

## TABLE OF CONTENTS

PART 1 - THE ELEMENTS	PAGE
CHAPTER 1. ON THE CENTER AND DEVELOPMENT	1
CHAPTER 2. ON OPEN FILES	13
CHAPTER 3. THE SEVENTH AND EIGHTH RANKS	23
CHAPTER 4. THE PASSED PAWN	31
CHAPTER 5. ON EXCHANGING	53
CHAPTER 6. ELEMENTS OF ENDGAME STRATEGY	57
CHAPTER 7. THE PIN	69
CHAPTER 8. DISCOVERED CHECK	81
CHAPTER 9. THE PAWN CHAIN	87

PART 2 - POSITIONAL PLAY	PAGE
CHAPTER 10. POSITIONAL PLAY AND THE CENTER	103
CHAPTER 11. THE DOUBLED PAWN AND RESTRAINT	121
CHAPTER 12. THE ISOLATED d-PAWN AND ITS DESCENDANTS	137
CHAPTER 13. THE TWO BISHOPS	147
CHAPTER 14. OVERPROTECTION	153
CHAPTER 15. MANEUVERING AGAINST WEAKNESSES	159

PART 3 - ILLUSTRATIVE GAMES	PAGE
	167-260

ILLUSTRATIVE GAMES LIST

	PAGE NO.
1. Nimzowitsch-Alapin,	169
2. Telchmann-Nimzowitsch,	170
3. Van Vliet - Znosko-Borovsky,	172
4. Lee-Nimzowitsch,	173
5. Dr. v. Hezen-Glesc,	174
5. Dr. Tarrasch-J. Berger,	175
7. Rabinowitz-Nimzowitsch,	178
8. Samisch-Nimzowitsch,	180
9. Nimzowitsch-Prizel,	181
1. Nimzowitsch-Dr. Tarrasch,	183
1. Sir George Thomas-Dr. Alekhine,	187
2. P.S. Leonhardt-Nimzowitsch,	189
3. Nimzowitsch-von Gottschall,	191
1. Nimzowitsch-C. Behtling,	193
5. Nimzowitsch-Freymann,	195
5. Nimzowitsch-P.S. Leonihardt,	197
7. Nimzowitsch-Dr. Fluss,	198
3. Rubinstein-Nimzowitsch,	200
3. Louis Paulsen-Dr. Tarrasch,	202
1. Nimzowitsch-Tarrasch,	204
Professor Becker-Nimzowitsch,	206
2. Opocensky-Nimzowitsch,	209
3. Rubinstein-Duras,	211
1. Maroczy-Schutting,	213
5. Nimzowitsch-Dr. Michel,	215
5. Dr. Tarrasch-J. Mieses,	217
7. Grunfeld-Dr. Tartakower,	218
3. Kline-Capablanca,	219
3. Rubinstein-Levenfish,	221
1. Bugajew-Nimzowitsch,	222
1. Nimzowitsch-Anton Olson,	224
2. Blackburne-Nimzowitsch,	225
3. Nimzowitsch-Rubinstein,	227
1. Nimzowitsch-Rosselli del Turko	229
5. Johner-Nimzowitsch,	231
5. Nimzowitsch-Taubenhaus,	234
7. Rubinstein-Znosko-Borovsky,	235
3. Allies-Nimzowitsch,	236
9. Three Swedish Amateurs-Nimzowitsch	238
3. Telchmann-Nimzowitsch,	240

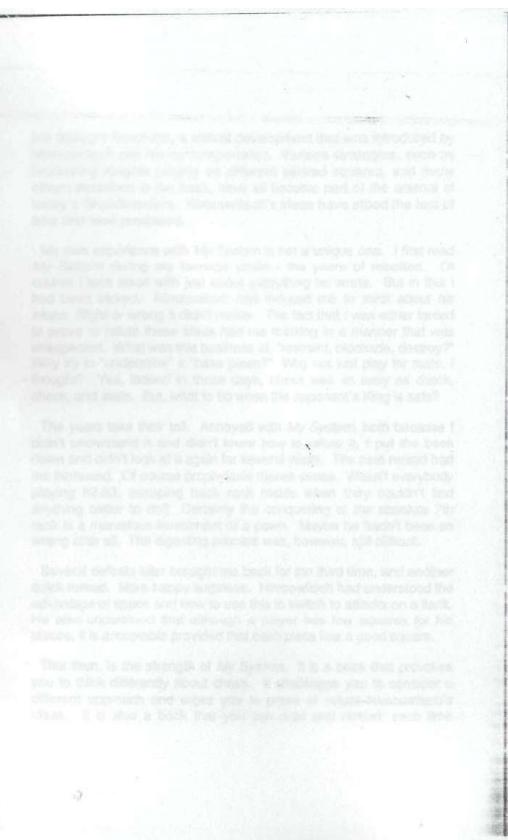
41. Dr. Lasker-Amos Burn,	Petrograd, 1903	243
42. Nimzowitsch-Marshall,	New York, 1927	245
43. Nimzowitsch-Alekhine,	Semmering, 1926	245
44. Anderssen-Ernesto Oebert-Nimzowitsch	Upsala, 1921	245
45. Yates-Nimzowitsch,	London, 1927	250
46. Nimzowitsch-Salwe,	Carlsbad, 1911	253
47. Gruenfeld-Nimzowitsch,	Petrograd, 1913	254
48. Spielmann-Nimzowitsch,	San Sebastian, 1911	255
49. Nimzowitsch-Spielmann,	San Sebastian, 1912	256
50. Nimzowitsch-A. Hakansson,	Kristianstad, 1922	258

*Nimzowitsch's chess career from 1903 to 1922. His first major success came in 1903.*

In his biography of Lasker, 1927, Nimzowitsch was compelled to justify his claim to the title of "The chess player of the century". It is a title that is hard to give him, as a World Championship player. Chigorin, in my opinion, was indeed a powerful player at the turn-of-the-century, but his games were more technical for his strength and his originality. He became a very strong competitor of the best World Champions, without doubt. After several encouraging losses, Nimzowitsch gained victory over Tarrasch in 1909. But did it really last? Didn't it give us those horrifying wins or big losses? Yes, and also vice versa. Who was the right man? How could that play be beaten? Why should it work in this competition and not another?

The notion of "originality" is not very clear. What exactly should it consist of? I think that it is the ability to find new ideas. Many masters can do this, but they are not necessarily original. Some, indeed, may be. But the question is: how many? How many can combine their individuality with the general laws of chess? How many can find the "essence"? For me, the answer is: one. That is, the chess player who can find the "essence" of chess and translate it into the many games he has to play.

In other words, the chess player of the century,棋士大聖人, is not the one who solved or won the greatest number of games, nor the one who invented the most original ideas. He is the one who understood the essence of chess, who combined it with his own original ideas, and who, as a result, had the greatest influence on the development of chess. And that is why Nimzowitsch may possibly very reasonably be called the chess player of the century.



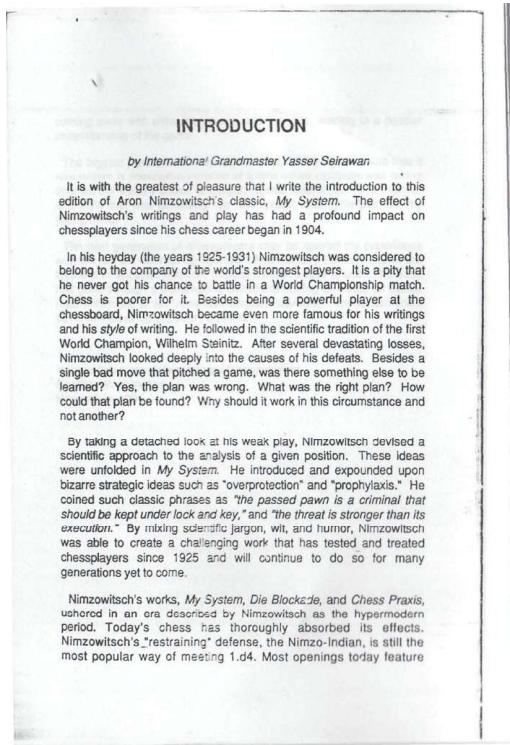
My System is a trademarked system I created to combat problems associated with the industry known as, ethical development that was introduced by the author of the book, Mr. Karpov. My System, includes the following concepts: Strategic planning, self-assessed balanced resilience, and three pillars pertaining to the book, they all become part of the formula of being a "Strategic Leader". My System's pillars have about the last of 2000 days been published.

"Not much experience with My System is not a unique one. I first used My System during my business studies - the years of isolation... On occasion I had dealt with just about everything he wrote... But in that I had been involved. Management says different and so does about 80% of other strong strategic leaders... The fact that I was never forced to prove or relate these ideas had me training in a manner that was unapplied. What was this business of "business, leadership, strategy"? Why try to "understand" a "tame person"? Why not just play for fun, I thought? Yes, indeed it should happen, there was no room for classifications, and more, but, what to do when the implement's ring is silent?"

The years take their toll. Acquired with My System, both because I didn't understand it, and didn't know how to use it, I put the book down and didn't look at it again for several years. The next period had the following: Of course people from many places. Almost everybody playing football, including back roads radio, when they couldn't find anything better to do? Certainly the consequences of the situation? By itself is a ridiculous Association, in a sense. "Maybe he hasn't been on writing about it. The beginning period was, however, right opposite.

Several authors later recognized me back for the third time, and another quick remark. More, keep learning. Karpov himself had understood the advantage of option and now to use this is switch to attacks on a battle. He also understood that although a paper has five audience for his books, it is a responsible provider that each person has a good program."

This then, is the strength of My System. It is a book that provides you to think differently about choices. It challenges you to approach a different approach and gives you to prove all your assumptions? ideas. It is also a book that gives you a road and connects each with



the Bishop's fianchetto, a radical development that was introduced by Nimzowitsch and his contemporaries. Various strategies, such as blockading Knights playing on different colored squares, and many others described in the book, have all become part of the arsenal of today's Grandmasters. Nimzowitsch's ideas have stood the test of time and have prospered.

My own experience with *My System* is not a unique one. I first read *My System* during my teenage years - the years of rebellion. Of course I took issue with just about everything he wrote. But in this I had been tricked. Nimzowitsch had induced me to *think about his ideas*. Right or wrong it didn't matter. The fact that I was either forced to prove or refute these ideas had me thinking in a manner that was unexpected. What was this business of, "restraint, blockade, destroy?" Why try to "undermine" a "base pawn?" Why not just play for mate, I thought? Yes, indeed in those days, chess was as easy as check, check, and mate. But, what to do when the opponent's King is safe?

The years take their toll. Annoyed with *My System*, both because I didn't understand it and didn't know how to refute it, I put the book down and didn't look at it again for several years. The next reread had me bemused. Of course prophylaxis makes sense. Wasn't everybody playing h2-h3, escaping back rank mates when they couldn't find anything better to do? Certainly the conquering of the absolute 7th rank is a marvelous investment of a pawn. Maybe he hadn't been so wrong after all. The digesting process was, however, still difficult.

Several defeats later brought me back for the third time, and another quick reread. More happy surprises. Nimzowitsch had understood the advantage of space and how to use this to switch to attacks on a flank. He also understood that although a player has few squares for his pieces, it is acceptable provided that each piece has a good square.

This then, is the strength of *My System*. It is a book that provokes you to think differently about chess. It challenges you to consider a different approach and urges you to prove or refute Nimzowitsch's ideas. It is also a book that you can read and reread, each time

coming away with different lessons and insights, leading to a deeper understanding of the game.

The biggest problem with my original copy of *My System* was that it was written in descriptive notation at a time when algebraic was taking over as the world's chess language. It was also written in a manner and style that was decidedly too "European" and "Scientific" for my young mind.

The next generation of chessplayers may be spared my experience with the current volume, *My System - 21st Century Edition*. The entire layout is in algebraic notation, making it much easier to use. The book has gone through a tremendous amount of editing to create an easier read with more of an "American English" flavoring. I'm certain you'll savor this great classic every bit more.

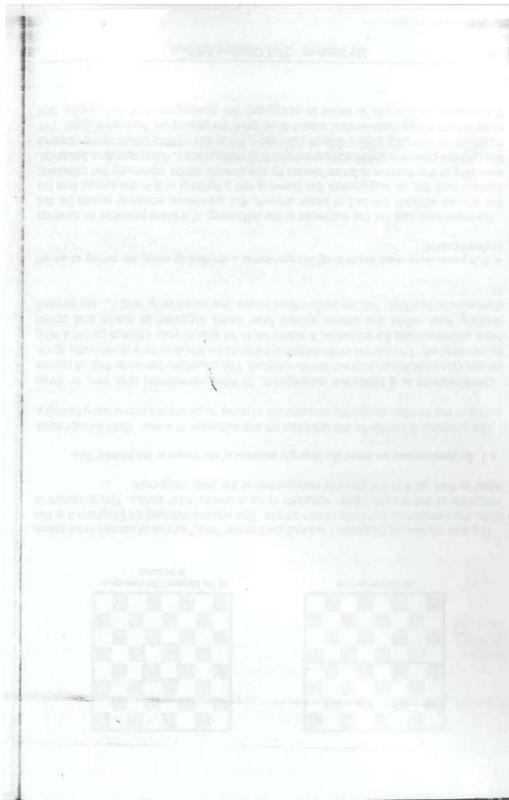
Yasser Seirawan, International Grandmaster  
Seattle, Washington  
November, 1991

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## PART ONE

### THE ELEMENTS

#### CHAPTER 1

##### ON THE CENTER AND DEVELOPMENT

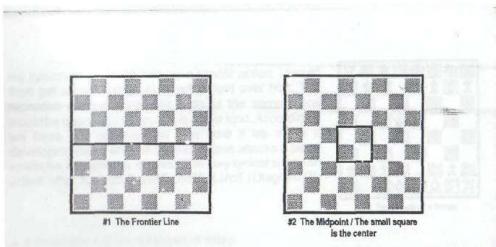
*Contains a short introduction and what the less advanced student must know about the center and development.*

In my opinion the following are to be considered the elements of chess strategy:

- (1) The center.
- (2) Play in open files.
- (3) Play in the 7th and 8th ranks.
- (4) The passed pawn.
- (5) The pin.
- (6) Discovered check.
- (7) Exchanging.
- (8) The pawn chain.

Each one of these elements will be as thoroughly explained as possible in what follows. We begin with the center, which we propose to treat at first with the less experienced player in mind. In the second part of the book, which is devoted to positional play, we will attempt to investigate the center from the point of view of "higher learning." As you know, the center was precisely the point around which in the years 1911-13 what amounted to a revolution in chess took place. I mean that the articles which I wrote, (*Entspricht Dr. Tarrasch's "Moderne Schachpartie" wirklich moderner Auffassung?*) ran directly counter to the traditional conception and sounded the call to a revolt which was, in fact to give birth to the neo-romantic school. The two-fold treatment of the center, which we propose to undertake on instructional grounds, would therefore seem to be justified.

First a few definitions:



The line shown on Diagram 1 we call the frontier "line," and is of course to be taken in its mathematical, not in its chess sense. The square marked on Diagram 2 is the midpoint of the board, again naturally in its mathematical sense. The midpoint is easy to find, as it is the point of intersection of the long diagonals.

\* 1. *By development we mean the strategic advance of the troops to the frontier line.*

The process is similar to the advance on the outbreak of a war. Both armies seek to reach the frontier as quickly as possible in order to penetrate into enemy territory.

Development is a collective conception. To have developed one, two, or three pieces does not mean that we are developed. The situation demands that all pieces be developed. The period of development should be inspired by a democratic spirit. How undemocratic for instance, it would be to let one of your officers go for a long walking tour, while the others kicked their heels together at home and bored themselves horribly. No, let each officer make one move only, and . . . dig himself in.

\* 2. *A pawn move must not in itself be regarded as a developing move, but merely as an aid to development.*

An important rule for the beginner is the following: if it were possible to develop the pieces without the aid of pawn moves, the pawnless advance would be the correct one, for, as suggested, the pawn is not a fighting unit in the sense that his crossing of the frontier is to be feared by the enemy, since obviously the attacking force of the pawns is small compared with that of the pieces. The pawnless advance, however, is in reality impossible of execution, since the enemy pawn center, thanks to its inherent aggressiveness, would drive back the pieces we had developed. For this reason we should, in order to safeguard the development of our pieces, first

build up a pawn center. By center we mean the four squares which enclose the midpoint - the squares e4, e5, d4, d5 (Diagram 2).

The wrecking of a pawnless advance is illustrated by the following: 1.Nf3 Nc6 2.e3 (since the pawn has not been moved to the center, we may still regard the advance as pawnless in our sense). 2...e5 3.Nc3 Nf6 4.Bc4? d5. Now the faultiness of White's development may be seen; the Black pawns have a immobilizing effect. 5.Bb3 (bad at the outset, a piece moved twice), 5...d4 and White is uncomfortably placed, at any rate from the point of view of the player with little fighting experience.

Another example is the following: White without QR, A. Nimzowitsch - Amateur (White's a-pawn is at a3). 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf5 5.d4 exd4 6.cxd4 Bb6. Black has now lost the center, and in addition, by neglecting to play 4...d6, he allows White's center too much mobility. His development may therefore rightly be described as pawnless, or, more strictly, one which has become pawnless. 7.d5 Ne7 8.e5 Ne4 9.d6 cxd6 10.exd6 Nxg2 11.Qb3 and Black, who is completely wedged in by the pawn on d6 succumbs to the enemy assault in a few moves, in spite of the win of a Rook. 11...Nxf1 12.Bx7+ Kf8 13.Bg5 and Black resigned.

It follows from the rule given (\* 2, previous page), that pawn moves are only admissible in the development stage when they either help to occupy the center, or stand in logical connection with its occupation; a pawn move which protects its own or attacks the enemy's center, for example. In the open game after 1.e4 e5, either d3 or d4 - now or later - is always a correct move.

If then only the pawn moves designated above are allowable, it follows that moves of the flank pawns must be regarded as loss of time - with this qualification, that in close games the rule applies to only a limited extent, since contact with the enemy is not complete, and development proceeds at a slower tempo.

To sum up: In the open game speed of development is the very first law. Every piece must be developed in one move. Every pawn move is to be regarded as loss of time, unless it helps to build or support the center or attack the enemy's center. Therefore, as Lasker truly observed: In the opening one or two pawn moves, not more.

\* 3. To be ahead in development is the ideal to be aimed at.

If I were running a race with someone, it would be, to say the least, inopportune were I to throw away valuable time by say, rubbing dirt off my nose, although I must not be considered as blaming that operation in itself. If, however, I can induce

my opponent to waste time by a similar action, I would then get an advantage in development over him. The repeated moving back and forth of the same piece would be described as an action of this kind. Accordingly we force our opponent to lose time if we make a developing move which at the same time attacks a piece which he has already moved. This very typical situation arises after 1.e4 d5 2.exd5 Qxd5 3.Nc3 (Diagram 3).



#3 Typical win of a tempo

\* 4. Exchange with resulting gain of tempo.

The moves just given show in the most compact form a maneuver which we may call a compound one. For why (see Diagram 4) do we take the d-pawn? (2.exd5). The answer is to entice the piece which recaptures it on to a square exposed to attack. This was the first part of the maneuver. The second (3.Nc3) consisted in the utilization of the Queen's position which is in a certain sense compromised.



#4 2.exd5! forcing the Black Queen to recapture on d5.

The compound maneuver which we have just outlined is one of the greatest value to the student, and we proceed to give a few more examples. 1.d4 d5 2.c4 Nf6 3.cxd5! and now two variations follow. If 3...Qxd5, then 4.Nc3, and if 3...Nxd5 4.e4, so that in either case White with his 4th move will have made a developing move of full value, which Black will be forced to answer by wandering about. But perhaps the beginner may say in his heart: Why should Black recapture? Many a skillful businessman displays in chess an altogether unnatural delicacy of feeling and does not recapture. But the master unfortunately knows that he is under compulsion, there's no remedy for it, he must recapture, otherwise the material balance in the center would be disturbed. It follows from the fact that this is compulsory that the capture retards, for the moment at any rate, the enemy's development, except in the case when the recapture can be made with what is at the same time a developing move.

A further example: 1.e4 e5 2.f4 Nf6 3.fxe5! Nx e4. Forced, otherwise Black would be a pawn down with no equivalent for it. 4.Nf3 (to prevent ...Qh4), 4...Nc6 5.d3 (the logical complement of the exchange 3.fxe5), 5...Nc5 6.d4 Ne4 7.d5, and after 7...Nb8 White will have the opportunity of gaining more tempi by 8.Bd3 or 8.Nbd2. The latter contingency must be carefully weighed. The exchange of the time devouring Ne4 for the new-born Nd2 means loss of tempo for Black, since with the

disappearance of the Knight there will vanish also the tempi consumed by him - there will be nothing on the board to show for them. When a farmer loses a sucking pig through illness, he mourns not only the little pig, but also the good food he has gambled on it.

An intermezzo is possible in the maneuver: exchange with gain of tempo.

After  $1.e4$   $e5$   $2.f4$   $d5$   $3.exd5$   $Qxd5$   $4.Nc3$   $Qe6$ , the exchange maneuver  $5.fx5$   $Qxe5+$  comes into consideration for White, since the square  $e5$  must be looked on as an exposed place for the Black Queen. However after  $5.fxe5$  there follows  $Qxe5$  giving check, and White is apparently not able to make use of the position of the Black Queen.

In reality, however, the check can only be regarded as an intermezzo. White simply plays  $6.Bxg2$  ( $Qe2$  is still stronger), and after all gains tempo at the cost of the Black Queen by  $Nf3$  or  $d4$ .  $6...Bg4$   $7.d4$  (Not  $7.Nf3!$  because of  $7...Bxf3!$  and no tempo is lost, since the Queen need not move)  $7...Bxe2$   $8.Ngx e2$   $Qe6$   $9.O-O$  and White has 5 tempi to the good (both Knights and a Rook are developed, the pawn occupies the center, and the King is in safety), whereas Black can show but one visible tempo, namely the Queen on  $e6$ . Even this tempo, too, will later on be doubly or even trebly lost, since the Queen will have to shift her ground more than once (she will be chased away by  $Nf4$  etc.), so that White's advantage is equivalent to at least five tempi. Exchange, Intermezzo, gain of tempo: the exchange and the gain of a tempo are related, the Intermezzo alters nothing.

#### ♦ 5. Liquidation, with consequent development or disengagement.

When a merchant sees that his business is not succeeding, he does well to liquidate it, so as to invest the proceeds in a more promising one. Translated into terms of chess, I mean by this that when one's development is threatened with being held up, one must adopt a radical cure, and on no account try to remedy matters by half-hearted measures. I will first illustrate this by an example:  $1.e4$   $a5$   $2.Nf3$   $Nc6$   $3.d4$   $d5?$  (Black's last move is questionable, for the second player should not at once copy such an enterprising move as  $3.d4$ ).  $4.exd5$   $Qxd5$   $5.Ne3$   $Bb4$ . For the moment Black has been able to hold his ground, the Queen has not had to move away, but after  $6.Bd2$ , Black would still appear to be in some embarrassment (Diagram 5), for the retreat of the Queen, who is now again threatened, would cost a tempo. The right course, therefore, is to exchange  $6...Bxc3$   $7.Bxc3$  (whole-hearted liquidation) and now with the same idea



7...*exd4* (anything but a protecting move, such as ...*Bg4*, or a flight move, such as ...*e4*, for in the development stage there is no time for this) 8.*Nxd4*. Black can now proceed with his development with 8...*Nf6* and has relieved the tension in the center and is in no way behind in development. This relief of tension in the center, taken with the exchange, is a main characteristic of complete liquidation.



# Black's move. He must liquidate to relieve the tension.

After 1.e4 e5 2.Nf3 Nc6 3.d4 d5? White can also embarrass his opponent by 4.Bb5! (Diagram 6). Undeveloped as he is, Black sees that he is seriously threatened by 5.Nxe5. What's he to do? The protecting move 4...Bd7 is here as inadequate as 4...Bg4. Both of these moves have the common failing that they do nothing towards relieving the tension in the center. 4...Bd7 loses a valuable pawn after 5.exd5 Nxd4 6.Bxd7+ Qxd7 7.Nxd4 exd4 8.Qxd4, while 4...Bg4 could here be answered by 5.h3 (in this case a forcing move).

4...Bg4 5.h3! Bxf3 (best to do it while he can! if 5...Bh5?, then 6.g4 followed by Nxe5) 6.Qxf3. From here the Queen exercises a decisive influence on the center. 6...Nf6 7.exd5 e4 (or a pawn is lost) 8.Qe3! Qxd5 9.c4 with a decided advantage to White.

Relatively best for Black would have been (from Diagram 6) immediately 4...*dxe4*, and he liquidates thus since his means do not allow him the luxury of maintaining a position of instability in the center. The continuation might be 5.Nxe5 Bd7 and Black threatens to win a piece by 6...Nxe5. 6.Bxc6 Bxc6 7.0-0 Bd6 8.Nxc6 bxc6 9.Nc3 f5 and Black has satisfactory development and does not stand badly. Or again, 6.Bxc6 Bxc6 7.Nc3 Bb4 8.0-0 Bxc3 9.bxc3 and now perhaps 9...Ne7. After 10.Qg4 0-0 11.Nxc6 Nxc6 12.Qxe4, White, it is true, has a pawn more, but Black seizes the e-file by 12...Re8 and now after 13.Qf3 Na5 (the process of development is over and maneuvering begins), followed later by ...c6 and the occupation of White's weak squares at c4 and d5 by ...Nc4, along with ...Qd5, Black stands better. Thus timely liquidation has brought the second player's questionable process of development back into the right track.

Another example is furnished by the well-known variation in the Giuoco piano. 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 *exd4* (forced surrender of the center), 6.cxd4 Bb4+ 7.Bd2 and now the Black Bishop is under the slight threat of 8.Bx7+ followed by 9.Qb3+. On the other hand the White center pawns are very strong, and it is necessary to break them up. However if at once 7...d5 8.exd5 Nxd5 9.Bb4 Nxb4 10.Qb3 and White stands better. The correct play is therefore 7...Bxd2+ (getting rid of the threat to his Bishop) 8.Nbx2 and now the freeing move 8...d5. After 9.exd5 Nxd5 10.Qb3 Black equalizes with the strategic 10...Nc7.

As we have seen, the exchange properly used furnishes an excellent weapon, and forms the basis of the typical manœuvres which we analyzed above: (1) exchange with consequent gain of a tempo, (2) liquidation followed by a developing or freeing move. We must, however, give a most emphatic warning against exchanging blindly and without motive, for in move a piece several times in order to exchange it for an enemy piece which has not moved, would be a thoroughly typical beginner's mistake. Therefore only exchange in the two cases outlined above.

An example of a wrong, unmotivated exchange: 1.e4 e5 2.d4 exd4 3.c3 (White offers a gambit), 3...Bc5?. Curious that this move, which must devour a tempo, should be the beginner's first or second thought. He may consider 3...dxc3, but having perhaps heard somewhere that one should not go pawn hunting in the opening, and rejects it in favor of 3...Bc5. The continuation, a sad one for Black, will be 4.cxd4 Bb4? (moving the Bishop again!), 5.Bd2 Bxd2+ (unfortunately forced) 6.Nxd2 with an advantage of three tempi. The mistake lay in 3...Bc5?, but (after 4.cxd4) 4...Bb6 would at any rate have been better than 4...Bb4+, which only led to a disadvantageous exchange.

*\* 6. The center and its demobilizing force. Some examples as to when and how the advance of the enemy center is to be met. On the maintenance and the surrender of the center.*

As we have already noticed, a free, mobile center is a deadly weapon of attack, since the advance of the center pawns threatens to drive back the enemy pieces. In every case the question is whether the poor Knight, losing all control over himself, will have to tilt aimlessly from pillar to post, or whether he will succeed in saving himself or the tempi for which he is responsible. An example: 1.e4 e5 2.d4 exd4 (the White e-pawn is ready to march and is only waiting for an enemy Knight to show himself on f6 to put him speedily to flight), 3.c3 Nf6!. Black lets what will happen, and this is what every beginner should do in order to gain experience of the consequences of an advance in the center. 4.b5 (Diagram?) Ne4! The Knight can maintain himself there, for 5.Bd3 will be answered by a developing move of full value, namely 5...d5. Not of course a further wandering by 5...Nc5?, for this move, after 6.cxd4 Nxd7.0xd3 would yield an advantage of four tempi to White. On the other hand after 1.e4 e5 2.d4 exd4 3.c3 Nf6! 4.e5, it would not be advantageous to move the Knight to d5, for the poor beast would not find any rest there. 4...Nd5? 5.Qxd4 (not 5.Bc4 because of 5...Nb6 and the Bishop in his turn will have to lose a tempo), 5...e6 6.Bc4 Nd6 7.Nf3. White has here six tempi as against two or one and a half, for the Knight is not better placed at b6 than at f6, and the



⑦ When does Black play the Knight to keep his tempo?

move ...c6 was really not a whole tempo, since no move of a central pawn is here in question.



Another example. 1.e4 e5 2.f4 exf4 (loss of time) 3.Nf3 Nf6! 4.e5 (Diagram 8) and now we have the same problem. 4...Ne4 would not here spell "maintenance," on the contrary there would follow at once 5.d3 Nc5? d4, etc. But here is an exceptional case when the square h5 is a satisfying one (as a rule, border squares are not favorable for Knights). 4...Nh5 5.d4 d5 (or 5...d6 to force the exchange of the White e-pawn for the d-pawn which has only moved once), and Black does not stand badly.

In general, the Knight seeks to establish himself in the center, as in our first example (Diagram 7), only rarely on the side. 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 (a disconcerting move which plans an assault on Black's center to disturb him in his mobilization), 4...Nf6 5.d4 exd4 6.e5 d5 (...Ne4 would be a mistake because of 7.Bd5, but now the Knight can no longer maintain himself of his own strength so he calls in the aid of the d-pawn), thus: 6...d5 and if now 7.Bb3, then the Black Knight establishes itself on e4).

An example of how such establishment is maintained. In the position which we have already examined, after 1.e4 e5 2.d4 exd4 3.c3 Nf6 4.e5! Ne4! 5.Bd3 d5!, there follows 6.cxd4 and Black cannot hug himself with the thought that he is out of the woods, for a tempo gaining attack on the Knight is in the air (Nc3). Black, however develops and attacks at the same time, for instance by 6...Nc6 7.Nf3 Bg4 (threatening the d-pawn), or again by 6...c5, but not by the illogical 6...Bb4+?, as White answers 7.Bd2 and Black is forced into a tempo losing exchange.

It is nevertheless more prudent to hold the center intact. Even if we should succeed in breaking the shock of the advancing mass of pawns (by a proper withdrawal of the Knight as outlined above), the line of play is difficult, and what is more the "pawn-roller" need not advance at once, but may hold its advance as a continual threat over our heads. Therefore, if it can be done without counterbalancing threat over disadvantages, hold the center. (Diagram 9).

After 1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 (quite playable, though ...Bc5 is certainly more aggressive) 4.d4, Black will do best to support his center by 4...d6 and thus hold



# Which is in principle the right move for Black, ...exd4 or ...c5? How is ...Bb4+ bad? What is ...Bb4+ good?

it intact. After 5.dxe5 dxe5, White's center is immobile. In order to maintain the center, support by a pawn is indicated (of course not by ...e7, which would be a horrible mistake as the open diagonal a2-g8 would be decisive), since the pawn is a born defender. If a piece has to protect any attacked piece or pawn he feels himself under restraint whereas in similar circumstances a pawn would find himself perfectly at ease. In the case under consideration, protection by a piece, by ...Bf6?, would only support the e-pawn but not the center considered in the abstract. For instance, 4...Bf6? 5.dxe5 Nxe5 6.Nxe5 Bxe5 7.f4, and the exchange has occurred in accordance with our rule: Exchange followed by a gain of tempo (here by 1).

**♦ 6a. Surrender of the Center.**

1.e4 e5 2.Nf3 Nc6 3.d4 exd4! (3...d6 would be uncomfortable for Black - 3...d6? 4.dxe5 dxe5 5.Qxd8+ Kxd8 (otherwise the e-pawn falls), and Black has lost the right of castling, and with it a convenient means of connecting his Rook), 4.Nxd4. In the position now arrived at Black can, after mature consideration, play 4...Nf6, since, after 5.Nxc6 bxc6, possible attempts to demobilize the Knight by say 5.e5 can be parried by 5...Ne4 and if 7.Bd3 d5!. But with this Black will have solved only a part of his problem, namely the little problem of how to develop his King Knight, but not the larger problem of the center as such. To this end the following postulates are necessary. (1) If one has allowed the enemy to establish a free, mobile center pawn the latter must be regarded as a dangerous criminal. Against him all our chess fury must be directed, so that the second rule follows at once: (2) Such a pawn must either be executed (d5, ...dxe4 must be prepared for), or be put under restraint. Accordingly we condemn the criminal either to death or to imprisonment for life. Or we can pleasantly combine the two by first condemning him to death, then commuting his sentence to life imprisonment; or, what is the more common case, we keep him under restraint until he is quite impotent, and then show our manly courage by executing the death sentence (arriving at d5 and ...dxe4). Restraint would be begun by 4...d6 and perfected by ...Nf6, ...Be7, ...O-O, ...Re8 and ...Bf8 by which procedure any violent advance is kept under close observation. White on his side will do all in his power to make the (criminal) e-pawn mobile, by, for example, f4, Re1, etc., as occasion offers. The game might run somewhat as follows: 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 d6 5.Be2 Nf6 6.Nc3 Be7 7.O-O 0-0 8.f4! Re8! (not 8...d5 because of 9.e5) 9.Bc3 Bf8 10.Bf3 Bd7!

Each side has completed its mobilization. White will try to force e5, Black to prevent this advance. This situation (Diagram 10) gives rise to most interesting struggles,



On the center and development.

and we recommend that the student practice in games playing in turn for and against the center, as he will thus strengthen his positional insight.



The restraining process is not easy, and to kill off the mobile center pawn seems simpler, though cases when this is feasible do not very often occur. A few examples follow. 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nc3 Bb4 6.Nxc6 (in order to be able to make the protecting move 7.Bd3) 6...bxc6! 7.Bd3 and now Black need no longer lay siege to the e-pawn by ...d6 ...0-0 and ...Re8, since he can at once resort to 7...d5, and after the further moves 8.exd5 cxd5 the disturber of his peace has disappeared. A like fate overtook the center pawn in the game Lee-Nimzowitsch, Ostend, 1907. 1.d4 Nf6 2.Nf3 d5 3.Nbd2 Nbd7 4.e4 e5 5.c3 Be7 6.Bc4 0-0 7.0-0 (Diagram 11) 7...exd4! 8.cxd4 d5! and at a blow the proud e-pawn despite his freedom and mobility, vanishes, is pulverized! After 9.Bd3 (if 9.cxd5 then 9...Nb6 followed by recapture on d5), 9...dx e4 10.Nxe4 Nxe4 11.Bxe4 Nf6 (here is our exchange with consequent gain of tempo) 12.Bd3 Nd5 13.a3 Bf6, and now Black stands better because of White's weak d-pawn. For the continuation see illustrative game No.4.

As a third illustration take the opening moves of my game against Yates (White) at Baden-Baden. 1.e4 Nc6 2.Nf3 Nf6 3.Nc3 (or 3.e5 Nd5 4.c4 Nb6 5.d4 c6 and Black threatens to win back the 3 tempo which he has sacrificed, though perhaps 6.e6 fxe6 might be played with attacking chances for White). 3...d5 4.exd5 Nxd5 5.d4 and White has established a free center pawn. There followed 5...Bb5 6.a3 g6 (the alternative was to restrain the d-pawn by e6, ultimately seizing the d-file and keeping the d-pawn under observation) 7.Bc4 Nb6 8.Ba2 Bg7 9.Be3 e5! Black has thus not played to restrain the d-pawn, but to kill it. There followed 10.Qe2 0-0 11.dxe5 Bg4 and Black recovered the pawn with a freer game.

\* 7. *On pawn hunting in the opening. Usually a mistake. Exceptional case of center pawns.*

Since the mobilization of the forces is by far the most important operation in the opening stages, it strikes anyone who knows this as comic that the less experienced player should so eagerly plunge into an utterly unimportant sideline, by which I mean pawn hunting. This eagerness may be more readily explicable on psychological grounds, for the young player wants to give rein to the energy which smolders in him, which he can do by getting the scalps of perfectly harmless pawns, while the older player is - well, the older player is not loath to show how young he really is. In the end both come to grief. What, therefore, the inexperienced player, young or old, must take to heart is the commandment: *Never play to win a pawn while you*

*development is yet unfinished!* To this there is but one exception, which we shall discuss later.

We begin by showing the best manner of declining a gambit, which we can do very shortly, since we have already considered some analogous cases. In the Center Gambit, after 1.e4 e5 2.d4 exd4! 3.c3 (Diagram 12), Black can play 3...Nf6, or any other developing move with the exception of course of 3...Bc5? For instance, 3...Nc6 4.cxd4 d5, or lastly even 3...c6 4.cxd4 d5. (It will now be noticed that the c-pawn stands in logical connection with the center). If 3...e6 4.Qxd4 Black still plays 4...d5 5.exd5 cxd5, to be followed by ...Nc6. Again, in the Evans Gambit 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 we decline the gambit with 4...Bb6 in order to avoid being driven around the board, which would happen if we played 4...Bxb4 5.c3. Black by playing 4...Bxb4 has by no means lost a tempo, since the move b4, which White was able to throw in *gratis* without Black being able in the meanwhile to develop a piece, was, in the sense of development, unproductive, unproductive as every pawn move must be in the nature of things, if it does not bear a logical connection with the center. For suppose after 4...Bb6 5.b5 (to make a virtue of necessity and attempt something of a demobilizing effect with our ill motived b-pawn move), 5...Nd4 and now if 6.Nxe5, then 6...Qg5 with a strong attack.

The beginner should decline the King's Gambit with 2...Bc5 (1.e4 e5 2.f4 Bc5) or by the simple 2...d5, a move which is better than its reputation. For instance: 1.e4 e5 2.f4 d5 3.Nf3 Nc6 4.Bc4 Bc5. After 5.Bx5 fx5 6.fxe5 dx5, Black has good development and two open files for his Rooks (the d and f files), and in spite of his doubled pawns, stands better. If after 4...Bb6 5.Bb5, then perhaps 5...Bd7, for since White has wandered about with his Bishop, Black may do likewise. The student should notice particularly that after 1.e4 e5 2.f4 d6 3.Nf3 Nc6 4.Nc3 Nf6 5.Bc2, the manoeuvre 5...exf4 is possible, and then if 6.d3 6...d5. This is timely surrender of the center and a speedy recapture of the same.

Acceptance of the gambit is allowable: 1.e4 e5 2.f4 exf4 3.Nf3 Nf6!, not, however, with the idea of keeping the gambit pawn, but rather to subject the strength of White's center to a severe test (4.e5 Nh5), or to arrive at the counter thrust ...d5 (after 4.Nc3).

\* 7a. *A center pawn should always be taken if this can be done without too much danger.*

For example, 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.c3? Nx e4!, for the ideal win (of a pawn), which the conquest of the center implies, is not high at the cost of a tempo. It is less importance to keep the pawn. It is the ideal, not the material gain with



f12 Black to move

which we are here concerned. Put otherwise: the win of a pawn anywhere on the side of the board brings no happiness in its train, but if you gain a pawn in the middle, then you really have something to brag about, for thus you will get the possibility of expansion at the very spot around which in the opening stages the fight usually sways, namely the center. (Diagram 13).



#13 Play continues 1.Nxe5 Nxe5 2.d4 in the spirit of gaining a center pawn

With this we close the first chapter, and refer the reader to illustrative games 1 and 2 at the end of the book.

**CHAPTER 2**  
ON OPEN FILES

♦ 1. *Introductory. General considerations and some definitions.*

The theory of open files, which was my discovery, must be regarded as one of the polishing stones of my system. I published the law of the establishment of outposts in open files about fourteen years ago in the *Wiener Schachzeitung*, but at that time I had not yet arrived at the perception that this maneuver must logically be subordinate to the main objective of any operation in a file, namely the eventual occupation of the 7th or 8th rank. In other words, in order to break down the enemy's resistance in it, but without for a moment relaxing our aim at the 7th rank, whose occupation must be regarded as the ideal to be arrived at in such an operation. The establishment of an outpost is therefore merely a subsidiary maneuver.

A file is said to be open for the Rook when no pawn of his is in it, or, if there is one, it is masked as, for example, it is in the h-file in Diagram 14. This definition implies that in deciding whether a file is "open" or "closed," we are not concerned with the question whether that file gives an avenue of attack unoccupied, peaceful points, or on living enemy pieces (as a rule pawns). There is in fact no fundamental difference between play against a piece or against a point. Let us, for example, imagine a White Rook on h1, Black King on g8 and a Black pawn on h7. White is attacking the pawn on h7. Suppose that pawn were removed. White still attacks the point h7, which he wishes to conquer. In either case he will attempt, with the further material which he has at command (this was taken for granted; I give only the most important elements of the position), to establish a piece or piece on h7, to bring up more pieces to the attack on this point than the defense can command, and to propose to do this in such a way that the ultimate result, Rh7 or Rxh7, as the case may be. That is to say, our procedure is the same whether we are attacking the point h7 or a Black pawn at that point, for the measure of the mobility of the pawn will be reduced to nothing, since every object of attack must be made as nearly immobile as possible.

♦ 2. *The genesis of open files: By peaceful means. By assault. The objective.*

From the definition of an open file, it follows that a file will be opened by the disappearance of one of our own pawns. This disappearance will be brought about peacefully if the enemy feels it incumbent on himself to exchange one of our well,

#14 The b, f, and h files are open for White's use, the latter from the point h3. The d-file is closed.

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Open files      13



(because centrally) posted pieces, and the recapture is made by a pawn (Diagram 15). We must here stress the word "central," for it will be only seldom, and never in the opening, that you will be able to force your opponent to open a file by the exchange of a piece which you have posted on a flank. You will gain your object much more quickly if it is centrally posted, for pieces thus established in the middle of the board, and exercising their influence in all directions, are those which will be exchanged.



A position from the game Thomas-Alekhine, Baden-Baden 1925 (Diagram 15a). White to move. Black's Knights are centrally posted, and White finds himself forced to exchange them, so 1...xd4 cxd4 (opening of the c-file), and after the further moves 2.Nxd5 Qxd5 3.Bf3 Qd7 4.Bxb7 Qxb7? the significance of this file is considerable. There followed, 5.c4! (On c2 the pawn would have been untenable), 5...dxc3 e.p. with play in both the files. (see Game No. 11).

#15a Thomas - Alekhine , Baden Baden 1925. White moves

Therefore post your pieces centrally, as long as you can do so safely - without inviting the advance of the "pawn-roller." Thus will your opponent be provoked into an exchange which will give you an open file.

Let us in Diagram 15 imagine the continuation, 1...Bb6 2.Qd2 0-0 3.0-0 h6? (see Diagram 16), we then get a typical example of an effective opening of a file. Thanks to Black's pawn on h6, White can now bring about the rapid disappearance of his g-pawn. 3...h6 was therefore bad, but hardly a waste of time, for Black had already completed his development, and after all there is a difference between going to sleep after or over our work! The mode of advance against h6 (the objective or object of attack) is h3, g4, g5. On hxg5 the pawn is then recaptured by a piece, whereupon Rg1 takes possession of the file which now is open. True, one of his own pieces is in the way, but this is of no consequence, for it is elastic. It is only a pawn which is obstinate, and we have our work cut out if we want to induce him to change his state.

As an example for practice, let us suppose that in the position shown on Diagram 16, the Bishops at e3 and b6 do not exist, and that Black's h-pawn is at h7, his

g-pawn at g6. The objective is now g6, and the h-file (always the one next to the objective) should be opened. The plan is h4, h5, and hxg6. But in this position after h4 we must, before going on, first give the Nf6 a dig in the ribs, since he is in the way, perhaps by 1.Nd5, and this done the pawn can advance to h5 in all comfort and without any sacrifice. As a last resort the attacked party may attempt to give the pawn the slip, that is on White's h5 to play ...g5, which, however, here would hardly answer since the square g5 is unprotected.



#18 The objective here is h5

*4.3. The goal of every operation in a file. On some accompanying phenomena. Marauding raids. Enveloping operations.*



#17 Catastrophe on the h-file

The ideal which lies at the root of every operation in a file is the ultimate penetration by way of this file into the enemy's game, that is to say to our own 7th or 8th rank.

A very important rule is the following. Suppose that by operating in the d-file we reach the 7th rank by a roundabout way, by the maneuver Rd1-d4-a4-a7. This cannot be regarded as a *direct* exploitation of the d-file. A few elementary examples will now be given.

Line of operation the h-file. (Diagram 17) This will be seized by 1.Qh1+ Kg8 2.Qh7+ Kf8 3.Qh8+ followed by a marauding expedition (for we thus designate every forking attack on two pieces), which is here not a chance raid, but rather a typical example of an entry by force at the 7th or 8th rank. If in Diagram 17 the Black Q were at d7 instead of b8, our method would be 1.Qh1+ Kg8 2.Qh7+ Kf8 3.Qh8+ Ke7 4.Qxg7+ Ke5 5.Qxd7+ Kxd7 6.g7 and the result would be no less unpleasant. We may describe this triangular maneuver of the Q (h7, h8, g7) as an enveloping attack. Putting it briefly, we may say: Given deficient resistance the attacker, after safeguarding the lines of invasion, raids the 7th and 8th ranks, and, doing so, will not seldom be rewarded by the chance of a marauding expedition or an enveloping attack. So far the operation has been as readily intelligible as it is easily executed. Unfortunately in real life there are often great obstacles to overcome, as ♦4 will show.

\* 4. The possible obstacles to be met within the line of operations. The block of granite and how to mine it. The conception of protected and unprotected obstacles (pawns). The two methods of conducting the attack against obstructing enemy pawns. The "evolutionary" and "revolutionary" attack.



#18 On the left, Black's c-pawn guarded by his b-pawn is a protected obstacle. On the right, the g-pawn is an unprotected obstacle.

We have seen how great may be the significance of a forced entry into the 7th and 8th ranks. This being the case, it is natural to presume that nature herself may have done something for the protection of this sensitive area, just as good wise mother nature has given the human heart a place magnificently protected behind the ribs. The characteristic and natural defensive position is shown on Diagram 18 (right side). Here the pawn on g6 prevents White from invading the 7th rank. The road to the 7th or 8th rank leads only over my dead body, the valiant pawn seems to say.

If, however, this enemy g-pawn were protected by another pawn, it would be futile to run one's head up against such a block of granite by, shall we say, tripling our forces in the file. Rather would it not be the path of wisdom first to mine it by, for instance h4-h5, followed by hxg6, after which the granite block will have shriveled up to a defenseless pawnling? In Diagram 18 (left side), 1.b5 followed by bxc6 would have the effect of such a mining operation.

The pawn, as we have before insisted, is to be regarded as a sure defender. Protection by pieces may almost be called a confusion of terms. The pawn alone will stand on guard solidly, patiently, without a grumble. Therefore a "protected pawn" means a pawn protected by a fellow pawn. If our pawn has been enticed away from the confederation of pawns he will be subject to attack by many pieces.

The obvious idea is then to win the pawn by piling up our attacks on it, first for the sake of the gain in material, but secondly in order to break down the resistance in the file. This will be technically managed by first bringing up our pieces into attacking positions. A hot fight will then be waged around the pawn. As often as we attack, Black covers, so we now seek to obtain the upper hand by thinning the ranks of the defending forces, which can be done (a) by driving them away, (b) by exchange, (c) by shutting off one of the defending pieces. I mean that we transfer our attack from our opponent to his defenders, a perfectly normal proceeding, often practiced at school (in rough-and-tumble, I mean). The following endgame, (see Diagram 19) will illustrate the method, 1.Rh2 Kh7 2.Reh1. White can pile up the attack since the obstructing pawn at h6 is without pawn protection, 2...Bf8 3.Nf5 Rb6. Attack and



#19 Converging attacks on the Black pawn (evolutionary attack)

defense balance each other, but by White's next maneuver, 4.d6, the defending Black Rook on b6 will be shut out of the fight, and the h-pawn will fall, while simultaneously the entry into the 7th and eighth ranks via the h-file will be made possible. Had two Black Rooks stood on their 3rd rank, (a6, b6) the sacrifice of the exchange by ...fxd6 would have been possible, but with the Rooks so placed, such a move as ...Bxd6 would have been very bad, after 4.d6 Bxd6 5.Rfxd6+ Kg8 6.Rh8+ K7 7.R1h7+ K6, and now a waiting move, which after the preceding blows - one Rook now holding the 7th, the other 8th rank - is really intelligible, i.e., 8.Rg7! with mate to follow.

Or take the skeleton position: White Rooks f1, f2, Knight d4. Black pawn f6, Bishop d8, Rook c8, King f8. Play would go 1.Ne6+ King any 2.Nxd8 Rxg8 3.Rxf6. The ranks of the defenders are thinned by exchange. The maneuver against the obstructing pawn so far considered is contained in the conception "evolutionary attack." The whole manner of concentration against one point, in order eventually to get superior forces to bear upon it, implies this. The goal, too, was symptomatic. It was, in fact, partly material gain (the win of a pawn was welcome) which tempted us, partly the ideal hovering before us of conquering the 7th rank. This mixture of motives was significant.

Quite another picture is revealed in the process employed in Diagram 20 (only the significant pieces are shown). Granted that play in the h-file by Ra1 would be safe because of ...Nf6 or h6 (with a granite block in the file). How may White otherwise make use of the h-file? The answer is that he gives up all idea of material profit, and instead does everything, stops at no sacrifice, in order to get the offering pawn out of the way. Therefore 1.Rxa1 Kxh7? 2.Rh1 mate. Simple? This ending, however, seems to me to be of the greatest importance, as it brings clearly before us the difference between the "revolutionary" and "evolutionary" forms of attack.

We will therefore give yet another example (see Diagram 21). An evolutionary attack would, after 1.Ra1 2.Nf8 Be7 (thinning defender's ranks by exchange), lead to the winning of the objective. The revolutionary attack on the other hand would dispense with the winning of the Black h-pawn as follows: 1.Rxh7 Kxh7 (there can be no talk of having won the pawn here for White has given up a Rook for it)



#20 Breakthrough at h7 - example of the Revolutionary attack



**#21** How would the "revolutionary" and the "revolutionary" attacks proceed in this example?

**2.Rh1+ Kg8 3.Rh8** mate. The idea of the revolutionary attack lies, as is here clearly shown, in opening by sheer force an entry to the 7th or 8th rank which had been barred to us. One Rook sacrifices himself for his colleague, in order that the latter may reach the objective, the 8th rank. Yes, even on a chess board there is such a thing as true comradeship!

In what chronological order are these two methods of attack to be employed? The answer to this is: First try the converging attack. Attack the obstructing pawn with several pieces. By so doing opportunity may be found to force the defending pieces into uncomfortable positions where they will get into each other's way, for the defense will often be cramped for space. Afterwards see whether among other things there is a possibility of a breakthrough by force, in other words of a revolutionary attack.

\* 5. The restricted advance in one file with the idea of giving up that file for another one. The indirect exploitation of a file. The file as a jumping-off place.

In the position in Diagram 22 the direct exploitation of the f-file, with eventual Rxg7 (after first driving off the protecting Rook), would be impossible with the scanty material available. The simple 1.Rf5, however, clearly wins a pawn, and later Rb7 may follow. It is important that we examine this maneuver to see its logical meaning. Since 1.Rf7 was impractical, there could be no question of a direct exploitation of



**#22** The simplest example of the restricted advance in a file followed by the maneuvering of the Rook to another file. 1.Rf5, 2.Rb5, 3.Rb7



**#23** The file as a "jumping off" place: a positional example. White can play Rc5-d5, menacing the Black e-pawn

the f-file in our sense. On the other hand it would be pushing ingratitudo to an extreme length if we went on to assert that the f-file had no bearing whatever on the b-pawn. Where then does the truth lie? The answer is: The file was here used not

directly, nor to its fullest extent, but indirectly, as a kind of jumping-off place. See Diagram 23, where another instance of the use of a file in this manner is given.

As a further example consider the skeleton position: White: Rook g1, Bishop e3, pawn h2; Black King h7, pawn h6. The maneuver 1.Bd4, 2.Rg7+ would be a direct, and 1.Rg3, 2.Rh3, 3.Rhx6 would be an indirect exploitation of the g-file.

\* 6. *The outpost. The radius of attack. With what piece should one occupy an advanced position on a center file, and on a flank? Change of roles and what this proves.*

Let us glance at Diagram 24. White has the center and the d-file. In other respects the positions are equal. White with the move will now attempt some operation on the d-file. This presents some difficulties since the protected Black pawn at d6 represents a "granite block." If White, in spite of the rules laid down in No. 4, proceeded to assault Black's d-pawn by Rd2, and Red1, not only the esteemed reader but the Black d-pawn himself would deride him, so we had better keep to the rules, and perhaps try to undermine the position by e5. But this too proves to be impossible, for the enemy's possession of the e-file is a quite sufficient bar to any projected pawn move to e5. Accordingly let us give up the d-file as such, and content ourselves with an indirect exploitation of it by the restricted advance Rd4, to be followed later by Ra4. But this maneuver, too, is here somewhat weak, for Black's Queenside is too compact. Note that if Black's a-pawn were isolated it would be totally in place to bring up by a similar process the King Rook to the a-file via the d-file. Since all attempts have so far broken down we begin to look for some other base of operations, and we would be wrong in so doing, for the d-file can be exploited in this position. The key move is 1.Nd5 and the Knight placed here we call the outpost. By this we mean a piece, usually a Knight, established on an open file in enemy territory, and protected (of course by a pawn). This Knight, protected and supported as he is, will, in consequence of his radius of attack, exercise a disturbing influence, and will, therefore, cause the opponent to weaken his position in the d-file, in order to drive him away, by ...c6. And therefore we may say

- (a) An advanced post forms a base for new attacks.
- (b) An outpost provokes a weakening of the enemy's position in the file in question.

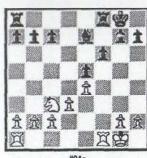
After 1.Nd5 c6 (1...Rc8 would also be good, and in fact in the position given would be the defense adopted by a strong player, but it takes iron nerves to let a Knight so threateningly posted remain in his place hour after hour! Moreover, there may come



#24 White establishes an outpost on the d-file

a time when Black will be forced to make the weakening move ...c6) there follows: 2.Nc3, and now the Black d-pawn, after White's Rd2 followed by Rxd1 will certainly not laugh any longer.

It is important for the student to know that the strength of an outpost lies in its strategic connection with its own hinterland. The outpost does not derive its strength from itself, but rather from this hinterland, namely from the open file and the protecting pawn, and if suddenly one or other of these points of contact failed, it would almost entirely lose its prestige and significance. For instance, in Diagram 24 let us place a White pawn at c3, the d-file would in this case be closed, and then if 1...c6 2.Nc3, the Black d-pawn would not be weak (for how should a body be weak if it is not exposed to attack?). Or again (from Diagram 24) suppose the White pawn were at e3 instead of e4. Contact with the pawn now fails, as is painfully evident after the moves 1...c6 2.Nc3 d5!, and White has achieved nothing, whereas with the White pawn at e4 the Black d-pawn would remain paralyzed (backward), at any rate for a considerable time. Therefore the file to its rear and the protecting pawn are essential accompaniments to an advanced outpost.



In a skeleton position arising out of the Giuoco Piano (Diagram 24a). We can imagine other pieces on each side). White has the f-file with an advanced post at f5, Black the d-file with an outpost on d4. Both files at the moment "bite on granite" (on protected pawns). To sap this strength White will direct his Knight via e2 and g3 to f5. The obvious course for Black is to drive the Knight away by g6, but by inducing this the strategic mission of White's outpost will have been accomplished, for Black's f-pawn becomes a weakness. It is important to notice that moving the Knight to f5 was the starting point of a new attack, namely on g7.

Very often the outpost will be exchanged at his station. If the attacking player has played correctly, the retaking piece or pawn will yield full compensation for the piece which has been taken. Here a conversion of advantages is the order of the day. For instance, if after Nf5 a piece takes the Knight, this will be recaptured by the e-pawn, and White now gets the point e4 for a Rook or his other Knight, and in addition some possibility (after g4-g5) of opening the g-file. Further the pawn now at f5 will effectively render immobile the Black pawn at f6, which is the object of attack. (see Diagram 25, also Game number 5, Haken-Giese).

In a flank file the advanced post should be occupied by a piece of heavy metal. Flank files are the a, b, g, and h files. Center files are the c, d, e, and f files.

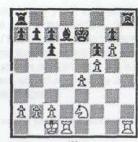
In Diagram 25 a flank file is in question, and the occupation of an advanced post in it by a Knight would have little effect, for the attacking range of a Knight at g6 would be small, (still smaller of course on a Rook file). 1.Rg5 is in fact indicated since thus we go some way towards gaining control of the g-file, which so far has been in dispute, or towards getting some other advantage. It should be noted that the file was disputed since neither side could move up or down it unchallenged. Freedom to do this is the only sure sign that a file is controlled. It therefore remains for White to find a suitable point on which to double his Rooks. It can be found if we seek it. 1.Rg2? Rxg2 2.Nxg2 Rg8 and Black holds the file. Or, 1.Rg4? Rxg4 2.hxg4 Rxg8 3.Ng6 and White will hardly be able to make anything of his backward extra pawn. But 1.Rg6! (outpost), Rxg6 (otherwise 2.Rd1 doubling the Rooks) 2.hxg6 with a gain of a passed pawn and the possibility (after the Knight moves to f3) of the maneuver Rg1-g4-h4. So though because of 2.hxg6 White's open file is dead, there has arisen from its ashes a passed pawn, along with possibilities of attack in the h-file. This is a good example of the conversion of advantages referred to above in the case of the exchange of an outpost.

Let us stop for a moment longer at Diagram 25, and we shall come after 1.Rg6! Rxg6 2.hxg6 Rxg8 3.Rg1, on the track of a characteristic exchange of roles. Before 1...Rxg6 the White h-pawn protected the Rg6. This action, in which gratitude and kindly feeling are beautifully displayed, shows, too, that there is a real strategic connection between the g-file as such and the pawn (here the h-pawn) which protects the advanced post in it.

We close this chapter with an example, chosen not for entertainment but for instruction, taken from a game Nimzowitsch-Amateur (Diagram 26). 1.Nf4. Development is a principle well worthy of attention right into the endgame. It is one, however, which is neglected by less experienced players, even in the opening. 1...Rg8 2.Rh7! For present purposes we would ask the reader to regard this move simply as the occupation of a advanced post, for of course it could also be regarded as an invasion of the 7th rank. 2...Be8 3.Rd1 Rxh7 4.gxh7 (conversion of the "file" into a "passed pawn," 4.Rxh7 Kf8 5.Nh5 with, at an opportune moment, sacrifice of the Knight at f6, would also have been good), 4...Rh8 5.Ng6+ Bxg6 6.Kxg6 and the passed pawn has become a protected passed pawn. 6...Ke6 7.Rh5! This "restricted" advance stops any attempt of Black to free himself by perhaps ...Kc5



25 Here, 1.Rg6 (on the flank file) is far superior to 1.Ng6



26

...15, giving access to White's g-pawn. ...b6 8.c4 (still more paralyzing would be 8.b4, but White follows other plans), ...c5 9.a4 at 10.b3 c6 11.Kd2 Kd6 12.Ke3 Ke13.Kf4 Kd6 14.Kf5! Now White's plan for breaking through is revealed. By Zugzwang, exhausting Black's available moves, so that finally his King is forced to break contact with e5, White is able to play e5, whereupon the Black f-pawn disappears, and the entry of the White Rook at f7 will become possible. 14...Ke7 15.e5 fx5 16.Kxe5 Kd7 17.Rf5. Now it will be clear that the move 7.Rh5! had all the elements of the maneuver which we have called a restricted advance in a file, since Rh5-15-17 must, despite the time intervening, be regarded as the maneuvering of the Rook from one file to a new one. Black resigned, since Rf7 followed by Rxg7 would have yielded two connected passed pawns.

### CHAPTER 3

#### THE SEVENTH AND EIGHTH RANKS

\* 1. *Introductory and general. Endgame or Middlegame. The choice of an objective. "Thou shalt not shilly shally!"*

As we have seen in the second chapter the entry into enemy territory, in other words into the 7th and 8th ranks, forms the logical consequence of play in a file. I have sought to illustrate this entry by some particularly marked, because catastrophic, examples, but I must here, to offset this, emphasize the fact that, in the normal course of events, it will only be late, when we pass into the endgame stage, that the 7th rank will be seized, for catastrophes of whatever nature are, after all, only the result of serious mistakes of our opponent, and consequently cannot be regarded as the normal. We are therefore disposed to regard the 7th and 8th ranks as endgame advantages, and this despite the fact that numerous games are decided by operations in these ranks in the middle game. The student should, however, try to break into the enemy's base as early as possible, and if he at first finds that the invading Rook can accomplish nothing or is even lost, he must not be discouraged. It is part of our system to instruct the student at the earliest possible moment in the strategic elements of the endgame. Accordingly, after treating of the "7th and 8th ranks," "Passed pawns," and the technique of "Exchange," we will insert a chapter which, though properly coming under the heading "Positional play," must, for instructional purposes, find a place early. And after assimilating this, the 7th and 8th ranks will be to the student not merely a mating instrument, but much more, a keen-edged weapon for use in the endgame. As already remarked it is both, but its use as an endgame weapon predominates.

It is of the greatest importance to accustom ourselves to carry out operations in the 7th rank in such a manner that we have from the start some settled, definite objective. It is characteristic of the less practiced player that he chooses an opposite course, in fact he wanders about, looking first to the right, then to the left without any fixed plan. No, settle on your objective is the rule. Such an objective, as we have learned, may be a pawn or a point. Which one, it matters not. But aimlessly drifting from one to another, this will expose you to a strategical disgrace.

\* 2. *The convergent and the revolutionary attack in the 7th rank. The win of a point or pawn with acoustical echo (simultaneous check).*

In the position shown in Diagram 27 White chooses the c-pawn as his objective. After Black's ...Rc8 attack and defense balances one another, but by a procedure analogous to that used in a file, we now seek to disturb this equilibrium to our advantage. Accordingly let us suppose White to have a Bishop at e1 and Black a



Knight at g6, we would then attain our end by 1.Bg3, and if our Bishop had been at f1 (instead of e1), by 1.Ba6, driving away the defending Rook. Next let us suppose the forces on Diagram 27 increased by a White Rook at j1, and a Black Knight at q6, and that the White h-pawn is missing. The logical course would now be R1d4-e4, or perhaps 1.Rd8-Rxd2.Rxd8-Nf8 and White gets back to the 7th rank by 3.Rc8 c5 4.Rc7 etc. In Diagram 27 as it stands it should be noted the march of the White King to c6 would be the course to be aimed at, since the point c7 is our chosen objective.



The affair takes a similar course in the position on Diagram 28. White's objective is h7, since the win of this point would give the possibility of a deadly enveloping movement. 1...Rh5 2.Nf5 Rh5 3.g4 Rxh3+ 4.Kg2 Rxh3 5.Rh7+. White has arrived on h7. The defender, the Black Rook had to flee. White wins the point h7 and gives mate. 5...Kg8 6.Rcg7+ followed by 7.Rh8 mate. The nature of a convergent attack on a chosen objective would seem to have been sufficiently illustrated by this example. Before, however passing to the "revolutionary" form of attack, we would underline as important the following rule: If the objective flees, the Rook must attack him from the rear. For example, a Rook on the 7th rank holds a Black pawn at b7 under attack. If now 1...b5, then 2.Rb7, and not a flank attack on the 5th rank. This rule finds its explanation in the following considerations: (a) The 7th rank is to be held as long as possible, since it is here that the new objectives may present themselves. (b) The enveloping attack (and 2.Rb7 was such) is the strongest form of attack (ranged in ascending scale: i, frontal, ii, flank, iii, enveloping), which (c) often forces the enemy to undertake cramping defensive measures. It should be noticed that in the case considered above a flank attack on the b-pawn would be comfortably met by ...Rb8.

In Diagram 29 let us "choose" g7. The fact that this point is well protected does not frighten us. We concentrate our attack by means of 1.Ng3 a3 (the passed pawns are very threatening) 2.Nh2 a2 3.Qe5 (and now mate is threatened by 4.Rxg7+) 3...a1=Q+ and the g-pawn is now again protected and White loses, so our objective, g7, was a poor choice. The right choice is h7, and its conquest follows from a "revolutionary" attack. 1.Nf6+ gxh6 2.Qe6+ Kh8 3.Qd7+. Or 1.Nf6+ Kh8 (Black is stubborn) 2.Qxh6 (White is still more so!) gxh6 3.Rh7 mate, and on the chosen spot! This example shows us the idea of a revolutionary attack applied to the 7th rank. One pawn is forcibly gotten out of the way in order that action on the seventh

rank may be extended to that neighboring point which we had thought of as our objective.



#29 Win of the objective, h7



#30 Win of the objective, h7

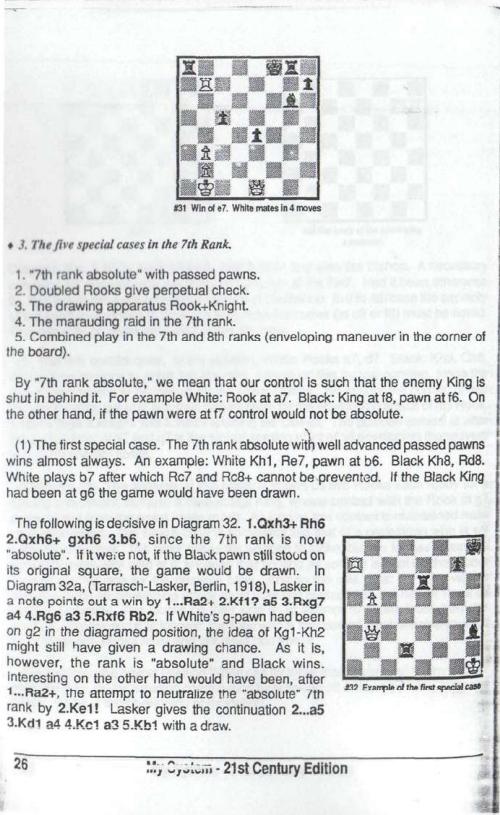
Another example is shown in Diagram 30. Here the point g7 would be hard to attack successfully, though if the pawn on g4 were absent this would be easier: for instance by 1.Qg4 g6 2.Qh4 h5 3.Qxf6 etc. With the pawn there, however, matters are not so easy, for 1...Rd7 (threatening 2.Rf7+) 1...Rc8, or 1...Rf1+ with the threat of 2.Qf7+) 1...Rh8. The right play is 1.Rxg7+ (h7 is our objective) 1...Kxg7 2.Rc7+ Kxh8 3.Qxh7 mate. The capture on g7 extended the range of action in the seventh rank to h7. If 2...Kg6 3.Qxh7 would also have won, since the seventh rank could not be held by Black by any means. Still more precise, however, would be the employment of the Queen with gain of tempo, thus: (after 2...Kf8) 3.Qh6+ Ke8 4.Qe3+ Kb8 5.Qe7+ (enters the seventh with "acoustical echo"), 5...Kg8 6.Qg7 mate. This last maneuver deserves comment. It is typical, since by its means any approach of the enemy reserves can be prevented.

In Diagram 30a, White wishes to take the Knight with check. This he does by 1.Qg4+ Kh7 2.Qh3+ Kg7 3.Qg2+ Kh6 and now 4.Qxh1+. We drive the King to the desired side of the board without losing contact with the piece or point we wish to win.

In Diagram 31, the point to be won is e7. Either 1.Qh4 or 1.Qf2+ would fall miserably because of ...e3+ and Ra1 mate, e.g. 1.Qf2+ Ke8 2.Qxc5 e3+, etc. The right move here is 1.Qf1+ Ke8 2.Qb5+ Kb8 3.Qxc5+ Ke8 4.Qe7 mate. We could also state the problem as follows: White to take the point b5 with check. After 1.Qf1+, Ke8 2.Qb5+, White has contact with the point c5, and, at the same time, does not lose his driving effect on the enemy King, who is tied to his own square.



#30a The Knight is taken with check





#32a Terpisch-Lasker, Black moves



#32b Draw by perpetual check

(2) The second special case. Draw by perpetual check, which has an interest from a psychological error which is common. In Diagram 32b, White, a player of little experience, sees the desperate position of his King and plays for a draw by 1.Rfe7+, quite correctly recognizing the 1.Rde7+? Kd8 2.Rd7+ Kc8 3.Rc7+ Kb8 and White runs out of checks. After 1.Rfe7+ K18 2.Rf7+ Kg8 3.Rg7+ Kh8 4.Rh7+ (4.Rg1?? Rf2+) 4...Kg8 5.Rhg7+! Kh8 6.Rh7+ Kg8. Now he looks his opponent in the eye - does he really think he can escape? He repeats the checks as above a few times, and then just for variety's sake gives check with the other Rook, 7.Rdg7+?? after which his game is lost, since the King reaches sanctuary at b8. There follows a moral, that variety is not always profitable. The Rook at d7 was a sturdy sentinel, and as such should not have been needlessly disturbed.

(3) The third special case. The drawing apparatus (for perpetual check) Rook-Knight. White: Kh2, f6, Nf6. Black: Kf6, pawns c6, d2, e2. Black has three embryo Queens. White therefore seeks to draw by perpetual check. 1.Nh7+ Ke8 2.Nf6+ falls because of 2...Kd8. The solution is found in 1.Rd7, since now after 1...e1=Q 2.Nh7+ and the drawing apparatus works to perfection. Observe that the key move, 1.Rd7 brings Rook and Knight into strategic contact.

Let us in the same position imagine a Black Rook at c8. In this case 1.Rd7 would not suffice, but would also be unnecessary, for the Rook on c8 stops the Black King's flight and makes a sentinel at d7 superfluous, so in this case 1.Nh7+ Ke8 2.Nf6+ Kd8?? 3.Rd7 mate. The Black King was a clever fellow. He committed suicide in the middle of the board, when a less talented sovereign would have been satisfied with the corner for this purpose.

(4) The fourth special case is quite simple, but is indispensable in view of the very complicated 5th case. It consists in a driving maneuver. The King will be forced out of his corner, and then a marauding raid will follow.



#32c



#33 The basis of the enveloping maneuver

Diagram 32c. 1.Rh7+ Kg8 2.Rag7+ Kf8 3.Rf7+ and wins the Bishop. A necessary condition for success was the protected position of the Rh7. Had it been otherwise 3...Kg8 would have prevented the capture of the Bishop. In this 4th case the capacity of the combined Rooks to drive the King from his corner (to c8 or f8) must be noted. This capacity provides the basis of the 5th case.

(5) The fifth special case. In the position, White: Rooks a7, d7. Black: Kh8, Qb8, White, who designs to seize the 8th rank, tries to do this by low cunning, since the direct road seems to be barred by the Black Queen. He seizes the corner, drives the enemy King out of it, and thus makes room for the enveloping attack of his Rook. 1.Rh7+ Kg8 2.Rag7+ Kf8 3.Rh8+ winning the Queen. The position arrived at after the two checks at h7 and g7 is the typical starting point of all enveloping maneuvers in the 7th and 8th ranks.

(Diagram 33). The analysis of this position shows us two Rooks each ready for a turning movement, but also a resourceful King, whose contact with the Rook at g7 protects him from the worst (mate at h8). As long as this contact is maintained mate cannot be given. The King's case is somewhat like that of a pedestrian who is set upon by a mugger. The latter raises his weapon to strike, but the former seizes his arm and keeps fast hold of it, knowing that so long as contact is kept up the robber cannot use his arm for the decisive blow. And so the rule runs: the King who is threatened by an enveloping attack must maintain contact with the nearer Rook as long as possible. The Rooks on their side must attempt to shake loose from the contact. The second rule follows: the King who is threatened must struggle towards the corner, the Rooks must and will drive him from it.

Starting from the typical position White can try three maneuvers: (a) for immediate material gain, (b) for a mating combination by breaking off contact between King and Rook, (c) for a tempo-winning combination.

(a) This has already been considered. If an enemy Queen stands anywhere in her first rank there will result 1.Rh8+ winning the Queen for the Rook at g7.

(b) Contact can be broken either through the protection of the Rg7 or by driving away the King by a check from another quarter. For example, White: Rooks g7, h7, e1. Black: Kf8, Qa8, Ra2. Then follows 1.Bb4+ Ke8 and now the Rooks have a free hand to deal the death blow 2.Rh8 mate. Instead of a Bishop at e1 we may imagine a pawn at e6, and the continuation would be 1.e7+ Ke8 2.Rh5+. The enveloping operation has been made possible, but the Black King now has a flight square which before was closed to him. 2...Kd7, but this plays no role, for the air we have allowed him was alas! poisoned. 3.d8=Q double check and mate is not far off.

Now turn to Diagram 34. First White gets the typical position as shown on Diagram 33. 1.Rg7+ Kf8 2.Rh7 threatening mate, 2...Kg8, the flight to the corner. 3.Rdg7+ Kf8 and now there follows 4.Ng5! (less convincing would have been 4.Ni2) 4...fxg5 5.f6! with mate to follow at h8. Or, 4.Ng5! d4! 5.Ne6+ Bxe6 (forced) 6.Kxg6 followed by the driving of the King from f6 by c7+, and history repeats itself. This check at c7 which broke contact could only have been parried by ...Re8, leading to the loss of a Rook. 6...Re8 7.e7+ Rxg7 8.Rxe7 and White wins easily even if Black has one or two passed pawns to the good, for there would have been brought into play that capacity which Rooks possess, to which we have called special attention, that of attacking fleeing pawns from the rear in the 7th rank.

(c) Diagram 35. With 1.Rh7+ Kg8 2.Rfg7+ Kf8, the typical position is reached, but how are we to proceed? Neither 3.Rh8 mate, nor a way of forcing a break in the contact, seems feasible. Of course if the White King were already at g5, then Kh6 would follow, but as matters stand it would seem as if White must content himself with perpetual check. However appearances are deceitful. There follows 3.Rxd7 threatening mate at h8, so 3...Kg8. Now White repeats the little maneuver, 4.Rdg7+ Kf8 5.Rxc7 and again Black is forced to play to play 5...Kg8. He has no time for the move a1=Q. (If our opponent has no time for something which otherwise would be most advantageous to him because he is forced to make some positional move irrelevant to his purpose, while we advance our project; then we have gained a tempo). White now plays 6.Rcg7+ and the ending runs: 6...Kf8 7.Rxb7 Kg8 8.Rhg7+ (8.Rxa7?? would be a gross

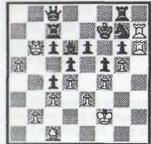


mistake because of 8... $\text{e}1=\text{Q}$ , 8... $\text{Kf}8$  9. $\text{Rx}a7$   $\text{Rx}a7$  10. $\text{Rx}a7$  winning the Black a-pawn and the game. We may sum this up thus, that in (c) we have the case that White gathers new strength by touching the typical starting position, or more simply, by bringing about this position he creates a new mating threat and so a free tempo for gathering loot. We have now sufficiently illustrated the five special cases, and have made it clear that the first thing to do is to bring about the "starting point position". We will close with two more endgames.

Diagram 36 shows the position which White had obtained after 50 moves in the game Nimzowitsch-Bernstein, Wilna, 1912. My opponent here played 50... $\text{Rf}8$ , in order after 51... $\text{f}6$ , to reduce the material on the board to such an extent that there would not be enough left to win with. I answered calmly 51. $\text{Rx}b1$   $\text{f}6$ , for now I manufacture out of the several components my 1st special case in the 7th rank (passed pawn and 7th row absolute), which was even at that date known to me. The continuation was 52. $\text{Bc}5$   $\text{Rc}8$  (forced, as 52... $\text{Rf}7$  falls after 53. $\text{Rb}7$   $\text{Rx}b7$  54. $\text{ax}b7+$   $\text{Kxb}7$  55. $\text{ex}f6$  and Black's Bishop has more work than he can do). 53. $\text{ex}f6$   $\text{Rxc}5$  54. $\text{f}7$  (the passed pawn) 54... $\text{Rc}8$  55. $\text{Rb}7$  (the 7th rank absolute! The extra enemy piece is an illusion), 55... $\text{Bd}3$  56. $\text{Re}7$   $\text{Bb}5$  57. $\text{Kf}4$  (White avoided 57. $\text{Re}8$   $\text{Bx}e8$  58. $\text{f}8=\text{Q}$   $\text{Bc}6+$  though he had treated himself to the pleasure of a new Queen, she would have vanished and with her also...all joy!) 57... $\text{Rh}8$  58. $\text{h}7$   $\text{Be}4$  59. $\text{Ke}5$   $\text{Bb}5$  60. $\text{Kf}6$   $\text{e}5$  61. $\text{Kg}7$  and Black resigned.



#36 Nimzowitsch-Bernstein



#37 Nimzowitsch-Ellastamn

Riga 1916

White gave the odds of the QN

In the position in Diagram 37 there first occurred 1. $\text{a}6$   $\text{Qa}8$  (threatening ... $\text{R}a7$  and ... $\text{Rx}a6$ ). In this difficult situation White saved himself by the following "subtle trap," as the *Dunazietung* called it, or by a combination based on a thorough knowledge of the terrain (7th rank!), as we would call it. 2. $\text{b}3$   $\text{Rb}8$  (better to be sure would have been 2... $\text{Ra}7$ ). Now followed the Queen sacrifice 3. $\text{Ba}3!!$   $\text{Rx}b6$  4. $\text{Bxd}6$   $\text{Rc}8$  5. $\text{Rx}g7+$   $\text{Kxg}7$  6. $\text{Be}5+$  King any, and the Rook gives perpetual check on h7 and h8. It is worth noting that after the Queen sacrifice, White has at least a draw in all variations. 4... $\text{Qxa}6$  (instead of 4... $\text{Rc}8$ ) 5. $\text{Bb}5$   $\text{Ke}8$  6. $\text{Rh}8+$   $\text{Kd}7$  7. $\text{Rb}7$   $\text{Qa}2+$  (to leave the square a6 open) 8. $\text{Kg}3$   $\text{c}5$  9. $\text{Rx}g7+$   $\text{Kc}6$  10. $\text{Rx}c7+$   $\text{Kb}5$  11. $\text{Rxc}5+$   $\text{Ka}6$  12. $\text{Ra}8+$  winning the Queen. Or 4... $\text{Qg}8$  5. $\text{Bx}c7$   $\text{Rx}a6$  6. $\text{bx}c4$  followed by  $\text{Bc}5$ . If 4... $\text{Qg}8$  5. $\text{Bx}c7$   $\text{cx}b3$  6. $\text{Bxb}3$   $\text{b}2$  7. $\text{Rx}g7+$   $\text{Q}$  (or  $\text{Kxg}7$ ) 8. $\text{Rh}1$  and White has much the better prospects because of his strong a-pawn.

## CHAPTER 4

### THE PASSED PAWN

\* 1. To get our bearings. The neighbor who is somewhat disturbing and the vis-a-vis who is totally unpleasant. The pawn majority. The "Candidate". The birth of a passed pawn. Rules for "Candidates".

A pawn is passed if he has nothing to fear from an enemy pawn in front of him, i.e., in the same file, or from one on a neighboring file, and whose road to Queen is therefore open (see Diagram 38). If a pawn is only checked in his advance (blockaded) by enemy pieces, the fact does not prejudice our conception.

A special recognition is due to a pawn from the fact that enemy pieces must sacrifice a part of their effective strength in order to keep him under observation, and in fact under continual observation. If further, we bear in mind that the pawn enjoys another advantage over the pieces in that he is the born defender, we will slowly discover that even on the 64 squares the pawn, our foot soldier is worthy of all respect. Who checks an ambitious enemy pawn best? A pawn. Who protects one of his own pieces best? A pawn. And which of the chessmen works for least wages? Again, the pawn, for a steady job, such as protecting one of his own fellows or keeping in restraint one of the enemy's men, does not appeal to a piece at all, moreover, such occupation draws off troops from the active army. When a pawn is so employed this last applies in very much less measure.

In the position on Diagram 38 neither the b-pawn nor the g-pawn is free, yet the former seems to be less hampered than the latter, for the b-pawn has at any rate no direct antagonist. The vis-a-vis might be compared to an enemy, while the pawn in the next file reminds us rather of a kindly neighbor, who, as we know, can have his drawbacks. If, for instance, we are rushing downstairs to keep an important engagement, and a neighbor suddenly grabs us and involves us in a long talk, ranging from the weather and politics to the high cost of beer, he keeps us from our job, just as in Diagram 38 the Black c-pawn may be an annoyance to White's b-pawn. Nevertheless a somewhat gossiping chaffbox of a neighbor is far from being a bitter enemy, or to apply the analogy to our case, an annoying pawn on a neighboring file is far from being an antagonist. In our diagram, the White g-pawn's aspirations to greater things can never be satisfied, whereas the b-pawn can always dream of an advance.

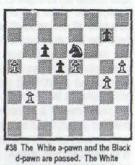
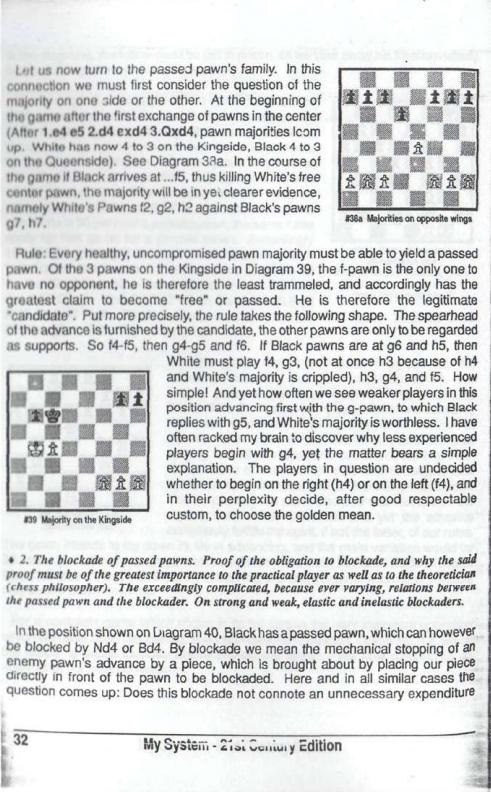


Diagram 38: The White a-pawn and the Black d-pawn are passed. The White e-pawn is passed but blockaded.



of energy? Would it not suffice to keep the pawn fixed by the Knight-or Bishop bearing upon d4? Is keeping up a blockade work worthy of an officer? Will not his nobility, so long as he takes his blockading problem seriously, be to a considerable extent diminished? Is he not thus degraded to the status of a stopped (immobile) pawn? In a nut-shell, is the blockade economical? I am glad to be able to offer you, I think, an exhaustive solution to this problem. The mediocre critic would settle the question by laying down quite briefly the general thesis that pawns must be stopped, but in my eyes this would be a proof of poverty of understanding. The why and the wherefore are of extraordinary importance.

There are three reasons which logically make the blockade imperative. In what follows, these will be analyzed under ♦2a, ♦2b, and ♦2c. Under ♦3 the effective strength of the blockader will be assessed in detail.

♦2a. First reason: *The passed pawn is a criminal, who should be kept under lock and key. Mild measures, such as police surveillance, are not sufficient. The passed pawn's lust to expand. The awakening of the men in the rear.*

We return again to Diagram 40. The Black forces, Bishop, Rook and Knight, are as we should say, grouped around the passed pawn. They conform to a complex of which the d-pawn is the nucleus. Knight and Bishop guard the passed pawn. The Rook, however, supplies him with a certain impetus, gives him a supporting impulse in fact. So powerful is the pawn's desire to press on here, to expand (of which fact indeed visible recognition is given in the way the "officers," laying aside all pride of caste, picturesquely group themselves around this simple "foot soldier"), that our d-pawn often seems ready to advance on his own account, when to do so will cost him his life. So, for instance, 1...d4 2.N (or B) x d4, and now all of a sudden the Black forces in the rear come to life. The Bishop from b7 commands a diagonal bearing on the enemy King, the Rook has a clear file, while the Knight has a new square for himself in the center. Such an advance at the cost of self sacrifice, for the purpose of opening a file, is, as a rule, only characteristic of a "pawn roller," a compact advancing mass of pawns in the center, and therefore furnishes a brilliant proof of the lust to expand inherent in a passed pawn, for the mobile center (the pawn roller) is endowed with an almost incredible energy. Again the sealing of a square for one of his own Knights is a very special characteristic of an advanced of this kind. Accordingly we say that the first consideration which logically compels the blockade, is that the free passed pawn is such a dangerous "criminal," that it is by no means sufficient to keep him under police supervision (by the Knight and Bishop



40 The problem of the blockade

in the diagram), the fellow must be put in prison, so we take away his freedom utterly by blockading him with the Knight at d4.

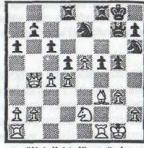
The example just considered, we mean the sacrifice of the pawn (for he is intended to die in the advance), is thoroughly typical, although it is not in the least necessary that a whole host of men to the rear should be freed by the operation. It is often just a single piece standing behind it that profits. In Diagram 41 Black, whose Queenside and center seem to be threatened, seeks to turn his "candidate" to account. Since the candidate is 90 percent a passed pawn, the same rules apply for him as do for a passed pawn. Accordingly 19...f4! 20.gxf4 g4! 21.Bg4 Nh5. Sacrifice of a "candidate" with the result that the square f5 is cleared for the Knight on h6. The continuation was 22.Qb3 dx4 23.Qxc4+ Kh8 24.Qc3 h5 25.Rd1 h4 26.Rd3 Nd5 27.Qd2 Rg8. Black supports his pawn majority with vigor. 28.Bxd5 cxd5 29.Kh1 g3 and Black gets the attack.



#41 Alekhine-Treybal  
Baden-Baden 1925

The pawn intends to lay down its life in advancing, and the main variation would be 29...e4+! (so as to prevent fx5 which could follow ...fx6) 30.Kxe4 Rxd6 31.Ke5!! Rcd8 32.Bxe6. Note that the entry of the King into Black's game was made possible only by the pawn sacrifice.

For a complete game which shows in its full setting the very important operation which we have been discussing, see Leonhardt-Nimzowitsch, Game No. 12, which the reader is urged to study before proceeding further. We now pass on to an analysis of our second reason.



#41 Le Koletz-Nimzowitsch  
Baden-Baden 1925  
Black sacrifices a "candidate," and a  
piece to the rear comes to life.  
How is this accomplished?

In the game Alekhine-Treybal, Diagram 42, the following interesting maneuver occurred: 27.e4. The mobile pawn center sets itself in motion. 27...f5 28.exd5 fx5. The passed pawn which has suddenly come into existence is clearly short-lived, the fruit of some sudden inspiration, and seemingly destined to a speedy a death, but appearances are deceptive, even this creature of a moment knows how to subject itself to the iron laws of chess, and so there followed 29.d6!! The purpose of this pawn sacrifice was not to free the square from which it moved, and yet the advance completely fulfills the spirit, if not the letter, of our rules.

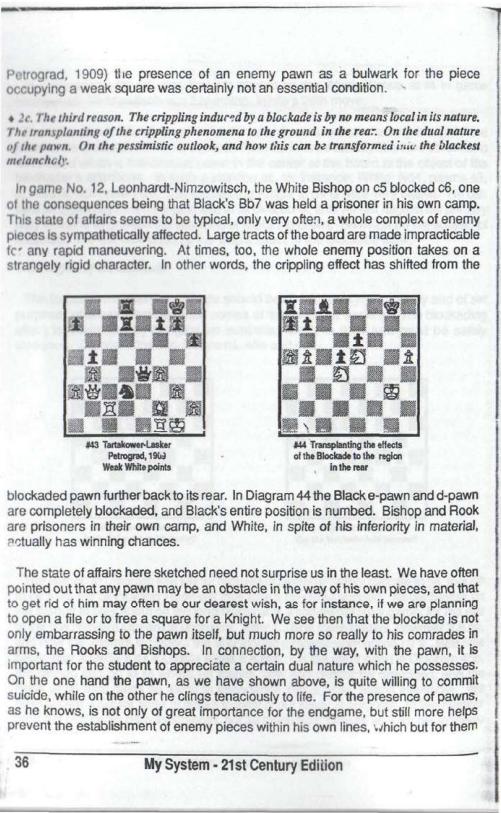
The pawn sacrifice was not to free the square from which it moved, and yet the advance completely fulfills the spirit, if not the letter, of our rules.

\* 2b. *The second reason. Optimism in chess, and the immunity of the blockading piece against frontal attacks. The enemy pawn as our bulwark. The deeper-lying mission of the blockading piece. The blockading point a weak enemy point.*

In my book on the "Blockade" I wrote on this point as follows: The second reason which we are now to analyze is of great importance from both the strategic and the instructional points of view. In chess in the last resort optimism is decisive. I mean by this that it is psychologically valuable to develop to the greatest length the faculty of being able to rejoice over small advantages. The beginner only "rejoices" when he can call checkmate to his opponent, or perhaps still more if he can win his Queen, (for in the eyes of the beginner this is [if possible] the greater triumph of the two). The master on the other hand is quite pleased to find royal content, if he succeeds in spite of the shadow of mortality to maintain in some respects the other side of the board. This optimism here characterized is the indispensable psychological basis of position play. It is this optimism, too, which gives us strength, in face of every evil, however great, to discover the faintest hint of a bright side of the picture. In the case under consideration we can lay it down as established that an enemy passed pawn represents an unquestionably serious evil for us, yet even this evil has its tiny gleam of brightness. The situation is this, that in blockading this pawn we can by good fortune safely post the blockading piece under the shelter of the enemy pawn itself, so that it is immune from any frontal attack. Consider a Black passed pawn at e4. A White blockader at e3 is not subject to an attack from an enemy Rook on the e-file (e8 to e3), and therefore stands there in a certain measure of security.

So far *Die Blockade*. And to these remarks there is perhaps only this to add, that the relative security outlined here - must in truth be symptomatic of that deeper mission which the blockader has to fulfill. If nature, yes, and even the enemy, too, are concerned about the safety of the blockader, he must have been set apart for great deeds. And in fact we are not incorrect in our reckoning, for the blockading point often becomes a "weak" enemy point.

I can imagine that the road to a real conception of "weak points" may have led across the blockading field. The enemy had a passed pawn. We stopped its progress, and now suddenly it appeared that the piece with which we effected this exerted a most unpleasant pressure, and the enemy pawn actually provided a natural defensive position which the blockader could use as an observation post. This conception once grasped was subsequently widened and dematerialized. Widened, because we now classify as weak every square in front of an enemy pawn, whether passed or not, if there were any possibility of our being able to establish ourselves on it without risk of being driven away. But the conception of a weak point was also dematerialized. When, for instance, Dr. Lasker talked of White's weak squares in the position on Diagram 43 (from the game Tartakower-Lasker,



might be possible. But otherwise, they prevent the creation of weak points in their own territory. The mobility of a passed pawn, particularly of a center one, is often the very life-nerve of the whole position. Its crippling must therefore naturally find its echo throughout the whole of that position. We have seen, then, that weighty reasons support the establishment of a blockade at the earliest possible moment, whereas those which seem to tell against it, namely the apparently uneconomical use made of an officer, seemingly degraded to being a mere sentry (blockader), will be seen on closer examination to carry weight only in certain cases. To be able to recognize these we must now consider the blockader himself.

*\* 3. The blockader's primary and secondary functions. The conception of elasticity. Various forms of the same. The strong and the weak blockader. How the blockader meets the many demands made on him, partly on his own initiative, and why I see in this a proof of his vitality.*

The primary function of a blockader is obviously to blockade in a businesslike manner the pawn concerned. In exercising this he has himself a tendency towards immobility. And yet, admire his vitality! He very often displays pronounced activity: (1) by the threats which he can exercise from the place where he is posted (see Game 12, Leonhardt-Nimzowitsch, in which Black's Ne6 prepared the way for ...g5), (2) by a certain elasticity which finds expression in the fact that he does on occasion leave his post. He seems to be entitled to a furlough, (a) if the journey promises much in results, when the connections must all be made by express, so to speak; (b) if he can be sure of returning quickly enough to take up the blockade again on another square, should the pawn have advanced in the interval; (c) if he is in a position to leave a deputy in his place to look after the blockade. It is obvious that such a deputy must be chosen from those pieces which are protecting the blockader. This last consideration, for all its apparent insignificance, is of great importance, for it shows clearly the extent to which elasticity, at any rate in the form considered under (c), is directly dependent on the degree of weakness or strength of the blockade.

In connection with (a) see the endgame Nimzowitsch-Nilsson (Diagram 61).

In connection with (b) see Diagram 44a. In this simplest of positions the blockading Rook takes a little holiday trip 1.Rxb4. It goes without saying that the passed pawn will seize the opportunity to advance 1...h4 2.Rb2 h3 3.Rh2. Master Rook appears in the office, bows to the boss, nods to his fellow employees, and as if he were fresh as paint and thoroughly rested (though he had to do some bustling to get back in time), takes his seat at the blockading desk. He has, however, changed his seat, from h4 to h2. The maneuver here shown may be found repeated in many examples.



The passed pawn

In connection with (c), see the role played by the White Bishop at f4 in game Number 15, Nimzowitsch-von Freymann, White's 26th move.

From the above little discussion (under a, b, c), we see that elasticity is slight if the pawn to be blockaded is far advanced. The maximum elasticity is on the other hand developed when a half-passed pawn in the center of the board is the object of the blockader's attention. In such a position as, for instance: White: Nd4, pawns e3, f2, Black: Bb7, pawn d5. The blockading Knight at d4 is here very elastic. He can take long journeys from his post and in all directions, and yet not neglect his primary duty which is to prevent the advance of Black's d-pawn. So much on the subject of elasticity. We will now analyze the actual effect of the blockade itself.

\* 3a. *Effect of the Blockade.*

The forces to maintain a blockade should be developed systematically and of set purpose, whereas elasticity often comes of itself without seeking. The blockading effect is intensified by bringing up supports, which in their turn must be safely stationed. Compare the two Diagrams, 45a and 45b.



#45a Black to move.  
Is the R6 a strong blockader?



#45b Black to move  
Can the blockader hold his own?

The Bishop in Diagram 45a will for motives of personal safety migrate to g6, though to be sure the blockading Rook will thus lose a powerful support. Nevertheless for the Bishop to play about on the long diagonal is a somewhat risky game, for the eye of the law (White's Queen) is upon him. After 1...Bg6 there follows, however 2.Kb5, and now the attempt to restore the abandoned strategic connection by 2...Bc8 fails badly after 3.Qe5+ Kd7 4.Qxe8+ Kxe8 5.Kxc6. On the other hand in Diagram 45b, the Bishop can go to i3 where he stands safe and cannot be dislodged, and the Rook at e6 thus gains so much in importance that a draw seems inevitable. We have shown a similar state of affairs to exist in our study of outposts. In like manner here the blockader derives strength, not so much from himself as from his strategic

connection with the country to his rear. A blockader who is insufficiently or imperfectly protected will not be able to hold his own against the enemy pieces which are hotly pressing him. He will be put to flight, and either taken or put out of action, whereupon the pawn whose road had before been blocked will resume his advance. In connection with the problem of the defense, the reader will find the rules (which will be treated in Part 2 of this book) on the overprotection of strategical points extraordinarily valuable. The blockading point is as a rule strategically important square, and therefore it is a part of wisdom to protect it even more than is absolutely necessary. So do not wait for attacks to pile up, but rather lay up a reserve of defensive force, just as before a dance one lays up a store of sleep.

And so a remarkable fact appears, that while the effect of the blockade can only be intensified or even maintained by laboriously bringing up supports, the other secondary virtues of the blockader, elasticity, and the threats he can exercise from his post, prove to be of hard growth. They come to fulfillment without any particular exertion on his part. This is explicable, (1) by the state of affairs in which a protecting piece takes the place of the blockader who has gone on his travels, (2) by the fact that, as explained under ♦2 the blockading square tends to become a weak point for the enemy. Keeping contact with a strategically important square must according to my system, work wonders. This will be considered in greater detail under positional play.

We can sum all this up in the following principle -

Though in the choice of a blockader elasticity and the threats he can exercise must be borne in mind, it is often sufficient merely to strengthen the blockade. Elasticity and the rest will then not seldom come of themselves.

It must now be clear that an officer in no sense compromises his dignity by answering the summons to act as a blockader, for the post proves itself to be a most honorable one, safe, yet allowing full initiative. The student should thoroughly test the truth of this observation from master games or games played by himself. He should compare the blockaders with one another, their respective merits, their ultimate fate, and how they came to fail or to succeed in their duty, and he will get more benefit out of a thorough knowledge of one "actor" than from a nodding acquaintance with the whole "troop". It is when working under limitations that the master reveals himself. *This true saying applies fully also to the aspirant to mastership, indeed to every student who is in earnest.*

\* 4. *The fight against the blockader. His uprooting. "Changez les blockeurs!" How to get a standoffish blockader replaced by one who is more affable.*

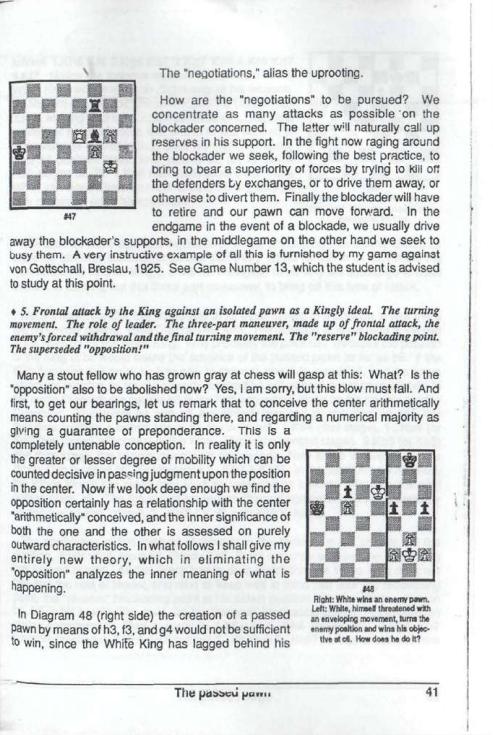


When we said that the blockader derived his effective strength from his connection with the country to his rear, this was an indisputable truth, yet he can, and should, contribute something of himself to the protection of the blockading rampart. This he does in that, thanks to his attacking radius, he wards off the approach of enemy troops from himself. It is also a merit if his origin be humble, the humbler the better. By this we mean that a blockader should have a thick hide. The rather exaggerated sensitiveness displayed by the King or the Queen would not fit with the role of blockader. A minor piece (Knight or Bishop) can stand up to an attack - in case of need he has only to call up aid, whereas the Queen reacts to the slightest attack to such an extent, that she at once, though with head proudly erect, leaves the field. In general the King would also be a poor blockader, but in the endgame his Royal attribute of being able to change his color is a big plus, so that if he is driven away from a dark blockading square, he can try at the next stepping place to establish a blockade on a light square. For instance: White Kg4, Bd1, pawn g5. Black: Kg6 Na7. The check 1.Bc2+ drives the Black King from g6, but now he takes up the blockade again at g7.



#46 From one of my games; the blockading Bishop at a8 will be replaced by the Rook

Since the blockaders as we have seen, may be of varying quality: strong or weak, elastic or inelastic, the obvious thing to do is to get one blockader replaced by another if this would suit us better. If I take a blockader, the recapturing piece takes over his role, and by so doing the command "changes les blockeurs" becomes a *fait accompli*. The following combination is typical: In Diagram 46 the opening moves would be 1.Rb8+ Rf8, and now the attacking range of the Bishop renders the approach of the White King difficult, which would otherwise be decisive. There followed 2.Rxa8 Rxa8 3.Kb7. This new blockader, the Rook on a8, now shows himself to be most accommodating, and nothing is further from his thoughts than to stay an attempt at approach, so 3...Rf8 4.a8=Q Rxa8 5.Kxa8 and the pawn ending is untenable for Black. 5...Kg7 6.Kb7 Kg6 7.Kc6 Kg5 8.Kd7! Kf5 9.Kd6 and wins. On the other hand (from Diagram 46), 1.Rb8+ Rf8 2.Kb6? (instead of 2.Rxa8) 2...Bd5 3.Kc7 Kf7 4.Rxf8+ Kxf8 5.Kb8 would fail because of 5...Kf7 6.a8=Q Bxa8 7.Kxa8 Kg6 and this time it is Black who emerges victorious. In Diagram 47 Black would be perfectly safe if his King were not so far away. White makes the more accommodating Black Rook take the place of the embarrassing Bishop. 1.Rxf5 Rxf5 2.Kg4. The White pawns become mobile and the Black King arrives too late. 2...Rf8 3.g5 Kb5 4.f5 Kc6 5.g7 Rg8 6.f6 Kd6 7.Kf1 (stopping Kg6), and wins. The idea is this: The attacking party is prepared to come to an understanding with the blockading company our wishes first to see its apparently rather unsympathetic spokesman replaced by someone else. This done, negotiations may begin!



The "negotiations," alias the uprooting.

How are the "negotiations" to be pursued? We concentrate as many attacks as possible on the blockader concerned. The latter will naturally call up reserves in his support. In the fight now raging around the blockader we seek, following the best practice, to bring to bear a superiority of forces by trying to kill off the defenders by exchanges, or to drive them away, or otherwise to rout them. Finally the blockader will have to retire and our own cause move forward. In the endgame in the event of a blockade, we usually drive away the blockader's supports, in the middlegame on the other hand we seek to busy them. A very instructive example of all this is furnished by my game against von Gottschall, Breslau, 1925. See Game Number 13, which the student is advised to study at this point.

\* 5. Frontal attack by the King against an isolated pawn as a Kingly ideal. The turning movement. The role of leader. The three-part maneuver, made up of frontal attack, the enemy's forced withdrawal and the final turning movement. The "reserve" blockading point. The superseded "opposition!"

Many a stout fellow who has grown gray at chess will gasp at this: What? Is the "opposition" also to be abolished now? Yes, I am sorry, but this blow must fall. And first, to get our bearings, let us remark that to conceive the center arithmetically means counting the pawns standing there, and regarding a numerical majority as giving a guarantee of preponderance. This is a completely untenable conception. In reality it is only the greater or lesser degree of mobility which can be counted decisive in passing judgment upon the position in the center. Now if we look deep enough we find the opposition certainly has a relationship with the center "arithmetically" conceived, and the inner significance of both the one and the other is assessed on purely outward characteristics. In what follows I shall give my entirely new theory, which in eliminating the "opposition" analyzes the inner meaning of what is happening.

In Diagram 48 (right side) the creation of a passed pawn by means of h3, f3, and g4 would not be sufficient to win, since the White King has lagged behind his



Right: White wins an enemy pawn.  
Left: White, himself threatening an en passant capture, turns the enemy position and wins his objective at c6. How does he do it?

passed pawn. The King must here play the role of leader, something like a pacemaker in a bicycle race, and not stay comfortable at home reading the news from the race track. The student, too must be fully aware of one point, that the King in the middlegame and the same King in the endgame are two totally different persons. In the middlegame the King is a timid soul, shuts himself up in his fortress (castled position), and only when he feels himself in contact with his Rook, with his own Knights and Bishops attentively grouped around him, does this old fellow feel himself doing well. In the endgame the King changes into a hero (not so difficult, as the board is swept almost clean of enemies!), and scarcely is it begun than he leaves his castled home and stalks slowly but imposingly to the center, clearly to be in the middle of things. More of this in Chapter 6. He shows, however, particular courage in a fight against an isolated pawn. Such a fight will be started with a frontal attack. For example, White: Kf5. Black: pawn f6. Such a frontal position is an ideal which the King aims at, and is one in fact well worth striving for, because given the necessary material, it can be attained, and thus the capture of the beleaguered pawn facilitated, or, in a purely pawn ending, it may lead to the eventual turning of the position.

And so, if fighting forces are still available, the Black pawn at f6 will be exposed to multiple attacks, which may lead to the protecting pieces having to take up less comfortable positions, while if it comes to a plain duel between the two Kings with no pieces left on the board, the weapon of exhaustion, *Zugzwang*, will be at the disposal of the attacker.



As an example suppose in Diagram 48a, after 1.Kf5 Kg7 2.Kg4 (the ideal position), there follows 2...Kf6 3.Bd3 Be6 and the difference in value between the active White Bishop at d3 and its passive Black counterpart on e6, who is chained to the pawn on f5, weighs by no means lightly on the scale. The purely pawn endgame on the other hand would run somewhat as follows. Diagram 48 (right side) 1.Kf5 Kg7 2.Kg4 Kf6 3.h4. This is the first stage of the maneuver. Then comes 3...Kg6, and this is the second stage, the enemy King must go to one side, a direct consequence of *Zugzwang*. And now follows the third and last stage, namely the White turning movement 4.Ke5 and wins. The frontal attack has developed into a turning movement, an advantage, for an enveloping movement is, as we know, the strongest form of attack (in ascending order: frontal, flank and enveloping).

That the enveloping attack is very strong in the endgame is impressed on us by the examples shown on Diagrams 48 (left side) and 49 (right side). In the latter there

follows 1.Kh6 Kf8 2.Kg6 Ke7 3.Kg7 Ke8 4.Kf6 Kd7 5.Kf7. Notice the tortuous manner of approach of the White King, who works with *Zugzwang* as his weapon. In Diagram 48 (left side) the continuation is 1.Kd7! Kb5 2.Kd6 winning. But not 1.Kd6?, because of 1...Kb5 and White has no good move left, and is in fact himself in *Zugzwang*, in a strait jacket, shall we say? Or finally take the position White: Kh5, pawns e4, a5, f5. Black Kd4, pawns b7, f6. 1.Kg6 Ke5 2.a6! bxa6 3.a5. Here White sacrificed a pawn in order to pass the unpleasant duty of moving on to his opponent.



Right: White turns the enemy position. Left: White wins the point b5 as a station for his King

Now that we have seen the significance of the enveloping movement, which, by the way, can only succeed against a stationary object (which in its turn limits the movements of its own King!), it will be intelligible to us why we should go to such trouble, in carrying out this three part maneuver, to bring off this type of attack.

We will now consider this maneuver in its three stages in a position where there are no enemy pawns. (See Diagram 49, left). The question at issue here is the win or the point b5 for the White King. Why precisely the point b5? Because the position of the King at b5 would insure the advance of the passed pawn as far as b6. If the King occupies this point, it has only to move to one side, say to c5, and the pawn whom we imagine as having already reached b4 will without question reach b6. In the same Diagram the square b6 is the first unguarded stage on the pawn's road to Queening. The points b4 and b5 are already secured by the King on c4. We therefore institute a frontal attack on the point b5. 1.Kb4 (first stage), 1...Ka6 (or Kc6) (the forced withdrawal of the King. This is the second stage), 2.Kc5 (or Ka5) (the third stage, the turning movement completed). Now as he wished to do, the White King reaches b5. For instance 2...Kb7 3.Kb5!. In the position now reached, the White King's last move may itself be regarded as a frontal attack on the next halting place b6. The three-part maneuver directed against b6 will run an entirely analogous course, namely 3...Ka7 4.Kc6, with Kb6 to follow.

The application of this method of thought to the defense is still simpler. In the position, White: Kc4, pawn b4. Black: Kc6. Black can draw because the White King has lagged behind. All that Black has to do is watch that the White King does not assume the role of leader, and next to keep well in mind that after the blockading point, the "reserve" blockading point is his safest position. (With a White pawn on b4, b5 is his blockading point, b6 his "reserve" blockading point). In the position under consideration Black's reply to 1.b5+ is 1...Kb6 (blockade), 2.Kb4 Kb7 (reserve blockade), 3.Kc5 Kc7 (but not 3...Kb8? or 3...Kc8? for that would allow the

#49a

White King to gain ground). 4.b6+ Kb7 (blockade) 5.Kb5 Kb8 (reserve blockade) 6.Kc6 Kc8 7.b7+ Kb8 8.Kb6 with stalemate.

To avoid any possibility of misunderstanding let us repeat that with a White pawn at b6, b8 is the reserve blockading point. If he is at b5 then b7 is the reserve point.

In Diagram 49a 1...Kb8?? would be a horrible move, for it would leave the whole field open to the White King and give him the chance of assuming the role of leader. 1...Kb8?? 2.Kb6 with a decisive frontal attack on the point b7.

The theory of the opposition is in its want of clarity only to be described as obscure, whereas the truth is so clear. The attacking King fights to get into the lead, his opponent strives to prevent this with the aid of the "reserve blockade point."

◆ 6. *The privileged passed pawn: (a) two united, (b) the protected, (c) the outside. The King as a hole-stopper. On preparations for the King's journey.*

As in life, so on the chessboard, the goods of the world are not altogether equally divided, so that there are some passed pawns who have far greater influence than other, ordinary passed pawns. Such "privileged" passed pawns deserve to be highly regarded by the student, who should never miss an opportunity of creating one for himself. In what follows we shall attempt to explain the effect of the "privileged" pawns by a consideration of their characteristics, from which rules will be deduced for our direction, the pros and cons in the fight with or against the stout fellows we are going to consider.

#50

The e pawn is a **protected** passed pawn; the g and h pawns are **united** passed pawns in the ideal position

(a) The typical ideal position of two united passed pawns is shown on Diagram 50. The relationship between them is one of the truest comradeship, and therefore the position where the two pawns are on the same rank must be regarded as the most natural one.

The strength of passed pawns so placed lies in the impossibility of blockading them, for their positions (on g4 and h4) seem to rule out any blockade on the squares h5 or g5. However the march of events will cause the two passed pawns to give up their ideal position, for though they are, maybe, doing noble work at g4 and h4, the innate ambition towards higher things, common to

all passed pawns, will drive them forward. And the moment one of them moves, possibilities of blockading them will arise. For instance after 1.h5 Black pieces could blockade them at h6 and g5. From this consideration, coupled with the fact that these united passed pawns can have no dearer wish than to advance together to g5 and h5, there follow these rules: the advance of a passed pawn from the ideal position must take place only at a moment when a strong blockade by enemy pieces is impossible of execution. Further: if the proper pawn has advanced at the right moment, any blockade which may be attempted will be weak and easily overcome, his companion must then advance as soon as possible, so as to recover the ideal position.

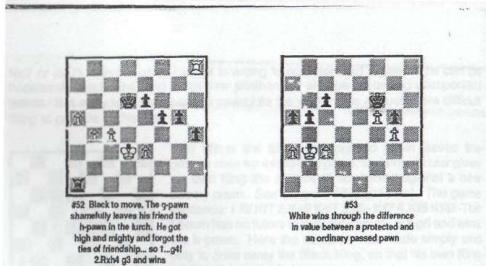
Accordingly (see Diagram 50) at the right moment, the proper pawn, perhaps the g-pawn, will advance to g5, a move which affords the enemy the chance of setting up a blockade at h5. The blockading piece, which by hypothesis was badly supported (for this reason, we use the term "weak blockade"), will be driven off, and the move h5 will bring about the ideal position again.

Very important service can here be rendered by the White King stepping into the breach which was caused by the advance of the first pawn. Thus, in Diagram 50, after 1.g5 Nh5, the King, whom we imagine to be at hand, with 2.Kg4 will slip into the breach and close it. The maneuver here described we shall call hole stopping, and our King need never be afraid of being out of work, for at worst he can get a job as a traveling dentist and stop cavities!

Diagram 51 shows a position which occurred in a club match in Stockholm in 1921. White played 1.b6+? and thus allowed Black to establish an absolute blockade by 1...Kb7. Absolute, because from the nature of things the King can never be driven away. There followed 2.Kd6 and the White King wandered to g7 and refreshed himself with the h-pawn, but at that very moment Black played his Bishop to h5 and there was nothing more for the King to eat on the Kingside. Dolefully his Majesty then wandered back to the other wing, but here, too, there was nothing for him since Black's Bishop, now freed from guarding the pawn, made the board unhealthy. A fitting punishment overtook White for breaking the rules by his advance. Correct was 1.a6 Bd3 2.Bd4 Bf1 3.Kb4+! (plans to stop the hole at a5), Ka8 4.Ka5 Be2 5.b6. Everything on schedule: the a-pawn advanced first, since the hindrance that can now be put in White's way (blockade is here almost too strong a term) can be easily brushed aside. The King stops the hole caused by the advance, the b-pawn moves on in his turn, and the two pawns are again united.



The passed pawn



Thus like two trusty comrades on a battlefield, they will advance together, step by step, and it will be but seldom, and then only if far advanced, that it may happen that one of them will push on alone, ruthlessly leaving his friend to be slaughtered. Such an exceptional case is shown in Diagram 52.

(b) The difference in value between a protected passed pawn and an ordinary passed pawn is well shown in the following example (Diagram 53). White opens fire on the enemy's pawn majority. 1.a4 Ke5 2.axb5 (2.c4? would have been wrong because of 2...b4, with a protected passed pawn. The two Kings would then have had the scarcely pleasant job of walking up and down keeping an eye on the pawns, hardly an inspiring occupation for a King!). 2...cxb5 3.c4 bxc4+ (forced, 3...b4 would not help, for one of the White pawns would go on to promote), and now we have a position which is characteristic of the difference in value between the pawns, for, as is clear, the White King can munch the Black passed pawns one after another without any trouble, whereas the immunity of the protected f-pawn from any attack by the Black King is brilliantly in evidence. True, we have in our day seen players of little experience, ignoring this immunity. In the position White: Ka1, pawns f5, g4. Black: King e5, pawn g5, the second player, with a pleased grin on his face and flushed with the lust of battle, goes after the White g-pawn. After 1...Kf4 2.b6, he sees his error and begins in all seriousness to chase the fleeing pawn. The last scene of the comedy runs thus: 2...Kf4 3.f6 Ke5!! 4.f7 Ke6!! 5.f8=Q and Black Resigns. We may formulate the case thus: The strength of a protected passed pawn lies in its immunity from attack by the enemy King.

(c) In Diagram 54 the h-pawn is the "outside" passed pawn (that is, more remote from the midpoint of the board). After the indirect exchange of the two passed pawns, (after 1.h5+ Kh6 2.Kf5 Kxh5 3.Kxf6) and the Black King is out of play, the White King is on the contrary, centrally developed. This is decisive. The more remote passed pawn is therefore a trump card with great power of causing a diversion, but

like any other trump card must be hoarded, not played out too quickly, and this must be our rule. The exchange of pawns which drew off the enemy King was only the preliminary to the White King's journey which followed. This journey however, should be fully prepared for before the pawn advance takes place. Compare the position: White K<sub>e</sub>4, pawns a4, c4, h2; Black Kd6, pawns a5, e5, g7. White has the outside passer in the c-pawn. Its immediate advance would, however, be a mistake, for after 1.c5+ Kxc5 2.Kxe5, the King's journey to g7 would be a mere waste of time, for his traveling companion the h-pawn has been tardy. The right move is 1.h4. The traveling companion reports himself! This induces 1...g6. For this obliging advance we have to thank the *Zugzwang* weapon, of which we should make diligent use, particularly in the case of the more remote passed pawn. There now follows 2.c5+! Kxc5 3.Kxe5 Kb4 and Black arrives one move too late: 4.Kf6 Kxa4 5.Kxg6 Kb3 6.h5, etc.

Rules to be observed: Prepare for the King's journey before the sacrifice (or exchange) which is to divert the enemy King has been made. Make use of the *Zugzwang* weapon whenever possible. Let the traveling companion advance. The impediments to the journey (enemy pawns on the wings to which the King must travel) must be enticed forward. All this before the move is made which is to divert the enemy King out of action.

\* 7. When a passed pawn should advance: (a) on his own account, (b) to win ground for his King who is following him (stopping the holes), (c) to offer himself as a sacrifice to divert the enemy. On the measure of the distance between the enemy King and the sacrifice which is to be offered him as bait.

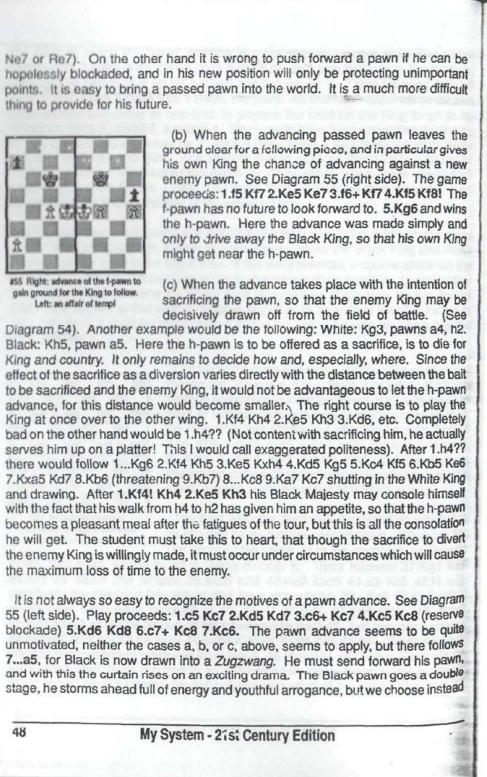
It is an old story that the less experienced amateur as a rule lets his passed pawn advance at the very moment least suitable to it. With two united passed pawns we saw him in Diagram 51 play 1.b6+? and thus allow an iron blockade to be set up. It may therefore be of practical use to note the cases in which an advance is indicated.

We have to ask ourselves: when is a passed pawn ready to march? We differentiate three cases.

(a) When the advance brings the passed pawn nearer to its goal (which will only be when there is a weak blockade), or when the advanced passed pawn gains in value in that he will then help to protect important points (see my game against V.Gottschall, Number 13, where 27.d6 helped to protect the point e7, with the threat



The outside passed pawn, whose capture induces the enemy King away from the middle of the board.



Ne7 or Re7). On the other hand it is wrong to push forward a pawn if he can be hopelessly blockaded, and in his new position will only be protecting unimportant points. It is easy to bring a passed pawn into the world. It is a much more difficult thing to provide for his future.



#55. Right: advance of the f-pawn to gain ground for the King to follow.  
Left: an affair of tempo

(b) When the advancing passed pawn leaves the ground clear for a following piece, and in particular gives his own King the chance of advancing against a new enemy pawn. See Diagram 55 (right side). The game proceeds: 1.Kf7 2.Ke5 Ke7 3.f6+ Kf7 4.Kf5 Kf8! The f-pawn has no future to look forward to. 5.Kg6 and wins the h-pawn. Here the advance was made simply and only to drive away the Black King, so that his own King might get near the h-pawn.

(c) When the advance takes place with the intention of sacrificing the pawn, so that the enemy King may be decisively drawn off from the field of battle. (See Diagram 54). Another example would be the following: White: Kg3, pawns a4, h2. Black: Kh5, pawn a5. Here the h-pawn is to be offered as a sacrifice, is to die for King and country. It only remains to decide how and, especially, where. Since the effect of the sacrifice as a diversion varies directly with the distance between the bait to be sacrificed and the enemy King, it would not be advantageous to let the h-pawn advance, for this distance would become smaller. The right course is to play the King at once over to the other wing: 1.Kf4 Kh4 2.Ke5 Kh3 3.Kd6, etc. Completely bad on the other hand would be 1.h4?? (Not content with sacrificing him, he actually serves him up on a platter! This I would call exaggerated politeness). After 1.h4?? there would follow 1...Kg6 2.Kf4 Kh3 3.Ke5 Kh4 4.Kd5 Kg5 5.Kc4 Kf5 6.Kb5 Ke6 7.Kxa5 Kd6 8.Kb6 (threatening 9.Kb7) 8...Kc8 9.Ka7 Kc7 shutting in the White King and drawing. After 1.Kf4 Kh4 2.Ke5 Kh3 his Black Majesty may console himself with the fact that his walk from h4 to h2 has given him an appetite, so that the h-pawn becomes a pleasant meal after the fatigues of the tour, but this is all the consolation he will get. The student must take this to heart, that through this sacrifice to divert the enemy King is willingly made, it must occur under circumstances which will cause the maximum loss of time to the enemy.

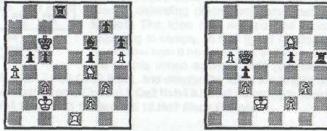
It is not always so easy to recognize the motives of a pawn advance. See Diagram 55 (left side). Play proceeds: 1.c5 Kc7 2.Kd5 Kd7 3.c6+ Kc7 4.Kc5 Kc8 (reserve blockade) 5.Kd6 Kd8 6.c7+ Kc8 7.Kc6. The pawn advance seems to be quite unmotivated, neither the cases a, b, or c, above, seems to apply, but there follows 7...a5, for Black is now drawn into a Zugzwang. He must send forward his pawn, and with this the curtain rises on an exciting drama. The Black pawn goes a double stage, he storms ahead full of energy and youthful arrogance, but we choose instead

the quiet 8.a3 for an answer, in order to prove to your youthful opponent that repose is a very valuable trait. After 8...a4 9.Kd6 (or 9.Kc6) the game is decided. Suppose that our young friend the Black a-pawn, recalled and soundly scolded for his impetuosity, now goes the modest route 7...a6. We then demonstrate to the luckless youth that energy is also a trump card, and we play 8.a4. Again after 8...a5 9.Kd6 Black is lost. The idea was the following: The stalemating of the Black King forces an advance of his a-pawn, and then White's a-pawn will force his advance to meet him so that after the a-pawns have run their course, White has the move. The latter then plays Kd6 or Kb6 and wins. This advance of the c-pawn may be classified under (a). He has advanced on his own account, for the affair of the tempi between the a-pawns makes of him a winning pawn, who otherwise, remembering the backward position of the White King, could only have been considered as a drawing pawn.

We close this chapter on the passed pawn with some endgame studies, reminding the reader that the chapter is to be regarded as an introduction to positional play.

#### + 8. Endgames illustrating the passed pawn.

White (see Diagram 56a) had the move and sacrificed the exchange. The whole idea of the combination, throughout its weary length (there is no other phrase to use), lay in the one thought, the King must strive to attain the "ideal" position, namely



Diagrams 56a and 56b

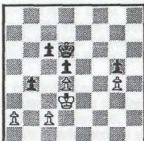
Nimzowitsch-Rubinstein

The White King's struggle for a frontal attack on an isolated pawn. Black missed a win on his 7th move.

frontal attack on an isolated pawn (see ♦ 5). I succeeded in carrying out this hidden plan, although it could have been frustrated, because Rubinstein seemed to be handicapped by being not quite familiar with the postulates of my system, which were of course well known to me. I know of no other ending in which this struggle of

the King to reach the "ideal" position is more sharply brought out. The game proceeded: 1.Rxe6+ Kd5 2.Rxf6 gxf6 3.axb5 e4, and now White took the h pawn, although he had to give up his b-pawn and h-pawn for it. There followed 4.Bxh6 Rh8 5.Bg7 Rxh5 6.Bxf6 Kc5 7.Kd2!, the point. All that has happened so far has been simply and solely to one end, to prepare the road for the King to go to f4. (Diagram 56b) 7...Kxb5?, a mistake. Black could have here prevented the White King's contemplated journey by 7...Rh6 8.Bd4+ Kxb5 9.Kc3 Re6+ 10.Kf4? Re4+, followed by Rxh4 and wins. The student should observe that 10.Kf3 (instead of 10.Kf4) would not have saved the game for White either, since Black would then have played at his leisure ...Re4. The Black King would have then marched to e1 followed by the Rook's transfer to the seventh rank.

In the game the continuation was 8.Kc3 Ke5 9.Kf4! Now all is right with the world again. 9...Kd5 10.f3, with a draw in a few moves, since the Black King and Rook cannot both be freed at the same time. If this were possible, a double attack on the c-pawn with consequent sacrifice of the exchange would be feasible. An instructive endgame. If you ask why the White King struggled so obstinately for this frontal attack, the answer is that such a struggle responds to an instinct which is innate in him, moreover it must be remembered that in his action he was also obeying the blockade law.



#57 Hause-Nimzowitsch  
From a simultaneous exhibition  
in Randers, Denmark

Our second example shows a simple case of a turning movement. (Diagram 57). Black played 1...Kc7 (he must do something to meet the threat of c3, which would yield an outside passed pawn), and the endgame took the following very simple but effective course: 2.c3 (if 2.c4 Kb6 3.cxd5 cxd5 4.Kc2 Ka5! gaining a tempo), 2...Kb6 3.cxb4 Kb5 4.Kc3 Ka4 and the turning movement comes off to perfection despite the loss of a pawn, a result of the paralysis of White's forces.

The third example illustrates the diversion which can be effected by an outside passed pawn. (Diagram 58) The score of the game up to the exchange of Queens in the 36th move will be found in Game number 6. There followed 37.Kg1 Ke7 38.Kf2 d5 39.e5 (the simpler 39.exd5 Kd6 40.Ke2 Kxd5 41.a3 Kc5 42.f4 with eventually the diversion b4+ would also have won easily), 39...Ke6 40.Ke2 (40.f4 would have been weak because of 40...g5 41.g3 gxh4 42.gxh4 Kf5), 40...Kxe5 41.Kd3 h5 42.a3 (43.h4 first would have been preferable) 42...h4! (creates a chance for himself later on) 43.b4 axb4 44.axb4 Kd5 45.Kxd4 Kc6 46.b5+ (White neglects the Zugzwang weapon which lies in his hand. 46.f4 would, after other Black moves were exhausted, have resulted in an obliging pawn move being made by Black, which would have furthered the subsequent excursion of the White King and the

slaughter of the Black pawns), 46...Kxb5 47.Kxd5 Kb4!. Now this diversion has less significance than might have been the case, since after the win of the g-pawn and h-pawn Black will only need a few tempi for his h-pawn to get home. The ending is interesting because of the mistakes which were made. The position was in the end won by White after Black had overlooked a drawing chance.



#58 Tarrasch-Berger

The fourth example is significant as illustrating the method of advancing united passed pawns (see #6). The game proceeded (Diagram 59) 1.e6! Here the choice of pawn to be first advanced rests not on the consideration of greater or lesser danger of a blockade, but on the reason that otherwise the c-pawn would be lost. 1...Ob6 (if 1...Rxc6 2.bxc6 Qxb1 3.Rxb1 Nxe5, then 4.c7 with "passed pawn and 7th rank absolute." For instance, 4...Nd7 5.Nc6 and wins) 2.Ce3, now the problem is to drive away the blockader from b6 so that the b-pawn who has lagged behind a little may catch up with his friend (see #6). 2...f4 (3.Nxf5 was threatened) 3.Oe4 Rcd8 4.Nf3 Rdf6 5.h4! holding the center strongly with the well-posted Queen, White intends now to prove that Black's defending pieces are somewhere in the air. 5...Qd6! If this idea has worked, the blockader is beginning to crumble. 6.Ne5 (good results would also have come from 6.h5 Cxh5 7.b6 and the two comrades are happily united again) 6...Rd4 (the main variation would be 6...Rd2 7.Nd3 Qxc2 8.b6, and despite the fall of the Knight, the pawns would have marched on to Queen) 7.Qe2 Nxf4 8.b6 (all according to book!) 8...Rb4 9.Rxb4 axb4 10.b7 Qc3 11.Qe4 Nf5 12.Nd7 Black Resigns.

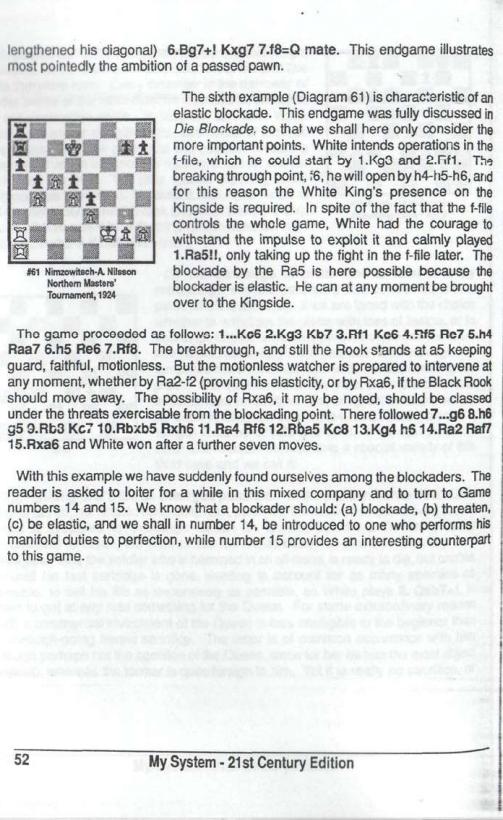
The fifth example shows how impetuous a passed pawn can become. We do not as a rule regard him as being temperamental, yet knowing his ambitious nature this example will hardly surprise us. (see Diagram 60) There followed 1.g4 Bxg4 2.exf6+ Kf7. The King is here a bad boy, because sensitive, blockader. The danger of mass makes his blockading effect illusory. 3.Bd5+! (In order to give the Rook an effective range, without loss of time...) The latter will now support the passed pawn with all his might). 3...cx d5 4.Qxe8+ Kxe6 5.f7+ Kf8. The last attempt at a blockade, but now one of our supports, the Queen Bishop, comes to life. (5.f7+ has



#59 Nimzowitsch-Alapin  
Petrograd 1913



#60 Nimzowitsch-Amateur  
White played without the QN



The game proceeded as follows: 1...K<sub>a</sub>6 2.K<sub>b</sub>3 K<sub>b</sub>7 3.R<sub>f</sub>1 K<sub>c</sub>6 4.R<sub>f</sub>5 R<sub>c</sub>7 5.h<sub>4</sub> R<sub>a</sub>2 6.h<sub>5</sub> R<sub>e</sub>6 7.R<sub>f</sub>8. The breakthrough, and still the Rook stands at a5 keeping guard, faithful, motionless. But the motionless watcher is prepared to intervene at any moment, whether by R<sub>a</sub>2-i2 (proving his elasticity), or by Rx<sub>a</sub>6, if the Black Rook should move away. The possibility of Rx<sub>a</sub>6, it may be noted, should be classed under the threats exercisable from the blockading point. There followed 7...g<sub>6</sub> 8.h<sub>6</sub> g<sub>5</sub> 9.R<sub>b</sub>3 K<sub>c</sub>7 10.R<sub>b</sub>x<sub>b</sub>5 Rx<sub>b</sub>6 11.R<sub>e</sub>4 R<sub>f</sub>6 12.R<sub>b</sub>a<sub>5</sub> K<sub>c</sub>8 13.K<sub>d</sub>4 h<sub>6</sub> 14.R<sub>a</sub>2 R<sub>f</sub>7 15.R<sub>x</sub>a<sub>6</sub> and White won after a further seven moves.

With this example we have suddenly found ourselves among the blockaders. The reader is asked to loiter for a while in this mixed company and to turn to Game numbers 14 and 15. We know that a blockader should: (a) blockade, (b) threaten, (c) be elastic, and we shall in number 14, be introduced to one who performs his manifold duties to perfection, while number 15 provides an interesting counterpart to this game.

— And so much for this as concerning our position, as White, plays to blockade, how to get at my fide weaknesses for the Queen. For stereo attacks may mean all a computational investment of the Queen, and may amount to less beginner than occupying fide weakness. This issue is of particular importance with the much perhaps not the intention of the Queen, since for her has the most direct influence upon the Queen's power to penetrate to him. Yet it is nearly no exception,

## CHAPTER 5 ON EXCHANGING

A short chapter whose purpose is to make clear the possible motives for exchanging

In order to show the student the danger lurking in indiscriminate bartering, we propose to enumerate the cases in which an exchange seems to be indicated. If an exchange does not come under one or another of these, it is bad. With the master the process of exchange is almost automatic. He holds files or safeguards his command of a strategically important point, and the opportunity of exchanging drops like ripe fruit into his lap. (See game No. 11, note to the 35th move).

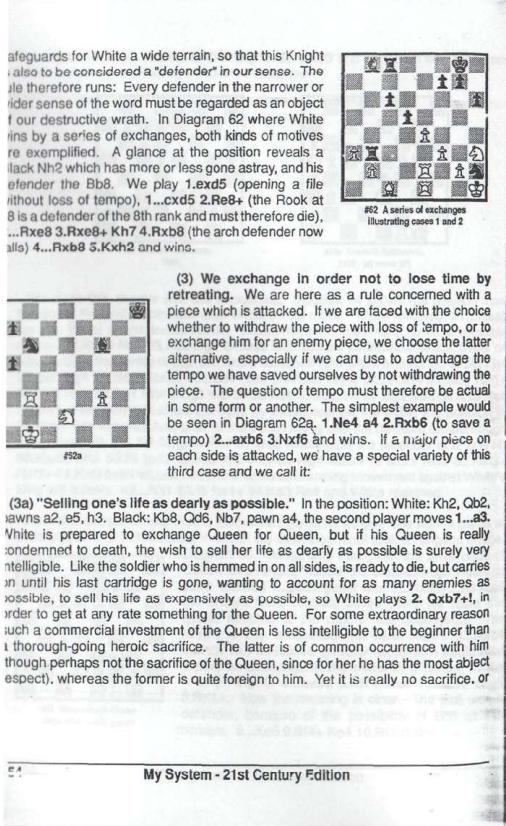
In Chapter 1 we analyzed the "exchange with consequent gain of tempo." Again we often exchange in order not to be forced to retire, or to make time-losing defensive moves (liquidation with subsequent development). Both cases are in the last resort to be regarded as tempo combinations, though in fact the question of tempo plays an essential part in every exchange. A salient instance is the exchange of a newly developed piece for one which has wasted several tempi. In the middlegame the tempo motif finds expression when:

(1) **We exchange in order to seize (or open) a file without loss of time.** A very simple example. In Diagram 61a, White wants to seize (or open) a file in order to be able to give mate on the 8th rank. If to this end he plays 1.Bf3 or 1.Ra1, Black would have time to take steps against the mate with 1...Kf8 or 1...g6. The proper course is to exchange 1.Bxc6. Black has no time to protect, for he must retake, and this "must" may also be taken in the psychological sense.



61a

(2) **We destroy a defender by exchanging.** We destroy him, because we look on him as a defender. In the previous chapters we have made the acquaintance of defending pieces whose functions varied: pieces which project a pawn obstructing the road in an open file, pieces which stand by to aid a blockader, and pawns which help to protect an outpost, etc. The destruction of any one of these is in every single case worth striving for. But by a "defender" we mean something much wider. A stretch of territory can also be defended, as for instance every file on the 7th rank, or a possible enemy approach can be warded off, as in game No. 14 where the Ne3 "protects" the points g4 and f5. Further it is well known that a Knight at f3 defends the whole castled wing (for example, preventing ...Qh4). So, too, in the case of a centrally posted blocking piece. In the position: White: Nc4, pawns e3, f3, g3, h3. Black: Be7, pawns d5, f7, g7, h7, the attacking radius of the Knight protects and



at worst only a temporary one, and possibly it is in this amalgamation of sacrifice and sober conservation of material that lies the psychological difficulty under which the beginner succumbs.



(4) When and how exchanges usually take place. Lack of space forbids a detailed discussion of this question, and we will only quite shortly point out the following:

(a) Simplification is desirable if we have superiority in material. It follows naturally that exchanging can be used as a weapon to force the opponent from strong positions.

(b) When two parties desire the same thing a conflict arises. In chess this conflict takes the form of a battle of exchanges. For instance in Diagram 62b the key point is e4. White protects and overprotects the point with every means in his power. Black seeks to clear it, since a White piece on e4 is an annoyance to the second player because of its attacking radius. In the end it comes to a great slaughter on this point (e4).

(c) If we are strong on a file, a simple advance in that file is sufficient to bring about an exchange, for our opponent cannot suffer an invasion of his position, and at worst must seek to weaken it by exchanges.

(d) There is a tendency for weak points or weak pawns to be exchanged, one for the other (exchange of prisoners). The following endgame illustrates this. Diagram 63. The game proceeded 31...Ra8 32.Rb3 Rxa2 33.Rxb4. (The weak pawns at a2 and b4 respectively have been reciprocally exchanged and have disappeared. The same happens to the pawns at d5 and b7). 33...Ra5 34.Rxb7 Rxd5 35.Rb8+! (The simple exploitation of the b-file leads to the desired exchanges. 35...Qxb8 36.Qxd5+ Kh8. As Dr. Lasker rightly pointed out, it would

have been better to maneuver the King to f6). 37.b3 and Bernstein won by means of his b-pawn in a brilliantly conducted endgame.



#64 Rosseli-Rubinstein  
1925



#64 Rosseli-Rubinstein,  
1925 (at move 55)

We close this chapter with two endgames. Diagram 64 shows the position from the game Rosseli-Rubinstein after White's 21st move. There followed: 21...Rxe3 (or else White would double Rooks. Black, moreover had really no other sensible move). 22.Bxe3 Ne8 23.Re2 Ng7 24.Bd2 Nf5! 25.Rc1 c5 26.dxc5 Bxc5. (Now d4 has become the center of interest, and a battle will take place around it). 27.Kf1 h4 28.gxh4 g4 29.Nd4! Bxd4 30.cxd4 (see previous note) 30...Rxh4 31.Bc3 Rh1+ 32.Ke2 Rh2 33.Rg1 Nh4 34.g3 Nf5 35.b3 Ke6 36.Bb2 a6 37.Bc3 Nd6 38.Ke3 Ne4 39.Be1. After some fruitless attempts by Rubinstein on the c-file, the position in Diagram 64a was reached after White's 55th move and the decisive breakthrough took place with 55...f4! 56.gxf4 Rh7 57.Bd2 Nxd2! (kills the defender of f2 and f4) 58.Kxd2 Rh3 59.f3 gxsf4 60.Rfc1 Kf5 61.Ke3 Kg4 62.b4 (If 62.f5 Kxf3 63.Rxf3+ Rxh3+ 64.Kxf3 bxa4 65.bxa4 a5 and a successful turning movement against White's King will follow). 62...Rh1 63.f5 Re1+ 64.Kd3 Re4 and White resigned.

After this classic ending from a tournament game let us give one from a game at odds played in a coffeehouse, in which the exchange motif took an original shape.



#65 Nimzowitsch-Duras  
Riga 1919 (odds game)

Diagram 65. White, who had given the trivial odds of Queen for a Knight, "risked" the breakthrough 1.d5 and there followed 1...exd5 (safer was 1...Nxd5) 2.e6 fx6 (he should have castled) 3.Ne5 (here we have the typical advance at the cost of self destruction. The Knight is the "awakened rear-rank man") 3...Nx4 4.Bh5+ Ke7 5.Nxc6+!. (A surprise, for who would ever expect an exchange in the midst of a pursuit of the enemy King?!) 5...bx6 6.Rf7+ Kd6 7.Nxc4+ dx4 8.Rd1+. Now the meaning is clear. The Be6 was a defender, because of the possibility of Bd5 at this moment. 8...Ke5 9.Bf4+ Ke4 10.Bf3 mate!

## CHAPTER 6

### THE ELEMENTS OF ENDGAME STRATEGY

#### *Some General Introductory Remarks*

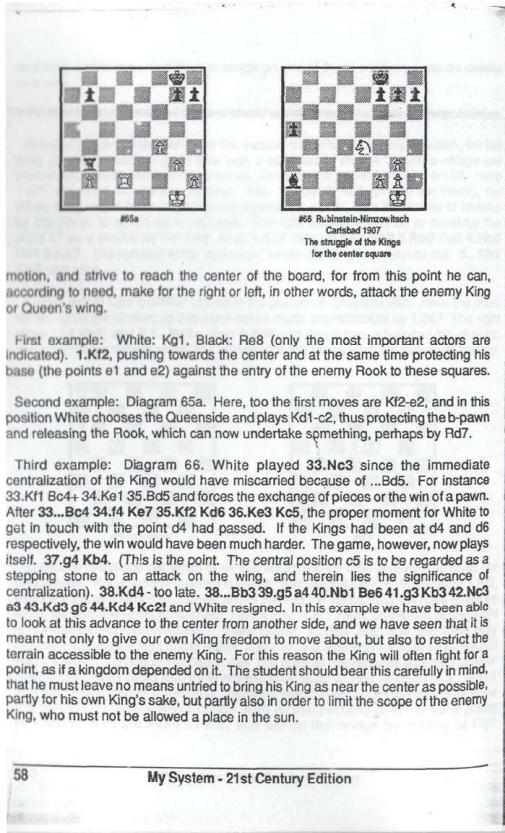
It is a well known phenomenon that the same amateur who can conduct the middlegame quite creditably, is usually completely helpless in the endgame. One of the principal requisites of good chess is the ability to treat both middlegame and endgame equally well. True, it lies in the nature of things that the student should gather his first experience in the opening and middlegame, but this evil, for such it is, must be rectified as early as possible. It should be pointed out to the beginner at the very start, that the endgame does not merely serve up untasty fragments left over from the rich feast of the middlegame. The endgame is on the contrary that part of the game in which the advantages created in the middlegame should be systematically realized. Now this realization of advantages, particularly those of an immaterial kind, is by no means a subordinate business. Very much the reverse, all the player's qualities as man and artist are demanded for it. In order to know, and to be able to appreciate what is happening in the endgame, one must be acquainted with the elements out of which it is compounded, for the endgame has its elements just as much as does the middlegame. One of these elements, the passed pawn, we have already analyzed thoroughly. There remain to be considered:

1. Centralization, with a subsection on the management of the King - the "shelter" and "bridgebuilding."
2. The aggressive Rook position and the active officer in general.
3. The rallying of isolated detachments.
4. The combined advance.
5. The materialization of files. An element already touched on, to be understood in the sense that the file, which at first exercised an abstract influence, is narrowed down to a concrete point (protected by a pawn), or gains a concrete aspect.

The endgame would in fact, be in itself most interesting, even had Rinck and Trotzky never lived.

\* 1. Centralization. (a) of the King, (b) of the minor pieces, (c) of the Queen. The journey to the King's castle

(a) The great mobility of the King forms one of the chief characteristics of all endgame strategy. In the middlegame the King is a mere "observer," in the endgame on the other hand - one of "the principals." We must therefore develop him, bring him nearer to the fighting line. This is often brought about by centralizing the King. Accordingly the rule runs: When the endgame is entered let the King set himself in

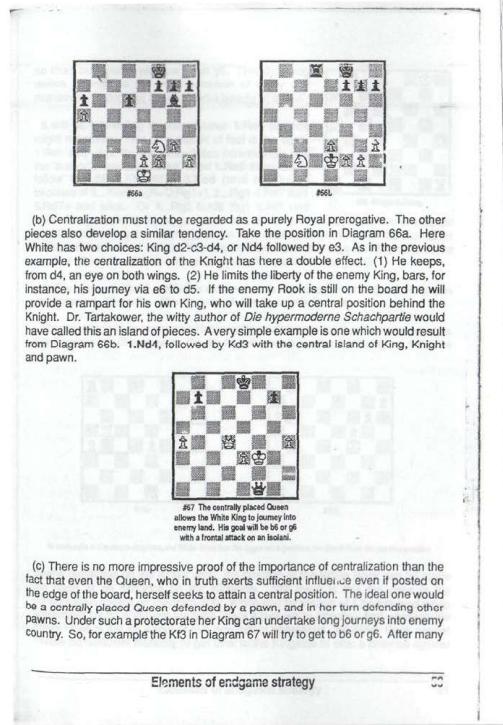


motion, and strive to reach the center of the board, for from this point he can, according to need, make for the right or left, in other words, attack the enemy King or Queen's wing.

First example: White: Kg1, Black: Re8 (only the most important actors are indicated). 1.Kf2, pushing towards the center and at the same time protecting his base (the points e1 and e2) against the entry of the enemy Rook to these squares.

Second example: Diagram 65a. Here, too the first moves are Kf2-e2, and in this position White chooses the Queenside and plays Kd1-c2, thus protecting the b-pawn and releasing the Rook, which can now undertake something, perhaps by Rd7.

Third example: Diagram 66. White played 33.Nc3 since the immediate centralization of the King would have miscarried because of ...Bd5. For instance 33.Kf1 Bc4 34.Ke1 35.Bd5 and forces the exchange of pieces or the win of a pawn. After 33...Bc4 34.f4 Ke7 35.Kf2 Kd6 36.Kc3 Kc5, the proper moment for White to get in touch with the point d4 had passed. If the Kings had been at d4 and d6 respectively, the win would have been much harder. The game, however, now plays itself. 37.g4 Kb4. (This is the point. The central position c5 is to be regarded as a stepping stone to an attack on the wing, and therein lies the significance of centralization). 38.Kd4 - too late. 39...Bb3 39.g5 a4 40.Nb1 Be6 41.g3 Kb3 42.Nc3 a3 43.Kd3 g6 44.Kd4 Kc2! and White resigned. In this example we have been able to look at this advance to the center from another side, and we have seen that it is meant not only to give our own King freedom to move about, but also to restrict the terrain accessible to the enemy King. For this reason the King will often fight for a point, as if a kingdom depended on it. The student should bear this carefully in mind, that he must leave no means untried to bring his King as near the center as possible, partly for his own King's sake, but partly also in order to limit the scope of the enemy King, who must not be allowed a place in the sun.

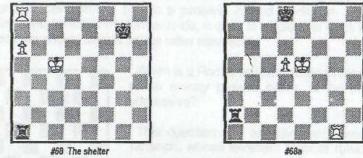


and long wanderings he arrives at length on one of these squares, reaches safety, and wins.

\* 1a. How his Majesty manages to protect himself against storms. The shelter. Bridge building.

In order to have protection from the various dangers which may threaten, let the King provide himself in good time with a serviceable shelter. Such a refuge will protect him well should a storm come up. Consider the position of Diagram 68. Here 1.a7? would be an obvious mistake. After 1...Ra2 2. Kb6 (to free the Rook), the White King would have no protection against the storm, here the series of checks by the Rook, to which he is exposed. The right course would be to consider the point a7 as a shelter for the King, thus: 1.Kb6 Rb1+ 2.Ka7 Rb2 3.Rb8 Ra2 4.Rb6 Ra1 5.Kb7. The sun is shining again now, so the old King can venture out. 5...Rh1 6.a7 and wins.

Events would take a similar course in the position in Diagram 68a. Here the point d6 would be the shelter, so this must not be made impracticable by 1.d6? The right move is 1.Ke6, and if 1...Re2+, then 2.Kd6 and Black has exhausted his checks, and is himself in danger since his King will be forced away from the queening square.



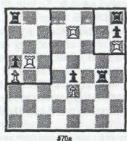
Endgame technique demands of us that we should be able ourselves to build our own shelter. In this, bridge building is useful. See Diagram 69. If White plays 1.Kf7, there will follow a series of checks, and in the end the White King will have to return to g8, his purpose unaccomplished. The key move is 1.Re4!, one which at first sight is somewhat incomprehensible. There follows 1...Rg1 and now the King may venture forth into the light of day again. 2.Kf7 Rh1+ 3.Kg6 Rg1+ 4.Kf6 Rh1+ 5.Kg5 Rg1+ 6.Rg4! The bridge has been built! The point g5 has become a perfect shelter. After 4.Kf6!, Black could also have marked time, thus: 4...Rg2 (instead of 3...Rh1+), and then there follows a delicious operation, which every bridge builder must envy. We transport in fact the whole bridge, with all that pertains to it, from one place to another with the move 5.Rg5!!, and set up the bridge by means of Rg5

so that our shelter will now be at g6. This charming device belongs to the most common of every day maneuvers, a proof of the wonderful beauty of chess.

It will be interesting to see whether 1.Rc5 at once might not serve. This as a matter of fact is the case. 1.Rc5 also wins, though not by the shortest route. After 1...Rd4, 2.Kd7 Rf1+, 3.Kc6 (and not 3.Kg6 because of 3...Kc5 4.g3-O-Rg1+); 3...Rg1 4.Rc7 Ra1 5.Rd7+, and wins. Or 4...Rg2 5.Kf8 Rg1 6.Rf7 and wins. Bridge building for the provision of a shelter for the Royal traveler is a typical constituent in endgame strategy, and is very closely connected with the maneuver which will be treated in ♦3. For another example of bridge building see Game number 10, where 38.Nf5 creates a shelter for the White King at i3.

♦ 2. *The aggressive Rook position as a characteristic advantage in the endgame. Examples and argument. The active officer in general. Dr. Tarrasch's formula.*

The advantage of an aggressive Rook position in the endgame is a most important one. See Diagram 70a (3 examples). On the far left, assuming that both players still have



In each case in the above diagrams, the White Rook has the aggressive position, the Black Rook the passive position

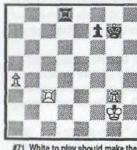
pawns remaining on the King's wing, the position of the White Rook can be made the basis of an attack on the Kingside. Still more is this the case in the configuration shown on Diagram 70b. White can by means of 1.h4 followed by h5 and hg6 lay bare Black's g-pawn to attacks. And whereas the White Rook is the very-soul of this new set of operations, the Black Rook cannot muster up sufficient elasticity to get over to the Kingside to offer a defense against

the former's attack. And so we formulate the matter thus: The weakness of the defending Rook lies in its deficient elasticity in the direction of the other wing, and further, in this too, that the enemy King wins greater maneuvering freedom (as a rule he is afraid of Rooks, but when the cat's away, etc.). In Diagram 70b, therefore, the threat of the White King's march to b6 (naturally by slow stages) is on no account to be underestimated.



It is of daily occurrence in games between masters that one of the parties will undertake extended maneuvers and go to immense trouble, simply in order, as a reward for all his pains, to get for himself the aggressive Rook position, to force a passive role on the enemy Rook. On the other hand we must expect the passive Rook sometimes to go on strike, as happens in the following example. Diagram 70c. Black with the move begs to be excused from the passive role intended for his Rook (1...Ra7) and plays instead 1...Rb2 2.Rxa5 Ra2. The Black Rook is now very

mobile and the draw ought to be assured, whereas 1...Ra7 would probably have lost. We may then say, that if faced with the choice of protecting a pawn with a Rook and of thus condemning him to a passive, indeed meditative existence, or of sacrificing the pawn without further to do, in order to employ the Rook in some active capacity, we should decide on the latter alternative.



#71. White to play should make the aggressive Rook move. Black with the move should find the most enterprising Rook position.

When is a Rook's position, taken in regard to his own or an enemy passed pawn, to be considered as aggressive?

This question has already been answered by Dr. Tarrasch, whose excellent formula runs: The Rook's proper place is behind the passed pawn, whether it be his own or an enemy one. In Diagram 71, White with the move plays 1.Ra3 taking up his position behind the passed pawn. The Rook's influence is enormous for he breathes into the passed pawn some of his own life. On the other hand, if it were Black's move, he must not post his Rook in front of the pawn, not 1...Ra8? 2.Ra3! and White wins, but on the contrary behind it, and this he can do by 1...Rd2+ 2.Kf3 Ra2. The Rook position thus gained is aggressive (1) with regard to the White g-pawn, who, if the opportunity arises, may be gobbed up (2) having regard to a possible journey of the White King. For instance, should the King reach a8 Black can shut him in by ...Rb2, or should he venture to b8 or c8, subject him to a series of checks from behind.

It is not only in the case of Rooks but also in that of minor pieces that the difference in value between an attacking or defending piece weighs heavily in the balance. The weakness of a defending Knight lies in the fact that he is uni-operative, he cannot move about and still keep up the defense of the point under his charge. This characteristic favors the Zugzwang. In Diagram 72 Black with the move will succumb under Zugzwang. White with the move, on the other hand, suffers only in appearance from a similar disease, for the agile White Knight can develop all manner of threats. White plays 1.Ne3 (or 1.Kd5 with the threat of 2.Ne5) and the Zugzwang weapon is again at Black's throat. If the whole position were moved back one rank, White would still win.

In a defending Bishop, one characteristic stands out, that in the capacity to change fronts quickly he cannot compete with his attacking colleague. This is brought out in the delightful winning attack in the position on Diagram 73.

The Black Bishop is here defending, and the White Bishop threatens to get to b8 via h4, f2, and a7. It looks indeed as if this threat can be comfortably parried by a timely ...Ka6. Thus: 1.Bh4 Kb5! 2.Bf2 Ka6! and if now 3.Bh4 with the threat of Bb8 followed by Bc7, the Black King can get back to c6 in plenty of time. White, however, plays 3.Bc5 (in order to cause the Black Bishop to make a move, and at the same time to prevent ...Bd6), 3...Bg3 Now White's Bishop goes back to get within range of c7, thus 4.Bc7 Kb6! 5.Bd8+ Kc6 6.Bh4 and Black will no longer have time for the saving maneuver ...Kb5-a6 which he used before, for White has managed to gain a tempo. 5...Bh2 7.Bf2 and White wins by Ba7 followed by Bb8. 7...Bf4 8.Ba7 Bh2 9.Bb8 Bg1 10.Bf4 Ba7 11.Bc3! A lovely ending.

\* 3. *The rallying of isolated detachments and the general advance.*

Since these two maneuvers are very closely connected, so that the one often merges insensibly into the other, they will here be considered together. To bring single scattered detachments into contact with one another cannot be difficult, one has only to know the bearing one piece has on the other. We know several things,



#72. The weakness of the Knight as a defender often leads to Zugzwang



#73

for instance that a Knight is able cunningly to construct a shelter for the King by building a bridge. We know, too, that this officer does not despise the hospitality of a private soldier (Knight protected by a pawn), and in gratitude is ready to draw his sword if it comes to defending his humble friend from one of his own class, or to an onslaught on an enemy pawn. See in this connection the White Knight at f5 in game Number 10 (38th move). We know further that a King stops the holes made by the advance of his own pawns. And we must not forget that a centrally posted Queen can gather far off pawns into her net. The contact between the White pieces in the position Kf3, Rf4, pawns g3, a4 would be by no means bad.

Again the advance must be a collective one. For a passed pawn suddenly to run wild and rush away from his protectors and friends, is an absolute exception to the rule, which may be stated thus: The advancing pawn must stay in close contact with his own people. The place vacated by the advance of a pawn must be as quickly as possible taken by a "hole stopper". Thus the square e4 left vacant by the move e5 should speedily be occupied by playing the Knight or King to e4.

It happens sometimes that an enemy Rook by annoying checks seeks to disturb a combined play, in which case he must be reduced to impotency or driven home (see the game Post-Alekhine, Diagram 78).

Combined play forms 80 per cent of the whole of endgame technique, and the details which we have treated, such as centralization, bridge building, the shelter, hole stopping, are all subordinate to one end, combined play. Like a ratchet wheel in a piece of clockwork they see to it that the mechanism gets into motion, they intend to insure a slow, but safe forward movement of the serried ranks of the army. A general advance is the order of the day.

The student should note that "centralization" is possible even on a remote flank. The pieces simply have to group themselves around a pawn as center, and there can be no question but that "centralization" is effectively carried out. (see again the game Post-Alekhine, Diagram 78).

\* 4. "Materialization" of the abstract conception of file or rank. An important difference between operations in a file in the middle and endgame.

A curious and by no means obvious difference must now be noted. In the middlegame the exploitation of a file involves the expenditure of a great deal of energy, in other words is wholly active. We have only to remember the complicated apparatus used: for instance, in particular, the outpost Knight. In the endgame, on the other hand, such operations run on simple lines, are in fact of the meditative order. Far and near not a trace of a Knight outpost. The lucky possessor of the file takes his time. At the most he sends forward a handful of men to clean up some



#74 Nimzowitsch-Jacobson  
1923  
Materialization of the 5th rank



#74a

position for his advancing Rook. And so we can say that operations in a file are in the middle-game active, in the endgame meditative, even contemplative. And the same applies to a rank. We will illustrate this by some examples. In Diagram 74, White holds the clear 5th rank, and by the following simple series of moves manages to materialize the rather abstract effect of his possession of this rank, to condense it to a concrete point. The game proceeded 42.Rc6+ Kd7 43.hxg6! hxg6 44.Nxe6! fxe6 (44...Kxc6 45.Nd8+) 45.Rc5 to be followed by Rg5 and 14. The occupation of the point g5 is decisive, the more since the passive Black Rook will be forced to move to g7.

The course of the game in Diagram 74a is also typical. White calmly goes for a "walk" with the moves b4, a4, b5, a5, b6 and finally Rc7. If this threat is parried by ...b6, then the move Rc6 is made possible. So, too, reverting to Diagram 70b, after the advance of the h-pawn, the 6th rank was condensed into the concrete point g6.

In the position shown on Diagram 75, in which White commands the f-file, and Black tries to defend his 1st and 2nd ranks, Capablanca won almost automatically by the mere deadweight of the file. 27.Reff! Rfe8 28.e4 Qb5 29.Ra1! White takes



#75 Capablanca-Martinez  
Argentina 1914

his time, the f-file must in the end crush the opposition by its own weight. 29...Qd7 (the threat was 30.c4 Qb6+ 31.c5 with an uncomfortable position for Black) 30.c4 Rf7 31.Rxf7 Qxf7 32.Rf1 Qg7 33.Rf5 Rf8 34.Qg5! winning a pawn. 34...Qh8 35.Qxh5 Qxh5 36.Rxh5 Rf3 37.Kg2 Rxh3 38.Rf5 and Black resigned since the h-pawn cannot be stopped. (38...Rg2+ 39.Rf2#)

The moral application of this for the student may be thus formulated. If in the endgame a file is in your permanent possession, do not worry about an eventual breakthrough point, this will come of itself, almost without any assistance on your part.

We will now give a few endgames exemplifying the four elements of endgame strategy.

1st example. Diagram 76. With 20.Bf5! Nxd4 21.Bxc8 Rxc8 22.cxd4 0-0 23.dxe5 fxe5 24.Qxd5+ Qf7 25.Qxf7+ Rxf7 26.Bxe5, White passed into the endgame. He has a temporary pawn majority, and more important, a Bishop permanently posted in the center. There followed 26...Rf5 27.f4 Rxh5 28.Rab1 Be7. (Spielmann defends himself with his customary ingenuity). 29.Kf2 (progressive centralization) 29...b6 30.Kf3 Rh6 31.Rd1 Rc4 32.Rd7 Kf7 33.a5 b5 34.Re1 Rcc6 35.Bd4 Rhe6 36.Rh1 h6 37.Rb7 Red6 38.Be5 Re6 39.Kc4. After the preparatory Rook maneuvers (notice that the Rb7 is in close contact with the protected point b6, and that the 7th rank is to be materialized) the Black Rooks prove themselves to be "passive" enough actually to invite a further advance of the White King. Bishop, King, and pawn now form a central island; the Bishop is the bridge builder, the point e4 is our shelter. 39...Rc4+ 40.Kf5 Rc5 41.Rd1 b4. (The game cannot be saved). 42.Rd8 Rxa5 43.Rf8+! Kxf8 44.Kxe6 and Black Resigned.



#76 Nimzowitsch-Spielmann  
San Sebastian 1911

The 2nd example again shows centralization. Diagram 77. In his difficult situation, Black tried 20...Kf7 there followed 21.Rc1? (the right move was 21...d4) 21...Ke7 22.Bc3 Nd5, and after the further moves 23.Rxf8 Kxf8 24.Bc5, the second player had overcome the worst of his difficulties. 24...b5 25.Bb3 Nf6 26.Kf1 Ke7. Now Sir George could not resist any longer the temptation to win back the pawn and played 27.Bxf6+ gxf6 28.Rxe4. Furthermore, since after 28...e5, he exposed his Rook by 29.Rh4, Black got the upper hand, and by forceful centralization won as follows: 29...Bf5 30.Kc2 Bg5 31.Bd5 Rb8 32.c3 f5 33.Bb3 Kf6.

66 My System - 21st Century Edition

#77 Thomas-Nimzowitsch

Observe the collective advance of Black's central forces. 34.Bc2 a5! Played because White's majority on this side is really a minority, or better stated, a majority forsaken by all of its patron saints (King and Rook). 35.Rh3 e4 36.Rh4 b4 37.axb4 axb4 38.Rf4 Ke5 39.Rf1 b3 40.Bd1 f4 41.Ke7 Bf7 42.g3 f3. White is all sewn up. There followed the sacrifice 43.Bxf3 exf3 44.Rxf3, and after a stubborn fight Black won through his superiority in material!

The 3rd example. An ending rich in combinations. The gifted, imaginative Franco-Russian seems in this game as if he wished to sweep away the rules of my system with the hurricane of his bubbling inspiration. This, however, is only apparently the case. In reality everything is done in the spirit of the system and of centralization. Diagram 78. 40...g4+. The "candidate" (pawn on t5) stops behind, but we are here concerned with a sacrificial combination. 41.Kg2 (41.K4? Kf6 with mating threats), 41...Kf7 42.Nxa6 Re1 43.h4 Kg6 44.Nb4 f4 45.gxh4 Rg1+ 46.Kh2 g3+ 47.Kh3 Bf2. Now pawn, Bishop, and Rook are united into one whole, but this whole has, at any rate for the moment, small possibility of expansion. 48.Kg4 (the threat was 48...Rh1+ 49.Kg4 Rxh4+) 48...Rh1 49.f5+ Kf6 50.Nd5+ Ke5 51.Kf3 Kxf5 52.Nxc7 Rxh4 53.Nxb5. Black has given up his whole Queenside. With what justification? Because with the fall of White's h-pawn the capacity for expansion which was somewhat lacking before (see note to the 47th move) is now present in rich measure: the two united passed pawns, with the King there to stop the holes, demolish all resistance. 53...Rf4+ 54.Kg2 h5 55.Rd8 h4! 56.Rf8+ (the Rook wants to stop the combined attack) 56...Kg5 57.Rg8+ (57.Rxf4? Kxf4 followed by Kg4) 57...Kh5 58.Rh8+ Kg6 59.Re8 (in order after Bc5 to safeguard his base which would be threatened by Rf2) 59...Bc5 60.Re2 Kf5 (the hole stopper draws near) 61.b4 Bb5 62.Kh2 Rf2 63.Nd6+ Kf4 64.Re4+ Kf3 65.Kxh4 Bd8+!! 56.Kh5 Rh2+ 57.Kg6. The White pieces are all "away," and the house stands deserted and desolate. 57...g2 and White resigned.

The 4th example lets us follow a King in his wanderings, which interests us inasmuch as it takes place under the watchful eyes of a centrally placed Queen. Diagram 79. The game proceeded: 39.Qe5 Qd1+, 40.Kf2 Qd5. The fight for the midpoint of the board, 41.Qf4+ Kg6. (The beginning of the wandering, 42...Og5 is now threatened). 42.Ke1 Qf5! 43.Qg3+ Kh5 44.Qg7 Qe4! (The Black King is making preparations to go either to h2 or to e3), 45.Qf7+ Kg4 46.Qg7+ (or 46.Qd7+ Kh4!) 46...Qg6 47.Qd7+ Kf3 48.Qh3+ Ke4.



#78 Post-Alexchine  
Mannheim 1914



#79 E. Cohn-Nimzowitsch

(Our ideal frontal position). **49.Ke2 Ke5!** (After the King has gone to great pains and trouble to get to the point e4, he retires with the threat of 50...Qc2+). This is the point of the maneuver, namely to get time for the move ...c4, which forces the White Queen perpetually to protect the point d3. The manner in which the Black King, in order to be free of checks, now flees to e7, and the Queenside pawns carry out their irresistible advance, is as interesting as it is instructive). 50.Kd2 c4 51.Qf1 Qe4 52.Qe2 Ke6 53.Qf1 Ke7! 54.Qe2 b5 55.Qf1 a5 56.Qg1 Qe5 57.Kc2 b4 58.Qf2 Qe4+ 59.Kc1 a4 60.Qg3 b3 51.axb3 cxb3 62.Qc7+ Ke6 63.Qc8+ Kd5 64.Qd7+ Kc4 65.Qf7+ Kd3 and White Resigned.

A player's power is absolute power in only three ways. He only moves a pawn to a square which cannot be captured and promoted. We may therefore consider those one pawn in a given place; for he dare not try to attack or it will be forced to Diagram 61. The accompanying diagram illustrates such a move. All the pawns in the Black King's path are forced to retreat. If we take this case that pawn a5, with which it can be protected and promoted to a rook. And so with every pawn it must either withdraw or promote or capture. And unless the white pawn must be true to right. How simple and perfect such a manoeuvre must be when it comes to absolute power in two places.

It is very often preferable to play for one sort of the three kinds of power, which kind will always determine our strategy. In other words, we may play according to "absolute" principles, but then with the risk of allowing the colored pieces to play if proceeding. It is preferable, for all the mobility around the king must be sacrificed, and with that follows a pawn's idea. Apart from this sacrifice, the possibility of an unopposed pawn's movement can lead to other difficulties, namely by attacking another, and in the case of a pawn's power, by taking the pawn at the destination. A color pawn may, however, sometimes be required, namely in a case where a colored piece can be attacked by a pawn. For there this pawn is a色子. That however can be known from the circumstances, and in fact it is very difficult a pawn attack by itself. However, this can be present, for it can be attacked an attacking pawn, which is the case in Diagram 62.

## CHAPTER 7

### THE PIN

\* 1. *Introductory and General. Tactics or Strategy. On the possibility of reintroducing a pinning motif which has had to be abandoned.*

After the difficult sixth chapter, difficult at any rate in the positional sense, the present one may appear very easy. And the question may perhaps be asked, whether the pinned piece can really be spoken of as an element in our sense, since a game may be laid out on the basis of an open file or a passed pawn, but surely never on a pin! This point of view I cannot share. True pins as a rule occur in purely tactical moments as, for instance, in the pursuit of the fleeing enemy, on the other hand, however, a pin foreseen in the planning of a game may quite logically influence its whole course. In connection with this possibility game No. 5, Haken-Giese is of special interest. The move 25...Bg6 signifies a resuscitation of the pin motif which had been dead since the 7th move, for now an advance is threatened, when occasion serves, against the objective, the square h3 by ...h5 and ...g4. The original White move h3 was in its turn, however, conceived as a parry to the "threatening pin," and therefore stands in logical connection with that motif. Consequently the attack on White's h-pawn should also be considered a logical variation on the same theme, the pin motif. This despite the fact that in the game as played Black did not pursue the adventure involved in or rather restarted by the move 25...Bg6, but contritely returned to the e-file, when virtue found its reward. But this is quite immaterial, for it could easily have happened otherwise. What is of importance is that we should have learned the great strategic range of the pin motif.

\* 2. *The conception of the totally, and half pinned piece. The defense a pinned piece can give is but imaginary. Exchange combinations on the pinning square (the square on which the pinned piece stands), and the two distinct motives for such combinations.*

To a pin belong three actors, (1) the pinning piece, (2) the pinned enemy piece, and (3) the piece standing behind the pinned piece. The first attacks the third across the second, that is to say the pinned piece stands in the way of the capture of the piece behind it by the pinning piece, and for short we shall call them the "pinning," the "pinned," and the "screened" piece. The screened piece is usually of noble blood, that is King or Queen, for otherwise it would not be likely to hide itself behind another piece. All three actors stand either on the same file or the same diagonal. (See Diagram 80). The pinned piece dare not move since if he did the piece behind him would be exposed to the attack from which it had previously been screened. If this immobility is absolute, that is, if the pinned piece dare make no move whatever, he is said to be totally pinned. If on the other hand the pinned piece has any squares



White's Rht half pins the pawn on h5;  
The Bishop on g1 totally pins the  
Black Kc5.

at his disposal in the line of the pin to which he can move, he is said to be only half pinned. In Diagram 80, the pin by the Rook is only a half pin since the move ...h5 is possible. A pinned Knight is always totally pinned. Of other pieces we may say that a piece can only half pin one of its own kind. For instance, White: Bh1, Black: Bc6, Kb7. Here the Black Bc6 is only half pinned. He can move anywhere on the diagonal c6 to h1. A pawn can only be totally pinned by a diagonally moving piece. If the pin is in a column the pinning piece must block the pinned pawn (e.g., White: Rg6, Black: pawn g7, Kg8), in order to enforce complete immobility. But such immobility has really no connection to the pin: it could equally be the result of the blockade.

A pinned piece's defensive power is only imaginary. He only makes a gesture as if he would defend, but in reality he is crippled and immobile. We may therefore confidently place our piece en prise to a pinned piece, for he dare not lay hands on it. An example will be found in Diagram 81. The winning moves 1.Qxg3+ or 1.Qxa6+ are easy to find. All we have to be sure of is that the Black Bf4 or pawn b7 is pinned, if this be the case the points (g3, a6) which seem to be protected are really at our mercy. And so we may seek out such points which make a pretense of being protected, and at once rightly declare them to be free as air. How simple! And yet the less experienced amateur would rather put his head in a lion's jaws than put his Queen en prise!

It is very often profitable to play for the win of the pinned piece. To us, who know that every immobile, or even weakly restrained piece tends to become a weakness, this fact will not appear surprising. But parallel with the problem of winning the pinned piece is that of preventing its unpinning, for on this its mobility would be restored, and with that all its strength also. Apart from the fact that the possibility of an unpinning must always be kept in view, the fight to win a pinned piece proceeds on the usual lines, namely by multiplying attacks, and in the case of adequate protection by thinning the ranks of the defenders. A clear profit may, however, sometimes be recorded, namely in the case when a pinned piece can be attacked by a pawn, for then this attack will be decisive. That this must be so follows from the consideration that a piece can only evade a pawn attack by flight. If, however, the piece is pinned, he is defenseless against an attacking pawn, since flight is denied him. Diagram 82. On



Right: 1.Qxg3+ and wins.  
Left: 1.Qxa6+ with mate next move

the right, the course would be 1.Rh1 g6 and then up will come the pawn 2.g4. On the left things are not made quite so easy for the pawns, there are one or two interferences to brush aside, and this is done by 1.Rxa5 bxa5 2.b5 and wins.

In general, the plan of attack against a pinned piece calls for a great effort to secure that preponderance in material which we have on various occasions noted, meaning a majority of attackers over the defenders of our objective which in this case is the pinned piece. The ideal to be aimed at is the pawn attack, which not infrequently will crown the whole enterprise. For example: In Diagram 83 (left) it is plainly visible that a close investment of the pinned Black pawn on b6 has been undertaken. We may add that the ideal result of this siege may be observed in the passive state to which the Black defenders are reduced. But now the a-pawn moves forward, and this advance leads to a tangible



Diagram 83  
Pawn attack after siegework investment carried out by pieces



Diagram 82  
Two elementary examples of the win of a pinned piece by a pawn attack

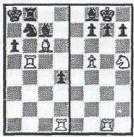


Diagram 84  
The exchange combination  
Right: the 1st motive  
Left: the second motive

result. In the same diagram (right) the Black Ng7 is in a pitiful state of pin. The screened piece is represented here by the mating threat at h7. By the advance of the h-pawn White has prevented any unpinning of the Knight by ...K7-g6. The pressure exerted on the pinned Knight by the pieces alone is here almost unbearable, yet does not lead to any immediate result. But now the f-pawn comes up with a dagger under his cloak, and decides matters. And so while the officers may put on pressure, the proper person to execute the death sentence will always be the private soldier.

#### \* 3. *The exchange combination on the pinning square.*

The first motive. See Diagram 84 (right). In this position the capture of the pinned Black pawn on g7 may be our object. We pile up attacks (the preponderance 3:2

has here already been achieved), and then find to our disappointment that the pawn jauntily advances. The beggar was not even pinned, or at best only half pinned, for though a capture by the g-pawn would not be feasible, ...g6 is. The problem of how to win our objective, is, nevertheless, easy of solution, and this by 1.Nxg7 Bxg7 2.f6. The idea is that White substitutes the totally pinned Bishop for the half-pinned pawn g7. A substitution of this kind is our first motive.

There is, however, still a knotty question to answer, namely how White, notwithstanding the surrender of one of his attacking pieces, can maintain his preponderance against the point g7. The answer of course lies in the fact that though Black still has two of his original defenders (King and Bishop) on the board, the Bishop can no longer be regarded as a defender of the threatened point, but has himself become the pinned object of our attack at that point, whereas White still has his Rook and the f-pawn which, close at hand, is ready to plunge into the fray so that the operation 1.Nxg7 Bxg7 puts a piece on each side out of action and the relative preponderance of White is unchanged.



#85  
The 2nd motive

This exchange combination on the pinning square deserves our notice. Did it take place in order to substitute a totally pinned piece or one which is half pinned? No, for the Nd7 as it was, was totally pinned. Would it have taken place if the White Rook had already stood at d2? No, for in that case doubling the Rooks would have sufficed. The exchange combination was evidently carried out in order, in the struggle for the point d7, to gain a tempo.

Let us dispassionately consider the state of affairs before and after Rx d7. Before this capture White had two attackers against two real defenders, for the Nf6 is half dead, and the Queen is too great a personage, and does not fare well in rough and tumble with minor pieces. After 13.Rxd7, White loses one attacker, whom he, however, at once replaces with a fresh Rook, whereas the defending Rook which previously stood at d8 is irrevocably lost to Black. (see the "knotty question" above). Accordingly White has profited to the extent of a fighting unit, and has thus a

preponderance of forces in his fight for the pinned piece. The 2nd motive, therefore, is the gain of a tempo. After 14...Qe6, 15.Bxf6 would have won easily, but Morphy preferred the prettier method 15.Bxd7+Nxd7, and now the Knight is in its turn pinned because of the mating threat at d8. The Knight is, however, forced to move whereupon mate follows: 16.Qb8+! Nxb8 17.Rd8 mate.

In the position back in Diagram 84 (left) the pinning Rook is attacked. To withdraw him would mean giving the enemy the tempo he needs to get rid of the pin. For instance, 1.Rb2 Ka7 2.Rb1 Nd6. The correct play is 1.Rxb7 Rxb7 and now 2.Rb1 wins. Since the sacrifice at b7 was made only to avoid the loss of a tempo, our 2nd motive is obviously present.

The two motives can also appear together in one combination, Diagram 86. Here a general exchange is clearly indicated. However after 1.Bxf6+ Rxg6 2.Rxf6 Kd6 3.b4 Ke5, the Black King would arrive on the scene just at the right moment. We must therefore bring about the exchanges more cleverly. This we can do by 1.Rxf6 Rxg6 2.b4, for now Black will have to lose a tempo with a King move. Thus 2...Kc7 3.Bxf6 Kxf6 4.b5 and now the pawn cannot be caught. A tempo-winning combination, you will say. Quite true, but the gain of a tempo was only attained because we were able to replace the half-pinned Bishop by the fully pinned Rook. Taking one thing with another, we see that in this case we have a combination of the two motives.

We will close this section with an example which will show us the utilization of the pin combined with the justly popular Zugzwang motif. That a pin may easily lead to a dearth of available moves is obvious, for often enough the elasticity of the defending pieces is very small. In fact, it not infrequently happens that the defense is uni-operative. By uni-operative we mean that the defenders cannot shift their ground and still maintain the protection of the threatened point(s). In Diagram 87, after the initial sacrifice which we have so often discussed (1st motive), 1.Rxe5! Rxg5, there followed 2.g3! Were it not for 2.g3, Black could have given his King air by means of f4, but now this move would fall after 3.g4 and Black succumbs owing to the uni-operative quality of his defense of the Rook on e4. After 2...g4 Black is equally "in hot water," and for the same reason. (*Editor's note - 2...Kg6? 3.Bxe5 Kh5 [threat of 4...f4] with a draw.*)



87 From a game at odds by Dr. Tarrasch. The pin exploited by means of Zugzwang

We have now, in essentials at any rate, exhausted the subject of play against a pinned piece and will go on to the subject of unpinning.

♦ 4. *The problem of unpinning: (a) The "question," its character and the dangers involved. (b) Ignoring the pin. (c) Unpinning by bringing up the reserves. (d) Maneuvering and holding choice of policy in suspense. (e) The "corridor" and the defensive alliance of the beleaguered.*



#88  
The problem of unpinning

After the moves 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.d3 d6, White can set up a pin by 6.Bg5, and curiously enough this simple little pin evokes a forest of possibilities. Diagram 88. Should Black immediately put the "question" to the bold Bishop by 6...h6 7.Bh4 g5 8.Bg3, or should he even risk a counter-pin with 6...Bg4? Again may he not consider it reasonable to ignore the threat involved in the pinning move 6.Bg5 (namely 7.Nd5, with consequent disorganization of his Kingside pawn position by a Bishop or Knight capture on f6), in order with 6...Nd4 quietly to "centralize"? There is further 6...Na5 to be considered, while 6...0-0 must not be dismissed with a mere shrug of the shoulders.

(a) The "Question."

It will be clear without further remark that the premature advance of the wing pawns must have compromising effect. In the Scotch game, to give an example, after 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nc3 Bb4 6.Nxc6 bxc6 7.Bd3 d5 8.exd5 cxd5 9.0-0 0-0 10.Bg5 c6 11.Ne2, there can follow 11...h6 12.Bh4 g5?, but now after 13.Bg3, White has at his command the attacking move 14, and also the possibility of occupying the squares f5 and h5 which have been weakened by the advance of the g-pawn, as neither point can ever be attacked by ...g6. The "question" was therefore ill-timed.

On the other hand, there are occasions when the "question" is very opportune. For instance, in the following opening of a tournament game, E. Cohen-Nimzowitsch 1.e4 e5 2.Nc3 Bc5 3.Nf3 d6 4.d4 exd4 5.Nxd4 Nf6 6.Bc2 0-0 7.0-0 Re8. Black has given up the center, but has pressure on the e-pawn. 8.Bg5? 8.Bf3 was the right move. 8...h6! 9.Bh4 g5! 10.Bg3 Nxe4. It was to win this important pawn that Black puts up with the disorganization of his own position (See Chapter 1). The continuation was 11.Nxe4 Rxe4 12.Nb3 Bb6 13.Bd2 Bg4 14.Qd2 Re8, and after ...Nc6 and ...Qf6, Black's position was consolidated. The pawn on d6 has in particular a stabilizing effect. Black won easily.

We have purposely taken two extreme cases in order to see what is at stake if the "question" is put, and we have found that the "question" is disorganizing, and therefore should not be put unless there is compensation in another direction. Such compensation usually lies in the fact that the Bishop which has been driven off finds himself in a "desert". Such a desert will, however, at once be changed into a flowering garden if the center can be opened. The following examples will make this point clear:

After the moves 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Bb4 5.0-0 0-0 6.Bxc6 dxc6 7.d3 Bg4 8.h3 Bh5 9.Bg5 (9.g4 at once would be bad because of 9...Nhg4 10.hxg4 Bxg4 followed by ...f5). 9...Qd6 10.Bxf6 Qxf6, it is perfectly correct to play 11.g4, for the Black Bishop upon arrival at g6 will find nothing to "bite on" but the unshakable mass of center pawns.

It should be noted that if Black still had his d-pawn (a pawn at d6 instead of c6), this "desert" could have been given life by ...d5. True the Black Bishop can eventually be brought to f7 after ...f5, but that costs time. White on the other hand has nothing to suffer, for with a compact center a disorganized Kingside is easily defensible. Also, these disorganized Kingside pawns, will become a slowly but surely advancing instrument of attack (of the "tank" order), especially with a Knight to help out at f5. (See game No. 16, Nimzowitsch-Leonhardt, of which the above are the opening moves).

And now, having shown more or less definitely the logical connection between a "desert" and the "center," it will be profitable to analyze the position referred to at the beginning of this section. (Diagram 89). After the moves: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.d3 d6 6.Bg5 h5 7.Bh4 g5 8.Bg3, it will be interesting to see whether the desert into which the Bishop has been forced can be made hospitable or not. To this end we must minutely examine White's possibilities of attack in the center.

There are, as will be seen, two such possibilities, the one Bb5 followed by d4, the other Nbd5 with c3 and d4 to follow. (It may be remarked in passing that the position of the Nbd5 is a diagonal outpost in the diagonal of the Bc4, is analogous to that of an outpost in a file). After 8...a6 (to remove the first possibility), White could play 9.Nbd5. For example, 9...Bb6 10.c3 Bxd5 11.exd5 Ne7 12.c4 exd4 13.Nxd4, and now Black can pocket a pawn, but after 13...Nfxd5 14.0-0, White's game is to be preferred, for the Bg3, now having come alive, will by no means have to kick his heels in idleness any longer.



#89 The "question" and its "consequences"

After 8.Bg3 (Diagram 89) Black can also play 8...Bg4 in order in some measure to curb White's aspirations in the center. In a game (see No. 17, Nimzowitsch-Fluss) the continuation was 9.h4 Nh5 (9...Rg8 or even 9...Nd7 were possible here). 9...Nh5 takes too many troops from the middle of the board). 10.hxg5 (as tempting as this move looks (for is it not the natural consequence of the pawn advance?), it is not good here. The right move was 10.Nd5. The argument is this: 9.h4 has had 9...Nh5 as a result, by which White has attained a preponderance in the center which he can exploit by 10.Nd5), 10...Nd4. This transposition of moves loses, since White has a surprising combination in reserve. With 10...Nbxg3 11.Bxg3 Nd4, Black could have launched a lovely attack. Thus: 12.Rfxh6 Rfxh6 13.gxf6 Bxf3 14.gxf3 Qg5. Or 12.Nd5 (this attempt to exploit the center comes too late), 12...Bxf3 13.gxf3 Cxg5 14.g4 c5 15.Rh5 cxd5! and wins, since the Queen has all of White's pieces as her travelling companions to the next world.

It is therefore of the utmost importance for the student to realize that the "question," though seemingly only a matter concerning the wing, is fundamentally a problem affecting the center. Later under (c) we shall demonstrate the reality of this connection by another example.

(b) Ignoring the threat, or, in other words, permitting our pawn position to be broken up.

This method may be chosen if we can in return secure greater freedom of action in the center, and by this we mean not merely a passive security such as was considered under (a) above, we must here have a guarantee that we will get active security. For instance, after the same opening moves, 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.d3 d5 6.Bg5. See again Diagram 88. The threat of 7.Nd5 is unpleasant for Black. Nevertheless the threat can be ignored, thus 6...0-0 7.Nd5 Be6. Now the breakup of the Kingside by 8.Nxf6+ gxf6 9.Bh6 Re8 10.Nh4 Kh8, would yield a game with chances and counter chances, yet white can by no means claim any striking advantage, for Black has the desired freedom of action in the center (the possibility of ...d5), and there is no more effective response to an operation on a flank than a counterthrust in the center. White has let his troops create a diversion, which has in fact made them lose contact with the center. This diversion would only find real justification if it led to the permanent possession of the point f5, and this seems questionable. After 8.Bxf6 (Instead of 8.Nxf6+) 8...gxf6 9.Nh4, the outcome would also be uncertain.

Best for White, after 6...0-0 7.Nd5 Be6, would be 8.Qd2, which keeps up the pressure. After the further moves 8...Bxd5 9.Bxd5, the unpinning by means of the "question" is impracticable (9...h6 10.Bh4 g5? 11.Bxe6 bxc6 12.Nxg5 and White stands clearly better).

(c) Bringing up reserves in order to effect the unpinning by peaceful means.

For all who love the quiet life, this is a very commendable continuation. We have excellent examples of it in the Metger defense to the Four Knights Game, and in Tarrasch's match game (a Petroff) against Marshall.

The Metger defense is this: 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Bb4 5.0-0 0-0 6.d3 *Bg5*, and now Metger would play 7...Bxc3 8.bxc3 Qe7, intending Ndb-e6, and if the White Bishop then goes to h4, Black persistently follows him up by ...Nh4-g6 on which if the Bishop goes back to g5, Black plays ...h6 at last. It is again evident that such a lengthy time-wasting maneuver is only feasible if this position in the center is solid. In reply to ...Qa7 the usual continuation is 9.Re1 Ndb8 10.d4 Ne6 11.Bc1 c5 (or ...c6) with about even chances.

In the Petroff, Tarrasch, after the moves 1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 Be7 6.Bd3 Nf6 7.0-0 Bg4, would get out of the pin by the quiet maneuver Re1, Nbd2-f1-g3 and then h3. (Occasionally he played h3 first, and won some fine games thus). The logical framework, which seems to justify him in a maneuver taking up so much time as this does, is based on the two following postulates: (1) the unpinning must be brought about as quickly as possible, (2) to the troops thus hurried up in support, there is offered, as a kind of reward for the aid they bring, a favorable position with possibilities of getting contact with the enemy (by Nf5). I would like to add the remark that, incidentally, the moderns don't mind putting up with the unpleasantness of a pin for some considerable time. We are no longer quite convinced that a pin must be shaken off without any delay. Our plan of action may be seen from (d).

(d) Maneuvering and holding the choice of (a), (b), or (c) in reserve.

Such a line of action is difficult, and makes great demands on our technical skill. As an example, in the position shown on Diagram 88, Capablanca played 6...Be6, and the continuation was 7.Bb5 h6 8.Bh4 Bb4 9.d4 Bd7. This advance of the d-pawn which Capablanca provoked leaves White's e-pawn lacking protection. 10.0-0 Bxc3 11.bxc3 (11.Bxf6 could have been played first here), 11...g5 12.Bg3 Nxe4 (Black had postponed the unpinning until a suitable moment occurred). 13.Bxc6 Bxc6 14.dxe5 dxe5 15.Bxe5 (15.Nxe5 perhaps was better) 15...Qxd1 16.Raxd1 f6 17.Bd4 Kf7 18.Nd2 Rhe8 with a favorable endgame for Black. His opponent, the author of this book, had to lay down his arms on the 64th move.

(e) The corridor and the need for the defenders to maintain effective contact.



#90 Unpinning by occupying one of the points in the "corridor". Here by ...Nb6 or ...Nc4

In an advanced stage of the game, particularly in tactical operations, the process of unpinning presents an entirely different aspect. In Diagram 90, for instance, Black plays 1...Nb4 or 1...Nb6. We call the space between pinning and pinned pieces and that between the pinned and the screened pieces the "corridor." By placing a protected piece in such a corridor the pin can be raised. Another possibility lies in the removal of the screened piece out of the line of the pin. Thus in Diagram 90 either 1...Kc6 or 1...Kc7 would also put an end to the pin. If the screened piece is not too valuable, we may achieve the same end by giving it adequate protection, but in this case we must be careful to maintain contact between the pieces concerned in the pin, whether directly, or as defenders indirectly.

Diagram 91. White intends with 1.Rab2 followed by Bd3 to make the threat a4 a reality. How can Black anticipate this maneuver? By transferring his Rook from b6 to b7 and then safeguarding it by ...Bc6, after which for all he cares the pawn may be played to a4 at any time. Notice too, how the unpinning is effected in Diagram 92 by 1...Rb1+ 2.King moves Rb2+, followed by 3...Bd4. In this position by establishing contact between the Bishop and Rook, the Bishop, which otherwise would have been lost, is saved.



The beleaguered troops get in touch  
Black releases the pin



Another example of the pin. (Diagram 93). In the game White played 22.Rb1, which Black countered by 22...Re8, but as I afterwards showed, 22.Re4 would have won. The main variation runs: 22...Bc6 23.Nf6+ gxf6 (if 23...Kh8 24.Rh4 Qxc2 25.Nxh7+) and now we come to a direct pursuit of the Black King, who will be driven to flight, but by no means to an untroubled flight, rather in one which some disagreeable pins lie in wait for him, for, as we observed at the beginning of this

chapter, the pin is characteristic of a pursuit. There follows 24.Rg4+ Kf8 25.Qxf6 Bd7! 26.Rg7 Be6 27.Rxh7 Ke8 and now comes pin No. 1, namely 28.Re1 threatening 29.Qxh7+. To escape this Black must play 28...Kd7, but now the f-pawn is pinned (No. 2) and 29.Qxe6+ wins easily. Let us for the sake of simplicity dwell a moment on the position after 25.Qxf6 Bd7. Here 26.R4 would also win, for 26...Be6 will not do because of 27.Qxe6. 26...Bf8 fails against 27.Re1, and on 26...Kg8, then 27.Qxh7+ Kh8 28.Qf6+ Kg8 29.Rd3 decides matters.



53  
From the game Nimzowitsch-Vidmar  
Carlsbad 1911

The reader is advised to study now Games 16, 17, and 18, which illustrate the connection between the pin and the center.



## CHAPTER 8

### DISCOVERED CHECK

A short chapter, but rich in dramatic complications.

\* 1. The degree of relationship between the pin and the discovered check is more closely defined. Where should the piece which discovers the check move to?

Diagram 54 gives a clear picture of the degree of relationship between the pin and the discovered check, and we see from it that the pinned piece, tired of eternal persecution, has changed his color. This change has had the effect of transferring the once sickly youth into a valiant warrior. We can describe a discovered check as a pin in which the pinned piece has passed over with flying colors into the enemy camp. Further, in the discovered check, as in the pin, we have three actors, (1) the piece threatening a checkmate is now masked by one of its own pieces, (2) the masking piece is the piece standing behind the masking piece. These pieces will, for short, be referred to as (1) the threatening piece, (2) the masking piece, (3) the threatened piece. In the pin the immobility of the pinned (masking) piece is the source of all his troubles, but in the discovered check the masking piece enjoys quite astonishing mobility. Any and every square within his reach is open to him. He can even seize a point subject to multiple enemy attacks, for his opponent cannot touch him, since he is in check.

If we examine the possible moves open to such a masking piece, we find that he can do three things:

- (a) He can take anything within reach with impunity since the enemy cannot recapture him.
- (b) He can attack any major enemy piece, not letting himself for one moment be disturbed by the thought that the square on which he lands by right belongs to the enemy.
- (c) He can change from one square to another, if for any reason this appears more favorable to him than the one he has just vacated.





Thus in Diagram 95, (a) could be carried out by 1.Rxa5+ or 1.Rxh5+. Notice that the Rook can make either capture without fear. If he chooses to follow the course outlined in (b), he will play 1.Re5+ or 1.Rd3+, while the use of method (c) would find 1.Rd1+ King any 2.Bxe3.

The (c) method naturally has a very wide range, but no purpose would be served by further elaboration, for the reasons why a piece is more effectively placed here or there are manifold. We may refer, however, to yet another example in the *See-saw*.

\* 2. *The See-saw. The long range masking piece can move to any square in his line of motion without spending a tempo, free of charge.*

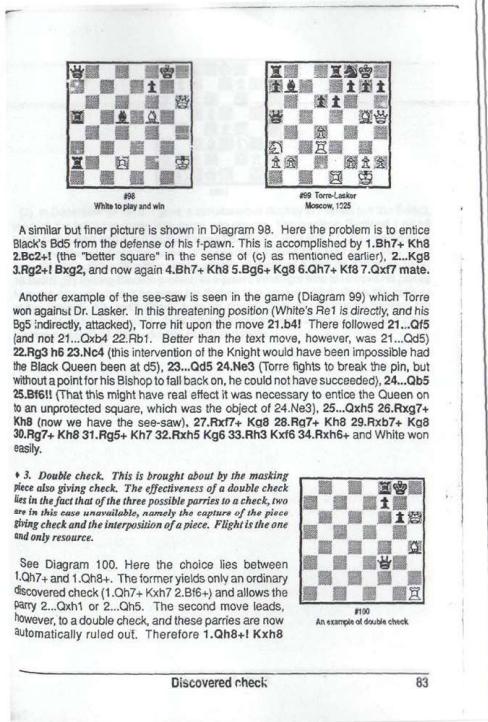
In Diagram 96, White plays 1.Bh7+, whereupon the Black King has only one move, 1...Kh8, and now the terrible weapon concealed in the discovered check is revealed. If White now plays 2.Bb1+, Black with 2...Kg8 escapes the discovered check, but with 3.Bh7+, White forces him back again to the fatal square, since the Black King has only this move at his disposal, and only has this because the Bishop by moving to h7 has masked the attack of the threatening piece. This stalemate position which we have described gives us thus a kind of see-saw, with the great advantage that the masking piece can occupy any square in the line of his withdrawal (here the diagonal b1-h7), without the maneuver costing him a tempo, for White again has the move.



#96 The See-saw.  
Great stroke after a calculatory sacrifice, and finally, mate.



#96 The See-saw. White can, of course, mate then, (as an example, 1.Bh7+, Kh8 2.Bxf5+ Kg8 3.Bh7+ Kh8 4.Bxe4+ Kg8 5.Bh7+ Kh8 6.Bxd3+ Kg8 7.Bh7+ Kh8 8.Bxc2+ Kg8 9.Bh7+ Kh8 10.Bxb1+ Kg8 and now White gives back of his superiority, somewhat like a loan shark who has grown very rich and in his old age at a small outlay turns benefactor. So comes 11.Rg6+ fxg6 12.Bxa2+ and mate follows. The Bishop has gobbed his way to b1 in order, after the preparatory Rook sacrifice, to seize the diagonal a2-g8.



A similar but finer picture is shown in Diagram 98. Here the problem is to entice Black's B6d from the defense of his f-pawn. This is accomplished by 1.Bh7+ Kh8 2.Bc2+! (the "better square" in the sense of (c) as mentioned earlier), ...Kg8 3.Rg2+! Bxg2, and now again 4.Bh7+ Kh8 5.Bg6+ Kg8 6.Qh7+ Kf8 7.Qxf7 mate.

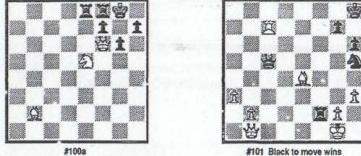
Another example of the see-saw is seen in the game (Diagram 99) which Torre won against Dr. Lasker. In this threatening position (White's Re1 is directly, and his Bg5 indirectly, attacked), Torre hit upon the move 21...Qf5 (and not 21...Qxb4 22.Rb1). Better than the text move, however, was 21...Qd5 22.Rg3 h6 23.Ne4 (this intervention of the Knight would have been impossible had the Black Queen been at c5). 23...Qd5 24.Ne3 (Torre fights to break the pin, but without a point for his Bishop to fall back on, he could not have succeeded), 24...Qb5 25.Bf6!! (That this might have real effect it was necessary to entice the Queen on to an unprotected square, which was the object of 24.Ne3), 25...Qxh5 26.Rxg7+ Kh8 (now we have the see-saw), 27.Rxh7+ Kg8 28.Ra7+ Kh8 29.Rxb7+ Kg8 30.Rg7+ Kh8 31.Rg5+ Kh7 32.Rxh5 Kg8 33.Rh3 Kxf6 34.Rxh6+ and White won easily.

\* 3. Double check. This is brought about by the masking piece also giving check. The effectiveness of a double check lies in the fact that of the three possible parties to a check, two are in this case unavailable, namely the capture of the piece giving check and the interposition of a piece. Flight is the one and only resource.

See Diagram 100. Here the choice lies between 1.Qh7+ and 1.Qh8+. The former yields only an ordinary discovered check (1.Qh7+ Kxh7 2.Bf6+) and allows the party 2...Qxh1 or 2...Qh5. The second move leads, however, to a double check, and these parties are now automatically ruled out. Therefore 1.Qh8+! Kxh8



#100 An example of double check.



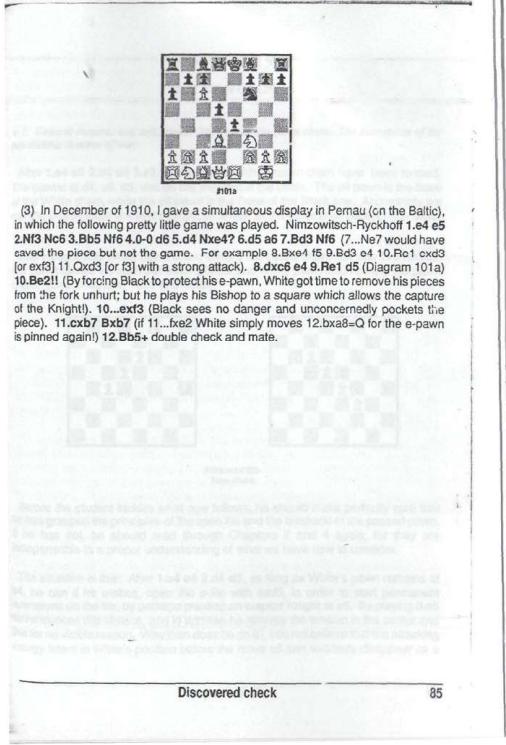
**2.Bf6+ (double check) 2...Kg8 3.Rh8 mate.** In Diagram 100a, White mates in three moves; **1.Qh8+! Kxh8 2.Nxf7+ (double check) 2...Kg8 3.Nh6+ mate.**

The double check is a weapon of a purely tactical nature, but of terrible driving effect. Even the laziest King flees wildly in the face of a double check.

We close this chapter with three fitting examples:

(1) In a game played many years ago between v. Bardeleben and Nisniewitsch there occurred the amusing position shown in Diagram 101. White's last move was Rook from b7 to c7 (obviously not 1.Rb8+? because of 1...Rf8+ followed by 2...Rxb8). In answer Black played 1...Qxc7 and the game was drawn. I subsequently pointed out the following win for Black. 1...Rf1+! 2.Kxf1 Ng3+ 3.Ke1 Qe3+ 4.Kd1 (observe the driving effect; the King is already at d1 and only a move or two ago he was sitting comfortably at home!) 4...Qe2+! 5.Kc1 Qe1+ 6.Kc2 Qxe4+ 7.Kc1 Ne2+! winning the Queen and the game. Note that on the double check there was built a line of play which is well-known, and only strikes us as unusual because it takes place on a diagonal and not on a file as is usual. This line of play (a tactical maneuver) consists in breaking a link in the defense by forcing a third piece between two mutually protecting pieces. In the position under consideration the King was enticed on to c2 between the Qb1 and the Be4.

(2) The following well known little game was played between Reti (White) and Dr. Tartakower. 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Qd3 (a most unnatural move) 5...e5? (the theatrical gesture of the first player (5.Qd3) has worked; Black has in mind a brilliant refutation of it, but his idea proves impossible of execution. 5.Qd3 was not *that* bad! White now gets the better game. The proper move was 5...Nxe4 6.Qxe4 Nd7 followed by ...Nf6 with a solid game). 6.dxe5 Qa5+ 7.Bc2 Qxe5 8.0-0-0 Nxe4? (a mistake - Black should have played 8...Be7) 9.Qd8+! Kxd8 10.Bg5+ Kc7 11.Bd8 mate.



(3) In December of 1910, I gave a simultaneous display in Pernau (on the Baltic), in which the following pretty little game was played. Niemitzowitsch-Rychkoff 1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.0-0 d5 5.Nxe4 d5 6.a3 Nd5 7.Ne7?...Ne7 would have saved the piceo but not the game. For example 8.Bxe4+ 9.Bd3 e4 10.Rc1 cx3d [or ex3(11.Qxd3 or [3] with a strong attack). 8.dxc6 e4 9.Re1 d5 (Diagram 101a) 10.Be2!!] (By forcing Black to protect his e-pawn, White got time to remove his pieces from the furk unhurt; but he plays his Bishop to a square which allows the capture of the Knight). 10...ex3 (Black sees no danger and unconcernedly pockets the piece). 11...cxB7 Bxf7 (if 11...xe2 White simply moves 12.bxa8=Q for the e-pawn is pinned again!) 12.Bb5+ double check and mate.

86

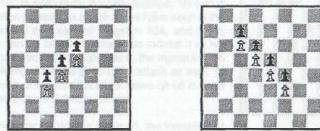
## CHAPTER 9

### THE PAWN CHAIN

\* 1. General remarks and definitions. The base of the pawn chain. The conception of the two distinct theatres of war.

After 1.e4 e5 2.d4 d5 3.e5, a Black and a White pawn chain have been formed. The pawns at d4, e5, d5, and e6 are the links in the chain. The d4 pawn is the base of the White chain, while the e6 pawn is the base of the Black one. Accordingly we call the bottommost link of the chain, on which all the other links depend, the base.

Every Black and White pawn chain divides the board diagonally into two halves. For convenience we shall call such a Black and White pawn chain simply the pawn chain. (See Diagrams 102a and 102b)



#102a and #102b  
Pawn chains

Before the student tackles what now follows, he should make perfectly sure that he has grasped the principles of the open file and the blockade of the passed pawn. If he has not, he should read through Chapters 2 and 4 again, for they are indispensable to a proper understanding of what we have now to consider.

The situation is this: After 1.e4 e5 2.d4 d5, as long as White's pawn remains at e4, he can if he wishes, open the e-file with exd5, in order to start permanent operations on the file, by perhaps planting an outpost Knight at e5. By playing 3.e5 he renounces this chance, and in addition he relieves the tension in the center and this for no visible reason. Why then does he do it? I do not believe that the attacking energy latent in White's position before the move e5 can suddenly disappear as a

consequence of 3.e5. It must be present as before, though in a modified form, for 3.e5 above all things checks the movement of the Black pawns, and therefore implies a blockade. We know already that pawns, especially those in the center are consumed by an enormous desire for expansion to press forward, and we have consequently inflicted on the enemy not inconsiderable pain. Moreover, thanks to 3.e5 there are now two theatres of war on the board, the center and Black's Kingside.

On the Kingside.

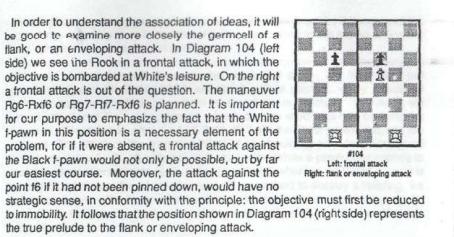


#103 The Kingside as a theater of war. The pieces engaged are Queen, Bishop, and Knight. The Rook is used in reserve ready for the moment ...f5 when White will play exf5 e.p. ...fxe5. The Rook will then go to the e-file to attack the Black e-pawn.

See Diagram 103. The pawn on e5 may here be described as a detachment which has been pushed forward to form a wedge in enemy territory, and to act as a demobilizing force. This pawn robs a Black Knight of the square f6, and thus allows an easy approach of the White storm troops (Qg4). Black's Kingside which is cramped by the same pawn is also a target for bombardment by other pieces (the Bd3, Nf3, and Bc1). If Black seeks to defend himself by opening communications in his 2nd rank, by a timely advance ...f5, and eventually posting a Rook on a7, our e5 pawn will prove himself an excellent wedge driver. We mean by this that when White attacks the point g7, Black will play ...f5 in order to use his second rank for the defense of the threatened point. This otherwise excellent defensive idea would, however, fail because the e5 pawn would protest violently. The reply to ...f5 would be exf5 e.p. and White, after the recapture ...fxe5 would use the e-file, including the point e5, for bringing pressure on the now backward pawn on e6. In the first case (Kingside as theatre of war) a White pawn at f4 would be a hindrance to White, since its negative effect (as an obstruction to the dark-squared Bishop and to any other of his pieces wishing to use the square) would overshadow any positive advantage it might have.

In the center.

Beside that of cramping the enemy Kingside, the White e5 pawn pursues other and quite different ends. White, in fact, intends by the move e5 to fix the Black e6 pawn at his post in order later to open fire on him with f4-f5, for ...exf5 would then imply the surrender of the base of Black's pawn chain. Should Black abstain from this move, White can either form a wedge by f6 or play fxе6 and after ...fxe6 build a piece attack against the now weak Black e-pawn.



In order to understand the association of ideas, it will be good to examine more closely the germcell of a flank, or an enveloping attack. In Diagram 104 (left side) we see in a Rook in a frontal attack, in which the objective is bombarded at White's leisure. On the right a frontal attack is out of the question. The maneuver Rg6-Rx6 or Rg7-Rf7-Rxf6 is planned. It is important for our purpose to emphasize the fact that the White f-pawn in this position is a necessary element of the problem, for if it were absent, a frontal attack against the Black f-pawn would not only be possible, but by far easier to carry out. Moreover, a flank attack against point 16 if it had not been pinned down, would have no strategic sense, in conformity with the principle: the objective must first be reduced to immobility. It follows that the position shown in Diagram 104 (right side) represents the true prelude to the flank or enveloping attack.

This being established, the plan of action shown in Diagram 105 is seen to be logically justified. Its end is a preparation for such an attack as we have seen in the making on the right side of Diagram 104, and if this operation can be called an attack, as indeed it is, we can with good conscience ascribe to the maneuver e5 (chain building) followed by 14-f5 an attack as well. In this vein we can say that the Black pawn on e6 may be considered a second theater of war.

To recapitulate: By White's move e5, the formation of a pawn chain, always creates two theaters of war, of which the enemy wing, cramped by the advance, forms one, and the base of the enemy pawn chain the other. Furthermore, e5 is inspired by the desire to attack. The attack on the Black d5 pawn (present before the pawn moved to e5) has been transferred to the Black e6 pawn, which has been reduced to immobility by our pawn on e5, so as to be exposed to a flank attack by 14-f5.

\*2. *The attack against the pawn chain. The pawn chain as a blockade problem. The attack against the "base".*

There was a time, before 1913, when it was the firm conviction that a pawn chain, with the disappearance of one of its links, must give up all pretension to a happy existence. To have shown this conviction was based on pure prejudice is a service for which I may take credit, since as early as the year 1911 I had proved by some



games (against Salwe, Carlsbad 1911, Game No. 46, against Levenfish, and against Dr. Tarrasch, in 1912, Game No. 20) that I was inclined to conceive of the pawn chain as a purely cramping problem. The question is not whether the links of the chain are complete, but simply and solely whether the enemy pawns remain cramped. Whether we effect this by pawns or pieces, or by Rooks and Bishops at long range, is immaterial. The main thing is that the enemy pawns should be cramped. This conception of mine, to which I had arrived through an intensive study of the blockade problem, did not fail, in those days, to arouse a storm of protest. Today, however, everyone knows that all the things which I then said about the pawn chain are uncontested truths.

It was disputed at that time that after 1.e4 e6 2.d4 d5, any attack on Black's d-pawn existed at all. The friendly readers of this book know well that such an attack does very much exist. We know from his article in the *Wiener Schachzeitung*, in 1913, that Alapin did not know it, since he was not acquainted with the theory of the open file, which I originated. To take another disputed point, everyone now recognizes that in positions characterized by the advance 3.e5 (at the third move or later), the thrust f4-f5 may well be, and often is, the logical sequence. We can learn much by a closer investigation of the question, why after 1.e4 e6 2.d4 d5 the Black attack 3...c5 should hold the field rather than an immediate White attack by f4-f5. As we have already insisted, the disposition of both the White and Black links in the chain is directed towards cramping the opponent. The White pawns wish to blockade the Black and vice-versa. Now after 1.e4 e6 2.d4 d5 3.e5, it is the Black pawns who are held up on their road to the center, whereas the corresponding White pawns have already outstripped the middle of the board (compare the relative positions of the two e-pawns). We are justified in regarding the White as the cramping and the Black as the cramped pawns. Since the pawns' desire to expand is naturally greatest when directed towards the center, we see that Black is more justified in the attack ...c5 than White is in the corresponding thrust on the other wing (f4-f5). The threat of the advance of the f-pawn exists, however, in spite of all this, and when Black's attack has burned itself out, White's turn then comes for the thrust with his f-pawn.

That this threat fails in many games to be translated into action only goes to prove that White has plenty on his hands in meeting the attack ...c5, or else that he has chosen the first of the two theaters of war (Black's cramped Kingside) for his operations.

Concerning the transfer of our attack from d5 to e6, the student will soon see how wide is the bearing of this proposition of mine. But let us proceed systematically.

♦ 3. *Attack on the "base" a strategic necessity. The clearing away of the links in the enemy chain is only undertaken with the idea of freeing our pawns which they had been cramping. The problem of the chain is essentially reduced to one of blockade.*

To recognize an enemy pawn chain as an enemy and to go for it is one and the same thing. We may thus formulate: Freeing operations in the region of a pawn chain can never be started soon enough.

This war of liberation will, however, be conducted thus - We first direct our operations against the base, which we attack with a pawn, *c*-*d*, by threats or otherwise, seek to pull off the base from its associates in the chain. This done, we turn our attention to the next opponent, namely the link which has now become the new base. For instance, after 1.e4 e5 2.d4 d5 3.c5, the black pawns (*e*5, *d*5) are cramped. The attack on the cramping White chain should, by our rule, be launched without any delay, by 3...c5 rather than 3...f6, for the White e-pawn corresponds to an architectural adornment to our building (the chain), whereas the White d-pawn is the very foundation of the whole structure. If we wished to destroy a building, we would not begin with its architectural ornaments, but we would blow up its foundations, for then the destruction of the ornaments with all the rest will follow automatically.

White has several replies to 3...c5. The plan of the second player will stand out clearest if White plays ingeniously, as if he had no conception of the problem of the pawn chain. For example, 4.dxc5 Bxc5 5.Nc3? f6! Events have taken their logical course. The base, the *d*4 pawn was first put out of action, and then the *e*5 pawn got it in the neck. We must always begin with the base of the pawn chain. To continue our game: after 5...f6! there would follow 6.exf6? (as aridless as ever, 6.Nf3 was certainly better). 6...Nxf6 7.Nf3 Nc6 8.Bd3 e5! Thanks to White's faulty strategy, Black's freeing operations which as a rule take up to 20-25 moves have already been completed. Black first caused the links in White's chain voluntarily to disappear one after the other, beginning with the base (by the captures 4.dxc5 and 6.exf6) and thereupon *ies* his own pawns advance in triumph with 8...e5!. This advance, so eagerly sought after, affords the explanation of the energetic measures taken by Black with his 3rd and following moves, namely the recovery of mobility for his cramped pawns. This was all that Black sought or desired. It often happens that pawns so advanced are filled with a particularly war-like spirit. We get the impression that they wish to take bitter vengeance for the humiliation they have suffered by being hemmed in.

Diagram 106 shows another example. Here White's *c*-pawn and not his *b*-pawn, is the base of the chain, be it well noted, for this pawn has not yet been attached to the association in the Black and White pawn chain, since a Black colleague is lacking at *b*3. Against this base, Black sends forward his *b*-pawn to storm it



Diagram 106  
Correct for Black is to attack the chain by ...b4 in order to provoke cxb4. The immediate ...f6 would be wrong in this position

(...b5-b4). Having provoked White's cxb4, the d4 pawn is now promoted to the base, but, unlike his predecessor, is not protected. The unprotected base (unprotected by a pawn) is a weakness, and therefore gives occasion for a lasting siege, such as we will propose in ♦ 5. In the above example ...f6 (instead of the correct ...b5-b4) would have to be labeled a mistake, for after the fall of the e-pawn, White's pawn chain would remain intact.

We are now on the road to a true understanding of the matter. The freeing operations in the domain of the pawn chain are analogous to the fight against a troublesome blockader (Chapter 4) and accordingly our present problem is reduced to one of blockade.

\* 4. *The transfer of the blockade rules from the "passed pawn" to the "chain." The exchange maneuver (to bring about the substitution of a more amenable enemy blockader for a strong one) applied to the pawn chain.*

It is clear to us, after studying Chapter 4, that every enemy piece which holds a pawn in check which would otherwise be mobile must be conceived of as a blockader. Nevertheless it must cause surprise that after the moves 1.e4 e6 2.d4 d5 3.e5, we should agree to regard the d4 and e5 pawns as proper blockaders in our sense. The surprise lies in seeing a pawn so described, for in general we think of pawns as being blockaded, and the role of a blockader we imagine to be reserved for an officer. In general this is true, but the pawns in a chain are pawns of a higher order, and in their functions differ from the common herd. To conceive of the pawns in a chain as blockaders would then appear to be quite correct.

Recognizing this, let us now try to apply the "exchange maneuver on the blockading square," with which we became acquainted in Chapter 4, to the chain. The exchange, as we there said, could only be justified if the new blockader proved himself to be weaker than his predecessor. The same applies to the chain.

An example: After 1.e4 e6 2.d4 d5 3.e5 c5! 4.Nc3, Black can get the blockader (the d4 pawn) replaced by another (the Queen). In fact after the further moves 4...cx d4 5.Qxd4 Nc6, the Queen turns out to be a blockader whom it will be difficult to maintain at her post, and the exchange is proven to be correct. If now 6.Bb5, after 6...Bd7 7.Bxc6 bxc6, Black has two Bishops and a mobile mass of pawns in the center, and has the advantage.

This exchange maneuver, on the other hand, would be weak after 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Be3, for after 5...cx d4 (5...Qb6 would be better) 6.Bxd4, the Bishop would be a tough customer to deal with, and a further exchange to be rid of him by 6...Nxd4 7.Qxd4 Ne7 8.Nf3 Nc6 9.Qf4 (Diagram 106a) would lead to the

driving off of the blockading troops, but only at the cost of loss of time caused by the moves of the Black King Knight.

In Diagram 106a White stands quite well. His pieces are placed as they would be for a King-side attack, but also have a sufficient bearing on the center. For example: 9...f6 (to roll up White's chain) 10.Bb5 a6 11.Bxa6 bxc6 12.0-0 and Black will never succeed in making his e6 pawn mobile, for if 12...fxe5 13.Nxe5 and the establishment of the Knight at e5 follows.



#106a

With this we have gotten further towards an understanding of the pawn chain. All exchange operations in the region of a chain only take place with the object of replacing a strong enemy blockader by a weaker one, and the experience we have gotten from Chapter 4 will be of great help to us here.

We have to decide in a given case whether the blockader in question is strong or weak, elastic or inelastic, and the faculty of discriminating correctly in such cases will be of enormous service to us. See for example Diagram 107. Here 1.Cc2 would be a weak move in spite of the sharp threat of 2.Bxh6 to be followed by 3.Bxh7. The mistake lies in the fact that White would have done much better in doing something towards the defense of his blockading wall. 1.Nd2 0-0 2.Nf3 is the right course. On the other hand if 1.Cc2?, the continuation might be 1...0-0 2.Bxh6 Rxh6 3.Bxh7+ Kh8 4.Bg6 (or Bd3) 4...e5! White has won a pawn, but Black has overcome the blockade, and now stands ready to march in the center. White should lose.

In Diagram 108, the maneuver 15.Bd4 Qc7 16.Qe2 might be considered, with the intention of following with 17.Ne5. This plan to widen the blockading ring is, however, impracticable, for after 16.Qe2 Ng4! 17.h3 e5!, the Black pawns assert themselves. The right move is 15.Qe2 and there follows 15...Rac8 (or 15...Bxe5 16.Nxe5 Raa8 17.c4) 16.Bd4! Qc7 17.Ne5, and Black is seriously blockaded. We may say that the line of play 15.Bd4 Qc7 16.Qe2 was bad because the reserve blockader who was keeping watch (the Nf3) would have but slight blockading effect (would never succeed in reaching e5). In the notes to my game



#107

against Salwe (no. 46, from which this example is taken) we shall prove our theory of exchanges by further examples.

♦ 5. *The conception of a war of movement and that of siege-warfare applied to the region of the chain. The attacking party at the parting of the ways.*

If the attacking party has played in the spirit of the explanations given in this chapter (attack on the "base" and the correct application of the exchange operation of the blockading point), it will often happen that the full freedom of his hampered pawns will be his reward. There will be times, however, when the fight he has waged with the measures indicated here will reach a dead end, and in such cases the use of some new plan becomes necessary. As an example we will take the following position. The opening moves of the game were: 1.e4 e5 2.d4 d5 3.e5 c5 4.c3 Nc6

5.Nf3 Qb6 (Black seeks by hook or by crook to induce White to give up his base, the d4 pawn. An attack with the purpose of rolling up a pawn chain, we class as a war of movement, of which the move 5...Qb6 must be a part. Queen moves in the opening are as a rule out of place. Here, however, the state of the pawn chain dictates all of our actions). 6.Bd3 (Diagram 109) 6...Bd7. A very plausible move, and since White still hesitates to make the capture dx5, Black proposes to make his decision easier by 7...Rc8. The right move is 6...cxd4 7.cxd4 and with it to adopt other methods, namely siege or positional warfare. These were the opening moves of the game No. 46, Nimzowitsch-Salwe, played at Carlsbad in 1911.

From first move to last it is highly instructive. I regard it as the first game to be played in the spirit of the new philosophy of the center, which I originated. The student is advised to play through this game before proceeding further.

We have already said, and the course of the game shows, that at his sixth move (Diagram 109) Black could, and should have sought a quieter channel by playing 6...cxd4 7.cxd4 Bd7, with an eventual Ne7-f5. He preferred to play instead for the complete capitulation of his opponent (in the region of the chain). His plan was (1) to force White to play dx5 and ex6, (2) to drive off any blockading pieces that might take their place, (3) triumphantly to advance his center pawns, now freed. His plan failed because the substitute blockaders were not to be driven away. The two following postulates are here of importance: (a) It makes no difference whatever to the strangled (hemmed in) pawns whether they are strangled by pawns or by officers. It follows that (b) the destruction of the cramping pawns in the chain does not in itself imply a more or less complete liberating operation, for the substitute blockaders, the pieces still have to be driven away. How and in what measure this last is possible is the question of really decisive importance.

The following is taken from my article, "The corridor of the center - a prejudice," written in 1913, may serve to throw light on the relations between pawns and pieces. "True, the pawns are best fitted for building up the center, since they are the most stable; on the other hand pieces stationed in the center can very well take the place of pawns." As we shall see later, the center can often be effectively held at long range by Bishops and Rooks, so that the actual occupation of the center by a pawn or pawns does not necessarily mean its control. We are inclined to regard as most dangerous any liberating operation which is begun but not completed (as in Salwe's attempt in the game under consideration), dangerous that is to say, to the one ostensibly freeing himself. We return now to the position in Diagram 109.

\* 5a. *Positional warfare, in other words, the slow siege of the unprotected base. Repeated bombardments. The defending pieces get in each other's way. How can we maintain the pressure? The genesis of new weaknesses. The base as a weakness in the endgame.*

Since in the position shown in Diagram 109 the move 6...Bd7 seems to give little promise of profit, Black, as we have several times insisted, would have been better off to have played 6...cxd4. What does this move signify? The White base (d4) has thereby been made immobile, has been fixed at d4. Before 6...cxd4 took place White's d-pawn could, whether for good or evil, at any rate leave his place (by dxc5). Now this is no longer possible. We must be quite clear on one point, that by playing 6...cxd4 Black has had to resign himself to renounce his ambitious dreams of forcing his opponent into complete capitulation in the chain area, these have now gone to their grave. Black does retain certain small yet real possibilities. For instance: d4 will be attacked by several pieces, not so much for the reason that the conquest of White's base is likely, but rather in order to force upon the defending enemy pieces a passive, because purely defensive, role. Black's aim is, in fact, an ideal one, the advantage of the aggressive position for his pieces. The continuation could be 6...cxd4 7.cxd4 Bd7 (threatening 8...Nxd4, which could not have been played the move before because of 7...Nxd4?? 8.Nxd4 Qxd4 9.Bb5+ winning the Queen). 8.Bc2 (If 8.Bc2 Black with 8...Nb5 could obtain the advantage of the two Bishops) 8...Nge7! Whether it be slow or quick, Black chooses the development which puts pressure on the base. This is correct, for in close games, those characterized by the presence of pawn chains, the chain is the one true guidepost. 9.b3 Nf5 10.Bb2 (see Diagram 110a) 10...Bb4+!. This check shows up, and in the most glaring light, the defending pieces are in each other's way. 11.Kh1 (11.Nc3 or Nbd2 would rob the base of a defender). 11...Be7. Tarrasch's idea, the student should ponder the argument on which this move is based. If he is to keep



White's base, the d4 pawn is under pressure. The typical signs of an "unprotected" base

up the pressure on d4 Black must never allow the equilibrium of attack and defense (now 3:3) to be disturbed to his disadvantage. The attacking pieces must strive to maintain their attacking positions. To effect this 11...h5 could be played (to prevent the pawn push g4). The text move attains the same end by other means. If now 12.g4 the answer would be 12...Nh4, an attacker and a defender would disappear together and the *status quo* would be maintained.

The typical strategy appropriate to the various cases which may arise is made clear by the following postulates:

- (a) The enemy base being fixed to one spot, should be attacked by several pieces.
- (b) By these means we shall at least obtain the ideal advantage of the aggressive position for our pieces. Worth mentioning in this connection is the slight elasticity or capacity for maneuvering possessed by the defending pieces. For instance, in the case of a sudden attack on another wing, they will not be able to equal the attacking pieces and will lag behind.
- (c) We must seek to keep up the pressure on the base for as long as possible or until the appearance of new weakness in the enemy camp, which will follow as the logical consequence of his difficulties in development.
- (d) When this occurs our plan of action will be modified. The original weakness, the base, will be left alone and the new one attacked with the greatest of energy. Only much later, perhaps not again until the endgame, will the weak enemy base be again "promoted" to the dignity of being our objective.
- (e) The weak base, when all is said and done, is to be regarded in particular, as an endgame weakness. The specific attacking instrument, the open adjoining file (in this case the c-file) only comes completely into its rights in the endgame. (...Rc4 followed by ...Rxd4, or ...Rc2-d2 followed by ...Rxd4).
- (f) The attacking party must never forget that he has a base of his own to defend. If his opponent succeeds in making his part of the chain region healthy (shaking off the pressure on his base (d4 in our case), an entirely new and disagreeable turn may be given to the game by his playing f4-f5, with attack on the base (e6), or on the other hand launching an attack with his pieces on the Kingside which is still cramped by the pawn at e5.

The application of (a) will hardly present any difficulties to the student. Take for instance Diagram 110b. The chain we are interested in is formed with the d and e-pawns on both sides. Black's base is the d6 pawn. Play goes 1.cxd6 exd6 2.Rc6 Nf7 3.Nc4 Rd8 (if 3...Rc8 4.b5 Rxc6 5.dxc6 with the superior ending) 4.a4! (played

to maintain the attacking Knight on c4). White has now put the base d6 under pressure, and consequently has the advantage referred to of the more aggressive position for his pieces. The Nc4 is more aggressively placed than Black's Nf7. This advantage could be exploited either by 5.b5 followed perhaps by Kc3 and a5, or by play on the Kingside. For instance h4, and then Ke3-f3-g4-h5 followed by the advance of the g-pawn to g5. In this case the parry ...h6 would allow the King's entry at g6.

It is much more difficult for the student to assimilate the points made in (c) and (d). The direct exploitation of a pawn weakness is not, in general, a matter for the middle game (see point (f)). All that we may hope to attain is to cause our opponent to suffer for a considerable time under the disadvantage of the duties of defense which have been forced on him. If as a result of these difficulties, a new weakness is induced in the enemy camp (as is by no means improbable), it is not merely permissible for the attacking party to release the base from pressure, in order to devote his attention to the new weakness, such a course is absolutely indicated. The further removed (geographically and logically) the two weaknesses are from each other, the better for us! This connection of ideas was more or less unknown to the pseudo-classical school. Tarrasch, for instance, was relentless in keeping under continual attack the base which he had once selected as his objective, or at least remain true to the wing of his first choice. (See game No. 19, Paulsen - Tarrasch).

In opposition to this we lay stress on the principle that the weakness of the enemy base cannot be completely exploited until the endgame, or more accurately, in the endgame our aim is the direct conquest of the base which serves as our objective. In the middlegame the bombardment of this base can and should only help to yield us indirect advantages. For example, suppose Black is attacking the enemy base in the middlegame. White's pieces will get in each other's way, difficulties of development will arise, and White will find himself forced to create a new weakness in his own camp in order to remove those difficulties. Black now concentrates his attack on these new weaknesses. Only in the endgame may he find it profitable to again take up the attack on his first objective, the enemy base.

As an example of this indirect exploitation of a weakened enemy base we may take the position shown on Diagram 110c, taken from the game Paulsen-Tarrasch (see illustrative game No. 19). After the moves 1.e4 e5 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 cxd4 7.cxd4 Bxf7 8.Be2 Nge7 9.b3 Nf5 10.Bb2 Bb4+, White saw himself forced to forego castling by having to play his King to f1, thus the pressure on d4 has taken tangible shape. Black's problem no longer consists in keeping up



he pressure on the d-pawn (which can be done by 1...h5 or 1...Be7 as we have already indicated), he should instead give up the attack on White's base and do everything he can to expose and exploit the weakness of White's uncastled King. This is only possible by means of hidden sacrifice of the exchange. In this position in reply to 11.Kf1 (Diagram 110c) I play 11...0-0! If then 12.Bd3 to lessen the pressure on the d-pawn, there would follow 12...f6 13.Bxf5 exf5 with advantage to Black due to his two bishops. The main variation after 11.Kf1 0-0 lies in the continuation 12.g4 Nh6 13.Rg1 f6 14.exf6 Rxf6! 15.g5 Rxg3! 16.Bxf3 (or 16.gxh6 f7) 16...Nf5 17.Rg4 (Diagram 110d). White's desolate Kingside and the weakly defended points on the f-file ought, in my opinion, to lead to a lost game. I give one possible continuation: 17...Be8 (17...Rf8 would also suffice) 18.Qe2 Nxd4 19.Rxd4 Nxd4 20.Qe5 (the last chance) 20...Bb5+ 21.Kg2 Nf5 22.Bxd5 (if 22.Nc3 Bxc3 23.Bxc3 d4 22...exd5 23.Qxd5 Rf8 24.Qxd5+ Rf7 (a soft pin for the safeguarding of g7 against a possible Qxd4) 25.Qd4 Be5 and White must resign. The decision took place, as was logical, on the Kingside. Black was able to exploit fully the new weakness (uncastled King) without regard to the old one. The student will do well to note most carefully the transfer of the attack from the center (d4, the base) to the Kingside which had been weakened by the move Kf1.

As an antithesis to the maneuver we have just demonstrated, we would emphasize the fact (see Diagram 110c) that 11...Be7, after 12.g3 followed by Kg2, with the subsequent safeguarding and relieving of the d4 pawn would give White good chances, for after his position becomes consolidated White would well be able to turn the tables on his opponent as outlined in (f), by an attack on Black's Kingside which is cramped by the pawn on e5. (See Game No. 20, Nimzowitsch-Tarrasch).

Before we proceed further, we would impress upon the student that he should practice in order to be able to take advantage of a weak enemy base in the endgame. We recommend the study of Game No. 15 and further the application of the following method. Using the pawn setup of Diagram 110e, try to take advantage of the weakness of White's d4 pawn in an endgame. Try it with a Rook or Rooks on each side of the board. Then practice with a Rook and minor piece on each side.

6. *The transfer of the attack.*

In the position in Diagram 109 Black had the choice, as we have often pointed out already, of two different lines of play, namely between 6...Bd7 with a war of movement, or 6...cx4 with positional or siege warfare directed against White's fixed base, the pawn at d4. It will be granted that a moment must come when Black will be forced to make his choice. It is not possible to keep open at will the choice between two lines of play, least of all when we are concerned with a pawn chain, for the simple reason that the defending party, relying on the state of suspense in the position, and the possibilities arising out of it, can threaten an attack to free himself. Once this enemy threat becomes actual, we are forced to make an immediate decision. Another crisis which compels a decision occurs when our opponent threatens us on another wing, when we shall have to decide on as sharp a counter as possible, since any further flirting with two different plans would no longer be favorable.

We have up to now considered only the choice between two methods of attack. The objective (White's d4 pawn) in the previous example remained fixed, and was therefore not in doubt. We will show in what follows how painful can the choice of an objective can sometimes be. We are concerned with a pawn chain which is to be attacked. "What can there be doubtful in such a case?" the reader will ask. "We must of course direct our attack against its base." But what if the base is not to be shaken? Would it not be better to direct our attack against a new base? How this is done will be seen from the strategem of the transference of the attack which will now be outlined.

Let us consider the following chain resulting after 1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 4.d4 d5 5.c5 Nb8. White now chooses the center as the theater of war, and plays 6.Bd3 followed by 7.c4 with the idea of eventually pushing the pawn to c5. (He could as an alternative have decided on an attack with his pieces without playing c4, on the Queenside which is cramped by the d5 pawn). Black tries to make ...f5 to be a refutation of White's d5. This is however, not the case, as I proved in my revolutionary article on Dr. Tarrasch's *Moderne Schachpartie*. The move ...f5 is only a natural reaction to White's d5, and as such every bit as durable as c4-c5. The position (in essentials) arrived at could be that of Diagram 111. Black's attack on the base e4 does not look as if it promised much, for if at

#109  
Practice Position

#110  
Practice Position

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The pawn chain

99

any time ...fxe4, the answer would be either fxe4, and the base is well defended, or recapturing with either the Knight or Bishop on e4 with a good "substitute center". Black therefore plays ...f4, changing White's base from e4 to f3. True the latter can be sufficiently defended (against ...g5-g4-gx3 which Black plans), but White's King position seems then to be threatened and is certainly cramped. In other words the White King position marks f3 as a weaker base than e4.

There are other circumstances which may make one base appear weaker than another, hence the switching over of the attack from one base to the next is not a mere matter of chance (as Alapin and other masters seemed to think before the appearance of my essay to which reference has just been made). It is in fact an additional weapon in the fight against a pawn chain. A judgment on the strength of a pawn chain as a whole must run something like this: "The base e4 is difficult to attack, the base f3 (after ...f4) is for such and such reasons sensitive to attack, therefore it will pay to transfer the attack to the new base, f3". This formulation of the case I may claim as my discovery.



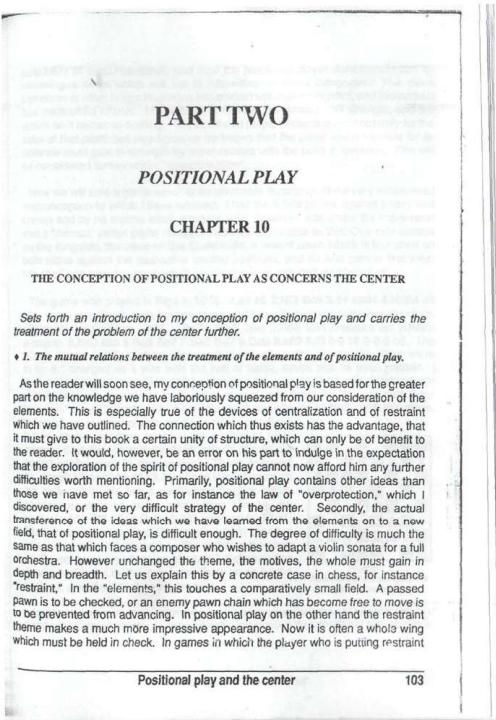
We must content ourselves with the above concise suggestions, otherwise this chapter would stretch to too great a length. The transference of attack is typical, and we could give endless examples from games. We will, however, only show the following opening here. 1.e4 Nc6 2.d4 d5 3.e5 Bf5 4.f4 e6 5.Nf3 Nb4 6.Bb5+ c6 7.Ba4 b5 8.a3! Na6 9.Bb3 c5 10.c3 (Diagram 111a). Since the White base, the pawn at d4, seemed actually overdefended, Black quite rightly played here 10...c4, transferring the attack from d4 to c3. After the further moves 11.Bc2 Bxc2 12.Qxc2 Ne7, Black put White's Kingside under restraint, which was ready to start an attack, by making the natural advance f5 impossible, and eventually by means of ...a5 and ...b4 launched the attack on the new objective, White's base at c3.

Before closing this chapter and with it the discussion of the "elements," we would like to point out quite briefly how difficult it is to conduct the game in the pawn chain correctly. Very soon after the formation of the chain, we have to choose whether a wing or the base shall be our objective. Later, incidental to an attack on the base, we have to make the difficult decision between a war of movement and siege warfare, and as if that were not enough, we have always to deal with a possible transfer of the attack to the next link of the chain. And in addition to all of this, we must never forget, in spite of all of these possibilities of attack, that we may also have our own vulnerable base.

A difficult chapter, but one in which the inherent obscurity of its subject matter will, we hope, now have largely disappeared, 'thanks to our treatment of it.'

It will have been seen that my laws governing pawn chains have grown logically from those applying to "open files" and "play against the blockader." The reader will find a further discussion of the subject in Part 2 on the "center" and "restraint". He is urged at this point to play over the following illustrative games - Nos. 19 through 24 and No. 46, all of which illustrate the subject of the pawn chain.





on his opponent is "scoring" his theme very heavily (I have in mind for instance my game against Johner, No. 35), we have the whole board, both wings, every corner taking up the theme, and blaring it forth.

The second case is even worse for the student, for here the theme appears in epic breadth with a series of seemingly purposeless moves, back and forth, mixed with it. This kind of maneuvering corresponds in a way to the accompaniment in music. Many people feel this accompaniment and maneuvering as things which may be dispensed with. Many lovers of chess go so far as to characterize this moving to and fro as a fruit of decadence. In reality, however, this maneuvering often enough provides the only strategic - be it noted strategic, not merely psychological - way of throwing in the scale a slight advantage in terrain and the consequent capacity of moving our troops more quickly from one side of the board to the other.

\* 2. *On certain toxic weeds which choke a proper understanding of positional play, namely (a) the obsession to be forever doing something, which haunts so many amateurs, and (b) the overrating of the principle of the accumulation of small advantages which may inspire the master.*

There are, it would seem, a number of amateurs to whom positional play appears to mean nothing. Twenty years' experience in teaching chess has, however, convinced me that this trouble can be easily removed, since it results from a faulty presentation of the subject. I maintain that there is nothing inherently mysterious in positional play, and that every single amateur who has studied my "elements" in the first nine chapters of this book, must find it an easy matter to penetrate into the spirit of this style of play. He has only (1) to destroy the weeds which perhaps choke his understanding, and (2) to carry out the precepts laid down in the rest of the book.

A typical and very widespread misconception is the assumption of many amateurs that each single move must accomplish something directly, so that such a player will only look for moves which threaten something, or for a threat to be parried, and will disregard all other possible moves such as waiting moves, or moves calculated to put his house in order, etc. Positional moves as I conceive them, are in general neither threatening nor defensive ones, but rather moves designed to give our position security in the wider sense, and to this end it is necessary for our pieces to establish contact with the enemy's strategically important points or our own. This will be brought out later when we are considering "overprotection," and the fight against enemy freeing moves.

When a positional player, one who understands how to safeguard his position in the wider sense, engages one who is a purely combinational player, the latter who has only attack in his thoughts, is preoccupied with but two kinds of countermoves, and looks only for a defensive move from his opponent, or calculates on the

possibility of a counterattack; and now the positional player dumbfounds him by choosing a move which will not fit into either of these categories. The move somehow or other brings his pieces into contact with some key point, and this contact has miraculous effects. His position is thereby permeated with strength, and the attack on it comes to nothing. The positional player protects a point not only for the sake of that point, but also because he knows that the piece which he uses for its defense must gain in strength by mere contact with the point in question. This will be considered further under "overprotection".

Now we will take a game which is an admirable illustration of the very widespread misconception to which I have referred. I had the White pieces against a very well known and by no means weak amateur, who, however, was under the impression that a "correct" chess game must take some such course as this: One side castles on the Kingside, the other on the Queenside, a violent pawn attack is launched on both sides against the respective castled positions, and he who gets in first wins! We shall see how this amateurish conception was reduced *ad absurdum*.

The game was played in Riga in 1910. 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 d5 (this move is quite playable but only in conjunction with a strong defensive structure, attainable by perhaps ...Nf6, ...Be7, ...O-O, and ...Re8 with pressure on White's e-pawn), 5.Nc3 Nf5 6.Be2 Be7 7.Bc3 Bd7 8.Qd2 9.a6? 9.13 0-0 10.0-0 b5. The attack seems hardly in place here, so that my opponent's expression, "Now we're in for it," charged as it was with the lust of battle, struck one as even prettier. I understood him at once. He clearly expected the answer 11.g4 with a consequent race between the pawns on both sides, according to the motto "he who gets there first wins". See Diagram 112. What I did play however was 11.Nd5. With this move, by which an outpost station on the d-file is occupied, White obeys another principle of positional play, namely that the premature flank attack should be punished by play in the center. There followed 11...Nxd5 12.exd5 Nxd4 13.Bxd4 and White has much the better of it. He has a centralized position which cannot possibly be taken away from him by, for example 13...Bb6 14...Re8 15.Bf3 followed by Rxe1. Black has a disorganized Queenside which exposes weaknesses for the endgame. The moral of the story is: Do not be always thinking of attack! Safeguarding moves, indicated by the demands made on us by the position, are often much more prudent.

Another erroneous conception may be found among masters. Many of these and numbers of strong amateurs are under the impression that positional play above all



is concerned with the accumulation of small advantages, in order to exploit them in the ending. This type of play is said to be the most esthetically satisfying.

In contradiction to this we would remark that the accumulation of small advantages is by no means the most important constituent of positional play. We are inclined rather to assign to this plan of operation a very subordinate role. The difficulty of this method is very much overestimated. It is not easy to see how the petty storing up of values can be called beautiful. Does not this procedure remind one in some sense of the activities of some old miser, and who would think them beautiful? We note here the fact that there are other matters to which the attention of the positional player must be directed, and which place this "accumulation" completely in the shade.

What are these things, and in what do I see the idea of true positional play? The answer is short and to the point - in "prophylaxis".

\* 3. *My original conception of positional play as such: the well known idea of the accumulation of small advantages is only of second or third significance. Of much greater importance is a prophylactic applied both externally and internally. My new principle of overprotection, its definition and meaning.*

As I have several times observed, neither the attack nor defense is, in my opinion, a matter properly pertaining to positional play, which is instead an energetic and systematic application of prophylactic measures. What is important above all else is to blunt the edge of certain possibilities which in a positional series would be undesirable. Of such possibilities, apart from the mishaps to which the less experienced player is exposed, there are two kinds only. One of these is the possibility of the opponent making a "freeing" pawn move. The positional player must accordingly arrange his pieces in order to prevent the freeing moves. In connection with this we should notice that we must examine every case that arises to see whether the freeing move in question is really freeing, for as I pointed out in my article on Dr. Tarrasch's *Die moderne Schachpartie*, the true saying, "Not all that glitters is gold," applies to freeing moves. There are many which only lead to an unfavorable, premature opening up of the game, whereas other freeing moves should be considered normal reactions, and as such must be calmly accepted, for it would be a presumption to wish to fight against natural phenomena! In spite of the fact that freeing moves will be considered in detail in another place under "restraint," it will not be improper to give here two illustrations.



#112a  
White (a piece up) to play. A drastic example of a lack of "freeing" moves.  
The Urssul's Zugzwang page  
Illustrative game No. 8

For an example of an incorrect freeing move see Diagram 113. In similar positions the move ...e5 would be classed under the heading of "freeing moves". It opens up Black's otherwise cramped game, and in addition stands for the action in the center, and is positionally indicated as a countermeasure to the encircling movement which White is striving for on the Queenside. White, nevertheless, plays correctly 1.b4! (instead of 1.Re1) 1...e5? 2.dxe5 Nxe5 3.Bd4! Nxg3+ 4.Qxf2 Qd8 5.h3 followed by 6.Rad1 and the occupation of the square d4 (the blockading point) by a Bishop or Knight with the superior game for White. Black was initially behind in development and his freeing maneuver therefore failed.



Our second example, Diagram 114, shows us that it is not possible permanently to hold up a freeing advance for which the time is ripe. Our object must therefore in similar cases be limited to making the freeing maneuver as difficult as possible to execute. We must not under any circumstances persist in the attempt to stop such a maneuver when it is clearly impossible to achieve this.

The position in Diagram 114 was reached after the moves 1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 4.d4 d5 5.d5 Nb8.

The pawn chain made up of the d and e-pawns will make

White strive for c4-c5, Black for ...f5. Forceable

measures, such as 6.Bd3 Nf6 7.h3 0-0 8.g4? would not be in keeping with the position.

On the other hand 6.Bd3 Nf6 7.c4 0-0 8.Nc3 Ne8 9.Qe2 would seem

indicated, in order in reply to 9...f5 to undertake the operation 10.exf5 Bxf5 11.Bxf5

Rxf5 12.Ne4.

We note then, that the prevention of freeing pawn moves (as far as this appears necessary and feasible) is of great importance in positional play. Such prevention is what we wish to be understood as an exterior prophylactic. It is much more difficult to grasp the idea of interior prophylactic, for here we are speaking of an entirely new conception. We are in fact now concerned with the warding off of an evil, which has really never been understood as one, yet which can, and in general does, have a most disturbing effect on our game. The evil consists in this: Our pieces are out of, or in insufficient contact with their own strategically important points. Since I conceived of this condition as an evil, I was led to advance the strategic proposition that one must overprotect his own strategically important points, by providing defense in excess of attack, to lay up a reserve of defense. My formulation of this



113  
White plays b4 allowing his opponent to make the freeing move ...e5. Is this correct?

argument runs as follows - weak points, still more strong points, in short everything that we can include in the conception of strategically important points, should be overprotected. If the pieces are so engaged, they get their reward in the fact that they will then find themselves well posted in every respect.

There are two explanatory remarks to be made here. First, that as we have incidentally shown in our discussion of the passed pawn, we have the puzzling circumstance that blockading squares prove themselves as a rule to be in every respect good squares, and the pieces detailed for dull blockade duty find quite unexpectedly their reward in the possibility of a heightened activity from their blockading station.



#115  
Nimzowitsch-Giese  
White to move. What point  
must be overprotected?

The idea of overprotection is in a certain sense no other than that above sketched though in an expanded form, as we may see from the following example (see Diagram 115). Here we overprotect the strong e5 pawn which has been pushed forward. The defense afforded by the d-pawn is insufficient, since White plans to reply to ...c5 by dx5 (surrendering the base pawn in order to occupy d4 with pieces). White will then overprotect the e-pawn with pieces, thus 9.Nd3 and the game Nimzowitsch-Giese continued 9...Ne7 10.Nf3! Ng6 11.Re1 Bb4 (to eventually get the Bishop to c7, and finally, despite the overprotection of White's e-pawn, to play ...f6) 12.c3 Ba5 13.Bf4! (the third overprotection) 13...0-0 14.Bg3 Bc7 15.Ng5 (and now the inner strength of overprotection is manifested in a drastic manner. The seemingly lifeless overprotectors, the Nf3, the Bf4, and the Re1 suddenly make themselves felt) 15...Rfe8 16.Nf4 Nh8 17.Qg4 Nf8 18.Re3 (the old soldier sniffs a fight and rejoices) 18...b6 (better was 18...Bd8) 19.Nh5 Nhg6 20.Rf3 Re7? (Diagram 115a) 21.Nf6+ Kh8 and now White could win immediately by 22.Nfxh7 Nxh7 23.Nxf7+ Rxf7 24.Rx7. The idea was the following: It was a good deed to overprotect a strategically important point, the reward came in the form of a large radius of activity for the pieces engaged on that service.

Just one more example, for later on a whole chapter will be devoted to overprotection in all of its aspects. (Diagram 116). After 15.Rad1 Rae8 there followed a maneuver which seemed most unlikely, 16.Rd2 followed by 17.Rfd1. Why? Because the Queen on d3 (and also perhaps the d4 pawn) is the keystone



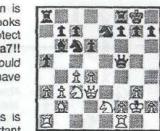
#115a  
Career of the "overprotector"

of White's position, and therefore overprotection is indicated. In fact, after a few moves the two Rooks prove to be most serviceable combatants (they protect their own King admirably). 16.Rd2 Qg5 17.Rfd1 Ba7!! 18.Nf4 Nf5 19.Nb5 Bb8 and now Re2 and Rfe1 should have been played, when the overprotectors would have reaped their due reward.

Second, the rule for overprotection applies as is natural most particularly to strong points, to important squares in the center which are likely to come under heavy fire, to strong blockading squares, or to strong passed pawns. Ordinary weak points should under no circumstances be overprotected, for they might very well lead to the defense ending into passive positions. No matter how weak a pawn that forms the base of an important pawn chain may and should be well overprotected. To illustrate this let us return to our old friend the pawn chain made of the d and e-pawns on each side. See Diagram 11/a and compare it with Diagram 11/b. In the first the Rooks protect the weak base of the pawn chain (every such base is in a certain sense to be classed as weak since the one sure defense, by a pawn, is lacking). Yet this protection makes all the stronger the e5 pawn, for as we know, the strengthening of the base involves at the same time a strengthening



#11a  
The safeguard base at d4 increases the importance of the attacking pawn at e5. The Rooks act as overprotectors.



#11b  
After 1.Sadz. Rfe1, what point needs overprotection by White?

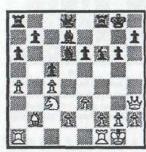
throughout the whole chain. The reader is encouraged to play over again my game (No. 20) against Dr. Tarrasch, in which after first overprotecting the pawn at d4, I, having achieved my purpose got a strong attack which led to victory. The soul of that attack was however the e5 pawn, which could trustfully lean on the d4 pawn, which by that time was thoroughly healthy. On the other hand in the position shown on Diagram 11b, a pawn at e5 is missing, and therefore the role which the Rooks would otherwise have had to play, is much restricted. In fact, of the once so responsible

role, nothing remains but the tedious obligation of preventing the d4 pawn from being lost. In other words, the disposition of the overprotection in the case of Diagram 117b does not carry with it any sort of plan of attack for the future (in noteworthy contrast to the case of Diagram 117a), and consequently we get nothing but that passive disposition of defending pieces, against which we had to register so emphatic a warning. To recapitulate - The law of overprotection applies in general only to strong points. Weak points can only lay claim to overprotection in such cases where they help to support other strong points.

*\* 4. Side by side with the idea of prophylaxis, that of the collective mobility of a pawn mass is a main postulate of my teaching on positional play.*

In the last resort positional play is nothing more than a fight between mobility (of the pawn mass) on one side and efforts to restrain this on the other. In this all-embracing struggle the essentially very important device of the prophylactic is merely a means to an end.

It is of the greatest importance to strive for the mobility of our pawn mass, for a mobile mass can in its lust to expand exercise a crushing effect. This mobility is not always injured by the presence of a pawn that has possibly remained behind in the general advance, for example a backward pawn, which can be used as a nurse to tend to his friends on the front lines. In the case of a mobile pawn mass we must



#118a  
White establishes a mobile pawn mass and leaves one of them at home to serve as a nurse. How is this accomplished?



#118b  
The White e, f, and g-pawns, along with their friends, are lurking in the rear, form the storm troops. By playing d3, White safeguards e4 and e5.

therefore look for collective and not individual mobility, each pawn for itself. For instance in Diagram 118a we should expect sooner or later the leveling advance d4, in order to be rid of the backward pawn. In the game, however, there was played more correctly 17.f4 Qe7 18.e4! Dc6 19.g4 (Diagram 118b), and White won easily. See game No. 25.

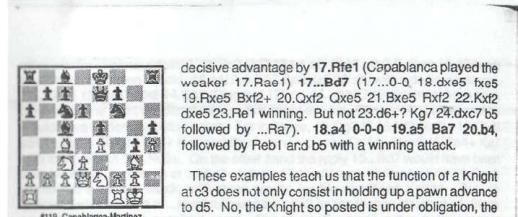
In the game Nimzowitsch-Rubinstein, Dresden, 1926 (illustrative game No.33), I was in no hurry to get rid of my backward pawn. Thus after the opening moves 1.e4 e5 2.Nf3 Nf6 3.Nc3 d5 4.cxd5 Nxd5 5.e4 Nb4 6.Bc4 e6 7.0-0 (Diagram 118c), if Black had played ...a6, I would not have been in any hurry to advance the backward d-pawn, for 8.d4 cxd4 9.Qxd4 Qxd4 10.Nxd4 Bc5 11.Be3 Bxd4 12.Bxd4 Nc2! 13.Ra1 Nxd4 14.Rxd4 Nc6 15.Rd1 b5, followed by ...Bb7 and ...Ke7 would have only lead to an equal game. I would rather after 8.a3 Nc6 have chosen 9.d3 and after playing my Bishop to e3 and marshaling my major pieces I would have been well prepared to attack. In the game he played 7...Nc5 (instead of 7...a6) and after 8.d3 Nd4 (otherwise 9.a3 9.Nxd4 cxd4 10.Ne2, White got, after f4, a mobile pawn mass, effectively supported by the Bc4).



We will now turn our attention to that terrible region in which the amateur (and on occasion also the master) only too often trip up, the center.

*4.5. The center. Insufficient watch kept on the central territory as a typical and ever recurring error. The center as the Balkans of the chessboard. On the popular, but strategically doubtful diversion of the attack from the center to the wings. On the invasion of the center. The occupation of central squares.*

It may be taken as common knowledge that in certain positions it is necessary to direct our pieces against the enemy center. For instance in positions characterized by the presence of White pawns at e4 and f4, Black at d6 and f7 (or White at d4 and e4 vs. Bf3 at c7 and e6). On the other hand it is not so well known that it is a strategic necessity to keep the center under observation even if it is fairly well barricaded. The center is the Balkans of the chessboard; fighting may at any time break out there. Take the position already discussed under Diagram 89, which from the point of view of the center seems harmless enough, yet after the moves 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.d3 d6 6.Bg5 h6 7.Bh4 g5 8.Bg3, Black's center is threatened by two raids, (1) Bb5 followed by d4, and (2) Nd5 followed by c3 or d4. Another example is furnished by the opening of the game Capablanca-Meranov (1914). After 1.e4 e5 2.Bc4 Bc5 3.Nc3 Nf6 4.d3 Nc6 5.Bg5 h6 6.Bh4 g5 (6...d5 7.Nd5 g5 8.Bg3 Bf6) the threat of 9...fxd5 10.exd5 Ne7 11.Bb5+ 12.Qd2 Bxd5 and Black dominates the center. 7.Bg3 h5 8.h4 g4 9.Qd2 d5 10.Ng2 Qh4 11.O-O. Black thought he could treat this as a move like 11...a6. See Diagram 119. The loss of time involved is more serious since the position is only in appearance closed, and can be opened at any time. (The same applies to 90% of all closed central positions). There followed 12.Nd5 Nxd5 13.exd5 Nd4 14.Nxd4 Bxd4 15.c3 Bb6 16.d4 f6! and as I pointed out White could get a



#119 Capablanca-Marin

decisive advantage by 17.Rfe1 (Capablanca played the weaker 17.Rae1) 17...Bd7 (17...0-0 18.dxe5 fxe5 19.Rxe5 Bxf2+ 20.Qxf2 Qxe5 21.Bxe5 Rfx2 22.Kxf2 dxe5 23.Re1 winning. But not 23.d6+? Kf7 24.Qxc7 b5 followed by ...Ra7). 18.e4 0-0-0 19.a5 Ba7 20.b4, followed by Reb1 and b5 with a winning attack.

These examples teach us that the function of a Knight at c3 does not only consist in holding up a pawn advance to d5. No, the Knight so posted is under obligation, the moment the enemy gives him a chance, of undertaking an invasion of the center by going to d5. Such a chance is often given by amateurs, who show a preference for starting a maneuver on a wing before it is justified, without unfortunately giving much thought to the question of whether they may perhaps be taking too many troops away from the center. How could such a line of play as the following otherwise persist for so many years, yes, even in master tournaments!



#120

White has just played his pawn to f5. As this move does nothing toward observation of the center, how might this strategy be punished by Black?



#121

The game went 1.Rf1+ Bd6 2.Ng5. Instead of this change of front what central strategy was indicated in this position?

1.e4 e5 2.Nc3 Nf6 3.Bc4 Bc5 4.d3 Nc6 5.f4 d6 6.f5? (Diagram 120). Naturally 6.Nf3 is the proper move, and now by 6...Nd4 followed by ...c6, ...b5, ...Qb6, and when the opportunity comes, ...d5, Black gets a strong game in the center and on the Queenside which yields him a pronounced advantage.

Another example, though this time a milder one, of the evils which follow an unwarranted change of front from center to flank, against which the student cannot be sufficiently warned. 1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.dxe5 Nxе4 5.Bd3 Nc5 6.Bf4 Nxd3+ (Black had the opportunity here, by 6...Ne6 followed by ...d5, to build up his position on scientific principles. The Knight at e6 would have been our strong, elastic blockader). 7.Qxd3 Nc6 8.0-0 (8.Nc3 followed by 9.0-0-0 would have been better).

**8...Be7 9.exd6 Bxd6 10.Bxd6 Qxd6 11.Qxd6 cxd6** (Diagram 121). There followed: 12.Rc1+? Be6 13.Ng5 (the change of front characteristic of non-positional players) 13...Kd7 14.c3 and White's game is not to be envied. The right course was 12.Nc3, and after 13.Nb5 and 14.Nd4 he would be centralized and have the superior game.

It will be instructive to give an example here characteristic of the disregard so often shown even by strong players for central strategy. It is from a game played in 1920 in a Swedish tournament between K. Berntsson (White) and S.J. Bjurulf. 1.d4 d5 2.Nf3 Nf6 3.Bf4 e6 4.e3 c5 5.c3 h6 (the following line of play seems best here. 5...Nc6! and if now 6.Nbd2 Be7 7.h3 [anticipating ...Nh5] 7...Bd6 8.Ne5 Bxe5 9.Qxe5 Nd7 10.Nf3 and now a fierce fight will be waged around the e5 square. Diagram 122a). We strongly recommend the would-be positional player to exercise himself in such central fights. In the present position a good plan would be 10...a6! 11.Bd3 f6! (not 11...Qc7 because of 12.0-0 Ndx5 13.Nxe5 Nxe5 14.Qh5 and wins), in order after 12.exf6 Qxf6 to seize the hotly disputed square e5 by ...e5. We counsel our readers to study this position. The move 5...b6 is a typical error in that it seems to disregard the fact that there is such a thing as a central theater of war. 6.Nbd2 Bd6 7.Ne5 (this move is pleasing, although there is here a tactical possibility which is perhaps objectively preferable, 7.Bb5+ Bd7? 8.Bxd6 Bxb5 9.Qxc5. The move 7.Ne5 is the more logical move, since owing to the loss of time involved in Black's 5...b6, the center was ripe for an invasion). 7...Bxe5 8.Qxe5 Nfd7 9.Qg4 Rg3 10.Nf3 Nc6 11.Bd3 Nf8 (Diagram 122b). 12.Ng5 (White commits the strategic error of



#12a  
Black's move.  
A typical example of a fight for a central point. Here the square e5.



#12b  
White's move.  
The point e5 is in his undisputed possession. But should the attack be directed on the King-side, the Queen-side, or the center?

underestimating the importance of the point e5, the key point in his entire position. Under no circumstances should the attack be conducted in a manner which would endanger its safety. Overprotection of this point would here be indicated. The right course was to remain passive on the King-side, to advance e4 in the center and then on the Queenside play b4 and a4. A sample variation: 12.0-0 Bb7 13.b4! c4 [and not 13...cx4 14.cxb4 Nxb4 because of 15.Bg5 winning a piece or causing some

other similar unpleasantness]. 14.Bc2 Qd7 15.a4 a6! [if 15...0-0-0, then 16.a5 bx5 17.b5! with a winning attack]. 16.e4! 0-0-0 17.Be3 Kc7 18.a5! with a decisive attack, 12...Qc7! 13.Bxh7 Rh8 14.Bc2 (Diagram 122c). 14...Bb7? (Black must here seek to conquer the point e5, dangerous as this might appear. Simply 14...Nxe5! and he would have gotten the better game. For instance, 15.Qg3 f6 16.Nf3 Nx3+ 17.Qxf3 e5! 18.Qxd5 Bb7 19.Ba4+ Ke7 and Black wins a piece. Or 14...Nx5 15.Ba4+ Ke7 with the threat of 16...Nd3+. On the other hand the reply 15...Bd7 would have been bad, for White, by means of 16.Bd7+ Nxd7 17.Nxe6 fx6 18.Qxe6+ Kd8 19.Qxd5 would get a strong attack, with three pawns for his sacrificed Knight. But, as indicated with the idea of ...Nx5 followed by ...Ke7 on the Bishop check at a4, Black could have gotten an excellent game. The strategic events in this game present



#122c Black plays. How should he punish White's neglect of keeping the point e5 under control in his last moves?



#122d White is able and obligated to win back the square e5. How is he to accomplish this?

themselves as follows: 5...b6 had no bearing on the center, and in consequence White was strong and mighty there (Ne5), but at his 12th move he did not pay sufficient regard to this key point (e5) and this, if Black had made the correct reply, could have led to his losing all of his advantage. We see then what a dominating influence central strategy exercises. 15.Nf3 g5 16.Bg5? (barely had he by luck escaped the dangers in the center, than the leader of the White forces, always on the lookout for a combination, again sacrifices his chief possession from a strategc point of view, the point e5. The overprotectors, the Nf3 and the Bf4 should have remained at their posts. His proper course was indicated in the note to move 12), 16...Nxe5! (now he shows courage!) 17.Nxe5 Qxe5 (Diagram 122d) 18.h4! (it is absolutely essential for White to play to recover the point e5. He must play 18.Bf4! and if in reply 18...Qh5, then 19.Qg3 f6 20.Bd6, and Black could hardly succeed in consolidating his position, which is threatened on all sides. After the text move Black, on the contrary could make himself fully secure). 18...b5? (not only spells loss of time but also weakens the c5 pawn and allows a4. The right move was 18...Nd7 and if 19.Ba4, then 19...f6 20.Bf4 Qe4! 21.Bb5 g5, or 21...0-0-0 and Black stands

well). 19.0-0 Nh7 20.Bf4 Qh5 21.Qxh5 gxh5 22.a4, and White won a skilfully conducted endgame.

The moral of this game runs as follows: (1) Watch the center (see Black's 5th move, White's 12th and following moves, Black's 14th move). (2) Overprotect the key point (see White's 12th and 16th moves). (3) Do not divert your attack prematurely. (see White's 12th and 16th moves). (4) After the pawns are gone the key point must be occupied by pieces (see White's 18th move).

*#6. The leitmotif of correct strategy is the overprotection of the center, with, further, a systematically carried out centralization of our forces. Wing attack must be met by play in the center.*

In the very characteristic game which has just been quoted we saw how the diversion of the attack from the center to a wing, and, what is in principle the equivalent, the disregard of the central key points, led to some curious situations. This "diversion" sometimes appears also in the games of masters. We need only remind the reader of Game No. 22, Oppenensky - Nimzowitsch, which in the position shown in Diagram 123 there occurred the following moves: 13.Ne2? Nh5 14.Qd2 g6 15.g4 Ng7 16.Ng3 c6! The diversion of the Knight, now completed has so altered the situation that Black, though much cramped on the Queenside, can venture to proceed to the attack!

Centralization is ever characteristic of master play. Oppenensky was of course no exception. Alekhine made use of this strategy with special predilection, and this (with play against enemy squares of a particular color) formed the leitmotif of all of his games. Even when the knife seemed actually to be at his King's throat in a Kingside attack, he always found time to mass troops in the center. A typical example is furnished by the game Nimzowitsch - Alekhine, Semmering, 1926, in which after the moves 1.e4 Nf6 2.Nc3 d5 3.e5 Nd7 4.f4 e6 5.Ne2 c5 6.g3 Ng6 7.Bg2 Be7 8.0-0 0-0 9.d3 Nb6, he got into some trouble by having omitted 9...f6. There followed 10.Ne2 d4 11.g4 (the beginning of a violent attack) 11...f6 12.exf6 gxsf6 (otherwise the centralization of the Knight by Ng3-e4 would follow), 13.Ng3 Nd5! 14.Qe2 Bd6! 15.Nh4 (see Diagram 124) 15...Nce7! 16.Bd2 Qc7 17.Qf2, and now the inner strength of the centralized



#123 White commits the error of maneuvering the Ng3 to the Kingside



#124 Nimzowitsch-Alekhine  
Semmering, 1926

structure of Black's position was made clear by the surprising continuation 17...c4! 18.dxc4 Nxe3! and Alekhine had equalized the game.



#125  
Yates-Nimzowitsch  
Semmering, 1926

Possessing the e-file, the d4 pawn, and the centralized Qxd5 sharp

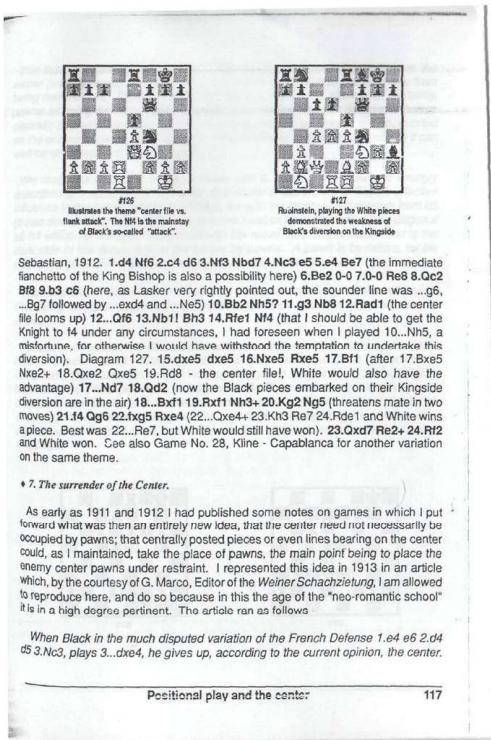
Black's position as very centralized

I too, both theoretically and in practice, am absolutely on the side of centralization. Examine my game against Yates (Semmering, 1926), in which I had the Black pieces. 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.exd5 exd5 5.Bd3 Ne7 6.Nge2 0-0 7.0-0 Bg4 8.f3 Bh5 9.Nf4 Bg6 10.Nc2 Bd6 11.Qe1 (here 11.Bxg6 followed by 12.Nc3 would have been in the spirit of centralization, and the squares c5 and e5 would have been kept under perpetual observation) 11...c5! 12.dxe5 Bxe5+ 13.Kh1 Nbc6 14.Bd2 Re6 15.Nxg6 hxg6! (creates a central point at f5) 16.Qd4 (the normal development of things would have been 16.Qh4 Nf5 17.Qxd8 Raxd8 and Black has a slight advantage in the ending) 16...Nf5 17.c3 d4! 18.c4 Qb6 19.Rf3 Bb4 (clean up the central point e5) 20.a3 Bxd2 21.Qxd2 a5 22.Ng1 Re3 23.Qf2 Rae8 24.Rd1

Qb3 25.Rd2 Nd6 26.c5 Nc4! 27.Bxc4 Qxc4 (White's c pawn is weak, the blockading Bd3 has been removed, and the central pressure is more arduous to White than ever) 28.Rc2 Qd5! 29.Rc1 Qe4! (Diagram 125). With this move centralization has been completed. White sacrificed a pawn by 30.f5 in order to defend himself against the ever increasing pressure on the e-file, but lost the ending after 30...Rxf3 31.Qxf3 Qxf5. Further striking examples of centralization will be found in abundance in the games of the masters.

We now proceed to the analysis of play in the center vs. play on a wing. The game Nimzowitsch-Alekhine, just given, furnishes an example of how such a struggle usually proceeds. The "central" player always has the better prospects, especially in the frequently recurring positions which we are about to outline. One side has undertaken a diversion against his opponent's Kingside which in itself promises a reward. All would be in the most perfect order, but that (there's always a "but") his opponent holds an open center file, and with astounding regularity the flank attack is shipwrecked on this rock.

We will first note (see Diagram 126) the plan of such a situation. In the position shown Black's attack must always fail, because his Rooks are under the unpleasant obligation to guard their base (here their first and second ranks) against an inroad of the White Rooks which are all ready for the adventure. In addition, e5 is insufficiently protected, and this again is not accidental, since the White Nf3 is centralized in harmony with the rest of the White structure. As the whole matter is of extraordinary importance to an understanding of the spirit of the dogma of the center, we will illustrate it by a complete game; Rubinstein-Nimzowitsch, San



*This view seems to me to rest upon an incomplete grasp, in fact a misconception, of what the center really is. In what follows the attempt will be made, (1) to show that this view is based on a prejudice, (2) to set out its historical development.*

*First the definition of the concept "center." Here we have simply to abide by the meaning of the word. The center consists of the squares in the middle of the board, SQUARES, not pawns. This is a fundamental and must never under any circumstances be forgotten.*

*The importance of the center, the complex of squares in the middle of the board, as a base for further operations, is beyond question. A note of Dr. Emanuel Lasker's to a game is worth remembering. "White," he wrote, "does not stand well enough in the center to undertake an operation on the wing." This is finely conceived, and at the same time illustrates the close relationship between center and the wings, the center being the dominating principle, the wings subordinate to it.*

*That the control of the center is of great significance, is, other considerations apart, clear from one thing, that if we have built up our game in the center, we have from then on the possibility of exercising influence on both wings at the same time, and of embarking on a diversion should opportunity offer. Without healthy conditions in the center, a healthy position is definitely unthinkable.*

*We spoke of control of the center. What are we to understand by this? How is this conditioned?*

*Current opinion holds that the center should be occupied by pawns. e4 and d4 (for Black c5 and d5) is the ideal, but in fact the presence of one of these two presumes occupation of the center, provided the corresponding enemy pawn is lacking.*

*But is this really the case? Is the d4 pawn, after the moves 1.e4 e6 2.d4 d5 3.Nc3 dx4 justified in speaking of a conquest of the center?*

*If in a battle, I seize a bit of debatable land with a handful of soldiers, without having done anything to prevent an enemy bombardment of the position, would it ever occur to me to speak of a conquest of the terrain in question? Obviously not. Then why should I do so in chess?*

*It dawns upon us then, that control of the center depends not on a mere occupation, (placing of pawns), but rather on our general effectiveness there, and this is determined by quite other factors.*

*This thought I have formulated thus - With the disappearance of a pawn from the center (as referenced above after 3...dxe4 4.Nxe4) the center is a long way from being surrendered. The true conception of the center is a far wider one. Certainly, pawns as being the most stable, are best suited to building a center, nevertheless centrally posted pieces can perfectly well take their place. Pressure, also, exerted on the enemy center by the long range action of Rooks or Bishops directed on it can well be of corresponding importance.*

*We meet this last case in the variation with 3...axe4. This move, so wrongly described as a surrender of the center, as a matter of fact increases Black's effective influence in the center very considerably, for with the removal of the pawn from d5 (it was also an obstruction!), Black gets a free hand on the d-file and the long diagonal a8-h1 which he will open for himself with the move ...b6. Obstruction! that is the dark side of the occupation of the center by pawns. A pawn is by nature, by his stability, a good center builder, but also, he is also an obstruction.*

*That effective influence in the center is independent of the number of pawns occupying it, appears from many examples and of their abundance we will take one or two.*

*Pieces in the center. (1) Black's pawns at d5 and e6 held in restraint by the White Ne5 and pawn at c3. Diagram 128, a position from the game Nimzowitsch-Levenfish, Carlsbad, 1911. (2) The isolated pawn couple at d5 and e6 rigidly blockaded by White pieces as in Diagram 129. The two cases quoted show us a blockade. But blockade is an elastic term and often slight restraint induced by an annoying Rook whose primary function was to hold up the advance of the enemy center may be the prelude to a complete crippling, which concludes in its mechanical stoppage.*



#128



#129



#130

The cases in which pressure is exerted on the enemy center are without number. In Diagram 130 the course of events will lead either to a blockade with consequent destruction of the e-pawn (for movement is life), or to uncomfortable positions for the defending pawns, which will lead to the downfall of the "lucky possessor" of the center.

All of this teaches us that by counting the heads of the pawns in the center, nothing, literally nothing, is gained. To make mere arithmetic the starting point of a philosophy of the center can only be characterized as a mistaken proceeding. I am sure that in very few years no one will regard 3...dxe4 as a "surrender" of the center, and with the disappearance of such a prepossession, the way will be clear for a new and brilliant development in chess philosophy - and strategy.

A word on the genesis of this prejudice, which is closely bound up with the history of positional play. First came Steinitz, but what he had to say was so unfamiliar, and he himself was so towering a figure, that his "modern principles" could not immediately become popular. There followed Tarrasch who took hold of Steinitz's ideas and served them up diluted to the public taste. And now to consider the application to our case. Steinitz was, we repeat, deep and great, but deepest and greatest in his conception of the center. When in his defense to the Ruy Lopez (...d6) he was able to transmute the enemy e4 pawn which was to all appearances so healthy, into one whose weakness was patent to every eye, this was an unsurpassable achievement. Nothing lay further from his thoughts than a formalistic, arithmetical conception of the center....

For illustrations we would recommend for study before continuing on, illustrative games 25-30 inclusive, (and in particular No.26), which bear on this chapter's theme.

Finally, before the "modern" period, there was the school of Lasker.

He too, like Steinitz, was a master of positional play, but he had a much more lucid and practical conception of the center. He did not believe in the need to make use of that pawn by exchange. He was convinced that it was better to let it stand, as a dynamical resource. This method, which is also called a "center hold", may be very difficult. Take Diagram 131. After 1...e5, the white center is reduced to a pawn on e4, which is under attack. The black knight is at c6, and the white knight is at c3. His idea by this, first, is to keep the pawn on e4, and secondly, to bring the knight to b5, where it would be well placed. On the second point, he writes:

## CHAPTER 11

### THE DOUBLED PAWN AND RESTRAINT

\*1. *The affinity between a "doubled pawn" and restraint; the former should favor the execution of enemy plans for restraint. What does laboring under the disadvantage of a doubled pawn mean? The conception of passive (static) and active (dynamic) weaknesses. When does the dissolution of an enemy doubled pawn seem to be indicated? The real strength of a doubled pawn.*

Restraint is conceivable without the presence of enemy doubled pawns, but a really complete restraint, which extends over large tracts of the board and makes it difficult for the enemy to breathe, is only possible under the disadvantage of a doubled pawn. What do we mean exactly by laboring under this disadvantage? Mainly this, that in the event of an advance in close formation certain paralyzing phenomena may intervene. See for example, Diagram 131. If a White pawn had been at b2 instead of c2 the advance d4-d5, followed by c4, b4, and c5 would have been possible. In the diagrammed position, however there is no b pawn and therefore any attempt of a transference of attack (see Chapter on the "Pawn Chain") will be in vain. On d4-d5 and c4 the answer would be ...b6, and the further advance c5 we had planned is shown to be impossible of execution. What we have just learned about the chief weakness of compact (easily defensible) doubled pawns (which we would class as active, or dynamic, weaknesses) enables us to formulate this rule, that it pays to incite the possessor of a pawn mass whose attacking value is lessened by the presence of doubled pawns to an advance. Acting in this spirit Black in the case under consideration should, if White has played d4, try to induce his opponent to continue his action in the center. As long as he can stop at d4, the defect of the doubled pawn will not be in great evidence. It is only in the advance that the weakness will appear.

We must differentiate an active and a passive (static) weakness. The latter is, in contrast to that in our last example, revealed when we send our own pawns forward in a storming party against the doubled pawn. Let us imagine in Diagram 131 that the White d-pawn is at d5 instead of c3, the White King at g1, and White Rook at e2. Black's King at f8 and Rook c8. Here the static weakness of the doubled pawn is great, for after 1...c6 2.dxc6 Rfxc6, or 1...c6 2.c4 cxd5 3.cxd5 Rf3, followed by ...Rg3, Black will in either case get the advantage. The rule therefore is: Given a passive weakness in a doubled pawn an advance against this pawn is indicated, whereby the dissolution or undoubling of the enemy pawn need cause us no fear.



The evil is in fact only half dissipated. Part of the weakness has been gotten rid of, but for what remains behind the player has to suffer more intense remorse.

Let us now turn to Diagram 132. Black, the author of this book, allowed his opponent (E. Cohn) to take the initiative in the hope that the resulting play would in the end lead to a simplification, after which in the ending it could not be very difficult to take advantage of the doubled pawn. The game proceeded: 16...Qd7 17.Qe1 Ng6 18.Bd3 Bf6 19.Qf2 Be5 (Black relies on the solid strength of the point e5) 20.Rc2 Rf8 21.Kh1 b6 22.Qf3 Ra8 23.Rc12 Nh8 24.Qh5 c6 25.g4 16. And now Cohn let himself be carried away by the idea of an interesting attack, which in the end only resulted in the simplification of the game, and the exposure of the hopelessness of his pawn position (e3, e4). He played 26.c5 and after 26...Bxf4 27.Rxh4 dx5 28.Bc4+ Nf7 29.g5 Re5 30.Rf1 Rxh5 31.exf5 the win could be forced by 31...Kh8, for the answer to 32.g6 would have been 32...Nh6, and to 32.Bx7 it would be 32...Qx7 33.g6 Qd5+ followed by h6. Black was therefore right in choosing a waiting strategy for the wing attack must fall against the center file, with Black's strong point, e5, and the endgame is hopeless for White. Although the waiting strategy was correct, the advance was also possible, for White's e3 and e4 pawns constitute a static weakness. This advance could be executed somewhat as follows 16...Nd7 (instead of 16...Qd7) 17.Bf3 Nf6 18.Qc2 c6! He "sacrifices" the d-pawn in order at once to get the White e4 pawn. After 19.Rcd1 Qe7 we get our "exchange of pawns" and then White's e3 pawn can be bombarded in comfort:

The full rule, therefore runs: To isolated doubled pawns, and to "compact" doubled pawns, or those which are advancing, the "question" should be put (attacked by pawns). An enemy doubled pawn complex which has not started its advance, should, before the "question" is put to it, first be invited to action.

\* 1a. *The one real strength of the doubled pawn.*

As we have seen, a pawn mass which is afflicted with a doubled pawn has in it a certain latent weakness, which makes itself felt when the time comes to make use of that mass by advancing it. We characterize this as we have said, as a dynamic weakness. This mass if at rest, holding its configuration, may be very strong. Turn back to Diagram 131. After White has played d4, a position is reached out of which he can be driven only with the greatest trouble. We mean by this that Black hardly possesses the positional means to be able to force his opponent to a decision to play dx5 or d5. On the other hand this would be much easier if White's pawn were

at b2 instead of c2. The doubled pawn in fact makes holding out easier. Why this should be true it is difficult to explain. Perhaps it is due to an equalizing act of justice, an attempt to compensate for dynamic weakness by static strength. It may be perhaps that the b-file enters into the question. At any rate experience has shown that the doubled c-pawn does favor holding out.

In this tenacity we see the one real strength of the doubled pawn. See my game against Haakanson in the next section and further those against Rosselli and Johner (illustrative games Nos. 34 and 35).

\* 2. *The most familiar doubled pawn complexes (for short double-complexes) are passed in review. The double complex as an instrument of attack.*

See again Diagram 131. The strongest formation for White is the one reached after he has played d4. This formation should be preserved for as long as possible. After d5, however, White's weakness will make itself felt, so that it is a strategic necessity for Black to force White to this move, and if possible without the aid of c5. For after ...c5, d5 the possibility of putting the question by ...c6 will have gone, and also the chance of occupying the point c5 with a Knight.

In the same position (Diagram 131) many players, having Black, make the mistake of letting loose at once with ...d5, a course which runs counter to our rule, according to which an enemy double complex must first be incited to action. Then and only then may the active (dynamic) weakness of the doubled complex be exploited.

We shall now give some examples which will illustrate the struggle between a defense which is trying to hold out in its position and an attacking force which is seeking to force a decision. First, one in which the detaining party (in this case White) by one careless move throws away all of the trumps in his hand.

Haakanson-Nimzowitsch, 1921. 1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Bg5 h6 5.Bxf6 Qxf6 6.e4 Bb7 7.Nc3 Bb4 8.Qd3 Bxc3+ 9.bxc3 d6 (and now after ...e5 the double complex we have been discussing will have arisen) 10.Qe3 Nd7 11.Bd3 e5 12.0-0 0-0 13.a4 a5 14.Ne1 White stood well, for it is improbable that Black would have been able to force him to a decision (d5). The better plan was 14.Nd2 followed by 15.I3. This would have given the somewhat exposed Qe3 a retreat at f2. There followed 14...Rae8 15.f3 Qe6f1 and now White should have gritted his teeth and played 16.d5, but instead he played 16.Nc2 and after 16...exd4! 17.cxd4 f5! 18.d5 Qe5 19.Qd4 Nc5 20.Rad1 fxe4 21.fxe4 Nxd3 22.Rxd3 Qxe4 lost a pawn and with it the game.

The next example is of much heavier metal and is taken from the game Janowsky-Nimzowitsch, Petrograd, 1914. 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 b6



#133 Janowsky-Nimzowitsch Black  
on the move fights against White's  
effort to maintain his pawn position

5.Bd3 Bb7 6.Nf3 Bxc3+ 7.bxc3 d6 8.Qc2 Nbd7 9.e4  
e5 10.0-0 0-0 11.Bg5 h6 12.Bd2 Re8 13.Rae1  
(Diagram 133) How can Black force White to take action  
in the center? 13...Nh7 Another possibility was: 13...Nf8  
14.h3 Ng6 15.Nh2 Re7! and if now 16.e4 exf4 17.Bxf4  
Qe8 and White has no way of comfortably defending the  
e4 pawn. 14.h3 Nh8 15.Nh2 Ne6! 16.Be3 (holding  
on!) 16...c5 (he sees no other way of breaking his  
opponent's obstinacy) 17.d5 Nf4! 18.Be2 Nf8 and the  
weakness of c4 and Black's possession of the point f4  
offer him chances of attack on both wings.

Since, as we have seen, it is often very difficult to  
induce an opponent who is hanging on to his "crouching" position to take action in  
our sense, it is obvious that we ought only to bring about an enemy double complex  
if it seems likely that we shall succeed in forcing him out of it. In this connection the  
following opening will be found extremely instructive.



#134  
Nimzowitsch-Roselli  
While the player is frontally facing  
about 1.Bxd5, finds a double  
complex in Black's position, as he  
recognizes the impossibility of  
inducing him to advance his d-pawn,  
for in reply to e4, Black would simply  
leave the pawn at d5

Nimzowitsch-Roselli, Baden-Baden, 1925. After the  
moves 1.Nf3 d5 2.b3 c5 3.e3 Nc6 4.Bb2 Bg4? 5.h3!  
Bxh3 6.Qxf3 e5 7.Bb5 Qd6 (see Diagram 134). White  
could here give his opponent a doubled pawn by  
8.Bxc6+ bxc6 9.e4. But what would he have gained?  
How can Black be forced into playing ...d4? White  
played 8.e4 renouncing the idea for the time being.  
8...d4 but now with the advance ...d4 already made, the  
doubled complex is highly desirable for White to force.  
To this end White played 9.Na3 (threatening 10.Nc4  
Qc7 11.Bxc6+ bxc6), and the game proceeded: 9...f6!  
10.Nc4 Qd7 11.Qh5+ g6 12.Qf3 Qc7 (12...0-0-0  
13.Na5 Ng7 14.Qxf6 13.Qg4, and the diagonal c8-h3  
soon led to Black's resigning himself to the doubled  
pawn in order to be rid of other unpleasantness. For the  
entire game see Illustrative game No. 34.

If saddled with a double complex, the player has to take into account the fact that  
its mobility is very limited, and therefore must suit his moves to the occasion, artfully  
formulated to bear on both sides. What is meant by this will appear from the following  
examples.

Nimzowitsch-Samisch, Dresden 1926. After the moves 1.c4 e5 2.Nc3 Nf6 3.Nf3  
Nc6 4.e4 Bb4 5.d3 d6 6.g3 Bg4 7.Bc2 h6 8.Bb3 Bxc3+ 9.bxc3 Qd7. White was  
fully conscious of the dynamic weakness of his double complex, and accordingly he

made his plan to let the d-pawn persist at d3 or at most d4. Observe the artful little moves of the White pieces, which suit the conditions created by the pawn configuration in the center. With small working capital (and the slight mobility of White's pawns is analogous to this), the greatest "economy" is necessary. The continuation was 10.Qc2! O-O 11.Qd2! If he had at once played 10.Qc2? the answer would have been 10...O-O-O, and the White Queen would have been very awkwardly placed at d2. After 10.Qc2? the answer 10...O-O-O would have been met by 11.O-O followed by Rb1 and White would have had a fine ensemble, the Qc2 being not the least contributing factor, 11...Nf7 12.h3! Bxh3 (12...Bxh3, but White with the Bishops is better) 13.Ng1 Bg4 14.f3 Be6 15.d4 and White won a piece and the game.

We have now submitted the doubled pawn complex to a very searching analysis. Viewed in the light of this analysis many incidents of daily occurrence appear under a new aspect. In the position in Diagram 135, reached after the moves 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Bb4 5.O-O d6 7.Bg5 Bxc3 8.bxc3 Qe7 9.Rf1 Nd5 10.d4, White is said to have the attacking position in the center. This is not true in my view. It would be true if a White pawn were at b2 instead of c2. As it is, the apparently attacking purpose of the d4 pawn has only the deep purpose of hiding the weakness in his own camp, namely the doubled pawns. Once d5 has taken place this (dynamic) weakness would be evident. Therefore the pawn configuration we have in Diagram 135 will be regarded by one who follows the rules as a "crouching" position. The game proceeded 10...Ne5 11.Bc1 d5 (11...c5 was correct here). After 12.Qd5 dxe5 13.Nxe5 Nc7 12.Qd1 Re8 13.g3 Qc7 14.Nh4 (and White intends to play 15.f4. So did White have the initiative in the center?) No, the situation is this — since Black at his 11th move did not take the opportunity to bother his opponent, White could, out of his crouching position, build up an attack, but originally it was in fact such a position. The continuation was: (we are following the excellent game Spielmann-Rubinstein, Carlsbad, 1911) 14...d5 15.f4 exf4 16.g5 Ne4 17.gxf4 f5 18.exf6 e.p. Nxf6 19.f5 Nh3 20.Qg3 and Spielmann won in brilliant style 20...Qf7 21.Bd3 Bxf7 22.Bf4 Re9 23.Bf5 e5 24.Kh1 c4 25.Bc2 Bf6 26.Qh4 Nbd7 27.Bf3 Re7 28.Re2 Rf8 29.Rg1 Qe8 30.Re2 Rff7 31.Qh6! Kf8 32.Ng6+. Breaking through brilliantly 32...Nxg6 33.Qh8+ Ng8 34.Bd6. Black, hemmed in and pinned all over, has nothing left to oppose an invasion at g8 via the q-file. 34...Qd8 35.Rxg6 Ndf6 36.Rxf6 Rxh6 37.Rxg7# and Black resigned.

We now pass to a consideration of the next species of double complex. See Diagrams 136a and 136b. These positions are very similar, the White center pawn



White's attacking position in the center has here helped conceal his own serious weaknesses (c2 and d5). His position must therefore be regarded as a "crouching" one.