

## **Mark Lowery's Exciting World of Chess**

**<http://chess.markalowery.net/>**

### **Advanced Lessons**

**\* \* \* \* \***

## **Introduction to Attacking**

### **Part 1-Basic Aspects**

**by Mark Lowery**

Attacking and checking the opposing King "is one of the most exciting parts of chess, but it is also one of the hardest to play accurately." Art of Attack in Chess by Vladimir Vucovi is the source of quotes and some material used]. The direct immediate attack on a King constitutes a threat of the King possibly being captured. A King, though, is never actually captured and removed from the chessboard.

The term, threat, usually is used in chess in a broader manner than the term, check. That is to say, a threat generally is an "attack in its widest sense", and represents any action on the chessboard that in some way interferes with the opposing player's chance of winning the game. However, to some a more precise way to approach learning chess is to make a distinction between attacks and threats, by viewing attacking "in its narrower sense...an action involving a direct or indirect threat to the opponent's [K]ing." I do not subscribe to the narrower view and use the term "attack" in the broader sense focusing the distinction where it is more commonly done...threats and attacks (broadly viewed) vs. checks (more narrow view-threats and attacks on an opposing King).

"Action is the essential basis on which the game of chess is founded and any action which contains a threat...stands out as a prominent feature of the game." Action must occur before, and for the purpose of, checkmating a King; or else the fighting units sit on the board ready, waiting, bored, forlorn, and itching to jump into the fray to engage the enemy.

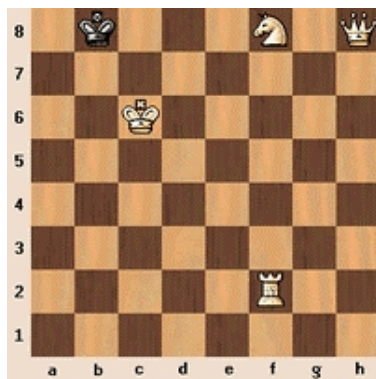
Attacks against a King may be grouped into four primary categories [in Art of Attack in Chess three categories are utilized. I have added the second category below - Hidden Attacks - as a separate category; Mr. Vucovi subsumes these attacks (also called concealed attacks) into the first category below...Latent Attacks]. The first three categories more broadly apply equally for threats and attacks against all other pieces and pawns as well, not just the opposing King.

1. Latent attacks arising from the position of pieces and pawns on the chessboard that have the possibility (the potential) to directly attack the opposing King (check) although the piece or pawn is not doing so at the particular moment in the game.
2. Hidden attacks, which are direct attacks on the opposing King by one or more pieces and/or pawns of the player which themselves take no immediate active role in developing the attack (i.e. they are relatively sitting passively on the board and because another piece or pawn is moved, it then attacks the opposing King directly). This category covers discovered checks and discovered checkmates.

3. Immediate, direct attacks on the opposing King (checks and double checks), are usually accompanied by an unavoidable loss of one or more of the opposing player's fighting units (the material) and/or "spoiling" the opposing player's position, because the opposing player must do so in order to "stave off this threat." [the second type of attack in the framework set forth in Art of Attack in Chess]

4. Mating attacks, which are a series of moves and/or pawn advances designed to bring a player's fighting units into a series of "uncompromising" moves and/or pawn advances which force the opposing King onto an inescapable square where the opposing King may be put into checkmate. ["the third and highest degree of attack" in the framework set forth in Art of Attack in Chess]

Examine the following board position. Identify what types of attacks exist relative to the Black King.



Answer: White's Queen, Rook, and Knight, all have attacks possible on the Black King which easily lead to mate.

The White Queen has two latent attacks possible - Qe5+ and Qb2+ and one hidden attack possible if the Knight is moved so as to take advantage of the Knight's one latent attack - Nd7+. The White Knight's latent attack move would result in a combined double attack (double check) on the Black King through the hidden attack (discovered check) from White's Queen at h8. The White Rook has one latent attack possible - Rb2+. There are many, many mating attacks possible. Provided below are just 21 of the possible mates in three moves or less. There are a total of 46 "first" moves by White that can lead to mate in three or less [11 lead to mate in two and 35 lead to mate in three, and some of them lead off with the White King moving]!!! For most of the first moves by White that can lead to mate in three moves or less, there are then multiple mating attack possibilities from the position after White makes the first move so the total of mating attacks greatly exceeds 46.

1. Qa1 Kc8 2. Qa8#

1. Qa1 Kc8 2. Rd2 Kb8 3. Rd8#

1. Qa1 Kc8 2. Ne6 Kb8 3. Rf8#

1. Qe5+ Kc8 2. Qc7#  
 1. Qe5+ Ka8 2. Ra2#  
 1. Qe5+ Ka8 2. Qe1+ Ka7 3. Ra2#  
 1. Qe5+ Ka8 2. Nd7 Ka7 3. Qa5#  
 1. Qe5+ Ka8 2. Nd7 Ka7 3. Ra2#  
 1. Qe5+ Ka7 2. Qe7+ Ka8 3. Qb7#  
 1. Qe5+ Ka7 2. Qe7+ Ka6 3. Ra2#  
 1. Qb2+ Ka8 2. Qa7#  
 1. Qb2+ Kc8 2. Qb7# Kd8 3. Qd7#  
 1. Nd7+ (double attack/double check) Ka7 2. Ra2#  
 1. Nd7+ (double attack/double check) Ka7 2. Qa1#  
 1. Nd7+ (double attack/double check) Ka7 2. Qb8+ Ka6 2. Qa6#  
 1. Nd7+ (double attack/double check) Ka7 2. Qb8+ Ka6 2. Ra2#  
 1. Rb2+ Kc8 2. Ne6# (hidden attack/discovered checkmate)  
 1. Rb2+ Kc8 2. Nd7# (hidden attack/discovered checkmate)  
 1. Rb2+ Ka7 2. Rb7+ Ka8 3. Nd7#  
 1. Ra2 Kc8 2. Ne6# (hidden attack/discovered checkmate)  
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In addition to the four categories above, attacking the King may be viewed within the framework of a special King-Rook move called castling or the castle move...a one-time unique optional move available to each player to shield their respective Kings in a protective defensive position either to the Kingside or the Queenside of the chessboard. That is to say:

\* "Attack before castling, i.e. against the [K]ing which has not yet castled, and"

\* "Attack against the castled [K]ing."

"Attack can also be divided on the basis of so-called mating patterns; of focalpoints, of basic formations of pieces, files, ranks, and diagonals, of basic sacrifices, as well as by the stage which the attack has reached. These divisions according to spatial, material, and temporal aspects of an attack" are useful to arrange concepts and principles in a fashion designed "to reveal the part played by each factor."

What does it mean when it says "spatial, material, and temporal aspects"?

Spatial aspect refers to the "space" (that is to say, how many squares) that a player controls, and where, on the board. In its simplest expression in a game of chess, the "spatial" aspect may be viewed by visually "splitting" the board into two sections by an imaginary horizontal line through the center. The squares on each player's side of that line are the squares in that player's "space".

Material aspect refers to the material advantage versus material disadvantage that the players have with their respective pieces and pawns on the board.

Temporal aspect refers to the "tempo" or "tempi" in a game, that is to say which player "has the move". This does not necessarily mean who has the next move, but frequently it may mean this too.

Rather it focuses on which player has the ability to make one or more pawn advance(s) and/or piece move(s) that forces the other player to make one or more pawn advance(s) or piece move(s) that are "bad". This should be viewed from the perspective of interrupting the other player's game plan (i.e., his or her own in-progress attack, defense, or counterattack), or forces a mating attack on the other player. This often is seen in advance(s) or move(s) that represent a retreat or rushing to create a defensive line or position, or forcing the other player to advance pawn(s) and/or move piece(s) without usually being able to recover through a counterattack. One example of a such a tactic is the "luring move", where a player's piece or pawn is drawn to a bad square where it is subject to be taken in an advantageous attack or entombed (effectively immobilized on the board).

The above factors are central, integral components for checking and checkmating, and indeed also for reaching one of the alternative objectives in chess: draw or stalemate (the alternative objectives are discussed later in this tutorial).

To be continued in Part 2

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## **Introduction to Attacking - Part 2 Focal Point attack**

**by Mark Lowery**

In this second part on attacking, we concentrate our focus on basics of attacking the King. We will leave to a later part the use of tactical and strategic play involving threats and attacks on other pieces and pawns that do not immediately yield direct attacks on the King, as well as setting the King up for a later "hidden" mating attack and mating net. In part one, four different types of attacks were covered: latent attacks, hidden attacks, direct attacks, and mating attacks yielding mating nets (also called mating patterns). Near the end of part one, brief mention was made of attacking with a view toward a focal point (also called focal point).

A focal point is the square from which a piece (other than the King or a Knight) mates from "close quarters" (Art of Attack in Chess at 10). Requiring mate from "close quarters" – used to mean a mate effectuated from a square adjacent to, or one square away from, the mating square upon which the opposing King is checkmated - excludes checkmates which occur from a farther distance away from the opposing King, by the Queen, Rook, or Bishop. Requiring mate from "close quarters" naturally excludes mating by a Knight, because it never mates from "close quarters" within the definition. Also, by specifically limiting mates from a focal point to three of the pieces (Queen, Rook, and Bishop), the definition specifically excludes mates effectuated by pawns which always occur from an adjacent square. Within the framework constructed around this definition, certain basic tactical and strategic points become central tenants.

First, absent positional superiority coupled with sufficient material with adequate maneuverability and strength in the area of the focal point or able to be brought to bear upon it, a player will find that a mating attack launched against the opposing King will fail absent a blunder by the opposing player. Reasons for this cover a range of considerations on the board. For example, the opposing player is able to maneuver in time (regain temporal parity or even seize temporal advantage away from the player launching the mating net) to interpose a piece or pawn gaining control over the focal point square, able to provide a direct defense against the mating net. Or, the opposing player is able to launch a counterattack or has counterplay that either negates successfully implementation and/or completion of the planned mating net.

From these considerations, you should readily deduce then that a player must have temporal advantage, in addition to positional superiority and sufficient material, in order to successfully implement the mating attack and close the mating net.

Second, implementing a successful mating attack and closing the mating net based on a focal point more often than not involves consideration of several tactical and strategic concepts.

**Four prime ones are:**

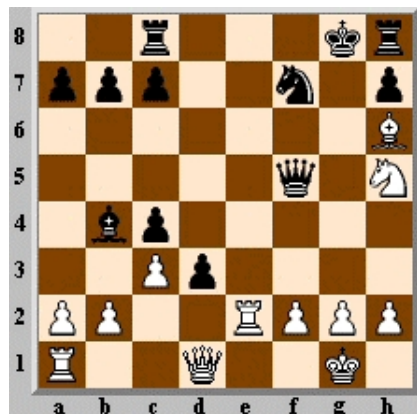
- \*---Sacrifice (including clearance sacrifice),**
- \*---Luring (either the opposing King or other piece(s) and/or pawn(s) to bad squares).**
- \*---Pulling or forcing the King to one or more bad squares; and**
- \*---Spatial Control.**

Included in the above are subsidiary aspects including entombment, opening files, control of open file or files, centralization, and center control. These aspects will not be covered separately in depth here. They may be studied or reviewed at my website, appropriate to the reader's desires.

Third, there are **four "mistakes" concerning mating nets** upon which they falter and run aground in disappointment:

- 1. The player fails to perceive that he or she can neither prevent the opposing King from fleeing nor drive the opposing King into a mating net, which often usually leads to perpetually check when this occurs late in a game.**
- 2. The player is seeking to implement a mating net based on typical mating attacks, overlooking an available "atypical" mating attack.**
- 3. The player see the possible mating patterns, but fails either to appreciate that they are cancelled out** either by the King being able to flee from their snare or the possibility of a direct defense being interposed by the opposing player, and fails to plan for and implement one or more new mating patterns which might crop up as a result.
- 4. Mistake in the selection of the focal point** the player failing to realize he or she cannot adequate cover and control the focal point or clear it of a direct defense already controlling it or which the opposing player might be able to gain over the focal point before the mating net is successfully closed.

Let us look at some examples to further develop the sense of the concept of focal point. Look at the following board (on next page). Black has chosen to leave the Bishop at b4 *en prise* and instead advanced d3 to attack White's Rook at e2. At first blush, seems perhaps a logical choice...one perhaps many players would employ while playing. However, Black has failed to consider a devastating mating attack and the closing of a quick mating net available to White, but one which does not center on a focal point. White to move and mate in 3.



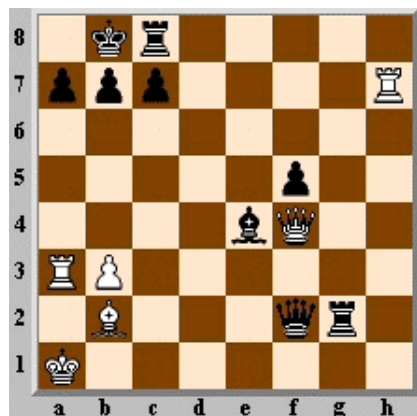
Basic issues in the starting board position above should be noted. Black's King castled to the Kingside is entombed by White's Bishop and Knight in the h file (at h6 and h5 respectively), and the open g file is a killer primed to be exploited by White (a quick saying to remember is that "open files more often than not are killers"). Their positions give White overwhelming positional superiority because of spatial control limiting the Black's King mobility. The mating attack and net employs two of the prime concepts stated above:

**sacrifice (actually a double sacrifice of two major pieces) including a clearance sacrifice; the later lures Black's primary defender to a bad square. The mating attack and net line is:**

1.Re8+ (sacrifice) 1...Rxe8 2.Qg4+ (the second sacrifice, constituting a double attack on Black's King and Black's Queen, which serves as a clearance sacrifice luring Black's Queen to a bad square from its defensive position) 2...Qxg4 (if instead White does its only other possible move, a blocking move with the Knight to g5, then White simply loses the Queen) 3.Nf6#

The example above is shown to establish that the principles stated above are equally important and applicable to non-focal point mates, as they are to focal point mates.

Now, let us **shift to a focal point checkmate. White to move and mate in 4.**



1.Qxc7+ (sacrifice & pull Black Rook to bad square/away from defending Black King) 1...Rxc7  
2.Rh1+ (attack & check Black King to pull Black Rook back to defending the Black King by blocking; but, c8 is now a bad square for the Black Rook) 2...Rc8 3.Be5+ (force Black King to mating square [a8] & away from defending Black Rook) 3.Rxc8#

The above example certainly on its face was not an "easily spotted" checkmate. It required careful observation and consideration of the positional structure on the board as well as the maneuverability of the White pieces in combination and lack of mobility of Black's pieces to defend the Black King. In order to appreciate having the temporal advantage with which to successfully launch a mating attack and close a mating net, one must be able to spot positional and material weaknesses of the opponent. That is not an easy task when confronted with more complex positions, as it is when a position has been greatly simplified in an endgame where the result is easy to see because there are few piece(s) and/or pawn(s) left on the board with which the player must contend and consider.

Lesson to be continued in Part 3.



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## Introduction to Attacking - Part 3 Focal Point attack with en prise and Zwischenzug by Mark Lowery

We conclude this introduction to attacking with a continued focus upon mating at a focal point, but step up a notch by applying additional tactical and strategic principles: en prise and Zwischenzug. After White's 27th move in one of my games where I was playing Black, the position is shown in following board. White just played Rc1 creating a pin opposition against Black's Rook and Queen.



Some quick observations:

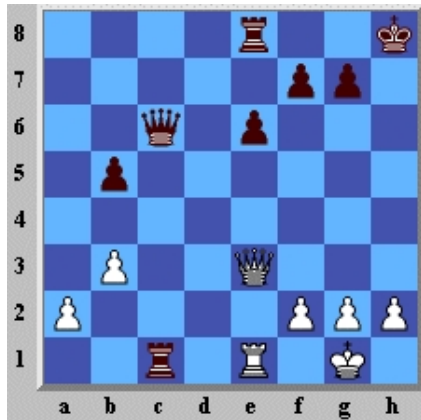
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\*White has a pawn advantage with connected pawns in the pawn chain at a2 & b3. White previously opened the h file against Black, and the c and d files also are opened.

\*White has not yet done "luft" as a defensive maneuver to protect White's King against a back rank mate. "**Luft**" is advancing a pawn in the three pawn defensive front line (usually in either of the two outermost files) in front of a King castled to the Kingside...in this case, either the g or h pawn to give the castled White King an escape square if a check occurs on the bank rank.

Now let us examine how Black employs several tactical and strategic principles to checkmate White at a focal point. Look at the position in the board above again. Try to determine which square on the board Black settles upon for the focal point to win the game. When you settle on the square you choose for the focal point, then proceed below to see what Black did and why.

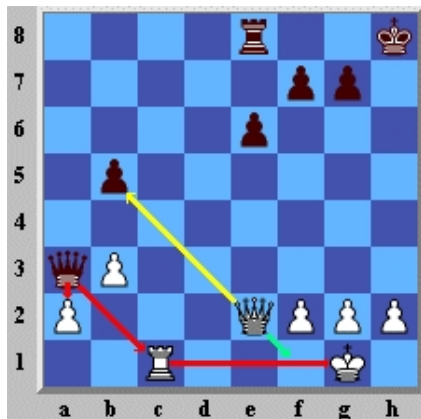
27...Rxc1 {force a Rook trade to lure White's second Rook away from close proximity defense of the White King}



28.Rxc1 Qa6 {threaten capture of White's pawn at a2}

29.Qe2 {defends White's pawn at a2, attacks and pins Black's pawn at b5, and opens a latent attack for White against Black's King along the e2 to h5 diagonal}

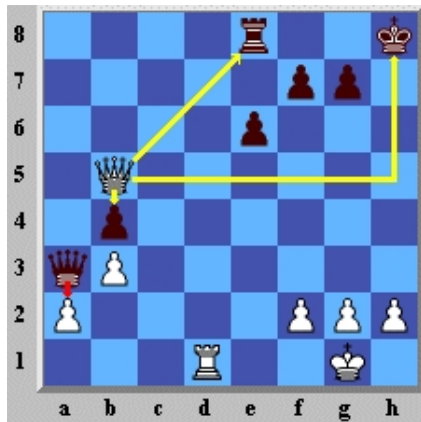
29...Qa3 {Black leaves the pawn at b5 en prise available for White to capture it, but retains attacking pressure on White's pawn at e3 and puts attacking pressure on White's Rook at c1 with the additional threat of checking White's King trapped on the back rank, which would force White's Queen to move to f1 to block the check and enabling Black to trade Queens (Qxf1 Kxf1) leaving Black with overwhelming material advantage, a Rook! Black could then block White's King into the Kingside by positioning the Rook at d2 for control of the d file, allowing Black's King to have free maneuverability across d1 to proceed to the a and b files to defend against advancement of White's a and b pawns toward pawn promotion and to capture them. }



30.Rd1 { White decides to move the Rook back into a defensive position for protection of White's King and combines it with the opportunity to seize control of the open d file }

30...b4 ! {Black severely cramps the maneuverability of White's connected pawns in the pawn chain at a2-b3, limiting them from having any significant role later in the game. As will be seen, Black's tactical maneuver essentially forces White into wasting tempos and valuable time attempting to break through the pawn blockade trying to gain a two-pawn advantage against Black, while Black proceeds to gain maneuvering toward a focal point mate }

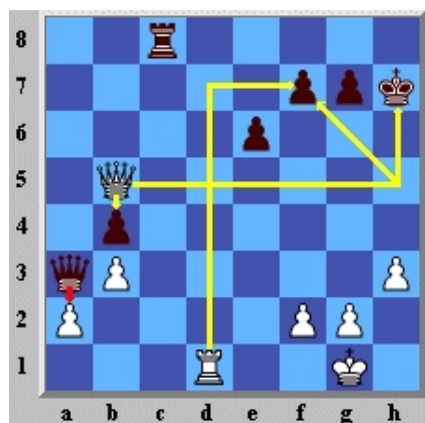
31.Qb5 { White decides to leave White's pawn en prise and counterattacks with a threat against Black's Rook at e1 with additional threat of checking Black's King with capture of Black's Rook, applies attacking pressure on Black's pawn at b4, and develops another latent attack on Black's King along the 5th rank from b5 to h5 }



31...Rc8 {Black does counterplay by seizing control of the open c file, and elevates the attacking pressure against White's back rank aimed toward c1, using double attacking pressure from the Queen along the diagonal from a3 to c1, and from the Rook down the open c file from c8 to c1 }

32.h3 {recognizing the threat, White opts to do luft with White's h pawn (which as will be seen, turns out to be a killer against White)}

32...Kh7 {Zwischenzug! White must have been wondering just what Black's King move accomplished other than setting up White for a mating attack and net aimed at the somewhat vulnerable f7 square }



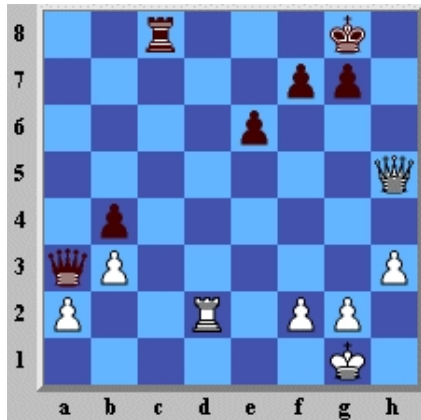
Note: Zwischenzug: a term meaning an "in-between move" - an unexpected reply move interposed during a sequence of expected moves. The importance of Zwischenzug lies in seeking to interfere with what an opposing player expects to see as the "normal" play during the game. This can help to distract the opposing player's attention from what he or she is doing (e.g., pressing an attack, setting up a defensive position, seeking to create a mating pattern and mating net). A timely made Zwischenzug can help a player to seize the initiative back from the opposing player, develop an effective counterattack, develop his or her own mating pattern or mating net to the great surprise of the opposing player who thinks he or she has the game well in hand and on the way to victory (the player snatches victory from the jaws of defeat!), or allow the player to get a draw or a stalemate out of what was a decidedly downturned game which was leading toward a checkmate or resignation. A Zwischenzug can be particularly effective if the opposing player is under significant time pressure, as it may force the opposing player to lose valuable time considering why the player did the Zwischenzug and how to respond to it (the purpose of which might be as simple as causing the opposing player to lose valuable time and perhaps gain an edge toward winning on time!).

However, the opposing player might inadvertently or otherwise throw in a Zwischenzug which snatches victory from him or her, either because the other player can safely ignore it or when the player throws a Zwischenzug back.

33.Qh5+ { White takes what appears to be a great opportunity to attack Black's King, seize control of the open h file, apply attacking pressure aimed at f7, drive Black's King back to entombment at g8, and begin developing toward a mating attack against f7 as a focal point }

33...Kg8 34.Rd2 { White throws what appears to be a Zwischenzug back, instead of Rd7 to apply mating pressure against f7, what one might expect to see White move, smartly White opts for retaining the defense of White's King. Admittedly, White's Rook move was not a "bad" move on its face. First, the move re-defended White's pawn at a2 against Black's Queen attacking pressure.

The move also retained the defense of the c8 square from the attacking pressure from Black's Queen along the a3 to c1 diagonal, coupled with Black's Rook attacking pressure from c8 to c1, because White's Queen now defends along the diagonal h5 to d1 if White's Rook has to be moved back to d1 to block check if Black did Rc1+.



{if instead 34.Rd7 (White opting to seize control of the 7th rank and put attacking pressure against f7, devastation could quickly follow with a White blunder}

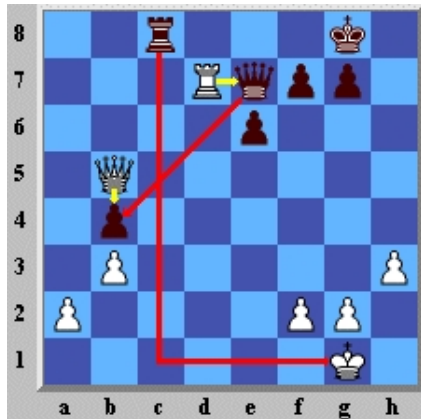
34...Qc1+ 35.Kh2 ?? Qf4+ 36.g3 Qxf2+ 37.Kh1 Rc1+ 38.Qd1 Rxd1+ 39.Rxd1 Qxa2 {and Black will win the game}}

34...Qa7 {not needing to provide defense of Black's pawn at b4 at the moment, Black opts to keep the pressure on White's pawn at a2 while repositioning Black's Queen into a more maneuverable position on the board and provide defense against White seizing control of the 7th rank and applying mating pressure against the vulnerable f7 square, while also pinning White's pawn at the vulnerable f2 square}

35.Qb5 {White attacks Black's pawn at b4, seeing perhaps an opportunity to go two pawns up, while also providing defense for White's King against the attacking pressure aimed at the back rank through the Queen's defense along the diagonal line from b5 to f1}

35...Qe7 {having prepared the Queen by re-positioning it to a7, Black begins his mating attack to develop the mating net, while retaining attacking pressure against c8, and defending Black's pawn at b4}

36.Rd7 {White attacks Black's Queen and seeking to apply attacking pressure against f7, while miscalculating that the attack will allow White to capture Black's pawn at b4 with Black's Queen, and leaves White's King subject to attack along the back rank by Black's Rook (Rc1+)}

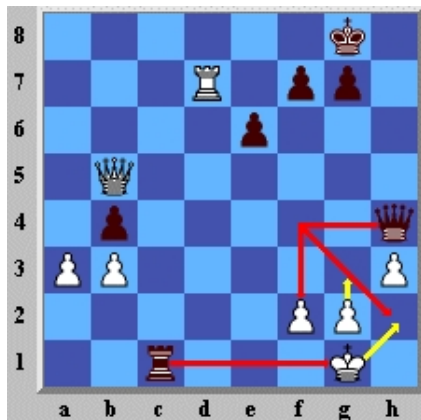


36...Qh4! {Black keeps defense of the pawn at b4, has broken into White's space with Black's Queen, but now on the opposite side of the board, provides a defense for d8 against White moving the Rook to Black's back rank to check Black's King, and applies attacking pressure toward f2! Black's Queen has traveled a great distance on a romp around the board to concentrate on a mating at a focal point. Note that Black could instead have moved Qe8 which would have pinned White's Rook, but this would have lost a tempo and the initiative by allowing White's Queen to move Qb2 to defend the Rook and applying a Queen-Rook battering ram attacking pressure on the 7th rank aimed at f7}

37.a3 {White keeps his focus on Black's pawn at b4, attacking it again perceiving an "unstoppable" attack which would gain the two-pawn advantage that White has been aiming for through several moves. White should have sought to defend the f2 square, which clearly had become Black's focus. Black will either mate in 2 moves or Black will lose the Queen and the game anyway.}

37...Rc1+!!

((if} 37...bxa3? 38.Qa5 {and White would win the pawn back, but Black chooses instead simply to ignore the threat to the pawn. In fact, White either will never capture it or would wind up doing so at great cost and in a futile gesture.}))



38.Kh2

((if} 38.Qf1?? {to block check} 38...Rxf1+ 39.Kxf1 bxa5! 40.Rb7 {to attack White's pawn}  
40...Qb4! {and White will lose the other pawn and will need to give up the Rook too because of  
White's pawn promotion threat}))

38...Qf4+ 39.g3 Qxf2# {White checkmated} 0-1



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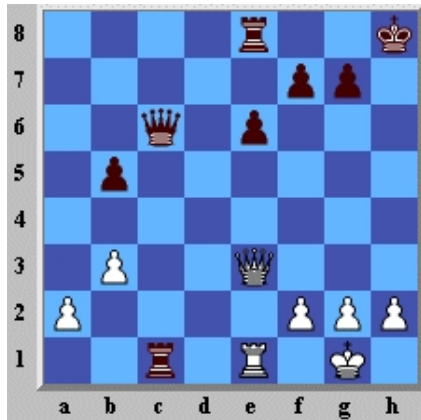
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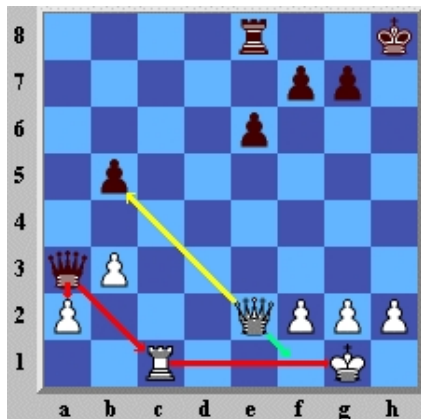
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29.Qe2 {defends White's pawn at a2, attacks and pins Black's pawn at b5, and opens a latent attack for White against Black's King along the e2 to h5 diagonal}

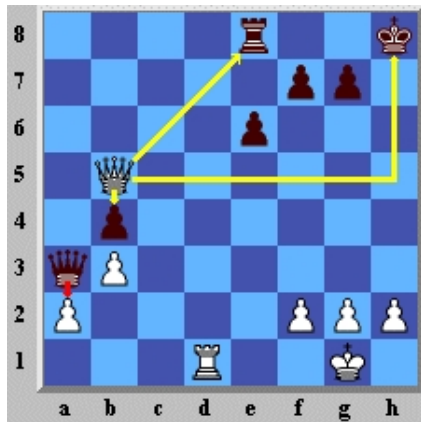
29...Qa3 {Black leaves the pawn at b5 en prise available for White to capture it, but retains attacking pressure on White's pawn at e3 and puts attacking pressure on White's Rook at c1 with the additional threat of checking White's King trapped on the back rank, which would force White's Queen to move to f1 to block the check and enabling Black to trade Queens (Qxf1 Kxf1) leaving Black with overwhelming material advantage, a Rook! Black could then block White's King into the Kingside by positioning the Rook at d2 for control of the d file, allowing Black's King to have free maneuverability across d1 to proceed to the a and b files to defend against advancement of White's a and b pawns toward pawn promotion and to capture them. }



30.Rd1 { White decides to move the Rook back into a defensive position for protection of White's King and combines it with the opportunity to seize control of the open d file }

30...b4 ! {Black severely cramps the maneuverability of White's connected pawns in the pawn chain at a2-b3, limiting them from having any significant role later in the game. As will be seen, Black's tactical maneuver essentially forces White into wasting tempos and valuable time attempting to break through the pawn blockade trying to gain a two-pawn advantage against Black, while Black proceeds to gain maneuvering toward a focal point mate }

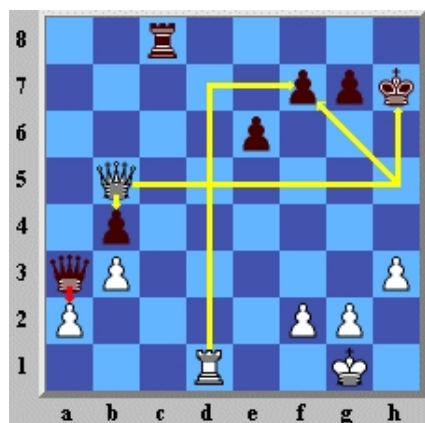
31.Qb5 { White decides to leave White's pawn en prise and counterattacks with a threat against Black's Rook at e1 with additional threat of checking Black's King with capture of Black's Rook, applies attacking pressure on Black's pawn at b4, and develops another latent attack on Black's King along the 5th rank from b5 to h5 }



31...Rc8 {Black does counterplay by seizing control of the open c file, and elevates the attacking pressure against White's back rank aimed toward c1, using double attacking pressure from the Queen along the diagonal from a3 to c1, and from the Rook down the open c file from c8 to c1 }

32.h3 {recognizing the threat, White opts to do luft with White's h pawn (which as will be seen, turns out to be a killer against White)}

32...Kh7 {Zwischenzug! White must have been wondering just what Black's King move accomplished other than setting up White for a mating attack and net aimed at the somewhat vulnerable f7 square }



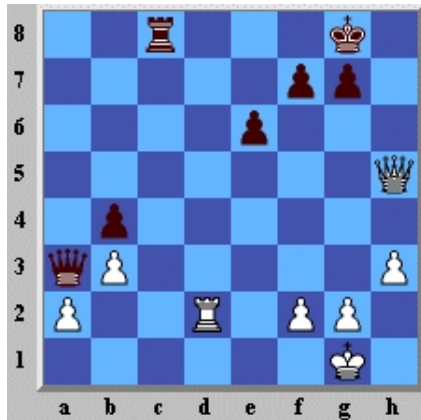
Note: Zwischenzug: a term meaning an "in-between move" - an unexpected reply move interposed during a sequence of expected moves. The importance of Zwischenzug lies in seeking to interfere with what an opposing player expects to see as the "normal" play during the game. This can help to distract the opposing player's attention from what he or she is doing (e.g., pressing an attack, setting up a defensive position, seeking to create a mating pattern and mating net). A timely made Zwischenzug can help a player to seize the initiative back from the opposing player, develop an effective counterattack, develop his or her own mating pattern or mating net to the great surprise of the opposing player who thinks he or she has the game well in hand and on the way to victory (the player snatches victory from the jaws of defeat!), or allow the player to get a draw or a stalemate out of what was a decidedly downturned game which was leading toward a checkmate or resignation. A Zwischenzug can be particularly effective if the opposing player is under significant time pressure, as it may force the opposing player to lose valuable time considering why the player did the Zwischenzug and how to respond to it (the purpose of which might be as simple as causing the opposing player to lose valuable time and perhaps gain an edge toward winning on time!).

However, the opposing player might inadvertently or otherwise throw in a Zwischenzug which snatches victory from him or her, either because the other player can safely ignore it or when the player throws a Zwischenzug back.

33.Qh5+ { White takes what appears to be a great opportunity to attack Black's King, seize control of the open h file, apply attacking pressure aimed at f7, drive Black's King back to entombment at g8, and begin developing toward a mating attack against f7 as a focal point }

33...Kg8 34.Rd2 { White throws what appears to be a Zwischenzug back, instead of Rd7 to apply mating pressure against f7, what one might expect to see White move, smartly White opts for retaining the defense of White's King. Admittedly, White's Rook move was not a "bad" move on its face. First, the move re-defended White's pawn at a2 against Black's Queen attacking pressure.

The move also retained the defense of the c8 square from the attacking pressure from Black's Queen along the a3 to c1 diagonal, coupled with Black's Rook attacking pressure from c8 to c1, because White's Queen now defends along the diagonal h5 to d1 if White's Rook has to be moved back to d1 to block check if Black did Rc1+.



{if instead 34.Rd7 (White opting to seize control of the 7th rank and put attacking pressure against f7, devastation could quickly follow with a White blunder}

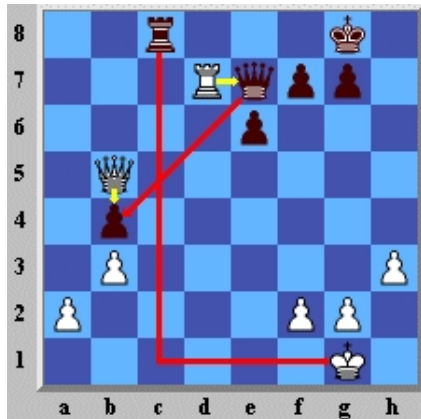
34...Qc1+ 35.Kh2 ?? Qf4+ 36.g3 Qxf2+ 37.Kh1 Rc1+ 38.Qd1 Rxd1+ 39.Rxd1 Qxa2 {and Black will win the game}}

34...Qa7 {not needing to provide defense of Black's pawn at b4 at the moment, Black opts to keep the pressure on White's pawn at a2 while repositioning Black's Queen into a more maneuverable position on the board and provide defense against White seizing control of the 7th rank and applying mating pressure against the vulnerable f7 square, while also pinning White's pawn at the vulnerable f2 square}

35.Qb5 {White attacks Black's pawn at b4, seeing perhaps an opportunity to go two pawns up, while also providing defense for White's King against the attacking pressure aimed at the back rank through the Queen's defense along the diagonal line from b5 to f1}

35...Qe7 {having prepared the Queen by re-positioning it to a7, Black begins his mating attack to develop the mating net, while retaining attacking pressure against c8, and defending Black's pawn at b4}

36.Rd7 {White attacks Black's Queen and seeking to apply attacking pressure against f7, while miscalculating that the attack will allow White to capture Black's pawn at b4 with Black's Queen, and leaves White's King subject to attack along the back rank by Black's Rook (Rc1+)}

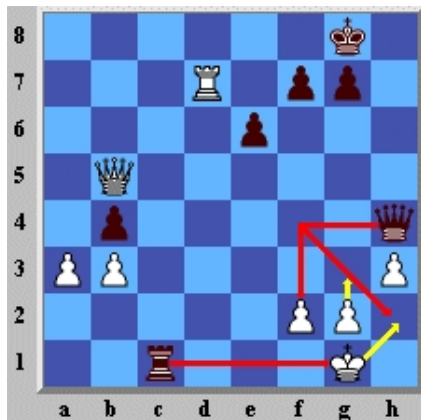


36...Qh4! {Black keeps defense of the pawn at b4, has broken into White's space with Black's Queen, but now on the opposite side of the board, provides a defense for d8 against White moving the Rook to Black's back rank to check Black's King, and applies attacking pressure toward f2! Black's Queen has traveled a great distance on a romp around the board to concentrate on a mating at a focal point. Note that Black could instead have moved Qe8 which would have pinned White's Rook, but this would have lost a tempo and the initiative by allowing White's Queen to move Qb2 to defend the Rook and applying a Queen-Rook battering ram attacking pressure on the 7th rank aimed at f7}

37.a3 {White keeps his focus on Black's pawn at b4, attacking it again perceiving an "unstoppable" attack which would gain the two-pawn advantage that White has been aiming for through several moves. White should have sought to defend the f2 square, which clearly had become Black's focus. Black will either mate in 2 moves or Black will lose the Queen and the game anyway.}

37...Rc1+!!

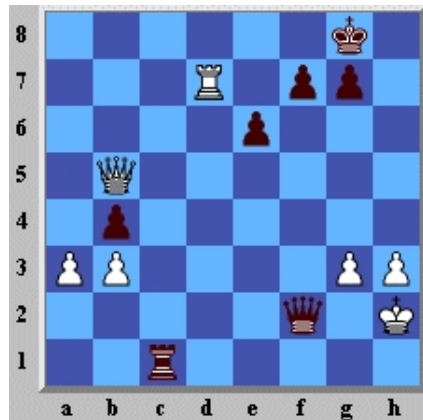
((if} 37...bxa3? 38.Qa5 {and White would win the pawn back, but Black chooses instead simply to ignore the threat to the pawn. In fact, White either will never capture it or would wind up doing so at great cost and in a futile gesture.}))



38.Kh2

((if} 38.Qf1?? {to block check} 38...Rxf1+ 39.Kxf1 bxa5! 40.Rb7 {to attack White's pawn}  
40...Qb4! {and White will lose the other pawn and will need to give up the Rook too because of  
White's pawn promotion threat}))

38...Qf4+ 39.g3 Qxf2# {White checkmated} 0-1



**<http://chess.markalowery.net/>**

## Advanced Lessons

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### Attack Based on Persistent Initiative/Use of Pins

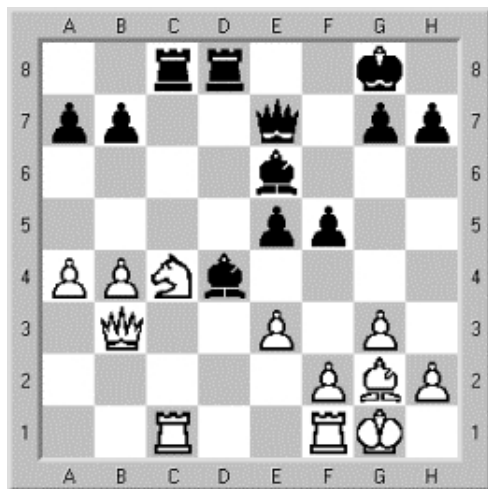
**by Mark Lowery**

Development of persistent initiative - where one of the players is always a tempo behind and forced to react sometimes desperately trying to stave off losing - may occur many moves in advance of the end of a game. Naturally, persistent initiative is most readily apparent in mating nets, yet the tactic has useful application from the early stages of the middlegame and continuing through the endgame. The tactic is a strong one which players should seek to employ. In this lesson, we review persistent initiative in the context of pins, and discovered attack, to win a game. The lesson is based upon Grau - Fleurquin (Argentine-Uruguay 1936), taken from *The Complete Chess-Player*, Fred Reinfeld, at p. 247-249 (a Fireside Book, Simon & Schuster 1992, copyright 1953 by Fred Reinfeld, Copyright renewed 1981 by Don Reinfeld and Judith L. Reinfeld, published 1985 by Prentice Hall Press, First Fireside Edition 1992, originally published by Prentice-Hall, Inc.).

With White's 19th move (position shown in the following diagram), White has sought to seize material advantage by threatening capture of Black's Bishop at d4, which has no safe square to which it may move to escape the attack from White's pawn at e3. However, the pin on White's Knight at c4 by Black's Bishop at e6 saves the day enabling Black to gain persistent initiative and the win.



19...Rac8! {Black capitalizes on Black's Bishop pin of White's Knight to regain the advantage}



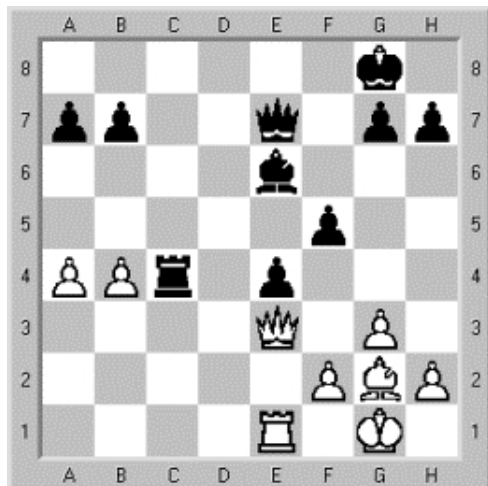
20.exd4?! Rxd4 21.Rfe1 Rdxc4 22.Rxc4 Rxc4 23.Qe3 {avoids a very unpleasant line for White}

(23.Rxe5? {pins Black's Bishop and threatens Black's Queen capturing White's Rook at c4, but Black would have a devastating counterattack} 23...Rc1+!! {forces White's Bishop into a pinned position})

24.Bf1 Bxb3!! {forces Black to capture the Queen back} 25.Rxe7 Bc4!! {wins White's pinned Bishop})

With 3.Q3e, White avoids that bit of unpleasantness; but Black keeps applying the pressure of the persistent initiative.

23...e4! a steady continuation of Black's persistent initiative

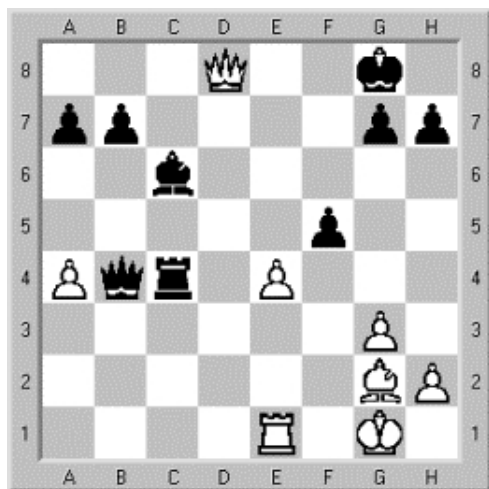




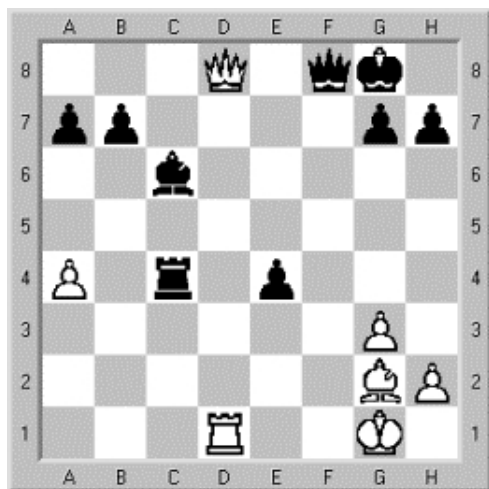
24.f3 Bd5 25.Qd2 Bc6 26.fxe4 Qxb4 27.Qd8+

{{if} 27.Qxb4 Rxb4 28.exf5 Bxg2 29.Kxg2 Rxa4 {giving Black connected pawns in an isolated pawn chain at a7 & b7 (equal to two passed pawns) defended by Black's Rook; unstoppable pawn promotion and Queening will ensue}}

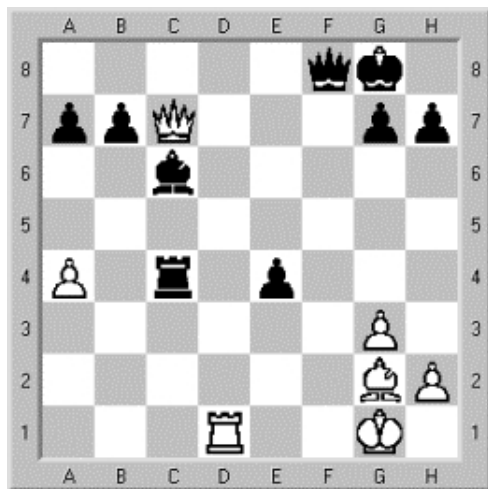
White's check with the Queen at d8 shows the desperate attempt to pierce through Black's persistent initiative, but the attempt will not succeed. Let's see the board position now.



27...Qf8 28.Rd1 fxe4! Black simply keeps applying the pressure of the persistent initiative.



29.Qc7 {White threatens absolute pin with Rd8 which could have a crushing effect, but Black ignores the threat and unleashes a winning counterplay offensive based on Black's persistent initiative}

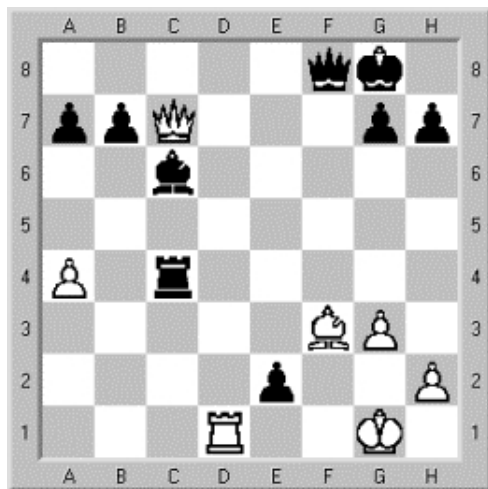


29...e3! {now White is faced with extreme unpleasantness} Let's look at the board position.



{if} 30.Rd8 Rc1+ {back-rank attack, forcing block with White's Bishop pinning it, and mate follows} 31.Bf1 Rxf1#)

30.Bf3 e2! and White resigned. Let's see the game's final position and the reason White resigned.



{if} 31.Bxe2 Qc5+! 32.Kf1 Bg2+!! {check with discovered attack and winning White's Queen}

So remember the value of persistent initiative. The tactic is not only for mating nets!