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# **PAWN POWER IN CHESS**

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**by**

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## PREFACE

The proper use of pawns, which is of paramount importance in chess strategy, sometimes puzzles even experienced players. Existing theory apparently offers insufficient guidance in certain respects. In the present work we have tried to facilitate the understanding of pawn play by isolating its elements and elaborating on their various aspects.

Our treatise on this subject was first published in German two years ago. However, *Pawn Power In Chess* is an English treatment of the same subject rather than a direct translation of *Die Kunst der Bauernfuehrung*.

New York

Hans Kmoch

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# Part One

## The Elements of Pawn Play

Pawns, unlike pieces, move only in one direction: forward. They move little by little and usually at long intervals. The march of a pawn is limited to six advances, but in most cases it ends earlier or does not start at all. Most games are over before all the pawns have come into action, and many of them end before any pawn has reached the eighth rank.

The pawn formation as a whole changes very gradually, thereby lending to the general situation characteristics of a more or less permanent nature which offers clues in the search for reasonable moves and strategic plans.

The critical examination of a position requires a consideration of many factors, but those concerning the pawn structure usually deserve priority.

In discussing the details of any given position it is convenient to refer to them with technical terms of basic significance. Such terms are also useful inasmuch as concepts with names make a deeper impression on the mind than concepts without names. But in the field of pawn play there are many terminological lacunae; some of them we were obliged to fill in with original suggestions.

While our technical terms such as *duo*, *lever*, and *span* are necessary, at least for the purpose of this book, we use certain new expressions simply for the sake of brevity, for instance *twin* instead of *double pawn*.

The classification of the elements of pawn play, some of which are almost inseparably intertwined, offers a formidable problem. We have nevertheless attempted such a classification.

# Chapter I

## The Elements in Review

The initial pawn formation is perfect; neither side can obtain any tangible advantage by force. Disturbances of the balance are caused by errors. Only errors committed by one side enable the other side to obtain the upper hand, although recognizing the errors and taking advantage of them may require real ingenuity.

Pawns in general have the function of acting as a vanguard for the pieces. At the outset their only guiding factor is the position of the two Kings. Further indications as to play arise however almost move by move, particularly with every alteration of the pawn structure. Every such change has some elementary significance, the knowledge of which offers important hints in practical chessplay.

There follows a review of the qualities and duties of the pawns, both initially and in elementary formations.

### I-§1: Location

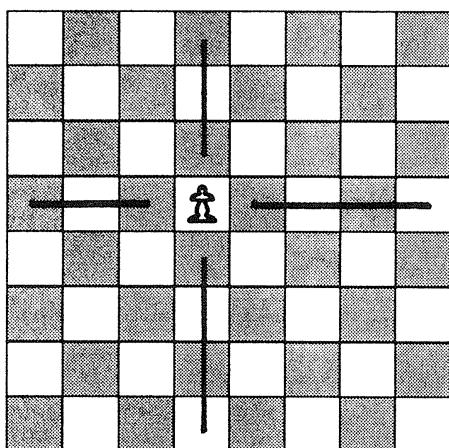
A pawn's location is defined by its distance from the four rims, the sum of which forms the *pawn-cross* (*Diagram 1*).

The horizontal beams of the pawn-cross are uneven and unalterable; we refer to them as *lee* and *luff*, calling the shorter side *lee* as it frequently offers better shelter to the King. A change in lee and luff by means of capture has radical consequences, for the pawn disappears and emerges as a new pawn with a different denomination. For instance, if the b2-pawn carries out a capture on c3, White virtually loses his b-pawn but gains a c-pawn.

The vertical beams, while never even, change with every advance of the pawn but do not alter the pawn's denomination. We call the vertical distances from the rims *spans*, distinguishing between *frontspan* and *rearspan* (and referring to the vertical distance between two opposing pawns as *interspan*).

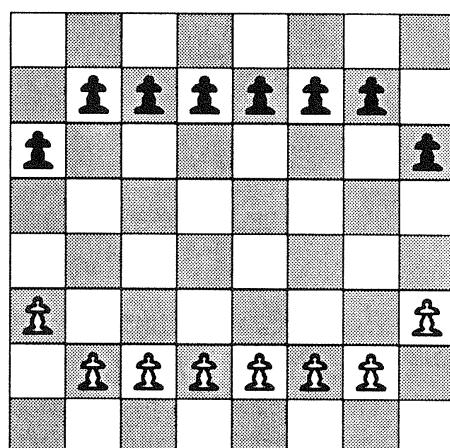
The lengthening of the *rearspan* is often favorable, inasmuch as the expansion of territory behind the pawn increases the freedom of the pieces. By the same token, the shortening of the *frontspan* limits the freedom of the opposing pieces.

## DIAGRAM 1

*The pawn-cross*

*Horizontally: lee and luff  
Vertically: frontspan and rearspan*

## DIAGRAM 2

*Innerpawns and rimpawns*

*The rimpawn has no lee*

Lee and luff taken as a measure, we have what we call *innerpawns* and *rimpawns* (*Diagram 2*). A rimpawn, ordinarily called Rook pawn, has no lee side, covers only one square instead of two, and is consequently inferior to an innerpawn.

The lack of the lee side is a disadvantage which often shows up in the end game, in that a rimpawn draws where an innerpawn would win. Examples to the contrary are exceptions.

Another distinction between pawns, involving their spans, results from their location and subsequent duties with respect to both kings (*Diagram 3*).

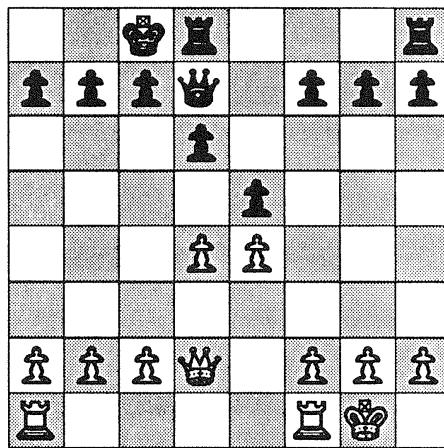
Pawns facing the front sector of the opposing King should advance in order to attack, while pawns covering the front sector of their own King should remain stationary for the sake of safety.

Consequently, only the *center pawns* (d-pawn and e-pawn) are entitled to advance in any case; the duties of the *wing pawns* become definite after both sides have castled.

The wing pawns are divided on the one hand into those of the *Queen side* (a-pawn, b-pawn, c-pawn) and on the other hand those of the *King side* (f-pawn, g-pawn, h-pawn).

It is usual to maintain the terms Q-side and K-side throughout the game, but they virtually fail to make sense when castling on the Q-side has occurred. We therefore use the alternate terms of *home side* for the *castled side* and *ranger side* for the *uncastled side*, distinguishing accordingly between *home pawns* and *rangers*.

## DIAGRAM 3

*Distinction according to duty*

*Center pawns d4, e4 vs d6, e5  
Home pawns f2, g2, h2 vs c7, b7, a7  
Rangers a2, b2, c2 vs f7, g7, h7*

The center pawns should advance with caution, the rangers with gusto, but the home pawns not at all.

Somewhat exceptional is the position of the c- and f-pawns, which belong to the wings but are also closely related to the center pawns; they may often advance before the question of castling is settled. This is particularly true of the c-pawn.

### I-§2: On the road to promotion

The promotion of a pawn depends basically only on the obstruction by opposing pawns. There are two types of obstruction, mechanical and dynamical.

Most hampering is the mechanical obstruction offered by the pawn's *counterpawn*, e.g. Pd2 vs Pd7. Every pawn is pawn and counterpawn at the same time; it depends on the observer's point of view.

Originally every pawn is *unfree* owing to mechanical obstruction. Removal of its counterpawn makes a pawn *half-free*.

The half-free pawn meets dynamical obstruction on the part of its opposing neighbors whom we call *sentries*; normally an innerpawn faces two of them, a rimpawn only one. The sentries both guard the same square or two different squares. The sentries of White's d-pawn, for instance, are Black's c-pawn and e-pawn; in case of Pd4 vs Pc6, Pe6 they both guard against d4-d5, while in case of Pd4 vs Pc7, Pe6 one guards against d4-d5, the other against d5-d6.

Dynamical obstruction is not absolute; the half-free pawn may march through, and is therefore called a *candidate*—a candidate for full freedom and promotion.

The promotion of a candidate depends on assistance by its own neighbors whom we call *helpers*. The helpers of White's d-pawn, for instance, are White's c-pawn and e-pawn. In the position of P<sub>c</sub>2, P<sub>d</sub>2, P<sub>e</sub>2 vs P<sub>c</sub>7, P<sub>e</sub>7 the d-pawn's bypassing of its sentries is assured.

The operation of helping a candidate to cross the guarded square or squares should start with the advance of the candidate itself. "Candidate first" is the rule for such cases. Other initial pawn moves are basically unreliable.

Helpers and sentries neutralize each other if there is a helper for every sentry. A half-free pawn with inadequate help is no true candidate but a *faker*. In the position of P<sub>d</sub>4 vs P<sub>e</sub>6, for instance, both pawns are fakers, each one lacking the necessary helper. The same with P<sub>d</sub>4 in the formation of P<sub>c</sub>2, P<sub>d</sub>4, P<sub>e</sub>2 vs P<sub>c</sub>7, P<sub>e</sub>7, P<sub>f</sub>6 when P<sub>e</sub>2 is paralyzed by f7-f6; this helper needs a *helper's helper*, e.g. P<sub>f</sub>2, which assures the consecutive crossing of e5 and d6.

In other words: the passing of a candidate depends on its belonging to a majority of pawns (which may or may not be just local).

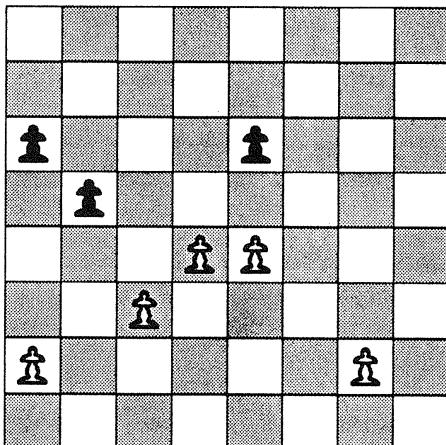
Once a candidate faces no more obstruction on the part of sentries, it is *free*, as are all pawns in the position of P<sub>d</sub>4, P<sub>h</sub>2 vs P<sub>c</sub>4, P<sub>f</sub>6. A free pawn is called a *passed pawn* or, as we prefer to call it for short, a *passer*.

A passer is basically superior to an unfree pawn or a candidate.

The shorter its frontspan is, the greater the value of a passer. For instance P<sub>f</sub>5 vs P<sub>c</sub>6 favors White.

DIAGRAM 4

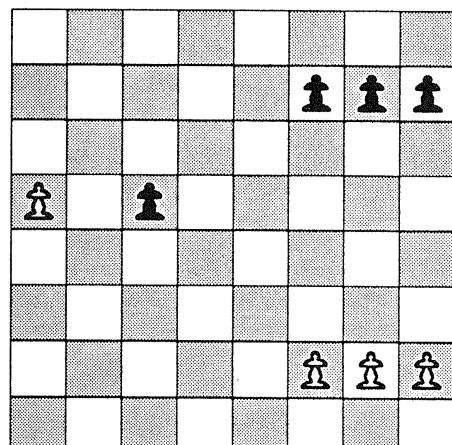
*A pawn's stages of freedom*



*Unfree Pa2, Pe4, vs Pa6, Pe6  
Fakers Pc3 vs Pb5*

DIAGRAM 5

*Outside Passer on a5*



*Superior to inside passer on c5*

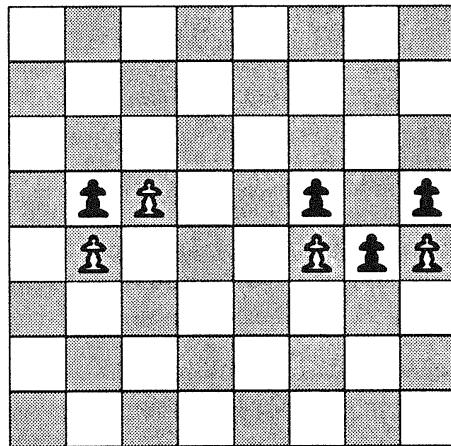
Another factor of importance in the relative value of passers is their horizontal distance from the bulk of the pawns; the greater this distance is, the better. It constitutes the so-called *advantage of the outside passed pawn* (*Diagram 5*). The outside passer counts particularly in pawn endings, inasmuch as it forces the opposing King to stray far away from its own pawns.

There is also distinction with regard to protection. A passer protected by one or two pawns is a *protected passer* (*Diagram 6*) and superior to an ordinary passer. But it is exclusively the protection by pawns that counts.

An unfree pawn or a faker may suddenly become a passer of decisive power by means of a sacrificial combination. We call such a pawn a *sneaker*. The sneaker's outstanding quality is almost in-

DIAGRAM 6

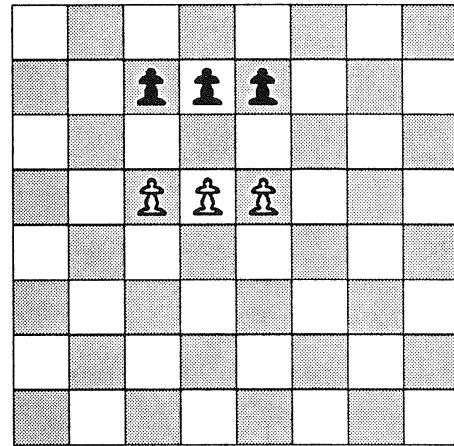
*Protected passers P<sub>c</sub>5 vs P<sub>g</sub>4*



*Stronger than ordinary passers*

DIAGRAM 7

*The sneaker*



*Most common example*

variably its short frontspan and outside location, e.g. P<sub>a</sub>5, P<sub>b</sub>4, P<sub>d</sub>5 vs P<sub>a</sub>6, P<sub>c</sub>7, P<sub>d</sub>6, when the unfree P<sub>a</sub>5 sneaks through after 1 b5, a6xb5; 2 a6.

In the popular example of *Diagram 7* White has two potential sneakers, one of them marching through as follows: 1 d6, exd6 (or 1 ...cxd6; 2 e6); 2 c6, dxc6; 3 e6 and wins (assuming that no piece can interfere). Note the importance of the original span situation; if Black has the move, he correctly starts with 1 ...d6 but must answer 2 exd6 with 2 ...exd6, as 2 ...c6 obviously makes no sense.

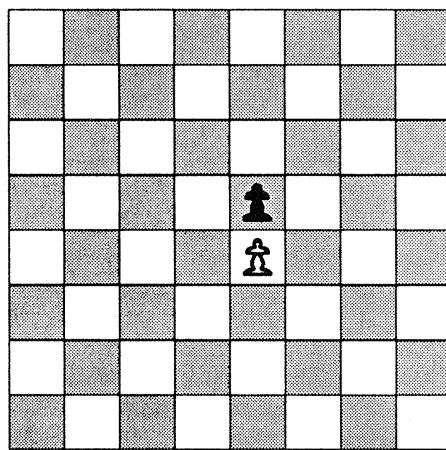
### I-§3: The ram

Two opposing pawns, deadlocked as fighting rams, constitute an element which we call the *ram*, e.g. Pe4 vs Pe5 *Diagram 8*.

Rams cause immobility. They separate the opposing armies, thereby favoring the defender.

DIAGRAM 8

*The ram*



*Bulwark of defense*

For attacking purposes it is important to avoid rams as far as possible and strive for the dissolution of existing rams.

The struggle for or against the dissolution of a ram depends mainly on the neighboring pawns.

### I-§4: Stop and telestop

All squares of a pawn's frontspan tend to weakness, as the pawn needs them one after the other but can never control them.

These squares are highly suitable for harboring enemy pieces, for a piece thus posted is protected against frontal assault; it also has a close-range activity—provided the pawn is not very far advanced. The value of such a square for an opposing piece depends on the possibilities of dislodging it; obviously, it is of great importance whether a helper of the pawn can control the critical square, and if so, what effort this will require.

We call these critical squares *stopsquares* or *stops*, distinguishing between the *stop proper*, which is the first square of the pawn's

frontspan, and the *telestops* (*Diagram 9*), which are the following squares of that span.

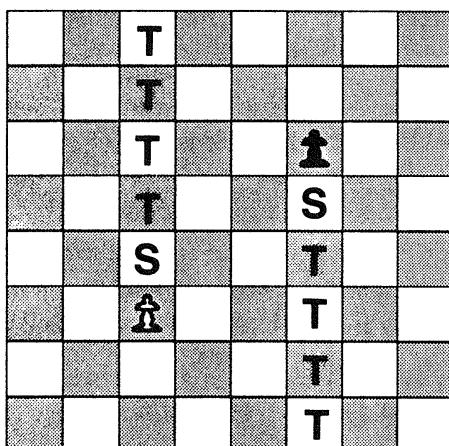
The stop proper is of paramount significance.

The significance of the telestops diminishes as the distance from the pawn increases; it would rarely extend farther than to the second telestop.

Almost every organic weakness of a pawn formation may be explained by the weakness of one or more stopsquares.

**DIAGRAM 9**

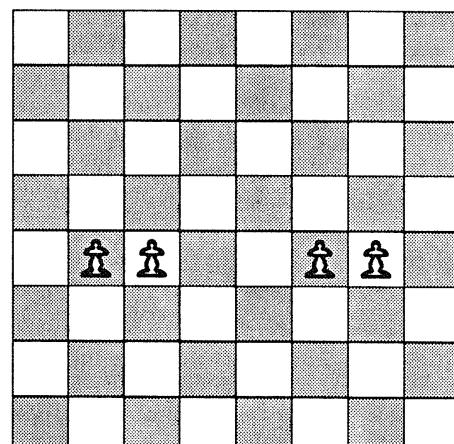
*Stop and telestop*



*S = stops  
T = telestops*

**DIAGRAM 10**

*The duo*



*Top efficiency and economy*

### I-§5: The duo

Two pawns of the same party, placed next to each other so they mutually cover their stopsquares, constitute an element which we call the *duo*. For instance  $Pc4$ ,  $Pd4$  or ... $Pc5$ ,  $Pd5$ .

The duo is the formation in which pawns reach their top efficiency in the most economical way. Two duos are apt to control an entire rank—an effect which no other formation of pawns can match (*Diagram 10*).

Pawns should be used in such a way that they form or can form duos, and remain able to do this again and again.

The ability to produce duos is the most important measure of the value of a pawn formation.

### I-§6: Headpawn and head-duo

The foremost pawn of a formation figures in our theory as the *headpawn*.

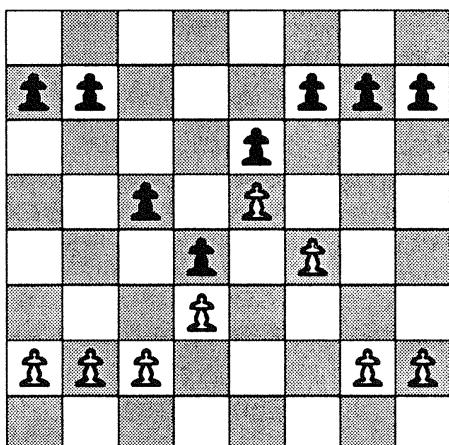
The headpawn is in command of the pawnfront, indicating what should be done in order to assure the proper activity of the pieces. The headpawn usually calls for a duo which we call the *head-duo* (*Diagram 11*).

The head-duo is most important when it involves contact with opposing pawns, e.g. Pd4, Pe4 vs Pd6, Pe5; or Pd4, Pe4 vs Pd5, Pe6; or Pc4, Pd4 vs Pd5, Pe6. Then, the duo usually leads to the exchange of a pawn, which in turn increases the scope of the pieces.

It was the head-duo in particular that Philidor had in mind when he realized the significance of that sort of formation some two hundred years ago. He called it a *phalanx*—a term the exact meaning of which few people would know today. We prefer the term *duo*; for one thing, it fits better into our expanded duo theory, serving as denominator for many other terms.

DIAGRAM 11

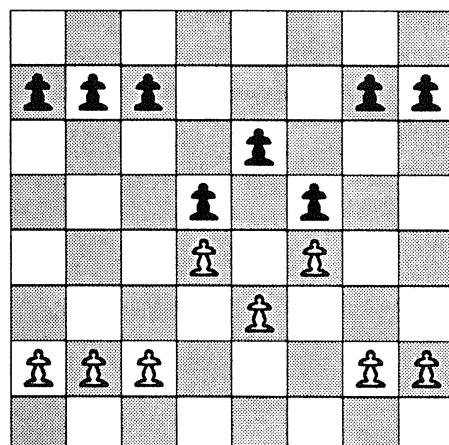
*Headpawns over the middle-line*



*The head-duo a major problem*

DIAGRAM 12

*More than one headpawn*



*One head-duo at a time*

The head of a formation would ordinarily be a center pawn placed on d4 or e4 (d5 or e5); in such cases the forming of the head-duo offers no problems, at least not on White's part.

But once the headpawn has crossed the middle-line, the head-duo usually does offer a major problem.

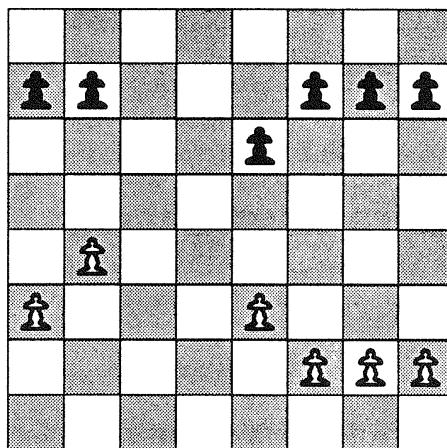
Positions with more than one headpawn (*Diagram 12*) require a decision as to which one offers the better head-duo. It is wise to strive for one head-duo at a time. Much depends on the position of the Kings. Once the first head-duo has led to a satisfactory result, the second may come into play with increased effect.

Headpawns which remain after a pawn or two have been traded may have little or no commanding power.

The headpawns in *Diagram 13*, for instance, are mere puppets; they offer too little chance for any useful exchange of pawns, nor is there any need for such an exchange.

DIAGRAM 13

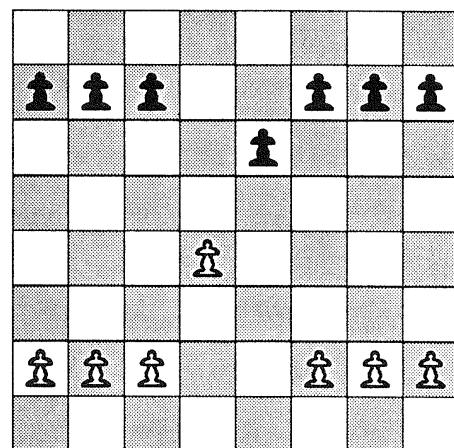
*Remaining headpawns  
unexchangeable*



*No commanding power*

DIAGRAM 14

*Remaining headpawns  
exchangeable*



*Commanding power*

But the example of Diagram 14 is different. It shows the common situation where the remaining headpawns face each other at the distance of a Knight's jump. These headpawns, because of their high degree of exchangeability, continually indicate what the plans for both sides should be. The headpawn on the fourth rank still calls for the head-duo: 1 c4. Not so the headpawn on the third, for the third rank is, in general, too modest a base for a head-duo. What this pawn indicates is the elimination of the opposing headpawn by exchanging it. Black should strive for e6-e5 or c7-c5.

### I-§7: Types of duos

The pawns of a duo may or may not have contact with opposing pawns. Accordingly, we distinguish between *tight duos* (contact) and *loose duos* (no contact).

Apart from location, which is the distinguishing factor of any duo, tight duos are uniform in type, their axis is a ram, and they differ from each other only as far as the protection of the opposing rampawn is concerned. For instance P<sub>c</sub>4, P<sub>d</sub>4 vs P<sub>c</sub>6, P<sub>d</sub>5; or P<sub>c</sub>4, P<sub>d</sub>4 vs P<sub>d</sub>5, P<sub>e</sub>6; or P<sub>c</sub>4, P<sub>d</sub>4 vs P<sub>d</sub>5. But these are differences of a secondary nature.

There are more basic differences between loose duos because of their indefinite character.

DIAGRAM 15

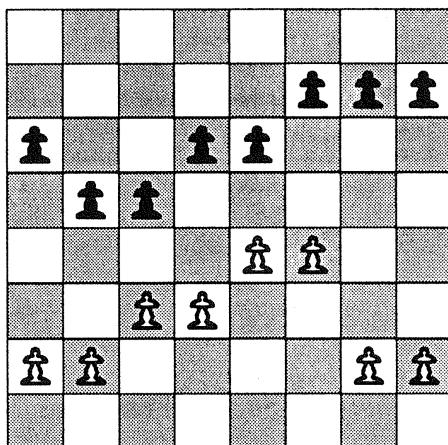
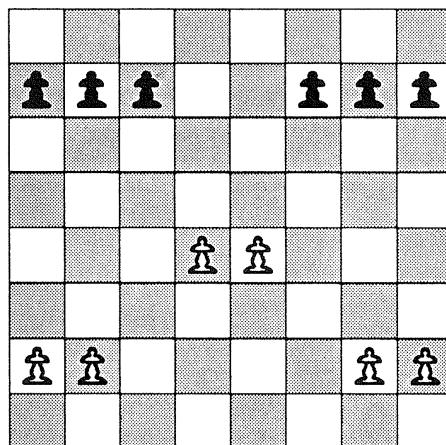
*Loose duos**Charged atmosphere*

DIAGRAM 16

*The hanging duo**Distinct advantages and disadvantages*

With all pawns on the board, loose duos of advanced pawns ordinarily create a charged atmosphere (*Diagram 15*) because of the uncertainty as to when and where the impending contact between the pawns and subsequent start of the actual fighting may occur.

Special loose duos are the *hanging duo*, the *passer duo*, and the *buffer duo*.

The *hanging duo* (*Diagram 16*) is the optimal form of what Steinitz called the *hanging pawns*: an isolated couple of half-free

DIAGRAM 17

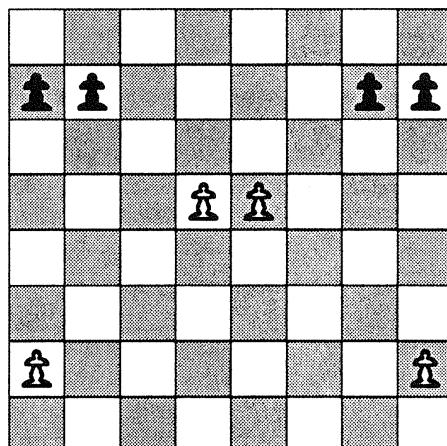
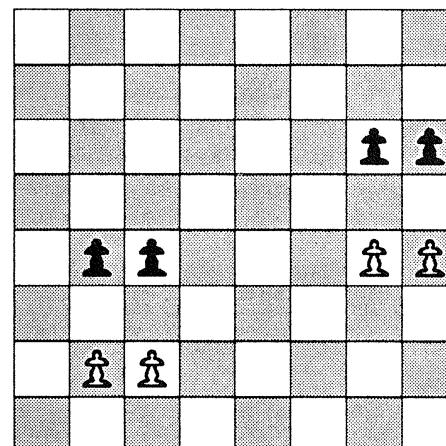
*The passer duo**Tremendous*

DIAGRAM 18

*The buffer duo**Bypassing*

pawns. This formation has distinct advantages and drawbacks. Usually involving the center pawns, or at least one of them, the hanging duo may be strong, thanks to its location and mobility, particularly so for aggressive thrusts in the middle-game. On the other hand, it is vulnerable, and its mobility may easily end after a single move.

Note that the hanging pawns in *Diagram 16* are fakers as is shown by 1 d5, f6! or 1 e5 c6!. They become candidates only if the duo as a whole is allowed to reach the fifth rank, e.g. 1 d5, a6; 2 e5.

The *passer duo* (*Diagram 17*) is the strongest possible formation of connected passed pawns. Its power is tremendous—so tremendous that it usually makes no difference whether these pawns have helpers or not.

The *buffer duo* (*Diagram 18*) is a combined formation: two opposing duos facing each other with one rank between. Necessarily, one of these duos is farther advanced than the other and would normally have aggressive tendencies culminating in the desirable exchange of one of these pawns or both. However, the advance of neither of these pawns leads to an exchange by force since the other duo, working as a buffer, offers the possibility of bypassing. For instance in *Diagram 18*: 1 g5, h5!; or 1 ...c3; 2 b3!.

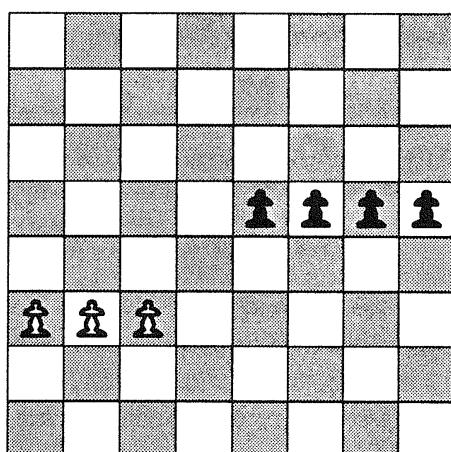
For the *basic duo*, which usually consists of pawns on the second rank serving to give advanced pawns duo-power, see I-§13, *Diagram 30*.

## I-§8: Trio and quart

Any horizontal formation of pawns should be considered from the duo standpoint and handled accordingly. The potential duos

DIAGRAM 19

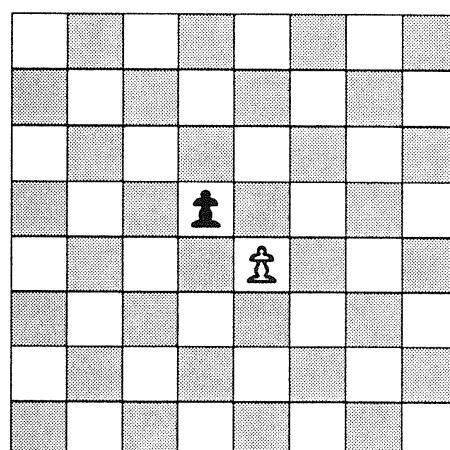
*Trio and quart*



*Potential duos*

DIAGRAM 20

*The lever*



*Power and load; tension*

should be preserved and utilized to the fullest extent. A *trio* contains two potential duos, a *quart* three. See *Diagram 19*. The duo possibilities in this position are a-pawn, b-pawn and b-pawn, c-pawn vs e-pawn, f-pawn; f-pawn, g-pawn and g-pawn, h-pawn. These possibilities reveal the pattern in which such pawns should advance. Not for a moment should either side remain without a duo, as would be the case after 1b4?, h4; 2 b5?, f4?. White should start with either 1 a4! or 1 c4!, then proceed accordingly, e.g. 1 a4!; 2 b4!; 3 c4!; 4 c5! or a5!. Black may start with any move but must be careful with his second as he then engages with two duos, one duo, or none, e.g. 1 ...e4 followed by 2 ...f4!, 2 ...h4!?, or 2 ...g4?.

### I-§9: The lever

The situation in which two opposing pawns can capture each other constitutes an element of pawn play which we shall call the *lever*, e.g. Pe4 vs Pd5 (*Diagram 20*).

A lever creates tension which may or may not explode in capture. To carry out the capture frequently involves a concession. Take for instance the opening 1 e4, e6; 2 d4, d5; if White now captures, the position becomes completely even: 3 exd5, exd5; but if White maintains the tension by playing 3 Nc3, and the capture is carried out by Black: 3 ...dxe4, 4 Nxe4, the resulting pawn formation (*Diagram 14*) favors White, if only slightly.

Consequently, it usually happens that each side continues trying to induce the other to make the capture. Their mutual efforts are comparable to the stress of power and load on a lever. Hence our term.

### I-§10: Types of levers

Levers, like duos, are either tight or loose.

The lever shown in *Diagram 20* is a *loose lever*, both sides having the choice of capture and bypassing.

The *tight lever* is connected with a ram, offering the choice to only one of the sides. For instance P<sub>c</sub>4, P<sub>d</sub>4 vs P<sub>d</sub>5, P<sub>e</sub>6 when White's leverpawn (c4) can either capture or advance, while Black's leverpawn (d5) can only capture. Choice in such cases usually means initiative.

It also makes a difference whether a lever points towards the center or towards the rim, e.g. P<sub>c</sub>4 vs P<sub>d</sub>5 which, since lever are two-faced, is an *inner lever* for White and an *outer lever* for Black. The inner lever is usually slightly superior to the outer lever since it offers the initiative. A lever within the two center files (*Diagram 20*) is basically neutral; we call it a *center lever*.

An innerpawn may come under simultaneous lever attack from both sides; we then speak of a *double lever*, loose or tight, e.g. P<sub>c</sub>4, P<sub>d</sub>3, P<sub>e</sub>4 vs P<sub>c</sub>6, P<sub>d</sub>5, P<sub>e</sub>6 (loose) or P<sub>c</sub>4, P<sub>d</sub>4, P<sub>e</sub>4 vs P<sub>c</sub>6, P<sub>d</sub>5, P<sub>e</sub>6 (tight). The double lever doubles the tension but is not necessarily twice as strong or advantageous as an ordinary lever.

Viewed from the other side, the double lever presents itself as a forking attack of one pawn against two, as e.g. in this opening: 1 e4, c6; 2 c4, d5. We call this the *fork lever* (*Diagram 21*). It depends on circumstances as to whether the opposing features of the lever are evenly significant or not.

The fork lever may simultaneously attack a pawn and a piece, thereby destroying a duo. In this form it has great importance in the opening. For instance 1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 c3, Nf6; 5 d4, exd4; 6 cxd4, Bb4ch; 7 Bd2, Bxd2ch; 8 Nbxd2 when 8...d5! destroys White's duo, keeping the chances approximately in the balance. Twists of this type may occur in any stage of the game, as the elementary example of *Diagram 21* demonstrates.

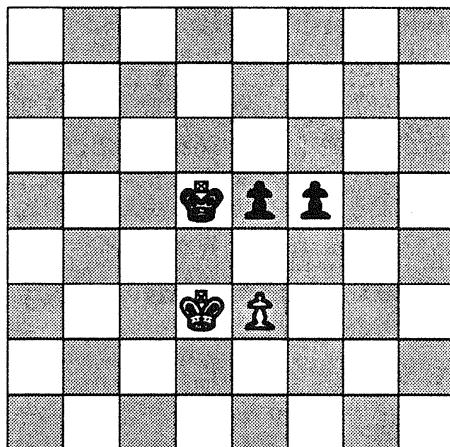
There are also three important levers of a combined nature, namely the *chain lever*, the *pincer lever*, and the *cross lever*.

The *chain lever* consists of adjacent levers in diagonal formation. It favors the side with the farther advanced headpawn, provided this pawn attacks the base of the opposing chain; then, the attacker obtains a passer which, compared by the opposing passer, is either farther advanced, or placed more outside, or both.

*Diagram 22* shows the chain lever Pf5, Pg4 vs Pg6, Ph5; after 1 ...gxf5; 2 gxh5! White emerges with the outside passer. The situation

DIAGRAM 21

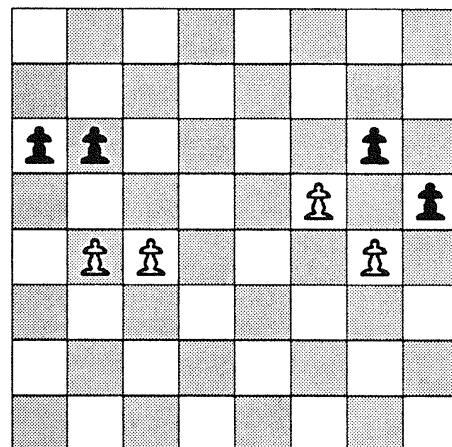
*The fork lever*



1 e4ch! destroys duo and draws

DIAGRAM 22

*The chain lever*



Produces outside passer

is duplicated after  $1 \dots a5; 2 c5!$ , which at once shows how such a chain lever arises.

The chain lever may have its full effect even if the headpawn is unfree, e.g. Pf6, Pg5 vs Pf7, Pg7, Ph6. But note that this is an outer lever for White, and an inner lever for Black, as is the lever in *Diagram 22*. Pointing to the center the lever creates an inside passer; e.g. Pg5, Ph6 vs Pf6, Pg7, Ph7 when, after  $1 \dots gxh6; 2 gxf6$ , Black emerges with the outside passer, and White with the farther advanced passer (which may favor either side).

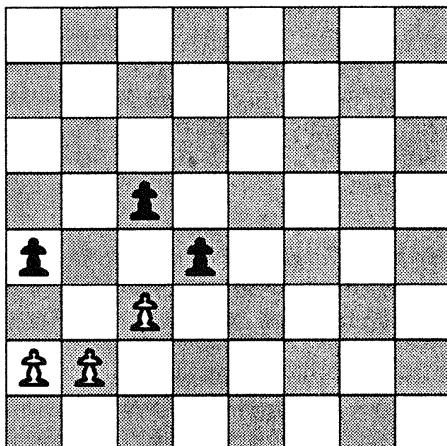
The chain lever may have more than two links, e.g. Pa6, Pb5, Pc4, Pd3 vs Pa7, Pb7, Pc6, Pd5. But no matter how many links it has, the headpawn must attack the base of the opposing chain, or the chain lever lacks its characteristic effect of producing a passer. For instance Pa5, Pb4, Pc3 vs Pa7, Pb6, Pc5 when there is no passing involved. We then speak of a *mute chain lever*.

Similar to the chain lever is the *pincer lever*, consisting of two levers which convergently attack a chain of two links, its base included, e.g. Pd5, Pg6 vs Pd6, Pe6, Pf7. The main point of the pincer lever is the creation of an advanced passer, which may be superior to the outside passer it concedes to the opponent. The latter notwithstanding, passing on a more outside file may still be the issue, as is the case in *Diagram 23* after  $1 \dots a3; 2 bxa3, dxc3$ , when Black has transferred his passer from the d-file to the c-file—possibly a decisive difference.

Finally there is the formation of *Diagram 24*, which arises from  $1 d4, d5; 2 c4, c5$ . Is it a combination of rams? or duos? or levers? Not of rams, since it lacks the static character of a ram, and not of duos,

**DIAGRAM 23**

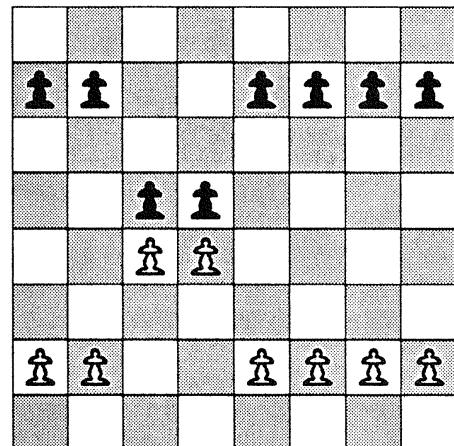
*The pincer lever*



*Converging lever attack: a4-a3*

**DIAGRAM 24**

*The cross lever*



*Strong but brief tension*

since its symmetry is opposed to the concept of a duo. The outstanding feature of this formation are the possibilities of capture, and therefore we call it the *cross lever*.

The cross lever is likely to create a strong but brief tension.

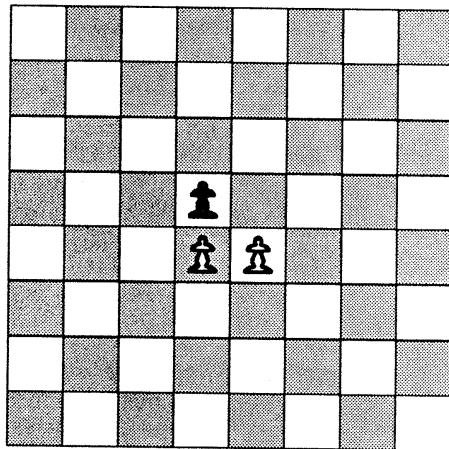
If the pawns concerned have an uneven frontspan, the cross lever also has the ability to create an advanced passer, e.g. P<sub>c</sub>5, P<sub>d</sub>5 vs P<sub>c</sub>6, P<sub>d</sub>6.

The formation of *Diagram 24* is classifiable, in spite of its compound nature.

Not so with the formation of *Diagram 25*, which is just one example of the common case in which several elements are intertwined beyond any possibility of separation.

DIAGRAM 25

*Compound formation*



*Ram-duo-lever intertwined*

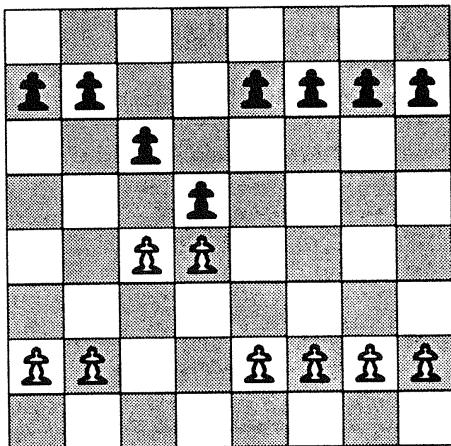
To describe and analyze such a compound formation requires emphasis on the element under consideration. Everything depends on the angle from which the formation is viewed. The diagrammed position shows a ram that might be described as a *center-ram*, a duo which could be called a *center duo*, *tight duo*, or *lever-duo*, and a lever which could be identified as *center-lever*, *tight lever*, or *duo-lever*. All this makes sense only in context. Otherwise a formation like this can be classified only as compound.

### I-§11: Symmetrical and unsymmetrical exchange

The exchange of a pawn may or may not hold promise for continued tension, action, or attack. It depends on the type of the

DIAGRAM 26

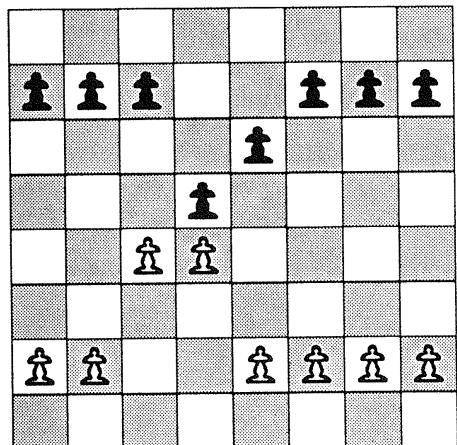
*Symmetrical exchange and open file*



*3 cxd5, cxd5 is stabilizing*

DIAGRAM 27

*Unsymmetrical exchange and half-open files*



*3 cxd5, exd5 is dynamic*

exchange, which can be either symmetrical and stabilizing, or unsymmetrical and dynamic.

The *symmetrical exchange* eliminates a pawn and its counter-pawn, e.g. 1 d4, d5; 2 c4, c6; 3 cxd5; cxd5. (*Diagram 26*). The stabilizing effect is then due to the reduced chance for levers as well as the open file which, being basically neutral, may easily lead to the exchange of Rooks.

The *unsymmetrical exchange* is dynamic because it creates a half-free pawn and a half-open file on either side, e.g. 1 d4, d5; 2 c4, e6; 3 cxd5, exd5 (*Diagram 27*). There is chance for new levers with new tensions, the more so since the half-open files preclude the exchange of the Rooks.

## I-§12: Local majorities

An open file or a number of them may split the remaining pawns in such a way that a majority on one wing is matched by a majority on the other. These are called *local majorities*. A local majority usually amounts to an extra pawn in the status of candidate, e.g. Pa2, Pb2, Ph2 vs Pa7, Pg7, Ph7.

The majority should be handled according to the rule “candidate first” so it can produce a passer sooner or later.

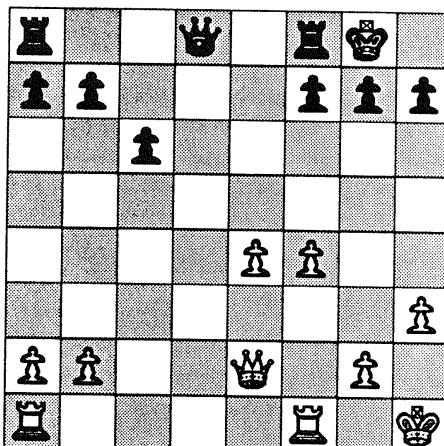
In the middle-game, with the Queens on the board, local majorities have a special significance in that the extra pawn on the castled side is of less significance than the extra pawn on the uncastled side, because rangers, unlike home-pawns, can often easily advance with impunity. Then, when the end-game is reached, the majority on

the uncastled side often constitutes an advantage in time, inasmuch as these pawns are farther advanced than the pawns of the other majority. This is known as the “advantage of the Queen-side majority,” but it is virtually the *advantage of the majority on the uncastled side*; by stating it that way, the rule also covers those cases where the original denomination of the sides is reversed because of castling on the Queen side.

The majority on the castled side is not necessarily useless in the middle-game; it may be significant if the proportion is 4:3 so that two pawns are available for the protection of the King and two for action (*Diagram 28*).

### DIAGRAM 28

*Majority on the castled side*



*With 4:3, useful in the middle-game*

The merit of a 4:3 majority on the King side in cases similar to our *Diagram 28* has been often demonstrated by Botvinnik; he has a predilection for such positions.

### I-§13: Chains

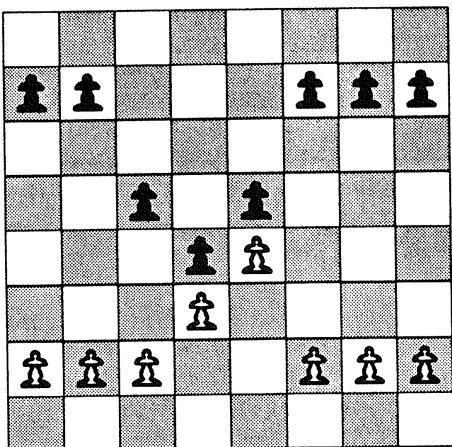
Diagonal pawn formations are called *chains*; they may be identified by the number of their links: two-linked chains, three-linked—up to six.

Two converging chains reaching into enemy territory form a *wedge* (*Diagram 29*).

Zig-zag formations we call a *saw*. The most common saw formation is the so-called *Stonewall* (*Diagram 30*).

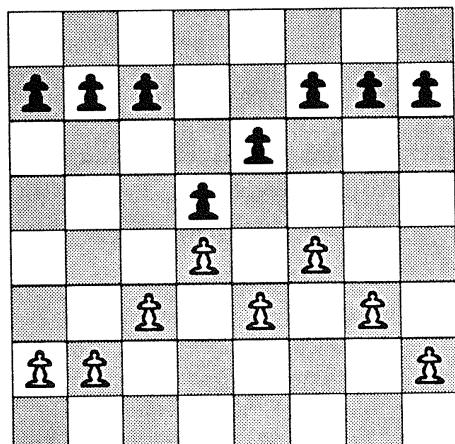
In general, diagonal formations have the dangerous quality of

DIAGRAM 29

*Chain and wedge*

*Chain P<sub>c</sub>2, P<sub>d</sub>3, P<sub>e</sub>4 vs  
wedge P<sub>c</sub>5, P<sub>d</sub>4, P<sub>e</sub>5*

DIAGRAM 30

*Most common saw formation*

*The Stonewall: P<sub>c</sub>3, P<sub>d</sub>4, P<sub>e</sub>3, P<sub>f</sub>4*

leaving the stopsquares of their links unprotected so that they tend to become weak.

As a rule, a diagonal formation is likely to be sound if it is based on a pawn that either belongs to a duo or is placed on the rim.

*Diagram 30*, for instance, shows the chain b2, c3, d4 with b2 as its *base*. Since the base is part of the duo a2, b2 (a *basic duo!*) White's chain is sound as he can create a new duo with b2-b3, and again another with c3-c4—even if Black plays a7-a5-a4.

On the K-side, the situation is somewhat different. The chain h2, g3, f4 needs no basic duo, as it originates from the rim; by the absence of any resistance from outside, the duo-move h2-h3 is always possible.

### I-§14: Isolation – Dispersion – Distortion

Originally, the pawns form an impenetrable wall covering each other's stops. However, the advance and possible disappearance of pawns creates new situations, which have an important bearing on the balance of power.

The question of compensation left aside, the creation of unprotected stopsquares is weakening.

Unprotected stops result from the splitting of the pawn formation into parts with little or no ability to form duos. The more such parts there are, the greater the trouble they cause.

There is a splitting in vertical direction, caused by capture, and a splitting in horizontal direction, caused by the advance of pawns.

We call the vertical splitting *dispersion* (*Diagram 31*), and the

DIAGRAM 31

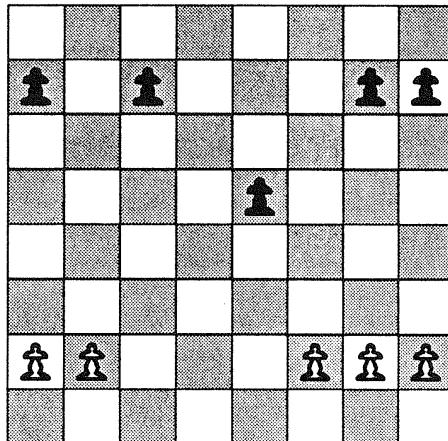
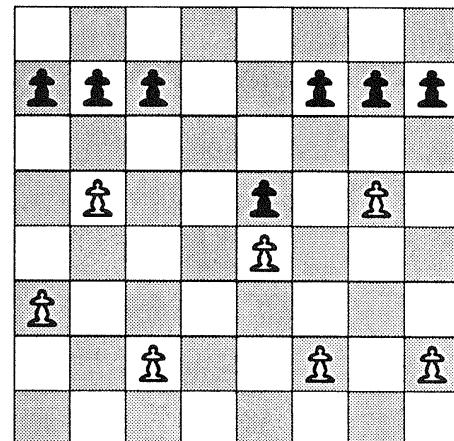
*Vertical splitting**Black suffers from dispersion, isolation*

DIAGRAM 32

*Horizontal splitting**White suffers from distortion*

horizontal splitting *distortion* (*Diagram 32*). The most usual form of dispersion is the *isolation* of one or more pawns.

In *Diagram 31* Black has three isolated pawns of which P<sub>c</sub>7 and P<sub>e</sub>5 are particularly disadvantageous because they can easily be assailed from the front while their central location increases the significance of their weak stopsquares.

Horizontal splitting is remediable inasmuch as the pawns, or at least some of them, retain their capacity for forming duos. However, this is an abstract point of view. A cure is sometimes possible in a case of slight distortion, but not if the formation is as thoroughly distorted as is White's pawn front in *Diagram 32*.

## I-§15: Backwardness

A half-free pawn, placed on the second or third rank, whose stopsquare lacks pawn protection but is controlled by a sentry, is called a *backward pawn* or, as we alternately speak of it, a *straggler*. See *Diagram 33*.

A straggler constitutes a weakness because (1) it invites enemy pieces to its stopsquare offering them a steppingstone over the middle-line with absolute cover against frontal assault (2) it hampers pieces of its own color (3) it is basically vulnerable.

There is also something which might be called *conditional backwardness*, where a pawn is backward only in certain respects.

In the position of *Diagram 34*, the pawn on c2 is not backward since it belongs to a duo. Yet, this pawn has features of backwardness since it is located on the second rank and unable to move with

impunity; and since b2-b3 might become necessary in order to prevent b4-b3, there is considerable danger that the pawn on c2 will become definitely backward.

In the same diagram, there is also the conditional straggler on g4—backward in relation to the ram f5 vs f6 and the chain f5, g4, not backward however with respect to Black's pawn at h6 as well as to the fact that its stopsquare lies in enemy territory.

Here is a compound situation where everything depends on the circumstances.

DIAGRAM 33

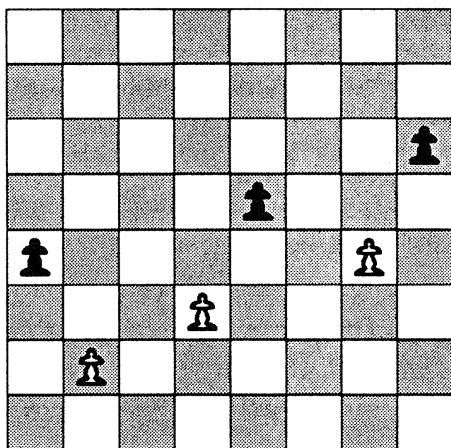
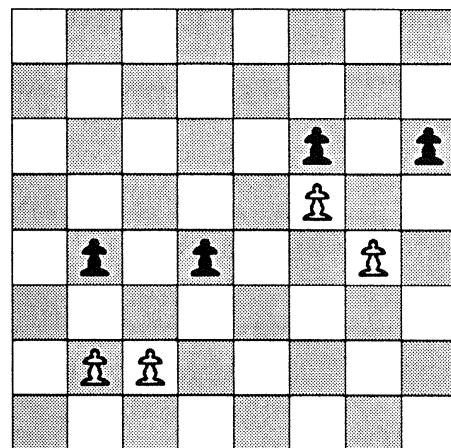
*Backwardness**Stragglers b2, d3 vs h6*

DIAGRAM 34

*Conditional backwardness**c2 and g4 backward in certain respects*

## I-§16: Shielding

A pawn or a piece occupying a stop or telestop is protected by the opposing pawn against frontal attack. We call this *shielding*.

Shielding is most effective on the stop, e.g. Ke2 vs Pe3. On telestops its effect diminishes with the increasing distance from the shielder owing to increasing possibilities of frontal attack, e.g. Ke2 vs Pe4, Ke2 vs Pe5, and so on.

Pawns are originally unfree, that is to say shielded. Consequently, a weak pawn requires consideration as to whether it is still shielded, and if so, to what degree. Shielded weaknesses (*Diagrams 35, 36*) have a much lesser significance than open weaknesses.

Under certain circumstances an unshielded pawn can be artificially shielded by a piece. This we shall discuss later (*Diagrams 88, 92*).

Of the four singletons in *Diagram 35*, the c5-pawn is perfectly

shielded, the a5-pawn almost so since frontal attack on it is limited to the Queen or the King, g2 is only lightly shielded, and the e4-pawn not at all.

There are five shielded stragglers in *Diagram 36*, namely b2, e3, g3 vs e6, g7.

The pawns at e3 vs e6 neutralize each other.

The pawn at g3 is at the same time an important lever pawn; its advance and possible exchange may essentially alter the diagrammed position in one of these ways: (1) removal of Pg3 vs Pf5, which distinctly favors White because of the resulting plain backwardness of g7 as well as the possible lever thrust e3-e4 (2) removal of Pg3 vs Pe6, which is dubious because of the resulting plain backwardness of e3 vs g7 (3) arrival of Pg3 on g5, whereby White attains his head-duo, thus essentially improving his position.

Also the pawn at g7 has important lever power; the possible elimination of this pawn with g7-g6, followed by h6-h5, leads to plain backwardness of g3.

White's b2 is a plain liability. It has no lever power, inasmuch as the possible removal of Pb2 vs Pa4 causes plain backwardness of a3. Moreover, b2-b3 may easily fail against the cross lever: b5-b4.

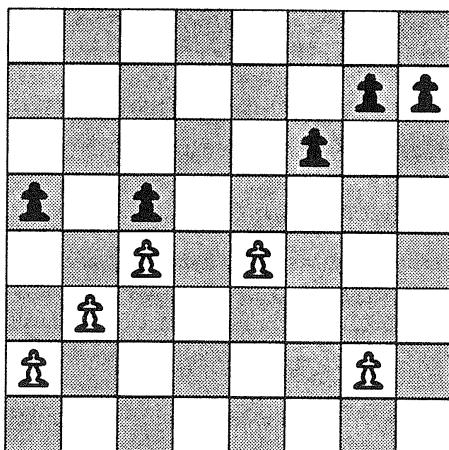
### I-§17: Siege and quartgrip

Backwardness is paralyzing. Shielded backwardness is paralyzing to a lesser extent, but it may still paralyze a whole formation of pawns. We then speak of a *siege*.

The prototype of the siege is what we call the *quartgrip*, a

DIAGRAM 35

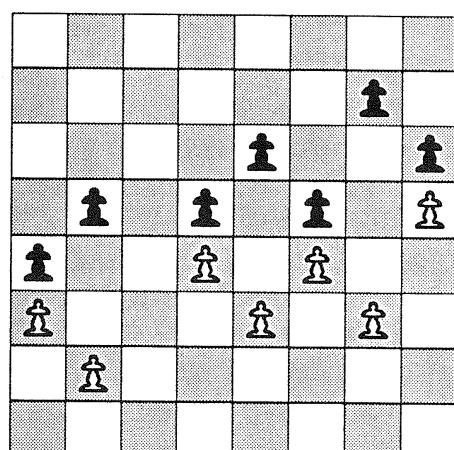
*Shielded isolation*



*Various degrees of it*

DIAGRAM 36

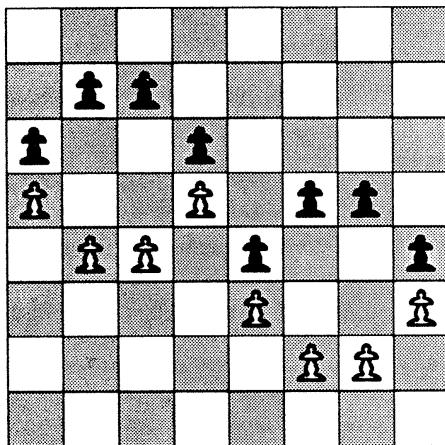
*Shielded backwardness*



*Potential consequences*

formation of four vs four pawns in which the shorter frontspans constitute a great advantage.

DIAGRAM 37

*The quartgrip*

*Left: Black in the grip  
Right: White in the grip*

The quartgrip must be understood as containing a duo of shielded stragglers on the second rank, which virtually doubles the disadvantage of such a straggler. The attacker, having at his disposal two head-duos on the fifth rank, can create an advanced passer by force the sneaking way.

Following are a few possibilities in *Diagram 37*:

1 b5, f4 (or 1 ...a6xb5, 2 c4xb5, followed by 3 a6); 2 c5, f3 (2 ...a6xb5, 3 c6!; or 2 ...d6xc5, 3 b6!); 3 g2xf3, e4xf3; 4 c6 (or 4 b6, which creates a passer on the c-file or d-file); 4 ...b7xc6, 5 b5xa6 (or 5 b6); 5 ...g4, and Black also gets an advanced passer.

After 1 g3, Black frees either his h-pawn with 1 ...g4, or his e-pawn with 1 ...h4xg3, 2 f2xg3, f4. In case of 1 f3 the outside passer results from 1 ...e4xf3, while the cross lever 1 ...f4 frees the e-pawn.

These variations give an idea of the creative power of the quartgrip.

Although likely to occur only at an advanced stage of the game, the quartgrip is not excluded from the opening, as the following variation of the French Defense shows: 1 e4, e6; 2 d4, d5; 3 Nc3, Bb4; 4 e5, c5; 5 a3, Bxc3+; 6 b2xc3. If Black now proceeds immediately or soon with ...c5-c4, thus postponing the opening of the lines, White

is entitled to strive for the formation Pe5, Pf4, Pg4, Ph5, which may lead to the quartgrip.

Needless to say, the quartgrip serves perfectly if applied against a minority, e.g. Pa5, Pb4, Pc4, Pd5 vs either Pa6, Pb7, Pd6 or Pa6, Pc7, Pd6.

## Chapter II

### Pawns Single File

Pawns are made to march abreast; when placed in front of each other by means of capture, they constitute a liability. Obviously, if two or more pawns must rely on the same frontspan or on the same sentry in order to form a lever, their fighting power diminishes.

However, the basic disadvantage of a vertical formation is not necessarily serious from the practical point of view. For one thing, it may be possible to restore the horizontal order of the pawns. Also, the vertical part of the formation may have no bearing on the pawn situation as a whole as far as the creation of passers is concerned.

Let us now discuss these questions in detail.

#### II-§1: The double pawn or twin

The only vertical pawn formation of importance is the vertical duo called *double pawn*, or *twin*.

The two parts of a double pawn are usually referred to as pawn (e.g. e-pawn) and foremost (e-) pawn. We call them *front-twin* and *rear-twin*.

In referring to the creation or elimination of a double pawn we speak of *doubling* or *undoubling*.

Undoubling normally requires a lever with the front-twin. Accordingly, there are three types of double pawns: sham, loose, and tight.

We speak of a *sham twin* if the undoubling is assured beforehand, e.g. 1 d4, d5; 2 c4, e6; 3 Nc3, Bb4; 4 a3, Bxc3+; 5 b2xc3 and 6 e3 (*Diagram 38*). Here, the doubling is of a transitory nature and not likely to have any detrimental effect.

If the undoubling is no fact but a possibility, we speak of a *loose twin*, e.g. 1 e4, e6; 2 d4, d5; 3 Nc3, Bb4; 4 e5, c5; 5 a3, Bxc3+; 6 b2xc3 (*Diagram 39*). Loose twins are most common; they usually do little or no harm.

But if undoubling by force is theoretically impossible, we speak of a *tight twin*, e.g. 1 d4, Nf6; 2 c4, e6; 3 Nc3, Bb4; 4 a3, Bxc3+; 5 b2xc3 (*Diagram 40*). Here White has no chance for a lever with the

DIAGRAM 38

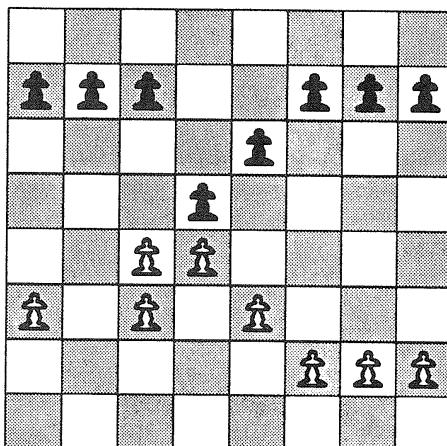
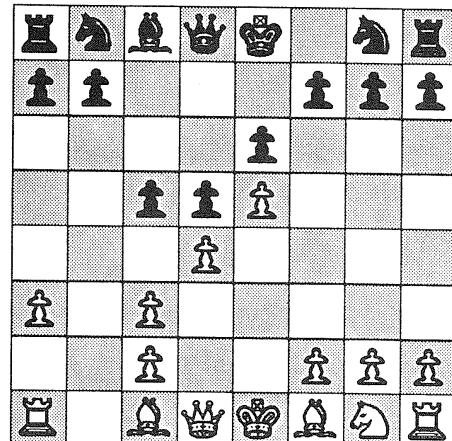
*Sham twin**Undoubling lever a fact*

DIAGRAM 39

*Loose twin**Undoubling lever a possibility*

front-twin (unless d7-d5 or b7-b5 is played sooner or later, which depends on Black). The usual continuation is 5...c5 followed by b7-b6 and d7-d6 eventually leading to the so-called *Wyvill* formation: P<sub>c</sub>3, P<sub>c</sub>4, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5. Such an indissoluble double pawn is definitely a disadvantage requiring substantial compensation—which in the *Wyvill* case is offered by the aggressive lever P<sub>f</sub>4 vs P<sub>e</sub>5.

Now suppose that in *Diagram 40* it were White's move and he played 1 c5, rightly speculating that he can exchange this pawn thanks to the inevitable d7-d6 or b7-b6. In doing so, he would only trade one disadvantage for another because after 1 ...b6; 2 c5xb6, a7xb6, his a-pawn suffers from isolation and backwardness.

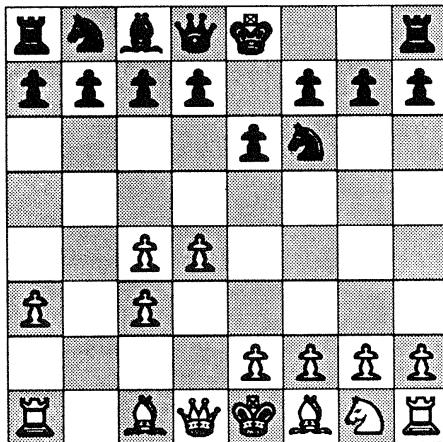
A loose twin, if immobilized in an expanded ram of the type P<sub>c</sub>2, P<sub>c</sub>3 vs P<sub>c</sub>4, becomes a tight twin. See 6 ...c4 in *Diagram 39*.

## II-§2: The triad

The degree to which a twin is detrimental to the pawn formation becomes obvious when a majority thus afflicted is put to the test of producing a passer.

Most suitable for such testing is the smallest unit containing a non-isolated twin, i.e. a group of three pawns which we call a *triad*. For instance P<sub>b</sub>2, P<sub>b</sub>3, P<sub>c</sub>3.

DIAGRAM 40

*Tight twin**Undoubling lever impossible*

Triads, as well as formations with a double pawn in general, must be treated according to the special rule “Front-twin first” (instead of “Candidate first”). It is quite important to create space between the front-twin and the rear-twin so the latter can move. But even so, a pawn majority afflicted by doubling remains handicapped.

A triad of unfree pawns is unable to produce a passer against a duo. Neither White nor Black can get one by force in the position of *Diagram 41*. For instance 1 g6, f7xg6! or 1 f6, g6!.

DIAGRAM 41

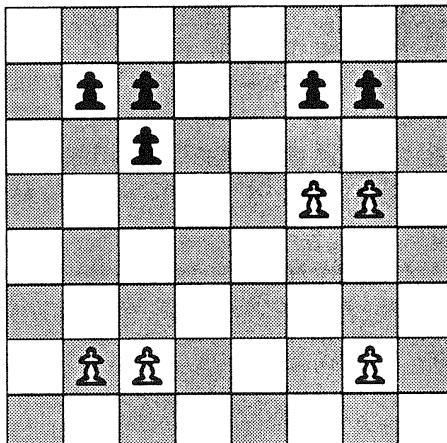
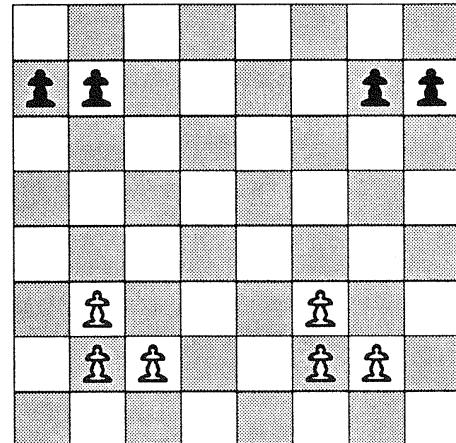
*Triad of unfree pawns vs duo**Creation of passer impossible*

DIAGRAM 42

*The twin or its helper half-free*

*Left: Still no passer by force  
Right: Passer, but at a high price*

However, the defender must not allow the rear-twin to form a lever: 1 g6, f6??; 2 g4!, etc. The same after 1 f6, g7xf6??; 2 g5xf6, etc. Accordingly, 1b4 is good, if played with the idea of capturing whenever c6-c5 occurs, and 1 c4 is also good, but then White must never capture in the case of b7-b5.

The triad gains a little in creative power if the helper of the twin is half-free (*Diagram 42*, left), and still more if the twin itself is half-free (*Diagram 42*, right).

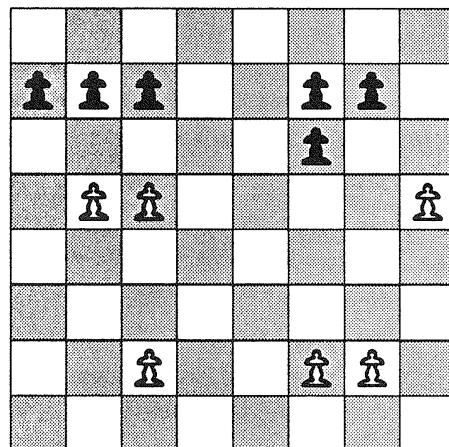
The half-free P<sub>c2</sub> needs a helper on b5 in order to become a true candidate; it then could cross the guarded square c6. Hence 1 b4, threatening 2 b5. This attempt fails however against 1 ...a6.

The half-free P<sub>f3</sub> is in a better situation than P<sub>c2</sub>; in fact this front-twin is a true candidate, for its crossing of f6 is assured, thanks to the rear-twin's acting as helper's helper. However, there is a grave concession involved inasmuch as Black's h-pawn queens first. Thus: 1 f4, h5; 2 g3 (2 f3??, h4!) 2 ...a6; 3 f3, a5; 4 f5 (after 4 g4?, h4, Black is two tempi ahead) 4 ...b6, 5 g4, h4, and Black queens one tempo earlier. Yes, even in this case the doubling presents a serious handicap.

While a twin's attacking power is often reduced to the capacity of one pawn, its defensive power usually remains unbroken. In other words, a twin may be unable to overcome the obstruction of a single pawn, but it is sufficient to hold two pawns. But a triad does not necessarily prevent a trio from producing a passer, for if one of the trio-pawns holds the twin, the two others constitute a 2:1 majority.

#### DIAGRAM 43

*Triad vs trio*



*When the trio produces a passer*

In the position of *Diagram 43* Black's candidate simply marches through: 1 ...a5! (1 ...Pa6??; 2 c6!). The passing of White's candidate depends on 1 g4, which Black, when he has the move, can prevent with 1 ...f5.

Note that in such cases the candidate cannot be a neighbor of the twin; it would then be a faker.

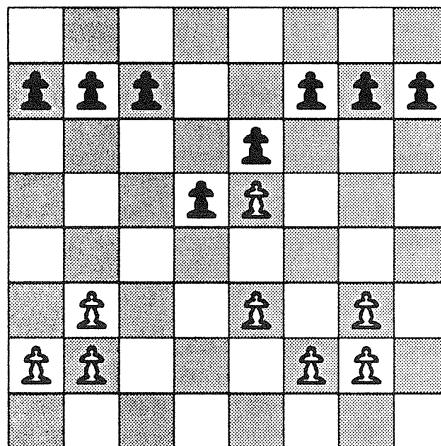
## II-§3: Types of doubling

Corresponding to the three types of levers according to direction there are the same three types of doubling; we call them *innerswap*: towards the center, e.g. c-pawn x d-pawn *outerswap*: towards the rim, e.g. d-pawn x c-pawn, and *centerswap*: within the center, e.g. d-pawn x e-pawn.

*Diagram 44* shows the three types of doubling.

DIAGRAM 44

*Types of doubling*



*Innerswap: Ph2 has landed on g3*

*Outerswap: Pc2 has landed on b3*

*Centerswap: Pd4 has landed on e5*

The outerswap is more likely to cause dispersion and be detrimental to the pawn formation than the other two types of doubling. However, there are also situations where the opposite is true.

Doubling in general often creates local majorities, particularly in the early part of the game. In such a case, the outerswap may cripple the majority. But with no majorities involved, the outerswap may be harmless or even preferable. (*Diagrams 45, 46.*)

In the position of *Diagram 45* theouterswap  $d7xc6$  is definitely harmful, offering White a win by force in the pawn ending. Nevertheless theouterswap is recommended in the corresponding line of the Ruy Lopez: 1 e4, e5 2 Nf3, Nc6; 3 Bb5, a6; 4 Bxc6, d7xc6; 5 d4, e5xd4; 6 Qxd4, Qxd4; 7 Nxd4; since the pawn ending is far away, Black is supposed to have a good game thanks to his pair of Bishops. This is however a question of opinion. At any rate, the crippling of Black's majority is a real disadvantage, while the compensation is questionable. May it suffice to say that of all leading masters only Emmanuel Lasker repeatedly adopted this line with White, and almost invariably with success.

DIAGRAM 45

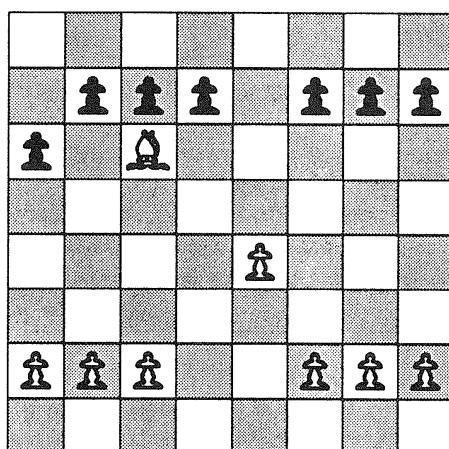
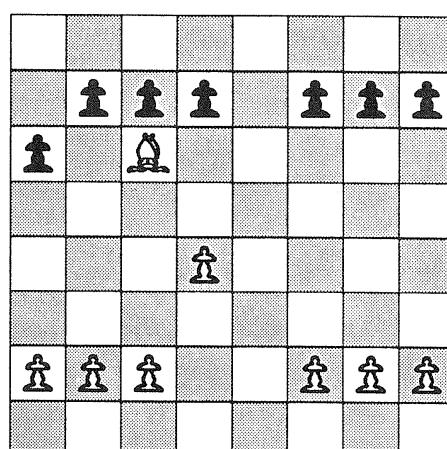
*Majorities involved**Innerswap  $b7xc6$  indicated*

DIAGRAM 46

*No majorities involved**Outerswap  $d7xc6$  preferable*

In the same position (*Diagram 45*) the innerswap  $b7xc6$  also has a drawback inasmuch as it causes dispersion, but this is, basically, by far the minor evil.

The situation of *Diagram 46* is different; since neither way of recapturing the Bishop creates majorities, Black has no reason to disperse his pawns with  $b7xc6$ . Here theouterswap is preferable.

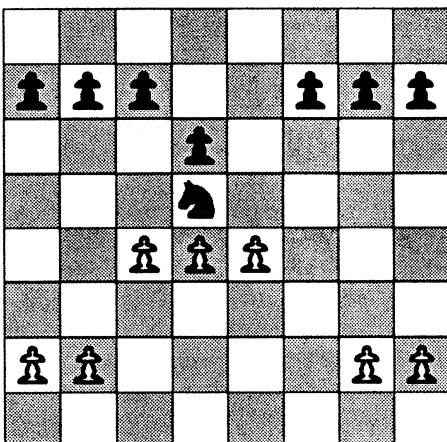
The question of local majorities is also applicable to the centerswap, which is unfavorable if it transforms e.g. Pd4, Pe3 vs Pc5, Pe6 into Pe3, Pe5 vs Pc5, Pe6.

In the position of *Diagram 47*  $c4xd5$  causes dispersion, yet it is preferable to  $e4xd5$  which leaves White with a crippled majority. (In the latter case, Black must beware of the quartgrip. To be safe, he should avoid a7-a6).

The doubling may also create majorities with no open demarcation file between them. See *Diagram 48* where the centerswap  $e4xd5$  concedes to Black a perfect majority on the K-side as against

DIAGRAM 47

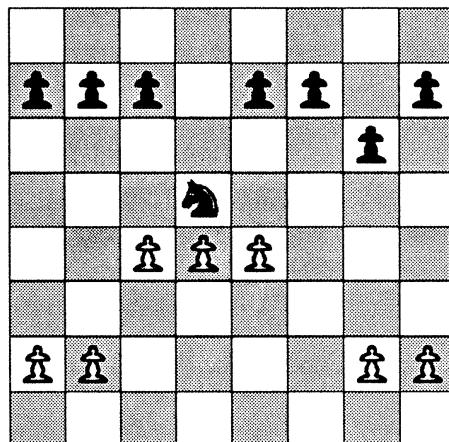
*Centerswap and majorities*



*e4xd5 inferior to c4xd5*

DIAGRAM 48

*Majorities without demarcation file*



*Innerswap c4xd5 preferable.*

White's crippled one on the Q-side. For this reason the innerswap c4xd5 is basically preferable, dispersion notwithstanding.

## II-§4: The doubled Bishop pawn

Most exposed to doubling are the c- and f-pawns, which is due to the frequently possible exchange of a Knight on c3 or f3 (c6 or f6). But while measures are usually taken to prevent the doubling of the f-pawn, such as for the sake of castling to the K-side, the doubling of the c-pawn is often permitted and sometimes even provoked, with the general idea that the innerswap with the b-pawn would strengthen the center.

The doubling of one of the c and f pawns is the common trait of a large family of positions. We shall confine ourselves to a few examples.

*Diagram 49* shows the c-twin in a comparatively favorable setting. Black suffers only from slight dispersion. He should maintain his duo, playing c6-c5 or d6-d5 only if there is a special reason for it such as the forced undoubling by means of e4xd5.

*Diagram 50* shows a situation indicative of what happens when the rule "Front-twin first" is violated. Of course, the d-pawn might have been on d4 before the doubling occurred. However, the effect is the same as if White had advanced the wrong pawn of his triad. Now the triad is distorted, the twin lagging. And since c5xd4 is feasible while d4xc5 obviously is not, Black has the initiative.

Note that 1 ...c5xd4 holds promise inasmuch as White emerges

DIAGRAM 49

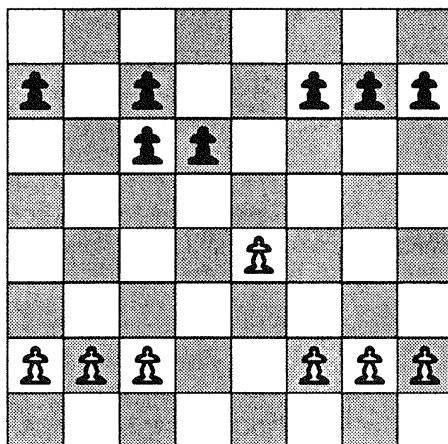
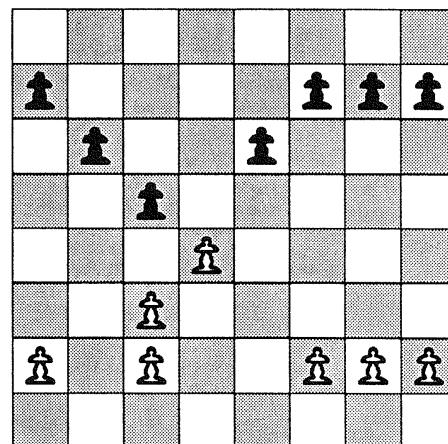
*The c-twin within duo and triad**A slight liability*

DIAGRAM 50

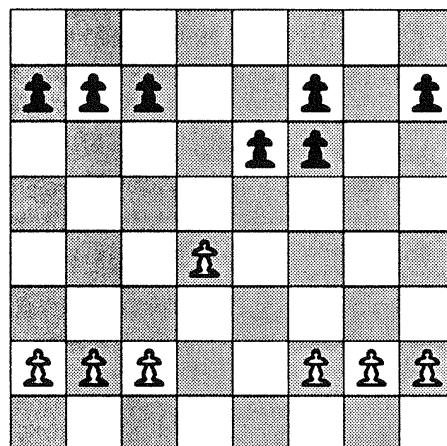
*The lagging c-twin**A liability*

with hanging pawns after 2 c3xd4. The consequences of the undoubling in this case are not the same as in *Diagram 49*.

While these facts favor Black, White may have adequate compensation, e.g. thanks to the lever action a2-a4-a5; he may thus shorten Black's chain on the Q-side and hit at its base; or he may have attacking chances on the K-side. But that depends on the position of the pieces. The pawn formation itself favors Black.

The f-twin is of special significance when combined with castling to the K-side; it then constitutes a weakness which ordinarily is serious. *Diagram 51* shows this weakness in its mildest form. The

DIAGRAM 51

*The f-twin within duo and triad**Least detrimental to ...0-0*

basically worse form of such a triad on the homeside is Pf2, Pf3, Pe4 vs Pe5 when the stopsquare of the firmly backward twin lies open to invasion. However, much depends on the tactical circumstances in each case. Generally speaking, the danger to the defender diminishes with every exchange of minor pieces. Sometimes the defender even gets the chance for a counter-attack along the g-file. But these cases are exceptional—far more exceptional than is widely believed.

## II-§5: The isolated twin

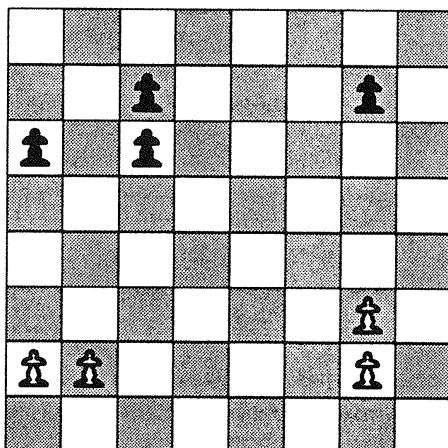
As weak stopsquares are harmful to a single pawn, how much more must they be so to a file of pawns. The mobility and safety of such pawns are gravely impaired and may cause all kinds of other damage.

*Diagram 52* shows Black's Q-side in a lamentable condition, mainly because of his isolated and frontally assailable twin. White is a little better off since his twin is slightly shielded; he also has a duo but lacks, on the other hand, even the theoretical chance for a lever with his front-twin.

An exceptional case is the isolated but closely shielded twin on the e-file as shown in *Diagram 53*. This double pawn often serves well because it controls valuable squares in the central zone and is difficult to assail.

DIAGRAM 52

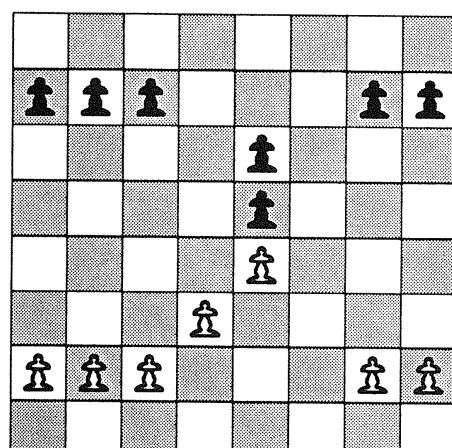
*Isolated twins*



*Particularly harmful*

DIAGRAM 53

*The isolated and shielded e-twin*



*Often useful*

## II-§6: Crossing and undoubling

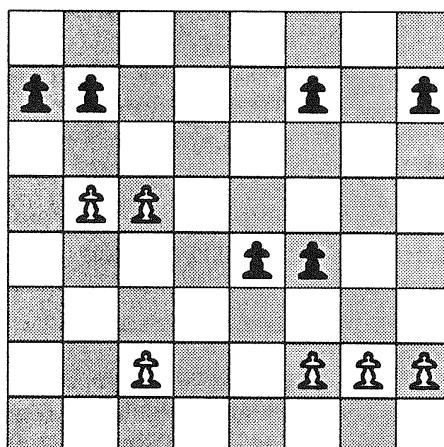
A candidate's crossing into freedom and the dissolution of a double pawn may or may not be one and the same thing.

In the position of *Diagram 54*, the front-twin P<sub>c5</sub> is also a true candidate, becoming a passer after 1 c6. However, the doubling remains after 1 ...b7xc6 as well as after 1 ...b6.

Black's chances for crossing and undoubling are a little different since his front-twin ...P<sub>f4</sub> has the status of helper. Accordingly, 1 ...e3 leads in case of 2 f2xe3 to both crossing and undoubling. Not so in the case of 2 f3 when the subsequent 3 g3, f4xg3; 4 h2xg3, f5; 5 f4 might be dangerous for Black, inasmuch as it artificially isolates and weakens his passer. If Black wants to eliminate this danger, he must first anticipate g2-g3 by means of h7-h5-h4 and then proceed with e4-e3.

DIAGRAM 54

*Crossing and undoubling*

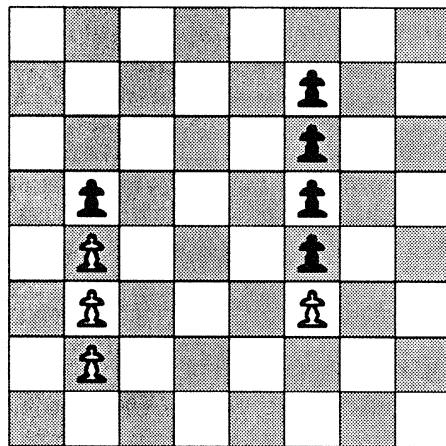


*Not necessarily the same*

## II-§7: Monsters

The vertical trio and the vertical quart, *triplets* and *quadruplets* as we might call them, are positional monsters, triplets and a great rarity, quadruplets to all practical purposes non-existent. They obviously have the drawbacks of a twin, multiplied.

## DIAGRAM 55

*Triplets and quadruplets**Positional monsters*

## Part Two

### Pawns and Pieces

Having explained the elements of pawn play from the theoretical angle, we now come to the more practical questions arising from the co-operation of the pawns with the pieces or types of pieces.

In discussing these questions there is little to say about the King and the Queen.

The King, owing to its vulnerability, is originally restricted to a passive rôle to be played behind a close cover of protecting pawns. Its active value increases in direct proportion to the number of pieces removed from the board, particularly the Queens, for the Queen is the only piece which the King can never attack. In the end-game, the King may even dominate the board.

The Queen, on the other hand, is too powerful to depend on the pawns; it can easily adjust itself to any formation.

With Rooks, Bishops, and Knights the situation is different. These pieces, each in its own way, depend very much on a proper co-operation with the pawns. Most important in this respect are the Bishops, since the pawn formation has a paramount bearing on their relative value.

# Chapter III

## Pawns and Bishops

Of all the chessmen the Bishop alone is unalterably restricted to squares of the color of its original square. Bishops are confined to either white squares or black squares and, consequently, easily hurt by obstruction.

Most harmful to a Bishop is obstruction by its own pawns. A Bishop thus obstructed is called the *bad Bishop* as opposed to the unhampered or *good Bishop*.

The distinction between good and bad arises as soon as any pawns become immobilized, thus impairing the scope of one of the Bishops on either side. Such impairment, of which there naturally are quantitative and qualitative degrees, has substantial bearing on the relative value of the minor pieces as long as there is a Bishop on the board.

### III-§1: The minor exchange

Some authorities hold that a Bishop is a little stronger than a Knight. Tarrasch called the difference the *minor exchange*.

We do not believe in the minor exchange but attribute possible fluctuations in the relative value of Bishop and Knight to later developments, particularly to changes in the pawn formation. Indeed, BxN is more harmful than NxN, but it also is, by the nature of the game, more often possible. The possibility alone does not justify the move. Any unmotivated trade of pieces might easily do harm, and BxN often does, if played thoughtlessly.

Any trade of minor pieces ultimately depends on the question which minor pieces, if any, remain on the board and what prospects they have. The expression “minor exchange” may just as well used to describe the superiority of a Knight against a bad Bishop.

### III-§2: Bishops and rams

Bishops need open diagonals and mobile pawns; rams are a

nuisance to them. But since a ram is formed in most openings, one of the Bishops of either side usually becomes obstructed very early. After 1 d4, d5, for instance, both Queen Bishops are bad.

The bad Bishop is of more significance than the good one. The latter, rendering adequate service, normally deserves little or no particular attention. The bad Bishop, however, rendering inadequate service, constitutes a very important characteristic of the position.

Just how bad the Bishop is and how disadvantageous depends on the circumstances; there may be just one ram or several; the Bishop may be favorably placed in front of the pawn wall, where it is capable of initiating captures, or unfavorably behind the pawn wall, where it cannot initiate captures and is therefore inactive; finally the restriction may apply to only one side or to both, or to both to an unequal extent.

After 1 d4, d5; 2 e3, e6; 3 f4, f5, both Queen Bishops are not only very bad in view of the pawn formation, but also badly placed and inactive. The position is even.

After 1 d4, d5; 2 Bf4, Bf5; 3 e3, e6 the bad Queen Bishops are perfectly placed and active. This too is an even position.

After 1 d4, d5; 2 Bf4, e6, the bad Queen Bishops are unequally posted, White's actively, in front of its pawn, Black's inactively, behind its pawn. White has a slight edge.

The King Bishop is often hampered by the ram Pe4 vs Pe5 and yet very valuable for its keeping under fire f2 or f7, which is originally the weakest square in the neighborhood of the opposing King. As is for instance the case in the Giuoco Piano: 1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5.

The conclusion is that with ample forces on the board a single ram would ordinarily cause little if any hindrance.

The epithets "good" and "bad" may just as well refer to rams, provided there is a Bishop on the board. For instance Bd3, Pd4, Pe4 vs Bd7, Pd6, Pe6 when 1 e5! establishes a ram which is good for White's Bishop but bad for Black's Bishop, while after 1 d5? it is the other way round. Consequently, 1 e5!, d5? offers White two good rams, while after 1 d5?, e5! he suffers from two bad rams.

The presence of several rams, especially in the central zone, leaves the bad Bishop with little chance for adequate activity. Remaining with the bad Bishop is in such cases a particular danger which either side must watch whenever considering BxN or NxN.

Too many rams may even put the good Bishop out of action, e.g. Bc2, Pb4, Pd4, Pe5, Pf4, Pg3 vs Bc4, Pb5, Pd5, Pe6, Pf5, Pg4 when White has no use for his Bishop. If such a condition occurs in the middle-game, the active bad Bishop may render better service than the good Bishop.

### III-§3: Monochromy

The two-colored nature of the chessboard calls for a balanced control of white squares and black squares. Disturbances of this balance cause a state of *monochromy*, which is a serious weakness.

Monochromy presents itself as a “weakness on white squares” or a “weakness on black squares.”

These usual terms suffer from the coincidence that in chess terminology “white and black” refer to the squares while “White and Black,” spelled with capitals, indicate the players. It easily causes confusion when one has to talk about “white squares,” “White’s squares,” “White’s white squares,” and so on.

Some writers therefore refer to the squares as “light and dark.”

We prefer, in combined terms, *leuco* for *white*, and *melano* for *black*, consequently distinguishing between the two forms of monochromy as *leucopenia* or insufficient control of the white squares, and *melanpenia* or insufficient control of the black squares.

Monochromy is the drawback of the bad Bishop; it is either mechanical or dynamic in nature depending on the mechanical or dynamic immobilization of the critical pawns. For instance Bd3, Pd4, Pe5 vs Bd7, Pd5, Pe6 when Black suffers from *mechanical melanpenia*, or Bd3, Pe3, Pf4 vs Bd7, Pd5, Pe6 when Black is handicapped by *dynamic melanpenia*. Very often the monochromy is partly mechanical and partly dynamic as in the case of Bd3, Pd4, Pe5 vs Bd7, Pd5, Pf7. Mechanical monochromy is the more serious type.

The degree of monochromy depends on (1) the number of hampering pawns (2) the case of the “bad Bishop vs Knight,” when the monochromy is serious, or the milder case of “bad Bishop vs good Bishop” (3) the assistance rendered to the bad Bishop by one Knight or both Knights, because a Knight, for its rotochromic function, is capable of substituting to some extent for the missing Bishop.

The following diagrams (56–60) show five degrees of monochromy of the leucopenic kind. White, owing to his bad Bishop, is the afflicted side.

The leucopenia of *Diagram 56* is mild, thanks to the presence of the Knights. White has a good chance to trade his Bishop. However, only BxB leads to full equality; BxN is less effective since Black then keeps his Bishop while there are good rams. Good rams usually make the Bishop slightly superior to a Knight.

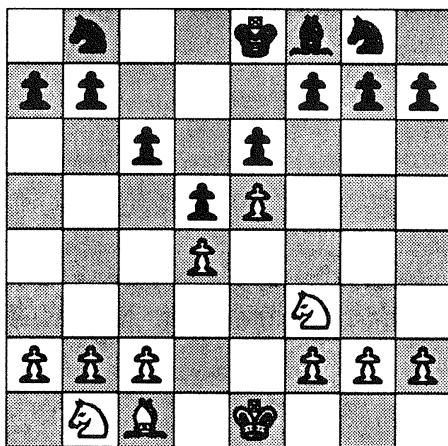
In *Diagram 57* the white-bound assistance is reduced to only one Knight, which accentuates the leucopenia. However, White has a fair chance to reach full equality with BxN.

The leucopenia shown in *Diagram 58* is more distinct, inasmuch as definite relief depends on BxB, a trade which White has little chance to effectuate.

Reduced to an affair of “bad Bishop vs good Bishop,” as shown

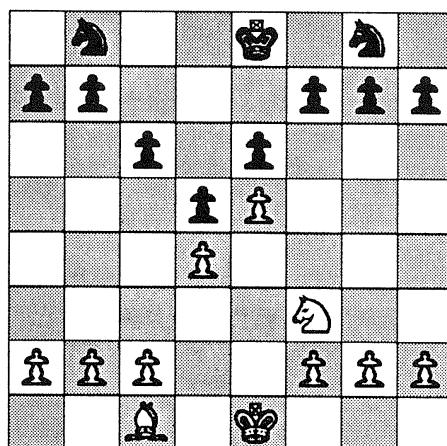
in *Diagram 59*, monochromy is a serious affliction, and yet often bearable because the favored side has difficulty in making headway on squares heterochromic to the Bishops. Such progress usually depends on the presence of at least one pair of Rooks.

DIAGRAM 56

*Mild leucopenia*

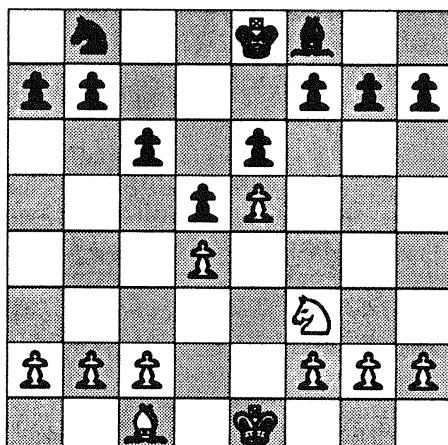
*White-bound assistance;  
chance to trade bad Bishop*

DIAGRAM 57

*Accentuated leucopenia*

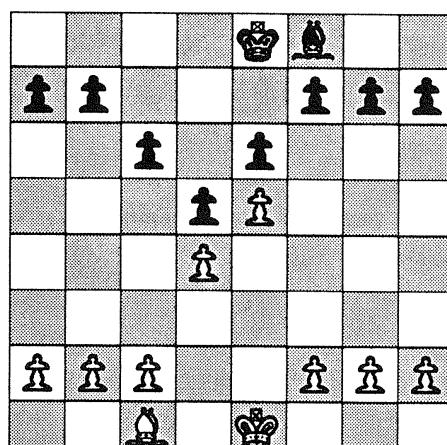
*Some white-bound assistance;  
chance for BxN*

DIAGRAM 58

*Distinct leucopenia*

*Some white-bound assistance; little  
chance for relief by trade*

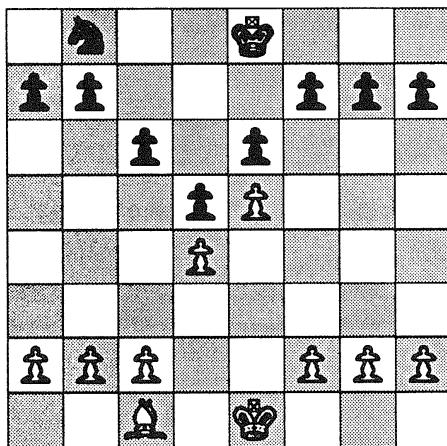
DIAGRAM 59

*Dangerous leucopenia*

*Serious but arrested*

Reduced to a struggle of “bad Bishop vs Knight” (*Diagram 60*) monochromy usually takes a progressive and ultimately fatal course because the Knight, thanks to its rotochromic capacity, assures progress.

DIAGRAM 60  
*Alarming leucopenia*



*Serious and progressive*

### III-§4: Bad Bishop vs Knight

This case has great practical significance and deserves a more detailed discussion. Here is an example to the point.

AMOS BURN — ALEXANDER ALEKHINE  
(from their game of the Karlsbad 1911 tournament)

(See *Diagram 61*)

Black suffers from severe melanpenia, but he is not entirely helpless as long as he can rely on the black-bound assistance rendered by his Knight.

At this point White offered a draw, but Black refused.  
Both players had the impression that the pawn on c3 must fall.

<i>1 ...</i>	Na7
<i>2 Kf2</i>	Bc6

Black now realizes that the intended 2 ...Nb5, far from winning

the c3-pawn, only plays into White's hands because of 3 Ba4!, followed by 4 Bxb5.

But 2 ...Bc6 is actually the decisive error, as pointed out by Nathaniel Cohan; the correct continuation, sufficient for equality, is 2 ...Nc8!, followed by 3 ...Nb6 and 4 ...Ba4.

3 Ke3	Nb5
4 Kd2	...

4 Ba4 is now faulty because of 4... Nxd4.

At this point it was White who, of course, refused a draw.

4 ...	Kf8
5 Nc2	Ke7
6 Ne3	f5

Another bad ram, but that does not matter any more. Black would like to close up the King side.

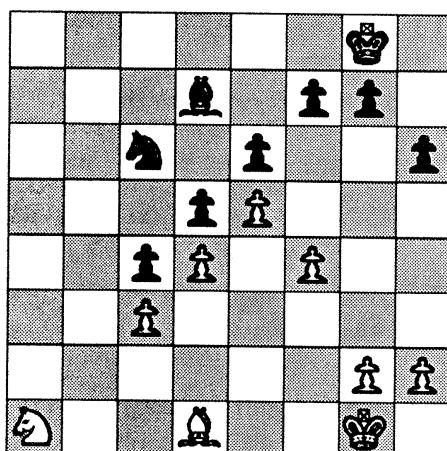
7 Bf3	...
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Threatening 8 Nxc4.

7 ...	Kd7
8 g4!	...

### DIAGRAM 61

*Semi-final stage*



*White's next objective is BxN*

As usual in such cases it is vital to reduce the number of pawns so as to create assailable targets and provide maneuvering space for the pieces.

8 ... f5xg4

Exposing the base pawn at e6 to assault. While this is inevitable, it can be done in a slightly better way by 8 ... g6; 9 h4 (threatening 10 h5) 9 ... f5xg4; 10 Bxg4, h5. Then, White cannot easily operate with zugzwang as he lacks waiting moves with his h-pawn.

9 Bxg4 ...

Threatening 10 f5 (10 ...e6xf5; 11 Nxf5!).

9 ... g6

Necessary, but it creates another exposed target.

10 Bd1 Ke7  
11 Ng4! h5

So it goes in such cases: the Knight drives an enemy pawn on a square of the wrong color, and may repeat the performance.

The text move completes the melanpenia of Black's position.

12 Ne3 Kf7  
13 Ng2 Kg7  
14 Nh4 Be8  
15 Nf3 Kf7  
16 Kc2 Bd7  
17 Kb2 ...

Preparing for the entry of the King via a3. White does not threaten 18 Ba4, because of 18 ...Nxd4, but he accomplishes it by means of zugzwang.

17 ... Na7

There is no way of preventing Ka3 for long, e.g.

(1) 17 ... Kg7; 18 Ba4, etc. (18 ...Nxd4; 19 Nxd4, Bxa4; 20 Nxe6+);

(2) 17 ... Ke7; 18 Nh4, Be8; 19 Bc2 and wins the g-Pawn;

(3) 17 ... Be8; 18 Nh4 (thematic; but 18 Ba4, Nc7; 19 Bxe8+,

$Nxe8$ ; 20 Ka3 should also win) 18 ... Kg7; 19 Bc2, Kh7(6); 20 Nf3, Kg7; 21 Ng5, Bd7; 22 Ba4, etc.;

(4) 17 ... Bc6; 18 Nh4, Kg7; 19 Bc2, Be8; 20 h3, Kh7(6); 21 Nf3, Kg7; 22 Ng5, Bd7; 23 Ba4, etc.

18 Ka3      Nc6  
19 Ba4!      Ke7

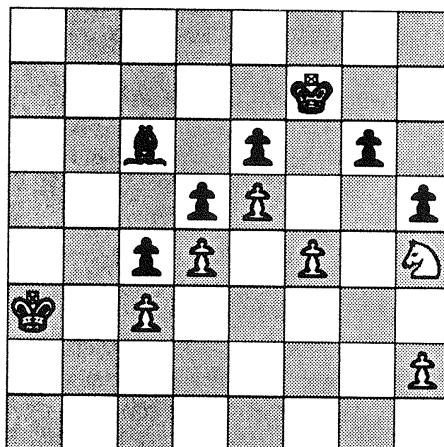
If 19 ... Nb8, White wins either thematically with 20 Bc2, Kg7; 21 Nh4, Be8; 22 Kb4, or with 20 Bxd7, Nxd7; 21 Kb4, in both cases thanks to penetration of his King on d6.

20 Nh4      Kf7  
21 Bxc6      Bxc6

The final stage is reached. Black's melano-bound resistance depends on his King which, however, is exposed to dislodgment by check or zugzwang.

White's ultimate objective is Kd6.

DIAGRAM 62  
*Position after 21 ... Bxc6*



*The final stage;  
White's ultimate objective is Kd6*

22 Kb4      Be8  
23 Nf3      Ke7  
24 Ng5      ...

Here White starts to waver and lose time.

Since the win ultimately depends on Kd6 when the base at e6 must fall, assistance to the King by means of Ne1-c2-b4 is indicated; both pieces must squeeze themselves through the bottleneck on the Queen side in order to enter Black's position with appropriate effect.

This, for instance, is a consistent line of play:

24 Ne1, Bc6; 25 Nc2 (25 Kc5, Ba4!); 25 ... Kd7; 26 Kc5, Kc7; 27 Nb4, Bb7; 28 h3! (*zugzwang*) 28 ... Bc8; 29 Nc6, Bd7; (29 ... Kd7; 30 Kb6!); 30 Ne7, Be8; 31 Ng8, Bd7; 32 Nf6, Ba4; 33 Nh7, Be8; 34 Nf8, Bf7; 35 h4 and wins through *zugzwang*.

24 ...	Bc6
25 Ka3	...

In the wrong direction.

25 ...	Bd7
26 Kb2	Ba4
27 Kc1	Bb3
28 Nf3	Ba4
29 Nh4	Kf7
30 Ng2	Bd7
31 h4?	...

A more serious error of basic significance.

White relinquishes the convenience of having this pawn available for one or two waiting moves for the purpose of *zugzwang*. At this point there is no *zugzwang*, and no reason to seal off the square h4 either.

31 ...	Be8
32 Kb2	...

Back in the right direction.

32 ...	Ba4
33 Ne3	Ke7
34 Ka3	Bc6

34 ... Bb3, so as to prevent Nc2, makes no difference since the Knight can reach the Queen side via other routes.

35 Kb4	Kd7
36 Ka5	Kc7
37 Nc2	Kb7?

A grave mistake, losing quickly since the Knight is admitted to c5.

After 37 ... Bb7! the win offers a problem to which there is hardly a solution, e.g. 38 Nb4, Bc8; 39 Kb5 (39 Na6+, Bxa6!; 40 Kxa6, Kc6) 39 ... Bb7; 40 Kc5, Bc8; 41 Nc6, Bd7; 42 Ne7, Be8; 43 Ng8, Ba4; 44 Nf6, Bc6; 45 Nh7, Be8; 46 Nf8, Bf7; 47 Kb4 (White now misses the winning h4); 47 ... Kc6; 48 Ka5, Kc7; 49 Kb5, Kb7; 50 Kc5 (50 Nd7??, Be8!); 50 ... Kc7. Too many immobilized pawns are in such cases a neutralizing factor because they hamper the Knight, too.

38 Nb4      Bd7

If 38 ... Kc7, White can proceed with 39 Nxc6, Kxc6; 40 Ka6, Kc7; 41 Ka7!, Kc6; 42 Kb8, etc., and wins in the Queen ending. However, 39 Na6+ wins much more conveniently.

39 Na6      Be8

The alternatives are even worse: 39 ... Kc8; 40 Kb6; or 39 ... Kc6; 40 Nb8+, Kc7; 41 Nxd7, Kxd7; 42 Kb6; or 39 ... Ka7; 40 Nc5, Bc8; 41 Kb5; or 39 ... Bc8; 40 Nc5+, Kc7; 41 Kb5.

40 Nc5+      Kc6  
41 Nxe6 and White won

### III-§5: The rise of monochromy

Monochromy is a very common ailment; there are innumerable examples for its rise in practical play.

Let us discuss a drastic case.

EMANUEL LASKER — ERICH COHN  
(From their game of the St. Petersburg 1909 tournament)

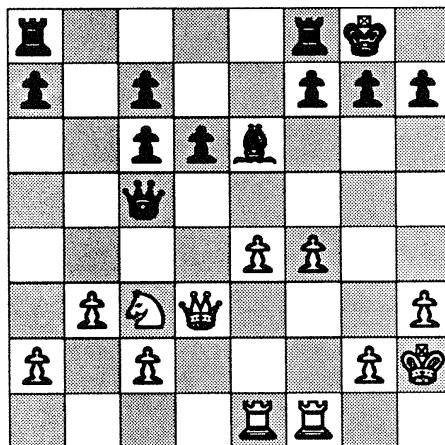
*(See Diagram 63)*

Black's position is slightly cramped but steady. The triad serves well, and so does the Bishop thanks to the absence of any hampering pawns. Naturally, White's head-duo with the Rooks behind it spells action, but there is no immediate action at hand except for the dangerous thrust f5-f6. And this Black can easily prevent.

The game continued:

1 ...      f5?

## DIAGRAM 63

*The Bishop in perfect health**But monochromy strikes*

A bad move.

Lasker points out that 1 ... f6 followed by a defensive attitude is indicated. This goes without saying.

2 e5      ...

Of course. Black now suffers from melanpenia as the bad ram hampers his Bishop.

Besides, there is the threat of 3 e5xd6.

2 ...      d5??

A very bad move which, played by a master, must be rated as a grave oversight. Black probably had the illusion that he could re-establish his duo with 3 ... c5 by force.

Lasker recommends 2 ... Rae8; 3 Re2 as slightly favoring White, adding that 3 g4 is premature because of 3 ... Bc8.

3 Na4!      Qe7

It makes no difference where the Queen goes. The attempt of gaining a tempo with 3 ... Qa3 is fruitless because of 4 Qc3 when 4 ... Qxa2 fails against 5 Ra1.

4 Qd4!      ...

With the stopsquares d4 and c5 definitely under White's con-

trol, Black's melanenia has reached fatal proportions. The Bishop is dead.

<i>4 ...</i>	Rfb8
<i>5 Nc5</i>	a5

Threatening to seize control of the critical stops with *6 ... Rb5*.

<i>6 a3</i>	...
-------------	-----

Parrying the threat, at the same time setting a fine trap.

<i>6 ...</i>	Kf7
--------------	-----

It looks as if *6 ... Rb5; 7 b4, a5xb4; 8 a3xb4, Ra2* would offer Black some counterplay thanks to control of the a-file, e.g. *9 c3, Rb8; 10 Ra1, Rba8*. However, *9 Ra1!* is much stronger; White then gets the open file himself, the tactical point being that after *9 ... Rxc2??; 10 Ra8+, Kf7; 11 Qd1!!* he either wins the Rook or mates in two.

There is much of such tactical trim in Emanuel Lasker's play—probably more than is generally realized. Lasker himself was strangely reluctant to talk about the tactical details of his games.

<i>7 Ra1</i>	Rb5
<i>8 b4</i>	Rab8
<i>9 c3</i>	...

White has consolidated his position and is ready for the final assault in one form or another. He might proceed with *10 a4* followed by *11 b4xa5*; or with *10 Nb3* gaining the a-file after *10 ... a5xb4; 11 a3xb4*, or winning the a-pawn after *10 ... a4; 11 Nc5*. Even an attack on the King side based on g4 offers promise as Black is completely blockaded.

<i>9 ...</i>	Rxc5
--------------	------

In the absence of any hope, Black is entitled to shorten his sufferings.

<i>10 b4xc5</i>	Rb5
<i>11 Rab1</i>	Qxc5

Or *11 ... Rxc5; 12 Rb7, Rc4; 13 Qa7* and wins.

12 a4! Resigns

### III-§6: Dynamic monochromy

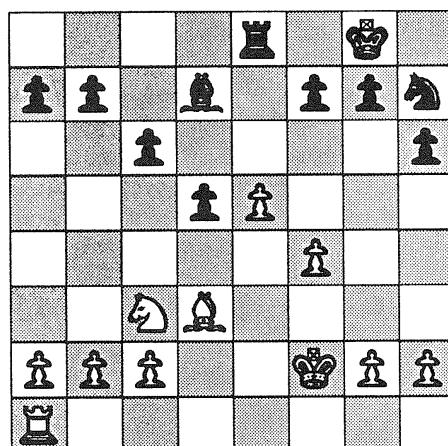
Monochromy usually depends on rams but it is often enhanced by dynamically immobilized pawns.

However, even monochromy of the purely dynamical tape may become an independent issue. Following is an example to the point.

ALEXANDER ALEKHINE — F. D. YATES  
(From their game of the Hastings 1925–26 tournament)

#### DIAGRAM 64

*Black with a trace of monochromy*



*Harmless but not negligible*

A position of two majorities of which Black's shows a trace of dynamic monochromy, inasmuch as the chain b7, c6, d5 confines the Bishop. However, since the base of this chain is part of a duo, Black should have no trouble in forming his head-duo and restoring full equality.

1 ... Nf8?

But this is a waste of time.

Instead, 1 ... f6!, as recommended by Alekhine, is most natural and satisfactory. Then, after 2 e5xf6, Nxf6, the salient of White's formation is eliminated while sufficient protection of d5 assures the proper use of Black's majority. And White has nothing better since 2 Re1, f6xe5 leads to the isolation of his e-pawn, while 2 Bxh7+,

Kxh7; 3 e5xf6, g7xf6 creates conditions more favorable to the Bishop than to the Knight.

2 b4! ...

So as to trade this pawn for the c-pawn, thereby breaking up Black's formation on the Q-side. Success depends on the reduced mobility and inadequate protection of d5 (2 ... d4?; 3 Ne4! or 2 ... b6; 3 b5, c5?; 4 Nxd5).

2 ... Ne6

Gaining a valuable tempo (of which Black however is unaware).

3 g3 ...

Of course not 3 f5 which loses a pawn to 3 ... Nd4.

3 ... Kf8

Black should use the tempo he won for an extra protection of his d-pawn playing 3 ... Nc7!. Then, 4 b5 makes no sense any more because of 4 ... c5. Besides, Black can strive for c6-c5 anyhow starting with 4 ... b6. Once the duo c5 and d5 is established, and a penetration of White's Rook along the b-file anticipated, the dispersion of Black's majority pawns is not likely to have any detrimental effect.

4 Re1 ...

Apparently, White is not sure whether the advantage offered by the consistent 4 b5 has more than a theoretical significance. He first wants to see how Black would react to the possibility of 5 f5.

4 ... g6?

A passive reaction which has the drawback of creating slight monochromy on the King side, too.

With 4 ... Nc7! Black can prevent 5 b5, and keep the balance in case of 5 f5, b6; 6 g4, c5 when the two head-duos match each other.

5 b5! Nc5  
6 b5xc6 b7xc6?

Conceding White the b-file, which is unnecessary. Better 6 ... Bxc6, when Black's Rook has future on the c-file.

7 Rb1      Ke7

Intending to neutralize the b-file with ...Kd8-c7.

8 Rb4!      ...

Preventing 8 ... Kd8 because of 9 Na4!, Alekhine remarks. Indeed, Black then loses a pawn in case of 9 ... Nxa4; 10 Rxa4 or 9 ... Ne6; 10 Rb7, while 9 ... Nxd3+; 10 c2xd3, Kc7; 11 Nc5 leaves him in a hopeless state of melanpenia.

8 ...      h5?

For no obvious reason Black abandons his only duo and increases the melanpenia of his King side. He is probably waiting for 9 Na4?? which, as Alekhine points out, loses to 9 ... a5; 10 Rd4, Ne6.

The indicated move, serving as a preparation for ...Kd8, is 8 ... Rc8.

9 Ne2      ...

Allowing ...Kd8 since, after Black's last pawn move, the position became ripe for the exchange of the Rooks, according to Alekhine.

This "ripe" means that no further effort to achieve and accumulate small advantages is necessary, since Black's Bishop has become bad to a decisive degree.

9 ...      Kd8  
10 Rb8+    Ke7?

Of all the weak moves Black has made so far this one is the most serious as it allows the exchange of the Rooks.

Correct is 10 ... Bc8 followed by the expulsion of the penetrated Rook, e.g. (1) 11 Nd4, Kc7 (12 Ra8??, Kb7); (2) 11 Ra8 (a) 11 ... Re7?; 12 Nd4, Rc7; 13 Rxa7!; (b) 11 ... a6!; 12 Rb8 (12 Ra7??, Bb7!) 12 ... Kc7.

11 Rxe8+   Bxe8  
12 Ke3      ...

So as to exchange a pawn with 13 c4 thus eliminating Black's chance for the duo c5, d5.

The monochromy of Black's position, although purely dynamic, has become hardly short of decisive.

12 ... Nxd3+

Black continues to co-operate; he now voluntarily parts with the last assistant to his bad Bishop.

The comparatively best although scarcely sufficient defense is, as pointed out by Alekhine, 12 ... Bd7, e.g.

(1) 13 c4?, Nxd3; 14 Kxd3, d5xc4+; 15 Kxc4, Be6+; 16 Kc5, Bxa2; 17 Kxc6, and White must fight for a draw;

(2) 13 a3!, and White maintains his advantage (a) 13 ... Ne6; 14 c4! (b) 13 ... Be6; 14 Nd4! (c) 13 ... Nxd3; 14 c2xd3! as in the game.

13 c2xd3! c5

This advance would serve well if Black could either maintain the duo or form a melano-bound chain with d5-d4 (14 ... d4+!; 15 Ke4??, Bc6 mate). But it is too late for that.

14 d4! c4

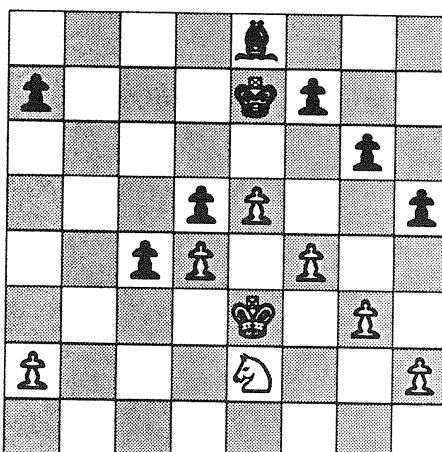
The conversion of the duo into a leuco-bound chain creates a bad ram and enhances the melanpenia of Black's position, but there is no choice.

After 14 ... c5xd4+; 15 Kxd4 White wins easily, e.g. 15 ... Ke6; 16 h3! (16 ... Kf5; 17 Kxd5 threatening 18 Nd4 mate).

The text move establishes a protected passed pawn which makes matters more difficult for White. However, Alekhine wins ingeniously.

### DIAGRAM 65

*Position after 14 ... c4*



*Predominantly dynamic but fatal melanpenia*

*15 f5!! ...*

Threatening *16 Nf4* (weaker *16 f5xg6, f7xg6; 17 Nf4* because of *17 ... Bf7*).

*15 ... g5*

The only reasonable defense.

If *15 ... g6xf5; 16 Nf4, Bc6; 17 Nxh5*, White wins without any particular finesse.

*16 h4! f6  
17 h4xg5!! ...*

Dangerous but well calculated.

Insufficient is *17 e6* because of *17 ... g5xh4; 18 g3xh4, Kd6* when Black can temporize moving his King back and forth between c6 and d6.

*17 ... f6xg5  
18 Ng1!! ...*

One problem move after the other. The Knight threatens to land victoriously on f4: *19 Nh3, g4; 20 Nf4*.

*18 ... Bd7*

Or *18 ... h4; 19 g4!*, *Ba4; 20 Ke2!* and White wins easily, according to Alekhine.

This continuation is virtually the main line. It runs further as follows: *20 ... c3; 21 Nh3, c2; 22 Kd2, Bb5; 23 Nxg5, Be2; 24 f6+, Ke8 (Kf8); 25 e6, Bxg4; 26 f7+ (Nh7+), Ke7; 27 Nh7* and wins.

*19 f6+ ...*

*19 e6?* is not only faulty because of *19 ... Be8* followed by *20 ... Kf6*, but also basically poor because of *19 ... Bxe6*; these two tremendous pawns must net more than a piece.

*19 ... Ke8*

Or *19 ... Kf7; 20 Nf3, g4 (20 ... Kg6; 21 Nxg5!)*; when White has the choice of two winning lines (a) *21 Nh4* followed by *Ng2-f4* (b) *21 Ng5+, Kg6; 22 f7, Kg7; 23 e6, Bxe6; 24 Nxe6+, Kxf7; 25 Nf4*.

20 Nf3	g4
21 Nh4	Be6
22 Ng6	Bf7
23 Nf4	...

Now that the Knight has landed on this key square the win is easy even for ordinary mortals.

23 ...	Kd7
24 Kd2	...

The squeeze comes in.

24 ...	a5
25 Ke3	Bg8

Or 25 ... a4; 26 a3, and Black must relinquish a pawn.

26 Nxh5 and White won

### III-§7: The Bishop's telepower

The conditions under which the Knight is stronger than the Bishop are easy to formulate, monochromy being the clue.

The other way around it is more difficult, for the possible advantages of the Bishop against the Knight are of a less concrete nature lending themselves to formulation only in general terms. Everything depends on the Bishop's potential long-distance activity or, as we prefer to call it, its *telepower*.

Telepower becomes a menace to the Knight when there are majorities or passed pawns on both sides or when good rams provide the Bishop with convenient targets.

Three examples follow.

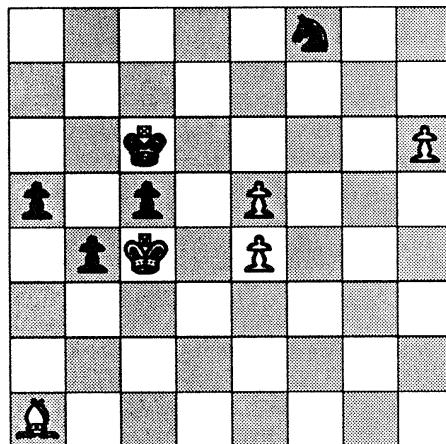
**MAX EUWE — MIKHAEL BOTVINNIK**  
(From their game of the Nottingham 1936 tournament)

*(See Diagram 66)*

White has a winning advantage, in spite of his double pawn, because in this fight between passers the telepower of the Bishop is a decisive factor.

The game itself was given a draw after 1 e6?, Kd6.  
Analysis revealed however the following win for White:

**DIAGRAM 66**  
*The Bishop superior*



*Promoting agent: passers*

1 Kb3            ...

Threatening 2 Ka4.

1 ...            Kb5

After 1 ... Kb7; 2 Ka4, White wins all pawns losing himself only the rather unimportant front-twin. Thus 2 ... c4; 3 Kxa5, c3; 4 Kxb4, c2; 5 Bb2, Ke6; 6 Kc4, c1=Q+; 7 Bxc1, Kxe5; 8 Kd3 and wins.

2 e6            c4+

2 ... a4+; 3 Ka2! leads, correspondingly, to the same.

3 Kc2!            Ng6

There is no time for 3 ... c3 because of 4 e7. And 3 ... b3+ loses to 4 Kb1!, Ng6; 5 h7 Kc6; 6 e7, Kd7; 7 Bf6, a4; 8 Kb2. The situation Kb2 vs Pa4, Pb3, Pc4 as compared to Kb2 vs Pa2, Pb3, Pc2 in the text makes no basic difference.

4 h7	Kc6
5 e7	Kd7
6 Bf6	a4
7 Kb1	...

White is going to win by zugzwang.

7 ... Ke8

The alternatives lead to the same: 7 ... b3; 8 Kb2!; or 7 ... a3; 8 Ka2, c3; 9 Kb3 or 7 ... c3; 8 Kc2, a3; 9 Kb3.

8 e5	Kf7
9 e6+	Ke8
10 Bg5	Nh8
11 Bh4	Ng6
12 Bf6	a3

Forced to move his pawns Black loses them one after the other.

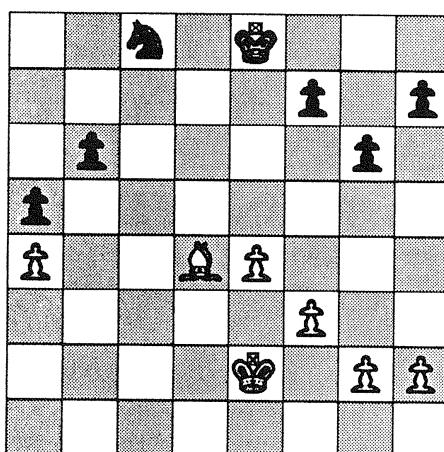
13 Ka2	c3
14 Kb3	c2
15 Kxc2	a2
16 Kb2	Pb3
17 Ka1!	and wins

Whereas 17 Kxb3?, a1(Q) leads to a draw.

MAX EUWE — WASJA PIRC  
(From a game of their 1949 match played in Yugoslavia)

#### DIAGRAM 67

*The good Bishop superior*



*Majorities—good ram—assailable straggler*

This pawn formation, which in itself is bad for Black since his

majority is crippled by backwardness, offers the Bishop fine targets and invites White's King to penetration on either side. White has a great advantage. The game proceeded:

1 Ke3! ...

Shrewdly giving the impression of intending 2 Kf4 with action on the King side.

1 ... Nd6

A seemingly shrewd reply. The b-pawn is immune (2 Bxb6??, Nc4+!) and Black threatens to mobilize his majority with great effect, e.g. 2 Kf4, b5! (a) 3 e5, Nf5! (b) 3 Bc5, Nb7! (c) 3 Be5, Kd7!.

In reality this combination loses quickly, but there is no fully satisfactory alternative. For instance 1 ... Ke7; 2 Kf4, f6; 3 g4 with these possibilities:

(1) 3 ... g5+; (a) 4 Kf5??, Nd6 mate (b) 4 Ke3 and White's advantage has increased, as the Bishop now has targets on the King side too;

(2) 3 ... Ke6; 4 g5, f6xg5+; 5 Kxg5, Kf7; (a) 6 Kh6, Kg8; 7 h4, Nd6!; and Black, threatening 8 ... Nf7 mate, has counterplay (b) 6 h4! and White, threatening 7 Kh6, Kg8; 8 h5, maintains his great advantage.

2 Kd3! ...

Now threatening 3 Bxb6 while 2 ... b5 fails against 3 e5.

2 ... Nc8

Necessary, but still disastrous because of the loss of time involved. Black now is helpless against the following penetration of the opposing King.

3 Kc4	Kd7
4 Kb5	Kc7
5 Ka6	Kc6
6 Be3	Kc7

Or 6 ... f6; 7 Pg4, Kc7; 8 Bd4 and wins.

7 Bg5!! ...

A fine maneuver designed to bring Black into *zugzwang*.

7 ... Kc6

7 ... Nd6 fails against 8 Bf4.

8 e5! Kc5

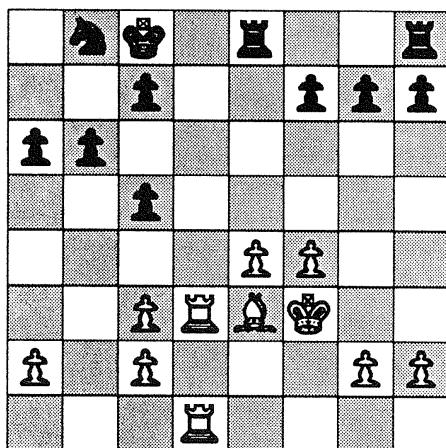
The alternatives are just as bad: 8 ... Kd7; 9 Kb7; or 8 ... Kc7; 9 Bf6, Kc6; 10 Bd8, Kc5; 11 Kb7.

9 Kb7 Resigns

EMANUEL LASKER — DAVID JANOWSKI  
(From a game of their 1909 match)

### DIAGRAM 68

*Promotion of the Bishop*



*Rather backwardness than monochromy*

White has the advantage of a sound majority. His minority, although crippled, is still good enough to prevent Black's crippled majority from producing a passer. With no pieces on the board White would win outright following the rule "Candidate first." As it is however, e4-e5 has the drawback of causing monochromy, although only to a slight extent. Lasker resented that. His way of handling the situation is very instructive from the basic point of view.

1 f5! ...

White acquiesces to the backwardness of e-pawn giving priority

to a proper co-operation between his Bishop and majority pawns. Since the Bishop is black-bound, the pawns should preferably advance white-bound.

While thus promoting the Bishop, the text move also serves the creation of levers; for after f7-f6, which Black can hardly avoid, there will be the excellent possibility of g4-g5, and also some chance for e4-e5.

1 ... f6

Otherwise Black cannot prevent the duo-move e4-e5 for long. For instance 1 ... Nc6; 2 Bf4, Re7

(1) 3 g4, Rhe8; 4 Re3, Ne5+, with a fully satisfactory game for Black, according to Tarrasch; however, since g4 should serve the lever g5 vs f6, there is little sense in playing it ahead of ...f6;

(2) 3 Rd5!, Rhe8; 4 Re1, and White holds the initiative by provoking f7-f6 or getting in e4-e5, e.g. (a) 4 ... f6; 5 g4! (b) 4 ... Ne5+; 5 Bxe5, Rxe5; 6 Rxe5, Rxe5; 7 Kf4, f6; 8 c4 (8 g4, c4!) followed by 9 g4 (c) 4 ... Kb7, or any other neutral move, then 5 e5.

2 g4	Re7
3 Bf4	Rhe8
4 Re3	Nc6
5 g5?	...

This move (not criticized by Tarrasch) is premature, because it distracts the Bishop from observing the vital stop e5.

Correct is 5 h4! (5 ... h6; 6 Rg1!) with a fine game.

5 ... Na5?

Black misses his opportunity.

The alternatives are:

(1) 5 ... Ne5+; 6 Bxe5, Rxe5; 7 g5xf6, g7xf6, with a satisfactory game for Black, according to Tarrasch; however, this is true only after 8 Rg1?, c4!, not after 8 c4!, Rg8 (else 9 Rg1); 9 Rd5 when White holds the initiative as he must get in e4-e5 or seize control of the g-file;

(2) 5 ... f6xg5!; 6 Bxg5, Ne5+; so far given by Tarrasch who rightly claims that Black has a good game (but wrongly concludes that this was a consequence of 1 f5); possible continuations are (a) 7 Kg3, Rf7; 8 Bf4, Nc4; 9 Ree1 (9 Re2?, Rxf5!); 9 ... Na3; 10 Bc1, Nb5!; 11 Bd2, Nd6 (b) 7 Kf4, Rf7, and White must still play 8 Kg3, for the threat is 8 ... h6; 9 Bh4, g5+ while 8 Bh4 loses a pawn to 8 ... Ng6+; 9 Kg3, Nxh4; 10 Kxh4, Rxf5.

6 h4!            ...

Correcting the slip. White now has a distinct advantage.

6 ...	Nc4
7 Re2	Rf7

7 ... Ne5+; 8 Bxe5 also favors White, but it offers a comparatively better defense.

8 Rg1	Kd7
9 h5!	...

Conclusive, as there is no adequate defense to the threat of 10 h6.

9 ...	Nd6
-------	-----

Or 9 ... f6xg5; 10 Rxg5, also with a sure win for White.

10 h6!	...
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The formidable chain lever. It breaks all resistance.

10 ...	f6xg5
11 Rxg5	g6

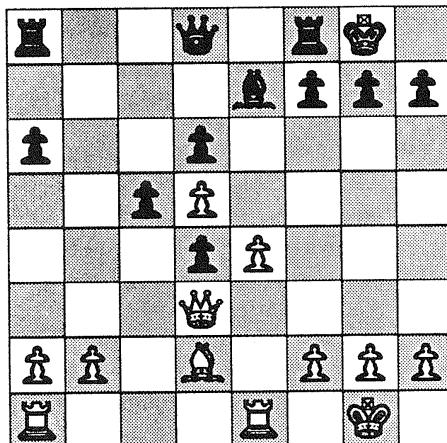
A desperate measure. Black sacrifices a pawn rather than conceding White connected passers. But White wins smoothly all the same: 12 f5xg6, h7xg6; 13 Rxg6, Ref8; 14 Rg7!, Rxg7; 15 h6xg7, Rg8; 16 Rg2, Ne8; 17 Be5, Ke6; 18 Kf4, Kf7; 19 Kf5, and Black resigned.

### **III-§8: Good Bishop versus bad Bishop**

The bad Bishop is rather helpless against a Knight, but not quite so against the good Bishop when there is the possibility of opposition, which may lead to an equalizing exchange. Basically, however, the bad Bishop remains a handicap. The presence of heavy pieces is likely to accentuate the significance of this handicap, as the following example demonstrates.

GERHARD PFEIFFER — PETAR TRIFUNOVICH  
 West Germany Yugoslavia  
 (From their game of the 1954 team match between  
 West Germany and Yugoslavia)

## DIAGRAM 69

*Good Bishop vs bad Bishop**Leucopenia and its consequences*

Black suffers from leucopenia, and White takes advantage of the situation by remarkably instructive measures.

*1 b4!*      ...

So as to proceed with b4xc5 which (a) promotes the pawn on d5 to a passer and the pawn on e4 to a candidate (b) reduces the unassailable triad to the assailable chain c5, d4 (c) provides scope for White's Rooks along the b-file and c-file (d) serves well inasmuch as monochromy generally counts most when there are neither too many pawns on the board (eight or seven) nor too few (four or less).

*1 ...            Qd7*

Threatening *1 ... Qb5*, which would turn the tables because of Black's getting in his head-duo by force.

*2 a4            Rfc8*

And now threatening 2 ... c4 (when giving up the exchange would be White's best chance: 3 Qxd4, Bf6).

3 b4xc5      d6xc5

Whereby Black's leucopenia has become purely dynamic.

4 Qc4      ...

The occupation of this stopsquare renders Black's connected passers useless and is consequently decisive.

Note that here the Queen successfully does a job for which it is basically least suitable.

4 ...      Rab8  
5 Rab1      ...

Not 5 Qxa6 because of 5 ... c4. It would be silly to concede Black his head-duo for as little as a pawn.

5 ...      Rxb1  
6 Rxb1      Qc7  
7 f4      Rb8  
8 Rxb8+      Qxb8  
9 e5      ...

The head-duo.

White's spearhead of pawns, although comprising only one passer, is capable of forming successive duos and therefore superior to Black's connected passers.

The immediate threat is 10 d6 followed by 11 Qxc5.

9 ...      Qb1+  
10 Kf2      Qd1

Nor is 10 ... Qb6 any better because of 11 Bc1 threatening 12 Ba3 and 13 d6.

11 Qc1      Qxc1

Or 11 ... Qxa4; 12 d6 followed by 13 Qxc5, also with a sure win for White.

12 Bxc1      c4

Now or never. Indeed this advance cures Black from leucopenia, but too late. For in this end-game the superior activity of White's King is decisive.

13 d6      Bd8

13 ... Bf8 loses to 14 Ba3 threatening 15 d7

14 f5!	Kf8
15 Ba3	Ke8
16 e6	...

Threatening 17 d7 mate.

16 ...	f7xe6
17 f5xe6	Bb6
18 Kf3	a5

Vaguely hoping for some counterplay with 19 ... d3 as 20 Bb4 is prevented.

19 Bc1      ...

Threatening 20 Bg5 (which is stronger than 20 d7+).

19 ...	h6
20 Bf4	Bc5

20 ... d3 or 20 ... c3 also loses to 21 Ke4.

21 Ke4	d3
22 d7+	Kd8

Or 22 ... Ke7; 23 Bc7.

23 Kd5      Resigns

The main threat is 24 Kc6.

### III-§9: The pair of Bishops

The pair of Bishops is reputedly stronger than a Bishop and a Knight, and still stronger than two Knights. In point evaluations of positions, special ratings have been suggested allowing, for instance,

two points for each minor piece but five for the pair of Bishops. Tarrasch claimed that a Rook and two Bishops combined would have fighting power at least equal to two Rooks and a Knight.

We rather abstain from a special rating of the Bishops, because too much depends on the circumstances. Basically, two Bishops have no extra value, but they may gain some if their telepower is favored by the pawn formation or, possibly, by the position of the Kings.

In the opening, a Bishop can often be exchanged for a Knight with no harm, and sometimes even advantageously.

In the Canal variation of the Giuoco Piano, White obtains some initiative in the center with BxN. Thus 1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 Nc3, Nf6; 5 d3, d6; 6 Bg5, h6; 7 Bxf6, Qxf6; 8 Nd5, Qd8; 9 c3.

In the Steinitz Defense of the Ruy Lopez, White's BxN is a strong move: 1 e4, e5; 2 Nf3, Nc6; 3 Bb5, d6 4 d4, Bd7; 5 Nc3, Nf6; 6 Bxc6. (Best. But 6 0-0, Be7; 7 Re1, e5xd4; 8 Nxd4, 0-0; 9 Bxc6 is also good; it offers White a slight edge.) 6 ... Bxc6; 7 Qd3, e5xd4; 8 Nxd4, and White has a fine game, his main trump being 0-0-0.

The Nimzo-Indian Defense (1 d4, Nf6; 2 c4, e6; 3 Nc3, Bb4) is perfectly sound although Black commits himself to ...Bxc3.

Dutch Reversed 1 f4, d5) is an opening system where White, intent to control the diagonal a1-h8, gladly exchanges his King Bishop for Black's Queen Knight if he gets the chance: 2 Nf3, c5; 3 e3, Nc6?!; 4 Bb5!. In this way the white-bound Bishop indirectly helps to control the black-bound diagonal.

In the Stonewall formation, QBxN or ...QBxN is definitely a partial success, e.g. 1 f4, d5; 2 e3, Nf6; 3 Nf3, Bg4; 4 h3, Bxf3; 5 Qxf3, Nbd7; 6 d4, Ne4; 7 Bd3, f5, with a good game for Black.

More difficult to evaluate, and open to personal opinions, is the significance of the pair of Bishops in the exchange variation of the Ruy Lopez: 1 e4, e5; 2 Nf3, Nc6; 3 Bb5 a6; 4 Bxc6, d7xc6. This position is characterized by both Black's damaged pawn formation and his pair of Bishops. It has been mentioned before (*Diagram 45*) that while Black is supposed to have a good game, Emanuel Lasker used to prefer White. He had a particular technique in guarding against the Bishops and using his majority after the usual 5 d4, e5xd4; 6 Qxd4, Qxd4; 7 Nxd4. The famous game he won from Capablanca in the 1914 St. Petersburg tournament went on: 7 ... Bd6; 8 Nc3, Ne7; 9 0-0, 0-0; 10 f4, Re8; 11 Nb3, f6; 12 f5. This daring advance (see also *Diagram 68*) has been sharply criticized by Capablanca. However, Lasker was also somebody, after all, and he must have known what he was doing. His view on this whole variation is most remarkable.

The following example gives an idea of the circumstances which favor the pair of Bishops.

SAMUEL RESHEVSKY — FREDERICK OLAFSSON  
 (From their game of the Dallas 1957 tournament)

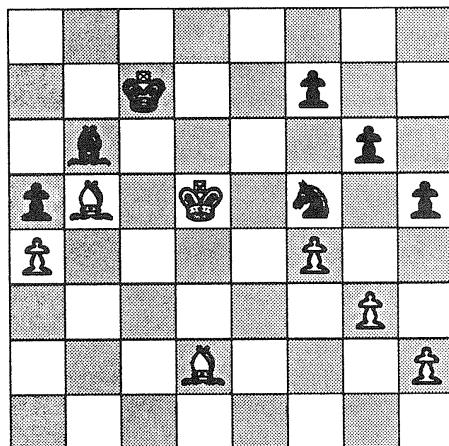
(See Diagram 70)

This position is far from ideal for the Bishops because there are neither passed pawns nor local majorities, while the defender holds a Bishop and a Knight, which is basically better to have than two Knights.

However, White has a distinct plus in assets because: (1) there are pawns on both wings (2) his King is in a dominating position (3) Black's Bishop is bad with respect to his a5-pawn.

DIAGRAM 70

*The pair of Bishops superior*



*White wins very closely*

White still faces a problem, inasmuch as it is very difficult to make headway.

1 h3!! ...

A temporary sacrifice, which enables White to attack the pawns on the K-side or operate with zugzwang.

Ineffective are (a) 1 Be8 because of 1 ... Nd6 (b) 1 Ke5 because of 1 ... Bd4+ (c) 1 Bd3 because of 1 ... Ne3+; 2 Ke5, Ng4+.

1 ... Nxe3

After 1 ... Nd6; 2 Bd3, Kd7; 3 g4, h5xg4; 4 h3xg4, Black faces

*zugzwang*, e.g. 4 ... Kc7; 5 f5!, g6xf5; 6 Bf4!. However, 4 ... Bd8; 5 Be3, Bc7 may hold.

2 Be8	Nf1
3 Be1	Ne3+
4 Ke5	Nc4+
5 Kf6	Bd4+
6 Kxf7	Nd6+
7 Kf8	Nxe8
8 Kxe8	...

Superior chances for a favorable BxB or BxN is one of the basic advantages offered by the combined telepower of the pair of Bishops.

In this case, White has initiated such an exchange indirectly. He now wins thanks to the superior activity of his King.

8 ... Be3

After 8 ... Kb6 or 8 ... Bb6, White wins quite simply with 9 Kf7.

9 Bxa5+	Kc6
10 Kf7	Bxf4
11 Kxg6	h4
12 Kh5	Resigns

The point is that Black, after losing his last pawn, is unable to sacrifice his Bishop for the h-pawn (which would lead to a draw). For instance 12 ... Bg3; 13 Bd8, Be1; 14 Bxh4, Bb4; 15 Kg4, Kb7; 16 Bg3, Be7; 17 Bf4, Ka6; 18 Bg5, Bb4; 19 h4, and so on.

Positions with two Bishops on either side are subject to the question of whether there is a hampering ram on the board, and if so, which of the bad Bishops is better posted. For instance Kg1, Bb2, Bd3, Pa3, Pb4, Pe5, Pf2, Pg2, Ph2 vs Kg8, Bb6, Bd5, Pa6, Pb5, Pe6, Pf7, Pg7, Ph7, when Black has the edge because of the active position of ...Bd5 as against the inactive position of the Bb2.

### III-§10: Bishops of opposite color

Bishops of opposite color are an element that easily causes stagnation because of mutual monochromy, one side being in absolute control of the squares of white color, a state we call *leucarchy*, the other having the same advantage on the squares of black color, which we call *melarchy*. For instance Bd3, Pc4, Pe4, Pf5, vs Bd4, Pc5, Pe5, Pf6, a situation where White's leucarchy is matched by Black's melarchy.

As against leucopenia and melanpenia, which are descriptive of one-way weakness, leucarchy and melarchy describe one-way strength. This one-way strength often compensates for a pawn or two. For instance Kf4, Bd3, Pc4, Pe4, Pf5 vs Kf6, Bd4, Pc5 is a draw, since White is unable to form a duo.

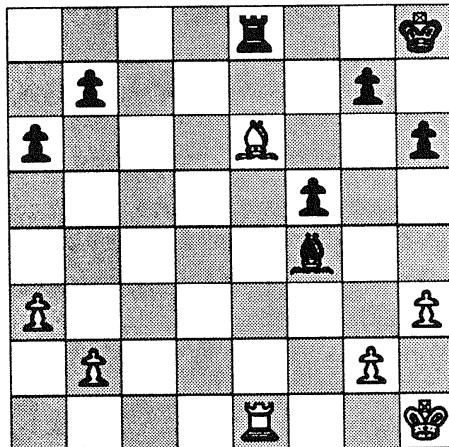
With additional pieces on the board, particularly heavy pieces, Bishops of the opposite color often have the effect of a stimulant rather than a sedative. The question of whether the Bishop is used in front of the pawns or behind them assumes great importance; an attack against the King might easily become irresistible thanks to unopposed one-way strength; and when it comes to using an extra pawn in an otherwise sterile position, there is good chance that a sacrifice of the exchange, RxR that is, will serve as a decisive amplifier.

Following are two examples.

SAMUEL RESHEVSKY — SAVIELLY TARTACOVER  
(From their game of the Kemer 1937 tournament)

DIAGRAM 71

*Extra pawn plus extra chance*



But this is weak.

Better, although still of little promise, is the thematic continuation 1 ... g6; 2 Re2, Kg7; 3 Bc4, Be5. This line is designed to produce a passer on the K-side, for the purpose of which Black's majority pawns must advance leuco-bound as far as possible.

Best is 1 ... Bc1!!, e.g. 2 Re2, b5, or 2 Rxc1, Rxe6, with a win for Black, according to the tournament book. White may have some drawing chances in the Rook end-game after 3 Rc7.

2 g4!	f5xg4
3 h3xg4	...

The K-side is now frozen because of mutual monochromy and the demolition of Black's extra pawn from a candidate to a helpless straggler.

3 ...	Kg7
4 Re2	Kf6
5 Bc4	Rxe2
6 Bxe2	Bc1

Black still wins another pawn, but to no avail since he emerges with a completely paralyzed formation.

7 Bf3	b6
8 a4	Bxb2
9 Be2!	a5

A deadlock typical for leucarchy vs melarchy is reached. Black's two extra pawns are useless owing to irremediable backwardness. A draw is inevitable.

In the game itself Black played 9 ... b5, with no better result.

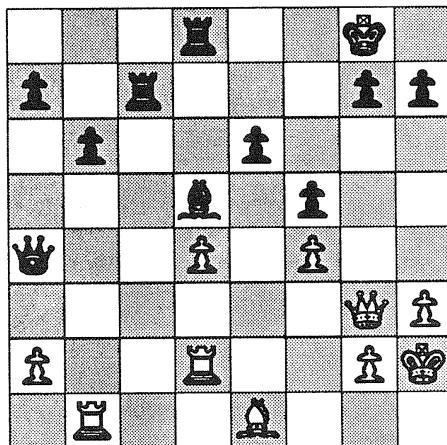
**ALEXANDER ALEKHINE — RUDOLPH SPIELMANN**  
 (From their game of the Karlsbad 1923 tournament)

*(See Diagram 72)*

White is a pawn down, and he also suffers from dispersion as well as from the inactivity of his Bishop. This Bishop is hampered by Pd4 and Pf4. Because of these pawns, there is simply no square on the board where White's Bishop would perform as well as Black's Bishop does. Even e5 is inferior to d5, for it lacks diagonal connection with the hinterland.

Black should win.

## DIAGRAM 72

*Extra pawn and active Bishop**Black should win*

- |        |       |
|--------|-------|
| 1 Qe3  | Rdc8  |
| 2 Qe5  | h6    |
| 3 Rbb2 | Rc3   |
| 4 Qe2  | Qa3   |
| 5 Rd1  | Qxb2! |

A neat liquidation, which offers Black substantial progress.

- |        |     |
|--------|-----|
| 6 Qxb2 | Rc2 |
| 7 Rd2  | ... |

Obviously forced.

- |        |      |
|--------|------|
| 7 ...  | Rxb2 |
| 8 Rxb2 | Rc4  |

With the main threat of 9 ... Ra4.

- |       |     |
|-------|-----|
| 9 Bb4 | ... |
|-------|-----|

Since 9 Rb4?? fails against 9 ... Rc2!, White must give up a pawn. He rightly saves his a-pawn, which is far more important.

- |       |    |
|-------|----|
| 9 ... | a5 |
|-------|----|

Black can make further progress with 9 ... Rxd4 (10 Bd6?, Bxa2!) but he rather follows the sound principle of preserving the pawns that hamper White's Bishop.

The move he makes, however, is somewhat impatient, causing technical inconvenience. True, his white-bound Bishop calls for the black-bound advance of his majority, and the backwardness of b6 is bearable since Rxb6 is out of question for the time being because of ...Rc2. Yet, Black has a safer way out of doing it; he should first bring his King to the Q-side, as suggested in the tournament book.

10 Bd6	Kf7
11 a3	Rc6
12 Bb8	Ke8
13 Ba7	Rc7!
14 Bb8	...

The Bishop must leave its prey as 14 Bxb6 loses to 14 ... Rb7 followed by ...Kd6-c6, the hampering d4-pawn precluding Bd4.

14 ...	Rc8
15 Be5	...

After 15 Ba7?, Ra8! the Bishop is lost.

On e5 the Bishop is well placed for attack—but White has no attack since his Rook is still pinned to the second rank. Besides, as has been mentioned before, the Bishop is perilously cut off from its hinterland.

15 ...	g6
16 g4	Rc3

It is important to refrain from 16 ... f5xg4 so that White's h-pawn remains a target.

17 g4xf5	g6xf5
18 Rxb6	...

The Rook is finally free to leave the second rank, although at the expense of conceding Black a passer.

In the tournament book the text move is criticized but no improvement suggested. We do not think there is one. After 18 Bd6, Bb3 Black must soon get a passer, anyhow.

18 ...	Rxa3
19 Bd6	Rc3
20 Bc5	...

The counterattack 20 Ra6 is better, at least from the practical point of view, e.g.

(1) 20 ... h5; 21 Rxa5, h4; 22 Ra1!, Rc2+; 23 Kg1, Rg2+; 24 Kf1, Rh2 or Rg3; 25 Ra3, and the defense holds;

(2) 20 ... Rc2+; 21 Kg3, Ra2; 22 Kh4, Bf3 23 Ra7, and White has some counterplay;

(3) 20 ... Rc6; 21 Rxc6 (21 Ra8+??, Kd7!) 21 ... Bxc6, with most likely a win for Black.

20 ... h5!

Threatening 21 ...h4; e.g. 21 Rb1, h4; 22 Ra1, a4! and ...Kd7-c6-b5 (23 Rxa4?? Rc1!).

21 h4 ...

Necessary, but it spoils the possible escape of the King via h4.

21 ...	a4
22 Ra6	Rc2+
23 Kg1?	...

Losing quickly as the h-pawn becomes untenable. Instead, 23 Kg3 offers tough resistance.

23 ...	Rg2+
24 Kf1	Rg4!

The switch to the K-side is decisive.

25 Rxa4 Rxh4!

In avoiding 25 ... Rxf4+ Black assures the smooth advance of his passer since White's Bishop remains cut off from the King side.

26 Bd6	Rh1+
27 Kf2	h4
28 Ra7	Rh2+
29 Kf1	...

Or 29 Ke3, h3; 30 Rh7, Rb2! with the same result.

29 ...	h3
30 Re7+	Kd8
31 Rh7	Ra2
White resigns	

# Chapter IV

## Pawns and Knights

The best squares for the Knight are, basically, those in the central zone of the board. Nimzovich called a Knight thus placed *centralized*. We use this term only with regard to the squares d5 and e5 (d4 and e4). These squares are of particular importance, especially in the opening and the middle-game. A Knight posted on d5 or e5, on enemy territory but not far from home, that is, usually constitutes a fine nucleus for further action.

Apart from centralization, a Knight is likely to serve well on any square in the front line from which it cannot be easily dislodged. Consequently, pawn structures of reduced mobility showing isolation, backwardness, doubling or rams are favorable to the Knights.

### IV-§1: Good squares for the Knight

The merits and shortcomings of a Knight as compared to a Bishop have been discussed before, mainly in III-§4.

There now follows a series of diagrams showing Knights in more or less favorable positions close to the enemy ranks, the general supposition being that other elements are equal.

The situation of *Diagram 73* is very common; it requires evaluation from the tactical point of view as a symmetrical pawn formation always does, providing there is no monochromy. If corresponding pieces are available and correspondingly used, time becomes the dominating factor. In this case the centralization of the Knight may be justified by Black's inability to (a) proceed correspondingly with Ne4 (b) dislodge the Knight quickly with f7-f6 (c) exchange the Knight and form quickly a lever with f7-f6.

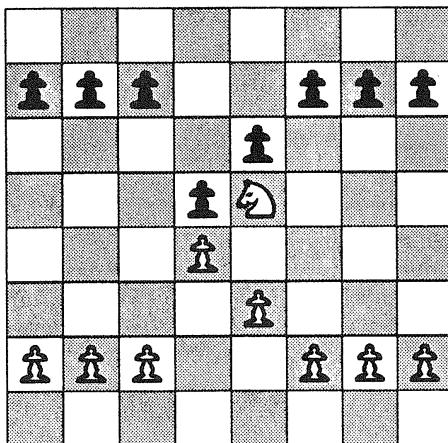
New situations rise from *Diagram 73* after:

(1) 1 ... f5, which obviously strengthens the position of the Knight but, creating a Stonewall formation, is not necessarily harmful;

(2) 1 f4, which created a Stonewall formation on White's part and may be particularly justified in the course of a King-side attack;

DIAGRAM 73

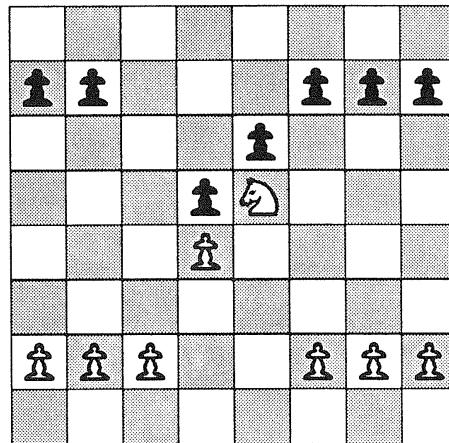
*Centralized Knight; symmetry*



*Only tactical edge, if any*

DIAGRAM 74

*The Knight well placed*



*Thanks to half-open King file*

(3) 1 f4, f5, which creates another symmetrical formation (Double Stonewall) with all its consequences.

In *Diagram 74* the Knight is well placed since f7-f6 would tangibly weaken the pawn on e6, exposing it to frontal pressure.

New situations arise from *Diagram 74* after:

(1) 1 ... f5, which has the serious drawback of making e6 backward;

(2) 1 f4, which cancels out f2-f3 thereby slightly weakening e4, but might still serve well if the further advance and exchange of this pawn is assured;

(3) 1 f4, f5, which basically transposes to *Diagram 88*, provided Black can post a Knight on e4.

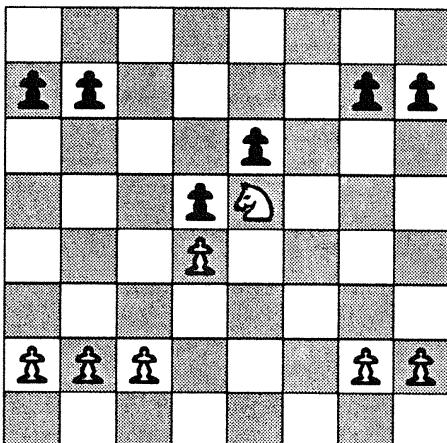
The situation of *Diagram 75* illustrates the possibility mentioned under *Diagram 74*, point 2. Since an open file usually enhances the activity of the pieces, while activity usually emphasizes the significance of weaknesses, the straggler on e6 has become a serious liability, and the Knight stopping the straggler is in a really dominating position.

The situation of *Diagram 76* almost doubles the positional advantage White has in *Diagram 75*. Either Knight is excellently placed. If a distinction must be made, however, the centralized Knight (Ne5), being fully independent, deserves a higher rating. The other Knight (Nd4) is in a somewhat dependent state, for if the Ne5 moves, e6-e5 might be played.

The position of *Diagram 77* is a counterpart of *Diagram 74*. Of course, either Knight may land on d5, but it usually is the Queen Knight that does.

DIAGRAM 75

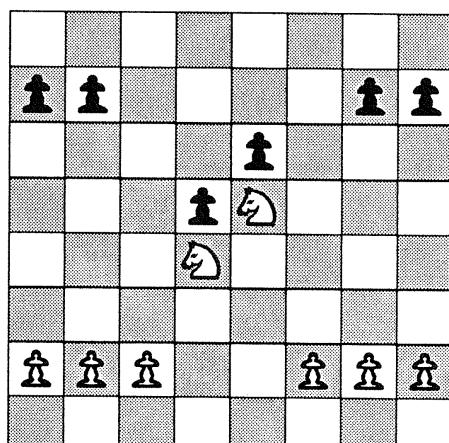
*Straggler with neighboring open file*



*Great advantage for White*

DIAGRAM 76

*Hanging pawns stopped*



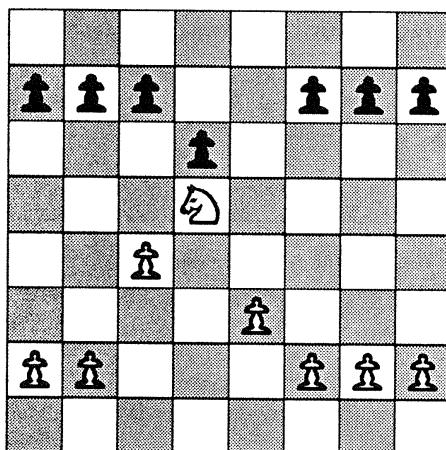
*A particularly great advantage*

The situation often occurs with a pawn on e4 instead of on e3. White then has increased chances on the King side, but is also more exposed to possible counterplay resulting from the advance and subsequent exchange of Black's f-pawn.

The next two cases (*Diagram 78, 79*) usually occur as details of the same position. The stopping Knight (...Nd5) is in itself much better placed than the centralized one (Ne5), but the latter renders better service in attack. To keep the attack going, however, minor pieces are important for the purpose of possible sacrifices. Hence the opposite concern of White and Black in these two diagrams.

DIAGRAM 77

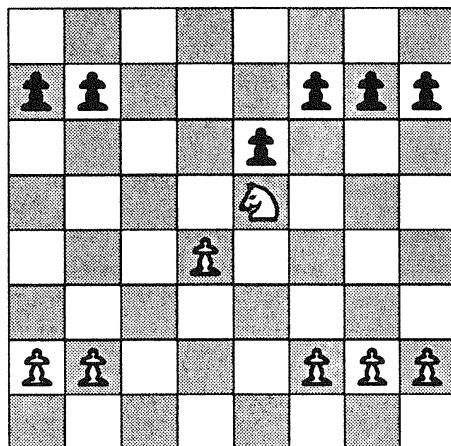
*The Queen Knight centralized*



*Fine position*

DIAGRAM 78

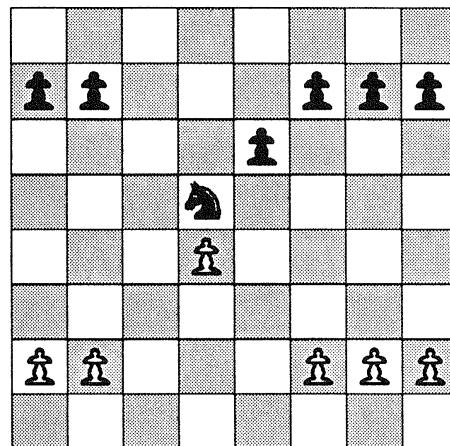
*Backed by the isolated d-pawn*



*Menacing in the middle-game;  
the more minor pieces, the better*

DIAGRAM 79

*Stopping the isolated d-pawn*



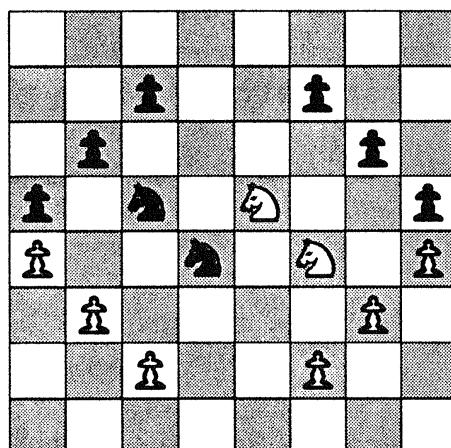
*Excellent; the fewer minor  
pieces, the better*

The forking power of a Knight is generally appreciated in its major tactical functions, but little known for its great strategic value when it comes to keeping two pawns of a chain under pressure as the Knights in *Diagram 80* do. Pressure of this type has a certain tendency to explode in a sacrificial combination.

All the Knights in *Diagram 81* perform particularly well as their chainforking includes a base, with Black's Knights doing their job from behind. A Knight thus posted takes advantage of the fact that

DIAGRAM 80

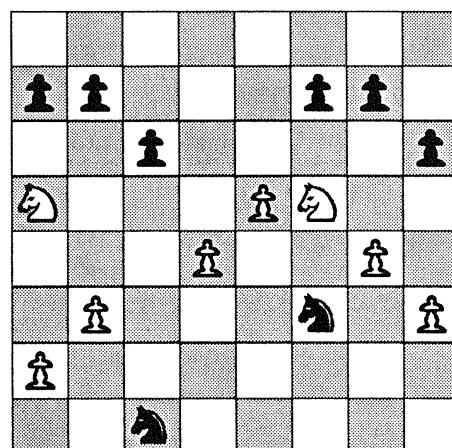
*Chainforking*



*Effective positions*

DIAGRAM 81

*Chainforking from the base*



*Particularly effective*

a base by its nature has no pawn protection.

The Knights of *Diagram 82* have in common that each one is attached to a ram, protected and unassailable by pawns. A Knight thus posted will in most cases serve well.

*Diagram 83* shows a particular case of the *Diagram 82* type. A Knight thus placed is perfectly active and hard to dislodge since the opposing center pawn has bypassed the critical square (c4 or f4, and c5 or f5 respectively).

The most common situation of this sort is Pa2, Pb2, Pc4, Pd5, Pe4 vs Nc5, Pa5, Pb7, Pc7, Pd6, Pe5. Action to dislodge this Knight requires the pattern 1 b3; 2 a3; 3 b4, usually with some moves in between. This is a slow process, but the immediate 1 a3? fails against 1 ... a4! when the position of the Knight becomes permanent because of the backwardness of the b2 pawn.

A similar action to dislodge a Knight from f4 (f5) is usually not feasible, as it impairs the safety of the King.

The Knight in *Diagram 84* is attached to a ram as in *Diagrams 82* and *83*, but its position is ideal since both opposing pawns have bypassed the square that the Knight now occupies.

Such a square is called a *hole*.

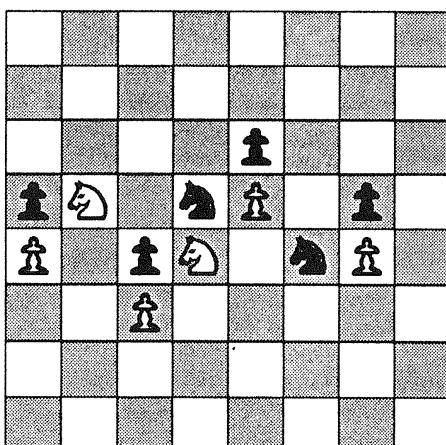
Holes are weaknesses, inasmuch as they offer the enemy pieces ideal strongholds.

Most suitable for the occupation of a hole is a Knight, particularly if the weak square is located in the central zone. If that involves the centralization of the Knight as it does in *Diagram 84*, so much the better.

In supporting a pawn, a Knight serves best when acting from

DIAGRAM 82

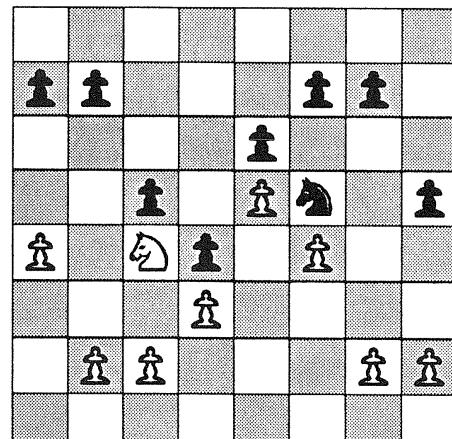
*Attached to a ram*



*Usually well posted*

DIAGRAM 83

*Attached to Pd3 vs Pd4 or Pe5 vs Pe6*



*c4 vs f5 classic Knight squares*

DIAGRAM 84

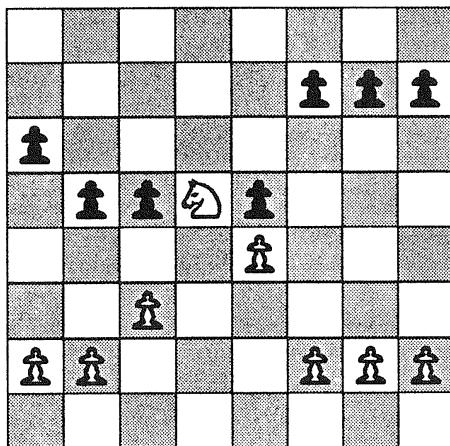
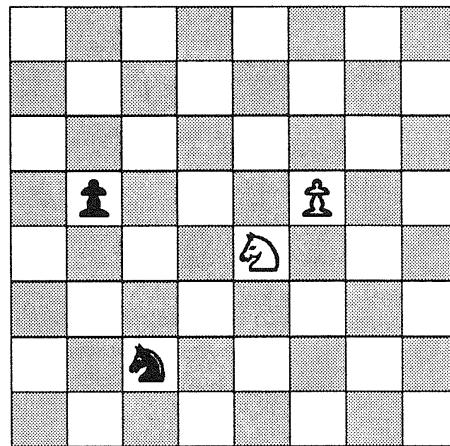
*Hole and stronghold**Ideal for a Knight*

DIAGRAM 85

*Rendering duo service**Better behind the pawn  
than in front of it*

behind in the function of an imaginary duo-pawn, as the Ne4 does in *Diagram 85*, substituting for a pawn on e5. The next stage is reached after 1 f6 and 2 Ng5, when the Knight replaces an imaginary pawn on g6, and again the next after 3 f7 and 4 Ne6, when the Knight acts for the pawn on e7. Acting in front of the pawn (see ...Nc2 in *Diagram 85*) the Knight has more trouble in rendering proper duo service, as it is more exposed to attack and, of course, unable to control the promotion square.

Acting from behind is also indicated when the Knight must serve on behalf of levers. See Nd3 in *Diagram 86*. The position of this Knight is ideal, since the pawn formation requires b2-b4 and/or f2-f4 (to be prepared or not by a2-a3 and/or g2-g3 respectively).

Stopping a passer is a task for which in most cases a Knight is the proper piece, particularly if the passer is located in the central zone. Black's Knight in *Diagram 87* not only stops the passer but renders active service, too, in hitting at d4 and f4 and doing lever duty as well in view of a possible g6-g5. No other piece on that square could perform as well. The fine service of this Knight compensates at least partly for White's having a protected passer. Also, Black's isolated and outside passer keeps Nb3 away from the center and from targets.

The Knight in *Diagram 88*, thanks to its double pawn protection and immunity against pawn attack, shields c3 against frontal assault, so that the backwardness of this pawn has little significance.

Shielding is another task for which a Knight is more suitable than any other piece, mainly because a Knight is particularly capable of reaching the critical square and returning from it with ease.

Action against a shielding piece requires levers against the

DIAGRAM 86

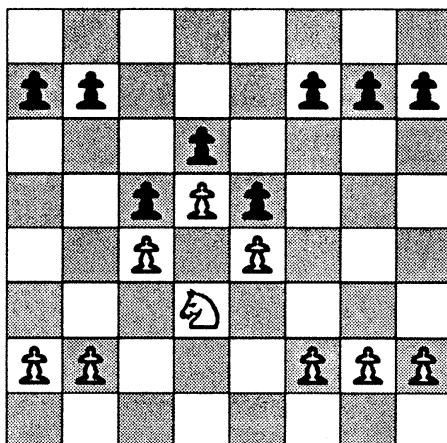
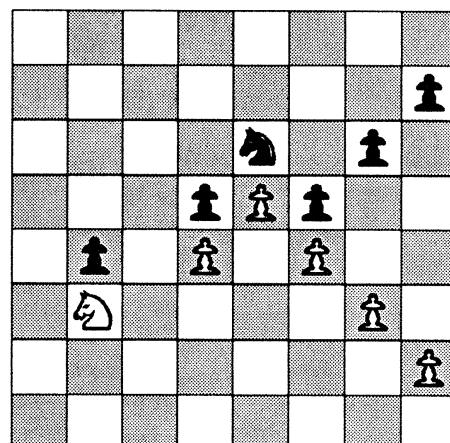
*On lever duty**Covering the key squares*

DIAGRAM 87

*Stopping a passer**Black's Knight is better posted*

protecting pawns, in this case thus a7-a5 and/or e6-e5. The capture of such a piece creates a protected passer and is rarely of promise.

The shielding of a Rook pawn is necessarily imperfect as the shielded piece lacks double pawn protection.

A situation of the type of *Diagram 89*, with some additional features, has been discussed before (see III-§5).

DIAGRAM 88

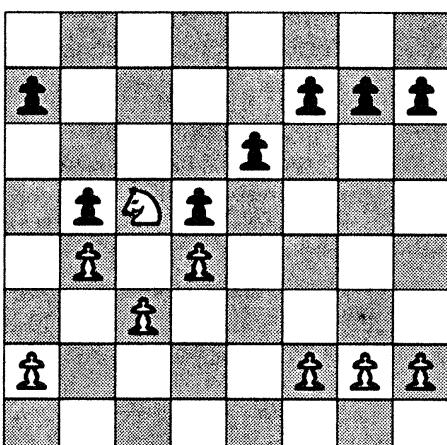
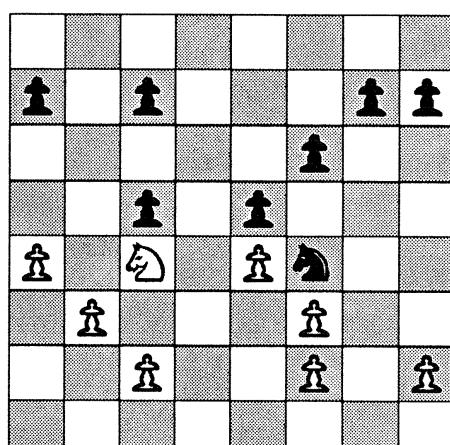
*Shielding a straggler**Valuable service*

DIAGRAM 89

*Stopping a twin**Ideal for a Knight*

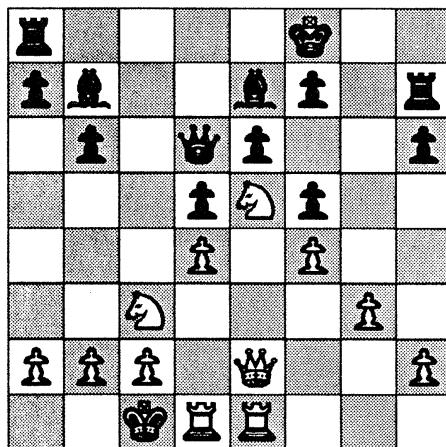
## IV-§2: The centralized Knight

Following are two examples demonstrating the centralization of a Knight.

**MAX EUWE — SALO FLOHR**  
 (From the tenth game of their Karlsbad 1932 match)

DIAGRAM 90

*Centralized Knight and lever*



*Sponsors of annihilation*

Black suffers from several ailments such as the broken and predominantly vertical pawn wall around his King, the lamentable position of his King Rook and the inactivity of his Bishops good and bad alike. He would need ten moves or so to put his house in order, but there is no time for that. White has at his disposal a lever that enables him to use his well-developed forces, led by the centralized Knight, for an annihilating attack.

<i>1 g4!</i>	<i>f5xg4</i>
<i>2 Qxg4</i>	<i>h5</i>
<i>3 Qf3</i>	...

So as to proceed with the new lever *4 f5* or, after *3 ... f5*, penetrate along the g-file.

These threats are overwhelming.

<i>3 ...</i>	<i>a6</i>
<i>4 f5</i>	<i>Bg5+</i>

5 Kb1	Ke7
6 f5xe6	f7xe6
7 Rg1	Bh6

Or (a) 7 ... Rg7; 8 Rxg5! (b) 7 ... Rg8; 8 h4! (c) 7 ... Bf6; 8 Ng6+, Kf7; 9 Rdf1, Qd8; 10 Ne5+.

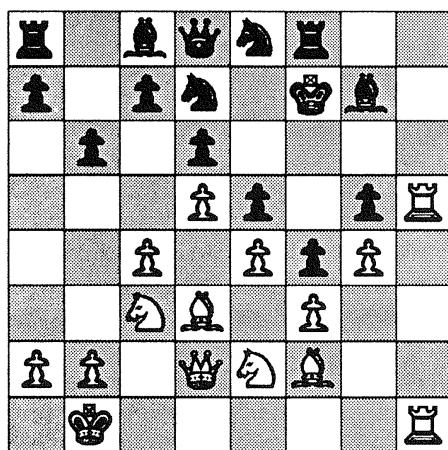
8 Rdf1	Qb4
9 a3!	Resigns

For after 9 ... Qa5; 10 Qf7+!, White mates.

ISAAC FARBER — H. WALLACH  
(From a 1955 tournament played by mail in the U.S.)

### DIAGRAM 91

*A dream comes true*



*White brings a Knight to d5*

White obviously has the edge, thanks to control of the open file. However, it is difficult for him to make headway since the opposing minor pieces are separated by four pawns while there is neither an easy lever to form nor a promising sacrifice in sight.

The game continued:

1 Bc2      ...

White discovers the only possibility of strengthening his posi-

tion without resorting to cumbersome pawn action; he is going to bring his bad Bishop via a4 in front of the pawn wall.

1 ... Ba6

An attempt to provoke 2 b3, which would shut the door to White's bad Bishop.

2 Ba4! ...

So as to meet 2 ... Bxc4 with 3 Bxd7, Qxd7; 4 Rxg5. This indirect exchange of pawns would decisively broaden White's attacking front.

2 ... Nc5

Or 2 ... Bf6; 3 Bc6, Rb8; 4 Nb5 when Black also must make the concession of parting with his good Bishop (4 ... Bxb5).

3 Bc6 Bb7

The alternatives are just as bad (a) 3 ... Nb7; 4 b4! (b) 3 ... Rb8; 4 b4!, Nd7; 5 Bxd7, Qxd7; 6 b5 and 7 Rxg5.

4 Bxc5! Bxc6  
5 d5xc6 b6xc5

Nor is 5 ... d7xc6 any better.

6 Nd5! ...

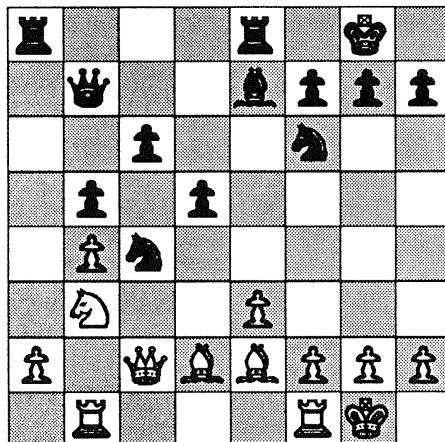
With this centralization, a dream has come true and White wins at will: 6 ... Rg8; 7 Nec3, a6; 8 Qh2, Bf6 9 Rh7+, Rg7; 10 Qh5+, Kf8; 11 Rh8+, Rg8; 12 Rxg8+, Kxg8; 13 Qxe8+!, Qxe8; 14 Nxf6+, and White won.

#### IV-§3: The shielding Knight

The following example deals with the element of shielding.

**AKIBA RUBINSTEIN — DUS-CHOTIMISKY**  
(From their game of the Karlsbad 1911 tournament)

**DIAGRAM 92**  
*Operation shielding*



*Measures and counter-measures*

This position offers about even chances. The ensuing struggle is particularly instructive inasmuch as all the Knights become engaged in shielding at one time or another.

1 Na5!      ...

White shields his backward a-pawn in order to proceed with a2-a4 thus hitting at one of the supporting pawns of Black's shielding Knight.

The text move constitutes a special case inasmuch as the shielding works satisfactorily although it concerns a Rook pawn.

1 ...      Rx a5

Best. The alternatives are promising for White: (a) 1 ... Nxa5; 2 b4xa5, Bd8; 3 a4! (b) 1 ... Qc7; 2 Nxc4, d5xc4; 3 a4, Rx a4; 4 Bxc4!.

2 Bxc4      ...

Best, too. The indirect exchange of a Rook resulting from 2 b4xa5, Na3 would only stress the negative significance of White's double pawn.

2 ...      Ra6  
3 Bb3      ...

White has made substantial progress, it seems; he threatens 4 a4 while Black's straggler is no longer shielded.

However, there is a Knight left.

3 ...	Ne4
4 Rfc1	Bf6
5 Be1	...

So this Bishop will not be loose after 6 a4.

5 ...	Qa7
6 Qd3	Nd6!
7 Bc3	...

A preparation for Ra1, which White needs as he is aiming at a2-a4

7 ...	Bxc3
8 Qxc3	Nc4

The other Knight has taken over the shielding. Further developments now depend on the question of whether and with what effect White may get in a2-a4 and/or e3-e4.

9 Rd1	Ra3
-------	-----

The backward a-pawn, far from being assailable, cannot be trusted; it might effectively advance to a4 any moment. Hence this move. Of course the Rook there serves only as a roadblock, but it serves satisfactorily.

10 Rd4	...
--------	-----

White is preparing for the other lever: e3-e4.

10 ...	Re6
11 Rbd1	Qe7

Allowing the following lever, which Black can afford though.

12 e4!	...
--------	-----

A little combination.

*12 ... Rxe4  
13 Rxe4 d5xe4*

There is the little point of *13 ... Qxe4??* losing to *14 Re1*.

*14 Qc1! ...*

White's main point. By threatening to win a piece, he recovers the pawn.

*14 ... Ra8  
15 Bxc4 b5xc4  
16 Qxc4 ...*

And so the part of the game which illustrates shielding has ended, with the chances still in the balance. The players eventually agreed to a draw.

#### IV-§4: The versatile Knight

The following example illustrates the versatility of the Knight.

MIGUEL NAJDORF — ISAAC I. KASHDAN

La Plata New York

(From their game of the 1947 cable match between the Jockey Club in La Plata, and the Manhattan Chess Club in New York)

*(See Diagram 93)*

White is a pawn down but he obviously has attacking chances. Making excellent use of the versatility of the Knight he wins.

*1 Ng5! ...*

Threatening both *2 Qh5* and *2 Nxf7, Kxf7; 3 Qc4+*.

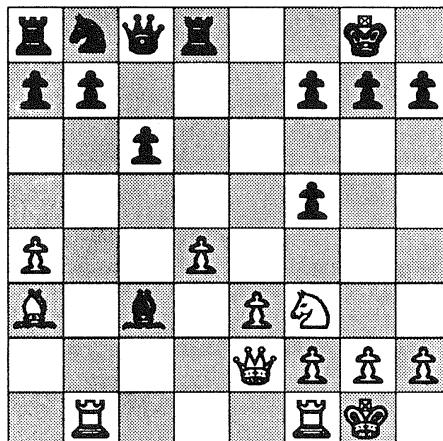
But the real purpose of this move is to bring the Knight with due effect to f5.

*1 ... Qd7  
2 Qh5 h6  
3 Nf3 ...*

Now that white has provoked h7-h6, he threatens to recover the pawn very favorably with *4 Nh4*.

## DIAGRAM 93

*White's Knight provokes weaknesses*



*...and helps to utilize them*

3 ... b6

The immediate 3 ... f4 fails against 4 Rfc1, White winning the Bishop. Nor is 3 ... Kh7 playable because of 4 Ne5.

A more reasonable alternative is 3 ... a5, although after 4 Rfc1, Bb4; 5 Bxb4, a5xb4; 6 Rxb4 White still has the edge.

4 Rfc1	Ba5
5 Nh4	f4
6 Nf5!	...

One of the fine places from which the Knight would exercise forking pressure against a chain (compare *Diagram 81*).

White threatens (a) thematically 7 Qg4 (b) 7 Ne7+, Kh7; 8 Qxf7. His attack is decisive.

6 ... Re8

After 6 ... g6; 7 Nxh6+, Kg7; 8 Qh4 White wins more quickly, e.g.

(1) 8 ... f4xe3; 9 f2xe3, Bd2; 10 Ng4, Rh8; 11 Qf6+, Kg8 (11 ... Kh7; 12 Qf4); 12 Rf1;

(2) 8 ... Rh8; 9 d5!, f6; 10 d5xc6, Nxc6; 11 Rd1, Qb7; 12 Rd6, Raf8; 13 Qxf4 (13 ... Rxh6; 14 Rxc6!).

7 Qg4 f6

8 Qxf4      Na6  
 9 Qg4      ...

Threatening 10 Nxh6+ as well as 10 Rxc6.

The situation is characteristic of a combined action of Queen and Knight.

9 ...      Kh7  
 10 Rxc6    ...

With a pawn to the good and his attack still gathering strength, White won easily: 10 ... Rac8; 11 Rd6, Qf7; 12 Nxg7!, Red8; 13 Nh5, f5; 14 Qh4, Rxd6; 15 Bxd6, Bb4; 16 Nf6+, Kg7; 17 Be5, Bf8; 18 h3, Qg6; 19 a5, f4; 20 Ne4+, Kh7; 21 Qxf4, and Black resigned.

#### IV-§5: Knights stronger than Bishops

Finally an example showing under which circumstances two Knights are of better use than two Bishops.

**WOLFGANG UNZICKER — FRITZ SAEMISCH**  
 (From a tournament played in 1949 at Oldenburg, Germany)

Ruy Lopez

1 e4      e5  
 2 Nf3      Nc6  
 3 Bb5      a6  
 4 Ba4      d6  
 5 O-O      Nf6  
 6 Re1      ...

A move for which Emanuel Lasker had a preference. The usual continuation, serving to retain the King Bishop, is 6 c3.

6 ...      b5  
 7 Bb3      Na5

The exchange of White's Bishop is generally considered a partial success, even though it is achieved with a slight loss of time.

More modest and perfectly safe is 7 ... Be7.

8 d4      Nxb3

8 ... e5xd4?? loses immediately because of 9 e5!.

9 a2xb3      Bb7  
 10 Bg5!      ...

Lasker's continuation, to which in general little attention has been paid. White threatens 11 d4xe5 winning a pawn.  
 10 d4xe5, Nxe4, leads to a fully satisfactory game for Black.

10 ...      h6

10 ... e5xd4; 11 Nxd4 gives White a good game.

11 Bh4!      ...

An improvement on Lasker-Rubinstein, Maehrisch-Ostrau 1923, where 11 Bxf6, Qxf6; 12 Nc3, c6; 13 d5, c5; 14 Qd3, Qd8; 15 Nxb5 followed; White's attack, although dangerous, led only to perpetual check.

The text move, based on a sharp point, was introduced by C. Poulsen of Denmark.

11 ...      Qe7?

Avoiding the consistent 11 ... g5; 12 Bg3, Nxe4; 13 d4xe5, d5 as White then obtains a powerful attack with 14 e6! (C. Poulsen's point).

Yet Black must accept the challenge or admit that his entire setup string with 7 ... Na5 is poor.

With the text move Black holds the center, planning to take cover behind his firm pawn wall until his development is completed with ...g7-g6, ...Bg7, and ...O-O.

However, this is a rosy dream; Black's pawn formation is too poor in duos to keep White's Knights successfully at bay. These Knights now develop a pernicious activity.

12 Nc3      ...

Threatening 13 Nd5. Black's reply was forced.

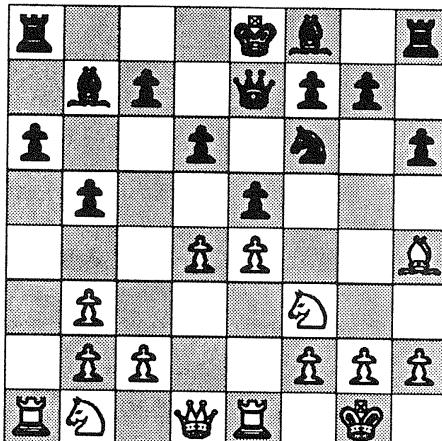
12 ...      c6  
 13 Qd3      ...

Again a threat: 14 d5, c5; 15 Bxf6! (a) 15 ... Qxf6; 16 Nxb5! with a winning attack (b) 15 ... g7xf6; 16 Nh4! with a winning positional advantage.

13 ...      b4

## DIAGRAM 94

*Position after 11 ... Qe7?*



*White's Knights starting pernicious activity.*

A stopgap, as is 13 ... g5; 14 Bg3, Nd7. Both continuations parry the immediate threat, but the one weakens c4, the other f5 thus creating excellent possibilities for White's Queen Knight (Nd1-e3). There is no steady line of defense.

14 Nd1!    Qe6

The consistent 14 ... g6 is bad, e.g. 15 Ne3, Bg7; 16 d4xe5, d6xe5; 17 Nc4, Rd8; 18 Qe3, g5; 19 Bg3, Nd7; 20 Qa7, Bc8; 21 Qc7 and White wins.

Black therefore changes his plan intending ...Be7. But his position is beyond repair.

15 Bxf6!    ...

So as to gain still more time.

15 ...        Qxf6  
16 Ne3        ...

The point; White threatens to win the e-pawn with 17 d4xe5, d6xe5; 18 Ng4.

16 ...        Qe6

16 ... Rd8 fails against 17 Qc4 threatening 18 Qxb4 (17 ... d5; 18 e4xd5, c6xd5; 19 Qc7!).

Nor is *16 ... e5xd4* any good as it opens the game—of which White can take advantage in several ways, e.g. with *17 e5!* (*17 ... d6xe5; 18 Ng4*).

*17 d4xe5! d6xe5  
18 Rad1 ...*

Threatening *19 Nxe5*, while *18 ... Be7* fails against *19 Nf5* (*19 ... O-O; 20 Qd7!*). Black's reply is forced.

*18 ... f6*

What a position Black now has! Seven pawns and no chance for any duo! Five pieces and only two of them developed (or, better, just moved)!

He has two Bishops, yes. But under the circumstances the Bishops are lamentably inferior to the Knights.

*19 Nh4 ...*

Also g6 has become an ideal spot for a Knight.

*19 ... c5  
20 Nef5 ...*

We would prefer *20 Ng6* followed by *21 f4*, but this is a matter of taste.

*20 ... Rg8  
21 Qg3 g5  
22 Qg4! g5xh4*

An oversight.

Instead, *22 ... Qf7; 23 Nf3, h5; 24 Qg3* (threatening *25 Nxe5*) *24 ... Qc7* is necessary, but then too Black's position is hopeless.

*23 Ng7+ Resigns*

# Chapter V

## Pawns and Rooks

The Rooks may have plenty of mobility behind the wall of their own pawns, but they are active only when attacking the enemy position.

The preparation for active Rook play entails what is called the opening of lines, which largely depends on pawn play, especially on the proper use of levers.

### V-§1: The status of a file

The status of a file depends on the presence or absence of pawns.

A file is classified as *closed* as long as it is locked by a white pawn and a black pawn *open* when unlocked for both sides so that no pawn remains, and *half-open* when unlocked unilaterally so that only one pawn remains.

The unlocking creates an outlet for the Rooks so they can attack the enemy position; it makes the file what we call *navigable*.

The act of unlocking, if it consists in the exchange of a pawn as it normally does, creates two outlets, one for White and one for Black; it offers navigability to both sides, either on the same open file, or on two different half-open files.

The doubling or loss (sacrifice) of a pawn creates only a single outlet which limits the navigability to one side. Files of these types are also called half-open, but we prefer to list them separately because each of them has independent qualities of its own.

Finally there is what we call the *Rook lift*, the use of a Rook in front of a locking pawn, e.g. 1 a4; 2 Ra3 3 Rh3, when this Rook controls the frontspan of the h2-pawn and is active no matter whether the file is unlocked on the other side or not. However, the lift is rarely practicable in the early stages of the game because it exposes the Rook to attack by minor pieces.

Accordingly, there are these six types of files:

*The closed file:* This is the original state of every file. The closed file is useless except that its interspan may be controlled by a lifted Rook.

*The open file:* This is a file unobstructed by pawns. It normally results from a symmetrical exchange of pawns (*Diagram 26*).

*The half-open file and its counterfile:* This is a set of files of which, due to an unsymmetrical exchange of pawns, one is unlocked for White, the other unlocked for Black (*Diagram 27*). Such files are adjacent if the pawn is recaptured by a piece, e.g. 1 e4, d5; 2 e4xd5, Qxd5, or separated by a file if the recapture is carried out by a pawn, e.g. 1 d4, c5; 2 e3, c5xd4; 3 e3xd4. Indirect exchange may cause a greater distance between the files and create local majorities, e.g. 1 b4, e5; 2 Bb2, Bxb4; 3 Bxe5.

*The hybrid file:* This is our term for a file unlocked by means of doubling, e.g. 1 d4, e6; 2 c4, Bb4+ 3 Nc3, Bxc3+; 4 b2xc3, when the b-file is hybrid on White's side. Unlike the half-open file, the hybrid file involves no elimination of pawns and is not neutralized by a counterfile of the same status.

*The void file:* This is what we call a file unlocked through the accidental or intentional loss of a pawn, e.g. 1 e4, e5; 2 Bc4, Bc5; 3 b4, Bxb4, when White has the void b-file. The void file entails a material disadvantage, thus presenting questions which, because of their predominantly tactical or technical nature, lie beyond the scope of this book.

*The lift file:* This is the file which the Rook has occupied by means of a lift, e.g. Kg1 vs Rg6, Pg7.

## V-§2: Span control

The control of a file is an asset.

Controlling a singly unlocked file means holding its navigable part, which is the frontspan of the interfering locker. For instance P<sub>c</sub>4 vs P<sub>d</sub>6 when the d-file is open for White, the c- file open for Black. White controls the squares d1-d5, while d7 and d8 count against him; he has a *span-plus* of 5:2. On the c file, however, White has a *span-minus* of 3:4. The general *span-proportion* in this case is 5:2 vs 4:3—a slight advantage for White.

There is always a plus and a minus with respect to a single file, namely 6:1, 5:2, or 4:3. However, equality in span-control is possible in that the span-count for a half-open file and its counterfile may be

the same. For instance 1 e4, c6; 2 d4, d5; 3 e4xd5, c6xd5, when the span-proportion on the two half-open files is 6:1 vs 6:1.

Slight differences in span-control, with their slightly disturbing effect on the balance in controlled space, constitute the basic problem in opening play.

The length of the frontspan is not the only factor on which the value of its control depends; just as important is the vulnerability of the interfering locker. The weakness of a locker may amply compensate for a span-minus, e.g. Pa2, Pb2, Pc2 vs Pa7, Pb7, Pd4, which favors White, his negative span-count of 3:4 vs 6:1 notwithstanding. An isolated pawn is usually a poor locker.

The best locker, making control of its frontspan useless for the opponent, is a firmly protected passer. For instance Pc5, Pd6 vs Pb5, Pc6 when White's positive span-count of 4:3 vs 2:5 has only indirect significance in that the longer frontspan offers better chances to stop the opposing passer.

Span-control by means of the lift normally emanates from a point on the third rank, e.g. Rh3, Ph2, where the Rook is comparatively less exposed than farther along the file, e.g. Rh5, Ph4.

### V-§3: Types of pawn formations

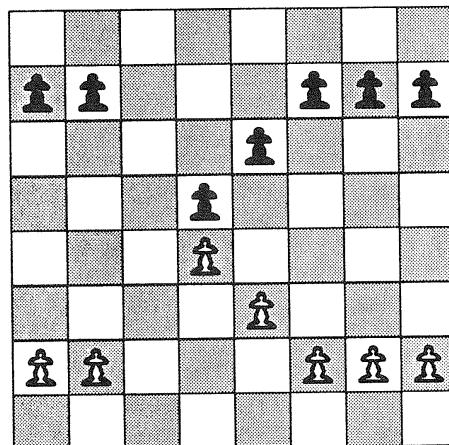
The opening usually leads to the forming of a lever or to an exchange of pawns, so that after a few moves an outlet for the Rooks is mutually created or assured. From then on measures and plans are required in compliance with the specific traits of the pawn formation, particularly as far as navigability is concerned.

Since there are only a few characteristics pertaining to navigability, namely outlets for the Rooks, and prospective outlets due to levers and possible levers, it is possible to distinguish between positions of several basic types, each one leading to its own type of middle-game.

During the brief initial stage of the game, the pawn formation normally assumes sufficient character to be classified under one of the following headings.

- (1) *Open formations*: those with at least one open file (*Diagram 95*).
- (2) *half-open formations*: those with a half-open file and counterfile. There are two types of positions belonging to this group:
  - (2a) *Ram formations*, where the opposing pawn walls are connected by at least one ram (*Diagram 96*);

DIAGRAM 95

*Open formation**Open file*

(2b) *Jump formations*, where the opposing pawn walls are separated by the open fifth rank while the two head-pawns face each other at the distance of a Knight's jump (*Diagram 97*).

(3) *Free formations*: those with all pawns on the board, none of them advanced across the middle-line (*Diagram 98*).

DIAGRAM 96

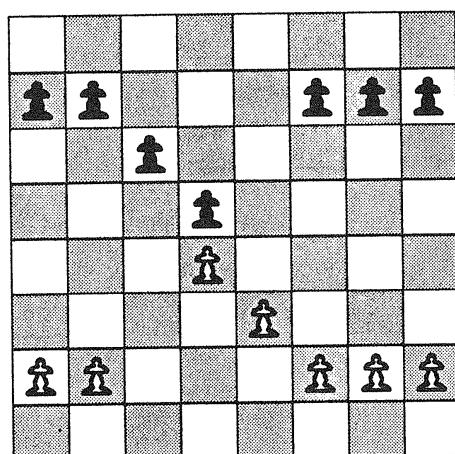
*Ram formation**Half-open files; ram*

DIAGRAM 97

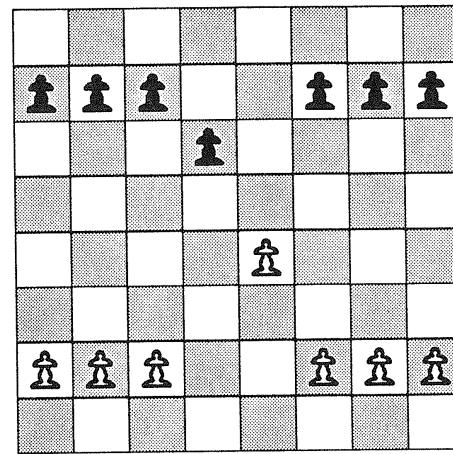
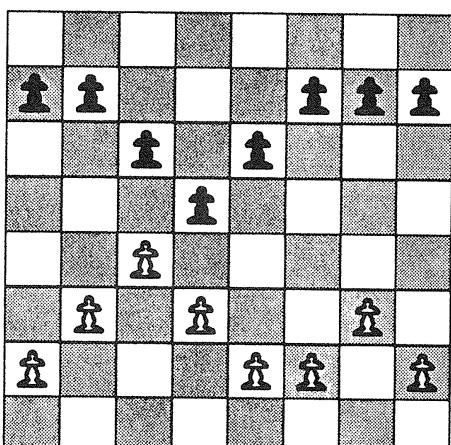
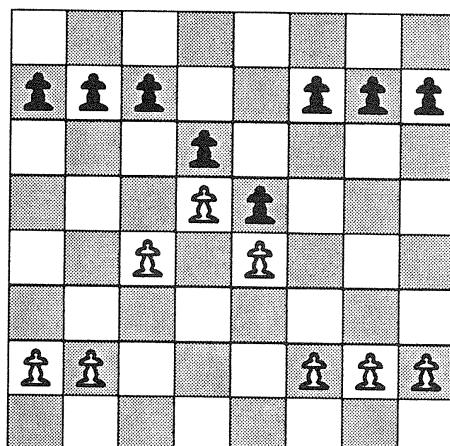
*Jump formation**Half-open files; open fifth rank;  
head-pawns at a Knight's jump distance*

DIAGRAM 98

*Free formation*

*All pawns on the board, none advanced across middle-line*

DIAGRAM 99

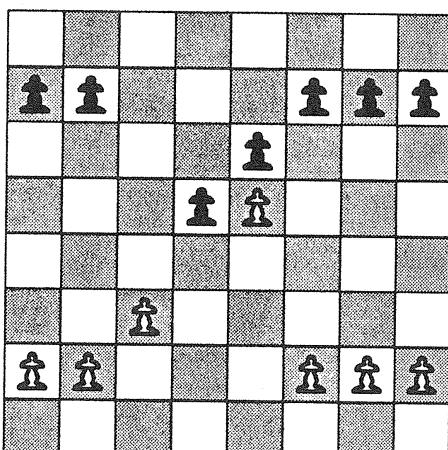
*Closed formation*

*All pawns on the board, middle-line crossed*

(4) *Closed formations*: those with all pawns on the board, at least one of them advanced across the middle-line (*Diagram 99*).

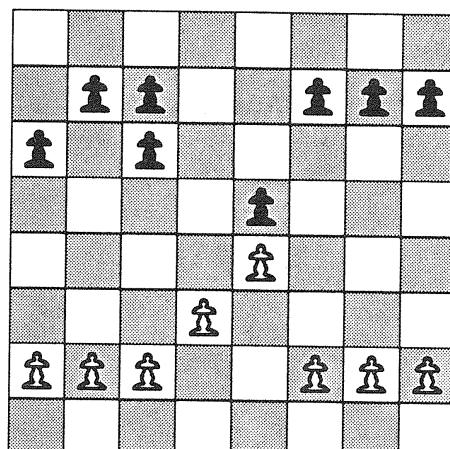
(5) *Half-closed formations*: those with half-open files and at least one pawn advanced across the middle-line (*Diagram 100*).

DIAGRAM 100

*Half-closed formation*

*Half-open files; middle-line crossed*

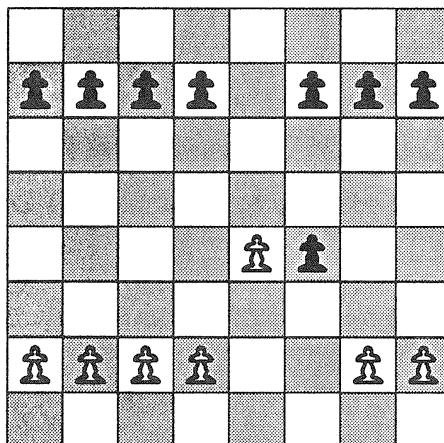
DIAGRAM 101

*Hybrid formation*

*All pawns on the board; hybrid file*

- (6) *Hybrid formations*: those with all pawns on the board and a hybrid file (*Diagram 101*). We shall discuss the hybrid file but not hybrid formations independently.
- (7) *Gambit formations*: those where one side has more pawns than the other (*Diagram 102*). These formations we only mention as a possibility.

DIAGRAM 102

*Gambit formation**Pawns unequal in numbers*

#### V-§4: The open file

The position of *Diagram 103* shows an elementary case where everything depends on control of the open file. Black, whose move it normally must be, has perfect equality after  $1 \dots \text{Rc}8$ , or  $1 \dots \text{Qd}7$  followed by either  $\dots \text{Rfc}8$  or  $\dots \text{Rac}8$ .

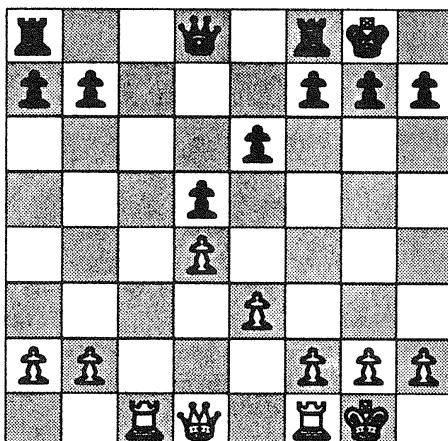
But if White has the move, he shares the open file in something like a 55:45 proportion, thus holding a slight edge. His next step is an attempt at tripling his pieces on the open file starting with  $1 \text{ Rc}3$  or  $1 \text{ Rc}5$ . Remember: the Rook moves (a) to a protected square (b) far enough so that its rearspan can accommodate the other two pieces.

After  $1 \text{ Rc}3$ ,  $\text{Qd}7$ ;  $2 \text{ Qc}2$ ,  $\text{Rac}8$ ;  $3 \text{ Rc}1$ ,  $\text{Rxc}3$ ;  $4 \text{ Qxc}3$  White is in full control of the file. He then must try to penetrate Black's position and make progress horizontally, but this is a problem in view of  $4 \dots \text{Rd}8!$ ;  $5 \text{ Qc}7$ ,  $\text{h}6!$ . Black may be able to hold his own.

The change from *Diagram 103* to *Diagram 104*, although slight,

DIAGRAM 103

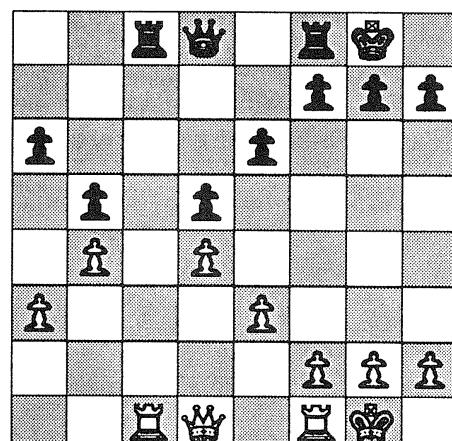
*Open file; symmetry; no good levers*



*Equality, but only with Black to move*

DIAGRAM 104

*Open file with mutual strongholds*



*The move decisive*

is of great significance. Both sides have a stronghold on the fifth square of the open file, the occupation of which offers a great advantage. Hence the great importance of the move. White gets his advantage with 1 Rc5, Black with 1 ... Rc4. The Rook thus anchored assures either trebling followed by the full exploitation of the open file, or, if it is captured, an outside protected passer as against a mere candidate on the d-file (1 Rc5, Rxc5; 2 d4xc5!).

This example also shows what great importance the first move may have in a symmetrical position. Since it normally should be White's move, one must assume that Black has maintained the symmetry too long. His last move might have been ...Rc8? while it should have been the lever move ...a6-a5!. Navigational equality often depends on the unlocking of another file.

### V-§5: The horizontal switch

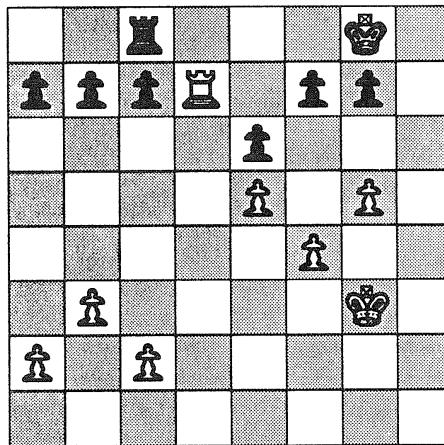
The open file, being cleared of pawns, offers no permanent targets. The advantage of controlling an open file consists mainly in the chance of penetrating the enemy position and switching to horizontal activity.

Horizontal activity of the Rooks is often the decisive factor in the course of a mating attack, e.g. in a case like Rh8, Rh7 vs Kg7, Pf6, Pg6. Strategically however the switch is most important for the general purpose of exploiting the original rank of the pawns, i.e. the seventh.

Control of the seventh rank usually offers the advantage that there are pawns to attack which cannot protect each other, while the

opposing King is pinned to the eighth rank or to a corner. In such cases (*Diagram 105*) the issue depends on the width of the navigable zone of the same rank as well as on the vulnerability of the pawns that lock the zone on both sides.

DIAGRAM 105

*Horizontal activity*

*Navigable zone d7-e7 vs lockers P<sub>c7</sub> and P<sub>f7</sub>*

In this position Black threatens to equalize, but White to move wins as follows:

1 g6! ...

With this attack on one of the lockers White broadens the navigable zone to three squares making the rank suitable for exploitation.

Any neutral move permits 1 ... g6!, after which White cannot effectively break through any more, while otherwise ... Kf8-e8 expels his Rook. For instance (1) 1 a4, g6!; 2 f5, g6xf5 (a) 3 Kh4, Kg7! (b) 3 g6, f7xg6; 4 Kf4, Rf8; 5 Rx<sub>c7</sub>, Rf7; (2) 1 Kg4, g6! 2 f5, e6xf5+; 3 Kf4, Kf8; 4 e6, f7xe6; 5 Ke5, Re8; 6 Kf6, e5!.

1 ... f7xg6

There is nothing better. After 1 ... f6 White wins easily with 2 f5!, e6xf5; 3 e6. In case of 1 ... f5; 2 Kh4, Kf8; 3 Kg5, Kg8 White should not capture the e-pawn as long as his Rook has no moves on the sixth rank; the proper way of doing it is a general advance of pawns aiming at a broadening of the navigable zone by means of g5-g6.

2 Kg4      ...

2 Re7 is ineffective because 2 ... Kf8; the Rook then must return to d7, for after 3 Rxe6??, Kf7! it is trapped.

2 ...      b5

No matter how Black proceeds, he quickly runs out of playable moves.

3 Kg5      Kh7  
4 Re7      ...

Less accurate is 4 b4 because of 4 ... c5, which offers Black some counterplay. (In situations of this kind, the defender must try somehow to activate his Rook, even at the expense of a pawn or two.)

4 ...      Rd8

As good as any move.

5 Rxe6      Rd2  
6 Rc6 and wins easily

### V-§6: Half-open plus open

While the open file often has a neutralizing effect by favoring the exchange of the Rooks, the half-open file tends rather to delay action by preventing the Rooks from becoming fully active.

Excellent for the Rooks, however, is an open file with an additional half-open file in its neighborhood. The indicated chronological order of the procedure is "half-open file plus lever plus open file," because the half-open file implies an unsymmetrical pawn formation with adequate chances for the necessary lever.

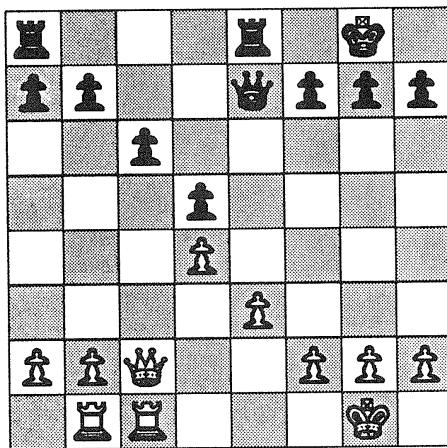
Following is an example of considerable demonstrative power and actuality(*Diagram 106*).

This formation, arising from the Queen's Gambit or the Nimzo-Indian Defense, is frequently met in today's tournaments. We strip the position of minor pieces in order to emphasize what is essential for the Rooks.

Both sides have a half-open file, and there is a 5:2 vs 5:2 equality in span control.

There is also equality inasmuch as the head-duo offers little promise, e3-e4 leading to the isolation of the pawn on d4, and c6-c5 doing the same to the d5 pawn. And if e3-e4 is prepared with f2-f3

## DIAGRAM 106

*Half-open ram formation**White has the better lever*

(or c6-c5 with b7-b6) the result is a hanging duo—not too bright a proposition either.

No; the position calls for levers rather than duos.

The indicated levers are b4-b5 vs the c6-pawn for White, and f5-f4 vs e3-pawn for Black. They must serve to create poorly protected pawns and stopsquares on the half-open files or in their neighborhood.

To get in b4-b5 against the resistance of a7-a6, White needs a2-a4. By the same token, 1 ... f5; 2 g3 requires 2 ... g5, but this advance weakens the position of Black's King. The situation therefore favors White.

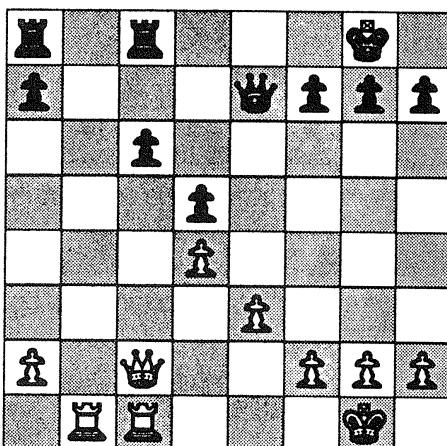
White with the move obtains a strong initiative with 1 b4. Note that the pawn formation, which for its unsymmetrical nature favors the attacker, remains unsymmetrical no matter what further exchange results from b4-b5.

Black with the move plays 1 ... a5, which under these circumstances is a good defense as it hampers White's pawn action (2 a3, a4!; or 2 b3, Qa3!).

The lever action with b4-b5, commonly called *minority attack*, opens the b-file or the c-file, thus leading from the half-open formations of *Diagram 106* to one of the open formations of *Diagram 107-110*.

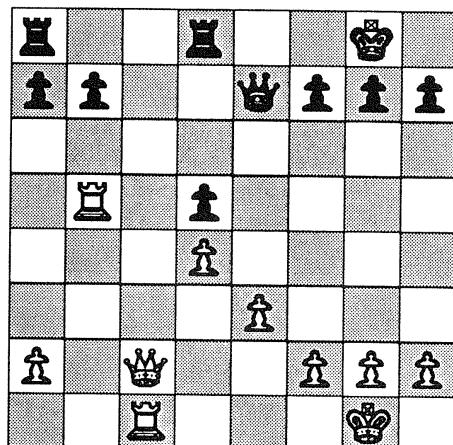
*Diagram 107*, as compared to *Diagram 106*, shows that White has made substantial headway because (a) his half-open file has gained in significance in view of the increased vulnerability of c6, which now is a poorly protected straggler (b) he firmly controls the stopsquare c5 (c) he is favored by the open b-file which Black, being occupied with the protection of the straggler, has difficulty in con-

DIAGRAM 107

*Pb5 vs Pb7 eliminated*

Distinct advantage for White

DIAGRAM 108

*Pb5 vs Pc6 eliminated*

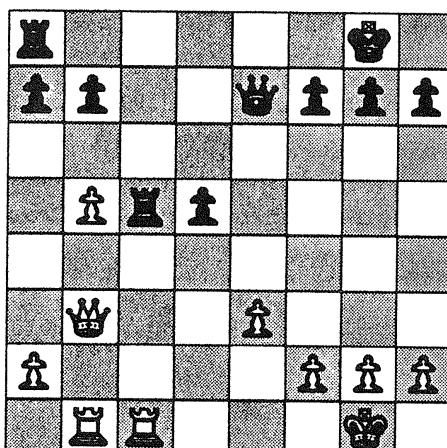
Also a distinct advantage for White

testing (d) he has a chance to penetrate on b7 or, if Black's a-pawn ever moves, on b6 (e) he can keep Black's a-pawn under fire while his own a-pawn is unassailable.

Also *Diagram 108*, as compared to *Diagram 106*, shows great progress on the part of White who now threatens both to win a pawn with 1 Qb3, and to treble with 1 Rc5 (which 1 ... b6 does not prevent because of 2 Rb3 and 3 Rc3).

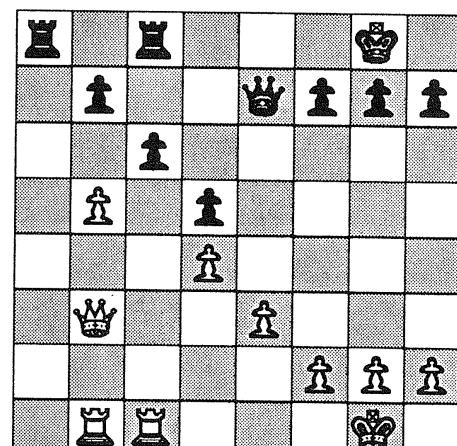
Black's position is very bad; the pawn formation alone spells more trouble for him because (a) his d-pawn is ailing and exposed to

DIAGRAM 109

*b4-b5 frustrated by c6-c5*

White has a slight edge if any

DIAGRAM 110

*a-pawn vs a-pawn eliminated*

Basically some relief for Black

possible lever action with e3-e4, or f2-f3 and e3-e4 (b) there is pressure against b7 while b7-b6 provokes powerful lever action with a4-a5.

*Diagram 109* illustrates how b4-b5, if it does not lead to the exchange of this pawn, is detrimental to White's position; there is less advantage here than in *Diagram 106*, probably none at all. True, Black's d-pawn is isolated, but the aimlessly advanced b5-pawn also constitutes a weakness—mainly because it is no longer available for control of c4 or c5, so that Black can use these squares as strongholds on the open file. The pros and cons of this pawn formation are debatable; a possible advantage of White would normally depend on the minor pieces.

As a rule, b4-b5 should be played only when the exchange of this pawn is assured.

In a position as shown in *Diagram 106* Black's task is at any rate difficult (so that he probably is better off in meeting 1 d4, d5; 2 c4 with 2 ... c6 rather than with 2 ... e6).

But once such a position is reached, Black should strive for the exchange of the a-pawns by interpolating a7-a6 or a7-a5.

The elimination of the a-pawns offers Black:

- (1) some relief in comparison with *Diagram 107* (where his own a-pawn tends to weakness);
- (2) not much relief in comparison with *Diagram 108* in view of his then isolated b-pawn;
- (3) substantial relief, possibly to the point of a tangible advantage, in comparison with *Diagram 109*, such in view of White's then isolated and vulnerable b-pawn;
- (4) basically some relief thanks to possible exchanges along the open a-file.

## V-§7: Louis Paulsen's ram formation

In the tournaments since 1945, another half-open ram formation has risen to great importance; we speak of it as the *Ram system* of the Sicilian Defense.

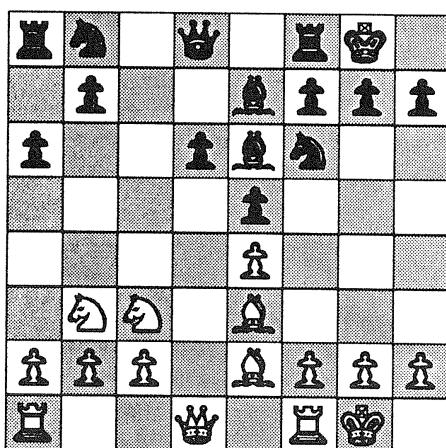
This formation differs basically from the formation of *Diagram 106* by the absence of strongly indicated levers. Its special characteristic is the backwardness of Black's d-pawn. Also remarkable is that the span proportion slightly favors Black with 5:2 vs 6:1, but this is characteristic for the Sicilian as a whole.

The ram system is one of the three main systems of the Sicilian; the two others are characterized by e7-e6 and g7-g6 respectively.

All three systems have been worked out and bequeathed to the chess world by Louis Paulsen; they should bear his name or have some descriptive names. However, only the fianchetto system has such a name; it is called the *Dragon system*, its name depicting the qualities of Black's fianchettoed Bishop. The system with the duo-move e7-e6, which we accordingly call the Duo system, is known as the Scheveningen variation. And the Ram system is called the Boleslavsky variation.

### DIAGRAM 111

*Sicilian ram system*



*Louis Paulsen's heritage.*

The ram-move e7-e5 has been played now and then before Paulsen's time, but it took Paulsen to work it out to a perfect system. This happened in the eighties. Sixty more years elapsed, however, before Louis Paulsen found a worthy interpreter in Isaac Boleslavsky. Louis Paulsen's merit in the matter has also been recently pointed out by Imre König of Los Angeles.

The Duo system was Paulsen's main hobby during his entire life. Time and again he experimented with e7-e6, trying out with self-sacrificing zest all kinds of supplementary ideas. Indeed this system is named after him—provided Black continues with ...Nbd7. Usual today however is ...Nc6, a move adopted by Euwe around 1920 with so much success that the duo system and with it the Sicilian as a whole gained enormously in popularity.

We therefore distinguish between the Paulsen branch (...Nbd7) and the Euwe branch (...Nc6) of the duo system.

The Euwe branch suffered a blow in the Maroczy-Euwe game

of the Scheveningen 1923 tournament. Strangely enough it has since then been called the Scheveningen variation, although the name virtually refers to White's system of attack.

Paulsen's name is never mentioned in connection with the Dragon system, yet it seems that he invented it himself. At any rate, Steinitz made the remark in the New York 1889 tournament book that "the new move ...P-KN3" was introduced by Louis Paulsen at the Frankfurt tournament (evidently a reference to the tournament of 1887).

Paulsen's invention of the Dragon is the more likely since he generally had a strong predilection for the fianchetto of the King Bishop, which was very strange in his time. He also most likely invented and certainly introduced the King's Indian (1 d4, Nf6; 2 c4, g6) some forty years before this defense began to gain popularity. Equally he contributed to that variant of the King's Indian which today is called the Yugoslav or Pirc Defense (1 e4, d6). For there is a documentary remark in the Nuremberg 1883 tournament book, reading: "The actual inventor of this defense is Wilfried Paulsen but [his brother] Louis Paulsen submitted it to a closer investigation."

Enormous, indeed, is Louis Paulsen's contribution to present-day chess.

We may mention in passing that Louis Paulsen (1833–1890) of Germany resided in the United States as a businessman for four years. In the New York 1857 tournament he finished second, after Paul Morphy.

Now back to *Diagram 111*.

There are many variations of the Sicilian ram system, due mainly to Black's playing ...Nc6 or ...Nbd7, and ...Be6 or ...Bb7.

We have chosen a variation of average importance so as to have a suitable background for the following general explanation of the situation.

The position of *Diagram 111* is normally reached as follows: 1 e4, c5; 2 Nf3, d6; 3 d4, c5xd4; 4 Nxd4, Nf6; 5 Nc3, a6; 6 Be2, e5; 7 Nb3, Be7; 8 O-O, O-O; 9 Be3, Be6.

For a long time, Black's backward d-pawn was considered as the outstanding mark of the position and evaluated as a serious weakness. But when Boleslavsky and others started to follow Louis Paulsen's example, it soon became evident that the straggler is unassailable and even somewhat dangerous because of its tendency to advance. This brings us to the question of the levers.

There are three first-hand levers offered by the pawn formation, one for White: f2-f4, and two for Black: d6-d5 and f7-f5.

Of these, f7-f5 is practically out of the question because of e4xf5, which leaves Black with hanging pawns in the center and a weakened

King side, while on the other hand White's pieces gain considerably in scope, thanks to the disappearance of the e4-pawn.

That makes the lever situation virtually even: f2-f4 vs d6-d5. However, these levers have different qualities, so that the situation raises difficult problems.

In general, f2-f4 is assured but of little promise, while d6-d5 is of promise but not assured. White cannot expect much from the exchange of his f-pawn, mainly since he has no pawns available for the effective support of an action along the half-open f-file. Black, on the other hand, is well off if he exchanges his d-pawn at the proper time, because he then has a dangerous majority on the King side, while the open d-file, thanks to his center pawn and span-plus on the c-file, may also count as an asset for him.

Indeed, d6-d5 is the key move of this entire system. However, d6-d5 may easily fail if played prematurely, for instance 1 e4, c5; 2 Nf3, d6; 3 d4, c5xd4; 4 Nxd4, Nf6; 5 Nc3, a6; 6 Bd3, e5; 7 Nde2, d5??; 8 e4xd5, Nxd5; 9 Bc4!, Nf6; 10 Bxf7+ with a winning advantage for White (O'D. Alexander-Z. Milev, International team tournament, Amsterdam, 1954).

Of course, White is highly interested in preventing d6-d5 directly or indirectly and keeping the square d5 open so he can centralize his Queen Knight and correct his span-minus with c2-c3 or c2-c4. However, he can rarely achieve all this: Nd5 usually leads to a change of the pawn formation in that the e4-pawn lands on d5 sealing off the critical stopsquare and creating majorities. In this new situation, White still has a good game if he acts on the Q-side but remains passive on the K-side with f2-f3, as has been repeatedly demonstrated by Bisguier. Instead, the often played f2-f4 is dangerous for White, mainly since e5xf4 clears the e-file and the square e5 for Black's pieces (which has far less significance as long as the d-file is half-open).

Consequently, these are the most reasonable continuations in *Diagram 111* (and similar positions):

(1) 10 f4. Most usual. White threatens to strengthen his grip on the vital square d5 by means of 11 f5. Black has this choice:

(1a) 10 ... e5xf4. A radical measure—somewhat strange since it isolates the straggler, but playable since it also isolates the e4-pawn thus making e5 a fine square for Black's pieces.

(1b) 10 ... Qc7; 11 f5, Bc4. The usual measure; the ensuing situation is very tense inasmuch as White should

strive for his head-duo with g4-g5 but remains in constant danger that the counterthrust d6-d5 would blow up his position.

(2) 10 f3. As preferred by Bisguier. White obtains the slightly better majority two ways:

(2a) 10 ... d5; 11 e4xd5, Nxd5; 12 Nxd5, Bxd5; 13 c4.

(2b) 10 ... Qc7; 11 Nd5, Bxd5; 12 e4xd5 (Bisguier-Barcza, Zagreb 1955).

(3) 10 Nd5. This leads more directly to 2b (10 ... Nxe4??, 11 Bb6).

One must conclude that Paulsen's ram formation is very difficult to assail. There is no convenient system of attack comparable to the minority attack in the formation of *Diagram 106*. Lacking any strong lever White is unable to bring his Rooks into action quickly and must rely on slow maneuvering.

Remarkable in this connection is the great popularity which the following line has today: 1 e4, c5; 2 Nf3, d6; 3 d4, c5xd4; 4 Nxd4, Nf6; 5 Nc3, a6; 6 Bg5, which practically prevents 6 ... e5; 7 Bxf6, Qxf6; 8 Nd5, Qd8; 9 Nf5, with a strong game for White.

We mention this case as a curiosity. Not long ago the Sicilian ram system was considered poor, while today White usually avoids it.

## V-§8: Jump formations

Jump formations constitute a large and very important group of half-open formations (defined heretofore as having in common the open fifth rank and head-pawns facing each other at the distance of a Knight's jump).

In a jump formation, the span proportion is always 5:2 vs 4:3, offering the side with the span-plus (not necessarily White) a slight advantage in space. To maintain this edge and probably increase it, the attacker usually is better off if he (a) holds his pieces in a state of readiness (b) avoids exchanges as far as possible (c) counteracts the forming of levers rather than striving for it (d) works with occasional threats (e) generally bides his time for major action.

As far as the use of the Rooks is concerned, jump formations offer some choice. On the part of the attacker, not even the occupation of the half-open file is always indicated; he might do better by forming his head-duo and placing a Rook behind either duo-pawn. Nor is it advisable to double the Rooks without a special reason, because heavy pieces generally reach a higher state of each other.

Rather characteristic for jump formations is a Rook lift to the third rank, adopted by the attacker for the sake of action on the K-side.

The full opening of a line might easily lead to the exchange of the Rooks thereby helping the defender.

The levers offered to the defender, hitting at the opposing head-pawn, have a tendency to free his game, and we therefore call them *liberation levers*. For instance, after 1 e4, e5; 2 Nf3, d6; 3 d4, e5xd4; 4 Nxd4 Black's liberating lever moves are d6-d5 and f7-f5.

The value of a liberation lever depends on the proper use of the thus opened file or files. Formed prematurely, a liberation lever is apt to serve only the attacker. To avoid such an adverse effect, the defender must have his Rooks at hand before taking the critical step. He would normally be better off with one Rook on his half-open file and the other behind the lever-pawn he intends to advance.

The need for a liberation lever diminishes in accordance with the exchange of pieces, because a reduction in material for the available space helps just as much as an increase in space for the available material.

The defender's task is especially difficult in those cases where the liberation lever must also serve to liberate his Queen Bishop; delicate problems then arise from the urgency of the lever on behalf of the Bishop, and its possible prematurity with regard to the Rooks. The solution sometimes requires three stages according to the pattern (1) Ra1, Bc1, Pa2, Pb2, Pc3 (2) Ra1, Bb2, Pa2, Pb3, Pc3 (3) Rc1, Bb2, Pa2, Pb3, Pc4. Thus the move c2-c4, supposed to form the liberating lever Pc4 vs Pd5, is postponed until the Bishop and the Rook got ready to cope with the opening of lines, which sometimes requires additional preparations. The Bishop must stay inactively in its nest on b2 (usually b7) for some time, and we therefore call this characteristic procedure the *nest method*.

The position of the defender's Queen Bishop, either in front of the pawn wall or behind it, is also one of the characteristics by which jump formations differ from each other. Further distinction depends on the half-open files for White and Black, the possibilities being practically restricted to the c-file, the d- file, and the e-file, with two of these files virtually involved in every single case. Rarely involved is the f-file, because a jump formation as e.g. a2, b2, c2, d3, e4, g2, h2 vs a7, b7, c7, d6, f7, g7, h7, which in the middle-game would clearly favor White, can hardly arise from any logical setup.

The most important types of the jump formation are:

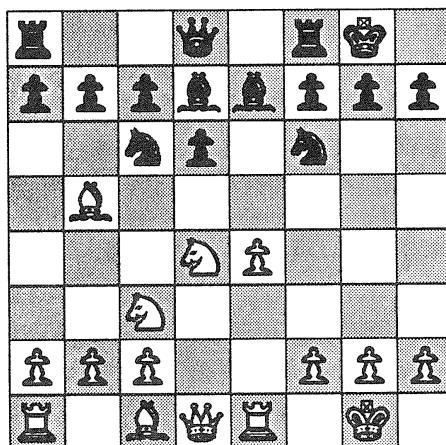
(1) the Spanish formation (*Diagram 112*)

(2) the French formation (*Diagram 113*)

- (3) the French formation expanded (*Diagram 114*)
- (4) the Caro-Kann formation (*Diagram 115*)
- (5) the Orthodox formation (*Diagram 116*)
- (6) the Slav formation (*Diagram 117*)

Each of these formations ordinarily arises from the opening indicated, but it might also be reached in some other way.

DIAGRAM 112  
*The Spanish formation*



*Minor pieces important; no levers required*

This formation normally arises from the Spanish (Ruy Lopez) opening as follows: 1 e4, e5; 2 Nf3, Nc6; 3 Bb5, Nf6; 4 O-O, d6; 5 d4, Bd7; 6 Nc3, Be7; 7 Re1, e5xd4; 8 Nxd4, O-O.

Both sides have developed their light forces, and White has a slight edge, thanks to superiority in controlled space. For the time being however, White's chances lie in the line of maintenance rather than progress, for he lacks a lever of promise. He should first of all avoid any unnecessary exchange of minor pieces. Black, on the other hand, needs some exchanges, but no lever for the time being. However, any time-wasting ply on White's part may enable Black to use one of his levers aggressively. White has this choice:

- (1) 9 Nde2 (An obsolete system.) 9... a6; 10 Bd3 (The most objectionable move of this system; the Bishop hampers the Queen and is hampered itself by the

pawn on e4.) 10 ... Ng4!; 11 Ng3 (Or 11 f4?, d5!) 11 ... Bf6; 12 h3, Bxc3; 13 b2xc3, Nge5; 14 f4 Qh4!; 15 Nf1, Nxd3; 16 c2xd3, f5!, with a fine game for Black (Janowski-Em. Lasker, match 1909, eighth game).

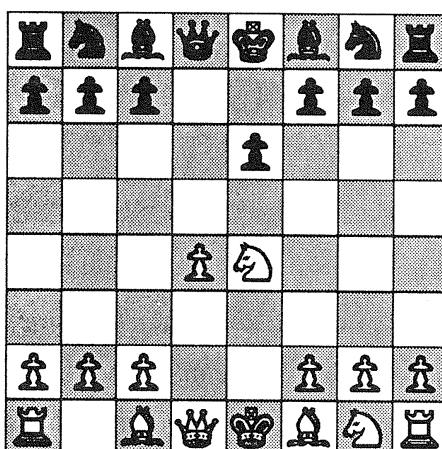
- (2) 9 Bf1 (A more reasonable system, and yet dubious as it also entails a loss of time.) 9 ... Re8; 10 f3, Nxd4; 11 Qxd4, Be6; 12 Qf2, c6, and Black has a fully satisfactory game (Euwe-Capablanca, London 1922.)
- (3) 9 Bxc6! The usual and best continuation, making White's modest advantage more permanent in nature because e4-e5 becomes a constant threat in view of Black's double pawn. For instance 1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 O-O, d6; 6 Bxc6+, b7xc6; 7 d4, e5xd4; 8 Nxd4, c5; 9 Nf3, Be7; 10 Nc3, O-O; 11 Re1, Bb7; 12 Bg5, h6; 13 Bh4, Re8; 14 e5! (The characteristic lever which, if destroying the triad one way or the other, creates assailable targets.) 14 ... d6xe5; 15 Rxe5, Qxd1+; 16 Rxd1, Bd6; 17 Rxe8+, Nxe8; 18 Nd2, and White definitely has the edge (Smyslov-Botvinnik, match 1954, eleventh game).

This pawn formation is characteristic for some variations of the French Defense. The shortest way to reach it is the Rubinstein variation: 1 e4, e6; 2 d4, d5; 3 Nd2, d5xe4; 4 Nxe4 (*Diagram 113*).

The French formation requires a liberation lever to be formed

### DIAGRAM 113

*The French formation*



*Liberation lever indicated*

(a) normally with the unfree c-pawn, which in turn sometimes requires the nest method (b) exceptionally with the half-free e-pawn.

Following a few plausible lines starting from *Diagram 113*:

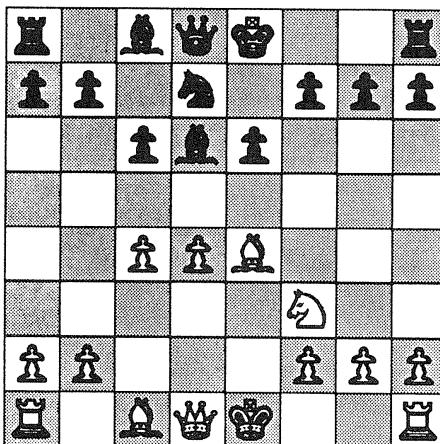
- (1) 4 ... Nf6 (Dubious because of 5 Nxf6+.) 5 Bg5 (Transposing to the Burn variation.) 5 ... Be7; 6 Nxf6+ (6 Bxf6, Bxf6; 7 Nf3 is more enterprising.) 6 ... Bxf6; 7 Bxf6, Qxf6; 8 Nf3, O-O; 9 c3, Nd7; 10 Be2, e5 with full equality (Capablanca-Alekhine, New York 1927). This is an example of the exceptional lever with the e-pawn.
- (2) 4 ... Nd7; 5 Nf3, Ngf6; 6 Bd3, Be7; 7 O-O, Nxe4; 8 Bxe4, Nf6; 9 Bd3, O-O
- (2a) 10 c3 (Dull play; White takes no measures against the liberation lever.) 10 ... b6; 11 Qe2, Bb7; 12 Ne5, Qd5; 13 f3, c5! (Liberation accomplished.) 14 Be3, c5xd4; 15 Bxd4, Bc5; 16 Bxc5, Qxc5+; 17 Kh1, Rad8 with a good game for Black (Wolf-Rubinstein, Karlsbad, 1907).
- (2b) 10 Qe2! (Forcing Black to form the lever at once, when it is somewhat premature, or apply the nest method, which in this case is particularly laborious since Black cannot rely on Qc7).
  - (i) 10 ... b6; 11 Rd1, Bb7; 12 c4, c6; 13 Ne5, and Black is in trouble mainly in view of 13 ... Qc7; 14 Bf4;
  - (ii) 10 ... c5 (Best under the circumstances.) 11 d4xc5, Bxc5; 12 Rd1, and White has the edge; holding an advance in development he may also count the local majorities as an asset.

The French formation is also common in the Queen's Gambit although in the expanded shape of P<sub>c</sub>4, P<sub>d</sub>4 vs P<sub>c</sub>6, P<sub>e</sub>6 rather than P<sub>c</sub>2, P<sub>d</sub>4 vs P<sub>c</sub>7, P<sub>e</sub>6.

The French expanded is usually reached as follows: 1 d4, d5; 2 c4, c6; 3 Nf3, Nf6; 4 Nc3, e6; 5 e3, Nbd7; 6 Bd3, Bd6; 7 e4, d5xe4; 8 Nxe4. And the usual continuation is 8... Nxe4; 9 Bxe4 (*Diagram 114*).

In this position Black urgently needs a liberation lever. Let us keep this in mind when looking at the following possibilities:

## DIAGRAM 114

*The French formation expanded**Liberation lever urgent*

(1) 9 ... Nf6? (Inconsistent. The Knight should keep the lever points c5 and e5 under observation.) 10 Bc2

(1a) 10 ... Bb4+? (As usual, playing for exchanges before the Queen Bishop is liberated causes delay in development.) 11 Bd2, Bxd2+; 12 Qxd2, O-O? (12 ... Qe7, possibly followed by ...O-O-O, is comparatively better.) 13 Ne5, Qc7; 14 O-O-O, c5; 15 Qe3 b6; 16 d4xc5, b6xc5; 17 g4!, Rb8; 18 Rhg1 Qb6; 19 b3, Rb7; 20 g5, Ne8; 21 Bxh7+!, Kxh7; 22 Qh3+, Kg8; 23 Rg4, and Black resigned (Szabo-Bisguier, Buenos Aires 1955).

(1b) 10 ... O-O; 11 O-O (Threatening 12 Bg5 followed by Qd3). 11 ... h6.

(i) 12 Qe2, b6!; 13 b3, Bb7; 14 Bb2, Qe7; 15 Rad1, Rad8; 16 Bb1, c5!, and the nest method has worked, Black has a satisfactory game;

(ii) 12 Qd3!, b6; 13 b3, Bb7; 14 Bb2 and the nest method has failed, the threat of 15 d5 is decisive.

(2) 9 ... O-O; 10 O-O

(2a) 10 ... Nf6? A poor move; it might lead to 1b.

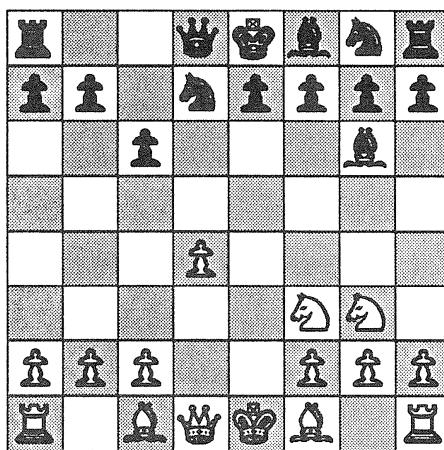
(2b) 10 ... Qc7. A good move; it might lead to 2c.

(2c) 10 ... c5!; 11 Bc2, Qc7; 12 Qd3, f5!. This is Black's best line of play (Gruenfeld-Bogolyubov, Berlin 1926). White's attack is halted; the backwardness of the e-pawn is neutralized by the pressure against the d-pawn; and Black is adequately prepared for a duel between opposing majorities. The chances are about even.

- (3) 9 ... c5. This might serve satisfactorily. However, since Black is not forced to start action before having castled (see 2c) he can better first castle.
- (4) 9 ... e5. The lever with the candidate, before castling at that, is too risky. After 10 O-O! Black is in trouble, mainly since the natural 10 ... O-O loses a pawn: 11 d4xe5, Nxe5; 12 Nxe5, Bxe5; 13 Bxh7+!.

### DIAGRAM 115

*The Caro-Kann formation*



*No liberation problems; no tension*

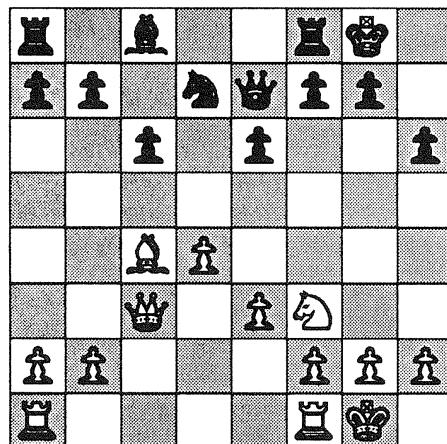
This position arises from the Caro-Kann Defense as follows: 1 e4, c6; 2 d4, d5; 3 Nc3, d5xe4; 4 Nxe4, Bf5; 5 Ng3, Bg6; 6 Nf3, Nd7. Black, with his Queen Bishop in front of the pawns, has no problems; he can complete his mobilization smoothly without a lever or relieving exchange. His span-minus has very little significance if any.

White is unable to use his good King Bishop appropriately because d3, its best square according to the pawn formation, is under enemy control. The exchange of the Bishops is convenient for Black, e.g. 7 h4, h6; 8 h5, Bh7; 9 Bd3, Bxd3; 10 Qxd3, e6; 11 Bd2, Ngf6; 12

O-O-O, Qc7; 13 Kb1, O-O-O. This system, including many minor deviations, is the old main line. It offers White no tangible advantage and is rarely adopted in present-day tournaments.

Another factor of importance is the insignificance of White's pair of Bishops resulting from NxQB or ...QBXN. After 7 Nh4 Black gets a satisfactory game not only with 7 ... e6. By the same token 1 e4, c6; 2 Nc3, d5; 3 Nf3, which is fairly usual today, can be safely met with 3 ... Bg4; 4 h3, Bxf3; then, 5 Qxf3, e6; 6 d4, d5xe4 transposes to the Caro-Kann jump formation.

DIAGRAM 116  
*The Orthodox formation*



*Liberation lever necessary*

The Orthodox formation is characterized by (a) White's half-open c-file versus Black's half-open d-file (b) Black's confined Queen Bishop.

Consequently, Black needs a liberation lever urgently. His first choice is the lever on the closed file: e6-e5; his second choice the lever with the candidate: c6-c5.

Positions of this type normally originate from the Orthodox Defense of the Queen's Gambit. The position of *Diagram 116* is taken from the following game, which offers a good background to discuss the Orthodox formation.

KARL GILG — ERICH ELISKASES  
(Championship of Germany 1939)

Orthodox Queen's Gambit

1 d4	d5
2 c4	...

The Queen's Gambit—which leads to a jump formation if this pawn is captured sooner or later, as happens in many variations.

2 ...	e6
-------	----

The Classic Defense—which entails a possible transposition to a jump formation of the Orthodox type.

The orthodox jump formation requires that d5xc4 be followed up quickly by either c7-c5 or e7-e5. If the lever move is postponed, White may profit from his superiority in the center.

2 ... d5xc4, the Queen's Gambit Accepted, offers these possibilities:

(1) 3 e3, e5, with a satisfactory game for Black. White is supposed to do better if he prevents this immediate lever with the e-pawn.

(2) 3 Nf3, a6; 4 e3

(2a) 4 ... Nf6; 5 Bxc4, e6; 6 O-O, c5! 7 Qe2, b5; 8 Bb3, Bb7, with a satisfactory game for Black. Note the *expanded fianchetto* of Black's Q- Bishop. This pattern of play is characteristic for many variations of the Queen's Gambit.

(2b) 4 ... Bg4; 5 Bxc4, e6. This is a remarkable transposition to a jump formation of the Slav type (compare *Diagram 117*). It leads to complicated play after 6 Qb3. Black is supposed to have a satisfactory game.

3 Nc3	Nf6
4 Bg5	Be7

This is the so-called Orthodox Defense.

5 Nf3	h6
-------	----

Or 5 ... O-O; 6 e3, Nbd7; 7 Rc1, c6; 8 Bd3, d5xc4; 9 Bxc4, when the liberation lever with the e-pawn works satisfactorily; 9 ... Nd5;

*10 Bxe7, Qxe7; 11 O-O, Nxc3; 12 Rxc3, e5!*. This is actually the main line of the Orthodox Defense, but it is rarely played today.

<i>6 Bh4</i>	<i>O-O</i>
<i>7 e3</i>	<i>Ne4</i>

The so-called (Emanuel) Lasker variation. However, this continuation is adoptable in many variations of the Queen's Gambit, so that a name such as *Lasker twist* is more to the point.

The Lasker twist increases Black's freedom of movement through the exchange of a minor piece or two.

<i>8 Bxe7</i>	<i>Qxe7</i>
<i>9 Qc2</i>	<i>...</i>

Instead, *9 c4xd5, Nxc3; 10 b2xc3, e6xd5; 11 Qb3*, which Tarrasch thought had refuting power, is usually recommended, but it offers White only a slight advantage, if any.

<i>9 ...</i>	<i>c6</i>
<i>10 Be2</i>	<i>...</i>

*10 Nxe4, d5xe4* is satisfactory for Black (*11 Nd2, f5; 11 Qxe4, Qb4+ and 12 ... Qxb2*).

<i>10 ...</i>	<i>Nd7</i>
<i>11 O-O</i>	<i>Nxc3</i>
<i>12 Qxc3</i>	<i>...</i>

The conservative view that in a case like this the recapture with the pawn strengthens the center is not very reliable because there are drawbacks to consider, too.

After *12 b2xc3, d5xc4!; 13 Bxc4, c5* White's center formation has a touch of clumsiness, inasmuch as any capture initiated by the d4-pawn entails isolation of the c3-pawn.

<i>12 ...</i>	<i>d5xc4</i>
---------------	--------------

The development of Black's Bishop is called for, and it requires this preliminary exchange in view of (a) *12 ... e5?; 13 Nxe5!* (b) *12 ... c5?; 13 d4xc5* which isolates the d-pawn (c) *12 ... b6?; 13 c4xd5!, c6xd5*, when the unexchangeable pawn on d5 definitely confines Black's Bishop.

<i>13 Bxc4</i>	<i>...</i>
----------------	------------

This is the Orthodox jump formation of *Diagram 116*.  
*13 Qxc4* allows *13 ... e5!*, which is more convenient for Black.

*13 ... b6*

The immediate *13 ... c5* looks premature, for Black opens the c-file before being ready to contest it. Yet, after *14 Qa3, Re8!* the defense holds (*15 Bb5, c5xd4!*).

However, Black decides rather on the nest method, which is more elaborate, but also of a more active nature.

As a rule, it is good policy to postpone the lever when in doubt.

*14 e4 ...*

White is preparing for d4-d5, to be played in answer to c7-c5 or independently. Counting on his span-plus he is striving for a lever himself.

*14 ... Bb7  
15 Rfe1 Rfc8!*

Preventing *16 d5*, and doing so the right way.

In keeping the other Rook on a8 Black is prepared to meet a possible b2-b4 with a7-a5!.

*16 Rad1 a6  
17 Bd3? ...*

An inconsistency amounting to neglect of the key square d5.

Correct is *17 Bb3*. Then, White has the edge since *17 ... c5* is unfeasible because of *18 d5*, threatening *19 d6*. Black's best would be *17 ... Qf6*.

*17 ... c5!*

Played at the right moment, the liberation lever has a fully satisfactory effect.

*18 d5 ...*

This advance is now harmless, for White lacks the threat of *19 d6*.

*18 ... Nf8!*

The only good reply, but a very good one. Black wants to control the stop-square of the d-pawn with a Rook.

19 Ne5 ...

With 19 d6, Qxd6; 20 Bxa6 White can liquidate the tension reaching a drawish position.

19 ... Qc7

Omitting the immediate 19 ... Rd8 because of the obscure consequences of 20 Nc6.

20 Bc4 ...

The liquidation with 20 d6 is possible, but White strives for more. He threatens 21 d6.

20 ... Rd8!  
21 d5xe6 ? ...

A serious aberration.

It is strictly necessary to play 21 a4 so as to maintain the pawn on d5 and prevent Black's majority from advancing.

21 ... f7xe6!

Protecting the square d5 against invasion. Besides, Black threatens 22 ...Rxd1; 23 Rxd1 Bxe4

22 Bd3 ...

22 Rxd8, Rxd8; 23 a4 fails against 23 ... Rd4!.

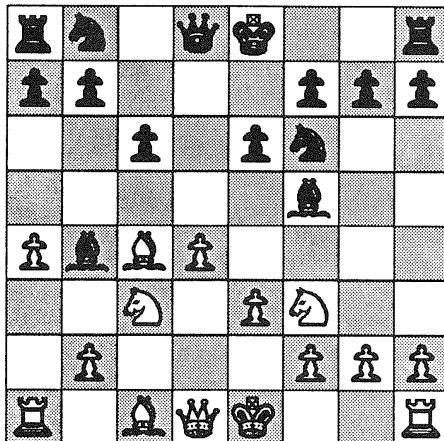
22 ... Rac8  
23 Bc2 ...

23 a4, Rd4; 24 Nc4, b5 also favors Black.

23 ... b5

Black now has a superior game thanks to his advanced majority on the Queen side. He won.

## DIAGRAM 117

*The Slav formation**No liberation problems but tension*

This position arises from the Slav Defense as follows: 1 d4, d5; 2 c4, c6; 3 Nf3, Nf6; 4 Nc3, d5xc4; 5 a4, Bf5; 6 e3, e6; 7 Bxc4, Bb4.

Typical for the Slav formation are the half-open files (c-file vs d-file, as in the Orthodox) and the position of Black's Queen Bishop (in front of the pawns, as in the Caro-Kann). *Diagram 117* shows the most common position of this type.

The Slav formation has a more vivid character than the Caro-Kann because the e4-pawn may restrict the activity of Black's Queen Bishop, although this is not necessarily to White's advantage.

As far as activity of the Rooks is concerned, the Slav formation has the same delaying tendency as the Caro-Kann because White lacks a suitable lever while Black does not need one.

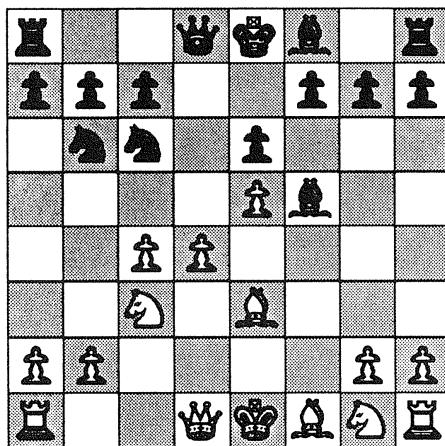
### V-§9: Blitz formations

There is a type of position where one side, usually White, has a broad, menacing pawn center which the other has chances to blast. We call such pawn centers *Blitz formations*, indicating the sharp and sometimes explosive character they lend to the game.

The basic means of the blasting are (a) the half-open d-file or e-file (b) a lever or two against the opponent's pawn center (c) usually a fianchettoed Bishop.

Following are three well-known formations of this type.

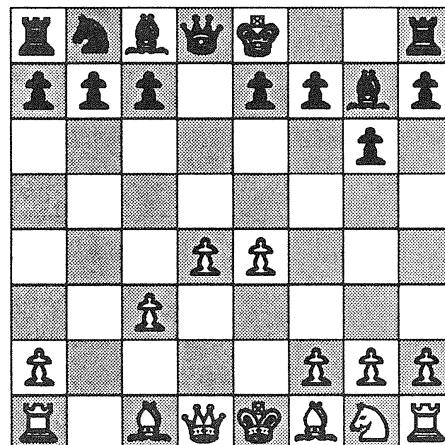
## DIAGRAM 118

*Alekhine's Blitz formation**Rather favoring White*

This formation arises from Alekhine's Defense as follows: 1 e4, Nf6; 2 e5, Nd5; 3 c4, Nb6; 4 d4, d6; 5 f4, d6xe5; 6 f4xe5, Nc6; 7 Be3, Bf5; 8 Nc3, e6.

White is exposed to pressure along the d-file as well as to the concentric levers f7-f6 and c7-c5. The situation is very tense. But since White himself has a dangerous lever at his disposal, namely d4-d5, and since Black's setup lacks the support of a fianchettoed Bishop, the balance in chances rather favors White.

## DIAGRAM 119

*Gruenfeld's Blitz formation**Approximate equality*

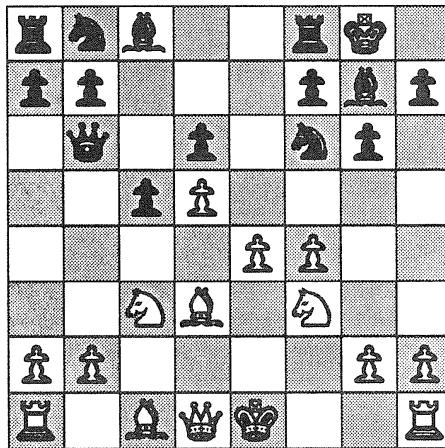
This position results from Gruenfeld's Defense as follows: 1 d4, Nf6; 2 c4, g6; 3 Nc3, d5; 4 c4xd5, Nxd5; 5 e4, Nxc3; 6 b2xc3, Bg7.

Black has powerful means of focusing pressure against d4, i.e. vertically, diagonally, and by the lever move c7-c5 (which, by the way, is usually played as early as possible: 6 ... c5 instead of 6 ... Bg7; but that has no particular bearing on the general situation). After the lever usually comes the reinforcing ...Nc6, and again thereafter stands Black's long-range plan of establishing a majority on the Queen side (c5xd4) and using it in connection with play along the then open c-file.

White has a fine center duo, but his chances for attack are vague owing to the absence of a guiding lever. Action on the K-side is by and large indicated, but there is only an outside chance for f4-f5 or h4-h5. Whatever chances White has would appear in the middle-game rather than in the end-game. All in all, White's position is satisfactory, but most players distrust it. The less committing lines of the Gruenfeld Defense are much more usual.

#### DIAGRAM 120

*Euwe's Blitz formation (Blitz Benoni)*



*Rather favoring Black*

This important formation has a story connected with the King's Indian Defense as follows:

1 d4	Nf6
2 c4	g6
3 Nc3	Bg7
4 e4	d6
5 f4	...

The Four-pawns-attack, which since the time of Louis Paulsen has been considered a menace to the King's Indian.

5 ...	O-O
6 Nf3	c5!

Starting with this move Euwe succeeded in discrediting the Four-pawns-attack some thirty years ago.

Up to then the accepted but inadequate continuation was 6 ... Nbd7; 7 Be2, e5; 8 d4xe5, d6xe5; 9 f4xe5, Ng4; 10 Bg5!, Qe8; 11 Nd5!, Ngxe5; 12 Be7 (Englisch-Tarrasch, Hamburg, 1885).

7 d5	...
------	-----

The main line.

Attempts have lately been made to improve White's setup with 7 d4xc5, but the results reached after 7 ... Qa5!; 8 Bd3, Qxc5 are not convincing.

7 ...	e6!
-------	-----

A strong lever.

8 Bd3	...
-------	-----

Again the main line.

8 Be2, e6xd5; 9 e4xd5, Re8; 10 O-O, which has recently been tried with some success, offers White hardly any advantage by force.

8 ...	e6xd5
9 c4xd5	...

Or 9 e4xd5, Re8+, with a comfortable game for Black.

9 ...	Qb6!
-------	------

This is the position of *Diagram 120* (Saemisch-Euwe, Wiesbaden, 1925).

Black has a good game.

The position belongs to the great family of Benoni formations.

## V-§10: Sicilian formations

As explained before (V-§7) we distinguish between the Ram,

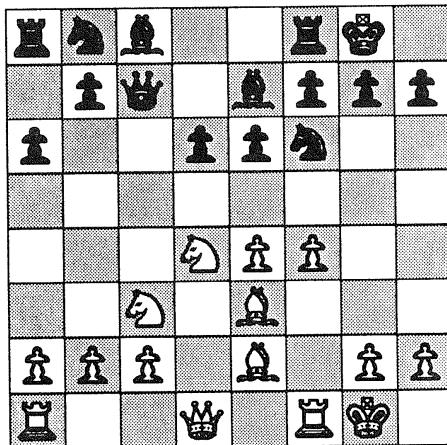
Duo, and Dragon systems of the Sicilian. They all have the characteristics of d-file vs c-file and a 5:2 vs 6:1 span-plus for Black.

The Ram system has been discussed with *Diagram 111*.

Let us now take a look at the Duo system and the Dragon system which together constitute a special branch of the Jump formations.

### DIAGRAM 121

*Sicilian duo system*



*Duos in jump distance*

This position is typical for the Duo system. Its basic trait is the duo d7-d6 and e7-e6. The counter-duo e4 and f4 then leads to a kind of double Jump formation.

The counter-duo offers White an advantage in space on the K-side which compensates for Black's span-plus on the Q-side.

The given lever moves are e4-e5 and f4-f5 for White, and d6-d5, e6-e5 for Black. Originally none of them has the significance of a threat; they are possibilities to be kept in reserve for use at the proper moment. Proper moments are e.g. (a) for e4-e5 when the dislodgment of ...Nf6 and/or removal of the e4-pawn is desirable (b) for f4-f5 where there is a chance to use the f-file, or to gain access to d5, or to form the head-duo f5, g5 (c) for d6-d5 when the basically dangerous reply of e4-e5 has been recognized as harmless (d) for e6-e5 when this transposition to the Ram system offers reasonable scope.

As far as the use of the Rooks is concerned, Black's line of play is more clearly indicated than White's.

Black must occupy the c-file and support his pressure there by bringing his Queen Knight to c4 and playing b7-b5 so as to dislodge Nc3 or, if this is met with a2-a3, for a lever with b5-b4. In the course of these operations, both sides must carefully watch the possibility of

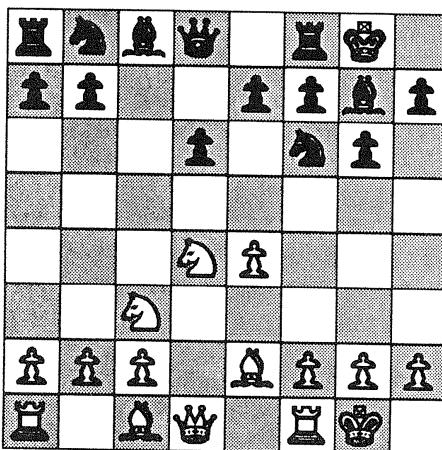
Rc8xc3; this sacrifice of the exchange, if it leads to the fall of the e4-pawn and the doubling of White's c-pawn, offers Black a distinct advantage.

White, on the other hand, has little chance of making any headway along the d-file. His span-plus on that file is insufficient for a stronghold comparable to Black's c4. Nor has he at his disposal any such supporting action as Black has. Indeed, were it only for the half-open files, Black would have the edge.

However, White has considerable chances for attack on the K-side. Apart from e4-e5 and/or f4-f5 there is the possibility of g4-g5 to be followed up with either f4-f5, or a Rook lift to h3.

### DIAGRAM 122

#### *Sicilian Dragon system*



*Focus d5*

This is a position typical for the Dragon system.

With his King Bishop fianchettoed, Black cannot afford to move his e-pawn because of the resulting weakness of d6. Consequently, the square d5 is of great importance for both sides; White may use it for the centralization of his Queen Knight, while Black may free his game with d6-d5. However, White has a better grip on the critical square since it is located on his half-open file; his advantage in this regard compensates for Black's span-plus.

The importance of the critical square lends a centralized character to the proceedings. As compared to the Duo system, the initial chances of White on the K-side are reduced, and so are Black's on the Q-side.

The possible Nd5 enables White to improve his span proportion on the c-file with c2-c3 or c2-c4. Black is better off if he prevents c2-c4

and heads for ...Nc4. The centralized Knight he usually must exchange quickly.

The possible transfer of the e4-pawn to d5 increases White's chances on the K-side, for in trading the d-file for the e-file he improves his span-control from 5:2 to 6:1 and brings the front nearer to Black's King, too. In particular, White then can comfortably strive for the lever move f4-f5, which no longer involves the disadvantage of making the e4-pawn backward.

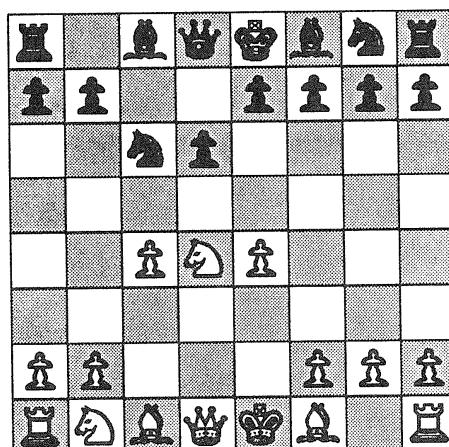
White usually has a slight pull.

### V-§11: Maroczy bind and Boleslavsky wall

These are two special and very important formations of the jump type, one characterized by Pc4, Pe4 vs Pd6, Pe7, the other by Pd4, Pe4 vs Pd6, Pd7.

DIAGRAM 123

*The Maroczy bind*



*Span control improved by c2-c4*

The so-called Maroczy bind is arrived at in the Sicilian if White is permitted to interpolate 5 c4 before playing Nc3. For instance 1 e4, c5; 2 Nf3, d6; 3 d4, c5xd4; 4 Nxd4, Nc6; 5 c4 (*Diagram 123*).

The Maroczy bind offers White a span-plus of 5:2 vs 4:3 as against the span minus of 5:2 vs 6:1 which he normally has. This advantage in space has long been considered as very important, leading to the conclusion that 4 ... Nf6 is necessary; for White's best then is 5 Nc3, but that precludes the Maroczy bind.

However, the Maroczy bind has also a drawback, as the Russian analyst Symagin has recently pointed out. The move 5 c4 delays the

development of White's pieces, of which Black can take advantage by getting in f7-f5—the lever for which there is otherwise very little chance.

Symagin's system requires g7-g6 and ...Nh6. Moreover, f7-f5 should be played prior to d7-d6, according to recent experiences. Black's best way of doing it is considered to be this:

<i>1 e4</i>	<i>c5</i>
<i>2 Nf3</i>	<i>Nc6</i>

If Black wants to challenge the Maroczy bind, he should play this move instead of the otherwise more usual 2 ... d6 (which may lead to *Diagram 123*, where White has the edge).

<i>3 d4</i>	<i>c5xd4</i>
<i>4 Nxd4</i>	<i>g6</i>
<i>5 c4</i>	<i>Bg7</i>
<i>6 Be3</i>	<i>Nh6</i>

Necessary for the Symagin system.

Another line of play, designed to take advantage of the slight melanpenia of the Maroczy bind, runs as follows: 6 ... Nf6; 7 Nc3, Ng4; 8 Qxg4, Nxd4; 9 Qd1 with two possibilities (a) 9 ... e5, as in Smyslov-Botvinnik, Alekhine Memorial tournament, Moscow 1956 (b) 9 ... Ne6, as in Gligorich-Larsen, Dallas 1957. Neither of these games is convincing. Black's general idea is questionable.

<i>7 Nc3</i>	<i>O-O</i>
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7 ... Ng4 leads to the other system (see the preceding note).

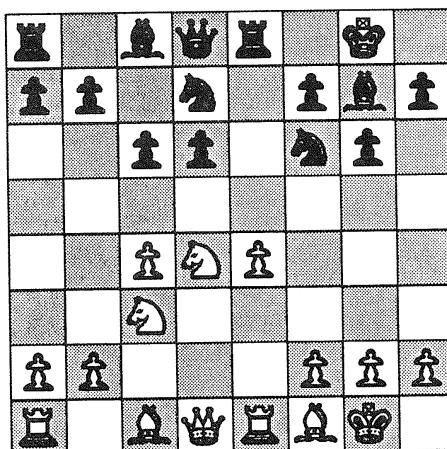
<i>8 Be2</i>	<i>f5!</i>
<i>9 e4xf5</i>	<i>Bxd4!</i>
<i>10 Bxd4</i>	<i>Nxf5</i>
<i>11 Bc5</i>	<i>d6</i>
<i>12 Ba3</i>	<i>Nfd4</i>

Black has broken the bind and obtained a fully satisfactory game (Fuhrman-Spassky, USSR Championship 1957).

The idea of challenging the Maroczy bind goes virtually back to Richard Réti (1889–1929) who, playing White, successfully tried a line which is nothing else but the Dragon-Maroczy in reverse, e.g. 1 Nf3, d5; 2 c4, d5xc4; 3 Na3 c5; 4 Nxc4, f6; 5 g3, e5. However, the significance of this particular system became eclipsed because of the

custom of labeling as Réti system whatever opening may arise from 1 Nf3.

DIAGRAM 124

*The Boleslavsky wall**King's Indian jump formation*

The Boleslavsky wall as shown in *Diagram 124* is reached as follows: 1 d4, Nf6; 2 c4, g6; 3 Nc3, Bg7; 4 e4, d6; 5 Nf3, O-O; 6 Be2, Nbd7; 7 O-O, e5; 8 Re1, e5xd4; 9 Nxd4, Re8; 10 Bf1, c6.

There are several other lines of the King's Indian leading to the same characteristic pawn formation in the central zone. The formation itself (but hardly the exact position) may also arise from the Ruy Lopez.

We call this formation the *Boleslavsky wall* because it was the Russian grandmaster Isaac Boleslavsky who introduced this line of defense, with its key move of e-pawn x d-pawn, and became famous for his virtuosity in handling it.

The Boleslavsky wall is extremely rich in possibilities and has great importance in present-day tournament play. Its outstanding feature is the d-pawn—seemingly weak as it lacks protection by a pawn, but virtually healthy as it forms part of a duo. White has a slight advantage in span control (5:2 vs 4:3) and consequently a very slight edge. For the time being, however, his King Bishop is less active than Black's King Bishop, while his Knights lack such stopsquares in the frontline as are offered to Black's Knights by c5 and e5.

The basic levers of this formation are c4-c5 and e4-e5 vs d6-d5 and f7-f5.

The levers on the closed files, namely c4-c5 and f7-f5, have an aggressive tendency: either of them normally creating a majority on

the K-side for White, and a majority on the Q-side for Black. However, there is more attacking power in a 4:3 majority than in a 3:2 one. Accordingly, c4-c5 is apt to favor White, offering him 4:3 on the K-side, while f7-f5 has the opposite effect as it offers Black 4:3 on the Q-side.

The levers with the candidates, namely e4-e5 vs d6-d5 (of which only the latter is sometimes desirable), are likely to have a pacifying effect.

All the basic levers are very hard to initiate; the game usually keeps its half-open character for a long time.

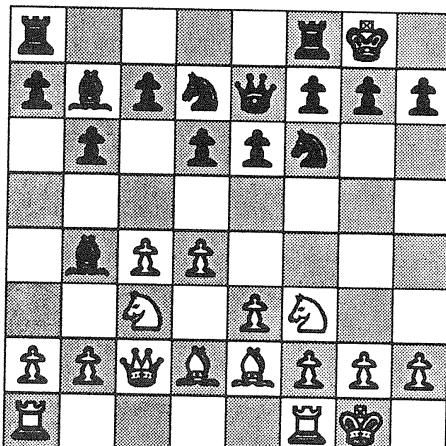
Tactical reasons might at times enable White to play f4-f5 with impunity—a second-rate lever which has the obvious drawback of causing backwardness or isolation of the e4-pawn. Superior chances for attack might justify this action.

Black is offered an additional lever action in a7-a5-a4-a3. This action is time-consuming but basically sound, provided Black can prevent the establishment of White's b-pawn on b4. Advantageous for Black is a possible a3xb2; promising for Black are the situations a2, b3 vs Nb4, a3 and, to a lesser degree, b3 vs Nb4, both on the condition that the Knight can be safely maintained. But if Black loses control of the vital stopsquare b4 thus allowing b2-b4, he faces the necessity of a general retreat which might easily become a rout.

## V-§12: Free formations

Free formations (all pawns on the board, none across the middle-line) are ripe for planning Rook play when a ram and/or lever has established contact between the pawns. Lacking such contact the position is not yet ripe for Rook play.

DIAGRAM 125  
*An unripe formation*



*No indication for Rook play*

This position occurred in the New York 1927 tournament (Vidmar-Nimzovich).

It is noteworthy what Alekhine says about the next two moves in the tournament book.

*1 Rad1 ...*

A tolerable move, for the d-file will most likely be opened sooner or later, Alekhine explains. He prefers however *1 Ng5* followed by *2 Bf3*, e.g. ... *h6; 2 Bf3!*.

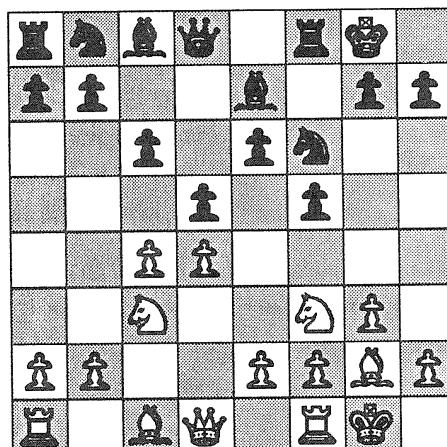
*1 ... Bxc3*

This move has Alekhine's full approval. Otherwise black could move only a Rook, he points out, whereas the position offers no clue as to where the Rooks belong.

There is more wisdom and instruction in such a remark than in a series of brilliant variations.

#### DIAGRAM 126

*Stonewall (Dutch type)*



*Ripe formation of permanent character*

Most important among the free and ripe formations is the Stonewall; it occurs frequently and is not subject to quick changes.

There are many Stonewalls depending mainly on differences in the development of the pieces. Most usual is the Dutch Stonewall characterized by the fianchetto of White's K-Bishop. All Stonewalls have in common the pawn formation in the central zone, possibly with colors reversed.

The Stonewall offers neither side an immediate chance for changing the pawn formation with impunity.

Black's transposing to a half-open formation with  $d5xc4$  is rarely sound; even winning a pawn this way is dangerous. For  $d5$  and  $f5$  are the pillars of the wall; as soon as one of them gives way, the other one becomes exposed to lever attack by  $e2-e4$ , the wall as a whole crumbles, and weaknesses behind such as the  $e6$ -pawn in the state of full backwardness are the result. However,  $d5xc4$  may serve well if immediately followed by the liberation lever  $e6-e5$ ; Black sometimes gets this chance in the middle-game.

White's  $c$ -pawn  $\times$   $d$ -pawn, which is rarely strong, offers three possibilities for a change in formation depending on Black's recapture. These are:

- (a) ... $Nxd5$ , or any recapture with a piece; this leads to the same type of half-open formation as  $d5xc4$ ; it is poor, but practically never forced.
- (b) ... $c6xd5$ ; this creates an open formation; it is satisfactory, provided Black can immediately proceed with  $Nc6$ ; otherwise the  $c$ -file is likely to favor White.
- (c) ... $e6xd5$ ; this is the normal way of recapturing; creating a half-open formation in which the pillars of  $d5-f5$  are maintained it is convenient for Black thanks to the removal of the hampering  $e6$ -pawn; the formation on the Q-side is then the same as in *Diagram 106*, but White has little chance for a successful minority attack since Black, mainly thanks to his readiness for an effective ... $Ne4$ , has strong chances on the K-side.

White can also change the formation by  $c4-c5$ , making it a closed one, and speculating on the lever attack with  $b4-b5$ . However, this too is a measure which usually works adversely since White, in lifting the pressure on  $d5$ , gets exposed to the very dangerous counterlever  $e6-e5$ . Besides,  $b7-b6$  might also thwart his plan.

Whereas breaking up the lever  $Pc4$  vs  $Pd5$  one way or the other is thus likely to be a concession rather than a step forward, both sides are better off by assuming a more or less waiting attitude for the time being, White biding his chance for some lever action, Black building an attack on the King side.

White should keep an eye on these three additional lever chances he has (a) the chain-lever  $Pb5$ ,  $Pc4$  vs  $Pc6$ ,  $Pd5$ —which ought to be very effective but is particularly hard to get in (b) the fork-lever  $Pe4$  vs  $Pd5$ ,  $Pf5$ —which may or may not work well since it requires the somewhat clumsy preparation by  $f2-f3$  (c) the lever  $Pg4$  vs  $Pf5$ —

which is especially indicated and likely to be very effective in case of O-O-O vs O-O.

Black must abstain from any early lever action. He has no reason to make any pawn moves except g7-g5. This duo-move he needs sooner or later in connection with ...Ne4, ...Nbd7, ...Qe8-h5, followed by ...Kh8 and ...Rg8. This is the new-style procedure developed mainly by Botvinnik. Old-style, and often a source of trouble, are the key moves of (originally) ...Bd6 and (later) ...Rf6.

Detailed indications for action, particularly lever action, vary with the type of the Stonewall depending on:

- (1) the position of the pieces, which involves such differences as Bd3 or Bg2;
- (2) the extension of the pawn formation to the Counter-Stonewall: P<sub>c</sub>4, P<sub>d</sub>4, P<sub>e</sub>3, P<sub>f</sub>4 vs P<sub>c</sub>6, P<sub>d</sub>5, P<sub>e</sub>6, P<sub>f</sub>5;
- (3) the doubling of White's and/or Black's e-pawn, normally caused by the exchange of a Knight, which entails a hybrid d-file and may, for its frequent occurrence, be considered as characterizing the second stage of the Stonewall;
- (4) the delayed completion of the Stonewall, possibly preceded by the doubling of the e-pawn and/or a significant exchange of Bishops.

Following are some examples given mainly for the purpose of demonstrating lever action in a variety of Stonewalls.

CAPABLANCA-AMATEUR (Havana 1912): 1 d4, d5; 2 e3, e6; 3 Bd3, c6; 4 Nf3, Bd6; 5 Nbd2, f5; 6 c4, Qf6; 7 b3, Nh6; 8 Bb2, O-O; 9 Qc2, Nd7 (An inferior Stonewall, Black's Queen, K-Bishop and K-Knight being poorly placed.) 10 h3!, g6; 11 O-O-O (Getting ready for g2-g4, as is usually indicated in a case of O-O-O vs O-O.) 11 ... e5 (This lever move, if adopted while the lever P<sub>c</sub>4 vs P<sub>d</sub>5 is still in force, constitutes a monstrosity. In this case, however, Black has the excuse of lacking a reasonable defense against the looming threat of g2-g4. White now wins very elegantly.) 12 d4xe5, Nxe5; 13 c4xd5, c6xd5; 14 Ne4!!, d5xc4; 15 Bxc4+, Nh7; 16 Rxd6!, Qxd6; 17 Nxe5, Be6; 18 Rd1, Qe7; 19 Rd7!!, Bxd7; 20 Nxd7, Rfc8; 21 Qc3, Rxc4; 22 b3xc4, and Black resigned.

TAIMANOV, USSR, vs KARAKLAICH, Yugoslavia (Team match between the two countries, 1957): 1 c4, Nf6; 2 Nc3, e6; 3 Nf3, d5; 4 d4, c6; 5 e3, Nbd7; 6 Qc2, Bd6; 7 Bd2, O-O; 8 O-O-O, Ng4 (8

...c5!) 9 Be1, f5 (A time-wasting delayed Stonewall, particularly dangerous since the O-O-O vs O-O feature strongly indicates g2-g4.) 10 h3, Nh6; 11 Be2 (Threatening 12 g4.) 11 ... Nf6 12 Ne5, Nf7; 13 f4 (Counter-Stonewall) 13 ... Ne4; 14 Nxe4, d5xe4? (The regular way of entering the second stage of the Stonewall, which in this case however is the major evil. Instead, Black must anticipate the lever attack of g2-g4 by means of 14 ... f5xe4.) 15 g4! (Devastating) 15 ... Bd7; 16 c5, Bxe5; 17 d4xe5, Qe7; 18 Rg1, b6; 19 Bc3, g6; 20 Bc4, Qxc5; 21 Qe2, b5; 22 g4xf5!, Qxc4; 23 Qh5!, Nh8; 24 f5xg6, h7xg6 25 Rxg6+, Nxg6; 26 Qxg6+, Kh8; 27 Qh5+, and Black resigned.

ELISKASES-CANAL (Maehrisch-Ostrau 1933): 1 d4, d5; 2 Nf3, Nf6; 3 c4, c6; 4 e3, Nbd7; 5 Bd3, e6; 6 O-O, Ne4; 7 Nbd2, f5; 8 Ne5, Nxe5; 9 d4xe5, Qc7; 10 Nf3, Be7; 11 b3, O-O; 12 Bb2, Ng5 (12...Bd7!); 13 Nxg5, Bxg5; 14 c5, Qf7; 15 f4, Be7; 16 Bd4 (This is a Counter-Stonewall in its second stage. Black is rather cramped owing to the three rams and White's control of the stop d4. The formation calls for lever attack with g2-g4 or, possibly, b4-b5. In cases of O-O vs O-O, the playability of g2-g4 usually depends on White's hybrid d-file together with the possible duo f4, g4. By the same token, Black also may strike with g7-g5, provided he is ready for attack.) 16 ... g5?? (Plain suicide, under the circumstances, for it adds tremendously to the effect of White's following lever move.) 17 g4! (A murderous cross-lever.) 17 ... g5xf4 (17 ...Bd7 is a little better.) 18 Kh1!, f5xg4; 19 Rxf4, Qh5; 20 Qxg4+, Qxg4; 21 Rxg4+, and Black resigned.

PRZEPIORKA, Warsaw, vs GOTTESDIENER, Lodz (Inter-city match 1924): 1 d4, f5; 2 g3, e6; 3 Bg2, Nf6; 4 Nh3 (Harmless, unless Black adopts the Stonewall.) 4 ... d5 (4 ...d6!); 5 O-O, Bd6 (5...Be7!); 6 c4, c6 (An inferior Dutch Stonewall. Black cannot rely on ...Ne4, and his precious K-Bishop is exposed to exchange.) 7 Qd3, O-O; 8 Nc3, Kh8 (8 ...Ne4, although of little value, is still Black's best). 9 Bf4, Bxf4; 10 Nxf4 (Also 10 g3xf4 is reasonable, for it emphasizes Black's melanpenia). 10 ... Qe7; 11 f3 (indeed, e2-e4 ought to be strong under these circumstances.) 11... Nbd7 (Black cannot afford playing for a lever himself; after 11 ... d5xc4; 12 Qxc4, e5; 13 d4xe5, Qxe5; 14 e4 he also is in trouble.) 12 c4xd5! (12 e4, e5!) 12 ... e6xd5; 13 e4! (13 Qxf5, Qe3+) 13 ... f5xe4; 14 f3xe4, Nb6 (Or 14 ... d5xe4 15 Nxe4, a: 15 ... Nxe4; 16 Bxe4, Nf6 17 Bxh7! b: 15 ... Nb6; 16 Ng5!) 15 Rae1!, d5xe4; 16 Bxe4! (16 Nxe4 Bf5!) 16 ... Nxe4; 17 Rxe4, Qd6; 18 Re5, Nd7; 19 Rh5, Nf6; 20 Ne4!, and Black resigned.

HERMAN STEINER-BOTVINNIK (Groningen 1946): 1 d4, e6 2 c4, f5; 3 g3, Nf6; 4 Bg2, Bb4+; 5 Bd2, Be7!; 6 Nc3, O-O; 7 Qc2, d5; 8 Nf3 (Not 8 Nh3 because of 8 ... d5xc4 threatening 9 ... Qxd4.) 8... c6 (...d5xc4; 9 e4!) 9 O-O, Qe8; 10 Bf4, Qh5 (This is a regular

Dutch Stonewall.); **11 Rae1** (With e2-e4 in mind—a much too optimistic idea.) **11 ... Nbd7; 12 Nd2** (Pernicious consistency.) **12 ... g5!;** **13 Bc7** (The poor Bishop has no reasonable square.) **13 ... Ne8; 14 Be5, Nxе5; 15 d4xe5, f4!** (A lever, yes; however, the main purpose of this advance is a siege. Since **16 f4** is prevented, while **16 f3** fails against **16 ... Bc5+**, and **16 e4** does so against **16 ... f3** or **16 ... d4**, White's army suffers severely from lack of space.) **16 g3xf4** (**16 Nf3, g4!**) **16 ... g5xf4; 17 Nf3** (Indeed, the e5-pawn is now safe. However, White must lose as he cannot appropriately share the open g-file.) **17 ... Kh8; 18 Kh1, Ng7; 19 Qc1, Bd7; 20 a3, Rf7; 21 b4, Rg8; 22 Rg1, Nf5; 23 Nd1, Rfg7; 24 Qxf4, Rg4; 25 Qd2, Nh4; 26 Ne3, Nxf3; 27 e2xf3** (**27 Bxf3, Qxh2+!**) **27 ... Rh4; 28 Nf1, Bg5** and White resigned.

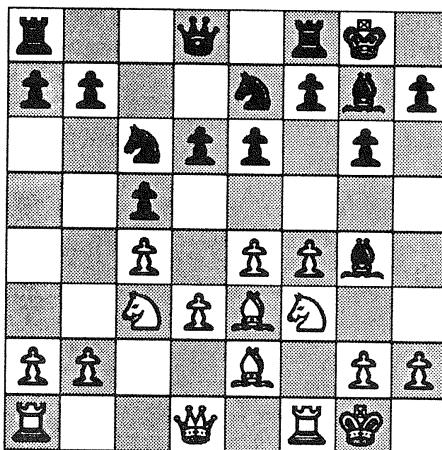
**RÉTI-BOGOLYUBOV** (New York 1924): **1 Nf3, d5; 2 c4, e6; 3 g3, Nf6; 4 Bg2, Bd6; 5 O-O, O-O; 6 b3, Re8; 7 Bb2, Nbd7; 8 d4, c6; 9 Nbd2, Ne4; 10 Nxe4, d5xe4; 11 Ne5, f5** (A delayed Stonewall starting with its second stage. Black is in trouble because of Re8? and Bd6? which should be Rf8! and Be7!; then, with Black to move, the game would be even.) **12 f3!** (White's most important lever in the second stage of the Stonewall; as usual, it serves as a preparation for e2-e4. A characteristic team of levers.) **12 ... e4xf3; 13 Bxf3!, Qc7; 14 Nxd7, Bxd7; 15 e4!, e5** (Only this counterlever might justify the position of ...Re8 and ...Bd6. But it fails, tactically.) **16 c5!, Bf8; 17 Qc2!, e5xd4; 18 e4xf5, Rad8; 19 Bh5!, Re5; 20 Bxd4, Rxf5; 21 Rxf5, Bxf5; 22 Qxf5, Rxd4; 23 Rf1, Rd8; 24 Bf7+, Kh8; 25 Be8!!**, and Black resigned.

**FLOHR-BOTVINNIK** (Match 1933): **1 d4, e6; 2 c4, f5; 3 g3, Nf6; 4 Bg2, Be7; 5 Nf3, O-O; 6 O-O, d5; 7 b3, c6; 8 Nc3** (After **8 Ba3** Black must act against melanpenia. See Botvinnik-Bronstein, game seven of their 1951 match: **8 ... b6!; 9 Bxe7, Qxe7; 10 Ne5, Bb7; 11 Nd2, Nbd7; 12 Nxd7, Nxd7!; 13 e3, Rac8; 14 Rc1, c5** with equality.) **8 ... Nbd7?!** (...Qe8! or ...Ne4!); **9 Bb2 (Ng5!?)**; **9 ... Qe8; 10 Qd3, Kh8** (A trap, typical for the Stonewall). **11 c4xd5?** (Falling into it. White counts on **11 ... c6xd5; 12 Nb5!** with strong initiative.) **11 ... e6xd5!; 12 Nd2** (White now sees that he would lose the Queen after **12 Qxf5??, Ne4!**, e.g. **13 Qe6, Ndf6; 14 Qe5, Ng4; 15 Qc7, Bd8**. Which proves that dissolving the lever was a useless concession.) **12 ... Ne4; 13 f3, Nxc3; 14 Bxc3, f4!** (Lever action in the neighborhood of the half-open file! Black opens the f-file too, obtaining a lasting initiative. Correspondingly, White needs b4-b5 in order to exploit the half-open c-file, but he has no chance to.) **15 Rfe1, Qh5; 16 Nf1, Bd6; 17 e3, f4xg3; 18 Nxg3** (**18 h2xg3?!, Rxf3?!**) **18 ... Qh4; 19 Nf1, Nf6; 20 Re2, Bd7; 21 Be1, Qg5; 22 Bg3, Bxg3; 23 Nxg3** (**23 h2xg3, Nh5!**) **23 ... h5!;** **24 Rf2** (There is no adequate defense.) **24 ... h4; 25 f4, Qg4; 26 Bf3, h4xg3; 27 Bxg4, g3xf2+; 28 Kg2, Nxg4; 29 h3, Nf6; 30 Kxf2, Ne4+**, and White resigned.

MENCHIK-BECKER (Karlsbad 1929): **1 d4, d5; 2 Nf3, Nf6; 3 c4, c6; 4 Nc3, e6; 5 e3, Ne4; 6 Bd3, f5; 7 Ne5, Qh4; 8 O-O, Nd7; 9 f4** (The Counter-Stonewall, which stabilizes the center but creates the additional lever possibility g7-g5; the latter compensates for White's lever chances on the Q-side. Remarkable is 9 Qc2, Bd6; 10 f4, which transposes to Pillsbury-Marshall, Monte Carlo 1903, where Black obtained a dangerous attack with the gambit lever 10 ... g5!?: 11 Nf3, Qh5; 12 Bxe4, f5xe4; 13 Nxg5, Nf6; 14 Qe2, Qg6; the game continued: 15 c5, Bc7; 16 Kh1, h6; 17 Nh3, Rg8; 18 Bd2?, b6! 19 b4, b6xc5; 20 b4xc5, Ba6! and Black won.) 9 ... Be7; 10 Bd2, Nxe5; 11 d4xe5!, (11 f4xe5, Bg5! is convenient for Black, e.g. Teichmann-Réti, Teplitz-Schoenau 1922: 12 Rf3?, Nxd2; 13 Qxd2, Qxd4!) 11 ... Bc5; 12 Bxe4 (Parting with the good Bishop is in itself a concession. But White has the subsequent BxB in mind.) 12 ... f5xe4 (12 ... d5xe4 is safer, e.g. 13 b4, Be7!) 13 Qb3! (Threatening 14 c4xd5, c6 or e6xd5 and 15 Nxd5!) 13 ...Qd8!; 14 Na4, Be7; 15 Bb4!, with a good game for White. However, Black held his own until he blundered.

### DIAGRAM 127

*The Briton wall: c4, d3, e4, f4*



*Independent of Black's setup*

This formation might have been introduced by Staunton. At any rate it is of British origin, and we therefore call it the *Briton wall*.

Unlike the Stonewall, the Briton wall is originally a system of attack but as such of little promise. White has basically three chances for making headway (1) d3-d4, possibly leading to an effective variant of the Maroczy bind (2) attack on the K-side with f4-f5 (3) attack on the Q-side with b2-b4.

Consequently, these counter-measures are indicated on the

part of Black (1) a firm control of the stop d4 normally requiring c7-c5 (2) firm control of d5, mainly for the purpose of the possible lever thrust d6-d5, which prevents White from acting freely on either wing (3) the lever thrust b7-b5, which is virtually Black's main trump.

*Diagram 127* shows a good setup on Black's part.

In general, it is difficult to discuss the Briton wall in detail for the practical reason that there are on the one hand too many potential variations depending on Black's attitude, and on the other hand no recognized variations since the system is too rarely adopted.

Worth mentioning however is the *Minor Briton wall* as the formation P<sub>c</sub>4, P<sub>d</sub>3, P<sub>e</sub>4 might be called.

The following example, where Black consistently strives for b7-b5, is characteristic for both branches of the Briton wall:

1 c4, Nf6; 2 Nc3, g6; 3 g3, Bg7; 4 Bg2, O-O; 5 e4, c5; 6 Nge2, Nc6; 7 O-O, d6; 8 a3, Bd7; 9 h3, Ne8; 10 d3, Nc7; 11 Rb1, Rb8; 12 Be3, b5!, with a good game for Black (Botvinnik-Smyslov, first game of their 1957 match).

### V-§13: Closed formations — Benoni preview

These formations are represented mainly by the Benoni family.

The name *Benoni* is derived from the opening with that name: 1 d4, c5; 2 d5. However, we use this name in the wider sense to describe any position with the ram Pd5 vs Pd6, which necessarily includes some formations other than the closed ones.

In distinguishing between Benoni formations we go by the pawn situation on the c-file and e-file thus getting these three groups of them: (1) *Full Benoni formations*, characterized by Pd5 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5 (2) *Open Benoni formations*, with no pawns on the c-file and/or e-file (3) *Part Benoni formations*, namely those which are neither Full nor Open.

There is so much variety among Benoni formations, so suitable are they for the study of pawn play, and so important in present-day chess, that we have deemed it proper to treat them at length in our Games Department. Consequently, we mention them only briefly at this point.

We shall discuss only the formations specified as Full and Part. As for Open Benoni formations, these are virtually the offspring of other formations, and we shall treat them only in passing.

Benoni formations as a whole bring out a sharp distinction between good and bad Bishops and pose formidable problems with regard to lever actions. They are difficult to handle for both sides.

### V-§14: Half-closed formations – Franco survey

Leading among half-closed formations (a pawn across the middle-line, half-open files) are those marked by the ram Pe5 vs Pe6 and the file situation of d-file vs c-file. We call them *Franco formations* as they frequently arise from the French Defense.

There would be no basic difference between Benoni positions were it not for the entirely different effect of the corresponding lever moves f7-f5 in the Benoni, and c7-c5 in the Franco; both are highly desirable, but the former requires careful preparation as it may easily impair the safety of the defending King, while the latter involves no such danger and is strongly indicated at the earliest possible moment.

Franco formations, unlike Benoni formations, would therefore rarely stay closed for long. Besides, they have the tendency of posing only minor questions of pawn play.

The next two diagrams demonstrate the difference between f7-f5 in the Benoni, and c7-c5 in the Franco.

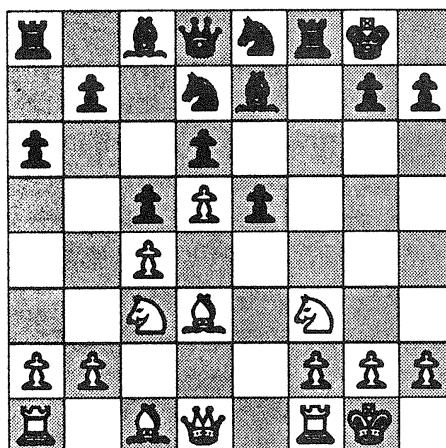
Positions of the 128 type result from a premature f7-f5 in the Benoni. White has excellent chances for attack as his pieces are no longer hampered by Pe4 while Black's King lacks the protection of a pawn at f7.

In cases of the *Diagram 129* type Black's position is perfectly sound. His King is safe, although O-O will require tactical alertness. However, Black can just as well rely on O-O-O. He faces no lever attack on either side but has a constant lever threat of his own: f7-f6.

True, White has the situation in hand; only he must take proper precautions against Black's lever to the point of getting permanent

**DIAGRAM 128**

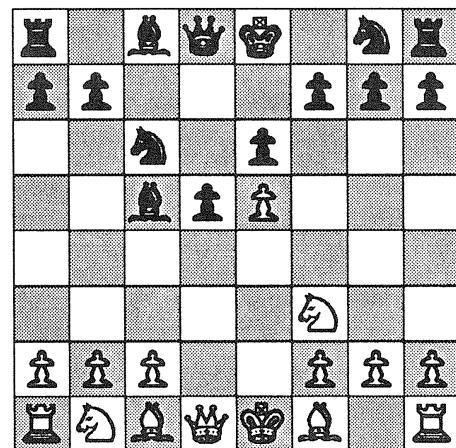
*Half-closed Benoni formation*



*Very good for White but hard to get*

**DIAGRAM 129**

*Half-closed Franco formation*



*Easy to get but only equal*

control of the stop e5 whenever f6xe5 is played. To be sure of that, he must keep e5 under firm protection by pieces ("over-protection," as Nimzovich called it).

Following is a brief survey of Franco formations as they arise from what we call the *Ram system of the French Defense*:

1 e4	e6
2 d4	d5
3 e5	...

The French ram system (as distinguished from the Sicilian ram system; see *Diagram 111*)

Also 3 Nc3 and 3 Nd2 usually lead to Franco formations.

3 ...	c5!
4 c3	...

4 d4xc5, the Nimzovich variation, leads after 4 ... Nc6! (4 ... Bxc5; 5 Qg4!); 5 Nf3, Bxc5 to the position of *Diagram 129*.

The criterion of this half-closed variation is the evacuation of the stop d4. Variants of the same idea, also frequently adopted by Nimzovich, are (1) 4 Nf3, c5xd4; 5 Qxd4 or 5 Bd3 (2) 4 Qg4, c5xd4; 5 Nf3.

4 ...	Nc6
5 Nf3	...

The Paulsen variation.

5 f4, the MacDonnell variation, is an obsolete system of attack. Since White has no real chance for f4-f5, he only loses a tempo, weakens his K-side, and definitely confines his Q-Bishop.

5 ...	Qb6
6 Be2	...

6 a3, as preferred by Paulsen, is designed to shake off the forking pressure of Black's Queen by means of b2-b4, e.g. 6 ... Bd7; 7 b4, c5xd4; 8 c3xd4, a5; 9 b5, Na7; 10 Nc3, Rc8; 11 Bb2, with a fine game for White (Bisguier-Whitaker, U.S. Open Championship 1954).

However, 6 a3 has the drawback of justifying 6 ... c4!. This advance is bad in cases of the type Pa2, Pb2, Pc3, Pd4 vs Pc5, Pd5 when White can react with the powerful lever duo Pb3. Not so when the formation has changed to Pa3, Pb2, Pc3, Pd4 vs Pc5, Pd5; then c5-c4 is all right, because after b2-b3 and c4xb3 the shielded backwardness of the b2-pawn emerges as full backwardness of the pawn

on c3, the effect being about the same as if Black had carried out a successful minority attack. Nor has White any other good lever at his disposal so that the position is likely to remain closed for some time, which for a Franco formation is exceptional. The situation may change when Black, after due preparation possibly by ...O-O-O, starts a lever action with f7-f6.

However, c5-c4 is usually omitted; only in recent years have there been signs of discrimination between c5-c4? and c5-c4!. The following old game may therefore be quoted as a historical document:

Louis Paulsen–Theodor von Sheve (Frankfort 1887): 1 e4, e6; 2 d4, d5; 3 e5, c5; 4 c3, Nc6; 5 Nf3, Bd7; 6 Be2, Qc7; 7 O-O, Nge7; 8 Re1, Ng6; 9 Qf3, Rc8; 10 a3, c4!. Black got a good game and won.

6 ...            c5xd4

So as to immobilize the d4-pawn and make it a target.

7 c3xd4        ...

Whereby the formation has changed from closed to open.

The position is difficult, but the chances are about even. The open file is neutral.

After 7 ... Nge7, White must take one of these three measures against the threat of 8 ... Nf5 (1) 8 Nf3, Nf5; 9 Na4 (2) 8 b3, Nf5; 9 Bb2, Bb4+; 10 Kf1 (3) 8 Na3, Nf5; 9 Nc2, Bb4+ 10 Kf1.

No major pawn action is indicated for the near future.

Following are a few examples illustrating half-closed Franco formations mainly with regard to the consequences of the initial lever Pd4 vs Pc5.

NIMZOVICE-MENCHIK (Karlsbad 1929): 1 e4, e6; 2 d4, d5; 3 e5, c5; 4 Qg4, c5xd4; 5 Nf3, Nc6; 6 Bd3, Qa5+; 7 Nbd2, Nge7? (7...Qc7!) 8 O-O, Ng6; 9 Re1 (White had the time for a convenient protection of e5.) 9 ... Be7; 10 h4 (10 Nb3?, Ncxe5!) 10 ... Bf8; 11 h5, Nge7; 12 Nb3, Qc7; 13 Nbxsd4, Nxd4; 14 Nxd4, Bd7; 15 Bg5, g6; 16 Rac1, and White has a winning advantage.

CANEPA-ALEKHINE (Montevideo 1938): 1 e4, e6; 2 d4, d5; 3 e5, c5; 4 Qg4, Nc6; 5 Nf3, Nge7!; 6 c3, Nf5 (Black has the edge.) 7 Bd3 (d4xc5!) 7 ... c5xd4!; 8 O-O, Bd7; 9 Re1, d4xc3; 10 Nxc3, g6; 11 Bg5, Be7; 12 Qf4, Ncd4; 13 Bf6, Nxfs3+; 14 g2xf3, Rg8; 15 Kh1, Bc6; 16 Bxf5, g6xf5; 17 Bxe7, Qxe7; 18 Ne2, d4!; 19 Nxd4, Qb4!; 20 Rg1, Rxg1+; 21 Rxg1, O-O-O; 22 Rd1, Qxb2; 23 Rd2, Rxd4!; 24 Rxd4, Qxf2, and White resigned.

ALEKHINE-EUWE (Nottingham 1936): 1 e4, e6; 2 d4, d5; 3

**e5, c5; 4 Nf3, Nc6; 5 Bd3, c5xd4; 6 O-O, f6; 7 Bb5** (It is vital to get back the pawn and strengthen the control of e5, too. White has nothing better, according to Alekhine.) **7 ... Bd7; 8 Bxc6, b7xc6; 9 Qxd4, f6xe5** (Most consistent but slightly double-edged as White remains in control of the stop e5. More modest but steady and still promising is **9 ... f5.**) **10 Qxe5, Nf6; 11 Bf4, Bc5; 12 Nc3, O-O**, and the difficult position offers about equal chances. The rest of the game is marred by inaccuracies. White won.

**KERES-EUWE** (Zandvoort 1935): **1 e4, e6; 2 d4, d5; 3 e5, c5; 4 Nf3, c5xd4; 5 Qxd4, Nc6; 6 Qf4, f5** (This advance often serves better than f7-f6, particularly in the early stage of the game, when Black's main concern is development. It then should be played before the K-Knight has moved, such in view of e5xf6 e.p.? vs Ng8xf6!) **7 Bd3, Nge7; 8 O-O, Ng6; 9 Qg3, Be7; 10 Re1, O-O; 11 a3, Nb8** (Intending ...Na6-c5-e4—which White prevents, though.) **12 Nbd2, a5; 13 Nb3, Na6; 14 a4, Nb4; 15 Nfd4, Bd7; 16 Bb5, Nc6** (The game is about even.) **17 c4?** (A lever that works adversely. Correct is **17 c3.**) **17 ... Nxd4; 18 Nxd4, Bc5!; 19 Qd3** (**19 Nb3, Bb4!**) **19 ... Bxb5; 20 Nxb5, Qh4; 21 Qf1, Rad8!; 22 Be3** (A desperate remedy against Black's impending seizure of the d-file.) **22 ... d4; 23 Bd2, d3; 24 b3, f4; 25 Re4, Rf5; 26 Rae1, Rh5; 27 h3, Rg5!; 28 Nd6, Qxh3; 29 Bxf4, Nxf4; 30 Rxf4, Qg3; 31 Rfe4, Rh5**, and White resigned.

**TARRASCH-EM. LASKER** (St. Petersburg, 1914): **1 e4, e6; 2 d4, d5; 3 e5, c5; 4 d4xc5, Nc6!; 5 Nf3, Bxc5** (The position of *Diagram 129.*) **6 Bd3, f5** (An indication that Lasker had no confidence in the pretentious **6 ... f6.**) **7 c3, a6; 8 Nbd2, Nge7; 9 Nb3, Ba7; 10 O-O O-O;** (**10 ... Ng6; 11 Re1, Bb8; 12 Nbd4, Ncxe5?; 13 Nxe5, Nxe5; 14 Bxf5!, e6xf5; 15 f4** favors White, as Tarrasch points out.) **11 Re1, Ng6; 12 Nbd4, Bb8; 13 Nxc6, b7xc6**, and the game is even.

**SPIELMANN-KERES** (Noordwijk, 1938): **1 e4, e6; 2 d4, d5; 3 Nc3, Nf6; 4 e5** (The Steinitz system—an improved but still somewhat dubious version of the MacDonnell variation.) **4 ... Nfd7; 5 f4** (Leading to a half-closed formation which may be called the "Steinitz Minor" as against the closed "Steinitz Major": **5 Nce2, c5; 6 c3, Nc6; 7 f4.** In the latter case Black often runs into a mating attack because of a premature ...O-O. He should either play **7 ... b5** striving for an additional lever on the Q-side, or proceed with **7 ... Qb6** and, after **8 a3**, lock the Q-side with **8 ... c4.** Remote from questions of pawn play is the Gledhill attack: **5 Qg4**, when White intends to abandon the e5-pawn.) **5 ... c5; 6 d4xc5, Nc6; 7 a3, Bxc5; 8 Qg4, g6!** (Much safer than the up to then usual **8 ... O-O.**) **9 Nf3, a6; 10 Bd3, b5; 11 b4, Ba7; 12 h4, h5; 13 Qg3, Qe7** (The game is in the balance. There is little chance for quick action owing to lack of convenient levers.) **14**

**f5??** (This violent lever action has a catastrophic flaw. White dwells on 14 ... g6xf5?; 15 Bxf5, e6xf5??; 16 Nxd5, Qd8; 17 e6.) **14... Bb8!!** (The refutation. Black now threatens both 15 ... Ndxe5 and 15 ... g6xf5.) **15 f5xg6** (Or 15 Bf4, g6xf5; 16 Bxf5, Ndxe5; 17 Nxe5, Nxe5; 18 Bxe5, e6xf5 and wins.) **15 ... Ndxe5; 16 g6xf7+, Qxf7; 17 Ng5, Qf6; 18 Rf1, Ng4!; 19 Qf3, Qxc3+; 20 Kd1, Qg7!; 21 Qe2, Rf8; 22 Rxf8+, Kxf8; 23 Nxe6+, Bxe6; 24 Qxe6, Nf2+; 25 Ke1, Nxd3+ and White resigned.**

### V-§15: Dragon cue and St. George attack

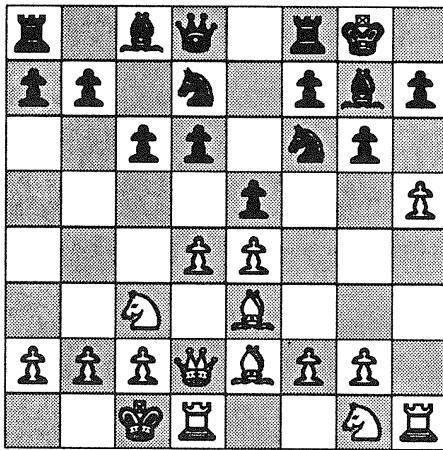
The situation Kg1, Bg2, Pf2, Pg3, Ph2, which appears in several openings, among them the Dragon system of the Sicilian, constitutes a characteristic which we call *Dragon cue*.

The Dragon cue is independent from the Bishop on g2, but it would rarely occur without.

When the Dragon cue appears in the setting of Ke1, Rh1, Pf2, Pg2, Ph2 vs Kg8, Pf7, Pg6, Ph7, lever action by means of h4-h5 deserves consideration, for it may lead to a powerful attack based on the open h-file. We call this the *St. George attack*, indicating the sharp antagonism between the two characteristics.

DIAGRAM 130

*Dragon cue and St. George attack*



*Characteristic lever Ph5 vs Pg6*

Diagram 130 shows the St. George attack in its initial stage under excellent conditions. White has a very fine game as he can use the d-file for additional pressure.

The situation in the center is of great importance for the St.

George attack. Two open verticals in the central zone usually cancel out the attack since they require the full attention of the Rooks. As for a single open vertical, the e-file would rather favor the defender offering full activity to the pieces of his K-side, while the d-file rather does the opposite.

The d-file is also likely to favor the attacker if it is half-open on his side, as for instance in the following popular line of the Dragon system: 1 e4, c5; 2 Nf3, d6; 3 d4, c5xd4; 4 Nxd4, Nf6; 5 Nc3, g6; 6 Be3, Bg7; 7 f3, O-O; 8 Qd2, Nc6; 9 O-O-O. We do not claim a definite advantage for White (although that might be correct). All we want to say is that in this case the St. George attack is justified.

The Dragon cue and the half-open d-file normally oppose each other; only in positions of the Gruenfeld type (1 d4, Nf6; 2 c4, g6; 3 Nc3, d5; 4 c4xd5) are they on the same side, and then usually to the effect of precluding the St. George attack through activity in the center.

A strong indication for the St. George attack is the closed center formation Pd5, Pe4 vs Pd6, Pe5 as exemplified by the Saemisch variation of the King's Indian: 1 d4, Nf6; 2 c4, g6; 3 Nc3, Bg7; 4 e4, d6; 5 f3 (Saemisch!) 5 ... O-O; 6 Be3, e5; 7 d5, when this plan for White is indicated: Qd2 followed by O-O-O, g2-g4, h2-h4, Nge2-g3, and h4-h5. Black can counteract with f7-f5, but that exposes him to other dangerous levers, e.g. 7 ... Ne8; 8 Qd2, f5 (1) 9 O-O-O, f4; 10 Bf2 with the possibilities of g2-g3 and c4-c5 (2) 9 e4xf5, g6xf5; 10 O-O-O with the possibilities of g2-g4 and f3-f4.

This Saemisch variation is frequently adopted in present-day tournament chess.

## V-§16: The queue method

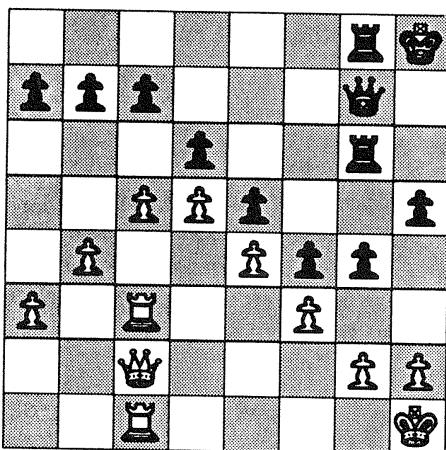
The task of opening a vertical with due effect sometimes requires a specific procedure which we call the *queue method*.

*Diagram 131* explains what we mean with a queue: a lever pawn with as many heavy pieces behind it as are available. There is a queue on either side: P<sub>c</sub>5, R<sub>c</sub>3, Q<sub>c</sub>2, R<sub>c</sub>1 vs P<sub>g</sub>4, R<sub>g</sub>6, Q<sub>g</sub>7, R<sub>g</sub>8.

It is the purpose of the queue to open the critical file after its definite control is assured. The exchange of the pawn is postponed until the defender has no chance to contest the control of the file by means of opposition.

Obviously, the queue depends first of all on a plus in rear-span space on the crucial vertical, which in *Diagram 131* is 4:1 vs 4:1. It is also obvious that a queue lever on the fifth rank (P<sub>c</sub>5 vs P<sub>d</sub>6 and P<sub>g</sub>4 vs P<sub>f</sub>3 in the diagram) offers fine conditions. These conditions are still better if the lever pawn is part of a head-duo (see P<sub>c</sub>5, P<sub>d</sub>5 vs P<sub>g</sub>4, P<sub>f</sub>4) becoming better again if the lever pawn has pawn protection (see P<sub>b</sub>4, P<sub>c</sub>5 vs P<sub>g</sub>4, P<sub>h</sub>5).

## DIAGRAM 131

*The queue method**Heavy pieces behind the lever pawn*

A queue directed against the King is particularly dangerous, provided that there are enough pieces available for attack; if not, the defending King becomes an obstacle rather than a target.

The position of *Diagram 131* is a border case: Black's queue has the more dangerous direction, but since the chances for attack are limited because of the absence of minor pieces, the g-file appears to be better defended than the c-file.

Indeed, Black to move wins by force with 1 ... g4xf3.

White to move, however, holds his own with 1 f3xg4. then, Black has two possibilities:

(1) the recapture with the piece and subsequent use of his queue file—which in this case has the advantage of distracting White's forces from the c-file; thus 1 ... Rxg4; 2 Rh3, Qg5; 3 Rg1, leading to a state of stagnancy;

(2) the recapture with the pawn so as to maintain the head-duo, which becomes half-free, and subsequent switch to the neighboring vertical that has become half-open; thus 1 ... h5xg4—which in this case involves the danger that after 2 g3 White might use the c-file before Black can switch to the h-file.

The power of the queue is usually explained with a plus in rear-span space. However, there is more to it as indicated in *Diagram 132* and *133*.

In the position of *Diagram 132* Black's limited span space is still sufficient for "all" his heavy pieces, but he cannot use his space for lack of the necessary extra protection: 1 ... Rc8; 2 c5xd6!. Or 1 ... Kf8, but the King comes too late: 2 c5xd6, c7xd6; 3 Rc7, Rb8; 4 f4 (Threatening 5 Rd7. After 4 Rd7, Ke8 White must play 5 Rc7 as 5

DIAGRAM 132

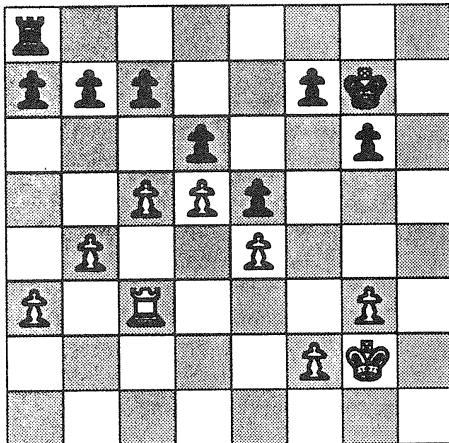
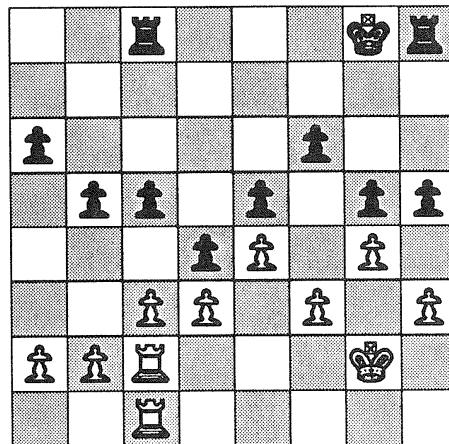
*Queue P<sub>c</sub>5, R<sub>c</sub>3**Protection the issue, not space*

DIAGRAM 133

*Queue P<sub>c</sub>3, R<sub>c</sub>2, R<sub>c</sub>1**Span-minus insignificant*

$Rxd6??$  loses to  $5 \dots Ke7!.$ )  $4 \dots Ke8$  (Or  $4 \dots e5xf4; 5 g3xf4, Ke8; 6 Kf3$  and wins, the immediate threat being  $7 e5$ ).  $5 Kf3$ , and White wins by proceeding as in *Diagram 105*. Nor is  $1 \dots d6xc5$  any better;  $2 Rxc5, Rc8; 3 d6, c6; 4 Rxе5, Rd8; 5 Re7$  and wins.

*Diagram 133* demonstrates that the effect of a queue does not necessarily depend on a rear-span plus. Here it is Black who has the plus, but since his pieces are scattered, he lacks an adequate defense to the threat of  $1 c3xd4$ . For instance: (1)  $1 \dots Rd8; 2 c3xd4$  (a)  $2 \dots c5xd4; 3 Rc6$  (b)  $2 \dots Rxd4; 3 Rxc5, Rxd3??; 4 Rc8+!$  (2)  $1 \dots d4xc3; 2 Rxc3, Rd8; 3 Rxc5$  (3)  $1 \dots c4; 2 c3xd4, e5xd4; 3 d3xc4, d3; 4 Rd2, Rxc4 (\dots b5xc4; 5 Rxd3!) 5 Rcd1!$  with a winning advantage. ( $5 Rxc4, b5xc4; 6 b3$  also wins a pawn, but is less convincing because of  $6 \dots c4xb3; 7 a2xb3, h5xg4; 8 h3xg4, Kg7; 9 Rxd3, Rb8.$ )

In the same diagram Black has a queue on the h-file which, however, is incomplete and ineffective since the Rh8 alone is unable to overcome the resistance of Kg2.

Following are two examples from practical play.

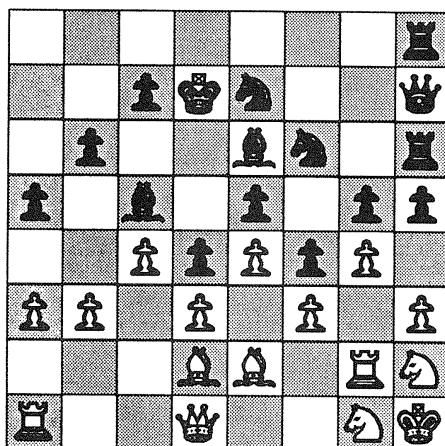
**MAX BLUEMICH — ALBIN BECKER**  
(From their game of the Breslau 1925 tournament)

*(See Diagram 134)*

Black's queue is particularly strong as it aims at the King, while the presence of all minor pieces provides ample possibilities for attack.

The game continued:

## DIAGRAM 134

*Ideal queue with assisting pieces**Black has a winning attack*

1 ...                  h5xg4  
 2 f3xg4            ...

Or 2 Nxg4, Bxg4; 3 f3xg4, Rxh3+; 4 Nxh3, Qxh3+; 5 Kg1, Nxe4!  
and wins.

2 ...                  Ng6

The immediate 2 ... Rxh3 is not convincing.

3 Be1            ...

After 3 Bf3, which is desirable in order to stop the passer, Black can convincingly sacrifice the exchange getting two connected passers for it: 3 ... Nh4; 4 Rf2, Nxf3; 5 Qxf3, Rxh3!; 6 Nxh3, Qxh3; 7 Qxh3, Rxh3; 8 Rf3, Rh8.

3 ...                  f3!

So the Knight can take the h3-pawn under fire. The total opening of the queue-file is at stake.

4 Bxf3            ...

Or 4 Nxh3, Nf4 (a) 5 Nxe5+, Kd6 and wins, the main threat being 6 ... Rxh3+ (b) Nxg5, Nxh3!; 6 N1xh3, Rxh3+ and wins.

<i>4 ...</i>	<b>Nf4</b>	
<b>5 Bg3</b>	...	

The best there is.

<i>5 ...</i>	<b>Nxh3!</b>	
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Also the best, and decisive.

<b>6 Nxh3</b>	<b>Rxh3</b>	
<b>7 Bxe5</b>	<b>Bd6!</b>	
<b>8 Bxd6</b>	<b>Kxd6</b>	
<b>9 Qe2</b>	...	

An oversight. Instead, *9 Raa2* is necessary. However, Black then wins by bringing his remaining Knight to f4. Thus *9 ... Nd7; 10 Raf2, Ne5* (threatening *11 ... Nxf3*) *11 Be2, Ng6!*, etc.

*9 ... Nxg4!; 10 Bxg4, Bxg4; 11 Qxg4, Rxh2+ 12 Kg1, Rh1+; 13 Kf2, Qf7+; 14 Ke2, Rxa1; 15 e5+, Kc5*, and White resigned.

ALEXANDER KOTOV, USSR — HERMAN STEINER, USA  
(From their game of the 1955 team match)

*(See Diagram 135).*

White has a slight edge. The game continued:

<b>1 Nxc8</b>	<b>Rbxc8?</b>	
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Bad, as is *1 ... Qxc8?* for the same reason.

Correct is *1 ... Rexc8!* with these possibilities:

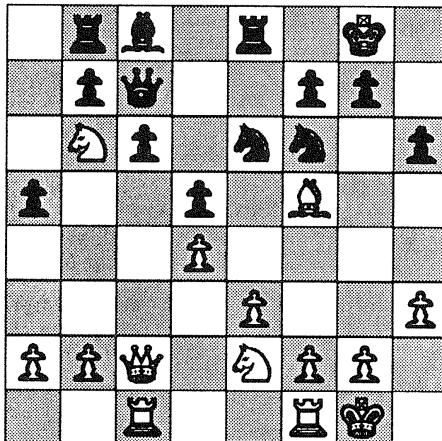
- (1) *2 Bxe6, f7xe6; 3 f4* (so as to prevent *3 ... e5*) *3 ... Ne4*, and Black has reasonable counterplay;
- (2) *2 Nf4, Qd6* (a) *3 Nxe6, f7xe6*, and Black gets in the vital e6-e5  
(b) *3 Bxe6, f7xe6; 4 Nd3, Nd7; 5 f4, b6*, with adequate counterplay.

<b>2 Nf4</b>	<b>Rcd8?</b>	
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It is right to lift the pin, but the Rook should be placed behind an exchangeable or at least mobile pawn. Correct is *2 ... Rb8*, e.g., *3 Nxe6, f7xe6; 4 Bg6, Rec8; 5 f4, b6*. Black must rely on the lever thrust c6-c5.

<b>3 Nxe6</b>	<b>f7xe6</b>	
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## DIAGRAM 135

*Preliminaries to the queue**Essential change of the pawn formation*

4 Bg6!      Re7  
 5 f4            ...

White now has a definite advantage. It looks as if Black had played Stonewall and somehow allowed the elimination of his vital f5-pawn.

5 ...           Ne8

Black may or may not be lost; at any rate he must try to get in c6-c5. Therefore, 5 ... Nd7 is indicated.

6 Rf3           Nd6  
 7 g4            Rf8  
 8 Kh1           Kh8  
 9 Rg1           ...

White has the possibility of establishing a lever with g4-g5. Based on this lever he is building a queue on the g-file.

9 ...           Qd8  
 10 Rfg3        Rd7  
 11 g5!          ...

The queue is established, and White threatens to complete it with 12 Qg2.

11 ... Nf5  
 12 Bxf5 ...

Forced, but powerful. White must not worry about the backwardness of Pe3 because his advantage on the queue-file is overwhelming.

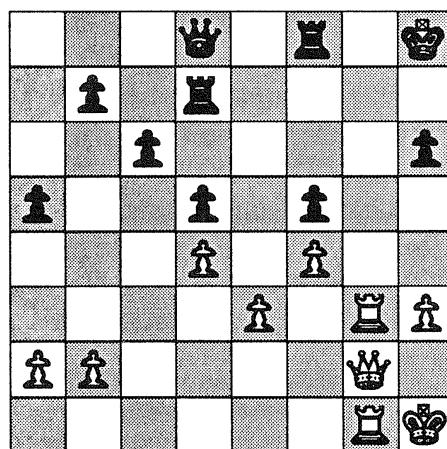
12 ... e6xf5  
 13 g5xh6 ...

Most accurate as White now wins by force thanks to absolute control of the open file.

13 ... g7xh6  
 14 Qg2 ...

### DIAGRAM 136

*Position after 14 Qg2*



*Triumph of the queue method*

White now threatens 15 Rg6!, Rh7; 16 Rg7!! and mate. Note that 16 Rxh6 only draws because of 16 ... Rg8!. Also, that Black's Rook must be driven to h7 before White can victoriously penetrate on g7.

14 ... Rdf7

One move is as good as the other.

14 ... Qe8 (so as to escape the worst after 15 Rg6 Qe4) fails against 15 Kh2!, e.g. 15 ... Qf7; 16 Rg6, Qh7; 17 Qg3 and 18 Qh4.

15 Rg6 Qe7

There is no defense to the threatened mate ( $15 \dots \text{Kh7}; 16 \text{Rxh6+}$ ; or  $15 \dots \text{Rh7}; 16 \text{Rg7}!!$ ).

**$16 \text{Rg8+ Resigns}$**

### V-§17: The hybrid file

Let us finally take a look at the file which is unlocked unilaterally through the mere transfer of a pawn by means of doubling, e.g. Pf2, Pg2, Pg3 vs Pf7, Pg7, Ph7. Such a file runs against a pawn front which is numerically intact and difficult to assail. Therefore, the control of a hybrid file has basically less value than the control of a half-open file.

Increased vulnerability of the counterpawn obviously enhances the value of the hybrid file. For instance, Pf2, Pg2, Pg3 vs Pf7, Pg5, Ph6 when the h6-pawn is backward; or Pf2, Pg2, Pg4 vs Pe5, Pf6, Ph6 when the half-open files (e-file vs g-file) neutralize each other while the hybrid h-file has great value because of the backwardness and isolation of the h6-pawn.

An important factor is the active and passive exchangeability of the twin pawns depending on their ability to initiate levers or to become targets of levers. For instance Pe3, Pe5, Pf4 vs Pd5, Pe6, Pf7 when Pe3 is apt to form a lever (e3-e4) while the pawn on e5 provides a lever for Black (f7-f6). The exchange of a twin pawn creates half-open files, thus basically changing the character of the position. The possibility of initiating such an exchange is an asset; for instance Pf4, Pg2, Pg3, vs Pf5, Pg6, Pg4 when the h-file is hybrid on both sides while Black has the basic advantage of being able to play g6-g5.

Following are some examples from practical play. We also refer to V-§12, because the hybrid file is a factor of significance in the second stage of the Stonewall.

DENKER-FEUERSTEIN (Manhattan Chess Club championship 1956):  $1 \text{d4, Nf6; 2 Nf3, g6; 3 Nc3, d5; 4 Bf4, Bg7; 5 e3, Nh5; 6 Be5}$  (White is playing for the hybrid h-file, but  $6 \text{Qd2, Nxf4; 7 e3xf4}$ , which offers him the hybrid e-file, is preferable. Neither file has much attacking value, but the e-file renders better service in thwarting Black's intentions. Black is intent to play e7-e5, but certainly not h7-h5.)  $6 \dots \text{f6; 7 Bg3, Nxg3; 8 h2xg3, c6; 9 e4, Be6; 10 Bd3}$  (Threatening  $11 \text{e4xd5, c6xd5; 12 Rxh7!}$ )  $10 \dots \text{Bf7; 11 Qe2, Nd7; 12 e4xd5?}$  (Unmotivated and weak. White should strive for the exchange of the front twin, playing  $12 \text{g4.}$ )  $12 \dots \text{c6xd5; 13 O-O-O, O-O; 14 Rh2, e5!}$  (Threatening  $15 \dots \text{e4}$ —which is a consequence of White's 12th move.)  $15 \text{d4xe5, f6xe5; 16 Bb5, e4; 17 Nxd5}$  (Hoping for  $17 \dots \text{e4xf3; 18 Ne7+, Kh8; 19 Rxh7+, Kxh7; 20 Rh1+, Bh6+; 21 Qe3.}$ )  $17 \dots \text{Nb6!!; 18 Qxe4, Nxd5; 19 Bc4, Qf6!}$ , and Black won.

SHERWIN-PAVEY (Manhattan Chess Club championship 1955): *1 d4, Nf6; 2 c4, g6; 3 Nc3, d5; 4 Nf3, Bg7; 5 Qb3, d5xc4; 6 Qxc4, O-O; 7 e4, Bg4; 8 Be3, Nfd7; 9 Qb3, Nb6; 10 Rd1, Nc6; 11 d5, Ne5; 12 Be2, Nxf3+; 13 g2xf3* (This is a case where the hybrid file serves perfectly well thanks to the lever situation. The front-twin offers the advantage that White can proceed with f4-f5 and still rely on the important protection by the pawn on f2. In changing the status of the g-file from hybrid to half-open and finally to open, White obtains a winning attack.) *13 ... Bh3; 14 Rg1, Qc8; 15 f4, Bd7; 16 f5!, c6; 17 d6!, e6; 18 f5xg6, f7xg6; 19 h4, Be8; 20 h5, Bf7; 21 h5xg6, h7xg6; 22 e5!, Bxe5; 23 Bd3, Qe8; 24 Qc2, Bg7; 25 Bxg6, Bxg6; 26 Rxg6, Rf5; 27 Rg1, Kf8; 28 Qe4, Qf7; 29 Qh4, Ke8; 30 Bxb6!, Bf6; 31 d7+, Qxd7; 32 Rg8+*, and Black resigned.

SPIELMANN-LOKVENC (Vienna 1936): *1 d4, d5; 2 c4, c6; 3 Nf3, Nf6; 4 Nc3, e6; 5 e3, Nbd7; 6 Ne5, Nxe5; 7 d4xe5, Nd7; 8 f4* (This is a situation of a very common type. The main feature of such positions is not the hybrid d-file but the lever f7-f6, which Black needs in order to gain space; he might otherwise succumb to a K-side attack in which the Rook lift plays part. However, f7-f6 may favor either side; White must realize that before initiating the doubling, while Black must play f7-f6 at the right time depending on tactical circumstances. The hybrid file usually changes its status after a few moves, becoming half-open or open.) *8 ... Bc5; 9 a3, Qe7; 10 b4, Bb6; 11 Be2!* (*11 Bd3?, d5xc4; 12 Bxc4, Nxe5!*) *11 ... O-O* (*11 ... d5xc4?; 12 O-O!*) *12 O-O, f6!; 13 c5, Bc7; 14 e5xf6, Nxf6; 15 g4, e5*, with even chances.

# Chapter VI

## The Sealer and the Sweeper

An immobilized pawn may hamper its own pieces. We call such a pawn a *sealer*.

A dynamically immobilized pawn may self-sacrificially advance, thus vacating its square for the benefit of its pieces. We then call it a *sweeper*.

The elements of sealing and sweeping are often parts of the same action, for if the sacrificed pawn is captured by a pawn, the latter seals off a square to the detriment of its own pieces.

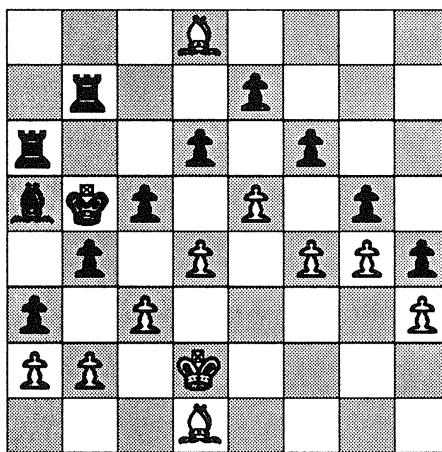
Let us now demonstrate this in detail.

### VI-§: The sealing

First an instructive composition.

DIAGRAM 137

*W. E. Rudolph, La Stratégie 1912*



*White moves and draws*

*1 Ba4+, Kxa4 (Or 1 ... Kc4; 2 Bb3+ with perpetual check.) 2 b3+, Kb5; 3 c4+, Kc6; 4 d5+, Kd7; 5 e6+, Kxd8; 6 f5, with a draw because Black, hampered by eight sealers, is unable to carry out a capture. This is the sealing ad absurdum.*

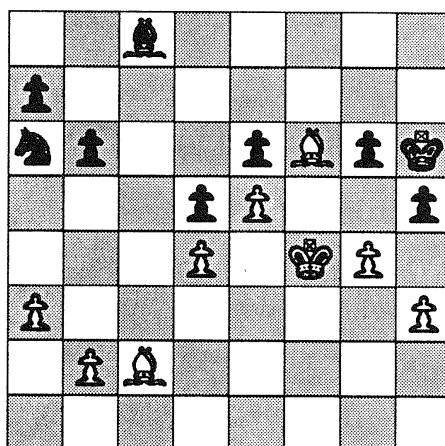
Note that three of White's pawns could be replaced by minor pieces forming artificial rams, so to speak; e.g. Bf5; Ng4; Nh3 still with a draw.

The following example from practical play is just as absurd.

**LAJOS ASZTALOS — BORIS KOSTICH**  
**(From their game of the Bled 1931 tournament)**

DIAGRAM 138

*Self-sealing*



*Monstrous*

*1 g5+?? (A monstrous blunder, White sealing off g5, the square he needs for the winning procedure. With 1 g4xh5 he wins flatly, as is obvious.) 1 ... Kh7; 2 Ba4, Nb8; 3 Ke3, Bd7; 4 Bc2, Nc6; 5 b4, b5; 6 Kd3, with a draw as the whole position is sealed off.*

Of course, even the most loyal pawn must occupy a square. The detrimental effect of the sealing is likely to become perceptible, if not disturbing, in the measure that an unfree pawn loses in mobility as soon as it crosses the middle-line. The wisdom of the advances d4-d5 and e4-e5, for instance, is often difficult to assess since it involves the question whether the critical square should or should not be kept open for the pieces.

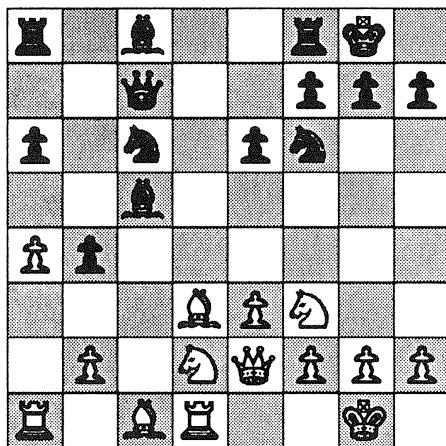
The following variation of the Queen's Gambit Accepted offers a good example to the point:

*1 d4, d5; 2 c4, d5xc4; 3 Nf3, Nf6; 4 e3, e6; 5 Bxc4, c5; 6 O-O, a6;*

7 Qe2, Nc6; 8 Rd1, b5; 9 d4xc5, Qc7; 10 Bd3, Bxc5; 11 a4, b4?!; 12 Nbd2, O-O.

### DIAGRAM 139

*Position after 12 ... O-O*



*Black hampered by sealer b5-b4*

In this position Black is hampered in several ways, for b4 is sealed off and the b-file closed while White's Q-Knight has excellent scope thanks to the squares b3 and c4. There is danger that Black's a-pawn and b-pawn will become weak.

While it may be debatable to which degree the balance is disturbed, disturbed it certainly is as the following two games demonstrate.

ALEKHINE-FLOHR, Bled 1931 (*Diagram 139*): 13 Nb3, Be7; 14 e4, Nd7; 15 Be3, Nde5; 16 Nxe5, Nxe5; 17 Rac1, Qb8; 18 Bc5, Bxc5; 19 Nxc5, Qb6; 20 Qh5, Nd7; 21 Be2, g6; 22 Qg5, Nxc5; 23 Rxc5, a5; 24 h4, Ba6; 25 Bf3, f6; 26 Qe3, Rad8; 27 Rxd8, Rxd8; 28 e5!, f5; 29 Rc8!, and Black resigned.

FLOHR-HOROWITZ, Radio match USSR-USA 1945 (*Diagram 139*): 13 b3, Ne5; 14 Ne4!, Nxd3; 15 Nxf6+, g7xf6; 16 Qxd3, e5; 17 Bb2, Be6 (17 ... Qe7 probably holds.); 18 Bxe5!, f6xe5; 19 Ng5, Kg7; 20 Qxh7+, Kf6; 21 Ne4+, Ke7; 22 Qh4+, f6; 23 Rdc1, and White won.

The conclusion is that 11 ... b4, a move which in positions of this type has always been played for many years, virtually causes trouble. Instead, avoiding the sealer with 11 ... b5xa4 offers Black a satisfactory game, as Flohr has pointed out.

## VI-§2: The sweeping

The position of Kf5, Rb7, Pg6 vs Kh8, Ba1, given by von Guretzky-Cornitz, is a win for White thanks to sweeping: 1 g7+, Kh7 (1 ... Bxg7; 2 Kg6 and wins) 2 Rf7 (2 Rb1 also wins according to Salvio and Berger) 2 ... Bd4 (2 ... Bxg7; 3 Kg5, Kg8; 4 Kg6 and wins) 3 Pg8=Q+, Kxg8; 4 Kg6, and White wins.

Following are two examples from practical play.

**EMANUEL LASKER — CAPABLANCA**  
(From their decisive game of the St. Petersburg 1914 tournament)

*(See Diagram 140)*

White has a superior game but needs both activity for Nc3 and some remedy against ...Nc4-e5. A sweeper twist does the job.

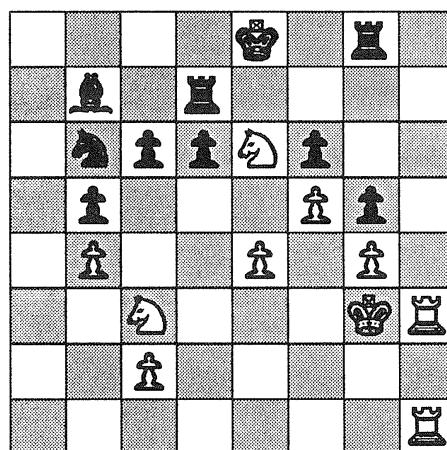
1 e5!	d6xe5
2 Ne4	...

The elements and consequences of this combination are typical. It starts with the self-sacrificial advance of a straggler; the sacrifice vacates e4 for White's pieces, at the same time sealing off e5 to Black's pieces; the half-open e-file changes hands.

White won quickly: 2 ... Nd5; 3 N6c5, Bc8; 4 Nxd7, Bxd7; 5 Rh7, Rf8; 6 Ra1, Kd8; 7 Ra8+, Bc8; 8 Nc5, and Black resigned.

DIAGRAM 140

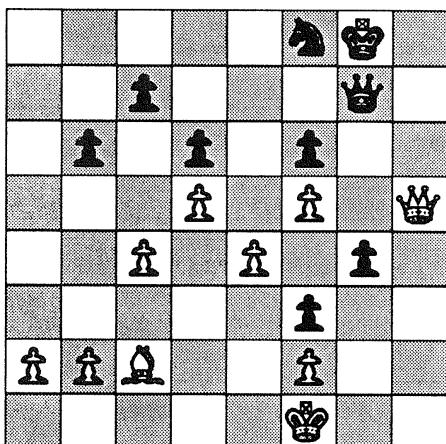
*A sweeper twist*



*Seals Black's fate*

ALEXANDER ALEKHINE — HANS JOHNER  
(From their game of the Zurich 1934 tournament)

DIAGRAM 141

*Chain sweeping**Eruptive activation of the Bishop*

White has a winning advantage but to win will be a hard job, it appears, since his Bishop is rather bad while the Knight may become very active on e5. These difficulties, however, White brushes away by a beautiful twist of chain sweeping:

1 e5!!; d6xe5 (Or 1 ... f6xe5; 2 f6!, Qxf6; 3 Qxg4+ followed by 4 Be4, also with an easy win.); 2 d6!! (Preparing for the third sweeper shot: 3 c5!! with 4 Bb3+ to follow. Hence Black's desperate answer.) 2 ... c5; 3 Be4!, Qd7; 4 Qh6!, and Black resigned.

These two examples also involve the element of sealing which, however, is obscured by the cataclysmic course of the events. Usually, both elements would show in milder cases.

### VI-§3: Sweeping and sealing combined

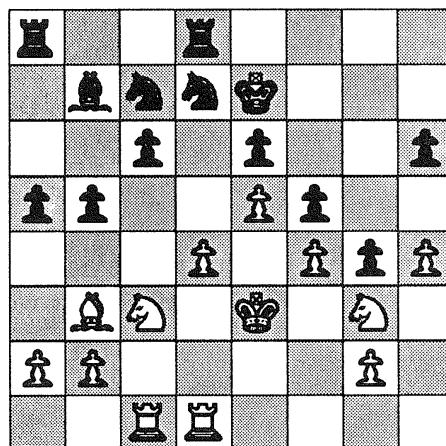
Following are three examples of elaborate sweeper-sealer coordination.

ALEXANDER ALEKHINE — CAPABLANCA  
(From the 24th game of their 1927 match)

*(See Diagram 142).*

White has a fine position but is handicapped by the backward-

## DIAGRAM 142

*Sweeper-sealer twist**Promising*

ness of the d4-pawn, since Black is at the point of anchoring a Knight on d5. Hence the following pawn sacrifice, which enables White to maintain the initiative.

1 d5	c6xd5
2 Nce2	Rac8
3 Nd4	...

Everything in the pattern explained heretofore. A dangerous sacrifice on f5 is now in the air.

3 ...	Nb6
4 Rc5!	...

So this Rook would have horizontal activity after 4 ... Nc4+; 5 Bxc4, e.g. 5 ... d5xc4; 6 Ngxf5+, e6xf5; 7 Nxh5+, Ke6; 8 Nd6, threatening among other things 9 f5+, as Alekhine points out.

4 ...	a4
5 Bc2	Nd7

The complications after 5 ... Nc4+; 6 Ke2, Nxb2; 7 Rb1, a3; 8 Ngxf5+, e6xf5; 9 Bxf5 would most likely also lead to a draw, according to Alekhine.

6 Rc3	...
-------	-----

With the strong threat of 7 Bxf5.

6 ...	b4
7 Rc6	...

But not 7 Nc6+, Bxc6; 8 Rxc6 because of the sweeper twist 8 ... d4+!.

7 ...	Bxc6
8 Nxc6+	Ke8
9 Nxd8	Kxd8
10 Bxa4	...

The tension has subsided. After 10 ... Nb6; 11 Bb3, Na6; 12 Ne2, Kd7; 13 Rd4, Rc5; 14 Kd2, Rc8 a draw was agreed.

### SALO FLOHR — LUSTIG (Played in Prague 1928)

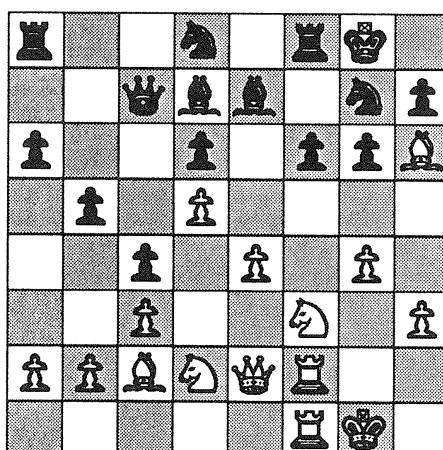
Ruy Lopez

1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 Qe2, Be7; 6 c3, b5; 7 Bb3, d6; 8 h3, Na5; 9 Bc2, c5; 10 d4, Qc7; 11 O-O, O-O; 12 d5, c4; 13 Be3, Bd7; 14 Ne1, Nb7; 15 Nd2, Rfe8; 16 g4, g6; 17 f4!, e5xf4; 18 Rxf4, Rf8; 19 Rf2, Ne8; 20 Nef3, Nd8; 21 Raf1, f6; 22 Bh6, Ng7.

This is a position of the type we call Spanish Benoni. The basically weak pawn on f4, cleverly played while Black was unprepared to take advantage of the stopsquare e5, has led to a crucial situation.

### DIAGRAM 143

*Position after 22 ... Ng7*



*Powerful sweeper-sealer twist*

23 e5! ...

White gets rid of the hampering pawn at e4, at the same time preventing ...Nf7-e5. His attack now becomes very strong.

23 ... d6xe5

Or 23 ... f6xe5; 24 Ng5, Nb7; 25 Nde4, Rxf2; 26 Qxf2. also with a winning attack (26 ... Rf8; 27 Qxf8+!).

24 Ne4 Nf7

Nor is 24 ... f5 satisfactory because of 25 d6!, Bxd6; 26 Nxd6, Qxd6; 27 Bxg7, Kxg7; 28 Rd1, Qe7; 29 Nxе5.

However, the consequences of the text move are worse.

25 Bxg7 Kxg7  
26 Nh4! ...

A fascinating position. Black cannot escape the looming tornado of sacrifices.

26 ... Nd6

Or 26 ... f5; 27 Nxg6!!, e.g. 27 ... h7xg6; 28 g4xf5, Bxf5; 29 Rxf5!, g6xf5; 30 Qg2+, Kh7; 31 Rxf5 and wins (21 ... Rg8; 22 Rh5+, Nh6; 23 Nf6+).

27 Nxf6! Bxf6

27 ... Rxf6 fails against 28 Qxe5, Qd8; 29 g5.

28 g5! Ne8

If the attacked Bishop moves, 29 Qxe5+ wins.

29 Nxg6!! h7xg6  
30 Bxg6!! ...

Fantastic—this process of stripping Black's King of protective pawns. Each pawn costs a piece, but it pays.

30 ... Kxg6

31 Qe4+ Kg7  
 32 Qh4! Kg8

Black is helpless, notwithstanding his enormous material advantage.

33 g5xf6 Nxf6  
 34 Qg5+ Kh8

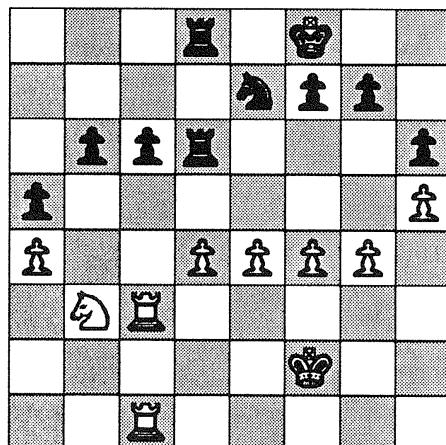
Or 34 ... Kf7; 35 Rxf6+, Ke7; 36 Re6 mate.

35 Rxf6 Qc5+  
 36 Kh2 Resigns

EVFIM BOGOLYUBOV — RUDOLPH SPIELMANN  
 (From the eighth game of their 1932 match)

#### DIAGRAM 144

*Sweeper-sealer twist*



*Decisive*

This example is particularly striking. White has the edge, thanks to superiority in controlled space. With the following twist he obtains a number of more specific advantages which, taken as a whole, are strategically decisive.

1 d5! ...

Not a straggler does the sweeping, as in the preceding cases, but a healthy pawn.

1 ... c6xd5

The alternatives are worse: 1 ... Rc8; 2 Nd4!; or 1 ... c5; 2 Nd2!.

2 e5! R6d7

There is the important point that the sweeper reply 2 ... d4, which is basically indicated, fails tactically against 3 e5xd6, d4xc3; 4 d6xe7+.

3 Nd4 ...

The pawn sacrifice has increased White's advantage in four ways in that (1) he has opened the c-file and is controlling it (2) he has closed the file of Black's Rooks which are now inactive as a fleet would be in a harbor whose exit is closed to them by a scuttled ship (3) he has established a majority on the K-side in the powerful formation of the quart-grip (4) he has revealed a serious weakness of Black's Q-side formation consisting of the backwardness of the b6-pawn.

These strategic advantages are decisive.

3 ... Rb8  
4 f5 Rdd8  
5 R1c2 ...

Not 5 f6, g7xf6; 6 e5xf6, Ng8; 7 Nc6 because of 7 ... Nxf6; 8 Kf3, Ne4; 9 R3c2, Nc5 with a rather good game for Black. Such a liquidation is called "winning the exchange for two pawns," but that is a deceptive way of putting it; it should rather be "losing two pawns for the exchange."

5 ... Re8  
6 Ke3 Rbc8  
7 Nb5?? ...

Very superficial play.

Correct is 7 Rxc8, Nxc8 (7 ... Rxc8?; 8 f6!) 8 Kd3 with a rather easy win.

7 ... Rxc3+  
8 Rxc3 Nxf5+!

A saving stroke. Black gets many pawns for the piece.

The rest of the game is less interesting: 9 g4xf5, Rxe5+; 10 Kf4, Re4+; 11 Kg3, Rxa4; 12 f6 (12 Rc7 is a better try.) 12 ... Rc4!; 13 Re3, Re4!; 14 Rc3, Rc4, with a draw by repetition of moves.

## VI-§4: The twin-lock

A double pawn may become a double sealer.

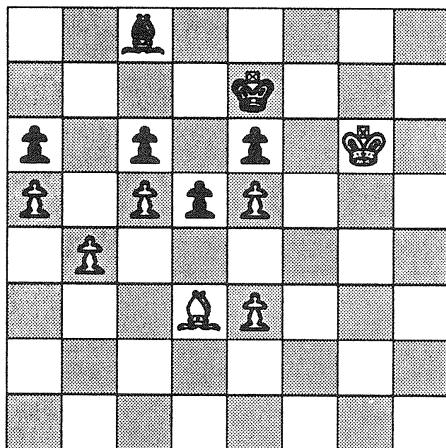
A double sealer may result from the bypassing of a rear-twin, e.g. Pe3, Pe5, Pf3 vs Pd5, Pe6, Pf5 when 1 e4 offers Black the choice between 1 ... d5xe4; 2 f3xe4, f4, and 1 ... f5xe4; 2 f3xe4, d4. We call this type of reaction to a rear-twin's lever action the *twin-lock*.

Following is an example.

**EMANUEL LASKER — DR. BOGATYRTCHUK**  
(From their game of the Moscow 1935 tournament)

DIAGRAM 145

*Winning advantage for White*



*But beware of the twin-lock*

As Black is a pawn down and handicapped by his bad Bishop, he must lose. However, White is also handicapped to some extent owing to the backwardness of the b4 pawn as well as the twin, and he therefore must proceed with care.

1 e4?? ...

A careless move (“criminal” as Lasker himself put it).

*I ... d4!!*

The twin-lock, which saves Black's game although the d-pawn must fall. White is unable to make any progress as the squares e4 and e5 are definitely sealed off.

This is the rest of the game: 2 Bc4, Bb7; 3 Kg5, Bc8; 4 Kf4, Kd7; 5 Kf3, Bb7; 6 Ke2, Bc8; 7 Kd3, Bb7; 8 Kxd4, Bc8; 9 Ke3, Bb7, and the players agreed to a draw.

This is how White should have played, according to the tournament book:

*1 Kg5, Kf7; 2 Bg6+, Ke7; 3 Kg4, Bb7; 4 Kf3, Kf8; 5 Ke2, Kg7; 6 Be8, Kf8; 7 Bh5, Kg7; 8 Kd3, Kf8; 9 Kd4, Ke7; 10 e4!*

(1) *10 ... d5xe4; 11 Kxe4, Bc8; 12 Kf4, Bb7; 13 Kg5, Bc8; 14 Kg6, Bb7; 15 Kg7, Bc8; 16 Bf3, Bb7; 17 Be4!, Ba8* (If the King moves, 18 Kf6 wins.) *18 b5!* (Only this combination makes the straggler tell.) *18 ... a6xb5; 19 a6*, and White wins by zugzwang.

(2) *10 ... Kd7; 11 Be2, Ke7; 12 e4xd5* (So far given in the tournament book.) *12 ... e6xd5; 13 Bg4, Kd8; 14 Ke3, Ke7; 15 Kf4, Kd8; 16 Kg5* (Not 16 e6, Ke7; 17 Ke5 when the e6 pawn works as a sealer allowing 17 ... Bc8.) *16 ... Ke7; 17 Bf5* and wins.

## VI-§5: The Night attack

The formation Pe5 vs Pd5, Pe7, Pf7, if reached early in the opening, sometimes lends itself to the sacrificial thrust e5-e6, e.g. 1 e4, Nf6; 2 Nc3, d5; 3 e5, Nfd7; 4 e6, f7xe6. Then, the twin sealer hampers Black's development while his King is imperiled owing to both the lack of protection by the f7 pawn and the clearance of e5 for White's pieces.

Since the whole action is designed to catch the defender's forces, so to say, in their sleep, we call it the *Night attack*.

In the formation Pe5 vs Pd6, Pe7, Pf7, the Night attack does not sweep open the square e5 and is consequently milder, but it may still be promising, e.g. 1 e4, Nf6; 2 e5, Nd5; 3 d4, d6; 4 Nf3, Nc6; 5 c4, Nb6; 6 e6, f7xe6.

With Black's Q-Bishop in action, however, the Night attack does not work, well, e.g. 1 e4, Nf6; 2 e5, Nd5; 3 c4, Nb6; 4 d4, d6; 5 f4, d6xe5; 6 f4xe5, Nc6; 7 Be3, Bf5; 8 e6?, f7xe6!. This line has been tried repeatedly by Spielmann, but never with success.

But when Black's Q-Bishop is exchanged, and possibly his g-pawn doubled, the Night attack might work particularly well, e.g. 1 e4, c6; 2 d4, d5; 3 e5, Bf5; 4 Bd3, Bg6??; 5 Bxg6, h7xg6; 6 e6!, f7xe6; 7 Qg4, with a winning advantage for White. Strangely enough a disaster of this type once occurred in a tournament game between

two grandmasters: 1 e4, Nf6; 2 e5, Nd5; 3 Nf3, d6; 4 d4, Bf5; 5 Bd3, Bg6??; 6 c4, Nb6; 7 Bxg6, h7xg6; 8 e6, and White won (Bogolyubov-Tarrasch, Breslau 1925).

Following is a magnificent example of the Night attack.

**RUDOLPH SPIELMANN — MAX WALTER**  
(From the tournament at Trentschin-Teplitz 1928)

Caro-Kann Defense

1 e4	c6
2 Nc3	d5
3 Nf3	Nf6
4 e5	Ne4
5 Qe2	...

A good move. White plays for the hybrid d-file and is contemplating O-O-O.

5 ...	Nxc3
6 d2xc3	b6

Black would like to trade his slightly hampered Q-Bishop.

7 Nd4!	...
--------	-----

Preventing 7 ... Ba6 in view of 8 Qf3, Bxf1 (8 ... e6; 9 Nxc6!) 9 e6, f7xe6; 10 Qh5+, Kd7; 11 Rxf1 with a superior game for White, e.g. 11 ... c5; 12 Nxe6!!, Kxe6; 13 Bf4 and wins.

Besides, 8 e6 threatens.

7 ...	c5?
-------	-----

An illusion. Correct is 7 ... e6.

8 e6!	f7xe6?
-------	--------

Bad, as are 8 ... Ba6? because of 9 Qxa6!, and 8 ... c5xd4? because of 9 Qb5+, Bd7; 10 Qxd5 (or e6xf7+).

The comparatively best is 8 ... Bxe6, 9 Nxe6, f7xe6; 10 Qxe6, Qd6; 11 Bb5+, Kd8. Also 8 ... a6; 9 e6xf7+, Kxf7; 10 Nf3, Nc6 is preferable to the text move.

9 Qh5+!	...
---------	-----

Much stronger than 9 Nxe6.

9 ... Kd7

After 9 ... g6; 10 Qe5, Rg8 White wins with 11 Nxe6, Bxe6; 12 Qxe6 thanks to the double threat of 13 Qxg8 and 13 Bb5+.

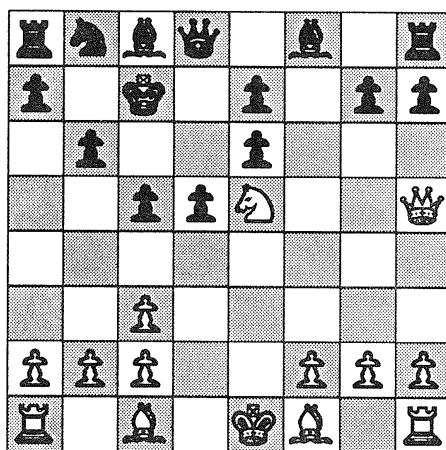
10 Nf3 Kc7

It is impossible to prevent the centralization of White's Knight (10 ... Nc6; 11 Bb5!).

11 Ne5 ...

#### DIAGRAM 146

*Position after 11 Ne5*



*The Night attack at its best*

This position speaks for itself. White obviously has a winning advantage.

11 ... Bd7

The K-Rook is doomed, e.g. 11 ... Kb7; 12 Nf7, Qe8?; 13 Nd6+!; or 11 ... Nd7; 12 Nf7, Qe8; 13 Bf4+, e5; 14 Bxe5+, Nxe5; 15 Qxe5+, Kc6 when White has the choice between 16 Nxh8, and 16 Bb5+, Kxb5; 17 Nd6+.

12 Nf7 Qe8

*13 Qe5+ Kb7  
14 Bf4! c4*

This enables White to proceed with his mating attack. After *14 ... Na6* he only wins the rook.

*15 Qc7+ Ka6  
16 Nd8! Nc6*

Or *16 ... Bc6; 17 Qc8+, Ka5 (17 ... Kb5; 18 a4+); 18 Bxb8, Rxb8; 19 b4+* and mate next move.

*17 Qb7+ Kb5*

Or *17 ... Ka5; 18 Nxc6+, Bxc6; 19 b4+* and mate.

*18 a4+ Kc5  
19 Qxc6+!! Bxc6  
20 Nxe6 mate*

A delightful finish.

In meeting the Night attack it is usually urgent to get rid of the two sealers by means of counter-sweeping, to be carried out by the self-sacrificial advance of the front-twin, so the rear-twin can move and the K-Bishop breathe.

Following is an example.

### EVFIM BOGOLYUBOV — ALEXANDER ALEKHINE (From their game of the Karlsbad 1923 tournament)

*1 e4 Nf6  
2 Nc3 d5  
3 e5 Nfd7*

Provocative, although not necessarily bad.

The safe line, which forestalls the Night attack, is *3 ... d4*.

*4 d4 ...*

White hesitates.

*4 ... c5*

And Black proceeds in a provocative manner instead of safely transposing to the French Defense with 4 ... e6.

5 Bb5      ...

Dubious, as is 5 Nxd5 because of 5 ... e6 followed by 6 ... c5xd4. Most reasonable is 5 e6, f7xe6; 6 d4xc5.

5 ...      Nc6  
6 Nf3      a6

A good alternative is 6 ... e6; 7 O-O, a6—but not 7 ... c5xd4; 8 Nxd4, Ncxe5??; 9 Re1, Ng6; 10 Nxd5, a6; 11 Rxe6+!, f7xe6; 12 Nxe6 and wins (Romanenko-Baer, Washington, D.C. 1955).

7 Bxc6      b7xc6  
8 e6      ...

In this delayed from, and after the exchange of the K-Bishop which otherwise is very useful for threats on the K-side, the Night attack offers only moderate chances. Even so however, White has fair compensation for the pawn.

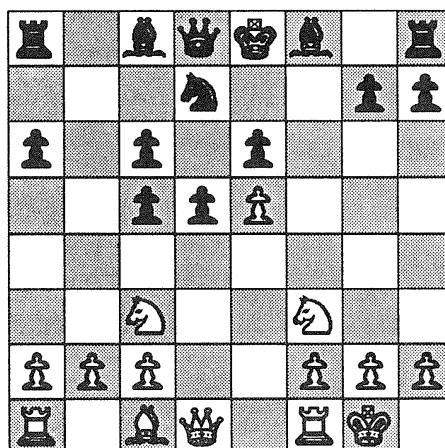
8 ...      f7xe6  
9 O-O      e5!

The counter-sweep. Getting rid of the sealers is much more important than the extra pawn.

10 d4xe5    e6

#### DIAGRAM 147

*Position after 10 ... e6*



*After the counter-sweep*

Black now has a steady position. While still facing some difficulty he has good counterplay.

And here comes a rarity of the first order.

DAVID BRONSTEIN, USSR — ROBERT BYRNE, USA  
(Chess Olympics, Helsinki 1952)

### Queen's Gambit Accepted

1 d4	d5
2 c4	d5xc4
3 Nf3	Nf6
4 Nc3	...

Preparing for a dubious pawn sacrifice. The usual move is 4 e3.

4 ...	a6
5 e4	...

The sacrifice.

5 e3 now leads to a good game for Black after 5 ... b5; 6 a4, b4; 7 Na2, e6; 8 Bxc4, Bb7.

A steady although unpretentious continuation is 5 a4, e6; 6 e3, c5; 7 Bxc4.

5 ...	b5
6 e5	Nd5
7 a4	...

This is at any rate more promising than 7 Ng5 (Bogolyubov-Alekhine, Match 1934, 17th game).

7 ...	Nxc3
8 b2xc3	Bb7

Very provocative, although probably good.

Much safer is 8 ... c6, intending 9 ... e6 and 10 ... Bb7.

9 e6!	...
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The Night attack is strongly indicated as Black otherwise consolidates his position with 9 ... e6.

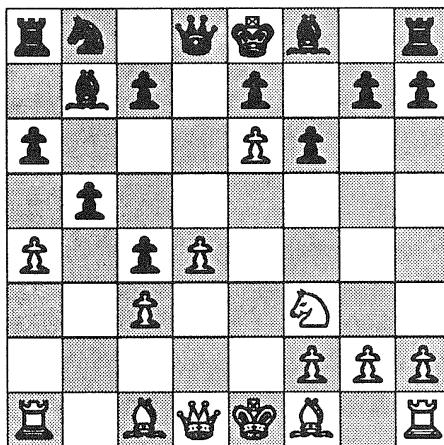
However, the circumstances are unusual, and the consequences of the text move still more so.

9 ... f6!

An exceptional reply, based on the exceptional fact that the d-file is not closed on Black's side. The dreadful e6-pawn must soon fall as it is exposed to attack by ...Qd5 and, possibly, ...Nc6-d8. Indeed, Black loses time, but he is still better off than after 9 ... f7xe6 when his two extra pawns are severely crippled.

### DIAGRAM 148

*Position after 9 ... f6!*



*Exceptional*

10 g3? ...

White has good chances for attack, but he must properly use the half-open e-file, and in that he fails.

The indicated line of play is 10 Be2, Qd5; 11 O-O, Qxe6; 12 Re1, possibly followed by Ba3.

10 ...	Qd5
11 Bg2	Qxe6+
12 Be3	...

White is now forced to put this Bishop on a square where it clogs a file and has no scope itself.

The rest of the game is marked by Black's steady progress towards utilization of his material advantage: 12 ... c6; 13 O-O, Qc8; 14 Re1, Kf7; 15 a4xb5, a6xb5; 16 Rxa8, Bxa8; 17 Qe2, Na6; 18 Bf4, g6; 19 Nd2, h5; 20 h4, Bb7; 21 Kh2, Kg7; 22 Ra1, Kh7; 23 Bh3, Qd8; 24 Ne4, Bh6, and Black won.

## VI-§6: The Ram attack

Akin to the Night attack is the corresponding thrust of the d-Pawn to d6, which we call the *Ram attack* because the ram Pd6 vs Pd7, unlike the ram Pe6 vs Pe7, is an objective in itself, and even the ideal objective of this action. Other possible objectives of the Ram attack are the sacrifice of the d-pawn for the purpose of sealing, and the exchange of the d-pawn for the purpose of getting the half-open d-file.

All three types of the Ram attack appear, for instance, in the Greco system of the Giuoco Piano:

*1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 c3*

(1) *4 ... Qe7, 5 d4, Bb6; 6 d5, Nb8 (or Nd8) 7 d6* (The Eisinger variation.) *7 ... Qxd6; 8 Qxd6, c7xd6*. This is the *sealer type* of the Ram attack. The line holds promise but is very rarely adopted.

(2) *4 ... Nf6; 5 d4, e5xd4; 6 c3xd4*

(2a) *6 ... Bb6?; 7 d5! (7 e5, d5!) 7 ... Ne7; 8 e5, Ne4; 9 d6!*, and White has a winning advantage. This is the *ram type* of the attack, thus the Ram attack proper. The advanced ram, apart from having a sealing effect, offers White a 5:1 plus in rear-spans.

(2b) *6 ... Bb4+; 7 Nc3, Nxe4; 8 O-O, Bxc3; 9 d5, Bf6; 10 Re1, Ne7; 11 Rxe4, O-O; 12 d6, c7xd6; 13 Qxd6, Nf5; 14 Qd5!* (Preventing 14 ... d5.) *14 ... Ne7; 15 Qd6!* (Preventing 15 ... d5.) *15 ... Nf5* with a draw. This is the *lever type* of the Ram attack. The exchange of the pawn nets a span-plus on the d-file, which in this particular case compensates for Black's extra pawn.

Following is a fine example of the Ram attack proper.

ANDRIJA FUDERER — SAVIELLY TARTACOVER  
(From the Bled 1950 tournament)

Ruy Lopez

*1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Bb4?!!; 5 O-O, Nge7; 6 c3, Ba5; 7 d4 e5xd4; 8 b4, Bb6; 9 c3xd4, O-O?.*

Positions of this type require the immediate destruction of White's duo. Hence 9 ... d5!. Should that fail, the blame would fall on 4 ... Bb4?!!.

*10 d5!      Na7*

As this hampers the K-Bishop, 10 ... Nb8 is comparatively better (11 Na3, d6; 12 Nc4, Ba7!).

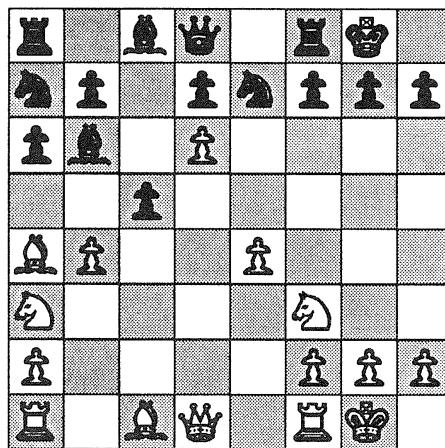
11 Na3     c5?

Very bad. It is necessary to play 11 ... d6 and, after 12 Nc4, to acquiesce to the outer-swap (13 Nxb6, c7xb6) as White's attack otherwise becomes too strong: 12 ... c6; 13 d5xc6, Naxc6; 14 Nxd6, Nxb4; 15 Bb3.

12 d6!     ...

### DIAGRAM 149

*Position after 12 d6!*



*The Ram attack full force*

In establishing this ram, cutting Black's position in two, as it were, White has obtained a winning advantage.

12 ...     Ng6  
13 Nc4     c5xb4  
14 Bg5!!     ...

Played with wonderful understanding. White obviously must play for a K-side attack; his Rooks must participate in the attack, but they need files, which in turn depend on levers. Hence this move; in provoking f7-f6 White procures a lever for his e-pawn.

14 ...     f6  
15 Nxb6     Qxb6  
16 Be3     Qd8  
17 e5!     ...

The lever action itself starts.

17 ... Nxe5

17 ... f6xe5 or 17 ... f5 fails against 18 Ng5 with the threefold threat of 19 Qh5, 19 Nxh7, and 19 Bb3+.

Best under the circumstances is 17 ... Nc6, but White still obtains an irresistible attack: 18 Bb3+, Kh8; 19 e5xf6, Qxf6; 20 Ng5, h6; 21 f4!

18 Nxe5 f6xe5  
19 f4!! ...

Grandiose! The pawns themselves do not count; only the levers.

19 ... e4

Trying to gain time. After 19 ... e5xf4; 20 Qd5+, Kh8; 21 Rxf4 White wins quickly.

20 f5! ...

But White would not waste time. He has a local majority on the K- side and is going to use it.

20 ... Nc6  
21 Qd5+ Kh8  
22 f6!! ...

This third lever breaks all resistance.  
White has wrought a true masterpiece.

22 ... g7xf6  
23 Bb3 b5

If the Knight moves, White wins with 24 Bd4.

24 Rf4 Bb7  
25 Rh4 ...

Threatening 26 Rxh7+ and mate in two.

25 ... f5

Necessary on the one hand, but pernicious on the other as it opens the door to White's Q-Bishop.

26 Rh6     ...

Threatening 27 Bd4+

26 ...     Kg7  
27 Rf1     Rf6  
28 Rxf5!     Rxh6  
29 Bxh6+     Kh8

29 ... Kxh6 fails against mate in three.

30 Qf7     Qb6+

Mate is unavoidable.

31 Kh1     Qd4  
32 Qf8+     Resigns

## Chapter VII

# The Center and the Fork Trick

The term *center* describes the squares d4, e4 vs d5, e5. It is also used in the sense of *pawn center*, meaning the pawn formation on these squares.

The squares d3, e3 vs d6, e6 are sometimes referred to respectively as White's and Black's *semi-center*.

The center including the surrounding squares is usually called the *central zone*.

The pawn formation in and around the center is fundamental for the character of the game and requires consideration from many angles. We have therefore deviated from the practice of discussing this item under just one heading but demonstrated its significance at many points in many ways, particularly in Chapter V.

By now it should be sufficiently clear how important the center is, and how the pieces depend on it to varying degrees: the Knights very much as they need squares in the central zone; equally the Bishops inasmuch as interference by center pawns is most harmful to them; the Rooks indirectly because center pawns would normally be the first to clash and produce levers; the almighty Queen not at all; and the vulnerable King only in the end-game for possible need of safe squares in the central zone.

However, there is one item concerning the center which we must discuss separately; it is a little combination of the pattern "sacrifice-fork-recovery," for instance 1 e4, e5; 2 Nf3, Nc6; 3 Nc3, Bc5; 4 Nxe5, Nxe5; 5 d4.

We call this the *fork trick*.

The fork trick may occur in any part of the pawn realm, and in any stage of the game. It does occur however almost exclusively in the center, and in the opening stage of the game at that, for it is there and then that the opportunity most frequently arises.

An opportunity it is because the fork trick normally improves the position leading either from equality to a slight superiority, as it usually does if applied by White, or from a slight inferiority to equality, which it promises if applied by Black.

The regular characteristics of the fork trick are:

- (1) it takes place in the opening;
- (2) it starts with the temporary sacrifice of the K-Knight for the e-pawn on the fourth rank;
- (3) it continues with the immediate acceptance of the sacrifice after which the d-pawn forks Knight and Bishop;
- (4) it nets improvement in the center leading, for instance, from the symmetrical formation Pd2, Pe4 vs Pd7, Pe5 to the jump formation of Pe4 vs Pd6.

Deviations from this pattern may lead to irregular results.

However, the fork trick also depends on the kind of center formation it starts with. White, because of the aggressive attitude he is supposed to take in the center, is more often exposed to the fork trick than Black. For one thing the fork trick, like the fork lever, is apt to destroy a center duo, and it is usually White who faces this possibility. Normally, it is only in the symmetrical formation of Pd2, Pe4 vs Pd7, Pe5 that a chance for the fork trick may arise for either side.

Let us now turn to examples.

### VII-§1: The fork trick re Pd2, Pe4 vs Pd7, Pe5

The following opening moves illustrate a number of common possibilities:

1 e4	e5
2 Nf3	Nc6
3 Nc3	...

3 Bc4, Nc6, the Two Knights' Defense, leads after 4 Nc3 to the same, but the main line is 4 Ng5. Then, the fancy fork trick of 4 ... Nxe4?, which in case of 5 Nxe4?, d5 would serve well, fails two ways: (1) 5 Nxf7!, Qh4; 6 O-O, Bc5; 7 d4! (2) 5 Bxf7+, Ke7; 6 d4, h6; 7 Nxe4, Kxf7; 8 d5!.

3 ...  $\text{N}^A\!\!\text{e}6$

Weak is 3 ... Bc5? because of 4 Nxe5!, Nxe5 (4 ... Bxf2+? is worse.) 5 d4 with a fine game for White. Black's comparatively best

then is 5 ... Bd6. Instead, an off-hand game Réti-Dunkelblum went as follows: 5 ... Bxd4?; 6 Qxd4, Qf6; 7 Nb5!, Kd8; 8 Qc5!!, and Black resigned.

4 Bc4 ...

The Italian Four Knights' Game, which for its drawback of allowing the fork trick offers no promise.

Instead, the Spanish Four Knights' Game (4 Bb5) and the Scotch Four Knights' Game (4 d4) offer White some initiative.

4 ... Nxe4!  
5 Nxe4 ...

The simple acceptance of the sacrifice constitutes the thematic reply to the fork trick.

Also thematic is the inferiority of 5 Bxf7+?, Kxf7; 6 Nxe4, d5; this twist is usually possible, but it favors the opponent, whose powerful center and pair of Bishops overcompensate by far the loss of castling.

Other replies are unthematic but not necessarily weak.

No unthematic reply of significance is possible in this case.

5 ... d5  
6 Bd3 ...

Necessary, in order to restore the balance in the center.

The alternatives of 6 Bxd5?, Qxd5, and 6 Bb5?, d5xe4; 7 Nxe5, Qg5! favor Black.

6 ... d5xe4

The extension of the combination by means of 6 ... f5; 7 Nc3, e4; 8 Bb5, e4xf3; 9 Qxf3 also leads to equality, but it is less usual and characteristic.

7 Bxe4 ...

At the moment, the center formation of Pd2 vs Pe5 favors Black. However, White threatens 8 Bxc6+ and 9 Nxe5.

7 ... Bd6

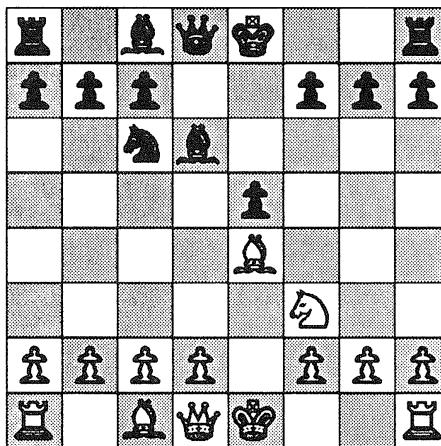
The natural and usual protection of the pawn.

Some analysts recommend 7 ... Bg4; 8 h3, Bxf3; 9 Qxf3, Qd7;

*10 Bxc6, b7xc6.* This line offers Black an advantage in the center (jump formation), but at the expense of doubling. There is some danger that the doubling would tell should White succeed to exchange Black's e5 pawn by means of f2-f4.

### DIAGRAM 150

*Position after 7 ... Bd6*



*Trade of Pd2 vs Pe5 indicated*

8 d4!      ...

The correct way of doing it; White eliminates the two remaining center pawns thus establishing full equality.

Instead, 8 Bxc6+, b7xc6 is promising for Black, his weakened pawn structure notwithstanding, for he then retains his center pawn, which in turn enhances the value of his Bishops (9 d4, e4!; or 9 d3, Bg4!).

8 ...      Nxd4

The safe, although unpretentious continuation.

Much more enterprising, but at the same time double-edged is 8 ... e5xd4, e.g.

(1) 9 Nxd4?!, O-O! (a) 10 O-O??, Nxd4! (b) 10 Nxc6?, Qh4! (c) 10 Bxc6, b7xc6; 11 O-O, c5; 12 Nf3, Bb7, and Black has a fine game thanks to his Bishops;

(2) 9 Bxc6+!, b7xc6; 10 Qxd4!, O-O; 11 O-O, c5; 12 Qc3, Bb7; 13 b3, Qd7, and it is questionable whether Black's pair of Bishops compensates for the weakness of his pawn structure.

9 Nxd4      e5xd4  
 10 Qxd4     ...

This is a rather dull position, for there are no levers in sight while the open files only encourage the trade of the Rooks. A game (Tartacover-Szabo, Groningen 1946) went on as follows: 10 ... O-O; 11 Be3, Qe7; 12 O-O-O, Be5; 13 Qc4, Qf6; 14 Bd4, Be6 15 Qc3, Bxd4; 16 Qxd4, Qg5+; 17 Kb1, Rad8!; 18 Qc3!, c6; 19 g3, Qb5; 20 b3, a5; 21 a4, Qb6; 22 f4, Bg4; 23 Bf3, Bxf3; 24 Qxf3, Qb4; 25 Rxd8, Rxd8; 26 Rd1, and the game was soon given a draw.

The following example from the Vienna opening gives an idea to what undesired consequences the fork trick may lead to, owing to an unthematic answer.

1 e4      e5  
 2 Nc3      Nf6  
 3 Bc4     ...

Most likely good.

3 ...      Nxe4

Most likely bad. At any rate Black fails to achieve what he is virtually aiming at. The safe move is 3 ... Nc6.

4 Qh5!     ...

The unthematic reply which spoils Black's intention.

The thematic 4 Nxe4, d5 offers Black a slight edge at his e-pawn is not exposed to quick exchange.

After 4 Bxf7+?, Kxf7; 5 Nxe4, d5 Black has a distinct advantage (6 Qh5+?, g6; 7 Qxe5?, Bh6! and wins).

4 ...      Nd6

A cumbersome retreat—but 4 ... Ng5 is worse because of 5 d4.

5 Bb3     ...

5 Qxe5+, Qe7 leads to equality.

5 ...      Nc6

Unless Black meekly returns the pawn (5 ... Be7; 6 Nc3!) letting

himself in for some trouble and thus admitting that his fork trick has partly failed, he must plunge into a great gamble.

6 Nb5            ...

Still stronger is 6 d4, according to Adams.

6 ...            g6  
7 Qf3            f5

7 ... Nf5 works badly because of 8 g4, a6; 9 g4xf5, a6xb5; 10 f5xg6.

8 Qd5            Qe7

Black must yield substantial material.

9 Nxc7+        Kd8  
10 Nxa8        b6

But now Black threatens to obtain a strong counterattack with 11 ... Bb7. This sacrificial line, suggested by S. R. Wolf, has kept the analysts busy for decades, and there are still differences of opinion about it.

11 Ne2            ...

So as to give up the Queen for sufficient material if not better. This idea of late seems to put White in his right.

11 ...            Bb7  
12 Qf3            ...

Also 12 c3, Nd4; 13 c3xd4 has been successfully tried.

But the text move, suggested by W. W. Adams, seems to be the best way of carrying out White's idea.

12 ...            Nd4  
13 Nxd4!        Bxf3  
14 Nxg3        ...

This position still offers problems, but White has good chances, e.g.

14 ...            e4

15 Nd4      e3  
 16 d2xe3    Qe4  
 17 O-O      Qxa8  
 18 Rd1      ...

One thing is sufficiently clear: the fork trick has failed to produce a smooth improvement of Black's game.

### VII-§2: The fork trick re Pd4, Pe4 vs Pd6, Pe5

In this case only Black can operate with the fork trick. See the following example.

G. BROWN — SIR GEORGE A. THOMAS  
(From the tournament at Southsea 1949)

Hungarian Defense

1 e4      e5  
 2 Nf3      Nc6  
 3 Bc4      Be7  
 4 d4      d6

The characteristic situation. A struggle for and against White's center duo lies ahead. Aiming at the destruction of this duo in such a way that he would not emerge on the defensive side of the jump formation (Pe4 vs Pd6) Black plans to operate with the fork trick and the pin of White's K-Knight, while the fork lever might come in as an outside chance.

5 Nc3      ...

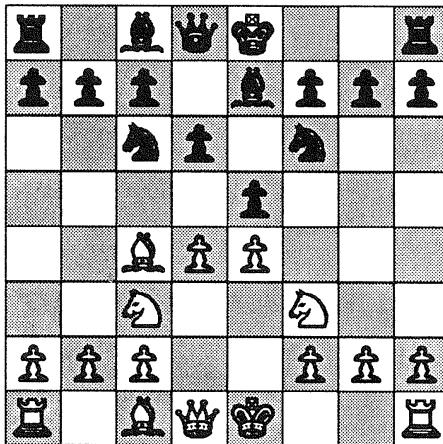
There is something to say for anticipating both the pin and the fork trick with 5 h3, Nf6; 6 Bb5 (6 Nc3, Nxe4!). However, 6 ... Nxe4! works satisfactorily because after 7 d5, a6; 8 Bd3 Black escapes the loss of a piece with 8 ... Nf6; 9 d5xc6, e4.

Poor is 5 d5, but 5 d4xe5, d6xe5; 6 Qxd8+ offers White a microscopic advantage.

5 ...      Nf6

Threatening both 6 ... Nxe4 and 6 ... Bg4.  
5 ... Bg4; 6 Bb5!, Bxf3; 7 g2xf3 favors White.

## DIAGRAM 151

*Position after 5 ... Nf6**The fork trick a threat*

6 h3            ...

The book move, but not the best.

Indicated instead is 6 Bb5!. In thus transposing to the Ruy Lopez White indeed loses a tempo, but this is well compensated by his reaching the Steinitz variation at its best, with the possibility of O-O-O still open that is.

6 ...            O-O

Also the book move.

Preferable however is the fork trick: 6 ... Nxe4!: 7 Nxe4, d5 with these possibilities:

- (1) 8 Bd3, d5xe4; 9 Bxe4, Nxd4; 10 Nxe5, Bf5 with equality;
- (2) 8 Bb5, d5xe4; 9 Nxe5, Qd6 (or may be even 9 ... Bd7; 10 Nxd7, Qxd7; 11 Pd5, O-O-O; 12 c4, Qf5) with equal chances;
- (3) 8 Bxd5, Qxd5; 9 Nc3, Qd6 with a comfortable game for Black (10 Nb5?, Qb4+!);
- (4) 8 Nxe5, Nxe5; 9 d4xe5, d5xc4; 10 Qxd8+, Bxd8 with equal chances (11 Bg5, Bf5!).

7 Be3            ...

A dull continuation.

Correct is 7 O-O! when the fork trick becomes a highly dubious affair: 7 ... Nxe4?!, 8 Nxe4, d5; 9 Bxd5!, Qxd5; 10 Nc3, Qa5 (10 ...

*Qd6?; 11 Nb5!); 11 d5, Rd8; 12 Nd2, Nb4; 13 Nb3, Qb6; 14 a3, Na6; 15 Qh5, with a promising game for White.*

7 ... Nxe4!

Under these circumstances a perfect equalizer.

8 Nxe4	d5
9 Nxe5	...

Rather convenient for Black, as is 9 Bxd5, Qxd5; 10 Nc3, Qd6 (11 Nb5?, Qb4+!).

Correct is 9 Bd3! with an even game.

9 ... d5xc4!

Enterprising play. Avoiding both the inferior 9 ... d5xe4; 10 Nxc6, b7xc6 and the drawish 9 ... Nxe5; 10 d4xe5, d5xc4, Black permits the trebling of his c-pawn for the sake of attack.

10 Nxc6 b7xc6

Black has a fine game thanks to several circumstances; there is his pair of Bishops; there are the b-file and the d-file, both hybrid but still of positive value, for the pawns on b2 and d4 are possible targets while d5 is an excellent place for his Q-Bishop; there is the threat of f5-f4, detrimental to White's development; and there is the fact that the d4 pawn hampers White's Bishop.

White fails to live up to the challenge, losing quickly: 11 Nc5 (11 Qd2!) 11 ... f5; 12 Qf3? (12 Qd2!) 12 ... f4!; 13 Bxf4, Qxd4; 14 Be3, Qxb2; 15 Qd1, Qb4+; 16 c3, Qxc3+; 17 Kf1, Qxe3, and White resigned.

### VII-§3: The fork trick re Pd4, Pe4 vs Pd6, Pe7

This also is a formation where Black might operate with the fork trick and, possibly, with the fork-lever. However, since his e-pawn has not yet advanced to the center, these stratagems are not likely to have their full effect.

The following game offers a good example.

ALEKHINE—CARTIER-MARECHAL-WINFREY  
(Exhibition game, Montreal 1923)

King's Fianchetto

<i>1 e4</i>	<i>g6</i>	
<i>2 d4</i>	<i>d6</i>	
<i>3 Bc4</i>	<i>...</i>	

This move, while far from being faulty, has the slight drawback of unnecessarily bringing the fork trick into the picture.

In positions of this type White is best off by first of all castling on the Q-side, e.g. *3 Nc3, Nf6; 4 Bg5, h6; 5 Bh4, Bg7; 6 Qd2*; he then has chances on the K-side as well as in the center.

<i>3 ...</i>	<i>Bg7</i>	
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*3 ... Nf6* raises the question of how to protect e4. There are these possibilities:

(1) *4 Nc3, Nxe4* (a) *Bxf7+*—tolerable in view of the resulting center formation—*5 ... Kxf7; 6 Nxe4*, and White has a playable game (b) *5 Nxe4, d5; 6 Bd3, d5xe4; 7 Bxe4*, and White has the edge thanks to the pawn situation in the center;

(2) *4 Qe2, d5; 5 e4xd5, Nxd5; 6 Nf3*, and White has the edge; note that the fork lever, while also destroying the duo, offers basically less relief than the fork trick as it does not go along with the exchange of a piece;

(3) *4 Qf3*—preventing both the fork trick and the fork lever, but courting trouble in the way of development—(a) *4 ... Bg7??; 5 e5!* (b) *4 ... Bg4?; 5 Qb3!* (c) *4 ... Nc6!; 5 Ne2, Bg7; 6 h3, e5*, with somewhat dubious consequences.

<i>4 Nf3</i>	<i>Nf6</i>	
<i>5 Qe2</i>	<i>...</i>	

Anticipating the fork trick (*5 Nf3, Nxe4!*).

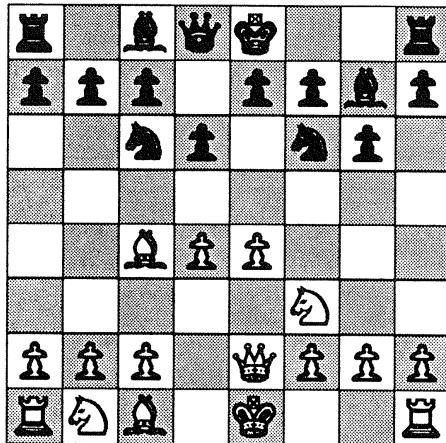
<i>5 ...</i>	<i>Nc6</i>	
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Threatening to put new pressure on White's duo with *6 ... Bg4*.

<i>6 h3</i>	<i>...</i>	
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## DIAGRAM 151

*Position after 5 ... Nc6*



*The duo under pressure*

With an exclamation mark, according to Alekhine, who remarks that 6 Nc3 would still be premature.

Indeed 6 Nc3, which is much more desirable than 6 c3, serves poorly because of 6 ... Bg4 (7 Be3, Nxe4!; or 7 Bb5, a6!; or 7 Qd3, Bxf3!).

However, the text move involves a loss of time with regard to the fork lever.

6 ...              O-O?

Inconsistent. Black now must hit the duo with the fork lever: 6 ... d5!; 7 e4xd5, Nxd5 (8 O-O, Nb6!) leaving White with only a slight edge.

Alekhine, in his notes, unfortunately ignores 6 ... d5, so we have no inkling of what he had in mind.

7 Nc3              ...

Now that the fork trick and the fork lever are definitely precluded White has a fine game.

7 ...              e5

Indeed, this also destroys the duo, at the expense however of locking in the fianchettoed Bishop and conceding White superior chances along the d-file.

8 d4xe5!    d6xe5

*8 ... Nxe5; 9 Nxe5, d6xe5 leads to much the same.*

*9 Be3      Qe7*

Nor is *9 ... Nd4* satisfactory because of *10 Qd1!, Nxf3+; 11 Qxf3, c6; 12 a4* (Alekhine).

*10 O-O-O ...*

Whereby White has obtained a distinct advantage.

The game continued: *10 ... Be6; 11 Ng5!, Bxc4; 12 Qxc4, Rfd8; 13 Bc5, Qe8; 14 Nb5!, Rxd1+; 15 Rxd1, Rc8; 16 Bxa7!*, and White won.

### VII-§4: The fork trick re Pd4, Pe4 vs Pd6

This formation is usually created by the elimination of White's c-pawn and Black's e-pawn. Consequently, the fork trick as well as the fork lever constitute a minority attack in the center, which may become particularly effective as it leads to the isolation of White's d-pawn.

We bring two examples both starting with the position of *Diagram 153*.

Giuoco Piano

<i>1 e4</i>	<i>e5</i>
<i>2 Nf3</i>	<i>Nc6</i>
<i>3 Bc4</i>	<i>Bc5</i>
<i>4 c3</i>	<i>d6</i>

Known as inferior to *4 ... Nf6*, but raising rather difficult questions.

<i>5 d4</i>	<i>e5xd4</i>
<i>6 c3xd4</i>	<i>Bb6</i>

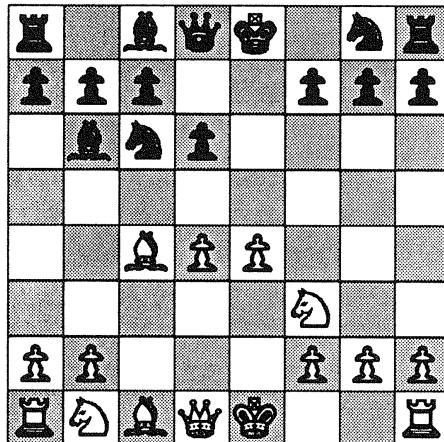
M. GOLDSTEIN — RENNIE  
(From their game of the 1922 City of London championship)

*(See Diagram 153)*

*7 Nc3      ...*

The regular continuation

## DIAGRAM 153

*Position after 6 ... Bb6**Point of deviation*

7 ... Nf6

Threatening to destroy the duo with 8 ... Nxe4 or put it under heavy pressure with 8 ... Bg4 (9 Bb5, O-O).

The immediate 7 ... Bg4; 8 Bb5 is inconvenient for Black as he is not yet ready to castle.

8 Qd3! ...

This prevents the fork trick and takes the sting out of 8 ... Bg4.

8 ... Bg4

An alternative aiming at the fork lever, interesting but not quite satisfactory, is 8 ... Nb4, e.g.

(1) 9 Qd1, Nc6 (9 ... d5?; 10 Qa4+!) with a possible repetition of moves;

(2) 9 Qb1, d5; 10 e4xd5, Nbxd5; 11 Nxd5, Nxd5; 12 Qe4+, Be6; 13 Ng5, Qd7 with approximate equality;

(3) 9 Qe2, O-O; 10 Bb3!, and White has favorably evaded the fork trick as well as the fork lever (10 ... Nxe4?; 11 Nxe4, Re8; 12 Nfg5, d5; 13 Qh5!).

9 Be3 O-O

Threatening 10 ... Nb4 followed by 11 ... d5.

*9 ... Nb4* is ineffective because of *10 Qd1* when the counterthreat of *11 Qa4+* prevents *10 ... d5* as well as *10 ... Nxe4*.

*10 a3      Re8*

*10 ... Bxf3; 11 g2xf3* only adds to White's advantage because of the mobility of the front twin.

*11 Nd2      ...*

White now has definitely maintained his duo and obtained a superior game.

RUDOLPH SPIELMANN — DAVID JANOWSKI  
(From the Karlsbad 1907 tournament)

(See Diagram 153)

*7 h3      ...*

A fair continuation, but less consistent than *7 Nc3* as it leads to the isolation of White's d-pawn.

*7 ...      Nf6*  
*8 O-O      ...*

There is no direct protection for the pawn on e4 that would simultaneously prevent the fork trick and the fork lever (*9 Nc3, Nxe4!; 10 Qe2, O-O; or 9 Qd3, d5!*).

*8 ...      Nxe4!*

A fork trick of the irregular kind.

Also playable is *8 ... O-O*, e.g.

(1) *9 Nc3, Nxe4; 10 Nxe4, d5; 11 Bg5* (a) *11 ... f6?; 12 Bxf6!, g7xf6; 13 Bb3*, with White for choice (b) *11 ... Qd7!*, with a satisfactory game for Black;

(2) *9 Re1* (a) *9 ... d5* with a fair game (b) *9 ... Nxe4*, with a transposition to the text.

*9 Re1      O-O*

*9 ... d5* is troublesome because of *10 Bg5* followed by *11 Bxd5*.

*10 Rxe4 d5*

By way of exception the fork hits R and N instead of B and N.

*11 Bg5 Qd6?*

But here Black falters losing time and getting cramped.

Correct and satisfactory is *11 ... f6*, e.g. (1) *12 Bxd5+, Qxd5; 13 Nc3, Qa5* (2) *12 Bb3, f6xg5; 13 Nc3, Bf5*.

The game continued as follows: *12 Bxd5, Qxd5; 13 Nc3, Qd7; 14 d5, f6; 15 Be3!, Nd8; 16 Bxb6, a7xb6; 17 Qe2, Nf7; 18 Re7, Qd8; 19 d6!!* (A beautiful sweeper twist. White centralizes his Q-Knight, thereby decisively strengthening his attack.) *19 ... Nxd6; 20 Nd5, Rf7; 21 Re1, Bd7; 22 Nh4, Ra5; 23 Rxf7, Nxf7; 24 Nf5!!, Ne5; 25 Nfe7+, Kh8; 26 b4, Ra8; 27 f4, Ng6; 28 Nxg6+, h7xg6; 29 Ne7, Qe8; 30 Qf2!, g5; 31 f4xg5, f6xg5; 32 Qd2, b5; 33 Qxg5, Ra6; 34 Re4, Rh6; 35 Nf5!, Qg6; 36 Qd8+, Kh7; 37 Qxd7, Rh5; 38 Rg4, Rg5; 39 Rh4+*, and Black resigned.

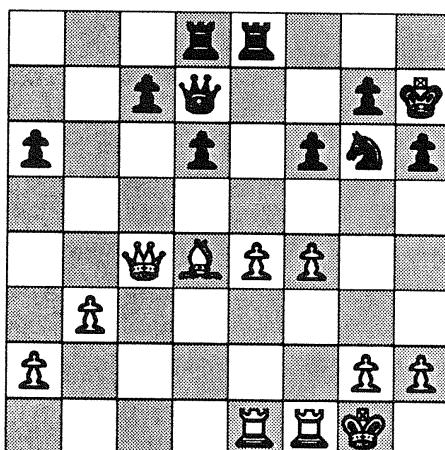
### VII-§5: The fork trick in the middle-game

In the middle-game (as well as in the end-game) the fork trick is a rarity. Following are two examples.

MAX EUWE — PAUL KERES  
(From one of their games of the 1948  
World Championship Tournament)

#### DIAGRAM 154

*Devastating fork trick*



*Black to move*

The position would be in the balance were it not for the fork trick.

1 ... Rxe4!

This unusual fork trick destroys White's position.

2 Rxе4 d5

Irregularly the fork hits Q and R, so that capturing the forking pawn is out of the question. Nor is it possible to recover the center pawn as the Bishop will be loose.

3 Qxa6 ...

Sadly enough White must take this outsider for his center pawn.

3 ... d5xe4  
4 Be3 Qg4!

The fork trick has netted Black a series of obvious advantages. He now gets a winning attack.

5 Qc4 Rd3!  
6 Bc1 ...

6 Qxe4 fails against 6 ... Qe2.

6 ... Nh4!  
7 Qxe4+ ...

There is nothing better: 7 g3, Rxg3+!; or 7 Rf2, Rd1+!; or 7 Qf2, f5! with the irremediable threat of 8 ... e3.

7 ... f5  
8 Qb7 ...

Or 8 Qc6, Rc3 and wins.

8 ... c6

More accurate is 8 ... Rc3; 9 Qd5, c6.

9 Qxc6      Rc3  
 10 Qd5      Rc5!

Not 10 ... Rc2 because of 11 Bd2.

11 Qd2      ...

Or 11 Qb7, Rc2 and wins, e.g. 12 g3, Qh3; 13 Qh1, Rg2+.

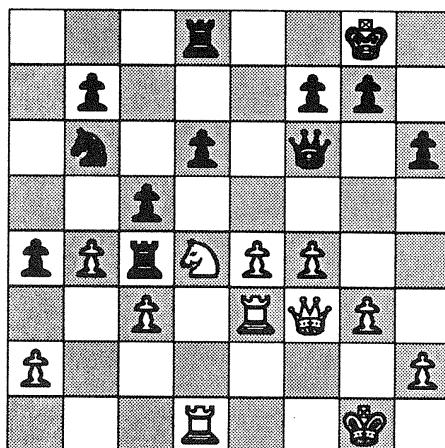
11 ...      Rxc1!

Conclusive, as White obviously cannot recapture. Black won.

SIEGBERT TARRASCH — EMANUEL LASKER  
 (From the fourth game of their 1908 match)

#### DIAGRAM 155

*A faulty fork trick*



*White to move*

The position is in the balance but White commits an error.

1 Nb5?      ...

Sacrificing an important pawn for the sake of the fork trick. This alone is strange reasoning.

Correct is 1 b4xc5.

1 ... c5xb4  
 2 Rxd6 ...

The point to which White has committed himself. It seems that he recovers the pawn.

2 ... Rxd6  
 3 e5 Rxf4!!

Brilliantly refuting White's combination. In itself it is not very surprising that the extra Rook, being what Emanuel Lasker called a "desperado," would do some mischief before it goes. By the same token 3 ... Rd1+; 4 Qxd1, Qe7 offers an expedient most likely sufficient to hold the game.

4 g3xf4 ...

The choice is sad, e.g. 4 e5xf6, Rxf3; 5 Rxf3, Rd5 and Black wins. White has irretrievably lost a pawn and also compromised his position.

4 ... Qg6+  
 5 Kh1 Qb1+  
 6 Kg2 Rd2+  
 7 Re2 Qxa2 and Black won.

## Part Three

### Pawn Power in the Game

We have now arrived at the testing point. While the games given so far have served to exemplify separately one specific detail or another, the following collection of games must show how such details behave or work out in concert.

Convinced that positions of a more or less closed and static type would facilitate the study of pawn play, we have made our selection from a comparatively small number of openings with rather characteristic pawn formations. The examples, we decided, should be of a preponderantly strategic nature so that the plans under discussion would not be obscured by too many tactical questions.

These considerations led us to the Benoni type of opening play, which has become popular very recently and has rapidly produced a variety of clearly discernible sub-systems extending in nature from heavy positional entrenchment to lofty gambit play. There lay fine, untouched material, and we have availed ourselves of it freely. We also made a first attempt at assorting this material and labeling its components.

Games illustrating some formations other than Benoni are also included in this collection—not many in numbers but enough for the purpose involved. After all, the rules for acting in accordance with pawn structure cover any position. We had grammar in mind, not a dictionary.

# Chapter VIII

## Benoni Formations

We start where we stopped under V-§13.

This is how we distinguish between Benoni formations:

### (1) Full Benoni

- {1a} Benoni Major: P<sub>c</sub>4, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5
- {1b} Benoni Minor: P<sub>c</sub>2, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5
- {1c} Spanish Benoni: P<sub>c</sub>3, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>a</sub>6, P<sub>b</sub>5, P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5

### (2) Part Benoni

- {2a} Blitz Benoni: P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>5, P<sub>d</sub>6
- {2b} Wing Benoni: P<sub>d</sub>5 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>7
- {2c} Gambit Benoni: P<sub>a</sub>2, P<sub>b</sub>2, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>7
- {2d} Rex Benoni: P<sub>d</sub>5 vs P<sub>c</sub>7, P<sub>d</sub>6, P<sub>e</sub>5

The *Benoni Major* and *Benoni Minor* differ by the square c4 which in the latter formation is open offering White's pieces more scope. Therefore, Black usually avoids the Benoni Minor (1 d4, c5) playing c7-c5 only in reaction to c2-c4. Thus 1 d4, Nf6; 2 c4, c5.

The *Spanish Benoni* is a version of the Benoni Minor improved on Black's part through control of the square c4.

The *Blitz Benoni*, of which *Diagram 120* gives an idea, is a half-closed formation with sharp tendencies owing to opposing majorities.

The *Wing Benoni* is designed to put White Q-wing under converging pressure. Black therefore fianchettoes his K-Bishop and strives for the exchange of a pawn with b7-b5.

The *Gambit Benoni*, where Black sacrifice a pawn with b7-b5, constitutes an effort on his part to intensify the tendencies of the Wing Benoni.

The *Rex Benoni* differs from all other Benoni formations by a pawn on c7 (instead of on c5). It is the most important of the Part

Benonis. Our term *Rex* is intended to hint at the King's Indian Defense from which this formation usually arises.

Any Benoni formation may conceivably occur with colors reversed.

In referring to Benoni formations we distinguish between attacker and defender in accordance with the position of both d-pawns interpreting the crossing of the middle-line as a signal for attack.

All Benoni formations favor the attacker with regard to space, but the defender with regard to levers. The attacker, who should strive for a duo with his d-pawn, has difficulty in forming proper levers, while the defender constantly faces the danger of being either too early or too late with the exchange of a pawn. The struggle is usually very difficult for both sides. Benoni formations, because of their intricacy and permanent tension, are the heavy guns in present-day tournament chess.

### VIII-§1: The Benoni jump

Before starting to discuss Benoni formations one by one, we must deal with a typical tactical twist that may easily occur in any of them. It consists in the sacrifice of a Knight on f5 (f4). We call it the *Benoni jump*.

Benoni systems require the fianchetto of the K-Bishop on the part of the defender. Hence g7-g6, which also is a preparation for f7-f5 and often induces White to play g2-g4. This, then, is the pawn situation where Nf5 may occur—provided White is ready to use the g-file for an assault on the King.

Apart from the question of how the sacrifice would work out, these four preliminary questions are essential for the assessment of the Benoni jump: (1) Is ...g6xf5 forced? (2) Is ...Nxf5 or ...Bxf5 forced? (3) If the Knight is ignored, can it make any capture? (4) If the Knight is ignored and has nothing to capture either, does the Benoni jump still make sense?

Following are three examples.

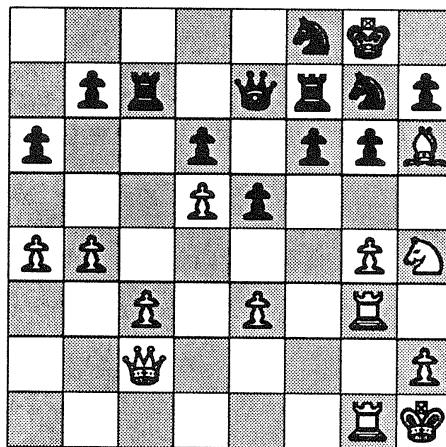
ERICH ELISKASES — ERNST GRUENFELD  
(From their game of the Maehrisch-Ostrau 1933 tournament)

*(See Diagram 156)*

This is a far advanced Benoni formation. White has prepared for the Benoni jump and now launches it most effectively.

1 Nf5!      g6xf5

## DIAGRAM 156

*Most effective Benoni jump**Forcing acceptance*

Black must accept the sacrifice; otherwise he loses at least the exchange.

2 g4xf5     ...

White's combination, apart from involving a sacrifice, has worked the same way as the queue method.

2 ...        Qe8

The Queen must move so it would not interfere with the protection of the pinned Knight.

3 Qg2!        ...

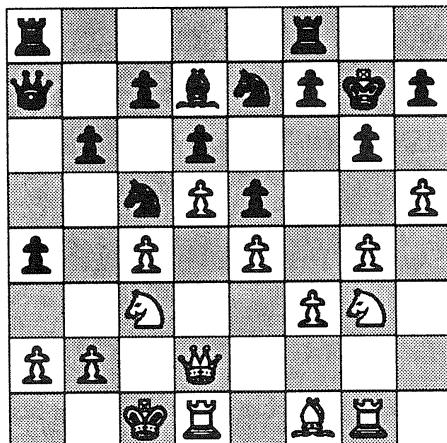
But this wins as it forces Black's Queen to resume its interfering position.

3 ...	Qd7
4 Rxg7+	Rxg7
5 Bxg7	Qxg7
6 Qc2!	Ng6
7 f5xg6	h6

White now holds a powerful extra pawn. He won.

MISS VERA MENCHIK — SIR GEORGE A. THOMAS  
 (From their game of the 1932 tournament)

DIAGRAM 157  
*Effective Benoni jump*



*Forcing trade*

This is a Benoni formation with a far advanced St. George attack. White has also prepared for the Benoni jump which now hits.

1 Nf5+! ...

Forcing Black to trade this Knight as he otherwise will be mated.

1 ... Nxf5?

In parting with this useful Knight Black loses quickly. With 1 ... Bxf5; 2 g4xf5, Nd7 he can prolong the struggle.

2 g4xf5 a3

Nothing matters any more.

3 f6+! Kh8

Or 3 ... Kxf6; 4 Qg5+, Kg7; 5 h6+, Kg8; 6 Qf6 and mate.

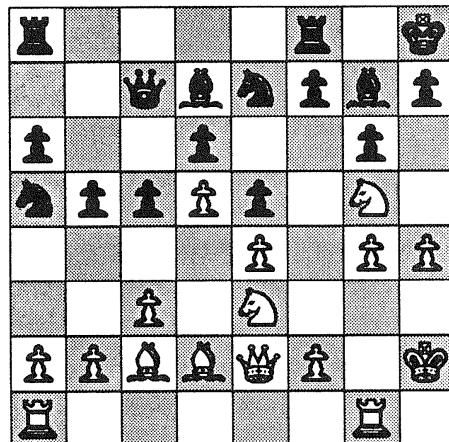
4 Qh6 Rg8

5 h5xg6    f7xg6  
 6 Qxh7+! and mate

C. H. O'D. ALEXANDER — LUDEK PACHMAN  
 (From their game of the Zonal tournament at Hilversum 1947)

DIAGRAM 158

*Useful Benoni jump*



*Offering trade*

This is a Spanish Benoni with the Benoni jump in the air—a very common situation. The game proceeded:

1 Nf5!    ...

A good move, but far from decisive as Black is not forced to capture the Knight.

1 ...               g6xf5?

But this loses.

Also bad is 1 ... Bf6? because of 2 Nxh7!, Kxh7; 3 g5.

Correct is 1 ... Ng8. However, the Benoni jump then still works satisfactorily inasmuch as 2 Nxg7 weakens Black's defenses.

2 g4xf5    ...

With the main threat of 3 Nxh7!.

2 ... f6

There is no reasonable defense (2 ... h6; 3 Qh5!).

3 Nxh7 Be8

Or 3 ... Kxh7; 4 Qh5+, Kg8; 5 Rxg7+ and wins.

4 Rxg7!	Kxg7
5 Nxf8	Kxf8
6 Bh6+	Kf7
7 Qh5+	Ng6
8 f5xg6+ and White won	

### VIII-§2: The Benoni Major Pc4, Pd5, Pe4, vs Pc5, Pd6, Pe5

This formation may be reached either at the outset or later. White normally holds a tiny edge. His indicated lever action is a2-a3 and b2-b4—rarely g2-g3 and f2-f4, as this might weaken the position of his King. His very bad K-Bishop serves best on d3 where it helps guard against Black's lever moves b7-b5 and f7-f5. A little less effective is Be2, least effective Bg2. In the latter case a2-a4 is often necessary as a measure against b7-b5, but then White must give up the idea of b2-b4 and rely on the somewhat dubious f2-f4.

If the formation is reached early in the game, White may safely keep his King in the center, at least for some time; he then also has a chance for the St. George attack, provided Black has played g7-g6 as is usual; and he also can meet f7-f5 more easily.

This f7-f5 is Black's main trump. It normally requires g7-g6 so White will not gain the dominating square e4 by means of e4xf5. Also, f7-f5 is likely to serve best after O-O as White then cannot use his home pawns for sharp lever play.

Since both K-Bishops are very bad, any exchange of a Bishop may have far-reaching consequences either way. For instance 1 d4, e6; 2 c4, Bb4+; 3 Bd2, Bxd2+; 4 Nxd2, d6; 5 Ngf3, Qe7; 6 e4, e5; 7 Bd3, Nf6; 8 O-O, O-O; 9 Qc2, c5; 10 d5. This is the beginning of the Becker-Przepiorka game, Prague 1931. White holds the regular plus in space and is ahead in development, too. But being left with his bad Bishop he has no advantage. As a matter of fact, Black lost the game, but only because of inaccuracies he committed later.

So much for generalities. Here are some illustrative games.

JULIUS PARTOS — V. HARRIS  
 (From the 1951 Colorado State championship)

1 d4	c5
2 d5	e5
3 e4	d6
4 c4	...

The Benoni Major reached in the shortest way.

4 ...	f5?
-------	-----

A basic error. In prematurely forming this essential lever Black lands in a position of the *Diagram 128 type*.

Almost any quiet continuation is better.

5 Nc3	Nf6
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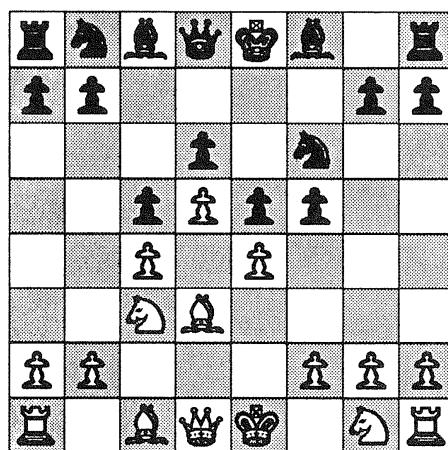
The attempt to seal off the position with 5 ... f4 fails against 6 g3!

6 Bd3	...
-------	-----

White's otherwise bad Bishop becomes perfectly active. The consequences of 4 ... f5? are beginning to show.

DIAGRAM 159

*Position after 6 Bd3*



*Consequences of 4 ... f5? showing*

6 ... f5xe4

Conceding White the dominating square e4, the half-open e-file, and the open diagonal b1-h7.

However, the alternatives also have grave drawbacks:

(1) 6 ... f4; 7 g3!, g5; 8 h4!, f4xg3; 9 h4xg5!, g3xf2+; 10 Kxf2, Ng4+; 11 Ke1 threatening 12 Be2; White, thanks to the elimination of two pawns on the K-side, has a winning advantage;

(2) 6 ... g6; 7 Qc2 (a) 7 ... Qd7; 8 f4!, and the tension in the center is unbearable for Black (b) 7 ... f4; 8 g3!, with an even better effect than before (c) 7 ... f5xe4; 8 Nxe4, similar to the game.

7 Nxe4	Nbd7
8 Nc3!	...

Very good. White avoids both the unnecessary trade of a piece as well as the obscure consequences of 8 Ng5.

8 ...	Be7
9 Nge2	O-O
10 Ng3	a6
11 a4	b6
12 O-O	Ne8

The situation has the exact features of *Diagram 128*. White holds a great advantage. He won as follows:

13 Qc2, Ndf6; 14 Bd2, (14 f4!) 14 ... Bd7; 15 Bf5, (15 Rae1! and f4!) 15 ... Nc7; 16 b3, Bxf5; 17 Nxf5, Qd7; (Threatening 18 ... Nfxd5.) 18 Nxe7+ (Justified. White remains with the good Bishop against a Knight, which in Benoni positions usually constitutes an asset.) 18 ... Qxe7; 19 Rae1, b5? (Recklessly leaving the Queen in the fire line of White's Rook. With 19 ... Qd7; 20 f4, e5xf4; 21 Bxf4, Rae8 Black can put up a much better resistance.) 20 f4, b5xc4; 21 b3xc4, Nd7; 22 Ne4! (Threatening 23 Ng5, g6; 24 Nf3.) 22 ... Ne8 (Nor is 22 ... h6 sufficient because of 23 Bc3, Rae8; 24 Ng3, although Black then can resist much longer.) 23 Ng5, Nef6; 24 Bc3, Rfc8; 25 Ne6, e4; 26 Re3, Kf7; 27 g4!, Nxg4; 28 Rg3, h5; 29 h3, Qh4; 30 Qg2, Ngf6; 31 Rxg7+, Ke8; 32 Qg6 mate.

LASZLO SZABO — BORIS IVKOV  
(From the 1955 Buenos Aires tournament)

1 d4	Nf6
2 c4	g6

3 Nc3	Bg7
4 e4	d6
5 f3	...

The Saemisch system of attack, which is a serious challenge to the King's Indian Defense.

5 ...	e5
6 d5	...

The system requires a deadlock in the center on behalf of lever action on the K-side, more specifically the St. George attack.

The text move creates the formation we call Rex Benoni.

6 ...	c5
-------	----

Black has many possibilities of meeting the Saemisch attack within the Rex Benoni, but none of them offers full satisfaction, according to present-day experience.

Hence this attempt of getting a better result by a switch to the Benoni Major. However, the switch works adversely as Black is exposed to brisk lever action on either wing.

7 Bg5	Na6
8 Bd3	Nc7
9 Nge2	Bd7
10 a3!	...

Attack by b2-b4 is the best measure against the impending b7-b5, preferable by far to the purely defensive a2-a4.

10 ...	h6
--------	----

In forming the duo g6, h6 before castling, Black anticipates the St. George attack. After 10 ... O-O; 11 Qd2 this attack is a threat, an important point being that 11 ... h6; 12 Bxh6, Nxe4 fails against 13 Nxe4!, Qh4+; 14 g3, Qxh6; 15 Qxh6, Bxh6; 16 Nxd6.

11 Be3	O-O
12 b4!	b6

12 ... Na6 leads after 13 Rb1 to much the same; White would not free his d-pawn at the heavy expense of parting with his good Bishop and pre-empting d6 for Black's pieces (13 b4xc5, Nxc5!; 14 Bxc5, d6xc5).

13	O-O	Kh8
14	Rb1	Ng8
15	Qd2	Ne8
16	Rb3	...

White is sustaining the lever Pb4 vs Pc5 as a means of exercising pressure; he might play b4xc5 any time, but not when d6xc5 would enable Black to make a good use of the square d6.

16 ... f5

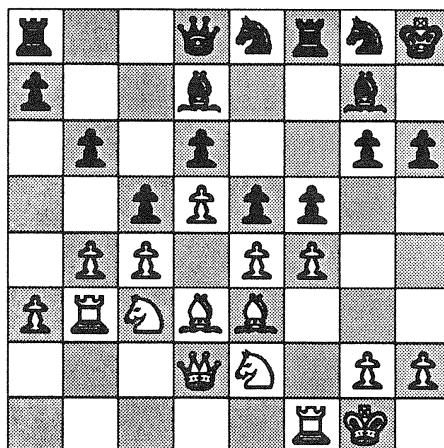
Black is duly afraid that stalling would increasingly imperil his game, so he rather makes this bid for counterplay.

17 f4!! ...

Thanks to the exchangeability of the pawn on e4, which is no longer a candidate for backwardness, White can play the text move with impunity thus switching from pressure to attack. He threatens to isolate Black's f5 pawn by means of *18 f4xe5, Bxe5; 19 e4xf5* (*19 Bxh6, Bxh2+!*).

### DIAGRAM 160

### *Position after 17 f4!!*



*Thanks to the exchangeability of the e4 pawn*

17... g5

There are three levers in the position, and Black cannot dissolve

any of them without making a grave concession. This fourth lever is intended as a combination designed to alleviate the tension at the expense of a pawn, thus *18 f4xg5, f4; 19 g5xh6, Nxh6; 20 Bf2, Ng4*.

*18g3!* ...

But White simply maintains all the tension, thereby keeping his advantage.

*18 ... f5xe4*

Black is unable to wait.

*19 Nxe4 Bh3*

Another little combination, which also fails.

The alternative of *19 ... e5xf4; 20 g3xf4, g4; 21 N4g3* is just as bad for Black.

*20 Rf2 Nef6  
21 f4xg5 Ng4  
22 N2c3! ...*

Black was hoping for *22 Rxf8, Qxf8* with some counterplay. The text move destroys his hope.

*22 ... Qd7*

After *22 ... Nxf2; 23 Nxf2* followed by *24 g5xh6* White has decisive compensation for the exchange.

*23 Nb5! ...*

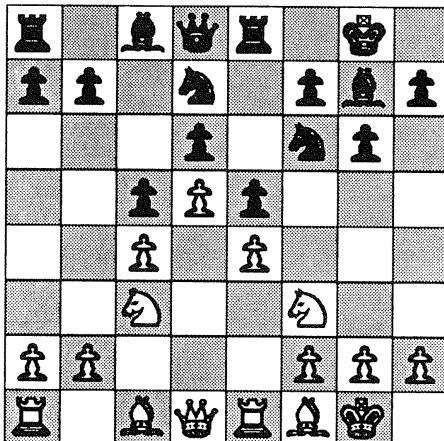
Now the d-pawn falls, and that is the end: *23 ... Nxf2; 24 Bxf2, Rf3; 25 Nbxsd6, Raf8; 26 b4xc5, b6xc5; 27 Rb7, Qd8; 28 g6!, Ne7; 29 Nf7+, R3xf7; 30 g6xf7*, and Black resigned.

**SAMUEL RESHEVSKY — SVETOZAR GLIGORICH**  
(From their match in New York 1952)

*1 d4, Nf6; 2 c4, g6; 3 Nc3, Bg7; 4 e4, d6; 5 Nf3, O-O; 6 Be2, e5; 7 O-O, Nbd7; 8 Re1, c6; 9 Bf1, Re8; 10 d5, c5.*

This is a well-known case of delayed transposition from the Rex Benoni to the Benoni Major.

## DIAGRAM 161

*Position after 10 ... c5**Delayed Benoni Major*

White's type of development requires action with b2-b4, and counter-action with f7-f5. Action the other way round (f2-f4 vs b7-b5) is precluded for the time being. The chances are almost even. White has only the shade of an edge.

*11 a3      Rf8!*

Back with the Rook, behind the lever-pawn. That is the right way of doing it.

The only good alternative, amounting however to a mere transposition of moves, is *11 ... h6*, a move that Black usually needs so he can play f7-f5 without bothering about Ng5-e6.

Let us insert here a game where Black commits strikingly instructive errors.

STAHLBERG-WADE (Staunton Memorial, England 1951): *11 ... h6; 12 h3, Nf8?* (Hampering Black's indicated lever action.) *13 g3, g5??* (While *12 ... Nf8?* has hampered Black's indicated lever action, this move destroys his chance for getting in and maintaining the vital duo e5, f5.) *14 h4!!* (A very powerful lever action serving three basic purposes, namely the definite control of g4, the exchange of the white-bound Bishops, and last but not least the opening of the h-file.) *14 ... N6h7?* (Black fails to put up strategic resistance. He must try *14 ... g4.*) *15 h4xg5, h6xg5; 16 Nh2!, Qf6; 17 Be2, Qh6; 18 Bg4!, Nd7; 19 Nf3, Nb6; 20 Bxc8, Rexc8; 21 Qb3, Bf6; 22 Nh4!, Qf8; 23 Nf5, Be7; 24 Kg2, Rc7; 25 Nb5, Rd7; 26 Rh1!, Nc8; 27 Qd1!, Bd8;*

**28 Rxh7!, Kxh7; 29 Qh5+, Kg8; 30 Bxg5, f6; 31 Bh6, Qf7; 32 Qg4+,** and Black resigned.

<b>12 g3</b>	<b>Ne8</b>
<b>13 b4</b>	<b>Qe7</b>

Another game, showing imperfect play on White's part, may be quoted at this point.

CHRISTOFFEL–BOLESLAVSKY (Groningen 1946): **13 ... h6; 14 Nh4, Ndf6; 15 b4xc5** (Premature.) **15 ... d6xc5; 16 a4** (Threatening **17 Be3, b6; 18 a5**. However, a4 becomes a weakness. White should strive for f2-f4 rather than operate on the Q-side.) **16 ... a5!; 17 Rb1, Nd6!; 18 Ba3** (Wasting time. Better **18 f3** or **18 Bd3**.) **18 ... b6; 19 Qb3, Ra6!** (**19 ... Rb8?; 20 Bxc5!**) **20 Qc2, Nh7; 21 Nb5?** (**Bc1!**) **21 ... Ng5** (...Nxb5!) **22 Kh1** (Nc3!) **22 ... Nxb5!; 23 c4xb5** (a4xb5 is the minor evil.) **23 ... Ra7** (Black has the edge.) **24 Bb2, Qd6; 25 Qd2, Re7; 26 Bg2, Bh3!; 27 Bxh3, Nxh3; 28 Ng2?** (28 f3!, f5; 29 Rf1!) **28 ... Ng5; 29 Qd1, f5!** (After prolonged preparations, the basic lever comes in with decisive effect.) **30 e4xf5, g6xf5; 31 f4, Ne4!;** **32 Kg1, c4!;** **33 f4xe5, Bxe5; 34 Bxe5, Rxе5;** **35 Ne3, Nc3; 36 Qd4, Nxb1; 37 Rxb1, Re4; 38 Nxf5, Rxd4; 39 Nxd6, c3!;** **40 Rc1, Rxd5; 41 Ne4, Rd4; 42 Nxc3, Rc8,** and White resigned.

<b>14 Ra2</b>	<b>Nc7</b>
<b>15 Be3</b>	<b>b6</b>
<b>16 Nh4</b>	<b>Ne8</b>
<b>17 Qc1</b>	<b>Nc7</b>

Both sides are biding their time, White with b4xc5, and Black with f7-f5. They both would like to see the opponent commit himself first. Their mutual attitude is one of due caution and profound understanding. White has a slight, very slight edge.

**18 Bg5      Bf6!**

And not **18 ... f6**, which is detrimental as it increases the scope of White's K-Bishop, e.g. **19 Be3, Ne8; 20 Bh3, Nc7; 21 Rae2** with a fine game for White, the immediate threat being **22 Be6+** and **23 f4**.

<b>19 Bh6</b>	<b>Bg7</b>
<b>20 Bh3</b>	<b>...</b>

White would not exchange his good Bishop and keep the other one. In trading them both he maintains his slight initiative.

20 ... Re8

Preparing for 21 ... Bf6 or 21 ... Bxh6; 22 Qxh6, Qf8; 23 Qg5, Qe7. Black cannot play too passively; he must give some thought to the fact that f2-f4 might become strong if the focal point e5 is deprived of protection by minor pieces owing to Bxg7 and Bxd7.

21 Bxg7 Kxg7  
22 Qd2 Nf8!

Black has the better Bishop, but he obviously lacks a reasonable way of keeping it.

23 Bxc8 Rexc8

With this Rook so there would be no traffic jam if it comes to defending the b-file: ...Rcb8 and ...Qd8.

24 b4xc5 ...

The best moment for this exchange has come as Black can recapture neither with a piece nor with the d-pawn.

24 ... b6xc5  
25 Rb2 Nd7!  
26 Na4 ...

26 Rb7 leads only to the exchange of this Rook because of 26 ... Nb6 followed by 27 ... Rcb8.

26 ... Rcb8  
27 Reb1 Qd8  
28 Kg2 ...

28 Rb7 offers no advantage because of 28 ... Nb6. Nor does 28 Qa5 because of 28 ... Rxb2; 29 Rxb2, Rb8! (30 Qxa7??, Ra8!).

Since White cannot prevent the exchange of the Rooks, his tiny advantage is evaporating.

The text move serves for a last try.

28 ... h6

A defensive measure, harmless indeed, but unnecessary. Instead, Black can simply proceed with 28 ... Rxb2; 29 Rxb2,

Rb8; 30 Rxb8, Qxb8 (30 ... Nxb8?; 31 Qa5!). Then, after 31 Qg5 (the move that explains 28 Kg2 as well as 28 ... h6) Black holds his own perfectly with 31 ... Ne8, e.g. 32 Qe7, Ndf6.

29 Qa5      Nb6?

Black gets scared. Correct is 29 ... Rxb2; 30 Rxb2, Rb8 with equality (31 Qxa7??, Ra8!).

The rest of the game is mainly a tactical affair.

30 Nxb6      a7xb6?

He should at least exchange a pair of Rooks for the sake of relief: 30 ... Rxb6!; 31 Rxb6, a7xb6.

31 Qc3      ...

Threatening 32 f4! (32 Rxb6?, Rxb6; 33 Rxb6, Nxd5!).

31 ...      Kg8

Better 31 ... Kh7, although 32 f4!, e5xf4; 33 Rf2! still favors White (not so 32 Rxb6 because of 32 ... Rxb6; 33 Rxb6, Nxd5; 34 Qf3!, Nf6! with equality).

32 Qd2!      ...

Threatening both 33 Qxh6 and 33 Rxb6, Rxb6; 34 Rxb6, Nxd5?; 35 Qxd5!.

32 ...      Rxa3?

The major evil; Black should protect his h-pawn.

33 Qxh6	Ne8
34 f4!	e5xf4
35 Rf2!	...

The point of the lever (with the further point of 35 ... f4xg3; 36 Nxg6!).

35 ...	Qe7
36 Qxf4	Ra4

Worse is 36 ... g5; 37 Qg4! as well as 36 ... Kg7; 37 Rbf1, Ra7; 38 Qg4!.

37 Rbf1    Rb7

After 37 ... Rxc4 White maintains a winning attack with 38 Qxf7+, Qxf7; 39 Rxf7, e.g. 39 ... Rxe4; 40 Rf8+, Kh7; 41 R1f7+.

38 Nxe6!    ...

A decisive combination, although it does not win quickly.

38 ...    f7xg6  
39 Qh6!    Qxe4+

But this does lose quickly.

Correct is 39 ... Ng7; 40 Qxg6, Rxc4 with this plausible continuation: 41 Rf4, Qe8; 42 Qxe8+, Nxe8; 43 Rf8+, Kg7; 44 Rxe8, Rd4; 45 Re6, b5; 46 Rxd6, Rxe4; 47 Rc6, c4; 48 d6, Re8; 49 Rf5, Rd8; 50 h4, and White must win.

40 Kg1    Qd4  
41 Kg2    Qe4+  
42 Kh3!    Resigns

### VIII-§3: The Benoni Minor P<sub>c</sub>2, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5

The Benoni Minor, build of only two rams, offers the attacker better possibilities than the Benoni Major, yet the task of opening lines still remains a formidable one.

HANS KMOCH — ALEXANDER ALEKHINE  
(From a tournament in Holland, 1937)

1 d4    c5  
2 d5    e5  
3 e4    d6  
4 Bd3    ...

White's best, we believe.

Alternatives are:

(1) 4 f4!?—a move which is bad in general (see *Diagram 175*)

but characteristic for the benoni minor, inasmuch as it is playable at this point. For instance: 4 ... e5xf4; 5 Bxf4

(1a) 5 ... Qh4+?!; 6 g3, Qe7; 7 Nc3? (7 Nf3!, Qxe4+?; 8 Kf2!) 7 ... g5!; 8 Be3, Nd7; 9 Nf3, h6; 10 Qd2, Ngf6; 11 O-O-O, Ng4; 12 Be2, Bg7, with a fine game for Black (Bobolyubov—Alekchine, ninth game of their 1934 match).

(1b) 5 ... Ne7; 6 Bb5+!, Bd7; 7 Bxd7+, Qxd7; 8 Nf3, Ng6; 9 Bg3, and White has a reasonably good game, in spite of the backwardness of the e4 pawn.

(2) 4 Nc3—the usually recommended move, which is somewhat innocent since it precludes lever action with c2-c3 and b2-b4. For instance: 4 ... Ne7!; 5 g3, Ng6; 6 h4, Be7; 7 h5, Nf8; 8 Bb5+, Nbd7; 9 a4, a6; 10 Be2, h6; 11 Be3, Bg5!; 12 Qd2, Nh7; 13 Nf3, Bxe3; 14 Qxe3, O-O; 15 Nd2, b6; 16 Nc4, Qc7; 17 f4, Re8; 18 O-O, Rb8; 19 b3, f6, and Black has a somewhat cramped but unshakable position (Alekhnine-Castillo, Buenos Aires, 1939; there followed a long period of harmless maneuvering until Black blundered and lost).

4... a6

By exception, this move works out as a weakening of the square b6; Black should have omitted it and for the rest continued as in the game, Alekhine declared later.

5 a4 ...

Necessary for the following development of the Q-Knight.

5 ...  
6 Ne2

It is useful to be ready for f2-f3 or f2-f4 at any time.

6 ... Ng6  
7 Na3 Be7  
8 Nc4 ...

This fine position of the Knight makes the Benoni Minor very attractive to White.

8 ... O-O  
 9 O-O Nd7  
 10 Bd2 ...

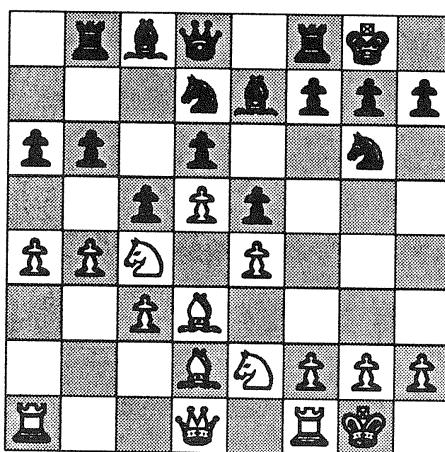
Preventing  $10 \dots \text{Nb6}$ , because of  $11 \text{Ba5}$ , and threatening to paralyze Black's Q-side with  $11 \text{a5}$ .

$10 \dots$	b6
$11 \text{c3}$	Rb8
$12 \text{b4!}$	...

A strong lever action, characteristic of this setup.  
White has a fine game.

### DIAGRAM 162

*Position after  $12 \text{b4!}$*



*Characteristic*

$12 \dots \text{Nf6}$

Best, although it permits the following exchange; Black must develop his forces.

$13 \text{b4xc5} \quad \text{b6xc5}$

Not  $13 \dots \text{d6xc5}$ , which under these circumstances is prohibitive because of  $14 \text{f4!}$ .

$14 \text{Rb1}$	Bd7
$15 \text{Qc2}$	Qc7
$16 \text{Qa2}$	Nh5

Trying to get some counterplay on the K-side.

**17 g3** ...

Preventing **17 ... Nh4**. White can afford this slight weakening thanks to the defensive duo f3, g3 which he has in mind.

<b>17 ...</b>	Bh3
<b>18 Rxb8</b>	Rxb8
<b>19 Rb1</b>	Rxb1+
<b>20 Bxb1!</b>	...

So as to meet **20 ... Qd7** with **21 f3**.

After **20 Qxb1?**, **Qd7!** White would lack a satisfactory defense to the double threat of **21 ... Qxa4** and **21 ... Qg4**.

**20 ... Bg4**

Preventing **21 f3**.

**21 Kf1** ...

Heading for f2-f3.

<b>21 ...</b>	Nf6
<b>22 Ng1</b>	h5

Unable to forestall the said duo, Black is planning to destroy it.

<b>23 Qb3</b>	Qc8
<b>24 Ke1</b>	...

White plans to bring his King to a3, removing it from the danger zone and charging it with the protection of the pawn on a4 so that his Queen and Knight become available for penetration on b6. A strong plan it is.

<b>24 ...</b>	h4
<b>25 Bd3</b>	Bd7
<b>26 f3</b>	Nh5
<b>27 Ne2</b>	h4xg3
<b>28 h2xg3</b>	Be8

Preparing for ...Qh3.

**29 Kd1** Kf8

Not 29 ... Qh3 because of 30 Qb8 followed by 31 Nxd6. But now that his Q-Bishop is protected Black does threaten 30 ... Qh3.

30 g4      ...

The duo is no longer important. In giving it up this way White definitely stops all counterplay.

30 ...      Nhf4  
31 Nxf4      e5xf4

After 31 ... Nxf4; 32 Bxf4, e5xf4 Black faces the additional danger of e4-e5 (although the immediate 33 e5 is ineffective because of 33 ... Qc7).

32 Kc2      Qd8

So far the tough fight has gone well for White; he has a considerable advantage. However, he now abruptly loses owing to confusion in time pressure.

33 Nb6?      ...

Senselessly deviating from the planned Kb2-a3.

33 ...      Ne5!  
34 Bxa6??      ...

Leaving the f3 pawn en prise, which is disastrous.

Correct is 34 Be2. Then the game is even as White cannot regain the favorable position of his Knight on c4.

34 ...      Nxf3  
35 Bxf4      Bg5!  
36 Bg3      ...

With 36 Bxg5, Qxg5; 37 Kb2 White can resist longer.

36 ...      Nd2!  
37 Qb2      Nxe4  
38 Be1      Nf6  
39 Be2      Qe7  
40 Kd1      Nxd5!  
White resigns

### VIII-§4: The Spanish Benoni P<sub>c</sub>3, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>a</sub>6, P<sub>b</sub>5, P<sub>c</sub>5, P<sub>d</sub>6, P<sub>e</sub>5

This is a formation which White would do better to avoid because it offers him too little chance for lever action; he had better leave his d-pawn on d4 or exchange it, as is usually done.

Let us discuss this formation with the following game.

LARRY EVANS — NICHOLAS ROSSOLIMO  
(U.S. Open championship 1955)

1 e4	e5
2 Nf3	Nc6
3 Bb5	a6
4 Ba4	Nf6
5 O-O	Be7
6 Re1	b5
7 Bb3	d6
8 c3	O-O

Less commendable is 8 ... Na5; 9 Bc2, c5 (the Tchigorin system accelerated) because of 10 d4! when 10 ... Bg4?; 11 d4xe5! necessitates 11 ... Bxf3, thus clearly favoring White.

9 h3                   ...

At this point 9 d4, Bg4! is fully satisfactory for Black since 10 d4xe5 does not necessitate 10 ... Bxf3.

9 ...                   Na5

A remarkable alternative is Breyer's line: 9 ... Nb8; 10 d4, Nbd7, followed by c7-c6.

10 Bc2                c5

This is the *regular Tchigorin system* of defense.

Remarkable is Lombardy's 10 ... c6, which combines ideas of Tchigorin and Breyer; Black prepares for ...Qc7 and keeps d5 protected against invasion.

11 d4                Qc7

11 ... c5xd4; 12 c3xd4, Qc7, what might be called the *Exchange*

*Defense*, opens the c-file, thereby creating an Open Benoni. In doing so, Black anticipates the *Exchange attack* consisting of d4xe5 or d4xc5, when White opens the d- file. There is no proof, however, that ...c5xd4 was necessary.

12 Nbd2    Nc6  
13 d5        ...

This completes the *Spanish Benoni* formation, which is of no promise for White.

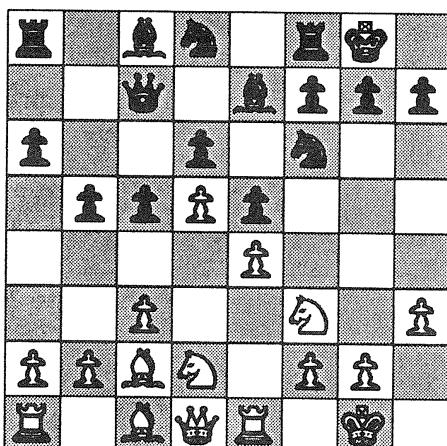
More usual today is the Exchange attack, which offers White a slight initiative: 13 d4xc5, d6xc5; 14 Nf1, possibly followed by Ne3-d5; or 13 a4, Rb8; 14 a4xb5, a6xb5; 15 d4xc5, etc.

13 ...       Nd8

This is the main version of the Spanish Benoni.

### DIAGRAM 163

*Position after 13 ...Nd8*



*Spanish Benoni; main version*

14 a4        ...

The only sound lever White has at his disposal; it is his most reliable continuation.

14 ...       Rb8

The square c4 is more important than the a-file.

After 14 ... b4? 15 Nc4, a5 White has the edge, his best continuation being 16 Be3 and 17 Nfd2, according to Alekhine, but not 16 Nfxe5, Ba6; 17 Bb3, d6xe5; 18 d6, Bxd6; 19 Qxd6, Qxd6; 20 Nxd6 (Capablanca-Vidmar, New York 1927) when black gets a satisfactory game with 20 ... Rb8.

15 c4            ...

Should White thus close the Q-side or rather open the a-file? The answer depends on one's assessment of White's chances on the K-side. We consider these chances slightly inferior and believe, therefore, that White should open the file. Thus 15 a4xb5, a6xb5; 16 c4!, b4!; 17 Nf1, Ne8; 18 g4, g6, e.g.

(1) 19 Bh6!?, Ng7; 20 Ne3, f6; 21 Kg2, Nf7!; 22 Bxg7, Kxg7; 23 Nd2, Rh8!; 24 Ndf1, h5! with a good game for Black (Bogolyubov-Rubinstein, Berlin 1926; compare Ivkov-Bisguier);

(2) 19 Ng3, Ng7; 20 Kh1, f6; 21 Nh2, Nf7; 22 Rg1, Bd7; 23 Be3, Ra8; 24 Qd2, Rxal! with equality (Nilsson-Gruenfeld, game by mail, 1937).

15 ...	b4!
16 Kh2	Ne8
17 g4	g6
18 Rg1	f6
19 Nf1	Nf7
20 Ng3	...

The game Bogolyubov-Rubinstein, Breslau 1925, proceeded with 20 Ne3, Kh8; 21 b3, Rg8; 22 Bb2, Bf8; 23 h4, Qe7; 24 Rg2, Bh6; it took a similar course except that f6-f5 was played much later.

20 ...            Ng7

The situation is of a type where the Benoni jump might work, having the effect of a lever. Black must be careful.

21 b3            Bd7

The game Keres-Vidmar, Bad Nauheim 1936, went on with 21 ... Rb7; 22 Bd2, Kh8; 23 Qe2, Bd8; 24 Rg2, Qd7; 25 Rh1, Qe8. Black's play in this case is not exactly faulty but it lacks the logical aiming at the lever thrust f6-f5. Small wonder White finally won.

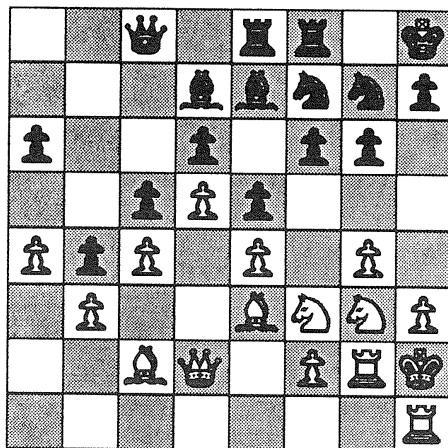
22 Be3            Kh8

- 23 Qd2      Rbe8  
 24 Rg2      Qc8  
 25 Rh1      ...

There is nothing exceptional in White's play; he has followed the conventional lines.

Exceptional however is the consistency and economy with which Black has been striving for his basic lever thrust. He now strikes.

DIAGRAM 164  
*Position after 25 Rh1*



*Black strikes.*

- 25 ...      f5!

This logical move, logically prepared, demonstrates the drawback's of White's setup. Black obtains a slight edge.

- 26 g4xf5      g6xf5  
 27 e4xf5      Nxf5  
 28 Nxf5      Bxf5  
 29 Rhg1      ...

A little trap: 29 ... Bxh3??; 30 Qd3 and White wins.

- 29 ...      Rg8

For the sake of f6-f5 Black has even refrained from making this move earlier, as is usually done.

30 Ng5	Nxg5
31 Bxg5	Bxg5
32 Rxg5	Bxc2
33 Qxc2	Rxg5
34 Rxg5	...

This position is even, the backwardness of White's f-pawn notwithstanding, for the reduced material offers Black no chances for attack. Nor has White such a chance, but in the game itself he did proceed aggressively and lost.

BORIS IVKOV — ARTHUR BISGUIER  
 Yugoslavia                    United States  
 (From the 1950 team match by radio)

1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 O-O, Be7; 6 d3, d6; 7 c3, O-O; 8 Re1, Kh8; 9 d4, b5; 10 Bc2, Bg4; 11 d5, Na5; 12 Nbd2, c5; 13 Nf1 (A typical Spanish Benoni. Instead, 13d5xc6 e.p. transposes to a line very similar to the Sicilian ram system.) 13 ... Nb7; 14 h3, Bd7; 15 g4, Qc8; 16 Ng3, g6; 17 Kg2, Ne8; 18 Bh6, Ng7; 19 Qe2, f6; 20 Nd2, Nd8; 21 Ndf1, Nf7 (By and large everything according to pattern.) 22 Bxg7+? (A typical error. White would rarely fare well in parting with his good Bishop this way. Correct is 22 Bd2. Then, 22 ...f5 is premature because of 23 e4xf5, g6xf5; 24 f4! when 24 ... f5xg4?? fails against 25 Qe4!).) 22 ... Kxg7; 23 Ne3, c4; 24 Rh1, Bd8; 25 a4? (The opening of the a-file favors Black under the circumstances.) 25 ... Bb6; 26 Ra2, Rb8; 27 a4xb5, a6xb5; 28 Rha1, Rh8!

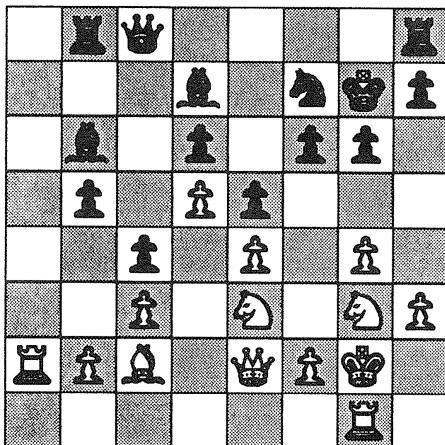
Here we come to the purpose of this example. Black is aiming at lever action with h7-h5.

However, he does not threaten 29 ... h5 because of 30 g4xh5, Bxh3+; 31 Kg1 when the inevitable elimination of the g6-pawn nets White the dominating square f5.

29 Rg1?     ...

But this unfortunate move paves the way for Black's action.

## DIAGRAM 165

*Position after 29 Rg1?**Lever attack with h7-h5*

29 ... h5!

Perfect and decisive as White cannot gain control of f5.

30 f3 ...

After 30 g4xh5, Bxh3+; 31 Kh2 (31 Kf3, Ng5 mate) 31 ... Bxe3; 32 Qxe3, Bg4 Black wins the h-pawn while maintaining his g-pawn in its vital position (33 Bd1, Ng5!).

30 ... h5xg4  
31 h3xg4 ...

Or 31 f3xg4, Ng5; 32 Rh2, Rh4, and the h-pawn falls.

31 ... Qc5; 32 Ngf1, Ng5; 33 Rh1, Rxh1; 34 Kxh1, Rh8+; 35 Kg2, Rh3; 36 Ra1, Qc8! (Even stronger than 36 ... Rxf3.) 37 Nh2, Rxh2+! (...Qh8!!) 38 Kxh2, Qh8+; 39 Kg2, Nh3!; 40 Kg3, Nf4; 41 Qh2 (Desperation.) 41 ... Qxh2+; 42 Kxh2, Bxe3 and Black won.

**VIII-§5: The Blitz Benoni Pd5, Pe4 vs Pc5, Pd6**

This is a Part Benoni formation which normally arises as follows:  
1 d4, Nf6; 2 c4, c5; 3 d5, e6; 4 Nc3, e6xd5; 5 c4xd5, d6; 6 e4. Characterized by opposing majorities it usually leads to very sharp play focused at the duo-move e4-e5. Appropriate measures on behalf of this move or against it are of paramount importance.

Most consistent on White's part is the extension of his pawn front to d5, e4, f4—a classic concept, recently re-analyzed and strongly recommended by Al Horowitz. However, this concept is also a very committing one, and there is the warning example of Euwe's Blitz formation (*Diagram 120*) at the far end of it.

A question of major importance is the development of both K-Bishops. Black obviously must rely on ...Bg7, for he would otherwise have no chance to prevent e4-e5 for long. But White's Bg2, although frequently adopted, is poorly motivated; it costs an extra tempo, thereby reducing the chance for e4-e5, and this while the Bishop's activity depends exclusively on e4-e5; and it facilitates Black's key move b7-b5.

The following examples need little further comment.

**AKIBA RUBINSTEIN — JACQUES MIESES**  
 (From the tournament at Bad Kissingen 1928)

1 d4	c5
2 d5	d6
3 c4	...

**Skipping the Benoni Minor.**

3 ...	g6
4 g3	...

Rather harmless. Black now should strive for the Major (e7-e5), Blitz (e7-e6) or Wing Benoni (...Na6).

4 ...	Bg7
5 Bg2	Nf6
6 e4	O-O
7 Ne2	Nbd7?

But Black pins down his e-pawn rather than moving it, thus losing precious time.

8 f4	Nb6
9 Qc2	...

More accurate is 9 Qd3.

9 ...	e6
10 O-O	e6xd5

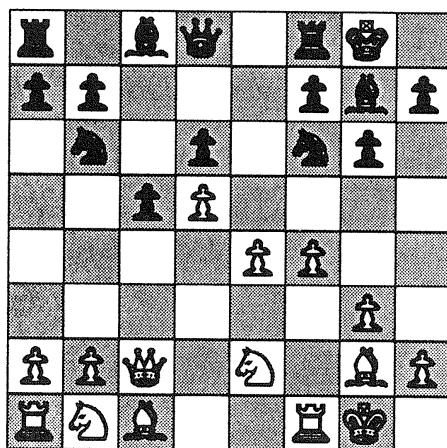
Better 10 ... Re8, as White cannot proceed with 11 Nbc3.

11 c4xd5 ...

A typical Blitz Benoni—badly misplayed by Black so that White holds a clear advantage, in spite of his fianchetto.

### DIAGRAM 166

*Position after 11 c4xd5*



*Misplaced by Black*

11 ... Re8

More urgent is 11 ... Nbd7 so this Knight would no longer interfere with Black's majority.

12 Nbc3 Bg4

Starting a suicidal action.

13 h3	Bxe2
14 Nxe2!	Qe7
15 Nc3	Nh5
16 Kh2	Bxc3
17 b2xc3	Nf6
18 c4!	Nxe4

Black thinks he has won a pawn while he virtually has indulged in disastrous pawn snatching.

*19 Bb2 h6*

Or *19 ... Nf6; 20 Qc3!*, *Nbd7; 21 Rae1, Qd8; 22 g4*, and White wins.

*20 Rae1 f5*  
*21 g4!* ...

A murderous lever.

*21 ... Kh7*  
*22 g4xf5 g6xf5*  
*23 Rg1 Rg8*  
*24 Bxe4 Resigns*

### ISAAC KASHDAN — SVETOZAR GLIGORICH (From a tournament in Hollywood, 1952)

<i>1 d4</i>	<i>Nf6</i>
<i>2 c4</i>	<i>g6</i>
<i>3 Nf3</i>	<i>Bg7</i>
<i>4 g3</i>	<i>c5</i>
<i>5 Bg2</i>	<i>O-O</i>
<i>6 O-O</i>	<i>d6</i>
<i>7 Nc3</i>	<i>Nc6</i>
<i>8 d5</i>	...

More modest but steady is *8 e3*, while *8 d4xc5* is safe and dull.

*8 ... Na5*

A rather new line of Yugoslav origin. The Knight is well placed, contrary to appearance.

*9 Nd2 a6*  
*10 Qc2?* ...

A loss of time. Correct is *10 a3*, although Black has the satisfactory replies of either *10 ... Qc7* or *10 ... b6*.

*10 ... e6*  
*11 e4 e6xd5*  
*12 e4xd5* ...

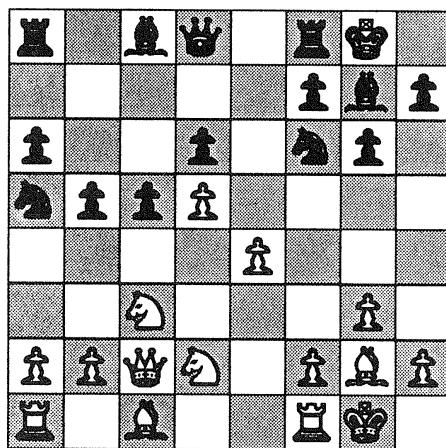
12 e4xd5 leads to an Open Benoni with Black for choice (12 ... Bf5!). Note how the Benoni ram hampers White's K- Bishop.

12 ... b5

Another typical Blitz Benoni—but this one is misplayed by White, whose ineffective Bg2 and weak Qc2 together amount to as much as a serious error. Black has a clear advantage thanks to his advanced majority and preparedness against e4-e5.

### DIAGRAM 167

*Position after 12 ... b5*



*Misplaced by White*

13 Re1 ...

The more desirable 13 b3 fails against 13 ...b4. The same at White's next turn.

13 ...	Re8
14 Nf1	Ra7!
15 f3	Rae7
16 Be3	Nc4

Black obviously has a winning position.

17 Bf2 ...

Losing by force. Only 17 Nd1 holds for the moment.

17 ...	Nxb2!!
18 Qxb2	b4
19 Nd1	Nxe4!
20 Qc1	...

White should rather try 20 Qxg7+ and 21 f3xe4.

20 ...	Nxf2!
21 Rxe7	Qxe7
22 Nxf2	Bd4!!

The last point of Black's combination. He threatens 23 ... Qe2.

23 Kh1	Bxf2
24 Rb1	Bf5
25 Rb3	Bd4
White resigns	

**MARK TAIMANOV — PETAR TRIFUNOVICH**  
**USSR Yugoslavia**  
 (Team match 1957)

1 d4	Nf6
2 c4	c5
3 d5	e6
4 Nc3	e6xd5

The system White adopts in this game raises the question of whether the text move can be postponed until White has moved his K-Bishop, so that Bb5+ is eliminated. For instance 4 ... d6; 5 e4, g6; 6 f4, Bg7; 7 Nf3, O-O; 8 Bd3, e6xd5; 9 c4xd5, Qb6, which transposes to *Diagram 120*.

However, this is not the place for a closer investigation of this opening problem.

5 c4xd5	d6
6 e4	...

Also 6 Nf3, g6; 7 e4, Bg7; 8 Bd3 (Evans- Lombardy, New York 1955) is a good continuation, definitely preferable to the fianchetto of White's K-Bishop.

However, the text move has more immediate significance. For one thing, White's K-Bishop is ready for action.

6 ...	g6
-------	----

The conventional continuation. There is strong indication, however, that a7-a6 must be interpolated either here or at Black's next turn. No time is lost with a7-a6, since the threat of b7-b5 necessitates a2-a4.

7 f4                    ...

This is White's most energetic line of play. It holds promise, but is risky, too. Adopted in this sequence of moves it has hardly been tested so far.

7 ...                    Bg7?

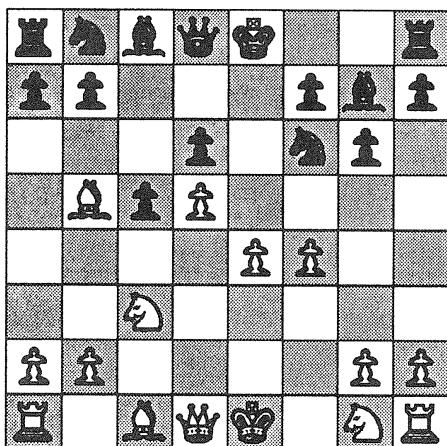
At this point the interpolation of 7 ... a6 is strictly necessary. After 8 a4, Bg7 Black is definitely better off than in the game, no matter what else happens. The same after 8 e5, Nh5.

8 Bb5+!                ...

This check causes disorder in Black's ranks.

#### DIAGRAM 168

*Position after 8 Bb5+!*



*Disorder in Black's ranks*

8 ...                    Nfd7

Otherwise 9 e5 is too strong, e.g. 8 ... Nbd7; 9 e5, Nh5; 10 e6, Qh4+; 11 Kf1, Ng3+; 12 h2xg3 and White wins; or 8 ... Bd7; 9 e5,

*Nh5; 10 Nf3* with a decisive advantage for White, the main point being that Black, after the exchange of his Q-Bishop, has too much trouble in preventing g2-g4.

9 Bd3! ...

The immediate retreat of the Bishop is important, for White wants to meet 9 ... a6 with 10 a4.

9 ... O-O

The damage suffered by Black amounts at least to the loss of one move which in this tense situation is of great significance. White's pawn center becomes a dominant factor. We do not believe that essential improvements for Black can be found in the rest of the game.

*10 Nf3, Na6; 11 O-O, Nc7; 12 Nd2, Nf6; 13 h3, Re8; 14 Qf3, Rb8; 15 a4, Na6; 16 Nc4, Nb4; 17 Bb1, a6; 18 a5, Bf8; 19 f5!, Be7; 20 f5xg6, f7xg6; 21 e5!, d6xe5; 22 d6!, Bxd6; 23 Nxd6, Qxd6; 24 Ne4!,* and Black resigned.

### VIII-§6: The Wing Benoni Pd5 vs Pb5, Pc5, Pd6, Pe7

This is another Part Benoni formation. Its design is to converge pressure against White's Q-side for which purpose Black fianchettoes his K-Bishop and plays b7-b5 thus normally getting the half-open b-file.

Since Bg2 facilitates b7-b5, the Wing Benoni can be considered as a typical reaction to the fianchetto of White's K-Bishop, although it does not necessarily depend on it.

Black's K-pawn moves only one square if at all.

Since the moves b7-b5 and e7-e6 also appear in the Blitz Benoni, it is necessary to realize the difference between the two systems. In the Wing Benoni Black does not create opposing majorities as he does in the Blitz Benoni; he plays ...b7-b5 for the purpose of creating a lever; and he would not move his e-pawn unless later developments may indicate e7-e6.

For instance: 1 d4, Nf6; 2 c4, g6; 3 g3, Bg7; 4 Bg2, O-O; 5 Nc3, d6; 6 Nf3, c5; 7 d5, Na6; 8 Nd2, Nc7; 9 Qc2, Rb8; 10 b3, b5, with about even chances (Reshevsky-Gligorich, Switzerland 1953).

The following game is a typical Wing Benoni.

**OLAF BARDA — BORIS SPASSKY**  
 (From the Bucharest 1953 tournament)

1 d4	Nf6
2 Nf3	c5
3 d5	...

This might be called the Semi-Indian type of Benoni. It offers White a little more choice than the Indian type (2 c4) but a little less than the Benoni proper (1 ... c5).

3 ...	g6
4 g3	...

The fianchetto is harmless. More commendable is 4 Nc3, leading to a version of the Benoni Minor, or at least 4 c4.

4 ...	Bg7
5 Bg2	O-O
6 O-O	d6
7 h3	...

A waste of time. Indicated under the circumstances is 7 c4.

7 ...	b5!
-------	-----

A direct lever action. Intending to attack the Q-pawn, Black anticipates c2-c4 so that e7-e6 must become very effective. Consequently, efforts on White's part to destroy the duo b5,c5 can be expected. And in this way the text move provokes the lever that the Wing Benoni requires.

8 a4	...
------	-----

A little better is 8 c4, Bb7; 9 Nfd2, although Black still obtains strong counterplay: 9 ... Na6!; 10 e4 (10 c4xb5, Nc7!); 10 ... Nc7; 11 Nc3, Ba6; 12 Qe2, Rb8.

8 ...	Bb7
9 Nh2	...

There is no convenient protection to the d-pawn.

The alternative of 9 c4, b5xc4; 10 Nc3, e6; 11 e4, when White threatens to obtain a fine game with Nd2xc4, leads after 11 ... Nxe4!;

*12 Nxe4, Bxd5 to the opposite, Black holding ample compensation for the piece.*

*9 ... a6  
10 a4xb5 a6xb5*

The Wing Benoni is completed. By way of exception the exchange of pawns has opened the a-file instead of the b-file. But that is rather an improvement for Black inasmuch as his pressure is focused on a1, the square that White needs for contesting the vertical.

*11 Rx a8 Bxa8  
12 Na3 Qd7  
13 b3 ...*

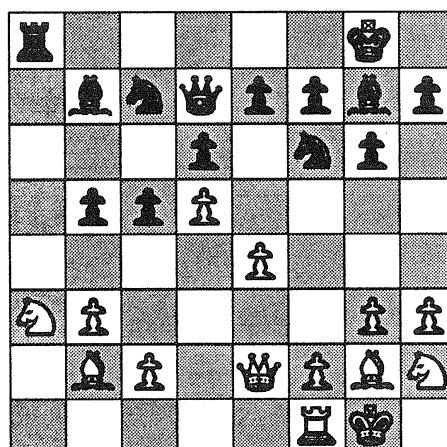
After *13 c4, b5xc4; 14 Nxc4, Qb5* White is handicapped by the backwardness of his b-pawn.

*13 ... Na6  
14 Bb2 Nc7  
15 e4 Bb7  
16 Qe2 Ra8*

Threatening to win a pawn with *17 ... Nfxd5!; 18 Bxg7, Kxg7; 19 e4xd5, Rxa3*. Black has the edge, holding all the assets which the Wing Benoni has to offer.

### DIAGRAM 169

*Position after 16 ... Ra8*



*The assets of the Wing Benoni*

17 Bc1      Ra7  
 18 f4      ...

White would like to get in f2-f4 and e4-e5.

18 ...      e6!  
 19 c4      b4  
 20 Nc2      e6xd5!

This exchange destroys White's lever chance in the center.

21 e4xd5    ...

Not 21 c4xd5 because of 21 ... Ba6.

21 ...      Ra2!

With a strong threat.

22 g4?      ...

Overlooking the threat. White has a bad game, indeed, but 22 Rf2 holds for the time being (22 ... Nfxd5?; 23 Qd3!!).

22 ...      Nfxd5!!  
 23 c4xd5    ...

There is nothing better (23 Qd3, Ba6!).

23 ...      Ba6  
 24 Qd1      Bxf1  
 25 Bxf1    ...

Preventing the powerful 25 ... Nb5, at the expense of another pawn though. Black won as follows:

25 ... Nxd5!; 26 Qxd5, Rxc2; 27 Be3, Qe6!; 28 Qa8+, Bf8; 29 Bf2, Qxb3; 30 g5, Rc1!; 31 Kg2, Qa3; 32 Qd5, Ra1!; 33 Ng4, Qa8!; 34 Bc4, Bg7; 35 Qxa8+, Rxa8; 36 Nf6+, Bxf6; 37 g5xf6, Ra3; 38 Be1, b3; 39 Bc3, Ra2+; 40 Kf3, Rc2, and White resigned.

### VIII-§7: The Gambit Benoni Pa2, Pb2, Pd5, Pe4 vs Pc5, Pd6, Pe7

Although our discussions are limited to materially balanced formations, in dealing with Benoni formations we must also mention this gambit. The following game demonstrates Black's idea.

T. D. VAN SCHELTINGA — KAREL OPOCENSKY  
(From the team tournament at Buenos Aires 1939)

1 d4	Nf6
2 c4	g6
3 Nc3	c5
4 d5	d6
5 e4	b5

The key move of the Gambit Benoni.

6 c4xb5	Bg7
7 Nf3	O-O
8 Be2	a6

The necessary follow-up of the gambit move. Black must eliminate White's pawn on b5.

9 O-O	a6xb5
10 Bxb5	Qb6
11 Nd2	Ba6
12 Nc4	Qb7
13 Bxa6	Qxa6

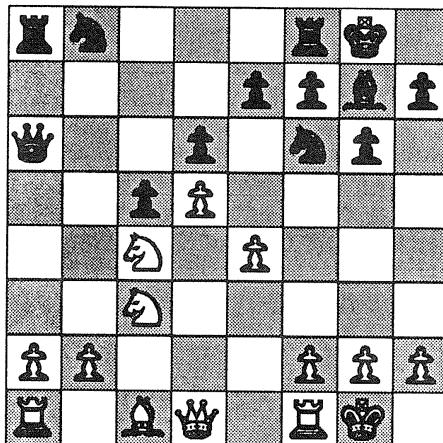
This position is typical of the Gambit Benoni. In controlling the void a-file and the half-open b-file Black holds considerable compensation for the pawn. We believe however that White's material advantage must tell in the long run.

(A somewhat similar position was reached by accident in the famous Nimzovich-Capablanca game of St. Petersburg 1914; Black won.)

14 Qe2 ...

Not a good idea, for White protects the Knight but pins it at the same time. He should proceed with 14 Ne3.

## DIAGRAM 170

*Position after 13 ... Qxa6**Typical of the Gambit Benoni*

14 ... Nbd7  
 15 Be3 ...

Much more urgent is 15 Re1 as a preparation for 16 Ne3 (15 Ne3?, Qxe2; 18 Nxe2, Nxe4!).

15 ... Rfb8

Black has a perfectly developed game. He now threatens 16 ... Nb6; 17 Nxb6, Qxe2; 18 Nxe2, Rxb6, recovering the pawn favorably.

16 Rab1? ...

White again misses 16 Rfe1, and falls into serious trouble.

16 ... Ne8!

Threatening even to win with the pinned Knight.

17 Rfe1? ...

Too late now, as it fails to parry the main threat.  
 White must try 17 Bd2.

17 ... Bxc3!  
 18 b2xc3 Rxb1  
 White resigns  
 (in view of 19 Rxb1, Ne5).

### VIII-§8: The Rex Benoni P<sub>c</sub>4, P<sub>d</sub>5, P<sub>e</sub>4 vs P<sub>c</sub>7, P<sub>d</sub>6, P<sub>e</sub>5

This Part Benoni formation is the most important member of the Benoni family. It is distinctly featured by the state of the square c5; open as this square is it invites Black to ...Nc5, and White to c4-c5. Indeed, the latter move would not easily occur but, still, more easily than in any other Benoni formation.

We distinguish between the plain Rex Benoni (with the g-pawn on g7) and the extended Rex Benoni (with the g-pawn on g6).

The extended Rex Benoni occurs most frequently. White's best chance for lever action then is the St. George attack; the threat of h4-h5 usually leads to other levers, depending on Black's counterplay, which normally is based on ...f7-f5. For the rest, particularly in the plain Rex Benoni, White must aim at c4-c5, a good chance for f2-f4 being rather exceptional.

The Rex Benoni often leads to the Benoni Major (after c7-c5) and sometimes to an open Benoni (after the elimination of P<sub>c</sub>4 vs P<sub>c</sub>7 resulting from either c7-c6 or c4-c5).

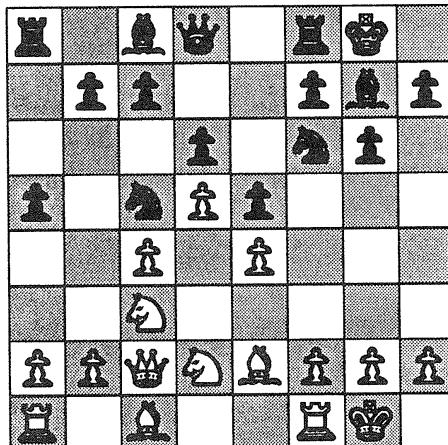
Following are some examples.

#### SALO FLOHR — EVFIM BOGOLYUBOV (From the tournament at Sliac 1932)

1 d4, Nf6; 2 c4, g6; 3 Nc3, Bg7; 4 e4, d6; 5 Nf3, O-O; 6 Be2, Nbd7; 7 O-O, e5; 8 d5, Nc5; 9 Nd2, a5; 10 Qc2.

DIAGRAM 171

*Position after 10 Qc2*



*Extended Rex Benoni—Conservative*

This is the conservative line of play for both sides.

Given the time White would slowly make progress on the Q-side playing b2-b3, a2-a3, b3-b4 and c4-c5. He would then find targets on c7 and/or d6, and might even get a chance of taking the K-side under fire from the seventh rank.

However, the fighting rarely takes this course as the indicated counter-thrust f7-f5 creates sharp complications on the K-side; only if the tension there somehow dies down may White resume his activities on the Q-side.

*10 ... Bg4*

Trading the white-bound Bishops is not as unfavorable as it may seem, for Black envisages the ensuing change of the pawn formation with its repercussions on the relative value of the Bishops.

Other possibilities are:

(1) *10 ... Nfd7?!!; 11 Nb3, f5; 12 e4xf5!*

{(1a) *12 ... Rxf5?; 13 Be3!, b6 (13 ... Nxb3; 14 a2xb3!) 14 Bg4!, Rf8; 15 Nxc5, Nxc5; 16 Bxc8, Qxc8; 17 Bxc5, b6xc5; 18 Ne4*, and Black suffers from grave leucopenia (M. Luckis-D. Byrne, radio match La Plata-Manhattan Chess Club 1947);

(1b) *12 ... g6xf5; 13 f4*, and Black is more cramped than in the text line;

(2) *10 ... a4* (A remarkable idea of Euwe's; Black provokes b4, at the same time weakening its effect.) *11 Rb1*;

{(2a) *11 ... Ne8?; 12 b4, a4xb3 e.p.; 13 a2xb3, Bd7; 14 b4, Na4; 15 Nxa4, Bxa4; 16 Qc3, Bd7; 17 c5, f5; 18 f3*, and White has the edge (Euwe-Christoffel, Zaandam 1946);

(2b) *11 ... Bh6!*; this puts pressure on e4 thus keeping the chances approximately in the balance; after *12 b4, a4xb3 e.p.; 13 a2xb3, Bd7; 14 b4, Na4; 15 Nxa4, Bxa4; 16 Qd3, Bd7; 17 c5, Ra7* the a-file is rather an asset for Black.

*11 Nb3      Bxe2  
12 Qxe2      Ncd7*

Or *12 ... Nxb3; 13 a2xb3, Nd7; 14 Be3*, with a slight edge for White.

*13 Be3      h6  
14 Nc1      Nh7  
15 Nd3      ...*

As usual in a Benoni formation, the Knight is well placed on d3, for it controls the duo-squares b4, c5, e5 and f4.

*15 ... f5*

The indicated lever.

*16 e4xf5 ...*

The normally indicated reply.

Instead, *16 f3, f4* is a pattern of play which usually favors Black thanks to lever attack with g6-g5-g4. Compare Szabo-Spassky.

*16 ... g6xf5*

It is vital to deny White the square e4.

*17 f4 ...*

A strong move, typical of the Rex Benoni.

*17 ... e4*

Black cannot allow *18 f4xe5*, as he then remains either with the isolated f5-pawn or with a highly vulnerable duo, to say nothing of the majority he faces on the Q-side.

The text move however concedes to White the dominating square d4 (which would not be the case in any other Benoni formation).

*18 Nf2 Bxc3??*

A very weak move which fatally compromises the position of Black's King.

A. Becker recommends *18 ... Nc5; 19 g4, Qe7; 20 g4xf5, Rae8; 21 Bxc5, d6xc5; 12 Ncxe4, Bd4*, which offers Black strong counterplay.

Also *18 ... Kh8; 19 g4, f5xg4* is a reasonable continuation, e.g. *20 Qxg4??, Bxc3!; or 20 Nxg4, Qh4; 21 Nxe4?!, Rae8; or 20 Nc(f)xe4, Ndf6*.

What now follows is slaughter: *19 b2xc3, Nh6; 20 g4, Kh8; 21 g5, Ng8; 22 Kh1, Qe8; 23 Rg1, Qg6; 24 g5xh6, Qxh6; 25 Rg3, Ngf6; 26 Rh3*, and Black resigned.

LASZLO SZABO — BORIS SPASSKY  
 (From the tournament at Bucharest 1953)

1 d4	Nf6
2 c4	d6
3 Nf3	g6
4 Nc3	Bg7
5 e4	O-O
6 Be2	e5

So as to proceed with 7 ... Nc6, which offers Black more scope than the conservative ...Nbd7 (see Flohr-Bogolyubov).

6 ... Nc6 at once is inaccurate because of 7 d5.

7 O-O ...

After 7 d5 Black has a choice; he can proceed conservatively with 7 ... Nbd7, or satisfactorily transpose to the Benoni Major with 7 ... c5 (8 d5xc6 e.p.?!?, b7xc6!).

7 d4xe5 is of no promise because of the portentous weakness of the square d4.

7 ...	Nc6
8 d5	...

Reshevsky, in three games against Najdorf, proceeded with 8 Be3. In the first and second of these (match 1953) White got the edge after 8 ... Ng4; 9 Bg5, f6; 10 Bc1. In the third game however (Zurich 1953) Black found the reply that radically equalizes: 8 ... Re8!; 9 d5, Nd4!; 10 Nxd4, e5xd4; 11 Bxd4, Nxe4; 12 Bxg7, Kxg7; 13 Nxe4, Rxe4; 14 Qc2, Re8, and a draw was agreed upon. By way of exception, however, the exchange method (8 d4xe5! etc.) offers chances here, as was later demonstrated by Benko in one game of his match against Reshevsky.

8 ...	Ne7
9 Ne1	Nd7

Black uses his Knights more economically and effectively than in the conservative line (Flohr-Bogolyubov).

10 Be3 ...

With a popular but unfortunate idea.

Two remarkable ideas have been adopted in two games of the 1954 USA-USSR match: *10 Nd3, f5*;

(1) *11 e4xf5!, g6xf5; 12 f4, e4; 13 Nf2* (Evans-Taimanov); the same line of play as in Flohr-Bogolyubov, probably a little less effective, owing to Black's more economical setup, but still very reasonable; indeed, White obtained a satisfactory game, but he lost, owing to the unnecessary acceptance of a sacrifice;

(2) *11 f3, f4; 12 Bd2, g5; 13 Rc1, Rf6; 14 c5!?, Nxc5; 15 Nxc5, b6xc5; 16 Na4, b6; 17 b4, c5xb4; 18 Bxb4, Bf8* (Taimanov-Evans); White has a rather good compensation for his positional pawn sacrifice, but he lost owing to a faulty combination: *19 Rxc7?, Nf5!!.*

<i>10 ...</i>	<i>f5</i>
<i>11 f3</i>	<i>f4</i>
<i>12 Bf2</i>	<i>g5</i>
<i>13 b4?</i>	<i>...</i>

Both sides are striving for their respective head-duo: *c5, d5* vs *f4, g4*. However, this pattern of play spells trouble for White as it gravely imperils his King. There is plenty of experience to the point, the most recent example being Reshevsky-Lombardy, U.S. championship 1958.

Bad as the outlook for White may be, *13 Nd3* serves at any rate better than the unnecessary text move; e.g. *13 ... Rf6; 14 c5, Rg6; 15 c5xd6, c7xd6; 16 Nb5*; or *13 ... Nf6; 14 c5, Ng6; 15 Rc1, Rf7; 16 c5xd6, c7xd6; 17 Nb5*. In these cases White has a fair chance to hold his own.

<i>13 ...</i>	<i>Rf6</i>
<i>14 Nd3</i>	<i>Rg6</i>
<i>15 c5</i>	<i>Nf6</i>
<i>16 Qb3</i>	<i>Kh8</i>
<i>17 Rfc1</i>	<i>g4!</i>

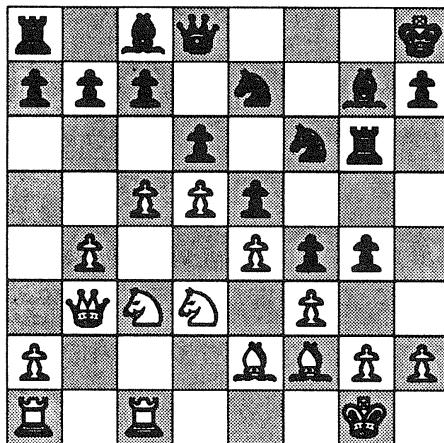
The superior duo-lever decides the issue. Black has a winning attack.

<i>18 f3xg4</i>	<i>Bxg4</i>
<i>19 Bf1</i>	<i>...</i>

Slightly better is *19 Qd1*.

<i>19 ...</i>	<i>Bf3!</i>
<i>20 Qc4</i>	<i>Bxg2!</i>

## DIAGRAM 172

*Position after 17 ... g4!**The superior duo-lever*

A little combination to the effect of another lever. Black opens the g-file.

21 Bxg2      f3  
22 Ne1      ...

White can better try 22 Bg3, f3xg2; 23 Rc2.

22 ...      f3xg2  
23 Nxg2      Bh6  
24 Rc2      Qg8  
25 Bg3      ...

An attempt at stemming the tide with a plug.

25 ...      Rxg3!  
26 c5xd6      c7xd6  
27 Qc7      ...

After 27 h2xg3, Qxg3 White is helpless against 28 ... Ng4.

27 ...      Rg7  
28 Qxd6      Ng4  
29 Kh1      Rd8  
White resigned

**AARON NIMZOVIDCH — SAVIELLY TARTACOVER**  
 (From the Karlsbad 1929 tournament)

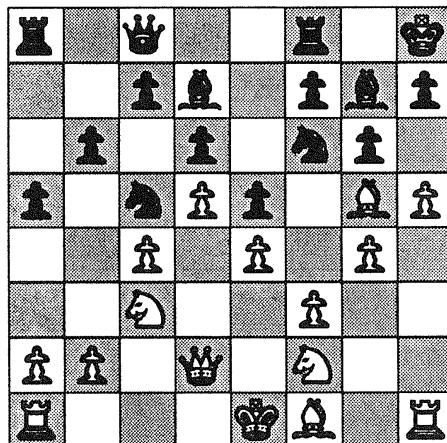
*1 d4, Nf6; 2 c4, g6; 3 f3, Bg7; 4 e4, d6; 5 Nc3, O-O; 6 Be3, Nbd7; 7 Nh3!, e5; 8 d5, a5; 9 Nf2, b6; 10 Qd2, Nc5; 11 Bg5, Bd7; 12 g4, Qc8; 13 h4!, Kh8; 14 h5!*

These moves give an elementary idea of how dangerous the St. George attack is in the extended Rex Benoni. White has a winning position, and this while Black has committed no particular errors except that he followed the conservative line of play.

The only basic improvement of Black's play, usually adopted today, consists in an early f7-f5. However, no convincing results have been achieved so far, and the St. George attack stands as enemy number one of the extended Rex Benoni. Also c7-c6, preceding e7-e5, is usually played and with some success. Yet, Black's task remains difficult.

DIAGRAM 173

*Position after 14 h5!*



*St. George attack beats Rex Benoni*

*14 ... g6xh5*

Sad, but hardly worse than *14 ... Ng8*.

*15 Bxf6 ...*

Still stronger is *15 O-O-O*, as suggested by Nimzovich.

*15 ... Bxf6  
16 Rxh5 ...*

Another winning line, suggested by Emanuel Lasker, is *16 Qh6, Bg7; 17 Qxh5.*

*16 ... Bg7  
17 Nh1 f6  
18 Qh2 h6  
19 Ng3 and White won.*

The rest of the game is less instructive.

JAMES SHERWIN — SAMUEL RESHEVSKY  
(U.S. Championship 1957–8)

*1 d4 Nf6  
2 c4 g6  
3 Nc3 Bg7  
4 e4 d6  
5 f3 ...*

This is the Saemisch system in the regular sequence of moves. Its main purpose is the St. George attack, the assumption being that Black must castle on the K-side.

*5 ... O-O*

The move that Black invariably makes very early so as to proceed with f7-f5, when the Rook belongs behind the lever pawn.

Although it is dangerous to have the King on the K-side, Black may rely on ...O-O for the sake of counterplay.

The alternatives lead by and large to the same type of play. For instance:

(1) *5 ... e5; 6 d5* (a) *6 ... O-O* which transposes to the text (b) *6 ... Nfd7*, so as to proceed with *7 ... Bh6; 8 Bxh6, Qh4+* and, possibly, postpone or avoid ...O-O; this line of play, suggested by Pachman, deserves testing.

(2) *5 ... c6*, with the general idea of meeting d5 with c6xd5, giving White no chance for d5xc6; some experts believe that Black is better off if he aims at the opening of the c-file in this way.

*6 Be3 e5*

Black can also try to solve his lever problem with b7-b5, which

is the stratagem of the Wing Benoni. The idea of adopting this stratagem in the Rex Benoni has been introduced by Panno. However, the results are somewhat discouraging for Black. For instance 6 ... a6; 7 Bd3, Nc6; 8 Nge2, Rb8; 9 a3, Nd7; 10 Bb1, Na7; 11 Ba2, b5; 12 c4xb5, a6xb5; 13 b4, and White has the edge (Botvinnik-Smyslov, match 1958, second game).

7 d5                   ...

Consistent with respect to the St. George attack.

A reasonable alternative is 7 Nge2, c6; 8 Qd2. Then, if Black transposes to the Boleslavsky wall with 8 ... e5xd4, his d-pawn becomes very weak.

7 ...                   Nh5

7 ... c5 transposes unfavorably to the Benoni Major. See Szabo-Ivkov, VIII-§2.

8 Qd2                   a6

In playing for b7-b5 as well as f7-f5 Black only loses time.

The usual 8 ... f5 is preferable, although it leads to a good game for White two ways (a) 9 O-O-O, f4; 10 Bf2, Bf6; 11 Nge2, Bh4; 12 Bg1, e.g. Geller-Gligorich, Switzerland 1953; this is a slow line of play; White must mainly rely on c4-c5 (b) 9 e4xf5, g6xf5; 10 O-O-O; this is the line usually adopted today; Black has several better moves than 10 ... a6, which leads to the text.

9 O-O-O               f5

Or 9 ... b5; 10 c5!, with a fine game for White.

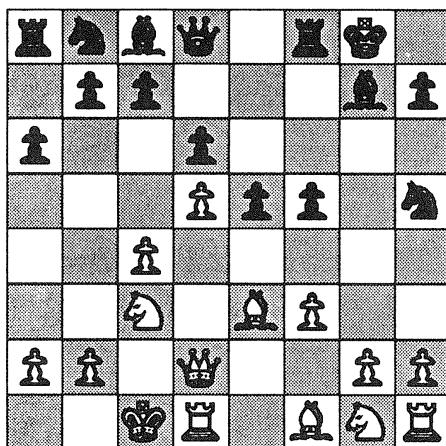
10 e4xf5!             g6xf5

Black has avoided the St. George attack, but his King is obviously still in danger.

11 Bd3	Qe8
12 Nge2	Nd7
13 Rde1!	Kh8
14 Bc2	Nc5
15 f4!	...

White has obtained a great advantage.

## DIAGRAM 174

*Position after 10 ... g6xf5**St. George attack avoided; danger remains*

15 ... Qe7?

This losses outright. Black must try 15 ... e4; 16 h3, Nf6, although he then faces the dangerous g2-g4 (probably even 16 g4, f5xg4; 17 Ng3).

16 Ng3! Nxg3

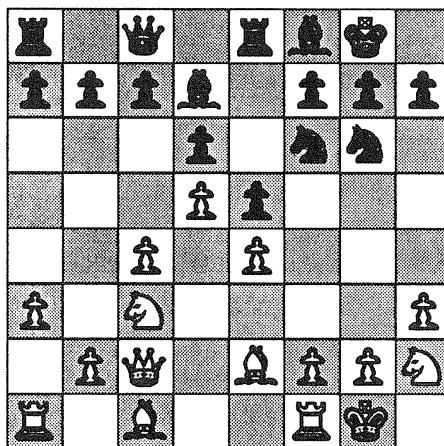
The rest is easy: 17 h2xg3, Bd7; 18 g4!, Rae8; 19 g4xf5, Qf6 (Or 19 ... Bxf5; 20 Bxf5, Rxf5; 21 g4, Rff8; 22 Bxc5, d6xc5; 23 f5! and wins.) 20 Bxc5, d6xc5; 21 Ne4, Qb6; (21 ... Qxf5, 22 Nxc5!) 22 f6!, Rxf6; (The best there is.) 23 Nxf6, Qxf6; 24 f4xe5, Rxe5; 25 Rxe5, Qxe5; 26 Bxh7, Bf6; 27 Kb1!, and White won.

**SAVIELLY TARTACOVER — EMANUEL LASKER**  
(From the New York 1924 tournament)

1 c4, e5; 2 a3, Nf6; 3 e3, Be7; 4 Qc2, O-O; 5 Nc3, d6; 6 Nf3, Re8; 7 Be2, Bf8; 8 O-O, Nc6; 9 d4, Bg4; 10 d5, Ne7; 11 h3, Bd7; 12 Nh2, Qc8; 13 e4, Ng6.

This is a plain Rex Benoni where c4-c5 is White's clearly indicated objective. However, White now makes a basic error of which Black takes advantage in a truly classical way—the reason why we give this example.

## DIAGRAM 175

*Position after 13 ... Ng6**The trouble with f2-f4??*

14 f4?? ...

The lever move, which is rarely playable with impunity in a Benoni position. (For exceptions see Flohr-Lustig, *Diagram 143*; also 4 f4 in the Benoni Minor, VIII-§3.)

14 ... e5xf4  
15 Bxf4 Nxf4

White's faulty lever action has the added drawback of permitting the elimination of his good Bishop.

16 Rxf4 ...

Now the issue is the stopsquare of White's backward e-pawn. Black should bring his Knight there, at the same time avoiding dangerous technicalities as well as the strategic concession of locking in his bad Bishop with f7-f6. Lasker solves these problems with captivating lucidity.

16 ... Be7

Anticipating a possible Rxf6.

17 Raf1 Rf8

Providing extra protection for f7, and vacating e8 for the Bishop.

*18 Qd3      Be8*

Vacating d7 for the Knight.

*19 Qg3      Qd8*

Parrying the threat of *20 Rxf6*, at the same time covering the squares which the K-Bishop might need for going into action.

*20 Nd1      Nd7*

Thwarting the threatened Ne3-f5.

*21 Ne3      ...*

Losing the exchange—while White probably thought of it as a sacrifice. He has a very bad game, anyhow.

*21 ...      Bg5!  
22 Rg4      ...*

The Rook is trapped (*22 Rf5, Bh4; 23 Qg4, Ne5; 24 Qh5, g6 or 24 Qf4, g5*).

*22 ...      f6*

Threatening *23 ... h5* (not *23 ... Bh5* because of *24 Rxg5*).

*23 Qf2      h5  
24 Rg3      h4!*

After *24 ... Bh4?*; *25 Rxg7+!*, which White probably expected, the loss of the exchange would indeed turn out as a promising sacrifice.

*25 Rg4      Bh5*

But not *25 ... Ne5* because of *26 Rxg5*.

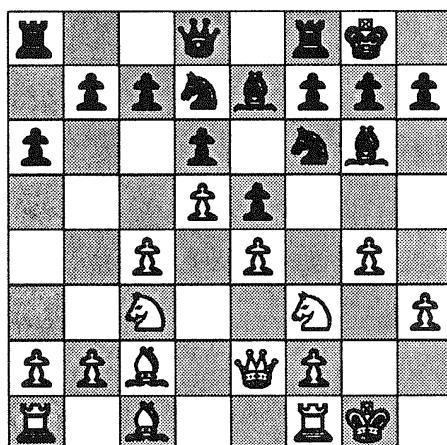
*26 Nf5      Bxg4  
27 Nxg4      Qe8  
28 Bf3      Ne5, and Black won*

J. H. VAN DEN BOSCH — HANS KMOCH  
 (Played 1941 in a tournament at Baarn, Holland)

1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nc6; 5 O-O, d6; 6 c3, Bd7; 7 d4, Be7; 8 d5, Nb8; 9 Bc2, O-O; 10 c4, Bg4; 11 Nc3, Nbd7; 12 h3, Bh5; 13 g4, Bg6; 14 Qe2.

This is a plain Rex Benoni where the situation on the K-side offers Black an extra lever. It is the same lever as in the Ivkov-Bisguier example (*Diagram 165*) but the position as a whole constitutes a type in itself, and so does the indicated procedure.

DIAGRAM 176  
*Position after 14 Qe2*



*A type in itself*

This position also occurred in the Alekhine-Johner game of the Zurich 1934 tournament. Black proceeded with 14 ... Ne8; 15 Bd2, h6, failed to obtain a satisfactory game and lost (see *Diagram 141*).

14 ...            h5!

Starting with this lever move Black obtains strong counterplay.

15 Nh4            h5xg4  
 16 h3xg4        Nh7

Black is going to utilize the square g5, which has become a safe spot for his pieces thanks to the elimination of White's h-pawn.

**17 Nf5      Bg5**

Typical for Benoni formations. Circumstances permitting, this trade of the black-bound Bishops constitutes a partial success for Black.

The move itself is not necessarily good, nor is Black's entire action. Let us exemplify that:

1 e4, e5; 2 Nf3, Nc6; 3 Bb5, d6; 4 c3, Bg4; 5 d3, Be7; 6 Nbd2, Nf6; 7 O-O, O-O; 8 Re1, h6; 9 Nf1, Nh7; 10 Ne3, Bh5; 11 g4, Bg6; 12 Nf5, h5; 13 h3, h5xg4; 14 h3xg4, Bg5; 15 Nxg5, Nxg5; 16 Kg2, with a winning position for White (Capablanca-Marshall, sixth game of their 1909 match). Note these essential points all counting against Black (1) White plays QN-f5, not KN-f5 (2) Black plays h6-h5, not h7-h5 at once (3) Black's intention of getting in ...KBxQB is thwarted by NxKB (4) nor is this a Benoni formation with its sharp distinction between good and bad Bishops as White's d-pawn is placed on d3.

**18 Kg2      ...**

Or 18 Be3, Bf4!, and Black still gets the square g5 for his Queen.

**18 ...      Bxc1  
19 Raxc1    Qg5  
20 Rh1?     ...**

White does not have a good game, anyhow, and this move makes it worse. He should play 20 Ng3 or 20 Ne3.

**20 ...      Bxf5!  
21 e4xf5    g6!**

A little move of great importance serving mainly as an aggressive lever.

**22 f4      ...**

A combination, dictated by the necessity of starting some action before it is too late.

**22 ...      e5xf4**

But not 22 ... Qxf4 when White obtains excellent chances indeed with 23 Rcf1.

23 Ne4 Rae8  
 24 Qf3 ...

24 Nxg5, Rx e2+; 25 Kf3 loses because of 25 ... Rxc2!.

24 ... Rx e4

Necessary, but at the same time powerful.

25 Bxe4 Nh f6  
 26 Qh3 Kg 7  
 27 Bf3 Ne 5

Threatening g6xf5 followed by f5xg4.

27 ... g6xf5 at once is premature because of 28 Qh4!; Black is then in trouble as he cannot get connected passers (28 ... Qg6; 29 g5!).

28 Qh4 ...

Losing both K-side pawns. A little better, although still insufficient, is 28 f5xg6.

28 ... Qxh4  
 29 Rxh4 g5!  
 30 Rhh1 Nfxg4, and Black won

# Chapter IX

## A Variety of Formations

Formations other than Benoni require other moves but no other principles. Ram, duo, lever, and stop always have their due significance, monochromy remains a vital factor, and everything ultimately depends on the proper exchange of pawns.

The following examples illustrate some formations of major importance.

### IX-§1: The two Wyvill formations

The Wyvill formation, mentioned with *Diagram 40*, may occur with the square c5 open or sealed off: Pc3, Pc4, Pd4 vs Pc7, Pd6, Pe5 or Pc3, Pc4, Pd4 vs Pc5, Pd6, Pe5.

The difference is the same as that between the Rex formation and some other Benoni formation. We accordingly distinguish between the Rex-Wyvill (...Pc7) and the Benoni-Wyvill (...Pc5). Following is an example of each of them. We start with the more important Benoni-Wyvill.

ROBERT BYRNE — ALEXANDER KOTOV  
(From the USA—USSR team match in 1954)

1 d4	Nf6
2 c4	e6
3 Nc3	Bb4

This is the Nimzo-Indian Defense, called after its brilliant promoter Aaron Nimzovich.

It should be mentioned, however, that the Hungarian master Dr. Joseph Noa (1856–1903) used to play this system as well as its relative, the Queen's Indian Defense, much earlier. Let us quote, for instance, three games of the Frankfurt 1887 tournament (1) Englisch-Noa: 1 d4, e6; 2 c4, Nf6; 3 Nc3, Bb4; 4 Nf3, b6. (2) Black-

burne-Noa: 1 d4, e6; 2 Nf3, Nf6; 3 c4, b6. (3) Zuckertort-Noa: 1 d4, e6; 2 c4, Nf6; 3 a3.

The latter game is particularly remarkable, for White obviously plays 3 a3 in order to prevent Noa's pet move 3 ... Bb4. It is the first compliment ever paid to the Nimzo-Indian Defense.

Dr. Noa's experiments have been forgotten because he lacked the strength to excel among the masters of his time. Yet, he deserves credit for his ideas.

4 e3	c5
5 Bd3	O-O
6 a3	Bxc3+
7 b2xc3	...

The c-pawn is doubled, but the formation is not yet definite; it depends on whether or not Black plays d7-d5.

7 ...	Nc6
8 Ne2	...

Better than 8 Nf3. White is aiming at the extension of his center with e3-e4, for which purpose he may need f2-f3.

8 ...	b6
-------	----

Allowing 9 e4, which indicates Black's intention of adopting the Wyvill formation. It is indeed his best.

After 8 ... d5; 9 c4xd5! Black is in trouble. He must recapture with a piece, dangerous as this is, so he can use the half-open d-file; only then has he a reasonable chance for counterplay. Bad is 9 ... e6xd5, because White then obtains a strong attack on the K-side with O-O, Ng3, f2-f3, and finally e3-e4; Black's only dim chance of adequately meeting this plan consists in c5xd4 followed by a resolute use of the open c-file.

9 e4	...
------	-----

Intending 10 Bg5, which is a strong threat, as Black would have great difficulty in shaking off the pin.

9 ...	Ne8
-------	-----

Important—and not entirely passive, as this Knight might take the pawn on c4 under fire (...Nd6).

*10 Be3      ...*

No good is *10 e5* as it offers Black the strong levers d7-d6 and f7-f6.

As for d4-d5, White should postpone this advance as long as possible.

*10 ...      d6*

The Benoni-Wyvill formation is reached.

*11 O-O      Ba6  
12 Ng3      ...*

Preparing for Qe2. It is important to have available this protection of the front-twin. Protection by Qa4 is unreliable as it might lead to the exchange of Queens after ...Qd7 or ...Qe8. In the end-game White is handicapped owing to lack of chances for a K-side attack.

*12 ...      Na5  
13 Qe2      Rc8*

Threatening to win the front-twin.

*14 d5      ...*

Necessary, as *14 Rac1* fails against *14 ... Qd7* followed by ...Qa4.

*14 ...      Qd7*

Again threatening to win the front-twin (*15 ... Qa4*).

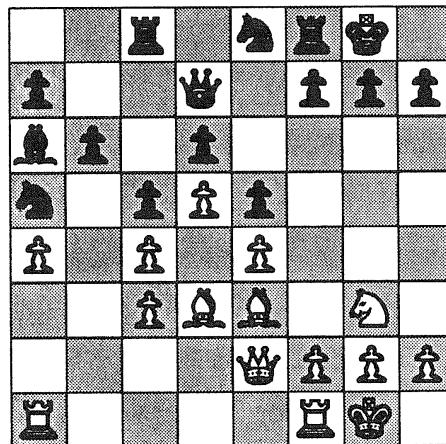
*15 a4      ...*

Forced, but not detrimental. Indeed, this pawn will now require care; for the time being however White is safe on the Q-side and thus ready to start action on the K-side.

*15 ...      e5*

Whereby the Benoni-Wyvill formation is completed.

## DIAGRAM 177

*Position after 15 ... e5**Benoni-Wyvill completed*

The situation is reminiscent of the Benoni Major, but there are essential differences caused by the double pawn as well as the kind and position of the minor pieces. A period of passivity lies ahead for Black as he has only very remote chances for a lever.

16 f4!      ...

The move which in Benoni positions usually fails (compare *Diagram 175*) is justified in this case.

16 ...      f6!

It is a wise policy to omit 16 ... e5xf4. Being unable to utilize the square e5 quickly, Black would drift into a situation similar to *Diagram 143*.

17 f5      ...

White's only chance of making headway; he must strive for the lever-duo f5, g5. Bad is 17 f4xe5 because of 17 ... d6xe5!, threatening 18 ... Nd6.

17 ...      Kf7!

Well played. Black is going to bring his King to the other wing thus frustrating White's plan.

**18 Rf3! ...**

Realizing that his intended lever would work adversely under the circumstances, and that he has no other lever at his disposal, White immediately changes his plan. From now on he concentrates on the anticipation of any lever action on Black's part. For this defensive purpose his K-Rook serves better in front of the pawns.

The next part of the game is a slow-motion picture.

**18 ... Ke7; 19 Nf1, Kd8; 20 Rh3, Rh8; 21 g4, Kc7; 22 Ng3, Kb8; 23 Kf2, Nc7; 24 Qa2, Rcg8; 25 Rg1, Qe7; 26 Be2, Bc8; 27 Nf1, Bd7; 28 Nd2, g5; 29 Nf1, Be8; 30 Ng3, h6; 31 Nh5** (Eliminating a possible h6-h5.) **31 ... Bxh5; 32 g4xh5** (With the h2 pawn exchangeable the h-pawn is not definitely doubled.) **32 ... Ne8; 33 Bg4** (So that g5-g4 would never disturb White's peace.) **33 ... Ng7; 34 Ke2, Kc7; 35 Kd3, Ra8** (Black now starts preparing for the lever thrust b6-b5.) **36 Rb1, Rhb8; 37 Rb2, a6; 38 Kc2, Qd7; 39 Rg3, Qe8; 40 Bd2, Ra7** (**40 ... Nxh5; 41 Rh3** favors White.) **41 Rh3, b5!** (A strong forklever. Black obtains a dangerous initiative.) **42 a4xb5, a6xb5; 43 c4xb5, Rxb5; 44 Rxb5, Qxb5; 45 c4!!** (A brilliant saving action.) **45 ... Qxc4+; 46 Qxc4, Nxc4; 47 Bxg5!!** (The point.) **47 ... Nxf5!** (Best. Bad for Black is **47 ... h6xg5?; 48 h6!** as well as **47 ... f6xg5?; 48 f6!**) **48 e4xf5, f6xg5!; 49 f6, e4!; 50 f7, Ra8; 51 Rc3!, Ne5; 52 Ra3!, Rf8; 53 Be6, Kb6; 54 Rb3+, Kc7; 55 Ra3**, and the players agreed to a draw.

**EVFIM BOGOLYUBOV — MARIO MONTICELLI**  
(From the tournament at San Remo 1930)

<b>1 d4</b>	<b>Nf6</b>
<b>2 c4</b>	<b>e6</b>
<b>3 Nc3</b>	<b>Bb4</b>
<b>4 Nf3</b>	<b>...</b>

Not in harmony with the Wyvill formation, but sound at this point since **4 ... Bxc3+; 5 b2xc3, c5; 6 Nd2!, Nc6; 7 Nb3** prevents Black from taking the front-twin under fire with ...Na5. But even if ...Na5 does come in first, somehow, White can conveniently dislodge this Knight with Nb3 relying on possible recapture with his a-pawn.

As a rule, White is better off if he can get the Wyvill formation without playing a2-a3, which costs a tempo and weakens the square b3.

<b>4 ...</b>	<b>b6</b>
<b>5 Bg5</b>	<b>...</b>

But this is double-edged. A safe and steady alternative is 5 Qb3 (Englisch-Noa, Frankfort 1887).

5 ... Bxc3+

Now justified, thanks to the position of White's Q-Bishop.

6 b2xc3 Bb7

The setup with ...Na5 and ...Ba6 is less effective in the Rex-Wyvill than in the Benoni-Wyvill, for the front-twin is neither fully immobilized (so that White may play c4-c5) nor exposed to vertical pressure (so that White can avoid d4-d5).

Besides, any effective ...Na5 is ruled out as long as the pawn on a2 has not moved.

7 e3 ...

Or 7 Nd2, h6; 8 Bh4, d6; 9 f3, Nbd7; 10 e4, Qe7; 11 Bd3, g5; 12 Bf2, Nh5, with a good game for Black.

The single-step of the e-pawn is preferable to the double-step, for it keeps the formation more flexible.

7 ...	d6
8 Bd3	Nbd7
9 O-O	Qe7
10 Nd2	h6
11 Bh4	...

The pawns have not yet made any contact, and the formation is of the immature type. Nevertheless the double pawn causes a distinction between White's Bishops, making his Q-Bishop more valuable. Consequently, the dubious nature of White's fifth move begins to show at this point, inasmuch as 11 Bxf6 involves one slight concession, and the text move another.

11 ... g5!

As usual, this chase of the Q-Bishop is strong if (1) Black's pawn center firmly barricades the diagonal h2-b8 (2) White has castled on the K-side (3) Black has not castled on the K-side.

The chase then compels White to move one of his home pawns, thereby enabling Black to start lever action against the King.

12 Bg3 O-O-O?!

The key move of Black's setup, but made at this point it is premature and very risky.

Desirable but not good is  $12 \dots e5?$  because of the hole it creates on f5. Had White played e3-e4, this hole would not be accessible to White's K-Bishop and have little or no significance.

Best is  $12 \dots h5!$ ; Black should make some headway on the K-side before committing himself with ...O-O-O.

**13 a4      a5**

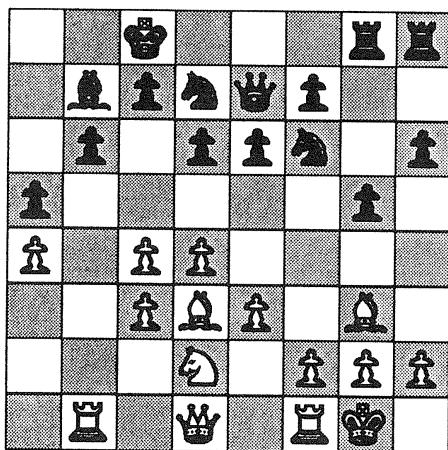
A weakening of the King position, but inevitable, as the lever  $14 a5$  must be prevented.

**14 Rb1      Rdg8**

This is a Rex-Wyvill position in the state of immaturity—actually a hybrid formation (compare *Diagram 101*). Essential contact between the pawns is in the air, though. White has a typical chance.

### DIAGRAM 178

*Position after 14 ... Rdg8*



*Immature Rex-Wyvill*

**15 f3?      ...**

But White makes a typical error instead.

Correct, strong, and of basic significance for positions of this type is the sweeper twist  $15 c5!$ , which obviously offers fine attacking chances. For instance  $15 \dots d6xc5; 16 Qe2, h5; 17 Ba6, h4; 18 Bxb7+, Kxb7; 19 Nc4$ . Starting this line with  $15 Qe2$ , as suggested by Panov,

allows 15 ... c5!. This transposition to the Benoni-Wyvill, dangerous as it may look, serves rather well, as White remains hampered by his front-twin.

15 ...	h5
16 e4	h4
17 Be1	e5

Black now has a fine game. His position has greatly gained in steadiness thanks to the central ram. There is only one reason for some concern: White's Knight may appear on f5.

18 h3	...
-------	-----

Let us parenthetically glance at 18 d5??. This advance is often all right in the Benoni-Wyvill but in the Rex-Benoni it amounts to positional suicide, as Black is conceded the square c5. But if White is able to seal off this square, he may consider d4-d5. For instance, if Black had a Knight on c6 instead of on d7, there would be sense in 18 d5 because of the following sweeper-sealer twist 19 c4-c5.

18 ...	Nh5
19 c5?	...

This is the sweeper-sealer twist we just mentioned, only in the other sequence of moves. However, while basically reasonable, it works poorly under the circumstances.

White should rather play 19 Rf2 and try to bring his Knight on f5, possibly via b3-a1-c2.

19 ...	d6xc5
20 d5	Nf4
21 Nc4	...

Threatening 22 d6, thus winning the exchange, but at the high cost of two pawns.

21 ...	Rh6!
22 Rf2	f5!

A fine, intricate combination of positional tendencies.

23 d6	...
-------	-----

White does not even try to create problems. Of course, 23 e4xf5, Bxd5 favors Black even more.

The move leading to complications is 23 Ne3. We then like the following continuation, given by A. Becker: 23 ... f5xe4; 24 Nf5, Qf8; 25 Nxh6, e4xd3!; 26 Nxg8, c4!. Black is both exchanges down, but he has excellent compensation in pawns and position.

After the text move Black won as follows:

23 ... Rxd6!; 24 Nxd6+, Qxd6; 25 Bc4, Rf8; 26 e4xf5, Rxf5; 27 Rd2 (Or 27 Qxd6, c7xd6, and Black wins in the end-game.) 27 ... Qe7; 28 Qb3, Rf8; 29 Bd3, e4!; 30 Bxe4, Bxe4; 31 f3xe4, Qxe4; (Threatening 32 ... g4; 33 h3xg4, h3; 34 g2xh3, Ne5.) 32 Qc2, Qc6; 33 c4, g4; 34 Bxh4, g4xh3; 35 g3, Ne5!; 36 Rb3, Ne2+!; 37 Rxe2, Rf1+!; 38 Kxf1, Qh1+; 39 Kf2, Ng4 mate.

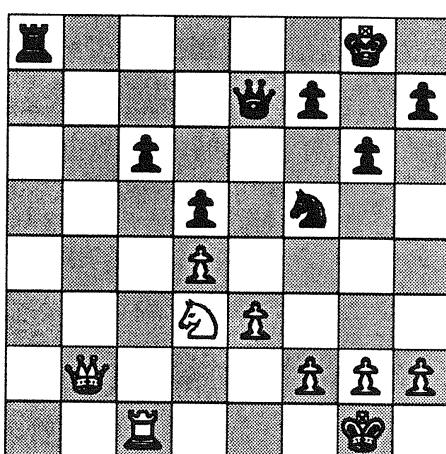
## IX-§2: The Orthodox Exchange formation

This example illustrates the item we have discussed in general with *Diagrams 106–110*.

ROBERT BYRNE — ERICH ELISKASES  
(From the Chess Olympics at Helsinki 1952)

1 d4, d5; 2 c4, e6; 3 Nc3, Nf6; 4 c4xd5, e6xd5; 5 Bg5, Be7; 6 e3, c6 (The pawn formation of *Diagram 106*.) 7 Qc2, Nbd7; 8 Bd3, Nh5; 9 Bxe7, Qxe7; 10 Nge2, Nb6; 11 O-O, g6; 12 Na4!, Nxa4; 13 Qxa4, O-O; 14 b4, a6; 15 Qb3 (15 b5?, c6xb5; 16 Bxb5??, Bf5!) 15 ... Be6; 16 a4, Rfc8; 17 Qb2, Ng7; 18 b5, a6xb5; 19 a4xb5, Bf5 (We prefer 19 ... c5. See *Diagram 109*.) 20 Nf4, Bxd3; 21 Nxd3, Nf5; 22 Rxa8, Rxa8; 23 b5xc6, b7xc6; 24 Rc1.

DIAGRAM 179  
*Position after 24 Rc1*



*Orthodox Exchange formation*

A position typical for the result of the so-called minority attack. Black's pawn formation is inferior because of dispersion into two groups and the backwardness of the c-pawn. The disadvantage is serious but not necessarily decisive.

24 ... Nh4

So as to meet 25 Rxc6 with 25 ... Nxe2.

25 Qe2 Ra3

With the same intention.

26 g3	Qe4
27 Ne1	Nf5
28 Qc2!	...

Forcing the exchange of Queens, thereby reducing Black to complete passivity.

28 ...	Qxc2
29 Rxc2	Ne7
30 Kf1	...

In itself the pawn formation indicates 30 g4 so that Black's h-pawn would remain a target without pawn protection (30 ... h5; 31 g4xh5!). However, there is some reason to distrust the consequences of 30 ... Ra1.

30 ... f6

The thus created duo is useful but not urgent. Urgent is 30 ... h5! so this outside pawn would become the protected spearhead of a chain instead of the too remote and thus vulnerable base of a chain it is.

31 Ke2 Kf7

Again missing 31 ... h5!.

32 Nd3 ...

Threatening 33 Nb4.

32 ...      Ke6  
 33 Rb2      Ra7

Since Black cannot hold his second rank for long, he would still be better off by playing 33 ... h5.

34 g4!      ...

Making Black's h-pawn a permanent target. From now on Black suffers from the extra drawback that the two weak bases of his pawn formation, namely the c-pawn and the h-pawn, are too distant from each other for proper protection by the King.

34 ...      g5

With the idea, it seems, of trading the h-pawn by means of ...Kf7-g6 and h7-h5. But that requires too much effort.

35 Rb8      Kf7  
 36 Rh8      Kg7

Or 36 ... Kg6; 37 h3, e.g. 37 ... Rc7; 38 Kd2, Rc8; 39 Rxc8, Nxc8; 40 Kc3 and White wins.

37 Rd8      Rc7

Or 37 ... Kg6; 38 Rd6, when 38 ... h5 is prevented.

38 Nc5      Kf7  
 39 Kf3      Ng6  
 40 Kg3      Ra7  
 41 Rd6      Rc7

41 ... Ne7 loses a pawn because of 42 Nd7, Ng8; 43 Nb8.

42 Na6      Rc8  
 43 Rd7+      Ne7  
 44 Nc5      Ra8  
 45 Rd6      Ra1

A sortie that fails. However, continued passivity offers no chance against White's impending lever attack with h2-h4, f2-f3, and e3-e4.

46 Nd7      f5  
 47 Ne5+      Kg7  
 48 h3      ...

Threatening (besides 49 Nxc6) 49 Re6, Ra7; 50 g4xf5, Nxf5+;  
 51 Kg4.

48 ...      f5xg4  
 49 h3xg4      Rc1

Nor is 49 ... Ra6 sufficient because of 50 Re6, Kf8; 51 Nf3.

50 Re6      Ng6

Or 50 ... Kf8; 51 Nf3. Black loses a pawn in any case.

51 Rxc6 and White won.

### IX-§3: The Sicilian ram system

Following are two examples illustrating the formation of *Diagram 111*.

SIEGBERT TARRASCH — LOUIS PAULSEN  
 (From the tournament at Breslau 1889)

1 e4      c5  
 2 Nf3      Nc6  
 3 Nc3      Nf6  
 4 d4      c5xd4  
 5 Nxd4      d6  
 6 Be2      ...

Also worth quoting is Noa—L. Paulsen, Frankfort 1887; 6 Be3, e5.

6 ...      e5

The Ram system—one of the fine weapons that Hephaistos Paulsen has contributed to present-day chess. His revolutionary view on the backward d-pawn has since been accepted in general. Formations thus featured are no longer looked upon as implicitly weak and, consequently, more frequently adopted. See e.g. these two opening lines:

(1) 1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 O-O, Be7; 6 Qe2, b5; 7 Bb3, d6; 8 c3, O-O; 9 d4, Bg4; 10 d5, Na5; 11 Bc2, c5; 12 d5xc6 e.p., Nxc6, with a satisfactory game for Black (Réti-Rubinstein, Vienna 1922);

(2) 1 Nf3, d5; 2 c4, d4; 3 e3, Nc6; 4 e3xd4, Nxd4; 5 Nxd4, Qxd4; 6 Nc3, c6; 7 d3, e5; 8 Be3, Qd8; 9 Be2, Nf6; 10 O-O, with a satisfactory game for White (Botvinnik-Flohr, USSR championship, 1944).

7 Nf3 ...

Better 7 Nb3, as is usually played today. White should be ready for f2-f3 or f2-f4.

7 ... h6!

A measure on behalf of the square d5; Black prevents 8 Bg5 in order to keep his K-Knight.

8 O-O ...

8 Bc4?, Be7; 9 Qe2, O-O; 10 h3, Be6; 11 O-O, Rc8; 12 Bb3, Na5; 13 Rd1, Qc7; 14 g4, Nxb3; 15 a2xb3, a6; 16 Kh1, b5; 17 b4, Qc4 favors Black (Stoltz-Boleslavsky, Groningen 1946).

8 ... Be6  
9 Re1 ...

Another playable but harmless continuation is 9 b3 (Znosko-Borovsky-H. Kramer, Zaandam 1946).

9 ... Be7

Not 9 ... d5 because of 10 e4xd5, Nxd5; 11 Nxd5, Bxd5; 12 Nxe5, Nxe5; 13 Bb5+.

10 Be3 ...

The game is in the balance, according to present-day views, but Tarrasch claimed that White had the edge and could maintain it with Bb5-a4-b3. This maneuver however virtually leads to the Stoltz-Boleslavsky game quoted in the note under White's eighth move.

10 ... O-O

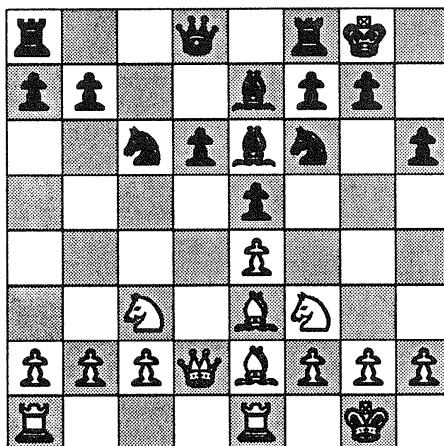
Now the straggler is ready to advance with impunity.

*11 Qd2 ...*

White is unable to prevent the impending lever thrust.

DIAGRAM 180

*Position after 11 Qd2*



*Lever thrust d6-d5 unpreventable*

*11 ... Ng4*

Paulsen yields to his exaggerated predilection for Bishops and now makes this extra effort for the sake of the exchange which he just before has prevented with h7-h6. Owing to this inconsistency, the backward d-pawn really becomes a burden, but it also offers Paulsen the opportunity to display his virtuosity in handling such positions.

However, having selected this game only for the purpose of documenting Paulsen's authorship on the system, we give the rest in brief:

*12 Rad1, Nxe3; 13 Qxe3, Qa5; 14 a3, Qc5; 15 Qd2, a6; 16 b4, Qa7; 17 Nd5, Bd8!; 18 c4, Rc8; 19 Qe3, b6; 20 Qd2, Qb7; 21 h3, Ne7! (So as to seal off the critical stop.); 22 Ne3, Bc7; 23 Bd3, Ng6; 24 Nd5, Bd8 (24 ... Bxd5; 25 c4xd5 favors White.); 25 Kh2, Qd7 (Preventing 26 g3.); 26 Qe3? (Time pressure. Correct is 26 Bf1.) 26 ... Bxd5!; 27 e4xd5 (Conceding Black the majority on the K-side, which is dangerous. However, 27 c4xd5 is worse because of 27 ... Rc3.) 27 ... f5!; 28 Bf1, Qa4 (Also time pressure. Tarrasch recommends 28 ...*

Nh8 and g7-g5.) 29 Rb1, Qe8??; 30 Nd4!, Nf4; 31 Nc6? (31 g3! should win.) 31 ... Bc7; 32 Qf3, Qf7; 33 g3, Ng6; 34 a4, Ne7; 35 b5, a5; 36 Be2, Nxc6; 37 b5xc6!, e4; 38 Qh5, Qf6; 39 Bf1, Rce8; 40 Bg2, Qd4; 41 Qe2, Re7; 42 Rbd1, Qf6; 43 Qd2, Rfe8; 44 Re2, Re5; 45 Rde1, g5; 46 Kg1, h5; 47 Qd4, g4; 48 h4, Kg7, with a draw.

**BRACLAV RABAR — GEDEON BARCZA**  
(From the Chess Olympics at Helsinki 1952)

1 e4	c5
2 Nf3	Nc6
3 d4	c5xd4
4 Nxd4	Nf6
5 Nc3	d6
6 Be2	e5
7 Nb3	...

The usual and best retreat.

7 ...                  Be6

Or 7 ... Be7, when 8 Bg5 offers no advantage because of 8 ... Nxe4; 9 Nxe4, Bxg5; 10 Nxd6+, Ke7. This twist would fail in the case of 7 Nf3, a reason why 7 ... h6 is then useful.

8 Bg5                  ...

The first step towards improvement in span control.

8 ...	Be7
9 O-O	O-O

Not 9 ... Nxe4 because of 10 Nxe4, Bxg5; 11 Nxd6+, Ke7; 12 Nxb7, as Rabar points out.

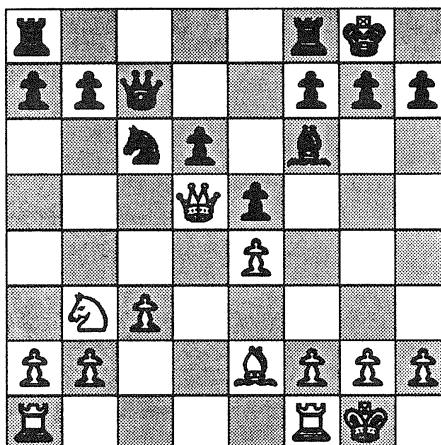
10 Bxf6	Bxf6
11 Nd5	Bxd5

Needlessly parting with the good Bishop. the threat of 12 Nxf6+, Qxf6; 13 Qxd6 should be parried with 11 ... Bg5!; Black then has a satisfactory game, e.g. 12 c3, Ne7!, or 12 f4, e5xf4; 13 Nxf4, Bxf4; 14 Rxf4, d5!.

12 Qxd5	Qc7
13 c3	...

Now the span control is even, and White has the edge. The backward pawn has become a liability, partly because it hampers Black's Bishop.

DIAGRAM 181

*Position after 13 c3**The straggler a liability*

13 ... Rfd8

d5. Threatening to exchange the straggler with 14 ... Ne7 and 15 ...

14 Bc4 Rac8

So as to obtain approximate equality with 15 ... Nb4; 16 Qxf7+, Qxf7; 17 Bxf7+, Kxf7; 18 c3xb4, Rc4; 19 f3, Rxb4; 20 Rac1, Rd7.

15 Nd2 Na5  
16 Bb3 a6

16 ... Nxb3 would leave Black with the bad Bishop against a Knight.

17 Rfd1 Rd7

Rabar correctly remarks that 17 ... b5, possibly followed by ...Bg5 and ...Nc4, offers a better chance for counterplay.

18 g3      Nc6  
 19 Nf1      Rf8

A preparation for 20 ... Ne7.

20 Qd3      ...

Creating the possibility of Ne3-d5. However, White must avoid the exchange of the Knights so that the neutralizing effect of the Bishops of opposite color would not become prevalent.

20 ...      Bg5

Relying on 21 Ne3, Bxe3 (although White then still holds the edge, his Bishop being stronger than the Knight).

21 h4!      Bh6

Not ideal, but the alternatives are worse (1) 21 ... Bf6; 22 Ne3, Ne7; 23 Ng4! (2) 21 ... Bd8; 22 Ne3, Ne7; 23 Nc4! (3) 21 ... Be7; 22 Ne3.

22 Nh2!      ...

Threatening to double Black's h-pawn with 23 Ng4.

22 ...      g6

A necessity of portentous significance, for it exposes Black to the St. George attack.

23 Ng4      Kg7

The choice is difficult. Black also is in dire straits after 23 ... Bg7; 24 Kg2!, h5; 25 Ne3, Ne7; 26 g4, h5xg4; 27 Rh1, as pointed out by Rabar.

24 Kg2      Rdd8

24 ... f5 fails against 25 e4xf5 g6xf5 26 Nxh6 Kxh6 27 Be6, as pointed out by Rabar.

25 Nxh6      Kxh6  
 26 Qd2+      Kg7

27 h5!      Qe7  
 28 h5xg6    h7xg6  
 29 Rh1      Rh8  
 30 Rad1!    ...

The St. George attack is in full swing. White threatens 31 Rxh8, winning either the d-pawn (31 ... Rxh8; 32 Qxd6) or the g-pawn (31 ... Kxh8; 32 Qh6+, Kg8; 33 Qxg6+).

30 ...      Rxh1  
 31 Rxh1    Qf6

It is necessary to concede White the open file (31 ... Rh8; 32 Rxh8, Kxh8; 33 Qh6+, Kg8; 34 Qxg6+).

32 Qh6+    Kg8  
 33 Bd5      Rd7  
 34 Qh3      Rc7  
 35 Qh7+    Kf8  
 36 Qh6+    Ke7

Black has escaped, it seems.

37 Qe3!    ...

But this fine move keeps the attack going. In threatening 38 Qb6, Kd7; 39 Bxc6+, White wins time for a full-scale penetration along the h-file.

37 ...      Nd8  
 38 Rh7      Kd7  
 39 Qh6      Kc8  
 40 Qf8      ...

Only now White's advantage has become decisive.

40 ...      Rd7  
 41 Qh8!    ...

White can also win with 41 Rh8!, followed by pawn action against the King, according to Rabar.

41 ...      Qxh8  
 42 Rxh8    Re7  
 43 Kf3!    ...

The final action is left to the King. White won as follows:

43 ... Kd7; 44 Kg4, Re8; 45 Rxe8, Kxe8; 46 Kg5, Ke7; 47 b3, b6  
 (Or 47 ... Nc6; 48 b4. Black is in a squeeze.) 48 c4, a5; 49 a3, Ne6+  
 (Otherwise Black must allow 50 Kf6, which is just as bad.) 50 Bxe6,  
 Kxe6; 51 Kh6, Kf6; 52 f3, Ke6; 53 b4, a5xb4; 54 a3xb4, Kf6; 55 g4,  
 Ke6; 56 Kg7, Ke7; 57 g5, Ke8 (Or 57 ... Ke6; 58 Kf8, f6; 59 Kg7!.) 58  
 Kf6, Kf8; 59 c5!, d6xc5; 60 b4xc5, b6xc5; 61 Kxe5, f6+ (A last try.);  
 62 g5xf6!, Kf7; 63 Kd6! (The short way. After 63 Kd5, Kxf6 White  
 still wins with 64 f4! while 64 Kxc5? only draws: 64 ... Ke5; 65 Kc4,  
 g5; 66 Kd3, Kf4; 67 Ke2, g4!; 68 f5xg4, Kxe4!) 63 ... c4; 64 e5, c3; 65  
 e6+, Kxf6; 66 e7, Pc2; 67 e8=Q, c1=Q; 68 Qe7+, and mate next  
 move.

### IX-§4: The Boleslavsky wall

Here follows an example illustrating the pawn formation of *Diagram 124* as characterized by P<sub>c</sub>4, P<sub>e</sub>4 vs P<sub>c</sub>6, P<sub>d</sub>6.

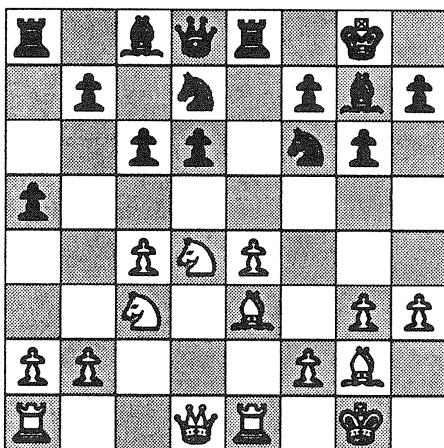
ROBERT BYRNE — ALEXANDER KOTOV  
 (From the 1954 team match USA—USSR)

1 d4, Nf6; 2 c4, g6; 3 g3, Bg7; 4 Bg2, O-O; 5 Nc3, d6; 6 Nf3, Nbd7;  
 7 O-O, e5; 8 e4, c6; 9 h3, Re8; 10 Re1, a5; 11 Be3, e5xd4; 12 Nxd4.

This is the most usual form of the Boleslavsky wall, its fianchetto type.

DIAGRAM 182

*Position after 12 Nxd4*



*Boleslavsky wall, fianchetto type*

There is no basic difference between the positions of *Diagram 124* and this one.

12 ... Nc5  
13 Qc2 a4

A preparation for ...Qa5 and, possibly, a later a4-a3.

14 Rad1 ...

White sometimes fares well by meeting ...Qa5 with Rab1 and b2-b4, provided he can do it without losing time. And time he would lose in this case. The text move, threatening 15 Nxc6, is too strongly indicated to be replaced by something like 14 Kh2.

14 ... Qa5

There is no hurry with this sortie.

More usual for the sake of a convenient protection of the d-pawn is 14 ... Nfd7, e.g.

- (1) 15 Bf4, Ne5, with about even chances;
- (2) 15 Nde2, Qa5!
- (2a) 16 Rxd6, Qb4!, and Black recovers the pawn with a good game;
- (2b) 16 Bf1, Ne5 (16 ... Qb4?; 17 a3!, Qxc4??; 18 Nd4!) 17 Nd4, a3; 18 f4, Ned7; 19 b3, Na6; 20 Bf2, Ndc5; 21 Re3, Nb4; 22 Qe2, Bd7, with a good game for Black (Reshevsky-Bronstein, Zurich 1953);
- (3) 15 f4, Qa5; 16 Bf2, Nb6, with sharp play and approximately even chances (Stahlberg-Boleslavsky, Zurich 1953).

15 f4 ...

Best, according to Robert Byrne.

A good alternative is 15 Bf4, e.g. 15 ... Bf8; 16 Nf3, Be6; 17 Bxd6, Bxc4; 18 Bxf8, Kxf8; 19 e5, Nd5; 20 Rd4, b5; 21 Qd2, Kg8; 22 Qh6, f6; 23 e5xf6, Nxf6; 24 Qg5, with a superior game for White (Reshevsky-Najdorf, match 1952, 14th game).

Not commendable is 15 h3, e.g. 15 ... Nfd7; 16 Bf1, Re7; 17 f4, Nf6; 18 Bf2, Bd7, with a good game for Black (Botvinnik-Geller, Budapest 1952).

15 ... Bd7

Black is going to double his Rooks on the e-file, which is tactically faulty.

He should proceed with 15 ... Nfd7 transposing to Stahlberg-Boleslavsky (see above).

16 Bf2	Re7
17 g4	Rae8
18 f5!	...

Tactically decisive as Black's pieces seriously hamper each other. White threatens to win a piece with 19 g5, and this while ...Nf6 has no move. Another strong threat is 19 Bg3.

18 ...	g6xf5
--------	-------

The only other move is 18 ... h6, but then White obtains a winning advantage with 19 Bg3, Qc7; 20 f5xg6, f7xg6; 21 e5, d6xe5; 22 Qxg6.

19 Nxf5!	Bxf5
20 e4xf5	Rxe1 +
21 Rxe1	...

White has a great advantage thanks to his advanced majority and pair of Bishops. He still threatens g4-g5.

21 ...	a3
--------	----

A clever combination which prevents g4-g5 for the moment.

22 g5?	...
--------	-----

White fails to see the point and falls into trouble. Simply 22 b3 (or even 22 b2xa3) keeps the advantage.

22 ...	a3xb2!!
23 g5xf6	Rxe1 +
24 Bxe1	Bxf6
25 Qxb2	...

There is no way of keeping the piece, for White faces too many threats (25 ... Na4; 25 ... Bxc3; and 25 ... b1=Q).

25 ...	Nd3
26 Qe2	Nxe1
27 Qxe1	Bd4 +

28 Kh1	Kf8
29 Qd2	Qxc3
30 Qxc3	Bxc3

Black has emerged with an extra pawn and some winning chances, Bishops of opposite color notwithstanding. Indeed not a very logical result. However, the way it went gives at least an idea of the highly tactical nature of the Boleslavsky wall.

Following is the rest of the game in brief:

31 Bf3, Ke7; 32 Kg2, Kf6; 33 Bh5, Kxf5; 34 Bxf7, Ke4; 35 Kf2 (h3-h4-h5 draws, as pointed out by Bondarevsky, for it finally leads to Kd3, Ph5 vs Kd5, Bb6, Ph6. Byrne sensed such a possibility but was too short of time to analyze the details.) 35 ... Kd3; 36 Be6, h6; 37 Kf3, Be5; 38 Kf2, Bf6; 39 Kf3, Bg5; 40 Kf2, Bh4+; 41 Kf3, Bg5; 42 Kf2 (Missing his last chance. After 42 Kg4! he still gets in h3-h4-h5). 42 ... h5!; 43 Kg3, h4+! (Decisive, for it finally leads to Kd3, Ph3 vs Kd5, Bb6, Ph4.) 44 Kg4, Bd8; 45 a4, Kd4; 46 a5, d5!; 47 c4xd5, c5!; 48 Bc8, c4; 49 Kf3, Bxa5; 50 Ke2, b5; 51 d6, b4; 52 Kd1, b3; 53 Kc1, Kc3; 54 Bf5, Bd8; 55 Kb1, Bg5; 56 d7, Kb4; 57 Bg4, c3; 58 Bf5, Kc5, and White resigned.

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