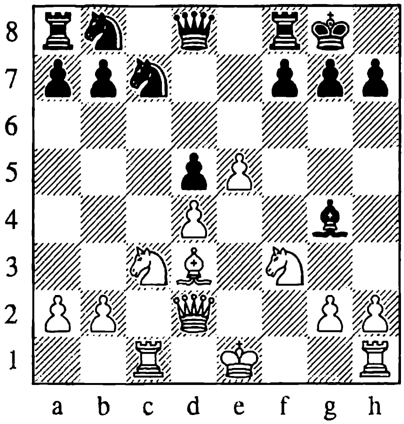
➤Ex. 4-9◀ ★★★ △



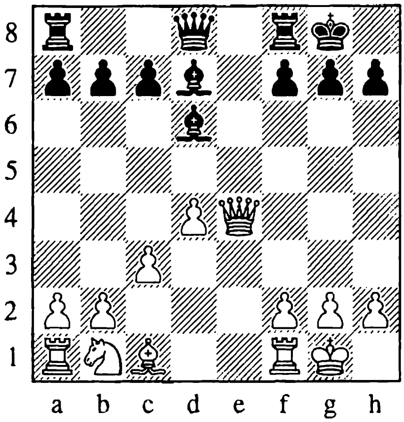
➤Ex. 4-10◀ ★★ △



➤Ex. 4-11◀ ★★ △



➤Ex. 4-12◀ ★★ ▼



# Solutions

## Ex. 4-1

**A.Yusupov – J.Campos Moreno**

Lucerne Olympiad 1982

**1.♗a6!**

(1 point)

But not 1.d5 exd5 2.exd5 ♗xd5 3.♗xh7?, in view of 3...♗xf3 4.gxf3 g6–+.

**1...0–0**

If 1...♖c7, then 2.♗f4+–. While after 1...♖a8 there follows simply 2.♖d1±, threatening d5.

**2.♗xc8 ♕xc8 3.♖e1 cxd4 4.cxd4 ♘f6 5.♗g5+–**

**1–0**

## Ex. 4-2

**Filip – Hruskova-Belska**

Prague 1954

1.e4 e5 2.♘f3 ♘c6 3.♗b5 d6 4.d4 exd4 5.♘xd4 ♗d7 6.♗xc6 bxc6 7.♘c3 ♗e7 8.♕f3 ♗g5? 9.e5 d5?

**Diagram Ex. 4-2**

**10.e6!+–**

(1 point)

Black resigned, since he is losing a piece: 10...♗xe6 (10...fxe6 11.♕h5†+–; 10...♕e7 11.♗xg5+–) 11.♘xe6 fxe6 12.♕h5†+–.

## Ex. 4-3

**Stepite – Zelina**

Riga 1984

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕d8 4.d4 g6 5.♗c4 ♘h6?! 6.♘ge2 ♘f5 7.♘e4 ♗g7 8.c3 ♘d7?? (8...♘d6; 8...0–0)

**Diagram Ex. 4-3**

**9.♗xf7†! ♔xf7 10.♘g5†**

(1 point)

10.♕b3† is not so good, due to 10...♔e8 11.♘g5 ♘f6.

**10...♔f6**

10...♔g8 11.♕b3†+–; 10...♔e8 11.♘e6+–.

**11.♕b3!+–** (Δ♕e6#, ♕f7#, ♘e4#)

**1–0**

## Ex. 4-4

**A.Yusupov – K.Shirazi**

Lone Pine 1981

**1.♕e3!**

(3 points)

The black king is not safe. White can attack it, but he first has to develop his pieces. he is preparing ♘c3.

1.e5 (1 point) is not so strong, due to ♕g6=. Also only 1 point for the developing move 1.♖d1, since it allows the exchange of queens. For 1.♕c5, on the other hand, you get 2 points.

**1...♔b8**

After 1...♕xb2?! there comes 2.♘c3 (also promising is 2.♗xc6! ♗xc6! 3.♕xa7 with an attack) 2...♕a3 3.♗xc6!? (or 3.♖ab1 ♘ge7 4.♖b3 ♕a5 5.♗c4) 3...♗xc6 4.♘e5 ♗c8 5.♖fd1 ♖xd1† 6.♖xd1 and White has a strong attack.

**2.♘c3 ♕h6?!**

It would be better to play 2...♘ge7± at once.

**3.♕c5 ♘ge7 4.♘d5 ♕d6**

After 4...♘c8!? comes 5.♖ac1 or, even better, 5.♘e5!.

**5.♕xd6 cxd6 6.♘xe7 ♘xe7 7.♗xd7 ♖xd7 8.♖ad1±**

## Ex. 4-5

**P.Nikolic – A.Yusupov**

Hastings 1989

**1...♘b4!**

(1 point)

1...♗c5 is not so good, in view of 2.♕xc5! ♕e4† 3.♕e3 ♕xh1 4.f3 and the black queen on h1 is shut in.

Nor is 1...♗a3 so strong, due to 2.♗e2 ♗b2 3.♖d1 ♖xd1† 4.♗xd1∓.

**2.cxb4**

After 2.♖c1 there follows simply 2...♘c2†.

**2...♗xb4† 3.♔e2 ♗d2 4.♕g3**

4.♕f3 loses to 4...♕c2! 5.♕b3 ♕e4†–+.

**4...♕e4† 5.♗e3 ♕xc4† 6.♔f3 ♕c6† 7.♔e2 ♗xe3 8.fxe3**

Or 8.♗g2 ♕c2† 9.♔xe3 ♖d3†–+.

**8...♕xh1 9.♕xg7 ♖f8 10.♖c1 ♖d7!–+**

**0–1**

### Ex. 4-6

**A.Yusupov – E.Lobron**

Garmisch-Partenkirchen (rapid) 1994

**1.♘d4!**

(2 points)

1.g4 is not so good, because of 1...♘e5.

The black king is still in the middle and White can exploit this.

**1...cxd4 2.exd4 g5?**

Better is 2...♔f8 3.f3 (or 3.♗d3!? g5 4.♗g3 with an initiative) 3...♗b7 4.♗d3 ♘e5±.

**3.♗g3 ♔f8 4.f3± d5? 5.cxd5 ♕xd5 6.fxe4 ♘xe4 7.♗f3 ♘df6? 8.♕c2+–**

And Black resigned; after 8...♖e8 comes 9.♗e5+–.

### Ex. 4-7

**G.Kamsky – V.Anand**

Sanghi Nagar, Candidates (rapid) 1994

**1.e5!**

(1 point)

**1...♘h5**

If 1...dxe5, then 2.♘xe5 ♕c8 3.♘e4!+–.

**2.exd6 exd6 3.♖fe1† ♔f8 4.♗xd7 ♕xd7 5.♕b5!**

Black resigned. After 5...♕xb5 there follows 6.♗xd6† ♔g8 7.axb5+–.

### Ex. 4-8

**T.Petrosian – V.Korchnoi**

Curacao, Candidates 1962

**1.f4!**

(2 points)

1.♗xf7† ♔xf7 2.♕b3† ♔g7 3.♘e6† ♔h6 is not so clear. This idea works better if the opposing queen is first driven away from the centre.

1 point for the move 1.♘f3.

**1...♕b8**

If 1...♕xe3†, then 2.♔h1+– and White's multiple threats include 3.♖f3, 3.♘d5 and 3.♖e1.

**2.♗xf7†!**

2.♘d5 ♗d6± is not so strong.

**2...♔xf7 3.♕b3† ♔e8**

After 3...♔g7 comes 4.♘e6† ♔h6 5.♖f3+– (I.Horowitz).

**4.♘d5 ♗d6**

Or 4...♗d8 5.♘e6 b5 6.♘dc7† ♔e7 7.♘d4+–.

**5.♘e6 b5 6.♘dc7† ♔e7 7.♘d4!+– ♔f8**

After 7...♗xc7 comes 8.♘c6†+–. While if 7...♕xc7, then 8.♖xc7 ♗xc7 9.♕e6† ♔f8 10.♕c6 ♖a7 11.♘e6†+– (I.Horowitz, A.Suetin).

**8.♘xa8**

Black resigned, in view of the variation 8...♕xa8 9.♕e6 ♕b8 10.♘c6 ♕c7 11.♘e7+–.

### Ex. 4-9

**J.Rosito – M.Dorin**

Pena City 1996

**1.♖xd7!**

(2 points)

1.♕f4!? f6 2.♖xd7! (2 points) is not bad (2.♘e4 e5 3.♕f3± is not so strong; 2.♘xe6? ♕xe6 3.♗xc5 ♗xc5 4.♖he1 would be wrong, due to 4...♘e5–+) 2...♕xd7 3.♕xf6 ♗g7 4.♕xe6† ♕xe6 5.♘xe6±.

1.♖he1 is too slow; after 1...♗g7 (or 1...♗e7±) 2.♗f4 0–0, the sacrifice 3.♘xe6?? fails to 3...♘b6!∓.

White has an advantage in development and must play energetically and attack at once.

**1...♕xd7**

After 1...b5 comes 2.♕f4 ♕xd7 3.♖d1 ♕b7 (3...♕e7 4.♘e4+–) 4.♕e5 ♖g8 5.♘xe6!+–.

**2.♖d1 ♕c6**

# Solutions

Or 2...♕c7 3.♕a4† ♕c6 4.♕f4 and continues as in the game.

**3.♕f4!**

(1 point)

**3...f5 4.♕e5 ♖g8 5.♕f6 ♖g7 6.♘xe6+–**

**1–0**

## Ex. 4-10

### M.Dvoretsky – I.Polovodin

USSR Team Ch, Moscow 1979

1.e4 c5 2.♘f3 a6 3.g3?! d5 4.exd5 ♕xd5 5.♘c3 ♕h5! 6.♗g2 (6.d4 ♗g4!? 7.♗e2 cxd4 8.♘xd4 ♗xe2=; 6.♗e2!? ♗g4 7.h3 ♘c6 8.♔f1! Δ♔g2) 6...♘c6

**Diagram Ex. 4-10**

**7.0–0?**

This natural developing move allows Black to put his idea into action.

The correct move here would be 7.h3!.

(2 points)

For the move 7.d3 you get 1 point.

**7...♗g4!**

Threatening ♘d4.

**8.♖e1 ♘d4 9.♖e3 ♘f6∓**

But not 9...0–0–0? because of 10.h3! ♗xh3 11.♘xd4 ♕xd1† 12.♘xd1 ♗xg2 13.♘e6! fxe6 14.♔xg2∞ (Dvoretsky).

## Ex. 4-11

### D.Bronstein – A.Yusupov

Moscow 1981

**1.♘g5!±**

(2 points)

1.0–0 is not so dangerous (only 1 point) due to 1...♘e6±.

The strong move played in the game puts Black under pressure.

**1...f5□**

After 1...h6? there follows 2.♘h7! ♖e8 3.0–0 (3.♘f6†? ♕xf6!) 3...♘c6 4.♘f6† gxf6 5.exf6+–.

If 1...g6, then 2.♕f4±.

**2.h3**

2.exf6? ♕xf6 3.♘xh7 would not be clear, in view of either 3...♖e8† or 3...♕h4†.

But 2.0–0! would be a very strong continuation. After 2...h6 comes 3.♘xd5!! ♘xd5 4.♘e6 ♕e7 5.♘xf8 ♔xf8 6.h3 (or 6.♖c8†+–) 6...♗h5 7.♖xf5†+–.

**2...♗h5 3.0–0 ♗g6□**

If 3...h6, then 4.♘xd5!! ♘xd5 5.♘e6+–.

**4.♘b5! ♘ba6□**

After 4...♘xb5? there comes 5.♘e6! ♕b6 6.♘xf8 ♕xd4† 7.♔h1 ♔xf8 8.♕g5! ♕xd3 9.♕d8† ♔f7 10.e6† ♔xe6 11.♖fe1†+–.

**5.♘d6±**

## Ex. 4-12

### P.Enders – A.Yusupov

Bundesliga 1995

1.e4 e5 2.♘f3 ♘f6 3.d4 ♘xe4 4.♗d3 d5 5.♘xe5 ♘d7 6.♘xd7 ♗xd7 7.0-0 ♗e7 8.c3 0-0 9.♕c2 ♗d6 10.♗xe4 dxe4 11.♕xe4

**Diagram Ex. 4-12**

**11...♗b5!**

(2 points)

This is even stronger than 11...♗c6=∞, 11...♕f6 or 11...♖e8 (1 point for all these active moves).

**12.c4**

White loses after 12.♖d1 ♖e8 13.♕xb7 (13.♕c2 ♕h4 14.h3 ♖e2 gives Black a strong attack), on account of 13...♗e2! 14.♖e1 ♗a6! 15.♖xe8† ♕xe8 16.♕xa6 ♕e1† 17.♕f1 ♗xh2†–+.

Clearly bad is 12.♖e1?? ♖e8–+.

**12...♗xc4∓ 13.♖e1 ♗d5! 14.♕d3 ♕h4 15.h3 ♖ae8 16.♖d1?! ♗e4 17.♕c4 ♗f3!–+**

**0–1**

# Solutions

## Scoring

Maximum number of points is **21**

| | | |
|---|---|---|
| **18** | points and above | **Excellent** |
| **15** | points and above | **Good** |
| **11** | points | **Pass mark** |

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

# CHAPTER 5

## Contents

- ✓ The double attack
- ✓ The double attack in the opening
- ✓ The double attack on the king and another piece
- ✓ Combinations involving a double attack
- ✓ Various forms of the double attack

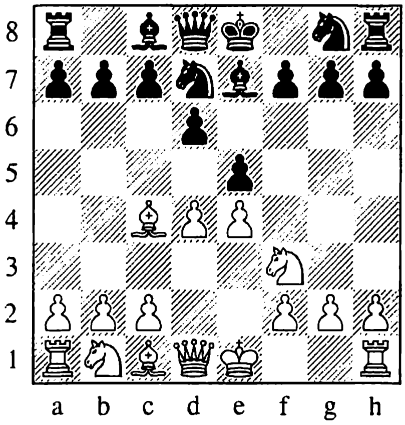
## The double attack

*A move which attacks one or more opposing pieces is called a double attack.*

A double attack is a very important and effective tactic. It often leads immediately to a gain of material, since the opponent cannot meet both threats successfully at the same time.

Even in the first few opening moves there is sometimes the possibility of a double attack.

**Diagram 5-1** △



### Opening variation

**1.e4 e5 2.♘f3 d6 3.d4 ♘d7 4.♗c4 ♗e7?**

**Diagram 5-1**

An opening mistake which has serious consequences! Better is 4...c6.

**5.dxe5 ♘xe5**

Or 5...dxe5 6.♕d5!+– and the weakness of f7 tells.

**6.♘xe5 dxe5 7.♕h5+–**

And Black cannot simultaneously defend the pawns on f7 and e5.

A double attack is particularly effective when one of the pieces being attacked is the king.

**Diagram 5-2** △

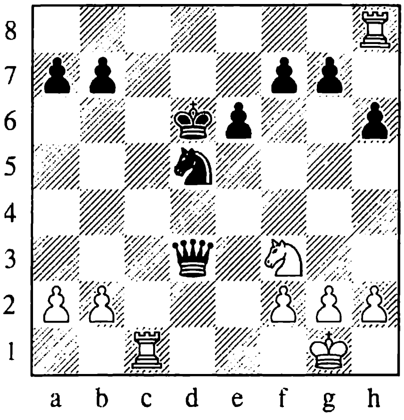


**Diagram 5-2**

### S.Mohr – L.Sieiro Gonzalez

Belfort 1988

**1.♖d8† ♔e7 2.♖d7†!!+– ♔e8**

After 2...♔f6 comes 3.♖xf7† ♔xf7 (or 3...♔g6) 4.♘e5†+–. If 2...♔xd7, then 3.♘e5†+–.

**3.♘e5!**

An original double attack: White attacks the queen and there is at the same time the threat of ♖c8# Black resigned.

### Diagram 5-3

**N.Ioseliani – V.Hort**

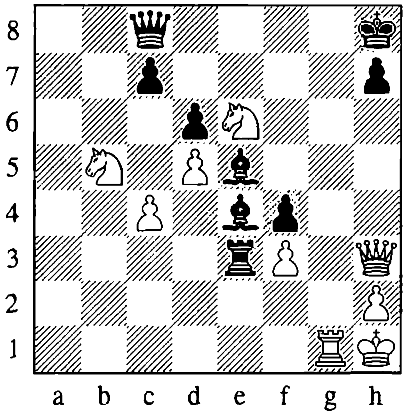
Prague 1995

**1.♘g5!!**

Black resigned, because he had no defence against the three threats: ♘f7#, ♕xc8† and ♘xe4.

If 1...♗xf3†, then 2.♕xf3 ♖xf3 3.♘f7#. After 1...♕xh3 comes 2.♘f7#.

**Diagram 5-3** △



A double attack is often an important part of a complicated combination.

### Diagram 5-4

**B.Gelfand – M.Adams**

Wijk aan Zee 2002

**1...♖xf2!**

This little combination, in the style of Capablanca, decides the game.

**2.♖xf2 ♘f4 3.♕g3 ♗xf2† 4.♔xf2**

4.♕xf2?? is even worse, because of 4...♘xh3†.

**4...♘xd3†**

Double attack.

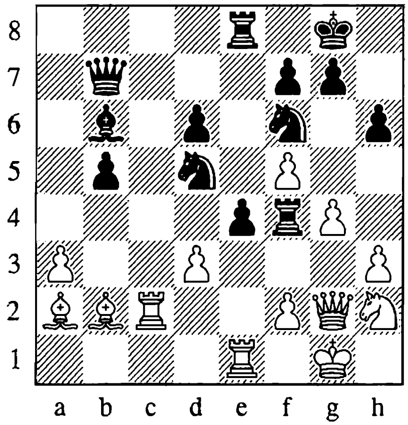
**5.♔f1 ♘xb2 6.h4**

Black has a material and a positional advantage. If 6.♕xd6, then 6...♘d3.

**6...♕d7 7.♔g2 ♘d3 8.♖f1 e3 9.g5 hxg5 10.hxg5 ♘h5–+**

**0–1**

**Diagram 5-4** ▼



### Diagram 5-5

**I.Kan – G.Levenfish**

USSR Ch, Tbilisi 1937

It is very hard to spot a combinational motif here. But Black loses his bishop!

**1.♘xd4! ♖xd4 2.♗e2! ♖xd1**

If 2...♕xe4, then 3.♗f3!+–.

**3.♕xd1 ♕g5**

Once more 3...♕xe4 is followed by 4.♗f3!+–.

**4.h4! ♕f6 5.e5! ♕g6 6.♕d7!**

With a double attack on the two bishops.

**6...♗xg2 7.♔xg2 ♗xh4 8.♕d3+–**

**Diagram 5-5** △

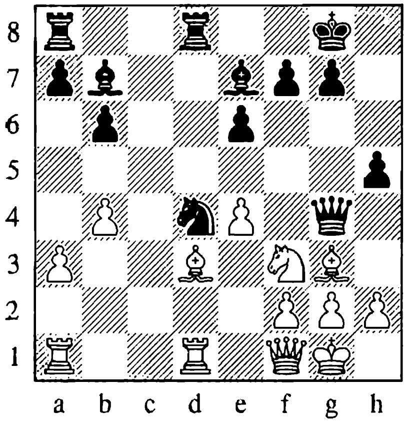
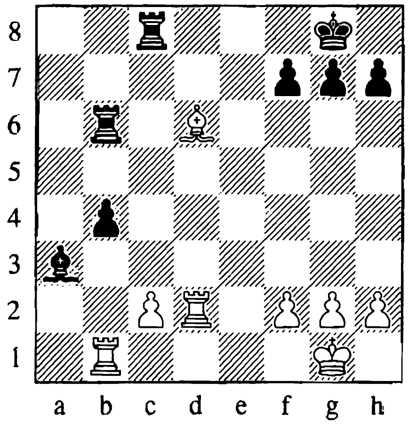


Diagram 5-6 ▼



### Diagram 5-6

**R.Wade – V.Ciocaltea**

Bucharest 1968

**1...♖xd6!**

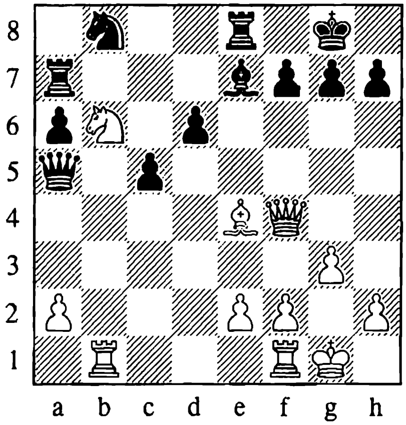
1...♖d8 is not so good, due to 2.♗f4=.

**2.♖xd6 b3**

The discovered attack produces a double attack on the rook and the c2-pawn. White resigned, since after, for example, 3.♖d3 bxc2, there will be another type of double attack: the rook on b1 is hanging and there is the threat of c1♕†.

Double attacks are very easy to overlook. Here are two interesting examples.

Diagram 5-7 △



### Diagram 5-7

**G.Kasparov – G.Ligterink**

Malta Olympiad 1980

**1.♘c8!!**

A subtle double attack.

**1...♘c6**

After 1...♖xc8 there follows a fresh double attack on c8 and h7: 2.♕f5+–.

1...♖c7 would be no better, in view of 2.♖xb8 ♗f8 3.♘xd6!? (3.♖fb1 also wins) 3...♖xb8 4.♘c4+–.

**2.♘xa7**

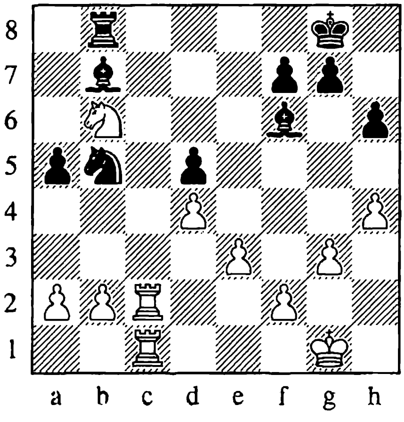
Nothing is achieved by 2.♗xc6? due to 2...♖xc8.

**2...♘xa7 3.♗d5**

Black resigned. It was possible to play on with 3...♖f8 (3...♗f6 loses to 4.♖b7) 4.♖b7 ♘c8+–, but Black's position is still lost.

White could even have played the better 3.♕f5! g6 4.♕d7+– and a new double attack decides the game!

Diagram 5-8 ▼



### Diagram 5-8

**A.Vyzmanavin – A.Yusupov**

Moscow (rapid) 1995

Black is worse. Now he misses a good practical chance.

**1...♗d8?**

Instead he should play 1...♗xd4!. After the stereotyped move 2.exd4? White loses the exchange to 2...♘xd4=! Work it out for yourself!

The correct reply would be 2.♘d7! ♖d8 3.♘c5 ♗a8 (or 3...♗xc5 4.♖xc5±) 4.a4 ♗xc5 5.♖xc5 ♘d6 6.♖xa5±.

**2.♘d7?**

After this Black was able to turn the game around. White overlooked a decisive combination here: 2.♘xd5! ♗xd5 3.♖c8+–.

It is useful to extend the concept of the *double attack* somewhat. **It can also be called a double attack even if a direct attack is not yet happening, but if the threat of one is being set up.**

### Diagram 5-9

Variation from the game

**A.Karpov – R.Hübner**

Montreal 1979

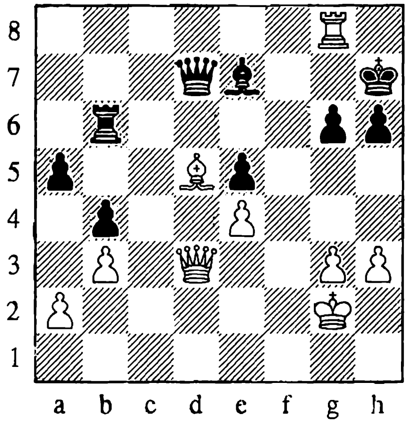
**1.♕e3!**

White is attacking the rook on b6 and also threatening ♖h8†.

After 1.♖xg6!? Black cannot capture the rook (1...♔xg6 2.♗f7†+–; 1...♖xg6 2.♗g8†+–), but he could still fight on with 1...♖d6±.

**2...♗d8 3.♖h8†! ♔xh8 4.♕xh6† ♕h7 5.♕f8†+–**

Diagram 5-9 △



### Diagram 5-10

**S.Ganguly – A.Morozevich**

Hyderabad 2002

**1.♖xc6! ♗xc6 2.♕c1!**

White attacks the c6-bishop and also threatens ♘xh5† followed by ♕g5†.

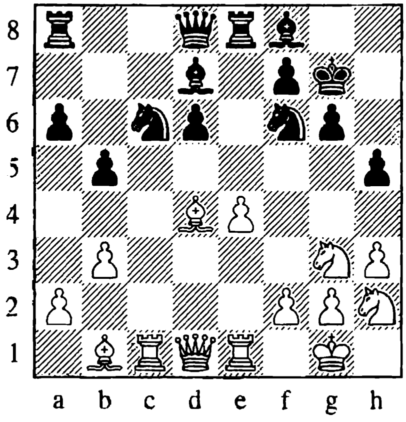
**2...♔g8**

If 2...♗d7, then 3.♘xh5†! gxh5 4.♕g5† ♔h7 5.♗xf6 ♕c7 6.e5†+–.

**3.♕xc6+–**

White has a decisive material advantage.

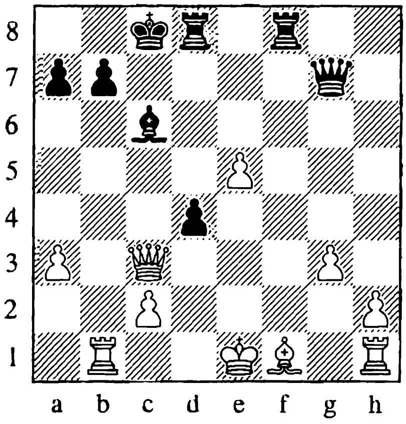
Diagram 5-10 △



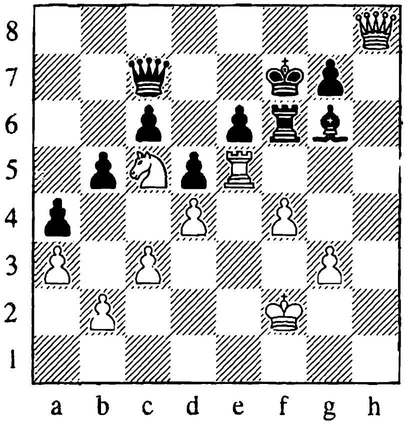
In the test positions which follow, look for solutions in which a double attack plays a decisive role.

# Exercises

➤Ex. 5-1◀ ★ △


8 7 6 5 4 3 2 1
a b c d e f g h

➤Ex. 5-2◀ ★ △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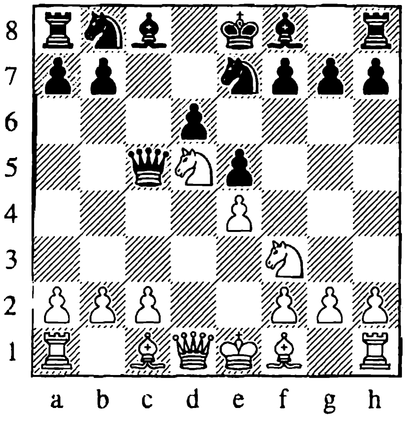
a b c d e f g h

➤Ex. 5-3◀ ★ △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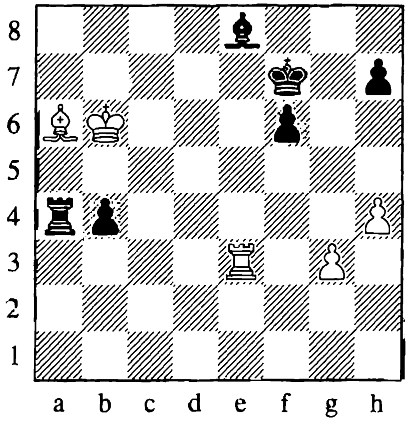
a b c d e f g h

➤Ex. 5-4◀ ★ △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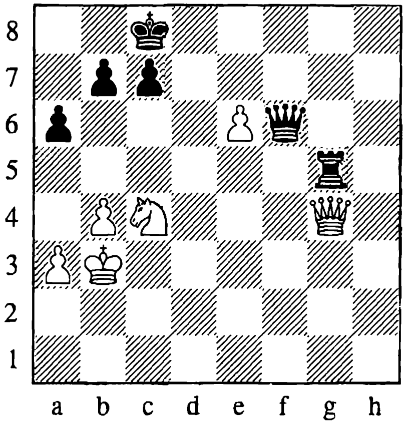
➤Ex. 5-5◀ ★ △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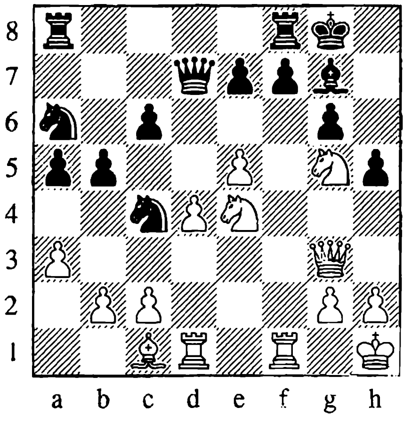
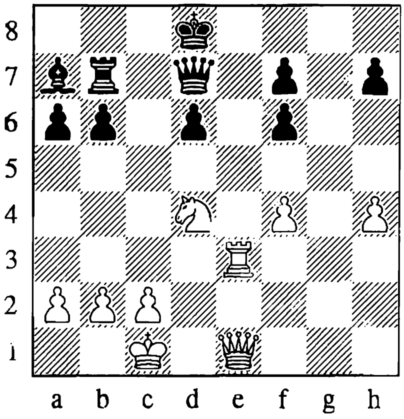
a b c d e f g h

➤Ex. 5-6◀ ★ △

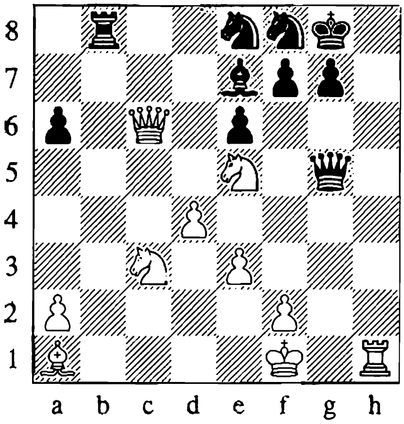

8 7 6 5 4 3 2 1
a b c d e f g h

# Exercises

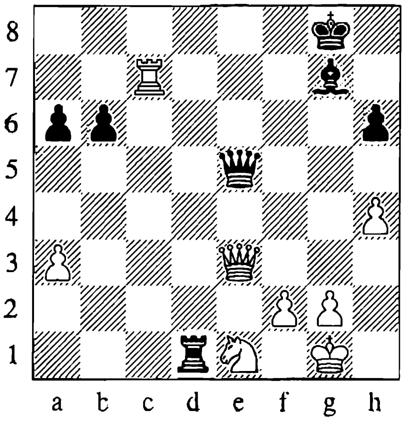
➤Ex. 5-7◀ ★ △



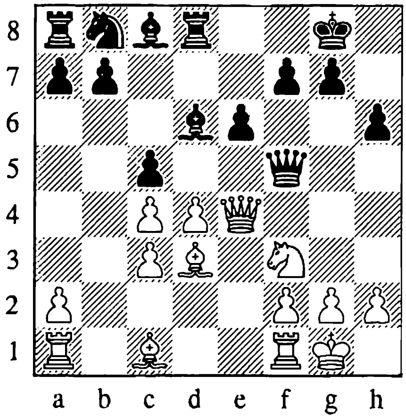
➤Ex. 5-8◀ ★ △



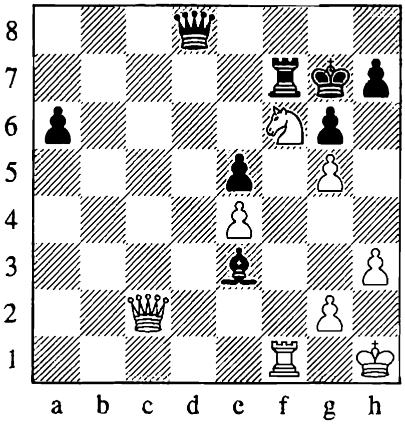
➤Ex. 5-9◀ ★ △



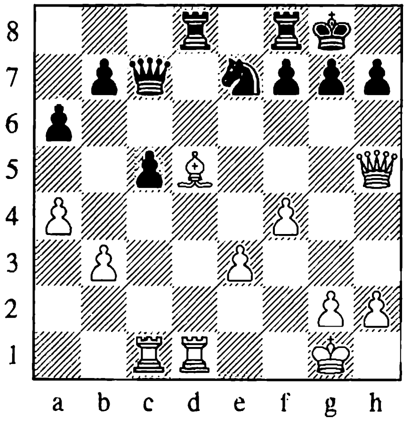
➤Ex. 5-10◀ ★ △



➤Ex. 5-11◀ ★★ △



➤Ex. 5-12◀ ★★ △



# Solutions

### Ex. 5-1

**N.Ninov – K.Berovski**

Bulgarian Ch 1995

**1.♕xc6†!!**

And Black resigned at once. After 2...bxc6 comes 2.♗a6† ♔d7 3.♖b7†+–.

(1 point)

### Ex. 5-2

**Wiener – Gode**

1990

**1.♖xe6!**

The threat is 2.♕e8#.

**1...♖xe6 2.♕xg7†! ♔xg7 3.♘xe6†+–**

(1 point)

Double attack.

**1–0**

### Ex. 5-3

**F.Kraus – Costin**

Switzerland 1938

**1.b4!+– ♕c6 2.♗b5!**

(1 point)

**2...♕xb5 3.♘c7†**

Double attack.

**1–0**

### Ex. 5-4

**Komke – Mai Thi Thann**

Berlin 1931

**1.♗c4†!**

But not the immediate 1.♖xe8?? because of 1...♖xa6†!–+.

**1...♔f8 2.♖xe8† ♔xe8 3.♗b5†**

(1 point)

Double attack.

**3...♔e7 4.♗xa4+–**

**1–0**

### Ex. 5-5

**Trueltsch – Heidenreich**

Wurzen 1935

**1.e7†! ♖xg4 2.e8♕† ♕d8 3.♕e6†! ♕d7**

3...♔b8 4.♕xg4+–

**4.♕xd7† ♔xd7 5.♘e5†**

(1 point)

Double attack.

**1–0**

### Ex. 5-6

**Strandstrem – Bardina**

Moscow 1964

**1.♘xf7!**

(1 point)

Just as good is first 1.b3 and only after 1...♘b6 the sacrifice on f7.

1.♖xf7 is also good, although Black can try 1...♗xe5. However, after 2.♕f3 White is clearly better. For these alternative solutions you also get 1 point.

**1...♖xf7 2.♖xf7 ♔xf7 3.e6†!+–**

Double attack.

**3...♕xe6**

Or 3...♔xe6 4.♕h3†+– with another double attack.

**4.♘g5†+–**

And yet another double attack!

**1–0**

### Ex. 5-7

**Neimanis – Martinson**

Correspondence 1990

**1.♖e7! ♕xe7 2.♘c6†+–**

(1 point)

### Ex. 5-8

**L.Portisch – J.Hickl**

Jakarta 1996

**1.♖h8†! ♔xh8 2.♘xf7†+–**

(1 point)

# Solutions

### Ex. 5-9

**K.Spraggett – J.Speelman**

Taxco 1985

**1.♖xg7†!**

(1 point)

Black resigned, in view of 1...♕xg7 (1...♔xg7 2.♕xe5†+–) 2.♕b3†+– with a double attack.

The immediate 1.♕b3† would not be so strong, due to 1...♕d5.

### Ex. 5-10

**M.Dvoretsky – K.Langeweg**

Wijk aan Zee 1976

**1.♕h4!**

(1 point)

Double attack.

**1...♕f6**

If 1...♕xd3, then 2.♕xd8†+–.

**2.♕xf6 gxf6 3.♗xh6+–**

### Ex. 5-11

**A.Yusupov – Kovchan**

Moscow 2003

**1.♕b3!**

(1 point)

Double attack on the ♖f7 and the ♗e3.

**1...♗f4**

After 1...♗xg5 comes 2.♘h5†+–.

**2.g3!**

(1 point)

**2...♗xg5 3.♘h5†!+– gxh5 4.♕xf7† ♔h8 5.♕xh5 ♗f6 6.♕f7 ♗g7 7.♕e6 ♕a8 8.♔h2 h6 9.♕g6 ♕c8 10.h4 ♔g8 11.♖f2 a5 12.♕f7†**

**1–0**

### Ex. 5-12

**W.Uhlmann – A.Hennings**

East German Ch, Weimar 1968

In the game White played 1.♗f3. Instead he could have forced the win:

**1.♖xc5!!**

(1 point)

**1...♕xc5 2.♗xf7† ♔h8!**

2...♖xf7? 3.♖xd8†+–

**3.♕xc5**

But not 3.♖xd8?? ♕xe3†.

**3...♖xd1† 4.♔f2 ♖xf7 5.♕h5!**

(1 point for this variation)

A decisive double attack.

**5...♖d2† 6.♔e1 g6 7.♕e5†+–**

# Scoring

Maximum number of points is **14**

**12** points and above ➤ **Excellent**
**10** points and above ➤ **Good**
**8** points ➤ **Pass mark**

*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

# CHAPTER 6

## Contents

- ✓ Characteristics of the bishop
- ✓ The good bishop
- ✓ The bad bishop
- ✓ Knight against bishop – some guidelines

# Good and bad bishops

In some chess books the theme 'Good and bad bishops' is treated only in conjunction with the pawn structure. But we shall interpret this theme in a somewhat broader fashion.

The bishop is a special piece, it can only access squares of one colour.

*We call a bishop which operates on light squares a light-squared bishop; its colleague is the dark-squared bishop.*

In a game of chess the pieces have a job to do. A passive piece, which also has no prospects of playing an effective role in the game, is a bad piece.

### The good bishop

The bishop is good if **it has points to attack**, or if it controls important squares or diagonals. This is the case when:

1) **most of your pawns are properly posted** (on squares which are not of the same colour as that of the bishop) so that they do not restrict its mobility;

2) **the bishop is outside of your pawn chain** and able to play an active role.

### The bad bishop

The bishop is bad if:

1) **most of your pawns are badly posted** (on squares of the same colour as the bishop) and the bishop is inside your pawn chain;

2) **your opponent's pawns limit the mobility of your bishop to a great degree.**

We shall now explain these definitions with the help of some specific examples.

**Diagram 6-1** △

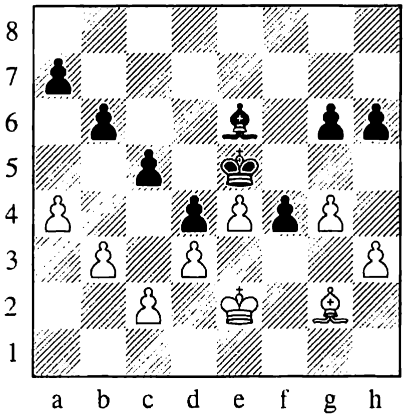


**Diagram 6-1**

**S.Khalilbeili – G.Ravinsky**

Kishinev 1951

All the white pawns are badly placed. On the other hand, almost all the black pawns are correctly posted. It is clear that White has a bad and Black a good bishop. This advantage is even clearer in a pure bishop ending, because the other pieces are no longer involved.

**1.♔f3 ♗d7 2.♗f1 ♗c6! 3.♗e2**

Black now has to find a way to open up the position in order to attack the white pawns.

3.h4 g5 would not improve the white position.

**3...c4! 4.♗d1**

4.dxc4 ♗xe4†–+ or 4.bxc4 ♗xa4–+ would be hopeless.

**4...c3**

Even simpler would be 4...cxb3! 5.cxb3 a5! 6.♔f2 g5 7.♔f3 ♗d7 8.♔f2 ♗e6 9.♔f3 ♔d6 10.♔e2 ♔c5 11.♔e1 ♔b4 12.♔d2 ♗f7⊙ 13.♗c2 f3! 14.♗d1 f2 15.♔e2 ♔c3 16.e5 f1♕† 17.♔xf1 ♔xd3 18.♔f2 ♔d2 19.♗f3 d3–+.

**5.♔f2 ♗d7 6.♔e2 a5 7.♔f3 ♗c6 8.♗e2 ♗d7 9.♗d1 ♗e8 10.♗e2 ♗f7**

The threat is now ♗xb3!.

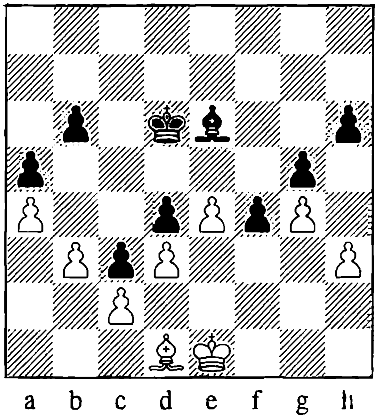
**11.♗d1 ♗g8 12.♔f2 ♗f7 13.♔f3 g5 14.♔f2 ♗e6 15.♔e2 ♔d6**

With the threat ♔c5-b4-a3-b2.

**16.♔e1**

**Diagram 6-2**

**Diagram 6-2** ▼



**16...f3!**

Black deflects the opposing king away from the c1-square. If 16...♔c5, then 17.♗f3 ♔b4 18.♔d1 ♔a3 19.♔c1.

**17.♔f2**

Or 17.♗xf3 ♔e5 18.♗d1 ♔f4 19.♔f2 ♗f7 and White is in zugzwang and must get out of the way of the opposing king: 20.♔e2 (if 20.♗e2, then 20...♗xb3–+) 20...♔g3 21.♔e1 ♗e6 22.♔e2 ♔xh3–+.

**17...♔c5 18.♔xf3 ♔b4 19.♔e2**

After 19.e5 there follows 19...♗d5†! 20.♔f2 ♔c5 21.♔e1 (21.♗f3 ♗xb3–+) 21...♔c6 22.♔f2 ♔d7–+.

**19...♔a3 20.♔e1 ♔b2 21.♔f2 ♔c1 22.♔e1 ♗f7⊙ 23.e5**

Or 23.♔e2 h5! 24.♔e1 hxg4 25.hxg4 ♗e6⊙.

**23...♗d5 24.♔e2 ♗e6 25.♔e1 ♗f7 26.♔e2 h5! 27.e6 ♗xe6 28.gxh5 ♗xh3 29.h6 ♗f5 30.♔e1 ♗h7**

White resigned, in view of 31.♗f3 (or 31.♔e2 g4 32.♔e1 g3–+) 31...♔xc2 32.♗c4 ♗xe4 33.dxe4 d3 34.h7 d2†–+.

### S.Flohr – T.Petrosian

USSR Ch, Moscow 1950

**1.♘f3 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.d4 0–0 6.♗e2 e5 7.0–0 ♘bd7 8.d5 ♘c5 9.♘d2 a5 10.♕c2**

**Diagram 6-3** ▼

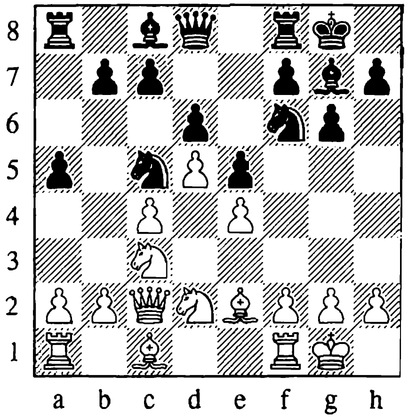


**Diagram 6-3**

**10...♗h6!**

The dark-squared bishop is inside the pawn chain and so it is a bad bishop! Its counterpart, the bishop on c1, is on the other hand a good bishop. This exchange is very typical of the King's Indian Defence.

**11.♘b3 ♗xc1 12.♖axc1 ♘fd7 13.♖cd1 ♘xb3 14.♕xb3 ♘c5 15.♕c2 f5 16.exf5 ♗xf5 17.♕c1 g5!?**

Black positions his pawns correctly. He now has a better bishop than his opponent and a slight positional advantage. However, the game later ended in a draw.

**Diagram 6-4** ▼

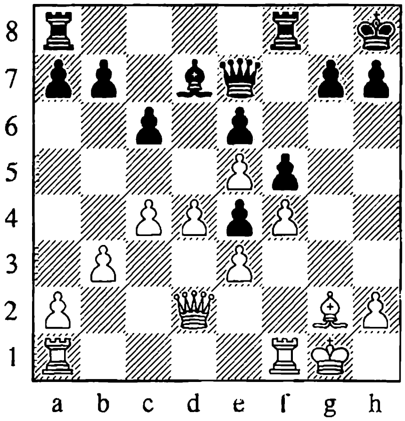


**Diagram 6-4**

### J.Yrjola – A.Yusupov

Mendoza 1985

Who has the better bishop?

The white bishop on g2 is not doing any work. It is completely blocked in by the black pawn chain e4-f5-e6. This bishop is bad.

At first glance its counterpart on d7 looks worse, because it is blocked in by its own pawns. But this bishop has some prospects. If Black manages to position the bishop on h5, outside of his pawn chain, it will support the attack on the kingside.

For that reason the black bishop is potentially stronger than the white one.

**1...♗e8! 2.b4**

After 2.d5 comes 2...exd5 3.cxd5 cxd5 4.♕xd5 ♖d8, followed by 5...♖d3∓.

**2...♖d8 3.♖ab1?!**

White looks for counterplay on the queenside and prepares 4.b5, but 3.a4!? might be a better way to do this.

**3...g5!**

Black opens the g-file for the attack.

**4.b5 gxf4 5.♖xf4 cxb5 6.cxb5 ♖g8∓ 7.b6?! ♗h5!**

**Diagram 6-5**

Now compare the two bishops! Black is already threatening 8...♗f3.

**8.♖f2 axb6 9.♖xb6 ♗f3 10.♔f1 ♕c7 11.♖b4 ♕c6 12.♖b2 f4! 13.♔g1**

13.exf4 loses to 13...♖xg2 14.♖xg2 ♗xg2† 15.♕xg2 ♕c1†–+.

**13...♗xg2! 14.♖xg2 f3**

Black has a decisive advantage. His f-pawn has become too strong.

**15.♖g3 ♖xg3† 16.hxg3 ♖g8 17.♖c2! ♕b5**

17...♕e8?! would not be so good, due to 18.♕h2!⇄.

**18.♔f2**

After 18.♖b2!? comes 18...♕a4!, with the idea 19.♔f2 ♕e8.

**18...♕d7**

Even better would be 18...♕e8 19.♕e1 ♕h5 20.♕g1 ♕h3–+, followed by h5-h4.

**19.♕c1 ♕g7 20.♕g1 ♕h6! 21.♖c7?**

21.g4 ♕h4† 22.♕g3∓ would be a tougher defence.

**21...♖a8! 22.♖c2 ♖a3–+** (Xe3)

**0–1**

**Diagram 6-5** △

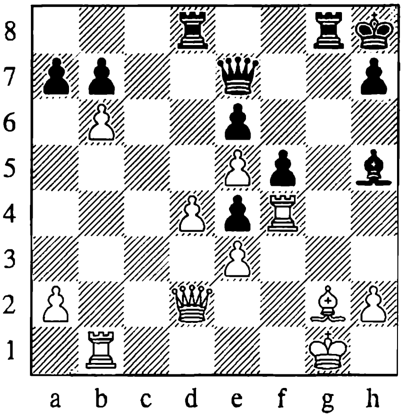
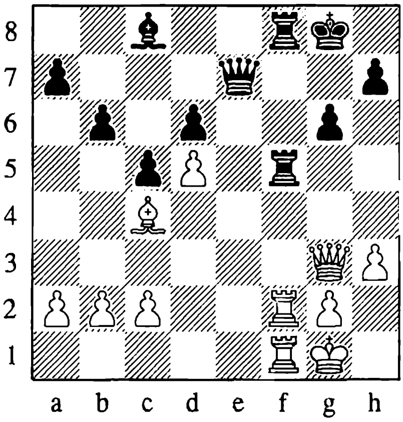


**Diagram 6-6**

**A.Tsvetkov – V.Smyslov**

Moscow 1947

**Diagram 6-6** ▼



'The fixed pawn on d5 means that the white bishop is worse than the black.' (M.Euwe)

**1...♖xf2 2.♖xf2 ♕e1† 3.♗f1 ♖xf2 4.♕xf2 ♕e5!**

'Here Black could achieve a pure bishop ending, but his advantage is too small for it to be enough to win the game: 4...♕xf2† 5.♔xf2 ♔f7 6.♔e3 ♔f6 7.g3 ♔e5 8.c4 ♗f5 9.h4 and White can hold his own.' (M.Euwe)

**5.♕e2 ♕d4†**

Of course not 5...♕xd5?? due to 6.♕e8†+–.

**6.♔h2 ♔f8 7.c4?**

'Such moves should only ever be made if nothing else is possible.' (M.Euwe)

7.♕f3† ♔g7 8.c3 ♕e5† 9.♔g1 ♗b7 10.♗c4 would be better (M.Euwe) and then 10...b5 11.♗xb5 ♗xd5 12.♕g4 ♗xa2 13.♕d7† ♔h6 14.♕xa7 ♕c3†

(14...♗d5 15.♕a4!) 15.♔h2 ♕f4† 16.♔g1 ♕c1† 17.♔h2 ♕xb2 18.♕e7!⇄.

**7...♗f5**

**Diagram 6-7** △

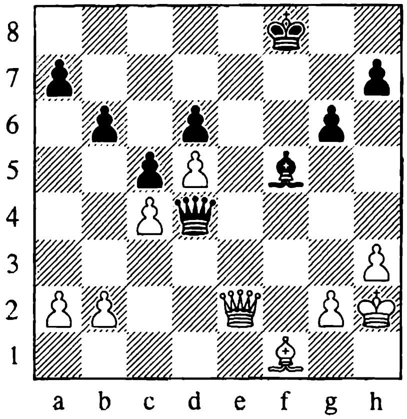


**Diagram 6-7**

**8.g4?**

'Yet another pawn on the wrong colour of square! Better is 8.g3 and then h4. White then has the chance to hound the black bishop with offers of an exchange by ♗h3 or ♗g2.' (M.Euwe)

**8...♗b1 9.a3**

If 9.b3, then 9...♕e5† (also good is 9...♗e4∓) 10.♕xe5 dxe5 11.a3 a5! then ♗c2 winning a pawn.

**9...♗e4! 10.♔g3**

Or 10.♗g2 ♗d3 11.♕e6 ♕e5† 12.♕xe5 dxe5 13.b3 ♔e7∓.

**10...♕e5† 11.♔f2 ♕f4† 12.♔e1 ♔g7 13.♕d2 ♕e5 14.♕c3**

This makes Black's task easier. But 14.♕e3 g5! 15.♔d1 ♕d4† 16.♕xd4† cxd4 17.b4 ♔f6 is not really any better.

**14...♕xc3† 15.bxc3 g5!**

A typical move, which fixes the white pawns on the wrong squares.

**16.♔f2 ♔f6 17.♔e3 ♔e5 18.♗e2 ♗c2**

Nothing is achieved by 18...♗g2, on account of 19.♔f2 and Black cannot take the pawn on h3

**19.♔d2 ♗b1 20.♔e3 h6 21.♗f3 ♗c2 22.♗e2**

**Diagram 6-8** ▼

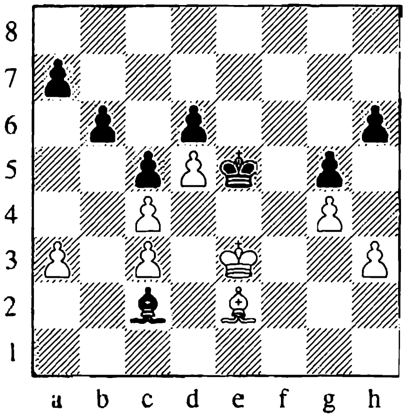


**Diagram 6-8**

**22...a6!**

It is often very useful not to put all your pawns on squares of the right colour! Here Black needs a breakthrough on the queenside.

**23.♔d2 ♗a4 24.♔e3 b5! 25.cxb5**

After 25.♗f1 comes 25...bxc4 26.♗xc4 ♗b5 27.♗b3 c4–+.

**25...axb5 26.♗f3 ♗b3 27.♗e2 ♗c4!**

Black wins the pawn ending!

**28.♗xc4 bxc4 29.a4 ♔xd5 30.a5 ♔c6 31.♔e4 d5† 32.♔e5 d4 33.cxd4 c3 34.d5† ♔d7 35.a6 c2 36.a7 c1♕ 37.a8♕ ♕f4#**

### Diagram 6-9

### M.Botvinnik – I.Kan

USSR Ch, Leningrad 1939

Let's compare the two bishops again! The black bishop is bad because it is blocked by the white pawns and cannot find anything to do. Its counterpart, which is outside of its own chain and on a secure central square, is having a powerful effect on the enemy position.

**1.♕a4 ♗d7 2.♕a7 ♗e8 3.♖b1 ♖d6 4.a4 ♔h7**

After 4...♕d8 comes 5.a5 bxa5 6.♖b8+–.

**5.a5! bxa5 6.♕xa5**

Of course not 6.♕xc5? a4⇄.

**6...♖a6 7.♕xc5 ♖a2 8.♕e3!**

This prevents ♕g5.

**8...♕a6 9.♖b8 ♕a4 10.♔h2 ♖a3**

After 10...♕c2 Botvinnik had prepared a nice combination: 11.♕g3 ♖a1 12.♖xe8 ♕d1 13.♕g6†!! fxg6 14.♗g8† ♔h8 15.♗f7† ♔h7 16.fxg6#.

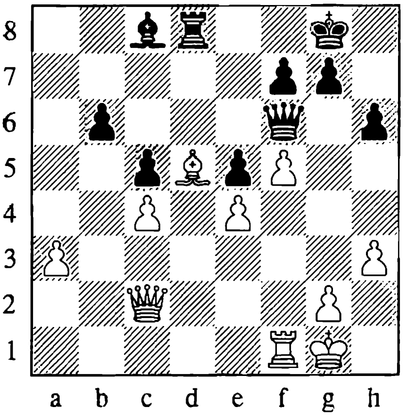
**11.♕c5 ♖a2 12.♖a8 ♕xa8**

Or 12...♕c2 13.♖xa2 ♕xa2 14.♕e7 ♕d2!? and now White wins with 15.♕xe5!+– (M.Euwe) rather than the careless 15.♕xe8? ♕f4† 16.♔g1 ♕e3† 17.♔f1 ♕c1† with perpetual check.

**13.♗xa8 ♖xa8 14.♕xe5 ♗c6 15.♕c7+–**

**1–0**

Diagram 6-9 △



It is often necessary to consider whether in the battle against a knight we have a good or a bad bishop.

But the theme of 'knight against bishop' will not be treated until later. What follows are simply the most important guidelines:

1) **The bishop is stronger in open positions and in play on both flanks.** For example, it can at the same time support its own passed pawn and struggle against an opposing passed pawn.

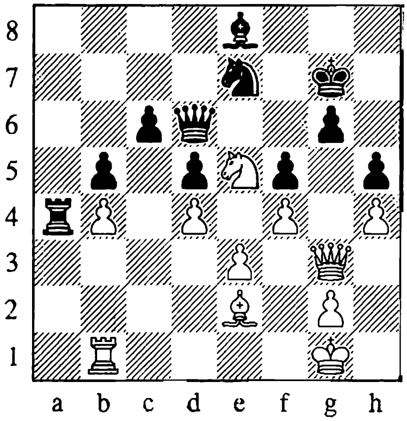
2) **The knight is better in closed positions, in play on a single flank** and in situations in which its opponent has some pawn weaknesses.

3) **The bishop** is like a sharpshooter, able to operate from a distance. All it needs are **open diagonals.**

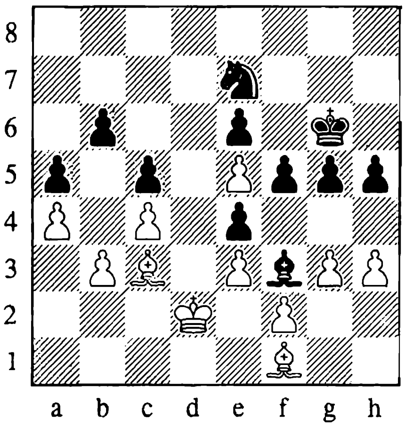
4) **The knight** is a hand to hand fighter. It needs to get closer to the enemy. For that it needs **secure outposts.**

# Exercises

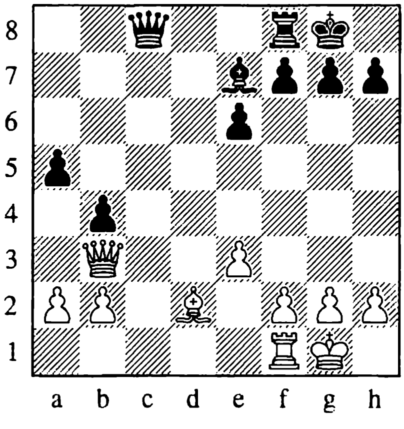
**➤Ex. 6-1◄** ★★★ △



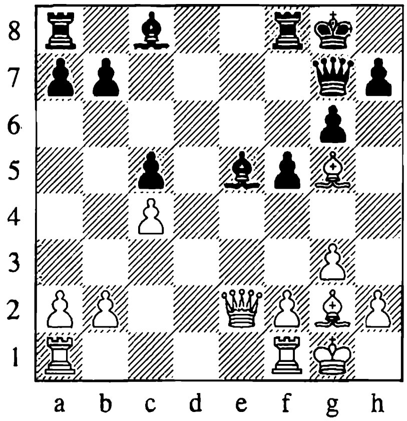
**➤Ex. 6-2◄** ★ ▼



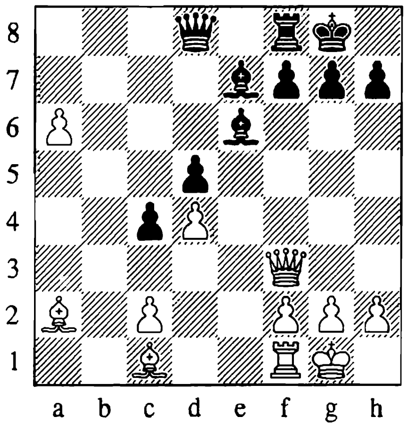
**➤Ex. 6-3◄** ★★ ▼



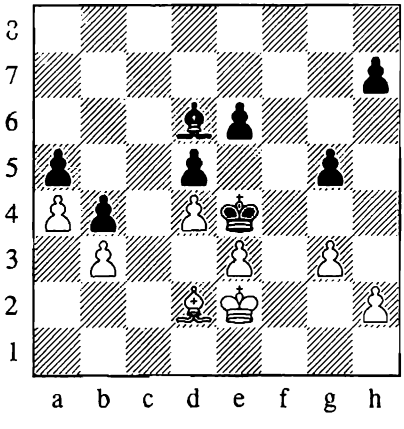
**➤Ex. 6-4◄** ★ △



**➤Ex. 6-5◄** ★★ ▼

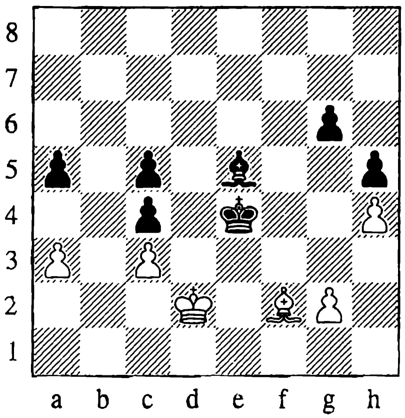


**➤Ex. 6-6◄** ★ ▼

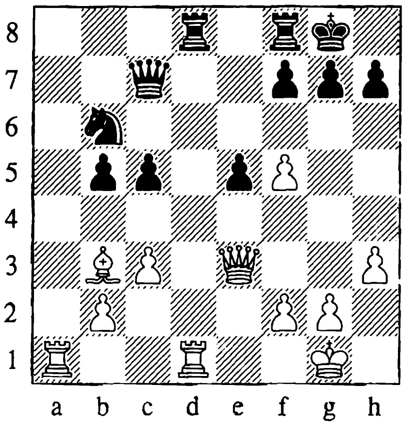


# Exercises

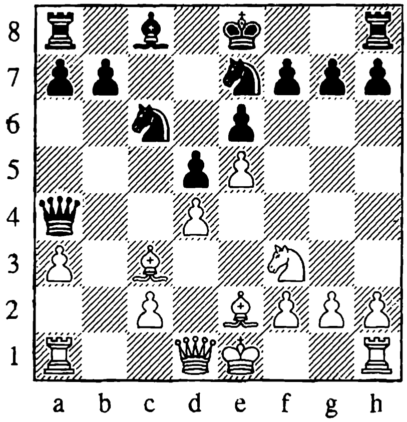
**➤Ex. 6-7⮜** ★ ▼



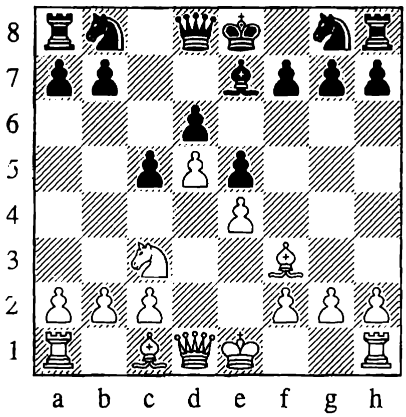
**➤Ex. 6-8⮜** ★ △



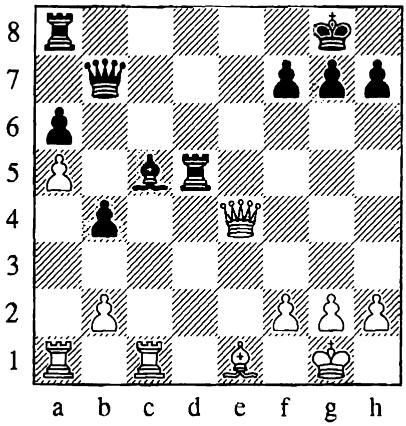
**➤Ex. 6-9⮜** ★ ▼



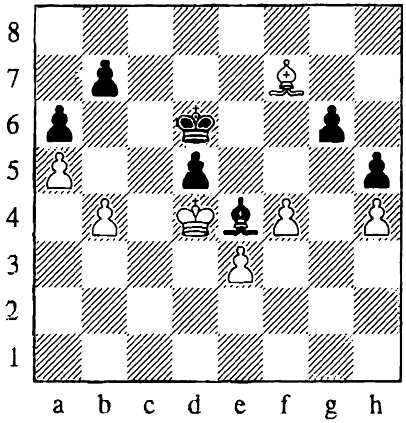
**➤Ex. 6-10⮜** ★ ▼



**➤Ex. 6-11⮜** ★★ ▼



**➤Ex. 6-12⮜** ★ △



# Solutions

### Ex. 6-1

**M.Taimanov – A.Kotov**

Zürich 1953

**1.♗d1!**

(1 point)

White sacrifices a pawn to obtain the only open file. Penetration by the rook will then decide the game, since the black pieces are passive and disorganized.

1.♗xh5 (1 point) is not so clear, after 1...♖xb4 2.♖c1± or 2.♖xb4 ♕xb4 3.♗xg6 ♗xg6 4.h5 ♕d6∞.

Only 1 consolation point for the passive moves 1.♕e1 or 1.♘d3.

**1...♖xb4 2.♖a1!**

(2 points)

**2...♘c8**

After 2...♗f7 comes 3.♖a7 ♖b1 4.♕g5! ♖xd1† 5.♔h2 ♔f8 6.♕h6†+–.

2...c5 would be somewhat better, but after 3.♖a8! ♖b1 (or 3...♗f7 4.♖a7! cxd4 5.♕g5!+–) 4.♖xe8 ♖xd1† 5.♔h2 ♖a1 6.♕g5 ♖a7 7.♖h8! ♘g8 8.♘xg6!+– White destroys the black defences.

**3.♖a8 ♕e6 4.♗xh5+– ♔f8 5.♗xg6 ♗xg6 6.♘xg6† ♔e8 7.♘e5 ♔d8 8.♕g7 ♖a4 9.♖b8 c5 10.♖b7**

**1–0**

### Ex. 6-2

**O.Renet – A.Yusupov**

Dubai Olympiad 1986

**1...f4!**

(1 point)

Black needs the f5-square in order to penetrate with his king and get closer to the weak h3-pawn.

**2.exf4 gxf4 3.gxf4 ♔f5–+ 4.♗e2**

Or 4.♔e3 ♘g6 (Xh3) 5.b4 axb4 6.♗xb4 cxb4 7.c5 bxc5 8.a5 ♘xf4 9.a6 ♘d5†–+.

**4...♗xe2 5.♔xe2 ♘g6 6.♔e3 ♘xf4 7.f3 exf3 8.♔xf3 ♘xh3 9.♔g3 ♘f4**

**0–1**

### Ex. 6-3

**T.Tylor – A.Alekhine**

Hastings 1936

**1...♕d7!∓**

(2 points)

1...♖d8!? (1 point) would be less precise, because of 2.♖c1! ♕a6 3.♗e1∓ and White has somewhat improved his position.

**2.♗c1**

After 2.♕c2 comes 2...♖c8–+. While 2.♖d1? is bad, due to 2...♖d8–+ with a terrible pin.

**2...a4 3.♕c2**

After 3.♕d1 comes 3...♕xd1 4.♖xd1 ♖c8∓.

**3...♖c8 4.♕e2 ♕d5 5.a3 b3–+ 6.e4 ♕c4 7.♕e1 ♕c2**

The bishop on c1 and the pawn on b2 are now the objects of the attack.

**8.f4 ♗c5† 9.♔h1 ♗d4 10.f5 ♗xb2 11.♗xb2 ♕xb2**

**0–1**

### Ex. 6-4

**S.Reshevsky – G.Shainswit**

USA Ch, New York 1938

**1.♗h6!**

(1 point)

White swaps off the good dark-square bishop on e5. That leaves Black with the bad light-squared c8-bishop against a very good bishop on g2.

**1...♕xh6 2.♕xe5+–**

White has a decisive positional advantage.

### Ex. 6-5

**R.Spielmann – S.Tarrasch**

San Sebastian 1912

**1...♕a5!**

(1 point)

**2.♗b1 c3!–+**

(another 1 point)

Now the light-squared bishop remains locked in on b1. 2...♕xa6 would not be so strong, due to 3.c3. The advantage to Black was enough for a well-deserved win.

### Ex. 6-6

**G.Hertneck – A.Yusupov**

Bundesliga 1996

**1...g4!–+**

(1 point)

A typical move, which fixes the opposing pawns on bad squares. 1...h5 would not be so good, since in the manoeuvring for zugzwang which will follow Black will need some reserve tempi.

**2.♗e1 ♗e7 3.♗f2 ♗g5 4.♗g1 ♗f6 5.♗f2 e5 6.dxe5 ♗xe5 7.♗e1 ♗c3–+**

White resigned, at the prospect of the variations:

a) 8.♗xc3 bxc3 9.b4 axb4 10.a5 b3 11.a6 b2 12.a7 b1♕ 13.a8♕ ♕d3†–+

b) 8.♗f2 h6! 9.♗g1 d4 10.exd4 ♗xd4 11.♗xd4 ♔xd4 12.♔d2 h5⊙–+

### Ex. 6-7

**R.Slobodjan – A.Yusupov**

German Ch, Altenkirchen 2001

**1...a4!**

(1 point)

Such moves should be made almost automatically! Black fixes the white a-pawn on the dark square, so he can attack it later with the bishop. 1...♗d6 would not be so good, due to 2.a4! and now the black a-pawn could become weak!

**2.♗e1**

If 2.♗xc5, then 2...♗f6 3.♗f2 ♗e7–+.

**2...♔f4 3.♔e2 ♔g4 4.♔e3**

White pins his hopes on a final trap.

**4...♗g3!–+**

Forcing the pawn ending.

**5.♗xg3**

Or 5.♗d2 ♗f4†–+.

**5...♔xg3 6.♔e4 ♔xg2–+**

But not 6...♔xh4?? in view of 7.♔f4 g5† 8.♔f3 g4† 9.♔f4 g3 10.♔f5 stalemate.

**0–1**

### Ex. 6-8

**A.Alekhine – K.Junge**

Poland 1942

**1.f6!**

(1 point)

Black wanted to play c4 to close the dangerous diagonal. Instead 1.♕g5 would not be so good, due to 1...h6.

**1...gxf6**

1...c4? loses after 2.♕g5+–.

**2.♕h6 f5**

If 2...c4, then 3.♗c2+–.

**3.♗xf7†!+–**

Another good line would be 3.♕g5†! ♔h8 4.♕f6† ♔g8 5.♖xd8 ♖xd8 6.♗xf7†+–.

**3...♕xf7**

Or 3...♔xf7 4.♕xh7†+–.

**4.♖xd8 ♘a4**

If 4...♖xd8, then 5.♕g5†+–.

**5.b3!**

Black resigned, in view of 5...♘xc3 (or 5...♖xd8 6.♕g5†+–) 6.♖aa8+–.

### Ex. 6-9

**L.Hazai – J.Nogueiras**

Szirak 1986

**1...b6!**

(1 point)

Preparing 2...♗a6, a typical idea in the French Defence. Black aims to exchange his bad light-squared bishop for an active white bishop.

**2.♕d3**

Or 2.0–0 ♗a6∓. White would do best to play 2.♕b1 ♗a6 3.♕b3 ♕xb3 4.cxb3 ♗xe2 5.♔xe2=.

**2...a5 3.0–0 ♗a6 4.♕d2 ♗xe2 5.♕xe2 ♕c4 6.♕d2 0–0 7.♖fb1 b5∓**

# Solutions

### Ex. 6-10

**A.Vyzmanavin – M.Dvoretsky**

Sverdlovsk 1987

**1...♗g5!?**

(1 point)

Once more Black swaps off his bad bishop. 1...♘a6 would not be so good: 2.0–0 ♘c7 3.a4 ♗g5 3.♗xg5 ♕xg5 4.♘b5±.

**2.♗xg5**

After 2.0–0 there follows 2...♘h6 3.g3 0–0 (or 3...♗xc1!?) 4.♗xg5 ♕xg5=.

**2...♕xg5 3.0–0**

After 3.a4 comes 3...♘h6 4.♖a3 0–0 5.♕d2 ♕e7=.

If 3.♘b5, then simply 3...♕e7

**3...♘h6 4.g3 0–0=**

Black plans to continue with f5.

### Ex. 6-11

Variation from the game

**A.Yusupov – J.Lautier**

Ubeda 1997

Black has a tactical blow ready here.

**1...♗xf2†!**

(1 point)

**2.♔xf2**

2.♗xf2 loses immediately, on account of 2...♖d1†–+.

**2...♖d2† 3.♔f3**

If 3.♔e3, then 3...♖e2†–+

**3...♖d3†**

(another 1 point)

**4.♔f4 g5† 5.♔f5 ♖d5† 6.♔f6 ♖d6† 7.♔f5 ♖f6†–+**

### Ex. 6-12

**L.Polugaevsky – H.Mecking**

Mar del Plata 1971

**1.f5!**

(1 point)

The decisive breakthrough. This is how White gets a passed pawn. All the black pawns are badly placed, namely on squares of the same colour as their bishop.

**1...♗xf5**

Or 1...gxf5 2.♗xh5+–.

**2.♗xd5 ♗c8 3.e4+– ♔e7 4.♔e5○ g5 5.hxg5 h4 6.g6 h3 7.g7 h2 8.g8♕ h1♕ 9.♕f7† ♔d8 10.♕f8†**

**1–0**

# Scoring

Maximum number of points is 17

**15** points and above ········► **Excellent**
**12** points and above ········► **Good**
**9** points ········► **Pass mark**

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

# CHAPTER 7

## Contents

- ✓ The basis for calculating variations
- ✓ Strengths and weaknesses of the human way of thinking
- ✓ Guidelines for calculating variations
  1) Calculating short lines accurately
  2) The opponent's candidate moves
  3) Active possibilities
  4) Returning to the search for candidate moves

# Candidate moves

The basis for the calculation of variations lies in the *candidate moves*. Before we actually calculate concrete variations, we first select some interesting possibilities. **This is how we choose candidate moves.**

Unlike the computer, which takes almost all possibilities into consideration, we limit ourselves to a few possibilities. That is the strength, but at the same time the main weakness of the human way of thinking: if the choice we make is much too small, we can miss the strongest continuation. As was correctly stated by Kotov: 'It is possible to calculate variations in depth accurately, but without having included the most important moves. If we thus exclude from our calculation of variations the best choices, then all the calculations we have made are a useless collection of individual moves and variations.'

To avoid this human failing, we need some guidelines for the calculation of variations.

1) **Accurately calculating over the short distance of the first few moves is more important than the capacity to calculate long variations.**

A mistake in these first moves is more dangerous than a mistake at the end of the variation.

**Diagram 7-1** ▼

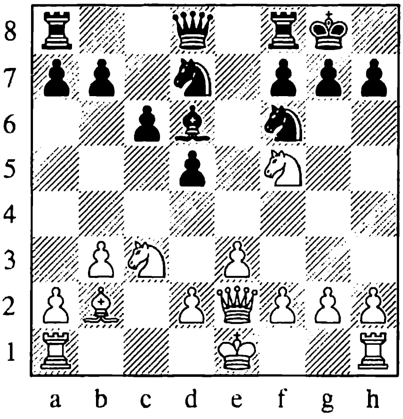


**Diagram 7-1**

**J.Hickl – A.Yusupov**

German Ch, Bremen 1998

**1...♗c5?**

Black wishes to retain his bishop, but he underestimates his opponent's next move. The correct move would be 1...♗e5!∓. I was afraid of 2.f4? but Black has a clear refutation: 2...♗xf4! 3.exf4 ♖e8 4.♘e3 d4∓.

**2.♘a4 ♗b4?**

Only after I had played this terrible move did I see my opponent's reply

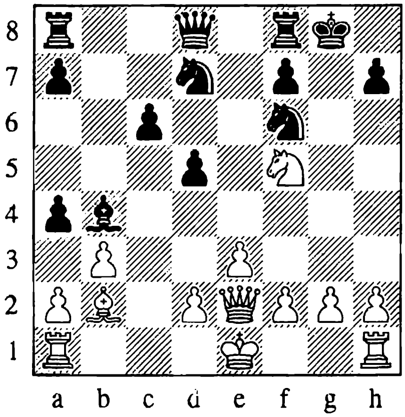
**3.♘xg7! b5!**

The most stubborn; 3...♔xg7 loses after 4.♕g4†+–.

**4.♘f5 bxa4**

4...d4!? would be better: 5.♘xd4 bxa4 6.♘xc6 ♕b6 7.♘xb4 ♕xb4 8.♕f3±.

Diagram 7-2 △



### Diagram 7-2

**5.♕h5!**

Threatening ♕g5†. Black was, of course, hoping for 5.♕g4†?? ♘xg4 6.♘h6† ♘xh6, but White finds the better move.

**5...♔h8 6.♕g4!** (X♗b4) **6...♗xd2† 7.♔xd2 ♖g8 8.♕xa4 ♖xg2 9.♔e2+–**

White has a decisive positional advantage. The a1-h8 diagonal cannot be protected.

**9...♕g8 10.♘g3! ♕g6 11.♖ac1 ♖e8 12.♕f4**

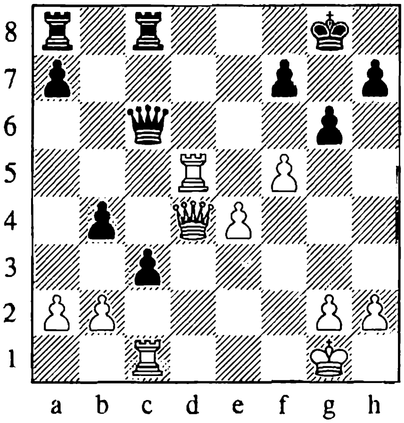
White doesn't allow his opponent any chance.

**12...c5 13.♔f1 ♖xg3 14.♗xf6† ♘xf6 15.hxg3 ♘e4 16.♖h6 ♕g7 17.♖d1 ♖e5 18.♔g2 ♘g5 19.♖c6 h6 20.♖xh6†!**

**1–0**

2) **Look not only for your own candidate moves, but also for those of your opponent.**

Diagram 7-3 △



### Diagram 7-3

**J.Donner – R.Hübner**

Büsum 1968

In this position Donner thought that his opponent had simply blundered the pawn away. There followed:

**1.♕xb4?**

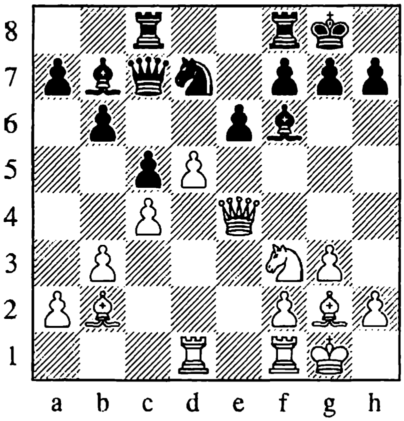
Better is 1.bxc3.

**1...♖ab8 2.♕xc3 ♕b6† 3.♖c5 ♖xc5 4.♕xc5 ♖c8!–+**

White had overlooked this move and so he had to resign.

3) The first things you absolutely must consider are **all the active possibilities** (checks, possible captures and attacks).

Diagram 7-4 △



### Diagram 7-4

**L.Lengyel – B.Sliwa**

Polanica Zdroj 1966

**1.♕c2!?**

White unpins the d-pawn.

**1...♗xb2?**

1...exd5 2.cxd5 ♗xb2 3.d6 ♕b8 4.♕xb2⩲ would be a better option for Black.

**2.dxe6!**

A strong intermediate move which provokes the following variation.

**2...♗d4?**

Better is 2...fxe6 3.♘g5!±.

**3.exd7 ♕xd7 4.♘xd4 ♗xg2 5.♘f5!**

Once more White finds an active continuation.

**5...♕b7 6.♘d6 ♕f3!? 7.♖d3 ♕a8 8.♘xc8 ♗xf1 9.♘e7† ♔h8**

Presumably, at this point Black had only reckoned on 10.♔xf1. But White finds a much stronger solution.

**Diagram 7-5** △

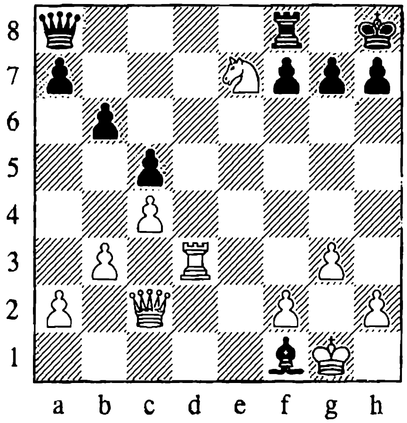


**Diagram 7-5**

**10.♖d5!+–**

With a hidden threat. If 10.♔xf1, then 10...♕h1† 11.♔e2 ♕e4†=.

**10...g6**

After 10...♗h3 comes 11.♕xh7!!† (of course not 11.♖h5?? ♕g2#) 11...♔xh7 12.♖h5#.

**11.♔xf1+–**

White has won a piece. After a few more moves Black resigned.

**11...♕b7 12.♕e4 ♔g7 13.h4 ♖d8 14.♕e5† f6 15.♕e6**

**1–0**

4) If, after some thought, your preferred move still does not lead to a clear result, then before you drown in the sea of variations, it is better to go back and **look for other candidate moves**. There is perhaps a better and simpler solution!

**Diagram 7-6** △

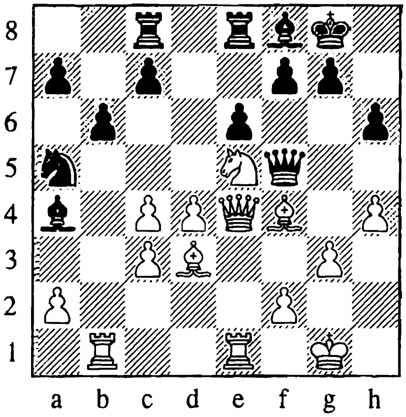


**Diagram 7-6**

**R.Filguth – A.De la Garza**

Mexico 1980

Even if the situation is apparently obvious, it is sometimes worth looking a bit more deeply into things.

**1.♕h1!!**

The obvious solution 1.♕xf5 exf5 2.♗xf5± is a good practical decision. But White finds a much stronger and more beautiful way to the win!

**1...♕f6**

After 1...♕h5 comes 2.g4+–.

Without waiting for his opponent's reply, Black now resigned, faced with the prospect of 2.♗g5! hxg5 3.hxg5 ♕xg5 4.♕h7#.

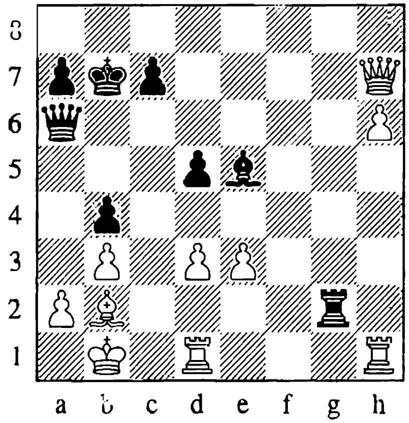
Try to solve the next difficult position. But if after 10 minutes you have still not found a solution, go back to the starting position and look for new **candidate moves**.

**Diagram 7-7**

**Lukarelli – Karra**

Bologna 1932

**Diagram 7-7** △



Black has some unpleasant mating threats. The natural defences would lose.

**1.♖d2!!**

A fantastic resource, which brings White a decisive advantage.

1.d4? would be weaker, in view of 1...♕e2–+. White cannot allow such an attacking formation on the 2nd rank.

However, 1.♕xc7†? ♗xc7 2.h7 ♗e5–+ is no better.

**1...♖xd2 2.d4 ♕e2**

Now Black's major pieces are badly placed.

If 2...♗d6, then 3.♕f5 ♕e2 4.♗c1+–.

Nor does the tougher move 2...♖g2 save Black, due to 3.♖c1+– and after 3...♕e2 there follows 4.♕c2.

**3.♗c1+–**

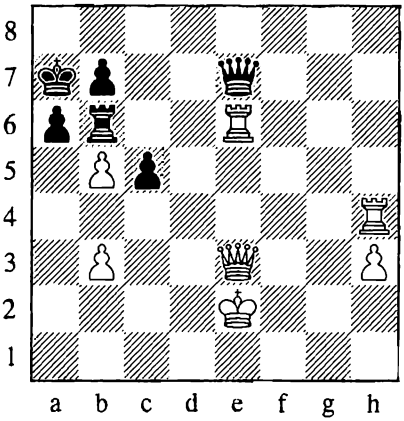
**1–0**

In the test which follows, try first of all to find the candidate moves. But if these continuations do not achieve much, then look for new possibilities in the position. Please do not forget to take into account rules 2 and 3

In the test positions there is not always an immediate win. It is sufficient for you to try, as you do in your own games, to make the best decision.

# Exercises

**➤Ex. 7-1◄** ★ ▼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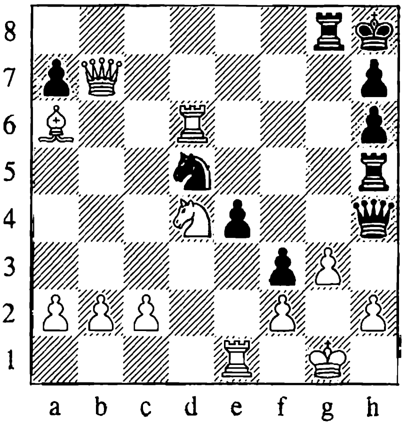
**➤Ex. 7-2◄** ★★ △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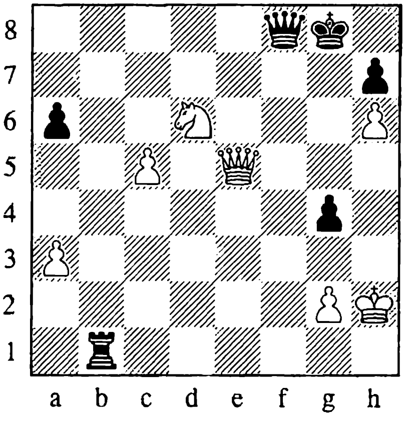
**➤Ex. 7-3◄** ★ △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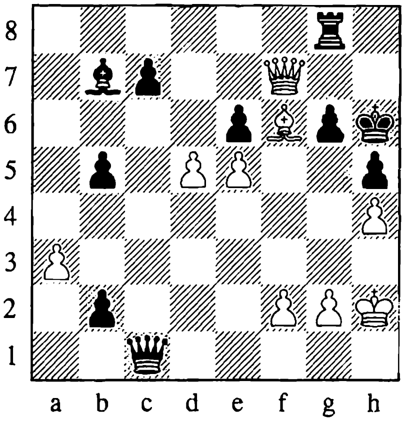
**➤Ex. 7-4◄** ★★★ △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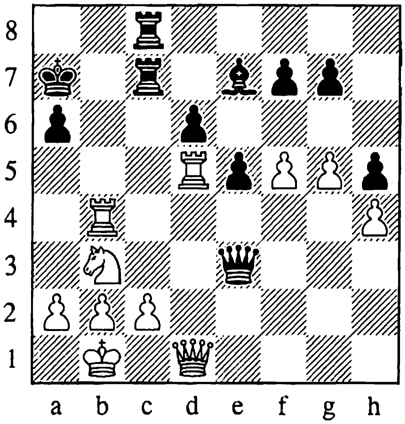
a b c d e f g h

**➤Ex. 7-5◄** ★★ △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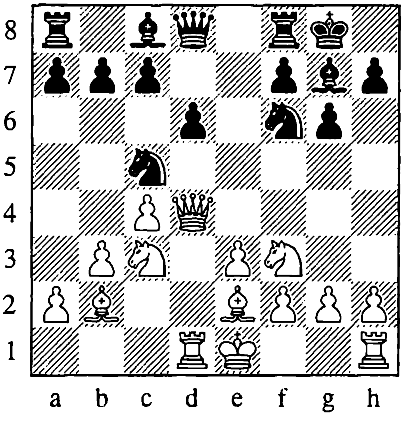
a b c d e f g h

**➤Ex. 7-6◄** ★★★ ▼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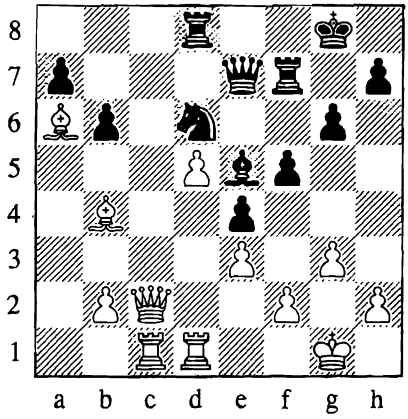
# Exercises

**➤Ex. 7-7◄** ★ △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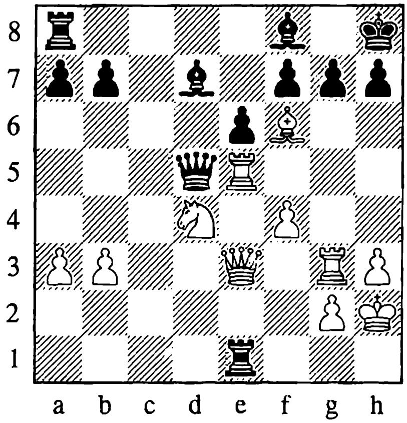
**➤Ex. 7-8◄** ★★ △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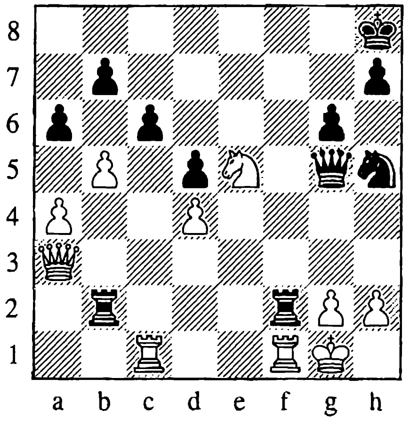
a b c d e f g h

**➤Ex. 7-9◄** ★★ △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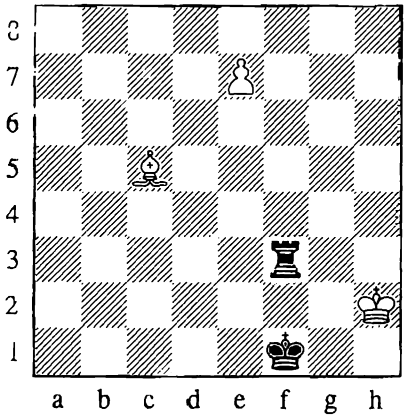
a b c d e f g h

**➤Ex. 7-10◄** ★★ △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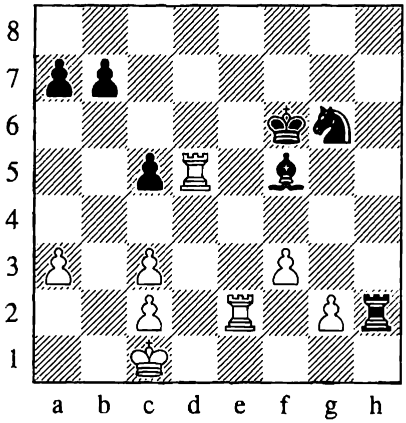
a b c d e f g h

**➤Ex. 7-11◄** ★★ ▼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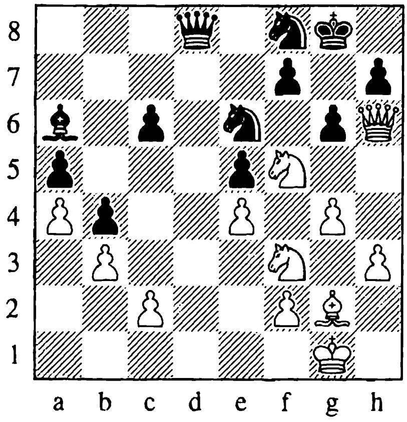
a b c d e f g h

**➤Ex. 7-12◄** ★ △


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

## Ex. 7-1

### I.Horowitz – N.N.

**1...♕xe6!∓**

(1 point)

But in the game Black played:

**1...♖xe6?**

Next came:

**2.b6†! ♔xb6**

If 2...♔b8, then 3.♖h8†+–.

**3.♖h6!+–**

And Black resigned.

## Ex. 7-2

### Oneskins – Gama

Switzerland 1956

**1.♘xf3!**

(1 point)

But not the immediate 1.♕g7†? ♖xg7 2.♖d8† ♕xd8–+.

**1...exf3 2.♕g7†!!**

(1 point)

**2...♖xg7**

More stubborn resistance could be put up by 2...♔xg7 3.gxh4 ♔h8† 4.♔h1 ♖xh4 5. ♖g1 (5.♗f1 ♘f4 6.♖d7 ♖hg4 7.♗d3±) 5...♖xg1† 6.♔xg1 ♘f4 7.♗f1+–.

**3.♖e8† ♖g8 4.♖xg8† ♔xg8 5.gxh4+–**

**1–0**

## Ex. 7-3

### A.Yusupov – R.Kleeschaetzky

German Ch, Altenkirchen 2001

**1.♕g5†**

White now has a forced win. Here it is important to keep everything under control and to attack with checks!

For example, 1.♕d5† ♔h8 2.♘f7† ♔g8 3.♘g5† ♔h8 4.♕e5† ♔g8 5.♕e6† ♔h8 6.♕e4?? would be weaker, due to 6...♕b8†.

**1...♔h8 2.♘f7†! ♕xf7 3.♕d8† ♕g8 4.♕f6† ♕g7 5.♕xg7#**

(1 point)

## Ex. 7-4

### B.Nisman – M.Dvoretsky

Moscow 1972

1.♕xg8? is not good, since Black gives perpetual check: 1...♕f4† 2.♔h3 ♕g4†=.

In the game, White played:

**1.♗g5†?!**

You only get 1 point for this.

**1...♕xg5 2.hxg5† ♔xg5 3.♕f6†**

Or here:

a) 3.g3 is met by 3...♔h6!.

b) After 3.♔g3 comes 3...h4†!, but not 3...♔h6? in view of 4.♕xg8 b1♕ 5.♕h8† ♔g5 6.f4† ♔f5 7.♕f6† ♔e4 8.♕xg6†+–.

c) 3.f4† ♔g4! 4.♕f6 g5! and the situation is unclear.

**3...♔h6 4.♕f4† ♔h7**

4...g5 is not so good: 5.♕f6† ♔h7 6.♕f7† ♔h6 7.♕xe6† ♖g6 8.♕e8! ♔h7 9.♕e7† (9.♕xb5?? ♖b6) 9...♖g7 10.♕b4+– (Dvoretsky).

**4.♕b4 ♗xd5 5.♕xb5 c5! 6.♕xb2 c4 7.♔g3±**

And White was happy with the draw.

The correct move would be:

**1.g3!!+–**

(3 points)

White now threatens ♗g5†. Black is soon mated:

a) 1...b1♕ 2.♗g5† ♕xg5 3.hxg5† ♔xg5 4.♕f4#

b) 1...g5 2.♕xg8 ♕g1† 3.♔xg1 b1♕† 4.♔h2 ♕g6 5.hxg5†+–

## Ex. 7-5

### L.Ljubojevic – L.Portisch

Lucerne Olympiad 1982

**1.♕f1!!**

(2 points)

A beautiful move. As well as the mate after 2.♕xa6†!!, he also threatens to trap the queen by 2.♖d3!. Another good continuation would be 1.f6 gxf6 2.♕f1!+– (also 2 points).

# Solutions

**1...♔a8**

If 1...♖c6, then 2.♖d3+–.

**2.♖a5**

2.♕xa6† also wins, although the move in the game is even better.

**2...♖a7 3.♕h1†**

And Black resigned, on account of 3...e4 4.♖xe4+–.

### Ex. 7-6

**L.Ljubojevic – L.Stein**

Las Palmas 1973

**1...♘g4!**

(1 point)

It is very tempting to use a discovered attack. But after 1...♘fe4? there follows 2.♕xg7† ♔xg7 3.♘xe4† f6 4.♘xc5±.

(1 point for this variation)

**2.♕d2**

After 2.♕d5 comes 2...♗e6 3.♕g5 ♗f6 4.♕f4 g5 5.♕g3 ♗xc3† 6.♗xc3 ♘e4 7.♕h3 ♘xc3–+.

If 2.♕f4, then 2...f5 3.0–0 ♘e4∓.

**2...♘xf2!**

(1 point)

But not 2...♗xc3? due to 3.♕xc3±.

**3.0–0**

If 3.♔xf2, then 3...♗xc3 4.♕xc3 ♘e4†–+.

**3...♘xd1 4.♗xd1 ♗g4–+**

### Ex. 7-7

**M.Tal – A.Semeniuk**

Kiev 1984

**1.♗c8!±**

(1 point)

White improves the position of his bishop with a little tactical trick.

**1...♔h8**

1...♖xc8 loses after 2.♕xc8† ♘xc8 3.♖xc8† ♖f8 4.♖xf8† ♕xf8 5.♗xf8+–.

**2.♗e6 ♖g7 3.♕e2 h5 4.h4 ♕f6 5.♖c6± ♘b7 6.♖dc1 ♘c5**

If 6...♗xb2, then 7.♗xf5! ♘d6 8.♖b1±.

**7.♗xc5 bxc5 8.♖1xc5±**

### Ex. 7-8

**K.Honfi – D.Drimer**

Wijk aan Zee 1970

**1.♖xg7!**

(2 points)

1.♕xe1 (1 point) is much more complicated. After 1...♕xd4 2.♖g4! h6 (if 2...gxf6, then 3.♕h4! ♗g7 4.♖h5 ♕d3 5.f5!+–) 3.♕h4 ♔h7 4.♗e7 White should win, but Black can still put up some resistance.

For 1.♖xd5!? ♖xe3 2.♖xd7 ♖xg3 3.♔xg3 gxf6± you also get only 1 point. The move in the game is simply much stronger.

**1...♖xe3**

Other variations are:

a) 1...♕xe5 2.♖g8† ♔xg8 3.♕g3†+–

b) 1...♗xg7 2.♗xg7† ♔xg7 (or 2...♔g8 3.♕xe1 ♕xd4 4.♕g3+–) 3.♕g3† ♔h8 4.♖xd5 exd5 5.♕xe1+–

**2.♖g3† ♗g7 3.♖xg7!**

Threatening ♖g3#.

**3...h6**

If 3...♕xe5, then 4.fxe5 h6 5.♖xf7†+–.

**4.♖xd5 exd5 5.♖g3†**

Also good is 5.♖xf7†+–.

**5...♔h7 6.♖xe3+– ♔g6 7.♗h4 ♖c8 8.♖g3† ♔h5 9.♗f6**

**1–0**

### Ex. 7-9

Variation from the game

**E.Bogoljubow – A.Becker**

Zandvoort 1936

**1.♘f7†!**

(1 point)

White is threatened with mate on g2.

1.♖xf2? loses to 1...♕xc1† 2.♖f1 ♖xg2† 3.♔xg2 ♕xa3–+.

**1...♔g7**

# Solutions

Or 1...♔g8 2.♕f8†!. If 1...♖xf7, then of course 2.♕xb2.

**2.♕f8†!!**

(1 point)

The only way for White to continue the struggle!

2.♘xg5?? would be wrong, due to 2...♖xg2† 3.♔h1 ♖xh2† 4.♔g1 ♖bg2#. While 2.♖xf2? again loses to 2...♕xc1† 3.♖f1 ♖xg2†–+.

**2...♔xf8 3.♘xg5 ♖xf1† 4.♖xf1† ♔e8 5.bxc6 bxc6 6.♘xh7∓**

### Ex. 7-10

**A.Kuznetsov & N.Kralin**

1981

**1.♗g1!**

(2 points)

This is the only move to thwart his opponent's idea for a stalemate.

Nothing is achieved by 1.♗d4 ♖a3 2.e8♕ ♖h3†!. The straightforward move 1.e8♕ only leads to stalemate: 1...♖h3†! 2.♔xh3. And 1.e8♗ ♖f5= is not sufficient.

**1...♖a3 2.e8♕ ♖h3† 3.♔xh3+–**

Black still has one possible move and must take the bishop.

### Ex. 7-11

**R.Eppinga – M.Tulchinsky**

Netherlands 1995

The game saw:

**1...♘f4?? 2.♖xf5†!**

Black resigned, due to 2...♔xf5 3.g4†+–.

(1 point for spotting this idea)

Black should opt for one of the more sober moves: **1...♗e6** or **1...♗h3**.

(another 1 point)

After 1...♗h3 2.♖dd2! (2.♖d6† ♔f7; 2.♖xc5 ♖xg2 3.♖xg2 ♗xg2∓) 2...♗e6 we get a level position.

### Ex. 7-12

**A.Zichichi – V.Hort**

Venice 1971

**1.♕g7†!!**

(1 point)

White has found a nice tactical blow and obtains a decisive advantage.

1.♘xe5 gxf5 2.♘xc6 ♕d1† 3.♔h2 ♕d7∞ is not so strong.

After 1.♘e3 comes 1...♘d7∓.

**1...♘xg7 2.♘h6† ♔h8 3.♘xf7† ♔g8 4.♘xd8 c5 5.♘xe5+–**

# Scoring

Maximum number of points is **22**

**19** points and above ➤ **Excellent**
**15** points and above ➤ **Good**
**11** points ➤ **Pass mark**

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

# CHAPTER 8

## Contents

- ✓ The centre as a strategic factor
- ✓ Important guidelines
  - 1) The pawn centre
  - 2) The strength of pieces in the centre
  - 3) Regrouping pieces via the centre
  - 4) The correct reaction to an attack on the flank

# The centre

In Chapter 4 on 'General opening principles' we talked about the role of the centre in a game of chess. But it is impossible to overemphasize that **the centre is the most important strategic factor**. Whoever controls the centre determines the course of the whole game. You must understand that the centre is a strategic commanding height. Generally speaking, only with control of the centre is it possible for an attack to be successful. Exceptions are possible, but they are often only the consequence of a gross blunder by your opponent

Here are some important guidelines:

1) **It is very advantageous to occupy the centre with pawns.** But the pawn centre requires to be supported at the right moment by pieces and other pawns. Over-extension in the centre without the necessary support can lead to a counterattack against the central pawns.

2) **A piece develops its full force in the centre.** It is especially useful to have central positions for the minor pieces which are well buttressed by pawns. A good example of this is, for example, the game Botvinnik – Kan (see Chapter 6, diagram 6-9).

3) **Whoever controls the centre must try to prepare an attack.** The central squares form the most important lines of communication for the regrouping of pieces.

4) **A flank attack by your opponent must, whenever possible, be met with a counter-offensive in the centre.** An open central file can also be used to exchange major pieces and thus to weaken an attack. In the ideal case, central operations lead to a successful counterattack.

The following sample games will form a very clear illustration of these guidelines.

## L.Forgacs – E.Cohn

St Petersburg 1909

**1.d4 d5 2.♘f3 e6 3.c4 ♘f6 4.♘c3 dxc4**

This is of course not a mistake as yet, but now Black must attack the opposing pawn centre with great energy.

**5.♗g5**

Or 5.e4 ♗b4 6.♗g5.

**5...♗e7?!**

Black is playing too passively and loses the struggle for the centre. Of course he had better alternatives. 5...c5 or 5...♗b4.

**6.e4**

This is clearly better than the modest 6.e3.

**6...h6?!**

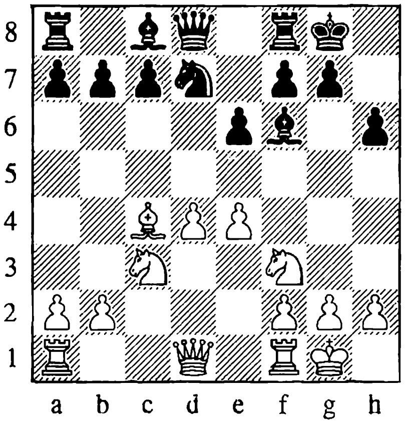
Once again 6...c5 would be better, to keep his opponent occupied in the centre.

**7.♗xf6 ♗xf6 8.♗xc4 ♘d7 9.0–0 0–0**

**Diagram 8-1**

A dream position for White. He has seized the centre and in addition has a lead in development. Now he must attack before his opponent finally develops his pieces and starts any counterplay in the centre.

**Diagram 8-1** △



**10.e5!±**

White seizes more space, pushes back the active black bishop and in addition obtains the important central square e4 for his pieces.

**10...♗e7 11.♕e2 ♖e8**

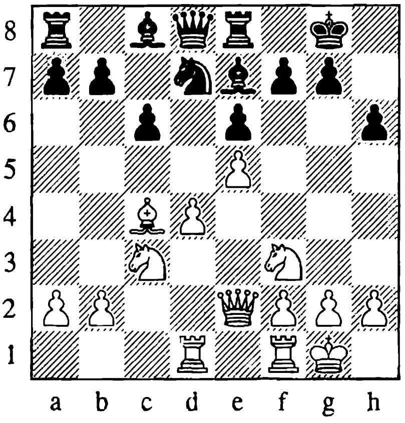
Black prepares the defence ♘f8. If he here plays 11...c5!?, intending after 12.d5 exd5 13.♘xd5 to continue 13...♘b6!±, then simply 12.♖ad1±.

**12.♖ad1 c6**

Black is afraid of d4-d5.

**Diagram 8-2**

**Diagram 8-2** △



**13.♕e4!**

The white queen uses the central square on its way to the kingside. White is preparing an attack there.

**13...♕c7 14.♖fe1 ♘f8 15.♕g4± b6 16.♕h5 ♗b7 17.♖e4!**

Another major piece is transferred via the centre to the kingside.

**Diagram 8-3** ▼

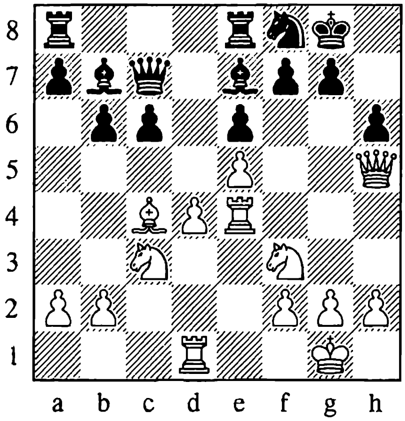
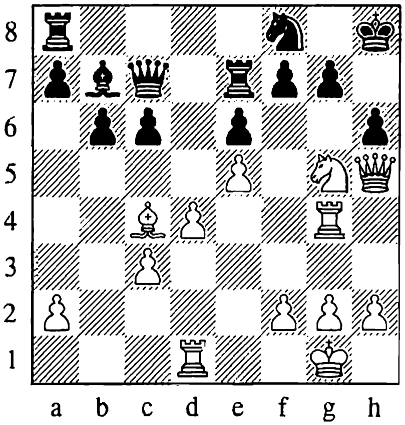


**Diagram 8-4** △



### Diagram 8-3

**17...♗b4?!**

Nor would 17...c5 be any better, on account of 18.d5!. Nevertheless, Black absolutely must attempt to take some action in the centre, but first he must divert the knight. The correct continuation is 17...b5! 18.♗d3 b4 19.♘e2 c5 20.♖f4 f6 21.exf6 ♗xf6, although after 22.♖c1 White is clearly better. Here 22.♕xc5 ♕xc5 23.dxc5 is less convincing, due to 23...a5± and Black has more chances of a draw.

**18.♖g4 ♗xc3 19.bxc3**

But not 19.♕xh6? because of 19...♘g6.

**19...♔h8**

19...c5!? would be too late, due to 20.♕xh6 ♘g6 21.♖xg6! fxg6 22.♕xg6 ♕f7 23.♕xf7† ♔xf7 24.♘g5†+– and White gets a third pawn for the exchange.

**20.♘g5 ♖e7**

### Diagram 8-4

**21.♘e4!?**

Once more White exploits the central square e4 to regroup. The knight will reach f6 or d6 with decisive effect.

**21...♖d8?**

Black is the epitome of peacefulness. When will he finally counter in the centre?

21...c5! would be more stubborn, although after 22.♘f6! (stronger than 22.♘d6 cxd4) 22...♘g6 23.♗d3 cxd4 24.cxd4 ♖c8 25.h3 things look really bad for Black. After 25...gxf6?? there would come 26.♕xh6† ♔g8 27.exf6+–.

**22.♖d3!**

White makes use of the time to bring another piece into the attack. Also good would be 22.♘f6!? ♘g6 23.♗d3+–.

**22...c5 23.♘f6!**

The threat is ♕xh6†. White has other possibilities for a successful attack. In such situations it is advisable to chose your path and then to calculate it out quite precisely.

Another good move would be 23.♖xg7! and then:

a) 23...♗xe4 24.♕xh6† ♗h7 (or 24...♘h7 25.♖h3+–) 25.♖dg3+–

b) 23...♔xg7 24.♖h3 f6 25.♕xh6† ♔f7 26.♕h5† ♘g6 27.♕h7† ♔f8 28.♕xg6+–

**23...♘g6 24.♖h3!+–**

And Black resigned, in view of 24...cxd4 25.♕g5! ♕xc4 26.♖xh6† gxh6 27.♕xh6#.

## A.Alekhine – G.Maroczy

Karlsbad 1923

**1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗e7 5.♗g5 0–0 6.e3 ♘e4**

A system worked out by Lasker. Nowadays one first plays 6...h6.

**7.♗xe7 ♕xe7 8.♕b3**

8.♕c2 would be somewhat more precise. Another alternative is 8.cxd5 ♘xc3 9.bxc3 exd5 10.♕b3 ♖d8.

**8...♘xc3**

8...c6 would be better, followed by f5.

**9.♕xc3 c6?!**

Here 9...dxc4 10.♗xc4 b6, then ♗b7, would be more logical.

**10.♗d3 ♘d7 11.0–0 f5**

The Stonewall formation cannot be recommended here, since the central square e5 is now difficult to protect.

**12.♖ac1! g5?**

**Diagram 8-5**

This unprepared attack just weakens the black position. White counters at once in the centre.

The lesser evil would be 12...♘f6 13.♘e5 ♘e4 (13...♗d7!?) 14.♕c2 and then f3.

**13.♘d2!± ♖f7?**

13...♘f6 then ♗d7 would be the only sensible way to develop his pieces. But White could then continue with his plan of f3 then e4.

**14.f3 e5 15.cxd5 cxd5 16.e4! fxe4 17.fxe4 ♖xf1† 18.♖xf1 exd4**

**Diagram 8-6**

**19.♕c7!+–**

Black was hoping for 19.♕xd4 ♕c5 with an exchange of queens. But with the text move Alekhine finds a stronger continuation which paralyses the whole black position.

**19...♔g7 20.♖f5! dxe4 21.♘xe4 ♕b4**

Or 21...h6 22.h3, then ♔h2 and ♘d6.

**22.♖xg5†**

And Black resigned.

**Diagram 8-5** △

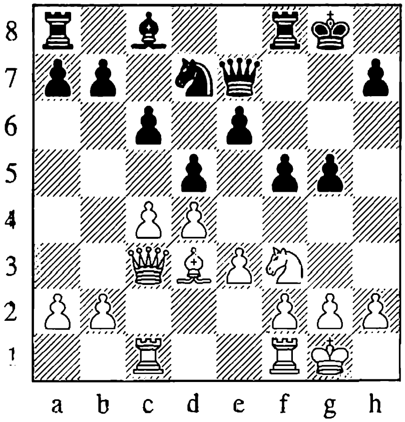


**Diagram 8-6** △

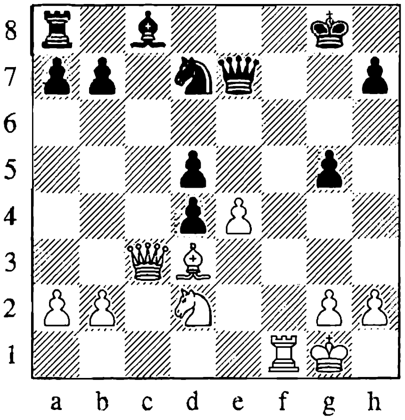
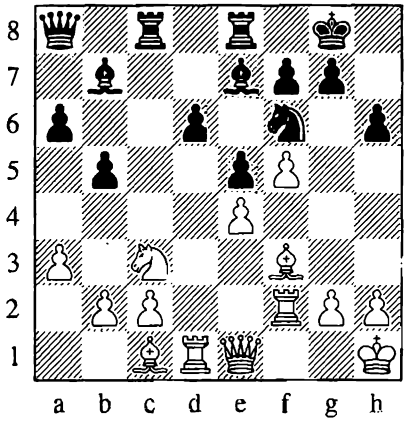


**Diagram 8-7** ▼



### Diagram 8-7

**J.Pogats – A.Cherepkov**

Budapest 1959

White is preparing an attack on the kingside: g2-g4, ♖g2 and then g4-g5. But White does not quite have the situation in the centre under his control. Black, of course, exploits the opportunity for a counterattack.

**1...d5! 2.exd5 e4 3.♘xe4 ♘xe4 4.♗xe4?**

White had a better way to sacrifice the exchange: 4.♕xe4 ♗c5 5.♕h4=∞.

**4...♗h4!**

Provokes the decisive weakening of White's castled position.

**5.g3 ♗xd5!–+ 6.♖xd5 ♕xd5 7.♖f4**

Or 7.♖e2 ♖xe4 8.♖xe4 ♖c4–+.

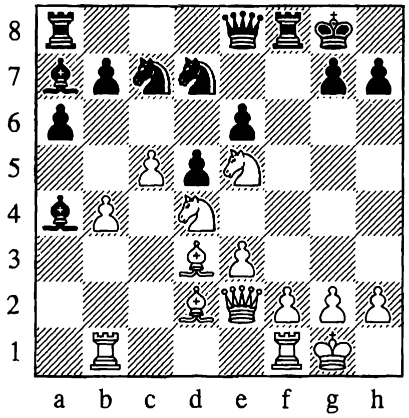
**7...♗g5**

**0–1**

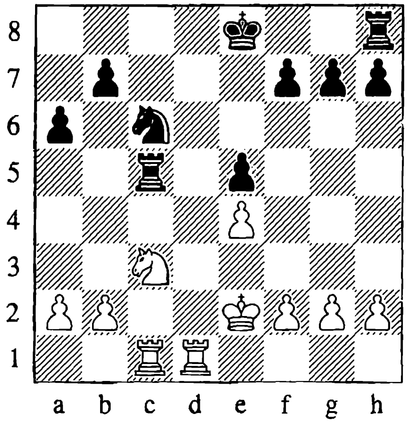
In the test which follows, you should try either to exploit the central position of the pieces (or pawns) or to find some useful operation in the centre.

# Exercises

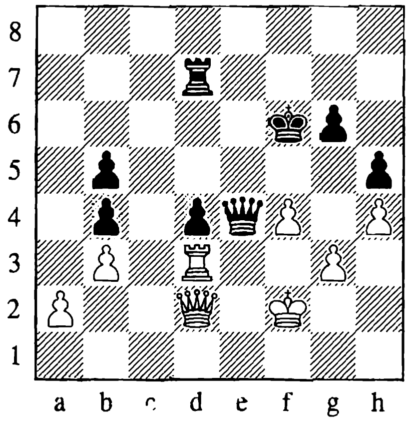
**➤Ex. 8-1◀** ★★ △



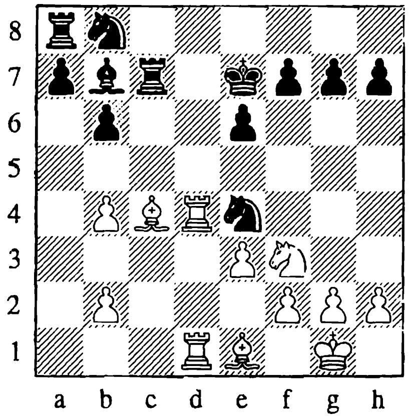
**➤Ex. 8-2◀** ★★ △



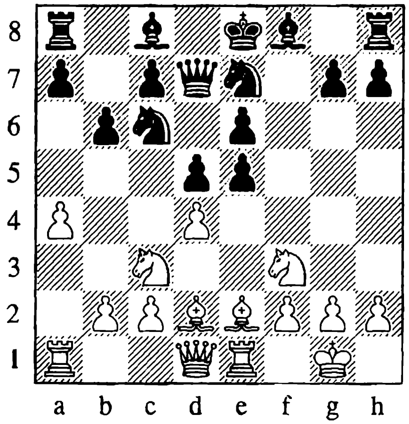
**➤Ex. 8-3◀** ★★★ ▼



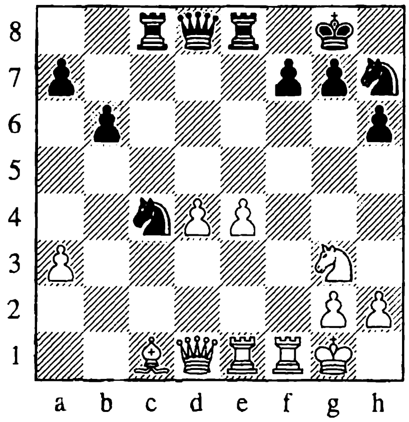
**➤Ex. 8-4◀** ★★ △



**➤Ex. 8-5◀** ★ △

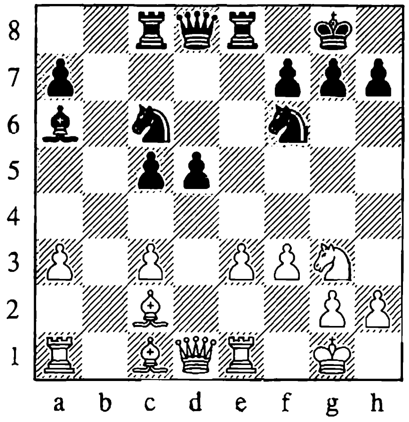


**➤Ex. 8-6◀** ★★ △



# Exercises

➤Ex. 8-7◄ ★★ ▼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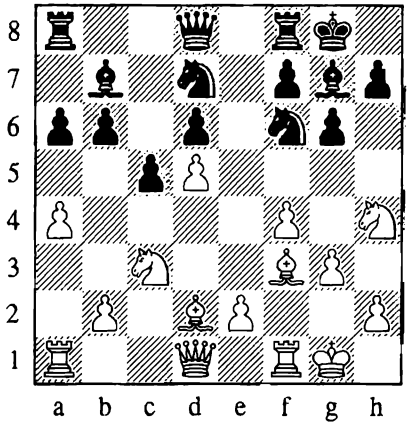
➤Ex. 8-8◄ ★ ▼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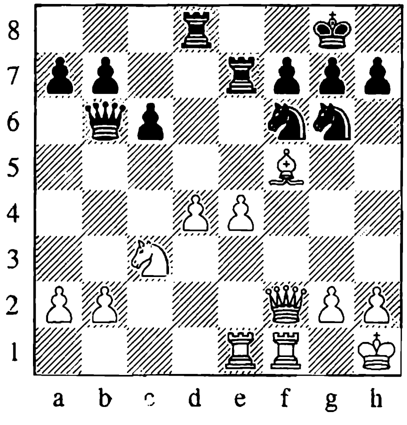
➤Ex. 8-9◄ ★ △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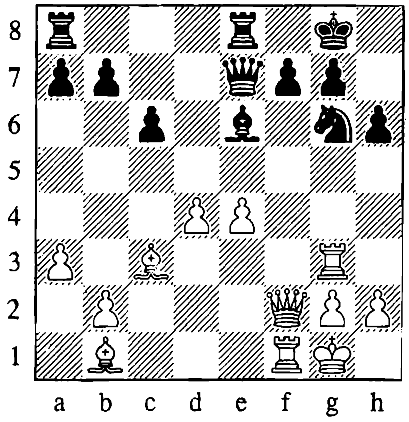
a b c d e f g h

➤Ex. 8-10◄ ★ △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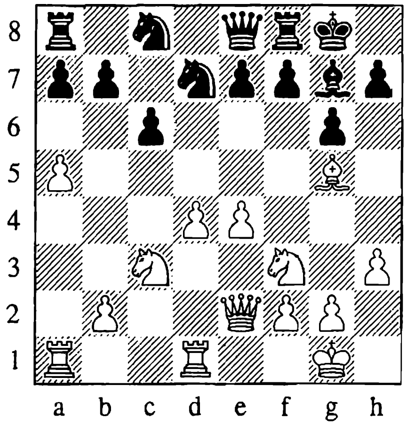
a b c d e f g h

➤Ex. 8-11◄ ★ △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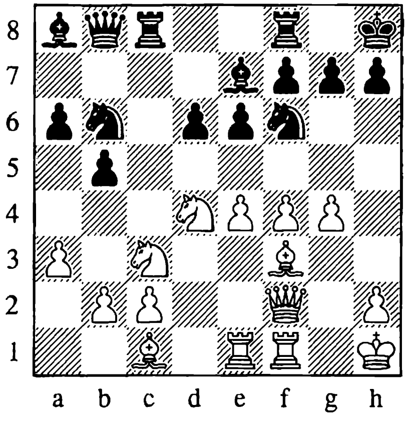
a b c d e f g h

➤Ex. 8-12◄ ★★★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

### Ex. 8-1

**V.Korchnoi – S.Nedeljkovic**

Vienna 1957

**1.f4!**

(2 points)

A very strong move, which secures the positions of the white pieces in the centre.

1.♘xd7 (1 point) is less convincing after 1...♗xd7 (if 1...♕xd7, then 2.♕h5 g6 3.♕g5! ♖ae8 4.f4 ♘b5 5.♘f3 ♗b8 6.♖fc1±) 2.f4 e5 3.fxe5 ♕xe5±.

**1...♘xe5 2.fxe5 ♕e7**

After 2...♖xf1† there follows 3.♖xf1 ♘b5 4.♕g4±.

**3.♕g4 ♗d7 4.♖f3! ♖xf3 5.gxf3 ♖f8 6.♔h1 ♗b8 7.♖g1 ♖f7 8.♗e1! ♗b5 9.♗h4 ♕d7 10.♘xb5 axb5 11.♕h5+– g6 12.♗xg6 hxg6 13.♖xg6† ♖g7 14.♗f6 ♘e8 15.♖h6 ♔f8 16.♖h8† ♖g8 17.♖xg8† ♔xg8 18.♕h8† 1–0**

### Ex. 8-2

**A.Rubinstein – J.Mieses**

St Petersburg 1909

White has a lead in development and makes use of it to mount an energetic operation in the centre.

**1.♖d5!**

(2 points)

The moves 1.♔e3 and 1.♘d5 are certainly not bad and worth 1 point in each case.

**1...♖xd5 2.exd5 ♘d4† 3.♔d3 ♔e7 4.f4! f6 5.fxe5 fxe5 6.♔e4**

An even better move would be 6.♘e4! ♔d7 (or 6...♖d8 7.♖c7† ♖d7 8.♖xd7† ♔xd7 9.♘g5 h6 10.♘f7+–) 7.♘c5†±.

**6...♔d6 7.♖f1±**

### Ex. 8-3

**E.Canal – A.Rubinstein**

Karlsbad 1929

**1...♔e6!!**

(3 points)

Intending ♔d5 followed by ♖c7 – an idea of genius from Rubinstein. The black king is relatively safe on d5 and it frees the rook from tedious defensive duties. For other king moves to f7, g7 or f5 you get 1 consolation point.

**2.♖f3!?**

Or 2.♔g1 ♔d5∓.

After 2.♕d1 comes 2...♔d5 3.♖d2 ♖c7 4.♕c1 and now 4...g5! 5.hxg5 ♕e3† 6.♔g2 h4 7.gxh4 ♕xf4 8.♕d1 ♖e3–+.

**2...♖c7 3.f5†! ♔d5! 4.♖f4 ♖c2 5.♖xe4 ♖xd2† 6.♔f3 gxf5 7.♖e8 ♖xa2∓ 8.♖f8 ♖b2 9.♖xf5† ♔c6 10.♖xh5 ♖xb3† 11.♔e4 ♖xg3 12.♔xd4 ♔b6 13.♖g5 ♖h3 14.♖g1 ♖xh4† 15.♔d3 ♖c4–+ 16.♖b1 ♖c3† 17.♔d4 ♔a5 18.♖a1† ♖a3 19.♖h1 ♔a4 20.♖h8 ♖g3 21.♔c5 ♖c3† 22.♔d4 ♖c4† 23.♔d3 b3 0–1**

### Ex. 8-4

**E.Geller – P.Keres**

Moscow 1952

**1.♘e5!**

(2 points)

The correct central move, intending f3 then ♗g3 or ♗h4.

However, it is hard to prove that the game move is better than a sensible move such as 1.b5!? or even 1.♗d3!? f5 2.♘e5 (2.b5 ♘d7 3.♗c4 a5=) 2...♘c6 3.♗xe4 ♘xe5 4.♗xb7 ♖xb7 5.b5±. So for these moves you also get 2 points.

**1...f6 2.♗d3! ♘d6**

Here Black has some alternatives which need to be taken seriously:

a) 2...♘g5 3.♖c4 ♖xc4 4.♘xc4 ♘d7 5.f3±

b) 2...fxe5 3.♖xe4 ♘d7±

**3.♗xh7 fxe5 4.♖xd6 ♗d5 5.♖6xd5 exd5 6.♖xd5 ♖c1 7.♔f1 ♘c6 8.♔e2±**

The bishop pair is very strong here and the defence proved too difficult for Keres.

**8...♖d8 9.♖xd8 ♘xd8 10.♗c3 ♔e6?! 11.♗g8† ♔d6 12.f4! exf4 13.exf4 ♘e6 14.♗e5† ♔d5? 15.♗xg7+– ♖c8 16.♗xe6† ♔xe6 17.♔f3 ♖c4 18.♗c3 ♔d5 19.h4 a5 20.bxa5 ♖xc3† 21.bxc3 bxa5 22.h5 ♔e6 23.♔e3**

**1–0**

### Ex. 8-5

**E.Geller – T.Petrosian**

Moscow 1963

**1.♗b5!**

(1 point)

**1...♘g6**

Nor are other moves any better:

a) 1...e4 2.♘e5 ♕d6 3.♗xc6† ♘xc6 4.♘b5+–

b) 1...exd4 2.♘xd4 ♕d6 (or 2...a6 3.♗xc6 ♘xc6 4.♘xe6+–) 3.♘xc6 ♘xc6 4.♗f4 ♕d7 5.♕xd5+–

**2.♘xe5 ♘gxe5 3.♖xe5 a6**

After 3...♗e7 comes 4.♕f3 ♗f6 (4...♗b7 5.♖ae1+–) 5.♘xd5! ♗xe5 6.♗xc6+–.

**4.♗xc6 ♕xc6 5.♘xd5+– ♗d7**

After 5...♗d6 there follows 6.♕h5!† g6 7.♕f3+–; while 5...♗b7 loses to 6.♖xe6†+–.

**6.♗g5 ♗d6 7.♕h5† ♔f8**

After 7...g6 White could simply reply 8.♕e2 and if 8...♗xe5, then 9.♕xe5+–, threatening both ♘xc7† and ♕xh8† (Geller).

**8.♕f3† ♔g8 9.♖xe6! ♖f8 10.♘e7† ♗xe7 11.♕xc6 ♗xc6 12.♖xe7 ♖f7 13.♖ae1!?+– ♗xa4 14.b3 ♗c6 15.♖1e6 ♗d5 16.♖e8† ♖f8 17.♖6e7 h6 18.♖xf8† ♔xf8 19.♖xc7 ♔g8 20.♗f4 g5 21.♗e5 ♖h7 22.♖c8† ♔f7 23.c4 ♗b7 24.♖d8 ♔e6 25.♖d6† ♔f5 26.f3** (Δg4#) **26...g4 27.♖f6† ♔g5 28.f4† ♔h5 29.♖xb6 ♗e4 30.♔f2 ♖b7 31.♖xb7 ♗xb7 32.d5**

**1–0**

### Ex. 8-6

**A.Kotov – W.Unzicker**

Saltsjobaden 1952

**1.e5!**

(2 points)

1.♘f5 (1 point) would not be so strong, because of 1...♘d6. But 1.♗f4!? (also 1 point) is worth considering.

With the move 1.e5! White deprives the black knights of some squares and in addition obtains the important e4-square for future regrouping.

**1...♖e6 2.♖e4 ♘f8 3.♘f5 ♔h8?**

The decisive mistake. Nor would 3...♘g6? be any better, due to 4.♗xh6!+–. He had to play 3...♖c7 to defend f7.

**4.♕h5 ♖c7 5.♖h4**

Also strong is 5.♖g4!? and if 5...♖g6, then 6.♗xh6 gxh6 7.♘xh6 ♖xg4 8.♘xf7†+–.

**5...♘h7 6.♘xg7! ♔xg7 7.♗xh6† ♔g8**

7...♔h8 loses to 8.♗g7†! (on the other hand Kotov's suggestion of 8.♖xf7? would be bad, due to 8...♖xh6!–+) 8...♔xg7 9.♕xh7† ♔f8 10.♕h8† ♔e7 11.♖xf7† ♔xf7 12.♕xd8+–.

**8.♖g4† ♖g6 9.e6!**

Black resigned. After 9...♔h8 10.exf7+– he can no longer hold the position.

### Ex. 8-7

**G.Stahlberg – P.Keres**

Bad Nauheim 1936

**1...d4!**

(2 points)

Played very much in accordance with the best principles. Black wants to exploit his lead in development and opens the game in the centre, despite his opponent's bishop pair!

For the more modest move 1...♘e5!? you get 1 point.

**2.exd4**

Black is somewhat better after 2.cxd4 cxd4 3.e4 d3 (or 3...♘d7) 4.♗a4 ♘d7, since he has a strong passed pawn.

# Solutions

**2...cxd4**

2...♖xe1† 3.♕xe1 cxd4 4.cxd4 ♘xd4 is not so promising, on account of 5.♗d1!.

**3.♖xe8†**

3.cxd4? would be bad, due to 3...♕xd4†–+.

**3...♕xe8 4.cxd4 ♘xd4 5.♗a4!**

The correct defence. Inferior alternatives are:

a) 5.♕xd4? ♕e1†–+

b) 5.♗d3? ♗xd3 6.♕xd3 ♕e1† 7.♕f1 ♕xf1† 8.♔xf1 ♘b3–+

c) 5.♗e4 ♖d8 and Black has a powerful attack.

**5...♕e5!** (Δ♘xf3†) **6.♖b1 ♘d5!**

Threatening ♘c3. In spite of all his efforts, Black is only slightly better. But he was able to put his opponent under more pressure and exploit his mistakes.

**7.♗b2 ♘c3 8.♗xc3 ♖xc3 9.♔h1?! h5!∓** (Δh4-h3) **10.♗d7 ♖d3?!** (⌓10...h4!∓) **11.♕a4 ♗b7 12.♘e4?** (⌓12.♕c4!) **12...♗xe4 13.fxe4**

We are already familiar with the rest of the game (see Chapter 1, diagram 1-6).

### Ex. 8-8

**A.Alekhine – J.Capablanca**

New York 1927

**1...c4!**

(1 point)

With two ideas: 2...b5 3.axb5 axb5 4.♘b5?? ♕b6† and simply 2...♘c5.

**2.♗e3 ♕c7 3.g4?!**

After 3.♗d4 comes 3...♘c5, threatening ♘b3. Somewhat better would be 3.♗f2 ♘c5 4.e4∓.

**3...♘c5 4.g5 ♘fd7 5.f5 ♖fe8! 6.♗f4**

6.f6 ♖xe3–+ would be no improvement; nor would 6.♗xc5 ♕xc5†!∓.

**6...♗e5 7.♗g4?!**

Better is 7.♘g2∓ (Alekhine).

**7...♘b3 8.fxg6 hxg6 9.♖b1 ♗xc3! 10.bxc3 ♕c5† 11.e3 ♘e5 12.♗f3 ♘d3!–+**

### Ex. 8-9

**M.Botvinnik – P.Keres**

Moscow 1952

**1.e5!**

(1 point)

The white knight obtains a strong outpost on d6.

**1...♘d5 2.♘e4 ♘f8**

After 2...♘c7 3.♘d6 ♘e8 White has 4.♘xf7!+– or 4.♘c8+– (Botvinnik).

**3.♘d6**

White threatens 4.♘xf7! ♖xf7 (4...♔xf7 5.♗e6†!) 5.♗e6+– (Botvinnik) or just 4.♘c8.

**3...♕c7 4.♗e4 ♘e6**

After 4...♖xd6!? 5.exd6 ♕xd6 there simply follows 6.♗xd5 cxd5 7.♖e5+– (Botvinnik).

**5.♕h4 g6 6.♗xd5! cxd5 7.♖c1!**

7.♖e3 would not be so good, because of 7...♖xd6!± (Botvinnik).

**7...♕d7 8.♖c3!±**

White threatens ♖h3.

### Ex. 8-10

**E.Zagoriansky – V.Mikenas**

USSR Ch semifinal, Tartu 1950

**1.d5!**

(1 point)

Simple and strong!

**1...♗d7**

1...cxd5 2.exd5 ♗xd5 loses to 3.♕d4! (this is even stronger than 3.♗xg6 fxg6 4.♖xg6±) 3...♕e5 4.♕d2 ♕e6 5.♖xf7! ♔xf7 6.♗xg6† ♔g8 7.♗xe8+–.

**2.♗a2!**

Threatening 3.♖xg6 fxg6 4.d6†.

Also very strong is 2.d6! ♕e6 3.♗a2!! (or 3.b4+–) ♕xa2 4.♖xg6 fxg6 5.♕d4+–.

**2...cxd5 3.exd5**

3.♗xd5 ♗e6 4.♕d4+– would also be very good.

**3...♘e5 4.♖e3 ♕f6 5.♖xe5 ♖xe5 6.♗xe5 ♕xe5 7.♕xf7† ♔h8 8.♕xd7+–**

**1–0**

# Solutions

## Ex. 8-11

**L.Polugaevsky – J.Dorfman**

USSR Ch, Tbilisi 1978

**1.d5!**

(1 point)

White's position is so good that he has various approximately equally good plans. You also get 1 point for 1.e5!? and 1.a6!?

**1...a6**

1...cxd5 2.♘xd5+– would be bad.

**2.e5 h6 3.♗h4 e6 4.d6± g5 5.♗g3 f5 6.exf6 ♖xf6 7.♖a4! ♘a7 8.h4 gxh4 9.♖xh4 ♘b5 10.♗e5 ♖g6 11.♗xg7 ♔xg7 12.♘e5 ♘xc3 13.bxc3 ♖g5 14.f4! ♖f5 15.♕g4† ♔h7 16.♕h3 ♖f6 17.♘g4+– ♕f8 18.♘xf6† ♕xf6 19.♖e1 ♘f8 20.♖e5 ♔g7 21.♖eh5**

**1–0**

## Ex. 8-12

**P.Zarnicki – G.Kasparov**

Buenos Aires 1992

**1...d5!**

(1 point)

A standard counterattack in the centre.

**2.e5 ♘e4!**

(2 points)

This is how to play against an attack on the flank. Kasparov has correctly evaluated the pawn sacrifice. 2...♘fd7 3.♘ce2∞ would not be so good.

**3.♘xe4 dxe4 4.♗xe4?!**

White would do better not to accept this 'present'...

**4...♗c5! 5.c3 ♗xd4 6.♕xd4**

If 6.cxd4, then 6...♖xc1!–+.

**6...♖c4 7.♕d3 ♖d8 8.♕f3 ♖xe4! 9.♖xe4 ♘a4!–+** (Δ♘c5) **10.b4 ♖c8**

**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.*

# CHAPTER 9

## Contents

- ✓ The pin as a tactical measure
- ✓ The pin as a positional measure
- ✓ The absolute pin
- ✓ The cross pin
- ✓ The pin and the discovered attack

# The pin and the discovered attack

*The pin* is one of the most important tactical and strategic motifs. It is often an important component in tactical operations. A pin often leads to an advantage in material.

**Diagram 9-1** △

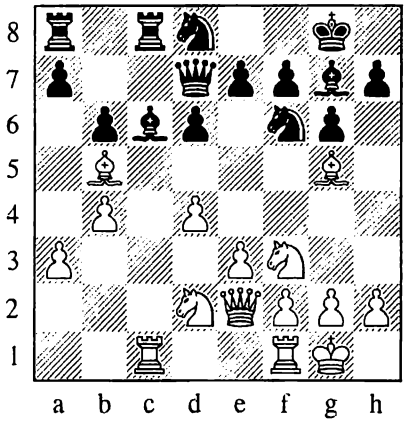


**Diagram 9-1**

**P.Keres – A.Saidy**

Tel Aviv Olympiad 1964

**1.♖xc6! ♘xc6 2.♗xf6 ♗xf6 3.d5+–**

And White has won two pieces for a rook.

But the pin can also lead to a positional advantage (e.g. the weakening of a castled position). It hampers the defence and forces important pieces into passivity. **You must try to react to a pin as soon as possible,** or even try to avoid being pinned. (See, for example, Exercise 10 in Chapter 4.)

**Diagram 9-2** △

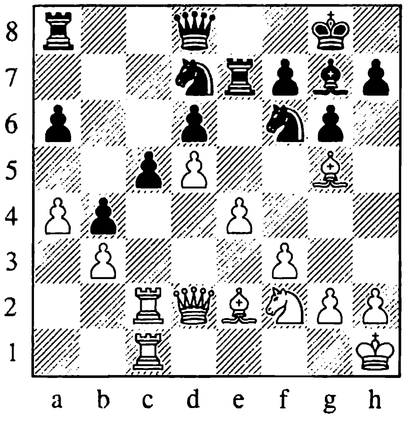


**Diagram 9-2**

**A.Yusupov – G.Schebler**

Bundesliga 1996

In this position the pin on the f6-knight is very unpleasant.

**1.♕f4! ♖e5 2.♘d3**

2.♘g4!? would also be good.

**2...♘h5!**

If 2...♘xd5, then 3.♕xe5+–.

**3.♗xd8**

Even better is 3.♕xe5 ♕c7 4.♗d8! (another move which works is 4.♖xc5! ♘xc5 5.♕e7±; but nothing is achieved by 4.♕e7 due to 4...♗f8) 4...♖xd8 5.♕g5+–.

**3...♘xf4 4.♘xf4**

Or 4.♘xe5 ♘xe5 5.♗e7 ♗f8±.

**4...♖xd8 5.♗xa6 ♗h6 6.♘d3!**

With a clear advantage for White.

An absolute pin, where the pinned piece is protecting the king, is particularly strong and dangerous.

### Diagram 9-3

**G.Kasparov – W.Browne**

Banja Luka 1979

**1.♗h7†! ♔xh7**

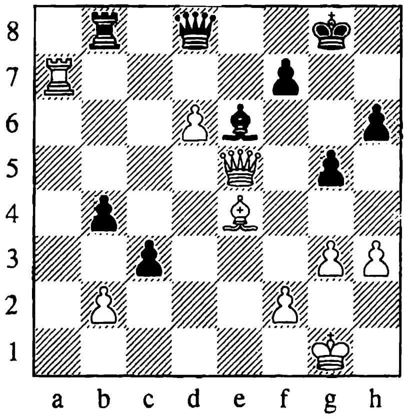
After 1...♔f8 there comes 2.♕h8#.

**2.♕xe6+–**

And Black cannot protect the pinned pawn on f7.

**1–0**

**Diagram 9-3** △



### Diagram 9-4

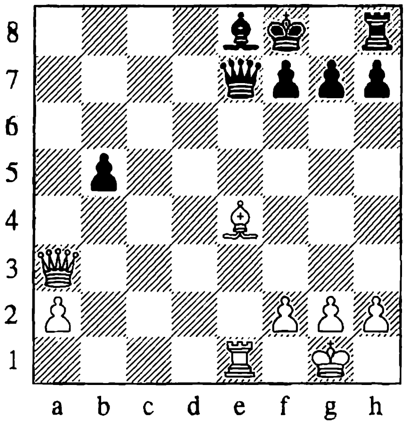
**L.Evans – A.Bisguier**

New York 1958

**1.♗c6!**

And Black resigned, in view of 1...b4 (or 1...♕xa3 2.♖xe8#) 2.♕xb4+–.

**Diagram 9-4** △



### Diagram 9-5

**Schumow – S.Winawer**

St Petersburg 1875

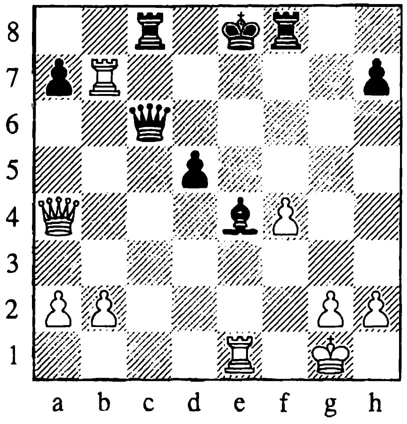
White exploits the absolute pin on the black queen.

**1.♖c1!+–**

Black loses his queen: 1...d4 (after 1...♕xa4 comes 2.♖xc8#) 2.♖xa7! and then ♖xc6.

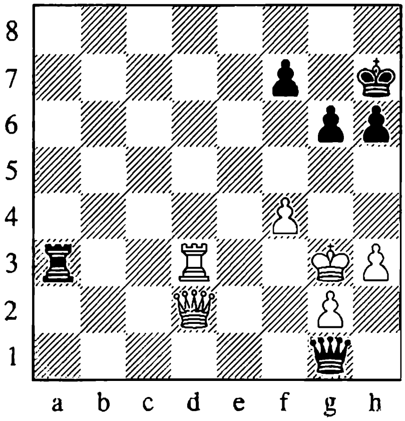
**1–0**

**Diagram 9-5** △



A very effective form of pin is the *cross pin.*

**Diagram 9-6** ▼



### Diagram 9-6

### Bogatyrev – Zagoriansky

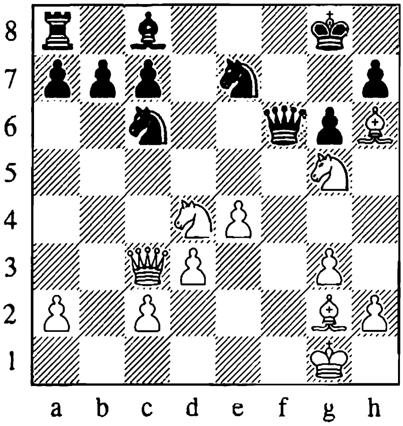
Moscow 1947

**1...♕d4!!–+**

Black did not find this nice winning move in the game and played 1...♖a7 with a draw.

If the pinned piece is protecting a stronger piece (other than the king), then it can still move. But such *discovered attacks* can very easily be overlooked.

**Diagram 9-7** △



### Diagram 9-7

### F.Reinfeld

The white knight may be pinned, but there follows:

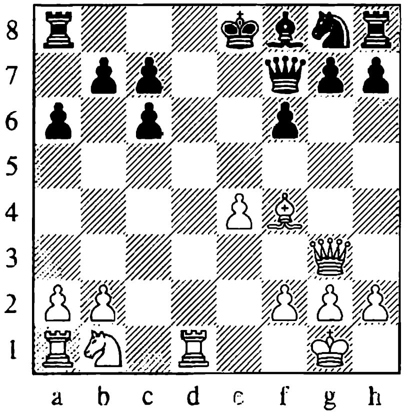
**1.♘xc6! ♕xc3**

After 1...♕xc6 comes 2.♕g7#.

**2.♘xe7† ♔h8 3.♘f7#**

In the following game, Black was counting on the pin.

**Diagram 9-8** ▼



### Diagram 9-8

### Volchok – Kreslavsky

Kiev 1970

**1...♗d6?! 2.♗xd6 0–0–0 3.e5!?**

3.♘c3 is also good.

**3...fxe5??**

3...cxd6 is necessary.

**4.♕g4†**

White defends the rook on d1 with tempo.

**4...♕d7?**

Or 4...♔b8 5.♗xe5+–

**5.♗e7!**

White makes use of the absolute pin in order to win the queen.

**1–0**

The following combination exploits both elements, the pin and also the discovered attack.

### Diagram 9-9

**S.Tarrasch – C.Walbrodt**

Hastings 1895

**1.♖xd4!! ♘xg3!?**

Other moves are no better:

a) 1...cxd4 2.♗xd4+–

b) 1...♘f6 2.♖xd5 ♕xb2 3.♖xd8+–

c) 1...♗f6 2.♖xd5 ♕xb2 3.♘e4+–

**2.♘xg3 ♖xg3†**

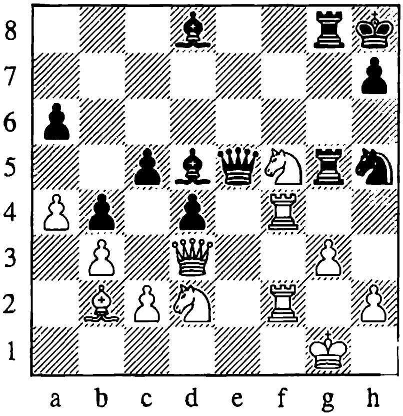
If 2...cxd4, then of course 3.♗xd4+–.

**3.hxg3 ♖xg3† 4.♔f1 ♖xd3 5.♖g4!!+–**

With the double threat of ♖f8† and ♗xe5†.

**1–0**

**Diagram 9-9** △



In the following example, the knight on d5 is pinned because it has to protect the h1-square.

### Diagram 9-10

**Hubert – A.Yusupov**

Eupen (rapid) 1996

**1...♖d8! 2.e4□**

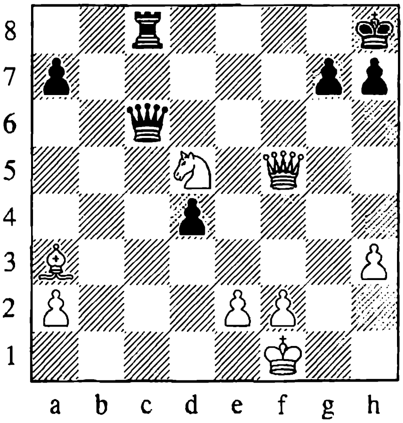
But not 2.♘f4 because of 2...♕h1#.

**2...dxe3 3.♘xe3**

3.♘b4 also loses, due to 3...♕h1† 4.♔e2 ♖d2† 5.♔xe3 ♕e1†–+.

**3...♕a6† 4.♔g2 ♕xa3–+**

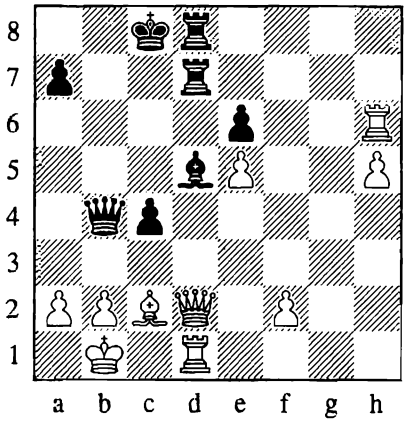
**Diagram 9-10** ▼



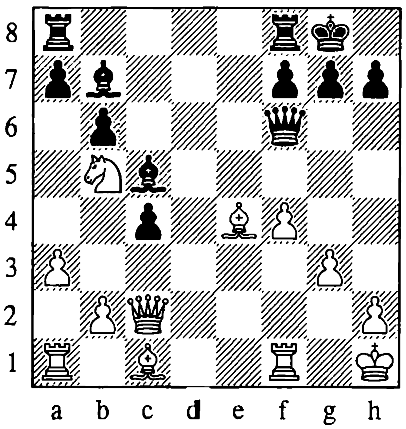
Try to spot and exploit the tactical elements in the test which follows.

# Exercises

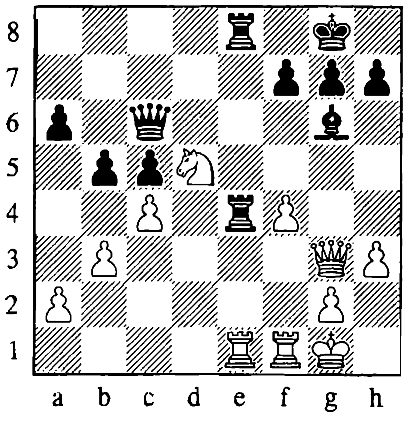
➤**Ex. 9-1**⮜ ★ ▼



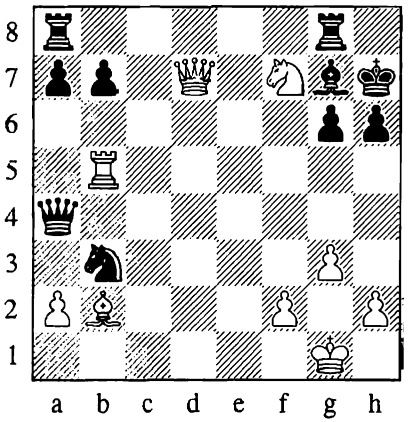
➤**Ex. 9-2**⮜ ★ ▼



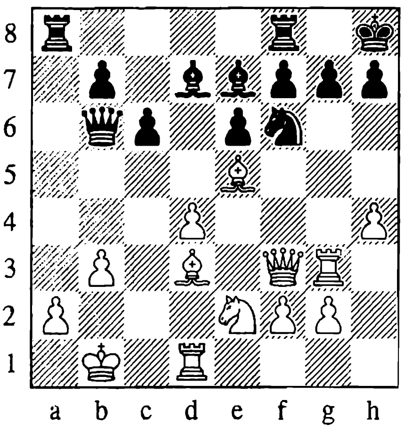
➤**Ex. 9-3**⮜ ★ △



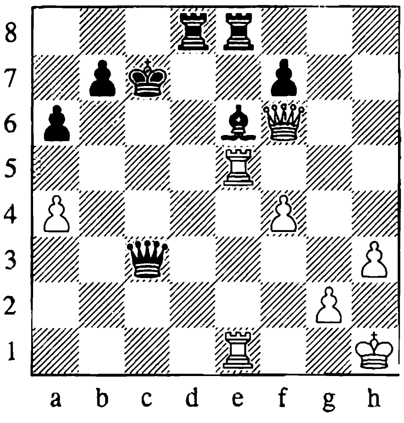
➤**Ex. 9-4**⮜ ★ △



➤**Ex. 9-5**⮜ ★ △

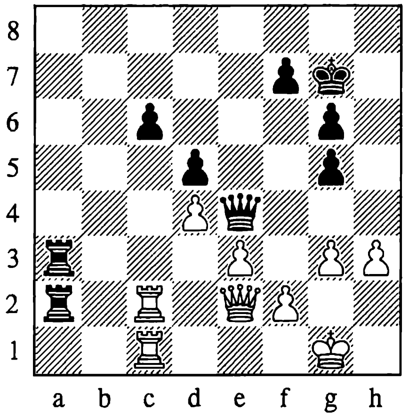


➤**Ex. 9-6**⮜ ★ △

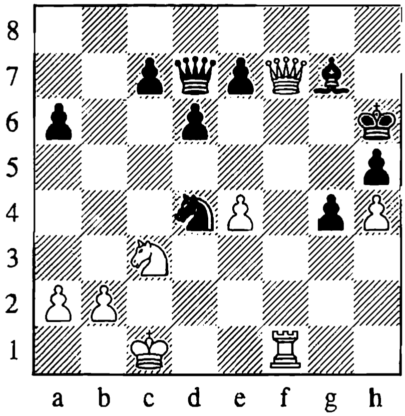


# Exercises

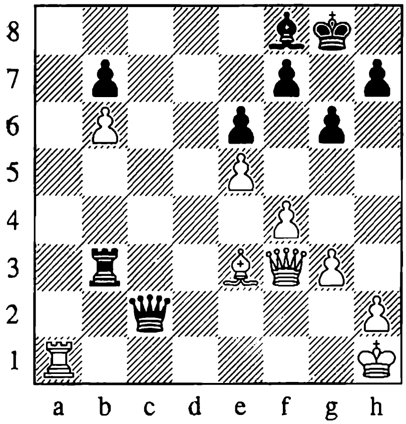
**➤Ex. 9-7⮜** ★ ▼



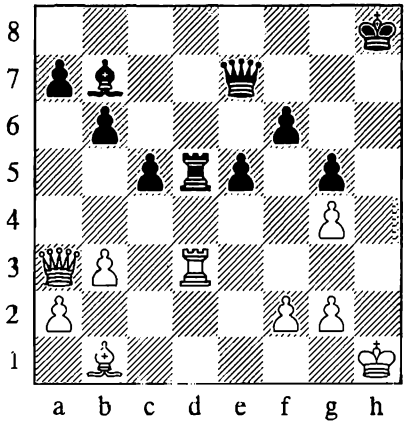
**➤Ex. 9-10⮜** ★★ △



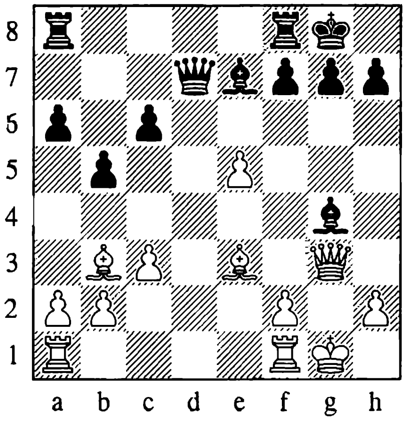
**➤Ex. 9-8⮜** ★ ▼



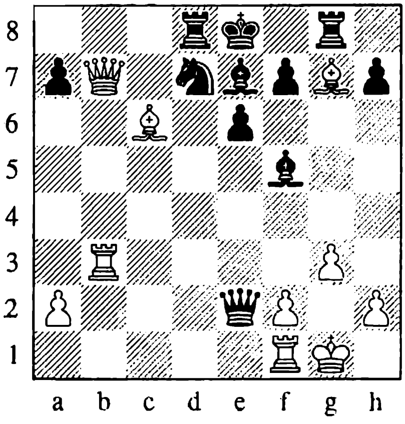
**➤Ex. 9-11⮜** ★★ ▼



**➤Ex. 9-9⮜** ★★ △



**➤Ex. 9-12⮜** ★ △



# Solutions

### Ex. 9-1

**Petrusha – Jushkevich**

Byelorussia 1967

**1...♗e4!–+**

**0–1**

(1 point)

### Ex. 9-2

**Juriev – Tyschler**

Moscow 1927

**1...♕f5!**

(1 point)

**2.♘c3**

2.♖e1 ♖fe8–+

**2...♖fe8 3.♖e1 ♖xe4! 4.♘xe4 ♖e8 5.g4 ♖xe4!**

White resigned, in view of 6.gxf5 ♖xe1#.

### Ex. 9-3

**F.Olafsson – O.Bazan**

Mar del Plata 1960

**1.f5!**

(1 point)

**1...♗xf5**

Or 1...♖xe1 2.♖xe1 ♖xe1† 3.♕xe1 ♗xf5 4.♘e7†+–.

**2.♖xe4 ♗xe4 3.♘f6† ♔h8 4.♘xe8 ♕xe8 5.♕c7 bxc4 6.♖d1+–**

**1–0**

### Ex. 9-4

**Parr – Wheatcroft**

London 1938

**1.♖h5!! ♕xd7**

1...♕a6 2.♖xh6† ♗xh6 3.♘g5#; 1...gxh5 2.♕f5#.

**2.♘g5† ♔h8 3.♖xh6#**

(1 point)

### Ex. 9-5

**I.Radulov – J.Soderborg**

Helsinki 1961

**1.♖xg7! ♔xg7 2.♕g4†**

(1 point)

Black resigned, at the prospect of 2...♔h8 3.♕h5 ♔g8 4.♗xf6+–.

### Ex. 9-6

**K.Richter – Winz**

Berlin 1957

**1.♖xe6!±**

(1 point)

But not 1.f5? due to 1...♗d7–+.

Now after 1...♕xf6 (or 1...♕xe1† 2.♖xe1 ♖xe1† 3.♔h2±) comes 2.♖c1†! ♔b8 3.♖xf6±.

### Ex. 9-7

**Bykov – J.Zinoviev**

Odessa 1962

**1...♖c3!!–+**

(1 point)

**2.♖xa2**

Or 2.♖xc3 ♖xe2–+.

**2...♖xc1† 3.♔h2**

3.♕f1 ♖xf1†–+

**3...♕h1#**

### Ex. 9-8

**A.Groszpeter – O.Reeh**

Kecskemet 1990

**1...♖xe3!**

(1 point)

Equally good is 1...♕c3–+ (also 1 point). But not 1...♗c5?? on account of 2.♗xc5!! ♖xf3 3.♖a8† ♔g7 4.♗f8†+–.

**2.♕xe3 ♕c6† 3.♔g1 ♗c5–+**

**0–1**

# Solutions

### Ex. 9-9

**Dal – Schulz**

Berlin 1956

**1.e6!!**

(1 point)

1.♗h6 gxh6 2.f3± (1 point) would not be so strong.

**1...♗xe6 2.♗d4! f6**

If 2...g6, then 3.♕e5+–.

**3.♕g4!!+–**

(another 1 point)

Black resigned. After 3...♔f7 there follows 4.♖ae1 f5 5.♗xe6† ♕xe6 6.♕xg7†+–.

### Ex. 9-10

**A.Miles – M.Jadoul**

Brussels 1986

**1.♖f5!!**

(1 point)

Targeting the weakness on h5.

**1...♘xf5 2.exf5**

Threatening 3.♕g6#.

**2...♔h7 3.f6!+–**

**1–0**

(another 1 point)

### Ex. 9-11

**Schatz – Giegold**

Hof 1928

**1...♕h7†!**

(1 point)

By attacking the ♖d3, Black clears the d-file for his own rook to exploit.

**2.♖h3□ ♖d1†**

Not so good is 2...♕xh3†? in view of 3.gxh3 ♖d1† 4.♔h2 ♖h1† 5.♔g3 ♖g1†=.

**3.♔h2 ♖h1†! 4.♔g3**

Or 4.♔xh1 ♕xh3†–+.

**4...♕h4†!**

Equally good is 4...♖xh3† 5.gxh3 ♕h4†! 6.♔h2 ♕xf2#.

**5.♖xh4† gxh4#**

(another 1 point)

### Ex. 9-12

**V.Ponomarev – Demidov**

USSR 1976

**1.♕xd7†! ♖xd7 2.♖b8† ♗d8 3.♗f6!!+–**

(1 point)

Threatening ♖xd8#. After 3...♔f8 there comes 4.♗xd7+–.

**1–0**

# Scoring

Maximum number of points is **15**

**13** points and above ········➤ **Excellent**
**11** points and above ········➤ **Good**
**8** points ········➤ **Pass mark**

*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

# CHAPTER 10

## Contents

- ✓ Various forms of zugzwang
- ✓ Mutual zugzwang
- ✓ Characteristics of the zugzwang situation
- ✓ Recognizing a zugzwang position

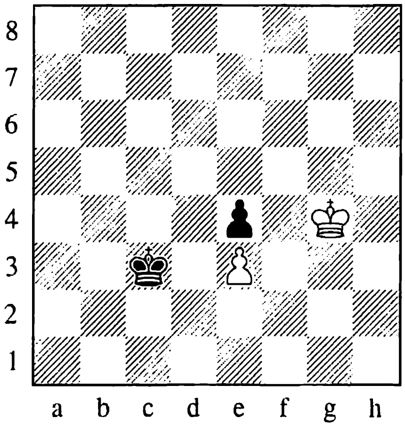
# Zugzwang

As we already know, *zugzwang is a situation on the board in which any move you make worsens your own position.*

Zugzwang is a very important element in the endgame. There is almost no pawn ending in which zugzwang does not play a part. *The opposition, triangulation, mined* or *corresponding squares* are the best known examples. But in other endings too, zugzwang frequently plays its part.

Those positions in which there is a *mutual zugzwang* are of particular interest.

**Diagram 10-1** △▼



1.? +–

1...? –+

### Diagram 10-1

**Example 1**

A well-known situation in which the squares f4 and d3 are mined. You must first force your opponent onto one of the mined squares.

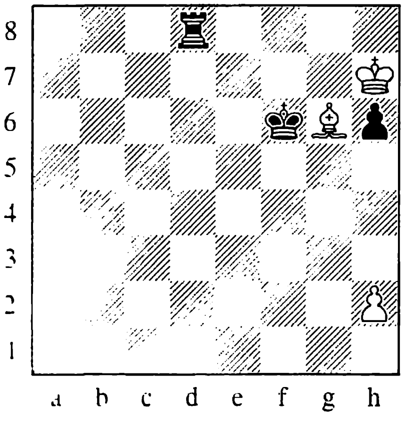
**1.♔f5!**

With Black to play, 1...♔d2! 2.♔f4 ♔d3⊙–+ leads to the same zugzwang position, but with White on the move!

**1...♔d3 2.♔f4⊙+–**

And now Black must move!

**Diagram 10-2** △



### Diagram 10-2

**G.Kasparian**

1961

**1.♔xh6!**

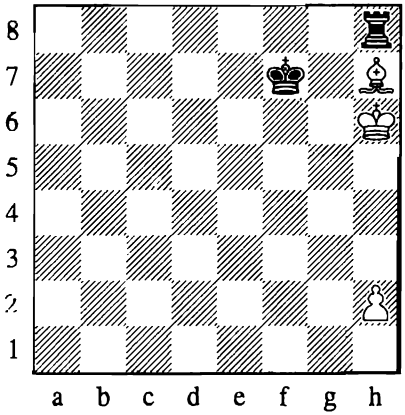
White's only path to salvation is by means of this bold blow.

1.h4? would be bad: 1...♖d4 (also good is 1...♖h8† 2.♔xh8 ♔xg6 3.♔g8 h5–+) 2.h5 ♔g5–+.

**1...♖h8† 2.♗h7 ♔f7**

### Diagram 10-3

Diagram 10-3 △



**3.h3!**

White uses his reserve tempo to bring about the critical position with mutual zugzwang, but with his opponent to move.

It is often very useful to have some pawns left in their starting positions so that later on you have the **choice between moving them one square forward or two.**

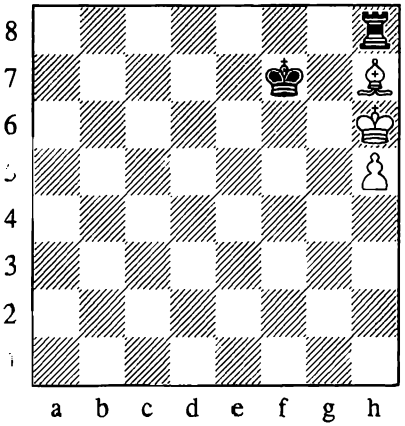
3.h4? loses to 3...♔f6 4.h5 ♔f7⊙–+.

**3...♔f6 4.h4 ♔f7 5.h5⊙**

The critical position of mutual zugzwang. With White to move, Black would win. But Black cannot wait and has to move.

### Diagram 10-4

Diagram 10-4 ▼



**5...♔f6** stalemate

Here are some of the important characteristics in a position which can lead to zugzwang:

1) **the pieces are immobile;**

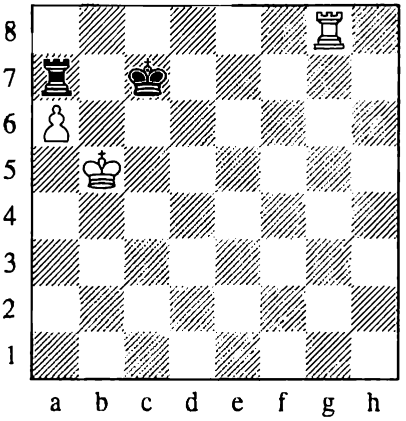
2) **the pieces and pawns are in their best possible positions and any changes will be for the worse;**

3) **the pieces are fulfilling several tasks at the same time.**

### Diagram 10-5

## Example 2

Diagram 10-5 △



The black rook cannot move. The king has to protect the b6-square. Since Black does not have a waiting move, White has an easy win by zugzwang.

**1.♖h8⊙**

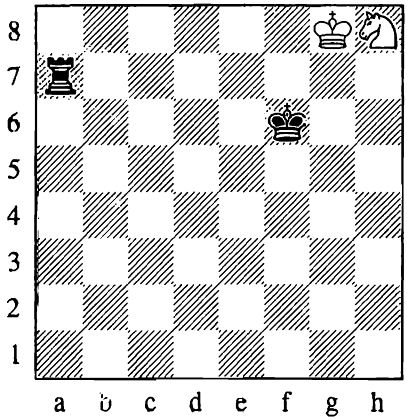
Or 1.♖f8⊙. But 1.♖g7† ♔b8 2.♖g8† ♔c7 just repeats the position.

**1...♔d6**

Or 1...♔d7 2.♖h7†+–.

**2.♔b6 ♖f7 3.a7+–**

**Diagram 10-6** ▼



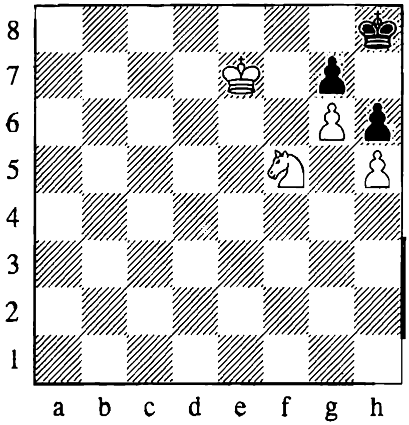
### Diagram 10-6

### Example 3

Here too, it is easy to recognize the zugzwang situation: the white knight is in the corner and can hardly move. After Black's simple waiting move, White's defence falls apart.

**1...♖b7⊙–+ 2.♔f8 ♖b8#**

**Diagram 10-7** △



### Diagram 10-7

### Example 4

The black fortress cannot be stormed as easily as it would appear – because of some stalemate possibilities.

**1.♘g3**

The knight sacrifice 1.♘xg7?? is bad: 1...♔xg7 2.♔e6 ♔g8 3.♔f6 ♔f8 4.g7† ♔g8 5.♔g6 stalemate.

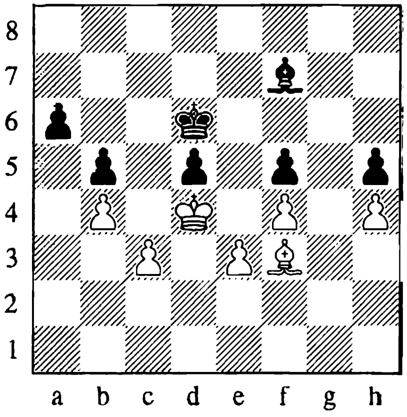
No better is 1.♘xh6?? gxh6 2.♔f6 (2.♔f8=) 2...♔g8 3.g7 ♔h7 4.♔f7 stalemate.

**1...♔g8 2.♘e4 ♔h8 3.♘f6⊙**

**The most important weapon for use against a fortress is zugzwang!**

**3...gxf6 4.♔f7**+–

**Diagram 10-8** △



### Diagram 10-8

### Y.Averbakh

1954

The black king is controlling the c5- and e5-squares and may not leave its post. The bishop is clearly overloaded and even has to defend three weaknesses: h5, f5 and d5. This is a zugzwang situation. The relationship between the squares f3 and f7 is obvious: they are corresponding squares. In order to win White must bring about the same position with Black to move.

**1.♗e2**

This is not the only route to victory, but it is the shortest.

**1...♗e8**

If 1...♗g6, then 2.♗d3 ♗h7 3.♗f1 (also good is 3.♗b1 ♗g6 4.♗c2 ♗h7 5.♗b3 ♗g8 6.♗d1 ♗f7 7.♗f3⊙) 3...♗g6 (or 3...♗g8 4.♗e2 ♗f7 5.♗f3⊙+–) 4.♗g2 ♗f7 5.♗f3⊙+–.

**2.♗d3 ♗g6**

If 2...♗d7, then 3.♗c2 ♗e6 4.♗d1 ♗f7 5.♗f3⊙+–.

**3.♗c2 ♗h7 4.♗b3! ♗g8 5.♗d1 ♗f7 6.♗f3⊙+–**

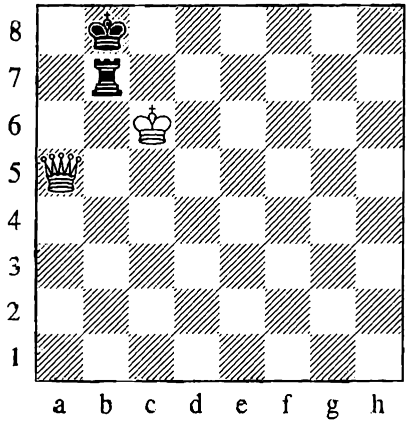
It is not always easy to spot a zugzwang position. For that reason in the endgame you should ask yourself frequently 'What would/could my opponent play if it were his move?'

### Diagram 10-9

**Philidor**

1777

**Diagram 10-9** △



Black has set up an optimal defensive position for his pieces. So this is a typical zugzwang situation. In order to win from this important theoretical position, White must arrange for his opponent to have the move in the same position!

**1.♕e5†**

1.♕a6?! ♖c7† 2.♔b6?? achieves nothing, due to 2...♖c6†!=.

**1...♔a8**

1...♔a7 2.♕a1† ♔b8 3.♕a5⊙ leads to the same zugzwang.

1...♔c8 loses at once to 2.♕e8#.

**2.♕a1†! ♔b8**

If 2...♖a7, then 3.♕h8#.

**3.♕a5⊙**

White has achieved his goal. Black is in zugzwang and must separate his rook from his king. White will soon win the rook.

**3...♖b1**

Other moves also lose quickly·

a) 3...♖e7 4.♕d8†+–

b) 3...♖g7 4.♕e5†+–

c) 3...♖b2 4.♕e5†+–

d) 3...♔c8 4.♕a6+–

e) 3...♖a7 4.♕d8#

f) 3...♖f7 4.♕e5† ♔a7 5.♕e3† ♔b8 6.♕e8†+–

g) 3...♖h7 4.♕e5† ♔a8 5.♕a1† ♔b8 (5...♖a7 6.♕h8#) 6.♕b1†+–

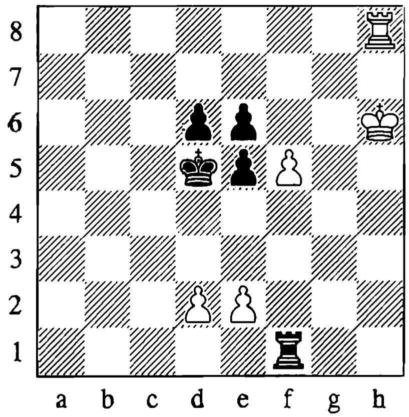
**4.♕e5† ♔a7 5.♕d4† ♔a8 6.♕h8† ♔a7**

Or 6...♖b8 7.♕a1#.

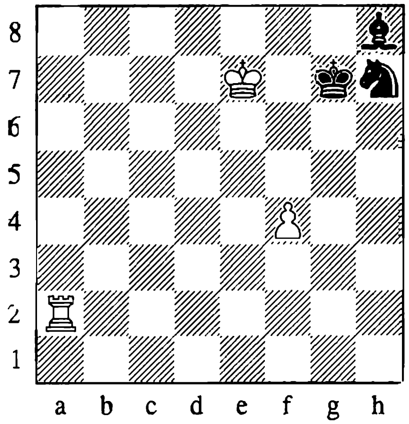
**7.♕h7†**+–

# Exercises

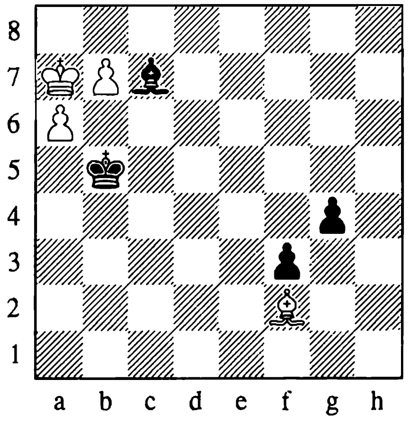
➤Ex. 10-1◀ ★★ △



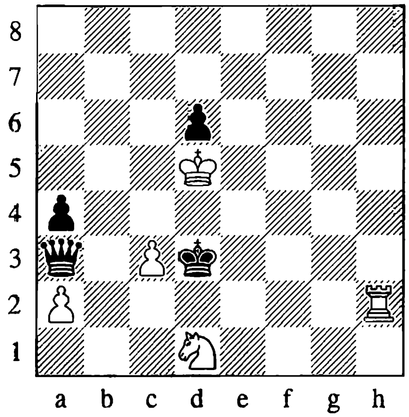
➤Ex. 10-2◀ ★★★ △



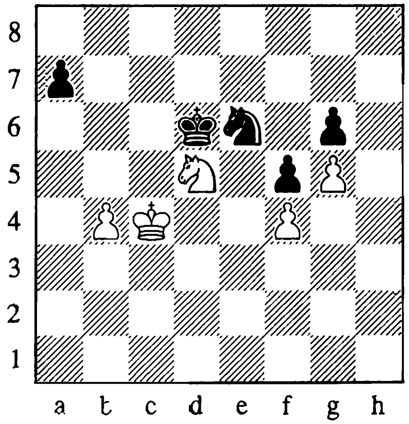
➤Ex. 10-3◀ ★★ △



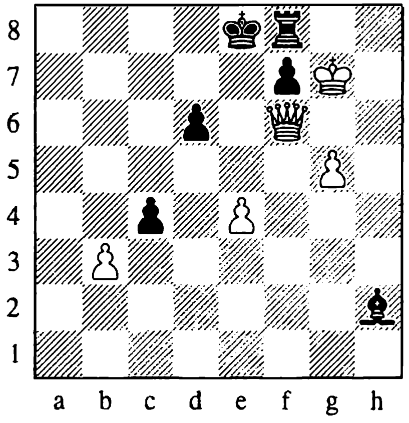
➤Ex. 10-4◀ ★★ △



➤Ex. 10-5◀ ★ ▼

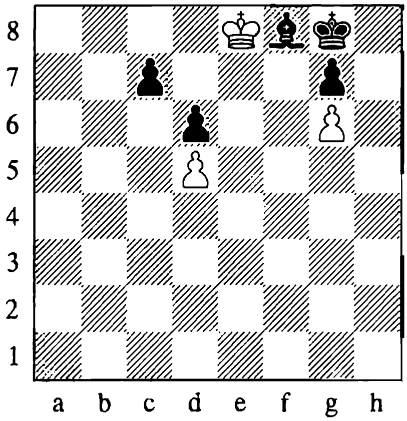


➤Ex. 10-6◀ ★★ △

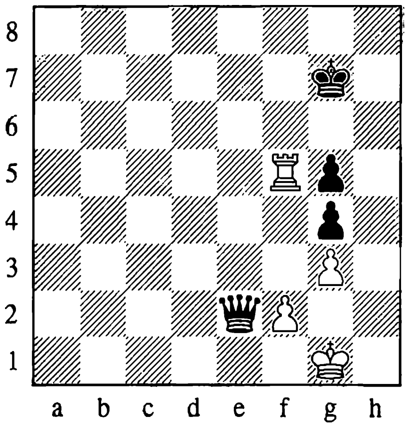


# Exercises

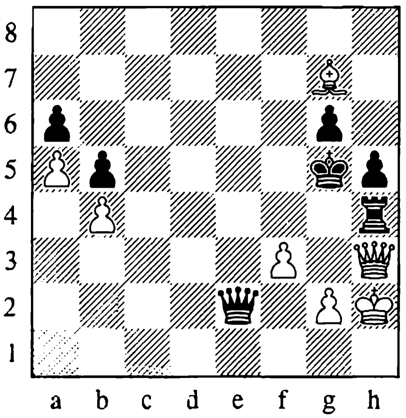
➤Ex. 10-7◀ ★ △



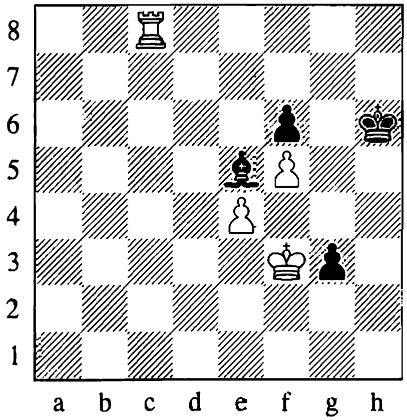
➤Ex. 10-8◀ ★ ▼



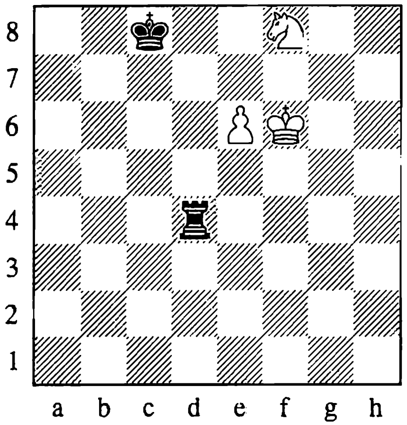
➤Ex. 10-9◀ ★★★ △



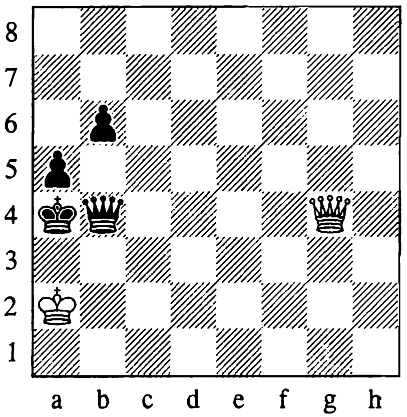
➤Ex. 10-10◀ ★★ △



➤Ex. 10-11◀ ★★ △



➤Ex. 10-12◀ ★★ △



# Solutions

### Ex. 10-1

**V.Neidze**

1968

**1.e4†!**

(1 point)

**1...♔xe4?**

1...♔c6, would be better but after 2.♔g6 White's victory is simply a question of technique, since his passed pawn is very strong.

On the other hand, nothing is achieved by 2.fxe6 ♖f6† 3.♔g7 ♖xe6 4.♔f7 ♔d7=.

**2.fxe6 ♖f6†**

If 2...♖h1†, then 3.♔g7 ♖g1† 4.♔f7 ♖f1† 5.♔e8 ♖a1 6.♖h3+–.

**3.♔g7! ♖xe6**

Or 3...♔f5 4.e7 ♖g6† 5.♔f7 ♖f6† 6.♔e8+–.

**4.♔f7 ♔d5 5.♖h5!⊙+–**

(another 1 point for this variation)

### Ex. 10-2

**G.Zakhodiakin**

1930

**1.♖a6!**

(1 point)

There is only a draw after 1.♖g2†? (1 consolation point) 1...♔h6 2.♔f7 ♘f6 3.♖g6† ♔h5 4.♖xf6 ♔g4! 5.f5 ♔g5=.

**1...♔g8**

1...♘f8 2.f5 ♔g8 (2...♘h7 3.♖g6#) 3.♖a8 ♗g7 4.f6 ♗h6 5.f7† ♔g7 6.♖xf8+–

(1 extra point for this variation)

**2.♖a8†! ♔g7 3.♖xh8! ♔xh8 4.♔f7⊙**

(another 1 point)

### Ex. 10-3

The end of a study by

**O.Duras**

1906

**1.b8♕†! ♗xb8† 2.♔b7!**

(1 point)

**2...♔a5 3.♗h4**

Or 3.♗g3 ♔b5 4.♗e1⊙.

**3...♔b5 4.♗e1!⊙ g3 5.♗xg3 ♗xg3 6.a7 f2 7.a8♕ f1♕ 8.♕a6†+–**

(another 1 point for the whole variation)

### Ex. 10-4

The end of a study by

**L.Kubbel**

1927

**1.♘b2† ♔xc3**

If 1...♔e3, then 2.♘c4†+–.

**2.♘d3!!⊙+–**

But not 2.♖h3†? ♔xb2–+.

(2 points)

### Ex. 10-5

Variation from the game

**T.Petrosian – L.Schmid**

Bamberg 1968

**1...a6!–+**

Puts White in zugzwang.

(1 point)

### Ex. 10-6

The end of a study by

**R.Reti**

1928

**1.e5!**

(1 point)

Other moves are no use:

a) 1.bxc4? ♗e5⊙–+
b) 1.♕f5? ♗e5† 2.♔h6 ♖h8†–+
c) 1.♔h6? ♗e5–+

**1...♗xe5 2.bxc4⊙ ♗xf6†**

Or 2...♗h2 3.c5 ♗e5 (3...dxc5 4.♕c6† ♔e7 5.♕e4†+–) 4.cxd6+–.

**3.gxf6⊙ ♖h8 4.♔xh8 ♔d7 5.♔g8! ♔e6 6.♔g7⊙+–**

(another 1 point)

# Solutions

## Ex. 10-7

**I.Rabinovich**

1938

**1.♔d8!**

The win is secured by triangulation. 1.♔d7! ♔h8 2.♔d8 ♔g8 3.♔e8⊙+– is equally good.

**1...♔h8 2.♔d7 ♔g8 3.♔e8⊙+–**

(1 point)

**3...♔h8 4.♔xf8⊙ c5 5.dxc6 d5 6.c7 d4 7.c8♕ d3 8.♔f7#**

## Ex. 10-8

Variation from the game

**X.Mateu – A.Yusupov**

Skien 1979

**1...♕e1†! 2.♔h2**

After 2.♔g2 there follows 2...♕e4†–+.

**2...♔g6 3.♖f8 ♕f1⊙**

(1 point)

**4.♖g8† ♔f7 5.♖xg5 ♕xf2† 6.♔h1 ♕e1† 7.♔g2 ♕d2†–+**

## Ex. 10-9

**Jung – Sabadosh**

Hungary 1952

**1.♕xh4†!!**

(1 point)

1.♗f6† ♔xf6 2.♕xh4†= is not so good. Nor is 1.♗h6† ♔xh6 2.♕xh4=. For them you get only 1 consolation point.

**1...♔xh4 2.♗f6† g5 3.♗c3!!⊙**

(1 point)

Black is in zugzwang and resigned here. All moves lose:

a) 3...g4 4.♗f6#
b) 3...♕e3 4.g3#
c) 3...♕c2 4.♗e1† ♕f2 5.♗xf2#

**3...♕f2 4.♗e5⊙+–**

(another 1 point)

**4...♕e1**

4...♕c2 5.♗g3# or 4...g4 5.♗f6#.

**5.g3† ♕xg3† 6.♗xg3#**

## Ex. 10-10

**A.Yusupov – Vasilenko**

Lvov 1976

**1.♖g8!**

(1 point)

**1...♔h7**

After 1...♔h5 there follows 2.♖xg3 (also good is 2.♖g6 ♔h4 3.♔g2 ♔h5 4.♔h3⊙+–) 2...♗xg3 3.♔xg3 ♔h6 4.♔f4 ♔g7 5.♔e3 ♔f7 6.♔d4 ♔e7 7.♔c5+–.

**2.♖g6!**

The bishop now has too much to do.

**2...♔h8 3.♔e2**

Intending ♔d3-c4-d5-e6-f7⊙+–.

**1–0**

(another 1 point)

## Ex. 10-11

The end of a study by

**R.Reti**

1928

**1.e7**

(1 point)

**1...♖d6†**

After 1...♖e4 comes 2.♘e6 and if 2...♔d7, then 3.♘c5†+–.

**2.♔g7!**

But not 2.♔f7 on account of 2...♖d8⊙ 3.♘e6 ♖d7=.

**2...♖d8 3.♔f7⊙+–**

(1 point)

## Ex. 10-12

The end of a study by

**A.Ojanen**

1943

**1.♕d7† ♕b5 2.♕d4† ♕b4 3.♕d3!⊙+–**

(2 points)

**3...b5**

Black is in zugzwang: 3...♕f4 4.♕b3#, 3...♕b5 4.♕a3#.

**4.♕c2† ♕b3† 5.♕xb3#**

# Solutions

## Scoring

Maximum number of points is **23**

| | | |
|---|---|---|
| **20** | points and above ➤ | **Excellent** |
| **17** | points and above ➤ | **Good** |
| **11** | points ➤ | **Pass mark** |

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

# CHAPTER 11

## Contents

- ✓ Deflection in mating combinations
- ✓ Overloading the defending piece
- ✓ Deflection to gain material
- ✓ Deflection in defence

# Deflection

*Deflection* is a typical tactical procedure which frequently occurs in praxis. **A defending piece, which is fulfilling important defensive tasks, is deflected from its work in defence.** A deflection is frequently part of a mating combination.

**Diagram 11-1** ▼

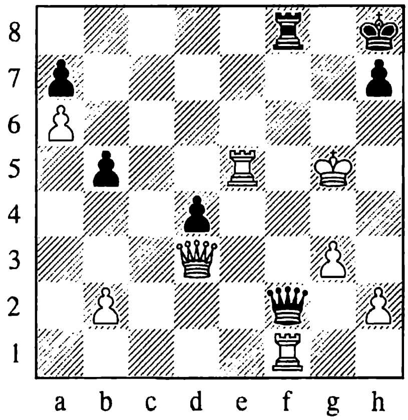


**Diagram 11-1**

**N.N. – M.Lazarevic**

1972

Black finds an elegant way to mate.

**1...♖g8†! 2.♔h6**

If 2.♔h4, then 2...♕xh2#.

**2...♕xh2† 3.♖h5**

There is only the white queen protecting the vital g6-square. Black makes an offer which her opponent cannot refuse...

**3...♕d2†!**

White resigned, in view of 4.♕xd2 ♖g6#.

**Diagram 11-2** ▼

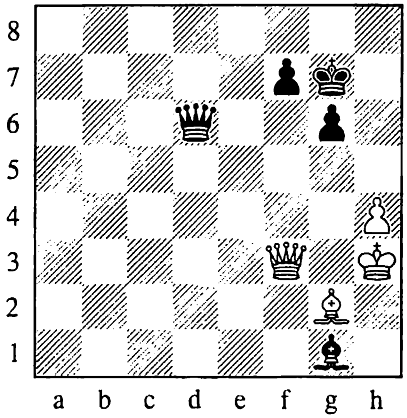


**Diagram 11-2**

**Silberstein – Wersov**

1969

Black attacks.

**1...♕h2† 2.♔g4 f5† 3.♔g5**

The white queen is now deflected from the defence of the e3-square.

**3...♕xg2†! 4.♕xg2 ♗e3#**

### Diagram 11-3

Variation from the game

**E.Geller – M.Tal**

Moscow 1975

The attack in this position is similar.

**1...♕g1† 2.♔g3 ♕f2† 3.♔g4 ♕xg2† 4.♗g3**

Not 4.♔h4, due to 4...♗f2†–+.

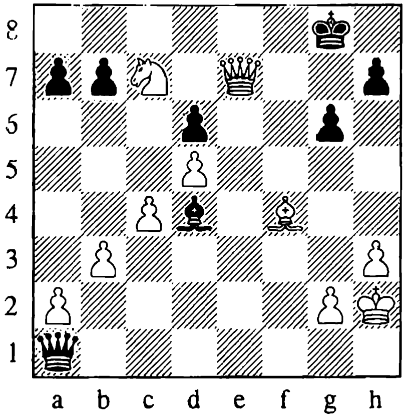
**4...h5† 5.♔h4**

Nor are other moves any better: 5.♔f4 ♗e5†–+ or 5.♔g5 ♕xg3†–+.

Without the white queen on e7, the black bishop could deliver mate...

**5...♕e4†! 6.♕xe4 ♗f6#**

**Diagram 11-3** ▼



There is one important characteristic of these positions: **the defensive piece is clearly overloaded, because it is protecting more than one point**.

### Diagram 11-4

**Vischnjackij – Perevoznikov**

USSR 1950

The black queen is defending the g7-pawn and the d8-square. There followed:

**1.♖d8†! ♘e8**

If 1...♕xd8, then 2.♕xg7† ♔e8 3.♕f7#.

**2.f6!**

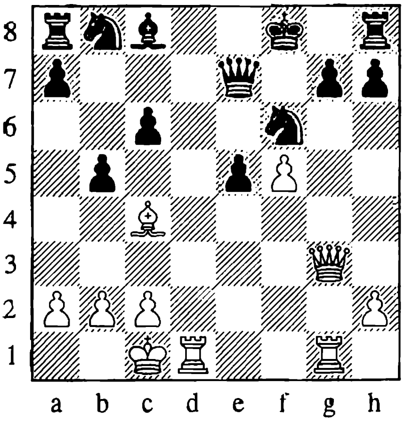
The decisive blow. Black has no defence:

a) 2...♕xd8 3.fxg7† ♘xg7 4.♕xg7† ♔e8 5.♕f7#

b) 2...♕xf6 3.♕a3†! ♕e7 4.♖f1†+–

c) 2...gxf6 3.♕g8†! ♖xg8 4.♖xg8#

**Diagram 11-4** △



The following combination occurs frequently. So you must study it very carefully.

### Diagram 11-5

**P.Johner – S.Tartakower**

Berlin 1928

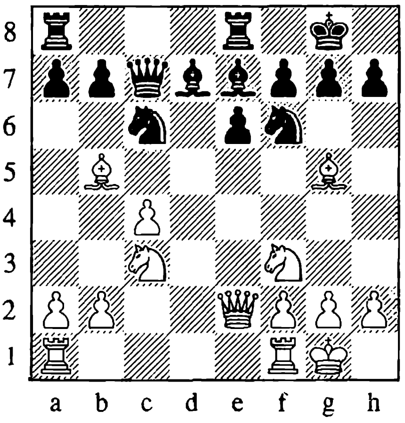
**1...♘g4**

Black is offering to exchange bishops, or is he...?

**2.♗xe7??**

White has not seen the trap. Black has an intermediate move which will deflect the white

**Diagram 11-5** ▼



knight on f3 from the defence of the h2-pawn. 2.g3 was necessary.

**2...♘d4!**

White resigned. After 3.♘xd4 there comes 3...♕xh2#. If 3.♕d1, then 3...♘xf3† 4.♕xf3 ♕xh2#.

Deflection may also be used to achieve an advantage in material. The following short game will familiarize us with some typical ideas.

### Schestakov – Guseinov

Dubna 1967

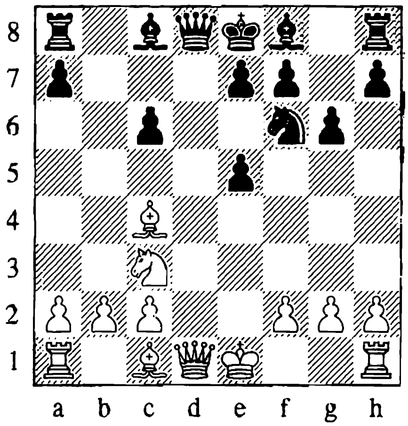
**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♗c4 g6?!**

This is not a good move here. White has the development to refute it. Other developing moves would have been better: 6...e6, 6...♗d7 or 6...♕b6.

**7.♘xc6 bxc6 8.e5! dxe5??**

**Diagram 11-6**

**Diagram 11-6** △



A blunder. The black king now has to defend the queen. But it will be deflected.

After the better move 8...♘g4 White plays 9.♗f4! (9.e6 f5!) and if 9...♕b6, then 10.♕f3 ♗f5 11.exd6 exd6 12.0–0±.

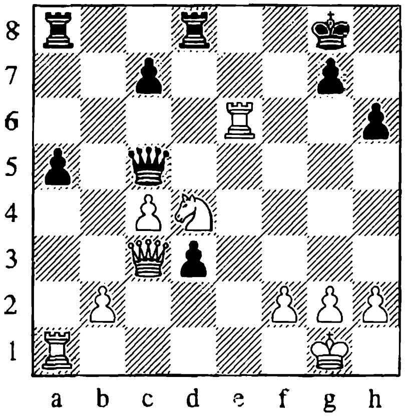
**9.♗xf7†!+–**

**1–0**

Even very experienced grandmasters have been victims of effective combinations involving deflection. Unfortunately the author of this book also belongs to this prominent group.

**Diagram 11-7**

**Diagram 11-7** ▼



### J.Timman – A.Yusupov

Tilburg 1987

How should you take the knight? Black thought about having a somewhat better endgame and played...

**1...♕xd4??**

...overlooking the essential.

White wins with a typical combination involving deflection. Of course the correct move was 1...♖xd4=.

**2.♖e8†!**

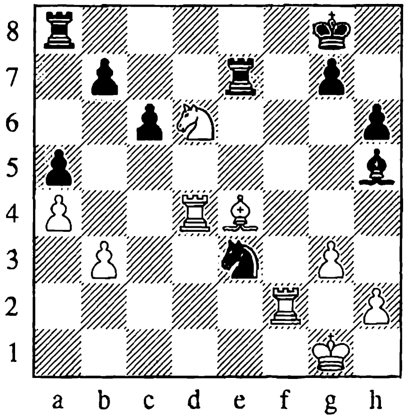
Disappointed, I resigned here. After 2...♖xe8 3.♕xd4 ♖ad8 there follows 4.♕g4! d2 5.♔f1+–.

### Diagram 11-8

**A.Yusupov – B.Spassky**

Reykjavik 1988

Diagram 11-8 ▼



But in this game luck was on my side.

**1...♖f8??**

1...♖d8?? would also be bad, due to 2.♘f5!+–. But after 1...♘g4∓ my opponent would have had a great advantage. However, Spassky had overlooked a typical combination involving deflection.

**2.♗h7† ♔xh7! 3.♖xf8±**

And White made use of his material advantage to win.

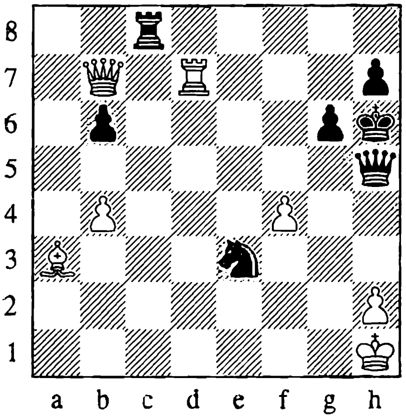
Since operations involving deflection are often directed against very strong pieces, it is only extremely rarely that the opponent can defend against them.

### Diagram 11-9

**Durst – S.Tarrasch**

Nuremberg 1908

Diagram 11-9 ▼



The threat is ♖xh7#. But Black played a strong card: deflection.

**1...♖c7!!**

Even the passive move 1...♖h8 does not lose. White replies 2.♗b2 and then:

a) 2...♕h3? would be bad, on account of 3.♖d1! ♘xd1 4.♗g7† ♔h5 5.♕d5† ♔g4 (5...♔h4 6.♕g5#; 5...♕f5 6.♕xd1†+–) 6.♕xd1†+–.

b) Black has to find 2...♕e2! and after 3.♗g7† there follows 3...♔h5 4.♖d5† ♘f5 5.♖xf5† gxf5 6.♕f7† ♔g4 7.h3† ♔xh3 8.♕xf5† ♔g3 9.♕g5† ♔h3 10.♕h6† ♔g3=.

After 1...♖c7!! White cannot take the rook. But he has another solution.

**2.b5!!**

Threatening ♗f8#.

Of course not 2.♖xc7 ♕d1# nor 2.♕xc7 ♕f3† 3.♔g1 ♕g2#.

**2...♕d1†!**

This new deflection leads to a level endgame.

If 2...♕e2?, then 3.♖xh7†! ♖xh7 (3...♔xh7 4.♕xc7†) 4.♗f8† ♔h5 5.♕xh7† ♔g4 6.♕xg6† ♔f3 7.♕h5† ♘g4 (7...♔f2 8.♕xe2†+–) 8.♕d5† ♔xf4 (8...♔f2 9.♕g2†+–) 9.♗d6†+–.

**3.♖xd1 ♖xb7=**

Finally, try to solve these three difficult positions. Think for approximately 5 minutes per position. If you do not find the solution, read the small hint for each diagram and think about it for another 5 minutes. Only then should you look at the solution.

**Diagram 11-10** △

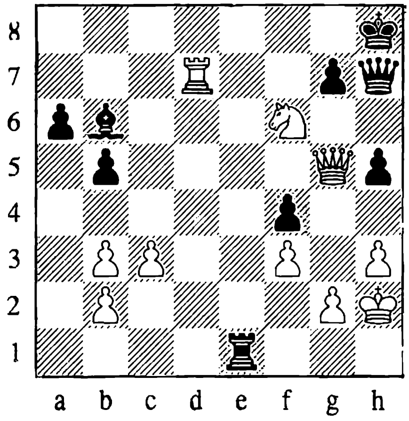


**Diagram 11-10**

**G.Kramer – Lus**

Eisenach 1951

The b6-bishop is protecting the d8-square...

**1.♕c5!!**

If 1.♘xh7, then 1...♗g1† 2.♔h1 ♗f2† 3.♔h2 ♗g1†=.

Black resigned. White threatens ♕f8† and after 1...♖e8 (1...♗xc5 2.♖d8†+–) there follows 2.♖xg7! (also good is 2.♕xb6 ♕g6 3.♖e7!+–) 2...♔xg7 (2...♗xc5 3.♖xh7#; 2...♕xg7 3.♕xh5†+–) 3.♘xe8† ♔f7 4.♘d6†+–.

**Diagram 11-11** △

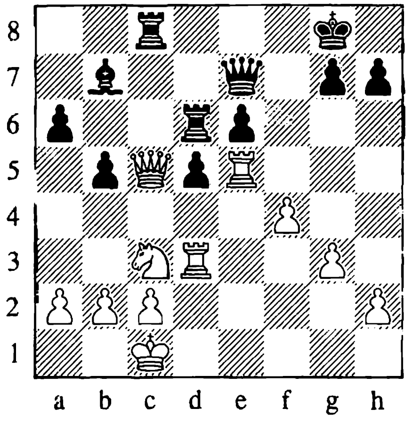


**Diagram 11-11**

**Mattison – Wright**

Bromley 1924

Sometimes even three defenders are not good enough...

**1.♘xd5! ♕d7**

1...♖xc5 2.♘xe7†+–; 1...♗xd5 2.♕xc8†+–; 1...exd5 2.♕xc8†! ♗xc8 3.♖xe7+–.

**2.♘e7†!+–**

### Diagram 11-12

### Liberman – Ioffe

USSR 1961

Can White exploit to his advantage the pin on the bishop on b5?

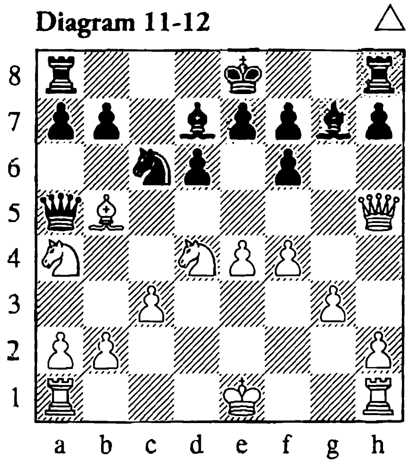
**1.♘e6!! ♗f8**

1...♗xe6 loses to 2.♗xc6†+–.

**2.b4! ♘xb4 3.♗xd7† ♔xd7 4.♘xf8† ♖hxf8 5.♕xa5+–**

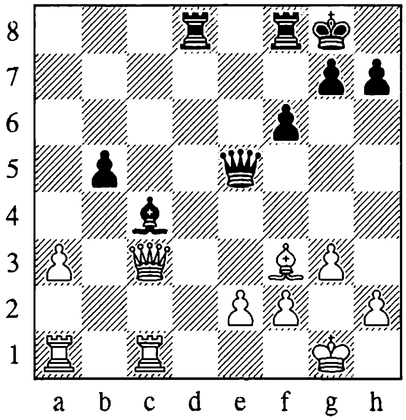
**1–0**

Diagram 11-12

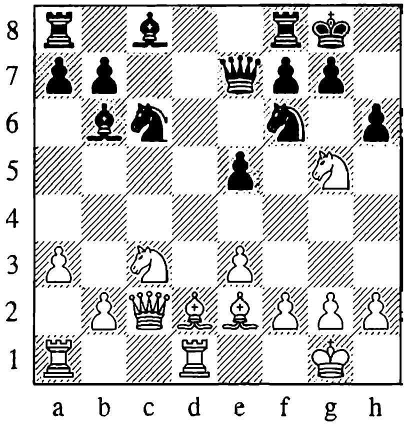


# Exercises

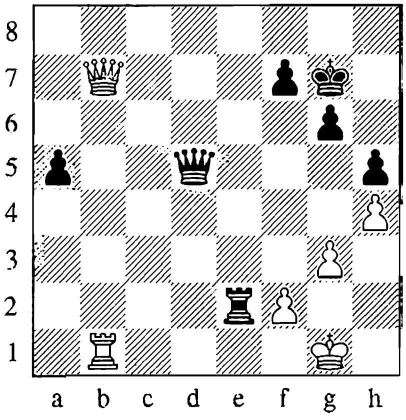
**➤Ex. 11-1➤** ★ ▼



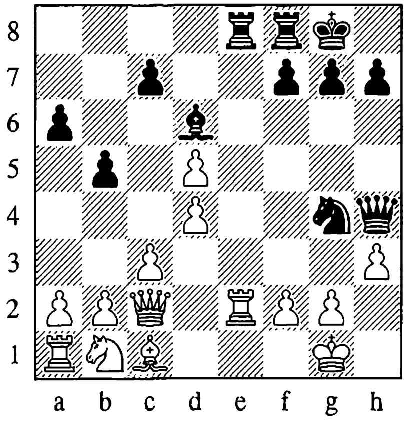
**➤Ex. 11-2➤** ★ △



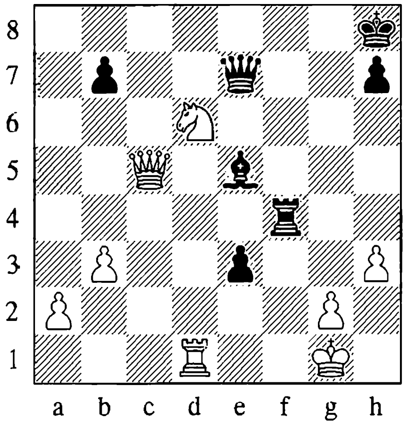
**➤Ex. 11-3➤** ★ ▼



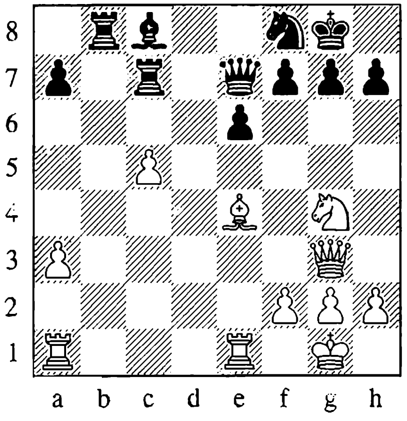
**➤Ex. 11-4➤** ★ ▼



**➤Ex. 11-5➤** ★ △

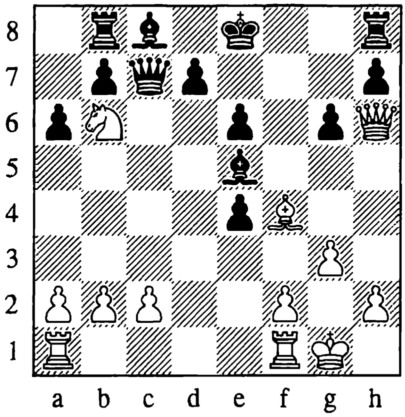


**➤Ex. 11-6➤** ★ △

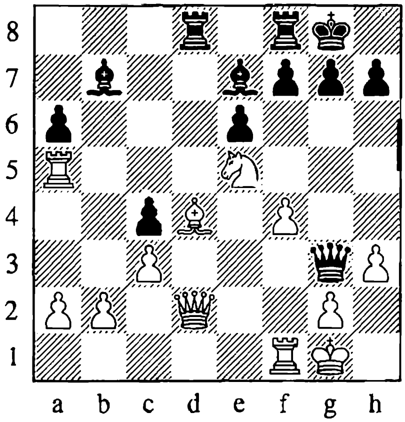


# Exercises

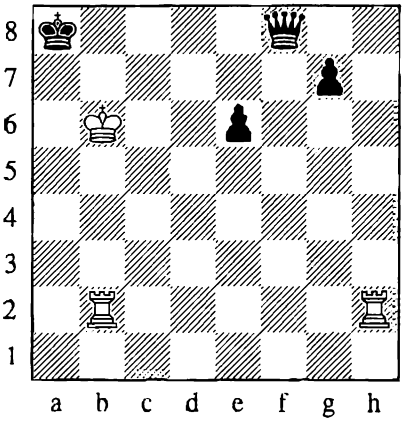
➤Ex. 11-7◀ ★ △



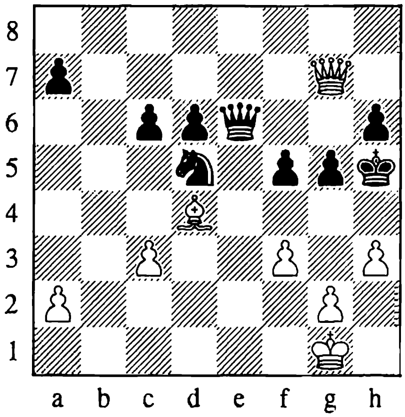
➤Ex. 11-8◀ ★★ ▼



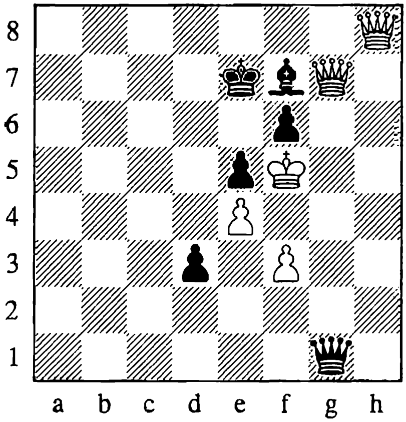
➤Ex. 11-9◀ ★★ △



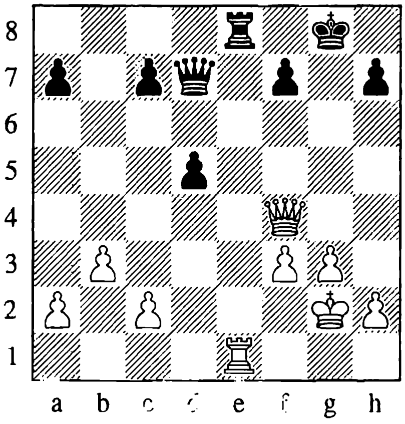
➤Ex. 11-10◀ ★★ △



➤Ex. 11-11◀ ★ ▼



➤Ex. 11-12◀ ★ △



# Solutions

### Ex. 11-1

**R.Vaganian – L.Psakhis**

Yerevan 1982

**1...♖d1†!–+**

(1 point)

After 2.♖xd1 comes 2...♕xc3–+; if 2.♔g2, then 2...♕xc3 3.♖xc3 ♖xa1–+.

**0–1**

### Ex. 11-2

**S.Flohr – K.Gilg**

Bad Liebenwerda 1934

**1.♘d5!+–**

**1–0**

(1 point)

### Ex. 11-3

**Varnik – Hofland**

Netherlands 1982

**1...♖e1†! 2.♔h2 ♖h1†!–+**

**0–1**

(1 point)

### Ex. 11-4

**D.Yanofsky – Toriran**

Canada 1953

**1...♕xf2†!! 2.♖xf2 ♖e1† 3.♖f1 ♗h2† 4.♔h1 ♖xf1#**

(1 point)

### Ex. 11-5

**M.Taimanov – N.N.**

USSR 1978

**1.♘f5!!+–**

(1 point)

Black resigned. He loses in all variations:

a) 1...e2 2.♕c8†+–

b) 1...♕e8 2.♕xe5†! ♕xe5 3.♖d8† ♕e8 4.♖xe8#

c) 1...♖f1† 2.♔xf1 e2† 3.♔xe2 ♗d6† 4.♘xe7+–

d) 1...♕xc5 2.♖d8† ♕f8 3.♖xf8#

### Ex. 11-6

**M.Botvinnik – P.Scharov**

Leningrad 1928

**1.♘f6†! ♔h8**

Or 1...♕xf6 2.♕xc7+–.

**2.♘e8!**

(1 point)

**2...♕xe8 3.♕xc7 ♖b2 4.♖ad1+–**

**1–0**

### Ex. 11-7

**L.Szabo – K.Langeweg**

Kecskemet 1964

**1.♕g7!**

(1 point)

**1...♗xg7**

1...♗xf4 2.♕xh8†+–

**2.♗xc7 ♗d4 3.♗xb8 ♗xb6 4.♗d6+– e3 5.fxe3 ♗xe3† 6.♔g2 b6 7.♔f3 ♗d4 8.♔e4 ♗g7 9.♖f2 ♗b7† 10.♔d3**

**1–0**

### Ex. 11-8

**I.Bilek – L.Stein**

Kecskemet 1968

**1...♖xd4!**

(1 point)

**2.cxd4 ♗b4!**

(1 point)

**3.♖a3**

3.♕xb4 ♕xg2#; 3.♕f2 ♕xf2† 4.♔xf2 ♗xa5–+

**3...♕xa3!–+**

**0–1**

# Solutions

### Ex. 11-9

The end of a study by

**G.Zakhodiakin**

1982

**1.♖h8! ♕xh8 2.♔c7+–**

White threatens ♖a2#

(2 points)

### Ex. 11-10

**C.Schlechter – Meitner**

1899

**1.g4†! fxg4**

Or 1...♔h4 2.♕xh6†!! ♕xh6 3.♔h2+–.

**2.hxg4† ♔h4 3.♕xh6†!!**

(1 point)

**3...♕xh6 4.♔h2**

Followed by ♗f2#.

(another 1 point)

### Ex. 11-11

Variation from the game

**E.Eliskases – J.Behrensen**

Buenos Aires 1960

**1...♕g6†! 2.♕xg6 ♗e6#**

(1 point)

### Ex. 11-12

**S.Tartakower – G.Wood**

Hastings 1946

**1.♕g4†!+–**

(1 point)

Black resigned, in view of 1...♕xg4 2.♖xe8†! ♔g7 3.fxg4+–.

## Scoring

Maximum number of points is **15**

**14** points and above ➤ **Excellent**
**12** points and above ➤ **Good**
**8** points ➤ **Pass mark**

*If you scored less than **8** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

# CHAPTER 12

## Contents

- ✓ Destroying the castled position
- ✓ The importance of the h-file
- ✓ Incorrect sacrifices
- ✓ Winning material

# The Greek gift sacrifice

The classic bishop sacrifice on h7 (or h2), commonly known as the *Greek gift* sacrifice, is one of the most important attacking motifs in the whole of chess. **With this sacrifice the castled position is destroyed** and we get a rapid attack against the opposing king.

**Diagram 12-1** △

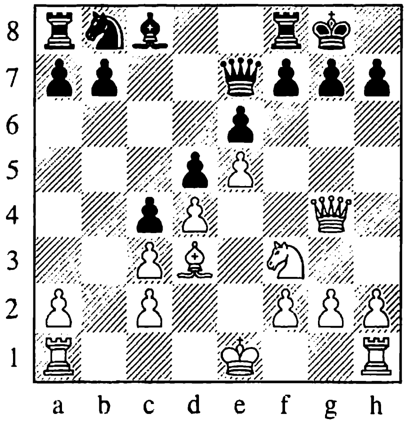


**Diagram 12-1**

**F.Yates – V.Marin y Llovet**

Hamburg Olympiad 1930

**1.♗xh7†!+– ♔xh7 2.♕h5†**

This is even simpler than 2.♘g5†, since Black is given no alternatives.

**2...♔g8 3.♘g5!**

The only way for Black to stop the mating attack is by sacrificing his queen. His own pieces (the queen on e7 and the rook on f8) are blocking the escape route for his king.

**3...♖d8**

Avoiding mate, but still losing is 3...♕xg5 4.♕xg5+–.

**4.♕h7† ♔f8 5.♕h8#**

Since the sacrifice on h7 weakens the king's position, it can only very rarely be declined without serious consequences

**Diagram 12-2** △

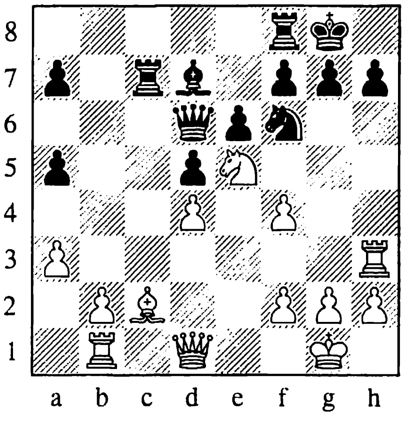


**Diagram 12-2**

**K.Podzielny – F.Behrhorst**

Karlsruhe 1986

**1.♗xh7†! ♔h8**

1...♘xh7 also loses very quickly to 2.♕h5 ♖fc8 (2...♘f6 3.♕h8#) 3.♕xf7†! ♔h8 4.♘g6#.

**2.♗g6† ♔g8**

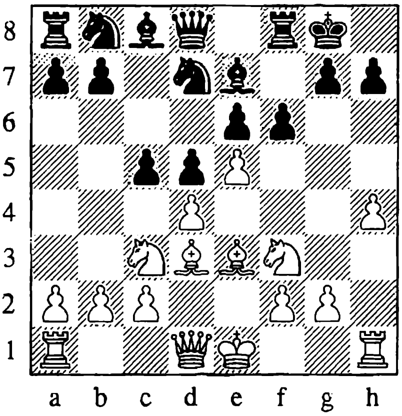
And now we have a little combination.

**3.♗xf7†! ♖xf7 4.♖h8†!! ♔xh8 5.♘xf7†+–**

**1–0**

As the examples so far have shown, the Greek gift sacrifice is even more dangerous if the rook can be brought into the attack via the h-file. Here is another example.

Diagram 12-3 △



### Diagram 12-3

**K.Richter – N.N.**

Berlin 1935

**1.♗xh7†! ♔xh7 2.♘g5†! fxg5?**

This leads to a forced mate. 2...♔g8 would be a more stubborn defence. White has two candidate moves:

a) 3.♕h5 fxg5 4.hxg5 ♖f5! 5.♕h7† (nor is much achieved by 5.g4 ♖xg5 6.♗xg5 ♗xg5 7.♕h7† ♔f7 and if 8.♖h3?, then 8...♘f8 9.♖f3† ♔e8∓) 5...♔f7 6.♕h5†=

b) 3.♘xe6 ♕a5 4.♘xf8 ♘xf8 5.dxc5 ♗e6 6.0–0 fxe5 7.♘xd5 ♗xc5 and Black can still put up a defence.

**3.hxg5† ♔g8**

3...♔g6 loses to 4.♕h5† ♔f5 5.g4#.

**4.♖h8†!**

If 4.♕h5, then 4...♖f5! transposes to line 'a' above.

**4...♔xh8**

Or 4...♔f7 5.♕h5† g6 6.♖h7† ♔e8 7.♕xg6† ♖f7 8.♕xf7#.

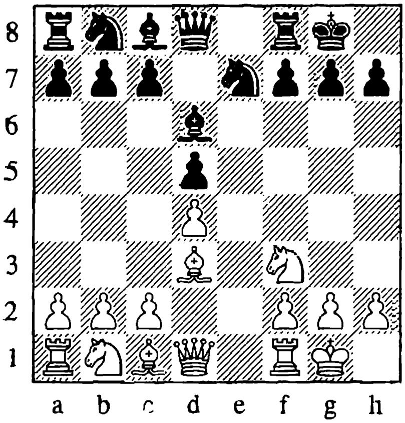
**5.♕h5† ♔g8 6.g6+–**

And the king's emergency exit is blocked by the ♗e7 and the ♖f8.

**1–0**

The sacrifice on h7 does often win, but not automatically. **The result of the game will depend on the specific arrangement of pieces.**

Diagram 12-4 △



### Opening variation

**1.e4 e6 2.d4 d5 3.exd5 exd5 4.♗d3 ♗d6 5.♘f3 ♘e7 6.0–0 0–0**

**Diagram 12-4**

**7.♗xh7†?**

Here the sacrifice is premature and incorrect. Black can defend the important h7-square. 7.♖e1 or 7.c3 would be better.

**7...♔xh7 8.♘g5† ♔g8**

8...♔g6 is also possible here, but the main variation is simpler.

**Diagram 12-5** △

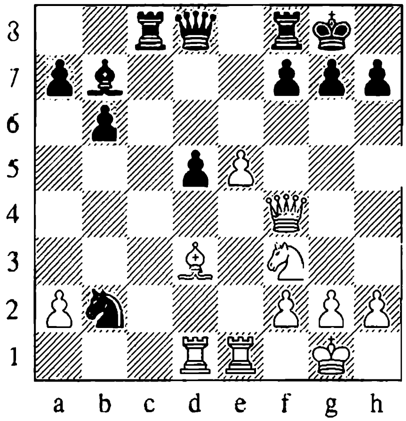
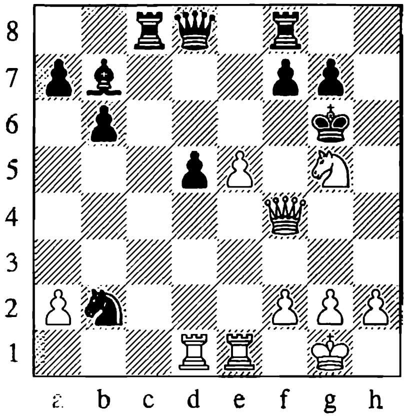


**Diagram 12-6** △



**9.♕h5 ♗f5–+**

And Black wins.

**If the defending side can protect the h7-square, then the combination will normally fail.**

Sometimes it is very difficult to calculate combinations with the sacrifice on h7. Let us now study a classic example. In it Black tried to advance with his king in order to defend the h5-square. In such situations it is important for the attacking side to be able bring all its available reserves into the attack.

**Diagram 12-5**

**L.Polugaevsky – M.Tal**

USSR Ch, Moscow 1969

**1.♗xh7†! ♔xh7 2.♘g5† ♔g6**

If 2...♔g8 3.♕h4 ♖e8 (3...♕xg5 4.♕xg5+–), then 4.♕h7† ♔f8 5.e6! fxe6 (or 5...♕xg5 6.e7†! ♖xe7 7.♕h8#) 6.♕h8† ♔e7 7.♕xg7† ♔d6 8.♘f7†+–.

**Diagram 12-6**

**3.h4!!**

This typical attacking move prepares a mating threat: 4.h5† ♔xh5 5.g4† ♔g6 6.♕f5† ♔h6 7.♕h7† ♔xg5 8.♕h5† ♔f4 9.♕f5#.

**3...♖c4!**

As can be seen from the following complicated variations, White could also win after other moves:

a) 3...f5 4.♖d4! (Δh5†) 4...♕e7 5.♖e3 ♖c1† 6.♔h2 ♖c6 7.♖g3 ♔h5 8.♘h7+–

b) 3...♕d7 4.e6 fxe6 5.♕g4 and then:

b1) 5...♖ce8 6.♖xe6† ♖xe6 7.♘xe6† ♔h6 8.♕g5†+–

b2) 5...♖fe8 6.♘xe6† ♔h6 7.♖e5! (this is simpler than 7.♕g5†) 7...g6 8.h5+–

b3) 5...♖f6 6.♘xe6† ♔h6 7.♖e5 ♕f7 (7...g6 8.♕g5†+–) 8.♖h5†!+–

**4.h5† ♔h6**

4...♔xh5 would be no better, because of 5.g4† ♔g6 (5...♔h6 6.♕h2† ♔xg5 7.♕h5† ♔f4 8.♕f5#; 5...♔h4 6.♘f3†+–) 6.♕f5† ♔h6 7.♘xf7† ♖xf7 8.♕h5#.

**5.♘xf7† ♔h7 6.♕f5† ♔g8 7.e6! ♕f6!□**

After 7...♕e7 there follows 8.h6! ♖h4 9.♖d4! ♖xh6 10.♘xh6† gxh6 11.♖g4† ♔h8 12.♕g6 ♕f6

13.e7 ♕xf2† 14.♔h2+–.

If 7...♘xd1, then 8.e7 (also good is 8.h6 ♖h4 9.hxg7 ♔xg7 10.e7+–) 8...♕e8 9.exf8♕† ♕xf8 10.h6 ♖h4 11.♕g5 ♕xf7 12.♕xh4+–.

**8.♕xf6 gxf6 9.♖d2!?**

If 9.♘d6, then 9...♘xd1 10.e7 ♖c1! (10...♖d4?! loses after 11.exf8♕† ♔xf8 12.h6 ♔g8 13.♖e8† ♔h7 14.♖e7† ♔xh6 15.♘f5+–; if 10...♘c3, then 11.exf8♕† ♔xf8 12.♖e8† ♔g7 13.♘xc4 dxc4 14.♖e7†+–) 11.exf8♕† ♔xf8 12.♘xb7 d4 13.♘d6 d3 14.♘e4 f5 15.♘d2 ♘c3! with an unclear endgame.

**9...♖c6?!**

Tal has defended very well, but in time trouble he misses the correct way. After 9...♖b4!? White must still find the difficult move 10.e7! (on the other hand 10.♘d6 ♘c4 11.♘xb7 ♘xd2 12.e7 ♘e4⇄ is not clear). Next comes 10...♔xf7 11.exf8♕† ♔xf8 12.h6!± (but not 12.♖de2 ♖e4!) and the h-pawn is too dangerous.

**10.♖xb2 ♖e8?!**

A somewhat better try would be 10...♗c8 11.e7 ♖e8 12.♘d8 ♖c7 13.♖d2 ♖cxe7 14.♖xe7 ♖xe7 15.♖xd5±.

**11.♘h6† ♔h7 12.♘f5 ♖exe6 13.♖xe6 ♖xe6 14.♖c2 ♖c6 15.♖e2+–**

In spite of the material equality, Black cannot hold his position together.

**15...♗c8**

After 15...♖c7 comes 16.♖e6+–.

**16.♖e7† ♔h8 17.♘h4**

The threat is ♘g6† then h6.

**17...f5 18.♘g6† ♔g8 19.♖xa7+–**

**1–0**

The sacrifice on h7 need not be linked only with a mating attack, it can also be tied in with other motifs.

**Diagram 12-7**

**E.Eliskases – P.Frydman**

Lodz 1938

**1.♗xh7†!**

White only wins material in this case.

**1...♔xh7**

**Diagram 12-7** △

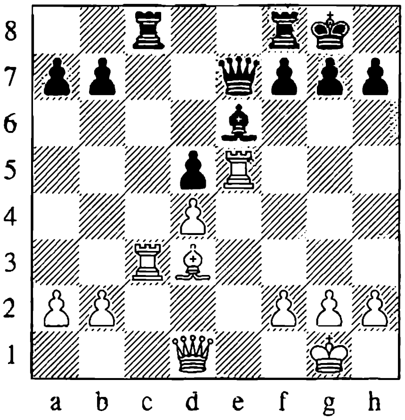
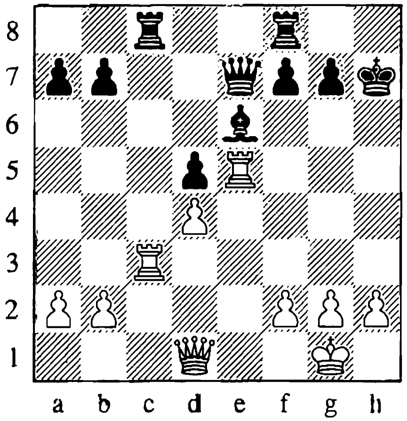


**Diagram 12-7** △



If 1...♔h8?, then 2.♕h5+–.

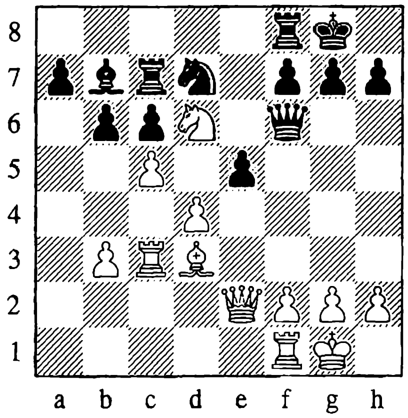
**2.♕c2†! ♔g8 3.♖xc8 ♖xc8 4.♕xc8† ♗xc8 5.♖xe7+–**

**1–0**

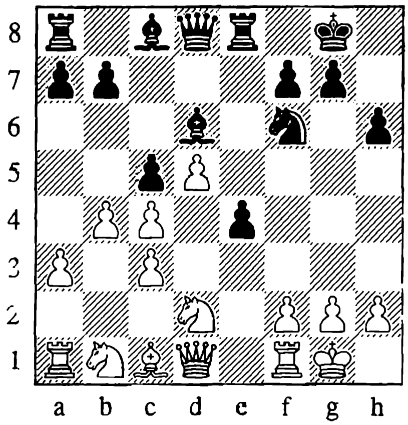
Now in the test which follows, you should try to calculate out the sacrifice on h7. Unfortunately it does not always win! Please give all the **necessary** variations and try not to move the pieces while solving the exercises.

# Exercises

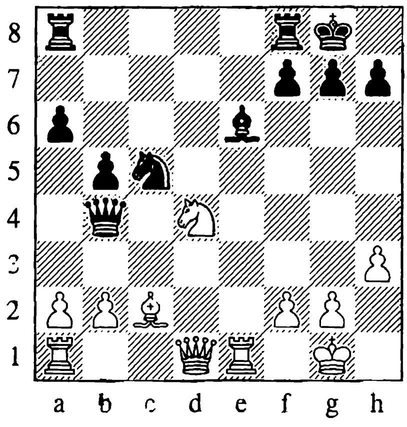
**➤Ex. 12-1◀** ★★ △



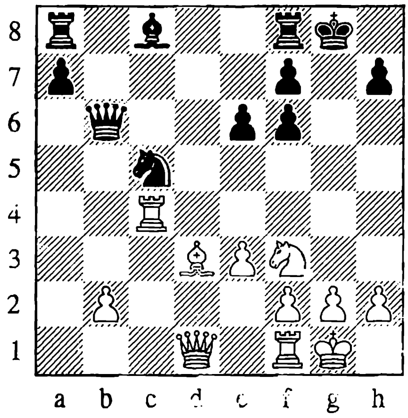
**➤Ex. 12-2◀** ★★ ▼



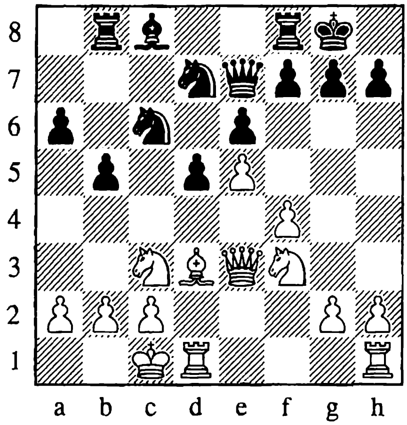
**➤Ex. 12-3◀** ★★ △



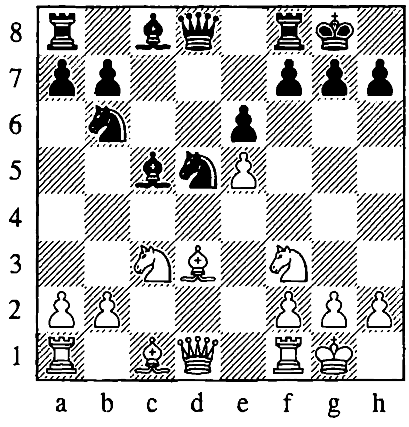
**➤Ex. 12-4◀** ★★ △



**➤Ex. 12-5◀** ★★ △

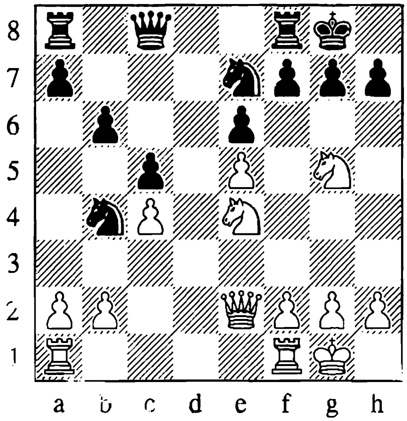


**➤Ex. 12-6◀** ★★ △

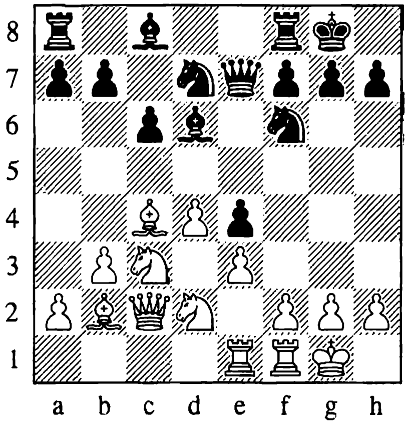


# Exercises

**➤Ex. 12-7⮜** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 12-8⮜** ★★ ▼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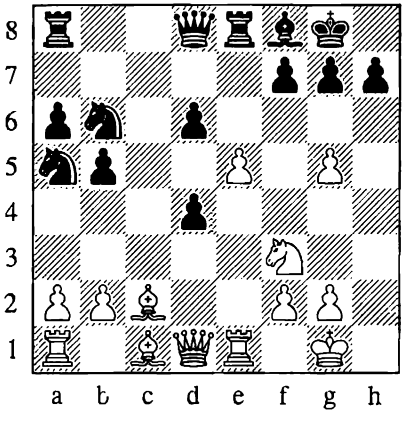
a b c d e f g h

**➤Ex. 12-9⮜** ★★ △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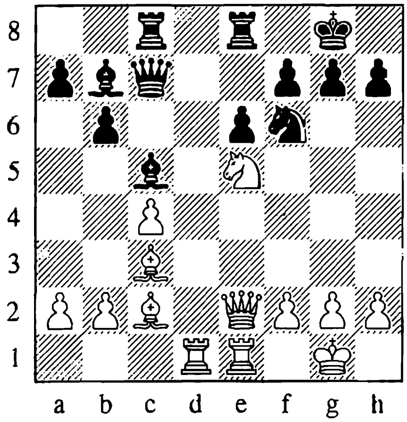
a b c d e f g h

**➤Ex. 12-10⮜** ★★ △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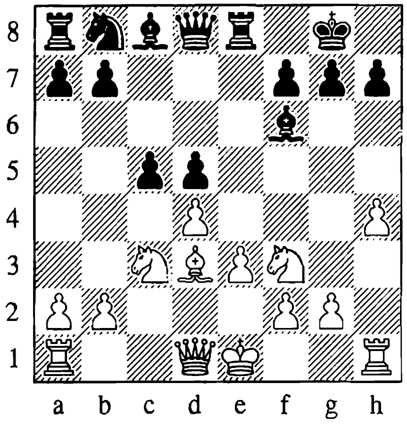
**➤Ex. 12-11⮜** ★★ △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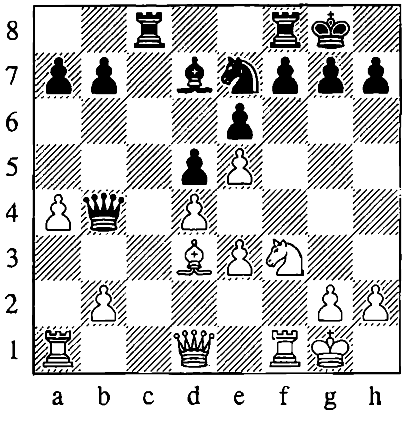
a b c d e f g h

**➤Ex. 12-12⮜** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

### Ex. 12-1

**Toth – Siggetti**

Stockholm 1962

**1.♗xh7†! ♔xh7 2.♖h3† ♔g8**

2...♔g6? 3.♕h5#

**3.♕h5**

(1 point)

**3...♕h6□ 4.♘f5!! ♕xh5 5.♘e7† ♔h7 6.♖xh5#**

(another 1 point)

### Ex. 12-2

**Fuetterer – A.Zinkl**

Znaim 1897

**1...♗xh2†! 2.♔xh2 ♘g4† 3.♔g3**

3.♔g1 loses after 3...♕h4 4.♖e1 ♕xf2† 5.♔h1 ♕h4† 6.♔g1 ♕h2† 7.♔f1 ♕h1† 8.♔e2 ♕xg2#.

(1 point for this variation)

**3...♕d6†!**

An equally good move is 3...♕c7†.

**4.f4**

Or 4.♔h3? ♕h2#.

**4...exf3† 5.♔xf3 ♖e3#**

(another 1 point)

### Ex. 12-3

**Totschalk – Alef**

Correspondence 1966

**1.♗xh7†! ♔xh7 2.♕h5† ♔g8 3.♘c6!!**

(2 points)

Threatening 4.♘e7#.

**3...g6 4.♕h6+–**

**1–0**

### Ex. 12-4

**Negra – Kreculescu**

Bucharest 1957

**1.♗xh7†! ♔xh7 2.♘e5!!+–**

(2 points)

Threatening ♕h5†. Just 1 point for 2.♕d4!+– or 2.♘g5†+–. The move in the game leads more quickly to mate.

**2...♖d8**

Or 2...fxe5 3.♕h5† ♔g7 4.♕g5† ♔h7 5.♖h4#.

**3.♕h5† ♔g8 4.♖g4† ♔f8 5.♕xf7#**

### Ex. 12-5

**V.Hort – I.Radulov**

Albena 1974

**1.♗xh7†! ♔xh7 2.♘g5† ♔g6**

White wins at least the queen.

After 2...♔g8 there comes 3.♕h3 ♖d8 4.♕h7† ♔f8 5.♕h8#.

2...♔h6 loses more quickly: 3.♕h3† ♔g6 4.♕h7#.

**3.♕h3!**

(1 point)

White threatens ♕h7#. You get 1 point for 3.♕g3, which also wins.

**3...♘dxe5**

There is the more stubborn 3...♕xg5 4.fxg5+–.

**4.♕h7† ♔f6 5.♘ce4†! dxe4 6.♘xe4#**

(another 1 point for this variation)

### Ex. 12-6

**A.Groszpeter – T.Linker**

Berlin 1990

**1.♗xh7†! ♔xh7 2.♘g5† ♔g6**

If 2...♔g8, then 3.♕h5 ♖e8 4.♕xf7† ♔h8 5.♕h5† ♔g8 6.♕h7† ♔f8 7.♕h8† ♔e7 8.♕xg7#.

(1 point for this variation)

After 2...♔h6 there follows 3.♘xf7†+–.

**3.♕c2† f5 4.exf6†+–**

Black resigned, in view of 4...♔xf6 (or 4...♔h5 5.♕h7† ♔g4 6.♕h3#) 5.♘ce4†+–.

(another 1 point)

# Solutions

### Ex. 12-7

**H.Franke – S.Sievers**

Bundesliga 1989

**1.♘xh7! ♔xh7 2.♕h5† ♔g8 3.♘g5 ♖e8 4.♕xf7†**

(1 point)

**4...♔h8 5.f4!**

Intending ♖f3-h3.

**5...♘f5 6.♖f3 ♘h6**

Or 6...♖f8 7.♖h3† ♘h6 8.♖xh6†+–.

**7.♖h3+–**

(1 point)

White threatens 8.♖xh6†+–.

**1–0**

### Ex. 12-8

**A.Yusupov – M.Illescas**

Úbeda 1997

**1...♗xh2†?**

The sacrifice is incorrect here.

(1 point)

Black should play 1...♖e8, although after 2.f3± White is better.

**2.♔xh2 ♘g4† 3.♔g3!**

(1 point)

3.♔g1? is bad, due to 3...♕h4–+; 3.♔h3? is also bad, due to 3...♘df6–+.

**3...♕d6†**

After 3...♕g5 comes 4.f4 (also good is 4.♘dxe4+–) 4...♕g6 5.f5+–.

**4.f4 exf3† 5.♔xf3 ♘df6 6.♘de4 ♘xe4 7.♕xe4**

Another good move would be 7.♘xe4+–.

**7...b5 8.♗d3 f5 9.♕f4 ♕e7 10.♔e2 g5 11.♕f3 f4 12.♔d1 ♘xe3† 13.♔c1+–**

### Ex. 12-9

**B.Spassky – E.Geller**

Candidates semifinal, Riga (6) 1965

**1.♗xh7†!! ♔xh7 2.g6† ♔g8**

The same position is reached after 2...fxg6 3.♘g5†.

2...♔xg6? would be bad, due to 3.♕d3† f5 (or 3...♔h5 4.♕h7† ♔g4 5.♕h3#) 4.exf6† ♔f7 (4...♔xf6 5.♗g5†) 5.♘g5† ♔xf6 6.♕f3† ♔g6 7.♕f7†+–.

**3.♘g5**

3.gxf7† ♔xf7 4.♘g5† would be less clear after 4...♔e7+–.

**3...fxg6 4.♕f3**

(2 points)

**4...♕xg5**

After 4...♕e7 there follows 5.♕h3+–. If 4...♕d7, then 5.e6+–.

**5.♗xg5 dxe5 6.♖ac1+–**

### Ex. 12-10

**Koz – Riskin**

USSR 1963

**1.♗xh7†! ♔xh7**

1...♘xh7 2.♖d7 ♕b8 3.♖xf7 gives White a strong attack, as is shown by the following variations:

a) 3...♖e7 4.♖xe7 ♗xe7 5.♘g6 ♕d6 6.♖d1+–

b) 3...♖c7 4.♘d7 ♔xf7 5.♘xb8 ♖xb8 6.♕e5+–

c) 3...♘f6 4.♕d3 ♖f8 5.♕g6 ♖xf7 6.♕xf7† ♔h7 7.♘d7+–

d) 3...♗f8 4.♕h5 ♖c7 5.♖xc7+–

e) 3...♖f8 4.♖xg7† ♔xg7 5.♕g4† ♔h8 6.♘f7#

**2.♖d7! ♘xd7**

If 2...♕xd7, then 3.♘xd7 ♘xd7 4.♕d3†+–.

**3.♕h5† ♔g8 4.♕xf7† ♔h7 5.♘xd7+–**

(2 points)

**5...♕xd7 6.♕xd7 ♖e7 7.♕d3† ♔g8 8.b4**

**1–0**

# Solutions

### Ex. 12-11

**A.Cheron – A.Nilsson**

The Hague 1928

Here the sacrifice is not crowned with the desired success.

(1 point)

**1.♗xh7†?**

Better is 1.dxc5 d4 2.♘e4∞.

**1...♔xh7 2.♘g5† ♔g8 3.♕h5 ♗e6–+**

(another 1 point for this variation)

**4.0–0–0**

Nothing is achieved by 4.♕h7† ♔f8–+.

**4...cxd4 5.exd4 ♘c6 6.♖de1 ♕d7 7.♘xd5 ♗f5**

Certainly not 7...♗xd5?? 8.♕h7†+–. However, 7...♕xd5! 8.♖xe6 ♗xg5†! 9.hxg5 fxe6–+ would be very strong.

**8.♘xf6† gxf6 9.♘xf7 ♘xd4 10.♘h6† ♔f8 11.♖xe8† ♖xe8 12.♘xf5 ♕c6† 13.♔b1 ♕e4†–+**

With a rapid mate.

### Ex. 12-12

**D.Appel – G.De Geus**

Alkmaar 1983

**1.♗xh7†! ♔xh7 2.♘g5† ♔h6**

After 2...♔g6 there comes 3.♕g4+–.

**3.♕g4+–**

(1 point)

Also earning 1 point is 3.♖f3+–.

**3...♕d2**

If 3...♘f5, then 4.♖f3+–.

**4.♕h4† ♔g6 5.♕h7† ♔xg5 6.h4†**

(another 1 point)

**6...♔g4 7.♖f4†**

There is a quicker win after 7.♕xg7† ♘g6 8.♕h6 ♘xh4 9.♖f4† ♔g3 10.♕xh4#.

**7...♔g3 8.♖f3† ♔g4 9.♔h2 ♘g6 10.♖af1 ♕xg2† 11.♔xg2 ♘xh4† 12.♕xh4† ♔xh4 13.♖h3† ♔g4 14.♖g3†+–**

**1–0**

# Scoring

Maximum number of points is **24**

**21** points and above ➤ **Excellent**

**18** points and above ➤ **Good**

**12** points ➤ **Pass mark**

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

# CHAPTER 13

## Contents

- ✓ Essential factors of the position
- ✓ The decisive role of the position of the king
- ✓ Material advantage
- ✓ Open lines

# Evaluating the position

In a game of chess it is particularly important to be able to evaluate the position correctly and objectively. Then you can find the correct plan or make a good decision.

What follows is simply a short list of the most important positional factors; this list could be extended.

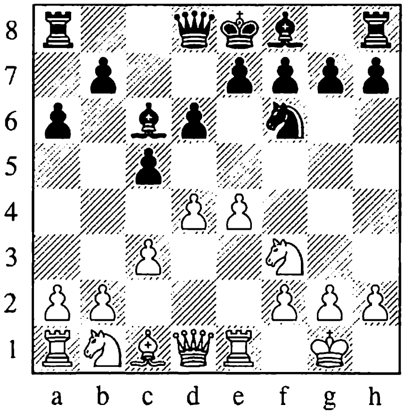
1) The position of the king
2) Material superiority
3) Control of the centre
4) Activity of the pieces
5) Pawn structure
6) Advantage in space
7) Open lines
8) The initiative

During the game it is necessary **to take into account only a few factors essential to the position.**

**The art of evaluation actually consists of being able to filter out the essential factors in the position from all these numerous factors.**

**The position of the king often plays a decisive role and can outweigh the other factors.** In order to open up your opponent's king position, you can often accept having a worse pawn structure or even giving up material.

**Diagram 13-1** ▼



### A.Yusupov – G.Timoschenko

USSR Ch 1st League, Ashkhabad 1978

**1.e4 c5 2.♘f3 d6 3.♗b5† ♘c6 4.0–0 ♗d7 5.c3 ♘f6 6.♖e1 a6 7.♗xc6 ♗xc6 8.d4**

**Diagram 13-1**

An interesting pawn sacrifice. In return for the pawn White obtains a lead in development and a lasting initiative.

**8...♗xe4**

The alternative is 8...e6 9.d5 ♗d7∞.

**9.♗g5 ♗xb1?!**

9...♗d5!? would be better.

**10.♖xb1 e6**

**Diagram 13-2**

**11.♗xf6!**

This is an improvement over an earlier game by Timoschenko. The black pawn structure is weakened.

If 11.dxc5? dxc5 12.♕b3 ♕c7 13.♗f4, then Black can play 13...♕xf4! 14.♕xb7 ♕b8 15.♕c6† ♘d7 16.♖bd1 ♖a7–+ J.Lechtynsky – G.Timoschenko, Decin 1978.

After 11.d5 e5 12.b4 c4 13.♘xe5!? there follows 13...dxe5 14.♖xe5† ♔d7□ 15.b5! ♗d6 16.♖e4 ♖e8 17.♖xc4=∞ D.Aldama – P.Rodriguez, Havana 1992.

**11...gxf6**

If 11...♕xf6? 12.dxc5 dxc5, then either 13.♕a4† b5 14.♕e4± or 13.♘e5 ♕d8 14.♕f3 ♕c7 15.♖bd1 ♗d6 16.♖xd6 ♕xd6 17.♕xf7† ♔d8 18.♕xb7+– (V.Zak).

**12.d5 ♕d7**

If 12...e5, then 13.♘h4⩲ and the important f5-square is seized.

**Diagram 13-3**

**13.b4!**

Since the black king is probably heading towards the queenside, White aims to open the game there. 13.♘d2 could be met by 13...e5.

**13...0–0–0**

13...♗g7? is bad, due to 14.dxe6 fxe6 15.bxc5+–; and 13...♗e7 14.dxe6 fxe6 15.bxc5 is also promising for White.

**14.♕d3± ♗g7?!**

**Diagram 13-4**

Blocking an open file is not a good idea. Black wants to activate his bishop, but it does not get properly into the game. 14...♗h6 would be better.

**15.♘d2!**

White brings his knight to the queenside in order to support his attack. White's initiative now develops very rapidly.

15.b5 a5 16.b6 ♖de8 17.♖b5 exd5 18.♖d1 would not be bad either.

**15...exd5 16.♕xd5 f5 17.♘c4 ♕c7**

If 17...♔b8, then 18.♘a5! ♗xc3 19.♘xb7! ♗xe1 20.♘xd8 ♗xb4 21.♘c6†+–.

**18.bxc5 dxc5 19.♕xf5† ♔b8**

Diagram 13-2 △

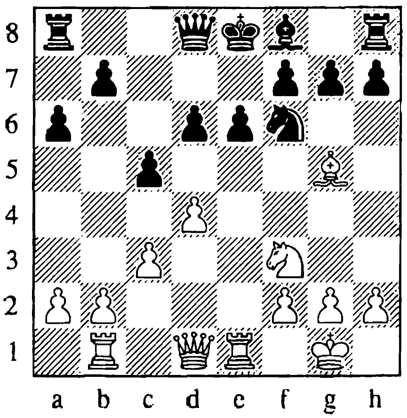


Diagram 13-3 △

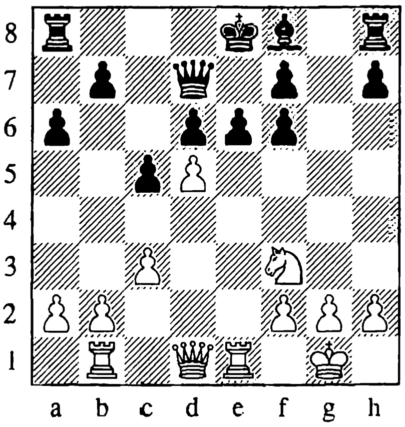


Diagram 13-4 △

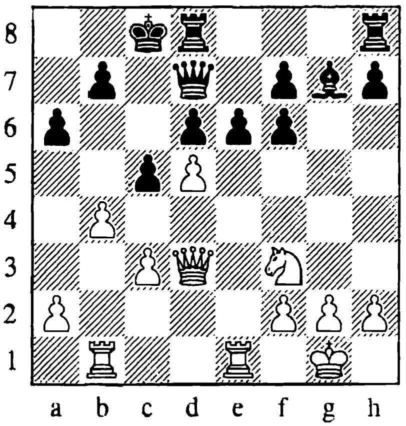


**Diagram 13-5** △

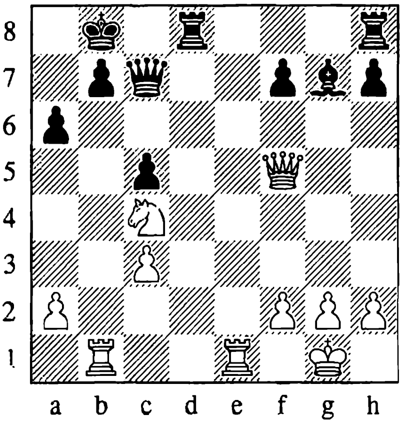


**Diagram 13-5**

The fact that White has won back the pawn is not especially important here. Much more important are the attacking possibilities down the b-file.

**20.♘a5!± ♖he8**

Other moves are not much help either: 20...♕xa5 21.♕xf7 ♕c7 22.♖e7+–; 20...b5 21.♖e7! ♕xa5 22.♕f4†+–.

**21.♖xe8 ♖xe8 22.♘xb7 ♔a7 23.♘xc5 ♗xc3**

**Diagram 13-6** △

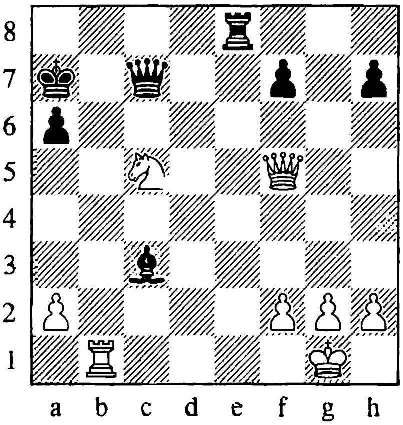


**Diagram 13-6**

**24.♕d3!+–**

This forces his opponent into an exchange of pieces. White has a decisive material advantage and is now looking for a simple way to win the game.

**24...♖e1† 25.♖xe1 ♗xe1 26.♕xa6† ♔b8 27.♕b5† ♔a7**

We also saw the remainder of this game in *Build Up Your Chess – The Fundamentals:1* in Ex. 13-7.

**28.♕d7! ♔b6 29.♕xc7† ♔xc7 30.♔f1 ♗a5 31.♔e2 ♔c6 32.♘e4 ♗d8 33.f4 h6 34.g4 ♔d5 35.♘g3 ♗f6 36.♔f3 ♔e6 37.♔e4 ♗c3 38.♘f5 h5 39.gxh5 ♔f6 40.♘e3 ♔g7 41.♘g4 ♗a5 42.f5**

**1–0**

**If the positions of the two kings are more or less equally secure and the material balance has not been disturbed, then other factors clearly play a more important role.** Sometimes the control of a single open line or a much superior pawn structure confers a decisive advantage on one player.

## A.Yusupov – L.Spassov

European Team Ch, Skara 1980

**1.d4 ♘f6 2.♘f3 e6 3.c4 b6 4.♗f4 ♗b7 5.e3 ♗e7 6.h3 0–0 7.♘c3 d5**

7...c5!?

**8.cxd5 ♘xd5 9.♘xd5 ♗xd5 10.♗d3 f5?!**

10...♗b4†!? would be better.

**11.0–0**

White could also play 11.♖c1!?.

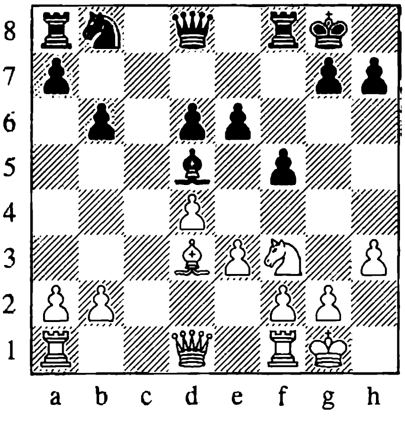
**11...♗d6**

If 11...♘d7, then 12.♖c1±.

**12.♗xd6 cxd6**

**Diagram 13-7**

**Diagram 13-7** △



**13.♖c1?!**

White has the right idea of exchanging the light-squared bishops, but it is better to prepare the exchange with ♕e2 and e3-e4. Then Black would have extra worries due to the weakness on e6.

The correct continuation would be 13.♕e2 ♘d7 (or 13...♗xf3 14.♕xf3 d5 15.♖fc1±) 14.e4! fxe4 15.♗xe4 ♗xe4 (if 15...♘f6, then 16.♗xd5 exd5 17.♕e6† ♔h8 18.♘g5 ♕d7 19.♖fe1±) 16.♕xe4 ♖e8 17.♖ac1±.

**13...♘d7 14.♗c4 ♘f6 15.♕a4 a6 16.♗xd5 ♘xd5**

**Diagram 13-8**

**17.♖c2**

The most important factor in the position is the open c-file. Black should begin the struggle for that file at once.

**17...h6?**

The correct idea would be 17...b5 18.♕b3 ♕d7 19.♖fc1 ♖fc8=.

**18.♖fc1± b5 19.♕b3**

19.♕a3!?

**19...♖f7**

**Diagram 13-9**

If 19...♕d7, then 20.♘d2! ♖fc8 21.e4.

**20.♘e1!**

Intending ♘d3-b4(f4). White wants to swap off the strong black knight on d5. Then the control of the open file plays an even greater role.

**20...♖b7 21.♘d3 a5 22.a3?!**

22.♖c6!? a4 23.♕d1± would be better.

**22...a4 23.♕a2 ♕d7 24.♘f4**

If 24.♘b4, then 24...♘b6! followed by ♘c4.

**24...b4! 25.♖c4 ♘xf4**

Or 25...b3!? 26.♕b1 ♘b6±.

**26.exf4 bxa3 27.bxa3 d5?! 28.♖c6 ♖ab8 29.♕c2**

**Diagram 13-10**

Although Black also has an open file at his disposition, White is better placed. His c-file is closer to the opposing king and thus more valuable. The white queen is more active than its counterpart. The pawns on a4 and e6 are easy targets.

**29...♖b1 30.♖xb1 ♖xb1† 31.♔h2 ♖b3?!**

If 31...♖b2!?, then still 32.♕c5!± and 32...♖xf2? is bad, due to 33.♖c7 ♕e8 34.♖c8+–.

**32.♕c5!± ♖b8**

32...♖b7!?±

**Diagram 13-8** △

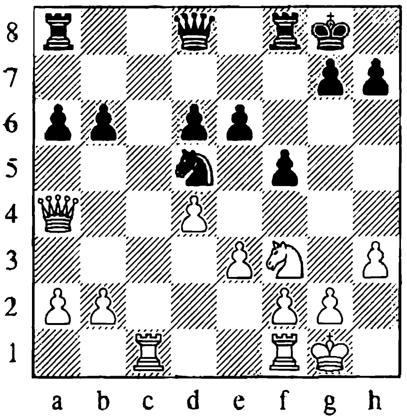


**Diagram 13-9** △

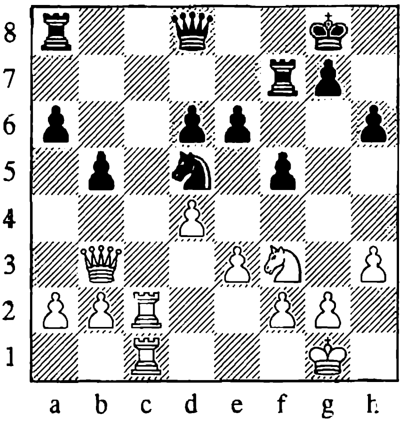


**Diagram 13-10** ▼

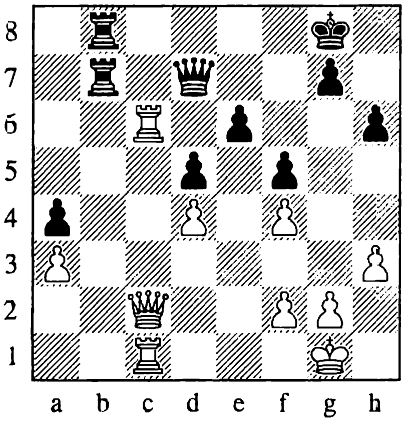
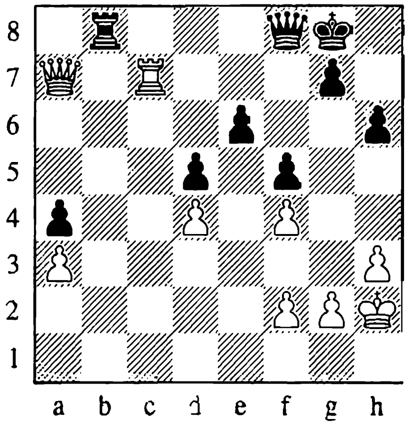


**Diagram 13-11** △



**33.♖c7 ♕d8 34.♕a7 ♕f8**

**Diagram 13-11**

Next comes a typical tactical blow.

**35.♖xg7†! ♕xg7 36.♕xb8† ♔h7 37.♕b6 ♕e7?! 38.♕c5! ♕d7 39.g4 ♔g6?! 40.♕f8 fxg4?!**

40...♕c7!? would be more stubborn: 41.♕g8† ♔f6 42.♕h8†±.

**41.hxg4+–**

White has obtained a winning queen endgame.

**41...♕c7 42.♕g8† ♔f6 43.♕h8† ♔g6 44.♕e5 ♕e7**

Or 44...♕c6 45.♔g2! ♔f7 46.g5.

**45.♕h5†**

Also good is 45.f5† ♔h7 46.f6 ♕f7 47.f4.

**45...♔g7 46.g5!**

Forcing play.

**46...♕xa3 47.♕xh6† ♔g8 48.♕xe6† ♔g7 49.♕f6† ♔g8 50.♕e6† ♔g7 51.♕e5† ♔h7 52.♕f5† ♔g7 53.♕e5† ♔h7 54.♕xd5**

54.♔g2!? also wins: 54...♕d3 55.f5 ♕e4† 56.♕xe4 dxe4 57.d5. And even simpler would be 54.f5 ♕f3 55.♕e7† ♔g8 56.♕e8†+–.

**54...♕e7 55.♔g3 a3 56.♔h4!+–**

White is playing for an attack on the black king.

**56...♕a7 57.f5 a2 58.g6† ♔h6**

Or 58...♔g7 59.♕e5† ♔g8 60.♕e8† ♔g7 61.♔g5.

**59.♕d8**

White's threats of mate are stronger than the black a-pawn.

**59...♕xd4†**

Or 59...♔g7 60.♔g5+– (Δf6#).

**60.♕xd4 a1♕**

Hoping for 61.♕xa1?? stalemate.

**61.♕e3†+–**

And then mate in three moves.

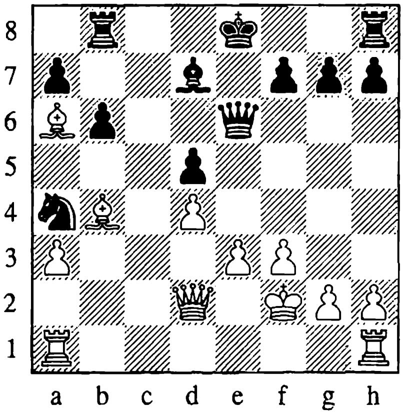
**1–0**

**To improve your feeling for positional play and to refine your evaluation of the position, you should study games by strong players with their annotations.**

By comparing your evaluations with those of the grandmasters, you can discover and correct the positional errors you may be making.

# Exercises

➤Ex. 13-1◄ ★ △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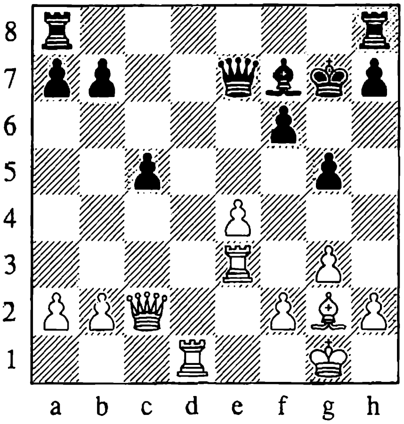
a b c d e f g h

➤Ex. 13-2◄ ★ △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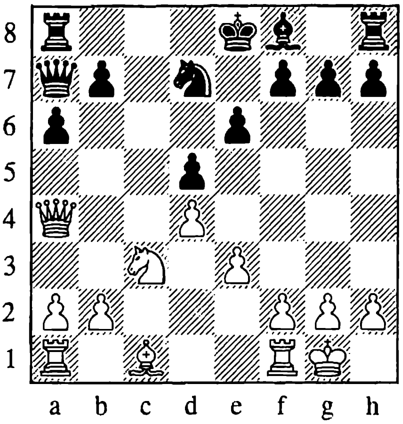
a b c d e f g h

➤Ex. 13-3◄ ★ △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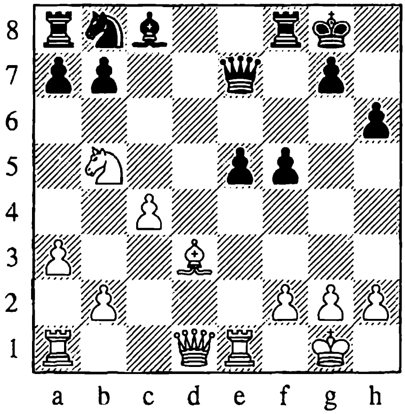
a b c d e f g h

➤Ex. 13-4◄ ★★★ △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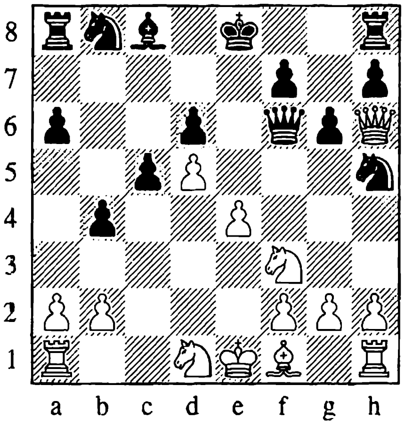
a b c d e f g h

➤Ex. 13-5◄ ★★★ △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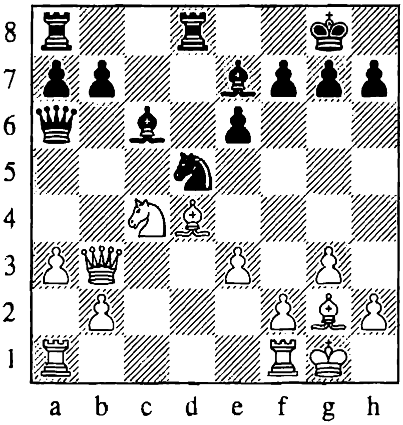
a b c d e f g h

➤Ex. 13-6◄ ★★ △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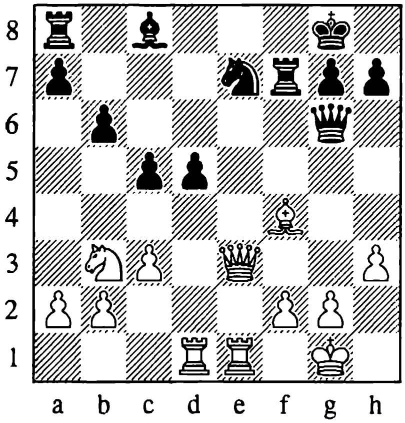
a b c d e f g h

# Exercises

➤Ex. 13-7◄ ★★ ▼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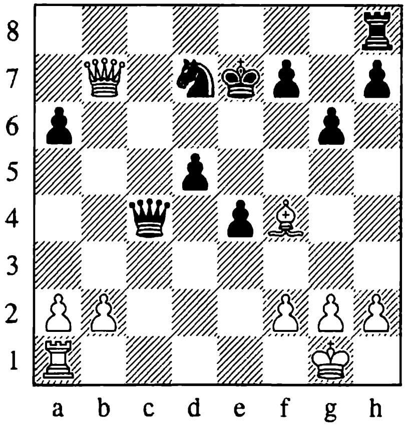
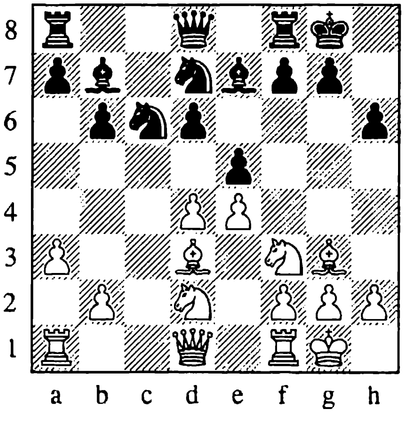
a b c d e f g h

➤Ex. 13-8◄ ★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

➤Ex. 13-9◄ ★★ △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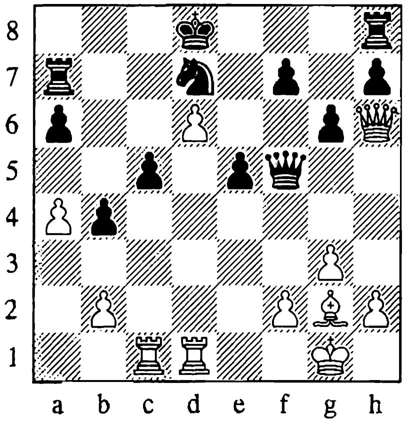
➤Ex. 13-10◄ ★★★ △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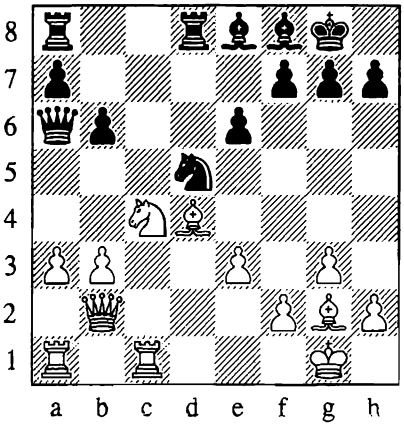
➤Ex. 13-11◄ ★★ △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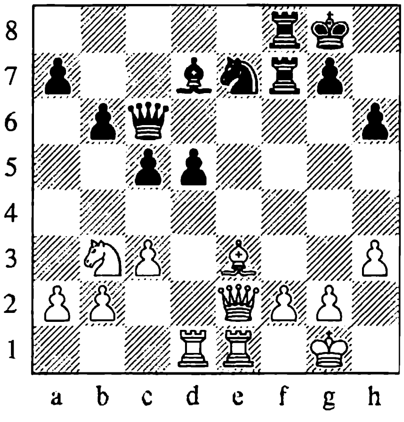
a b c d e f g h

➤Ex. 13-12◄ ★★★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

### Ex. 13-1

**A.Alekhine – M.Euwe**

World Ch, Netherlands 1937

**1.e4!**

(1 point)

White opens the game, since the position of the black king in the centre is insecure.

Also 1 point, if you saw 1.♖he1!? b5 and wanted to then play 2.e4!.

**1...b5**

Or 1...dxe4 2.♖he1 with a strong attack.

**2.♕f4 ♖b6 3.exd5 ♕xd5 4.♖he1† ♗e6 5.♖ac1 f6**

If 5...♖xa6, then 6.♖c8†+–.

**6.♖c7 ♔d8 7.♖xa7+–**

**1–0**

### Ex. 13-2

**A.Alekhine – F.Dus Chotimirsky**

Karlsbad 1911

**1.e5!**

(1 point)

Here too, White should attack energetically.

**1...♖ad8**

1...♖hd8± is a better defensive try.

**2.♖de1 b6 3.f4**

Threatening e6 followed by f5.

**3...gxf4 4.gxf4 fxe5 5.♖g3† ♔f8 6.fxe5 ♕e6 7.♗h3! ♕c4 8.♕f2+– ♕d4 9.e6 ♕xf2† 10.♔xf2 ♖d2† 11.♔e3 ♖xb2 12.♖f1 ♖xa2 13.♖xf7† ♔e8 14.♖b7 ♖a3† 15.♔e4 ♖f8 16.♖xa3**

**1–0**

### Ex. 13-3

**A.Alekhine – K.Hromadka**

Bad Pistyan 1922

**1.e4!**

(1 point)

**1...b5**

After 1...dxe4 there follows 2.d5!. White is aiming to exploit his lead in development by opening up the game.

**2.♕c2 dxe4**

Better is 2...b4 3.♘e2 ♕b7.

**3.d5! e5 4.a4! b4 5.♘xe4 ♕b7**

Or 5...♗c5 6.♗e3 ♗xe3 7.♘d6† ♔e7 8.♘f5† with a strong attack.

**6.♖d1± ♖c8 7.♕e2 ♗e7 8.♕g4! g6 9.♗g5 h6 10.♗xe7 ♔xe7 11.♕h4† g5 12.♕g4 ♖c4 13.♕f5 ♖f8 14.b3 ♖cc8 15.♘f6 ♖c5 16.♘xd7 ♕c8 17.d6†**

**1–0**

### Ex. 13-4

**A.Yusupov – S.Dolmatov**

USSR Ch, Frunze 1979

**1.c5!±**

(1 point)

White exploits a favourable opportunity and prepares an invasion of d6.

**1...♘c6**

If 1...♕xc5?, then 2.♖c1 followed by 3.♘c7.

(another 1 point for this variation)

**2.♗c4† ♔h7 3.♕d6!**

(another 1 point)

White's endgame advantage is very clear, since Black cannot develop any counterplay in the centre or on the kingside.

**3...♕xd6 4.♘xd6±**

### Ex. 13-5

**A.Yusupov – S.Dolmatov**

USSR Ch, Minsk 1987

**1.♘d2!**

(2 points)

Only 1 point for 1.♗c4 or 1.a3.

The knight goes to c4. At the same time the important move g3 is prepared, to bring the f4-square under control.

**1...♗d7?!**

1...♘d7 2.g3 ♘e5 3.♗e2! ♘g4 4.♗xg4 ♗xg4 5.♘e3± (or 5.f3±)

**2.a4!±**

# Solutions

Denying Black the use of the b5-square.

If you saw at least one of these two variations (1...♘d7 or 1...♗d7?!), you get 1 extra point.

**2...♔d8 3.g3 ♗g4 4.♘e3 ♗f3 5.e5!**

5.♘xf3 ♕xf3 6.♗g2 ♕f6 7.♘c4±

**5...dxe5 6.♘xf3 ♕xf3 7.♗g2 ♕f6 8.d6**

Another good move would be 8.0–0.

**8...♖a7 9.0–0**

After 9.♘d5 there follows 9...♕e6!, intending ♖d7.

**9...♘g7**

If 9...♘d7, then 10.♘d5!? ♕g7 11.♕e3 followed by ♘e7+–.

**10.♖ac1! ♘d7 11.♖fd1 ♘f5**

After 11...♘e6 there follows 12.♘d5 ♕g5 13.♕xg5† ♘xg5 14.♘e7+–.

**12.♘xf5 ♕xf5±**

See Ex. 13-10.

### Ex. 13-6

**A.Yusupov – V.Gavrikov**

USSR Ch, Minsk 1987

**1.♖fc1!**

(2 points)

Intending a4 and ♗f1. White attempts to exploit the somewhat precarious position of the black queen.

Only 1 point for 1.♖ac1, since White also needs the move a4.

**1...♗a4**

If 1...♗f6!?, then 2.♘e5 ♕b5±.

**2.♕a2 b6**

Now if 2...♗f6, then 3.♘e5 ♕b5 4.b3!!±. After 2...♖ac8 or 2...♕b5!? comes 3.♗f1!±.

**3.b3 ♗e8 4.♕b2**

4.e4 would be somewhat premature, on account of 4...♘b4!? (if 4...♘c7?!, then 5.♕b2±; after 4...♘f4 comes 5.♗xg7 ♘xg2 6.♗c3!±) 5.axb4 ♕xa2 6.♖xa2 ♖xd4 7.♘xb6 ♖b8∞ 8.♖xa7 ♖xb4 9.♖xe7 ♖4xb6 and then 10...♔f8=.

**4...♗f8±**

See Ex. 13-11.

### Ex. 13-7

**G.Timoschenko – A.Yusupov**

USSR Ch, Frunze 1979

**1...♗d7!**

(2 points)

With this simple move Black prepares to double his rooks on the f-file. 1...♗b7 would not be so strong, due to 2.♕e6!=.

**2.♕g3 ♕c6!**

Black should retain the queens and play for an attack.

**3.♗g5 ♘f5∓ 4.♕f3 h6 5.♗c1 ♘e7 6.♕e2?!**

6.♕g3∓ would be tougher.

**6...♖af8 7.♗e3?!∓**

See Ex. 13-12.

### Ex. 13-8

**D.Bernstein – A.Yusupov**

European Team Ch, Skara 1980

**1...♖c8∓**

(1 point)

Now Black controls the open file. White has no compensation for the pawn.

**2.h3?!**

2.h4!? would be somewhat better.

**2...♕c6 3.♕b4† ♔e6 4.♖d1**

If 4.♖c1, then 4...♕b6!–+.

**4...f6** (Δg5) **5.a3?**

5.h4∓ would be more stubborn.

**5...♕b6 6.♕d2 ♕b3 7.♕e2 ♖c4 8.♖d2 h5–+**

### Ex. 13-9

**A.Yusupov – B.Jansson**

European Team Ch, Skara 1980

**1.d5**

(1 point)

**1...♘cb8 2.b4±**

(another 1 point)

White gains even more space and deprives the opposing knight of good squares.

**2...a6 3.♘c4 ♗c8 4.♖c1 ♘f6 5.♘fd2 ♘e8? 6.♘xb6+– ♕xb6 7.♖xc8**

# Solutions

### Ex. 13-10

**A.Yusupov – S.Dolmatov**

USSR Ch, Minsk 1987

**1.♕e3!+–**

Targeting the weakness on c5.

(3 points)

1 point for 1.♗h3. After 1...♕h5! 2.♕g7! ♖e8 3.♗xd7 ♖xd7 4.♖d5! White is clearly better (another 1 consolation point for this variation).

The move in the game is somewhat stronger. White finds a sensitive point in Black's position and attacks it.

**1...e4 2.♗xe4 ♕e5 3.♖d5 ♕e6**

Or 3...♕xb2 4.♖dxc5+–.

**4.♖dxc5! ♘xc5 5.♕xc5+–**

Black could no longer hold the position and resigned.

### Ex. 13-11

**A.Yusupov – V.Gavrikov**

USSR Ch, Minsk 1987

**1.e4!±**

(2 points)

A logical move, gaining White even more space. However, Black has no weaknesses in his position and can put up a good defence.

**1...♘e7 2.a4**

If 2.e5, then 2...♘d5 3.♘d6 ♗xd6 4.exd6 f6=.

**2...♖ac8 3.♗c3 ♘c6 4.♖d1**

Here too, 4.e5!? would not be so clear, because of 4...♘b4.

**4...b5!?**

The alternative would be 4...♘b4.

**5.axb5 ♕xb5 6.e5±**

### Ex. 13-12

**G.Timoschenko – A.Yusupov**

USSR Ch, Frunze 1979

**1...♕g6!**

(2 points)

The queen returns with decisive effect for Black's attack.

1...♖f3!? (1 point) would not be so clear, in view of 2.♗xc5! ♗xh3! 3.♗xe7 ♕g6 4.♕f1, although after 4...♖xf2 Black is better. You get 1 consolation point if you saw this variation.

**2.♔h2 ♘f5**

(another 1 point)

**3.♗f4?!**

After 3.♕g4 there follows 3...♕c6–+.

**3...♘h4!–+**

White resigned, in view of 4.♗g3 ♖xf2–+.

# Scoring

Maximum number of points is **24**

**21** points and above ➤ **Excellent**
**17** points and above ➤ **Good**
**11** points ➤ **Pass mark**

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

## CHAPTER 14

## Contents

- ✓ How a beginner plays
- ✓ How a master plays
- ✓ Typical plans
- ✓ 'Redundant' pieces

# Planning in chess

**How does a beginner play?**

He tries to create a threat and hopes that his opponent will overlook it. He does not plan his game, his decisions are taken at random.

For example, he first attacks a pawn on the queenside and then attempts to undertake something quite different on the kingside. He often does not even consider what his opponent will reply or whether the opponent has also set up some threats. In general, in a game between beginners, the winner is not necessarily the better player but only the one who is paying more attention.

There is no plan in a beginner's game and you cannot even spot any strategic direction.

The decisions taken in the game are normally very primitive: if a check is possible, then it is given; if a capture can be made, then the material is taken, and if pieces can be exchanged, well that is what happens, whether the operation is a good one for the player or for his opponent.

**How does a master play?**

A master tries to understand the position. **He seeks out the weaknesses in his opponent's position and attempts to exploit them. He spots his opponent's plans and tries to thwart them. He struggles for the initiative.**

The master coordinates his pieces and tries to play in such a way that **all his pieces and pawns are working actively and supporting each other**. He draws up a *plan* in order to deploy his forces in an optimal manner. It often happens that he does not even have to look for a plan, because he has already studied many typical situations and pawn structures, and thus in the position in his game he immediately recognizes the correct plan.

**Diagram 14-1**

## A.Karpov – S.Gligoric

Milan 1975

**1.c4!?**

An important decision. White now wants to prepare b2-b4. If 1.♘d2, then 1...♗c8 2.♘c4 ♗d7 followed by ♗b5.

**1...♗c8 2.♗d2 ♖b8 3.♖b1!**

Karpov draws up a good plan. He wants to redeploy his knight by ♘e1-d3, in order to support the key move b2-b4 even better.

After 3.♗c3 Black could reply 3...♗h6.

3.b4 would be premature, in view of 3...♘d7 (3...cxb4? 4.♗xb4 ♗d7 5.♗a5±) 4.♖b1 cxb4=.

**3...♖e7!**

Black does all he can to ward off the strategic threat of b2-b4.

**4.♘e1?!**

A slight inaccuracy. Karpov should first play 4.b3, and only after 4...♖eb7 5.♖a3 will he be able to bring his knight to d3 without any problem.

**4...♖eb7**

If 4...♘e8 (Δf5), then 5.b4!? or 5.b3 f5 6.♘d3.

**5.♘d3**

After 5.b4 there comes 5...♕c7 with counterplay.

**5...♖b3!**

This blockade makes the planned breakthrough considerably more difficult.

**6.♖ba1**

To break the blockade Karpov has to exchange one pair of rooks.

**6...♘e8 (Δf5) 7.♗c3 ♕h4**

7...f5?! would be premature, because of 8.♘c1 ♖3b7 9.♖xa6. The alternative would be 7...♕e7±.

**Diagram 14-2**

**8.♖4a3 f5 9.♗e1!**

A clever move, which blunts the counterplay on the kingside.

**9...♕e7**

After 9...♘f6 comes 10.f4!. While if 9...f4?!, then 10.♘f1±.

**10.♖xb3 ♖xb3 11.♘c1 ♖b8 12.♘d3 ♖b3 13.f3**

Karpov rejects 13.♕c2?! ♖b8 14.b4, in view of 14...cxb4 15.♗xb4 f4 16.♘f1 f3⇄.

**Diagram 14-1** △

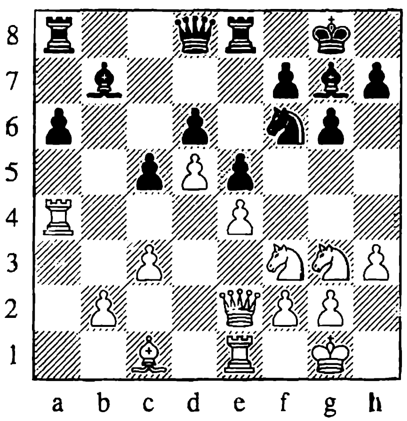


**Diagram 14-2** △

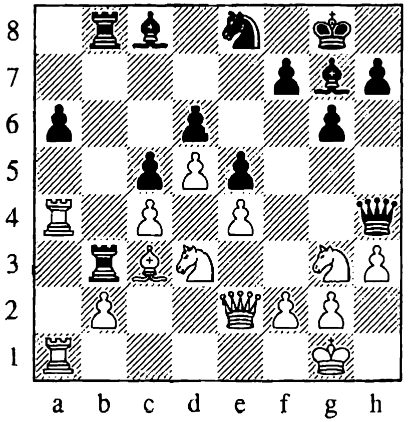


Diagram 14-3 △

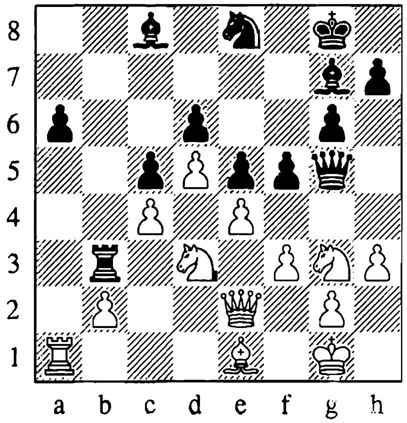


Diagram 14-4 △

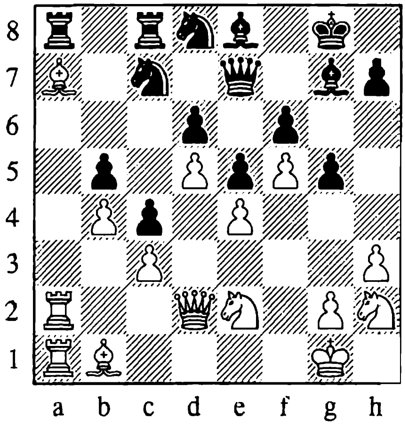
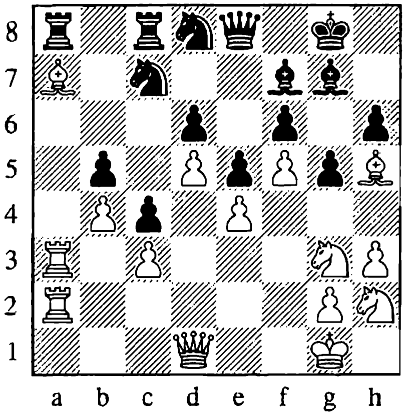


Diagram 14-5 △



**13...♕g5**

After 13...♗h6 Karpov could play 14.♘f1! followed by ♘d2.

However 13...♘f6!? would be somewhat better, as then 14.♘f1? can be met by 14...fxe4 15.fxe4 ♘xe4 16.♕xe4 ♗f5.

**Diagram 14-3**

**14.♔h2!**

White prepares 15.♕c2. But not 14.♘f1? here, due to 14...fxe4 15.fxe4 ♗xh3.

**14...♘f6 15.♕c2 ♖b8 16.b4±**

Finally Karpov manages to achieve his plan. He is winning on the queenside, since Black cannot defend his weaknesses on a6 and d6.

**Diagram 14-4**

## A.Karpov – W.Unzicker

Nice Olympiad 1974

**1.♗c2!**

Karpov is particularly good in such situations. He finds a 'redundant' piece – the white-squared bishop – and prepares to activate or exchange it. His plan is: ♗d1, ♘g3 and then ♗h5.

**1...♗f7 2.♘g3 ♘b7 3.♗d1 h6?!**

This weakens the g6-square.

**4.♗h5 ♕e8 5.♕d1 ♘d8 6.♖a3**

Let's not be over-hasty!

**6...♔f8 7.♖1a2 ♔g8**

**Diagram 14-5**

**8.♘g4! ♔f8 9.♘e3 ♔g8 10.♗xf7† ♘xf7?**

10...♕xf7 11.♗b6± would be more stubborn. White could also consider 11.♕a1 (followed by ♗b6) or 11.♕h5±.

**11.♕h5 ♘d8**

After 11...♘h8 Karpov would strengthen his position further: 12.♘g4 ♕xh5 13.♘xh5 ♔f7 14.♗b6 ♖xa3 15.♖xa3 ♖a8 16.♖xa8 ♘xa8 17.♗d8+– or 17.♗a5+–.

**12.♕g6 ♔f8 13.♘h5+–**

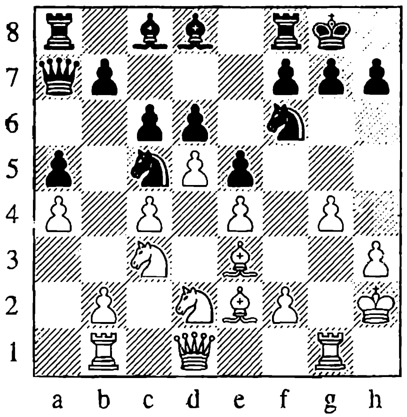
Black can move none of his pieces and simply resigned! The threat is ♘g4 winning

**Diagram 14-6**

### A.Yusupov – J.Rubinetti

Toluca Interzonal 1982

**Diagram 14-6** △



**1.♘f1!**

The black knight is pinned and cannot capture on e4. White seizes the opportunity and brings his knight into the attack on f5.

1.g5?! is not so good, due to 1...♘e8 and then f5.

**1...♘e8 2.♘g3 f6 3.♘f5 ♗xf5?**

The knight on f5 is very strong, but it is even more dangerous to open a file against his own castled position. White now obtains a strong attack.

A relatively better try would be 3...♕b8 4.dxc6 bxc6 5.♘xd6 ♘xd6 6.♗xc5±.

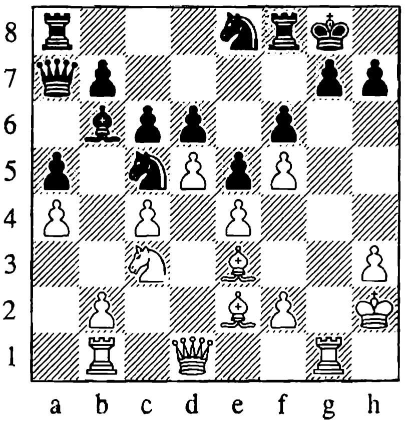
**4.gxf5**

White can now attack down the g-file.

**4...♗b6**

**Diagram 14-7**

**Diagram 14-7** △



**5.♗h5!**

Opening the way for the queen.

**5...♖d8 6.♗h6!**

If 6.♗g6?, then 6...hxg6 7.fxg6 f5.

But White does have another solution: 6.♕g4 ♖d7 7.♕h4 ♘d3 8.♗g6 hxg6 9.fxg6 ♖ff7 10.♕h7† ♔f8 11.♕h8† ♔e7 12.gxf7 ♔xf7 13.♖xg7†! ♘xg7 14.♖g1+– (P.Wolff).

**6...♖d7 7.♗xe8 ♖xe8 8.♕h5+– ♕b8**

Or 8...♖f8 9.♗xg7! ♖xg7 10.♖xg7† ♔xg7 11.♖g1† ♔h8 12.♕g4+–.

**9.♗xg7!**

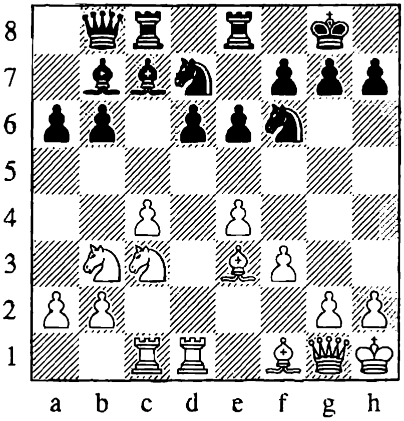
Black resigned, in view of 9...♖xg7 10.♖xg7† ♔xg7 11.♖g1† ♔h8 12.♕h6!+–.

**Diagram 14-8**

### M.Taimanov – A.Yusupov

Leningrad 1982

**Diagram 14-8** ▼



Black has a single problem in this position: his major pieces are too passive. At this point Black started a plan which I had first seen in a game by Fischer.

**1...♔h8! 2.♖c2 ♖g8! 3.♖cd2 g5∓**

Now Black's idea has become clear: he will bring his major pieces on to the g-file and he wants to open this file later.

**4.♗d4 ♖g6**

Another good move would be 4...h5.

**5.♘c1?!**

Better is 5.g4!∞.

**5...♖cg8 6.♘d3**

Here, after 6.g4 there follows 6 ..h5! 7.gxh5 ♖h6⩱.

**6...♕f8!**

The queen joins the attack.

**7.♖e1?!**

7.♘f2 is a better defence.

**7...g4!**

Such an opportunity to open the g-file has to be seized.

**8.fxg4!**

8.♗e2 ♕h6 9.♗e3 ♕h4∓ would be worse. If 8.f4, then 8...g3! 9.h3 e5∓ (Taimanov).

**8...e5 9.♗e3 ♘xg4 10.♘d5?**

The correct move is 10.♘f2!⩱.

**Diagram 14-9** ▼

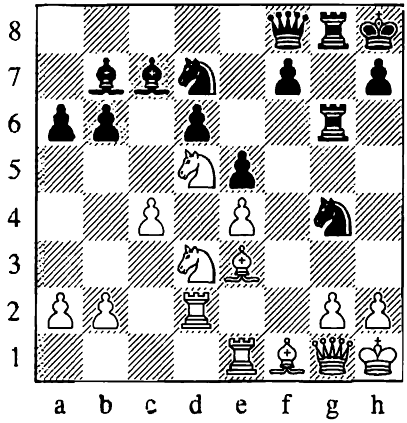


**Diagram 14-9**

**10...♗d8∓**

The 'redundant' piece comes into the game! The threat is ♘xe3 and then ♗g5.

**11.♘f2 ♗h4! 12.♖ee2**

12.♘xb6? ♘xb6 13.♗xb6 would be bad, due to 13...♘xh2!–+.

**12...♘xe3 13.♘xe3**

Not 13.♖xe3 ♗g5–+.

**13...♗xf2 14.♕xf2**

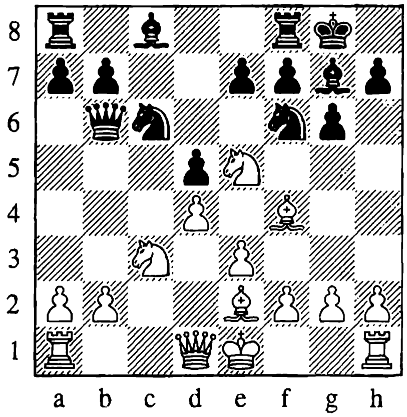
If 14.♖xf2, then 14...♘c5–+.

**14...♗xe4∓**

Black is clearly better. He went on to win the game.

# Exercises

➤Ex. 14-1◄ ★★ △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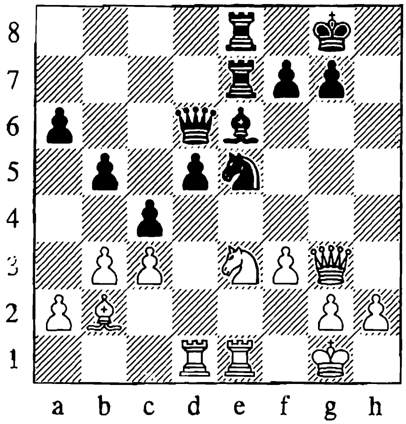
a b c d e f g h

➤Ex. 14-2◄ ★★ ▼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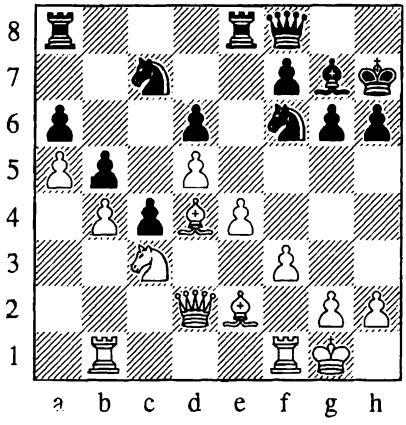
➤Ex. 14-3◄ ★★ △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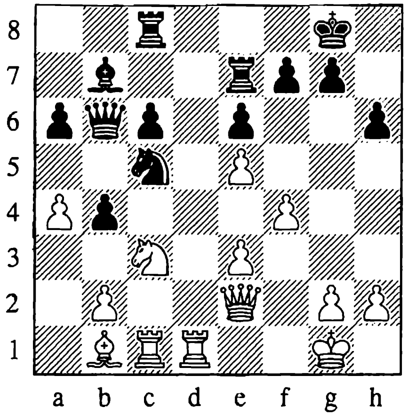
➤Ex. 14-4◄ ★★ △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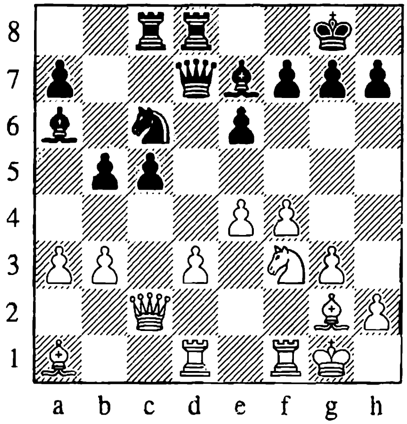
a b c d e f g h

➤Ex. 14-5◄ ★★ ▼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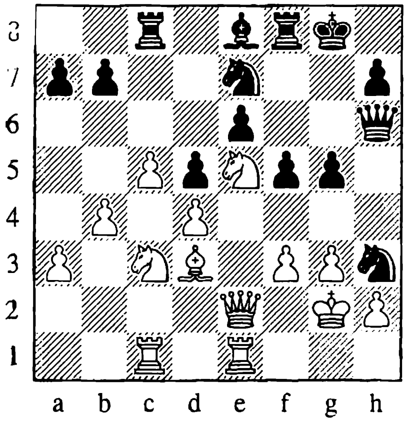
a b c d e f g h

➤Ex. 14-6◄ ★★ △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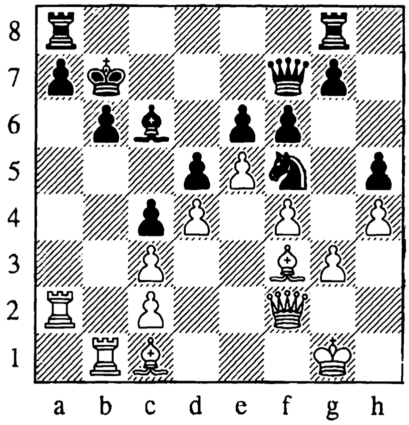
a b c d e f g h

# Exercises

**➤Ex. 14-7◀** ★★ ▼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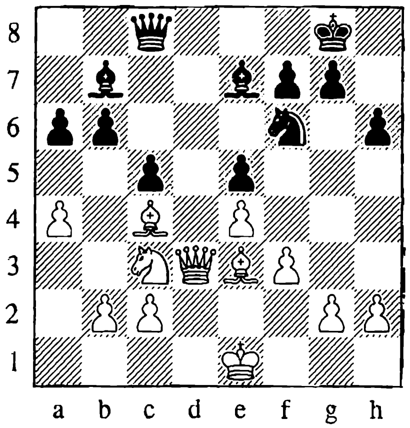
a b c d e f g h

**➤Ex. 14-8◀** ★★ △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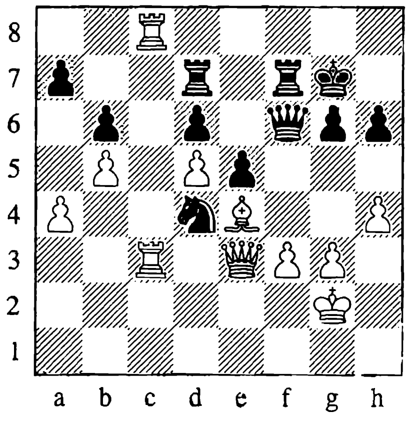
a b c d e f g h

**➤Ex. 14-9◀** ★★ △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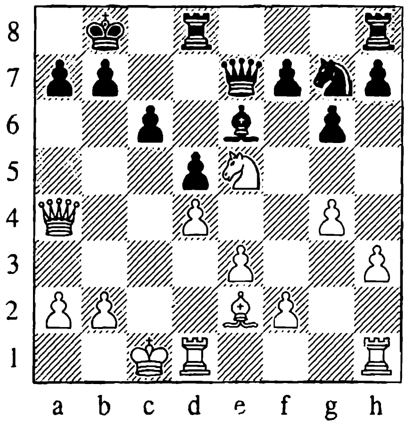
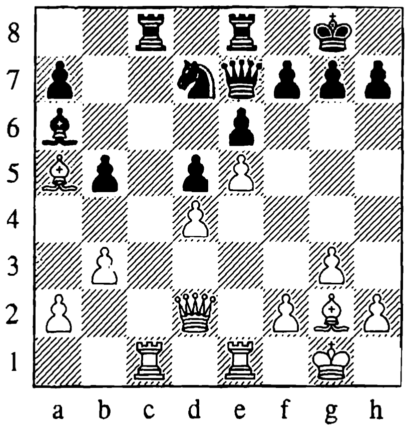
a b c d e f g h

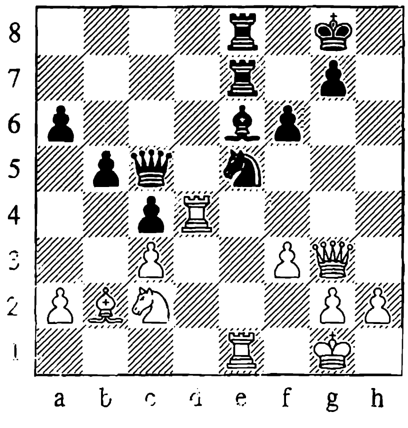
**➤Ex. 14-10◀** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 14-11◀** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 14-12◀** ★★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

## Ex. 14-1

**A.Yusupov – H.Pfleger**

World Team Ch, Lucerne 1985

**1.a3!±**

(2 points)

A standard solution. White defends his b2-pawn in this way and prepares his queenside expansion with 2.b4.

Only 1 point for 1.0-0 or 1.♘xc6.

**1...a5?!**

1...♕xb2?? loses to 2.♘a4+–. But better is 1...♗f5, with the idea 2.b4 ♖fc8±.

**2.0–0 ♗f5 3.♘a4 ♕a7 4.♖c1±**

White stands better. He can exert pressure down the c-file and on the queenside and he has the good squares b5 and c5 at his disposal.

## Ex. 14-2

**Wang Zili – A.Yusupov**

Novi Sad Olympiad 1990

**1...f6!**

(1 point)

Black intends ♕c5 followed by ♘d3.

**2.♖d4**

If 2.♘c2!?, then 2...♕b6† 3.♘d4 ♘d3 4.♖e2 a5!?∓.

**2...♕c5!∓**

(1 point)

2...♕b6? 3.♗a3⇄ would not be so good.

**3.bxc4**

If 3.♘c2, then 3...cxb3! 4.axb3 ♗f5 and now:

a) 5.♗a3 ♕xc3 6.♗xe7 ♗xc2 (6...♖xe7 7.f4∓) 7.♗xf6 ♘xf3†! 8.gxf3 ♕xe1† 9.♕xe1 ♖xe1† 10.♔f2 ♖e6 11.♗g5 ♗xb3–+

b) 5.♖e2 ♗xc2 6.♖xc2 ♘d3–+ or 6...♘c6–+.

**3...dxc4 4.♘c2∓**

See Ex. 14-12

## Ex. 14-3

**S.Reshevsky – R.Garcia**

Buenos Aires 1970

**1.♗d1!**

(2 points)

White's plan is ♗c2, ♖be1 and after that a breakthrough in the centre with f4 and e5.

Only 1 point for the logical move 1.♖be1!?, since with 1...♕h8!, introducing the tactical threat of 2...♘xe4, Black can make matters complicated.

**1...♘d7**

After 1...♕h8!? there follows 2.♘e2.

**2.♗xg7 ♕xg7 3.♗c2 ♖e7 4.♖be1 ♘e8 5.f4 ♘ef6 6.♖e2 ♔h8 7.♖fe1 ♘g8 8.e5!±**

## Ex. 14-4

**M.Botvinnik – G.Goldberg**

Leningrad 1929

**1.♕c2!**

(2 points)

1.♘e4 (1 point) is also not bad. White wants to weaken Black's castled position and still retain the knight, since he can see good attacking prospects on the kingside.

**1...g6 2.♘e2 ♘d7 3.♖d4 c5 4.♖d6 ♕c7 5.h4 f5?!**

A better defensive try is 5...h5 6.♘g3 (∆♘xh5) 6...♘f8 7.♕d2 (∆♗e4, Xf6) 7...a5 8.♗d3±.

**6.♗a2!**

But not 6.exf6 ♘xf6 7.♕xg6†?? ♖g7.

**6...♔f7 7.♘d4**

7.h5!+– is even stronger.

**7...♘f8 8.♕d2 ♕a5?!**

If 8...cxd4, then 9.♖xc7 ♖exc7 10.♕xd4+–. After 8...♖ce8 comes 9.h5+–.

**9.♘xe6! ♘xe6 10.♖xe6 ♖xe6 11.♕d7† ♔f8 12.♕xe6+–**

**1–0**

# Solutions

### Ex. 14-5

**A.Jurgis – M.Botvinnik**

Leningrad 1931

**1...b4!**

(2 points)

1...♘d4 (1 point) is not so accurate, because of 2.♘xd4 cxd4 3.♕a2!.

**2.a4 ♘d4**

After this Black retains a minimal advantage.

Instead 2...♗xd3!? 3.♕b2 e5! (but not 3...♗f6? 4.e5 ♗e7 5.♘e1±) 4.♘e1 c4 5.bxc4 ♗c5† and then ♗d4 could work out well for Black.

**3.♕b2 ♗f6 4.e5 ♗e7 5.♘xd4 cxd4 6.♕e2 ♖c5 7.♗b2 f5 8.h4**

White should prefer 8.exf6 ♗xf6 9.♗h3 with counterplay.

**8...♖c3! 9.♗xc3 dxc3 10.♕e3 ♗xd3**

Also good is 10...♕c7 11.♖f2 ♖d4! with the idea of ♗c5.

**11.♖f2 ♕d4 12.♕xd4 ♖xd4 13.♗f1**

If 13.♗f3, then 13...♗c5 14.♔g2 c2 15.♖c1 ♖c4!–+.

**13...c2 14.♖c1**

14.♖xc2 ♗xc2 15.♖xd4 ♗c5–+

**14...♗xf1 15.♖cxf1–+**

After 15.♖fxf1 comes 15...♖d2 16.♖fe1 ♗c5† 17.♔h1 (17.♔f1 ♖h2–+) 17...♗d4–+ and then ♗b2.

If 15.♔xf1?, then 15...♖d1†–+.

You will find the rest of the game in the exercise section of Chapter 10 in *Build Up Your Chess with Artur Yusupov 3 – Mastery.*

### Ex. 14-6

**M.Botvinnik – H.Kmoch**

Leningrad 1934

**1.♘b5!**

(2 points)

The threat is ♘d6; White forces a favourable exchange.

1 point for the natural moves 1.b5 and 1.♗b5.

**1...♗xb5 2.♗xb5 ♖f6 3.♗d7 ♖d8 4.b5 ♕h5 5.c6 ♖h6**

With the threat of ♘f4†.

**6.♔h1!+–**

**1–0**

### Ex. 14-7

**P.Milner-Barry – M.Botvinnik**

Hastings 1934

**1...♖h8!**

(2 points)

The plan ♖h6-g6 with an attack on the g3-pawn is very interesting.

**2.♕g2?**

White does not spot his opponent's idea. 2.♔h2 would be better.

**2...♕c7**

But not 2...♖h6 3.♔h2 (3.♖b4? ♘xh4–+) 3...♖g6?? due to 4.♗xh5.

**3.♔h2 ♖h6 4.♗d2 ♖g6 5.♖g1**

5.♗e1 ♘xh4–+

**5...♖xg3 6.♕xg3**

6.♕f2 ♖xg1 7.♔xg1 ♖h8–+

**6...♘xg3 7.♖xg3 ♕f7 8.♖a1 ♖g8 9.♖ag1 fxe5!? 10.fxe5 ♕f5 11.♗d1**

11.♖xg7† ♖xg7 12.♖xg7† ♔a6–+

**11...♗a4 12.♖f3 ♕h7 13.♖f7† ♔a6 14.♖g5 ♗xc2 15.♗f3 ♕d3 16.♖g2 ♕f1 17.♗xh5 ♗f5 18.♗g4 ♖h8 19.h5 ♕d3 20.♗e2 ♕h3†**

20...♕xd2?? 21.♗xc4†

**21.♔g1 ♖xh5! 22.♗xh5 ♕xh5 23.♖fxg7 ♗e4–+**

**0–1**

### Ex. 14-8

**E.Geller – M.Bertok**

Belgrade 1961

**1.♗f2!**

(2 points)

Intending, by ♗g3, to divert a black piece from the defence of the d5-square.

# Solutions

1.♘d5 (1 point) is too early, because it only leads to the exchange of the minor pieces. White wants to seize d5 in such a way that his minor pieces can also make use of it.

**1...♔f8**

Or 1...♘h5 2.♘d5±.

**2.♗g3! ♘d7 3.♘d5 ♗g5 4.♗f2!?**

4.♘xb6 ♘xb6 5.♕d6† ♔g8 6.♕xb6 ♕d7⇄ would not be so clear.

**4...♗d8 5.♘e3!? ♗c7 6.♘f5 ♗b8 7.♗h4 ♕c6 8.♗d5 ♕c8 9.♗xf7!**

Also good is 9.♗e7†! ♔g8 10.♗d6+–.

**9...g5**

After 9...♔xf7 there follows 10.♕c4† ♔f8 11.♗e7† ♔e8 12.♕e6 and then ♘xg7#.

**10.♕c4! ♘f6**

Or 10...gxh4 11.♗g6+–.

**11.♗f2 ♕c6 12.♗g6 ♕d7 13.a5! ♗a7 14.axb6 ♗xb6 15.♗xc5† ♗xc5 16.♕xc5† ♔g8 17.♕xe5**

**1–0**

### Ex. 14-9

**E.Geller – W.Lombardy**

Monte Carlo 1967

**1.♗b1!**

(2 points)

White sets up a battery on the b1-h7 diagonal, and in doing so increases the pressure on his opponent's position.

**1...♖d8 2.♖xd8 ♕xd8 3.♕e4 ♘f5**

After 3...♕f6 there follows 4.h5 ♘f5 (if 4...gxh5, then 5.♕h7† ♔f8 6.♖c8† ♔e7 7.♖c7† ♔f8 8.♖xf7† ♕xf7 9.♕xh6† ♔e7 10.♗e4± ×h5) 5.♕g4 with a clear advantage.

**4.♕g4 ♕d7**

After 4...h5 comes 5.♕g5 ♕xg5 6.hxg5±.

**5.h5 g5 6.♗xf5 ♕xf5 7.♕xf5 ♖xf5 8.♔h3 ♖f7 9.♔g4 ♔f6 10.♖c8 ♖d7 11.♖e8! ♔f7 12.♖e6 ♔g7 13.♖g6† ♔h7 14.♖f6 ♔g7 15.♔f5 ♖d8**

Or 15...♖f7 16.♖xf7† ♔xf7 17.g4⊙.

**16.g4 ♖d7 17.♖g6† ♔h7 18.♔e6+–**

**1–0**

### Ex. 14-10

**R.Kasimdzhanov – G.Hertneck**

Bundesliga 2001

**1.♖d3!**

(2 points)

1 point for the standard move 1.♔b1.

Suddenly Black cannot fend off his opponent's attack. All the white pieces rapidly join the attack.

**1...♖d6**

It is already too late for 1...f6 because of 2.♘xc6†! bxc6 3.♖b3† ♔c7 4.♕xa7† ♔d6 5.♕c5† and White wins.

If 1...♖c8, then 2.♖a3 b6 3.♔b1!.

**2.♖a3**

Provoking decisive weaknesses in the castled position.

**2...b6 3.♔b1**

Of course not 3.♘xc6†?? ♖xc6† 4.♕xc6, because of 4...♖c8.

**3...♖c8 4.♖c1**

Black gets no time to bring his knight into the game.

**4...c5 5.dxc5 bxc5 6.♗a6 ♖c7 7.♖b3† ♔a8 8.♖xc5!**

The decisive blow.

Black resigned, in view of 8...♖xc5 9.♗b7† ♕xb7 (or 9...♔b8 10.♗c6† ♔c8 11.♕a6† with a mating attack) 10.♖xb7 ♔xb7 11.♕b4† and White wins the rook on c5.

### Ex. 14-11

**M.Botvinnik – V.Makogonov**

Leningrad 1938

**1.♗f1!**

(2 points)

This move brings the white-squared bishop into the game and aims at the weakness on b5.

1 point for 1.♗c7 or 1.♗b4.

**1...♘b8** (Δ♘c6) **2.♗b4 ♕b7 3.♗d6 h6**

If 3...♘c6, then 4.♖c5±.

**4.a3!? ♖c6? 5.♗xb8! ♖xb8 6.♖xc6 ♕xc6**

# Solutions

**7.♖c1 ♕b6**

Or 7...♕d7 8.♕a5±.

**8.♕b4 ♗c8?! 9.♕e7!**

Black resigned. He has no satisfactory defence to the threats of ♖c7 and ♕e8†.

### Ex. 14-12

**Wang Zili – A.Yusupov**

Novi Sad Olympiad 1990

**1...a5!**

(2 points)

1...♗f5 (1 point) would not be so clear: 2.♗a3 ♘xf3† 3.♕xf3 (3.♔f2?! ♘xe1 4.♗xc5 ♖e2† 5.♔f1 ♖xc2!∓) 3...♖xe1† 4.♘xe1 ♕xa3 5.♕xf5 ♖xe1† 6.♔f2=∞.

If 1...♖d7 (1 point), then 2.♗a3 ♕a7 3.♔h1∓.

**2.♗a3 b4 3.cxb4 ♕a7**

With threats of ♘c6 and ♗f5.

**4.b5 ♖d7∓**

But not 4...♗f5? 5.♗xe7 ♗xc2, due to 6.♗xf6!.

**5.♖ee4**

5.♖xe5? ♖xd4 would be bad, as would 5.♖ed1? ♘d3.

Only 5.♗c1! allowed White to offer any resistance. Nevertheless, Black retains very good winning chances after either 5...♘d3 6.♗e3 ♘xe1 7.♕xe1 ♕b7∓ or 5...♗f5 6.♗e3 ♗xc2 7.♖xc4 ♘xc4! 8.♗xa7 ♖xe1† 9.♕xe1 ♖d1 10.♕xd1 ♗xd1.

**5...♗f5 6.♕f2 ♗xe4 7.♖xd7 ♕xd7 8.fxe4 ♕d1† 9.♘e1 ♘d3**

**0–1**

# 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.*

# CHAPTER 15

## Contents

- ✓ How to construct an opening repertoire
- ✓ Sample games
- ✓ Repertoire
  - ◆ 3...♗c5
  - ◆ 4...♗b4
  - ◆ The Four Knights Game

# An opening repertoire for White after 1.e4 e5

In this chapter we shall try to construct an opening repertoire against 1...e5. This is, of course, only an example of how to work with the data. **You should prepare your repertoire according to your own chess tastes and style.** It is very important that you should like and understand the typical positions which result from your chosen opening.

**One good method consists of choosing, as a model, a strong player** who plays your choice of opening particularly well and often, and then following his games. **You study some model games** in order, above all, to get a better understanding of the middlegame.

To reduce the number of variations which are required, I recommend that you try the *Four Knights Game*. The main advantage is that your opponent has almost no option other than going into the said opening.

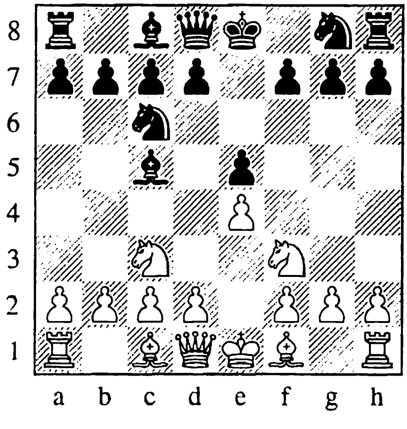
### I.Glek – O.Romanishin

Biel 1996

**1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♗c5**

**Diagram 15-1**

**Diagram 15-1** △



A logical move, but one which allows an exchanging combination.

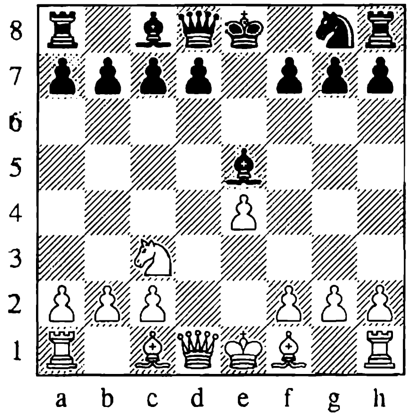
**4.♘xe5! ♘xe5**

4...♗xf2† 5.♔xf2 ♘xe5 leads after 6.d4 ♕f6† 7.♔g1 ♘g6 8.♗c4 to a position in which White has the centre and has no problems developing his kingside. After 8...c6 9.h3 d6 10.♔h2 ♗e6 11.♖f1 ♕d8 (J.Capablanca – B.Rakowitz, New York simultaneous 1922) White should continue to attack with 12.d5 cxd5 13.♗b5†±.

**5.d4 ♗d6! 6.dxe5 ♗xe5**

**Diagram 15-2**

Diagram 15-2 △



**7.♗d3!?**

Romanishin very often plays this line. But White's game is much simpler, because he has rather more possibilities in the centre. If 7.♕d3, then 7...♘f6 8.♗d2 0–0 9.0–0–0 ♖e8 10.f3 c6 11.g4 ♕b6!? 12.♖e1 d5! J.Palkovi – O.Romanishin, Balatonbereny 1996.

**7...♕h4!?**

After 7...♘f6 White can reply 8.♘e2, with the threat of f4. Another good move is 8.0–0.

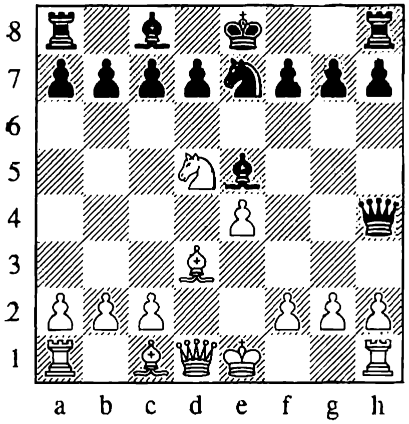
**8.♘d5!?**

Here GM Dolmatov recommends the very solid 8.♗d2 ♘f6 9.♕e2± and if 9...d6, then 10.0–0–0 c6 11.h3±.

**8...♘e7?**

**Diagram 15-3**

Diagram 15-3 △



8...♘f6!? 9.g3 ♕h3 10.♘e3± would be better.

**9.g3! ♕h3 10.♘xe7 ♔xe7**

The black king is now very insecure in the centre.

**11.f4 ♕g2**

But not 11...♗d4? because of 12.♗f1+–.

**12.♖f1 ♗d4 13.♕h5! d5**

After 13...g6 there comes 14.♕d5 ♗g7 15.f5!±. If 13...d6, then 14.c3 with the initiative.

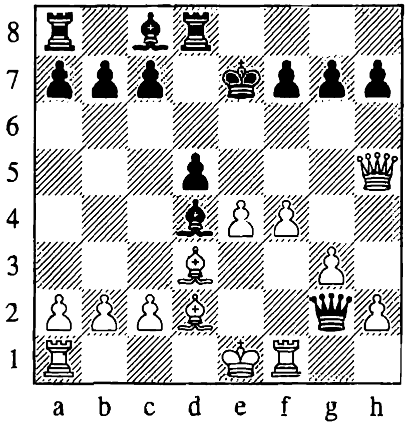
**14.♗d2!**

White brings his pieces into the attack. Also good would be 14.♕xd5!? ♖d8 15.♕g5† ♗f6 (15...♔e8 16.e5±) 16.♕c5†±.

**14...♖d8**

**Diagram 15-4**

Diagram 15-4 △



The following lines show that White has obtained a strong initiative:

a) 14...♗xb2? 15.♖b1 dxe4 16.♗c4 ♗f6 17.♕xf7† ♔d8 18.♗a5 ♗d7 19.♗e6!+–

b) 14...dxe4?! 15.♗b4† and now:

b1) 15...♔d8 16.♗b5! c6 (16...♗d7 17.♗xd7 ♔xd7 18.♕d5†) 17.0–0–0+–

b2) 15...♔e8 16.♗c4 g6 (or 16...♗e6 17.♗xe6 g6 18.♕b5†) 17.♕d5+–

c) If 14...♗h3 , then 15.0–0–0.

White now cuts off the white-squared bishop.

**15.f5!**

This is much stronger than 15.0–0–0 ♕h3!.

**15...♗xb2**

After 15...dxe4 there follows 16.♗c4 ♖f8 17.♗b4† c5 18.f6†! gxf6 19.♗xc5† ♗xc5 20.♕xc5† ♔e8 21.♗b5† ♗d7 22.♗xd7† ♔xd7 23.0–0–0†+–.

**16.♖d1!+–**

All the white pieces join the attack. The black queen is also in danger. The threat is not only ♗b4† and then ♖d2, but also simply 17.♖f2 ♕g1† 18.♔e2.

**16...dxe4**

If 16...c6, then 17.♖f2 ♕g1† 18.♔e2+–. After 16...♗d4 there comes 17.♗b4† c5 18.♖d2 ♕xf1† 19.♗xf1+–.

**17.♗c4**

And Black resigned, in view of 17...♖f8 (or 17...♖d4 18.♕xf7† ♔d6 19.♗b4† ♔c6 20.♖xd4 ♗xd4 21.♕d5† ♔b6 22.♗a5#) 18.♗b4† ♔e8 19.♖d2+–.

After 1.e4 e5 2.♘f3 we simply have to prepare for the *Philidor Defence* (2...d6), the *Three Knights Opening* (2...♘c6 3.♘c3 g6), and a rare variation of the *Petroff Defence* (2...♘f6 3.♘c3 ♗b4), in order to have available a complete repertoire after 1.e4 e5.

We shall consider these openings in the test which follows.

After 1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘c6, I recommend 4.d4. This move leads to positions which can also arise from the *Scotch Game* (3.d4 exd4 4.♘xd4 ♘f6). Delaying d2-d4 has allowed us to avoid certain variations such as 3.d4 exd4 4.♘xd4 ♗c5 or 4...♕h4.

Here are two model games for you to study. Try to find for yourself the moves for White in the positions in the diagrams.

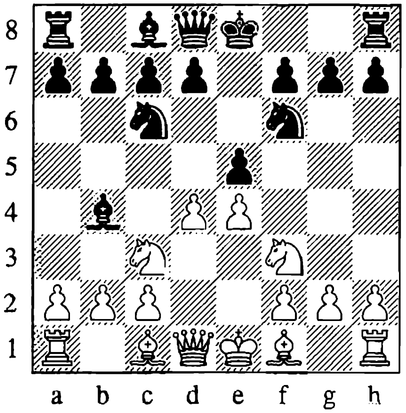
## S.Rublevsky – C.Gabriel

Duisburg 1992

**1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.d4 ♗b4**

**Diagram 15-5**

**Diagram 15-5** △



The *Morphy Variation* leads to sharp play. We shall only study the most important variation.

**5.♘xe5! ♘xe4**

Alternatives:

a) 5...♘xe5? 6.dxe5 ♘xe4 is worse, because of 7.♕g4! d5 8.♕xg7 ♖f8 9.a3± and now:

a1) 9...♗c5 10.♘xe4 dxe4 11.♗g5 ♕d4□ (11...♗e7? 12.♖d1 ♗d7 13.e6! fxe6 14.♗e2!+–; 11...♕d5?

12.♖d1! ♗xf2† 13.♔xf2 ∆13...♕xd1 14.♗b5†+–) 12.♗b5†± c6?! – see Ex. 15-1.

a2) 9...♗a5? 10.♗h6+–

a3) 9...♗xc3† 10.bxc3±

b) After 5...0–0 6.♕d3 ♖e8 7.♗d2 ♘xd4!? 8.♕xd4 c5! 9.♕d3 ♖xe5 10.0–0–0 d5 11.♘xd5 (or 11.♕g3!? ♗xc3 12.♗xc3 ♖xe4 13.f3 ♖e3 14.♗xf6 ♕xf6 15.♖xd5 ♗e6 16.♖xc5 ♖a3!=) 11...♘xd5 12.♗f4! White obtains an advantage.

c) The other main variation is 5...♕e7 6.♕d3 and:

c1) 6...♘xd4!? 7.♕xd4 ♗c5 8.♘d5 (8.♕d2 ♕xe5 9.f4 ♕e7 10.e5 d6∞) 8...♗xd4 9.♘xe7 ♗xe5 10.♘xc8 ♘xe4 11.f3 ♘c5 12.♗e3 ♗xb2 13.♖d1 b6 14.♗xc5 bxc5 15.♗a6 ♔d8 16.♔d2±

c2) 6...♘xe5 7.dxe5 ♕xe5 8.♗d2 0–0 9.0–0–0 d6 (9...♗xc3 10.♗xc3 ♕xe4 11.♕g3 ♕g6 12.♗d3 with an attack) 10.f4!± ♕e6 11.♖c1 ♖e8 12.♕g3!±

**6.♕g4!**

An important idea.

**6...♘xc3 7.♕xg7 ♖f8**

After 7...♕f6 there follows 8.♕xf6 ♘e4† 9.c3 ♘xf6 10.♘xc6 dxc6± (Y.Estrin).

**8.a3 ♘xd4?!**

**Diagram 15-6**

A risky move. Black should probably prefer 8...♗a5!?, although after 9.♘xc6 dxc6 10.♕e5† ♕e7 11.♕xe7† ♔xe7 12.♗d2 ♗f5 13.bxc3 (or 13.♗xc3 ♗xc3† 14.bxc3 ♗xc2 15.♔d2±) 13...♗xc2 14.c4 ♗xd2† 15.♔xd2 ♗g6± White gets a somewhat better endgame.

**9.axb4 ♘xc2† 10.♔d2 ♘xa1 11.♔xc3**

**Diagram 15-7**

**11...a5**

After 11...♕e7 comes 12.♗h6! a5 13.♕xf8† ♕xf8 14.♗xf8 ♔xf8 15.bxa5 ♖xa5 16.♘c4± and the black knight is misplaced (Polovodin).

**12.♗c4!**

White develops a strong attack. Even the h1-rook is now ready to support the attack.

**12...♕e7**

Nor can 12...axb4† 13.♔d2 (13.♔d3 d5 14.♗b5† c6 15.♘xc6 ♗f5† 16.♔e2 bxc6 17.♗xc6† ♗d7 18.♗xa8 ♕xa8 19.♗h6 is also good) 13...d5 14.♗b5† c6 15.♖e1! ♗e6 16.♘xc6 bxc6 stop White's attack. See Ex. 15-2.

Diagram 15-6 △

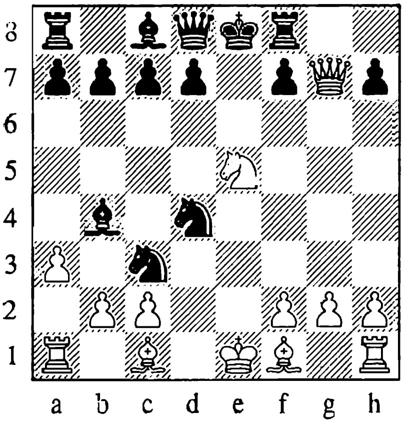


Diagram 15-7 ▼

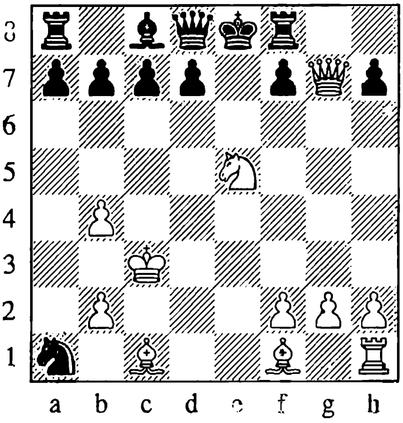


**Diagram 15-8** △

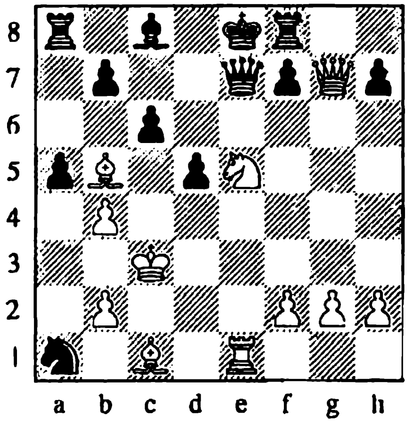


**Diagram 15-9** △

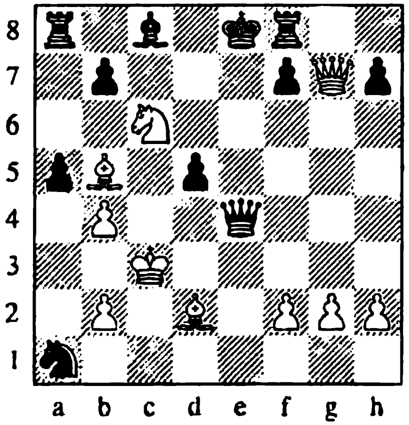
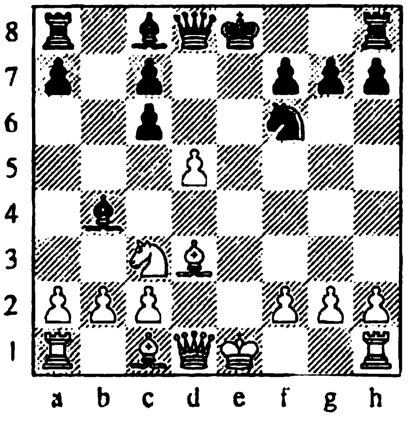


**Diagram 15-10** ▼



**13.♖e1! d5**

If 13...♕xb4†, then 14.♔d3 ♕d6† (for 14...d5 see Ex. 15-3) 15.♔e2 ♕e7 16.♔d1!+–.

**14.♗b5† c6**

**Diagram 15-8**

**15.♘xc6!**

An incisive sacrifice.

**15...♕xe1† 16.♗d2 ♕e4**

After 16...bxc6 comes 17.♗xc6† ♗d7 18.♗xd7† ♔xd7 19.♗xe1 ♖ac8† 20.♔d3 ♘c2 21.♗c3 ♘xb4† 22.♗xb4 axb4 23.♕xh7± with a clear advantage to White (Evers – Schütze, Corr. 1983).

16...axb4†? loses immediately to 17.♘xb4†+–.

**Diagram 15-9**

**17.♘b8†!**

The natural looking 17.♘e5† would not be good, because of 17...♗d7 18.♗xd7† ♔e7 19.♗g5† ♔d6.

**17...♔d8**

Now 17...♗d7 loses after 18.♗xd7† ♔c7 19.♗g5† ♔d6 20.♕xf8† ♔c7 21.♗d8† ♔xb8 22.♗b6†+–.

**18.♕xf8† ♔c7 19.♕c5†**

And Black resigned, in view of 19...♔xb8 (19...♔d8 20.♕d6†) 20.♕d6† ♔a7 21.♗e3† ♕xc3†□ 22.fxe3 axb4† 23.♕xb4+–.

## J.Lautier – I.Sokolov

Correze 1992

**1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.d4 exd4**

The main variation.

**5.♘xd4 ♗b4**

Black also has other moves, but this is the only one which logically begins the struggle for the centre. The possible alternatives are 5...d6 and 5...♗c5.

**6.♘xc6 bxc6 7.♗d3 d5 8.exd5**

**Diagram 15-10**

**8...cxd5**

8...♕e7† is an attempt to level the position. After 9.♕e2 ♕xe2† (9...♘xd5 10.♕xe7† ♔xe7 11.a3!±; 9...cxd5 10.♕xe7† ♔xe7 11.0–0±) 10.♔xe2 ♘xd5 (10...cxd5 11.♘b5 ♔d8 12.♖d1 c6 13.♘d4±) 11.♘xd5 cxd5 12.♗b5† ♗d7 13.♗xd7† ♔xd7 14.♖d1 ♖he8† 15.♗e3 ♔c6, White has a strong idea: 16.c4! dxc4 17.♖d4±.

**9.0–0 0–0 10.♗g5 c6 11.♘a4**

A modern idea.

11.♕f3 is the main alternative. Black often plays 11...♗d6 and is prepared to go into an endgame with doubled pawns. If 11.♘e2 h6 12.♗h4, then 12...♗d6=.

**11...h6 12.♗h4 ♗e7?!**

A passive move.

After 12...♖b8 comes 13.c3 ♗d6 14.♗c2!? c5!? 15.♕d3 g6 16.b3± A.Dreev – A.Yusupov, Tilburg 1992.

12...♖e8!? would be better.

**13.♖e1 ♗e6**

**Diagram 15-11**

**14.c3!**

White is preparing a powerful regrouping: ♗c2 then ♕d3.

**14...♖e8 15.♗c2 ♖b8?!**

15...♘d7 16.♗xe7 ♕xe7 17.♕d3 g6 (17...♘f6 18.♕d4 Δ♘c5) 18.♖e3± would be better.

**16.♕d4!±**

This is even stronger than ♕d3. White is fighting for the c5-square.

**16...a5**

Or else b2-b4 would be possible.

**17.♖e3!**

This prepares to double rooks on the open e-file.

**17...♕c7 18.♖ae1 c5 19.♕d3 g5?**

**Diagram 15-12**

Black unnecessarily weakens his castled position and is immediately punished for it. Better is 19...♔f8±.

**20.♗g3 ♗d6 21.♖xe6!**

Black had overlooked this. If now 21...♖xe6 22.♖xe6 fxe6 (22...♗xg3 23.♖xf6+–), then simply 23.♗xd6 ♕xd6 24.♕g6† ♔f8 25.♕xf6† ♔e8 26.♘xc5!+–.

Black resigned.

We have simply considered a few of the main continuations. Later you will have to deepen your knowledge. After you have solved the exercises, please look very carefully through all the sample games, **playing them over on a board**. They provide valuable ideas and are intended to extend your opening repertoire.

**Diagram 15-11** △

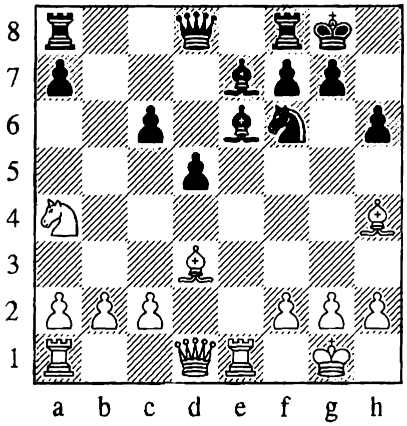
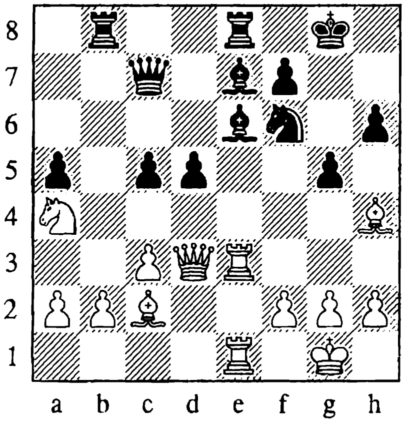
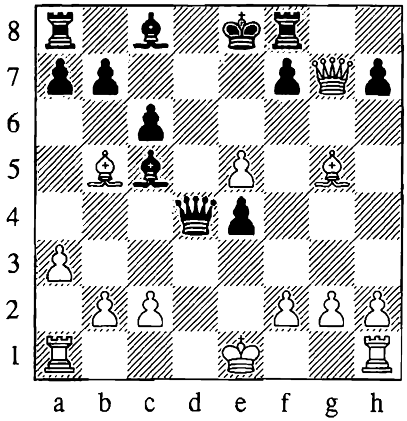


**Diagram 15-12** △



# Exercises

**➤Ex. 15-1⮜** ★★ △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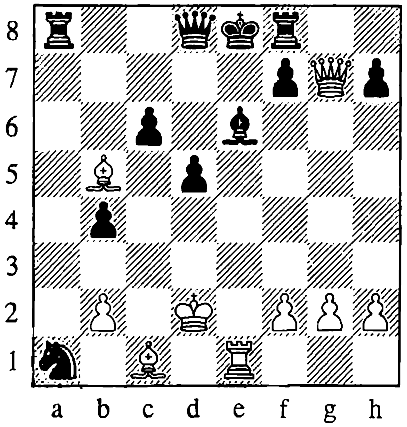
**➤Ex. 15-2⮜** ★ △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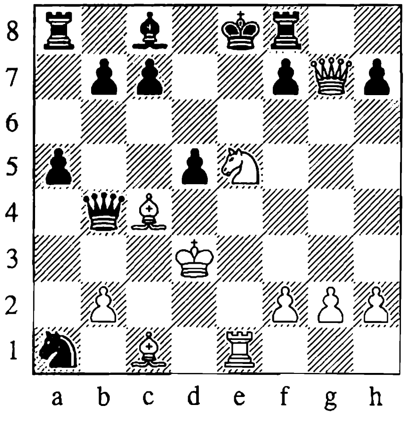
**➤Ex. 15-3⮜** ★★ △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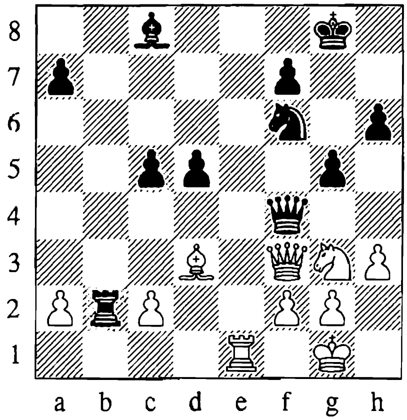
**➤Ex. 15-4⮜** ★ △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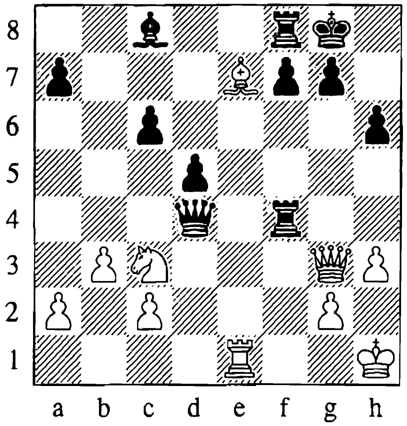
**➤Ex. 15-5⮜** ★★ △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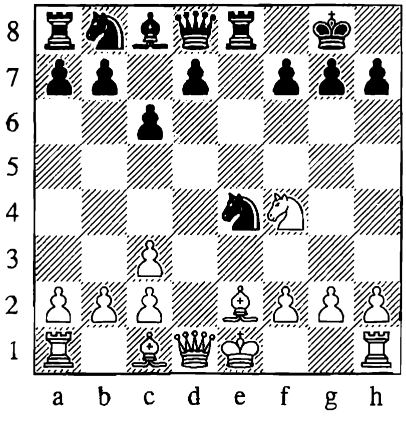
**➤Ex. 15-6⮜** ★★ △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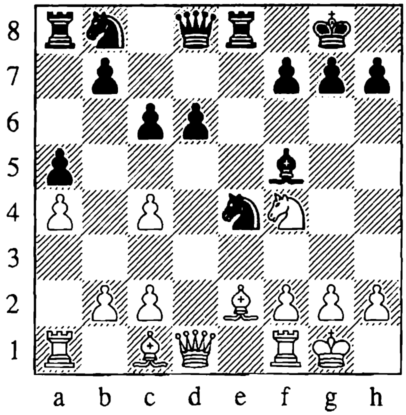
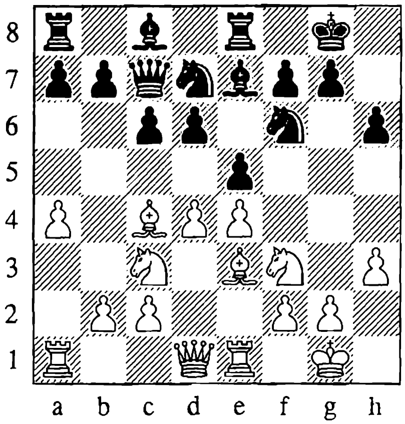
# Exercises

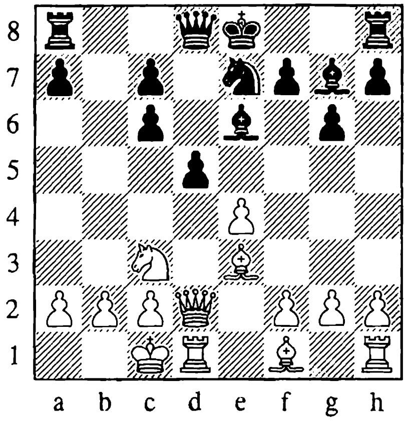
➤ Ex. 15-7 ◀ ★★★ △



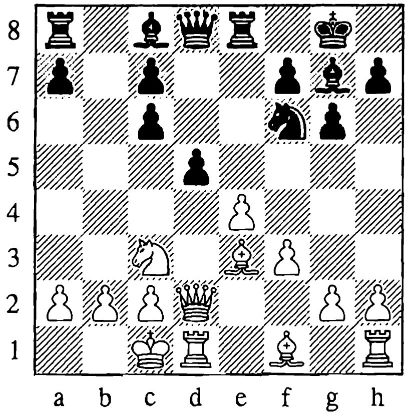
➤ Ex. 15-8 ◀ ★★ △



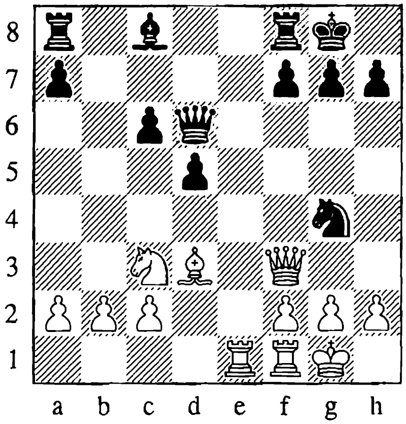
➤ Ex. 15-9 ◀ ★★ △



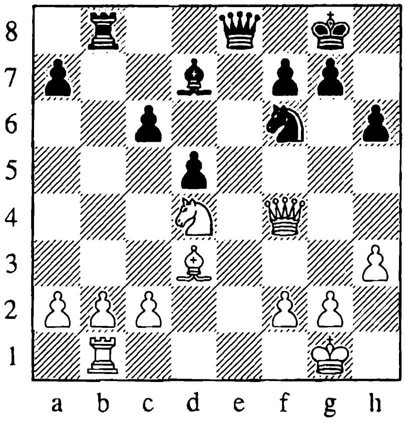
➤ Ex. 15-10 ◀ ★★ △



➤ Ex. 15-11 ◀ ★ △



➤ Ex. 15-12 ◀ ★★ △



# Solutions

### Ex. 15-1

**D.Frolov – I.Kyprijanov**

St Petersburg 2000

**1.0–0!+–**

(2 points)

Threatening ♖ad1.

1.♗xc6†?! bxc6 2.♕f6 ♕d7 3.♖d1 would not be so good, due to 3...♗e7!∓.

If 1.♗e3?!, then 1...♕xb2∞.

After 1.♕f6 (1 point) comes 1...cxb5 2.♖d1 ♕xf2† 3.♕xf2 ♗xf2† 4.♔xf2±.

**1...♗d7**

If 1...♕xb2, then 2.♖ad1 ♗e6 (2...♗g4 3.♕f6 ♗xd1 4.♗xc6† bxc6 5.♕xc6#) 3.♕f6! ♗d7 4.♖xd7 ♔xd7 5.e6†+–.

After 1...cxb5 there also follows 2.♖ad1.

**2.♖ad1 ♕xb2 3.e6!**

Black resigned, in view of 3...♕xg7 (or 3...♗xe6 4.♕xb2+–) 4.exd7#.

### Ex. 15-2

**I.Polovodin – A.Rutman**

USSR 1978

**1.♖xe6†!**

(1 point)

1.♗xc6†? ♔e7–+

**1...♔d7**

1...fxe6 loses immediately to 2.♗xc6†+–.

**2.♖xc6 ♕e7**

If 2...♘b3†, then 3.♔d1 ♘xc1 4.♕e5+–.

After 2...♕a5 there comes 3.♕e5! ♕xb5 4.♖c7† ♔d8 5.♕e7#.

**3.♔d1**

Also good is 3.♕g3!? ♔d8 4.♖a6 ♘b3† 5.♔d1+– with a decisive attack.

**3...♖ab8**

3...♔d8 loses after 4.♕d4!+– with the double threat of ♕xd5† and ♕b6†.

**4.♗f4!+–**

Black resigned. Serious material losses cannot be avoided.

### Ex. 15-3

**J.C.Diaz – A.Rodriguez**

Cuba 1981

**1.♘xf7†!**

(1 point)

**1...♕xe1**

1...♔d7 loses to 2.♘d8†! ♔xd8 3.♗g5†+–.

**2.♘d6†!**

Or 2.♗b5† c6 3.♘d6† ♔d8 4.♗g5†+–.

**2...cxd6 3.♗b5† ♔d8 4.♗g5†+–**

(another 1 point for either this variation or the one after 2.♗b5†)

### Ex. 15-4

**E.Berg – P.Leko**

Canary Islands 1995

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♘f6 5.♘c3 ♗b4 6.♘xc6 bxc6 7.♗d3 d5 8.exd5 cxd5 9.0–0 0–0 10.♗g5 c6 11.♕f3 ♗d6 12.h3 ♖b8 13.♖ab1 h6 14.♗h4 (14.♗f4; 14.♗xf6 ♕xf6 15.♕xf6 gxf6 16.♘e2 ♗e5 17.b3 c5 18.f4±) 14...♖e8 15.♖fe1?! ♖xe1† 16.♖xe1 g5 17.♗g3 ♖xb2 18.♘e2 c5 19.♗xd6 ♕xd6 20.♘g3 ♕f4? (20...♗d7∓)

**Diagram Ex. 15-4**

**21.♕xd5!+–**

(1 point)

**21...♗e6**

21...♘xd5 loses to 22.♖e8† ♔g7 23.♘h5#.

**22.♕d8† ♔g7 23.♕e7 ♔g8 24.♗f5 ♕d2 25.♖xe6 ♖b1† 26.♔h2 ♕d1 27.♘f1 ♕xf1 28.♕d8†**

**1–0**

### Ex. 15-5

**T.Todorov – T.Balogh**

Krynica 1998

**1.♗d6!!+–**

(2 points)

An important intermediate move. If 1.♗xf8?, then 1...♔xf8 2.♘e2 ♕f2.

**1...♖h4**

After 1...g5 comes 2.♘e2 ♕f2 3.♗xf4+–.

1...♖f6!? would be better: 2.♗xf8 ♔xf8 (if 2...♖g6, then 3.♖e8! ♗d7 4.♖d8 ♔h7 5.♕f3 ♖f6 6.♕d3†+–) 3.♕c7! ♔g8 4.♕xc8† ♔h7 5.♘d1 ♕d2 6.♖g1 ♕xc2 7.♕a6 ♕c5±.

**2.♗xf8 ♔xf8**

And here White could have achieved a decisive advantage with 3.♕c7!+–.

### Ex. 15-6

**L.Psakhis – A.Yusupov**

USSR Ch, Vilnius 1980

1.e4 e5 2.♘f3 ♘f6 3.♘c3 ♗b4 4.♘xe5 0–0 5.♗e2 ♖e8 6.♘d3 ♗xc3 7.dxc3 ♘xe4 8.♘f4 c6

**Diagram Ex. 15-6**

**9.c4!**

(2 points)

It is important to prevent the move d7-d5. After 9.0–0 (1 point) comes 9...d5=.

**9...d6 10.0–0 ♗f5 11.a4! a5**

See Ex. 15-7.

### Ex. 15-7

**L.Psakhis – A.Yusupov**

USSR Ch, Vilnius 1980

**12.♖a3!**

(3 points)

White will develop the rook to e3, and then the dark-squared bishop will come onto the long diagonal.

Only 1 point for 12.♗e3. While 12.b3? would be wrong, because of 12...♘c3.

**12...♘d7 13.♖e3 ♘dc5 14.g4!**

Now White forces the opposing pieces back.

**14...♗e6 15.f3 ♘f6 16.b3 h6 17.♕d4 ♕c7 18.♖d1 ♖ad8 19.♗b2±**

White has the two bishops along with an advantage in space.

### Ex. 15-8

**V.Kramnik – V.Zvjaginsev**

Leningrad 1990

**1.e4 d6 2.d4 ♘f6 3.♘c3 e5 4.♘f3 ♘bd7 5.♗c4 ♗e7 6.0–0 0–0 7.♖e1 c6 8.a4 ♕c7 9.h3** (9.a5!?) **9...h6!** (9...b6 10.d5 ♗b7 11.dxc6 ♗xc6 12.♗g5!±) **10.♗e3!?** (10.a5!? ♖b8! 11.♗a2!⩲) **10...♖e8?!** (10...♘xe4? 11.♘xe4 d5 12.♗xd5 cxd5 13.♘c3!±; 10...b6!? [Δa6, ♗b7] 11.d5 [11.♘h4 ♘xe4 12.♘f5 ♘df6∞] 11...♗b7 12.dxc6 [12.♘d2 a6!?] 12...♗xc6 13.♘d2 a6!? 14.♕e2 ♕b7∞ [14...♗b7]; 10...a5!? Δ♖e8, ♘f8)

**Diagram Ex. 15-8**

**11.a5!**

(2 points)

This typical move prepares d5.

For 11.♕e2 or 11.♗a2 you get 1 point. After the immediate 11.d5 comes 11...♘b6!.

**11...♗f8?!**

11...♘f8 12.d5 ♘g6±; 11...exd4 12.♘xd4 ♗f8±.

**12.d5! ♘c5**

12...cxd5!? 13.♗xd5 ♘c5±

**13.♘d2**

13.♗xc5 dxc5 14.dxc6±

**13...♗d7 14.b4! cxd5□ 15.♘xd5 ♘xd5 16.♗xd5 ♘e6**

16...♘a4? 17.♕f3!; 16...♘a6? 17.♕b1!.

**17.c4!? ♘f4! 18.♗xf4 exf4 19.a6± ♗c6 20.axb7 ♗xb7 21.♗xb7?!**

Better is 21.♕a4!±.

### Ex. 15-9

**J.Nunn – A.Beliavsky**

Belgrade 1991

1.e4 e5 2.♘f3 ♘c6 3.♘c3 g6 4.d4 exd4 5.♘xd4 ♗g7 6.♗e3 ♘ge7 7.♕d2 d5 8.♘xc6 bxc6 9.0–0–0 ♗e6

**Diagram Ex. 15-9**

**10.♗d4!**

(2 points)

# Solutions

It is advantageous for White to exchange off the strong dark-squared bishop on g7. Equally good is 10.♗h6.

**10...0–0 11.♗xg7 ♔xg7 12.♕d4† f6 13.♕c5 ♕d7 14.♗c4!± ♖ad8 15.♕xa7**

15.♖he1!?±

**15...♕d6 16.♗b3±**

### Ex. 15-10

**P.Svidler – E.Geller**

Moscow 1992

1.e4 e5 2.♘f3 ♘c6 3.♘c3 g6 4.d4 exd4 5.♘xd4 ♗g7 6.♗e3 ♘f6 7.♕d2 0–0 8.0–0–0 ♖e8 9.f3 d5 10.♘xc6 bxc6

**Diagram Ex. 15-10**

**11.♗h6!**

(2 points)

**11...♗h8**

Or 11...♗xh6 12.♕xh6 ♕d6 13.♗c4!? ♕c5 14.♗b3⩲.

**12.exd5 ♘xd5 13.♗c4 ♗e6 14.♘xd5 cxd5 15.♗xd5 ♗xd5 16.♕xd5 ♕h4 17.♗g5 ♕b4 18.♕b3 ♕c5 19.♖d5 ♕c6 20.♕d3 ♖ab8 21.b3 h6 22.♗h4 ♕b6 23.♔b1 g5 24.♗g3 ♕f6 25.c3±**

### Ex. 15-11

**A.Alekhine – V.Manko**

Correspondence 1907

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♘f6 5.♘xc6 bxc6 6.♗d3 d5 7.exd5 cxd5 8.0–0 ♗e7 9.♘c3 0–0 10.♗g5 c6 11.♕f3 ♘g4? 12.♗xe7 ♕xe7 13.♖ae1 ♕d6

**Diagram Ex. 15-11**

**14.♕g3!**

(1 point)

Warding off the threat of mate. White is better placed in the ending.

**14...♕f6?!**

Better is 14...♕d8⩲. If 14...♕xg3!?, then 15.hxg3 ♗e6 16.♘a4!⩲.

**15.h3 ♘h6 16.♖e5! g6 17.♘e2 ♗f5**

After 17...♘f5 there follows 18.♕f4 ♕g7 19.♗xf5 ♗xf5 20.♘d4 ♗d7 21.♖e7 ♖ad8 22.b4+–.

**18.f4 ♖fe8 19.♕e3 ♖xe5 20.fxe5 ♕h4 21.♘d4 ♗xd3 22.♖f4! ♕e7**

If 22...♕g5, then 23.cxd3 c5 24.♘e6 ♘f5 25.♘xg5 ♘xe3 26.♖xf7 h6 27.♖f3±.

**23.cxd3±**

### Ex. 15-12

**E.Eliskases – J.Emma**

Argentine Championship, Buenos Aires 1958

**1.♘b3!**

(2 points)

It is very useful to be able to control the weak square c5.

**1...♖d8 2.♘c5 ♔f8**

2...♕e7 3.♕c7!

**3.b4 ♕e7 4.c3 ♗e8 5.♔f1! a5 6.♖e1±**

# Solutions

## Scoring

Maximum number of points is 22

**19** points and above → **Excellent**
**15** points and above → **Good**
**11** points → **Pass mark**

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

# CHAPTER 16

## Contents

✓ Methods of attack
✓ Typical combinations:
  ◆ sacrifice on h6
  ◆ sacrifice on g7
  ◆ sacrifice on f7
  ◆ sacrifice on f6
  ◆ the use of the pawns
✓ Other tactical motifs

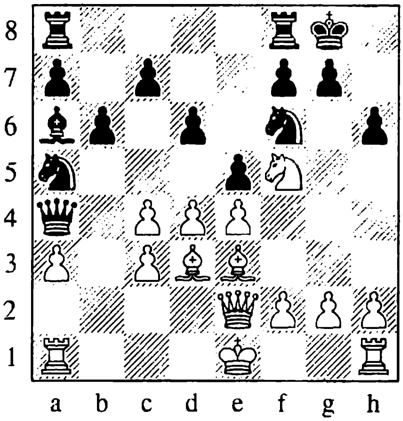
# Destroying the castled position

*Destroying the castled position* is an important method of attack. Grandmaster Alexander Kotov wrote:

'If you cannot invade the opposing camp or rip the king out of its hiding place, there still remains the method of storming the king's fortress directly and annihilating its loyal defenders, the chain of protecting pawns. Such a process is reminiscent of the taking by storm of a castle wall in the Middle Ages. After the disappearance of the protecting wall of pawns, exposed points and breaches appear, into which the attacking forces immediately rush.'

We have already looked at some typical combinations aimed at destroying the castled position (e.g. the bishop sacrifice on h7). In this chapter we shall study a few more motifs.

**Diagram 16-1** △



### Sacrifice on h6

**Diagram 16-1**

**R.Keene – S.Kerr**

Sydney 1979

The defensive move h7-h6 can be useful in providing the black king with a bolthole to prevent a back rank mate and in stopping the opposing pieces from occupying the g5-square. However, this move often leads only to a weakening of the castled position and may allow a dangerous sacrifice on h6.

**1.♗xh6! gxh6 2.♕e3**

Black cannot fend off this attack.

**2...♘e8**

2...♘g4 loses after 3.♕g3+–.

**3.♕xh6 ♕d7**

After 3...♘c6 there follows 4.h4! and then ♖h3.

**4.♕g5† ♔h7 5.♕h4†**

A typical idea. White will win the queen.

**5...♔g8 6.♕g3† ♔h7 7.♕h3† ♔g8**

Or 7...♔g6 8.♕h6#.

**8.♘h6†+–**

**1–0**

### Diagram 16-2

**A.Yusupov – E.Brondum**

Copenhagen 2003

Even when an immediate mate is not possible, the attacker can hope for long-term compensation for his sacrifice, since the king's position is opened up and he generally gets two pawns for his bishop.

**1.♗xh6!? gxh6 2.♖e4!?**

2.♕xh6 f5 3.exf6 ♗xf6 4.♘c5∞ would not be so clear.

**2...♘g6?**

Black underestimates the danger. The correct response is 2...f5! 3.exf6 ♗xf6 (after 3...♘xf6 comes 4.♖g4†! ♘xg4 5.♕xg4† ♗g5 6.♘c5 ♕c7 7.h4 ♕f4 8.♕xf4 ♗xf4 9.♘xb7=∞) 3.♘c5 ♖c7 4.♕xh6 ♗g7=∞.

**3.♕xh6! c5**

3...♗f8 4.♕h5 ♘df4? fails to 5.♖xf4 ♘xf4 6.♕h7#.

**4.♖g4**

Black cannot protect his king from White's attack.

**4...♗f8 5.♕h5 ♗g7 6.♗xg6**

The simplest way to the win.

**6...fxg6 7.♕xg6 ♕e7**

Or 7...♕d7 8.♘xc5+–.

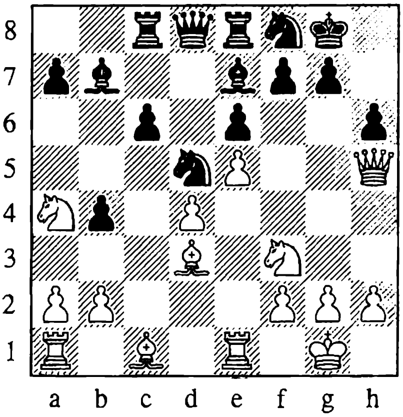
**8.♘g5 ♕d7**

After 8...cxd4 comes 9.♕h7† ♔f8 10.♘xe6†!+–.

**9.♘xc5+–**

**1–0**

**Diagram 16-2** △



## Sacrifice on g7

### Diagram 16-3

**G.Kasparov – L.Portisch**

Niksic 1983

**1.♗xh7† ♔xh7 2.♖xd5 ♔g8**

The black castled position has already been weakened. Next comes a fresh sacrifice.

**3.♗xg7!! ♔xg7 4.♘e5**

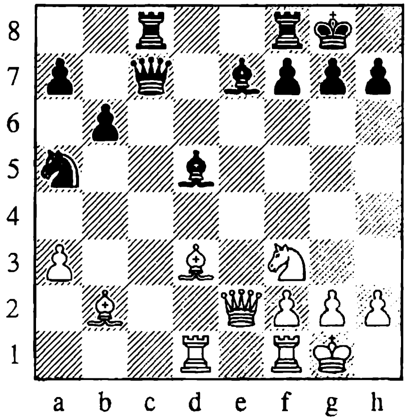
White obtains a lasting initiative.

**4...♖fd8**

If 4...♖h8, then 5.♕g4† ♔f8 6.♕f5! f6 7.♖e1 ♘c6 (7...♕c1 8.♖dd1+–) 8.♘d7† ♔f7 9.♖xc7†+– with a forced mate.

4...♕c2 would also be bad, in view of 5.♕g4† ♔h7 6.♖d3 ♖c3 7.♕f5† ♔g8 8.♖g3†+–.

**Diagram 16-3** △



**5.♕g4† ♔f8 6.♕f5 f6 7.♘d7†! ♖xd7 8.♖xd7 ♕c5**

Black has returned some material and parried the immediate threats. But his king is still in an insecure position.

**9.♕h7**

9.♕h3!? would be even better. Now Portisch sets a nice trap.

**9...♖c7!**

**Diagram 16-4** △

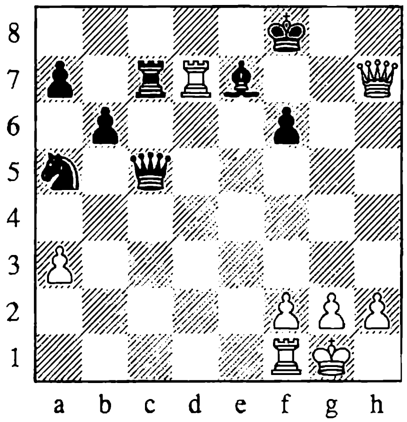


**Diagram 16-4**

**10.♕h8†!**

But not 10.♖d3? because of 10...♕xf2†!! 11.♔xf2 (11.♖xf2?? ♖c1†) 11...♗c5† 12.♔g3 ♖xh7.

**10...♔f7 11.♖d3 ♘c4 12.♖fd1! ♘e5?**

Losing the game. 12...♗d6 13.♖d5 ♕c6 would be better.

**13.♕h7† ♔e6**

The king must go far forward.

**14.♕g8† ♔f5 15.g4† ♔f4 16.♖d4† ♔f3 17.♕b3†**

And Black resigned.

**Diagram 16-5** △

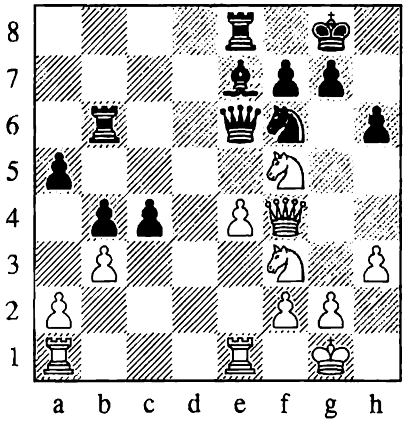


**Diagram 16-5**

### R.Nezhmetdinov – Y.Estrin

Leningrad 1951

**1.♘xg7! ♔xg7 2.♘d4!**

The second knight comes to f5.

**2...♕c8**

2...♕d7 3.♘f5†+– is similar.

**3.♘f5† ♔g8 4.♕g3† ♘g4 5.♕xg4†**

And Black resigned, in view of 5...♖g6 6.♘xe7†+–.

## Sacrifice on f7

**Diagram 16-6** △

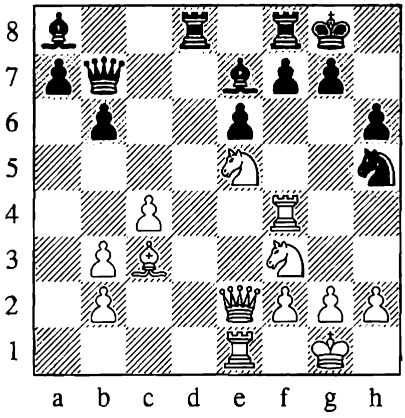


**Diagram 16-6**

### M.Kopylov – Timofeev

USSR 1969

Everything is in place for the sacrifice on f7.

**1.♖xf7! ♖xf7**

1...♘f4!?± would be somewhat more stubborn.

**2.♘xf7 ♔xf7**

If 2...♖f8, then 3.♕e5!±.

**3.♕xe6† ♔f8 4.♘h4!**

The point! The threat is ♘g6†.

**4...♘f4**

Black cannot take the knight: 4...♗xh4 5.♗b4†+–.

**5.♗xg7†!**

A new sacrifice, to definitively destroy the castled position!

**5...♔e8**

If 5...♔xg7, then 6.♘f5† ♔f8 7.♕xh6†+–.

**6.♕g4 ♔f7 7.♕xf4† ♔xg7 8.♖xe7†!+–**

Black cannot exploit the weakness of the back rank and resigned, on account of 8...♕xe7 9.♘f5† ♔h8 10.♕xh6† ♕h7 11.♕f6†+–.

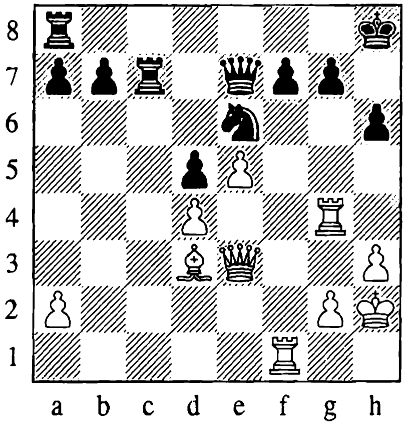
## Sacrifice on f6

**Diagram 16-7**

**G.Kasparov – E.Pigusov**

Riga 1977

**Diagram 16-7** △



**1.♖f6!**

Even with very limited material, White attacks.

**1...♘g5**

1...♘f8 loses at once to 2.♕xh6†+–.

**2.♖xg5! hxg5**

After 2...gxf6 there follows 3.♖h5 ♕f8 4.♖xh6† ♔g8 5.♖h7+–.

**3.♕xg5 ♔g8**

On 3...gxf6 comes 4.♕h6† ♔g8 5.♕h7† ♔f8 6.♕h8#.

If 3...♕e8, then 4.♕h5† ♔g8 5.e6 ♔f8 (5...g6 6.♕h6+– Δexf7†) 6.♕h8† ♔e7 7.♕xg7+–.

**4.♕h4 ♕a3**

Or 4...♕e8 5.e6! gxf6 6.e7! f5 7.♗xf5 ♔g7 8.♕g5† ♔h8 9.♕h6† ♔g8 10.♕h7#.

**5.♖f3**

White threatens both ♗h7† and ♕h7†.

5.♕h7† ♔f8 6.♕h8† ♔e7 7.♕xg7 ♖f8 8.♖d6! would also be good.

**5...g6 6.♗xg6! ♕xf3 7.♕h7† ♔f8 8.gxf3+–**

**1–0**

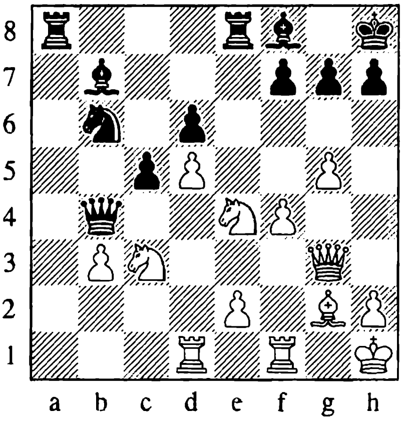
## Using the pawns

**Diagram 16-8**

**A.Karpov – V.Salov**

Linares 1993

**Diagram 16-8** △



**1.g6!**

1.f5 would not be so good, because of 1...♖a3 2.g6 f6!.

**1...fxg6**

After 1...hxg6 comes 2.♕h4† ♔g8 3.♘g5+–. If 1...f6, then 2.gxh7 threatens ♘xf6.

**2.f5 gxf5 3.♖xf5 ♘d7 4.♖df1!?**

By 4.♘xd6 ♗xd6 5.♕xd6 ♘f8 (or 5...♕xc3 6.♕xd7 ♗a6 7.♖df1 ♖g8 8.♕e7±) 6.♕g3 ♘g6 (6...♖a3 7.♘e4!) 7.e4± White could win a pawn, but Karpov wants to attack his opponent's weakened castled position.

**4...♘e5 5.♖5f4 ♕b6**

Or 5...♘g6 6.♖g4 ♗c8 7.♖xg6! hxg6 8.♕xg6 and White threatens ♘g5+– as well as ♕xe8.

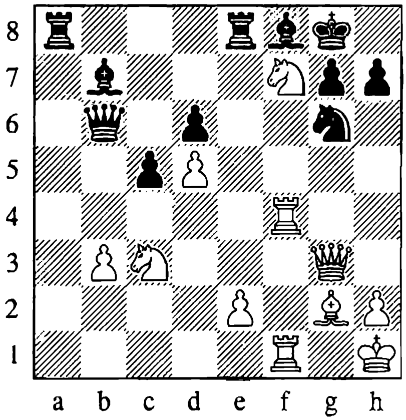
**6.♘g5 ♘g6**

If 6...♗e7 7.♘f7† ♘xf7 8.♖xf7 ♗f8, then 9.♗e4 ♔g8 10.♗xh7†! ♔xh7 11.♖g1+–.

**7.♘f7† ♔g8**

**Diagram 16-9**

Diagram 16-9 △



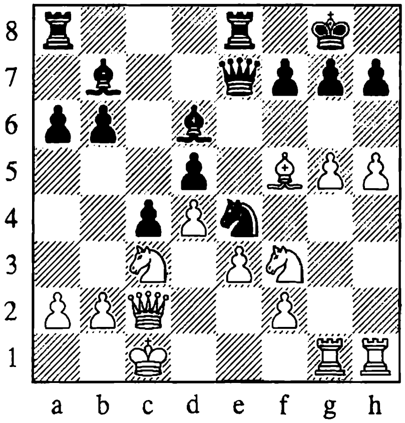
**8.♕xg6!!+–**

After 8...hxg6 comes 9.♖h4+–. Black resigned.

## Other tactical motifs

**Diagram 16-10**

Diagram 16-10 △



**A.Rubinstein – R.Teichmann**

Vienna 1908

White needs open lines. Rubinstein's typical sacrifice can probably not be calculated out to the very end; you simply have to have confidence in the attacking possibilities.

**1.♗xh7†!!**

After 1.g6 Black could reply 1...♘xc3 2.gxh7† ♔h8 3.♕xc3 b5 with counter-chances on the queenside.

**1...♔xh7 2.g6† ♔g8**

2...fxg6? 3.♘xe4 dxe4 4.♘g5† ♔h6 (4...♔g8 5.♕xc4†+–) would be bad, because of 5.♘f7†! ♔h7 (5...♕xf7 6.hxg6†+–) 6.hxg6† ♔g8 7.♖h8#.

**3.♘xe4**

3.h6!? is also possible.

**3...dxe4 4.h6!!**

White opens up the position.

**4...f6**

4...fxg6 would be tougher and White would then have to find the strong move 5.♘h4! to continue his attack. Less convincing is 5.♖xg6 exf3 6.♕xc4† ♔h7 7.♖xg7† ♕xg7 8.hxg7† ♔xg7∞.

On the other hand, 4...exf3? 5.gxf7† ♕xf7 6.hxg7+– would be worse.

**5.hxg7! exf3 6.♖h8† ♔xg7 7.♖h7† ♔g8 8.♕f5!**

The decisive move. White threatens ♕h5, g7 or simply ♖xe7. Black sets a final trap.

**8...c3!?**

8...♕e6 loses to 9.♕h5+–.

**9.♖xe7+–**

Black was hoping for 9.bxc3? ♗a3† 10.♔d2 ♕e6 11.♖h8† ♔g7! with a repetition of moves.

Now after 9...♖xe7 (9...♗xe7 10.♕e6†+–) 10.♖h1+– White wins easily. Also good would be simply 10.♕xf6+–.

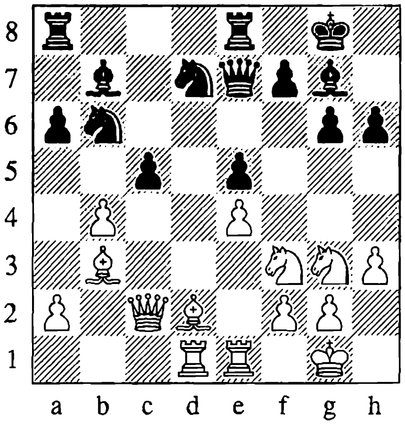
**1–0**

**Diagram 16-11**

**A.Karpov – B.Spassky**

Moscow 1973

Diagram 16-11 △



White is preparing a combination.

**1.a4! c4**

If 1...cxb4, then 2.a5 ♖ac8 3.♕a2 ♘a8 4.♗xb4!.

**2.♗a2 ♗c6 3.a5 ♗a4 4.♕c1**

White sacrifices the exchange in order to weaken Black's castled position.

**4...♘c8?!**

Probably a better line would be 4...♗xd1 5.♖xd1 ♘a4 6.♗xh6 ♗xh6 7.♕xh6 ♖ac8=∞.

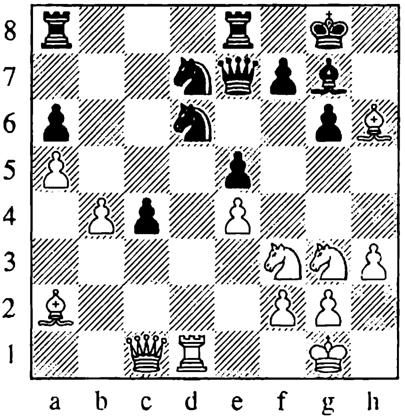
**5.♗xh6 ♗xd1 6.♖xd1 ♘d6?**

6...♘f6 7.♗xg7 ♔xg7 8.♘h4 is very dangerous. But 6...♖a7 7.♗xc4± would be better.

White now exploits the fact that the black knight is hanging.

**Diagram 16-12**

Diagram 16-12 △



**7.♗xg7 ♔xg7 8.♕g5! f6**

Or 8...♕xg5 9.♘xg5 f6 10.♖xd6+–.

**9.♕g4**

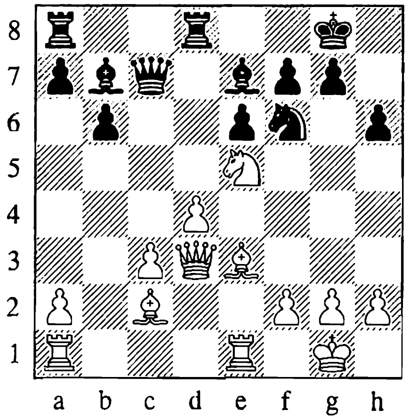
With the threat of ♖xd6 and then ♘f5†.

**9...♔h7 10.♘h4**

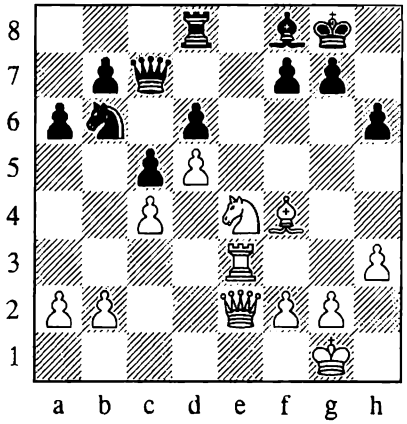
And Black resigned, in view of 10...♖g8 (or 10...♘f8 11.♘xg6!+–) 11.♗xc4 ♖g7 12.♖xd6 ♕xd6 13.♘hf5+–.

# Exercises

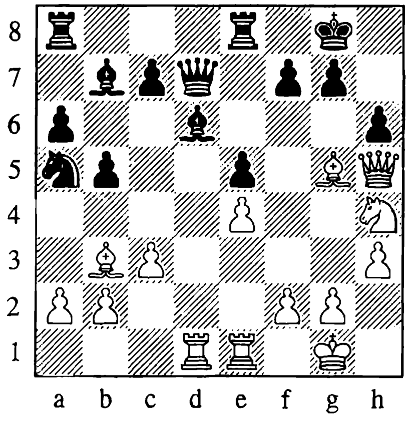
➤Ex. 16-1◄ ★ △



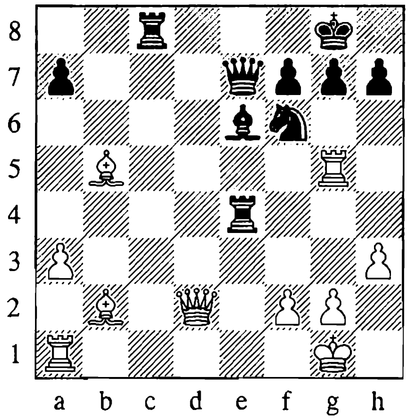
➤Ex. 16-2◄ ★★ △



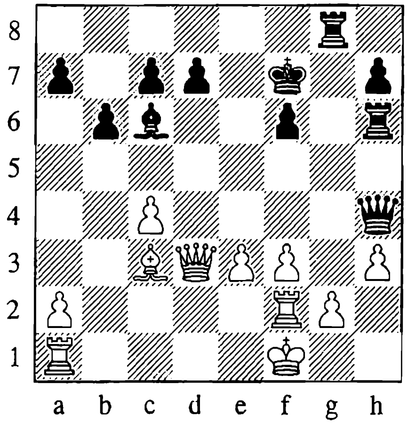
➤Ex. 16-3◄ ★ △



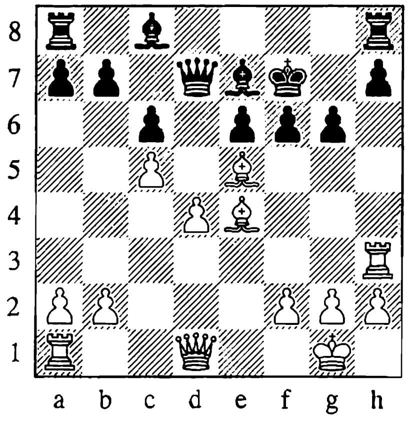
➤Ex. 16-4◄ ★ △



➤Ex. 16-5◄ ★★★ ▼

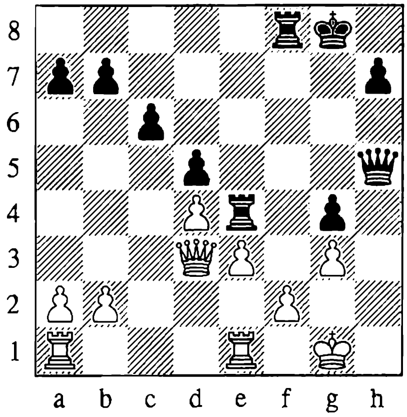


➤Ex. 16-6◄ ★★★ △

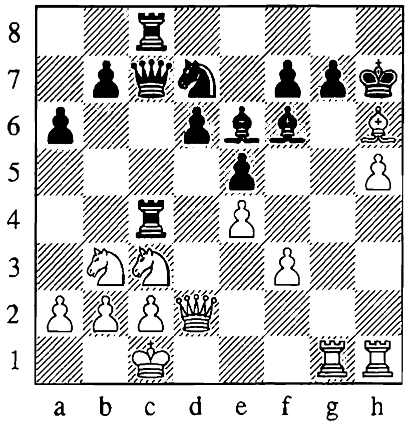


# Exercises

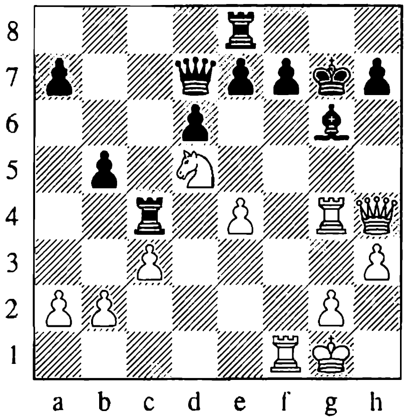
➤Ex. 16-7◀ ★★ ▼



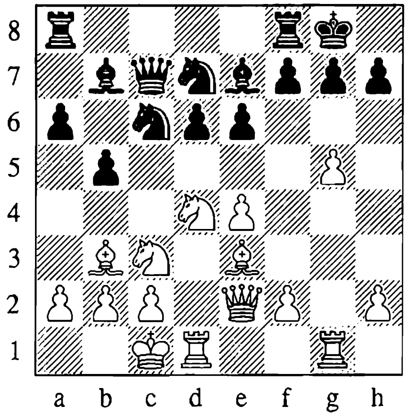
➤Ex. 16-8◀ ★★ △



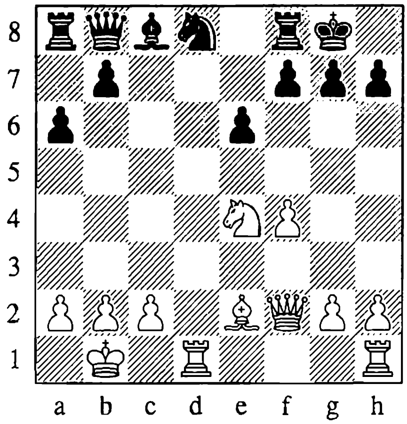
➤Ex. 16-9◀ ★★ △



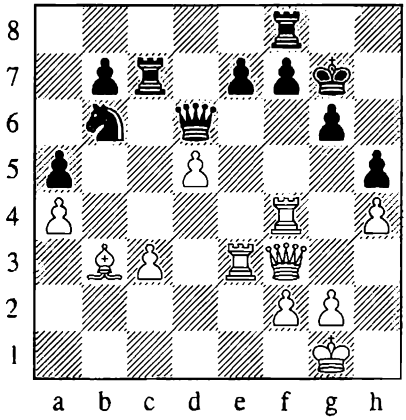
➤Ex. 16-10◀ ★ △



➤Ex. 16-11 ★ △



➤Ex. 16-12◀ ★★ △



# Solutions

### Ex. 16-1

**L.Alster – Betak**

Prague 1956

**1.♗xh6!**

(1 point)

**1...gxh6 2.♕g3†**

Black resigned, on account of 2...♔h8 3.♘f7# or 2...♔f8 3.♘g6†+–.

### Ex. 16-2

**A.Kharitonov – N.Spiridonov**

Moscow 1989

**1.♘f6†!**

(1 point)

1.♗xh6! (1 point) also wins after 1...gxh6 (or 1...f5 2.♘f6†! gxf6 3.♖g3† ♔h8 4.♕e6 ♗xh6 5.♕xf6† ♗g7 6.♖xg7!+–) 2.♘f6† ♔g7 3.♕g4† ♔xf6 4.♕f4† ♔g7 5.♖g3† ♔h7 6.♕f5† ♔h8 7.♕g4+–.

**1...♔h8**

1...gxf6 2.♖g3† ♔h7 3.♕g4+–

**2.♗xh6!**

(another 1 point)

**2...♘d7**

2...gxf6 3.♕h5+–; 2...gxh6 3.♕d3 ♔g7 4.♕f5 and 5.♖g3†+–.

**3.♘e8!**

There is an even quicker win by 3.♗xg7†! ♔xg7 4.♕h5 ♘e5 5.♖xe5+–.

**3...♖xe8 4.♖xe8 gxh6 5.♕e7**

**1–0**

### Ex. 16-3

**E.Geller – L.Portisch**

Moscow 1967

**1.♗xh6!**

(1 point)

White exploits his pressure along the b3-g8 diagonal.

**1...gxh6**

1...♘xb3 2.♗xg7 ♔xg7 3.♘f5†+–

**2.♕g6† ♔f8 3.♕f6**

Threatening 4.♘g6† ♔g8 5.♕h8#.

**3...♔g8 4.♖e3+–**

**1–0**

### Ex. 16-4

**I.Boleslavsky – B.Goldenov**

Leningrad 1947

**1.♖xg7†!+–**

(1 point)

**1...♔xg7**

After 1...♔f8 there follows 2.♕g5! ♖c5 3.♖g8† ♘xg8 4.♕g7#.

If 1...♔h8, then 2.♕h6!+–.

**2.♕g5† ♔f8 3.♗xf6**

**1–0**

### Ex. 16-5

**S.Gligoric – B.Larsen**

Havana 1967

**1...♖xg2!!**

(1 point)

1 consolation point for 1...♕g3.

**2.♖xg2**

2.♔xg2? ♕xh3† 3.♔g1 ♕h1#

**2...♕xh3!**

With threats of ♗xf3 and ♖g6.

**3.e4**

If 3.♔g1, then 3...♗xf3! 4.♕f1 ♗xg2 5.♕xg2 ♖g6–+.

**3...♖g6!**

(1 point)

White resigned, in view of 4.♕e2 ♕h1† 5.♔f2 ♖xg2†.

(1 point)

### Ex. 16-6

**M.Krasenkow – R.Bator**

Barlinek 2001

**1.♗xg6†!**

(1 point)

1 consolation point for 1.♗f4 or 1.♕g4.

# Solutions

**1...♔xg6**

After 1...hxg6 there comes 2.♖xh8 ♔g7 (2...fxe5 3.♕f3† ♔g7 4.♕h3+–) 3.♕d2! ♔xh8 4.♕h6† ♔g8 5.♕xg6† ♔h8 (5...♔f8 6.♗f4+–) 6.♖e1+–.

(another 1 point if you saw at least a part of this variation)

**2.♕h5† ♔g7 3.♗f4!+–**

(1 point)

Black resigned, on account of 3...f5 4.♗h6† ♔f6 5.♕g5† ♔f7 6.♕g7†+–.

It would be equally good to play first 3.♖g3† and only then 4.♗f4.

## Ex. 16-7

**S.Malyshev – G.Kaidanov**

Bled 1997

**1...♖xf2!!**

(1 point)

1...♖f6?! 2.♕f1 ♖h6 3.♕g2 is not so clear.

**2.♔xf2 ♕h2† 3.♔f1 ♖e7**

(1 point)

Or 3...♖e8–+.

**4.♕f5**

After 4.♖e2 there follows 4...♕h1† 5.♔f2 ♖f7† 6.♕f5 ♖xf5#.

If 4.♖ec1, then 4...♖f7† 5.♔e1 ♖f2 6.♕f1 ♖xb2–+.

**4...♖f7 5.♕f4 h5–+**

**0–1**

## Ex. 16-8

**A.Adorjan – Z.Ribli**

Budapest 1979

**1.♗xg7!**

(1 point)

**1...♗xg7 2.h6! ♗f6**

After 2...♗f8 comes 3.♕g5 f6 4.♕g6† ♔h8 5.h7+–.

If 2...♗h8, then 3.♕g5+–.

**3.♕g2!+–**

(1 point)

Black resigned. He has no defence against the threatened 4.♕g7†! ♗xg7 5.hxg7† ♔g8 6.♖h8#.

## Ex. 16-9

**V.Ragozin – G.Veresov**

Moscow 1945

**1.♖xg6†! fxg6 2.♖f7†!**

(1 point)

**2...♔xf7 3.♕xh7† ♔e6**

3...♔f8 4.♘f4+–

**4.♕xg6† ♔e5 5.♕g7† ♔xe4**

5...♔e6 6.♘f4#

**6.♘f6† exf6 7.♕xd7+–**

**1–0**

(1 point)

## Ex. 16-10

**Goncharov – Strasduns**

1969

**1.g6!**

(1 point)

Another strong continuation would be 1.♘xe6! (also 1 point) 1...fxe6 2.♗xe6† ♔h8 3.♘d5 ♕a5 4.g6 ♘de5 5.♕h5 ♘xg6 6.♗b6 ♕xa2 7.♘xe7 ♕xe6 8.♘xg6† ♔g8 9.♘xf8 ♖xf8 10.♕d5+–.

**1...hxg6**

After 1...♘xd4 comes 2.gxf7† ♖xf7 3.♗xd4 ♘f8 4.♕g4 ♗f6 5.♗xe6+–.

**1...hxg6 2.♘xe6! fxe6 3.♗xe6† ♔h8**

After 3...♖f7 there follows 4.♘d5 ♕d8 5.♖xg6 ♘ce5 6.♖xg7†! ♔xg7 7.♕h5!+– followed by 8.♖g1†.

**4.♖xg6+– ♖f7**

Or 4...♘f6 5.♖xf6! ♖xf6 6.♕h5† ♖h6 7.♗xh6+–.

**5.♕h5†**

5.♗xf7 ♘f8+–

**5...♔g8 6.♖xg7†!+–**

**1–0**

# Solutions

### Ex. 16-11

**V.Kupreichik – A.Babev**

Dresden 1969

**1.♘f6†!**

(1 point)

**1...gxf6**

1...♔h8 2.♕c5+–

**2.♕g3† ♔h8 3.♕h4 ♔g7 4.♖d3 ♖e8**

4...♖h8 5.♕g4†+–

**5.♖h3+– h5 6.♗xh5**

Or 6.♕xh5 ♕xf4 7.♖f1+–.

**6...♖g8 7.♖g3†**

7.♖d1!+– would be more elegant.

**7...♔f8 8.♕xf6+–**

Black resigned. After 8...♖xg3 comes 9.♕xd8† ♔g7 10.hxg3+–.

### Ex. 16-12

**V.Smyslov – V.Liberzon**

USSR Ch, Moscow 1969

**1.♖e6!**

(1 point)

**1...♕c5**

1...fxe6 2.♖xf8+–

**2.♖xg6†!**

(1 point)

**2...fxg6**

2...♔xg6 loses after 3.♕g3† ♔h7 4.♖f5 ♖c6 5.♗c2 ♖g6 6.♖xf7†! ♖xf7 7.♕xg6† ♔h8 8.♕xf7+–.

**3.♖xf8 ♕xc3 4.♕f7† ♔h6 5.♕f4† ♔g7 6.♖f7† ♔g8 7.d6! ♕xb3**

If 7...exd6, then 8.♖xc7†+–; while 7...♕c1† loses to 8.♔h2 ♕xf4† 9.♖xf4†+–.

**8.♖f8†+–**

And then 9.dxc7.

**1–0**

# Scoring

Maximum number of points is **21**

**19** points and above ➤ **Excellent**
**16** points and above ➤ **Good**
**11** points ➤ **Pass mark**

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

# CHAPTER 17

## Contents

✓ The Petroff Defence
  - 3.d4 variation
  - 3.♘xe5 variation

## An opening repertoire against 1.e4

We are building our defensive repertoire against 1.e4 on the *Petroff Defence*. It is a solid choice which has one advantage: Black determines the opening after 2.♘f3. This means that we need only consider as deviations the *Bishop's Opening* (2. ♗c4), the *Vienna Game* (2.♘c3) and of course also the *King's Gambit*. You will find examples of these openings in the training exetcises.

Let us now look at the main lines of the Petroff Defence. After 2.♘f3 ♘f6 there are, as well as the *Four Knights Game* (3.♘c3 ♘c6), two main variations: A) 3.d4 and B) 3.♘xe5.

Of course we cannot study all of the theory related to the Petroff Defence in two hours, so we shall concentrate only on some main lines.

### A) 3.d4

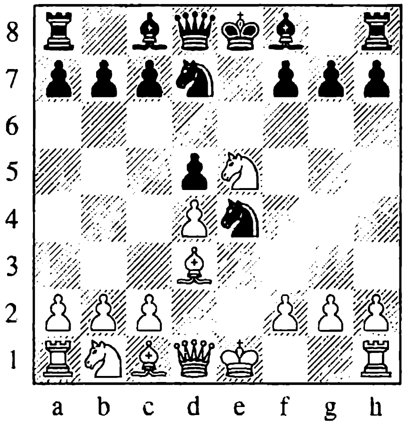
**P.Svidler – A.Yusupov**

Bad Homburg 1998

**1.e4 e5 2.♘f3 ♘f6 3.d4 ♘xe4 4.♗d3 d5 5.♘xe5 ♘d7**

5...♗d6 is also good and can lead to the same position.

**Diagram 17-1** △

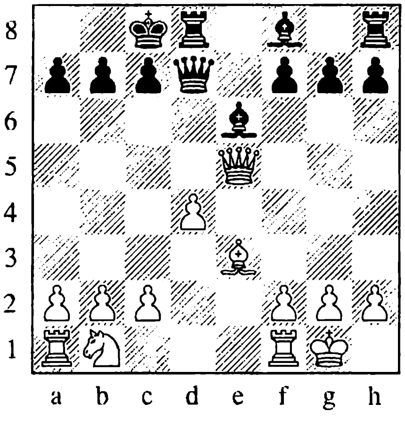


**6.♘xd7**

After 6.♕e2 Black can sacrifice a pawn, obtaining excellent compensation in return. The bishop pair and the possibilities for an attack on rhe kingside will make up for the slight material deficit.

6...♘xe5 7.♗xe4 dxe4 8.♕xe4 ♗e6 9.♕xe5 ♕d7 10.0–0 0–0–0 11.♗e3

**Diagram 17-2** (analysis) ▼

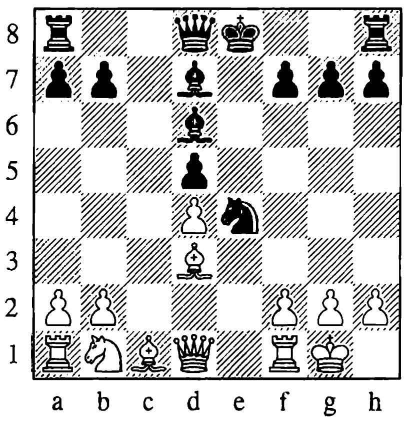


11...♗b4! (an important idea; the white queen does nor get to a5) 12.♘c3?! (12.a3 f6 13.♕g3 ♗d6=∞; 12.c3 f6 13.♕g3 ♗e7 14.♘d2 h5∞) 12...f6 13.♕g3 ♗xc3 14.bxc3 h5 15.h4 g5 16.f3 ♖dg8 17.♖f2 ♕c6 18.♗d2 g4 19.f4 ♗c4∓ A.Karpov – B.Larsen, Tilburg 1980.

**6...♗xd7 7.0–0 ♗d6 8.c4 c6 9.cxd5 cxd5**

**Diagram 17-3**

Diagram 17-3 △



**10.♕h5**

The queen move to h5 is the only active idea for White if he wants to fight for an advantage.

10.♘c3 ♘xc3 11.bxc3 0–0 12.♕h5 is the alternative. Black can play 12...g6 with the idea of 13.♕xd5 ♕c7!. However, ex-FIDE World Champion Ponomariov found a stronger continuation: 12...f5 13.♖e1 ♕c7 14.♗d2 ♖ae8 15.♗c2 g6 16.♕f3, see Ex. 17-1.

**10...0–0!**

A typical sacrifice in the Petroff Defence. Black obtains a strong initiative.

**11.♕xd5 ♗c6 12.♕h5 g6 13.♕h3**

The best place for the queen.

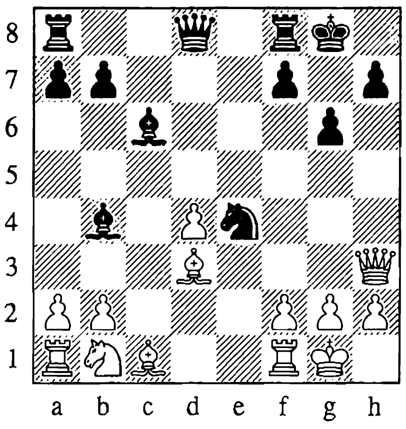
After 13.♕d1 comes 13...♕h4! 14.g3? ♘xg3 15.fxg3 ♕xd4† 16.♖f2 ♗c5–+.

If 13.♕h6, then 13...♖e8! planning ♗f8.

**13...♗b4!?**

**Diagram 17-4**

Diagram 17-4 △



Black puts pressure on the d4-pawn. 13...♘g5!? is also possible.

**14.♗e3**

14.♘c3 ♗xc3 15.♗xe4=

**14...♖e8 15.a3 ♗a5**

But not 15...♕a5? 16.axb4 ♕xa1 17.b5 ♗d5 18.♘c3+–.

**16.♖c1!**

Preparing ♘c3.

**16...♖c8! 17.♕h6?!**

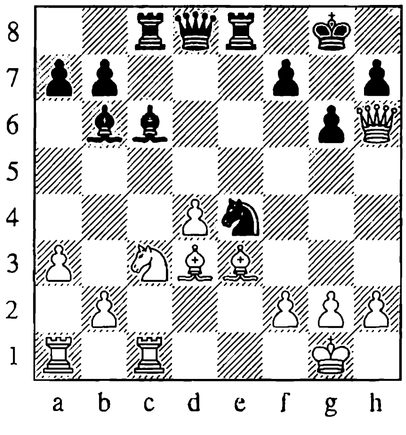
After 17.♘c3 there follows 17...♗d7!=.

17.♗xe4!? ♗xe4 18.♘c3 (18.♖xc8 ♕xc8 19.♕xc8 ♖xc8=) 18...♗xc3 19.♖xc3 ♖xc3 20.bxc3 would be stronger. White does not have a significant advantage in this position, since his pawns are safely blockaded.

**17...♗b6! 18.♘c3**

**Diagram 17-5**

Diagram 17-5 ▼



**18...♘xf2!!**

The sacrifice is forced, but good. On the other hand 18...♗xd4? would be bad, on account of 19.♗xe4! (19.♘xe4 ♗g7!) 19...♗xe4 20.♖d1 ♗xe3 21.♕xe3 ♕b6 22.♕xb6 axb6 23.♖d4± with the idea of ♖b4.

**19.♗xf2**

If 19.♔xf2, then 19...♗xd4! 20.♖e1 ♗xc3∓.

**19...♗xd4 20.♖d1!**

The only defence.

20.♕d2? loses after 20...♗xf2† 21.♔xf2 ♕d4† 22.♔f1 ♖e3 23.♖d1 ♖d8–+.

20.♘d1? is bad, in view of 20...♖e1† 21.♗f1 ♗b5 22.♘c3 ♗xf2† 23.♔xf2 ♕f6†–+.

**20...♗xf2† 21.♔xf2 ♕b6†**

Black could also play for a win: 21...♕d4†!? 22.♔f1 ♖e6, threatening ♖f6†, would be a riskier, but also more interesting, alternative.

**22.♔f1**

**Diagram 17-6** ▼

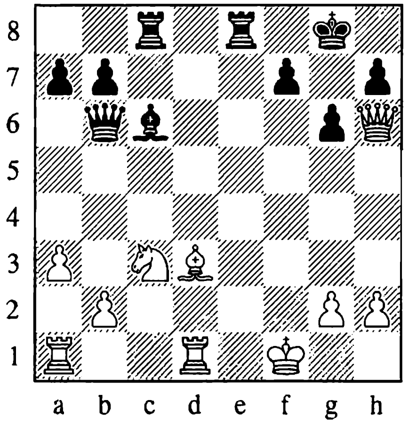


**Diagram 17-6**

**22...♕xb2**

Here too, 22...♖e6!? is possible.

**23.♕d2!**

23.♘e2 ♖cd8 24.♕d2 ♕e5∓ would be too dangerous.

**23...♕xc3!=**

**½–½**

The ending after 24.♕xc3 ♗xg2† 25.♔xg2 ♖xc3 is level.

**B) 3.♘e5**

### C.Lutz – A.Yusupov

Bundesliga 1999

**1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4**

Of course White has other options:

a) 5.♕e2 (if this quiet line is played, I recommend that you break the symmetry) 5...♕e7 6.d3 ♘f6 7.♘c3 (7.♗g5?! ♘bd7 8.♘c3 h6 9.♗h4 g5 10.♗g3 ♘b6 11.0–0–0 ♕xe2 12.♗xe2 ♗d7 and Black is already somewhat better) 7...♘bd7!?

**Diagram 17-7** (analysis) △

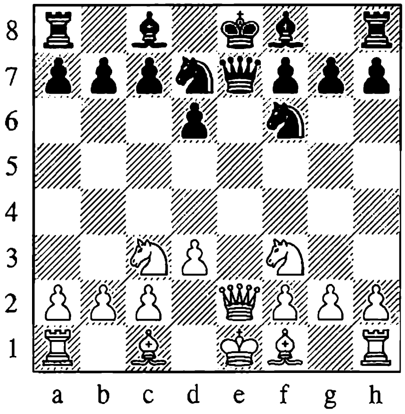


**Diagram 17-7**

8.♗e3 ♘b6 9.0–0–0 ♘bd5 10.♘xd5 ♘xd5 11.♗d2 (11.♖e1 ♘xe3 12.♕xe3 ♕xe3† 13.♖xe3† ♗e7 14.g3 ♗d7 15.♗g2 ♔d8=) 11...♕xe2 12.♗xe2 ♗e7 13.♖he1 0–0 14.♘g5 h6 15.♗f3 ♗xg5 16.♗xg5 hxg5 17.♗xd5 c6 18.♗b3 a5 19.a4 ♗e6 20.♗xe6 fxe6 21.♖xe6 ♖xf2 22.♖d2= J.Van der Wiel – A.Yusupov, Groningen 1994.

b) 5.♘c3, see Ex. 17-8.

**5...d5 6.♗d3 ♘c6 7.0–0 ♗e7 8.c4**

One very interesting variation is 8.♖e1 ♗g4 9.c3 f5 10.♕b3 0–0 11.♘bd2. Black has a good way to equality: 11...♘a5!? 12.♕a4 ♘c6 13.♗b5

**Diagram 17-8**

White is fighting for the e5-square. 13...♗h4! (an idea of Kramnik's) 14.g3 ♗f6 15.♗xc6 bxc6 16.♕xc6 ♖e8 (Black obtains a strong initiative for the pawn) 17.♘e5 ♗xe5 18.dxe5 ♘g5 19.f4 ♘h3†! 20.♔g2 ♖b8 (Δ21...♖b6, 22...♕a8) 21.c4□ dxc4 22.♘xc4 (Δb2-b3, ♘c4-e3 E.Ubilava) 22...♕d3= 23.♘e3 ♖xb2† 24.♗xb2 ♕d2† 25.♔h1 ♘f2† 26.♔g1 ♘h3† 27.♔h1 ♘f2†= V.Anand – V.Kramnik, Wijk aan Zee 1999.

**8...♘f6**

8...♘b4 is a more popular alternative.

**9.♘c3**

Another main variation is 9.h3 (White prevents the move ♗g4) 9...♘b4 10.♗e2 dxc4 11.♗xc4 0–0 12.♘c3 ♘bd5 13.♖e1 c6

**Diagram 17-9**

A typical position with the isolated d4-pawn. Now:

a) If 14.♕b3 ♘b6 15.♗d3 ♗e6 16.♕c2, then 16...h6 17.a3 ♘bd5 18.♗d2 ♖c8!? (a good idea) 19.♘a4 ♖c7 20.♖e2 ♗d6 21.♖ae1 ♘h5!= (Δ♘f4) 22.♗h7† ♔h8 23.♗f5 ♘hf4 24.♗xf4 ♘xf4 25.♖e3 ♘d5 26.♖3e2 ♘f4 27.♖e3 ½–½ B.Gelfand – A.Yusupov, Istanbul Olympiad 2000.

b) 14.♗g5 The best try, but Black can also hold this position comfortably. 14...♗e6 15.♕b3 ♕b6! 16.♕xb6 axb6 17.♘xd5 cxd5 18.♗b3

**Diagram 17-10**

18...♗b4! 19.♖e5 (19.♖e2 ♘e4=) 19...♘d7 20.♖e2 ♖fc8 21.♘e1 ♘b8!? 22.♘d3 ♘c6 23.♘xb4 ♘xb4 24.g4 h6 25.♗f4 g5 26.♗e3 ♗d7 27.a3 ½–½ R.Kasimdzhanov – D.Fridman, Essen 2002.

**9...♗e6! 10.cxd5**

10.c5 ♗g4!? with pressure against d4.

**10...♘xd5 11.♖e1 0–0 12.a3**

A complicated position. Here is another examples of Black's strategy: 12.h3 ♗f6 13.♗e4 h6 14.a3 ♕d7! 15.♗c2 (Δ♕d3)

**Diagram 17-8** (analysis) ▼

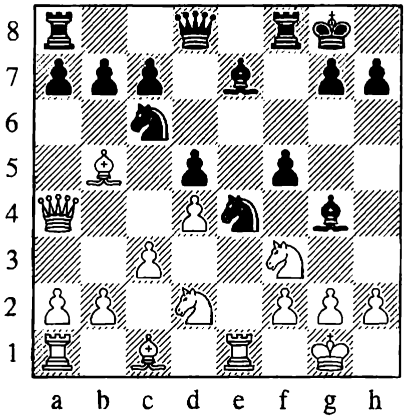


**Diagram 17-9** (analysis) △

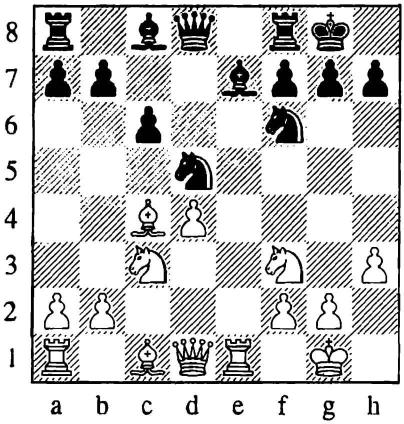


**Diagram 17-10** (analysis) ▼

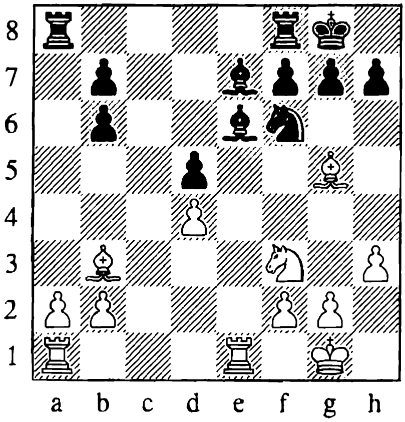
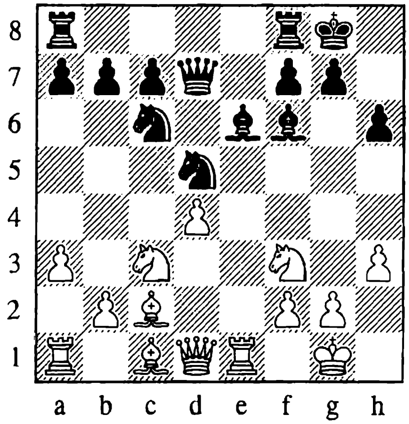


**Diagram 17-11** (analysis) ▼



### Diagram 17-11

15...♗f5! 16.♘e4 ♖fe8 17.♕d3 ♖e6= ½–½ Z.Hracek – A.Yusupov, Bundesliga 1996.

**12...♗f6 13.♗e4 h6**

13...♘ce7!?

**14.♗c2**

By threatening ♕d3, White tries to punish the weakening of the castled position by h7-h6. But Black has sufficient defensive resources.

If 14.♕d3 ♘ce7 15.♗d2 c6 16.♖ad1 ♖c8 17.h3, then 17...♘xc3 18.bxc3 b5= S.Movsesian – A.Yusupov, European Team Ch, Batumi 1999.

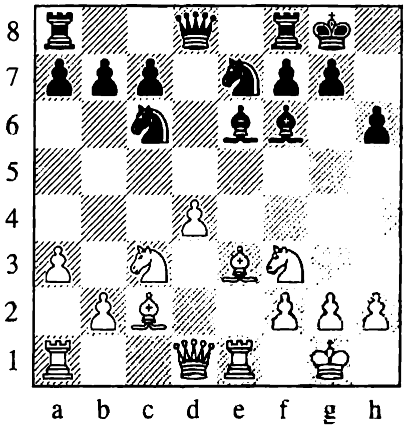
**14...♘de7!?**

The alternative is 14...♘ce7.

**15.♗e3**

After 15.♕d3? there follows 15...♗f5.

**Diagram 17-12** ▼



### Diagram 17-12

**15...♘f5!**

Black obtains good counterplay against the pawn on d4.

**16.♘e2**

Other moves are not dangerous:

a) 16.♕d3 ♗xd4

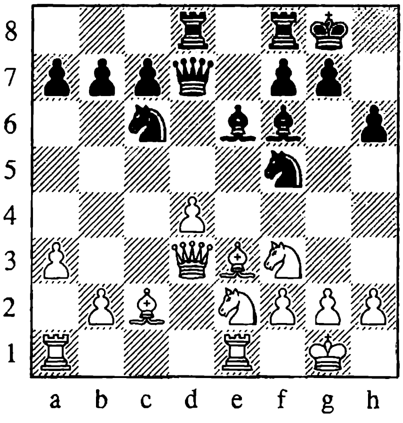
b) 16.d5 ♗xc3 17.dxe6 ♗xe1

c) 16.♗xf5 ♗xf5 17.d5 ♘e5 18.♘xe5 ♗xe5 19.♗d4=

**16...♕d7 17.♕d3 g6?!**

17...♖ad8! would be more accurate.

**Diagram 17-13** (analysis) △



### Diagram 17-13

White cannot yet make use of the b1-h7 diagonal:

a) After 18.g4 there follows 18...g6! 19.gxf5 ♗xf5 20.♕c3 ♗xc2 21.♕xc2 ♕xg4†∓.

b) If 18.♘g3, then simply 18...g6.

c) 18.♖ad1 g6, see the game.

d) 18.♘f4 ♘cxd4 19.♗xd4 ♗xd4 20.♕e4 (20.g4 ♕c6!) 20...g6 21.♘xe6 ♕xe6=

**18.♖ad1?!**

GM Kotronias has suggested the improvement 18.♘f4!?:

a) After 18...♘cxd4 there comes 19.♗xd4 (not much is achieved by 19.♘xd4 ♗xd4 20.♗xd4 ♘xd4, and now 21.♖ad1 ♗f5 or 21.♘xe6 fxe6 22.♕xg6† ♕g7) 19...♘xd4 20.♘xe6 fxe6 and here White has a surprising tactical shot: 21.♖xe6!± (21.♕xg6† ♕g7 is not so strong).

b) 18...♘xe3 19.fxe3 ♗f5 20.♕b3 ♗xc2 21.♕xc2 ♖ad8 (21...♘e7 22.♖ad1 ♘f5 23.♕b3) 22.♖ac1! (compared to the game White gains a tempo) 22...♖fe8 23.♘d3±

**18...♖ad8 19.♘f4 ♘xe3 20.fxe3 ♗f5**

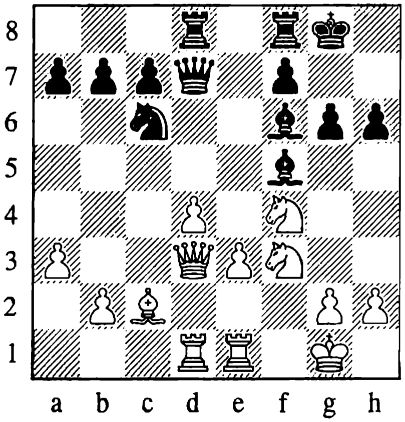
**Diagram 17-14**

The position remains balanced.

**21.♕b3 ♗xc2 22.♕xc2 ♖fe8= 23.♖c1 ♖e7 24.♕c5 ♖e4 25.♘d3 ♖de8 26.♘f2 ♖4e7 27.♖cd1 ♕d6 28.♕c3 ♖d7 29.♕d3 ♕e7 30.♕b5 ♘d8 31.e4 c6 32.♕c4 ♘e6 33.d5?!**

33.e5 ♗g7 34.♘e4 ♖ed8 35.b4= would be better. After the game move 33...♘g5! would be correct with somewhat better chances for Black.

**Diagram 17-14** △

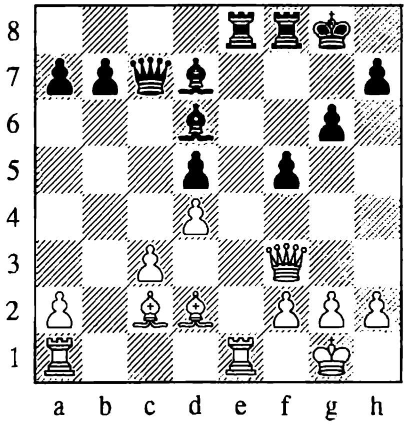


In the test you will find a lot of useful strategic ideas and important variations. It is not so crucial to find a neat solution to all the positions; some of them are very difficult. **What is much more important is that you later go on to study with great care the solutions and the corresponding games.** Try also to widen your opening knowledge by following the games of strong players using these openings.

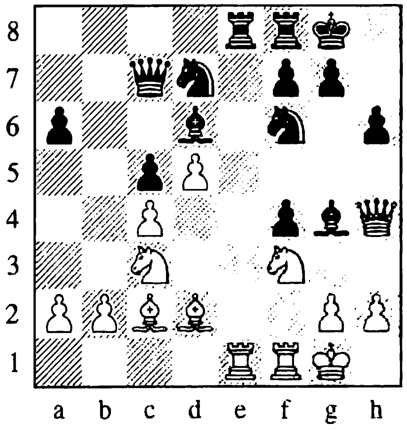
Of course you do not absolutely have to play the Petroff Defence and the variations which have been indicated. Perhaps you are already happy with your own repertoire. In that case you should change nothing. This lesson is simply an example of how one can construct one's own repertoire.

# Exercises

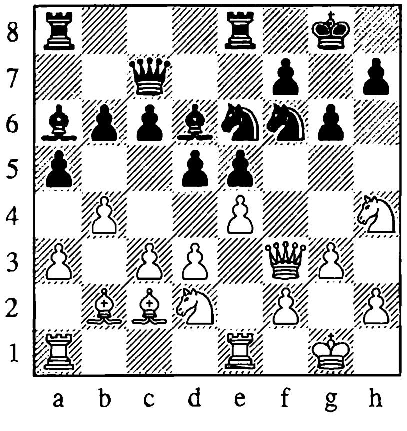
➤Ex. 17-1◄ ★★★ ▼



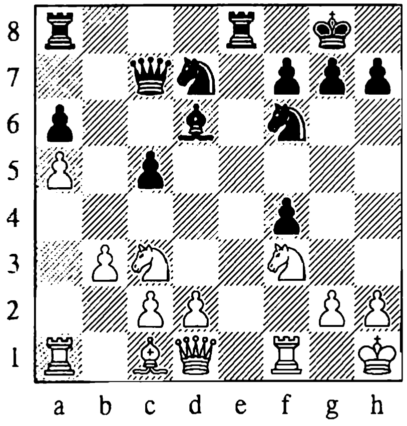
➤Ex. 17-2◄ ★★ ▼



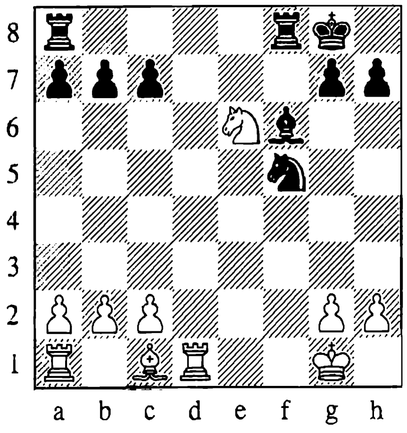
➤Ex. 17-3◄ ★★ ▼



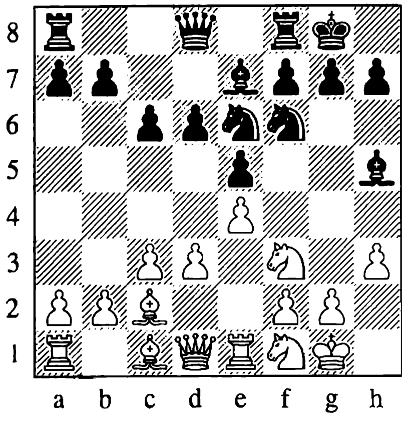
➤Ex. 17-4◄ ★★ ▼



➤Ex. 17-5◄ ★★ ▼

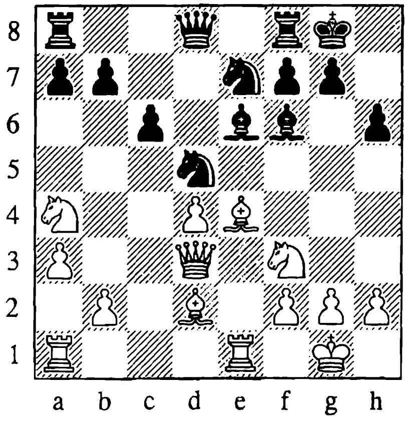


➤Ex. 17-6◄ ★★ ▼

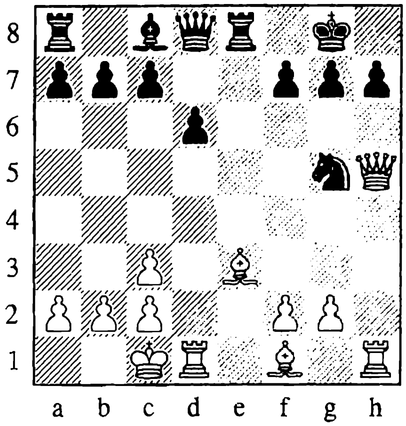


# Exercises

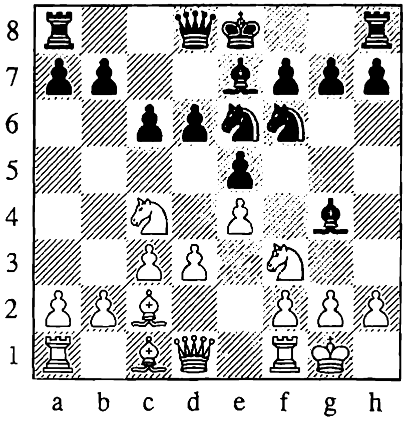
**➤Ex. 17-7◀** ★★ ▼



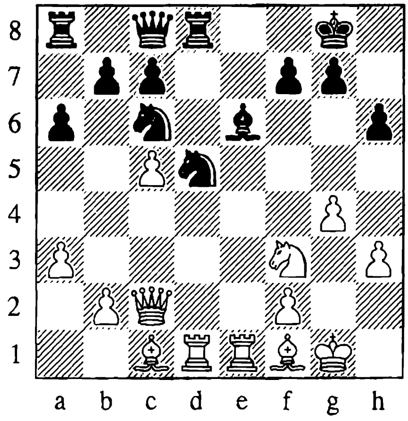
**➤Ex. 17-8◀** ★★★ ▼



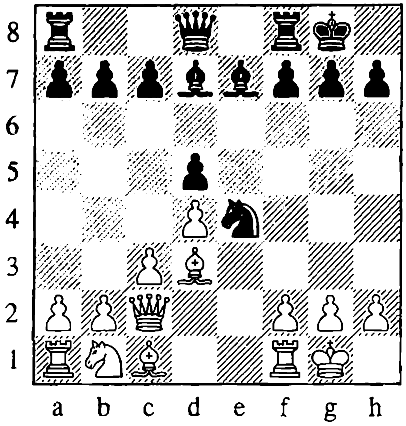
**➤Ex. 17-9◀** ★★★ ▼



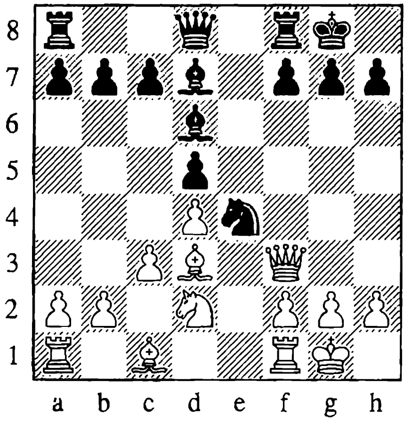
**➤Ex. 17-10◀** ★★ ▼



**➤Ex. 17-11◀** ★★ ▼



**➤Ex. 17-12◀** ★★ ▼



# Solutions

### Ex. 17-1

**P.Svidler – R.Ponomariov**

Moscow 2001

**1...♖e4!**

(3 points)

A very strong positional sacrifice. Otherwise White could exert more pressure against the pawn on d5.

Just 1 point for the modest move 1...♗c6. After 1...♗xh2† (also 1 point) 2.♔h1 ♗d6 there comes 3.♗b3. Both of these variations lead to a slight advantage for White.

**2.g3?!**

Better is 2.h3=. On the other hand, 2.♗xe4? fxe4 3.♕e2 ♗xh2†∓ is not good.

**2...♗b5! 3.♗f4 ♗xf4 4.gxf4 ♕d6! 5.♗xe4 fxe4 6.♕g3 ♖xf4=∞ 7.♖ab1 ♗d7! 8.f3 b6 9.♖e3 ♕f6 10.♖f1? ♗g4!–+**

### Ex. 17-2

**V.Ragozin – M.Botvinnik**

Bolshevo 1947

1.e4 e5 2.f4 exf4 3.♘f3 d5 4.exd5 ♘f6 5.♗b5† (5.♗c4 ♘xd5 6.♗xd5 ♕xd5 7.♘c3 ♕f5! 8.d4 ♗e7 9.0–0 c6 10.♕e2 ♗e6 11.♘e4 ♘d7 12.♘fg5 0–0 13.♗xf4 ♗xg5 14.♘xg5 ♖fe8 15.♕d2 ♗d5 16.b3 b5 17.♖ac1 f6 18.c4 bxc4 19.bxc4 fxg5 20.♗xg5 ♕e6 21.cxd5 ♕xd5 22.♖ce1 ♖xe1 ½–½ Y.Shulman – A.Yusupov, European Ch, Ohrid 2001) 5...c6 6.dxc6 bxc6 7.♗c4 ♘d5 8.0–0 ♗d6 9.♗b3 (9.♖e1† ♗e6 10.♘d4 ♕b6) 9...0–0 10.c4 ♘f6 11.d4 c5 12.d5 ♗g4 13.♘c3 a6 (13...♘bd7 14.♘b5 ♗e5 15.♕d3 a6 A.Lutikov – E.Geller, Leningrad 1960) 14.♕e1?! ♘bd7 15.♗c2 h6 16.♕h4 ♕c7 17.♗d2 ♖ae8 18.♖ae1

**Diagram Ex. 17-2**

**18...♗h5!**

(2 points)

Intending ♗g6.

**19.♘e4?! ♘xe4 20.♗xe4 ♘f6 21.♗c2 ♗g6 22.♗a4**

After 22.♗xg6 fxg6, Black is threatening g5-g4.

**22...♖e4∓ 23.b3**

23.♖xe4 ♘xe4∓

**23...♗h7 24.♗c3 ♖xe1 25.♕xe1**

25.♖xe1 ♘e4∓

**25...♘e4 26.♗b2 f5 27.♕a1 ♖f7! 28.♗e5 ♖e7 29.♗xd6 ♕xd6 30.♕b2 g5 31.♗c6 g4 32.♘e1 ♘g5 33.♘d3 f3 34.b4 ♖e2**

White resigned, in view of 35.bxc5 ♘h3†–+.

### Ex. 17-3

**V.Arbakov – A.Yusupov**

Moscow 1981

1.e4 e5 2.♗c4 ♘f6 3.d3 c6 4.♕e2 ♗e7 5.♘f3 0–0 6.♘bd2 d5 7.♗b3 ♘bd7 8.0–0 ♗d6 9.c3 ♖e8 10.♖e1 ♘c5 11.♗c2 b6 12.b4 ♘e6 13.a3 a5 14.♗b2 ♗a6 15.g3 ♕c7 16.♘h4 g6 17.♕f3

**Diagram Ex. 17-3**

**17...♘g5!**

(2 points)

**18.♕e3**

The point is 18.♕xf6? ♗e7!–+.

**18...♘h3† 19.♔g2 ♘g4 20.♕e2 ♘gxf2 21.♖f1 dxe4 22.♖xf2 exd3 23.♗xd3 ♗xd3 24.♕xd3 ♘xf2 25.♔xf2 ♖ad8 26.♕e2 f5∓**

### Ex. 17-4

**D.Suttles – V.Smyslov**

Venice 1974

1.e4 e5 2.♘c3 ♘f6 3.f4 d5 4.exd5 exf4 5.♗b5† c6 6.dxc6 bxc6 7.♗e2 (7.♗c4) 7...♗d6 8.♘f3 0–0 9.0–0 ♘bd7 10.♔h1 (Δ♘g1, ♗f3) 10...♖e8 11.b3 ♗b7 12.a4 a6 13.a5 c5 14.♘g1 ♕c7 15.♗f3 ♗xf3 16.♘xf3

**Diagram Ex. 17-4**

**16...c4!**

(2 points)

Black can now attack the central c- and d-pawns. Only 1 point for 16...♖ab8 or 16...♘e5.

# Solutions

**17.bxc4 ♕xc4 18.♖a4 ♕c7 19.♗b2 ♖ab8 20.♗a1 ♖b4** (✕a5) **21.♖xb4 ♗xb4 22.♘e2 ♗xa5 23.♘fd4 ♘d5 24.♘f5 f6 25.♘ed4 ♘e5 26.♕e2 ♕d7! 27.♕xa6**

27.c4 ♘c7

**27...♗xd2 28.♘d6**

28.♖d1 ♘g4!

**28...♖d8 29.♘4f5 ♘f7! 30.♖d1**

After 30.♘xf7 ♔xf7 31.♕d3 comes 31...♘c3∓. If 30.♕d3, then 30...♘e3!∓.

**30...♘xd6 31.♘xd6 ♕xd6 32.♕xd6 ♖xd6 33.♖xd2 ♖b6! 34.♗d4**

After 34.♔g1 there follows 34...♖b1† 35.♔f2 ♘e3 36.♗d4 ♘f1!–+.

**34...♖b1† 35.♗g1 ♘c3 36.h3 ♔f7 37.♔h2 g5 38.♖d7† ♔g6 39.♖c7 ♘e2 40.♗f2 ♖f1 41.♗a7 h5** (Δg4) **42.g4 fxg3† 43.♔g2 ♖e1 0–1**

## Ex. 17-5

### A.Konstantinopolsky – P.Keres

Moscow 1940

1.e4 e5 2.♘c3 ♘f6 3.f4 d5 4.fxe5 ♘xe4 5.♘f3

5.d3 ♘xc3 6.bxc3:

a) 6...d4 7.♘f3 ♘c6 8.♗e2 ♗c5 9.0–0 0–0 10.♔h1 dxc3 11.♕e1 ♘d4 12.♗d1 f6∞

b) 6...♗e7 7.♘f3 0–0 8.d4 and now:

b1) 8...c5 9.♗e2 ♘c6 10.0–0 ♗f5 11.♗e3 c4 followed by f6.

b2) 8...f6 9.♗d3 fxe5 10.♘xe5 ♕e8! 11.♕e2 ♘d7 12.♘f3 ♗d6= ECO.

5...♗e7 6.d4 0–0

6...♗b4 7.♗d2 c5 8.a3

7.♗d3 f5 8.exf6 ♗xf6 9.0–0 ♘c6

9...♘xc3 10.bxc3 ♘c6 11.♕e1± ECO.

10.♘xe4

10.♗e3 ♗f5= ECO.

10.♘e2 ♘b4 11.♗b5 ♗d7 12.♗xd7 ♕xd7∓

10...dxe4 11.♗xe4 ♘xd4 12.♘g5 ♗f5 13.♗xf5

Better is 13.c3 ♗xg5 14.♗xg5 ♕xg5 15.♕xd4 ♗xe4= R.Spielmann – R.Reti, Vienna 1922.

13...♘xf5 14.♘e6?

14.♕xd8 ♖axd8 15.♘e6 ♗d4† 16.♘xd4 ♘xd4 17.♗g5 ♖xf1† 18.♖xf1 ♖d5=

14...♕xd1 15.♖xd1

**Diagram Ex. 17-5**

**15...♖fe8!**

(2 points)

15...♖f7 (1 point) is not bad, but after 16.♗g5! (16.♗f4?! ♖e8 17.♘xc7 ♖e2∓) 16...♖e8 there comes 17.♗xf6 ♖xe6 18.♗c3= and if 18...♖e2??, then 19.♖d8† ♖f8 20.♖xf8† ♔xf8 21.♖f1+–.

**16.♘xc7 ♖ad8 17.♗f4**

17.♘xe8? ♖xd1† 18.♔f2 ♗g5–+ is bad, as is 17.♘d5? ♗d4†–+.

After 17.♖xd8 comes 17...♖xd8 18.♗f4 ♗xb2∓.

**17...♖e2 18.♖xd8† ♗xd8 19.♖d1**

After 19.♘d5 comes 19...g5!∓ (19...♘h4 would also be interesting, but not 19...♖xc2 20.♖c1!=).

**19...♗f6!∓**

Or 19...♗xc7 20.♗xc7 ♖xc2 21.♗e5∓.

## Ex. 17-6

### B.Gelfand – A.Yusupov

Munich 1994

1.e4 e5 2.♗c4 ♘f6 3.d3 c6 4.♘f3 ♗e7 5.♗b3 (5.♘c3) 5...0–0 6.0–0 d6 (6...♕c7) 7.c3 ♗g4!? (7...♗e6; 7...♘bd7) 8.♘bd2 ♘bd7 9.h3 ♗h5 10.♖e1 ♘c5 (10...d5?! 11.exd5 [11.♕e2±] 11...cxd5 12.g4 ♗g6 13.♘xe5 ♘xe5 14.♖xe5 Δ14...♗xd3 15.g5) 11.♗c2 ♘e6 12.♘f1

**Diagram Ex. 17-6**

**12...♘d7!**

(2 points)

Preparing the exchange of the dark-squared bishops. 1 point for 12...♕c7 or 12...♗g6.

**13.♘g3**

If 13.g4?!, then 13...♗g6 14.♘g3 ♗g5.

**13...♗xf3 14.♕xf3 g6**

After 14...♗g5 comes 15.♘f5.

**15.♗e3**

# Solutions

If 15.♗h6, then either 15...♖e8 followed by ♗g5= or 15...♘g7 intending f5.

**15...♗g5=**

### Ex. 17-7

**V.Kotronias – A.Yusupov**

European Team Ch, Pula 1997

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♗d3 ♘c6 7.0–0 ♗e7 8.c4 ♘f6 9.♘c3 ♗e6 10.cxd5 ♘xd5 11.♖e1 0–0 12.a3 ♗f6 13.♗e4 ♘ce7 14.♕d3 h6 15.♗d2 c6 16.♘a4

**Diagram Ex. 17-7**

**16...♕c8!**

(2 points)

A typical idea. Black will force the exchange of the light-squared bishops.

1 point for 16...b6 (it is not necessary to weaken the pawn structure).

**17.♘c5 ♗f5 18.♖ac1**

If 18.♗xf5, then 18...♕xf5 19.♕xf5 ♘xf5 20.♘xb7 ♘xd4∓.

**18...♖d8 19.♗xf5 ♕xf5 20.♕xf5 ♘xf5 21.♘xb7 ♖db8 22.♘a5 ♖xb2 23.♘xc6 ♘xd4 24.♘cxd4 ♗xd4∓**

### Ex. 17-8

**V.Kupreichik – A.Yusupov**

USSR Ch, Vilnius 1980

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.♘c3 ♘xc3 6.dxc3 ♗e7 7.♗e3!? (7.♗f4 0–0 8.♕d2 ♘d7 9.0–0–0 ♘c5 10.♘d4 ♖e8 11.f3 ♘e6 12.♗e3 ♗g5 13.♗xg5 ♕xg5 14.♕xg5 ♘xg5 15.♘b5 ♘e6 16.♖e1 ♗d7 17.♖xe6 ♗xb5 18.♖xe8† ♗xe8= B.Ivanovic – A.Yusupov, Vrbas 1980) 7...♘d7 8.♕d2 0–0 (8...♘e5 9.0–0–0) 9.0–0–0 ♘c5 (9...♘e5!?) 10.h4!? (10.♘d4?! ♘e4! 11.♕d3 d5) 10...♖e8?! (10...♗g4∞) 11.♘g5! (threatening 12.♘xf7 ♔xf7 13.♗xc5 dxc5 14.♕f4†+–) 11...♗xg5□ 12.hxg5?! (12.♗xg5±) 12...♘e4 13.♕e2!? (13.♕d5?! c6!) 13...♘xg5 14.♕h5

**Diagram Ex. 17-8**

**14...♖xe3!**

(3 points)

14...h6 (1 point) 15.♗d4 ♘e6 would be very dangerous, because of 16.♗xg7!! ♘xg7 17.♕xh6 f5! 18.♖d3 f4 19.♕xf4 with a strong attack.

**15.fxe3 ♕e7= 16.♗c4! h6!?**

Here it is important for the minor pieces to have well protected positions. 16...♕xe3† 17.♔b1 ♗e6 is unclear.

**17.♖he1 ♗e6 18.♕h4 ♖e8 19.♕d4 a6 20.♗d5 c5!? 21.♕d3 ♗xd5 22.♕xd5 ♘e4=∞**

Black has a very sound position.

### Ex. 17-9

**P.Leko – A.Yusupov**

World Team Ch, Yerevan 2001

1.e4 e5 2.♗c4 ♘f6 3.d3 c6 4.♘f3 ♗e7 5.0–0 d6 6.♗b3 ♗g4 7.♘bd2 ♘bd7 8.c3 ♘c5 9.♗c2 ♘e6 10.♘c4

**Diagram Ex. 17-9**

**10...♗h5!**

(3 points)

If 10...0–0 (1 point), then 11.♘e3 ♗h5 12.♘f5± (Δ♘g3).

**11.♘e3 ♘g5 12.♘f5 ♘xf3† 13.gxf3 0–0=**

### Ex. 17-10

**C.Lutz – A.Yusupov**

Nussloch 1996

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♗d3 ♘c6 7.0–0 ♗e7 8.c4 ♘f6 9.♘c3 0–0 10.♖e1 ♗g4?! (10...♗e6!?) 11.cxd5 ♘xd5 12.h3 ♗e6 13.a3 a6 14.♕c2!? (14.♗c2) 14...h6 15.♗e3!? (15.♗h7† ♔h8 16.♗f5±) 15...♗f6 16.♖ad1± ♘ce7 (16...♘xe3 17.fxe3 ♘e7 18.♘e4 with an initiative) 17.♘e4 ♕c8 18.♗c1 ♖d8 (18...♗f5?? 19.♘xf6†+–) 19.g4! ♘c6!? (19...♗xg4?? 20.hxg4 ♕xg4† 21.♘g3 ♕xf3?? 22.♗e2+–) 20.♗f1! ♗e7 21.♘c5?! (better is 21.♘e5 ♘f6! 22.♘xc6

# Solutions

bxc6 23.♕xc6 ♗d5 24.♘xf6† ♗xf6 25.♕c3±)
21...♗xc5 22.dxc5

**Diagram Ex. 17-10**

**22...♘de7!=**

(2 points)

In order to play ♗d5. 1 point for 22...a5.

**23.b4 ♖xd1 24.♖xd1 ♗d5 25.♕c3 ♕e6 26.♖e1 ♕d7 27.♗b2?!**

This leaves f4 weak. 27.♖d1= is advisable.

**27...f6 28.♗g2?!**

28.♖d1!?

**28...♖d8∓ 29.♕e3**

29.♗c1!?

**29...♘g6 30.♗c3 ♗f7!?**

Intending ♖e8 or ♕d5.

**31.♗f1?**

Better is 31.♕d2!∓.

**31...♕d5 32.♗g2 ♕a2∓**

The weakness of a3 is a problem for White.

### Ex. 17-11

**P.Enders – A.Yusupov**

Bundesliga 1995

1.e4 e5 2.♘f3 ♘f6 3.d4 ♘xe4 4.♗d3 d5 5.♘xe5 ♘d7 6.♘xd7 ♗xd7 7.0–0 ♗e7 8.c3 0–0 9.♕c2

**Diagram Ex. 17-11**

**9...♗d6!**

(2 points)

A typical sacrifice, which White would do better to decline here.

**10.♗xe4?! dxe4 11.♕xe4**

We have already seen the final part of this game; see Ex. 4-12.

### Ex. 17-12

**J.Timman – A.Yusupov**

Linares Candidates 1992

1.e4 e5 2.♘f3 ♘f6 3.d4 ♘xe4 4.♗d3 d5 5.♘xe5 ♘d7 6.♘xd7 ♗xd7 7.0–0 ♗e7 8.♕f3?! 0–0! 9.c3 (9.♗xe4 dxe4 10.♕xe4 ♗c6 11.♕d3 ♕d5∓; 9.c4 ♗c6 10.cxd5 ♕xd5 11.♖e1 f5 gives Black the initiative) 9...♗d6! 10.♘d2 (10.♗xe4?! see Ex. 17-11)

**Diagram Ex. 17-12**

**10...f5!**

(2 points)

Of course it is correct to support the advanced knight. 10...♘g5= (1 point) is not as active.

**11.c4 c6 12.♘b3** (Δ♗f4) **12...♕c7 13.h3 dxc4 14.♗xc4† ♔h8 15.♗d2 ♖ae8∓**

# Scoring

Maximum number of points is **27**

**23** points and above ➤ **Excellent**
**19** points and above ➤ **Good**
**13** points ➤ **Pass mark**

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

# CHAPTER 18

## Contents

- ✓ Exchanging operations
- ✓ Bishop or knight?
- ✓ Exchanging to stifle counterplay
- ✓ Exchanging pawns

# Exchanging

*Exchanging* is perhaps the most important element in positional play. In many games we can see a whole variety of exchanging operations. But frequently an exchange changes the situation on the board in favour of one or other player. Recognizing such situations is the art of the positional player. It is amazing how many advantages you can acquire as a result of skilful exchanges.

### I.Boleslavsky – V.Smyslov

USSR Ch, Leningrad 1948

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 d6 5.c4**

An ambitious variation. White wants to seize the whole centre after ♘c3 and d4.

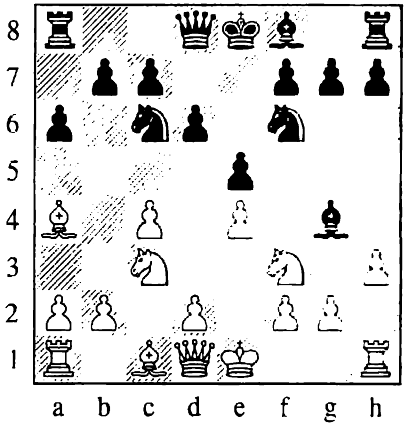
**5...♗g4**

Black fights for the centre and tries to control the d4-square. For that reason he must pin the knight on f3 or exchange it.

**6.♘c3 ♘f6 7.h3**

**Diagram 18-1**

**Diagram 18-1** ▼



**7...♗xf3**

You need to be particularly careful when exchanging a bishop for a knight, since bishops frequently offer more long-term prospects. But here the knight on c6, which is looking to occupy the d4-square, is in no way inferior to the light-squared bishop.

**8.♕xf3 ♗e7 9.♘e2 0–0 10.♗xc6 bxc6 11.d4?!**

White overestimates his position. 11.0–0 c5 would be a more prudent option, after which Black intends ♘d7-b8-c6-d4. The position would remain balanced.

**11...d5!**

White has not yet castled. It is for that reason that Black's play in the centre is so unpleasant.

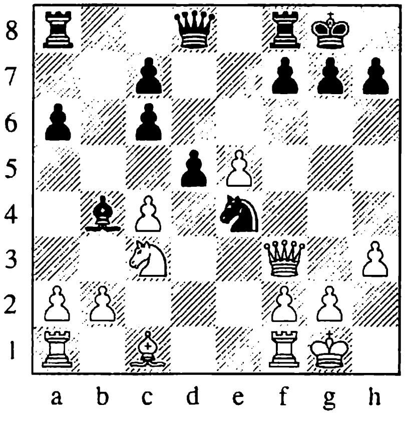
**12.dxe5**

After 12.exd5 comes 12...e4 13.♕c3 cxd5∓.

**12...♗b4† 13.♘c3 ♘xe4 14.0–0**

**Diagram 18-2**

**Diagram 18-2** ▼



Which pieces should be exchanged and which should not? Only a few players take the trouble to answer such questions. But it appears that Smyslov always finds the correct answer.

**14...♗xc3!**

The knight is very well placed in the centre. In such situations it is better than the bishop.

**15.bxc3 ♕e7**

White has weaknesses on c3 and e5.

**16.cxd5 cxd5**

**Diagram 18-3**

**17.c4!**

A good operation. White swaps off his weak pawns.

17.♗f4? would be bad, due to 17...g5! 18.♗e3 (18.♗g3 ♘d2–+) 18...♕xe5∓. Also bad is 17.♕e3? ♕xe5 18.f3 ♕xc3–+.

**17...♕xe5 18.♗f4**

**Diagram 18-4**

**18...♕c3!**

Smyslov finds a way to liquidate into a somewhat superior endgame.

**19.cxd5**

But not 19.♕xc3 ♘xc3, which introduces the threat of ♘e2†.

**19...♕xf3 20.gxf3**

The white kingside has been weakened. This is serious because knights are usually very good when playing against pawn weaknesses, and here the black knight will have available some strong posts (e.g. f5) on the kingside.

**20...♘c3 21.♗xc7 ♘xd5 22.♗g3**

**Diagram 18-5**

**22...♖fc8!∓**

Black has a slight but very secure advantage. Smyslov now finds the key to the position. He exchanges one pair of rooks and keeps the other one! He then brings the rook to c5, an ideal position from which to support the knight in the centre. The rook can later go to a5 to attack the a2-pawn and to protect its own pawn on a6!

22...♖ac8 would be worse: 23.♖fd1 and Black cannot play 23...♖c5 due to 24.♗d6.

**23.♖fd1 ♖c5 24.♖d2 h6**

Smyslov plays very carefully. 24...f6 would be riskier, because White could possibly counterattack via the 7th rank.

**Diagram 18-3** △

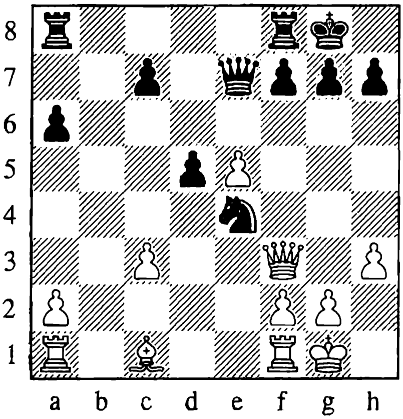


**Diagram 18-4** ▼

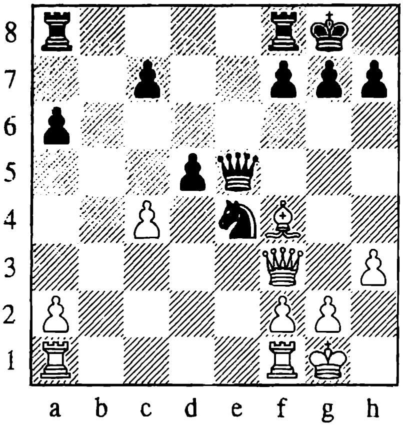
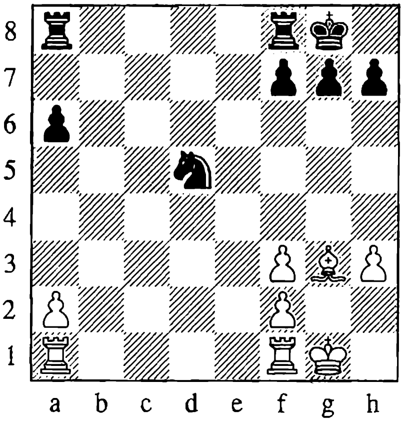


**Diagram 18-5** ▼



**25.♖e1 ♖ac8 26.♗d6?!**

Diagram 18-6 ▼

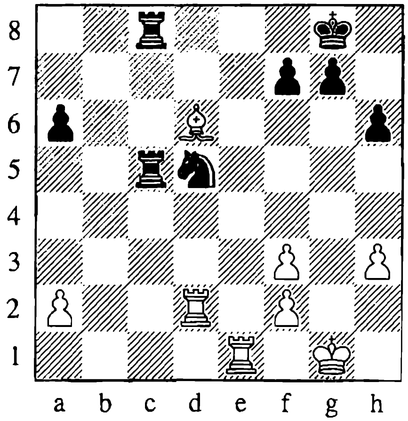


**Diagram 18-6**

Boleslavsky was a strong player, but here his handling of the question of exchanges was faulty and he was punished for it.

Black wants to exchange a pair of rooks – White should be thinking the opposite and avoiding such an exchange. So the correct move would have been 26.♔g2!.

**26...♖c1!∓**

With an exchange of rooks, any potential counterplay disappears. Black can make good use of the remaining rook to attack White's weaknesses.

This standard evaluation can be of further use to us in similar situations.

**27.♖xc1 ♖xc1† 28.♔g2 ♘b6 29.♗g3 ♖c6**

Diagram 18-7 △

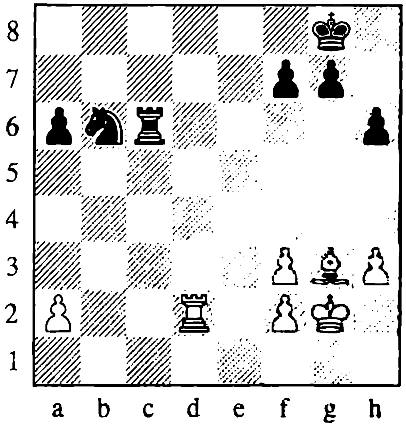


**Diagram 18-7**

**30.♔f1?!**

The final chance for a defence consisted of a second exchange of rooks, after which White can then, after 30.♖d6 ♖xd6 31.♗xd6 f5 32.f4 ♔f7 33.♔f3∓, simply hope that Black's clear advantage is not enough for victory.

**30...f6 31.♔e2 ♔f7 32.♔d3 ♖c5!**

Smyslov finds the most active positions for his pieces. The rook is heading for a5.

**33.♖b2 ♘d7 34.♔d4 ♖a5 35.♖c2 ♔e6 36.♖c6† ♔f5 37.♖c7 ♘e5?!**

Since at this point a rook ending is lost on account of the numerous white weaknesses, Smyslov brings the knight into the centre. In time trouble he overlooks the simple winning move 37...♖xa2!.

**38.♖c5**

Diagram 18-8 ▼

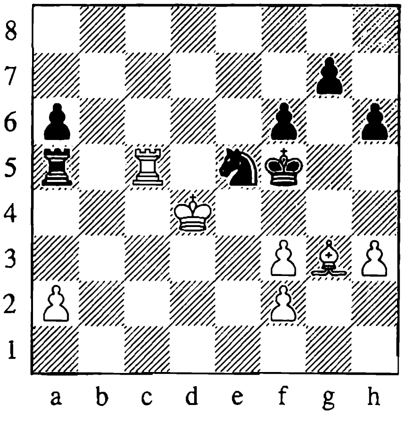


**Diagram 18-8**

Now White tries to exchange the rooks. If 38.♖xg7, then 38...♘xf3† 39.♔e3 ♖a3† 40.♔e2 ♘d4† 41.♔f1 ♖xa2–+.

**38...♖a3!**

Because of the threat of ♖d3#, White has no time for f3-f4 and must go into a hopeless ending.

Of course not 38...♖xc5? 39.♔xc5⇄ and White can attack the pawn on a6.

Nor would 38...♖a4† 39.♔c3 ♖a3† 40.♔b4 ♖xf3 be so good, in view of 41.a4 g5 42.♔a5 (Xa6) 42...h5 43.h4⇄.

### Diagram 18-9

**39.♗xe5 ♖a4†**

The point.

**40.♖c4?!**

40.♔e3 would be somewhat tougher, but after 40...fxe5 41.♖c2 ♖a3† 42.♔e2 a5 43.♖d2 g6 44.♖c2 h5 45.♖b2 ♖c3–+ and then ♔f4, Black could win without any problems.

**40...fxe5† 41.♔d5 ♖xa2–+**

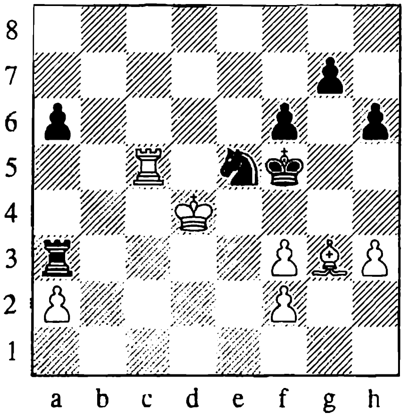
There would also be a simple win after the transition to a pawn ending by 41...♖xc4 42.♔xc4 ♔f4–+.

**42.♖g4 g5**

Smyslov outplayed his opponent by skilfully managing the exchanges.

**0–1**

Diagram 18-9 △



### Diagram 18-10

## E.Lobron – A.Yusupov

Sarajevo 1984

*Question*: Which piece should Black exchange?

*Answer*: The white queen is blockading the queenside. If White can open the c-file too, then the black c-pawn will be very weak. Black must act at once and exchange off the dangerous piece, in order to prepare the strategically necessary c7-c5.

**1...c6!**

Intending ♕a7.

**2.c3 bxc3 3.bxc3**

Or 3.♕xc3 ♖fb8=.

**3...♕a7! 4.♕xa7**

If 4.♘xe6 fxe6 5.♕d6, then 5...♔f7!∓ and the white queen is in danger.

**4...♖xa7 5.♗c2 c5**

If 5...♖b8?!, then 6.♖fb1 ♖ab7 7.♖xb7 ♖xb7 8.♘b3 followed by ♘c5⩲.

### Diagram 18-11

**6.♘xe6?!**

I do not like this exchange; it simply strengthens the black pawn chain. The knight will find a job to do, but what about its counterpart, the c2-bishop?

Either 6.♘b3 or 6.♘b5 would be better.

**6...fxe6 7.♖ab1**

7.♖fb1 was required and White could perhaps still keep the position level.

Diagram 18-10 ▼

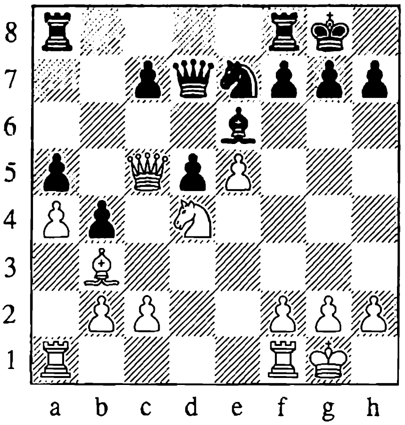
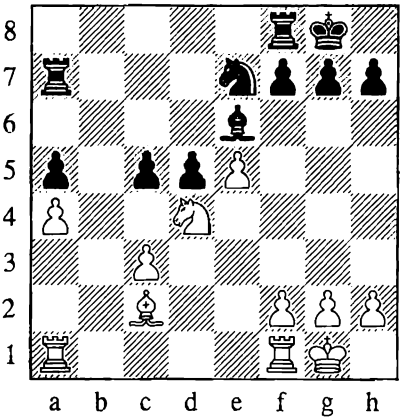


Diagram 18-11 △



**7...♖f4!**

7...♘g6?!= would not be so good.

**8.♖b8†**

White is playing very actively. Instead he should think about his defence and play 8.♖fe1.

**8...♔f7 9.♖e1**

Not 9.♗xh7? due to 9...g6.

**9...g6 10.♖e3 d4 11.♖h3**

The white attack is very uncoordinated and Black can easily fend it off. Then White runs the risk that his pieces will be left in isolated posts.

**11...♔g7 12.♖b5?**

White cannot solve the complicated problems in time trouble. The correct idea would be 12.cxd4 c4! (Δ♘d5) 13.♖b6! ♖xd4 14.♖xe6 ♘d5 15.♖d6 ♖e7 16.f4 ♘xf4 17.♖xd4 ♘e2† 18.♔f2 ♘xd4 19.♖c3 and White should be able to hold the position.

**12...♘d5!**

Activating the knight. 12...c4 13.g3 ♖f3 14.cxd4 ♖c3∞ would not be so clear.

**13.g3**

After 13.♖xc5 comes 13...dxc3∓. If 13.cxd4, then 13...c4⩱.

**13...♖f3 14.cxd4 ♖af7!**

Now Black counterattacks. His pieces cooperate very well.

**15.♖xc5 ♖xf2 16.♗d3 ♖d2 17.g4?**

17.♖xd5 would be more stubborn.

**17...♖d1†–+**

White resigned. If 18.♔g2, then 18...♘f4†.

Every exchange should be weighed up carefully. Perhaps it will be to the advantage of our opponent...

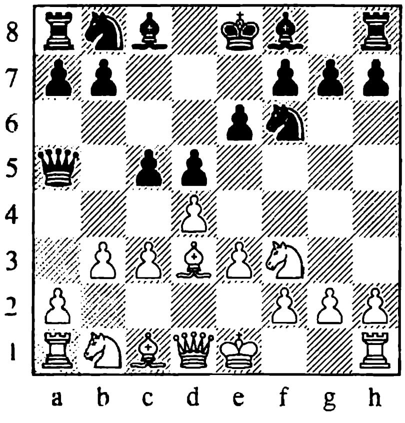
### A.Yusupov – N.Short

Dortmund 1997

**1.d4 ♘f6 2.♘f3 e6 3.e3 c5 4.♗d3 d5 5.b3 ♕a5†?! 6.c3**

**Diagram 18-12**

**Diagram 18-12** ▼



**6...cxd4?!**

A typical mistake. Why does Black exchange pawns? White is the only one to gain anything from it. He gets a semi-open e-file and it is easier for him to control the central squares e4 and e5. He can possibly even employ his bishop on the c1-g5 diagonal. As a guide to decision making in such situations, we should consider which of the pieces was the more active. The c5-pawn was attacking, whereas the white e3-pawn was only playing a defensive role.

Simply 6...♘c6 would be better.

**7.exd4± ♘c6 8.0–0 ♗e7**

Better is 8...♕c7!?.

**9.♘e5! ♘xe5?!**

If 9...♕c7, then 10.f4±.

**10.dxe5 ♘d7 11.♕g4! g6 12.♖e1± h5 13.♕e2 ♔f8**

And here White should simply play 14.♗b2. After 14...♕c7 15.♘d2 b6 16.c4 he is clearly better.

The next game is another masterclass in when to exchange, conducted by Smyslov.

### Diagram 18-13

**V.Smyslov – S.Reshevsky**

World Ch, Moscow 1948

**1.♗xe6! fxe6 2.♕h4!**

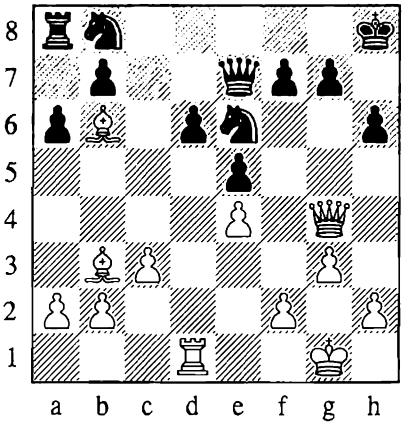
After the exchange of queens, Black can no longer defend his weakness on d6.

**2...♕d7**

Or 2...♕xh4 3.gxh4 and Black loses a pawn without any compensation.

**3.♕d8†! ♕xd8 4.♗xd8 ♘d7 5.♗c7 ♘c5 6.♖xd6+–**

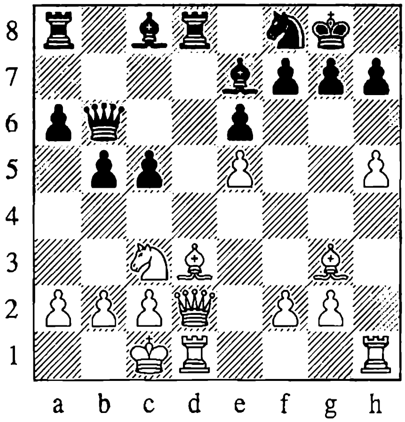
**Diagram 18-13** △



To understand this theme even better, I would recommend that you **study the games of grandmasters with their own annotations. Consider carefully why this or that exchange is played.** Also take a really close look at your own games. Concentrate on the important moments at which exchanges were made and consider which side really benefited from these exchanges.

# Exercises

**➤Ex. 18-1◀** ★★ △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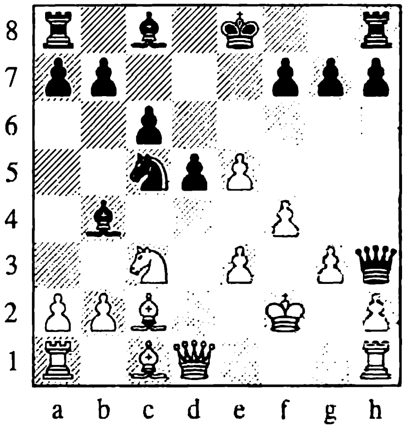
**➤Ex. 18-2◀** ★★ ▼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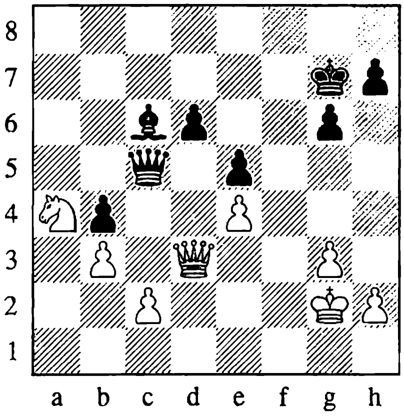
**➤Ex. 18-3◀** ★★ ▼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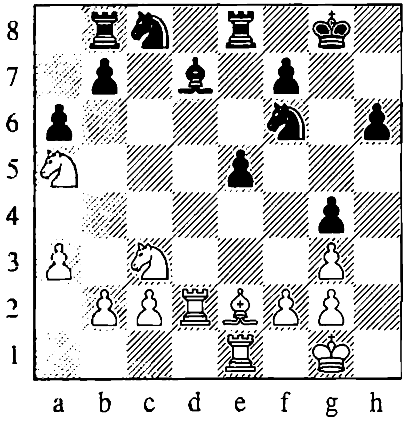
**➤Ex. 18-4◀** ★ △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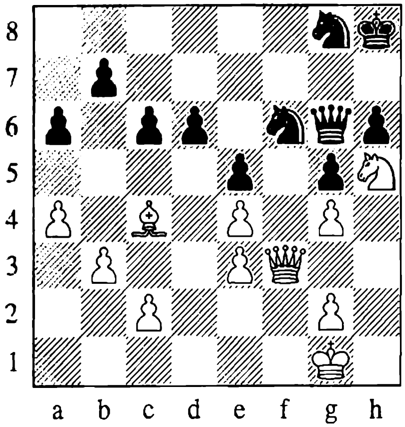
**➤Ex. 18-5◀** ★★ △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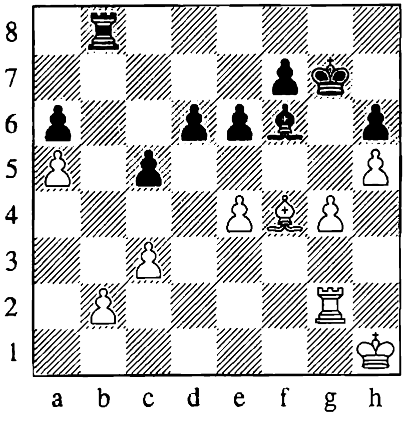
**➤Ex. 18-6◀** ★★ ▼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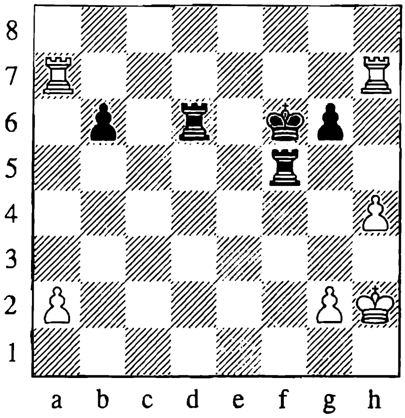
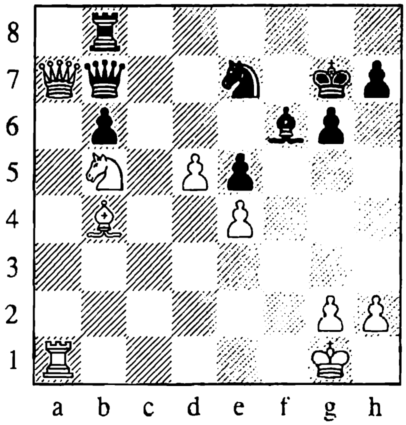
# Exercises

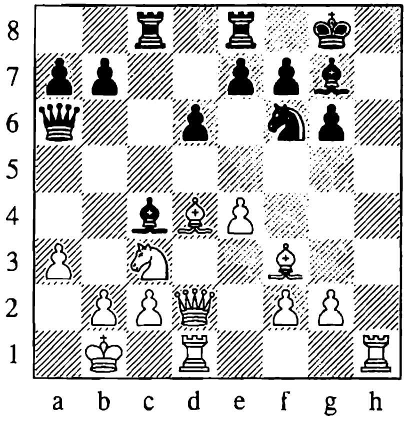
➤**Ex. 18-7**◀ ★★ △



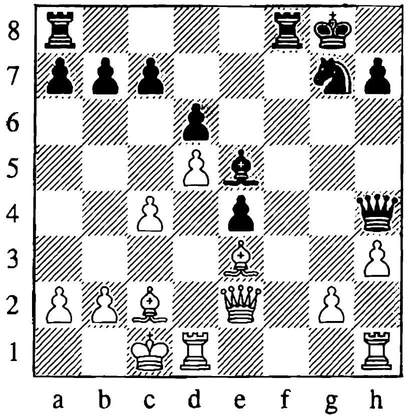
➤**Ex. 18-8**◀ ★ △



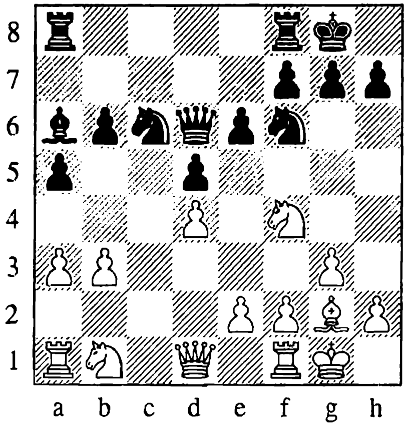
➤**Ex. 18-9**◀ ★★ △



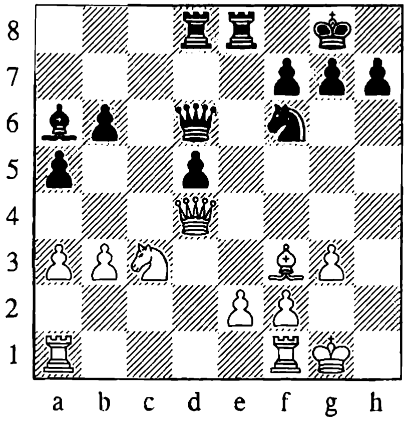
➤**Ex. 18-10**◀ ★★ △



➤**Ex. 18-11**◀ ★★ ▼



➤**Ex. 18-12**◀ ★★ ▼



# Solutions

### Ex. 18-1

**V.Kupreichik – M.Taimanov**

USSR Ch, Moscow 1976

The threat is c5-c4, yet White can not only parry the threat, but also swap off the good defensive piece, the dark-squared bishop on e7.

**1.♗h4!**

(2 points)

**1...♗xh4**

After 1...♕c7? comes 2.♗xe7 ♕xe7 3.♗xh7†+–.

**2.♖xh4 ♗b7**

2...c4? 3.♗xh7†+–

**3.♖g4 g6 4.♕g5 ♖d7 5.♖h1 ♕d8 6.♕h6±**

### Ex. 18-2

**V.Makogonov – M.Botvinnik**

Sverdlovsk 1943

**1...♗xc3!**

(1 point)

1 point for 1...♗f5!?.

In the white position the light squares are weak. So Black should exchange off those white minor pieces which can defend the said squares.

**2.bxc3 ♗f5!**

(1 point)

The exchanges allow Black to exploit the weakness of e4.

**3.♗xf5 ♕xf5 4.g4!? ♕e6 5.♗a3 ♘e4†∓**

White is left with his bad bishop.

### Ex. 18-3

**J.Hebert – L.Portisch**

Rio de Janeiro 1979

**1...♕d4!–+**

(1 point)

**2.♕e2**

It is important to realize that 2.♕xd4 exd4 3.♔f3 loses after 3...d3! 4.cxd3 ♗xa4 5.bxa4 b3–+.

(1 point for this variation)

After 2.♔f3 there follows 2...♕xd3† 3.cxd3 ♗xa4 4.bxa4 b3–+.

**2...♗xe4† 3.♔f1 ♗f5**

**0–1**

### Ex. 18-4

**S.Gligoric – G.Stahlberg**

Zürich 1953

**1.♘e4!**

(1 point)

**1...♘xe4 2.♖xd7**

The exchange has exposed Black's weaknesses on g4 and b7.

**2...♘c5**

Better is 2...b5!±, since 3.♗xg4? can be met by 3...♘f6.

**3.♖c7 ♘e6 4.♖xb7+–**

### Ex. 18-5

**J.Ambroz – K.Honfi**

Trnava 1982

**1.♗xg8!**

1.♘xf6? ♘xf6∓

**1...♘xg8 2.♕f8!±**

(2 points)

Black can hardly move.

**2...d5 3.exd5 cxd5 4.♕b8 ♕f7?!**

Better is 4...♕e6 5.♕xb7 ♘e7±.

**5.♕xe5†+–**

### Ex. 18-6

**P.Popovic – Y.Razuvaev**

Novi Sad 1982

**1...♗e5!**

(2 points)

This exchange leads to a clear advantage for Black, since the white pawns are decidedly weak.

**2.♗xe5†**

If 2.♗d2, then 2...c4!∓, but not 2...♖xb2?? due to 3.♗xh6†±.

# Solutions

**2...dxe5 3.♔h2?!**

3.♖d2 ♖b5!∓ would be somewhat tougher.

**3...♖b5 4.♔g3 ♖xa5 5.♔h4 ♖a1–+ 6.♔g3 a5 7.♖f2 a4 8.♔f3 c4 9.♖d2 a3 10.bxa3 ♖xa3 11.♖c2 ♖a1**

**0–1**

### Ex. 18-7

**B.Spassky – V.Jansa**

Tel Aviv Olympiad 1964

White forces the transition into a pawn ending.

**1.♖ae7!**

(2 points)

Threatening ♖hf7#.

**1...♖e6**

If 1...g5, then 2.♖hf7† ♔g6 3.h5†+–.

**2.♖hf7† ♔e5 3.♖xf5† ♔xf5 4.♖xe6 ♔xe6 5.♔g3+–**

Black resigned, because it is very easy to convert the material advantage in a pawn ending.

### Ex. 18-8

**G.Nesis – I.Shvidun**

Correspondence 1973

**1.♗d6!**

(1 point)

Equally good would be 1.♘c7.

**1...♕xa7 2.♖xa7 ♖e8 3.♖d7**

Threatening ♘c7.

**3...♔f8 4.♘a7! ♖a8 5.♘c6+–**

### Ex. 18-9

**V.Smyslov – A.Konstantinopolsky**

Moscow 1945

**1.♘d5!**

(2 points)

A standard operation. However, the moves 1.g4 and 1.♖h2 (also 2 points) are worth considering too.

After 1.♗e3 (1 point) Black can reply 1...♘d7 and if 2.♗h6, then 2...♗xc3.

1.♗xf6?! ♗xf6 2.♕h6 would be wrong, because of 2...♕b6∓.

**1...e5**

If 1...♗xd5, then 2.exd5± followed by the pawn advance g4-g5.

**2.♘xf6† ♗xf6 3.♗c3±**

The weakness of d6 combines with the control of the h-file to provide White with a sizable advantage.

**3...♖c6 4.♗g4 ♖d8 5.f4! ♕b5 6.f5 gxf5 7.♗xf5 ♔f8 8.♗b4 b6 9.♖h6 a5 10.♖xf6 axb4 11.♕h6† ♔e8 12.♕h8† ♔e7 13.♕h4! ♖h8 14.♖h6†**

**1–0**

### Ex. 18-10

**J.Timman – J.Diez del Corral**

Lucerne Olympiad 1982

**1.♕g4!**

(2 points)

A strong idea, but 1.g4 seems equally good, since after 1...♖ae8 there follows 2.♖df1 and White is also doing well.

**1...♕xg4 2.hxg4±**

Black has weaknesses on e4 and h7, while his knight is poorly placed on g7.

**2...♗f4 3.♔d2! ♖f6?**

Better is 3...♖ae8.

**4.♗xe4 h6 5.♖df1 ♖af8 6.♖f3 ♗xe3† 7.♔xe3 ♖8f7 8.♖fh3 h5**

**1–0**

### Ex. 18-11

**S.Larsen – A.Yusupov**

Copenhagen 2003

**1...♘xd4!**

(2 points)

A little exchanging combination, which weakens the white pawn structure.

1 point for 1...a4 or 1...♘e4.

# Solutions

**2.♕xd4 e5 3.♕d2 exf4 4.♘c3**

Better is 4.gxf4 ♖ad8 5.♖d1 d4 6.e3∓.

**4...♖ad8 5.♕d4 fxg3 6.hxg3 ♖fe8 7.♗f3∓**

See Ex. 18-12.

### Ex. 18-12

**S.Larsen – A.Yusupov**

Copenhagen 2003

**1...♘e4!**

(2 points)

Activating the knight and thereby breaking the blockade of the d5-pawn.

**2.♖fe1**

2.♗xe4 dxe4 3.♕e3∓ would be better.

White was now hoping for 2...♘xg3? 3.fxg3 ♕xg3† 4.♗g2 ♖d6 5.♘xd5.

**2...♘xc3! 3.♕xc3 d4 4.♕d2 g6 5.b4 axb4 6.♕xb4 ♕xb4 7.axb4 ♗c4–+**

You can find the remainder of the game in *Build Up Your Chess with Artur Yusupov 1 – The Fundamentals*, Chapter 18.

# Scoring

**Maximum number of points is 22**

**19 points and above ——> Excellent**
**16 points and above ——> Good**
**11 points ——> Pass mark**

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

# CHAPTER 19

## Contents

- ✓ Active moves
- ✓ Mental flexibility
- ✓ Three important ideas
  1) The strongest continuation
  2) New candidate moves
  3) How and when to stop calculating

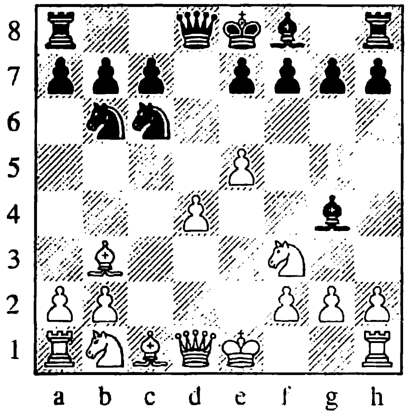
# Priorities when calculating variations

In Chapter 7 you already learned the importance of the search for good *candidate moves*. In addition, we emphasized how it was necessary to take into account firstly **all active possibilities** such as checks, possible captures and attacks. This concept is very important when we come to answer the question about which move to calculate first.

Fortunately there are no absolute rules in chess, nor any perfect algorithm for the calculation of variations. Situations at the board can vary enormously and there are of course different ways of coming to a conclusion. This **mental flexibility** is the greatest advantage we have as human beings and I see no reason why we should do without it. Naturally, the following three ideas cannot be applied universally.

1) **The most active moves also have the highest priority rating**. Perhaps we will not even need to calculate other variations at all if, for example, we find a **forced mate** or a **forced win**. Then, of course, we will save time and strength. But such forcing lines require to be calculated exactly. This method of considering first of all the strongest (most active) move is very valuable in attacking situations.

**Diagram 19-1** △



### A.Yusupov – L.Portisch

Tunis Interzonal 1985

**1.d4 d5 2.c4 dxc4 3.e4 ♘f6 4.e5 ♘d5 5.♗xc4 ♘b6 6.♗b3 ♘c6 7.♘f3**

The alternatives are 7.♗e3 and 7.♘e2.

**7...♗g4**

**Diagram 19-1**

**8.♗xf7†!?**

8.♘g5 leads to perpetual check: 8...♗xd1 9.♗xf7† ♔d7 10.♗e6† ♔e8=.

**8...♔xf7 9.♘g5† ♔e8 10.♕xg4 ♕xd4 11.♕e2!?**

White must sacrifice the pawn if he really wants to play for a win.

After 11.♕xd4 ♘xd4 12.♘a3 e6 13.♗e3 ♗b4† 14.♔f1 ♗e7!= the position is level.

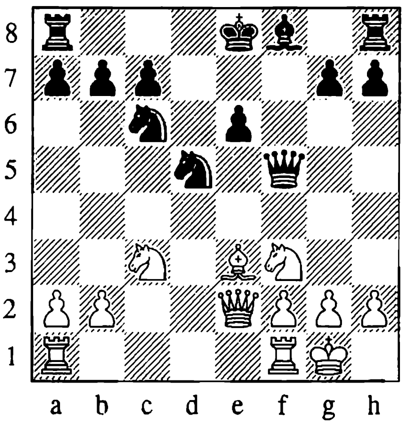
**11...♕xe5 12.♗e3 ♘d5 13.♘f3**

Of course not 13.0–0? due to 13...♘xe3–+.

**13...♕f5 14.0–0 e6 15.♘c3!=∞**

**Diagram 19-2**

Diagram 19-2 ▼



The situation is hard to evaluate. Superficially Black has a good position, but he cannot castle! So White obtains sufficient initiative for the pawn.

**15...♖d8**

15...♘xc3?! would not be good: 16.bxc3 and White could exploit the b-file (Portisch).

On the other hand, one interesting alternative would be 15...♗d6 16.♘xd5 ♕xd5 17.♖fd1 ♕f5 18.♘d4 ♘xd4 19.♗xd4 ♔e7 20.♖d3 ♖ad8 21.♖ad1! ♖hg8 22.g3=∞ M.Gurevich – M.Drasko, Vrsac 1985.

**16.♖fe1**

16.♖ac1!? or 16.♘b5!? are also worth looking at.

**16...♗e7 17.♘b5**

Intending ♖ac1 and then ♖xc6 or ♘d4.

An alternative is 17.♗d2!? ♘xc3 (17...♔f7 18.♘e4) 18.♗xc3 ♔f7 19.♕c4 ♗f6 20.♖e3 L.Alburt – B.Gulko, Somerset 1986.

After 17.♖ac1 would come 17...♘xc3.

**17...♘xe3**

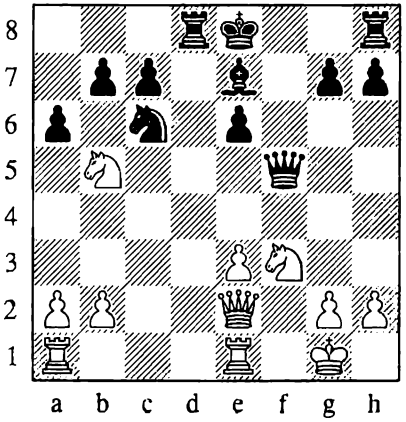
17...♗f6!? would also be interesting.

**18.fxe3 a6?**

A mistake. Black should play 18...♗d6∞.

**Diagram 19-3**

Diagram 19-3 △



White now aims to punish his opponent. He calculates only the most active move and quickly establishes that he gets an advantage with it.

**19.♘xc7†! ♔d7**

19...♔f7 would be bad, in view of 20.♘d4! ♘xd4 21.exd4 ♗f6 22.♖f1+–.

**20.♘xa6! ♖a8**

White was not able to calculate exactly what would happen after 20...bxa6 21.♕xa6 ♖b8 (21...♖c8? 22.♕b7† ♖c7 23.♖ed1† ♗d6 24.♖xd6† ♔xd6 25.♖d1†+–) 22.♖ac1 ♖hc8 (22...♕b5? 23.♖xc6!+–) 23.♖ed1† (23.♖xc6 ♖xc6 24.♕a7† ♔c8 25.♕xe7=∞ would not be so clear). But he didn't have to do so! The open position of the black king and two pawns are safe enough compensation for a piece.

**21.♖ed1† ♔c8**

**Diagram 19-4** △

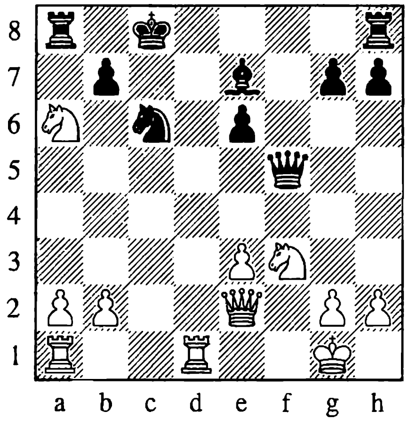


**Diagram 19-4**

**22.b4!+–**

But White had to find this key move in his calculations before playing his 19th move. Only then could he take the c7-pawn.

**22...♖xa6**

22...bxa6 23.♖ac1 ♔b7 (if 23...♕e4, then 24.♖c4) is refuted by 24.♖xc6+–.

**23.b5**

White regains his piece and is winning, since the black king's defences are completely destroyed.

**23...♖a3**

Or 23...♖b6 24.bxc6 bxc6 25.a4 with a strong attack.

**24.bxc6 b6 25.♖ab1 ♗c5 26.♖b3 ♖a5**

**Diagram 19-5** △

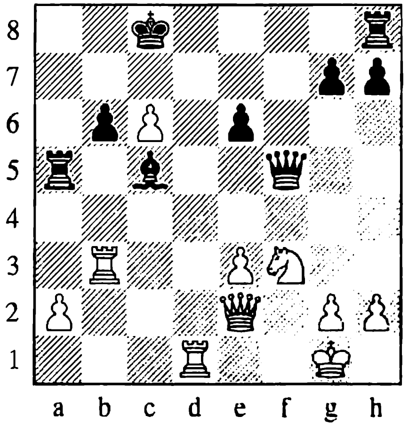


**Diagram 19-5**

**27.♕c4!**

Once more, White has only to calculate one variation in order to justify this dream move for him (it controls the e4-square and prepares the move ♘d4).

**27...♖xa2 28.♖xb6**

The move he had prepared, which leads to a win. But even better would be 28.♖bd3! ♖a5 29.♘d4 and if 29...♕d5, then 30.♘xe6! ♕xc6 (30...♕xc4 31.♖d8† then mate) 31.♕g4+–.

**28...♗xe3† 29.♔h1 ♗xb6**

29...♕d5 30.♖b8†! ♔xb8 31.♕b4† ♔c7 32.♕b7† ♔d6 33.♕d7† ♔c5 34.♖xd5† exd5 35.♕e7† (or 35.g3 Δc7) 35...♔xc6 36.♕xe3 ♖a1† 37.♘g1 ♖ha8 38.h3+– would be somewhat more complicated.

**30.♕xa2**

White was quite sure that this position must be a win, since the black king has been left defenceless.

**30...♔c7**

**Diagram 19-6** △

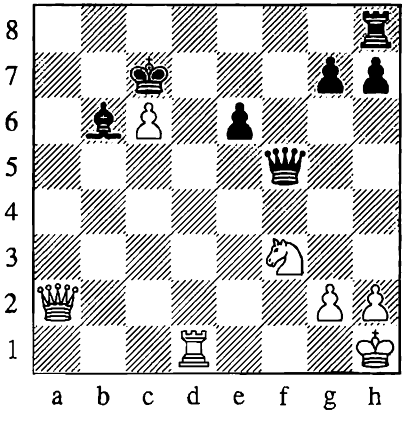


**Diagram 19-6**

**31.♖d7†!**

White finds a forced win and so does not need to check out any other lines.

**31...♔xc6 32.♕a4† ♔c5 33.♘d2!**

The point. Black can no longer defend against threats like ♕c4#, ♘b3# and ♘c4†. The most stubborn continuation would be 33...♗d8 34.♘b3† ♔b6 35.♕b4† ♕b5 36.♖b7†+–.

**1–0**

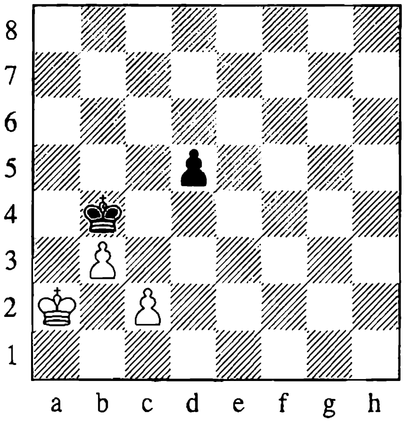
2) If you do not find a good solution, you should either look for **new candidate moves** or lower your expectations of what can be achieved in the position and go for clearly more modest goals.

### Diagram 19-7

**N.Grigoriev**

1933

Diagram 19-7 △



Sometimes in a pawn ending you must take into account **all** possible moves. Here, the best move can probably only be found after all the more obvious moves have been refuted.

**1.♔a1!!**

The natural move 1.♔b2 does not win the game. Black replies 1...d4 2.♔a2 (2.♔b1 d3!=; 2.♔c1 ♔c3 3.♔d1 d3 4.cxd3 ♔xd3=) 2...♔c3 3.♔b1 (3.♔a3?? ♔xc2) 3...d3 4.cxd3 ♔xb3 with a draw.

Even the somewhat more subtle move 1.♔b1 does not do the business: 1...♔c3 2.♔c1 d4 3.♔d1 (3.♔b1 d3 4.cxd3 ♔xb3=) 3...d3=.

**1...♔c3**

There is the very simple 1...d4 2.♔b2 ♔c5 3.♔c1 ♔b4 4.♔d2+–.

**2.♔b1 ♔b4**

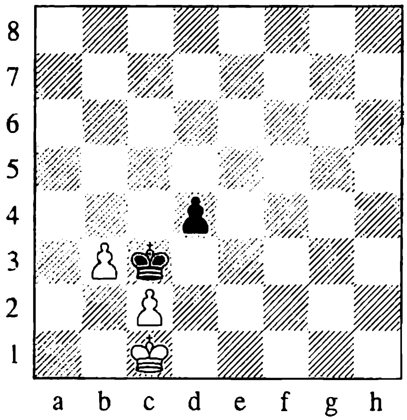
After 2...d4 comes 3.♔c1. White has to bring about this position of mutual zugzwang when it is his opponent's turn to move. If now 3...d3, then 4.cxd3 ♔xb3 (4...♔xd3 5.♔b2+–) 5.♔d2+–.

2...♔d4 is no better, because of 3.♔b2+–.

**3.♔c1! ♔c3 4.♔d1 d4 5.♔c1**

**Diagram 19-8**

Diagram 19-8 ▼



Black is in zugzwang.

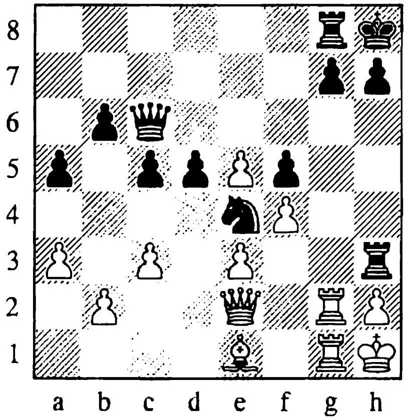
**5...d3 6.cxd3 ♔xb3**

Or 6...♔xd3 7.♔b2!+–.

**7.♔d2! ♔b4 8.♔e3 ♔c5 9.♔e4 ♔d6 10.♔d4+–**

3) The variations you calculate must come to a conclusion with an evaluation. The position can only be evaluated when either you or your opponent have **no active moves** left.

**Diagram 19-9** △



### Diagram 19-9

**F.Lee – M.Chigorin**

London 1899

White has an inferior position, but sees a tactical possibility which will net him a pawn.

**1.♖xg7 ♖xg7 2.♖xg7 ♔xg7 3.♕g2†**

White had ended his calculations here and probably evaluated the position as favourable to himself. But he should first have taken into account all active possibilities. After:

**3...♘g3†! 4.♗xg3 ♖h6 5.♗h4† ♖g6 6.♗f6† ♔f7**–+

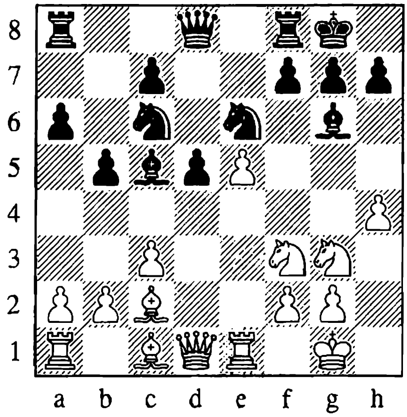
Black had a material and positional advantage. Next came:

**7.♕f3 ♔e6 8.c4 b5 9.b3 bxc4 10.bxc4 ♕b7 11.h4 ♕b1†**

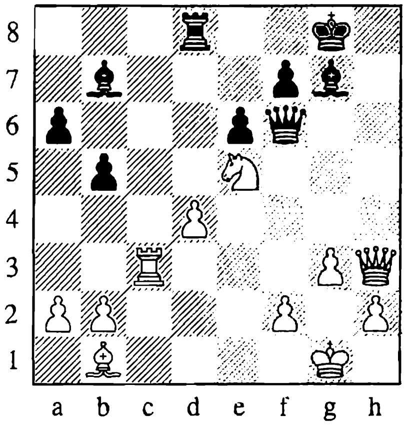
**0–1**

# Exercises

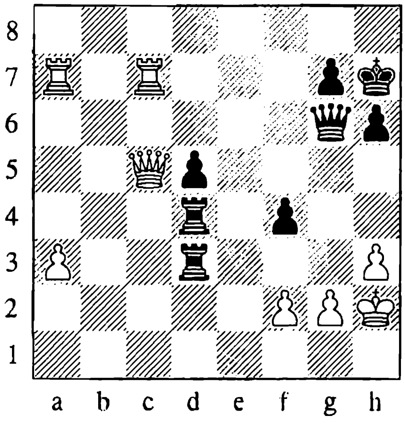
**➤Ex. 19-1⮜** ★★ △



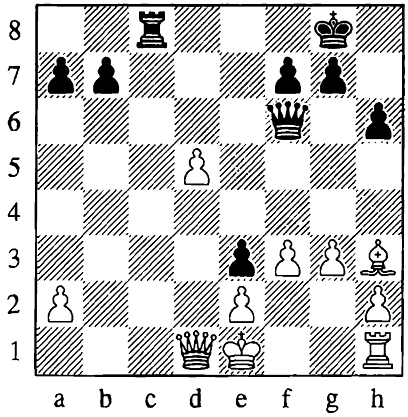
**➤Ex. 19-2⮜** ★ ▼



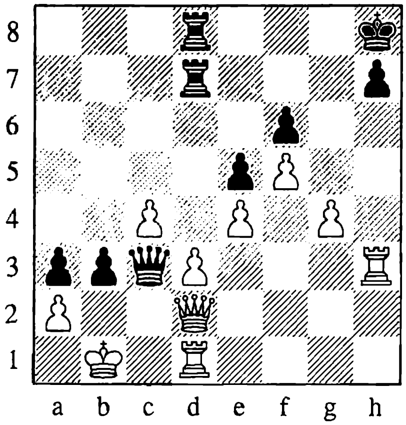
**➤Ex. 19-3⮜** ★★★ △



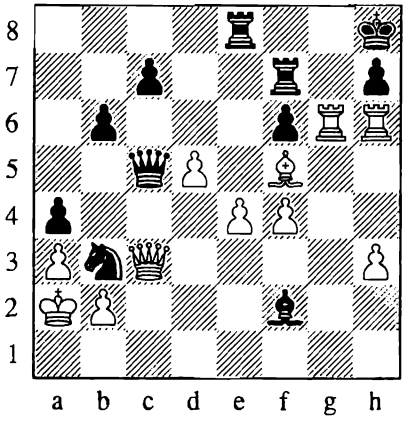
**➤Ex. 19-4⮜** ★★ ▼



**➤Ex. 19-5⮜** ★★ ▼

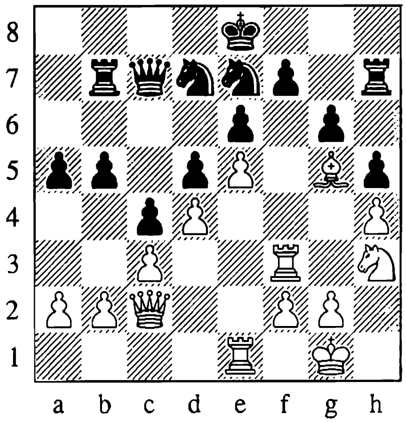


**➤Ex. 19-6⮜** ★★ △

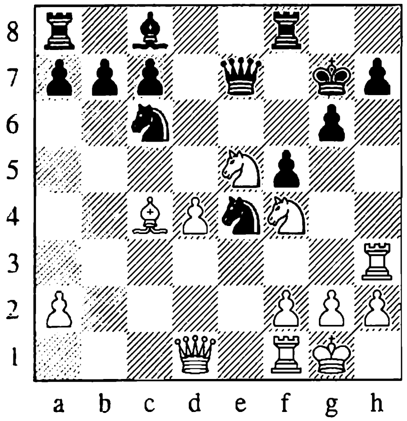


# Exercises

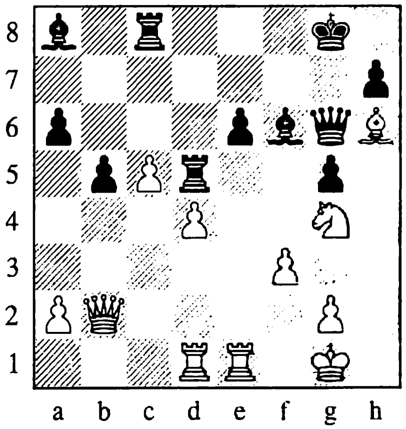
**➤Ex. 19-7◀** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 19-10◀** ★★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 19-8◀** ★★ △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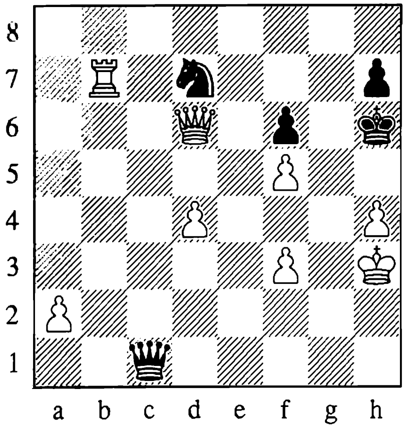
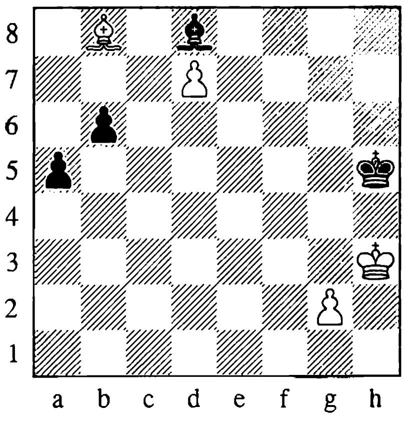
a b c d e f g h

**➤Ex. 19-11** ★★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 19-9◀** ★★ △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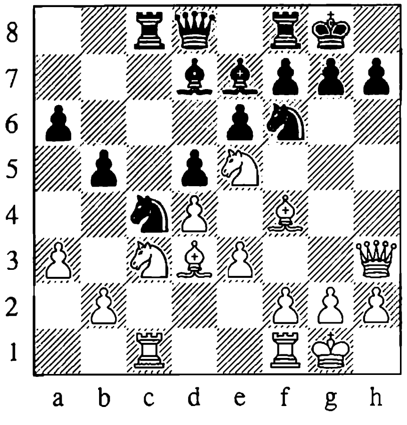
a b c d e f g h

**➤Ex. 19-12◀** ★ △


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

### Ex. 19-1

**Z.Almasi – A.Yusupov**

Ubeda 1997

**1.♗b3!+–**

(2 points)

Black cannot parry both threats, ♗xd5 and h5, at the same time.

1.h5 ♗xc2 2.♕xc2 f6!∓ would not be good.

**1...h6 2.h5 ♗h7 3.♗xd5+–**

### Ex. 19-2

**S.Freiman – I.Kan**

Leningrad 1934

The correct move would be the simple:

**1...♖xd4**

(1 point)

After 2.♗h7† there follows 2...♔f8 3.f4 ♕d8∓. While if 2.♕h7†, then 2...♔f8 3.f4 ♕d8 with a strong attack.

In the game Black played the incredible move:

**1...♕xe5??**

He overlooked, after 2.dxe5 ♖d1†, the simple reply 3.♕f1!. But White was not up to it either and instead he played:

**2.♕h7†?? ♔f8 3.♖e3 ♖xd4–+**

**0–1**

### Ex. 19-3

**S.Tartakower – Kon**

Warsaw 1927

**1.♕f8!**

(1 point)

This is stronger than 1.♖xg7† (1 point).

**1...♖g3**

1...♕g3† 2.fxg3 fxg3† 3.♔g1 ♖d1† 4.♕f1!+–

(another 1 point for this variation)

**2.♖xg7†**

(another 1 point)

**2...♕xg7 3.♕f5† ♖g6**

Or 3...♔h8 4.♖a8† ♕g8 5.♖xg8† ♖xg8 6.♕f6†+–.

**4.♖xg7† ♔xg7 5.♕e5†+–**

**1–0**

### Ex. 19-4

**M.Beilin – I.Lipnitsky**

Dzintari 1950

**1...♕c3†**

(1 point)

**2.♔f1 ♕d2! 3.♔g2**

Or 3.♕xd2 exd2 4.♔f2 ♖c1–+.

**3...♖c1! 4.♕xc1 ♕xe2†**

(1 point for this variation)

It is mate next move.

**0–1**

### Ex. 19-5

**A.Grischuk – P.Leko**

Moscow (rapid) 2002

The correct move is:

**41...♖xd3!**

(1 point)

**42.♖xd3 ♖xd3 43.♕xc3 ♖xd1† 44.♕c1 ♖xc1†**

Or 44...bxa2†–+.

**45.♔xc1 bxa2–+**

(another 1 point for this variation)

For 41...♕d4!? you get only 1 point. In the game Black played more weakly and had to struggle for the draw:

**41...♕xd2? 42.♖xd2 b2 43.c5 ♖g8 44.d4 ♖xg4 45.♖xa3 exd4 46.c6 ♖c7 47.♖xd4 ♖xc6 48.♖a7 ♖b6 49.♖d8† ♖g8 50.♖xg8† ♔xg8 51.a4 h5 52.a5 ♖b4 53.a6 h4 54.♖b7 ♖a4 55.♖xb2 ♖xa6**

½–½

# Solutions

### Ex. 19-6

Based on the game

**A.Alekhine – F.Yates**

Semmering 1926

**1.♖xh7†!**

(1 point)

**1...♔xh7**

If 1...♖xh7, then 2.♕xf6†+–.

**2.♖xf6†**

Another good move is 2.♕f3+– (also 1 point).

**2...♔g7 3.♖g6† ♔h7**

After 3...♔f8 there comes 4.♕h8† ♔e7 5.♖e6† ♔d7 6.♕xe8#.

**4.♖g7† ♔h6**

Or 4...♔h8 5.♖h7† ♔g8 6.♕h8#.

**5.♕f6†! ♖xf6 6.♖h7#**

(another 1 point for this variation)

### Ex. 19-7

**A.Berelovich – A.Yusupov**

Bundesliga 2002

**1.♗xe7!**

(1 point)

**1...♔xe7 2.♘g5 ♖g7 3.♖xf7†!**

(1 point)

**3...♖xf7 4.♕xg6 ♖f8 5.♕h7† ♔e8**

If 5...♔d8, then 6.♘xe6†+–.

**6.♕xh5† ♔e7 7.♕h7† ♔e8 8.♕g6† ♔e7 9.♕xe6† ♔d8 10.♕xd5 ♔c8 11.♘e6 ♕b6 12.♘xf8 ♘xf8 13.e6+–**

### Ex. 19-8

**M.Botvinnik – L.Szabo**

Groningen 1946

**1.♖xe6! ♗xd4† 2.♕xd4!+–**

(2 points)

The simplest solution. Black resigned, in view of 2...♖xd4 3.♖xg6† hxg6 4.♖xd4+–. You also get 2 points for 2.♖xd4 ♕xe6 3.♖e4!+–, but not 3.♖xd5 ♕e1!†=.

### Ex. 19-9

The end of a study by

**A.Wotawa**

1951

**1.♗g3! a4 2.♗h4! ♗xh4 3.g4†!+–**

(2 points)

### Ex. 19-10

**A.Karpov – J.Enevoldsen**

Skopje Olympiad 1972

In the game Karpov played 1.♘fxg6!? (1 point) 1...hxg6 2.♘xg6 ♕f6 3.♘xf8 ♔xf8 4.♖h7. And here Black could still defend after 4...♘g5!∞ (1 bonus point, if you saw this defensive move). Instead, he played 4...♘e7? and lost the game after 5.♖e1 ♕g6 6.♖f7† ♕xf7 7.♗xf7 ♔xf7 8.♕h5† ♔f8 9.♕h6† ♔f7 10.♕h7†.

White had a stronger sacrifice available:

**1.♖xh7†!**

(1 point)

**1...♔xh7 2.♘fxg6 ♕d6 3.♘xf8† ♕xf8 4.♕h5† ♕h6**

Or 4...♔g7 5.♕g6† ♔h8 6.♘f7†+–.

**5.♗g8†! ♔g7 6.♕f7†+–**

(another 1 point for this variation)

### Ex. 19-11

Variation from the game

**V.Antoshin – G.Ravinsky**

Leningrad 1957

**1...♕h1† 2.♔g4**

2.♔g3 ♕g1†=

**2...♘e5†!**

(1 point)

**3.dxe5**

3.♔f4?? ♕xf3#.

**3...♕xh4†!**

(1 point)

**4.♔xh4**

½–½

# Solutions

### Ex. 19-12

**P.Frydman – M.Vidmar**

Ujpest 1934

**1.♘xd5!**

(1 point)

**1...g6**

If 1...exd5, then 2.♘xd7 ♕xd7 3.♗xh7† ♔h8 4.♗f5†+–.

After 1...h6 there comes 2.♘xe7† ♕xe7 3.♗xh6 (3.♘xc4? bxc4 4.♗xc4 e5!) 3...gxh6 4.♕xh6+– (Δ♘g4) 4...♘b6 5.♖c5 ♖xc5 6.dxc5 ♘bd5 7.f4+– (Δ♖f3).

**2.♘xe7† ♕xe7 3.♗xc4 ♖xc4 4.♖xc4 bxc4 5.♗g5+–**

**1–0**

# Scoring

Maximum number of points is 24

**21** points and above ➤ **Excellent**

**18** points and above ➤ **Good**

**12** points ➤ **Pass mark**

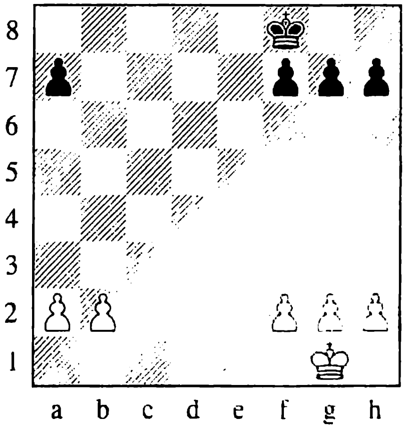
*If you scored less than **12** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

# CHAPTER 20

## Contents

- ✓ Converting a material advantage
- ✓ The struggle between the kings
  - ◆ The geometry of the chessboard
  - ◆ The bodycheck
- ✓ The king's various routes
  - ◆ The zigzag
  - ◆ Reti's idea
  - ◆ The pendulum
- ✓ The activity of the king
- ✓ Zugzwang and corresponding squares

**Diagram 20-1** △



# Pawn endings 1

In this chapter you will learn some more typical procedures in pawn endings.

### Converting a material advantage

**Diagram 20-1**

**Y.Averbakh**

1974

Generally speaking, the conversion of a material advantage is rather easy in a pawn ending.

**1.♔f1**

1) Before creating a passed pawn, it is usually good first of all to improve the position of your king.

**1...♔e7 2.♔e2 ♔d6 3.b4**

Another possibility is 3.♔d3 ♔c5 4.♔c3, intending b4.

**3...♔d5 4.♔d3 f5 5.f4 g6 6.g3 a6 7.a4**

The black king cannot maintain its active position and must give ground.

**7...♔c6 8.♔d4 ♔d6 9.b5**

2) It is necessary to create a passed pawn and then threaten to queen it.

**9...axb5 10.axb5 ♔c7 11.♔e5**

3) Should the opposing king manage to hold up the pawn, the stronger side will make use of the fact that it has been deflected in this way in order to break through to the opposing pawns and achieve a decisive material advantage.

White also has another winning plan in this position – he can play for zugzwang: 11.♔c5 ♔b7 12.b6 ♔b8 13.♔c6 ♔c8 14.b7† ♔b8 15.♔b6⊙ The black king is stalemated and Black must move his pawns. 15...h6 (or 15...h5 16.♔c6 h4 17.gxh4+–) 16.h4 g5 17.hxg5 hxg5 18.fxg5 f4 19.g6 fxg3 20.g7 g2 21.g8♕#.

**11...♔b6 12.♔f6 ♔xb5 13.♔g7 ♔c4 14.♔xh7 ♔d4 15.♔xg6+–**

(Y.Averbakh: *Comprehensive chess endings*)

## The struggle between the kings

In pawn endings the kings are the principal actors and they are fighting against each other. Of course they cannot attack each other directly, but they can protect important squares which help them impede the opposing king.

**The special geometry of the chessboard** often plays an important role in this.

## The geometry of the chessboard

### Diagram 20-2

**I.Maizelis**

1921

The *key squares* for the white king, after it wins the a7-pawn, are b7 and b8.

**1.♔e6!**

Distances on the chessboard are equal, whether the king goes to another square in a straight line or whether it follows a zigzag course. Both kings need exactly five moves to reach their goal: White to get to the a7-pawn, Black to get to the saving square c7. But the white king can hinder the approach of the black king.

1.♔e7? would be wrong, in view of 1...♔c3 2.♔d7 ♔d4 3.♔c6 ♔e5 4.♔b7 ♔d6 5.♔xa7 ♔c7=.

**1...♔c3 2.♔d5!**

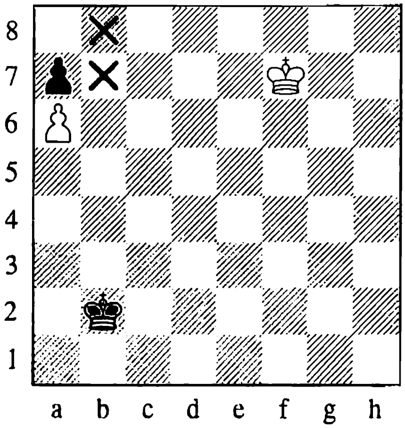
The white king employs a *bodycheck* against its black opponent – or shoulders it off.

**2...♔b4**

2...♔d3 also loses a tempo.

**3.♔c6 ♔a5 4.♔b7 ♔b5 5.♔xa7 ♔c6 6.♔b8+–**

**Diagram 20-2** △



## The bodycheck

### Diagram 20-3

**J.Dobias**

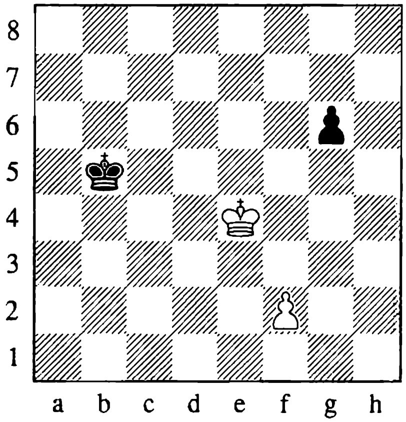
1926

If the white king immediately heads towards the g6-pawn, its counterpart can attack the f2-pawn. White first employs the bodycheck, to improve his position.

**1.♔d4!!**

Nothing is achieved by 1.f4? ♔c4 2.♔e5 ♔d3 3.♔f6 ♔e4=.

**Diagram 20-3** △



After 1.♔e5? comes 1...♔c4 2.♔f6 ♔d3 3.♔xg6 ♔e4 4.♔g5 ♔f3=.

If 1.♔d5?, then 1...♔b4! 2.♔e5 (2.f4 ♔c3 3.♔e5 ♔d3=) 2...♔c4= (or 2...♔c3=) 3.♔f6 ♔d3 4.♔xg6 ♔e4=.

**1...♔c6**

1...♔b4 loses to 2.f4!+–.

After 1...g5 there comes 2.♔e5 ♔c4 3.♔f5 ♔d3 4.♔xg5 ♔e4 5.f4+–.

**2.♔e5 ♔c5 3.f4+–**

### The king's various routes

The special geometry of the chessboard allows the king a greater choice of routes. Here are the most important ideas which go along with the bodycheck.

### The zigzag

**Diagram 20-4** △

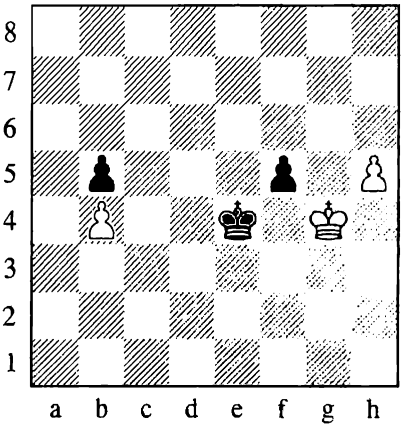


**Diagram 20-4**

The end of a study by

**M.Botvinnik**

1945

**1.♔h3!**

The zigzag. On its way to g2 the white king steps around the dangerous square g3.

After 1.♔g3? ♔e3 2.h6 f4† Black wins a tempo: 3.♔g2 ♔e2 4.h7 f3†=.

**1...f4**

Or 1...♔e3 2.h6 f4 3.h7+–.

**2.h6**

2.♔g2 ♔f5 3.♔f3 ♔g5 4.h6 is also good.

**2...f3 3.h7 f2 4.♔g2+–**

### Reti's idea

**Diagram 20-5** △

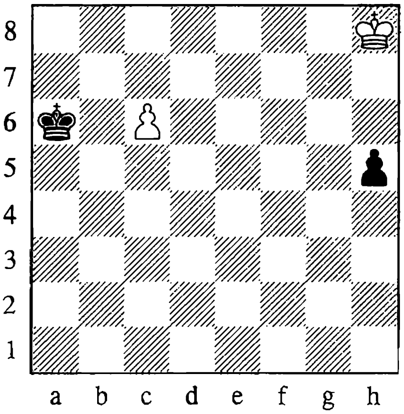


**Diagram 20-5**

**R.Reti**

1921

White saves himself with a double threat.

**1.♔g7! ♔b6**

Or 1...h4 2.♔f6 h3 3.♔e6 h2 4.c7=.

**2.♔f6**

Threatening ♔g5.

**2...h4 3.♔e5**

Aiming to kill two birds with one stone: the threats are ♔d6 and ♔f4.

**3...h3 4.♔d6 h2 5.c7 ♔b7 6.♔d7=**

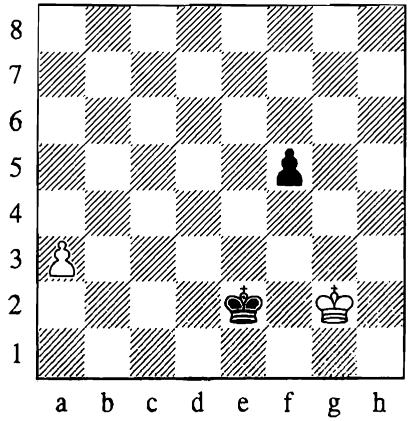
### The pendulum

**Diagram 20-6**

**M.Dvoretsky**

2002

**Diagram 20-6** △



**1.♔g3!**

1.a4? loses after 1...f4 2.a5 f3† 3.♔g3 f2–+.

**1...♔e3 2.♔g2!**

2.a4? is once more bad, because of 2...f4† 3.♔g2 (3.♔h2 f3–+) 3...♔e2–+.

**2...♔e2**

Or 2...f4 3.♔f1=.

**3.♔g3!=**

This elementary defensive method is often seen.

### The activity of the king

The activity of the king is an important and often decisive advantage. So study with great care the following example.

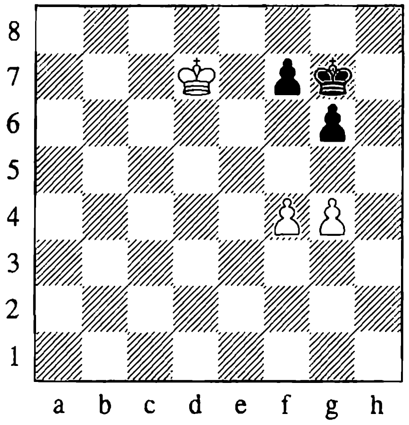
**Diagram 20-7**

The end of a study by

**M.Botvinnik**

1952

**Diagram 20-7** △



**1.♔e8!**

If 1.♔e7, then 1...♔g8.

**1...♔f6**

Or 1...♔g8 2.♔e7 ♔g7 3.f5. White wins with this move if the kings are in opposition. 3...g5 4.♔e8 ♔f6 (4...♔g8 5.f6+–) 5.♔f8⊙.

**2.♔f8 ♔e6**

2...g5 3.f5⊙

**3.♔g7 ♔e7**

Or 3...f5 4.g5 ♔d5 5.♔xg6 ♔c4 6.♔h5+–.

**4.f5 g5**

After 4...gxf5 5.gxf5 f6 there comes 6.♔g6+–.

**5.♔g8!**

But not 5.♔h6 ♔f6 6.♔h5? due to 6...♔g7 7.♔xg5 f6†=.

**5...♔f6 6.♔f8⊙+–**

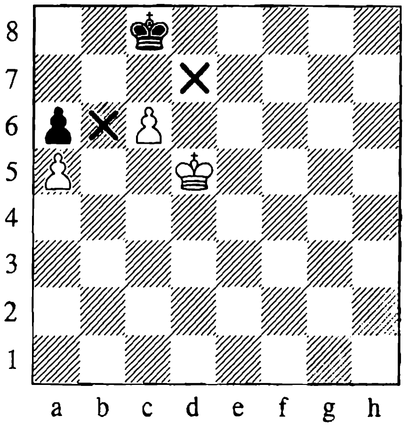
### Zugzwang and corresponding squares

*Zugzwang* and *corresponding squares* are important elements in pawn endings.

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

*The opposition* is only a special case of corresponding squares. There are, of course, other cases such as *mined squares* or *triangulation.*

**Diagram 20-8** △



### Diagram 20-8

**H.Fahrni – S.Alapin**

The key squares are b6 and d7. The corresponding squares are:

1) c5-c7

2) d5-c8

3) d6-d8, and also c4-d8(b8) and d4-d8(b8).

The last two pairs are also easy to understand. They are the squares which are next to the two related pairs 1 and 2.

White wins by a triangular manoeuvre with his king.

**1.♔c4!**

Equally good is 1.♔d4! ♔d8 2.♔c4! ♔c8 3.♔d5!.

**1...♔b8**

1...♔d8 is met similarly. If 1...♔c7, then 2.♔c5+–.

**2.♔d4!**

The triangulation.

**2...♔c8**

Black loses, because he is unable to remain next to both c7 and c8. The other suitable square (d8) cannot be reached directly from b8 and so is of no help to him! Thus White has a waiting move, while Black does not! Black is therefore forced to occupy one of the squares c7 or c8.

**3.♔d5!**

White simply occupies the corresponding square.

**3...♔c7**

If 3...♔b8(or d8), then 4.♔d6 ♔c8 5.c7⊙+–.

**4.♔c5! ♔c8 5.♔b6**+–

### Diagram 20-9

**G.Walker**

1841

**1.♔a3!**

1.a3? would be bad, in view of 1...♔b6 2.♔c3 ♔a5=. If now 3.♔d3?!, then 3...♔a4 4.♔e4 ♔xa3 and White has to find 5.♔d3! ♔b3 6.♔d2 ♔xc4 7.♔c2= with the opposition. Instead 5.♔d5? loses to 5...♔b4⊙. The squares b4 and d5 are *mined*: neither player must be the first to occupy one of them! 5.♔e5? is also bad, due to 5...♔b3 6.♔d5 ♔b4⊙.

**1...♔b6 2.♔b2! ♔a5**

Or 2...♔a6 3.♔c2 ♔a5 4.♔d2!.

**3.♔b3!**

The triangulation manoeuvre wins an important tempo.

**3...♔b6 4.♔c3 ♔a5**

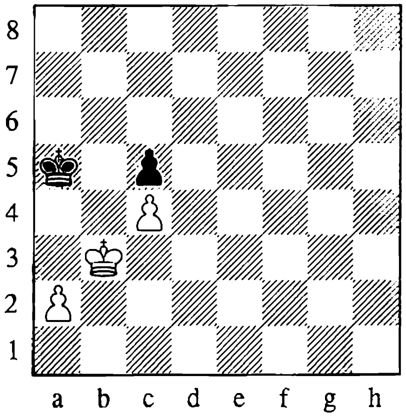
The corresponding (mined) squares are b4 and d3.

**5.♔d2! ♔a4 6.♔e3!**

But not 6.♔d3? on account of 6...♔b4⊙.

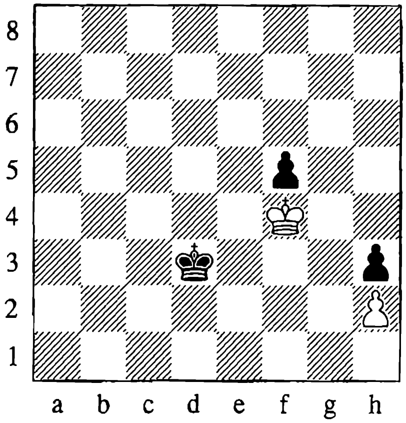
**6...♔b4 7.♔d3⊙ ♔a3 8.♔e4 ♔a4 9.♔d5 ♔b4 10.a3†+–**

**Diagram 20-9** △

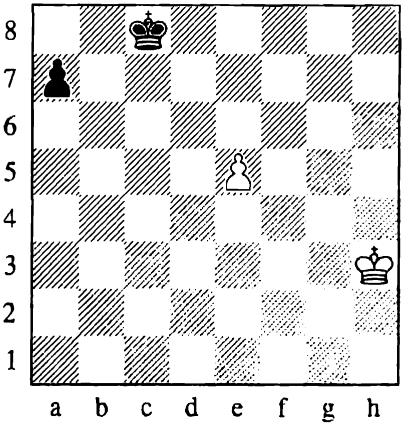


# Exercises

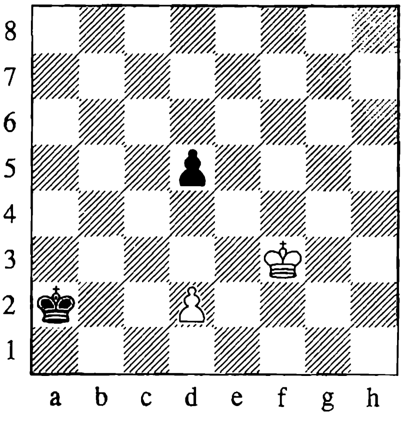
**➤Ex. 20-1◀** ★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

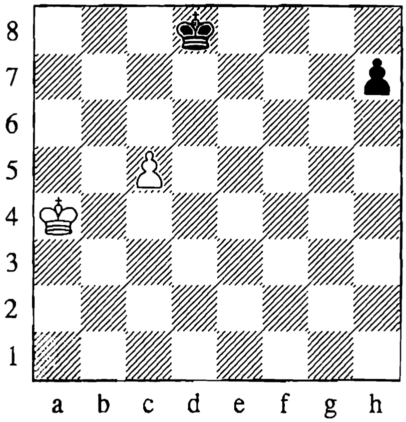
**➤Ex. 20-2◀** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

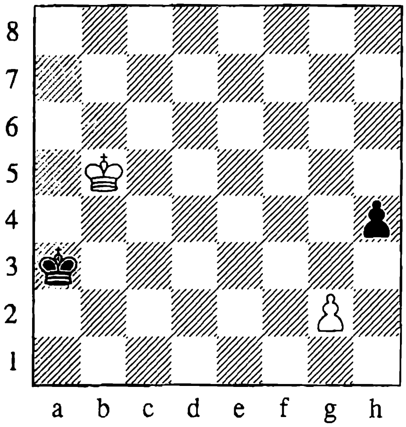
**➤Ex. 20-3◀** ★ △


8 7 6 5 4 3 2 1
a b c d e f g h

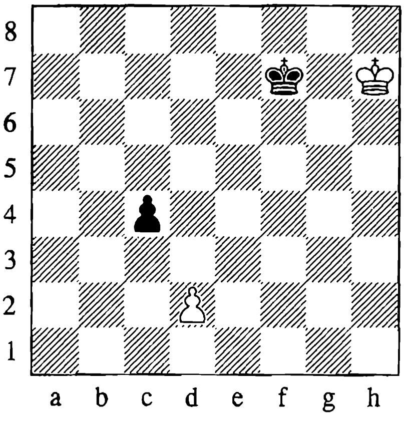
**➤Ex. 20-4◀** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 20-5◀** ★★ △

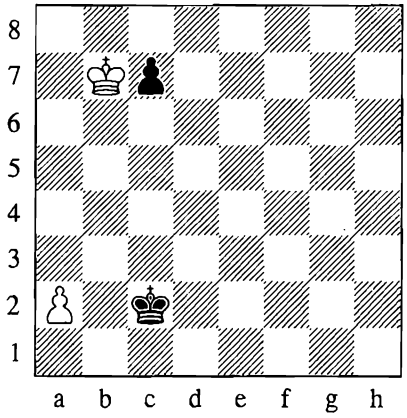

8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 20-6◀** ★ △

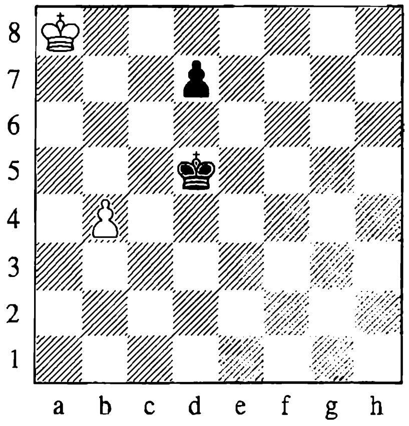

8 7 6 5 4 3 2 1
a b c d e f g h

# Exercises

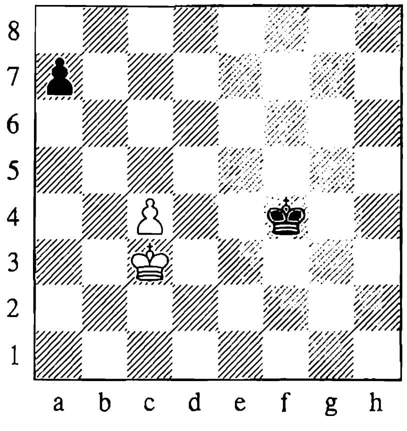
➤**Ex. 20-7**◀ ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

➤**Ex. 20-8**◀ ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

➤**Ex. 20-9**◀ ★★★ △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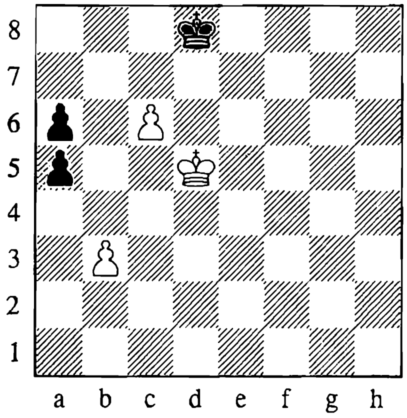
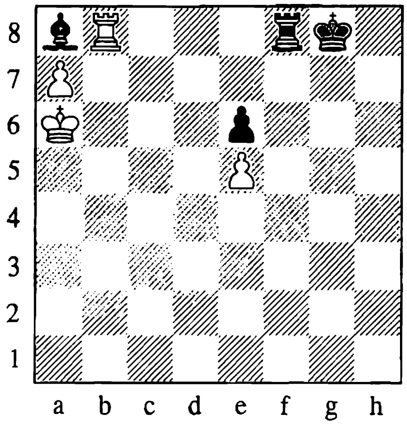
a b c d e f g h

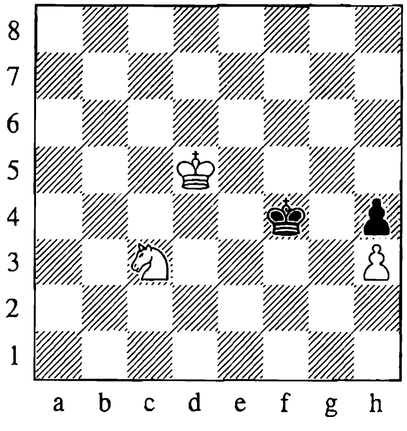
➤**Ex. 20-10**◀ ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

➤**Ex. 20-11** ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

➤**Ex. 20-12**◀ ★★ △


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

### Ex. 20-1

**Theoretical position**

**1...♔e2 2.♔xf5**

If 2.♔g3, then 2...♔e3 3.♔xh3 f4 4.♔g2 ♔e2–+.

**2...♔f3!**

(1 point)

The bodycheck.

**3.♔e5 ♔g2 4.♔f4 ♔xh2 5.♔f3 ♔g1–+**

### Ex. 20-2

**J.Moravec**

1952

**1.♔g4 a5 2.♔f5 a4 3.♔g6!**

(1 point)

Zigzagging. 3.♔f6? a3 4.e6 a2 5.e7 a1♕†–+ would be bad.

**3...a3 4.e6 a2 5.e7 ♔d7 6.♔f7=**

(another 1 point)

### Ex. 20-3

**J.Moravec**

1952

**1.♔f4!**

If 1.d4?, then 1...♔b3 2.♔e3 (or 2.♔f4 ♔c3! 3.♔e3!=) 2...♔c4 3.♔e2 ♔xd4 4.♔d2=.

After 1.♔e3? comes 1...♔b3 2.♔d4 ♔c2=.

**1...♔b3 2.♔e5 ♔c4 3.d4⊙+–**

Mined squares.

(1 point)

### Ex. 20-4

**J.Moravec**

1952

**1.♔b5! h5**

1...♔c7 2.♔c4 h5 3.♔d4=. The white king is inside the black pawn's square.

**2.♔c6!**

(1 point)

Reti's idea. The threat is ♔b7 as well as ♔d5.

**2...♔c8**

Or 2...h4 3.♔b7 h3 4.c6 h2 5.c7†=.

**3.♔d5 h4 4.♔e4=**

(1 point for both variations)

### Ex. 20-5

**J.Moravec**

1952

**1.♔c4!**

(1 point)

The bodycheck.

**1...♔b2 2.♔d3! ♔c1 3.♔e2! ♔c2 4.♔f3+–**

Followed by ♔g4.

(another 1 point for this variation)

### Ex. 20-6

**J.Moravec**

1952

**1.♔h8!**

(1 point)

But not 1.♔h6? ♔f6! 2.♔h7 ♔f5 3.♔g7 ♔e4 4.♔f6 ♔d3–+.

**1...♔f6 2.♔g8! ♔e5 3.♔f7 ♔d4 4.♔e6 ♔d3 5.♔d5=**

### Ex. 20-7

**J.Moravec**

1953

**1.♔c6!**

(1 point)

If 1.♔xc7?, then 1...♔c3!=.

Nothing is achieved by 1.a4? c5 2.a5 c4 3.a6 c3 4.a7 ♔b1 5.a8♕ c2=.

**1...♔c3**

Intending ♔b4.

**2.♔c5!+–**

Followed by a4.

(another 1 point)

White wins the struggle between the kings.

# Solutions

### Ex. 20-8

**J.Moravec**

1952

**1.♔b7!**

(1 point)

**1...♔c4 2.♔c7 d5 3.♔c6!**

(another 1 point)

Reti's idea.

**3...d4 4.b5=**

### Ex. 20-9

**J.Moravec**

1953

**1.♔d4!**

(1 point)

1.♔b4? ♔e5=

**1...♔f5**

If 1...a5, then 2.c5 a4 3.c6 a3 4.♔c3+–.

After 1...♔g5 there follows 2.♔d5 a5 3.♔c5!+–.

**2.♔d5!**

(1 point)

**2...♔f6**

If 2...a5, then 3.c5 a4 4.c6 a3 5.c7 a2 6.c8♕†+–.

**3.♔d6!**

But not 3.c5 ♔e7!=.

**3...♔f7**

Or 3...a5 4.c5 a4 5.c6 a3 6.c7 a2 7.c8♕ a1♕ 8.♕h8†+–.

**4.c5! ♔e8**

4...a5 5.c6+–

**5.♔c7 a5 6.c6 a4 7.♔b7 a3 8.c7 a2 9.c8♕†+–**

(another 1 bonus point for the variations after both 3...a5 and 3...♔f7)

Again White wins the struggle between the kings.

### Ex. 20-10

The end of a study by

**N.Grigoriev**

1933

The key squares are b6 and d7. The corresponding squares are:

1) c5-c7;
2) d5-d8;
3) d6-c8; and in addition c4-c8 and d4-c8.

**1.♔c4!**

(1 point)

Equally good is 1.♔d4! ♔c8 2.♔c4!+–.

Nothing is achieved by 1.♔d6 ♔c8 2.c7? due to 2...a4 3.bxa4 a5⊙=.

After 1.♔c5 there comes, of course, 1...♔c7.

**1...♔c8 2.♔d4!+–**

(1 point)

Triangulation.

**2...♔d8**

Or 2...♔c7 3.♔c5+–.

**3.♔d5! ♔c8 4.♔d6 ♔d8 5.c7† ♔c8 6.♔c6 a4 7.bxa4 a5 8.♔b6+–**

### Ex. 20-11

The end of a study by

**A.Nimzowitsch**

**1.♖xa8!**

(1 point)

But not 1.♖xf8†? ♔xf8 2.♔b6 ♔f7 3.♔c7 ♔g6 4.♔b8 ♗d5 5.a8♕ ♗xa8 6.♔xa8 ♔f5–+.

1.♔b6? ♗d5 would also be bad.

**1...♖xa8 2.♔b7 ♖f8 3.a8♕ ♖xa8 4.♔xa8 ♔g7 5.♔b7 ♔g6**

5...♔f7 loses after 6.♔c6 (the activity of the king) 6...♔e7 7.♔c7 ♔f7 8.♔d6+–.

**6.♔c6 ♔g5**

If 6...♔f5, then 7.♔d6+–.

**7.♔d7! ♔f5 8.♔d6⊙**

The squares d6 and f5 are mined.

(another 1 point for this variation)

# Solutions

### Ex. 20-12

The end of a study by

**L.Kubbel**

1914

**1.♘e2†!**

After 1.♘e4 ♔f5 2.♘c3 White can do nothing but repeat the position.

**1...♔f3 2.♘g1†!**

(1 point)

Not 2.♔e5? ♔xe2 3.♔f4, in view of 3...♔d3 4.♔g4 ♔e4=.

**2...♔g2 3.♔e4! ♔xg1 4.♔f3!**

(1 point)

The bodycheck.

**4...♔h2**

Or 4...♔f1 5.♔g4 ♔f2 6.♔xh4 ♔f3 7.♔g5+–.

**5.♔g4 ♔g2 6.♔xh4 ♔f3 7.♔g5+–**

# Scoring

Maximum number of points is 22

**19** points and above ➤ **Excellent**
**16** points and above ➤ **Good**
**11** points ➤ **Pass mark**

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

# CHAPTER 21

## Contents

- ✓ Speeding up the attack
- ✓ Drawing out the king
- ✓ Discovered attacks

## Decoying

The motif of *decoying* is an important tactical procedure in chess. **The king, or sometimes another piece, may be decoyed to an unfavourable position.**

Decoying is often a component part in various combinations (including, of course, mating combinations) which also contain other tactical motifs such as, for example, a *double attack* or a *double check*.

**Diagram 21-1** ▼

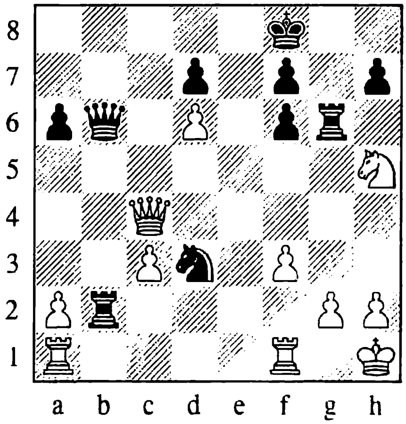


**Diagram 21-1**

**Iljuschtshenko – Schuschina**

USSR 1971

White is threatening mate. But with the help of a decoy, Black decides the game in his favour.

**1...♕g1†!!**

Either the king or the rook is decoyed to an unfavourable position.

**2.♔xg1**

Or 2.♖xg1 ♘f2#.

**2...♖gxg2†**

2...♖bxg2† also leads to mate: 3.♔h1 ♖g1†! 4.♖xg1 ♘f2#.

**3.♔h1 ♖xh2† 4.♔g1 ♖bg2#**

**Diagram 21-2** △

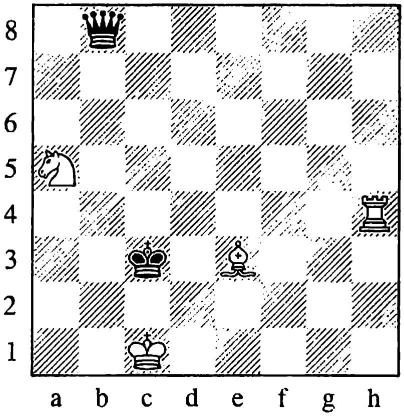


**Diagram 21-2**

The end of a study by

**H.Rinck**

1928

**1.♖b4!!**

This effective move wins the queen and with it the game.

**1...♕g8**

If Black takes the rook, he loses his queen: 1...♕xb4 2.♗d2†+– or 1...♔xb4 2.♘c6†+–.

**2.♖b3†! ♕xb3 3.♗d2†+–**

### Diagram 21-3

**Miszto – Kloza**

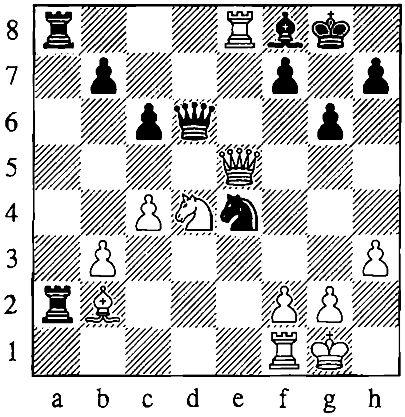
Poland 1955

**1.♕g7†!!**

This sacrifice decoys the black king onto the fatal g7-square.

**1...♔xg7 2.♘f5† ♔g8 3.♘h6#**

Diagram 21-3 △



The next nicely constructed mate is just as important for our tactical arsenal.

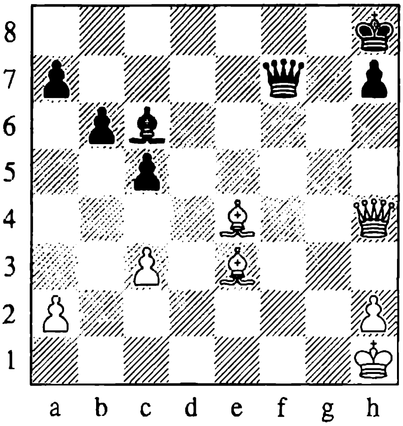
### Diagram 21-4

**N.N. – H.Pillsbury**

1899

**1...♕f1† 2.♗g1 ♕f3†! 3.♗xf3 ♗xf3#**

Diagram 21-4 ▼



In the next game, Black overlooked a possible combination involving decoying.

### Diagram 21-5

**M.Dvoretsky – L.Alburt**

Kiev 1970

After 1...♕c2?? 2.♖xe5+– White had a decisive advantage in material and won the game.

Instead, Black could have decided the game in his favour. He would have won after:

**1...♕c3!!–+**

If 2.♕xc3, then 2...♖xh5†–+. After 2.♕e2 comes 2...♖xh5† 3.♕xh5 ♕xe1†–+. And 2.♖e3 is no better, due to 2...♖xh5† 3.♕xh5 ♕xe3–+.

Diagram 21-5 ▼

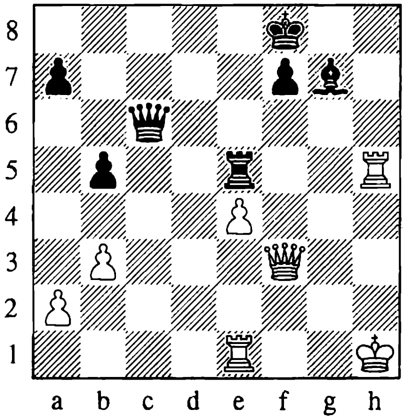
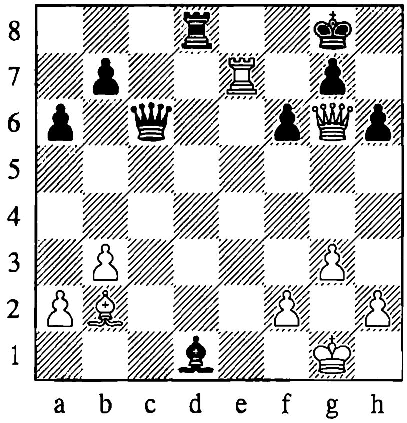


**Diagram 21-6** ▼



Often a decoy is needed to expose the opposing king to checks and so speed up the attack.

### Diagram 21-6

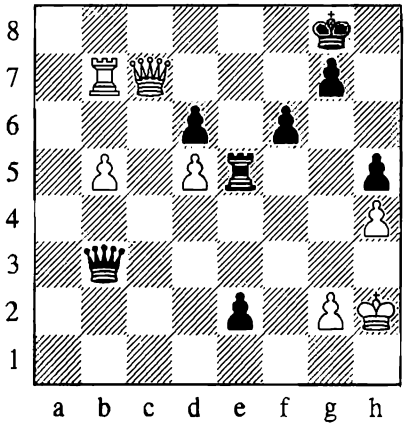
**J.Seitz – L.Rellstab**

Bad Pyrmont 1933

**1...♕h1†! 2.♔xh1 ♗f3†–+**

White resigned here, because he loses after 3.♔g1 ♖d1† 4.♖e1 ♖xe1#.

**Diagram 21-7** ▼



### Diagram 21-7

**A.Tolush – P.Keres**

Leningrad 1939

White has some dangerous threats of mate. So Black cannot afford to waste any time.

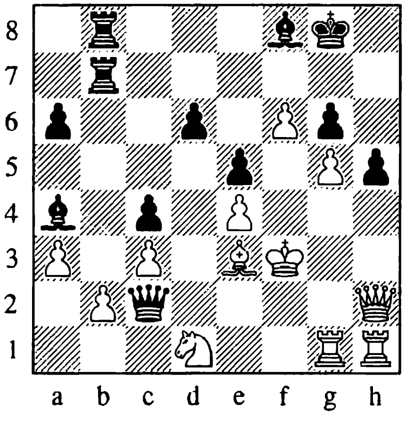
**1...♕g3†!**

White resigned at once, because after 2.♔xg3 there follows 2...e1♕†. Now White is mated in all variations:

a) 3.♔h2 ♕xh4† 4.♔g1 ♖e1#
b) 3.♔f3 (or ♔f4) 3...♕e3#
c) 3.♔h3 ♖e3† 4.♔h2 ♕xh4† 5.♔g1 ♖e1#

Decoying is also used to rip the opposing king out of a safe environment.

**Diagram 21-8** ▼



### Diagram 21-8

**C.Domsgen Hölzlein – V.Kozlovskaya**

1975

**1...♕xe4†! 2.♔xe4**

Or 2.♔g3 ♕g4† 3.♔f2 ♖xb2† 4.♘xb2 ♖xb2† 5.♔e1 ♕d1#.

**2...♗c6#**

### Diagram 21-9

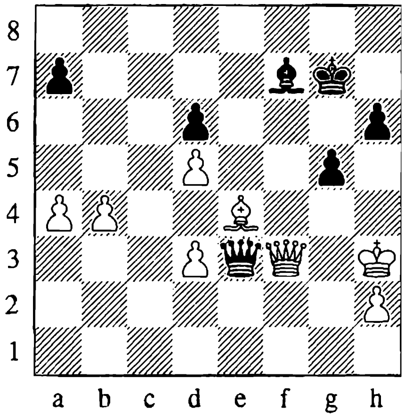
**B.Larsen – B.Spassky**

Linares 1981

**1...g4†!–+**

A double decoy decides the game. White resigned. After 2.♔xg4 comes the second decoy 2...♗h5†!–+. If now 3.♔xh5, then 3...♕g5#.

Diagram 21-9 ▼



In the following example you will find decoying combined with a discovered attack.

### Diagram 21-10

**B.Katalymov – G.Ilivitzki**

Frunze 1959

**1.♗f7†! ♔xf7**

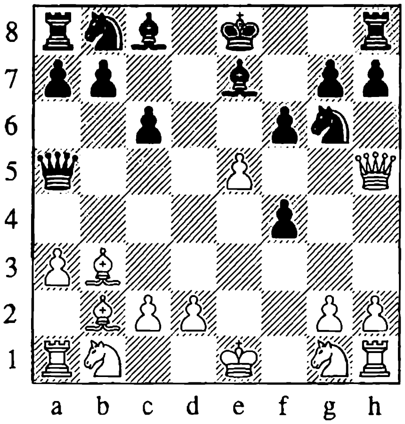
1...♔f8 2.♗xg6+–

**2.e6†+–**

The queen on a5 is lost.

**1–0**

Diagram 21-10 △



Finally we will look at two examples in which the decoy leads to the winning of material.

### Diagram 21-11

**D.Lapienis – A.Koblenz**

Vilnius 1962

**1...♗c2!**

After this effective move White resigned.

If 2.♖xc2, then 2...c4 3.♕a3 ♘xc2–+. After 2.♕a3 the move 2...♘c4–+ wins.

Diagram 21-11 ▼

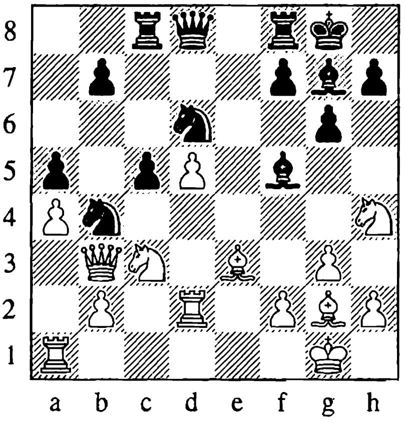
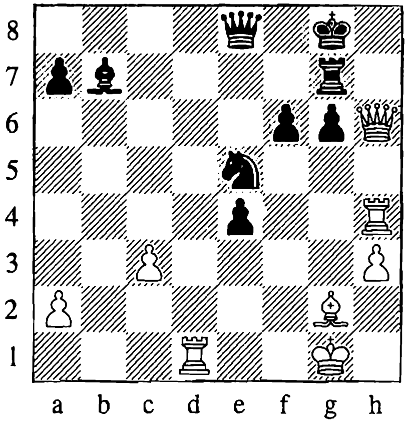


**Diagram 21-12** △



## Diagram 21-12

### L.Szabo – D.Bronstein

Zürich 1953

**1.♖d8!**

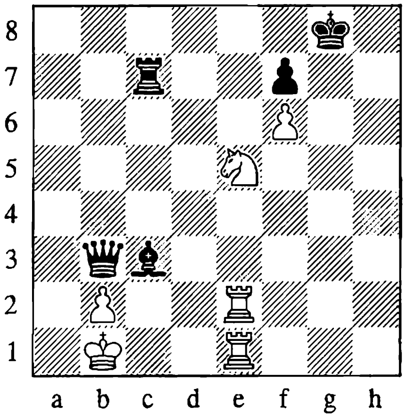
Nothing was achieved by 1.♕h8†, since after 1...♔f7 the queen on e8 is protected by the king. Now the distance between the two black pieces is increased.

**1...♕xd8 2.♕h8† ♔f7 3.♕xd8+– g5 4.♖h6**

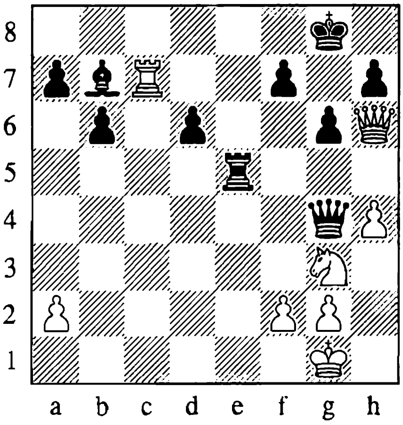
**1–0**

# Exercises

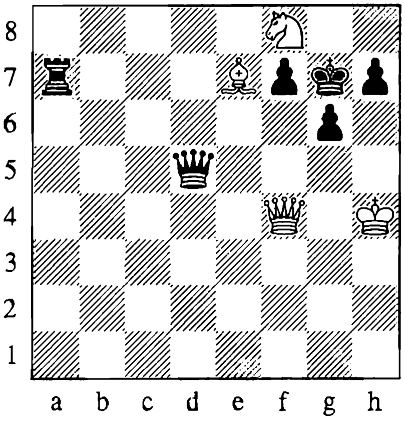
**➤ Ex. 21-1 ◄** ★ △



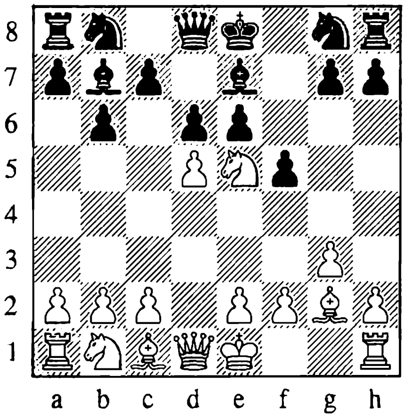
**➤ Ex. 21-2 ◄** ★ ▼



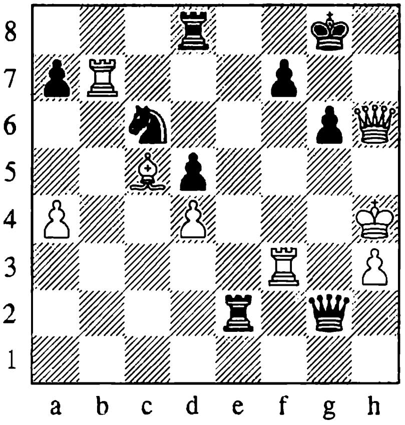
**➤ Ex. 21-3 ◄** ★ △



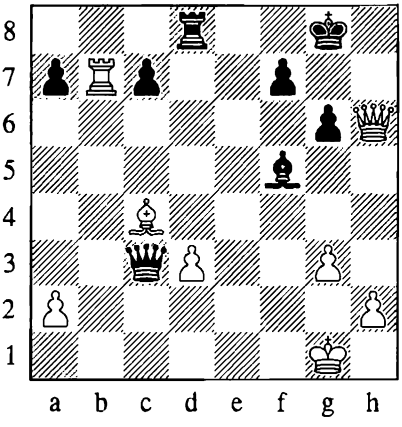
**➤ Ex. 21-4 ◄** ★ △



**➤ Ex. 21-5 ◄** ★ △

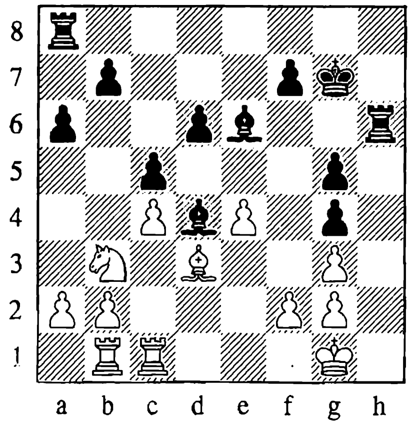


**➤ Ex. 21-6 ◄** ★ △

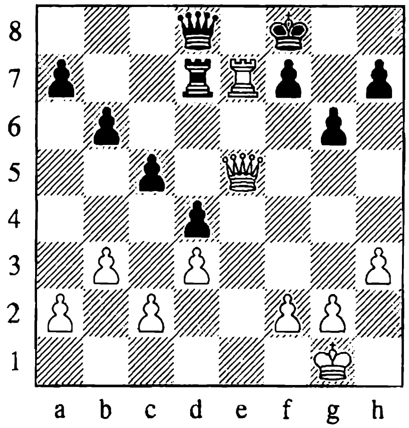


# Exercises

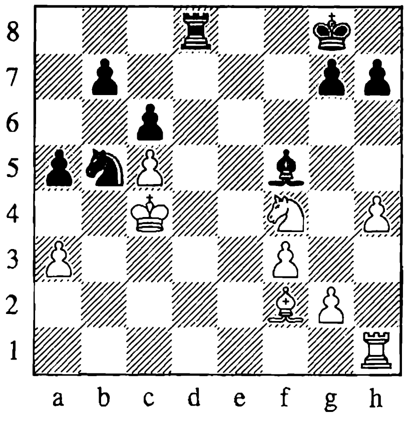
**➤Ex. 21-7⮜** ★ ▼



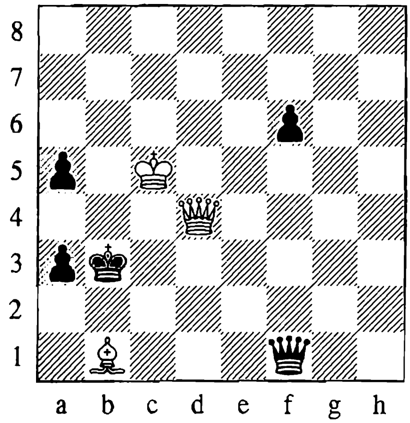
**➤Ex. 21-8⮜** ★ △



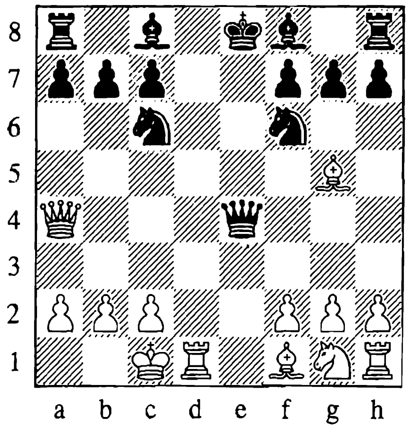
**➤Ex. 21-9⮜** ★★ ▼



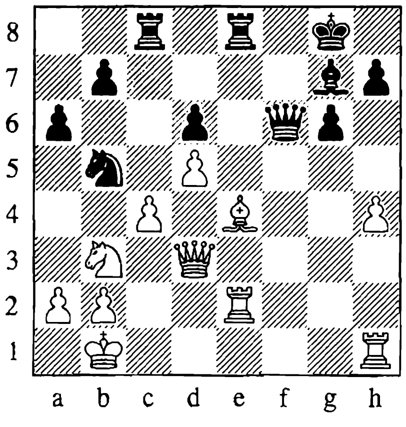
**➤Ex. 21-10⮜** ★ △



**➤Ex. 21-11⮜** ★ △



**➤Ex. 21-12⮜** ★★ ▼



# Solutions

## Ex. 21-1

**P.Stamma**

1792

**1.♖g2†**

1.♖g1† is equally good.

**1...♔f8**

1...♔h7 2.♖h1#

**2.♘d7†!**

Decoying.

**2...♖xd7 3.♖e8† ♔xe8 4.♖g8#**

(1 point)

## Ex. 21-2

**Mädler – W.Uhlmann**

Aschersleben 1963

**1...♖e1† 2.♔h2 ♖h1†!!**

Decoying and deflection!

**3.♔xh1**

Or 3.♘xh1 ♕xg2#.

**3...♕h3† 4.♔g1 ♕xg2#**

(1 point)

## Ex. 21-3

**E.del Rio**

1750

**1.♘e6†! ♕xe6**

If 1...fxe6, then 2.♕f8#. After 1...♔g8 comes 2.♕b8†+–.

**2.♕h6†!**

Decoying.

**2...♔xh6 3.♗f8#**

(1 point)

## Ex. 21-4

**Zaverbnij – Gumelis**

Belgium 1953

**1.♘f7!**

Decoying.

**1...♔xf7 2.dxe6†+–**

Black resigned, due to 2...♔xe6 3.♗xb7+–.

(1 point)

## Ex. 21-5

**J.Polgar – L.B.Hansen**

Vejstrup 1989

**1.♕g7†!!**

1.♕h7† is equally good.

Black resigned, on account of 1...♔xg7 2.♖fxf7† ♔g8 (2...♔h6 3.♖h7#) 3.♖g7† ♔h8 4.♖h7† ♔g8 5.♖bg7#

(1 point)

## Ex. 21-6

**H.Mecking – Tan Lian Ann**

Petropolis Interzonal 1973

**1.♗xf7†! ♔xf7 2.♖xc7†!**

(1 point)

Decoying.

**2...♕xc7 3.♕h7† ♔e6 4.♕xc7+–**

**1–0**

## Ex. 21-7

**A.Cevallos – G.Moehring**

Tel Aviv Olympiad 1964

**1...♖h1†!!**

White resigned, in view of 2.♔xh1 ♗xf2 3.♖f1 ♖h8#.

(1 point)

## Ex. 21-8

**Kwiletzki – Rozinski**

Posen 1954

**1.♕f6!**

Threatening ♕xf7#.

**1...♕xe7**

Or 1...♖xe7 2.♕h8#.

**2.♕h8#**

(1 point)

# Solutions

### Ex. 21-9

**Karlson – N.Kopylov**

Irkutsk 1961

**1...♖d3!!**

Threatening both ♘xa3# and ♖c3#.

**2.♘xd3 ♗e6#**

(2 points)

### Ex. 21-10

**T.Gorgiev**

1938

**1.♕a4†!!**

Decoying.

**1...♔xa4**

1...♔c3 2.♕c2#; 1...♔b2 2.♕c2† ♔a1 3.♕a2#.

**2.♗c2#**

(1 point)

### Ex. 21-11

**D.Bronstein – N.N.**

Sochi 1950

**1.♖d8†!! ♔xd8 2.♕xe4+–**

**1–0**

(1 point)

### Ex. 21-12

**K.Honfi – L.Barczay**

Kecskemet 1977

**1...♖xc4! 2.♕xc4 ♕xb2†!! 3.♖xb2 ♘a3† 4.♔c1 ♗xb2† 5.♔xb2 ♘xc4† 6.♔c3 ♖xe4–+**

(2 points)

**7.♘d4 ♘b6**

**0–1**

# Scoring

Maximum number of points is 14

**12** points and above → **Excellent**

**10** points and above → **Good**

**7** points → **Pass mark**

*If you scored less than 7 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

# CHAPTER 22

## Contents

✓ Typical mistakes in the opening
✓ An advantage in development
✓ Symmetry in the opening

# Time in the opening

We already know that the first principle in opening play is rapid development of all the pieces. In this chapter we treat this theme in even greater depth.

**In the opening – especially in open positions – you should waste no time.**

You should also understand that rules in chess are never universally correct, there are also sometimes exceptions. But before concerning yourself with exceptions to the rule, you need first to have properly understood the rule itself!

### Typical mistakes

Here are some typical mistakes which may lead to a loss of time:

1) Moving the rook pawns to h3 or a3 (h6 or a6) without good reason.

2) Moving pieces which have already been developed and forgetting to bring the remainder of your forces into play.

3) Developing the queen too early into an exposed position.

4) Trying to win material too soon and in doing so neglecting your development.

An experienced opponent will punish such errors mercilessly.

**A.Tolush – V.Alatortsev**

USSR Ch, Moscow 1948

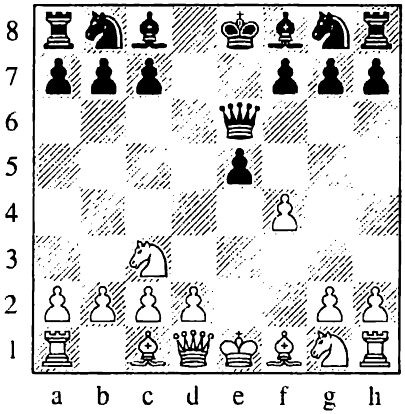
**1.e4 e5 2.f4 d5 3.exd5 ♕xd5?**

3...exf4 would be better. Now White can attack the queen, thereby gaining time for his development.

**4.♘c3 ♕e6**

**Diagram 22-1**

**Diagram 22-1** △



**5.fxe5**

The pawn sacrifice 5.♘f3!? exf4† 6.♗e2 would also be very promising. White develops his pieces very quickly and can attack the opposing king which is still in the centre.

**5...♕xe5† 6.♗e2**

The threat is 7.♘f3, gaining another tempo.

**6...♗g4!?**

This hinders the development of the g1-knight.

**7.d4!**

Another 'free' developing move! Black must move the queen again.

If 7.♘f3?, then 7...♗xf3.

**7...♕e6 8.♕d3**

White prepares to castle queenside. There is at the same time the threat of 9.♕b5†.

**8...c6 9.♗f4 ♘f6 10.0–0–0**

**Diagram 22-2**

White is clearly better. He has already mobilized several pieces and castled. Black is afraid that his opponent will use the e-file for a quick attack. But the exchange on e2 just speeds up White's development.

**10...♗xe2 11.♘gxe2 ♗d6?**

**Diagram 22-3**

In difficult positions you cannot afford to play the second-best move. Here the correct move would be 11...♘bd7, to prepare queenside castling.

If 12.♖he1 0–0–0 13.♘g3 (13.h3 ♗d6), then 13...♕g4 14.♕f5 g6±. Even after 12.d5 ♘xd5 13.♘xd5 ♕xd5 14.♕xd5 cxd5 15.♘c3 0–0–0 16.♘xd5 White is only moderately better.

**12.d5!**

To exploit a lead in development you should try to open lines.

**12...♘xd5?!**

12...cxd5 would be more stubborn, but even then White has a dangerous initiative: 13.♘b5! ♗e5 14.♘bd4 ♗xd4 (or 14...♕d6 15.♕e3 ♘e4 16.♘b5±) 15.♘xd4 ♕g4 16.♖he1† ♔f8 17.♗d6† ♔g8 18.♕b3 ♕c8 19.♗e5± and if 19...♘bd7?!, then 20.♘f5+–.

12...♕d7? would be bad, in view of 13.♗xd6 ♕xd6 14.dxc6! ♕xd3 15.cxb7!+–.

**13.♘xd5! cxd5**

**Diagram 22-4**

**14.♕g3!+–**

White does not allow his opponent any time to consolidate the position and exploits his better developed pieces to attack him!

**14...♗xf4†**

If 14...♘c6, then 15.♗xd6 0-0-0 16.♗c7 ♖d7 17.♕xg7 ♖e8 18.♗g3+– and the knight on e2 is safe because of 19.♖he1.

Diagram 22-2 ▼

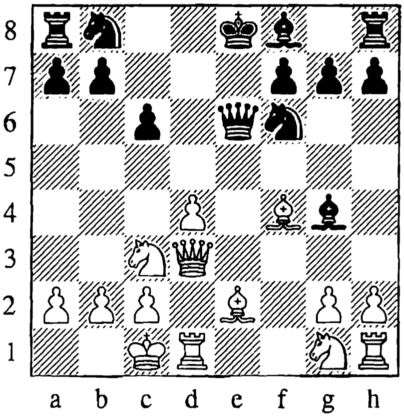


Diagram 22-3 △

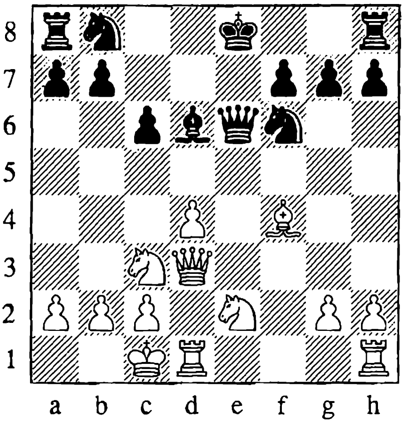
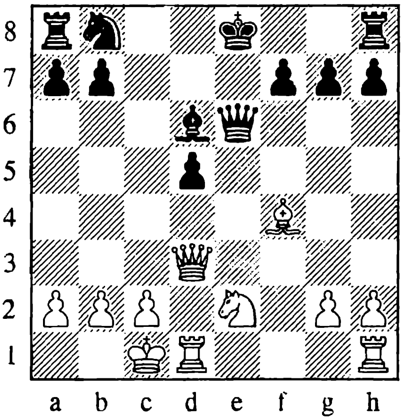


Diagram 22-4 △



**15.♘xf4 ♕h6**

Yet again Black is forced to move his queen away. In this example we can see what serious consequences can result from a mistake in the opening. The white attack is like an avalanche.

**16.♖he1† ♔f8 17.♕a3†**

**1–0**

The following example is taken from the classic book *Chess master vs. chess amateur* by the fifth World Chess Champion Max Euwe.

## Amateur – Master

**1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.♗b5**

4.d4 is a good alternative.

**4...♗b4**

4...♘d4 leads to sharp play.

**5.0–0 0–0 6.d3 d6 7.♗g5**

**Diagram 22-5** ▼

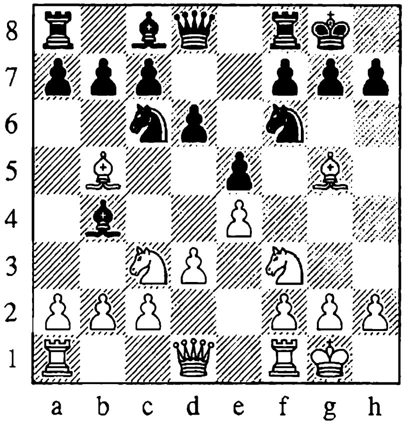


**Diagram 22-5**

**7...♘e7!?**

In such positions Black must choose the correct moment to break the symmetry. Black accepts the doubled f-pawns, hoping to get counterplay on the kingside via the g-file.

7...♗g4? 8.♘d5 ♘d4 9.♘xb4 ♘xb5 10.♘d5 ♘d4 would be bad, on account of 11.♕d2!? ♘xf3† (or 11...♗xf3 12.♗xf6 ♕d7 13.♘e7† ♔h8 14.♗xg7† ♔xg7 15.♕g5† ♔h8 16.♕f6#) 12.gxf3 ♗xf3 13.♗xf6 gxf6 14.♕e3 ♗h5 15.♕h6 ♗g6 16.f4 c6 17.fxe5 fxe5 18.♘f6† ♔h8 19.h4+–.

There is the solid continuation 7...♗xc3 8.bxc3 ♕e7, intending ♘d8-e6.

7...♗xc3 8.bxc3 h6 9.♗h4 ♗d7 is also a safe possibility.

**8.a3?**

This is a clear loss of time, since Black would probably give up his bishop for the c3-knight of his own accord, in order to stop the latter getting to d5.

8.♗xf6 gxf6 9.♘e2 would be a better way to play. If instead 9.♘h4 ♘g6 10.♕h5 ♗xc3 11.bxc3 ♔h8 12.♘f5 (Euwe), then 12...♘f4 and Black is already somewhat better.

Also clearly superior is 8.♘h4 ♗xc3 9.bxc3. Black may now play 9...♘d7, intending to free himself from the pin by f7-f6. After 10.d4 f6 11.♗e3 ♘b6 Black has a solid position.

**8...♗xc3 9.bxc3 ♘g6**

'This is how Black avoids the doubling of his pawns and prepares the unpinning of his king's knight.' (Euwe)

**10.♕e2?**

If the black knight later comes to f4 this move will once again be shown up as a waste of time. 10.♕d2 would be better.

**10...h6**

A typical unpinning manoeuvre.

**11.♗e3**

11.♗xf6? ♕xf6 concedes the initiative on the kingside to Black.

**Diagram 22-6**

**11...♘h5!**

Intending to occupy the f4-square.

**12.d4**

12.♘xe5? would be bad, because of 12...♘hf4 13.♗xf4 ♘xf4 and then 14...dxe5.

**12...♘hf4 13.♗xf4?**

13.♕d2 ♗g4 14.♘e1 would be more logical, and White would have no great problems. Exchanging the knight only helps his opponent, who wants to get rid of a 'superfluous' knight (both pieces are aiming for the f4-square).

**13...♘xf4∓ 14.♕d2?**

White should play 14.♕e3 to protect his f3-knight. After 14...♕f6∓ Black is more active.

**14...♕f6∓ 15.♔h1?**

If 15.♘e1?, then 15...exd4! 16.cxd4 ♕g5! with the double threat of ♘h3† and ♕xb5.

15.♕e3, admitting the loss of a tempo, was required.

**Diagram 22-7**

**15...♘xg2!**

A typical combination, which destroys the white castled position. 15...♕g6 16.♖g1 ♕xe4 17.♖ae1 ♕f5 18.dxe5 ♘xg2 would not be so good, due to 19.♖xg2 ♕xf3 20.♖e3 with counterplay.

**16.♔xg2**

16.♗e2 ♘f4 would be somewhat more stubborn, although Black has an extra pawn and a better position.

**Diagram 22-6** ▼

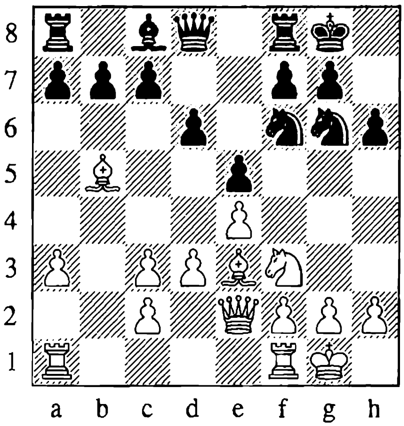
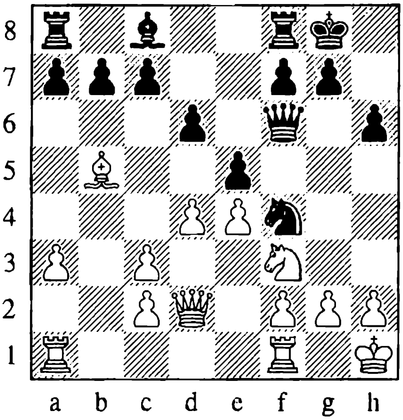


**Diagram 22-7** ▼



**16...♗h3†!–+ 17.♔g3**

After 17.♔xh3 comes 17...♕xf3† 18.♔h4 g5†–+.

**17...♗xf1**

Even simpler would be 17...♕e6! threatening ♕g4#.

**18.♖xf1 ♕g6† 19.♔h3**

Or 19.♔h4 ♕xe4† 20.♔g3 ♕g6† 21.♔h4 ♕g2 22.♕e3 g5† 23.♘xg5 hxg5† 24.♕xg5† ♕xg5† 25.♔xg5 ♔g7 with a winning endgame.

**19...f5!**

This move with its threat of ♕g4# also brings more black pieces (the rook on f8 and the pawn on f5) into the attack.

**20.♖g1**

20.exf5 ♕xf5† 21.♔g2 ♕xf3†–+ is clear.

**20...♕h5† 21.♔g2**

After 21.♘h4 comes 21...g5 and Black wins the knight.

**21...♕g4† 22.♔f1 ♕xf3 23.♕xh6**

White tries his last chance.

**Diagram 22-8** ▼

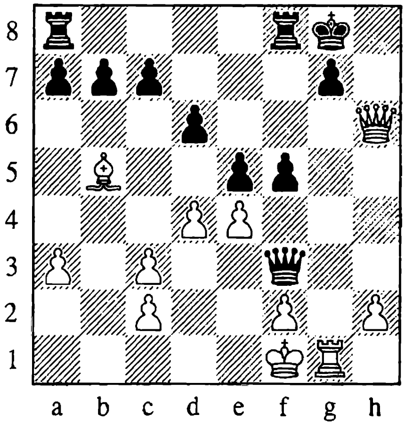


**Diagram 22-8**

**23...♕d1†!**

Certainly not 23...♖f7?, due to 24.♖xg7†! ♖xg7 25.♗c4† ♖f7 26.♕g6† ♔h8 27.♕h6† ♖h7 28.♕f6† ♖g7 29.♕h6† with perpetual check.

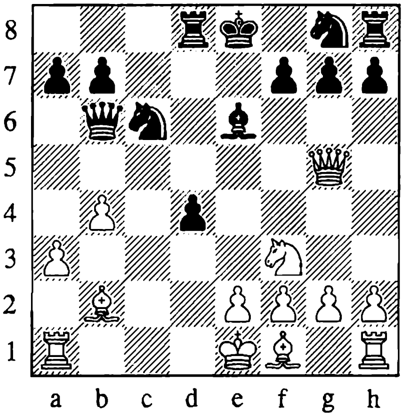
**24.♔g2 ♕xg1†**

And White resigned.

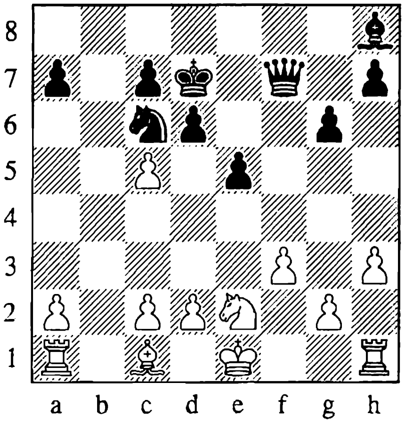
In the next test, please try to exploit the opening mistakes made by your opponent. Look for active attacking moves. Try at the same time to bring your pieces into play with a gain of tempo.

# Exercises

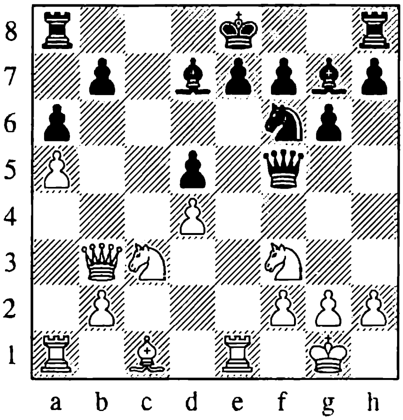
➤ **Ex. 22-1** ◀ ★★★★ ▼



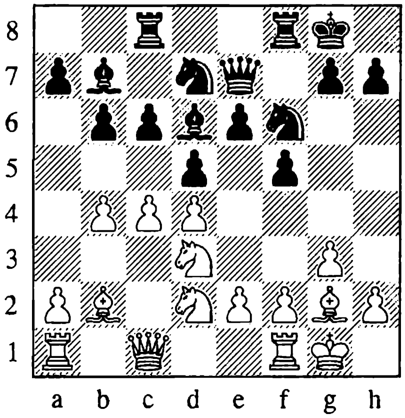
➤ **Ex. 22-2** ◀ ★ ▼



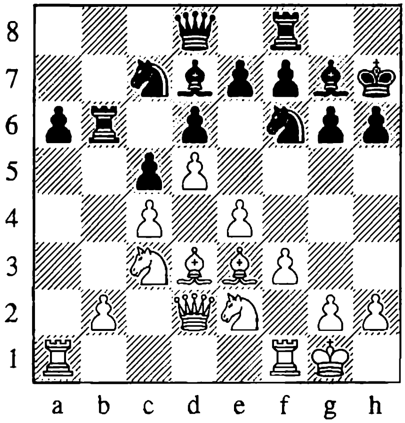
➤ **Ex. 22-3** ◀ ★ △



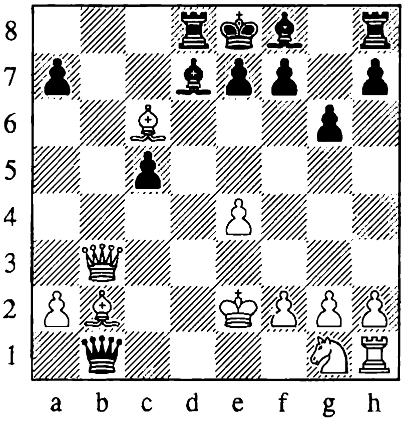
➤ **Ex. 22-4** ◀ ★★ ▼



➤ **Ex. 22-5** ◀ ★★ △

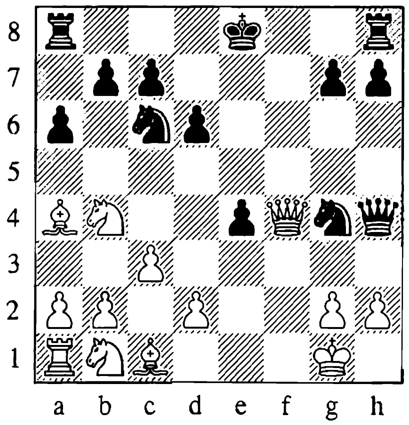


➤ **Ex. 22-6** ◀ ★★ △

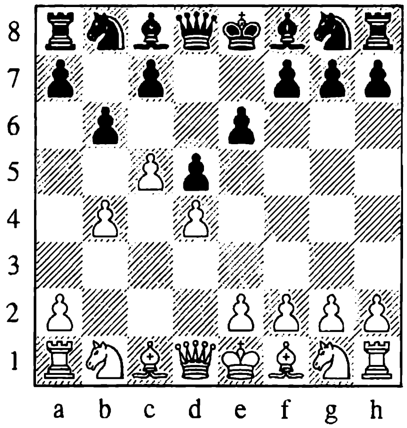


# Exercises

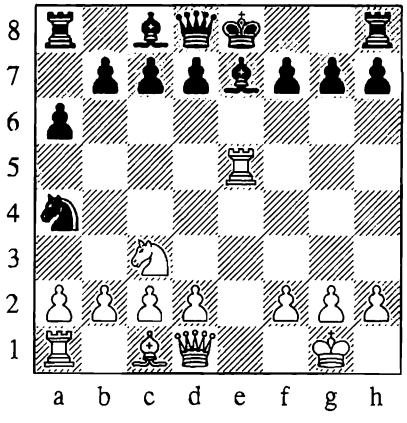
➤Ex. 22-7◄ ★★ ▼



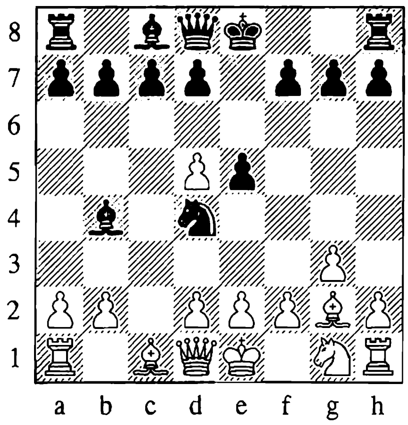
➤Ex. 22-8◄ ★★ ▼



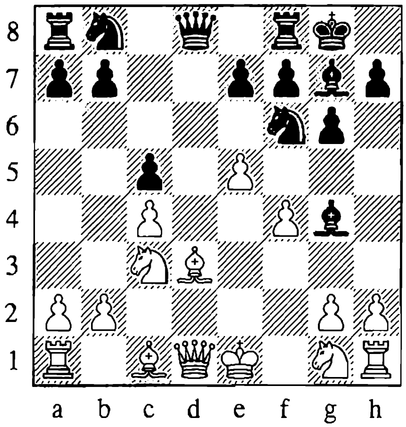
➤Ex. 22-9◄ ★ △



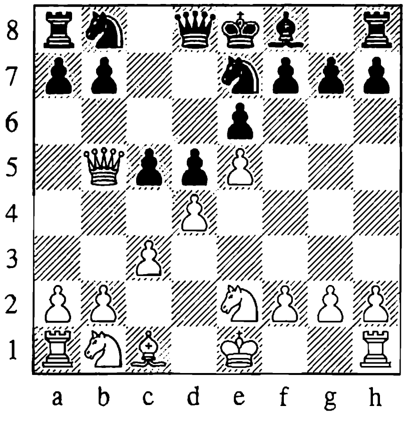
➤Ex. 22-10◄ ★★ △



➤Ex. 22-11◄ ★★★ △



➤Ex. 22-12◄ ★ ▼



# Solutions

### Ex. 22-1

**O.Bernstein – R.Spielmann**

Ostend 1906

**1...♘f6!**

(2 points)

1...♘xb4 2.axb4 ♕xb4† would be bad, due to 3.♕d2.

You only get 1 point for the move 1...♔f8, two points for the somewhat more active move 1...♘ge7. The knight is clearly better placed on f6.

**2.♕xg7 ♔e7**

(another 2 points)

Black now threatens ♘xb4. Although the king is not so safe on e7, Black can afford this since almost all of his pieces are already developed.

**3.♕h6 ♖hg8**

Bringing the rook into the game. There will soon be exchanges and Black will have the better chances since he has more pieces in play.

**4.♖d1 a5 5.♕d2**

White would do better to play 5.b5 ♕xb5 6.♗xd4 (if 6.♕c1, then 6...♕b6 with the initiative) 6...♘xd4 7.♘xd4 ♕c5 8.♕e3 ♘g4 9.♕d3 ♘e5 10.♕e3 ♘c4 11.♕c3 ♕xa3 12.♕xa3† ♘xa3∓.

**5...♘e4 6.♕c2 f5 7.bxa5 ♕xa5† 8.♘d2 ♘e5 9.♗c1 ♖d6**

9...♘g4–+ would be very strong.

**10.f3**

If 10.g3, then 10...♘g4–+.

**10...♘c3 11.g3 ♖b6 12.♔f2 ♖c8 13.♔g1 ♘xe2†**

White resigned.

### Ex. 22-2

**L.Maslov – A.Lutikov**

USSR 1963

**1...e4!**

(1 point)

Black attacks at once.

**2.c3 exf3 3.♖f1**

3.0–0?! ♕c4∓

**3...♘e5!∓ 4.gxf3 ♘d3† 5.♔d1 ♕c4**

Threatening ♕a4#.

**6.♘g3**

6.♔c2 ♘xc1–+

**6...♗e5 7.♖g1 ♕a4† 8.♔e2 ♘f4† 9.♔e3 ♘xh3–+**

**0–1**

### Ex. 22-3

**D.Bronstein – E.Geller**

Gothenburg 1955

**1.♖e5! ♕d3**

Or 1...♕g4 2.h3+–.

**2.♖xe7†**

(1 point)

**2...♔xe7**

If 2...♔f8, then 3.♖xf7†! ♔xf7 4.♘e5†+–.

**3.♘xd5† ♘xd5 4.♕xd3+– f6 5.♗d2 ♔f7 6.♕b3 ♗c6 7.♘e1 ♖he8 8.♘d3 ♖e6 9.♖c1 ♗f8 10.♖xc6!**

**1–0**

### Ex. 22-4

**B.Privman – A.Yusupov**

World Open, Philadelphia 2002

**1...c5!**

(2 points)

Black wants to open the c-file, which will also leave the white queen unfavourably placed on c1.

1...e5 (1 point) would not be so strong: 2.dxe5 ♘xe5 3.♘xe5 ♗xe5 4.♗xe5 ♕xe5 5.e3∞.

1...♘e4 is only worth 1 consolation point.

**2.dxc5 bxc5 3.bxc5 ♘xc5 4.♗xf6 ♕xf6**

4...♖xf6!?∓

**5.♕a3 ♕e7**

5...♖c7 would be interesting.

**6.cxd5?!**

6.♕xa7 ♖a8 (or 6...♘xd3 7.exd3 ♗c5

# Solutions

8.♕a4 f4 with an attack) 7.♕b6 ♖fb8 8.♘xc5 ♗xc5 9.♕b3=∞ would be a better try.

**6...♘e4 7.♕a5**

7.♕b2 ♗xd5∓

**7...♗xd5∓**

7...♗c7 8.♕xa7 ♘xd2 would not be so good, because of 9.♖fd1.

**8.♘f4?**

8.♖fc1 ♗c7! 9.♕b4 ♕xb4 10.♘xb4 ♘xd2 11.♘xd5 exd5 12.♗xd5† ♔h8 13.♗b7 ♗e5!∓ would be more stubborn. White had overlooked his opponent's strong reply.

**8...♖c5–+**

**0–1**

## Ex. 22-5

### A.Yusupov – M.Santo Roman

Graz 1978

**1.e5!±**

(2 points)

1.f4 would not be so good, because of the reply 1...♘g4.

**1...♘g8**

After 1...dxe5 comes 2.♗xc5±.

**2.f4 ♕b8 3.♖a2 ♕b7 4.g3**

Another good move would be the immediate 4.f5!.

**4...♖b8 5.f5! ♖xb2 6.fxg6† fxg6 7.♗xg6† ♔h8 8.♖xb2 ♕xb2 9.♗c2!+– ♗xe5 10.♕d3**

**1–0**

## Ex. 22-6

### R.Nezhmetdinov – N.N.

1951

**1.♘f3!**

(1 point)

1.♗xh8 ♕xb3 2.♗xd7† ♖xd7 3.axb3 f6± is not so powerful (1 consolation point).

**1...♕xh1 2.♘e5**

(another 1 point)

2.♗xd7† ♖xd7 3.♕b8† ♖d8 4.♕b5† ♖d7 5.♘e5? would be wrong, due to 5...♕d1†–+.

**2...e6 3.♗xd7† ♖xd7**

If 3...♔e7, then 4.♕b7+–.

**4.♕b8† ♖d8**

After 4...♔e7 comes 5.♘c6#.

**5.♕b5† ♔e7 6.♕b7† ♔f6**

6...♔d6 7.♘xf7#

**7.♕xf7† ♔g5 8.♘f3† ♔h5 9.g4†! ♔xg4 10.♕xe6† ♔f4**

Or 10...♔h5 11.♕h3#.

**11.♗e5† ♔xe4 12.♘g5#**

## Ex. 22-7

### M.Adams – J.Piket

Wijk aan Zee 1991

**1...♖f8!**

(1 point)

Nothing is achieved by 1...♕e1†?! 2.♕f1. While after 1...0-0-0 there follows 2.h3.

**2.♕g3**

If 2.♕xe4†, then 2...♔d8 3.♘xc6† bxc6 4.h3 ♕f2† 5.♔h1 ♕f1#.

**2...♖f1†!–+**

(another 1 point)

2...♕f6 is not so clear after 3.♕e1.

**3.♔xf1 ♘xh2† 4.♕xh2 ♕xh2–+**

White resigned. After 5.♘xc6 comes 5...♕h1† 5.♔e2 ♕xc1–+.

## Ex. 22-8

### Amateur – Master

**1...a5!**

(2 points)

A standard solution. Only 1 consolation point for 1...♘f6.

If 1...bxc5 2.bxc5 ♗xc5?!, then 3.dxc5 ♕f6 4.♗d2! ♕xa1 5.♗c3 ♕xa2 6.♗xg7±.

**2.♕a4†**

Nor do other moves solve the problems on the queenside:

a) 2.a3 axb4∓

b) 2.cxb6 ♗xb4† 3.♗d2 ♗xd2† 4.♘xd2 cxb6∓

# Solutions

c) 2.bxa5 bxc5∓

**2...♗d7 3.♕a3 ♘c6 4.e3 ♘xb4–+**

Or 4...axb4–+.

**0–1**

### Ex. 22-9

**A.Wachweger – W.Weise**

Wels 2000

**1.♘d5!**

(1 point)

**1...0–0 2.♘xe7† ♔h8 3.♕h5! g6**

After 3...d6 there follows 4.♕xh7†! ♔xh7 5.♖h5#.

**4.♕h6 d6 5.♖h5!**

Black resigned, in view of 5...gxh5 6.♕f6#.

### Ex. 22-10

**Opening variation**

**1.e3! ♘f5**

Or 1...♘b5 2.♕a4+–.

(1 bonus point for this variation)

**2.♕g4+–**

(1 point)

### Ex. 22-11

**Sultanbeiev – S.Nedeljkovic**

Liege 1956

**1.♗e2!**

(1 point)

White wins material with this trick. Only 1 consolation point for the weaker 1.♘f3.

**1...♕xd1†**

Or 1...♗xe2 2.♕xd8 ♖xd8 3.exf6+–.

**2.♗xd1 ♗xd1 3.exf6 ♗xf6 4.♘xd1+–**

**1–0**

(2 more points for both variations)

### Ex. 22-12

**W.Adams – G.Kramer**

New York 1946

**1...♕d7!**

(1 point)

This move is linked to a trap.

**2.♕xc5??**

2.♕xd7† ♘xd7∓ was necessary.

**2...♘f5 3.♕a5 b6–+**

White resigned, since he loses the queen.

# Scoring

Maximum number of points is **23**

**19** points and above ········► **Excellent**
**16** points and above ········► **Good**
**11** points ········► **Pass mark**

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

# CHAPTER 23

## Contents

✓ Developing all the pieces
✓ Coordination between pieces
✓ Repelling the opposing pieces
✓ The principle of the worst placed piece

# Improving the position of your pieces

Improving the position of your pieces is one of the most important positional operations. You already know that you must, if possible, get **all your forces into play**. You must try to place your pieces in their optimal and most active positions. As you do so, it is very important to ensure that the pieces developed **coordinate with each other** for future operations.

The pieces must form a whole which can act in common and can mutually support each other. That is what will give you better chances for a successful attack.

**Diagram 23-1** △

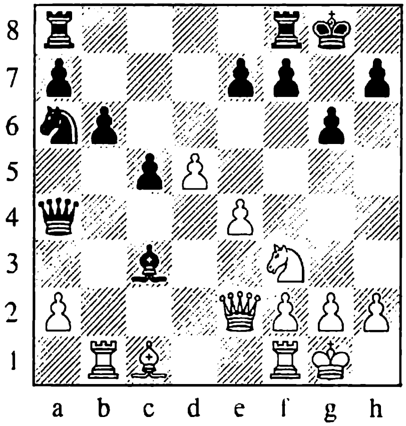


**Diagram 23-1**

**E.Najer – S.Yuferov**

St Petersburg 2000

**1.♖b3!**

White improves the position of the rook, gaining a tempo at the same time, and forces the black bishop to leave the important long diagonal.

**1...♗b4**

1...♗g7? loses to 2.♖a3+–.

**2.♘e5!**

Activating the knight, which will find a good position on c6.

**2...♖ac8 3.♖h3!**

A typical idea: the rook is brought into the attack via the 3rd rank.

**3...c4 4.♕e3!+–**

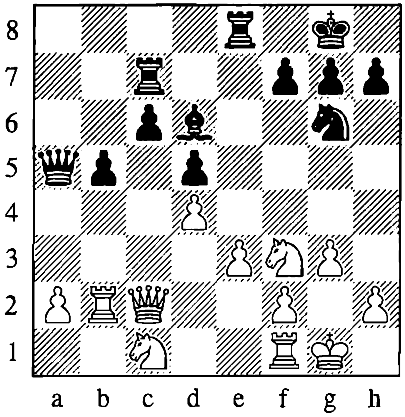
In four moves White has won the game! Black can hardly beat off rhe mating attack threatened with ♕h6. Note how skilfully White coordinated his pieces (rook, knight, queen and c1-bishop) for a direct attack on the kingside. The ability to find an optimal position for his pieces is the main weapon of the positional player.

**Diagram 23-2**

### Y.Seirawan – A.Yusupov

Istanbul Olympiad 2000

Diagram 23-2 ▼



**1...♘f8!**

Black will bring his 'redundant' knight onto the ideal square c4 (via d7 and b6). There the knight will be very safe and active. If White exchanges it, Black will obtain a protected passed pawn. This will blunt any possible white counterplay against the pawn on c6.

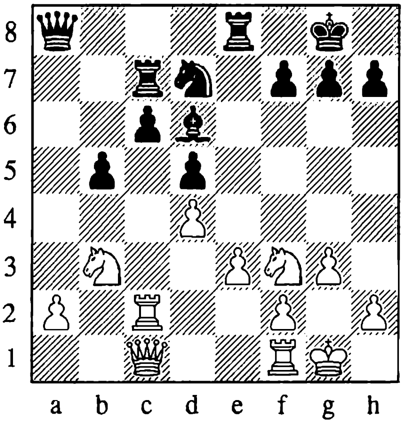
**2.♘b3 ♕a3 3.♕c1**

After 3.♘c5 Black 'puts a filling' in the weakness on c5 with the exchange 3...♗xc5∓.

**3...♘d7 4.♖c2 ♕a8!**

**Diagram 23-3**

Diagram 23-3 △



Black regroups his pieces to make possible his main idea – the penetration of the knight to c4.

**5.♘e1!**

White too manoeuvres very skilfully: he brings his knight to d3, from where it can, as appropriate, either protect the a2-pawn or support the other knight as it penetrates to c5.

**5...♘b6 6.♘d3 ♘c4**

Black is better. He is able to play on the queenside against the a2-pawn, or attack in the centre down the e-file and on the kingside.

**7.♖e2 ♕c8!?**

Black brings his queen to the kingside, to exploit the weakness of the light squares.

**8.♘bc5**

Intending to play e4.

**8...♖ce7**

Making e3-e4 more difficult.

**9.♖fe1!**

Again preparing e4. White could also consider 9.a4!?∓.

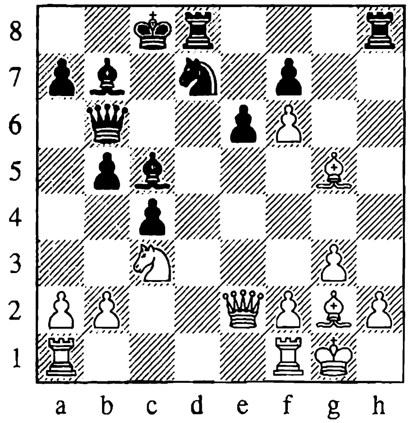
**9...♕f5**

After 9...♕h3?! there comes 10.e4⩱.

**10.♔g2 h5!∓**

Black has good attacking chances.

**Diagram 23-4** ▼



### Diagram 23-4

## A.Lilienthal – A.Kotov

Moscow 1948

**1...♗d4!?**

Black is preparing ♘c5-d3.

**2.♖ad1**

2.a4!?

**2...♘c5 3.♗xb7† ♕xb7 4.♖xd4! ♖xd4 5.♕e5?**

The correct continuation would be 5.♗e3! ♖e4 6.♘xe4 ♕xe4 7.b3!∞.

**5...♖d5 6.♘xd5 ♕xd5 7.♖e1**

Better is 7.♕e3.

**7...♕c6 8.♕e3 ♘d3**

This is the optimal position for the knight.

**9.♖b1 ♖d8 10.h4**

10.f3!?∞

**10...♘xb2! 11.♕xa7**

Of course not 11.♖xb2?? ♖d1†–+.

**11...♘d3 12.♖d1?**

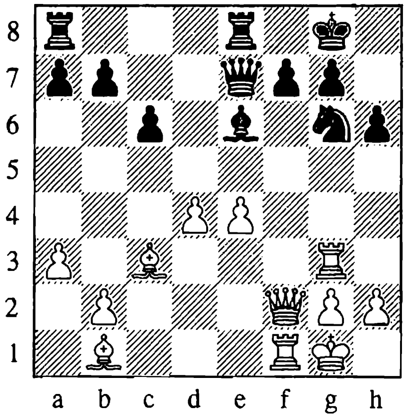
A decisive mistake. He had to play 12.♕e3∓.

**12...♖d7!**

And suddenly White loses, because of the threat of ♘f4!, e.g. 13.♕a3 b4! 14.♕a5 ♘f4–+. Note the optimal coordination between the black pieces!

**0–1**

**Diagram 23-5** △



### Diagram 23-5

## E.Zagoriansky – V.Mikenas

USSR Ch semifinal, Tartu 1950

**1.d5!**

A tactical operation aimed at activating the bishops.

**1...♗d7**

1...cxd5 loses to 2.♕d4! ♕f8 3.♖xg6+–.

**2.♗a2!**

The second bishop also joins the attack. White has another, even prettier solution: 2.♖xg6! fxg6 3.d6 ♕e6 (or 3...♕f8 4.♕d4+–) 4.♗a2! ♕xa2 5.♕d4!+–.

**2...cxd5 3.exd5**

The threat is ♖xg6 followed by d6†.

**3...♘e5 4.♖e3 ♕f6**

Black has no defence. After 4...f6 there would follow 5.d6†.

**5.♖xe5 ♖xe5 6.♗xe5 ♕xe5 7.♕xf7† ♔h8 8.♕xd7**

**1–0**

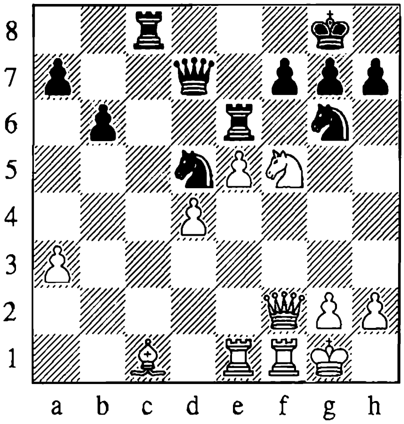
The improvement of the position of your own pieces is often accompanied by the **pushing back of the opposing pieces**. That is most often brought about by an attack with the pawns.

### Diagram 23-6

**S.Furman – A.Lilienthal**

USSR Ch, Moscow 1949

Diagram 23-6 △



**1.h4!**

White wants to drive the knight away from its good defensive position on g6.

**1...f6 2.♕g3!?**

After 2.h5 there comes 2...♘ge7 3.♘d6 ♖xd6 4.exd6 ♕xd6 and Black can still mount a defence.

**2...fxe5**

On 2...♖c3 comes 3.♕g4 with a dangerous attack.

**3.dxe5 ♘de7**

3...♖c3 would be bad, in view of 4.♕g4 ♘xe5 5.♘h6†! ♖xh6 6.♕xd7 ♘xd7 7.♖e8†+–.

**4.♘d6 ♖xc1**

After 4...♖f8 5.♖xf8† ♘xf8 6.♖f1 White gets a clear advantage.

**5.♖xc1 ♘xe5 6.♕f2!**

The position is too open. It is easy for a rook to display its superiority to the knight.

6.♕b3! would also be very strong. After 6...♕xd6 there follows 7.♖cd1 ♕c5+ 8.♔h1+–.

**6...h6 7.♕f8† ♔h7 8.♘f5 ♘xf5 9.♕xf5† g6 10.♕f8 ♖e8 11.♕f4 h5 12.♖c3! ♖e7 13.♖e3+–**

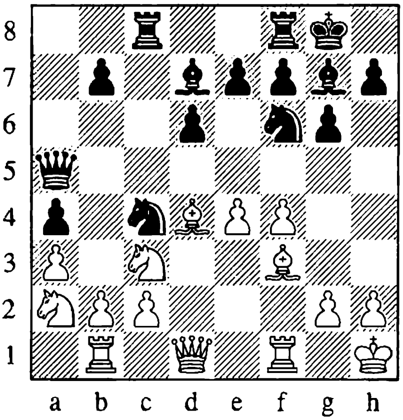
**1–0**

### Diagram 23-7

**S.Zhukhovitsky – A.Suetin**

Vilnius 1953

Diagram 23-7 ▼



**1...e5!**

This opens the position and pushes the white bishop away from its central position.

**2.fxe5 dxe5 3.♗g1 ♖fd8 4.♕c1 ♗e6 5.♖f2∓**

Or 5.♖d1 ♖xd1 6.♕xd1 ♖d8∓.

Diagram 23-8 ▼

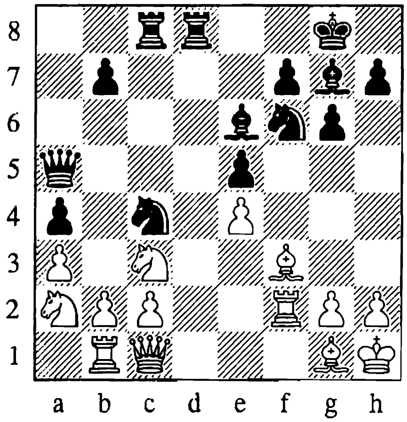


**Diagram 23-8**

**5...h5!**

Black also wants to activate his dark-squared bishop.

**6.♖a1 ♔h7 7.♘b4 ♗h6 8.♕b1 ♗e3**

Black wins a pawn. Also good would be 8...♘d2 9.♕e1 ♘xf3∓.

**9.♖e2 ♗xg1 10.♔xg1 ♘xb2!∓**

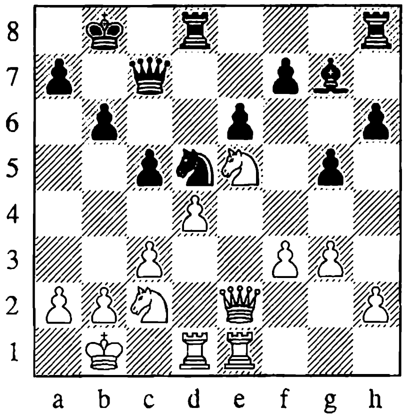
With a clear advantage, because after 11.♕xb2 there comes ♕c5† and then ♕xc3.

However, there was an even stronger line: 10...♘xa3! 11.♖xa3 ♕xb4 and if 12.♖xa4, then 12...♕b6† 13.♔h1 ♖xc3–+.

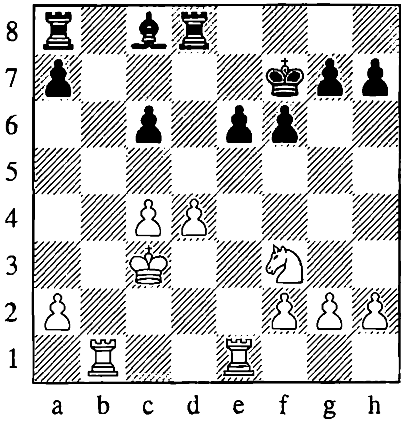
In the following test, try to activate your pieces. In many positions **the principle of the worst placed piece** is very helpful. Look for a 'redundant' piece and find something useful for that piece to do.

# Exercises

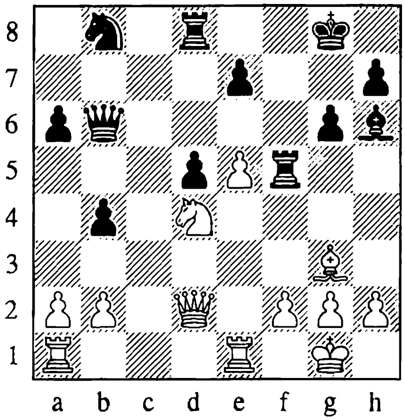
**➤Ex. 23-1➤** ★ △



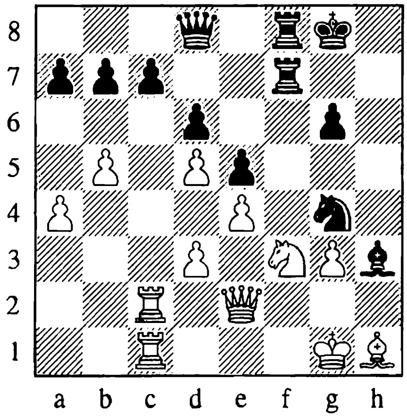
**➤Ex. 23-2➤** ★ △



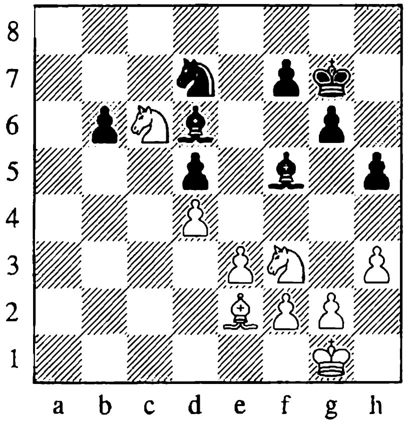
**➤Ex. 23-3➤** ★★★ △



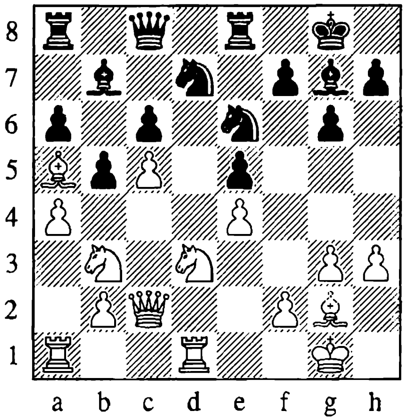
**➤Ex. 23-4➤** ★★★ ▼



**➤Ex. 23-5➤** ★★ △

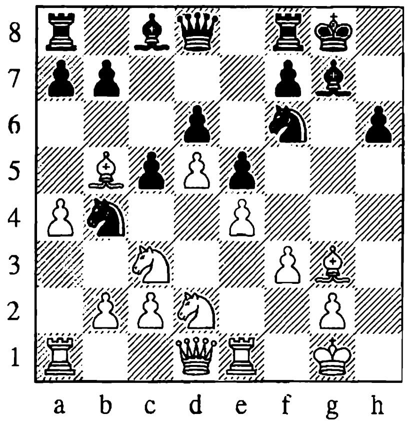


**➤Ex. 23-6➤** ★★ △



# Exercises

➤ **Ex. 23-7** ◀ ★ △


8
7
6
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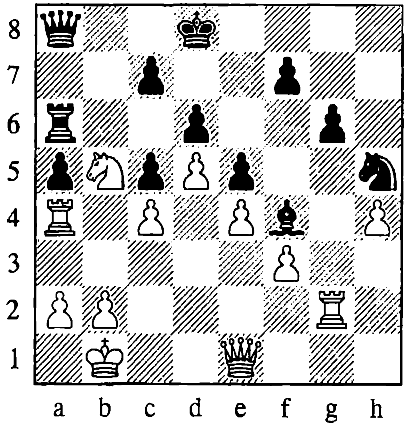
a b c d e f g h

➤ **Ex. 23-8** ◀ ★★ △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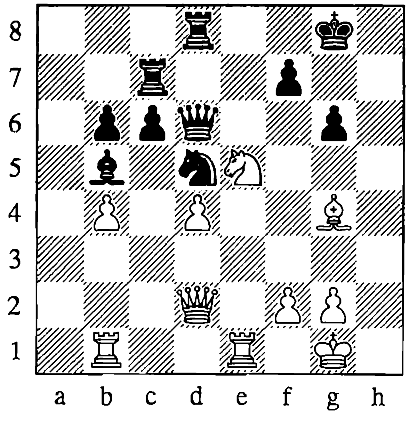
a b c d e f g h

➤ **Ex. 23-9** ◀ ★★ △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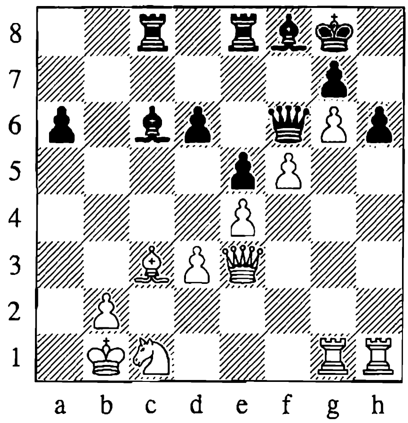
a b c d e f g h

➤ **Ex. 23-10** ◀ ★★ △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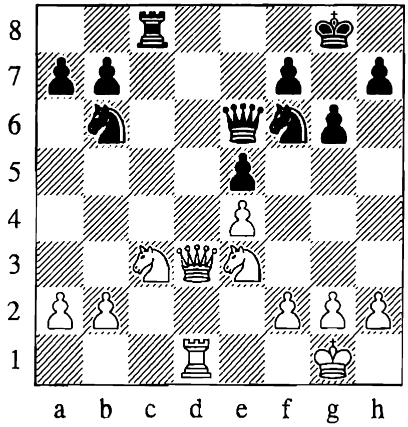
➤ **Ex. 23-11** ◀ ★★ △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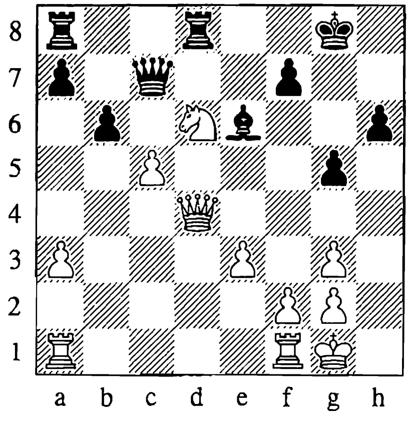
➤ **Ex. 23-12** ◀ ★ △


8
7
6
5
4
3
2
1
a b c d e f g h

# Solutions

### Ex. 23-1

**A.Yusupov – B.Gurgenidze**

USSR 1981

**1.♘a3!⩲**

(1 point)

White activates his knight and brings it to b5.

**1...cxd4 2.cxd4 ♗xe5 3.♘b5**

3.♖c1 ♗xg3!?

**3...♕e7**

3...♗xg3 4.♘xc7 ♗xc7 5.♖c1 ♗f4⩲

**4.dxe5 ♕b4 5.a3**

5.♖d4? would be wrong, due to ♘c3†!. After 5.♖c1 there comes 5...♘f4!.

**5...♕b3 6.♖c1 ♖c8 7.♔a1! ♖c5?**

If 7...♘e3??, then 8.♘d4+–.

7...♖xc1† 8.♖xc1 ♕e3! would be better; then 9.♕xe3 (9.♕c2 ♕xe5 10.♕a4 a5 11.♘d4 ♕d6∞) 9...♘xe3 10.♘d6 ♖f8⩲.

**8.♖xc5 bxc5 9.♘d6± c4**

9...♔a8 10.♖c1±

**10.♕xc4 ♕xc4 11.♘xc4 ♖c8 12.b3+–**

### Ex. 23-2

**O.Romanishin – A.Yusupov**

Sarajevo 1984

**1.♘d2!**

(1 point)

Intending ♘e4(b3)-c5.

**1...c5 2.dxc5 ♖d7 3.♘e4 ♔e7 4.f4 ♖c7 5.♔d4 ♗a6 6.♖b3 ♖d8† 7.♔c3 ♗b7 8.♖a3 ♗xe4 9.♖xe4 ♖xc5 10.♖xa7† ♖d7 11.♖xd7† ♔xd7 12.a4 h5 13.♖d4† ♔c7 14.♔b4 ♖f5 15.a5 g5 16.fxg5 ♖xg5 17.♖d2 ♔c6 18.a6 ♖g7 19.♖e2 e5 20.♖f2 ♖f7 21.c5 e4 22.♔c4+–**

**1–0**

### Ex. 23-3

**T.Petrosian – B.Gulko**

Vilnius 1978

**1.♕d1!**

(2 points)

1.♕xh6 ♕xd4 (1 point) would not be so strong. For the natural move 1.♕d3 you receive 2 points. The move in the game prepares to bring the queen to g4.

**1...♖f7 2.♕g4**

(another 1 point)

Targeting Black's weakness on e6.

**2...♗d2**

Better is 2...♘c6 3.♘xc6 ♕xc6 4.♕xb4 e6±.

**3.♖e2 h5 4.♕e6! ♕xd4 5.♕xg6† ♖g7 6.♕e6† ♔h7 7.♕f5† ♔g8 8.♖d1+– ♕g4 9.♕xg4 ♖xg4 10.♖exd2 ♖c4**

10...h4 11.f3 ♖c4 12.b3+–

**11.b3 ♖c3 12.e6 ♘c6 13.♗c7 ♖c8 14.♗b6 ♖b8 15.♗e3 ♘d8 16.♖xd5 ♘xe6 17.♖xh5**

**1–0**

### Ex. 23-4

**R.Keene – L.Stein**

Hastings 1967

**1...a6!!**

(3 points)

Stein finds a way to activate his queen, his plan being ♕b8-a7.

1...c6?! (1 point) is not so clear, because of 2.bxc6 ♕b6† 3.d4∞.

1...♖f6? is bad, due to 2.♖xc7.

1...♖h7!? (2 points) is an interesting alternative.

**2.♘h2**

Or 2.bxa6 ♕b8 3.axb7 ♕xb7 threatening ♕a7†.

**2...♘xh2**

There is also a win after 2...♖f2 3.♕e1 ♖xh2 4.♖xh2 ♖f1† 5.♕xf1 ♗xf1 6.♖xf1 ♘xh2 7.♔xh2 axb5 8.axb5 ♕g5–+.

**3.♔xh2 ♕g5! 4.♔xh3**

# Solutions

After 4.♗g2 there follows 4...♗g4 5.♕e1 ♖h7† 6.♔g1 ♕h6 7.♖f2 ♕h2† 8.♔f1 ♖xf2† 9.♕xf2 ♖f7–+.

**4...♖h7† 5.♔g2 ♕h6–+**

**0–1**

### Ex. 23-5

**G.Estevez – A.Karpov**

Leningrad Interzonal 1973

In the game White did not recognize in time the potential dangers in his position and played:

**1.♗b5?!**

Karpov was able to use the bishop pair and activate his passed pawn:

**1...♘f6 2.♘d2**

2.♘ce5!? ♘e4; 2.♘fe5 g5! followed by ...h4 (Dvoretsky).

**2...♘e8! 3.f3 ♘c7 4.♗e2 ♗c2! 5.♔f2**

5.e4 ♗f4

**5...♗a4∓ 6.♘e5 b5 7.♘d3?! h4 8.♘b2?**

8.e4!?

**8...♗b4!∓ 9.♘b1 ♗b3**

9...♗c2 10.♗d3

**10.♗d3 ♗c4 11.e4 g5 12.exd5 ♗xd5 13.♘d1 ♗c6 14.♘bc3 ♗d7 15.♘e4 ♗e7 16.♘c5?**

Better is 16.♘e3.

**16...♗xc5 17.dxc5 ♘e6! 18.♘c3 b4 19.♘e4 b3 20.♘d2?**

20.♔e3

**20...♘xc5 21.♗b1 ♔f6 22.♔e3–+**

**0–1**

The correct move was:

**1.♘a7!**

(2 points)

The knight heads towards b5. After 1...♘f6 comes 2.♘b5 and:

a) 2...♗b8 3.♘e5= (or 3.♘e1)

b) 2...♗b4 3.♘e5= (Dvoretsky)

### Ex. 23-6

**V.Korchnoi – J.Penrose**

Palma de Mallorca 1969

**1.h4!**

(2 points)

White activates his redundant bishop on g2 and brings it to h3.

**1...♗f8**

1...f5 2.♖e1 f4 3.♗h3±

**2.♗h3 ♕b8 3.♔h2 ♗c8 4.♗d2!? ♗b7 5.♗e3 ♕c7 6.♕c3 ♖ad8 7.f3 ♖a8 8.♖d2 ♖ad8 9.♔g2 ♖a8 10.♖dd1 ♖ad8 11.♕a5! ♕xa5?**

11...♕b8 12.♗xe6 ♖xe6 13.♘b4 ♕c8 14.axb5 axb5 15.♖d2± would be tougher.

After 11...♕c8 comes 12.♘b4 followed by either 13.♖d2 and 14.♖ad1 or 13.axb5 axb5 14.♕a7.

**12.♘xa5 ♗a8 14.♗xe6 ♖xe6 15.♘b4+– ♔g7 16.♘xa6**

**1–0**

### Ex. 23-7

**G.Kasparov – A.Beliavsky**

Moscow 1983

**1.♗h4!**

(1 point)

White activates his pieces (the bishop makes way for ♘e2-g3) and at the same time hinders ♘h5 by Black. Not so good is 1.♘f1 ♘h5 with counterplay.

**1...♔h8?!**

1...♕c7!? (Δ♘h5) would be somewhat better.

**2.♘e2 ♖g8 3.c3 ♘a6 4.♘g3± ♕f8?!**

4...♗f8 followed by ♗e7 would be more stubborn.

**5.♘df1 ♘h7 6.♘e3 ♗f6 7.♗xf6† ♘xf6 8.♘gf5 ♘h5 9.♔f2!**

Threatening ♖h1.

**9...♗xf5 10.♘xf5 ♘f4 11.g3 ♘h3† 12.♔e2 ♖xg3 13.♘xg3 ♕g7 14.♖g1 ♖g8 15.♕d2!**

Black resigned, in view of 15...♘c7 16.♘f5 ♘xg1† 17.♖xg1+–.

# Solutions

### Ex. 23-8

**A.Yusupov – I.Hausner**

Bundesliga 1996

**1.♖c2!**

(2 points)

White prepares to transfer his rook via c3 to a3, in order to attack the weak point on a5.

**1...♗g3 2.♕h1 ♕c8 3.♖c3 f5**

If 3...♘f4 4.♖ca3 ♕a8 5.♕d1 ♗xh4, then 6.♕d2+–.

**4.♖ca3 fxe4 5.fxe4 ♕g4 6.♖xa5+– ♖xa5 7.♖xa5 ♕e2 8.♘c3 ♕d3†**

After 8...♕xc4 comes 9.♕f3 ♗f4 10.♖a4+–.

**9.♔a1 ♘f4 10.♕d1! ♕xd1†**

Or 10...♕xc4 11.♕g4 ♕f1† 12.♘b1 ♔e7 13.♕g5† ♔f7 14.♖a7+–.

**11.♘xd1 ♗xh4 12.♖a8† ♔d7 13.a4**

**1–0**

### Ex. 23-9

**G.Kasparov – R.Hübner**

Hamburg 1985

**1.♖b3!**

(2 points)

White plans to attack with ♖h3.

**1...f5□**

After 1...♕f6? there comes 2.♖f3 ♕g7 3.♘xf7 ♖xf7 4.♗e6+–.

**2.♗d1 ♖g7**

If 2...♖h7, then 3.♖g3 ♘e7 4.♗b3†+–.

**3.♖h3! ♕xb4 4.♕h6!**

Kasparov attacks!

**4...♕xe1† 5.♔h2 ♔f8**

5...♕xe5†! 6.dxe5 ♖c8± would be more stubborn.

**6.♘xg6† ♔g8**

After 6...♔f7 comes 7.♘e5† ♔f8 8.♖g3+–.

**7.♕h8† ♔f7 8.♕xd8**

Black resigned, since he loses in every variation:

a) 8...♕xd1 9.♘e5† ♔e6 10.♖h6†
b) 8...♔xg6 9.♗h5† ♔h7 10.♗f7#
c) 8...♖xg6 9.♖h7†+–

### Ex. 23-10

**J.Polgar – L.Polugaevsky**

Aruba 1991

**1.♗e1!+–**

(2 points)

1.♘e2 intending ♘g3-h5 (1 point) would not be so accurate, on account of 1...d5⇄. White must act more quickly.

**1...d5 2.♗h4**

Now the blockade on the kingside has been lifted.

**2...♕d6 3.f6 ♖e6**

If 3...gxf6, then 4.g7 ♗e7 5.♕xh6+–.

**4.f7† ♔h8 5.♕g3 ♗a4 6.♗f6! ♖xc1†**

After 6...♖xf6 there follows 7.♖xh6† gxh6 8.g7†+–.

**7.♖xc1 ♖xf6**

7...gxf6 loses to 8.g7† ♗xg7 9.♖xh6†!+–.

**8.♖cg1!**

But not 8.♖c8? ♖xg6 9.♖xf8† because of 9...♔h7. The threat is now 9.♖xh6†.

**8...♖f1†**

8...♖xg6 9.♕xg6 ♕xg6 10.♖xg6+– is hopeless.

**9.♖xf1 dxe4 10.♖fg1 ♕xd3† 11.♕xd3 exd3 12.♖e1 ♗c2†**

Or 12...d2 13.♖xe5 d1♕† 14.♖xd1 ♗xd1 15.♖e8+–.

**13.♔c1**

**1–0**

### Ex. 23-11

**A.Yusupov – Y.Balashov**

Bundesliga 1998

**1.♕b5!±**

(2 points)

White activates his queen. The threat is 2.♕a5 or 2.♕b4 then 3.♖d6.

**1...♕c6? 2.♕xe5 ♖e8 3.♕d4 ♘xe4 4.♘g4! ♘xc3 5.bxc3 ♖e2 6.♘h6† ♔f8 7.♕h8† ♔e7 8.♘g8† ♔e8 9.♘f6† ♔e7 10.♕d8† ♔e6 11.♘xh7**+–

**1–0**

# Solutions

### Ex. 23-12

**W.Uhlmann – F.Olafsson**

East Germany – Iceland 1978

**1.♕b2!**

(1 point)

White unpins the knight and threatens 2.♘e4.

**1...bxc5**

After 1...♕xc5 comes 2.♘b7+–.

**2.♘e4 ♖ab8 3.♕c3 c4**

If 3...♖b3, then 4.♕xc5±.

**4.♘f6† ♔f8 5.♘h5± ♖d3 6.♕f6 ♖b5 7.♖ab1! ♖xb1**

7...♕e5 8.♕xh6† ♔e7 9.♖xb5 ♕xb5 10.♕f6† ♔d7 11.♘g7± would be more stubborn.

**8.♖xb1 ♖b3 9.♖c1 ♖b5 10.♖d1**

Black resigned. After 10...♖d5 there follows 11.♕xh6† ♔e7 12.♖xd5 ♗xd5 13.♕xg5† ♔d6 14.♘f6+–.

## Scoring

**Maximum number of points is 22**

**19** points and above ⟶ **Excellent**
**15** points and above ⟶ **Good**
**11** points ⟶ **Pass mark**

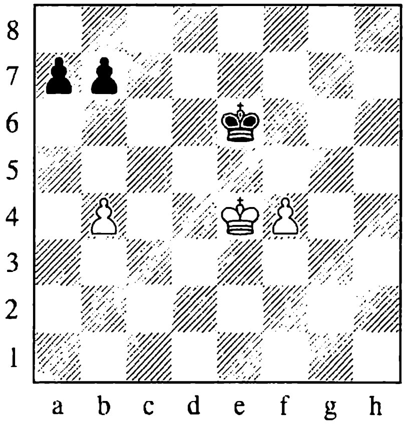
*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*

# CHAPTER 24

## Contents

- ✓ Creating a passed pawn
- ✓ The protected passed pawn
- ✓ The outside passed pawn
- ✓ Connected passed pawns
- ✓ Defensive resources
  - ◆ Stalemate defence
  - ◆ Barriers
  - ◆ Placing the pawns

**Diagram 24-1** ▼



# Pawn endings 2

In this chapter you will learn about a few more important ideas concerning pawn endings. Not only the activity of the king, but also the **pawn structure** plays a decisive role in the evaluation of the position.

This chapter is intended to help you to recognize and make use of some typical positional advantages and defensive ideas.

### Creating a passed pawn

The creation of a passed pawn is one of the most important goals in pawn endings.

**Diagram 24-1**

**J.Speelman**

1993

**1...a6!**

White already has a passed pawn. To keep the position level, Black must also create a passed pawn. Here there is a rule: **the potential passed pawn moves first!** So in this case the a-pawn must advance.

Let's look at the alternatives first:

a) The passive move 1...♔f6 is still possible. 2.♔d5 ♔f5 3.♔d6 ♔xf4 4.♔c7 ♔e5 5.♔xb7 ♔d5 6.♔xa7 ♔c4=.

b) 1...b6? is, on the other hand, a serious mistake. After 2.b5! the white pawn on b5 blocks both black pawns at the same time. 2...♔f6 3.f5 (or 3.♔d5 ♔f5 4.♔c6 ♔xf4 5.♔b7 ♔e5 6.♔xa7 ♔d6 7.♔xb6+–; White has used his passed pawn as a deflection) 3...♔f7 4.♔e5 ♔e7 5.f6† ♔f7 6.♔f5 ♔f8 7.♔e6 ♔e8 8.f7† ♔f8 9.♔f6⊙ The black **king is in stalemate.** But since Black is still able to make pawn moves, he is lost. 9...a5 10.bxa6 b5 11.a7 b4 12.a8♕#

c) 1...b5? is of course also bad. There follows 2.f5† (but not 2.♔d4 ♔f5 3.♔c5? 3...♔xf4 4.♔xb5 ♔e4 5.♔a6 ♔d5 6.♔xa7 ♔c4=) 2...♔f6 3.♔f4 ♔f7 4.♔e5 ♔e7 5.f6† ♔f7 6.♔f5 ♔f8 (if 6...a5, then 7.bxa5 b4 8.♔e4+–) 7.♔e6 ♔e8 8.f7† ♔f8 9.♔f6 a5 (or 9...a6 10.♔e6+–) 10.bxa5 b4 11.a6 b3 12.a7 b2 13.a8♕#.

After 1...a6 everything is much simpler:

**2.f5† ♔f6 3.♔f4 b6 4.♔e4 a5 5.bxa5 bxa5=**

### The protected passed pawn

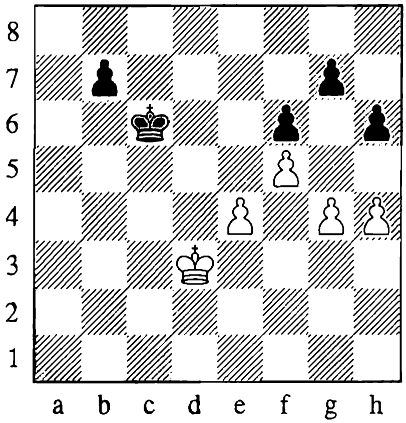
A protected passed pawn is a big plus in any position. It is more or less the strongest of all passed pawns, since the opposing king cannot take it. Also the opponent's king cannot leave the square of the pawn, thus your king has a free hand. It is only in very rare cases that this advantage does not guarantee a win.

### Diagram 24-2

**Y.Averbakh – E.Bebchuk**

Moscow 1964

**Diagram 24-2** △



Here White employs a breakthrough motif.

**1.e5! fxe5**

After this move Black will be unable to stop the white passed pawn. A more principled defence would be 1...♔d7 2.e6† ♔d6. Although White has a protected passed pawn, he needs his reserve tempo to win the game: 3.♔c4 ♔c6 4.♔b4 ♔d6 (or 4...b6 5.♔c4 ♔d6 6.♔b5 ♔c7 7.h5⊙+– reserve tempo!) 5.♔b5 ♔c7 6.♔c5 ♔d8 7.♔b6 ♔c8 8.h5⊙+–.

**2.g5 hxg5**

If 2...♔d6 3.f6 ♔e6 4.fxg7 ♔f7 5.gxh6 b5, then 6.♔e4 b4 7.♔d3!+– and the white king can still draw the teeth of both passed pawns in time!

**3.f6!+–**

Black resigned, in view of 3...gxf6 4.h5+– (analysis by Averbakh).

### The outside passed pawn

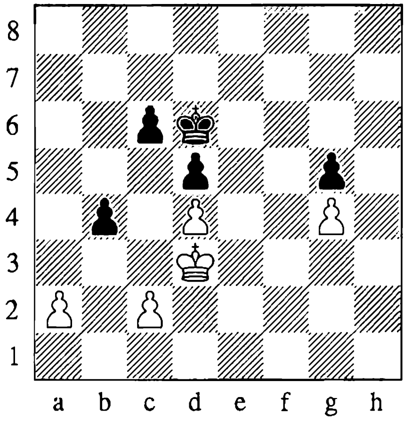
An outside passed pawn also normally promises us very good chances of a win. But other factors in the specific position must be correctly evaluated.

### Diagram 24-3

**L.Hansen – A.Nimzowitsch**

Denmark simultaneous

**Diagram 24-3** ▼



Here the pawn structure is very unbalanced. If White had the move, he could decide the struggle in his favour by playing 1.c3! to exchange off the strong b4-pawn and thus get an outside passed pawn. After 1...c5 2.dxc5† ♔xc5 3.cxb4† or 1...bxc3 2.♔xc3 c5 3.dxc5† ♔xc5 4.a4 White wins easily. But it is Black's move and he brings his king into play.

**1...♔c7! 2.c3**

2.c4 is interesting, but even then White is lost: 2...♔b6 3.cxd5 cxd5 4.♔c2 ♔a5! 5.♔b2 (5.♔b3 ♔b5⊙) 5...♔a4–+. Here we have corresponding squares: a4-b2; b5-b3; a5-c2.

**2...♔b6!**

But not 2...bxc3?? 3.♔xc3 ♔b6 4.♔b4+–, because in such positions White wins with the method we already know, deflection. The outside passed pawn deflects the black king, the white king wins the other pawns and escorts the new passed pawn to its goal.

**3.cxb4**

After 3.c4 there comes 3...♔a6! (pay attention to the aforementioned corresponding squares!) 4.cxd5 cxd5 5.♔d2 (or 5.♔c2 ♔a5⊙) 5...♔b5–+.

If 3.♔c2, then 3...♔b5 4.♔b3 bxc3 5.♔xc3 ♔a4 6.♔b2 ♔b4–+ (✕d4).

**3...♔b5 4.♔c3 ♔a4⊙–+**

After winning the white b-pawn the black king will attack the d4-pawn, while still being able to get back into the square of the a-pawn in good time. Here it is the activity of the black king which does for the white passed pawn.

**0–1**

Some pawn endings are hard to evaluate. You have to immerse yourself rather deeply in the position in order to weigh up properly the various factors. For this, accurate calculation of variations is very important.

**Diagram 24-4** △

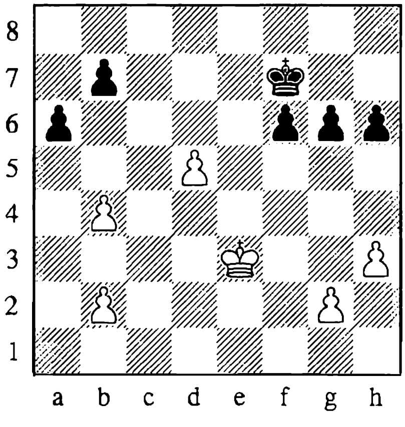


**Diagram 24-4**

**M.Botvinnik – S.Flohr**

USSR Ch, Moscow 1944

**1.g4!**

White wants to play h4-h5, in order to seize the f5-square for his king.

**1...♔e7**

White's doubled pawns are not a problem; they defend his queenside well enough.

**2.h4 ♔d6 3.♔e4**

The board is too big for Black: without the two h-pawns the position would be won for Black! Then he would be able to create an outside passed pawn!

**3...b6 4.h5 gxh5 5.gxh5**

**Diagram 24-5**

The focus of the struggle is on the kingside. The central d-pawn plays the part of an outside passed pawn.

**5...a5 6.♔f5+–**

Also good would be 6.bxa5 bxa5 7.b3 ♔c5 8.♔f5 ♔xd5 9.♔xf6 ♔d4 10.♔g6 ♔c3 11.♔xh6 ♔xb3 12.♔g6 a4 13.h6 a3 14.h7 a2 15.h8♕+–.

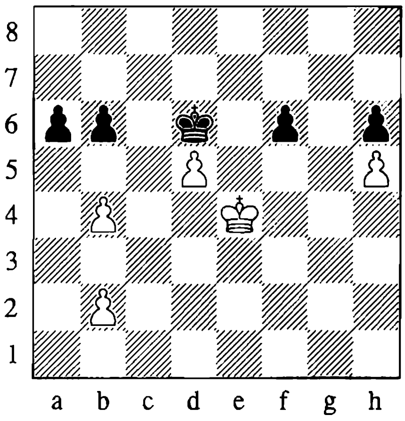
**6...axb4 7.♔xf6 ♔xd5 8.♔g6 ♔e6**

Or 8...♔c4 9.♔xh6 ♔b3 10.♔g5 ♔xb2 11.h6 ♔a2 12.h7 b3 13.h8♕ b2 14.♕a8†+–.

**9.♔xh6 ♔f6**

9...♔f7 loses to 10.♔g5 b3 11.♔f5 ♔g7 12.♔e5 ♔h6 13.♔d5 ♔xh5 14.♔c6 ♔g5 15.♔xb6 ♔f6 16.♔c5 ♔e6 17.♔c4 ♔d6 18.♔xb3+–.

Diagram 24-5 ▼



**10.b3**

**Diagram 24-6**

In order **to shut the white king in on the edge of the board**, Black would here need two reserve tempi. But he only has one!

**10...♔f7**

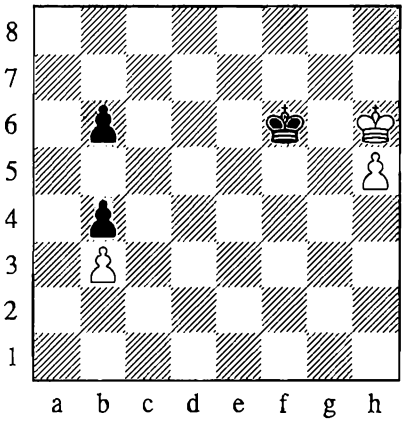
Or 10...b5 11.♔h7 ♔f7 12.h6⊙.

**11.♔g5 ♔g7 12.♔f5 ♔h6 13.♔e5 ♔xh5 14.♔d5 ♔g5 15.♔c6 ♔f5 16.♔xb6 ♔e6 17.♔c5 ♔d7 18.♔xb4 ♔c6 19.♔a5+– ♔b7 20.♔b5 ♔a7 21.♔c6 ♔a6 22.b4 ♔a7 23.b5 ♔b8 24.♔b6**

**1–0**

Analysis by Botvinnik.

Diagram 24-6 ▼



**Connected passed pawns**

The following example shows the strength of far-advanced, connected passed pawns.

**Diagram 24-7**

**J.Behting**

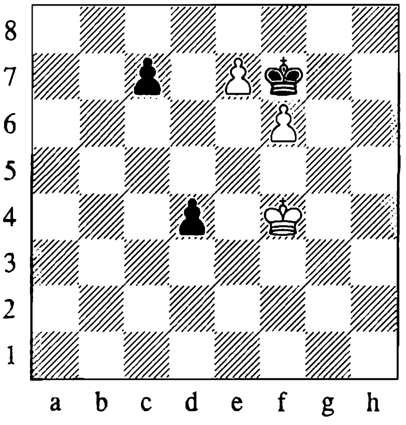
1894

**1.♔f3!**

Here the white pawns are the more dangerous because they are farther forward and can be supported by the king.

1.♔e4? would be worse: 1...c5 2.♔d3 ♔e8 3.♔c4 ♔f7⊙= and a position of mutual zugzwang has arisen.

Diagram 24-7 △



**1...c6**

Or 1...♔e8 2.♔e4 c5 3.♔d3 ♔f7 4.♔c4⊙.

**2.♔f4! c5 3.♔e4 ♔e8 4.♔d5**

Or 4.♔d3.

**4...♔d7**

After 4...d3 there follows 5.♔e6 d2 6.f7#.

**5.♔c4 ♔e8 6.♔xc5! d3 7.♔d6 ♔f7**

Or 7...d2 8.♔e6 d1♕ 9.f7#.

**8.♔d7+–**

### Defensive resources

We have already looked at **the shutting off of the king**. Here are some other typical ideas.

### Stalemate defence

**Diagram 24-8** △

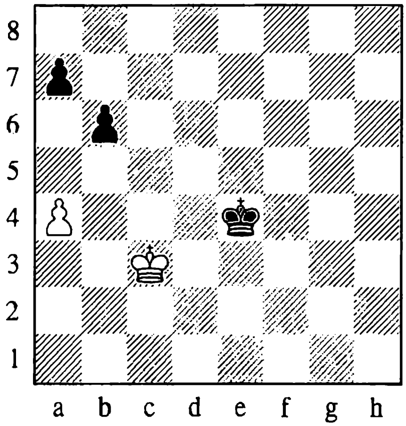


**Diagram 24-8**

A.Selesniev

1930

**1.a5!**

1.♔c4? would be bad, in view of 1...a6 2.a5 (or 2.♔c3 ♔d5 3.♔d3 ♔c5 4.♔c3 a5–+) 2...b5† and now:

a) 3.♔c5 ♔e5 (an alternative winning line is 3...♔d3 4.♔b6 b4 5.♔xa6 b3 6.♔a7 b2 7.a6 b1♕ 8.♔a8 ♔c4 9.a7 ♔b5–+) 4.♔b6 b4 5.♔xa6 b3 6.♔a7 b2 7.a6 b1♕ 8.♔a8 ♕e4†–+

b) 3.♔b4 ♔d4 4.♔b3 ♔c5 5.♔a3 ♔c4!–+, but not 5...b4†? 6.♔a4 with another stalemate defence.

**1...b5 2.a6! ♔d5 3.♔b4 ♔c6 4.♔a5**

A stalemate defence.

**4...♔c5=**

### Barriers

**Diagram 24-9** △

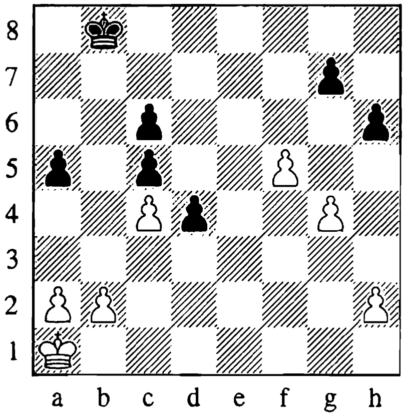


**Diagram 24-9**

Koslov – Nevmerzhitsky

1964

Black has a protected passed pawn. But White finds a way to set up a barrier against the opposing king!

**1.a4!!**

Other moves lose:

a) 1.a3? ♔c7 2.b4 cxb4 3.axb4 d3! 4.♔b2 a4 5.h4 d2 6.♔c2 a3–+

b) 1.♔b1? ♔c7 2.♔c2 ♔d6 3.♔d3 ♔e5 4.a3 h5!

c) 1.h4? ♔c7 2.g5 hxg5 3.hxg5 (3.f6 gxf6 4.h5 g4 5.h6 g3–+) 3...♔d6 4.f6 gxf6 5.g6 ♔e7–+

**1...♔c7 2.b4!! cxb4**

2...axb4?? 3.h4+– would leave White in the advantageous position of having passed pawns on both wings.

**3.c5 ♔d7 4.h4 ♔e7 5.g5 hxg5 6.hxg5**

White has constructed a fortress. The black king cannot get through the barrier of the white pawns.

**½–½**

### Placing the pawns

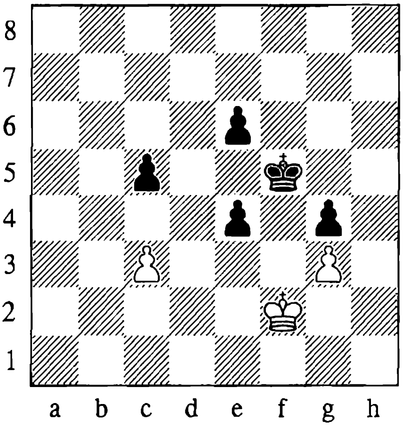
**Diagram 24-10**

Based on

**Philidor**

1777

**Diagram 24-10** △



**1.c4!**

This is an instructive drawing position from Philidor. 1.♔e3? would be bad, due to 1...c4! 2.♔d4 e3 3.♔xe3 ♔e5 4.♔d2 ♔e4 5.♔e2 e5⊙.

**1...♔f6**

After 1...e3† there follows 2.♔xe3 ♔e5 3.♔d3=. Here we can see the difference: Black has no control over the d3-square. The positioning of the white pawns is quite typical: they are situated on different ranks.

If 1...♔e5, then 2.♔e3=. Even after 1...e5 there is 2.♔e3=.

**2.♔e2!**

The corresponding squares are e3-e5.

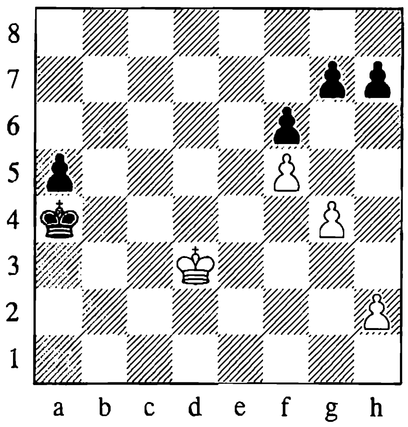
**2...e5 3.♔e3**

Or 3.♔d2=.

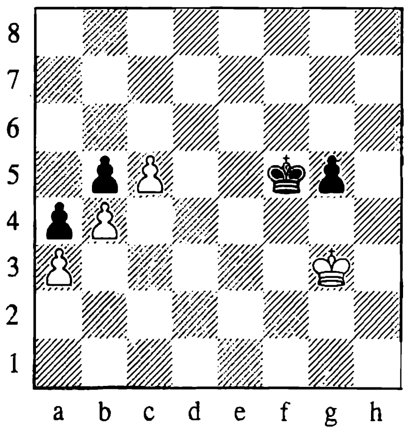
**3...♔f5 4.♔e2 e3 5.♔xe3 e4 6.♔e2! ♔e6 7.♔d2 ♔e5 8.♔e3=**

# Exercises

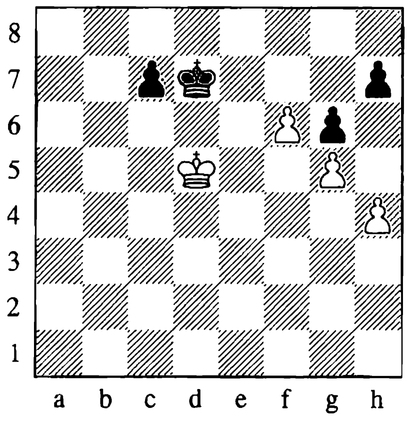
**➤Ex. 24-1◄** ★★ △



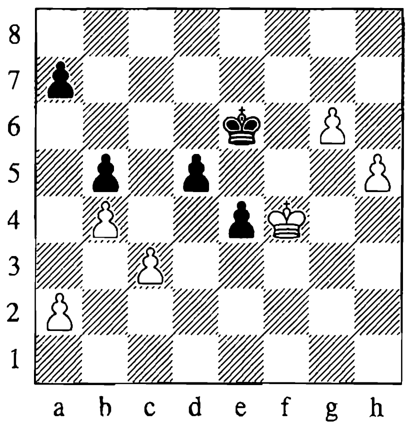
**➤Ex. 24-2◄** ★ △



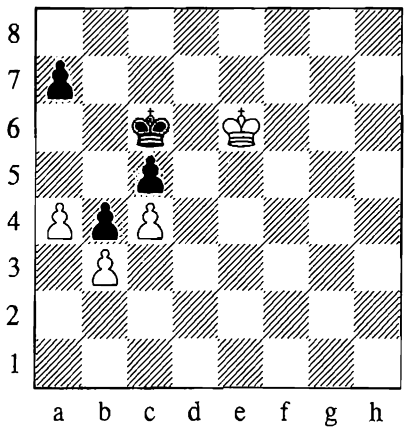
**➤Ex. 24-3◄** ★★ ▼



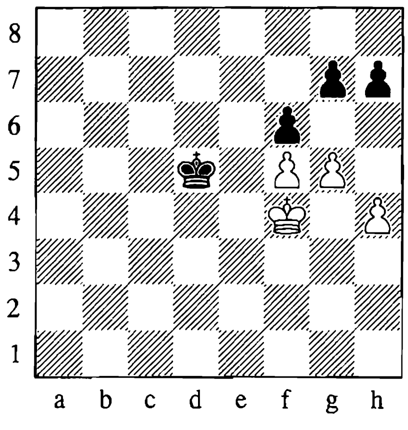
**➤Ex. 24-4◄** ★★ △



**➤Ex. 24-5◄** ★★ ▼

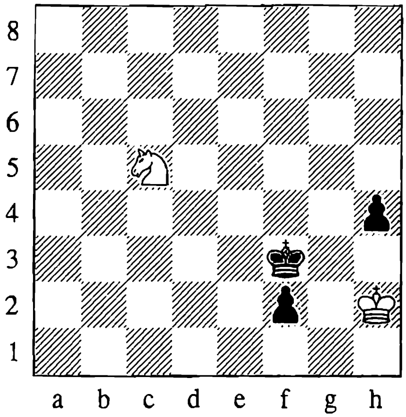


**➤Ex. 24-6◄** ★★ △



# Exercises

**➤Ex. 24-7◀** ★★ △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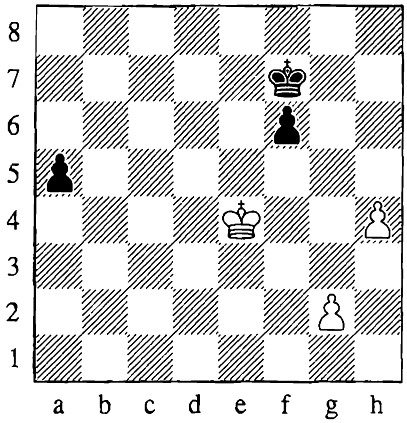
a b c d e f g h

**➤Ex. 24-8◀** ★★ ▼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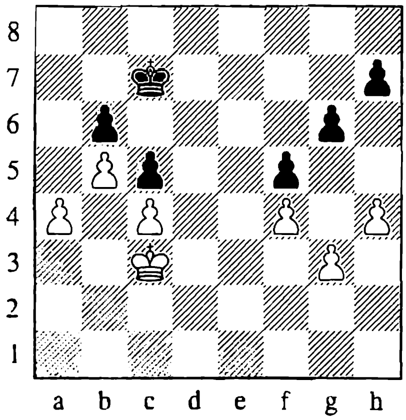
a b c d e f g h

**➤Ex. 24-9◀** ★★ ▼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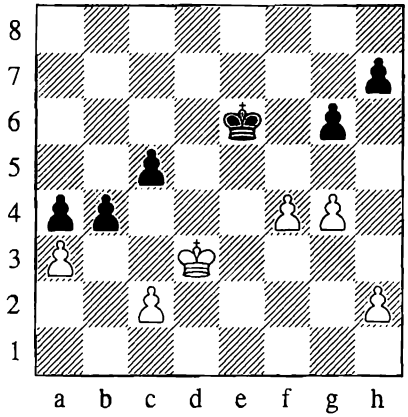
**➤Ex. 24-10◀** ★★ △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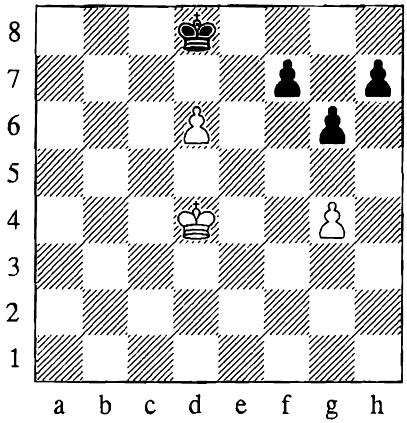
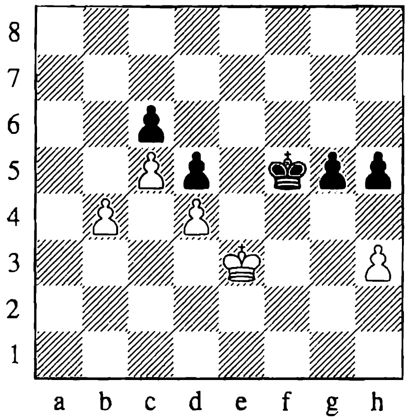
a b c d e f g h

**➤Ex. 24-11◀** ★ △


8 7 6 5 4 3 2 1
a b c d e f g h

**➤Ex. 24-12◀** ★ ▼


8 7 6 5 4 3 2 1
a b c d e f g h

# Solutions

### Ex. 24-1

**1.♔c4**

(1 point)

Shutting off the king.

**1...♔a3 2.♔c3 a4**

But not 2...g6?? 3.fxg6 hxg6 4.h4+–.

**3.h3!**

The first reserve tempo.

**3...♔a2 4.♔c2 a3 5.h4**

The second reserve tempo.

**5...h6 6.h5 ♔a1 7.♔c1 ♔a2=**

(another 1 point for the whole variation)

### Ex. 24-2

The end of a study by

**I.Bottlik**

1952

**1.♔f3 ♔e5 2.♔g4 ♔f6 3.c6 ♔e6 4.♔xg5 ♔d6 5.♔f5 ♔xc6 6.♔e6+–**

Or 6.♔e5+–.

Protected passed pawn.

(1 point)

### Ex. 24-3

Variation from the game

**A.Shirov – J.Timman**

Wijk aan Zee 1996

**1...♔e8!=**

1...♔d8? would be wrong, because of 2.♔c6⊙+–.

1...c5?? loses after 2.♔xc5 ♔e6 3.♔c6 ♔f7 (or 3...h5 4.f7 ♔xf7 5.♔d7+–) 4.♔d7 ♔f8 5.♔e6 ♔e8 6.f7† ♔f8 7.♔f6 h5 8.gxh6+–.

**2.♔c6**

Only not 2.♔e6 ♔f8 3.f7?? (equally bad is 3.♔d7?? c5–+), in view of 3...c5–+.

**2...♔d8⊙=**

Protected passed pawn.

(2 points)

### Ex. 24-4

**S.Bouaziz – A.Pomar Salamanca**

Siegen Olympiad 1970

The game concluded 1.g7? ♔f7 2.h6 ♔g8 and a draw was agreed, since 3.♔f5 is met by 3...♔f7!=.

The correct continuation would be:

**1.h6! ♔f6 2.h7 ♔g7 3.♔g4**

Or 3.♔f5 e3 4.♔e6 e2 5.h8♕† ♔xh8 6.♔f7+–.

**3...♔h8 4.♔f5 e3 5.♔f6 e2 6.g7† ♔xh7 7.♔f7 e1♕ 8.g8♕† ♔h6 9.♕g6#**

Connected passed pawns.

(2 points)

### Ex. 24-5

**M.Dvoretsky**

2002

**1...♔b6!**

(1 point)

But not 1...a6 due to 2.a5!+–.

**2.♔d6 a6! 3.♔d5 ♔a5!=**

Stalemate defence.

(1 point for the variation)

### Ex. 24-6

**G.Maroczy**

1905

**1.♔g4!**

(1 point)

1.g6? loses after 1...h5–+.

**1...♔e5 2.g6! h6**

Or 2...hxg6 3.fxg6 f5† 4.♔g5 f4 5.h5 f3 6.h6 gxh6† 7.♔xh6 f2 8.g7=.

**3.♔h5! ♔xf5=**

Or 3...♔e4 4.♔g4 h5† 5.♔xh5 ♔f3=.

Stalemate defence.

(another 1 point for these variations)

# Solutions

### Ex. 24-7

**A.Troitzky**

1897

**1.♘e4! ♔xe4 2.♔g2 ♔e3 3.♔f1=**

Stalemate defence.

(2 points)

### Ex. 24-8

**A.Nimzowitsch – S.Tarrasch**

San Sebastian 1911

**1...f5†!**

(1 point)

If 1...a4?, then 2.♔d3 f5 3.g3!=.

White resigned, in view of 2.♔d4 (2.♔xf5 a4–+) 2...f4! 3.♔c4 ♔g6–+.

(another 1 point)

### Ex. 24-9

**E.Kengis – A.Yuneev**

USSR 1989

The game continued:

**1...♔b7?? 2.h5! gxh5 3.♔d3 h4 4.♔e3!**

But not 4.gxh4?? h5=.

**4...hxg3 5.♔f3+–**

And Black resigned.

The correct move would have been:

**1...h5!=**

(2 points)

**2.♔b3 ♔b7 3.a5 bxa5 4.♔a3 ♔a7 5.♔a4 ♔b6=**

A typical example of a barrier.

### Ex. 24-10

**S.Polgar – V.Smyslov**

London 1996

The game continued:

**1.axb4?? a3 2.♔c3 cxb4† 3.♔b3 ♔d5–+**

And White resigned, in view of 4.c3 bxc3 5.♔xa3 ♔e4 6.f5 gxf5 7.gxf5 ♔d3–+.

The correct move would have been:

**1.c4!! b3**

1...bxc3 2.♔xc3= also leads to a draw. For example 2...h5 3.gxh5 gxh5 4.♔c4 ♔f5 5.♔xc5 ♔xf4 6.♔b4 ♔g4 7.♔xa4 ♔h3 8.♔b5 ♔xh2 9.a4 h4 10.a5 h3 11.a6 ♔g1 12.a7 h2 13.a8♕ h1♕=.

**2.♔c3=**

The fortress has been set up.

(2 points)

### Ex. 24-11

**1.g5!+–**

(1 point)

But not 1.♔e5? h5 2.gxh5 gxh5 3.♔f5 f6–+.

**1...♔d7 2.♔d5 ♔d8 3.♔c6 ♔c8 4.d7† ♔d8 5.♔d6⊙**

The king is stalemated.

**5...f5 6.gxf6 h5 7.f7 h4 8.f8♕#**

### Ex. 24-12

**S.Braun – A.Yusupov**

Schwäbisch Gmünd 2000

**1...♔e6!–+**

(1 point)

Intending ♔e6-d7-c7-b7-a6-b5.

Of course not 1...g4? 2.hxg4† hxg4 3.♔f2 ♔e6 (3...♔c4? 4.b5 cxb5 5.c6+–) 4.♔g3 ♔f5 5.♔g2=.

# Solutions

## Scoring

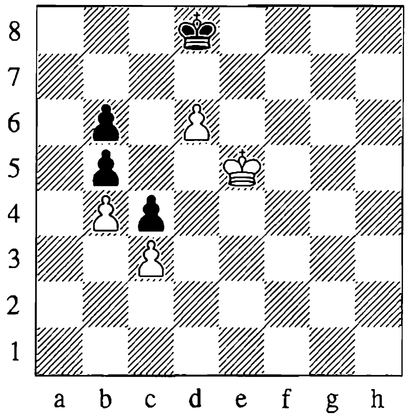
Maximum number of points is **21**

**19** points and above → **Excellent**
**16** points and above → **Good**
**12** points → **Pass mark**

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

# Final test

➤F-1⮜ ★★ △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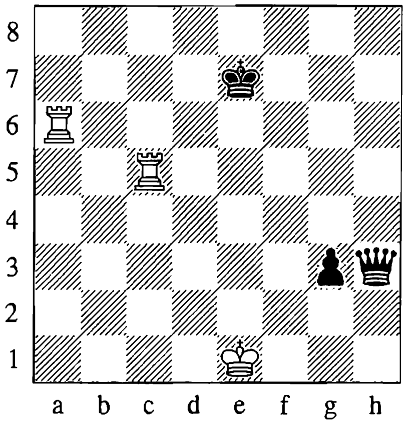
a b c d e f g h

➤F-2⮜ ★★ △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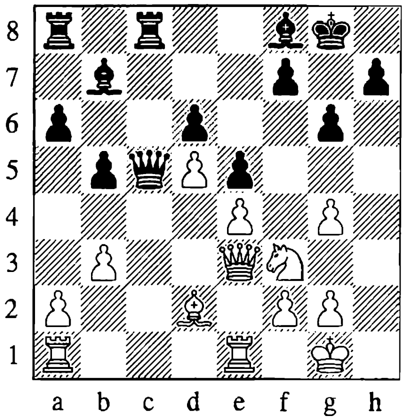
➤F-3⮜ ★★ △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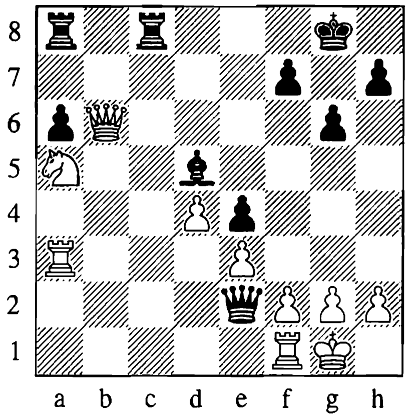
➤F-4⮜ ★ ▼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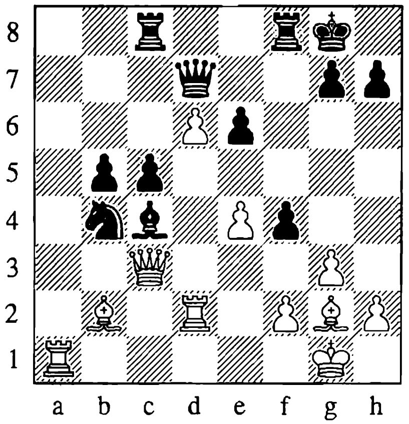
a b c d e f g h

➤F-5⮜ ★ △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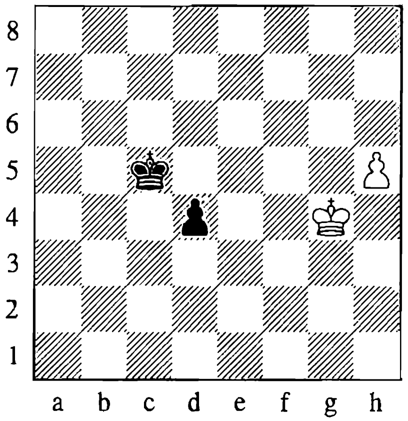
a b c d e f g h

➤F-6⮜ ★★ ▼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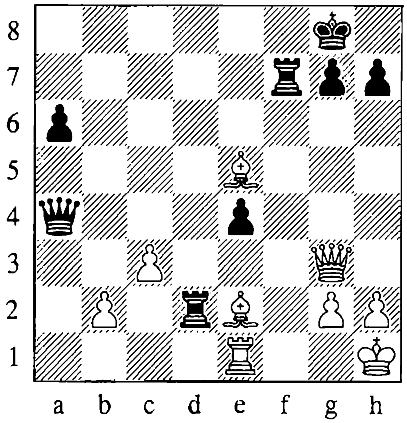
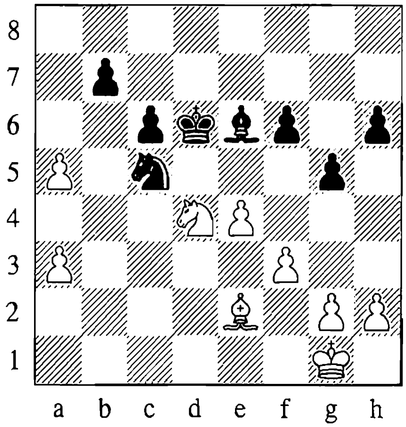
a b c d e f g h

# Final test

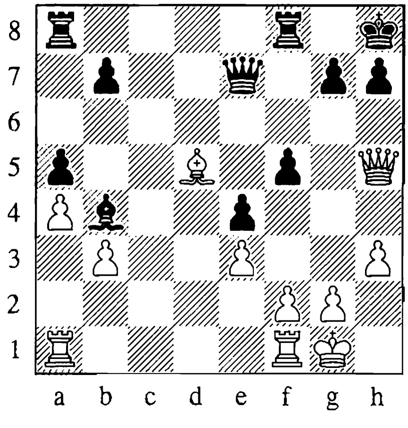
➤F-7◄ ★★ △



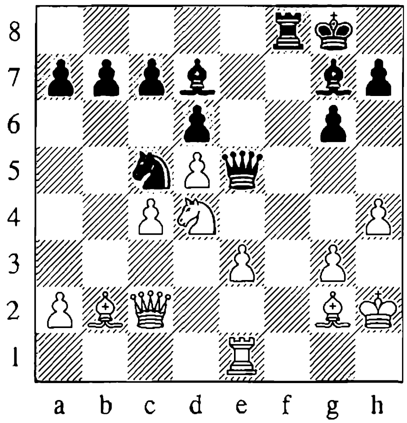
➤F-8◄ ★★ △



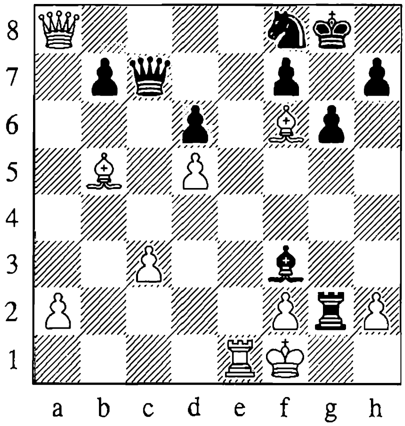
➤F-9◄ ★★ ▼



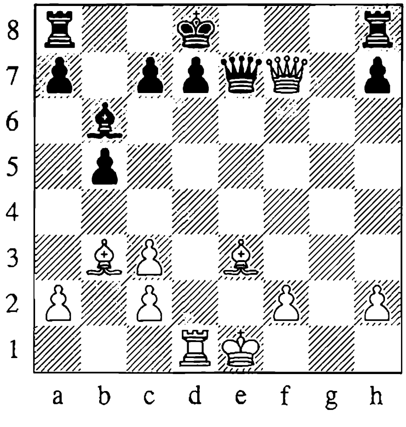
➤F-10◄ ★ ▼



➤F-11◄ ★★ ▼

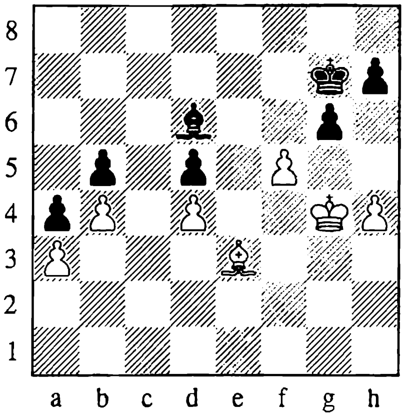


➤F-12◄ ★★ △



# Final test

**➤F-13◄** ★ ▼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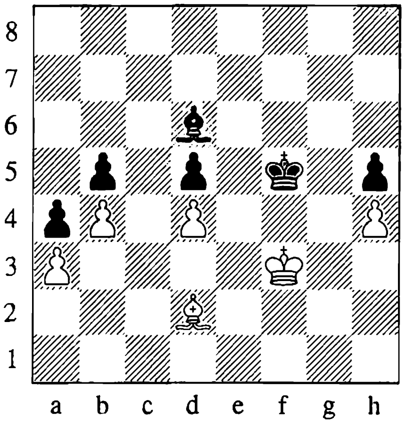
a b c d e f g h

**➤F-14◄** ★★ ▼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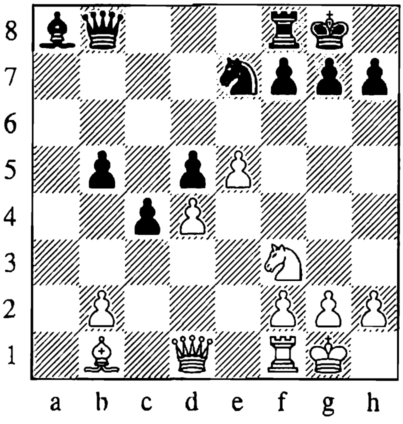
a b c d e f g h

**➤F-15◄** ★★ △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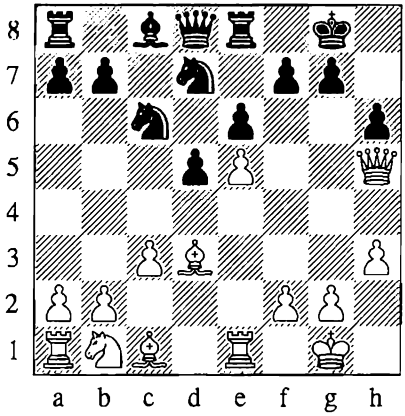
**➤F-16◄** ★★ △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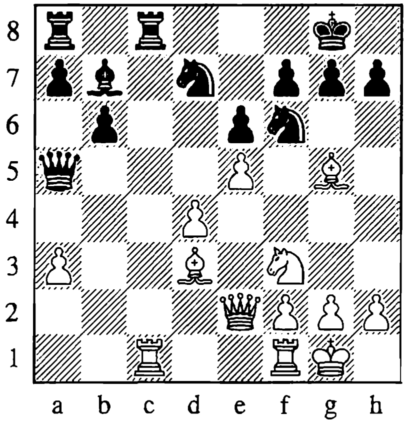
a b c d e f g h

**➤F-17◄** ★★ ▼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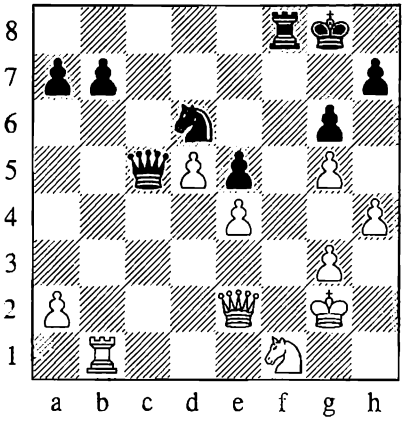
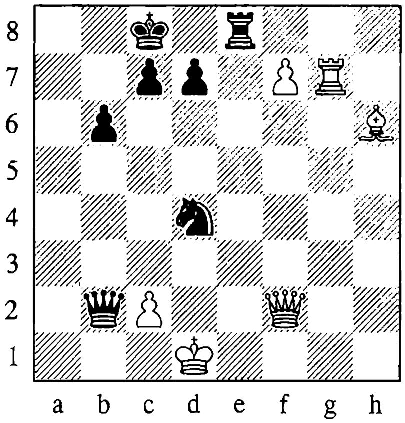
a b c d e f g h

**➤F-18◄** ★ △

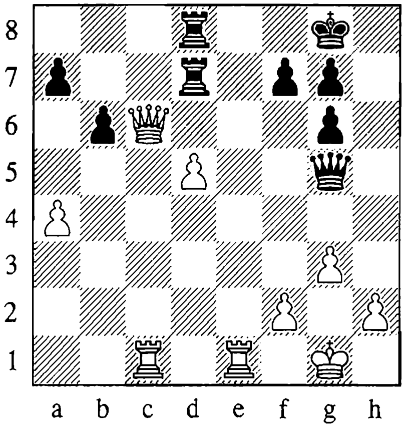

8 7 6 5 4 3 2 1
a b c d e f g h

# Final test

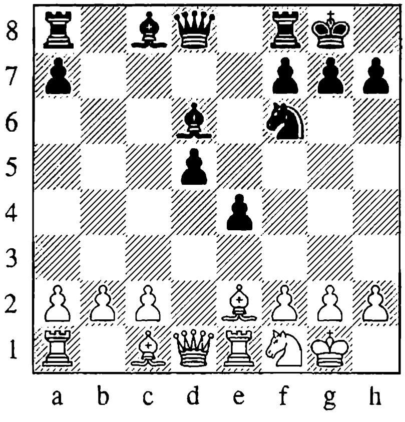
**➤F-19◄** ★ ▼



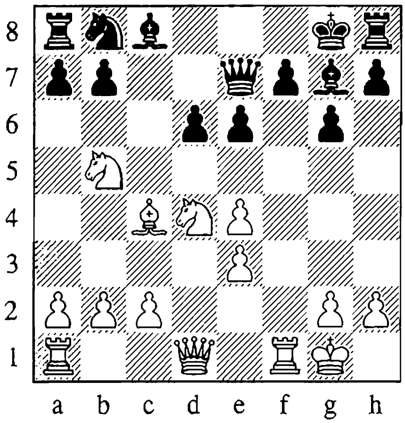
**➤F-20◄** ★ △



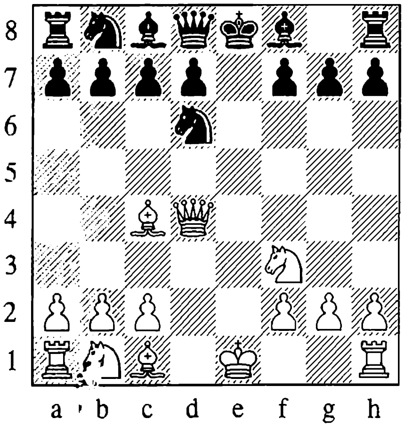
**➤F-21◄** ★ ▼



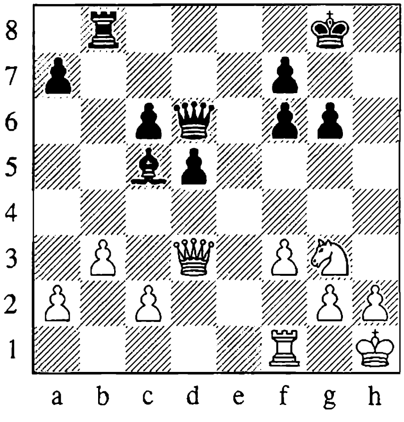
**➤F-22◄** ★★★ △



**➤F-23◄** ★★ △



**➤F-24◄** ★ ▼



# Solutions

### F-1

Endgame /Chapter 20

**J.Hasek**

1953

**1.♔d4!**

Or 1.♔e4! ♔e8 2.♔d4!+–.

**1...♔e8 2.♔e4!**

White wins here by triangulation. The corresponding squares are d5-d7, e6-e8, e5-d8 and e4(d4)-e8(c8).

**2...♔d8 3.♔e5+–**

(2 points)

### F-2

Calculating variations /Chapter 19

**M.Platov**

1927

**1.♖c7† ♔d8 2.♖h7! ♕g2**

2...♕xh7 3.♖a8† ♔e7 4.♖a7†+–

(1 point for this variation)

**3.♖a8†! ♕xa8 4.♖h8†+–**

(another 1 point)

It is important to find both variations.

### F-3

Positional play /Chapter 18

**L.Psakhis – J.Smejkal**

Szirak 1986

**1.♕g5!**

(2 points)

White has good attacking chances on the kingside and so he should keep the queens on the board. The plan is ♕h4 followed by ♗h6 and ♘g5.

Only 1 consolation point for 1.♕xc5 or 1.♖ac1.

**1...♕b6 2.♕h4**

Threatening 3.♘g5 h6 4.♘f3 ♔h7 5.g5 h5 6.g4+–.

**2...♖c2 3.♗e3 ♕d8 4.♗g5 ♕b6 5.♖e3!**

White now intends 6.♘e1 ♖c7 7.♖h3.

**5...♖ac8**

5...b4!? (Δ...♖c3) M.Dvoretsky.

**6.♔h2 b4**

If 6...♖c1, then 7.♖xc1 ♖xc1 8.♘xe5! dxe5 9.♖h3+–. After 6...♖8c3 comes 7.♖h1+–.

**7.♖h1 ♖c1**

If 7...♕c7, then 8.♗f6 (not 8.♔g3 f5!) 8...h6 9.♔g3 and White threatens ♕xh6.

**8.♘e1±**

White aims to continue with ♗f6 and then ♕xh7†!.

Even stronger would have been 8.♖xc1! ♖xc1 9.♘xe5! dxe5 10.♖h3 h5 11.♗xc1+–.

### F-4

Tactics /Chapter 3

**V.Goglidze – M.Botvinnik**

Moscow 1935

**1...♖ab8!**

(1 point)

1...♕xf1† 2.♔xf1 ♖c1† 3.♔e2 ♖ac8 (1 consolation point) is not so good, because of 4.♕b2 ♖8c2† 5.♕xc2 ♖xc2† 6.♔e1∓.

**2.♕d6 ♕xf1†! 3.♔xf1 ♖b1†–+**

**0–1**

(another 1 point)

### F-5

Calculating variations /Chapter 7

**E.Bacrot – J.Lautier**

Paris 2002

**1.♖a7!+–**

(1 point)

Black resigned, at the prospect of 1...♕xa7 2.d7+–.

### F-6

Endgame /Chapter 20

Variation from the game

**A.Nimzowitsch – M.Chigorin**

Karlsbad 1907

**1...d3**

Equally good is 1...♔c4 2.h6 d3 3.♔f3 ♔b3!=.

**2.♔f3 ♔c4 3.h6 ♔b3!**

As pointed out by I.Romanov, the black king must take a zigzag course. 3...♔c3? would allow promotion with check after 4.h7 d2 5.h8♕†.

**4.h7**

Or 4.♔e3 ♔c2=.

**4...d2=**

(2 points)

### F-7

Tactics /Chapter 5

**A.Beliavsky – M.Chandler**

Vienna 1986

**1.♗xg7!**

(1 point)

1 point for 1.♗h5+–. After 1...g6 (1...♖e7 2.♗xg7+–) comes 2.♗xg6 hxg6 3.♕xg6† ♔f8 4.♕h6†+–.

The move in the game is even stronger.

**1...♖xg7**

After 1...♖xe2 comes 2.♗h6† ♔h8 3.♕b8†+–.

**2.♕b8† ♔f7 3.♕f4†+–**

(another 1 point)

The simplest solution. 3.♖f1† (also 1 point) wins as well, but with much more complicated play.

**1–0**

### F-8

Endgame /Chapter 2

**A.Yusupov – W.Uhlmann**

Austria 1997

**1.♔f2!**

(2 points)

Centralizing the king is good. White can decide later which exchanges are favourable to him. But, objectively speaking, 1.♘xe6 is not bad either (1 point).

**1...♗c8 2.♔e3 ♘a4 3.♗c4 ♗d7**

3...♔c5 4.♗b3 (X♘a4)

**4.g3 ♘b2 5.♗e2 ♔c5 6.♘b3† ♔d6 7.a6!+–**

### F-9

Positional play /Chapter 23

**A.Groszpeter – V.Kupreichik**

Minsk 1982

**1...♖a6!**

(2 points)

A typical regrouping. The 'redundant' rook comes to g6 and starts an attack.

1...f4 or 1...♖ad8 would only be slightly worse (1 point for these suggestions).

**2.♖fd1 ♖g6 3.♕e2 ♗d6 4.♗c4 ♕e5 5.g3 f4 6.exf4 ♕xf4**

Threatening both e3 and ♗c5.

**7.♖xd6 ♕xd6 8.♕xe4 ♕c5–+**

### F-10

Tactics /Chapter 21

**N.Novotelnov – A.Chistiakov**

USSR Ch semifinal, Tbilisi 1949

**1...♕xg3†!!–+**

(1 point)

White resigned, in view of 2.♔xg3 (or 2.♔h1 ♕xe[illegible]–+) 2...♗e5#.

### F-11

Tactics /Chapter 11

Based on the game

**Bunyan – F.Crowl**

Sydney 1934

**1...♕c4†!!**

(2 points)

1...♖xh2??, 1...♕c5?? and 1...♕b6?? are all bad, due to 2.♕xf8†! ♔xf8 3.♖e8#.

**2.♗xc4**

Or 2.♖e2 ♕xb5–+.

**2...♖xh2–+**

**0–1**

# Solutions

## F-12

Tactics /Chapter 9

**Y.Kaem – Bessonov**

1948

**1.♖xd7†!**

(2 points)

**1...♔xd7?**

1...♕xd7 would be more stubborn: 2.♗g5† ♔c8 3.♗e6 ♕xe6† 4.♕xe6† ♔b7±.

**2.♗e6† ♔d8**

2...♔d6 3.♗f4†+–

**3.♗g5 ♖e8 4.♗xe7† ♖xe7 5.♕f8†**

There is an even quicker win after 5.♕g8†! ♖e8 6.♕g5† ♖e7 7.♕d5†+–.

**5...♖e8 6.♕f6† ♖e7 7.♕e5 ♖b8 8.f4+–**

**1–0**

## F-13

Positional play /Chapter 6

**Kaschljaev – E.Zagoriansky**

Moscow 1949

**1...h5†!**

(1 point)

**2.♔g5 ♗e7† 3.♔f4 ♔f6!?**

Also good is 3...♗xh4!? 4.fxg6 ♔xg6 5.♔e5 ♗g5! 6.♗f2 ♗c1 7.♔xd5 ♗xa3–+.

**4.fxg6 ♗d6† 5.♔f3 ♔xg6 6.♗f4?!**

6.♗g5 ♔f5 7.♗d2!? – see F-14.

**6...♗e7 7.♗g3 ♗f6 8.♗f2 ♔f5⊙–+**

**0–1**

## F-14

Endgame /Chapter 10

Variation from the game

**Kaschljaev – E.Zagoriansky**

Moscow 1949

The corresponding squares for the bishops are f6-f2.

**1...♗c7!**

(1 point)

1...♗e7 is not so strong: 2.♗e1 ♗f8 3.♗d2 ♗g7 4.♗e3 ♗h8 5.♗g1 ♗f6 6.♗f2.

**2.♗g5**

After either 2.♗e1 or 2.♗c3 there comes 2...♗f4–+.

**2...♗b6! 3.♗e3 ♗d8! 4.♗f2 ♗f6⊙–+**

(another 1 point for the variation)

## F-15

Tactics /Chapter 12

**C.Schlechter – H.Wolf**

Ostend 1905

**1.♗xh7†!**

(1 point)

**1...♔xh7 2.♘g5† ♔g6**

After 2...♔g8 comes 3.♕h5 ♖e8 4.♕xf7† ♔h8 5.♖e1! ♘g8 6.♖e3 ♘h6 7.♕g6 ♔g8 8.♖f3+–.

If 2...♔h6, then 3.♕g4! ♘g6 4.f4 ♕c8 5.f5+–.

**3.♕g4 f5 4.exf6 gxf6**

After 4...♖xf6 comes 5.♘e6† ♔f7 6.♕xg7† ♔xe6 7.♖e1†+–.

4...♔xf6 loses after 5.♖e1!+–.

If 4...♘f5, then 5.f7!? ♘h6 6.♕e6† ♔xg5 7.f4† ♔h5 8.♖f3+–.

**5.♘e6†**

(another 1 point)

**5...♔f7 6.♕g7† ♔xe6 7.♖e1† ♔f5**

If 7...♔d7, then 8.♕xe7†+–.

**8.♕h7†**

There is a quicker win: 8.g4†! ♔f4 9.♕h6† ♔f3 10.♖e3† ♔xg4 11.h3† ♔f5 12.♕h5† ♔f4 13.♕g4#.

**8...♔g5 9.♖xe7+–**

Or 9.h4†! ♔g4 10.f3† ♔f4 11.♕h6† ♔g3 12.♕g7†+–.

**9...♖g8 10.♖e3 b4 11.♖g3† ♕xg3 12.♕xg8†**

**1–0**

# Solutions

## F-16

Tactics /Chapter 16

**L.Rudenko – R.Bruce**

England – USSR, Radio Match 1946

**1.♗xh6!**

(1 point)

The standard sacrifice. 1 consolation point for the positional move 1.♘a3.

**1...gxh6 2.♕xh6 ♘f8**

After 2...♘dxe5 there follows 3.♗h7† (or 3.♖e3+–) 3...♔h8 4.♖e3! ♕d6 5.♗d3† ♔g8 6.♖g3†+–.

If 2...♘cxe5, then 3.♖e3+–.

**3.♖e3**

(another 1 point)

This typical regrouping decides the game.

**3...♘e7 4.♖g3† ♘fg6 5.h4!+– ♘f5 6.♗xf5 exf5 7.h5 ♕h4 8.♘d2 ♖e6 9.♘f3 ♕e7 10.hxg6 ♖xg6 11.♖xg6† fxg6 12.♕xg6† ♔f8 13.♘g5 ♕d7 14.♘h7† ♔e7 15.♕f6† ♔e8 16.♕f8#**

## F-17

Positional play /Chapter 13

**M.Gurevich – A.Yusupov**

Bundesliga 2001

**1...♗xf3!**

(2 points)

It is very important to secure the kingside. After 1...♘d5? there comes 2.♗d2! ♕xa3 3.♗xh7†!±.

**2.♕xf3 ♘d5 3.♗e4 ♘f8 4.♕d3 ♖ab8 5.♗d2 ♕a4 6.f4 ♖xc1 7.♖xc1 ♖d8=**

## F-18

Strategy /Chapter 14

**A.Yusupov – E.Sutovsky**

Essen 2001

**1.♘h2!**

(1 point)

The knight heads to f6.

**1...♖c8 2.♘g4**

Eyeing the weak black pawn on e5, as well as being poised to play ♘f6.

**2...♕c2 3.♖b2 ♕xe2† 4.♖xe2 ♔g7 5.♔f3 ♘f7 6.♖e3! ♔f8 7.♖a3+– ♔e7**

7...a6 8.♖b3+–

**8.♖xa7 ♖c3† 9.♔g2 ♘d6 10.♘f6 h6 11.♘g8† ♔f7 12.♘xh6† ♔g7 13.♘g4 ♖c2† 14.♔f3 ♖c3† 15.♔e2 1–0**

## F-19

Tactics /Chapter 11

**J.Vatnikov – Borovoj**

1957

**1...♕b1†! 2.♗c1**

2.♔d2 ♕xc2#

**2...♖e1†!!–+**

(1 point)

White resigned, in view of 3.♔d2 (3.♕xe1 ♕xc2#) 3...♕xc2† 4.♔xe1 ♕xc1#.

## F-20

Tactics /Chapter 1

**A.Alekhine – E.Colle**

Paris 1925

**1.♕xd7! ♖xd7 2.♖e8†**

But not 2.♖c8†?? ♖d8–+.

**2...♔h7 3.♖cc8+–**

(1 point)

## F-21

Strategy /Chapter 8

**R.Ortega – V.Korchnoi**

Havana 1963

**1...d4!**

(1 point)

You should seize the opportunity to occupy the centre.

**2.♘g3 ♕a5!? 3.♗d2 ♕d5 4.♕c1 ♗b7 5.♗f4 d3!**

5...e3 is not so strong: 6.♗f3 ♗xf4 7.♗xd5 exf2† 8.♔xf2 ♗xc1 9.♗xb7 ♗e3†∓.

**6.cxd3 e3! 7.♗f3 exf2† 8.♔xf2 ♘g4†! 9.♔g1**

If 9.♗xg4, then 9...♕xg2† 10.♔e3 ♗xf4† 11.♔xf4 ♕f2† 12.♔g5 ♕f6† 13.♔h5 g6† 14.♔h6 g5† 15.♔h5 ♕g6#.

**9...♕d4† 10.♗e3**

After 10.♔h1 there follows 10...♘f2† 11.♔g1 ♘h3† 12.♔h1 ♕g1† 13.♖xg1 ♘f2#.

**10...♘xe3 11.♕xe3 ♕xe3† 12.♖xe3 ♗c5–+**

### F-22

Opening /Chapter 22

**B.Zlotnik – E.Gik**

Dubna 1968

White has a lead in development and immediately attacks!

**1.♘xd6!**

(1 point)

If 1.♕f3, then 1...♘d7! allows Black to meet 2.♘xd6? with 2...♘e5–+.

1.♘f3!? (1 point) is not bad either.

**1...♕xd6 2.♘xe6!**

(another 1 point)

**2...♕xe6**

2...♗e5! would be more stubborn: 3.♕xd6 ♗xd6 4.♘g5± ♗e6 5.♗xe6 fxe6 6.♖ad1 ♗e7 7.♘f7 ♘c6 (7...b6 8.♘xh8 ♔xh8 9.♖f7 ♗g5 10.♖f8† ♔g7 11.♖df1!+–) 8.♖d7 ♖b8 9.♘xh8 ♔xh8 10.♖f7±.

(1 bonus point if you saw the move 2...♗e5)

If 2...♕xd1?!, then 3.♖axd1 ♘c6 4.♘c7 ♖b8 5.♗xf7† ♔f8 6.♗b3† ♔e7 7.♖f7#.

**3.♕d8† ♗f8 4.♖xf7! ♔xf7 5.♕xc8**

There is a quicker win: 5.♖f1†! ♔g7 6.♗xe6 ♗xe6 7.♕f6† ♔h6 8.♖f4+–.

**5...♕xc4 6.♕xc4† ♔g7 7.♕d4† ♔g8 8.♕d5† ♔g7 9.♕xb7†+–**

**1–0**

### F-23

Opening /Chapter 4

**L.Prokes – O.Zander**

Berlin 1925

**1.0–0!**

(1 point)

**1...♘c6**

After 1...♘xc4 comes 2.♖e1†! ♗e7 3.♕xg7! ♖f8 4.♗h6+–.

(another 1 point for this variation)

**2.♖e1† ♘e7**

2...♗e7 is met by 3.♕xg7 ♖f8 4.♗h6+–.

**3.♗b3 f6 4.♕d5**

Intending ♗f4xd6.

**4...g5 5.♘xg5+–**

Also strong would be 5.♗f4!+– or 5.♗xg5!+–.

**5...fxg5 6.♗xg5**

Or 6.♕xg5+–.

**6...h6 7.♘c3**

Also good is 7.♗f4+–.

**7...♖h7**

If 7...hxg5, then 8.♘e4!+–.

**8.♕g8 hxg5**

8...♖g7 loses to 9.♘d5! ♖xg8 10.♘f6#.

**9.♕xh7**

**1–0**

### F-24

Tactics /Chapter 1

**S.Alapin – E.Schiffers**

St Petersburg 1902

**1...♕xg3! 2.hxg3 ♔g7!–+**

(1 point)

White has no answer to the threat of ♖h8#.

**0–1**

# Solutions

## Scoring

Maximum number of points is **40**

**36** points and above ➤ **Excellent**
**30** points and above ➤ **Good**
**20** points ➤ **Pass mark**

*If you scored less than **20** points, we recommend that you read again those chapter dealing with the areas where you made a lot of mistakes and repeat the exercises which you got wrong.*

# Index of composers

**A**
Averbakh,Y. 100, 208

**B**
Behting,J. 255
Bottlik,I. 260
Botvinnik,M. 210, 211

**D**
del Rio,E. 227
Dobias,J. 209
Duras,O. 105
Dvoretsky,M. 211, 260

**G**
Gorgiev,T. 228
Grigoriev,N. 201, 217

**H**
Hasek,J. 267

**K**
Kasparian,G. 98
Kralin,N. 76
Kubbel,L. 105, 218
Kuznetsov,A. 76

**M**
Maizelis,I. 209
Maroczy,G. 260
Moravec,J. 216, 217

**N**
Neidze,V. 105
Nimzowitsch,A. 217

**O**
Ojanen,A. 106

**P**
Philidor 101,257
Platov,M. 267

**R**
Rabinovich,I. 106
Reinfeld,F. 92
Reti,R. 105, 106, 210
Rinck,H. 220

**S**
Selesniev,A. 256
Speelman,J. 252
Stamma,P. 227

**T**
Troitzky,A. 261

**W**
Walker,G. 213
Wotawa,A. 206

**Z**
Zakhodiakin,G. 105, 117

# Index of games

Numbers in **bold** type indicate that the player named first had Black.

A

Adams,E. – Torre,C. 32
Adams,M. – Gelfand,B. **49**
  – Piket,J. 238
Adams,W. – Kramer,G. 239
Adorjan,A. – Knaak,R. **8**
  – Ribli,Z. 171
Aiks – Flad 36
Aitken,J. – Keffler 9
Alapin,S. – Fahrni,H. **212**
  – Schiffers,E. 271
Alatortsev,V. – Tolush,A. **230**
Alburr,L. – Dvoretsky,M. **221**
  – Gulko,B. 199
Aldama,D. – Rodriguez,P. 129
Alef – Totschalk **125**
Alekhine,A. – Capablanca,J. 87
  – Colle,E. 270
  – Dus Chotimirsky,F. 135
  – Euwe,M. 135
  – Hromadka,K. 135
  – Junge,K. 65
  – Manko,V. 160
  – Maroczy,G. 81
  – Sämisch,F. **28**
  – Tylor,T. **64**
  – Yates,F. 206
Almasi,Z. – Yusupov,A. 205
Alster,L. – Betak 170
Amateur – Master 232, 238
Ambroz,J. – Honfi,K. 194
Anand,V. – Kamsky,G. **45**
  – Kramnik,V. 177
  – Yusupov,A. **26**
Andersen – Bukne **37**
Anderssen,A. – N.N. 16
  – Rosanes,J. **11**, **15**
  – Suhle,B. 15
Antoshin,V. – Ravinsky,G. 206
Appel,D. – De Geus,G. 127
Arbakov,V. – Yusupov,A. 182
Atkinson – N.N. 12
Averbakh,Y. – Bebchuk,E. 253
  – Euwe,M. 27

**B**

Babev,A. – Kupreichik,V. **172**
Bacrot,E. – Lautier,J. 267
  – Yusupov,A. 27
Balashov,Y. – Yusupov,A. **249**
Balogh,T. – Todorov,T. **158**
Bantleon – Fridrich **15**
Barczay,L. – Honfi,K. **228**
Bardina – Strandstrem **54**
Bator,R. – Krasenkow,M. **170**
Bazan,O. – Olafsson,F. **96**
Bebchuk,E. – Averbakh,Y. **253**
Becker,A. – Bogoljubow,E. **75**
Behrensen,J. – Eliskases,E. **117**
Behrhorst,F. – Podzielny,K. **118**
Beilin,M. – Lipnitsky,I. 205
Beliavsky,A. – Chandler,M. 268
  – Kasparov,G. **248**
  – Nunn,J. **159**
Beni – Kovacs **15**
Berelovich,A. – Yusupov,A. 206
Berg,E. – Leko,P. 158
Bernstein,D. – Yusupov,A. 136
Bernstein,O. – Kotov,A. 9
  – Spielmann,R. 237
Berovski,K. – Ninov,N. **54**
Bertok,M. – Geller,E. **146**
Bessonov – Kaem,Y. **269**
Betak – Alster,L. **170**
Betner – Patteson 37
Bilek,I. – Stein,L. 116
Bisguier,A. – Evans,L. **91**
Blackburne,J. – N.N. 11
  – Schwarz,J. 9
Bogatyrev – Zagoriansky 92
Bogoljubow,E. – Becker,A. 75
  – Sultan Khan 16
Boleslavsky,I. – Goldenov,B. 170
  – Smyslov,V. 186
Borovoj – Vatnikov,J. **270**
Botew – Mueller **12**
Botvinnik,M. – Flohr,S. 254

– Goglidze,V. **267**
– Goldberg,G. 145
– Jurgis,A. **146**
– Kan,I. 61
– Keres,P. 87
– Kmoch,H. 146
– Makogonov,V. 147, **194**
– Milner Barry,P. **146**
– Petrosian,T. **21**
– Ragozin,V. **182**
– Scharov,P. 116
– Schmid,L. 38
– Szabo,L. 206
Bouaziz,S. – Pomar Salamanca,A. 260
Braun,S. – Yusupov,A. 261
Brondum,E. – Yusupov,A. **163**
Bronstein,D. – Geller,E. 237
– N.N. 228
– Szabo,L. **224**
– Yusupov,A. 46
Browne,W. – Kasparov,G. **91**
Bruce,R. – Rudenko,L. **270**
Bukne – Andersen 37
Bunyan – Crowl,F. 268
Bykov – Zinovjev,J. 96

**C**
Campos Moreno,J. – Yusupov,A. **44**
Canal,E. – Rubinstein,A. 85
Capablanca,J. – Alekhine,A. **87**
– Janowski,D. **27**
– Rakowitz,B. 150
– Yates,F. 19
Cevallos,A. – Moehring,G. 227
Chandler,M. – Beliavsky,A. **268**
Cherepkov,A. – Pogats,J. **82**
– Sazonov 36
Cheron,A. – Nilsson,A. 127
Chigorin,M. – Davidov,M. 11
– Lee,F. **202**
– Nimzowitsch,A. **267**
Chistiakov,A. – Novotelnov,N. **268**
Ciocaltea,V. – Wade,R. **50**
Cohn,E. – Forgacs,L. **79**
Colle,E. – Alekhine,A. **270**
Computer Rebel – Yusupov,A. 26
Costin – Kraus,F. **54**
Crowl,F. – Bunyan **268**

**D**
Dal – Schulz 97
Davidov,M. – Chigorin,M. **11**
De Geus,G. – Appel,D. **127**
De la Garza,A. – Filguth,R. **70**
Demidov – Ponomarev,V. **97**
Diaz,J.C. – Rodriguez,A. 158
Diez del Corral,J. – Timman,J. **195**
Dolmatov,S. – Yusupov,A. **135**, **137**
Domsgen Hölzlein,C. – Kozlovskaya,V. 222
Donner,J. – Hübner,R. 69
Dorfman,J. – Polugaevsky,L. **88**
Dorin,M. – Rosito,J. **45**
Dorn – Gragger **37**
Drasko,M. – Gurevich,M. **199**
Dreev,A. – Yusupov,A. 155
Drimer,D. – Honfi,K. **75**
Durst – Tarrasch,S. 111
Dus Chotimirsky,F. – Alekhine,A. **135**
Dvoretsky,M. – Albutt,L. 221
– Langeweg,K. 55
– Nisman,B. **74**
– Polovodin,I. 46
– Vyzmanavin,A. **66**

**E**
Ekenberg – Johansson **15**
Eliskases,E. – Behrensen,J. 117
– Emma,J. 160
– Frydman,P. 121
Emma,J. – Eliskases,E. **160**
Enders,P. – Yusupov,A. **31**, 46, 185
Enevoldsen,J. – Karpov,A. **206**
Eppinga,R. – Tulchinsky,M. 76
Estevez,G. – Karpov,A. 248
Estrin,Y. – Nezhmetdinov,R. **164**
Euwe,M. – Alekhine,A. **135**
– Averbakh,Y. **27**
Evans,L. – Bisguier,A. 91
Evers – Schütze 154

**F**
Fahrni,H. – Alapin,S. 212
Filguth,R. – De la Garza,A. 70
Filip – Hruskova-Belska 44
Fischer,R. – Reshevsky,S. **30**
Flad – Aiks **36**
Flohr,S. – Botvinnik,M. **254**
    – Gilg,K. 116
    – Petrosian,T. 58
Forgacs,L. – Cohn,E. 79
Foster – Kogan,E. **10**
Franke,H. – Sievers,S. 126
Freiman,S. – Kan,I. 205
Fridman,D. – Kasimdzhanov,R. **177**
Fridrich – Bantleon 15
Frolov,D. – Kyprijanov,I. 158
Frydman,P. – Eliskases,E. **121**
    – Vidmar,M. 207
Fuetterer – Zinkl,A. 125
Furman,S. – Lilienthal,A. 243

**G**
Gabriel,C. – Rublevsky,S. **152**
Gama – Oneskins **74**
Ganguly,S. – Morozevich,A. 51
Garcia,R. – Reshevsky,S. **145**
Gavrikov,V. – Yusupov,A. **136, 137**
Gelfand,B. – Adams,M. 49
    – Yusupov,A. 31, 177, 183
Geller,E. – Bertok,M. 146
    – Bronstein,D. **237**
    – Keres,P. 85
    – Lombardy,W. 147
    – Lutikov,A. **182**
    – Novotelnov,N. 15
    – Ostojic,P. 36
    – Petrosian,T. 86
    – Portisch,L. 170
    – Spassky,B. **126**
    – Svidler,P. **160**
    – Tal,M. 109
German – Walter 36
Giegold – Schatz **97**
Gik,E. – Zlotnik,B. **271**
Gilg,K. – Flohr,S. **116**
Glek,I. – Romanishin,O. 150
Gligoric,S. – Karpov,A. **139**
    – Larsen,B. 170
    – Stahlberg,G. 194
Gode – Wiener **54**
Göring,C. – Schallopp,E. 16
Goglidze,V. – Botvinnik,M. 267
Goldberg,G. – Botvinnik,M. **145**
Goldenov,B. – Boleslavsky,I. **170**
Goncharov – Strasduns 171
Gragger – Dorn 37
Grischuk,A. – Leko,P. 205
Groszpeter,A. – Kupreichik,V. 268
    – Linker,T. 125
    – Reeh,O. 96
Gulko,B. – Alburt,L. **199**
    – Petrosian,T. **247**
Gumelis – Zaverbnij **227**
Gurevich,M. – Drasko,M. 199
    – Yusupov,A. 270
Gurgenidze,B. – Smyslov,V. **26**
    – Spassky,B. 30
    – Yusupov,A. **247**
Guseinov – Schestakov **110**

**H**
Hansen,L. – Nimzowitsch,A. 253
Hansen,L.B. – Polgar,J. **227**
Harrwitz,D. – Szen,J. 10
Hausner,I. – Yusupov,A. **249**
Hazai,L. – Nogueiras,J. 65
Hebert,J. – Portisch,L. 194
Heidenreich – Trueltsch **54**
Hennings,A. – Uhlmann,W. **55**
Hertneck,G. – Kasimdzhanov,R. **147**
    – Pirrot,D. **15**
    – Yusupov,A. 65
Hickl,J. – Portisch,L. **54**
    – Yusupov,A. 68
Hirschbein – Rubinstein,A. **16**
Hofland – Varnik **116**
Honfi,K. – Ambroz,J. **194**
    – Barczay,L. 228
    – Drimer,D. 75
Horowitz,I. – N.N. 74

Hort,V. – Ioseliani,N. **49**
 – Radulov,I. 125
 – Zichichi,A. **76**
Hracek,Z. – Yusupov,A. 178
Hromadka,K. – Alekhine,A. **135**
Hruskova-Belska – Filip **44**
Hubert – Yusupov,A. 93
Hübner,R. – Donner,J. **69**
 – Karpov,A. **51**
 – Kasparov,G. **249**

**I**
Ilivitzki,G. – Katalymov,B. **223**
Iljuschtshenko – Schuschina 220
Illescas,M. – Yusupov,A. **126**
Ioseliani,N. – Hort,V. 49
Ivanovic,B. – Yusupov,A. 184

**J**
Jadoul,M. – Miles,A. **97**
Janowski,D. – Capablanca,J. 27
Jansa,V. – Spassky,B. **195**
Jansson,B. – Yusupov,A. **136**
Joffe – Liberman **113**
Johansson – Ekenberg 15
Johner,P. – Tartakower,S. 109
Jovcic,M. – Wikman,R. **32**
Jung – Sabadosh 106
Junge,K. – Alekhine,A. **65**
Jurgis,A. – Botvinnik,M. 146
Juriev – Tyschler 96
Jushkevich – Petrusha **96**

**K**
Kaem,Y. – Bessonov 269
Kaidanov,G. – Malyshev,S. **171**
Kamsky,G. – Anand,V. 45
Kan,I. – Botvinnik,M. **61**
 – Freiman,S. **205**
 – Levenfish,G. 49
Karlson – Kopylov,N. 228
Karpov,A. – Enevoldsen,J. 206
 – Estevez,G. **248**
 – Gligoric,S. 139
 – Hübner,R. 51
 – Larsen,B. 174
 – Lautier,J. 29
 – Salov,V. 165
 – Spassky,B. 167
 – Unzicker,W. 140
Karra – Lukarelli **71**
Kaschljaev – Zagoriansky,E. 269
Kasimdzhanov,R. – Fridman,D. 177
 – Hertneck,G. 147
Kasparov,G. – Beliavsky,A. 248
 – Browne,W. 91
 – Hübner,R. 249
 – Ligterink,G. 50
 – Pigusov,E. 165
 – Portisch,L. 163
 – Zarnicki,P. **88**
Katalymov,B. – Ilivitzki,G. 223
Keene,R. – Kerr,S. 162
 – Stein,L. 247
Keffler – Aitken,J. **9**
Kengis,E. – Yuneev,A. 261
Keres,P. – Botvinnik,M. **87**
 – Geller,E. **85**
 – Konstantinopolsky,A. **183**
 – Saidy,A. 90
 – Stahlberg,G. **10**, **86**
 – Tolush,A. **222**
Kerr,S. – Keene,R. **162**
Khalilbeili,S. – Ravinsky,G. 56
Kharitonov,A. – Spiridonov,N. 170
 – Yusupov,A. **28**
Kleeschaetzky,R. – Yusupov,A. 74
Kloza – Miszto **221**
Kmoch,H. – Botvinnik,M. **146**
Knaak,R. – Adorjan,A. 8
Koblenz,A. – Lapienis,D. **223**
Kogan,E. – Foster 10
Komke – Mai Thi Thann 54
Kon – Tartakower,S. **205**
Konstantinopolsky,A. – Keres,P. 183
 – Smyslov,V. **195**
Kopylov,M. – Timofeev 164
Kopylov,N. – Karlson **228**
Korchnoi,V. – Nedeljkovic,S. 85
 – Ortega,R. **270**

– Penrose,J. 248
– Petrosian,T. **45**
Koslov – Nevmerzhitsky 256
Kotov,A. – Bernstein,O. **9**
– Lilienthal,A. **242**
– Taimanov,M. **64**
– Unzicker,W. 86
Kotronias,V. – Yusupov,A. 184
Kovacs – Beni 15
Kovchan – Yusupov,A. **55**
Koz – Riskin 126
Kozlovskaya,V. – Domsgen Hölzlein,C. **222**
Kramer,G. – Adams,W. **239**
– Lus 112
Kramnik,V. – Anand,V. **177**
– Zvjaginsev,V. 159
Krasenkow,M. – Bator,R. 170
Kraus,F. – Costin 54
Kreculescu – Negra **125**
Kreslavsky – Volchok **92**
Kupreichik,V. – Babev,A. 172
– Groszpeter,A. **268**
– Taimanov,M. 194
– Yusupov,A. 184
Kwiletzki – Rozinski 227
Kyprijanov,I. – Frolov,D. **158**

**L**
Langeweg,K. – Dvoretsky,M. **55**
– Szabo,L. **116**
Lapienis,D. – Koblenz,A. 223
Larsen,B. – Gligoric,S. **170**
– Karpov,A. **174**
– Spassky,B. 223
Larsen,S. – Yusupov,A. 195, 196
Lautier,J. – Bacrot,E. **267**
– Karpov,A. **29**
– Sokolov,I. 154
– Yusupov,A. **66**
Lazarevic,M. – N.N. **108**
Lechtynsky,J. – Timoschenko,G. 129
Lee,F. – Chigorin,M. 202
Leko,P. – Berg,E. **158**
– Grischuk,A. **205**
– Yusupov,A. 184
Lengyel,L. – Sliwa,B. 69
Levenfish,G. – Kan,I. **49**
Liberman – Joffe 113
Liberzon,V. – Smyslov,V. **172**
Ligterink,G. – Kasparov,G. **50**
Lilienthal,A. – Furman,S. **243**
– Kotov,A. 242
Linker,T. – Groszpeter,A. **125**
Lipnitsky,I. – Beilin,M. **205**
Ljubojevic,L. – Portisch,L. 74
– Stein,L. 75
Lobron,E. – Yusupov,A. **45**, 189
Lombardy,W. – Geller,E. **147**
Lukarelli – Karra 71
Lus – Kramer,G. **112**
Lutikov,A. – Geller,E. 182
– Maslov,L. **237**
Lutz,C. – Yusupov,A. 176, 184

**M**
Mädler – Uhlmann,W. 227
Mai Thi Thann – Komke **54**
Makogonov,V. – Botvinnik,M. **147**, 194
Malyshev,S. – Kaidanov,G. 171
Manko,V. – Alekhine,A. **160**
Marin y Llovet,V. – Yates,F. **118**
Maroczy,G. – Alekhine,A. **81**
Martinson – Neimanis **54**
Mascarinas,R. – Tal,M. **15**
Maslov,L. – Lutikov,A. 237
Master – Amateur **232**, **238**
Mateu,X. – Yusupov,A. 106
Mattison – Wright 112
Mecking,H. – Polugaevsky,L. **66**
– Tan Lian Ann 227
Meitner – Schlechter,C. **117**
Mieses,J. – Rubinstein,A. **85**
Mikenas,V. – Zagoriansky,E. **87**, **242**
Miles,A. – Jadoul,M. 97
– Yusupov,A. 29
Milner Barry,P. – Botvinnik,M. 146
Miszto – Kloza 221
Moehring,G. – Cevallos,A. **227**
Mohr,S. – Sieiro Gonzalez,L. 48
Morozevich,A. – Ganguly,S. **51**

Movsesian,S. – Yusupov,A. 178
Mueller – Botew 12

**N**
Najer,E. – Yuferov,S. 240
Nedeljkovic,S. – Korchnoi,V. **85**
– Sultanbeiev **239**
– Szilagyi,G. 37
Negra – Kreculescu 125
Neimanis – Martinson 54
Nesis,G. – Shvidun,I. 195
Nevmerzhitsky – Koslov **256**
Nezhmetdinov,R. – Estrin,Y. 164
– N.N. 238
– Piotrowkij 40
Nikolic,P. – Yusupov,A. 44
Nilsson,A. – Cheron,A. **127**
Nimzowitsch,A. – Chigorin,M. 267
– Hansen,L. **253**
– Tarrasch,S. 261
Ninov,N. – Berovski,K. 54
Nisman,B. – Dvoretsky,M. 74
Nogueiras,J. – Hazai,L. **65**
Novotelnov,N. – Chistiakov,A. 268
– Geller,E. **15**
Nunn,J. – Beliavsky,A. 159

**O**
Olafsson,F. – Bazan,O. 96
– Uhlmann,W. **250**
Oneskins – Gama 74
Ortega,R. – Korchnoi,V. 270
Ostojic,P. – Geller,E. **36**

**P**
Palkovi,J. – Romanishin,O. 151
Parr – Wheatcroft 96
Patteson – Betner **37**
Penrose,J. – Korchnoi,V. **248**
Perevoznikov – Vischnjackij **109**
Petrosian,T. – Botvinnik,M. 21
– Flohr,S. **58**
– Geller,E. **15**
– Gulko,B. 247
– Korchnoi,V. 45
– Schmid,L. 105
Petrusha – Jushkevich 96
Pfleger,H. – Yusupov,A. **145**
Pigusov,E. – Kasparov,G. **165**
Piket,J. – Adams,M. **238**
Pillsbury,H. – N.N. **221**
Piotrowkij – Nezhmetdinov,R. **40**
Pirrot,D. – Hertneck,G. 15
Plaskett,J. – Yusupov,A. 27
Podzielny,K. – Behrhorst,F. 118
Pogats,J. – Cherepkov,A. 82
Polgar,J. – Hansen,L.B. 227
– Polugaevsky,L. 249
Polgar,S. – Smyslov,V. 261
Polovodin,I. – Dvoretsky,M. **46**
– Rutman,A. 158
Polugaevsky,L. – Dorfman,J. 88
– Mecking,H. 66
– Polgar,J. **249**
– Tal,M. 120
Pomar Salamanca,A. – Bouaziz,S. **260**
Ponomarev,V. – Demidov 97
Ponomariov,R. – Svidler,P. **182**
Popovic,P. – Razuvaev,Y. 194
Portisch,L. – Geller,E. **170**
– Hebert,J. **194**
– Hickl,J. 54
– Kasparov,G. **163**
– Ljubojevic,L. **74**
– Teschner,R. **37**
– Yusupov,A. **198**
Privman,B. – Yusupov,A. 237
Prokes,L. – Zander,O. 271
Psakhis,L. – Smejkal,J. 267
– Vaganian,R. **116**
– Yusupov,A. 159

**R**
Radulov,I. – Hort,V. **125**
– Soderborg,J. 96
Ragozin,V. – Botvinnik,M. 182
– Veresov,G. 171
Rakowitz,B. – Capablanca,J. **150**
Ravinsky,G. – Antoshin,V. **206**
– Khalilbeili,S. **56**

Razuvaev,Y. – Popovic,P. **194**
Reeh,O. – Groszpeter,A. **96**
Rellstab,L. – Seitz,J. **222**
Renet,O. – Yusupov,A. 64
Reshevsky,S. – Fischer,R. 30
 – Garcia,R. 145
 – Shainswit,G. 64
 – Smyslov,V. **191**
Reti,R. – Spielmann,R. **183**
Ribli,Z. – Adorjan,A. **171**
Richter,K. – N.N. 119
 – Winz 96
Riskin – Koz **126**
Rodriguez,A. – Diaz,J.C. **158**
Rodriguez,P. – Aldama,D. **129**
Romanishin,O. – Glek,I. **150**
 – Palkovi,J. **151**
 – Yusupov,A. 247
Rosanes,J. – Anderssen,A. 11, 15
Rosito,J. – Dorin,M. 45
Rozentalis,E. – Yusupov,A. **28**
Rozinski – Kwiletzki **227**
Rubinetti,J. – Yusupov,A. **141**
Rubinstein,A. – Canal,E. **85**
 – Hirschbein 16
 – Mieses,J. 85
 – Teichmann,R. 166
Rublevsky,S. – Gabriel,C. 152
Rudenko,L. – Bruce,R. 270
Rutman,A. – Polovodin,I. **158**

**S**
Sabadosh – Jung **106**
Sämisch,F. – Alekhine,A. 28
Saidy,A. – Keres,P. **90**
Salov,V. – Karpov,A. **165**
Santo Roman,M. – Yusupov,A. **238**
Sazonov – Cherepkov,A. **36**
Schallopp,E. – Göring,C. **16**
Scharov,P. – Botvinnik,M. **116**
Schatz – Giegold 97
Schebler,G. – Yusupov,A. **90**
Schestakov – Guseinov 110
Schiffers,E. – Alapin,S. **271**
Schlechter,C. – Meitner 117
 – Wolf,H. 269
Schlosser – N.N. **36**
Schmid,L. – Botvinnik,M. **38**
 – Petrosian,T. **105**
Schütze – Evers **154**
Schulz – Dal **97**
Schumow – Winawer,S. 91
Schuschina – Iljuschtshenko **220**
Schwarz,J. – Blackburne,J. **9**
Seirawan,Y. – Yusupov,A. 241
Seitz,J. – Rellstab,L. 222
Semeniuk,A. – Tal,M. **75**
Shainswit,G. – Reshevsky,S. **64**
Shirazi,K. – Yusupov,A. **44**
Shirov,A. – Timman,J. 260
Short,N. – Yusupov,A. **190**
Shulman,Y. – Yusupov,A. 182
Shvidun,I. – Nesis,G. **195**
Sieiro Gonzalez,L. – Mohr,S. **48**
Sievers,S. – Franke,H. **126**
Siggetti – Toth **125**
Silberstein – Wetsov 108
Sliwa,B. – Lengyel,L. **69**
Slobodjan,R. – Yusupov,A. 65
Smejkal,J. – Psakhis,L. **267**
Smyslov,V. – Boleslavsky,I. **186**
 – Gurgenidze,B. 26
 – Konstantinopolsky,A. 195
 – Liberzon,V. 172
 – Polgar,S. **261**
 – Reshevsky,S. 191
 – Suttles,D. **182**
 – Tsvetkov,A. **59**
Soderborg,J. – Radulov,I. **96**
Sokolov,I. – Lautier,J. **154**
Spassky,B. – Geller,E. 126
 – Gurgenidze,B. **30**
 – Jansa,V. 195
 – Karpov,A. **167**
 – Larsen,B. **223**
 – Yusupov,A. **111**
Spassov,L. – Yusupov,A. **130**
Speelman,J. – Spraggett,K. **55**
Spielmann,R. – Bernstein,O. **237**
 – Reti,R. 183

– Tarrasch,S. 64
Spiridonov,N. – Kharitonov,A. **170**
Spraggett,K. – Speelman,J. 55
Stahlberg,G. – Gligoric,S. **194**
– Keres,P. 10, 86
Stein,L. – Bilek,I. **116**
– Keene,R. **247**
– Ljubojevic,L. **75**
Stepite – Zelina 44
Strandstrem – Bardina 54
Strasduns – Goncharov **171**
Suetin,A. – Zhukhovitsky,S. **243**
Suhle,B. – Anderssen,A. **15**
Sultan Khan – Bogoljubow,E. **16**
Sultanbeiev – Nedeljkovic,S. 239
Sutovsky,E. – Yusupov,A. **270**
Suttles,D. – Smyslov,V. 182
Svidler,P. – Geller,E. 160
– Ponomariov,R. 182
– Yusupov,A. 174
Szabo,L. – Botvinnik,M. **206**
– Bronstein,D. 224
– Langeweg,K. 116
Szen,J. – Harrwitz,D. **10**
Szilagyi,G. – Nedeljkovic,S. **37**

**T**
Taimanov,M. – Kotov,A. 64
– Kupreichik,V. **194**
– N.N. 116
– Yusupov,A. 141
Tal,M. – Geller,E. **109**
– Mascarinas,R. 15
– Polugaevsky,L. **120**
– Semeniuk,A. 75
Tan Lian Ann – Mecking,H. **227**
Tarrasch,S. – Durst **111**
– Nimzowitsch,A. **261**
– Spielmann,R. **64**
– Walbrodt,C. 93
Tartakower,S. – Johner,P. **109**
– Kon 205
– Wood,G. 117
Teichmann,R. – Rubinstein,A. **166**
Teschner,R. – Portisch,L. 37
Timman,J. – Diez del Corral,J. 195
– Shirov,A. **260**
– Yusupov,A. 110, 185
Timofeev – Kopylov,M. **164**
Timoschenko,G. – Lechtynsky,J. **129**
– Yusupov,A. **128**, 136, 137
Todorov,T. – Balogh,T. 158
Tolush,A. – Alatortsev,V. 230
– Keres,P. 222
Toriran – Yanofsky,D. **116**
Torre,C. – Adams,E. **32**
Torre,E. – Yusupov,A. **36**
Toth – Siggetti 125
Totschalk – Alef 125
Trueltsch – Heidenreich 54
Tsvetkov,A. – Smyslov,V. 59
Tulchinsky,M. – Eppinga,R. **76**
Tylor,T. – Alekhine,A. 64
Tyschler – Juriev **96**

**U**
Uhlmann,W. – Hennings,A. 55
– Mädler **227**
– Olafsson,F. 250
– Yusupov,A. **268**
Unzicker,W. – Karpov,A. **140**
– Kotov,A. **86**

**V**
Vaganian,R. – Psakhis,L. 116
Van der Wiel,J. – Yusupov,A. 176
Varnik – Hofland 116
Vasilenko – Yusupov,A. **106**
Vatnikov,J. – Borovoj 270
Veresov,G. – Ragozin,V. **171**
Vidmar,M. – Frydman,P. **207**
Vischnjackij – Perevoznikov 109
Volchok – Kreslavsky 92
Vyzmanavin,A. – Dvoretsky,M. 66
– Yusupov,A. 50

**W**
Wachweger,A. – Weise,W. 239
Wade,R. – Ciocaltea,V. 50
Walbrodt,C. – Tarrasch,S. **93**

Walter – German **36**
Wang Zili – Yusupov,A. 145, 148
Weise,W. – Wachweger,A. **239**
Wersov – Silberstein **108**
Wheatcroft – Parr **96**
Wiener – Gode 54
Wikman,R. – Jovcic,M. 32
Winawer,S. – Schumow **91**
Winz – Richter,K. **96**
Wolf,H. – Schlechter,C. **269**
Wood,G. – Tartakower,S. **117**
Wright – Mattison **112**

**Y**
Yanofsky,D. – Toriran 116
Yates,F. – Alekhine,A. **206**
– Capablanca,J. **19**
– Marin y Llovet,V. 118
Yrjola,J. – Yusupov,A. 58
Yuferov,S. – Najer,E. **240**
Yuneev,A. – Kengis,E. **261**
Yusupov,A. – Almasi,Z. **205**
– Anand,V. 26
– Arbakov,V. **182**
– Bacrot,E. **27**
– Balashov,Y. 249
– Berelovich,A. **206**
– Bernstein,D. **136**
– Braun,S. **261**
– Brondum,E. 163
– Bronstein,D. **46**
– Campos Moreno,J. 44
– Computer Rebel **26**
– Dolmatov,S. 135, 137
– Dreev,A. **155**
– Enders,P. 31, **46**, **185**
– Gavrikov,V. 136, 137
– Gelfand,B. **31**, **177**, **183**
– Gurevich,M. **270**
– Gurgenidze,B. 247
– Hausner,I. 249
– Hertneck,G. **65**
– Hickl,J. **68**
– Hracek,Z. **178**
– Hubert **93**
– Illescas,M. 126
– Ivanovic,B. **184**
– Jansson,B. 136
– Kharitonov,A. 28
– Kleeschaetzky,R. 74
– Kotronias,V. **184**
– Kovchan 55
– Kupreichik,V. **184**
– Larsen,S. **195**, **196**
– Lautier,J. 66
– Leko,P. **184**
– Lobron,E. 45, **189**
– Lutz,C. **176**, **184**
– Mateu,X. **106**
– Miles,A. **29**
– Movsesian,S. **178**
– Nikolic,P. **44**
– Pfleger,H. 145
– Plaskett,J. **27**
– Portisch,L. 198
– Privman,B. **237**
– Psakhis,L. **159**
– Renet,O. **64**
– Romanishin,O. **247**
– Rozentalis,E. 28
– Rubinetti,J. 141
– Santo Roman,M. 238
– Schebler,G. 90
– Seirawan,Y. **241**
– Shirazi,K. 44
– Short,N. 190
– Shulman,Y. **182**
– Slobodjan,R. **65**
– Spassky,B. 111
– Spassov,L. 130
– Sutovsky,E. 270
– Svidler,P. **174**
– Taimanov,M. **141**
– Timman,J. **110**, **185**
– Timoschenko,G. 128, **136**, **137**
– Torre,E. 36
– Uhlmann,W. 268
– Van der Wiel,J. **176**
– Vasilenko 106
– Vyzmanavin,A. **50**

- Wang Zili **145**, **148**
- Yrjola,J. **58**

**Z**

Zagoriansky,E. – Bogatyrev **92**
- Kaschljaev **269**
- Mikenas,V. 87, 242

Zander,O. – Prokes,L. **271**
Zarnicki,P. – Kasparov,G. 88
Zaverbnij – Gumelis 227
Zelina – Stepite **44**
Zhukhovitsky,S. – Suetin,A. 243
Zichichi,A. – Hort,V. 76
Zinkl,A. – Fuetterer **125**
Zinovjev,J. – Bykov **96**
Zlotnik,B. – Gik,E. 271
Zvjaginsev,V. – Kramnik,V. **159**

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