

VIKTOR MOSKALENKO

TRAINING WITH MOSKA

Practical Chess Exercises:

★ Tactics ★ Strategy ★ Endgames



NEW IN CHESS

Viktor Moskalenko

Training with Moska

Practical Chess Exercises: Tactics, Strategy, Endgames

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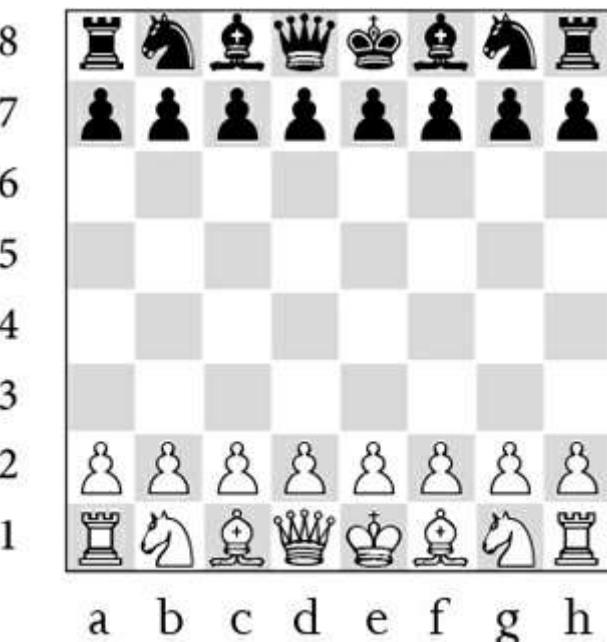
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Explanation of Symbols

The chessboard with its coordinates:



□	White to move
■	Black to move
♔	King
♕	Queen
♖	Rook
♗	Bishop
♘	Knight
!	good move
!!	excellent move
?	bad move
??	blunder
!?	interesting move
?!	dubious move
±	White stands slightly better
∓	Black stands slightly better
±	White stands better
∓	Black stands better
+-	White has a decisive advantage
-+	Black has a decisive advantage
=	balanced position

- ∞ unclear
- only move
- # mate

Preface



Emirates chess kids at the airport

A Bit of History

Since I was very young, and throughout my chess career, I have always been intrigued by the process that enables a player to grow in strength. Unconsciously I have memorized all my observations, both from chess geniuses, like Ivanchuk and Morozevich for example, and from other, more ‘common’ players. Over time, I came to realize that this was a special gift – a manifestation of my talent for coaching (and, probably, for chess writing).

I was always highly interested in books about chess development, which I found very useful both as a player and as a coach of other players.

For decades I have lived like this – immersed in self-study, combining achievements (and blunders!) as a chess player with coaching and literary activities.

Then, at certain key moments in life, it is time to take stock.

The present Training book is a new try (following up on my popular book Revolutionize Your Chess, New In Chess 2009) to offer original training material for the reader. The greater part of the content is derived from the author’s long experience as a player, coach and author.

Tactics * Strategy * Endgames

I firmly believe that the idea of learning all the basic aspects of chess in one single book is totally feasible. It’s also a brilliant idea! This approach does not break the connection between these basics, as does happen in books that deal with only one of these aspects at a time.



GM Vassily Ivanchuk (left) and the author

With my comprehensive approach, the reader will be able to experience a more complete journey through the fascinating maze of chess.

While Parts 1 (**Tactics**) and 2 (**Strategy**) are helpful to improve your knowledge and your personal chess skills, in Part 3 (**Endgame**) you can already put to use all the resources you have gathered in the two previous parts.

Without the ability to calculate tactics, sitting at the board or looking at a diagram position, it will be hard for you to understand even which pawn will be the first to reach the promotion square. And without a good command of strategy, it is impossible to improve your technique.

Directions

As I tend to do in all my books with New In Chess, I have tried to make the contents and the book's structure – in a word, the whole manuscript, as easy to read and as enjoyable as possible.

I hope the reader will find Training with Moska to be the easiest and most interesting way to learn the basic chess concepts of Tactics, Strategy and Endgames. In each of the three Parts I have used the following structure:

- A brief thematic introduction to the topic
- commented examples (fragments and model games) with plenty of exercises
- useful conclusions and practical advice
- 3 Exams, with approximately **50** exercises each, at the end of each Part
- **In total, more than 500 instructive positions for players of different strengths!**

The author hopes that this book will become a trusted friend (and a really entertaining one!) for chess players all over the world, of all ages and levels, and also a helpful instructor for many trainers and their pupils.

Greetings to you all!
Grandmaster Viktor Moskalenko, Dubai 2016

Six Symbols



TRICK: hidden tactics and some tricky ideas, e.g. traps you can set and pitfalls you have to avoid.



PUZZLE: possible transpositions, move order subtleties, curiosities and rare lines.



WEAPON: the best lines to choose; strong or surprising options for both attack and defence, which deserve attention.



PLAN: the main ideas for one of the sides in the next phase of the game.



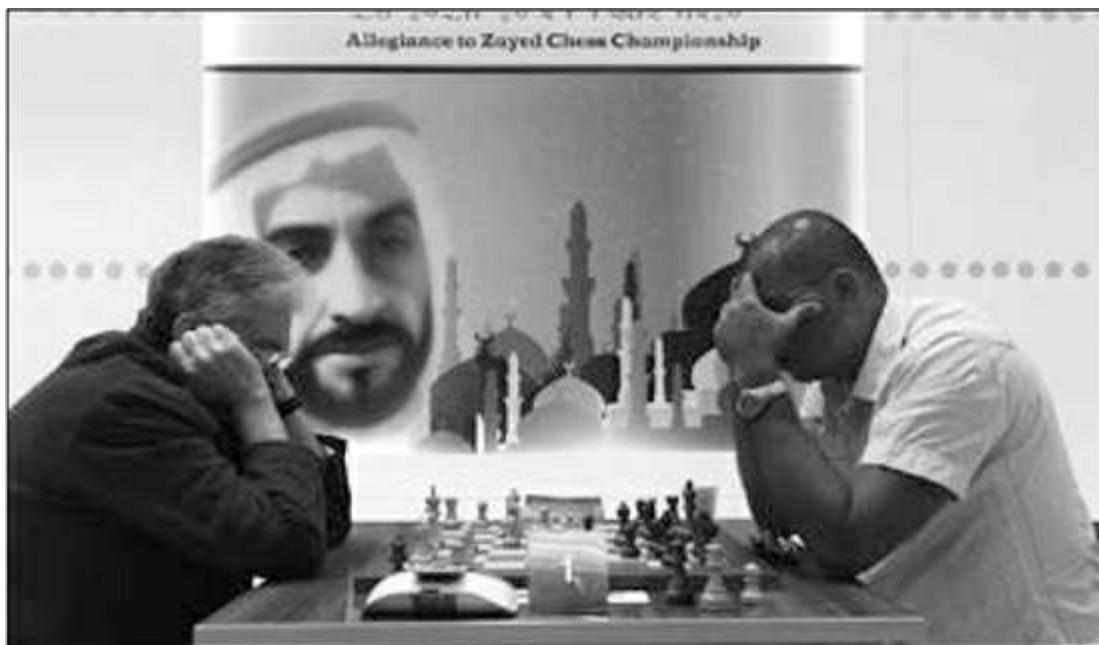
STATISTICS: winning percentage for a line or for either side/player.



KEEP IN MIND: here, fundamental ideas for either side are given.

Part 1

Tactical Tricks, Fabulous Combinations and Attacks



'Chess becomes magic when we use sacrifices' – Revolutionize Your Chess

Introduction

Tactics constitute the first of the two main resources in chess. Tactics help us to alter the situation on the board in a radical way. Psychological factors, such as the surprise effect and the aesthetics of sacrifices, also have influence.

Usually it is impossible to win a chess game, or even to obtain an advantage, without tactics. Often they are also needed to save a game.

During play, a simple knowledge of the most common tactical themes will save you time and will facilitate your calculations to find the right combination.

Some players already have great natural calculating capacity, which gains them many points. However, there are also many attractive exercises available on all levels, which help players to make progress in this area. Also, playing blindfold games can help you to develop this ability, and this may increase your chess imagination as well.

Before playing a game, I myself often spend time solving tactical exercises to improve my form, thereby improving my imagination and my calculating techniques.

By learning the basics of tactics we discover the 'anatomy' of typical combinations. This will contribute to a better understanding and a greater enjoyment of the beauty of chess.

A combination is a forced variation accompanied by one or more sacrifices, intended to either produce a favourable change in our position, or to damage the adversary's position or thwart his plans.

The elements required to decide on a possible combination are:

1. Dynamic coordination between two or more pieces/pawns.

2. The game (or certain variations) must have a forced character.
3. The availability of a sacrifice.
4. The tactical operation should have a positive result.

In practical games, each position is quite specific, and therefore the tactical possibilities are infinite. However, just as there are typical strategic elements (see Part 2), there are also well-known tactical motifs and combinational themes. The typical tactical elements also have their own classification.

Each player must know and master these situations where tactics can be applied, and must be able to make accurate calculations. On the other hand, you also need the spark of imagination and combinative vision to solve specific problems in specific positions, in any phase of the game.

Directions

- Practical trainings: 1-10, with:
 - more than 20 tactical themes
 - typical examples to learn and exercises to solve
- Exam: 60 tests

Good tactical shape is always a guarantee for success in chess tournament play!

1 Training: The Double Attack

The double attack is the simplest tactical motif. It mostly leads to material gain. One piece or pawn attacks two or more enemy pieces at the same time. This simultaneous attack can also take place against a piece and a weakness of the enemy.

A move that creates two threats is called a ‘double attack’, or, in case the threats are created by a pawn or a knight, a ‘fork’. The defender faces at least two threats, and cannot parry both in one move.

A bit of history

I was confronted with this common attacking motif in my very first tournament game.

NN

Viktor Moskalenko

Odessa 1975

1.e4 e5 2.♘c4 ♜c5



TRICK: Here my (already experienced) rival suddenly introduced a surprise idea:

3.♙h5!?



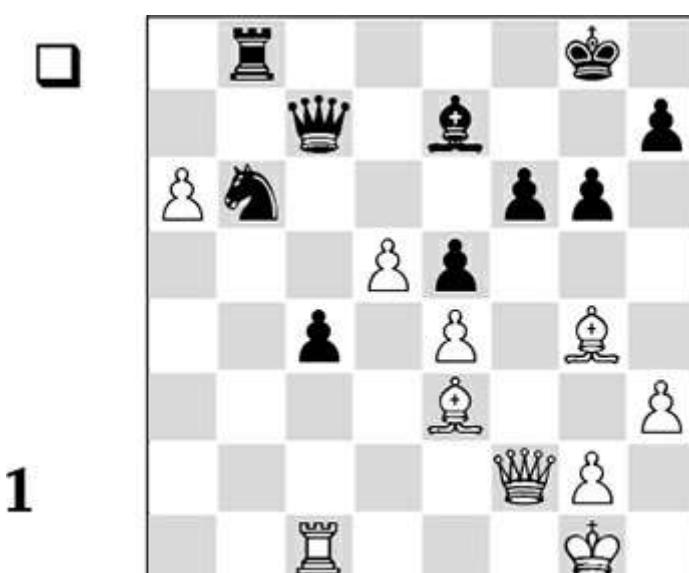
3... ♜ c6?? 4. ♚ xf7#

This was probably my shortest chess game ever. However, this dramatic failure helped me to develop rapidly in chess:

1. Analysing my mistake in the game, I found the defence (3... ♜ e7);
2. I discovered the power of the double attack in practice;
3. Seeing that all players with the white pieces were going for tactical tricks, I discovered a new opening: 1.e4 e6!? – The French Defence.

Interestingly, some players in that amateur tournament continued with the same attacking plan with ♜c4 and ♜h5, even after 1...e6 ! As many readers know, in my chess career I have converted this opening to a model of the art of defence (see my books The Flexible French and The Wonderful Winawer)!

Any piece can create a double attack, even the king itself. These tactics are more often seen with the queen or the knight, while surprising your opponent with a pawn fork is more difficult:



EXERCISE: For example, pawns become more valuable when they are advanced. What does White play here?

(solution on page 36)

The long-range bishop is also quite effective. Double attacks by the rooks are rare until files and ranks are opened – late in the middlegame and in the endgame.

So now, let's try to use this well-known tactical motif to gain an advantage or even win the game right away.

With its powerful properties, the queen can create multiple threats on the entire board – however, it is even more effective when placed on one of the central squares.



2

Attack with the queen

EXERCISE: White has several pleasant options.

(solution on page 36)



3

Rook + Pawn

EXERCISE (no. 3): A rather curious position, perfectly suited for learning these ideas in practice. The four rooks (2 vs 2) are all hanging in the air, maintaining a tactical balance. Black should look for new resources.

(solution on page 36)

□

4



Queen + Knight

EXERCISE: Try to establish perfect coordination for White.
(solution on page 37)

□

5



Rook + Knight

EXERCISE: How to make use of White's activated pieces?
(solution on page 37)

□

6**Bishop**

EXERCISE: How to achieve a double attack by the bishop?
(solution on page 37)

□

7**Knight**

EXERCISE: In this quiet position, White has a hidden tactical resource, which yields him an advantage.
(solution on page 38)

8



King

EXERCISE (no. 8): Black has a notable material advantage: queen + bishop against rook + three minor pieces. Besides, there are two powerful black pawns on the b- and c-files. However, we still have to be accurate. How do you continue?

(solution on page 38)

As we will see, the theme of the double attack/threat or the fork is present in the majority of tactical operations in chess games.

2 Training: The Pin

The pin is a common tactical resource in all phases of the game. It is a move that simultaneously attacks and immobilizes an opponent's piece.

Only three pieces have the right properties for creating a pin: bishops can pin along diagonals, while rooks work along open files. The queen is the only piece that can set up a pin in both ways.

There are two types of pins:

1. Absolute, or direct: a piece or pawn cannot move because the king is standing behind it.
2. Relative, or indirect: behind the immobilized piece stands a piece with a higher value.

An important factor here is that a pinned piece (in case of an absolute pin) loses all of its power.

The two examples given below show a nice skirmish with pinning and unpinning moves:

□

9

**Bishop + Queen**

EXERCISE: White to move.
(solution on page 39)

■

10

**Rook + Queen**

This classical example is similar.
(solution on page 39)

Pinning in the Opening

One of the most famous stories about the ‘absolute’ pin features in the Budapest Gambit (as discussed in my book The Fabulous Budapest Gambit, 2007).

Seymour Woods

Ralph Ursillo

East Orange 1957 (1)

1.d4 ♜f6 2.c4 e5 3.dxe5 ♜g4 4.♘f3 ♜c6 5.♗f4 ♜b4+ 6.♗bd2

Now the knight on d2 is pinned and cannot move until the white king castles, or until the black bishop moves away from the a5-e1 diagonal.



6... ♜e7 7.a3

A quite logical answer. White wants to attack the bishop on b4 right away. However, Black has many hidden resources in this fabulous opening:

7... ♜gxe5!

The ‘intermediate move’ (a very important tactical element, see our treatment of this subject later in this book): Black sacrifices the bishop.

8.axb4?? ♜d3#



An absolute mate! The knight on d3 is invulnerable, because the black queen is pinning the white e-pawn. Sometimes the same checkmate occurs after the inclusion of the moves 8. ♜xe5 ♜xe5: 9.axb4?? ♜d3.

With a relative pin, another piece of the same side with a higher value is standing behind the pinned piece (with the exception of the king).

In this case, the defender is not obliged to keep his pinned piece in place. He can create a stronger counter-threat. There are various typical anti-pinning combinations, as we can see in well-known variations such as ‘Legal’s Mate’ and other tactical motifs – for example, the discovered attack, which will be our next topic.

Benjamin Skjoldan

Mureck Ech jr 1998 (6)

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 ♘c6 4.♘xc6 dxc6 5.d3 ♗c5 6.♗g5?



With this move, White pins the black knight, but as we know, it is not prohibited to move with the knight here. Black can play

6...♘xe4!

The refutation of White's previous move. If he now takes the queen by

7.♕xd8

(7.dxe4 ♘xf2+! 8.♔xf2 ♗xd1 is also winning for Black)

7...♘xf2+

there follows

8.♔e2 ♗g4

checkmate.

Carl Mayet

Daniel Harrwitz

Berlin m 1847

This is a classic example in the Queen's Gambit.

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♗bd7 5.cxd5 exd5



The bishop on g5 pins the knight on f6 (behind it stands the black queen). White has to decide: accept the offered pawn with the tactical 6. $\mathbb{Q}xd5$, or decline it?

6. $\mathbb{Q}xd5$?



STATISTICS: This move was played in 427 games! 6.e3 is the right way to proceed.

6... $\mathbb{Q}xd5!$



Now Black wins a piece, using another tactical motif – the intermediate move (in this case, a check):

7. $\mathbb{Q}xd8 \mathbb{Q}b4+$ 8. $\mathbb{N}d2 \mathbb{Q}xd8$

With a winning advantage.

Pinning in the Middlegame

11



This position is from an important line of the Dutch Defence.

EXERCISE: Black has the option to win a pawn with 10... $\mathbb{Q}xd5$. Is this combination correct?

(solution on page 39)

How to develop an attack based on a pin in practice? In the following fairly recent game of mine, I used two motifs: a combination of a pin and a double attack.

□



12

EXERCISE: The positioning of the white pieces (especially the rook and knight) is perfect, paralysing the entire black army.
(solution on page 39)

Unpinning (of pieces): As we already know, it is possible to use such tactical resources as a ‘counter-pin’ or an ‘anti-pin’. Of course, with a combination, the rule is that it involves a material sacrifice.

This is the main topic of the next exercise.

□



13

EXERCISE: In this position we can discover some interesting themes: the white rook is suffering from a pin (the queen is standing behind it), but often this is not as big a problem as it seems... What is your idea for White?
(solution on page 40)

3 Training: The Discovered Attack/Check

A tactical element of great importance – and a nice resource for the attacker! In fact, it occurs very often in combinations, to gain material. In its simplest form, it uses the mobility of a piece to open the way to another (discovered) piece of the same side, which in turn creates a threat. If the moved piece also creates a threat, we have a double attack which the adversary

is not always able to parry. To illustrate this lesson, there is nothing better than a very simple example:

■

14



A classic

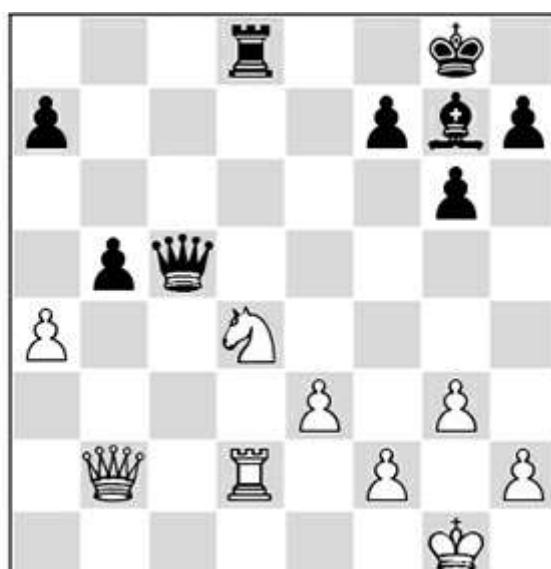
EXERCISE: With his last move (36. \mathbb{N} d1) White has pinned the bishop on d4. Seeing this tactical motif, Black resigned right away. However, he had a surprising counter at his disposal!

(solution on page 40)

By virtue of its properties, the knight is a very dangerous piece in the discovered attack:

□

15



Salto mortale

EXERCISE: Black is hoping to put up a long-term defence, but White has a spectacular resource here.

(solution on page 41)

More ideas

In practice, a discovered attack often marks the beginning of a wide range of typical tactics.

■ 16



EXERCISE: How to exploit Black's superior piece placement? In this example we will show you three or four motifs.

(solution on page 41)

Double check

A similar mechanism is the discovered check (and double check). However, this is a tactical resource of incredible power: the foremost piece moves and enables the other (discovered) piece to give check to the enemy king. Every chess player is terrified of such threats. It is almost like giving the opponent a free move. As the enemy king is in check, the moving piece can jump to the most amazing squares.

■ 17



EXERCISE: With his last move, 10. \mathbb{N} xc7, White applied a modest fork with his knight. But he received checkmate in one move!

(solution on page 41)

Zwickmühle

This is the generally used German term for a typical combination based on a series of discovered checks, where the 'windmill' (i.e. 'Zwickmühle') effect occurs repeatedly, in order to gain time or material.

The most famous case was seen in an old game:

□

18

EXERCISE: White to move.
(solution on page 42)

A discovered check can also be used as an intermediate move (Training no. 4).

■

19

EXERCISE: The queen on d2 is attacked, but White has a superior resource. What is it?
(solution on page 42)

In typical combinations, to prepare a discovered check, one side usually sacrifices material, which allows him to obtain a more important advantage (you can find similar exercises in the Exam section of this part, and also in Trainings no. 5 and 6: decoy and ‘attraction’).

4 Training: The Intermediate Move (and/or Check)

The intermediate move (or zwischenzug) is an amazing resource that may occur in all types of combinations. One side delays the expected move in order to make an intermediate move, causing the expected move to be stronger when it is carried out. The intermediate move is often a surprise for the opponent!

A bit of History

In an interview for the ‘Just Checking’ column in New in Chess magazine, the author was asked: What is the best piece of advice you were ever given? My answer was: When I was young, after I’d lost a game, a veteran player not only showed me the right move (instead of my mistake), but he also taught me: ‘when your opponent starts tactics and your answer is not forced, first look at the intermediate moves!’

Connections

Many intermediate moves are based on the motif of a discovered attack.

20



EXERCISE: This typical set-up of the key pieces (and vs) allows White to carry out the oldest trick in the world. What is it?
(solution on page 42)

In an over-the-board game, while calculating or preparing tactics, you have to be on the alert for intermediate moves for both sides.

21



EXERCISE: After performing a combination based on several intermediate moves, here my opponent (White) only expected the obvious 29...xe6 30.h3+, with a probable draw. However, I came up with a surprising counter-stroke... what happened?
(solution on page 42)

22



An intermediate beauty

EXERCISE: White already has the advantage, but here I found a spectacular idea. What was it?

(solution on page 43)

23



Tactics vs. strategy, or how to beat a grandmaster

EXERCISE: Black has failed at a strategic level. However, tactically he turns out to have the last word:

(solution on page 43)

■
24



Attack or defend?

EXERCISE (no. 24): White threatens 37. $\mathbb{Q}g8$ mate. Is 36... $\mathbb{Q}xf2+$

- A) good for Black?
 - B) leading to a balanced game?
 - C) or to a white win?
- (solution on page 44)

Summarizing

In this example, White combines several of the tactical motifs we have seen in the Tactics lessons no. 1-4.

□
25



EXERCISE: Is there a combination in it for White?

(solution on page 44)

The basic motifs from Trainings no. 1-4 are found in the majority of combinations and tactical operations, and consequently they will appear in many examples and exercises throughout this book.

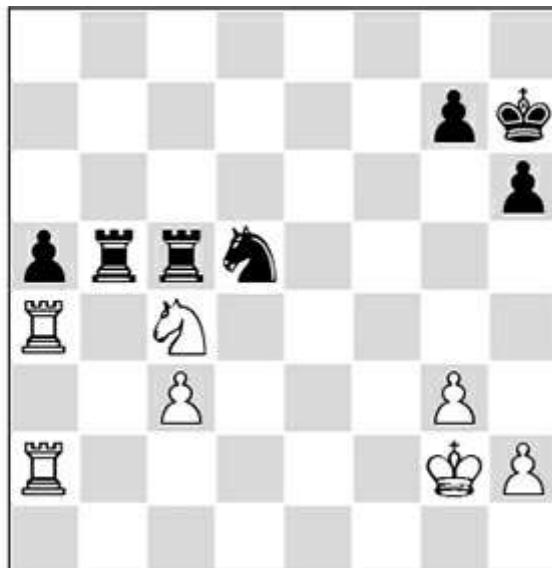
5 Training: Decoy

Decoy of the defence is also a typical tactical motif that is highly frequent in practice. Decoy (sometimes called ‘deflection’ or ‘diversion’) involves forcing the opponent to move a piece from a square where it defends important squares or other pieces.

To be able to successfully use the decoy motif in practical play, a player must know how to make good use of the properties of each piece (see my previous book Revolutionize Your Chess, 2009).

Knights are most effective when they are placed in the centre of the board – or ‘close to the action’.

26



Knight

EXAMPLE: Black has created a double threat: one is the direct $35 \dots \mathbb{Q}xc3$, and the other is a tactic: $35 \dots \mathbb{R}xc4$ followed by the fork $36 \dots \mathbb{Q}e3+$, winning a piece. What should White do? (solution on page 45)

27



A classic

EXERCISE: How can White make good use of his turn?
(solution on page 46)

The bishop can attack enemy pieces along the diagonals.

28



The Stonewall bishop

EXERCISE: After an intense struggle in the Dutch Defence, White got a positional advantage and expected to achieve a comfortable victory. But then a miracle happened...
(solution on page 46)

However, there are also cases of frontal ‘physical’ decoy.

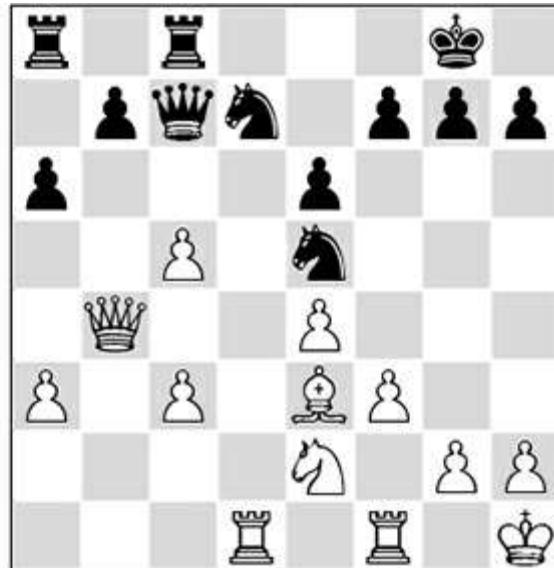
29



EXERCISE: Here is an example of a typical attack with mixed ideas.
(solution on page 46)

The rooks are often ‘shooting’ along open files, ending with typical attacks along the eighth or seventh rank.

■ 30



Rook

EXERCISE: Here Black decided to recover material by 19... \mathbb{Q} x c 5. Do you think this was the right decision?

(solution on page 47)

■ 31



A decisive tempo

EXERCISE: How can White give checkmate?

(solution on page 47)

The queen can decoy any piece!

32



Queen

EXERCISE (no. 32): How can White use his battery of rooks on the f-file?
(solution on page 47)

33



Disharmony between the pieces

EXERCISE: White has centralized all his pieces, including his king. However, this latter factor constitutes a significant flaw in his position. What does Black play?
(solution on page 48)

6 Training: Attraction

With a move (often a sacrifice), a player can ‘attract’ a key piece of the opponent to a particular sector (square) of the board, in order to obtain some kind of advantage: either material gain or an attack on the opponent’s king.

In some cases, the idea and the mechanisms are quite similar to the previous topic of decoy. There is also the theme of the ‘extraction of the king’ (see further on).

Every chess amateur should know the motif of the following beautiful classic combination.

34



Attraction of the king

EXERCISE: White to play!
(solution on page 48)

35



An amazing combination from tournament practice

EXERCISE: It's hard to believe that this position is from a real game. The way in which White wins the black queen deserves attention.
(solution on page 48)

36

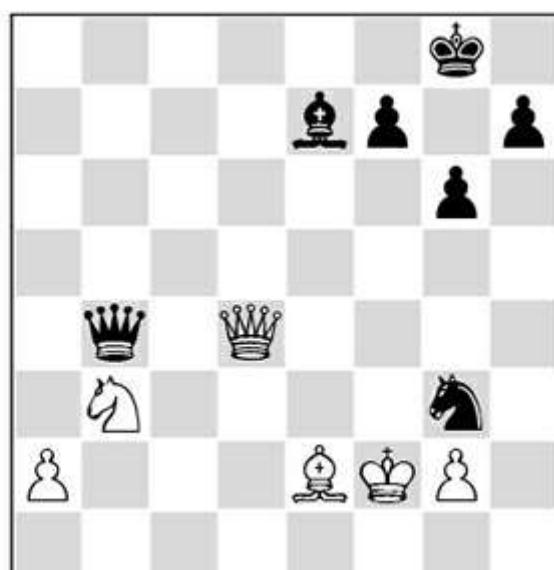


Queen + Knight

EXERCISE (no. 36): The black pieces defend each other and attack the knight on e5. White needs a tactic!

(solution on page 49)

37



Coordination: queen + bishop + knight

EXERCISE: Black to move. With his pieces coordinating optimally, find the best way to use their properties.

(solution on page 49)

38



A mating net

EXERCISE: White to play and give mate in 3 moves.
(solution on page 49)

7 Training: Elimination of the defender

Concretely, this simply means capturing the defender, after which the defended piece or square can be attacked. In these combinations, opposing pieces or pawns that are important for the defence are destroyed with the aid of sacrifices.

Removing the defender

39



EXERCISE: How can Black get a winning attack?
(solution on page 49)

Destruction of the defence

This is a more crude method of attack that includes more tactical elements and, possibly, sacrifices.

1



40

EXERCISE: An example of a destructive attack that starts in the centre and ends on the kingside.

(solution on page 50)

1



41

Attacking with the fianchetto bishop

EXERCISE: In the Stonewall Dutch, it is very important to watch out for any possible tactics along the white bishop's diagonal g2-a8.

(solution on page 50)

42



Attacking both diagonals

EXERCISE: How to develop the attack?
(solution on page 50)

43



Attacking a file/rank/diagonal

EXERCISE: Check your calculation level!
(solution on page 51)

■ 44



EXERCISE: How should Black continue?

(solution on page 51)

The motif of elimination of the defender is often applied in games by strong players.

8 Training: Attack on the king, typical mates

Usually an attack starts with the opening of files and diagonals. An attack on the king may continue in the centre, on one flank, or on opposite flanks. Tactics and combinations ending in checkmate are among the most attractive ones in chess.

Directions

My purpose in this (larger) Training section is to classify and show five typical themes that are very common in grandmaster practice:

- 1) King extraction
- 2) Obstruction
- 3) Weakness of the 8th rank
- 4) Exposed/isolated king
- 5) Weakness of the fianchetto squares (g2 or g7)

1) King extraction

An exposed king is not really a tactical motif, but we use this term to indicate positions where mate or other tactical motifs are possible after we manage to force the enemy king to a position where it is exposed.

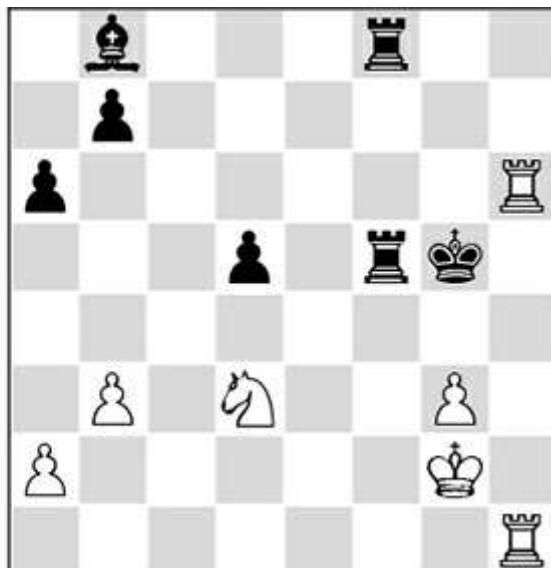
45



Mechanism (queen + bishop)

EXERCISE: White to play and give mate in 3 moves.
(solution on page 51)

46



How to catch the black king?
(solution on page 52)

The Greek Gift

There are typical combinations where one or more pieces are sacrificed to draw the opponent's king to the centre of the board, removed from the protection of its pieces. For example, a well-known motif is $\mathbb{Q}xh7+$ followed by $\mathbb{Q}g5+$, or ... $\mathbb{Q}xh2+$ and ... $\mathbb{Q}g4+$ for Black.

47



EXERCISE: In the Nimzo-Indian Defence, Sämisch Variation (see my book Revolutionize Your Chess), Black usually attacks the weak pawn on c4, while White dominates in the centre and on the kingside. What should White play here?

(solution on page 52)

48



Check your style!

EXERCISE: Black has at least two good options in this position. Which is your favourite one?

(solution on page 52)

2) Obstruction

With this motif you can either catch a piece or give checkmate to the king. In either case, the attacked piece (or king) is deprived of escape squares.

Obstruction is possible in a corner of the board or on the eighth rank.

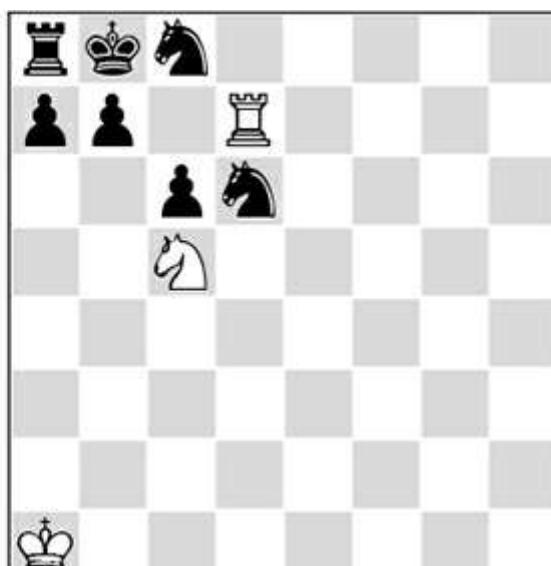
□

49



□

50



EXERCISE: White was first to promote his pawn. The extra tempo allows him to force mate in 2 moves.

(solution on page 53)

51



Mating box

EXERCISE: White to play and give mate in 4 moves.
(solution on page 53)

3) Weakness of the 8th rank

How many times have we not made a ‘luft’ to avoid a fatal weakness on our back rank? The back-rank checkmate (by a rook or queen) occurs when the opponent’s king is trapped by its own pawns on his first rank, and he has no pieces that can interpose or capture the attacking piece.

52



A classic mate

EXERCISE: Black to play and win.
(solution on page 53)

In certain situations, the back-rank checkmate can be prevented, but its mere threat may be sufficient to win material.

■ 53



A surprising decoy

EXERCISE: White threatens to give mate on h7.
(solution on page 54)

There are also various curious checkmates along the a- or h-files.

■ 54



Tactics versus strategy – a linear mate

EXERCISE: Black is working on a slow, positional attack on the hanging c- and d-pawns, but suddenly he receives a checkmate. How?
(solution on page 54)

■ 55



Anastasia's Mate

EXERCISE: White has won two pawns, and his position seems to be pretty solid, but like lightning from a blue sky, a checkmate in only three moves appears on the board. How is this miracle performed?

(solution on page 54)

When you are familiar with the typical ideas, you can use them even in rapid or blitz games.

■ 56



EXERCISE: Black to play and win.

(solution on page 54)

4) Exposed/isolated king

In the middlegame, an insecure position of the king often leads to checkmate.

In the following fragment from an Internet game I took advantage of my deep knowledge of the Fajarowicz Gambit.

■ 57



EXERCISE: Black to play and win.

(solution on page 55)

5) Weakness of the fianchetto squares (g2 or g7)

This motif occurs in practice if the fianchetto bishop is exchanged (or simply absent), which leads to a weakening of the king's position.

□ 58



EXERCISE: A bishop on h6 is very helpful for an attack on the black king along the dark squares.

(solution on page 55)

To summarize, here is a combination with a mix of motifs.

■ 59



EXERCISE: A typical position for an attack with opposite-side castling: you have to combine a good level of calculation with the knowledge you have obtained in this book. Good luck! (solution on page 55)

9 Training: Promoting an Advanced Pawn

Promotion is a chess rule which states that a pawn that reaches its eighth rank is immediately changed into a queen, rook, bishop or knight of the same colour. The new piece replaces the pawn on the same square, as part of the same move. The choice of the new piece is not limited to pieces that have already been captured.

Pawn promotion means an important material gain, because it provides you with a new queen, or another piece that is even more interesting for you at that moment (= underpromotion). The threat of promoting an advanced pawn forms the basis of many tactical possibilities.

This ‘crowning’ of a passed pawn takes place most frequently in the endgame (see Part 3 of this book), when the opponent does not have enough forces to prevent the promotion. However, this tactical resource can also be a motif in the middlegame – it can even be a key point in the battle.

60



Promotion in the middlegame

EXERCISE: White has a strong battery: the advanced pawn on e6 and the bishop on c4. However, to win a game, we have to timely take advantage of a favourable situation.
(solution on page 56)

Combinations based on the promotion of a pawn may also occur in the opening, though not frequently.

61



Promotion in the opening

This position occurs after a strange line in the Caro-Kann Defence: 1.e4 c6 2.d4 d5 3.♘c3 dxе4 4.♗xe4 ♘f6 5.♗g3 h5 6.♗g5? h4 7.♗xf6? hxg3 8.♗e5.

EXERCISE: The black pawn on g3 does not seem to have much of a future – and yet, in a few moves it will turn into a queen!
(solution on page 56)

□

62



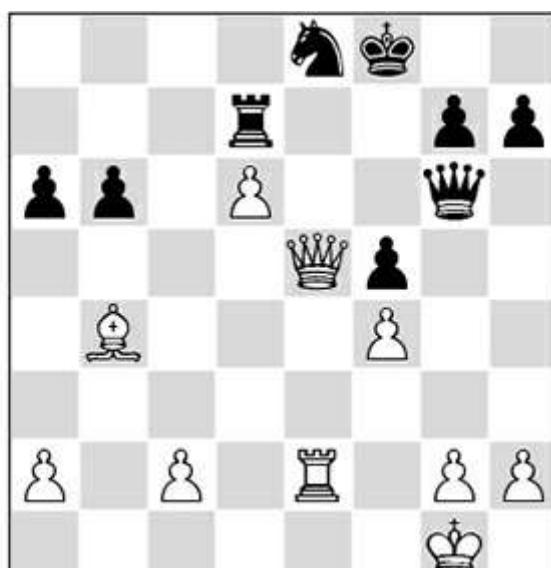
EXERCISE: In this position Black was on the receiving end of a kind of smothered mate in 5 moves.

How?

(solution on page 57)

□

63



Underpromotion

EXERCISE: How to divert the black pieces from the defence?

(solution on page 57)

64



EXERCISE: Black has blocked the e-pawn. Open your tactical eye!
(solution on page 57)

65



EXERCISE: In the middlegame White sacrificed many pawns, in order to get a huge positional advantage. Now is the time for the decisive tactic.
(solution on page 57)

■
66



Pawn versus knight

EXERCISE: White has an extra knight, and the black c-pawn is under control. With his last move, 1. \mathbb{R} d1, he thought he had found the simplest way to win: by exchanging the rooks. Is this plan correct?

(solution on page 58)

10 Training: Beyond Tactics (Combining)

The amount of chess combinations is infinite. We can discover a wealth of material in classical and modern games as well as problems – even in our own games!

Directions

In this final Training section we offer an overview of seven other fundamental tactical motifs. No special monographs on these subjects exist – so far.

- 1) Clearance of lines and squares
- 2) Demolishing the pawn structure
- 3) Zugzwang
- 4) X-ray attack
- 5) Blocking
- 6) Overload
- 7) Miraculous salvation (perpetual check or stalemate)

1) Clearance of lines and squares

Clearance serves to provide a square, diagonal, file or rank for a piece, and/or to facilitate the transfer of this piece for an attack. Clearance can take on two forms.

The first is when a player moves or sacrifices one of his pieces to free a square, file, rank or diagonal for another of his pieces.

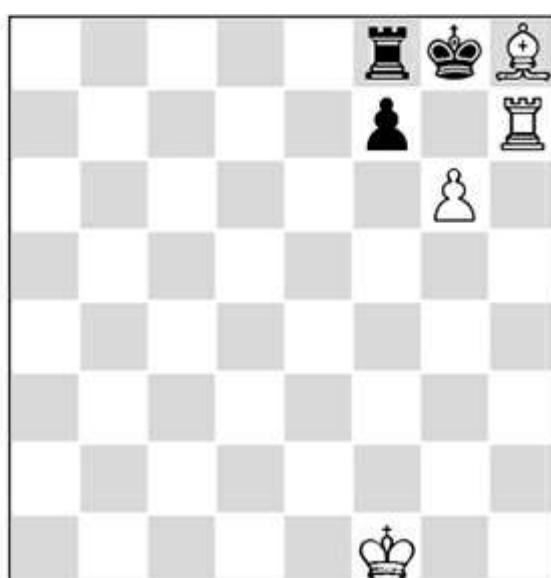
□

67

EXERCISE: Here is a standard flank combination, with clearance as its main motif.
(solution on page 58)

The second type of clearance occurs when one player forces one of the opponent's pieces to leave a square, file, rank or diagonal (often making use of a sacrifice) to make room for another piece which will use the cleared path for an attack.

□

68

Problem – the 'mental trap'

EXERCISE (no. 68): A good example of the mental 'trap' we fall into if we fail to consider sacrifices. Most players don't quickly find the relatively easy solution to this problem.
(solution on page 59)

69



Pawn versus king

EXERCISE: White to play and give mate in 3 moves.
(solution on)

70



The mating square

EXERCISE: Often, the checkmate is there right before your nose!
(solution on page 59)

2) Demolishing the pawn structure

This includes all kinds of destruction of the configuration of pawns, near the enemy king or elsewhere. It is a very important theme in endgame practice (see Part 3 of this book), but also in the middlegame; for example, there are typical demolition attacks on the flank.

71



EXERCISE: I recommend that you count: how many attacking pieces does Black have and how many pieces are defending the white king?
(solution on page 59)

3) Zugzwang

Zugzwang (a German word meaning the ‘compulsion to make a move’) refers to the situation where a player would prefer not to make a move, as any legal move will make his position worse. This motif is more common in the final phase of the game, but is sometimes also used as an important middlegame resource.

72



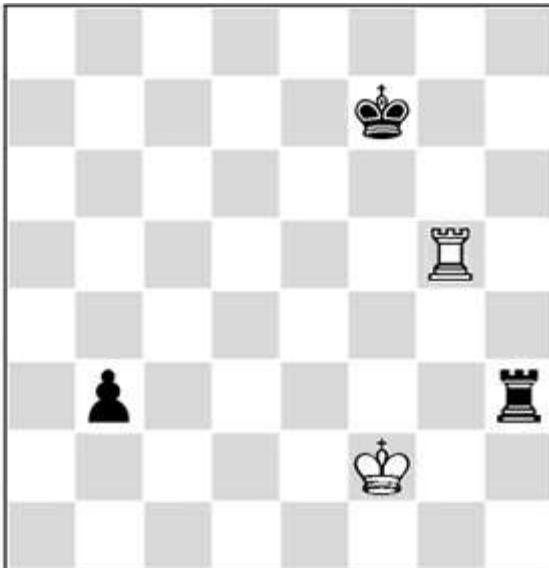
EXERCISE: During his last few moves, Black only moved his king, while White gradually improved his pieces, especially his king:
(solution on page 60)

4) X-ray attack

This tactical motif enables one piece to attack a square or piece ‘through’ another piece along a file, rank or diagonal.

The simplest example is from a theoretical rook endgame: an X-ray attack on the rook through the king.

73



EXERCISE: Black to play and win.
(solution on page 60)

74



EXERCISE: Black to play and win.
(solution on page 60)

5) Blocking

The blocking tactic is an amazing resource, which can also be used as a strategic motif. A piece is forced to a position where it obstructs the path of another of its own pieces, or its king. After such a ‘blocking manoeuvre’, the escape path which was previously available is cut off.

75

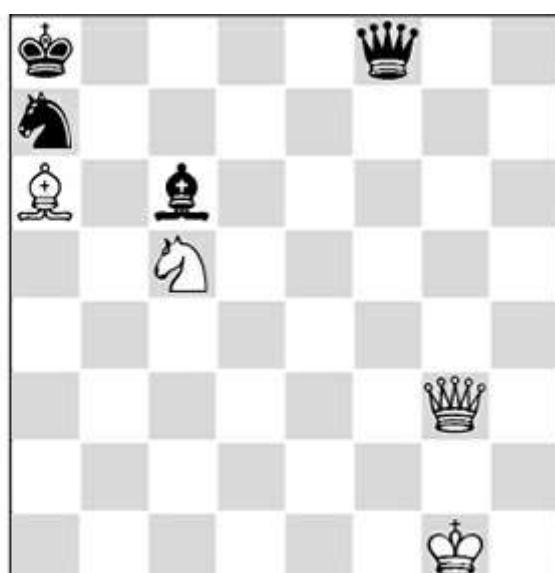


A 'blocking attack' on the king

EXERCISE: White to play and win.
(solution on page 61)

Some types of 'blocking mate' are quite similar to the motif of obstruction of the king.

76



EXERCISE: There are only few pieces left, but still White can win.
(solution on page 61)



77

**A famous motif**

EXERCISE: White to play and win.
(solution on page 61)

6) Overload

Here, a defending piece faces the task of protecting two or more objects (other pieces, the king, or a square or file/rank/diagonal). Making use of this motif, the attacker can decoy the piece from its defensive task.



78



EXERCISE White to play and win.
(solution on page 62)

7) Miraculous salvation

Tactical elements that can help us to escape defeat and to draw are: perpetual check, move repetition and stalemate.

□

79

Perpetual check

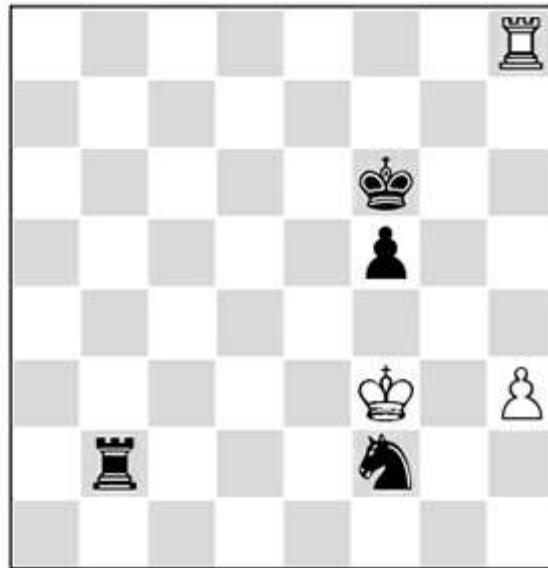
EXERCISE: White has given a pawn, but does not have enough resources to conduct a successful attack on the kingside. However, he can make use of a tactic to make a draw.
(solution on page 62)

□

80

EXERCISE: White has a miraculous opportunity to escape – how?
(solution on page 62)

81



Stalemate

EXERCISE: Is 50... ♜ xh3 correct?
(solution on page 63)

82



Rampant rook or queen

EXERCISE: Black seems to be comfortably mating the white king. But White found a way to escape defeat. What happened?
(solution on page 63)

Solutions to Exercises

Viktor Moskalenko

Igor Novikov

Odessa 1989

1



31.d6!+–

An elegant fork by the d-pawn, diverting one of the enemy pieces decisively.

Viktor Moskalenko

Jorge Gonzalez Rodriguez

Sant Marti 2011 (6)

2



17.♘c4!

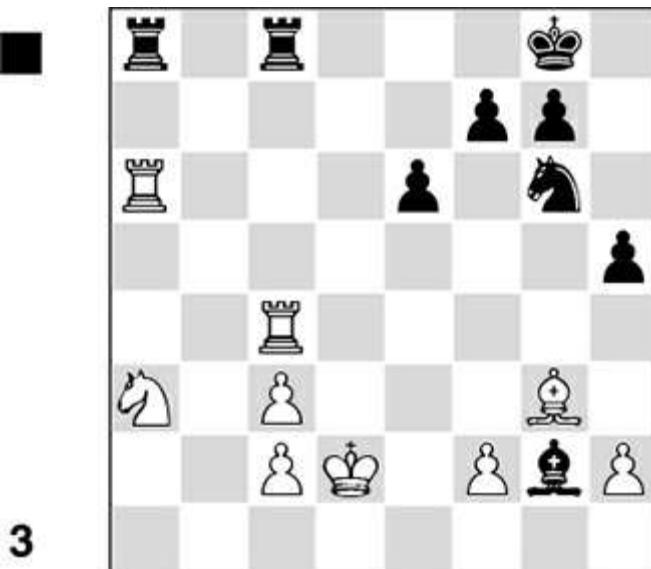
A combination of two elements: discovered attack and pin.

17...♕xc4 18.♕xd5

The white queen simultaneously attacks the ♜a8 and the ♘c4, at the same time pinning the ♞f7. Black resigned immediately.

**Michael Massoni
Viktor Moskalenko**

Barbera del Valles 2009 (1)



3

28... ♜ d8+!

With this intermediate move Black introduces his first double attack: → ♜ a6 and check to the ♔ d2.

29. ♜ d6 h4!

Again, a double threat: now → ♜ g3 and ♜ a3.

30. ♜ cd4

If 30. ♜ xd8+ ♜ xd8+ White loses the bishop on g3.

30... ♜ e8

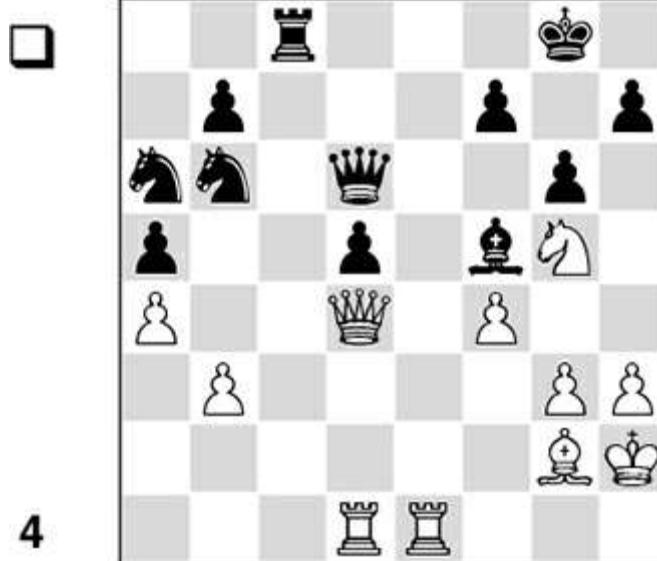


The final position is dramatic for White. He cannot protect his two pieces ($\text{R} + \text{N}$) with one move.

Viktor Moskalenko

Aldo Escobar

Badalona 2005 (7)



40. ♕ h8+!

The star move! Actually, here we have another tactical motif: that of decoying an enemy piece. The white queen diverts the black king to the desired square h8.

In the game I missed this nice resource and continued solidly: 40. ♜ c1 ♜ f8 41.g4, winning slowly.

40... ♜ xh8 41. ♜ xf7+

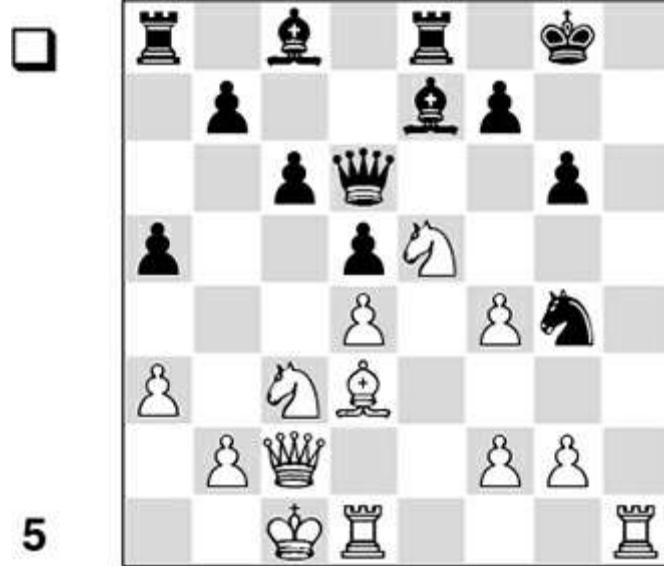


The key of the combination, and the point of the queen sacrifice: a classic fork by the knight.

41... ♜ g7 42. ♜ xd6

Winning easily.

**Viktor Moskalenko
Alexander Graf**
Pinsk ch-URS 1986



18. ♜ h8+!

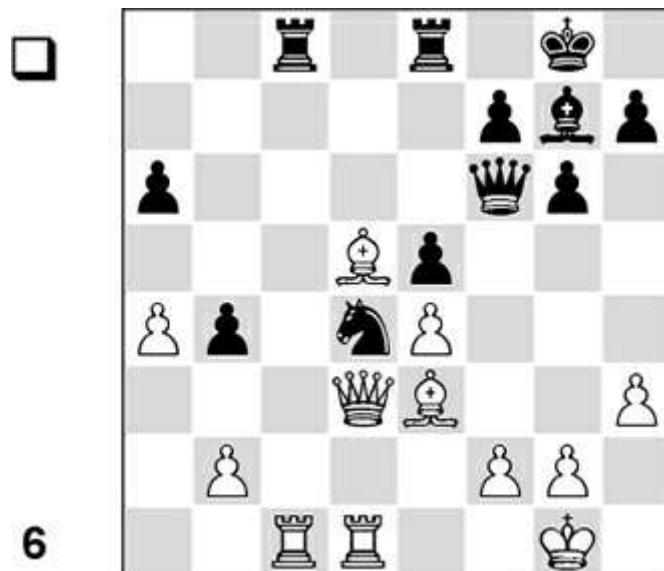
Again, the magic square is h8. This thematic sacrifice shows the perfect coordination of two white pieces (this time: ♕ + ♖).

18... ♕xh8 19. ♔xf7+

Winning the queen.

Viktor Moskalenko Lluis Oms Fuentes

Montcada 2009 (7)



24. ♔xc8!

Less effective is the direct 24. $\mathbb{Q}b7$ $\mathbb{N}xc1$ 25. $\mathbb{N}xc1$ a5 and Black does not lose material so quickly.

24... xc8

And now

25. xd4!

Again, it would be too rash to continue 25. $\mathbb{Q}b7$ $\mathbb{N}d8$ with counterplay for Black.

25...exd4 26. ♕b7!



This way, the bishop simultaneously attacks the rook and the pawn.

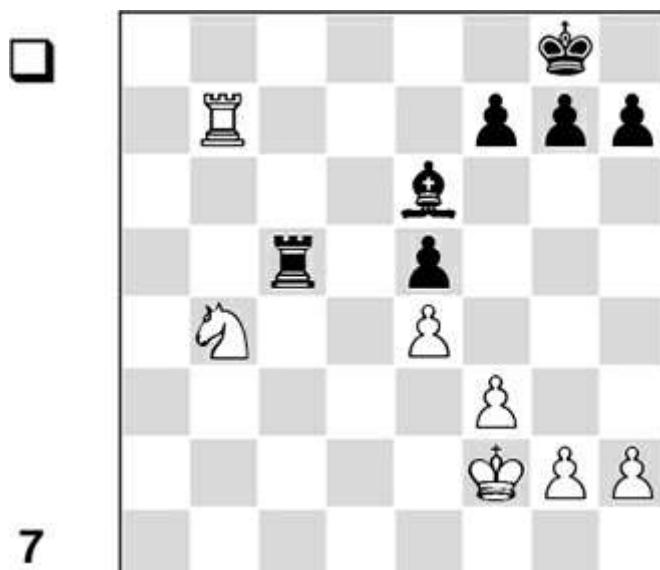
26... ♜c7 27. ♜xa6

White has won a pawn, with a clear advantage.

Viktor Moskalenko

Mircea Parligras

Salou 2010 (9)



30. ♜b8+ ♜c8

If 30... ♜c8 31. ♜d5 and Black loses his bishop, thanks to another tactical theme: the pin.

31. ♜xc8+ ♜xc8 32. ♜c6!

Creating a double threat: 33. ♜e7+ and 33. ♜xe5. So White wins the pawn on e5 and, later on, the game.

Viacheslav Osnos

Viktor Moskalenko

Lviv 1984 (9)

8



32...g5!!

The correct idea. Black king is ready to capture a piece (Q or K) in all variations.

A) In the game I was very short of time, and I played 32... $\text{Qd3}??$. Now, after 33. $\text{R}e1!$ White wins, thanks to a strong attack with his three pieces: $\text{R}e1/\text{Q}h6/\text{Q}h7$;

B) Black could have repeated moves by attacking the knight: 32... Qg8 33. Bf6+ Qf7 34. $\text{Bh7}=$;

C) After 32... $b3$ 33. Qc1 Qd3 34. Qb2 the game is complicated, and both players have their trump cards.

33. Bxg5+

If 33. Qxg5 Qg6 or 33. $\text{R}e1$ Qg6 .

33... Qg6+-



The king himself creates a ‘double attack’.

Bishop and Queen

□



9

1. ♜c5 ♜b6! 2. ♜f4+!

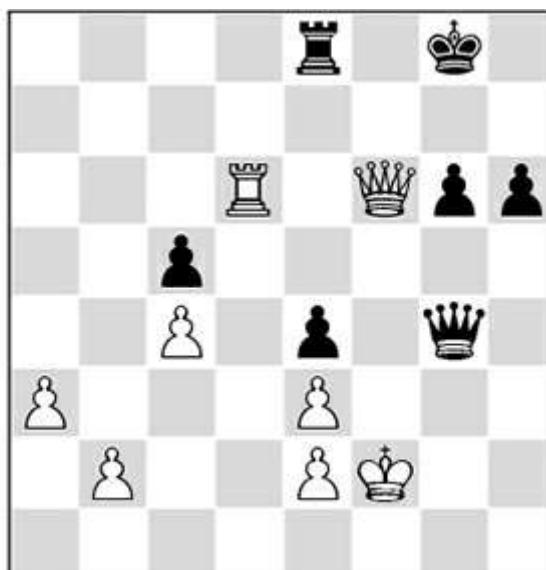
White pinned, and Black counter-pinned, but the text wins the queen.

Vladimir Makogonov

Vitaly Chekhover

Tbilisi ch-URS 1937 (5)

■



10

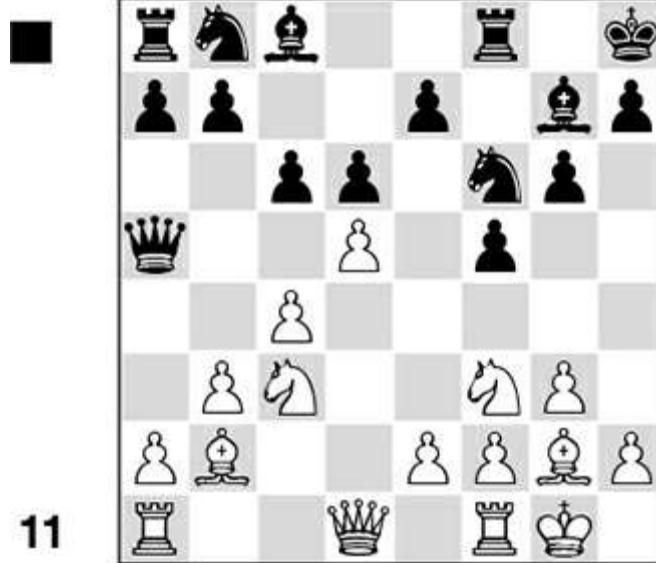
36... ♜f8 37. ♜d8 ♜h4+!

And again the pinned piece is lost.

Karl Robatsch

Vlastimil Jansa

Sochi 1974 (1)



10... ♜xd5?

By taking the pawn on d5, Black shows that he is not aware of the bad position of his king. Better is 10...cxd5!? 11.cxd5 and now 11...♝a6 with good counterplay.

11.cxd5 ♜xc3 12.♚d2!



A deadly cross-pin – the bishop on c3 is lost.

12... ♜xd5 13.♜xc3+ e5 14.♝xe5!

And White wins.

Viktor Moskalenko

Hector Mestre Bellido

Sabadell 2010 (2)

□



12

30. ♔ h6!

The pin is directly against the black king on g8, therefore the white queen is untouchable.

30... ♕ g7

If 30... ♕ e8 31. ♕ xe8 ♔ xe8 32. ♔ f6+ ♔ f7 33. ♔ xe8 ♔ xh6 34. ♔ xd6+ ♔ e6 35. ♔ e4 and the endgame is winning for White.

31. ♔ g5!

With the idea to improve the queen again (♔ d8).

31... ♕ f7

Or 31... ♕ e7 32. ♔ f6+ ♔ g7 33. ♔ xh7!, winning.

32. ♔ d8!

White creates several threats simultaneously: 33. ♔ xd6 and 33. ♔ g5. Black cannot prevent both threats, nor does he have enough counterplay.

32... ♕ f5 33. ♔ xd6! ♔ g7 34. ♔ xc6 ♔ f3!?

The last try.

35. h4!

A prophylaxis in protection of the white king! Now 35. ♔ d5? would be a mistake: 35... ♕ d1+ 36. ♕ g2 ♔ f3+ with perpetual check.

35... ♕ xd3

35... g5 36. ♔ d5!

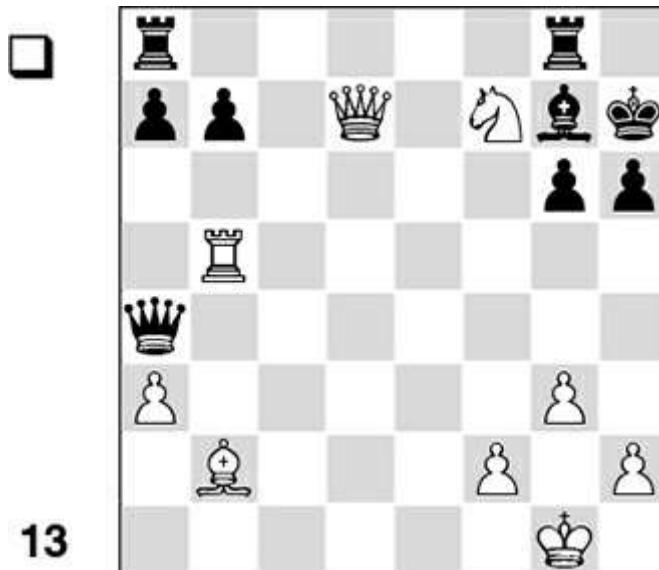
36. ♕ b7 h6?

This allows White to win immediately.

37. ♜f6+!

The rook on f7 is pinned.

A pinning attack (example)



13

1. ♜h5!

A highly effective reply. Actually we have a combination of motifs here, which is something that happens very often in real games. White's move constitutes a discovered and double attack: the black queen is attacked, and the black king is caught in a mating net. After Black's only reasonable reply

1... ♕xd7 2. ♟g5+

the h-pawn cannot take the knight

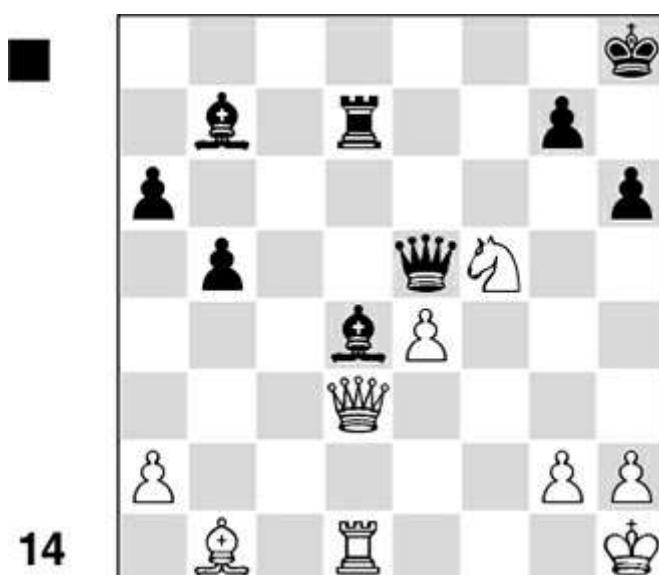
2... ♛h8 3. ♜xh6#

and the same goes for the black bishop. And so, it is mate.

Ignatz von Popiel

Georg Marco

Monte Carlo 1902 (1)



14

36... ♜g1!

Suddenly Black is winning, thanks to a double attack: mate (37... \mathbb{Q} xh2), or winning the queen by the discovery of the rook on d7 (\mathbb{R} x \mathbb{Q}).

Vladimir Potomak

Jiri Lechtnsky

Ostrava ch-CZE 2010 (7)

■

15



30. ♜ e6!

Black resigned, in view of the double threat of mate on either d8 or g7.

Alexey Korotylev

Viktor Moskalenko

Budapest 1994 (5)

■

16



19... ♜ c6!

A discovered / double attack on the queen on e4 and bishop on d4.

20. ♜ xd3?

Actually this move loses material. Better was 20. ♜g4 ♜xd4 21. ♜xd4 ♜c5# with Black's initiative, since the pawn on d3 is still untouchable: 22. ♜xd3? ♜e1+!.

20... ♜ e1+!



A diversionary check; a theme that is connected to the motif of decoy (see Trainings no. 5 and 6).

21. ♜xe1

21. ♜f1 ♕xd3 also wins for Black.

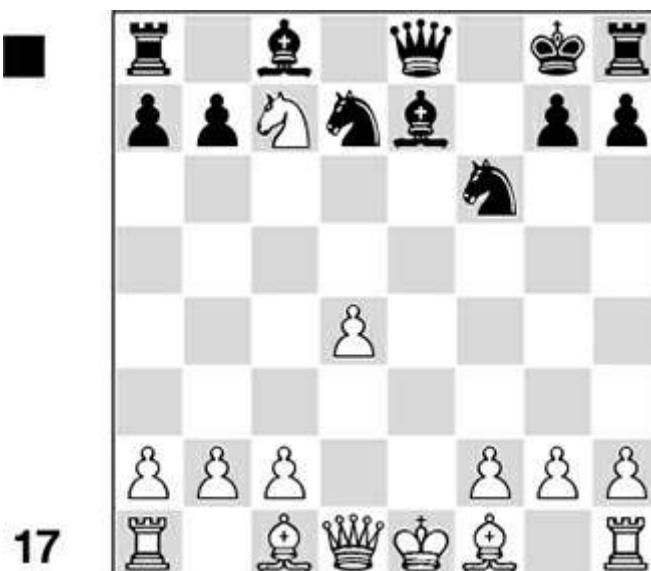
21... ♕xd3 22. ♜ed1 ♕xd4!

After this final ‘miracle’, my opponent could not take any more and gave up resistance. The last trick is the pin: on 23.dxc6, 23... ♕xd1 wins.

Heinrich Lohmann

Rudolf Teschner

Bad Pyrmont 1950 (16)



10... ♜b4#

The double/discovered check by bishop + queen means an immediate mate here, because the white king has no square to escape to.

Carlos Torre Repetto

Emanuel Lasker

Moscow 1925

□



18

25. ♜f6! ♛xh5 26. ♜xg7+ ♛h8



And now we have the ‘Zwickmühle’:

**27. ♜xf7+! ♛g8 28. ♜g7+ ♛h8 29. ♜xb7+ ♛g8 30. ♜g7+ ♛h8 31. ♜g5+ ♛h7
32. ♜xh5**

with a decisive material advantage.

**Viktor Moskalenko
Jorge Gonzalez Rodriguez**
Barcelona rapid 2006 (4)

□



19

18. ♜ h6+!

Combining two motifs: intermediate move with discovered check.

18... ♛ h7 19. ♜ f5+

Another ‘wing’ check, resulting in mate after 19... ♜ h6 20. ♜ xh6#.

Pawel Bloch**M. Zawadzki**

Zakopane ch-POL jr 2001 (9)

□



20

13. ♜ xd5 cxd5 14. ♜ xd5!

A discovered attack.

14... ♞ xc2 15. ♜ xe7+

White wins a pawn thanks to this intermediate check.

Lucas Cisneros Belenguer**Viktor Moskalenko**

Barcelona 2000 (7)

■

**21****29...♝xd4+!**

An important improvement. 29...bxc3!? is another intermediate move that was also possible.

30.♔f1

The main problem for White is seen in the line 30.cxd4 ♛xe6 31.♝h3+ ♛f6!.

**analysis diagram**

The key point: the black king controls the f5-square. 32.♝xc8 c3+ and the white bishop on c8 cannot stop the black c-pawn (see also Training no. 9 – queening of the pawn).

30...♛xe6 31.♝h3+ ♛d6 32.♝xc8 bxc3 33.bxc3 ♛xc3+–

After all these tactical operations, White lost his central pawns and soon Black's two passed pawns on the c- and d-file decided the game.

Viktor Moskalenko**Logman Guliev**

Montcada 2007 (4)

□



22

17. ♜f4!

The black queen is attacked, but it cannot move because it protects the knight on a5. The only defence would be an intermediate check:

17... ♕xd1+ 18. ♛f2!!

This amazing ‘intermediate move’ is based on a tactical resource culminating in mate on the eighth rank – and that made my opponent feel nervous!

18... ♜e7

This looks like the only move. If 18... ♜d7 19. ♜xd1!, or 18... ♜xh1 19. ♜e8#.

19. ♜xd1

White has a plus pawn, the initiative, and a big positional advantage.

**Tiger Hillarp Persson
Dewperkash Gajadin**

Khanty-Mansiysk 2010 (1)

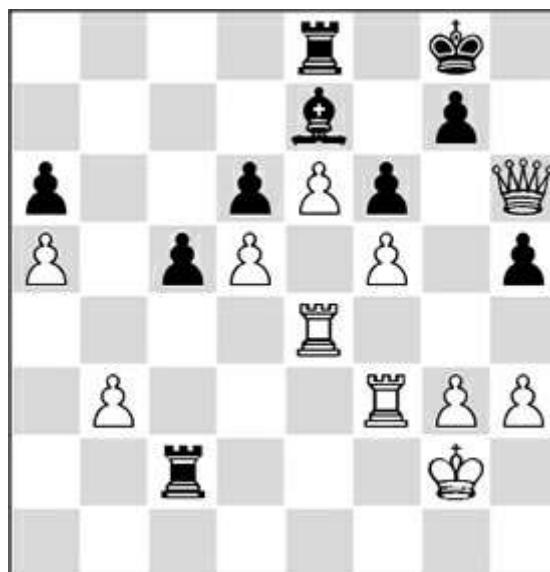
23



40... ♜ xc4!

The black rook removes the piece that defends the queen on d2.

41. ♔ xh6 ♜ c2+



... and now also saves itself, thanks to the intermediate check. Black has won a piece.

**Bu Xiangzhi
Semetery Tologontegin**

Khanty-Mansiysk ol 2010 (1)

24



36... ♕xf2+?

A tactical error, which allows for a quick finish. 36... ♕d8! was the only move, defending the king: 37. ♔e4 ♔g7!= with a happy escape.

37. ♔g2!

The key to White's defence. Of course not 37. ♕xf2? ♕f5+, recovering the piece.

37... ♕d8

This was Black's tactical concept – the queen prevents mate on g8, while at the same time attacking the knight on f6. If 37... ♕g5 38. ♔e4! ♕g6 39. ♔a8+ ♔g7 40. ♔e8+ winning the black queen.

38. ♕xe6!



A new tactic: removing the defender of the g6-square.

38... ♕g5

A zwischenzug to defend. If 38...fxe6 39. ♔g6 wins.

39. ♔e4!

Hello, here is the double threat! Mate on h7 and check on e8.

Mikhail Golubev

Andrey Korkhov

Odessa 1986

□



25

23.♘ ed5!

This thematic blow involves multiple attacks on the black pieces (see ‘discovered attack’ – Training no. 3).

23...♚ xf3

An intermediate move.

24.♗ xe7+! ♔ f8 25.♕ xf3 ♕ e8



It seems as if Black can recover some material and can keep fighting. However...

26.d5!

A new resource.

26...cxd5

In the variation 26...♝ xe7 27.♝ xe7 ♔ xe7 28.d6+ the d-pawn fork wins.

27.♗ a3!

Now White uses the idea of a pin (Training no. 2) along the a3-f8 diagonal.

27...d4

If 27...♝ xe7 28.c6!.

28.c6!



Creating a new ‘double threat’.

28...bxc6 29.♘ xc6+

A ‘discovered check’ that decides the issue.

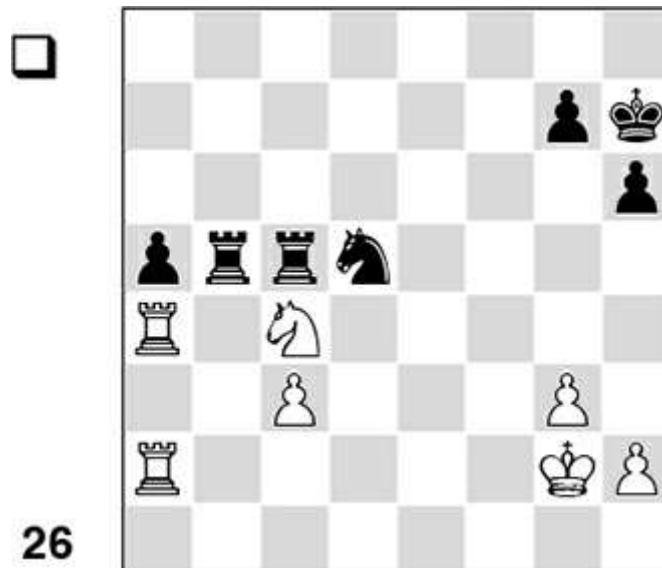
29...♚ g8 30.♖ xe8+ ♚ xe8 31.♘ xd4

At the end of a series of typical tactical operations, White has won a rook, and he will soon win the game.

Migchiel de Jong

Viktor Moskalenko

Hoogeveen 2010 (3)



26

35.♖ xa5

Running into a surprise. After 35.♖d6 ♖xc3 36.♖xb5 ♖xa4 37.♖xa4 ♖xb5 Black also has good chances to win the rook endgame, with a passed extra pawn.

35...♝ e3+!

Deflecting the defender on c4.



Migchiel De Jong is an active participant in Dutch chess events. Against him, the author made use of a decoy to end a tense struggle.

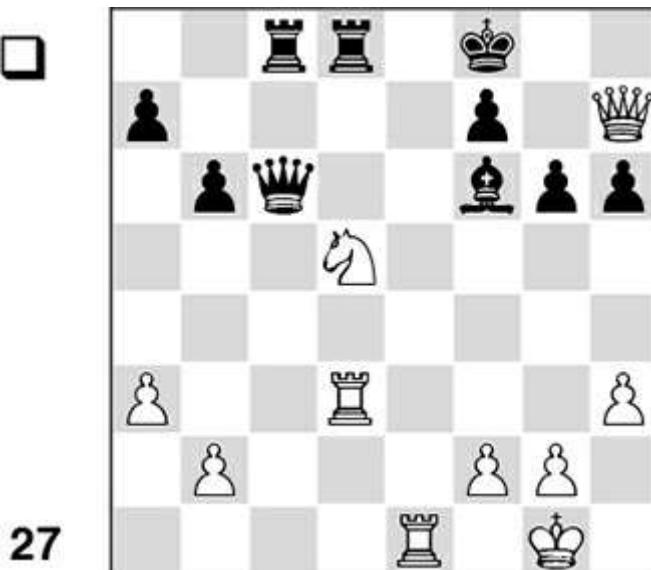
36.♘xe3 ♜xa5†

Winning material (\mathbb{Q} vs. \mathbb{N}) and, later, an interesting endgame (see Part 3, Training no. 26).

Miguel Najdorf

Yosef Porat

Amsterdam ol 1954 (10)



26.♘e7!

The knight creates a triple attack ($\mathbb{Q}x\mathbb{K}$ / \mathbb{R} and supporting the 27.♔g8 mate threat), thus decoying the bishop from the f6-h8 diagonal. Black resigned, because 26...♝xe7 allows 27.♗h8#.

Diego Adla
Viktor Moskalenko

Mallorca 2010 (5)

28



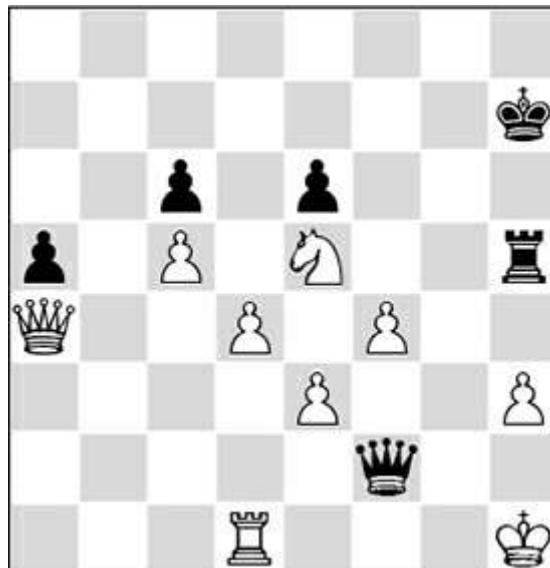
37...♜ a4!

An excellent resource. The black rook on f5 is pinned by the white queen and cannot play. But the bishop sacrifice was a great surprise for my opponent.

38.♝ x a4

White had an intermediate threat to counter with: 38.♕ g2!?, but it would not have saved the game: 38...♜ xd1 39.♕ g6+ ♔ h8 40.♗ e8+ ♔ g7 41.♕ g6+ ♔ f8 42.♕ xf5+ exf5 43.♕ g6+ ♔ e8 44.♗ xh4 a4, winning thanks to the unstoppable a-pawn.

38...♞ f2+ 39.♔ h1 ♜ h5



The two black pieces (♞ + ♜) dominate the white king. Mate by 40...♞ xh3+ is unavoidable.

**Vladimir Khomyakov
Mikhail Golubev**
Ostrava 1992 (4)

29



28...♝c2!

The bishop diverts the rook from d2: Black threatens mate on a2.

29.♔b2

The only defence. If 29.♝xc2 ♜xa2#, or 29.♜xc2 ♜b3+ (discovered check) 30.♜xb3 ♜xd4+, winning the white queen.

29...♝b3+



A winning check, exploiting the pin on the a2-pawn.

30.♜xb3 cxb3 31.♝xc2 ♜xa2+ 32.♚xa2 ♜xa2+ 33.♚b1 bxc2+

White resigned. After the exchange of the rooks there is no hope for him in the pawn endgame.

Viktor Moskalenko

Yury Lapshun

Barcelona 2006 (9)

30



19... ♜ xc5?

is not good:

20. ♜ xc5 a5 21. ♜ b5

And Black resigned, because of the hidden tactic 21... ♛ xc5 22. ♜ d8+!+, deflecting the defender of the black queen: the rook on c8 has to move.

Mikhail Mozharov

Oleg Nikolenko

Moscow 2010 (6)

31



45. ♜ a8!

This rook sacrifice allows White to gain a decisive tempo for the attack.

45... ♜ xa8 46. ♜ g5

And Black has no defence against the threat of 47. ♜ h7+ and mate on the next move.

Edgardo J Almedina Ortiz

Pavel Parfenov

Khanty-Mansiysk ol 2010 (10)

□



32

25. ♔ h7!

The queen decoys the black rook from the defence of the weak square f8.

25... ♕ d8

The key idea is 25... ♜ xh7 26. ♜ f8#, or 25... ♜ g8 26. ♔ xg8+! ♜ xg8 27. ♜ f8+ ♔ e7 28. ♜ 1f7#.

26. ♜ xh8+ ♕ c7 27. ♜ xg7+-**Fidel Corrales Jimenez****Daniel Stellwagen**

Khanty-Mansiysk ol 2010 (7)

■



33

28... ♜ e2+!

White resigned. The rook + bishop divert the white army: if 29. ♜ xe2 ♕ c1+ 30. ♜ d2 ♕ xd2+ loses the queen.

**Richard Réti
Savielly Tartakower**

Vienna 1910

□



34

9. ♔d8+!

Attracting the black king to the deadly square:

9... ♕xd8 10. ♜g5+!

A double check by discovery.

**10... ♛c7**

10... ♛e8 11. ♜d8# is also mate.

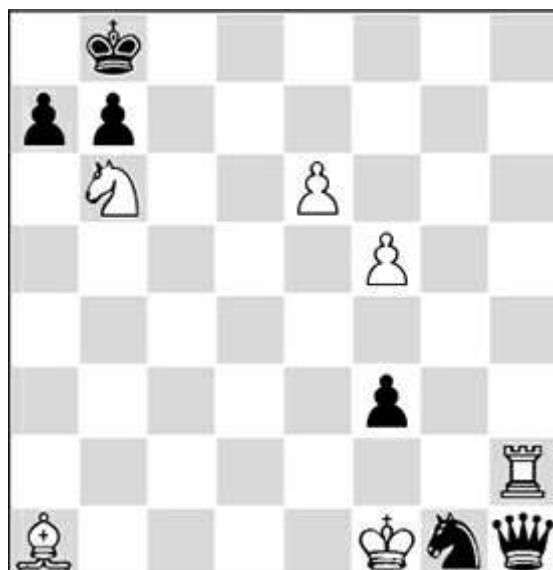
11. ♜d8#**Fridman****Tompson**

Canada 1949

□

**1. ♜ b6+! ♕ b8**

Accepting the knight leads to mate: 1...axb6 2. ♜ a2+ ♕ b8 3. ♜ e5+ ♕ c8 4. ♜ a8#.

2. ♜ h2!

Now the black queen is diverted twice, after which a knight fork decides the game.

2... ♕ xh2 3. ♜ e5+! ♕ xe5 4. ♜ d7+ ♕ c7 5. ♜ xe5

And Black loses to the double threat: taking the knight on g1 and advancing the e-pawn to e7.

Mikhail Golubev**Adam Cybulak**

Swieradow Zdroj 1992 (2)

□



36

37. ♕xc5+!

A thematic queen sacrifice, luring the black king forward.

37... ♔xe5

37... ♔xc5 38. ♘xd7+ ♔xd5 39. ♘xf6+.

38. ♘c3+

Winning the black queen.

Vladimir Akopian**Laurent Fressinet**

Khanty-Mansiysk ol 2010 (11)

■



37

37... ♘c5!

An attractive sacrifice/pin, with multiple threats: either the white queen or the knight is decoyed. White loses his queen in all lines: 38. ♕xc5 ♘e4+ or 38. ♘xc5 ♘xd4+.

Sebastian Bogner**Gillan Bwalya**

Khanty-Mansiysk ol 2010 (1)

□



38

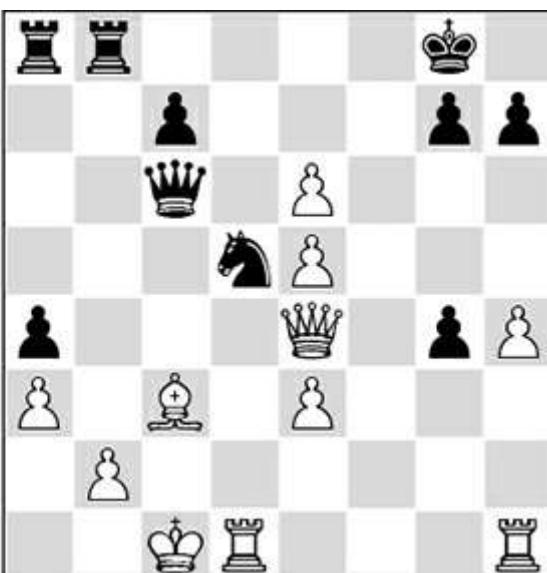
43. ♜f7+!**1-0**

There could have followed 43... ♛e7 44. ♜f6# or 43... ♛xf7 44. ♜f6+ ♛e7 45. ♜xf8#.

**Nicolas Giffard
Viktor Moskalenko**

Metz 1992

■



39

24... ♜xb2!→

Removing a keystone from the white fortress.

25. ♜d3

Or 25. ♛xb2 ♜xc3+ with mate in 6 moves.

25... ♜b3!

And Black won easily:

**26. ♜xd5 ♜xc3+ 27. ♜d1 ♜a1+ 28. ♜e2 ♜b2+ 29. ♜d2 ♜xd2+ 30. ♜xd2 ♜d8+
31. ♜c2 ♜a2+ 32. ♜c3 ♜b3#**

**Sergei Zhigalko
Alan Rosenbeiger**

Khanty-Mansiysk ol 2010 (1)

□

**20.e5!**

White sacrifices a central pawn, clearing the fourth rank for a rook switch: $\mathbb{R} a4-h4$.

20...dxe5

If 20... $\mathbb{Q}xa4$, 21.exf6 wins material.

21.♖ h4

And suddenly Black is lost: there is no satisfactory defence against the threat of 22. $\mathbb{Q}xg7$ and 23. $\mathbb{Q}h6+$ etc.

21...♘ h5

And now follows an elimination of the defender:

22.♖ xh5!

Black threw in the towel in view of the simple 22...gxh5 23. $\mathbb{Q}g5$ and 24. $\mathbb{Q}xg7$ mate.

Viktor Moskalenko**Ratmir Kholmov**

Alushta 1998 (5)

41

**18.♘xd5!**

This powerful blow eliminates all the defences on the d5-a8 as well as the d5-g8 diagonal. Black resigned; if 18...exd5 there follows 19.♗xd5+ ♗f7 20.♗xf7 ♘xd5 21.♗xd5, winning material.

Anton Korobov**Daniel Fridman**

Warsaw Ech rapid 2010 (13)

42

**22.♝xc6!**

Eliminating the knight, the defender of the e5-pawn.

22...♝xc6 23.♝c4+ ♗f7

23...♚h8 24.♝xe5+ is the key idea.

24.♞h6+**1-0****Rustam Kasimdzhanov****Mikhail Golubev**

Germany Bundesliga 2001/02 (9)

□



43

36. ♜ xf6!

A brutal blow – the punishment begins. The 36.gxh3?! capture is a weak option; after 36... ♖f4+ 37. ♔g2 ♗h4∞ Black has counterplay.

36... ♜ xf6 37. ♗ b8+! ♜ xb8 38. ♜ xb8+ ♔ g7

Or 38... ♜ f8 39. ♗ xe5+ ♔ g7 40. ♜ xf8#.

39. ♜ g8#**Bernat Martinez Gutierrez****Viktor Moskalenko**

Badalona 2001 (1)

■



44

24... ♗ h3!

The threat is 25... ♗ xg3+.

White defended with

25.f4



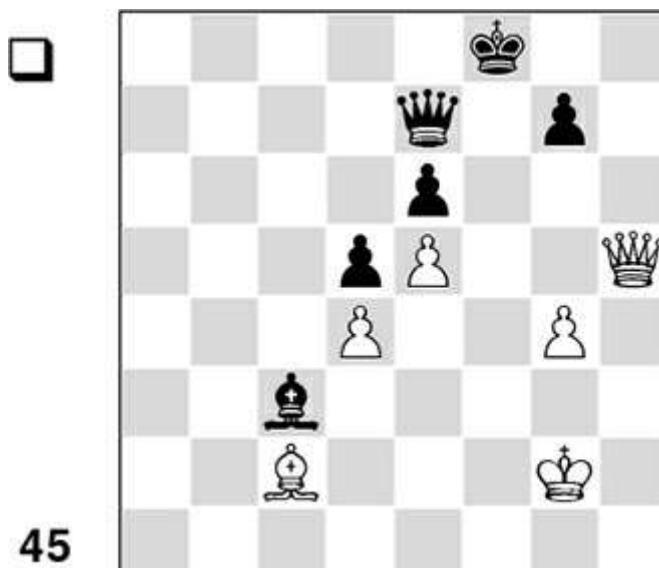
EXERCISE: And now?

25... ♜ e3!

This thematic blow destroys the white fortress, for example:

- A) 26. ♔d1 ♜xg3#;
- B) 26.fxe3 ♜xg3+ 27. ♜g2 ♜xe3+ 28. ♔h1 ♜h3+ 29. ♜h2 ♜xf1#;
- C) 26. ♜d3 ♜xg3+ 27.fxg3 ♜xd3+, winning with the discovered check.

Mechanism (queen + bishop)



1. ♜h8+ ♔f7 2. ♜g6+!

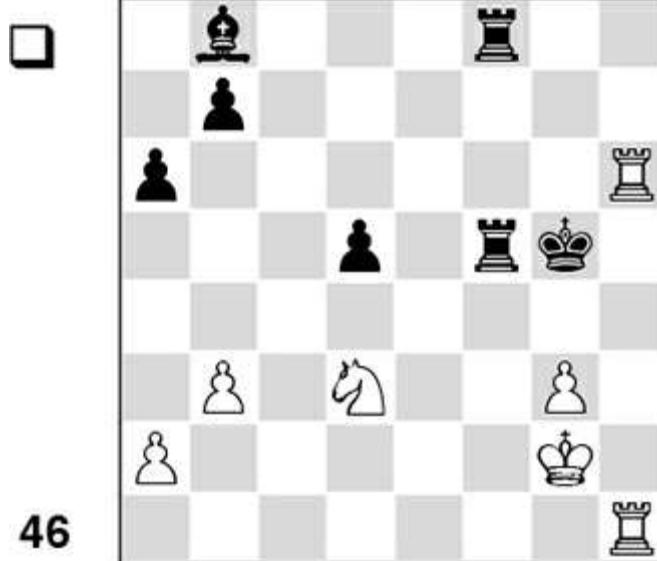
Forcing the king to move to the losing square:

2... ♜xg6 3. ♜h5#

Viktor Moskalenko

Karen Movsziszian

Salou 2010 (4)



46

39. \mathbb{R} 1h5+ \mathbb{Q} g4 40. \mathbb{R} h4+ \mathbb{Q} g5 41. \mathbb{R} h3!

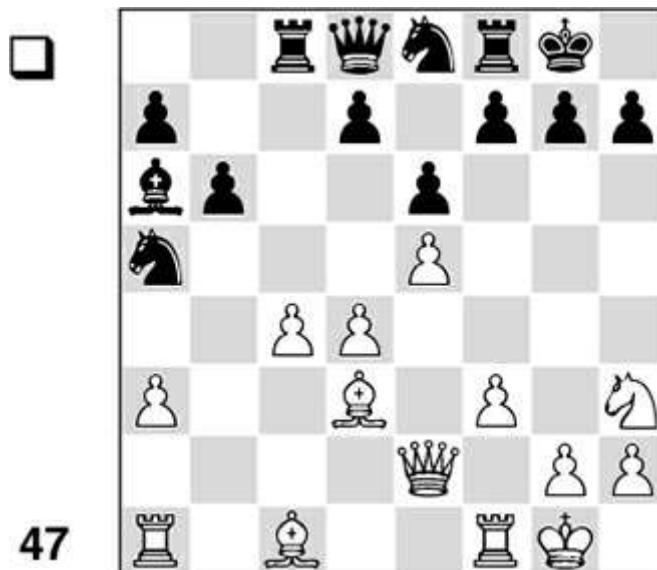
1-0

On the next move, 42. \mathbb{R} 4h5 is checkmate.

Viktor Moskalenko

Ruslan Pogorelov

Barcelona rapid 2005



47

1. \mathbb{Q} xh7+!

With the idea of luring the black king out of his fortress.

1... \mathbb{Q} xh7 2. \mathbb{R} g5+

Thus begins the typical attack named the ‘Greek Gift’.

2... \mathbb{Q} g8

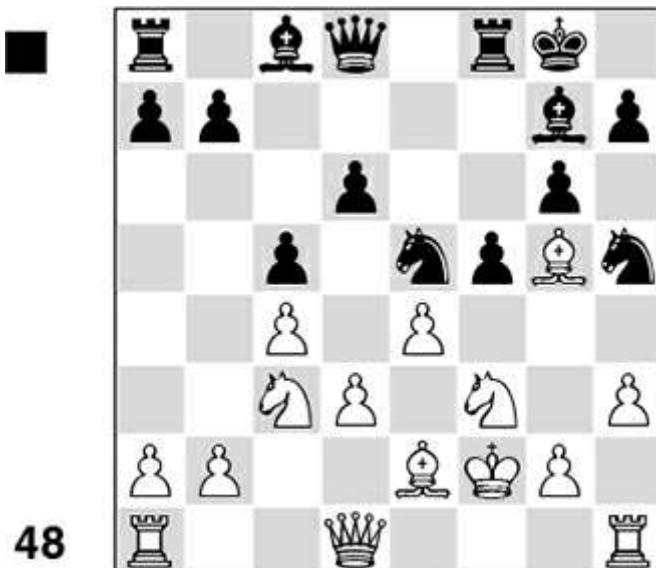
Alternatively, 2... \mathbb{Q} g6 3. \mathbb{B} e4+ f5 4. \mathbb{B} h4 \mathbb{Q} f6 5. exf6 \mathbb{R} h8 6. \mathbb{B} g3 \mathbb{Q} xf6 7. d5! with a winning attack.

3. \mathbb{B} e4! f5 4. \mathbb{B} h4+-



White has a decisive advantage. Note the typical strong coordination of ♕ + ♔ in the attack. To avoid immediate mate, Black will have to give half of his army, or his queen.

**Sam Grigg
Moulthun Ly**
Sydney 2010 (7)



12... ♜xf3!!

After this strong blow, the white king finds himself in a mating net. 12... ♜e8!↑ was the safest option, when Black develops his attack without haste, but also without pause.

13. ♜xd8 ♜d4+ 14. ♜xf3

Black is a full queen behind, but the rest of his army is going to punish the exposed white king. 14. ♜f1 ♜g3# is checkmate by obstruction.

14...fxe4+

A double check by discovery!



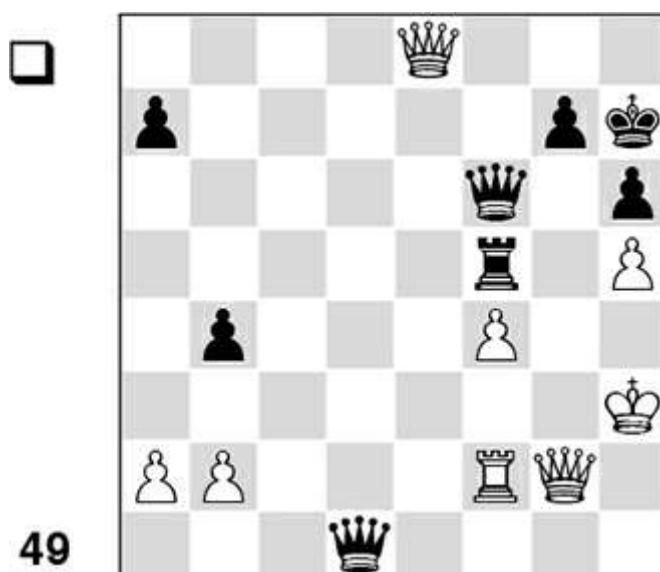
15. ♕xe4 ♜f5+ 16. ♔f3

Or 16. ♔d5 ♛f4+ 17. ♔xd6 ♜axd8+ 18. ♔e7 ♜d7#.

16... ♜e6+ 17. ♔e4 ♜g3#

**Viktor Moskalenko
Aleksandr Shneider**

Chernigov 1985 (11)



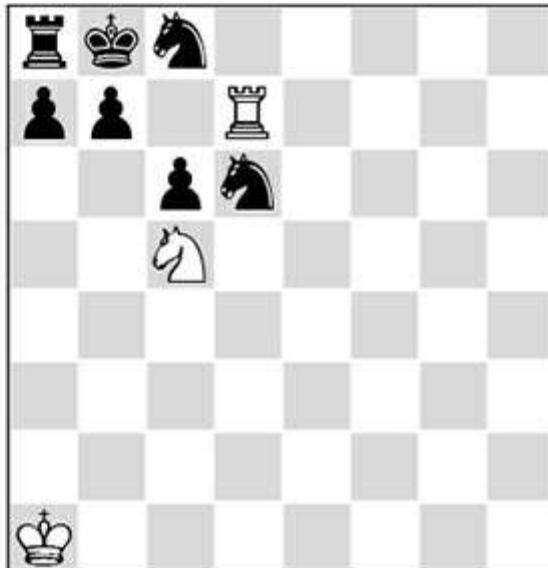
49

36. ♜gg6+! ♜xg6 37.hxg6#

A curious checkmate with the g-pawn.

Puzzle

□



50

1. ♜ xb7+! ♜ xb7 2. ♜ a6#

A common and natural checkmate with the knight in such situations. See also the next example:

Maeovsky

Kirienko

Zitomir 1974

□



51

1. ♕ h7+!

With this typical queen sacrifice White constructs a ‘mating box’ for the black king:

1... ♜ xh7 2. ♜ hg6+ ♔ g8 3. ♜ xe7+ ♔ h8 4. ♜ 5g6#

Paul Keres

Alexander Alekhine

Margate 1937 (7)

□



52

23. ♜xd7+!

Black resigned, on account of the coming checkmate on d8: 23... ♜xd7 24. ♜e8+ ♜d8 25. ♜exd8#.

**Antoaneta Stefanova
Corina Peptan**

Moscow ol W 1994 (12)

■



53

35... ♜b1!

With this surprising ‘decoy’ of the white queen from the attack – and the defence! – Black finishes the game in her favour.

36. ♜e2

The black queen is untouchable: 36. ♜xb1 ♜f1#.

36... ♜e4!

And White resigned.

**Rudolf Spielmann
Salomon Landau**

the Netherlands m 1938 (3)

□



54

1. ♜f6+!

Punishing Black on the kingside.

1...gx_f6 2. ♜g4+ ♔h7 3. ♜g2!

Opening the path from c1-h1, to make way for the rook (4. ♜h1 mate). Black resigned.

Jonathan Gast

Edwin Bhend

Bern 1987

■



55

31... ♜e2+ 32. ♜h1 ♜xh2+! 33. ♜xh2 ♜h4#

Alexander Moiseenko

Artur Jussupow

Warsaw Ech rapid 2010 (13)

■



56

24... ♕xf2+!!

A grandmaster applies such ideas almost without thought!

25. ♜xf2 ♜b1+

White resigned. Mate on the back rank follows after 26. ♜f1 ♛e3+ 27. ♔h1 ♜xf1+ 28. ♔g1 ♜xg1#.

**Dragan Tescic
Viktor Moskalenko**

Internet 2008

■



57

15... ♛xh2+!!

Black begins an unstoppable kingside attack.

This idea also featured in my first book with New In Chess, The Fabulous Budapest Gambit.

16. ♔xh2 ♜h4+ 17. ♔g1



EXERCISE: How to continue?

17... ♜xg2!

The second sacrifice is decisive.

But not 17...g3? 18. ♜f3 ♜xf3 in view of 19.fxg3! – an intermediate defensive move.

18. ♜xg2 ♜h3+ 19. ♜g1 g3

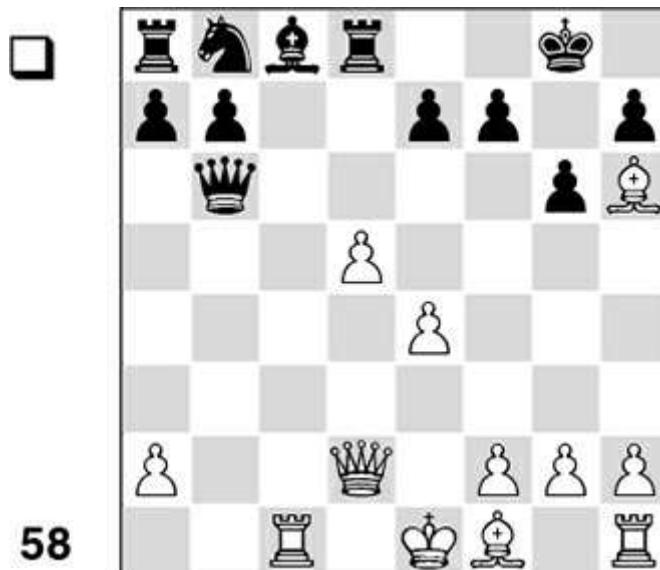
The lone king on g1 cannot survive. White resigned.

This game is fully annotated in Part 2 – Strategy.

Axel Ornstein

Dan Hansson

Bollnas ch-SWE 1973 (5)



58

15. ♜c3!?

Threatening mate (16. ♜g7) and preparing a sacrifice.

15...f6

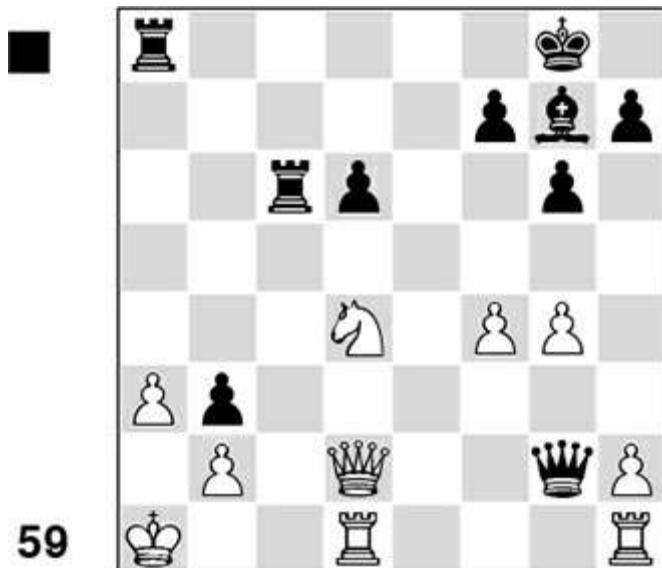
15... ♜f6 16. ♜xc8!.

16. ♜xc8!

Black resigned. If he accepts the queen, 16... ♜xc8 17. ♜xc8+ ♜f7 18. ♜f8 is mate.

Wheeler

Hall



1... ♜c1+!

This beautiful combination begins with a decoy of the queen.

2. ♛xc1

2. ♜xc1? ♕xd2.

2... ♜xa3+!



Elimination of the defence.

3. ♛b1

3.bxa3 ♕a2#.

3... ♜a1+!

Clearance: of the a8-square and the a-file.

4. ♛xa1 ♕a8+

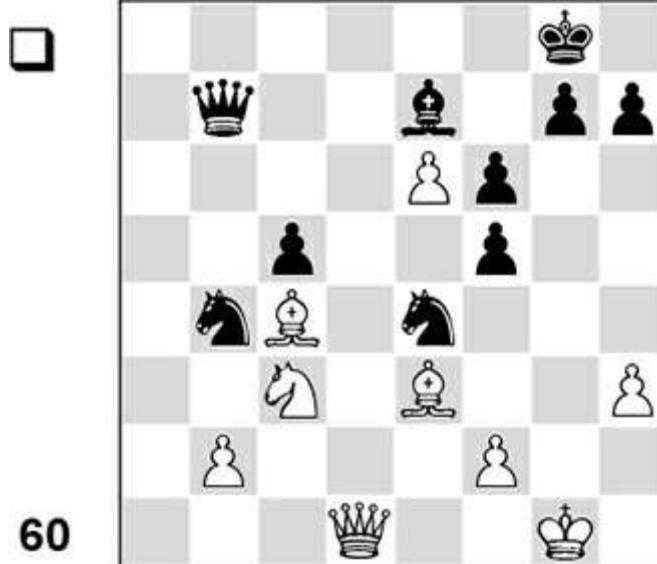
Finally, the checkmate with ♕ + ♔.

5. ♛b1 ♕a2#

Viktor Moskalenko

Jorge Massana Blanch

Barcelona rapid 2005 (1)



60

23. ♔d8+!!

Sacrificing the queen, in exchange for a discovered check.

23... ♕xd8

Deviating the key piece (the e7-bishop), which is blocking the passed pawn and thereby defending its king. 23... ♔f8 24.e7+ would amount to the same.

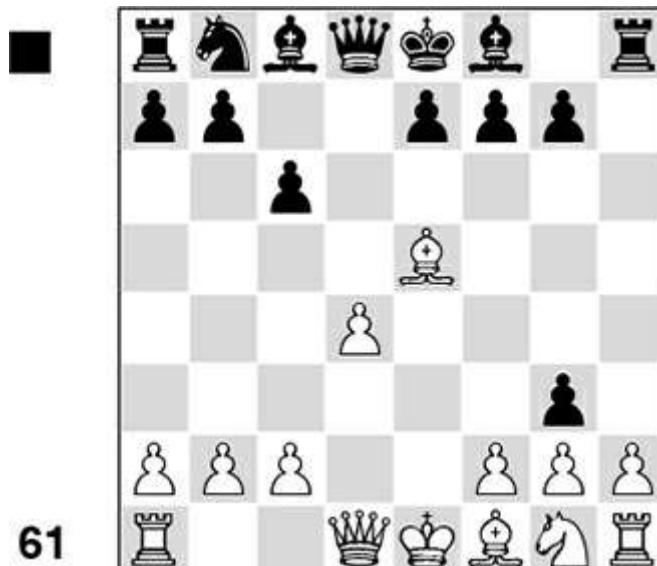
24.e7+

And White will queen his e-pawn on the next move (25.e8♔), which is also checkmate.

Schuster

Carl Carls

Bremen 1913



61

8... ♜xh2! 9. ♜xh2 ♔a5+!

The intermediate move as a surprise weapon. White had only looked at 9...gxh2?! 10. ♔xh2 when he has no problems.

10.c3

10. ♔d2 gxf2+!.

10... ♔xe5+!



The key sacrifice: Black will promote the pawn, and win an extra piece.

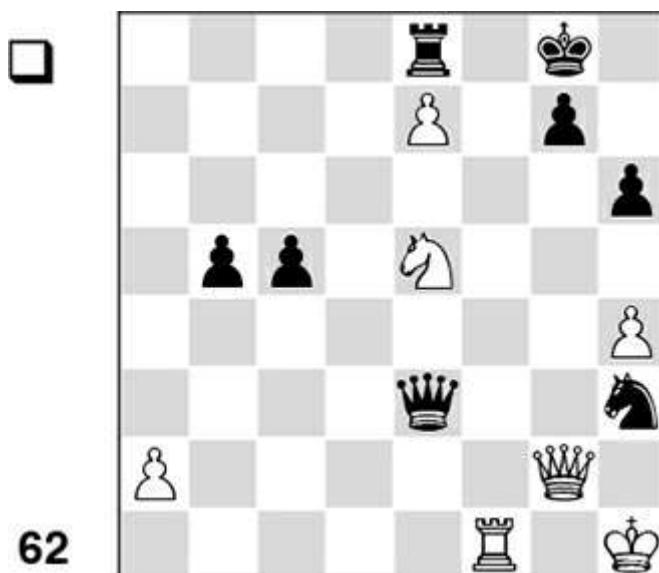
11.dxe5 gxh2



STATISTICS: Curiously, this same combination occurred in two more games: in 1928 and recently, in 2009!

Boris Gulko
Karen Ashotovich Grigorian

Vilnius ch-URS sf 1971



62

38. ♜f8+! ♜xf8 39. ♞d5+ ♛h7



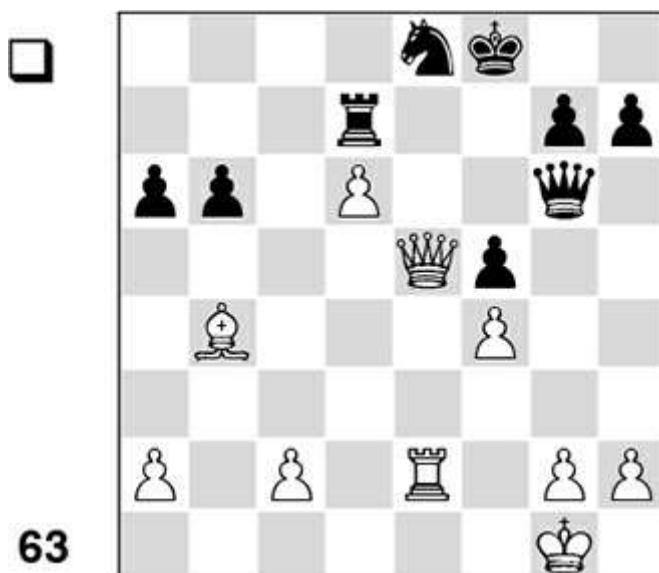
40.exf8 ♔ +!

The queen promotion 40.exf8 ♔? horribly fails to 40... ♔ g1#.

40... ♔ h8 41. ♔ eg6#

**Zeipel
Arnegard**

cr 1902



1. e7+! xe7 2.d7!!

The d-pawn is not eating, but just passing by! Its promotion on d8 is inevitable. So Black resigned.

Mikheil Mchedlishvili

Evgeniy Podolchenko

Khanty-Mansiysk ol 2010 (8)

□



64

47. ♜f8+!

Black resigned, due to an elegant discovered check: 47... ♛xf8 48.e8♛+!, winning everything.

Viktor Moskalenko**Vladimir Epishin**

Norilsk ch-URS 1987 (8)

□



65

34. ♜xg7!

Technically the simplest solution, giving the passed e-pawn a wonderful lease of life.

34... ♛xg7 35. ♜xg7+!

A magnificent queen sac.

35... ♛xg7 36.e7

And the promotion of the e-pawn is inevitable. Black resigned a few moves later.

Alexander Chistiakov**B. Vaksberg**

Moscow 1938



66

1... ♕xd1+!!

Surprise.

2. xd1 c2

After this advance the c-pawn cannot be stopped; an illustration of the knight's weak abilities against a pawn on the seventh rank.

**Vals
Bjarnason**

Malmö 1986



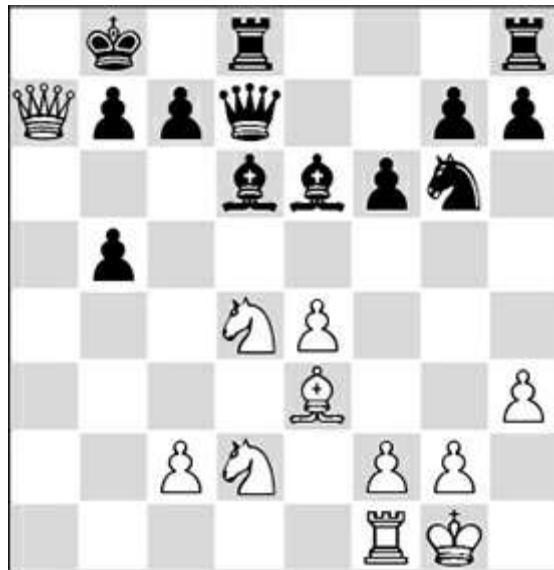
67

1. a8+!

A rook sacrifice to clear a passage for the white queen along the a-file.

1... ♔xa8 2. ♔a1+ ♔b8 3. ♔a7+!

Another sacrifice – attraction of the king.



3... ♜xa7 4. ♜c6+

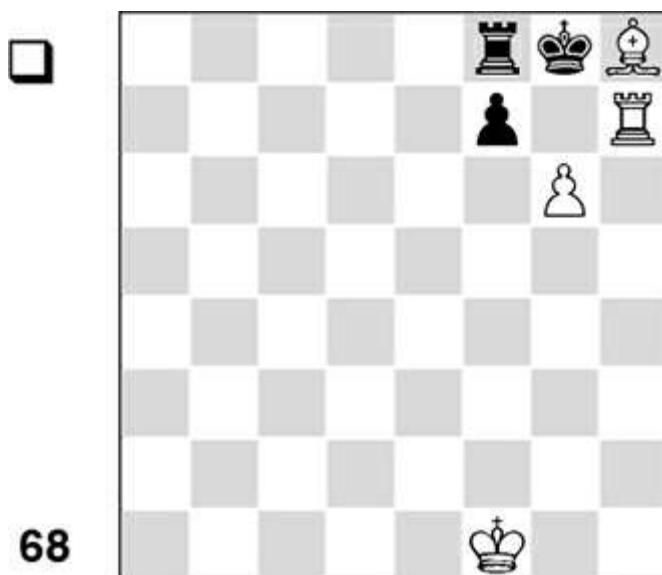
Double check by discovery.

4... ♛a8

4... ♛a6 comes down to the same.

5. ♜a1+ ♛a3 6. ♜xa3#

Problem – the 'mental trap'

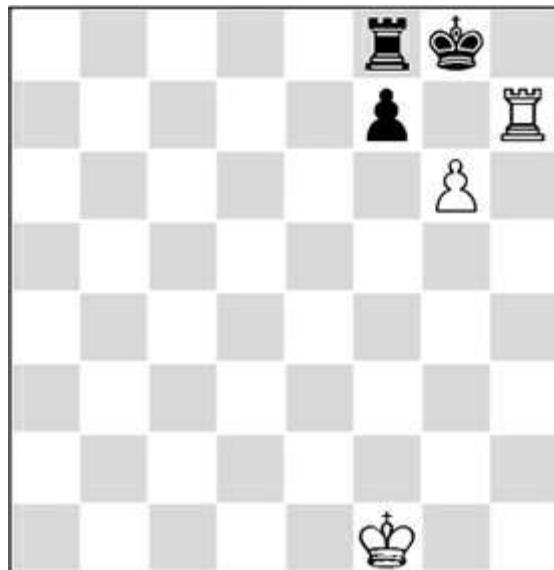


1. ♜g7+!

The bishop must be sacrificed to vacate the h8-square. After 1.g7 the game might be drawn, since after the black rook moves away, the only plan for White is to advance his king, but he won't be able to trade the rooks on the eighth rank because of the reply ...f7-f5!.

1... ♜xh8 2. ♜h7+ ♛g8

Now the solution is simple.



3.g7!

Winning the rook.

3... ♜ e8

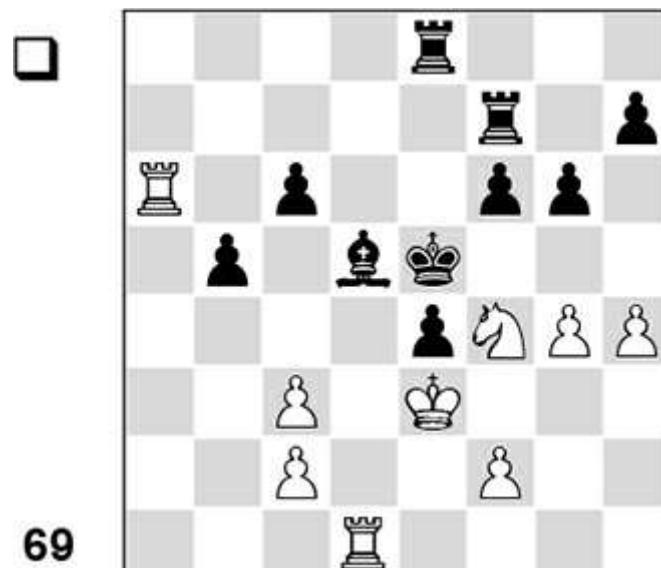
3... ♛ xh7 4.gxf8 ♔ .

4. ♜ h8+ etc.

Karel Opocensky

Karel Hromadka

Koshidze 1931



69

1. ♜ xd5+! cxd5 2. ♜ d3+!

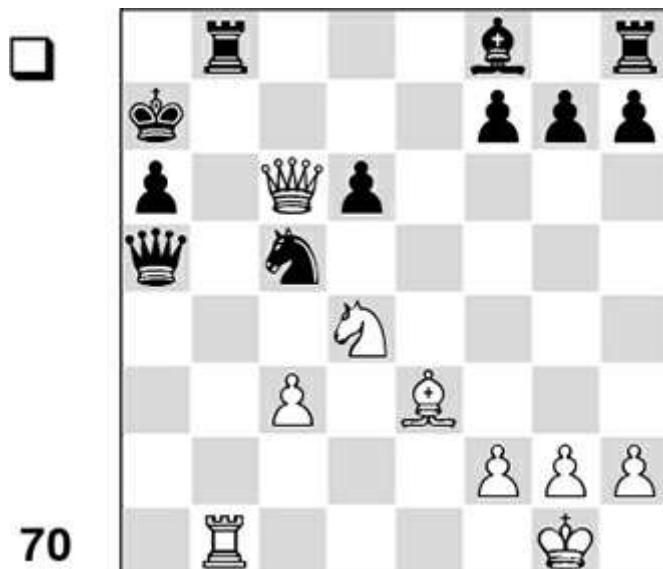
Clearing the f4-square for the white pawn.



2...exd3 3.f4#

Mikhail Golubev Renzo Mantovani

Biel 1992 (7)



26. ♕ xc5+!

Clearing the c6-square for the decisive entry by the white knight. Black resigned in view of the variation 26... ♔ xc5 (or 26... dxc5 27. ♔ c6+ ♕ a8 28. ♕ xb8#) 27. ♔ c6+ (the black queen is pinned) 27... ♕ a8 28. ♕ xb8#.

Evgeny Vladimirov Viktor Moskalenko

71

**20...♞xg3!**

Taking with the knight would have been more complicated: 20...♝xg3 21.fxg3 ♐xg3 22.♗d3 ♛f2+! 23.♔xf2 ♜g2+ and Black should win anyway.

21.fxg3 ♛xg3! 22.hxg3 ♔d6!

Sacrificing the minor pieces was useful to break open the white king's position, and to make space for the entrance of the black queen.

23.♕e5

Agony.

23...♝xe5 24.♝h4 ♛f3+!

The most effective. The second knight is sacrificed to conclude a classical attack. However, according to the engine, 24...♞d3 was mate in 7.

25.♞xf3 ♛xg3+ 26.♝g2 ♛xg2 27.♝f5 ♛g5

This was probably my best attacking game in my younger years.

**Viktor Moskalenko
Francisco Gracia Jimenez**
Montcada 2008 (1)

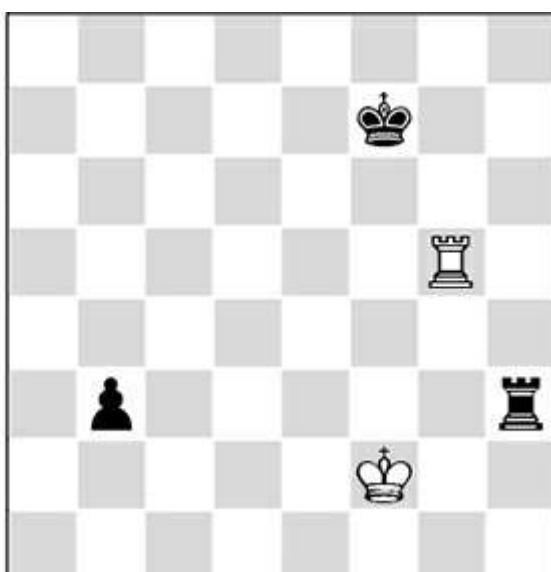
72

**47. ♜e6!**

Black resigned, as he cannot move any piece without losing material. For example: 47... ♜cd8 48. ♜xc6 etc.

**Artashes Minasian
David Navara**
Bled ol 2002 (8)

73

**73... ♜h1!**

Preparing the advance of the b-pawn. White has no defence. However, the direct 73...b2? would be a draw after 74. ♜g1=.

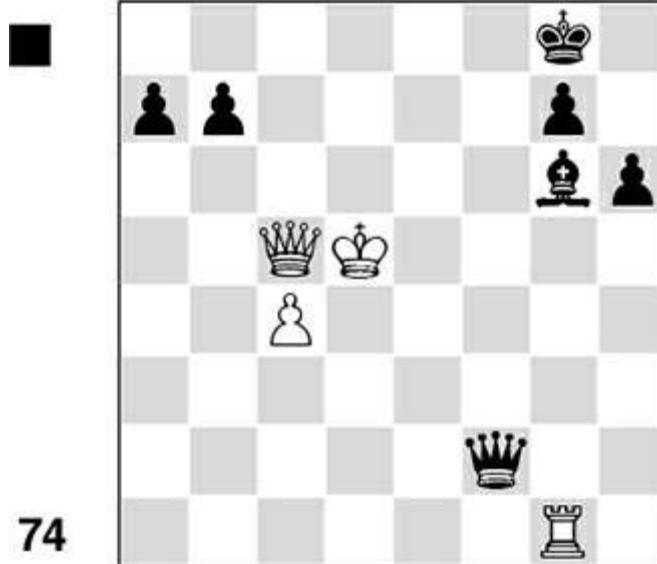
74. ♛g2

The X-ray motif is seen in the line 74. ♜b5 b2! 75. ♜xb2 ♜h2+, when the rook on b2 is attacked ‘through’ the white king.

74...b2

And the b-pawn queens.

**Jorge Gonzalez Rodriguez
Viktor Moskalenko**
Barbera del Valles 2005 (2)



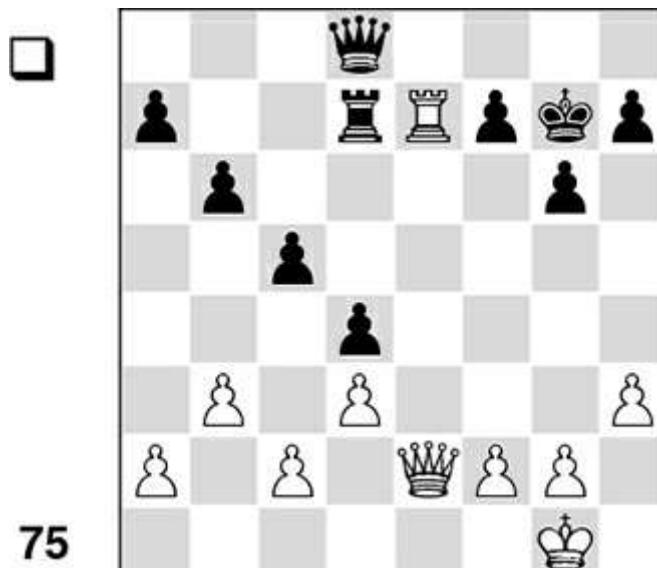
74

41... ♜ e4+!

0-1

On 42. ♔ d6, 42... ♕ f8+ wins the queen.

Blocking example no. 1



75

1. ♜ e5+ ♔ f8

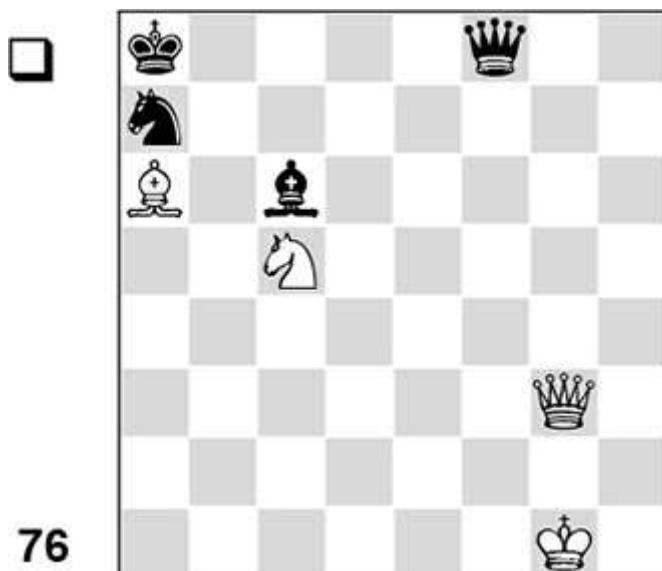
The only square for the king. 1... ♔ h6? 2. ♜ f4+, or 1... ♔ g8? 2. ♜ e8+.

2. ♜ f6!



And White wins, as the e7-rook is untouchable: 2... \mathbb{Q} xe7 3. \mathbb{R} h8#, or 2... \mathbb{B} xe7 3. \mathbb{R} h8#.

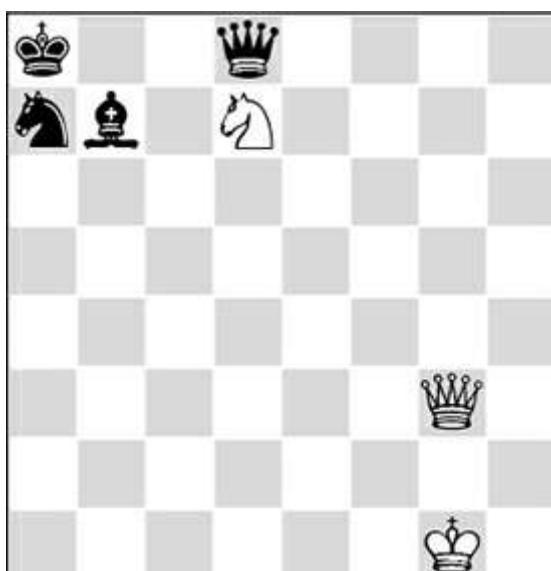
Blocking example no. 2



1. \mathbb{Q} b7+! \mathbb{Q} xb7 2. \mathbb{Q} d7

With a double threat: to take the queen on f8, and to give checkmate with 3. \mathbb{Q} b6.

2... \mathbb{Q} d8



The black queen defends both mating squares (b6 and b8), but now follows the beautiful point:

3. ♕ b8+! ♔ xb8 4. ♜ b6#

**Nikolov
Slavchev**

cr 1963

77



1. ♜ f8+!

After this sacrifice Black resigned, due to the following ‘smothered checkmate’, made possible by obstruction and blocking:

1... ♕ xf8 2. ♔ g8+! ♕ xg8 3. ♜ f7#

The black rook on g8 occupies its own king’s escape square.

**Konstantin Lerner
Fikret Sideif-Zade**

Frunze ch-URS 1979 (13)

78



19. ♜ b2! ♔ xb2 20. ♜ d8+!

After this forced sequence, the black bishop is overloaded.

20... ♜ xd8

Or 20... ♜ e7 21. ♜ d6#.

21. ♜ xb2 b5 22. ♜ e5+

And White wins.

Mikhail Golubev

Vitaly Scherbakov

Novaya Kachovka 1988 (5)

□

79



22. ♜ d7!

Decoy of the black queen.

22... ♜ xd7 23. ♜ f6+!

Demolition of Black's pawn structure so as to open up the kingside.

23... gxf6



24. ♜ g4+ ♜ h7 25. ♜ xh6+!

There is no mate, but there is a perpetual check:

25... ♜ xh6 26. ♜ h4+

Kratkovsky

Lapshis

Russia 1982

□



80

1. ♕xf8+ ♗xf8 2. ♔g8+!

Sacrificing the queen to gain a tempo for his knight:



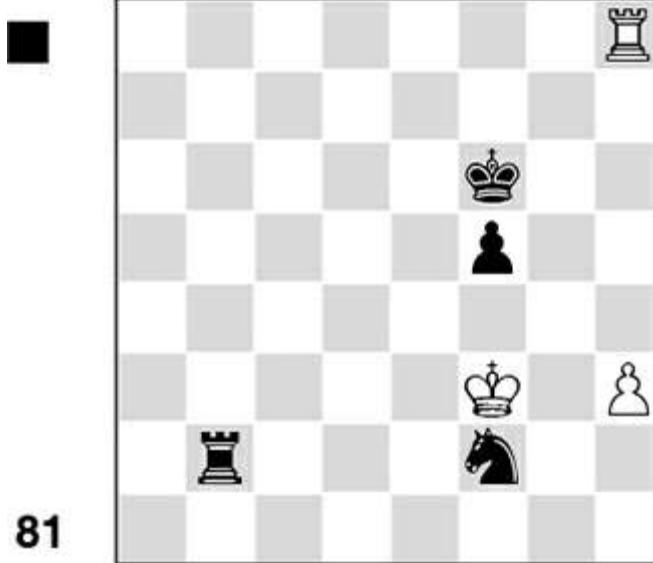
2... ♔xg8 3. ♖h6+ ♔h8 4. ♖f7+

And a draw by perpetual check.

Pablo Almagro Llamas

Viktor Moskalenko

Spain tt 2013 (6)



50... ♜ xh3??

Black (your author) had a sufficient material advantage to win. But he lost patience, and overplayed his hand. For example, 50... ♜e4 would have won without trouble.

51. ♜ xh3 ♜ b3+ 52. ♛ f4!

I only expected 52. ♜g2 ♜xh3 53. ♜xh3 ♜e5!, winning the pawn endgame.

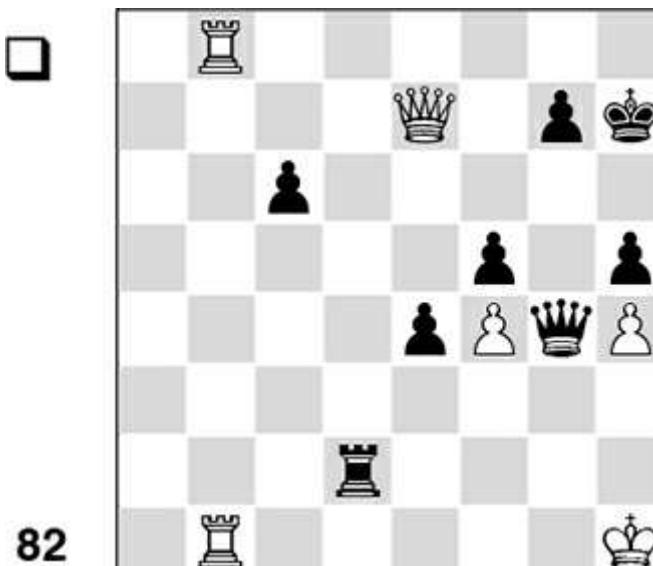
52... ♜ xh3

Stalemate!

Stolberg

Piminov

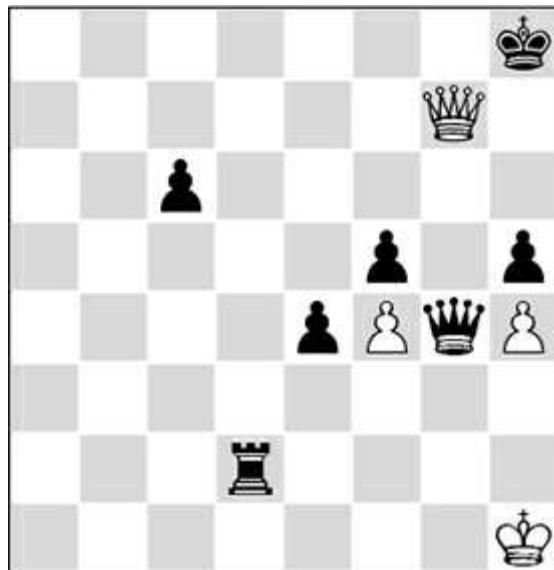
Rostov-on-Don 1941



1. ♜ h8+!

Starting a saving combination:

1... ♜ xh8 2. ♜ b8+ ♛ h7 3. ♜ h8+ ♜ xh8 4. ♜ xg7+!



And after either capture, the white king is stalemated on h1!

Tactics

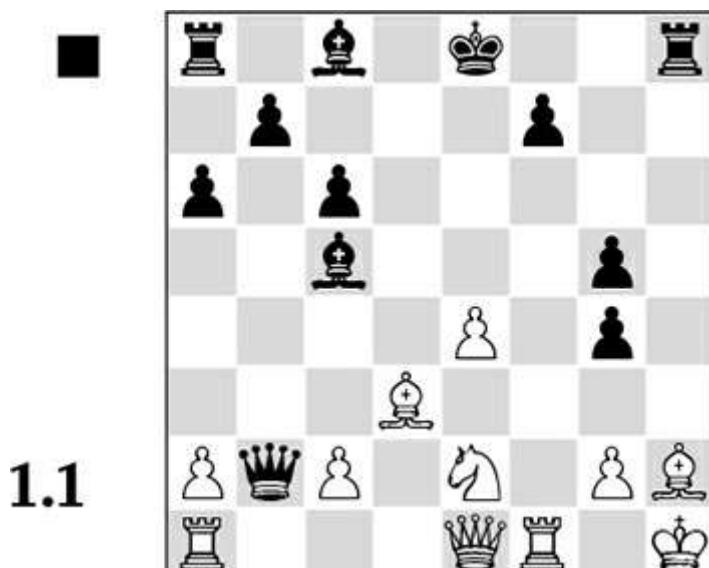
Exam

This Part contains a careful choice of themes, commented examples and exercises that are key to typical tactics. To practice your knowledge, here is a general ‘exam’ that includes 85 tests with solutions.

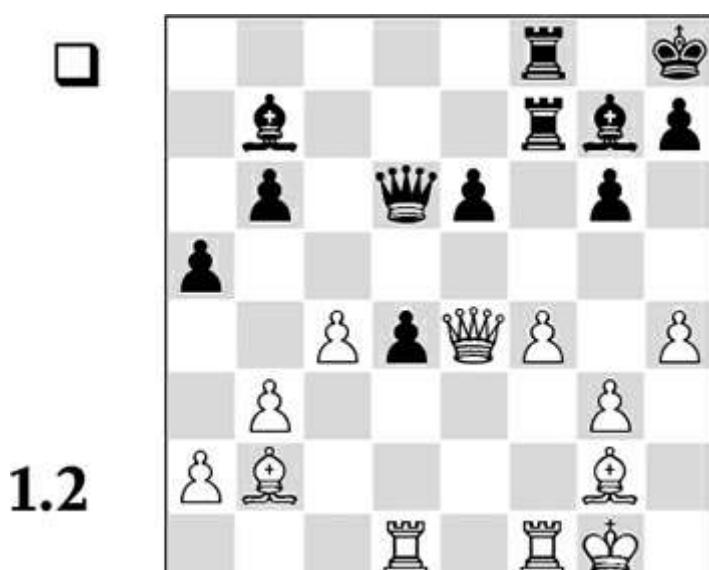
In the above, my explanations should have put the reader on the right track to find a logical answer. But in this section, all the treated motifs are mixed together. Sometimes the author will ask you a question that will help you find the concrete solution.

You can find the solutions at the end of the exam.

Good luck!



(Solution on page 77)



(Solution on page 77)



1.3

(Solution on page 77)



1.4

(Solution on page 77)



1.5

(Solution on page 78)

■ 1.6



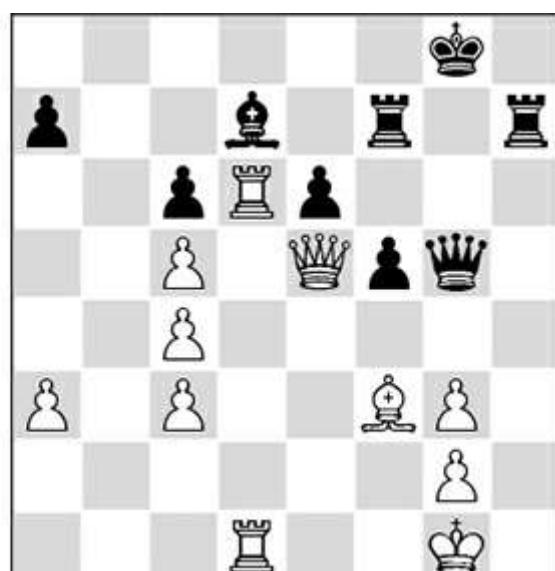
(Solution on page 78)

■ 1.7



(Solution on page 78)

□ 1.8



(Solution on page 78)

**1.9**

(Solution on page 78)

**1.10**

(Solution on page 79)

**1.11**

(Solution on page 79)

1.12



(Solution on page 79)

1.13

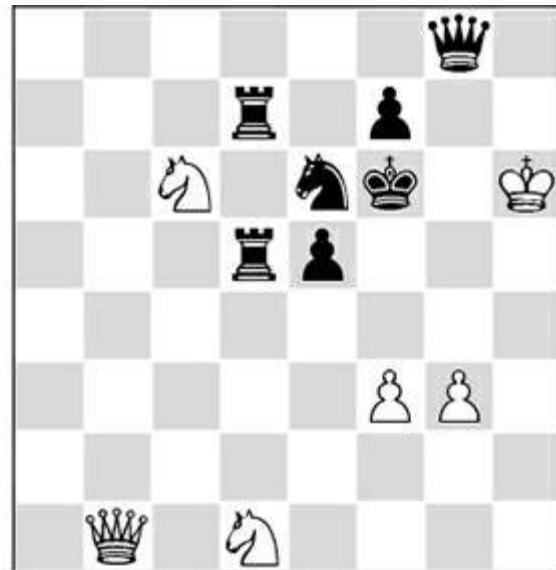


(Solution on page 79)

1.14

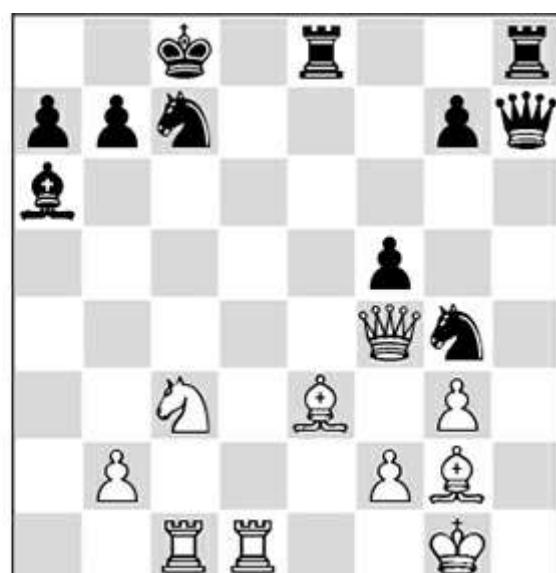


(Solution on page 80)



1.15

(Solution on page 80)



1.16

(Solution on page 80)



1.17

(Solution on page 81)

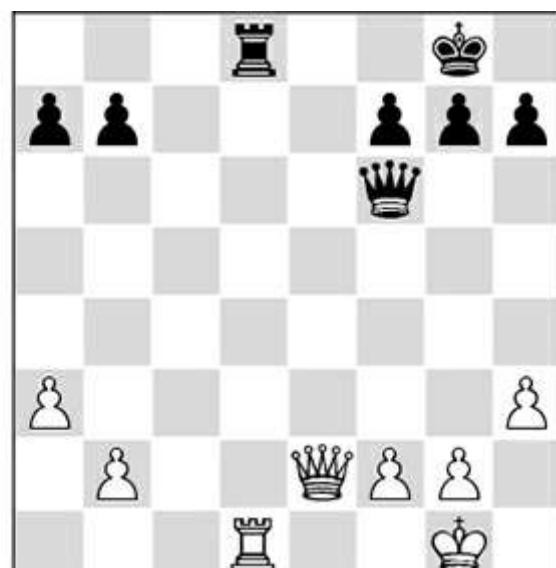
□



1.18

(Solution on page 81)

□



1.19

(Solution on page 81)

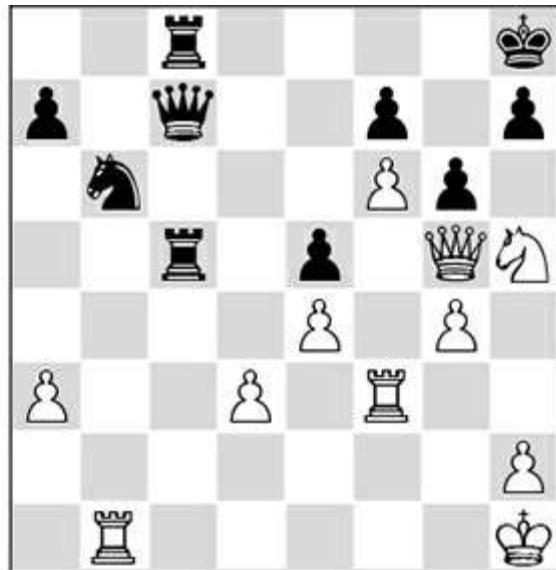
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1.20

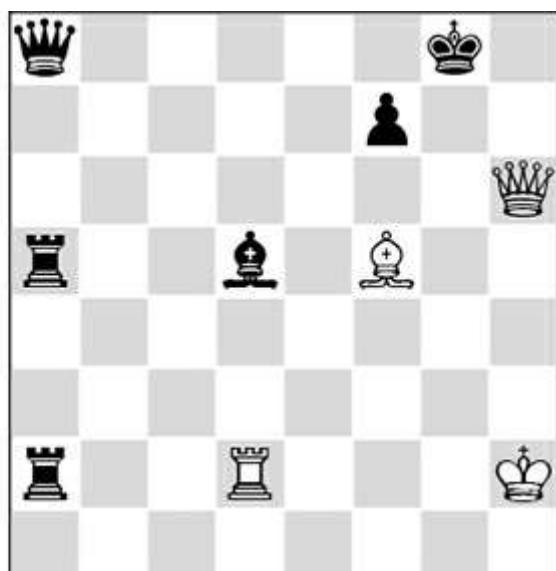
(Solution on page 81)

1.21



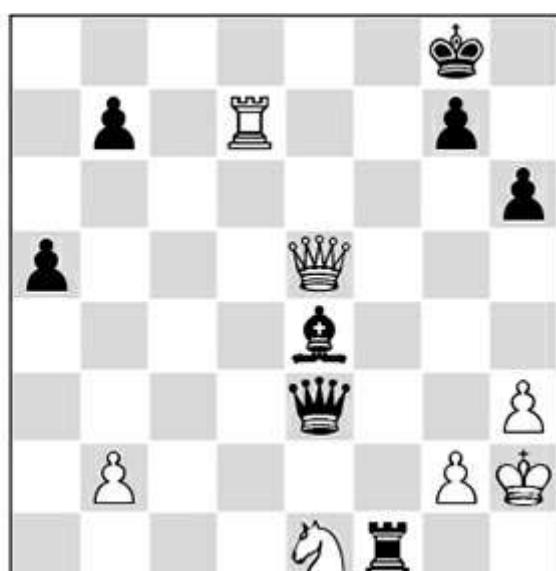
(Solution on page 82)

1.22



(Solution on page 82)

1.23



(Solution on page 83)



1.24

(Solution on page 83)



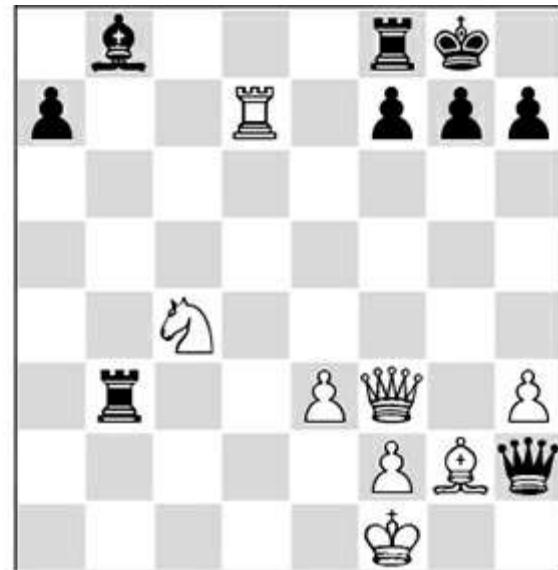
1.25

(Solution on page 83)



1.26

(Solution on page 84)



1.27

(Solution on page 84)



1.28

(Solution on page 84)



1.29

(Solution on page 84)



1.30

(Solution on page 85)



1.31

(Solution on page 85)



1.32

(Solution on page 85)



1.33

(Solution on page 85)



1.34

(Solution on page 86)



1.35

(Solution on page 86)



1.36

(Solution on page 86)



1.37

(Solution on page 86)



1.38

(Solution on page 87)



1.39

(Solution on page 87)



1.40

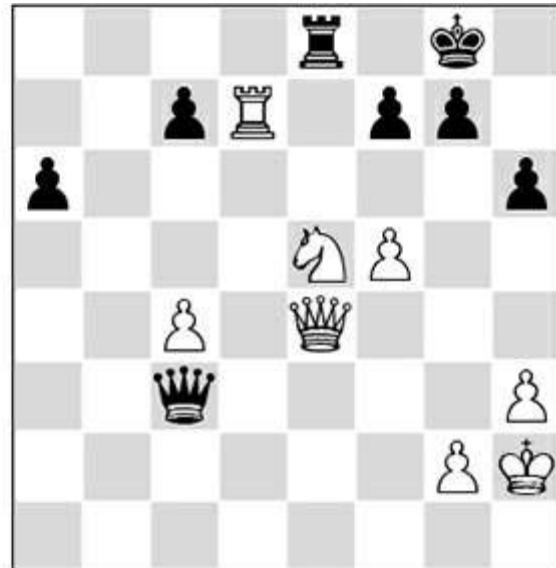
(Solution on page 87)



1.41

(Solution on page 88)

□



1.42

(Solution on page 88)

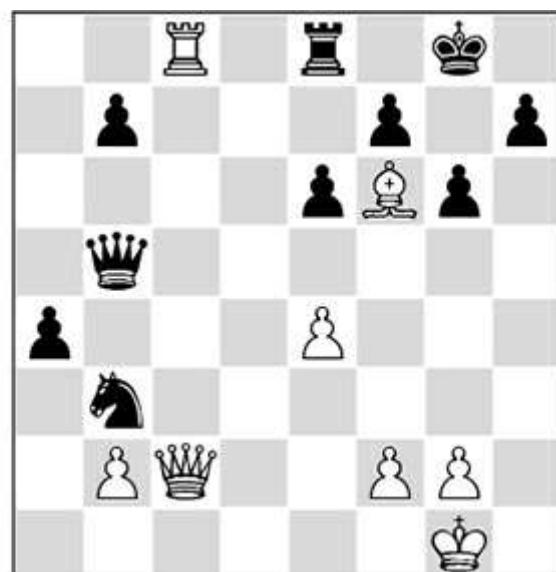
■



1.43

(Solution on page 88)

□



1.44

(Solution on page 88)

■ 1.45



(Solution on page 89)

□ 1.46



(Solution on page 89)

■ 1.47



(Solution on page 89)

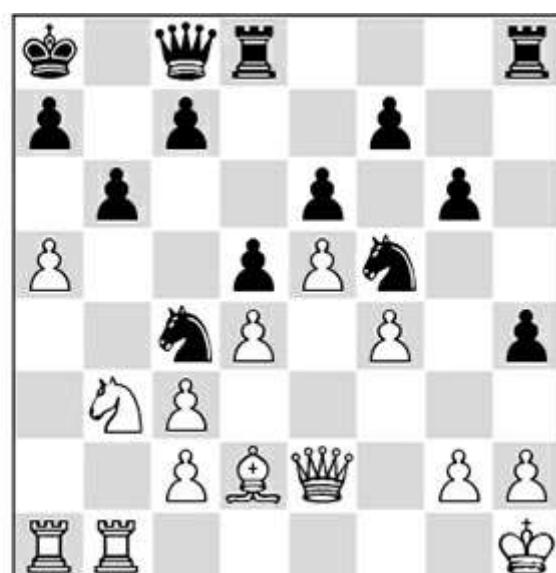
□



1.48

(Solution on page 89)

■



1.49

(Solution on page 90)

□



1.50

(Solution on page 90)

□

1.51



(Solution on page 90)

■

1.52



(Solution on page 90)

■

1.53



(Solution on page 91)

□



1.54

(Solution on page 91)

□



1.55

(Solution on page 91)

□



1.56

(Solution on page 92)



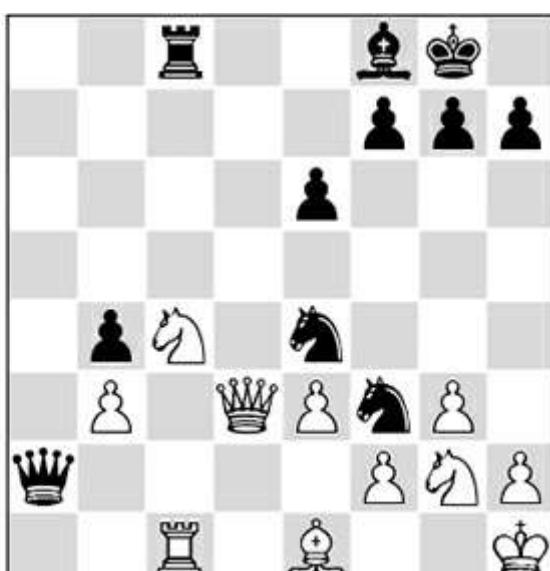
1.57

(Solution on page 92)



1.58

(Solution on page 92)



1.59

(Solution on page 92)

1.60



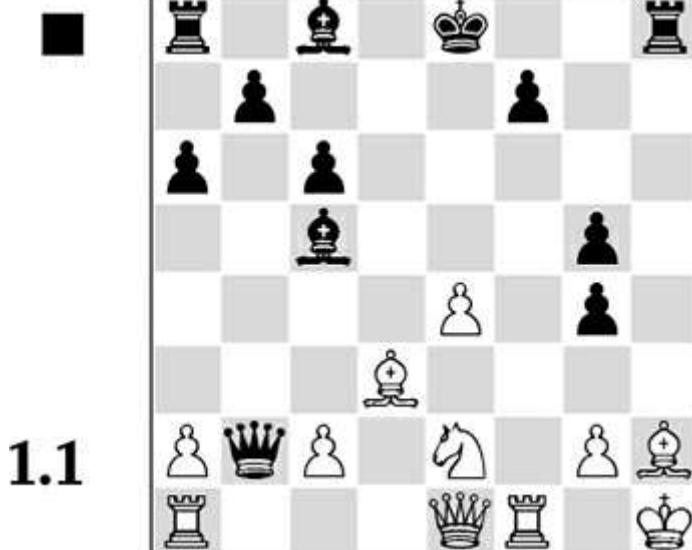
(Solution on page 93)

Tactics

Solutions to Exam

F. Müller
Dirk Hachmeister

Stetten 1988 (4)



1.1

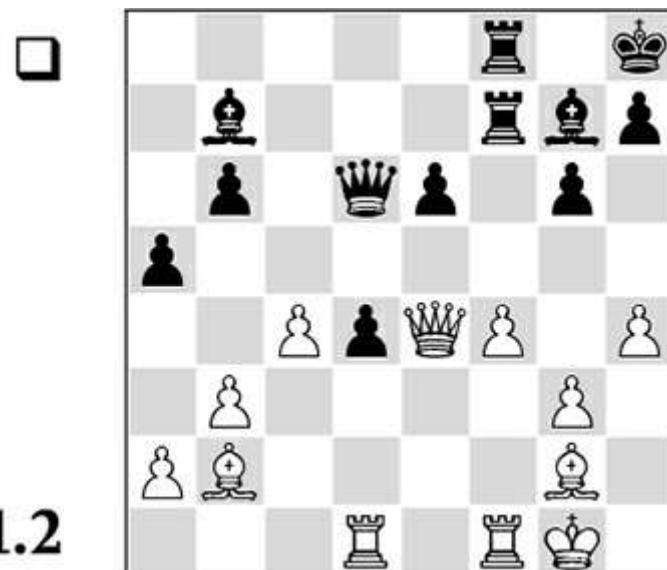
17... ♜ xh2+!

Clearance of the h-file, exploiting the open c5-g1 diagonal.

18. ♛ xh2 ♜ h8+ 19. ♛ g3 ♜ h4#

Viktor Moskalenko
Gilberto Hernandez

San Clemente 2000 (6)



1.2

30. ♜ xd4!

A discovery counter-attack.

30... e5

30... ♜ xe4 31. ♜ xg7+ ♛ xg7 32. ♜ xd6+--.

31. ♜ xe5!

With the same point.

Mahmood Lodhi

Philippe Linster

Khanty-Mansiysk ol 2010 (9)

□

1.3



33. ♜ xf7+!

An unexpected counterattack. But not 33. ♜ f5+? ♛ h8! – +.

33... ♛ h8

33... ♜ xf7 34. ♜ f5+ ♛ h8 35. ♜ h1+.

34. ♜ f8!

Pinning the pinning piece!

Matthew Turner

Krishnan Sasikiran

Torquay ch-BCF 2002 (6)

□

1.4



29. ♜ xd5 exd5 30. ♜ e4!

A discovered attack and an intermediate check:

30... ♜ xc2 31. ♜ xf6+ gxf6 32. ♜ xc2

And White won.

**Darmen Sadvakasov
Meihriban Shukurova**
Baku 2006 (4)

□

1.5



26. ♜xh6+!

This is mate in 6 moves. The game saw 26. ♜f2? and 1-0 on move 46.

**26...gxh6 27. ♜xh6+ ♚g7 28. ♜h7+! ♚xh7 29. ♜h5+ ♚g7 30. ♜h6+ ♚h7
31. ♜xf8#**

**Johan Eriksson
Johan Hellsten**

Gothenburg ch-SWE 2006 (10)

■

1.6



24... ♜xa3+!

Actually, this is mate in 4 moves.

25.bxa3 ♜c2+ 26. ♜b1 ♜d2+ 27. ♜a1

27. ♜c1 ♜b3#.

27... ♜b3#

Yge Visser

Jonathan Speelman

London/Crowthorne 2006 (10)

■

1.7



27... $\mathbb{Q}g1+$! 28. $\mathbb{R}xg1$ $\mathbb{Q}f2\#$

Viktor Moskalenko

Mat Rojas

Neuquen 2015 (4)

□

1.8



A decoy tactic:

29. $\mathbb{R}xd7!$ $\mathbb{R}xd7$ 30. $\mathbb{Q}b8+$

1-0

Yuri Shulman

Irina Krush

Stillwater ch-USA 2007 (2)

1.9



26.g4!

Building a mate box.

26... ♜f4 27. ♜e5+ ♜xe5 28.dxe5+ ♔g6 29.h5#

Harald Pingitzer

Zdenko Jusic

Stockerau 1992

1.10



29. ♜g8+!

Attraction of the king.

29... ♛xg8 30. ♜e8+ ♜xe8 31. ♜xe8#

Abhijit Kunte

Timon van Dijk

Ottawa 2007 (8)

□

1.11**30. ♜xg7+!**

30. ♜xh6!? also wins.

30... ♛xg7 31. ♜xh6+ ♛g8 32. ♜g5+ ♛h8 33. ♜g7+ ♛g8 34. ♜f6+ ♛f8 35. ♜h7! ♜e7

The knight defends g8, but blocks the escape square e7:

36. ♜g7#**David Ledger****Peter Constantinou**

London 2007 (7)

1.12**26... ♜h2!**

A decoy of the white queen, the defender of the e4-square.

27. ♜xh2 ♜xe4#**Christopher Lissang****Alexis Andersson**

Stockholm ch-SWE jr 2007 (13)

1.13



24.e6!

An important attack against the fianchetto structure. 24. \mathbb{N} xg6+!? hxg6 25.exd6 also wins.

24... \mathbb{Q} xe6 25. \mathbb{N} xg6+!

And if

25...hxg6 26. \mathbb{Q} h8#

**Tigran L Petrosian
Ara Minasian**

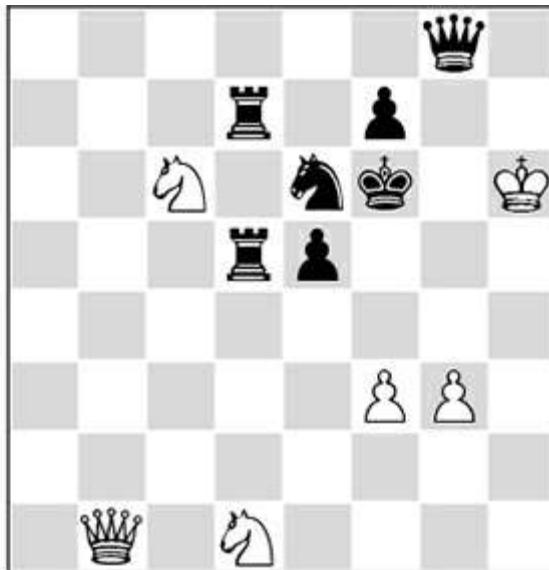
Yerevan ch-ARM 2006 (4)

1.14



29. \mathbb{Q} h5+! \mathbb{Q} xh5 30.g5#

Knight roundabout



1.15

1. ♕f5+! ♔xf5 2. ♜e7+!!

Looking for a mate with the remaining knight:

2... ♜xe7

2... ♜f6 3. ♜xg8+ ♔f5 4. ♜e3#.

**3. ♜e3+ ♔f6 4. ♜xd5+ ♔f5 5. ♜xe7+ ♔f6 6. ♜xg8+ ♔f5 7. ♜e7+ ♔f6 8. ♜d5+ ♔f5
9. g4#**

Fantastic!

Aleksandrov

Zaitsev

Russia 1973



1. ♜xc7+!

A thematic combination follows:

1... ♔xc7 2. ♜b5+ ♔b8 3. ♜d8+!

Diversion of the rook. But not 3. ♜f4+? ♜e5!.



3... $\mathbb{Q}xd8$ 4. $\mathbb{Q}f4+$ $\mathbb{Q}a8$ 5. $\mathbb{Q}c7+$ $\mathbb{Q}b8$ 6. $\mathbb{Q}xa6+$ $\mathbb{Q}a8$ 7. $\mathbb{Q}c7+$ $\mathbb{Q}b8$ 8. $\mathbb{Q}d5+$ $\mathbb{Q}a8$
9. $\mathbb{Q}b6+!$

And mate:

9... $axb6$ 10. $\mathbb{Q}a1\#$

**Tania Sachdev
Viktor Moskalenko**

Forni di Sopra 2013 (5)



25. $\mathbb{Q}xd5!$ $exd5$ 26. $\mathbb{Q}xd5+$ $\mathbb{Q}e6$ 27. $\mathbb{Q}c8!$

1-0

A decoy on the 8th rank!



Tania Sachdev

**Chanda Sandipan
Sergei Tiviakov**
Ottawa 2007 (9)



26. ♜exe4!

Eliminating the defender (of the f6-pawn), leading to a mate with the three white pieces:

26...dxe4 27. ♗xf6 ♕c7 28. ♜h6+ ♔f8 29. ♗h8+ ♔e7 30. ♜f5#

**Viktor Moskalenko
Enrique Fernandez Aguado**
Sitges 2011 (6)

1.19



23. ♜d7!±

Even with this reduced number of pieces, an attack (on the 7th and 8th ranks) is possible. White won a pawn and later on, the game.

**Alexander Riazantsev
Valeri Yandemirov
Moscow 2008 (2)**

1.20



25. ♜d8!!

An incredible zwischenzug.

25.g7? ♜xd1+ 26.♔h2 ♜f5=.

25... ♜xd8 26.g7! ♜d1+

26... ♜d1+!? 27.♔h2 ♜f5 28.gxh8 ♜+ ♜xh8 29.♕h5!+-.

27.♔h2 ♜f5 28.gxh8 ♜+ ♜xh8 29.♕h5! f6 30.♗xf6+ ♔g8 31.♗f8

Checkmate!

**David Baramidze
Romuald Mainka
Nuremberg 2010 (5)**



1.21

35. ♜ h6!!

The game saw 35. ♜ b1?! and White even lost.

35... ♜ c1+

35... ♜ g8 36. ♜ h3 gxh5 37. ♜ xh5+–.

36. ♜ f1 ♜ xf1+ 37. ♜ xf1 ♜ g8



The key position.

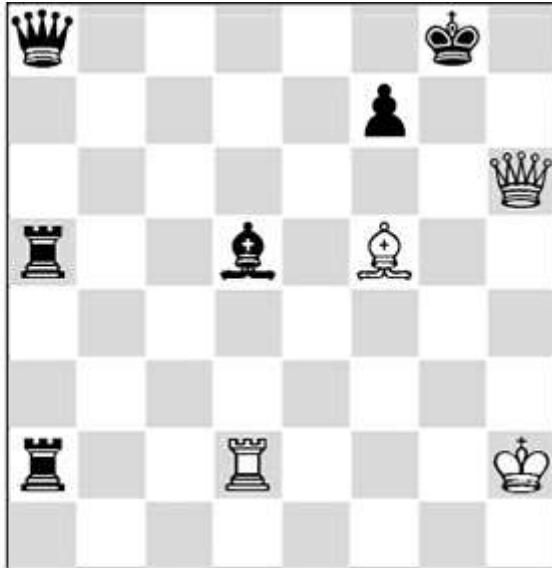
38. ♜ g7+! ♜ xg7 39. fxg7+ ♜ g8 40. ♜ f6+ ♜ xg7 41. ♜ e8+ ♜ f8 42. ♜ xc7

Winning a rook.

Analysis: new resources

□

1.22



1. ♜ h7+

White can secure a draw by repetition, but to win he should find more resources for the attack:

1... ♛ h8 2. ♜ c2+!

It's important to close the second rank for the black rook on a2.

2... ♛ g8 3. ♜ g2+!

Deviation of the bishop: the defender of f7.

3... ♜ xg2



The desired position, White can already give a thematic mate:

4. ♜ h7+ ♛ h8 5. ♜ g6+ ♛ g8 6. ♜ h7+ ♛ f8 7. ♜ xf7

Checkmate!

Ehsan Ghaem Maghami

David Navara

Khanty-Mansiysk ol 2010 (2)

■ 1.23



41... ♜h1+!

Preparing a discovered check:

42. ♛xh1 ♜xg2+ 43. ♜xg2 ♜xe5--+



David Navara

**Alexander Beliavsky
Ragik Tavadian**

Yaroslavl ch-URS sf 1982

■ 1.24



18. ♜ xe5!

The decisive sacrifice: the black bishop and queen are overloaded. Black resigned in view of 18... ♜xe5 19. ♜d8#; or 18... ♜xe5 19. ♜d8+! ♜xd8 20. ♜xe5+.

Harmen Jonkman

Dennis de Vreugt

Amsterdam 2001 (8)

□

1.25



28. ♜xa2!

First removing the defender of f7. To improve his pieces, 28. ♜e4!? a3 29. ♜g5↑ should be advantageous for White, but Black can keep looking for complications in that line.

28... ♜xa2 29. ♜xg6!



With a discovered attack on the black queen. White wins due to the multiple threats:

29... ♜xh6

29... ♜xd2 30. ♜xf7#.

30. ♜xa2

1-0

**Chudinovskih
Muraviov**



1. ♜ h8+!

Here White has four pieces that can attack on the kingside against the black knight on g6. The solution consists of four steps:

1... ♕ xh8

A clearance sacrifice.

2. ♔ h7+!

Attraction of the king.

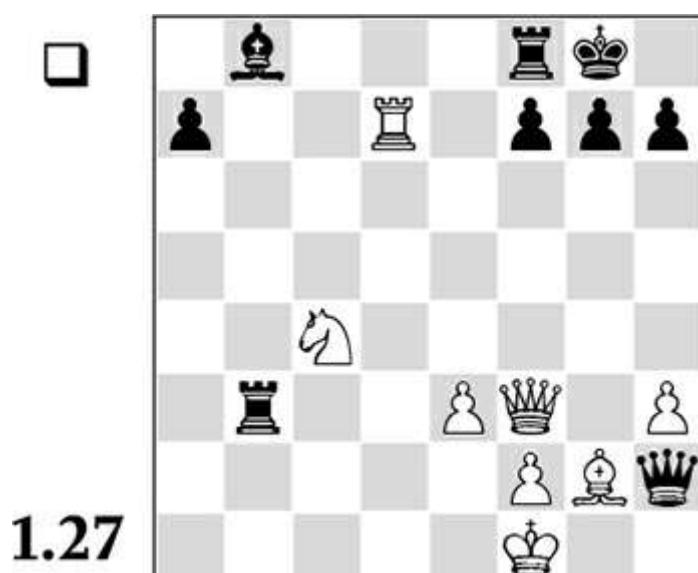
2... ♛ xh7 3. ♜ h5+

Double check.

3... ♕ g8 4. ♜ h7

Checkmate.

**David Fitzsimons
Ryan Rhys Griffiths**
Dun Laoghaire 2010 (2)



30. ♜ xf7+! ♕ xf7

Now comes the punishment on the eighth rank:

31. ♜ d8+ ♕ f8 32. ♜ d5+ ♕ h8 33. ♜ xf8#

Michał Olszewski
Stanislav Savchenko
Cappelle-la-Grande 2008 (3)

■



1.28

21... ♕ d1+!

Attraction of the king, or a decoy of the defence: 22. ♔ xd1 ♕ e2#.

22. ♔ xd1 ♕ f1#

Viktor Moskalenko
Jorge Iglesias

Barcelona rapid 2002 (9)

□



1.29

22. ♕ e6!

A discovery attack.

22... ♕ xd1

22... ♕ xe4 23. ♕ xd8+ ♔ f8 24. ♕ xf8#.

23. ♕ xd8! ♕ xd8 24. ♕ xa8 ♕ xb2 25. ♕ b7!

1-0

Belov
Ongemax
Narva 1984



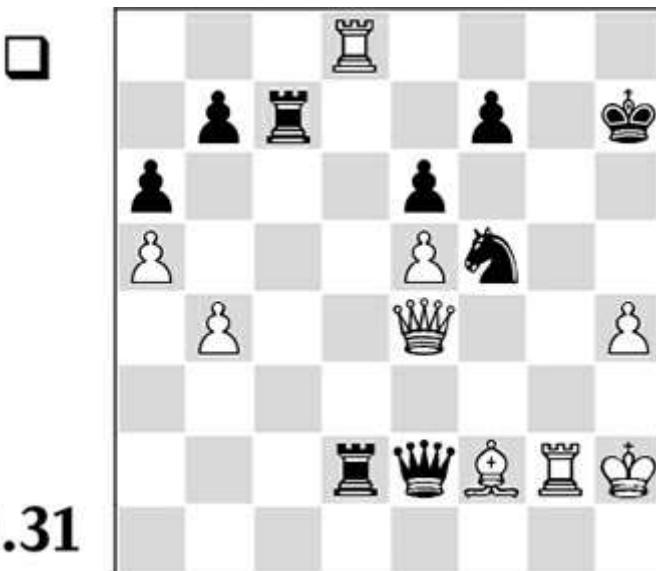
1.30

1. ♕f4!

Combining a decoy of the black queen from h7 with the back-rank motif. White wins.

**Li Chao
Wang Hao**

Yerevan Wch U20 2006 (7)



1.31

50. ♕g7+

Attraction of the king.

50... ♛xg7

50... ♜h6 51. ♔f4+.

51. ♔g2+ ♜h7 52. ♔g8+ ♜h6 53. ♔h8+ ♜g6 54. ♔f6+ ♜h5

Or 54... ♜h7 55. ♔h8#.

55. ♔g5#

Mikhail Golubev

Miron Sher

Geneva 1993 (5)

□

**1.32****24. ♜e4!**

White uses the pin for a decoy/attraction of the black queen. 24. ♜xd5+ ♕xd5 25. ♜e4 was also in White's favour, but it is not as effective as the text.

24... ♕xe4

24... ♕xe4 25. ♜xd5+.

25. ♜xb5+ ♔c8 26. ♜a5+

With unavoidable mate.

Bayarsaihan Gundavaa**Tomi Nybäck**

Khanty-Mansiysk ol 2010 (4)

■

**1.33****31... ♜e2+!**

With mate in four moves.

Viktor Moskalenko**Orelvis Perez Mitjans**

Vila de L'Ampolla 2008 (4)

1.34



43... ♜ e5!

A decoy of the bishop from f8.

43... ♜ xe5

43... g1 ♕ 44. ♜ xd6+ ♔ c8 45. f8 ♕#.

44. f8 ♕ g1 ♕ 45. ♜ e7+

And mate in two moves.

Nikolai Kabanov

Mikhail Garkov

Novokuznetsk ch-RUS HL 2008 (8)

1.35



32. ♜ d4!! cxd4

32... e3 33. ♜ xg7 d4 34. ♜ xd4+ ♔ f8 35. ♜ xc5+ ♔ e8 36. ♜ h8+ ♔ d7 37. ♜ d1+ ♔ c6 38. ♜ c3+—.

33. ♜ xg7+ ♔ h8

- A) 33... ♜ xg7 34. ♜ xc7;
- B) 33... ♔ f8 34. ♜ g8+ ♔ e7 35. ♜ xc7+.

34. ♜ h3#

Alexander Alekhine

A. Frieman



24. ♜ h6+!

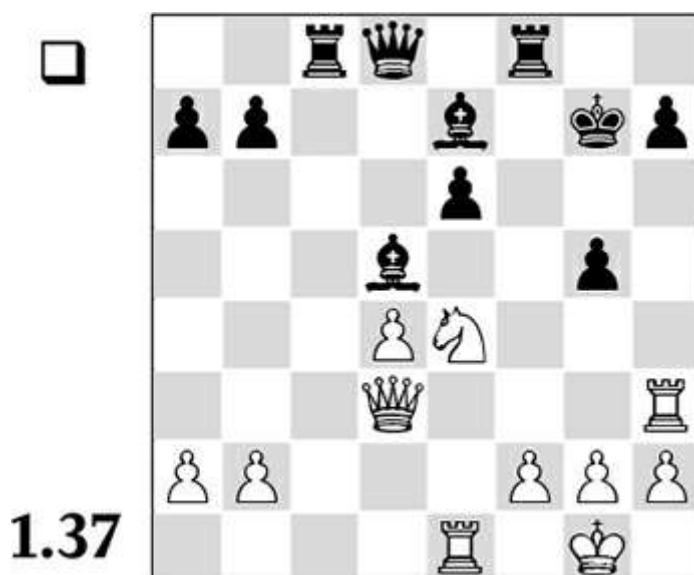
Alekhine's classic: decoy of the black queen.

24... ♕ xh6 25. ♜ xf8+! ♕ xf8 26. ♜ d8#

Arik Braun

Rainer Buhmann

Saarbrücken ch-GER 2009 (8)



26. ♜ xh7+!!

A discovered attack is the point, leading to mate in all lines:

26... ♕ xh7

26... ♕ g6 27. ♜ f6+ ♕ xf6 28. ♜ h6+ ♕ g7 29. ♜ g6#.

27. ♜ xg5+ ♕ h6 28. ♜ h7+ ♕ xg5 29. ♜ g7+! ♕ h5

A) 29... ♕ f5 30. ♜ e5+ ♕ f4 31. ♜ g3#;

B) 29... ♕ f4 30. g3+ ♕ f3 31. ♜ e3#;

C) 29... ♕ h4 30. ♜ h6+ ♕ g4 31. h3+ ♜ f5 32. g4#.

30. g4+ ♕ h4 31. ♜ h6+! ♕ xg4 32. h3+! ♜ f5 33. ♜ e5#

Tiger Hillarp Persson

Fernando Peralta



1.38

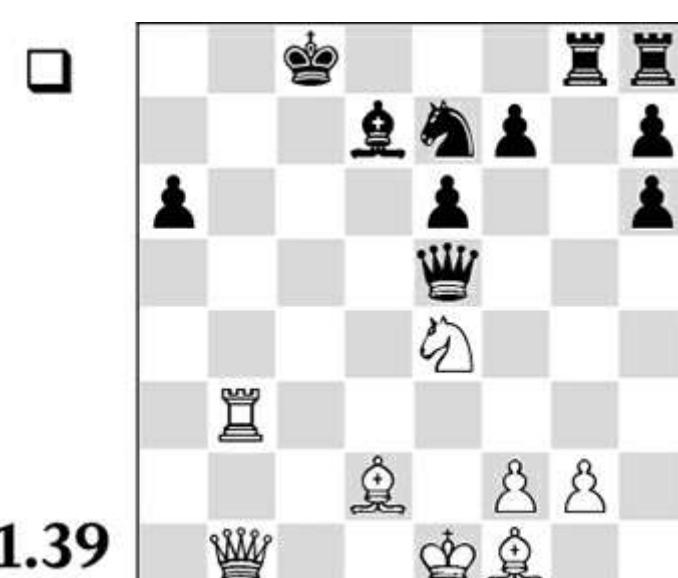
19.a4!

A decoy of the black queen.

19... ♕xa4 20. ♖a1 ♕b5 21. ♖a5

Winning the black bishop on d7.

**Daniele Vocaturo
Tiger Hillarp Persson**
Reykjavík Open 2009 (3)



1.39

26. ♖b8+!!

Checkmating in just 10 moves.

26... ♕xb8 27. ♗xa6+ ♔c7 28. ♗a5+ ♔c6 29. ♗c2+ ♔d5



30. $\mathbb{N}d3+$ $\mathbb{K}e5$ 31. $\mathbb{Q}c3+$ $\mathbb{K}f5$ 32. $\mathbb{N}d6+$ $\mathbb{K}g5$ 33. $\mathbb{N}g3+$ $\mathbb{K}h5$ 34. $\mathbb{Q}e2+$ $\mathbb{K}g4$
35. $\mathbb{N}xg4\#$



Tiger Hillarp Persson

**Michael Agermose Jensen
Jonas Rasmussen**

Helsingør 2009 (1)



1.40

17. $\mathbb{N}f6+!$ $\mathbb{K}h8$

17...gxf6 18. $\mathbb{Q}g3+$ $\mathbb{Q}h8$ 19. $\mathbb{Q}h6+-.$

18. $\mathbb{Q}h3$ $h6$ 19. $\mathbb{Q}xh6+$ $gxh6$ 20. $\mathbb{Q}xh6\#$

**Otto Wilgenhof
Sander van Eijk**

Dieren 2009 (8)



1.41

24. $\mathbb{Q}f5+$! $\mathbb{Q}xf5$ 25. $\mathbb{Q}xf5+$ $\mathbb{Q}g5$

25...g5 26.g4+ $\mathbb{Q}h4$ 27. $\mathbb{Q}f2+$ $\mathbb{Q}xg4$ 28. $\mathbb{Q}f3+$ $\mathbb{Q}h4$ 29. $\mathbb{Q}d2!+-.$

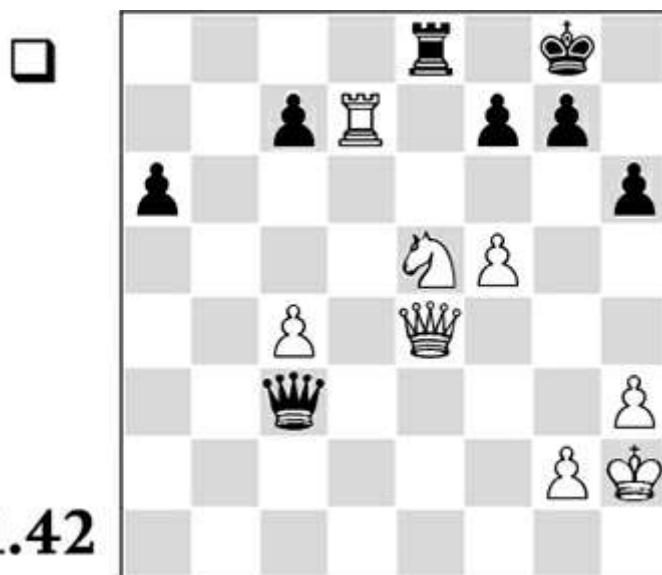
26. $\mathbb{Q}f7+$ $\mathbb{Q}g4$

- A) 26... $\mathbb{Q}g6$ 27.g4+ $\mathbb{Q}g5$ 28.h4++-;
- B) 26...g6 27. $\mathbb{Q}f3+$ $\mathbb{Q}g4$ 28. $\mathbb{Q}xd5++-$.

27. $\mathbb{Q}f3+$ $\mathbb{Q}h3$ 28.g4+ $\mathbb{Q}h4$ 29. $\mathbb{Q}g3\#$

**Yuriy Kryvoruchko
Stuart Conquest**

Reykjavik 2009 (5)



1.42

40. $\mathbb{Q}g6!$

The knight moves out of the pin to cover an important square in the enemy fortress. Black resigned due to 40... $\mathbb{Q}xe4$ 41. $\mathbb{Q}d8+$ $\mathbb{Q}h7$ 42. $\mathbb{Q}h8\#.$

Michael Hennigan

Roland Berzinsh

London 2009 (6)

1.43



30... ♕ xf2+!!

Attraction of the king.

31. ♔ xf2 ♕ e2+ 32. ♔ xf3

32. ♔ g1 f2#.

32... ♜ g4+ 33. ♔ f4 ♜ h6

Checkmate!

Viktor Moskalenko

Dragutin Sahovic

Orange 1990 (5)

1.44



34. ♔ d3!

This decoy of the black queen from the eighth rank is decisive.

Jiri Jirka

Vladislav Tkachiev

Ohrid Ech tt 2009 (1)

1.45



20... ♜xe3! 21. ♜xe3 ♞c2!

The decisive decoy: the fork by the black knight on e3 will lead to great material losses for White.

**Anish Giri
Nils Grandelius**
Malmö 2010 (2)

1.46



31. ♜xe6!

This leads to mate in five moves at most.

31...fxe6 32. ♜g6+ ♜f7

32... ♜f7 33. ♜g8+ ♜f8 34. ♜xe6+ ♜e7 35. ♜xe7#.

33. ♜xc6#

**Levan Pantsulaia
Jordi Magem Badals**
Khanty-Mansiysk ol 2010 (10)

■ 1.47



26... ♜xh4+!

With this sacrifice Black prepares a discovery by check.

27.gxh4

And now

27...g3+! 28.fxg3

28. ♕xg3 ♜xf2+!

28... ♜g1+! 29. ♔xg1 ♜xc2--+

Anton Korobov

Bartłomiej Macieja

Warsaw Ech rapid 2010 (10)

■ 1.48



21. ♜xh7+!

Demolishing the defence. But not 21. ♜f6? ♜g6! and Black is even better.

21... ♜xh7 22. ♜f6

Now White's attack is decisive:

22... ♜xc4

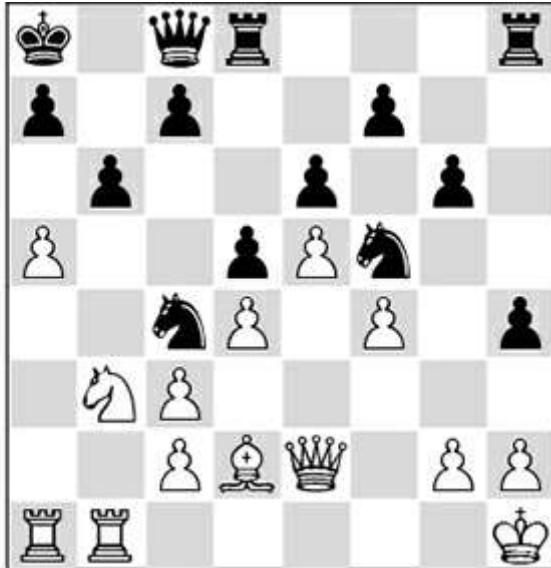
22...g6 23. ♜xh7+! ♕xh7 24. ♜h3+ ♜g8 25. ♜h8#.

23. ♜xg7+ ♕f8 24. ♜h6! ♜ec8 25. ♜g8+!

1-0

Clearance combination

1.49



1... ♕g3+!

This check forces White to open the h-file.

2.hxg3

On 2. ♔g1 ♕xe2+ wins the queen.

2...hxg3+ 3. ♔g1

And now follows the famous motif:

3... ♜h1+! 4. ♜xh1 ♜h8+ 5. ♔g1 ♜h1+ 6. ♜xh1 ♜h8+ 7. ♔g1 ♜h2+ 8. ♜f1 ♜h1#

Rogelio Barcenilla

Ziyang Zhang

Internet blitz

1.50



12. ♜g6!

The discovered attack.

12...fxg6 13. ♜d8+ ♔f7 14. ♜e5#

Pavel Tregubov

Irina Sudakova

Warsaw Ech rapid 2010 (8)

□

**1.51**

23. ♜ xg7+! ♔ xg7 24. ♜ xh6+!+-

**R. Schulder
Samuel Boden**

London 1860

■

**1.52**

13...d5!

First we have to open the diagonal a3-f8.

14. ♜ xd5 ♔ xc3+! 15. bxc3 ♜ a3#

**Günther Steinkühler
Joseph Henry Blackburne**

London 1863

1.53



20... ♕g1+!

An attractive queen sacrifice, which finishes with a typical kind of smothered mate:

21. ♜xg1 ♜f2+ 22. ♛g2 ♜h3#

**Anthony Wirig
Mark Smits**

Belgium tt 2005/06 (1)

1.54



31. ♜h8!!

Attraction of the black king.

31... ♜xh8 32. ♜h6+ ♛g8 33. ♜xg6+ ♛f8 34. ♜h6+ ♛g8 35. ♜xf7+!

35.e5!.

35... ♜xf7

35... ♜xf7 36. ♜d8+.

36. ♜d6! ♜c8

36... ♜xf2+ 37. ♜xf2 ♜c2+ 38. ♜d2 also loses.

37. ♜h7+ ♛f8 38. ♜h8+ ♛f7 39. ♜xf6#

**Nick de Firmian
Christian Bleis**
Helsingør 2005 (7)

□

1.55**24. ♜f8!**

Clearing the h-file.

24... ♕xf8 25. ♖xh8+!

Elimination of the defender-1.

25... ♔xh8 26. ♜h6+ ♔g8 27. ♖h1

Even stronger would be 27. ♜e6! fxe6 28. ♜xg6+ ♔h8 29. ♖h1+ ♔h7 30. ♜xh7#.

27... ♜h5 28. ♖xh5!

Elimination of the defender-2.

28... gxh5 29. ♜f5 hxg4 30. ♜xe7

Checkmate!

Lev Milman**Joseph Fang**

Foxwoods 2005 (6)

□



1.56

28. ♜ e7+!

A decoy of the black bishop.

28... ♛ h7

28... ♜xe7 29. ♜xe5+ etc.

29. ♜ g6+!!

An incredible mating combination.

29... fxg6

29... ♜xg6 30.hxg6+ ♛xg7 31. ♜h7#.

30.hxg6+ ♛xg7 31. ♜h7#

Michael Hochstrasser

Karsten Volke

Switzerland tt 2005 (8)

■



1.57

34... ♜ d8!

Decoy of the defender.

35. ♜xd8 ♛e3#

Zambelly

Geza Maroczy

Correspondence game 1897

1.58



22... ♜ h5+!!

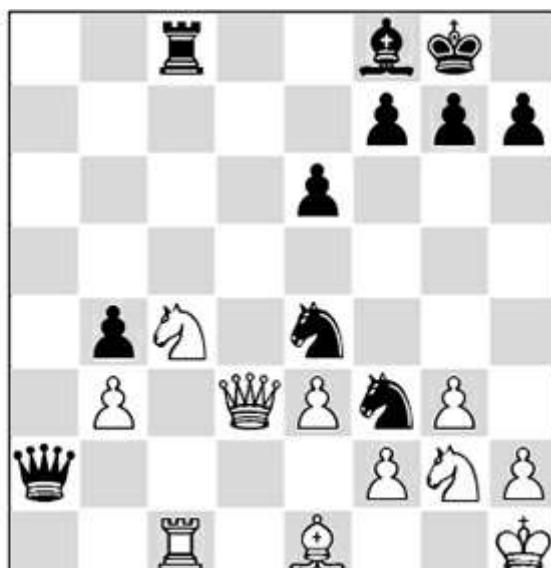
Successfully rounding off the attack. The white king is attracted and now approaches the mating net:

23. ♛ xh5 ♕ h3+ 24. ♛ g5 h6+ 25. ♛ f4 g5+ 26. ♛ e5 ♕ e6#

**Atif Dumpor
Dragan Kusic**

Donji Vakuf 2001 (4)

1.59



29... ♕ xf2!

The black queen and two knights are looking for a mate:

30. ♔ xb4 ♕ xg3

Even more effective was 30... ♕ g1+! 31. ♕ xg1 ♕ f2#.

31. hxg3 ♕ xg3#

**Mateusz Bartel
David Navara**

France tt 2009 (4)

1.60



39... ♜c5+!

In order to decoy the white queen from the d4-h8 diagonal and save the own rook on c2. 39... ♜xc3 only offers equality.

40. ♔h2

- A) 40. ♔f1 ♕h1#;
- B) 40. ♜xc5 ♜xe2 41. ♜d4 ♜g2#.

40... ♜d6!



Black insists.

41. ♜xc2

If 41. ♜xd6 ♜xe2+ 42. ♜g3 ♜g2+ etc.

41... ♜d5!

No rush – the pin ensures the advantage.

42. ♜e2

42. ♜xd6 ♜xd6+ 43. ♜g2 ♜c6+ 44. ♜g3 b4—+.

42... b4 43. ♜xd6 ♜xd6+ 44. ♜e5 ♜e7

And White resigned.

Part 2

Chess Strategy



Wilhelm Steinitz (1836-1900), the father of the orthodox positional school.

‘You must always play what the position demands’ – Aron Nimzowitsch.

‘Dynamic chess is the art of using strategy and tactics together’ – the author in Revolutionize Your Chess.

Introduction

Chess is mainly a strategic game. You are the general of your army and you must win the war. There are many advices and concepts to help you, and it is vital to know how to use these during your game or your analysis!

The fundamental difference between chess masters and amateur players lies in their positional understanding. My book Revolutionize Your Chess offers the reader a dynamic, modern chess system which, at the same time, helps you to better understand the classic table of positional elements of the first World Champion Wilhelm Steinitz (1836-1900).

My **FIVE TOUCHSTONES** are essential to assess the position at any point in the game:

T1 Material

T2 Development

T3 Placement of Pieces and Pawns

T4 King Position

T5 Time

These Touchstones are valuable playing resources that help us to decide when to use tactics and when it is time to play strategically.

To take control in a game, a player has to choose between three options:

- Attack
- First improve the quality of their own position
- First destroy the opponent's plans.

Elements of Steinitz

1. Permanent Advantages

- material advantage
- bad king position (of opponent)
- passed pawns
- weak pawns (of opponent)
- weak squares or colour complexes (of opponent)
- pawn groups (fewer pawn islands)
- strong pawn centre
- bishop pair in open position
- control of a file
- control of a diagonal
- control of a rank

2. Temporary Advantages

- bad piece position (of opponent)
- lack of harmony in opponent's piece handling
- advantage in development
- concentration of pieces (resulting in pressure) in the centre
- space advantage

These elements are generally quite useful in practical play. However, in modern dynamic chess, most advantages are temporary (unless it's checkmate!) and can be improved or neutralized, as shown in *Revolutionize Your Chess* – and again in the present book.

Directions

As in Part 1 (Tactics), we continue using the same clear structure, extended with individual examples and analysed model games, which also include exercises tailored to each subject:

- Practical trainings: (11-17)
- Exam: 46 tests

Never stop studying both strategy and tactics!

11 Training: Material and Development

Material

The material on the board consists of the pieces of our army (16, facing 16 opponents). If we have more material in the absolute sense, or even only in a certain area of the board, we have a good chance of forcing our will upon our opponent. We can:

- win material
- defend material (for instance, defend a material advantage)
- sacrifice material
- exploit a material advantage.

We can create a practical material advantage by putting more pieces on the part of the board where we want to attack. Thus we combine strategy (putting the pieces in the right positions) with tactics (the actual attack). A successful attack requires forces that double or even triple the defending forces.

Development

With development we mean the pace at which we bring out not only our pieces, but our entire army, in the opening. Well-developed pieces can launch an attack on a nearby section of the board. Advanced pawns conquer space on the board and can be used as attacking forces. Many opening systems, and especially open games and gambits, focus first and foremost on development (see first game).

Keep in Mind

Development serves to bring your army to the battlefield, but this does not guarantee victory. In order to successfully attack – or defend – we need a better understanding of the placement and the disposition of pieces and pawns (see the next Training, no. 12).

You can acquire a deeper understanding of the chess rules by playing and studying different openings and set-ups (my book Revolutionize Your Chess would also be a good help).

Directions

- 1) Advantage in development
- 2) Catastrophe in the opening
- 3) Material sacrifice
- 4) Development versus material

1) Advantage in development

Normally this provides the attacker with a long, sometimes dangerous initiative.

This is nicely illustrated in the following model game, which starts as a Budapest Gambit.

**Dragan Tescic
Viktor Moskalenko**

Internet 2008

1.d4 ♜f6 2.c4 e5!?

As is well-known, in this gambit Black sacrifices a pawn to fight for the initiative from the opening stage (see my book The Fabulous Budapest Gambit).

3.dxe5 ♜e4!?

The main alternative is 3... ♜g4.

4.a3

White spends a tempo preventing ... ♜b4+.

4...b6!?



WEAPON: A modern and dynamic idea. Black's 'new hope', the c8-bishop, is activated via the a8-h1 diagonal. Black invites his opponent to gain material, preparing a trap. Alternatively, 4...d6 would be a typical 'Budapest' break: 5. $\mathbb{Q}c2!?$.

5. $\mathbb{Q}d2$

White prefers to simplify. There are also other natural responses, for instance developing with 5. $\mathbb{Q}f3$.



TRICK: Let's examine what happens if White plays 5. $\mathbb{Q}d5?!$.



analysis diagram

5... $\mathbb{Q}c5!$ (but not 5... $\mathbb{Q}b7?$ 6. $\mathbb{Q}xb7$ $\mathbb{Q}c6$ 7. $\mathbb{Q}c3!$ $\mathbb{Q}c5$ 8. $\mathbb{Q}g5! \pm$) 6. $\mathbb{Q}xa8?$ $\mathbb{Q}b7$ 7. $\mathbb{Q}xa7$ $\mathbb{Q}c6\#$, winning the cornered queen, as the only escape square, a3, is occupied by a pawn of his own army!

5... $\mathbb{Q}b7$ 6. $\mathbb{Q}xe4$ $\mathbb{Q}xe4$ 7. $b3$ $\mathbb{Q}c6$ 8. $\mathbb{Q}b2$



EXERCISE: How should Black proceed?

8...d6!

In this way Black attacks the e5-pawn, gaining time for further development.

9.exd6 ♜xd6 10.♘f3 ♜e7 11.e3 0-0-0! 12.♖c1



EXERCISE: How should Black proceed?

12...♗hg8!



PLAN: Preparing to break with the g-pawn.

13.♗e2 g5 14.0-0 g4 15.♘d2



EXERCISE: Black's advantage in development is obvious. How to continue?

15... ♜xh2+!

Starting the tactical phase.

16. ♛xh2 ♜h4+ 17. ♛g1 ♜xg2!

Black has a decisive material advantage in the part of the board where he is attacking. Not 17...g3? 18. ♜f3 ♜xf3 19. fxg3! – an intermediate move which defends.

18. ♛xg2 ♜h3+ 19. ♛g1 g3

And mate in three moves.

2) Catastrophe in the opening

‘Everything is good if you know the ideas hidden in the opening, but if you just copy moves, it is certain that you will lose’ – Revolutionize Your Chess

A bit of History



The famous concepts of Russian champion Mikhail Chigorin (1850-1908) in the opening and the middlegame centred on the struggle of knight versus bishop. And he always preferred the great knight.

However, in the early 20th Century, the great dogmatic teachers almost banned the ♜x♝ exchange. Even nowadays there is an almost universal hesitation to play this exchange.

In fact, the truth lies in an understanding of every concrete position, using both your abilities and a good knowledge of the dynamic chess rules in each separate case. The next game (in

fact, this entire book) is a tool to help you improve your abilities and your knowledge.

Viktor Moskalenko

Jorge Iglesias

Castellar del Valles 2003 (5)

1.d4 d5 2.c4 ♜c6

In the Chigorin Defence, Black intends to play ... ♜g4 and ... ♜x♘, thus attacking the centre pawn on d4.



3.♘c3!

The most active anti-Chigo set-up! To tell the truth, I never used this move in my old games. I was convinced that the refutation of the Chigorin was to be found in the ‘Scandinavian’ line 3.cxd5 ♜xd5 4.♘f3 e5! 5.♘c3 ♜b4 and now 6.a3 or 6.♘d2, getting the ‘advantage’ of ♜ vs. ♘! However, thanks to, among other things, my own progress in chess, I found another creative way to face the Chigo in the end.

3...dxc4

Immediately, typical complications start. Black tries to gain material, i.e. a pawn. The old line 3...e5 4.cxd5 ♜xd4 5.e3 ♜f5 6.♘b5+!? ♜d7 7.♘xd7+ ♜xd7 8.♘f3± leaves White with a comfortable position.

4.♘f3!



Preparing the pawn advance d4-d5.

4...♝g4?

This is the key: there is no time for this ‘Chigorin’ motif. The main variation is 4...♝f6 5.♝g5!? and in many lines White should be willing to sacrifice a pawn for the initiative.

5.d5! ♞xf3

Black continues on the wrong path. However, the alternative is not better: 5...♞a5 6.♝a4+!? c6 7.b4!±, practically winning the a5-knight.

6.exf3 ♞e5



EXERCISE: Find the best move.

7.♝f4!±

Development and attack on a black piece.

7...♞d3+

If 7...♝g6 8.♝xc4! with a winning initiative.

8.♝xd3 cxd3 9.0-0!

White’s edge in development grows. 9.♝b3!? would be even more dynamic.

9...♝f6

9...c6 10.♝a4!±.

10.♝b3!



Now it is quite clear that the black army has lost the battle, without the game having actually

started yet. So far Black has moved only two pieces: ♕g4x♘f3 and the Chigorin knight from b8, and his pawn on d3 does not have much of a future. Let's see how White punishes him for this:

10...e6 11.♕xb7 ♘xd5

White also dominates after 11...♝d6 12.♝xd6 cxd6 13.dxe6 fxe6 14.♝xg7+–.

12.♘c6+

The black king has to stay in the centre, and there is no way out!

12...♚e7 13.♝g5+!

Weaving a mating net.

13...♞f6

13...f6 14.♚fe1+–.

14.♚fe1!



The final position is picturesque. The unavoidable threat is 15.♝d5+!. So White won in just 14 moves, making use of his advantage in development.

3) Material sacrifice

Apparently, this beautiful miniature does not require too much analysis. Black made several moves with his queen to gain a pawn. This method may bring you success against players of a lower level. But when fighting a player of more ‘weight’, like GM Dreev, you have to be careful.



Alexey Dreev
Artashes Minasian

Warsaw 2005 (3)

1.d4 d6 2.e4 ♜f6 3.♘c3 g6 4.♗g5 ♜g7 5.f4!?



PLAN: This is one of the most aggressive set-ups against the Pirc. The effect of the advance e4-e5! is always increased by the white bishop on g5 (see my book The Perfect Pirc-Modern, Chapter 5).

5...c6 6.♘f3 ♜b6



EXERCISE: Black attacks the pawn on b2. How to continue?

7.♘d2! ♜xb2 8.♖b1 ♜a3 9.♗d3 ♜a5 10.0-0 ♜c7

Black has played five moves with his queen, neglecting his development. Punishment will be harsh:

11.e5! ♜d5 12.♘e4 f5



EXERCISE: How should White continue?

13.♗xe7!!

A very strong blow, exposing Black's king in the centre.

13...♝xe7

If 13...fxe4 14.♗xd6 e3 15.♔e1 ♜d8 16.♗g5!.

14. ♜xd6+ ♕f8 15. ♜g5 b6 16. ♜b4 h6 17. ♜b3 ♜d5 18. ♜gf7



All of Black's pieces make a miserable impression.

18... ♜e6

Nor does 18... ♜h7 offer any hope: 19. ♜xc8 ♜xf7 20. ♜d6 ♜d7 21. g4! ♜e3 22. gxf5 ♜xf5 23. ♜xf5 gxf5 24. ♛h1 ♜h8 25. ♜g1 ♜g7 26. ♜xg7 ♜xg7 27. ♜g1+– and the queenside pieces cannot arrive in time to help their monarch.

19. ♜xh8 ♜xh8 20. c4 ♜e7 21. g4! ♜d7 22. ♜a3!



With energetic play Dreev now definitely destroys the black fortress.

22... c5

After 22... ♜g8 23. ♜xf5 ♜xf5 24. gxf5 ♜xf5 25. ♜xf5 gxf5, easiest would be 26. ♛h1! with an unstoppable attack.

23. d5 ♜xd5 24. cxd5 ♜xd5 25. ♜bd1

1-0

A brutal slaughter, as was typical in nineteenth-century games.

4) Development versus material

Here we have an attractive example of the struggle between material and development, arising from another creative opening.

Viktor Moskalenko

Mert Erdogan

Angora 2010 (2)

1.d4 ♜f6 2.♗g5!?

In the Trompowsky Attack, White tends to ignore the classical rules in a much more conspicuous fashion than in any other opening, and it often leads very quickly to a complex middlegame. It is particularly suited for intuitive players, who prefer to avoid massive amounts of opening theory.

2...c5 3.d5!?

The Benoni structures are always a good alternative in these lines. The exchange 3.♕xf6 is the main motif of the Trompowsky.

3...♝b6



EXERCISE: A typical counterattack against the early bishop sortie. How should White continue?

4.♝c3!

Sacrificing the b2-pawn is also a usual resource in such openings.

4...♝xb2

After Black has played ...♝b6, this move is ‘forced’.

5.♗d2

White threatens to play 6.♗b1 and 7.♗b5, so:

5...♝b6

The only move. The outing of his queen has cost Black several tempi, but in exchange White has a hole on b2 instead of a pawn.



TRICK: For example, 5...d6?? would lose after 6.♗b1 ♛a3 7.♗b5!.

6.e4 d6 7.f4



At the cost of one pawn White is now playing the aggressive Four Pawns Attack with a few extra tempi.

7...e6

A possible alternative is the blocking idea 7...e5, see my book Revolutionize Your Chess, page 188.

8.♘b1

It is logical to include this natural move. However, 8.♘f3!? first developing the knight, may be a more precise move order.

8...♝c7!?

The idea behind this retreat is to control the square e5. After 8...♝d8 9.♝b5+! ♜d7 10.dxe6 fxe6 11.e5! White has a clear initiative, for instance: 11...dxe5 12.fxe5 ♘d5 13.♗g4!↑ Moskalenko-Coll Gelaberto, Figueras 2009.

9.♘f3 a6!?

If 9...♝e7 10.♝b5+!.

10.dxe6 fxe6



EXERCISE: How should White continue?

11.e5!

We have to gain the initiative in the centre.

11...dxe5 12.fxe5 ♘g4 13.♗d3!

White's superior development gives him the advantage. 13.♗f4!? seemed too slow, at least

for me!

13...♝xe5 14.Ｑe4!

The bishop is really very nicely placed on e4, controlling all the light-squared diagonals.

14...♝bd7

14...♝d6 15.♝xe5 ♚xe5 16.0-0!↑.

15.0-0



The critical moment of the game.

15...♝f7?

After this retreat White definitely gains the initiative. But it is difficult to find the best defence in such situations:

A) 15...♝f6 16.♝xe5 ♜xe5 17.♝xb7↑;

B) 15...♜e7 16.♝f4! 0-0 17.♝xe5 ♜xf4 18.♝h5!→.

16.♝g5!

Now Black's position is hopeless.

16...♝f6 17.♝f4!

Gaining more tempi for development.

17...e5 18.♝d5!



All White's pieces are working in harmony. Strategy and tactics in action!

18...♚d7

18... ♜xd5 19. ♜xd5+–.

19. ♜xf7 ♛xf7 20. ♜xe5 ♜e7 21. ♜h5+ ♛g8 22. ♜xf6 gxf6 23. ♜xf6!

For other interesting ideas in the creative Trompowsky Attack, see Revolutionize Your Chess, Chapter 6.

SUMMARY of Training no. 11:

A material sacrifice in the opening (usually one or more pawns) almost always provides long-term compensation, thanks to the advantage in development gained by it.

However, if the position is closed or blocked, the defender can postpone his development without much risk, and devote himself to other strategies – for example, accepting sacrificed material.

Throughout this book we will encounter many other examples on these two basic elements of chess strategy: material and piece development.

12 Training: Placement of Pieces and Pawns

‘Help your pieces and they will help you’ – Paul Morphy.

The value of an individual piece or pawn may vary, depending on its placement on the board. This concept is closely related to the properties of pieces, pawns and squares (see also Revolutionize Your Chess, Chapters 2 and 3).

Piece activity means that your pieces are placed on good squares. Throughout the game, we have to keep considering manoeuvres that serve to improve our pieces.

Advanced pawns conquer space on the board and can be used as attacking pieces, enabling breaks.

King position: exposure of the king during the opening and the middlegame is just as important a factor as is its power in the endgame.

Keep in Mind

- The PLACEMENT OF PIECES AND PAWNS affects factors like space advantage and the initiative, and weaknesses on either side.
- The defending player should try to exchange or attack his opponent’s active pieces, while the attacking player should avoid exchanges.
- Important resources are zugzwang and opposition – no active moves for the enemy! (see also Part 3, ENDGAME) – and also prophylactic moves.

Directions

- 1) Suspicious Openings
- 2) Coordination
- 3) Manoeuvres and plans
- 4) Positional blocking
- 5) Unblocking / breaks
- 6) Prophylaxis

1) Suspicious Openings

Viktor Moskalenko

Jose Maria Lerch Gallemi

Catalonia tt 2010 (4)

1.e4!

Normally, I do not start with the king pawn, but in the preparation phase of this game I saw that my opponent had played a rare defence several times.

1...e5 2.♘f3 ♘e7?!



A quite provocative idea: Black ignores his development and tries to block the position. However, after some brief strategic consideration, I figured out a most effective set-up for the white pieces.

3.d4 d6

Opening the game is too risky: 3...exd4?! 4.♗d3 and 5.0-0!.

4.♗c4 h6

Defending against the ♗g5 jump.

5.0-0 ♘f6 6.b3!



PLAN: The first key idea: the bishop can be activated via the diagonals a3-f8 or b2-h8,

harassing the black defences.

6...c6 7.♗b2 ♗bd7 8.♗bd2!

Another important point: as we will see further on, the knight is much more flexibly placed on d2 than on its usual square, c3.

8...g6

Obviously, Black intends to complete his development by way of a fianchetto.

9.a4

9.dxe5! would have been the most precise move order, opening the a3-f8 diagonal.

9...a5?

Too slow; now White's advantage in development is decisive.



EXERCISE: How should White continue?

10.dxe5! dxe5

10...♘xe5 does not change much: 11.♘xe5 dxe5 12.f4!↑.

11.♘d3!

Freeing the c4-square for his knight.

11...♝g7 12.♞c4

White's minor pieces dominate the game. Black has to spend another tempo to defend the e5-pawn.

12...♝h5 13.♝a3!

Now is a good time. Black's pieces can only watch the positional punishment, without actually being able to participate in the battle.

13...c5 14.♝e3 ♘df6 15.♝b5+!

A little dynamics.

15...♝d7 16.♝xd7+ ♘xd7

16...♚xd7 17.♞c4!.

17.♞d5 ♞d6



EXERCISE: How should White continue?

18.♗d2!



PLAN: To the c4-square!

18...♝f4 19.♝c4 ♜c6 20.♝b2!

Again, the bishop explores the b2-h8 diagonal.

20...f6 21.♝xf4 exf4 22.♝g4!



As almost always in chess, the major pieces decide the game.

22...♝e5 23.♝xe5! fxe5 24.♞ad1! 0-0 25.♛d6 ♜xe4 26.♛xg6

And my opponent resigned, because of 26...♝f7 27.♝d6.

SUMMARY:

In the opening, after placing his queen on the wrong square e7, Black suffers from problems with his development (the ♜f8 and ♛e8 don't have a way out). Then, all White has to do to win is apply an adequate strategic plan, putting his minor pieces in active positions. In this case, the key moves in the opening are b2-b3, activating the c1-bishop, and, of course, the manoeuvre ♜bd2!.

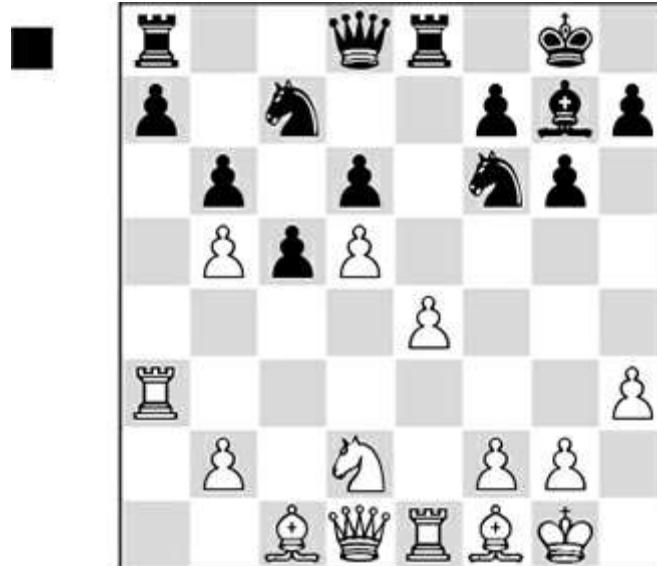
2) Coordination

Good coordination between the pieces is a key factor in chess. This is illustrated by the following game, which starts with a Benoni Defence.

Stanislav Savchenko

Viktor Moskalenko

Chernigov jr 1985 (10)



EXERCISE/PLAN: After the opening, White is strategically inferior with his doubled pawns on the b-file. And the e4-pawn can also be a weakness. What is the most effective plan for Black?

17... ♕d7!

First we have to activate the major pieces.

18. ♘b3



EXERCISE: And now?

18... ♜e7!

In order to double his rooks on the open e-file, and attack the e4-pawn.

19. ♔d3 ♜ae8

Threatening the tactic 20... ♗xd5, exploiting the pin.

20. ♘e2



EXERCISE: White has defended his weaknesses against the first attack. Now he needs new resources. How should Black continue?

20...♞h6!

Racking up the pressure on e4.

21.f3

A forced defence, however this definitely weakens the dark squares f4 and g3.

21...♝h5!

A new attack starts with the help of the minor pieces, which completes the initial plan: perfect coordination.

22.♛f1 ♞xc1 23.♝xc1 ♜xd5!†

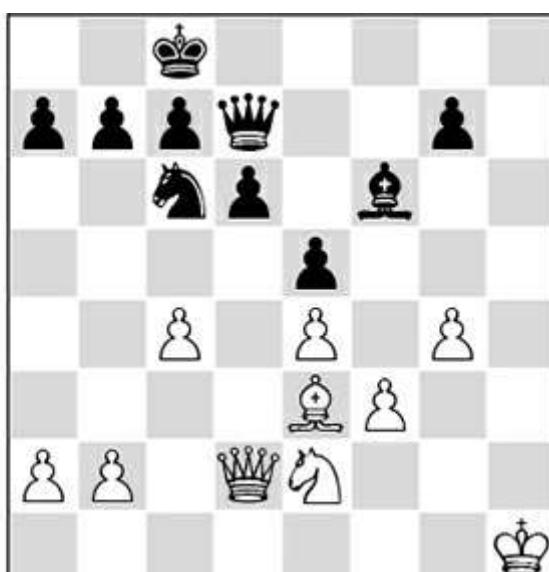
Black won a pawn and eventually the game.

3) Manoeuvres and plans

Fausto Poletti

Viktor Moskalenko

Salou 2011 (1)



EXERCISE/PLAN: It seems as if the position is completely balanced. However, White has a few weaknesses in his fortress. So Black should find a suitable plan. How to continue?

21...♞d8!

A very useful manoeuvre, improving the knight and preparing active play with his pieces along the g5- and f4-squares.

22.♔g2 ♞e6 23.b3 a6 24.♗c3



EXERCISE: How should Black continue?

24...♞d8!

Using the same square d8 to prepare ...♝g5, forcing a favourable exchange of bishops.

25.♘d5

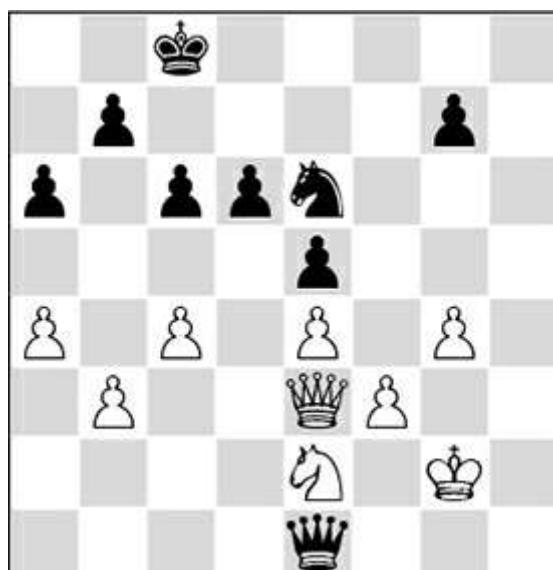
White does not sense the danger. Probably, the best defence was 25.♘d5!? ♜e7 26.♗e2, controlling the weak squares.

25...♝g5! 26.♝xg5 ♛xg5 27.♗e3 c6!

Attacking the opponent's most active piece.

28.♗c3 ♛e6 29.♗e2 ♜a5! 30.a4 ♜e1!—+

The culmination of Black's strategy (see also the section on ♜+♝ coordination): the disposition of the pieces has changed drastically in Black's favour, and now his advantage is decisive.



31.♔f2 ♜d2! 32.♝g1 ♜d1 33.♗a2 ♘f4+ 34.♔f2 ♜d4+ 35.♔f1 a5!

After this blocking move, the white army suffers from a kind of zugzwang – no useful moves left.

36. $\text{Bc}2$ e3 37. d1 c7 38. c2 d3 39. e2 c1+

4) Positional blocking

A blocked position (especially in the centre) allows the defender to keep a slow pace. Both armies are engaged in manoeuvres to improve their pieces, looking for activity on the part of the board (the centre or one of the flanks) where they can develop an initiative or even an attack.

Typical blocking ideas can play an important role in the middlegame. However, there are also some openings where a blockade is applied from the beginning.

Martin Fierz
Michael Hochstrasser

Switzerland tt 2001

1.e4 e6 2.d4 d5 3.Bc3 Bb4 4.e5 c5 5.a3 Bxc3+ 6.bxc3 Be7 7.Bf3 b6!?



PLAN: Preparing a strategic exchange of bishops via ...Ba6.



8.Bb5+

This curious check thwarts the opponent's plans, but it takes up several tempi and thus slows down White's development.

8...Bd7 9.Bd3 c4!

The white pieces are ready to attack on the kingside, so blocking the centre is the best option; now the white bishop has to abandon its active square.

10.Bf1



EXERCISE: How should Black continue?

10...♝a4!

Another typical move in the Winawer system: the ♝a4 blocks the a3-pawn, and thus prevents the dangerous manoeuvre ♞c1-a3.

11.h4

This brave h-pawn advance is more or less the only way for White to make progress.

11...♝bc6 12.h5



EXERCISE: How should Black continue?

12...h6!

Another important blocking move: the h-pawn is already stopped.

13.g3



EXERCISE: How should Black continue?

13... ♕d7!

PLAN: A nice escape route for the black king, preparing the queen manoeuvre ♕d8-g8-h7!. This position is also discussed in my book The Wonderful Winawer (2010).

14. ♜h3 ♔g8 15. ♜h4?

A conceptual error – neglecting his development. White should have castled first: 15.0-0-0 ♜h7 16. ♜a2 g6!? with a sharp struggle on the kingside, Anand-Quillan, Prestwich 1990.

15... ♜h7

Black has successfully completed his opening plan: ♜a4 and ♜h7 cooperate perfectly, gaining the initiative by pressing along the b1-h7 diagonal.

16. ♜a2 ♔e4+ 17. ♜d2



EXERCISE: How should Black continue the attack?

17... ♜xd4!!

Tactically!

18. ♜e1?

The last error, a tactical one this time. However, Black was already better. For instance:

A) 18.f3 ♜b3+!↑;

B) Or 18.cxd4 c3+! 19. ♜xc3 ♜hc8+ winning;

C) Probably the main line is 18. $\mathbb{Q}g2$ and now 18... $\mathbb{Q}b3+!$ 19. $cxb3$ $\mathbb{Q}d3+$ 20. $\mathbb{Q}e1$ $\mathbb{Q}xc3+$ 21. $\mathbb{Q}d2$ $\mathbb{Q}xb3$ 22. $\mathbb{Q}b2$ $\mathbb{Q}xd1$ 23. $\mathbb{Q}xc3$ $\mathbb{Q}xh5\#$ and Black has a solid strategic plus: 4 pawns versus a minor piece, in a blocked position.

18... $\mathbb{Q}b3+!$

Now Black organizes a spectacular checkmate in the centre of the board.

19. $cxb3$ $\mathbb{Q}d3\#$

SUMMARY:

Players with a positional style can successfully use openings that lead to typical blocked positions in the middlegame, and even the endgame.

As we have seen, certain structures in the French Defence allow you to create your own labyrinths!

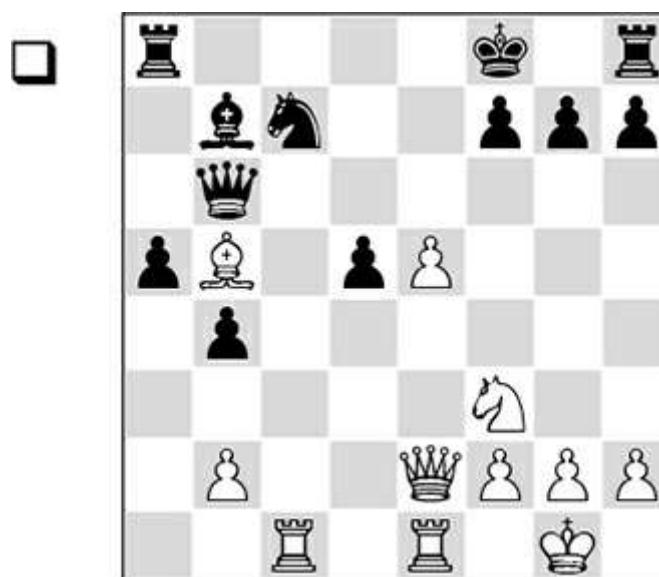
5) Unblocking/breaks

In order to attack in such closed positions, there are typical pawn breaks that help to open up a blocked structure (see also Training no. 14).

Evgeny Bareev

Alexey Dreev

Russia tt 1996 (4)



EXERCISE: How can White make use of his dynamic advantage? In the opening, Black omitted castling (a delay in development). However, his last move 22... $\mathbb{Q}c7$ combines two threats: attacking the b5-bishop and/or attempting to organize a defensive blockade by ... $\mathbb{Q}e6$.

23. $e6!$

There are many different ideas behind this excellent advance! First of all White makes use of the e-file (attack on the king), along with vacating the e5-square for his knight. Instructively, in such positions strategy demands that White use this knight in a brutal way:

23... $\mathbb{Q}xe6$

23... $\mathbb{Q}xb5$ 24. $exf7+-$.

24. $\mathbb{Q}e5!?$

24. $\mathbb{Q}g5!$ was very strong too, and also has some aesthetic value in the context of our theme.

24... ♜ g8



EXERCISE: How should White continue?

25. ♞ xf7!

The key sacrifice.

25... ♜ xf7

On 25... ♞ d4 26. ♔ e7 is winning.

26. ♖ c6!

Obstruction of the black queen.

26... ♜ d8 27. ♞ xe6+ ♔ f8 28. ♖ d6

1-0

The Trojan Horse

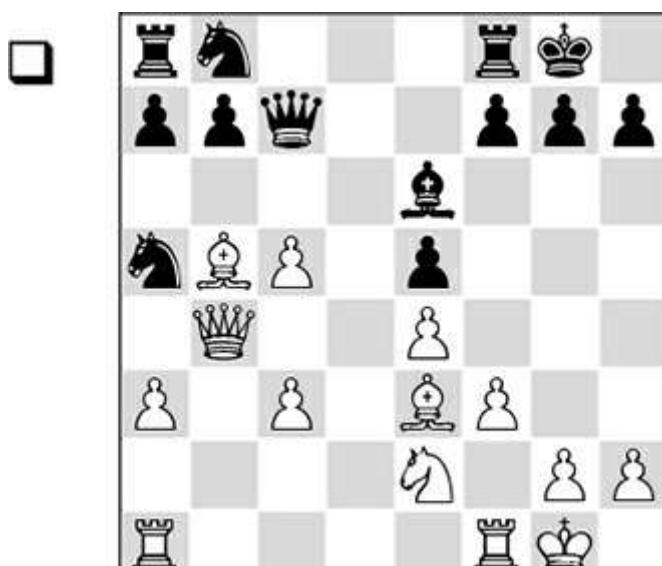
Sometimes a piece is sacrificed to break open the enemy fortress.

In the following, recent game, former World Champion Vishy Anand repeated a brilliant idea that had already been investigated in my book Revolutionize Your Chess.

Viswanathan Anand

Wang Hao

Wijk aan Zee 2011 (4)



EXERCISE: In a semi-open structure, Black is searching for active play with his knights, using the c6- and c4-squares, obtaining a certain compensation for the minus pawn, while the white e2-knight is blocked by the e5-pawn and has no squares. How can White solve this problem?

16.♘d4!!

The knight is sacrificed in the centre of the board, to give a new lease of life to the central pawns.

16...exd4 17.cxd4 ♜bc6 18.♕c3



As a result of this action, White has obtained a comfortable advantage: his central pawns threaten to advance dangerously (majority attack), and it is difficult to defend in such situations.

18...♞e7 19.♝fd1 ♜ad8 20.♝f2! a6 21.♝g3 ♜c8 22.♝f1 b6 23.♝ab1!

Transposing into a winning position.

23...♝b3 24.♝xb3 ♜xb3 25.♝xb3 bxc5 26.d5+-



White's two bishops and central pawns dominate the game.

**26...♞g6 27.♝b6 f5 28.♝xa6 ♜d7 29.♝b5 ♜f7 30.exf5 ♜xf5 31.♝xc5 ♜c8
32.♝d4 ♜fd8 33.a4**

And Black resigned.

6) Prophylaxis

Theoretically, the idea of prophylaxis in chess was introduced by the great classical grandmaster Aaron Nimzowitsch, in his renowned book *My System*.

Prophylaxis serves to prevent certain undesirable strategic or tactical threats – applying, for example, such concepts as over-protection of potentially weak points, or taking precautionary measures against enemy pawn breaks.

Strategically, prophylaxis involves moves that prepare both defence and attack.

During a game we have to accustom ourselves to prophylactic thinking: we have to detect threats and plans for the enemy and find adequate answers to them, at the same time improving our own position. In this way, sooner or later, you will get a grasp on the fundamental concepts of positional play.

When we analyse the following classic game, we also learn some strategic ideas in typical Carlsbad structures (in the Exchange Variation of the Queen's Gambit).

Sixth World Champion, Mikhail Botvinnik, increases his positional advantage by using prophylaxis with great skill.

Mikhail Botvinnik

Paul Keres

Moscow ch-URS 1952

1.d4 ♜f6 2.c4 e6 3.♘c3 d5 4.cxd5 exd5 5.♗g5 ♜e7 6.e3 0-0 7.♗d3 ♜bd7 8.♗c2

In our modern times, the more accurate opening moves are considered to be 8.♗ge2 or 8.♘f3.

8... ♜e8 9.♗ge2 ♜f8



EXERCISE: Why does grandmaster Paul Keres avoid playing the natural pawn move 9...c5 first?

The answer is to be found in the positioning of the white king, which at the moment is still in the centre.

If White castles queenside, Black will save time by playing ...c7-c5 directly! This is a typical example of prophylaxis in the opening: monitoring potential rival plans so as to implement a more precise order in your own moves.

10.0-0

Alternatively, the sharper set-up with 10.0-0-0!? is also popular.

10...c6 11.♘ab1

In this game Botvinnik starts with a minority attack (see also Training no. 14), preparing the advance b2-b4-b5, but then his opponent forces him to seek a new path.

WEAPON: 11.f3!? is the modern idea.

11...♝d6?!

PLAN: With this move Keres aims for an aggressive counter-plan: ...♝g6, ...h7-h6 and after ♜xf6/♝xf6 the black pieces suddenly become active for an attack on the kingside. Black is also threatening the standard combination 12...♝xh2+ and 13...♝g4+. However, Botvinnik comes up with an elegant way to refute this strategy.



EXERCISE: What is White's next move?

12.♔h1!!

Prophylaxis in action!

12...♝g6

TRICK: 12...♝xh2?? 13.♝xf6, winning a piece.



EXERCISE: Black has prepared 13...h6. How should White continue?

13.f3!!

In the Exchange Variation of the Queen's Gambit Declined, only two plans were known at the time: the minority attack with b2-b4-b5, and queenside castling, with opposite-side attacks. But thanks to his deep knowledge, Botvinnik found a new strategic idea, starting a central attack with pawns.

13... ♜ e7



Keres, surprised, has to change plans, and adopts a passive defence.

EXERCISE: How should White continue?

In case of 13...h6 14. ♜ xf6 ♜ xf6 15.e4! White attacks first: with the terrible threat e4-e5.

14. ♜ be1

Another prophylactic move, improving the position of the rook. It was still too early for the advance 14.e4 dxe4 15.fxe4 ♜ g4, but interesting was 14. ♜ bd1!? with the idea 14...h6 15. ♜ xf6 ♜ xf6 16.e4!↑.

14... ♜ d7

Black attempts to simplify. He could have complicated matters with 14...h6!?.

15. ♜ xe7 ♜ xe7 16. ♜ g3

16.e4!? was playable, but White prefers making prophylactic moves, preparing this advance in comfort.

16... ♜ f6 17. ♜ f2 ♜ e6 18. ♜ f5

Another advance, 18.f4!?, was also interesting.

18... ♜ xf5 19. ♜ xf5 ♜ b6 20.e4!±



White concludes his strategic plan: advancing pawns to gain space on the board.

20...dxe4

If, for example, 20... \mathbb{Q} a8, 21.e5! \mathbb{Q} d7 22.f4± would be wonderful!

21.fxe4 \mathbb{Q} d8 22.e5! \mathbb{Q} d5

22... \mathbb{Q} e8 23. \mathbb{Q} d1±.

23. \mathbb{Q} e4!

Jumping to the desired square d6.

23... \mathbb{Q} f8 24. \mathbb{Q} d6 \mathbb{Q} c7



EXERCISE: How should White continue?

25. \mathbb{Q} e4!

White is going to exchange Black's only good piece, the d5-knight, and prepares to attack with \mathbb{Q} f5.

25... \mathbb{Q} e6 26. \mathbb{Q} h4!

The threat to h7 forces Black to weaken his kingside structure.

26...g6

26...h6 27. \mathbb{Q} f5→.

27. \mathbb{Q} xd5 cxd5 28. \mathbb{Q} c1!

It is nice to occupy the open c-file, while avoiding the possible defensive sacrifice ... \mathbb{Q} xd6.

28... \mathbb{Q} d7 29. \mathbb{Q} c3 \mathbb{Q} f8



EXERCISE: How can White continue the attack?

30.♘f5!

The culmination of a chess game always requires tactics! Actually, this strong manoeuvre is also prophylactic, preventing the liberating advance ...f7-f5.



A game Keres-Botvinnik in the 1950s – with reversed colours!

30...♞fe8

The f5-knight is untouchable: 30...gxf5 31.♖g3+ ♜g7 32.♘f6 and mate on the next.

31.♘h6+! ♜f8 32.♘f6 ♜g7 33.♖cf3

The threat is mate on f7.



PUZZLE: 33.♘f5!?

33...♞c8 34.♘xf7 ♜e6 35.♘g5 ♜f5 36.♘h6 ♜g7 37.g4

An excellent game by Botvinnik, and a good practical demonstration of the effectiveness of ‘prophylactic thinking’, and of the power of the plan with f2-f3/e3-e4 in the opening. Black’s strategy was convincingly refuted, as White smoothly developed his initiative.

SUMMARY of Training no. 12:

Let me remind you that the mechanism of a good positional PLACEMENT of pieces should involve the greatest possible number of pieces and pawns.

A good study of the PLACEMENT OF PIECES AND PAWNS can lift any chess player from amateur level to the level of a strong player, with prospects of quick progress.

13 Training: Attack on the King and Defence

‘The exposure of a king during the opening and the middlegame is just as important a factor as is its power in the endgame.’ – Revolutionize Your Chess

General rules

How can we distinguish a real attack from a false one?

A successful attack requires a force that doubles or triples the defensive forces in strength. If we have no practical material advantage on the part of the board where we are attacking, the defence has a good chance of being successful.

Typical elements of the attack

Usually an attack begins with the opening of files and diagonals.

- tactical blows
- decoy
- intermediate moves
- pins
- double or discovered check
- an attack, or attacks on opposite flanks
- forcing piece manoeuvres and attacking pawn moves^[P]
[SEP]

See also Part 1 of this book, on Tactics.

Typical elements of the defence

- simplifications: exchanging or attacking the active enemy pieces
- counterattack or -sacrifice
- positional sacrifice (Training no. 15)
- blockade (Training no. 12)
- prophylaxis (Training no. 12)
- forcing the creation of static positions
- improving the own position: development, placement of pieces/pawns, king position (explained elsewhere in this Strategy part)

Once you have studied the typical elements, attacking is almost always easier than defending. Defence requires an application of certain strategic or tactical elements that are by nature mutually different.

Directions

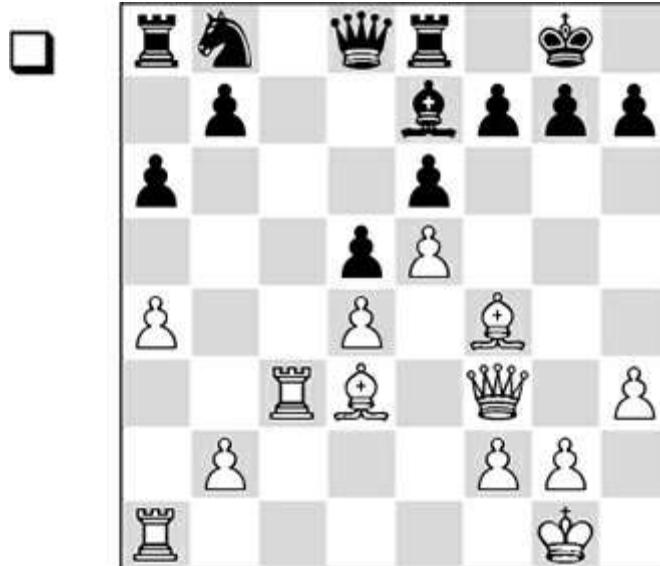
- 1) Flank attack with pieces
- 2) Successful defence
- 3) Typical attacking plans
- 4) Combined attack by pieces and pawns
- 5) Attacking sacrifices
- 6) Defence: escape
- 7) Active defence
- 8) Attacking on opposite sides

1) Flank attack with pieces

There are various standard flank attacks, but some are quite specific.

**Lev Polugaevsky
Eugenio Torre**

London 1984 (3)



EXERCISE: Black has spent some time on the manoeuvre ... $\mathbb{Q}d7-b8-c6$, improving his knight, while White has already activated most of his pieces. However, the only place where he can leverage his temporary advantage is the kingside. How should White proceed?

19. $\mathbb{Q}xh7+$!

A well-known sacrifice, starting the attack.

19... $\mathbb{Q}xh7$ 20. $\mathbb{Q}h5+$ $\mathbb{Q}g8$ 21. $\mathbb{Q}g3$



EXERCISE: A key moment: White threatens 22. $\mathbb{Q}h6$ and 23. $\mathbb{Q}xg7$. How should Black defend?

21... $\mathbb{R}g6?$

Allowing a new, decisive sacrifice, of the rook this time. The toughest defence was 21... $\mathbb{Q}f8!?$



EXERCISE: ... after which White would have had to find – what?

22. $\mathbb{Q}g5!$ (not 22. $\mathbb{Q}h6?$ $\mathbb{Q}e7!$ and the black queen helps in the defence of the g7-square from f8) 22... $\mathbb{Q}e7$ 23. $\mathbb{Q}f6$ $\mathbb{Q}d7$ 24. $\mathbb{Q}h6$ $\mathbb{Q}xf6$ 25. $\mathbb{Q}xf6$ $g6$ 26. $fxe7$ and White is better.

22. $\mathbb{Q}xg6+$! $fxg6$ 23. $\mathbb{Q}xg6+$



In this typical situation, White has to include the a1-rook in the attack, while the black king will not get sufficient support from its army.

23... $\mathbb{Q}h8$ 24. $\mathbb{Q}h6+$

First winning the e6-pawn with check. But the direct attack 24. $\mathbb{Q}h5+!?$ and 25. $\mathbb{Q}h6$ would already have been sufficient for the win.

24... $\mathbb{Q}g8$ 25. $\mathbb{Q}xe6+$ $\mathbb{Q}h8$ 26. $\mathbb{Q}h6+$ $\mathbb{Q}g8$ 27. $\mathbb{Q}g6+$ $\mathbb{Q}h8$ 28. $\mathbb{Q}h5+!$

Finally, going for mate.

28... $\mathbb{Q}g8$ 29. $\mathbb{Q}h6!$

From the beginning till the end of the combination, each and every move by White was accurate!



29... ♜ f8 30. ♕ g6+ ♖ h8 31. ♜ xf8 ♕ xf8 32. ♕ h6+ ♔ g8 33. ♕ a3!

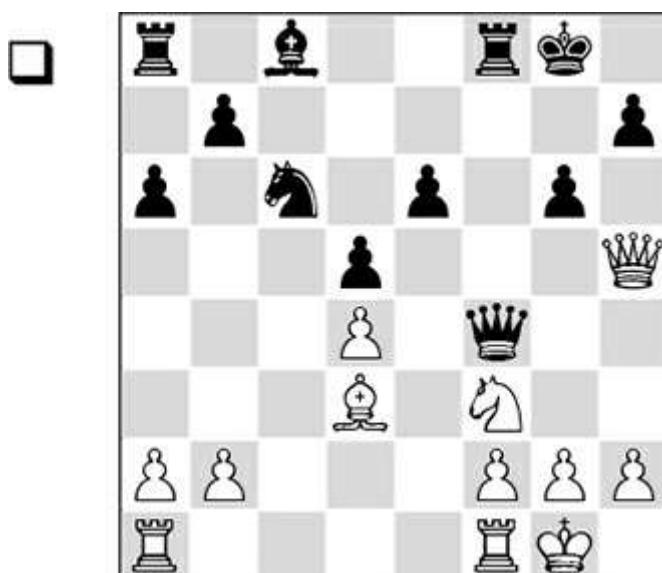
The entrance of the white rook is decisive, so Black resigned.

2) Successful defence

Orelvis Perez Mitjans

Viktor Moskalenko

Sant Marti 2010 (9)



EXERCISE: In one of my French games, the Tarrasch Variation, after 17. ♔ h5 g6, White sacrificed his bishop on g6. What is the effect of this sacrifice?

1. Dangerous compensation
2. Initiative for White
3. Draw
4. Advantage for Black?

18. ♜ xg6

This move is forced.

18...hxg6 19. ♕ xg6+ ♔ h8



White has only one piece in the vicinity of the black king (lack of material), so he has to find more resources to feed his attack. But this gives Black time to defend.

20. ♜ae1

Or, for example, 20. ♜g5 ♖f5 21. ♜h6+ ♔g8 22. ♜ae1 ♜f6 23. ♜h4 ♜g6 24. ♜h7+ ♔f8 25. f4 ♖f6 and Black has a clear advantage.

20... ♜f6!



This defence is the most effective.

21. ♜e8+?

An error, allowing Black to apply the concept of simplification. However, after the zwischenzug 21. ♜e5 ♖xe5 22. ♜e8+ ♜f8 23. ♜h5+ ♔g7 24. ♜xe5 ♜f5!, exchanging all White's active pieces, Black retains a big material advantage: the bishop on c8.

21... ♔g7 22. ♜e5 ♜h6!

Suddenly threatening mate on h2.

23. g3 ♖f8!



Now the white queen has no escape square and has to be exchanged.

24. ♕xf8+ ♔xf8

With an easily winning ending.

3) Typical attacking plans

In chess there are many middlegame positions that have common motifs. As the game develops, according to the pawn structure and the placement of the pieces, we can make use of our knowledge of attack or defence.

**Salvador Del Rio Angelis
Viktor Moskalenko**

Salou 2011 (8)

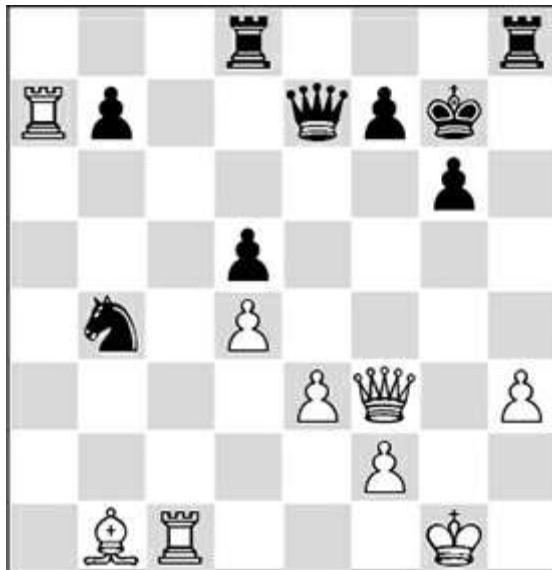


EXERCISE: Find an active plan for Black.

25... ♔g7!

With this strategic king move, Black prepares an attack along the h-file (set-up of pieces).

26. ♜c1 ♜h8!



A good concept!

EXERCISE: How should White defend?

It seems as if 26... $\mathbb{R}c8$ was a solid choice, but after the exchange of the rooks the game is simplified: 27. $\mathbb{R}xc8$ $\mathbb{R}xc8$ 28. $\mathbb{Q}d1$ and White can defend everything.

27. $\mathbb{R}a5?$

With the idea of doubling the rooks on the c-file, but this plan is slow. The best defence was hard to find in an over-the-board game: 27. $\mathbb{Q}g4!$ $\mathbb{R}h5$ (27... $\mathbb{R}d6!?$) 28. $\mathbb{Q}f1!$ $\mathbb{R}dh8$ 29. $\mathbb{Q}f4$ $\mathbb{R}xh3$ 30. $\mathbb{R}c7$ $\mathbb{Q}f6$ 31. $\mathbb{Q}xf6+$ $\mathbb{Q}xf6$ 32. $\mathbb{Q}e2$ and White maintains the balance.

27... $\mathbb{R}h5!$



The black rooks are faster.

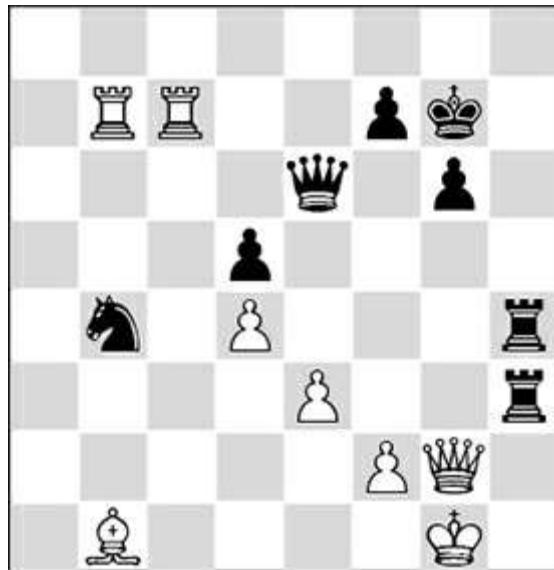
28. $\mathbb{R}ac5$ $\mathbb{R}dh8 \rightarrow 29. \mathbb{R}c7$ $\mathbb{Q}e6$ 30. $\mathbb{R}xb7$

Following the wrong plan, although the position was already favouring Black.

30... $\mathbb{R}xh3$ 31. $\mathbb{Q}g2$ $\mathbb{R}8h4!$

31... $\mathbb{R}3h4$ was also winning.

32. $\mathbb{R}cc7$



EXERCISE: What is the final combination?

32... ♜ h1+! 33. ♜ xh1 ♜ g4+

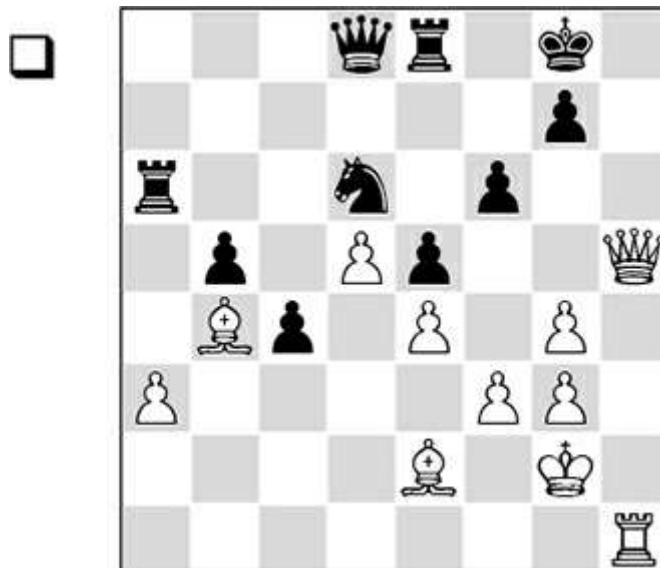
White resigned: 33... ♜ g4+ 34. ♜ g2 ♜ d1+ 35. ♜ f1 ♜ g4+ loses the queen.

4) Combined attack by pieces and pawns

Viktor Moskalenko

Vladimir Malaniuk

Kiev ch-UKR 1984 (13)



EXERCISE: White has built a battery (♕ + ♜) on the h-file, however he cannot give checkmate directly, because the black king has several escape squares. We have to find new impulses for the attack. What would be the right continuation?

35.g5!

Raising two themes: the pawn break, and the liberation (unblocking) of the white bishop on e2.

35...fxg5 36.f4!

With a decisive attack.

36...exf4



EXERCISE: Here White could have forced checkmate in various ways. How?

37. ♜ h8+

37. ♜ g4?! (time-trouble) was played in the game.

37... ♛ f7 38. ♜ h5+!

The discovered bishop fires away.

38... g6

38... ♕ f6 39. ♜ c3+!.

39. ♜ xg6+! ♕ xg6 40. ♜ h6+ ♛ f7 41. ♜ h7+ ♛ g6 42. ♜ g7#

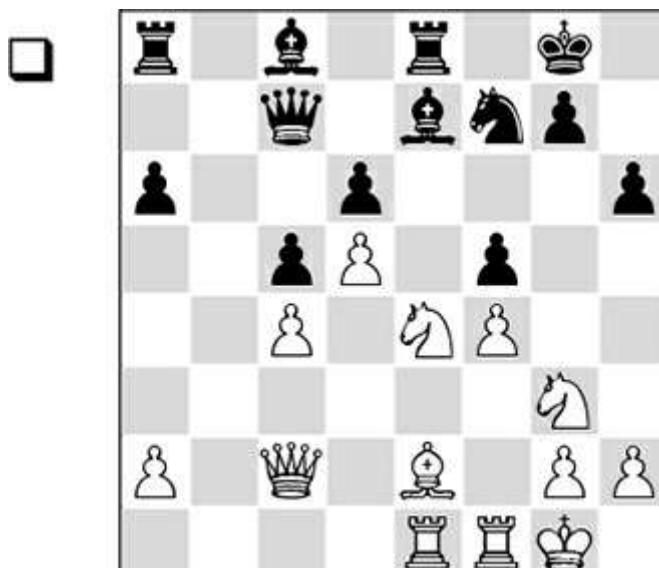
5) Attacking sacrifices

The following example shows a number of strategic and tactical sacrifices that may serve to destroy the opponent's fortress.

Viktor Moskalenko

Daniel Alsin Leal

Catalonia tt 2011 (4)



EXERCISE: An unclear position. How should White proceed?

- A) 25. ♜ c3
- B) 25. ♜ f2
- C) activate another knight with 25. ♜ h5?

Before choosing your move, first look for attacking ideas, and then calculate the variations.

25.♘c3!?

In the game, I was convinced that this was the best square for the knight, preparing some spectacular play along the e-file. However, White had two even more effective options:

B) 25.♗f2! g6 26.♗h5!.



analysis diagram

One of those rare cases where the bishop makes the break!

26...gxh5 (26...♗h8 27.♗g4!!→) 27.♗xh5 ♛h7 28.♗e6!, winning;

C) Even stronger was the dynamic knight sacrifice 25.♘h5!!



analysis diagram

25...fxe4 (25...♛h7 26.♗eg3 g6 27.♗d3!+–) 26.♗xe4 with an unstoppable attack.

25...g6 26.♗d3



EXERCISE: We have reached another key moment of this game. What is the best defence for Black?

26...♝d7?

Surprisingly, my opponent played this move quickly, almost by touch. Now I can realize all my ‘dreams’ more easily.

The only defence was 26...♝d8! and now the sacrifice 27.♞xf5! gxf5 28.♝xf5 ♚f6 29.♛e6!∞ yields White the initiative, but it’s not as strong as in the previous options B and C.

27.♞e6!

Another typical motif. This exchange sacrifice serves to block the defending black pieces and to enable White to attack the other pieces and pawns.

27...♝h8

A defence that does not offer much hope. However, accepting the material with 27...♛xe6 28.dxe6 ♜h8 29.♝d5+– was not much better.



EXERCISE: How should White continue?

28.♞xf5!

Logical, and pleasing to the eye.

28...gxf5 29.♝xf5



White's attack is decisive – the black king suffers from chronic solitude.

29... ♜ f8

The rest of the game plays itself. For example, 29... ♜xe6 30.dxe6 ♜c8 31.♕xh6+ ♔g7 32.♗f5+ ♔g8 33.♗xe7+ ♜xe7 34.f5+– would be wonderful!

30.♗xh6+ ♜xh6 31.♗xh6 ♜e7 32.♗e4 ♔g7 33.♗h5 ♗f7 34.♗c3+ ♔g8 35.♗f6+ ♜f8 36.♗g3! ♜e2 37.♗h7

A triple material advantage in the attacking area.



37... ♜e7 38.♗h4 ♜f8 39.♗h5+

The next move, 40.♗g7, will be checkmate.

6) Defence: escape

Tatiana Shadrina

Khayala Abdulla

Tbilisi Ech W 2011 (4)



EXERCISE: With his previous move, 34. $\mathbb{R}d1-d8$, the first player started an attack on the eighth rank, but also had to consider that he was leaving his own king exposed to checks. Now Black has at least four candidate moves.

What is the correct line?

- A) 34... $\mathbb{R}d6$;
- B) 34... $\mathbb{R}xf6$;
- C) 34... $\mathbb{N}b1+$ 35. $\mathbb{Q}h2$ $\mathbb{N}e4$;
- D) 34... $\mathbb{N}b2$?

34... $\mathbb{N}b1+$?

The execution of the idea of perpetual check, but in the wrong way.

D) 34... $\mathbb{N}b2!$ was the correct line. It has the same intention as 34... $\mathbb{N}b1+$, but there is one important difference: the b4-square remains covered. With the threat of 35... $\mathbb{N}c1+ / 36... \mathbb{N}xf4+$ Black can save himself, for example:



analysis diagram

35. $\mathbb{R}xf8+$ $\mathbb{Q}xf8$ 36. $\mathbb{R}d8+$ $\mathbb{R}e8$ 37. $\mathbb{R}e7+$ $\mathbb{Q}g7$ 38. $\mathbb{R}xe8$ $\mathbb{R}c1+$ 39. $\mathbb{Q}h2$ $\mathbb{R}xf4+$ 40. $\mathbb{Q}g1$ $\mathbb{R}e3+$ 41. $\mathbb{Q}f1$ $\mathbb{R}c1+$ and White cannot evade the checks.

Instead, both rook moves lose immediately:

- C) 34... $\mathbb{R}d6$ 35. $\mathbb{R}xf8+$ $\mathbb{Q}xf8$ 36. $\mathbb{R}c5$ and the d6-rook is lost due to the pin.

D) 34... \mathbb{Q} xf6 35. \mathbb{Q} c5 and now there is no defence against the threat 36. \mathbb{Q} xf8+.

35. \mathbb{Q} h2 \mathbb{Q} e4



EXERCISE: How should White continue?

36. \mathbb{Q} xf8+!

Now this sacrifice leads to a forced mate.

36... \mathbb{Q} xf8 37. \mathbb{Q} b4+!

This zwischenschach is the key: before entering the eighth rank, White forces the black king to a losing square.

7) Active defence

Usually this entails a combination of counterattacks, simplifications and certain defensive sacrifices.

**David Larino Nieto
Viktor Moskalenko**
Salou 2011 (3)



EXERCISE: My opponent was very happy with his position after the opening. His pieces are on the best squares, ready to attack... while I had to try and find a good defensive plan.

16... \mathbb{N} e8!?

Black prepares simplifications with ... $\mathbb{Q}e7-f6$. A possible alternative was 16...a5, to activate the queenside.

17. $\mathbb{N}h3!?$



With the clear intention of attacking the black king.

17... $\mathbb{Q}f6!$ 18. $f4$ $\mathbb{Q}c6!$

Step by step, Black has also improved his pieces.

19. $\mathbb{Q}c2$

This seems to be a logical continuation. If 19. $\mathbb{Q}h1$ $\mathbb{Q}e4!?$, defending the kingside.

19... $g6!$

However, after this move the bishop on c2 is no longer dangerous.

20. $b4$

In the event of 20. $\mathbb{Q}h1$ $\mathbb{Q}xb2!?$ 21. $\mathbb{Q}b3$ $\mathbb{Q}xe5$ 22. $fxe5$ $\mathbb{Q}g7\#$ Black is a pawn up.

20... $\mathbb{Q}xe5!?$ 21. $fxe5$



After only a few moves the position has changed: White cannot get on with his attack.

21... $\mathbb{Q}g7$ 22. $\mathbb{Q}h1$

White has to free his knight on d4.

22... $\mathbb{Q}f5!$

Following the rules of the game, Black offers one more exchange.

23. $\mathbb{Q}xf5$ $\mathbb{Q}exf5$



After a number of simplifications, White does not have enough resources left to attack, while Black has gained some strategic advantages; the white pawns on c3 and e5 are potentially weak.

24. ♜h6

White continues optimistically, without sensing the danger.

24... ♝e4!

The French bishop on e4 now turns into the best piece on the board.

25. ♜de1



EXERCISE: How should Black continue?

The attacking line 25. ♜f4 f6!? 26. ♜h4 ♜f7 would be in Black's favour.

25... ♜xd4!

A thematic sacrifice ($\mathbb{Q}x\mathbb{N}$), which changes the course of the game. 25... ♜c7!? was also possible, with more complicated play after 26.e6.

26.cxd4 ♜xd4



In this position ($\mathbb{Q} + \mathbb{P}$ vs. \mathbb{K}), the remaining white pawns are weak.

27. $\mathbb{B}e3$

Now it is White who seeks simplifications – a good sign! 27.e6!? fxe6 28. $\mathbb{Q}d1$ $\mathbb{B}g7$!?

27... $\mathbb{B}xe3$ 28. $\mathbb{Q}xe3$

A schematic ending arises, where the black bishop on e4 continues to dominate the game.

28... $\mathbb{B}e8$! 29. $\mathbb{h}4$ $\mathbb{Q}xe5$ 30. $\mathbb{B}h2$ $\mathbb{Q}d5$ 31. $\mathbb{B}f2$ $\mathbb{Q}g7$ 32. $\mathbb{B}g3$ $\mathbb{Q}d4$ 33. $a3$ $h6$!?

Preparing the advance ...g6-g5.

34. $b5$ $g5$! 35. $hxg5$ $hxg5$ 36. $\mathbb{B}c3$ $f4$! 37. $\mathbb{B}h2$ $\mathbb{Q}d1$!



The white king will not escape.

38. $a4$ $\mathbb{Q}g6$

Black will now soon realize his large advantage. The direct plan is 39...f5, when the push of the g-pawn is unstoppable.

8) Attacking on opposite sides

Time is the prevailing factor in these attacks!

Roeland Pruijssers

Li Shilong

Dieren 2006 (9)

1. $e4$ $e6$ 2. $d4$ $d5$ 3. $\mathbb{B}c3$ $\mathbb{B}f6$ 4. $e5$ $\mathbb{B}fd7$ 5. $f4$ $c5$ 6. $\mathbb{B}f3$ $\mathbb{B}c6$ 7. $\mathbb{B}e3$ $\mathbb{B}e7$!?



This bishop development has been the main focus of the Classical Variation for a couple of years, as reflected in my French Defence books and in other recent books and articles.

8. ♔d2

Typically, in the classical variation White prepares queenside castling, but in the present line this is a wrong idea...

8...0-0 9.0-0?

Remarkably enough, this is the third most popular move for White: 180 games in total, but only a 36.6% score.



And the engine fails to understand such positions – until the red mate sign appears! The main line, and Black's indicated strategic concept, is 9. ♠e2 b6!, strengthening the centre: 10.0-0 f6!? with active counterplay.

9...c4!

Preparing 10...b5, which is already practically winning.

10.f5!?

Any other move loses time.

10...b5!→



The white king is on its own.

11.fxe6

The alternatives are not much help:

- A) 11.♘xb5 would be similar to the game;
- B) 11.♗f2 b4 12.♗e2 exf5† Fuchs-Sedina, Baden-Baden 2008;
- C) 11.f6 gxf6 12.exf6 (12.♕h6 fxe5!) 12...♘xf6 13.♕h6 ♘g4! 14.♕xf8 ♘xf8† Vovk-Martinez Martin, ICC 2009.

11...fxe6 12.♘xb5

This allows an attack along the b-file.



TRICK: 12.♘g5? b4! 13.♘b1 c3!—+ and Black wins.



TRICK: 12.♘g5 b4 13.♘e2 c3 14.bxc3 bxc3 15.♘xc3 ♘a3+ 16.♔b1 ♘b6+ 17.♘b5 a6 (Wallis-Matamoros Franco, Sydney 2007); a nice miniature.

12...♘b8 13.♘d6 ♘xd6!

13...♘b6!? might be an alternative.

14.exd6



EXERCISE: How should Black continue?

14...♗b4!

The best move order for attackers, who play for mate. Good alternatives were 14... ♜b6!?, or 14... ♜f6!? 15. ♜e5 ♜b6 16. ♜c3 ♜e4 17. ♜a3 c3 and Black had a winning advantage in the game Szelag-M.Gurevich, Warsaw 2007.

15. ♜b1 ♜f6!

Black is winning on the queenside.

16.a3

Two years later White played 16. ♜c3 ♜e4 17. ♜a3 ♜b6! → 18. ♜c1? ♜xd6 0-1 in the game Terrieux-Jossien, France tt 2008.

16... ♜e4 17. ♜e1



EXERCISE: How should Black continue?

17...c3!!

Pawns are made to force breaks! (see also Training no. 14).

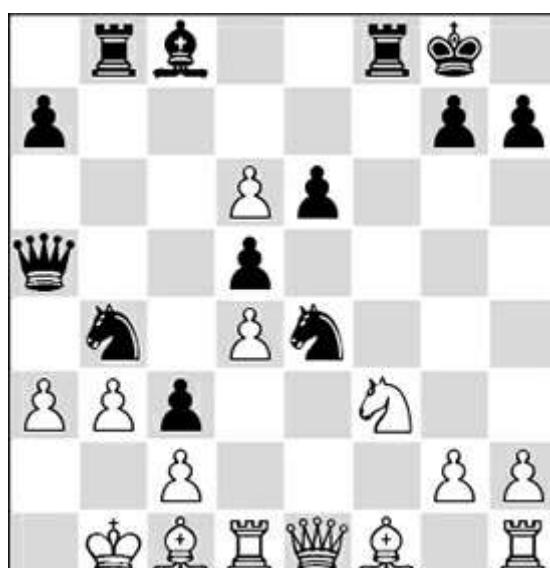
18.b3

18.axb4 ♜xb4 19.b3 ♜a5+ with the idea ... ♜a4!.

18... ♜a5

18... ♜xc2! 19. ♜xc2 ♜xb3 also wins.

19. ♜c1



EXERCISE: How should Black continue?

19... ♜xc2!

Extraction of the king.

20. $\mathbb{Q}xc2$ $\mathbb{Q}d7!$ 21. b4 $\mathbb{Q}a4+$ 22. $\mathbb{Q}d3$ c2 23. $\mathbb{Q}d2$ $\mathbb{Q}b3+$ 24. $\mathbb{Q}e2$ $\mathbb{Q}b5+$ 25. $\mathbb{Q}d3$ $\mathbb{Q}xd3\#$

SUMMARY:

In this game, the decisive factor was the rapid advance of the black pawns on the queenside (you can find out more about pawns in Training no. 14), while White had neither any resources for the attack, nor for the defence (a disastrous position of his king).

Attack and defence (domination versus balance) are the key themes in chess, which we therefore encounter in many parts of this book.

14 Training: Pawns – structure and action

‘The pawns are the soul of chess’ – Francois André Danican Philidor.
But they are also soldiers – the author.

Properties of pawns

- On their original squares, the pawns only defend their pieces, but when they move to the eighth rank they can promote to any other piece except the king.
- Advanced pawns become stronger as they gain space on the board, and also turn into attacking pieces.
- Take care when you move your pawns; they are the only pieces that cannot move backwards.
- A pawn can block two enemy pawns if one of them is backward.
- Pawns enable you to make breaks.

Pawn structures and formations

- passed pawn (passed pawns are stronger if they are also connected)
- doubled pawns
- isolated pawns
- hanging pawns
- pawn chains
- pawn majorities and minorities

Keep in Mind

- Isolated, backward or doubled pawns are serious strategic weaknesses, especially in endings.
- The creation of a passed pawn is an important resource in chess. It is also the key to victory in many endgames.

Directions:

A) Pawn Structure

- 1) Doubled pawns

- 2) Doubled pawns on the kingside (f-file)
- 3) Isolani (IP)
- 4) Pawn symmetry
- 5) Favourable structures

B) Pawn Play

- 6) Combining transpositions
- 7) The minority attack
- 8) Defence against ‘minority’ pawns
- 9) Attacking with flank pawns
- 10) The unopposed pawn: advances, breaks

A) Pawn Structure

1) Doubled pawns

Doubled pawns occur in almost every game. We are referring to two pawns of the same side on the same file – in extreme cases there may be even more.

Traditionally, doubled pawns were regarded as a weakness. But often this is not correct, especially if these pawns are connected with others (remember, for example, openings like the Nimzo-Indian Defence with 4.a3, the Trompowsky Attack, or the Chigorin Defence).

Viktor Moskalenko

Orestes Rodriguez Vargas

Catalonia tt 2006 (4)

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.cxd5 exd5 5.♗g5 c6 6.e3 ♘e7 7.♘c2 ♘a6?!



EXERCISE: Again, we are in a Carlsbad position (see also the game Botvinnik-Keres in Training no. 12), but Black’s last move was strange. My opponent, an experienced grandmaster, places his knight on a6, instead of developing towards the centre by 7...♘bd7. How should we react: calmly or aggressively?

8.♗xa6!

The right solution, doubling the black pawns. Black’s tactical point appears in the following ‘quiet’ line: 8.♗f3?! ♘b4! 9.♗d1 ♘f5 10.♗c1 ♘a5 with active counterplay.

8...bxa6



In this favourable situation it is important for White to complete his development and keep the position static (see Training no. 17 for more examples on dynamic vs. static play).

9.♘f3 0-0 10.0-0 h6 11.♗xf6!

11.♗h4!? is also possible.

11...♗xf6 12.♘a4!



A typical knight manoeuvre, blocking the c6-pawn. We have two knights vs. two bishops, but the black pawn structure is the key to this position: the doubled a7/a6-pawns and the weak c6/d5 formation. Another important factor is that Black has neither any real compensation nor counterplay in exchange for these weaknesses.

12...♘d6 13.♗fc1 ♗d7 14.♘c5 ♗g4

An attempt to complicate the game, which does not help much. After the passive defensive move 14...♗c8 White can double his rooks on the c-file, increasing his advantage.

15.♘xa6 ♗xf3 16.gxf3 ♕ac8 17.♘c5 ♗e7 18.♗f5!±



White has won a pawn and continues to have a significant positional advantage. Meanwhile, Black does not have enough material to attack White's f/f pawn structure (see also the next subject). Logically, the game soon ended in a win for White.

2) Doubled pawns on the kingside (f-file)

In the typical case of doubled pawns in front of a castled king, two concepts are of vital influence: the king's safety and the amount of attackers versus defenders.

**Matthew Sadler
Yannick Pelletier**

Germany Bundesliga 2003/04 (4)



EXERCISE: How should Black continue? First you have to check: how many resources does he have at his disposal? Remember: to start a real attack, you need to have at least twice as much material in that area.

17...♞e4!!

Yes, there are resources!

18.fxe4

Accepting the gift of the knight is the main continuation. The game saw 18.♕d4 ♜g6! and White resigned, due the unstoppable threat of 19...♞h4.

18...dxe4

Now the e4-pawn is also involved in the attack.

19. ♜ b3



EXERCISE: The key moment of the combination. How should Black continue?

19... ♛ h8!!

Prophylaxis! In this case, it serves as an elegant resource, which prevents White's counter and prepares to enter decisively on f3. The direct 19... ♜ f3+? was not possible, because after 20. ♜ xf3 White threatens 21. ♜ xf7+ and 22. ♜ xg7 mate.

20. ♜ xf7 ♜ f3+ 21. ♜ xf3 exf3

And White has no resources left. An extraordinary example of the attacking possibilities that can be generated against doubled pawns on the f-file.

3) Isolani (IP)

What makes IP positions interesting is that they are so difficult to evaluate. There are factors speaking for and against the IP, and deciding which are the most relevant is not always easy. Chapter 4 of my book Revolutionize Your Chess contains a complete investigation on the subject of the IP, with in-depth analysis using my 'Five Touchstones': We will repeat them here once more:

THE FIVE TOUCHSTONES

T1 Material

T2 Development

T3 Placement of Pieces and Pawns

T4 King Position

T5 Time

Attack

- Generally, positions with an isolated pawn in the centre favour the side that possesses it (thanks to a temporary advantage in development), provided that he can play actively.
- It is important for the Isolani side to fight for the initiative, build up an attack on the kingside (KING POSITION) and avoid simplifications.
- The e5-square can be very useful for the white pieces; for example, a knight placed on this

square can become very strong (PLACEMENT).

– In many cases, advancing and/or sacrificing the isolated queen's pawn can be an important attacking resource (TIME).

Defence

- On the other hand, if the position is strongly simplified, the isolated pawn will be a weakness that can become very important.
- The d5-square can be a strong outpost for the side that fights against the IP.
- Sometimes, a passive defensive method against the IP gives good chances of balancing the game (SIMPLIFICATIONS).

SUMMARY:

The owner of an IP should keep the struggle sharp, and his opponent should look for simplifications and steer towards the endgame.

I have prepared several new examples (here and in other sections) on the topic of the isolated pawn.

Viktor Moskalenko

Josep Lopez Martinez

Barcelona 2011 (2)



EXERCISE: An interesting battle occurred in a recent team tournament. First, White should look for an active strategy.

13. ♕f3!

PLAN: The queen is directed to the kingside (piece placement).

13... ♜b7 14. ♜h3!

Eyeing h7.

14... ♜c8 15. ♜ad1!

The perfect piece set-up for White. The first tactical threats already arise: ♜g5 and/or d4-d5.

15... ♜c6

For example, 15... ♜b3 16.d5! (the isolani in action!) 16... exd5 17. ♜d7! (a very strong tactical blow, with the motif of decoy) 17... ♜xd7 18. ♜xh7+ ♛h8 19. ♜f5+, winning the

black queen.



EXERCISE: How should White continue?

16. ♕fe1!?

Played in unhurried style, activating his second rook. However, a strong alternative was to start the attack right away by 16. ♜g5! g6 (16...h6? 17. ♜xh6! gxh6 18. ♜xh6→) 17. ♜h6 ♛e8 and now 18. ♜fe1↑.

16... ♜b4 17. ♜b1



Everything is ready for the final attack – White's position is winning.

17... ♜e8

17...h6? 18. ♜xh6 gxh6 19. ♜xh6+–.



TRICK: A typical line would be 17... ♜bd5 18. ♜g5 h6 (18...g6 19. ♜h6 ♛e8 20. ♜xf7! ♛xf7 21. ♜xe6#) 19. ♜xh6! ♜xc3 20.bxc3 gxh6 21. ♜e3!+–.

18. ♜g5!

The key: White attacks the only defending piece, the f6-knight.



18...g6

Again, 18...h6 19. \mathbb{Q} xh6! gxh6, and now 20. \mathbb{R} e3+–.

19. \mathbb{Q} xf7!

The typical terminating blow, as we have seen often enough.

19... \mathbb{Q} xf7 20. \mathbb{Q} xf6 \mathbb{Q} xf6

If 20... \mathbb{Q} xf6 21. \mathbb{Q} xh7 \mathbb{R} g8 22.d5!+–; the isolani attack.

21. \mathbb{Q} xh7+ \mathbb{Q} g7 22. \mathbb{Q} xg6+ \mathbb{Q} f8 23. \mathbb{Q} xe8

Winning more material.

23... \mathbb{Q} xe8



EXERCISE: How should White continue?

24.d5!

Finally, advancing the isolani at the appropriate moment.

24... \mathbb{Q} xc3 25.bxc3

25. \mathbb{Q} xe6!?.

25... \mathbb{Q} xd5 26. \mathbb{Q} e4 \mathbb{Q} xc3 27. \mathbb{Q} e2 \mathbb{Q} f6 28. \mathbb{Q} xe6 \mathbb{Q} xe6 29. \mathbb{Q} xe6+–



White's material advantage is so large that the rest of the game requires no further comment.

**29... ♜e7 30. ♜e5 ♜f6 31. h3 ♜c6 32. a5 ♛f7 33. ♜c1 ♜d7 34. a6 ♜d6 35. ♜e2 ♜b5
36. ♜b2 ♜xa6 37. ♜a2 ♜b5 38. ♜xa7+ ♜d7 39. g4 ♛e8 40. ♜e1+ ♛d8 41. g5 ♜h5
42. g6 ♜f4 43. g7 ♜xh3+ 44. ♛f1**

A model game that shows the attacking resources with an isolani. See for more examples Training no. 16, and the Exam section.

4) Pawn symmetry

Symmetrical structures appear frequently in the opening after an exchange of the central pawns:



The French Defence



The Slav Defence

These are called ‘Exchange Variations’.

Positions with a classical symmetrical structure (often transpositions from isolated d-pawn positions) are characteristic for openings like the Queen’s Gambit, the Tarrasch and the Caro-Kann (Panov Attack):



You have to be very careful!

- At first glance the above positions are sufficiently balanced, however they require very precise play from both sides.
- There is no extensive theory of such variations, but it is advisable to have a good command of certain suitable attacking and defensive ideas.

Well-known experts of positions with symmetrical structures are two grandmasters from the Soviet era: Boris Gulko and Anatoly Karpov. As we will see in several examples, facing these players in such situations was a dangerous business!

**Anatoly Karpov
Ivan Morovic Fernandez**

Las Palmas m 1994 (1)

1.c4 ♜f6 2.♘f3 e6 3.d4 d5 4.e3 c5 5.♘c3 ♜c6

Another possible move order is 5...cxd4 6.exd4 ♜c6 7.cxd5 exd5 etc.

6.cxd5 exd5 7.♗b5 ♗d6 8.0-0 0-0 9.h3

A common prophylaxis against the pin by ...♝g4.



9...cxd4

9...♜e8!?

10.exd4 h6

Black is doing the same thing.

11.♗e1!



We have reached a key position in this classical symmetrical variation.



PLAN: White wants to play ♜e5, with a central initiative.

11...♝d7

In practice, many players do not feel the danger and soon find themselves in a difficult situation.

A) WEAPON: 11...♝e6 12.♜e5 ♜b6 13.♝xc6 bxc6 14.♞a4 ♜b5 15.♝f4±.



analysis diagram

White has a favourable pawn structure (the weak c6-pawn and the dark squares), Peralta-Moskalenko, Sabadell 2010;

B) WEAPON: Another similar game by Karpov went 11... $\mathbb{Q}c7$ 12. $\mathbb{Q}e3$ $\mathbb{Q}d7$ 13. $\mathbb{Q}c1$ a6 14. $\mathbb{Q}d3\pm$.



analysis diagram

It is more comfortable to play with the white pieces here: 14... $\mathbb{Q}fe8$ 15. a3 $\mathbb{Q}ac8$ 16. b4!? $\mathbb{Q}f4$ 17. $\mathbb{Q}xf4$ $\mathbb{Q}xe1+$ 18. $\mathbb{Q}xe1$ $\mathbb{Q}xf4$ 19. $\mathbb{Q}e2$ $\mathbb{Q}d6$ 20. $\mathbb{Q}d2$ $\mathbb{Q}e7$ 21. $\mathbb{Q}g3$ $\mathbb{Q}xc1+$ 22. $\mathbb{Q}xc1$ $\mathbb{Q}c6$ 23. $\mathbb{Q}c5!$ $\mathbb{Q}b8$ 24. $\mathbb{Q}e2$ b6 25. $\mathbb{Q}c3$ a5 26. $\mathbb{Q}e5$ with a considerable advantage, Karpov-Leko, Dortmund 1994;

C) WEAPON: 11... $\mathbb{Q}f5$ 12. $\mathbb{Q}e5$ $\mathbb{Q}c8$ 13. $\mathbb{Q}f4!\pm$, controlling the key e5-square.



analysis diagram

13... ♕e7 (you can see the consequences of 13... ♕b4?! in the Exam section: Gulko-Browne, Denver 1998) 14.g4!? ♔e4 15.f3 ♔h7 16.♔d2 ♔g6 17.♕xg6 ♔xg6 18.♕xd6 ♔xd6 19.♕e5 ♕fd8 20.♔g2 a6 21.♔a4 ♕b4 22.♔b3↑ and White has pressure on the d5-pawn, Hillarp Persson-Backelin, Sweden tt 2004/05;



D) PLAN: Perhaps the best defence would be 11... ♕e8!?.



analysis diagram

With two ideas: preventing ♕e5, and also simplifying the game:

12.♕xe8+ (12.♕e5 ♕xe5⇒) 12... ♕xe8 13.♔e3 (13.♔d3 ♕d7=) 13... ♕f5= 14.♔b3?! a6!± and Black is OK, Tomashevsky-Sanikidze, Plovdiv 2008.

12.♕e5!±

It is very instructive to watch how White extends his advantage, playing in all parts of the board.



12... ♜c8 13.a3 a6 14. ♜a4 b5 15. ♜b3 ♜e6 16. ♜c2 ♜b6 17. ♜e3 ♜fd8 18. ♜g4!?

A sharp and interesting manoeuvre, with the idea that White's double pawns on the g-file would be strong. However this was not the only way to make progress. For example, 18.f4!?.

18... ♜xg4 19.hxg4 ♜b8 20. ♜f5 ♜c7



EXERCISE: How should White continue?

21. a4!

Playing on both sides of the board.

21... b4 22. a5!

An old trick: the pawn is sacrificed to activate the knight.

22... ♜xa5 23. ♜a4 ♜d6 24. g3!±

The threat is 25. ♜f4.

24... ♜a7



EXERCISE: How should White continue?

25.g5!

Pawns make breaks, this time on the kingside.

25...hxg5 26.♘xg5 ♜c6 27.♖c1! ♜a5 28.♖c5 ♜c4 29.b3 ♜a3 30.♕g2!?

Thus White finds the way to attack along the h-file (similar to subject no. 3, in Training no. 13).

30...♜e7 31.♞h1

Also, 31.♞xe7!? ♜xe7 32.♝b6 with a decisive advantage.

31...♞de8



EXERCISE: How should White continue?

32.♞h8+!

Slow positional play usually culminates in tactics.

32...♚xh8 33.♝h1+ ♚g8 34.♝xf6 ♜xg3+

Agony, but it does not save Black.

35.fxg3 ♜e2+ 36.♚h3 gxsf6 37.♚g4

A great game of a high technical level, and very appropriate for former World Champion Anatoly Karpov.



Karpov-Morovic

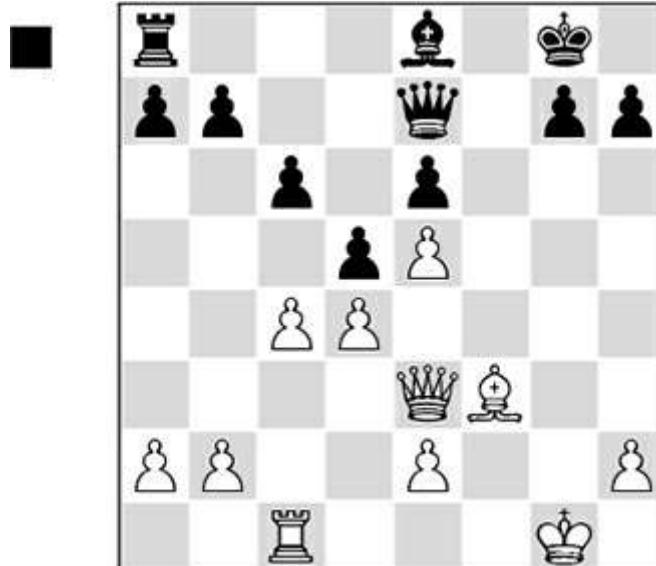
Positions with symmetrical structures are dangerous, especially for unprepared players, or players with an aggressive style. Here, passive defence is the main part of the work.

5) Favourable structures

In the middlegame phase, a superior pawn structure is half the success!

**Ana Matnadze
Viktor Moskalenko**

Barcelona 2011 (1)



EXERCISE: In my favourite defence, the Stonewall Dutch, the black pawns are the main protagonists. How should Black continue?

18...dxc4!

Taking advantage of my turn. Otherwise, White could determine the structure by the exchange 19.cxd5.

19.♘ xc4 ♗ g6!

And now Black improves his pieces.

20.a3

White cannot play actively, the structure does not allow it!

20...♗ f8 21.♗ a4 a6 22.♗ b4 h6 23.♗ b3 ♗ f5!

As a result of the strategic operation, in a few moves Black has organized a dangerous

initiative on the kingside.



24. ♕f1?! ♜h5! 25. ♔e4 ♜f8! 26. ♕f2 ♜f4!

Black has increased his advantage.

B) Pawn Play

Pawns help us to win the battle on the chessboard!

In this part we will see the pawns in action: flank attacks with pawns, the minority attack (for a majority attack, see the example in Training no. 12, the Trojan Horse), typical breaks and advances, etc.

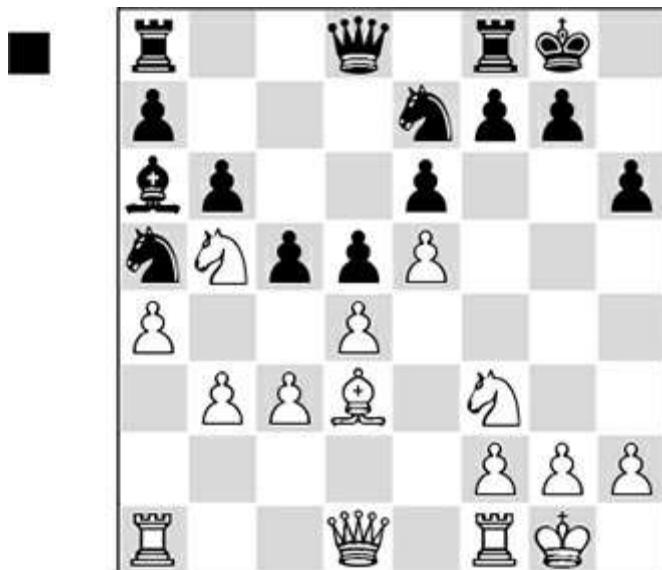
6) Combining transpositions

Sometimes, to get a favourable structure, we must go through a series of dynamic transpositions.

Joan Fluvia Poyatos

Viktor Moskalenko

Badalona 2005 (1)



EXERCISE: How should Black continue? Before you make a decision, it is important that you study all the details in the position.

14...♝xb5!

First eliminating the opponent's best piece...

15.axb5

After 15.♝xb5? c4 the white bishop is trapped on the b5-square.

15...c4!



Now a ‘poker’ game starts with the pawns: it requires a good technical level to find all the right solutions in an over-the-board game.

16.b4

White was not happy with the blockading line 16.bxc4 dxc4 17.♝e4 ♜d5 and the b5-pawn is pretty weak.

16...cxd3!

More complicated was the continuation 16...♝b3 17.♛a3 ♜d7∞, when several pieces and pawns are hanging.

17.bxa5 bxa5



PLAN: This was my desired position. The black pawns on the a-file and on d3 are very weak, but here the strategic concept of creating a passed pawn decides the game!

18.♘a4

My opponent expected to be able to recapture the material without any problems. Surely, my reply was a surprise for him. If 18.♕xd3 also 18...a6!.

18...a6!!

To bring one of the a-pawns to life!



19.♖fb1?

Remarkably, White's natural moves, at the key moments, lead to his defeat! Better was 19.bxa6 ♕xa6# when the passed a-pawn gives Black good winning chances.

In the forced line 19.♘xa5 ♕xa5 20.♖xa5 axb5 21.♖xb5 ♕a3! 22.♖c5 ♕fa8!, the d-pawn becomes a dangerous piece.

19...axb5

19...♗b6! was probably stronger: 20.bxa6 ♗xa6# and Black keeps all his advantages, including a material one.

20.♖xb5

20.♗xb5 ♔c7#.

20...♞g6

There is still time to improve the knight (placement). 20...♞c8!?

21.♝d1 ♞c7 22.♜c5



TRICK: 22.♝xd3 ♞f4 23.♝d2 ♜xc3!.

22...♝b6 23.♝xd3



EXERCISE: Dilemma: should Black advance the a-pawn or perhaps first apply prophylaxis?

23...♞fb8!

First Black improves his pieces. Now the white rook on c5 is offside. Black is technically winning.

24.g3 a4 25.c4 ♜b2 26.♞a3 ♜b3 27.♝xb3 ♜xb3 28.♞xb3 axb3—+



The end of the operation that started in the middlegame (on move 14): the passed b-pawn decides the game.

29.♝d2 b2 30.♛g2

30.♝b5 dxc4—+.

30...♝a1 31.cxd5

Or 31.♝b5 dxc4 32.♝xb2 c3 33.♝b8+ ♛h7 34.♝b3 ♜b1!, winning.

31...♜d1!

0-1

SUMMARY:

At the start, Black took advantage of some small – almost invisible – details in the position, and, above all, of the possibility of creating a passed pawn on the a-file. In the end, this strategic factor, with time (and some help of the opponent), was turned from a slight advantage into a full point.

7) Minority attack

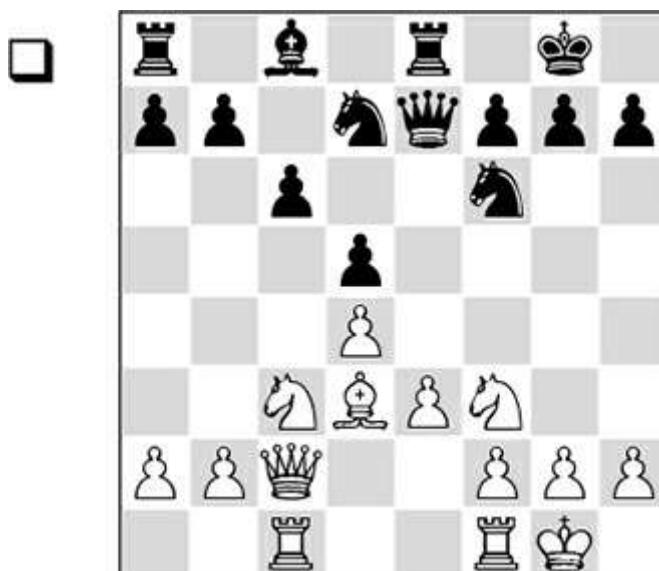
This is a very useful strategic resource in closed or blocked positions: when the pieces cannot attack, we have to advance the pawns first. The number of attacking pawns always varies.

Therefore, the minority attack (2 vs. 3 pawns) is a classic plan in Carlsbad-type structures.

Viktor Moskalenko

Michael Rahal

Navalmoral de la Mata 2005 (8)



EXERCISE: How should White continue? Contrary to the other examples in the Exchange Queen's Gambit presented earlier on, here the white knight is placed on f3.

13.♘b1!

Preparing a standard attack with the a- and b-pawns. Central play is not possible here: 13.♖fe1?! ♜e4!, blocking the key point e4.

13...a5?

A typical blocking move, aimed against the advance of the white b-pawn. If 13...♜e4 14.b4!.

14.a3!?

There is nothing better.

14...♝e4 15.b4

A logical start of the attack. But White could still further improve his pieces with the more prophylactic 15.♗fc1!?.

15...♝df6

After 15...b5 16.bxa5 ♜xa5 17.a4 bxa4 18.♗xa4 ♜a6 19.♗xa6 ♜xa6...



analysis diagram

we have reached a common, favourable structure in the Carlsbad: here the weakness of the formation c6/d5 forces Black into a long and passive defence.

16. ♜ e5 ♕ f5



EXERCISE: Black prepares simplifications. How should White continue?

17. ♜ xe4!?

Fixing the centre. 17. ♜ a4!? was a more complicated alternative.

17... ♜ xe4

If 17...dxe4? 18. ♜ c4 ♜ d5 19.b5! White is better.

18. ♜ fc1 ♜ xd3 19. ♜ xd3 ♜ g4?!

A strange-looking manoeuvre. I rather expected 19... ♜ e4 20.b5!± with the kind of positional pressure that is typical in these structures.

20.h3!

Prophylaxis against a possible attack with ... ♜ d6.

20... ♜ h6

Perhaps Black considered sacrificing his knight: 20... ♜ xe3 21.fxe3 axb4 22.axb4 ♜ xe3+ 23. ♛ h1 ♜ xd4, but with 24.b5!± White continues his minority attack.



EXERCISE: How can White develop the attack with his pawns?

21.bxa5



TRICK: 21.b5!± with the additional idea 21...♘xa3? 22.♗c5+–.

21...♘xa5 22.a4

I was a little ‘asleep’, as in these structures play tends to be quite slow.

22.♗c5!± was more energetic.

22...♗f5 23.♗c5 ♗d6



EXERCISE: How should White continue? The black knight has returned in the game and is defending the weakness on b7.

24.♗b6!



PLAN: to double the major pieces and increase the pressure on b7, following Nimzowitsch’s concept of attacking the base of the pawn formation.

24...♔c7 25.♕cb1 ♕a7 26.♗b3 ♕e7 27.♗b4 g6 28.a5!

There is no other way to make progress. White needs more resources.

28...♗b5 29.♕c1!

Preparing a surprise blow.

29...♔d8



EXERCISE: How should White continue?

30.♘xb7!!

A wake-up sacrifice in all respects!

30...♜axb7

30...♜exb7 31.♝cxc6+—.

31.♝cxc6 ♜a7 32.♜d6 ♜bd7



EXERCISE: How should White continue?

33.a6?

In time trouble I mixed up the move order. More accurate was 33.♜b8 ♜c8 34.♜xd7 ♜xd7 and only now 35.a6!± with a clear initiative.

33...♛g7??

The decisive error. Simplification by 33...♜xd6! was the only defence: 34.♜xd6 ♜d7 35.♜b6= and White still keeps compensation for the piece.

34.♜b8!

Now White wins, combining the attack on the enemy king with the advance of his passed a-pawn.

34...♞c7

34...♞c8 35.a7!.

35.♜xd7 ♜xd7 36.♝f8+ ♛f6 37.♜b7 ♜c6 38.♝b8 ♜c1+ 39.♚h2 ♜c6 40.a7!



A happy end to the minority attack: the a-pawn queens!

40... ♜ xb7 41. ♜ h8+!

An intermediate check.

41... ♛ f5 42.a8 ♜ b1 43. ♜ xc6!

Followed by ♜e5 mate.

SUMMARY:

Against a minority attack, accurate defence is required (see fragment 8, next). The most dangerous thing to do is to stay passive.

8) Defence against 'minority' pawns

- Find counterplay in the centre or on the opposite flank.
- Try to block the attacking pawns.
- Prepare for simplifications.
- Transform the pawn structure: from static to dynamic (as in Example 6).

Viktor Moskalenko

Oleg Korneev

Salou 2006 (9)



EXERCISE: Here is a model defence against a typical minority attack.

17...a6!

Provoking another advance.

18.a4 ♟ b6!

On b6 the knight helps in two ways: blockading, and creating counterplay.

19.♘ d2

Against 19.b5, interesting is 19...cxb5!? 20.axb5 a5, transposing to a different structure, with more dynamism.



analysis diagram

19...♞ e8 20.♝ b3 ♞ bc4↓

The black knights hinder the advance of the ‘minority’ a- and b-pawns, while Black can organize a counterattack – for example, by advancing his f-pawn.



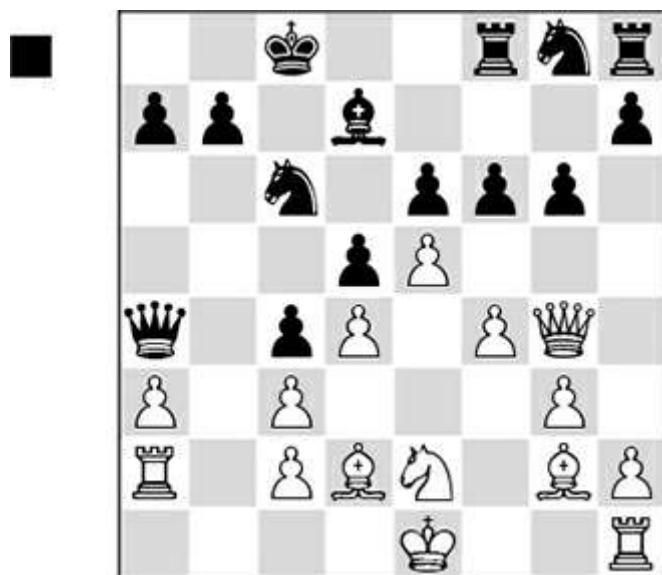
9) Attacking with flank pawns

As in the minority attack, this type of attack is often used in semi-open or closed openings, in such popular defences as the Sicilian, the Pirc, the French and the King’s Indian, among others.

One of the properties of pawns is that they move more slowly than pieces. However, pawns tend to increase the power (material) of any attack (have another look at Training no. 13: the

attack on opposite flanks).

Arthur Pijpers
Viktor Moskalenko
Hoogeveen 2010 (1)



EXERCISE: This was my desired position: in the ‘Black Queen Blues’ Variation in the Winawer system (see also my books on the French Defence). How can Black start active play?

15...h5!

Pawns forward! In practice, this is the best way to achieve something against blocked structures.

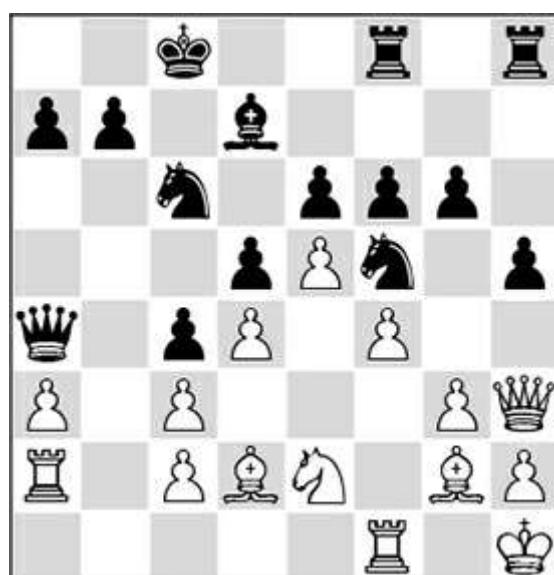
16.♘h3

The g6-pawn is untouched: 16.♕xg6? ♘ge7 17.♕g7 ♘f5 18.♕g6 ♘e8 and the white queen has no escape squares.

16...♞h6!

Now it’s time to improve the knight (placement).

17.0-0 ♘f5 18.♕h1



EXERCISE: How should Black continue? His position is already advantageous, but he still needs to realize his plans.

18... ♕ a5!†

In many cases, the ‘queen blues’ manoeuvre is the key. The black queen is going to help elsewhere on the board.

19. ♖ c1 ♕ d8

Preparing the advance ...g6-g5. However, the direct 19...g5!† was tactically interesting.

20. ♜ a1

Or, for example, 20.exf6 ♗ xf6 21. ♖ f3 ♘ d6 22. ♗ g2 ♘ e7 23.a4 ♘ e4!↑.

20...g5!

Black is winning – he has accumulated enough material on the kingside.

21.fxg5 fxg5 22.g4

To save the queen, White opens up his fortress voluntarily!

22...hxg4 23. ♗ xg4 ♖ fg8 24. ♖ g3 ♖ h4 25. ♖ f3 g4

Black prepares a fairly optimistic sacrifice. 25... ♗ ce7!?.

26. ♖ f2



EXERCISE: How should Black continue?

26... ♖ xh2+?!

To tell the truth, I started this combination without really calculating the variations. 26... ♗ xg3+ 27. ♗ xg3 ♖ gh8→ was simpler.

27. ♗ g1?

This is tantamount to capitulation.

However, if White had accepted the rook by 27. ♗ xh2 ♗ h4+ 28. ♗ g1 ♖ h8 and now 29. ♗ xd5!, Black would have had to start again – there is no direct mate!

**27... ♗ xg3 28. ♗ xg3 ♖ h3 29. ♗ f4 ♖ h5 30. ♗ g3 ♗ e7 31. ♖ f6 ♗ f5 32. ♗ f4 ♗ e7
33. ♗ d2 ♗ h7 34. ♖ f1 g3!**

The more advanced attacking pawn also has higher value.



35. $\mathbb{R} d1$ $\mathbb{R} h1+$ 36. $\mathbb{Q} xh1$ $\mathbb{Q} h2+$ 37. $\mathbb{Q} f1$ $g2+$ 38. $\mathbb{Q} xg2$ $\mathbb{Q} xg2+$
White resigned.

10) 'Free' pawn: advances, breaks

A 'free' pawn moving along a semi-open file can be very useful. We all remember the dangerous advance of the h-pawn, especially in the typical attack against the fianchetto structure.

In the next model game, a French Anti-Winawer, which concludes this training section, we will see how the march of a free pawn is prepared from the opening right into the middlegame.

**Martin Lorenzini
Viktor Moskalenko**

Alicante 2000 (9)

1.e4 e6 2.d4 d5 3. $\mathbb{B} c3$ $\mathbb{B} b4$ 4. $\mathbb{B} d3$



White allows Black to open lines (this is also discussed in my book The Wonderful Winawer).

4...dxe4!

Intending to take advantage of the over-developed bishop on e4.

4... $\mathbb{Q}f6$? 5.e5± is what White expected.

5. $\mathbb{Q}xe4 \mathbb{Q}f6!$

Development + attack = a gain of tempo.

6. $\mathbb{Q}g5 c5!$

This advance is also dynamic. 6...h6?! would be premature: 7. $\mathbb{Q}xf6 \mathbb{Q}xf6$ 8. $\mathbb{Q}f3\pm$ and White is better developed.

7. $\mathbb{Q}f3$



EXERCISE: The first key moment. How should Black continue?

If 7.dxc5 $\mathbb{Q}xd1+$ 8. $\mathbb{Q}xd1 \mathbb{Q}bd7!$ we would still have an interesting, complex endgame.

7...cxd4!

This is the positional refutation of White's strategy. The tactical path is less clear: 7... $\mathbb{Q}xc3+!?$ 8.bxc3 $\mathbb{Q}a5$ 9. $\mathbb{Q}xf6 \mathbb{Q}xc3+$ 10. $\mathbb{Q}d2 gxf6\infty$.

8. $\mathbb{Q}xd4$



EXERCISE: White has advanced all his minor pieces, but they are still on unsafe squares... how should Black continue?

8... $\mathbb{Q}bd7!N$

Comfortably preparing ...h7-h6.

9. $\mathbb{Q}de2$

The enemy pieces retreat – a good sign! 9. $\mathbb{Q}f3 h6!?$

9...h6!? **10.Qd2**

10.Qxf6 is a psychologically impossible exchange.

10...0-0! 11.0-0



EXERCISE: How should Black continue?

11...Qe7!

A useful manoeuvre prior to the capture of the bishop on e4.

12.Qg3 Qxe4

Eliminating the strongest white piece – or was it the weakest?

13.Qgxe4



EXERCISE: How should Black continue? In the previous phase we have been taught some correct opening plans, but now comes the main strategic motif.

13...f5!

The punishment starts. Important factor: placing the rook behind a ‘passed pawn’ always increases its strength.

14.Qg3 f4! 15.Qge4 f3!

Some nasty harassment of the defender. **15...Qe5** was also good.

16.gxf3

If **16.g3 Qe8!** and then ...Qh5.

16...Qe5



White's fortress contains a few glaring holes. A further example of doubled pawns on the kingside (see also 2).

17.f4 ♜g6 18.♝e3 ♜e8!

Bringing the queen to the kingside.

19.♞d6 ♜xd6 20.♝xd6 ♜d7!

Also 20...♝h4!?

21.f3 ♜c6--+



My opponent decided to save himself the torture by the great French bishop and resigned here.

15 Training: The positional sacrifice

As we have seen in some of the previous examples, for the completion of strategic plans material sacrifices are inevitable. Below I give an overview of typical sacrifices in the middlegame.

Directions

- 1) Exchange sacrifice
- 2) Pawn sacrifice

- 3) Minor piece sacrifice
- 4) Major piece sacrifice
- 5) Combined sacrifices

1) Exchange sacrifice

In practical games, exchange sacrifices occur very often. Usually they serve to obtain one of the following advantages:

- doubling pawns in the enemy position
- blocking the position
- removing the most important enemy minor piece, to be able to attack or defend.

A bit of a classic

**Robert James Fischer
Josef Kupper**
Zurich 1959



EXERCISE: The sacrifice on h6 looks menacing and Black did not find the best solution and ended up losing. How should Black continue to secure a good game?

15... ♜ h7?!

This was the game move. The correct move is 15... ♜ xc3! 16. ♜ xc3 (16.bxc3 ♜ xe4!+) 16... ♜ xe4 17. ♜ e1 d5+.

16. ♜ e3 ♜ d7?

Again, 16... ♜ xc3! 17. ♜ xc3 ♜ xe4+.

17. ♜ d5!

Finally, White decides to block the centre and to attack.

17... ♜ xd5 18. ♜ xd5 ♜ xd5? 19.exd5 ♜ f6



EXERCISE: How should White continue?

20. ♜xh6!

Exposing the black king.

20...gxh6 21. ♔e3 ♜g7 22.f6!

The decisive blow is made by the pawn.

22... ♕h8 23. ♔f1 ♕b5 24. ♔f3 ♕c4 25. ♔f5+

1-0



Robert Fischer

In certain popular lines of the Tarrasch variation of the French Defence, Black's thematic sacrifice ... ♜xf3 can be an important resource in the middlegame, or even after the exchange of the queens. See my books on the French Defence.

**Vahap Sanal
Viktor Moskalenko**
Angora 2010 (9)



EXERCISE: How should Black continue?

14...g6!

Black prepares the useful manoeuvre ... \mathbb{Q} h5. Remarkably, all black pawns are placed on squares of the same colour, thus rendering the white bishop on d3 passive.

15. \mathbb{Q} c2 \mathbb{Q} g7!

Prophylaxis against \mathbb{Q} xg6.



TRICK: 15... \mathbb{Q} h5? 16. \mathbb{Q} xg6! hxg6 17. \mathbb{Q} xg6+ \mathbb{Q} g7 18. \mathbb{Q} g5+–.

16. \mathbb{Q} g3 \mathbb{Q} h5!

Preparing the key sacrifice ... \mathbb{Q} xf3.

17. \mathbb{Q} ac1

For example, 17. \mathbb{Q} xd6 \mathbb{Q} xd6 18. \mathbb{Q} ac1 \mathbb{Q} d7 (18... \mathbb{Q} xf3!?) 19. \mathbb{Q} fe1 \mathbb{Q} xf3! 20.gxf3 \mathbb{Q} f8 \mathbb{Q} .



analysis diagram

Obtaining active play against the doubled white pawns.

17... \mathbb{Q} xg3 18.hxg3 \mathbb{Q} d7 19. \mathbb{Q} d2 \mathbb{Q} ae8 20. \mathbb{Q} fe1 \mathbb{Q} e7 21. \mathbb{Q} c3 \mathbb{Q} ef7 22. \mathbb{Q} e3?

Better was 22. \mathbb{Q} a4!? with a complex position.



EXERCISE: How should Black continue? The battery of the black pieces is ready to shoot.

22...♝xg3! 23.♜c2

The key to the combination is 23.fxg3 ♜xf3! 24.gxf3 ♛xg3+ 25.♔h1 ♜f4, winning.

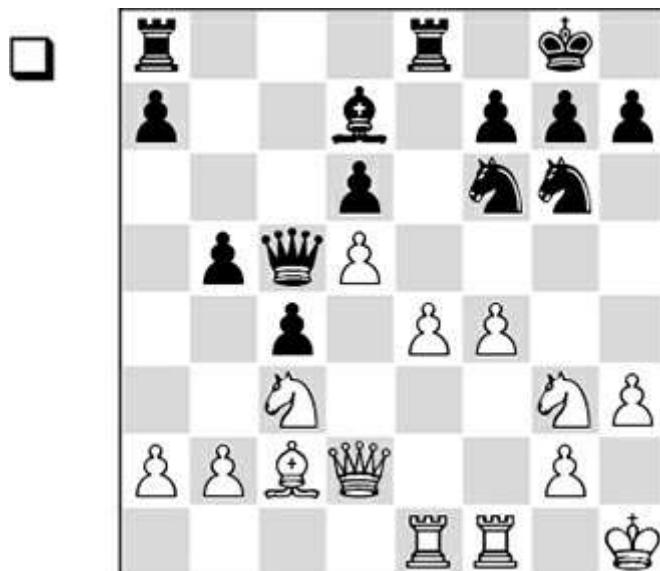
23...♜xf3! 24.gxf3 ♛f4—+

And White resigned a few moves later.

Viktor Moskalenko

Tamaz Gelashvili

Benidorm rapid 2009 (10)



EXERCISE: We find ourselves in a typical Benoni structure, but without the fianchettoed black bishop on g7. How should White continue?

21.e5!

White starts his attack with a typical break by his central pawns, in order to open up the black fortress without losing a single tempo.

21...dxe5 22.fxe5 ♜xe5 23.♖xe5 ♜xe5



EXERCISE: How should White continue? Find the key point of Black's defence.

24. ♜xf6!

A little combination. Good coordination of all pieces helps to find a straight path.

24...gx f6 25. ♜ce4!?

The natural and human move. The computer is always smarter: 25. ♜h6!.

25... ♜f8 26. ♜xf6+ ♚h8 27. ♜d4!



Another lethal move, winning material.

27... ♜e8 28. ♜xd7+–

And Black soon resigned.

2) Pawn sacrifice

The pawn sacrifice is a common resource in many openings (gambits) and middlegame positions (see Training no. 11, development versus material, for other examples).

**Viktor Moskalenko
Orelvis Perez Mitjans**

Barbera del Valles 2009 (8)

1.d4 d5 2.c4 ♜c6 3. ♜c3!

We already know that this is the most active move against the Chigorin.

3...dxc4 4. ♜f3 ♜f6

4... ♕g4? 5.d5! – back to Training no. 11, Game 2.

5. ♜g5!?

White's main idea is to get an edge in development without losing time to recover the pawn on c4.

5...a6 6.d5!

Possibly the most precise move order.

6... ♜a7

6... ♜a5 7. ♜a4+ c6 8.b4! is better for White.

7.e4 ♜b5!?



The key moment in this line: with this manoeuvre Black threatens to win another pawn, on e4.

8. ♜c2!?

This was my intended central strategy. GM Avrukh's gambit option was 8. ♜xc4 ♜xc3 9.bxc3 ♜xe4 10.0-0.



analysis diagram

Avrukh: 'This is the critical position of the 8. ♜xc4 line. You do not need to be a GM to understand that White has powerful compensation for a pawn, due to his big lead in development.'

8... ♜xc3 9.bxc3 h6 10. ♜h4! b5



The arising position is a mix of Chigorin, Botvinnik and Anti-Moscow lines. So, the play should be accordingly!

11. ♜d4

11. ♔e2!?; 11.a4!?

11...c5!?

After this creative advance the game becomes very dynamic.

12. ♜c6 ♕d7 13. ♔e2 ♕b7 14.0-0!?

White sacrifices a second pawn. 14. ♜a5!? \cong ; 14. ♜e5!? ♕c8 15.f4↑.

14... ♕xc6 15. dxc6 ♕xc6



EXERCISE: How should White continue? You may not be a grandmaster, but it is obvious that White has great compensation – for only two pawns!

16.a4

This typical advance forces a series of intermediate moves. But what about a third pawn sac? 16.e5! ♜d5 17.e6!! ♕xe6 18. ♜f3↑ ♜d8 (18...0-0-0 19. ♜fe1 ♜g6 20. ♜xg6 fxg6 21.a4→) 19. ♜fe1 ♜c8 20. ♜ad1→ and White is probably winning.

16...g5 17.e5! ♜d5 18.axb5 axb5 19. ♜xa8+ ♜xa8



EXERCISE: The key moment in this complex game. How should White continue?

20.e6!

Blocking the black kingside. Anyway, Black's king will remain in the middle of the board.

If 20... $\mathbb{Q}g3?$ $e6\blacksquare$.

20...fxe6?

Now Black is losing due to the above-mentioned problems. 20...gxh4 was the only defence, but White has fantastic attacking chances after 21.exf7+.

21. $\mathbb{Q}g6+$ $\mathbb{Q}d7$ 22. $\mathbb{Q}g3$



White threatens 23. $\mathbb{Q}g4$ and 24. $\mathbb{Q}e1$.

22...h5

The only way to proceed.

23. $\mathbb{Q}e5$ $\mathbb{Q}h6$ 24. $\mathbb{Q}xg5$ $h4$ 25. $\mathbb{Q}d1!$



Followed by an unstoppable attack:

25...h3 26.Qf3! hxg2 27.h4 b4 28.cxb4 cxb4 29.Qg4 Qe8 30.Qxc4 b3 31.Qb5+ Qd8

31...Qf7 32.Rxd5!

32.Qxd5 exd5 33.Rxd5+ Rd6 34.Qxd6

1-0

3) Minor piece sacrifice

Pavel Eljanov

Sergey Karjakin

Foros 2007 (2)

1.d4 d5 2.c4 c6 3.Qf3 Qf6 4.e3 a6 5.Qc3 b5 6.c5 Qbd7 7.a3 a5 8.Qd3 e5 9.dxe5 Qg4



EXERCISE: The critical moment of this line. How should White continue?

10.e6!?

A seemingly necessary break. If Black can capture the pawn on e5, he will have no problem. **10.Qxb5 cxb5 11.Qxd5 Ra6∞** is the sharpest line.

10...fxe6 11.Qd4

White uses his space advantage to win the b- and c- pawns, and get a certain advantage.

11... ♜ xc5 12. ♜ e2



EXERCISE: How should Black continue?

12... ♜ xf2!?

Wow! This fascinating novelty by the young Karjakin definitely changes the assessment. The old line 12... ♜ e5 13. f4! ♜ c4 14. ♜ xc6 ♜ b6 15. ♜ d4± is an illustration of White's idea.

13. ♜ xf2 ♜ d6 14. g3

For instance, 14. ♜ xc6 0-0+ 15. ♜ f3 ♜ h4+ 16. g3 ♜ f6≈.

14... 0-0+ 15. ♜ g2 ♜ d7



Summarizing the results of the move 12... ♜ xf2: the practical possibilities of this sacrifice are very reasonable. Black has a strong centre and two pawns, which in a dynamic game offsets the material disadvantage.

16. ♜ d2? e5

16... b4!?.

17. ♜ b3 ♜ e6 18. ♜ g4 a4! 19. ♜ c1 ♜ g5

19... ♜ c5!↑; 19... ♜ c8!↑.

20. h4 ♜ g6 21. h5 ♜ g5 22. ♜ h4 e4!



Opening the d6-g3 diagonal for the other bishop.

23.♗e1 ♜c5 24.♗xd7 ♜xd7 25.♗1e2 ♜e5 26.♔h1 ♜f3 27.♔h3 ♜f6 28.♗f4 ♜xd2

0-1

4) Major piece sacrifice

'A queen sacrifice is never absolute, but partial, yielding immediate profit' – Rudolf Spielmann.

I think he was referring to dynamics (cf. the Touchstone of Time).

Viktor Moskalenko

Jose Gonzalez Garcia

Barcelona rapid 2009 (8)



EXERCISE: How should White continue? Black has won a few pawns on the kingside. In return, White has developed an initiative on the other side of the board.

1.♕b7+!

The queen is sacrificed, but White's advanced pawns and the b4-knight immediately decide the game.

1...♝xb7 2.axb7+ ♔xb7

2...♚b8 3.♘a6#.

3.cxb7+ ♔ xb7 4. ♕ c7+

1-0

However, there are also many examples where a positional sacrifice of the queen or rook is made, even in ‘slow games’:

Miguel Illescas Cordoba

Ivan Morovic Fernandez

Spain tt 2007 (9)



Here we have an excellent example in the Slav, Botvinnik Variation. The typical positions in this system are completely unbalanced and difficult to play (see also Revolutionize Your Chess, Chapter 5).

EXERCISE: To activate his knight Black has played ... ♘ e5, using the pin along the d-file. How should White continue?

15.dxe5!

An intuitive sacrifice in these situations, which cannot be calculated: White will have more pieces in the attack, as Black still doesn't have the time to use the great capacity of his queen. A classical game saw 15. ♕ e2 ♖ xd4 16. ♕ e3 ♖ d3 17. ♜ fd1 with equality, Smyslov-Botvinnik, Moscow 1954.

15... ♖ xd1 16. ♜ fxd1!?

Thus the other rook keeps defending a2.

16... b4 17. ♘ e4 c5!?

Without this advance Black will never get any counterplay.

18.a3

18. ♘ f4!? was a good idea, vacating the g5-square for the ♘ .

18... ♘ d5?

Allowing White to plant a ‘smart bomb’ in the black fortress:

19.axb4 ♔ b7



EXERCISE: How should White continue?

20. ♜xd5!! exd5 21. ♜c3! cxb4 22. ♜xd5

White has a decisive, dynamic advantage (properties: $\text{Rook} \text{ vs } \text{King}$ vs King), and he ended up winning on move 55.

5) Combined sacrifices

In the years of my youth, the Benoni was my favourite defence – as it was for many young players, including Garry Kasparov.

Here I present one of my theoretical ideas against White's fianchetto.

Viatcheslav Osnos

Viktor Moskalenko

Lviv ch-USSR sf 1984 (9)

1.d4 ♜f6 2.c4 c5 3.d5 d6 4.♘c3 g6 5.g3 ♗g7 6.♗g2 0-0 7.♗f3 e6 8.0-0 exd5 9.cxd5 ♜e8 10.♗d2 a6 11.a4 ♜bd7 12.h3 ♜b8 13.♘c4 ♜b6 14.♘a3 ♜d7 15.e4 ♜c7!? 16.♗e3

We are in a position that was quite popular at that time: White's fianchetto against the Benoni.



EXERCISE: How should Black continue?

16... ♜xa4!

I had prepared this knight sacrifice at home: the idea is to push my pawn mass on the

queenside. 16... $\mathbb{Q}c8$ was the usual manoeuvre.

17. $\mathbb{Q}xa4 \mathbb{Q}xe4$

At the moment, it is better to wait with 17...b5? due to the counter-sacrifice 18. $\mathbb{Q}xc5!$ $dxc5$ 19. $\mathbb{Q}f4$ and White has an advantage.

18. $\mathbb{Q}c2 b5!$ 19. $\mathbb{Q}c3 \mathbb{Q}xc3$ 20. $bxc3$



EXERCISE: How should Black continue?

20... $\mathbb{Q}xc3$

In my opinion, it would have been stronger to keep more pawns in the game: 20...a5!? 21. $\mathbb{Q}d2 b4\mathbb{Q}$, maintaining a clear initiative.

21. $\mathbb{Q}xa6 b4$ 22. $\mathbb{Q}f4$

22. $\mathbb{Q}c6 \mathbb{Q}a5!$.

22... $\mathbb{Q}b6$ 23. $\mathbb{Q}xb6 \mathbb{Q}xb6\mathbb{Q}$

The black b- and c-pawns are ready to shine. However, I had a bad day, and at several key moments I did not find the best moves.

24. $\mathbb{Q}d2 \mathbb{Q}e5$

24... $\mathbb{Q}g7!?$.

25. $\mathbb{Q}e3 \mathbb{Q}b5$ 26. $\mathbb{Q}e1 \mathbb{Q}a8!?$

26... $\mathbb{Q}d4$.

27. $\mathbb{Q}g4 \mathbb{Q}a1$



28. ♕xa1

White decides to sacrifice the queen, to completely unbalance the material. After 28. ♕f3?!? ♕xe1+ 29. ♕xe1 ♕g7 30. ♕d2, according to the engine White has an advantage.

28... ♕xa1 29. ♕xa1

The black queen, bishop and two passed pawns are facing four white pieces...

29... ♜b8 30. ♜h6 f5! 31. ♜f6+ ♔f7 32. ♜xh7



EXERCISE: How should Black continue?

This position was also discussed in Training no. 1 (example no. 8).

In the game I was in time-trouble and played

32... ♜d3??

A mistake which cost me one point. The correct idea was 32...g5!!, threatening with a double attack by the king: 33. ♜xg5+ (33. ♜xg5 ♔g6; 33. ♜e1 ♔g6) 33... ♔g6, winning in all lines.

33. ♜e1!



Suddenly White is winning, thanks to a strong attack with his three pieces: ♜e1- ♜h6- ♜h7.

33... ♜e4!?

33...b3 34. ♜g5+ ♔g8 35. ♜e7+-.

34. ♜g5+ ♔f6 35. ♜xe4 ♜h8 36. ♜d3 ♜xh6 37. ♜e6+!+-

The black queen is offside on h6.

37... ♔g7 38.f4 ♜h5 39. ♜e2 ♜h8 40. ♜xd6 ♜e8 41. ♜e6+ ♔f7 42. ♜g5+ ♔g7

43. ♜ e6 ♛ a4 44. d6!



A new protagonist, the passed d-pawn, decides the game.

44...b3

The failure of my initial plan. Unfortunately, the advance of the black pawns comes too late.

45. ♜ e7+ ♛ g8 46. d7 ♜ d4+ 47. ♛ g2 ♜ d5+ 48. ♛ h2 b2 49. d8 ♜ + ♜ xd8 50. ♜ c4+ ♜ f8 51. ♜ f7+ ♛ e8 52. ♜ b5+ ♜ d7 53. ♜ xd7+

and 54. ♜ e6 mate.

16 Training: Piece Play – minor and major pieces

The value of a piece changes during a game, as it always depends on its placement on the board.

The level of a player always depends on his knowledge and understanding of the properties of pieces, pawns and squares.

Directions

- 1) Minor pieces: bishop pair – opposite/same colour – bishop versus knight
- 2) Major pieces (queen, rook)

1) Minor pieces: bishop pair – opposite/same colour – bishop versus knight

For a bishop there are two different types of squares on the board: those of its colour, and those of the opposite colour.

Properties of the bishop

- The bishop is a piece that can only move along, and attack, same-coloured squares.
- Bishops are better suited to play in open positions.
- Bishops are best placed behind their pawns or, even more effective, fianchettoed.
- Pawns are best placed on squares of a different colour than your bishop's.
- Bishops can be locked in by pawns.
- Try to exchange your ‘bad’ bishop when you approach the endgame.

Bishop pair

- The pair of bishops is a significant advantage in open positions.
- The advantage of the two bishops is mainly due to one bishop's ability to defend the other's weakness. Together they can control and attack many squares on the board.

**Viktor Moskalenko
Antonio Gual Pascual**

Barcelona 2005 (4)

I have often faced the Schmid Benoni in my tournament practice (from both sides), and I believe White can get a strategic advantage using the set-up given below. For further comments and ideas, see my book The Perfect Pirc-Modern, Game 34.

1.d4 c5 2.d5 d6 3.e4 ♜f6 4.♗c3 g6 5.♗f3

A natural development of the pieces.

 PUZZLE: More ambitious is 5.f4!? ♜g7 6.♗b5+!. Now Black has to find the best answer: 6...♝fd7 – otherwise White gets the advantage with the advance e4-e5.

5...♜g7 6.♝e2 0-0 7.0-0



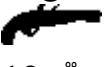
Theoretically, this is the main position of the Schmid Benoni, although it may arise from many different openings.

7...♝a6

This well-known manoeuvre (...♝a6-c7) supports the typical Benoni advance ...b7-b5. The main alternative is 7...♜g4 8.a4!? (8.♝d2 ♜xe2 9.♝xe2± Moskalenko-G.Kuzmin, Alushta 1994) 8...♝xf3 9.♝xf3± Moskalenko-Munoz Pantoja, Sabadell 2008.

8.h3!?

A prophylactic move, preparing ♜f4 and preventing Black's counterplay with ...♜g4 or ...♝g4.

 WEAPON: White can play first 8.♝e1!? ♜c7 9.a4 b6 10.h3 ♜b7 11.♝f4 ♜d7 12.♝c4. Keep this set-up in mind; it is the best one for the white pieces.



12... $\mathbb{Q}ad8$ 13. $\mathbb{B}b5!$? a6 14. $\mathbb{B}xc7$ $\mathbb{Q}xc7$ 15. $\mathbb{B}d3$ $\mathbb{Q}c8$ 16. $\mathbb{Q}ad1\pm$ Moskalenko-Cifuentes Parada, Wijk aan Zee 1992.

8... $\mathbb{B}c7$ 9. $\mathbb{Q}e1$ $\mathbb{Q}e8$

Preparing another Benoni break: ...e7-e6. If immediately 9...e6 10.dxe6! $\mathbb{Q}xe6$ 11. $\mathbb{Q}f4\uparrow$.

10. $\mathbb{Q}f4!$



The most useful diagonal for this bishop is h2-b8: here it prevents Black's counterplay in the centre and supports the e4-e5 push.

10...a6 11.a4

A typical blocking move in these lines: the b-pawn cannot advance to b5 for now.

11...b6 12. $\mathbb{Q}c4$

White's other bishop controls the a2-g8 diagonal and also supports the advance of the e-pawn.

12... $\mathbb{Q}b7$ 13. $\mathbb{Q}d3!$

On d3, the queen keeps the ...b6-b5 push in check, and prepares $\mathbb{Q}d1$.

13... $\mathbb{Q}a7?$!

Black's pieces suffer from a lack of breathing space, and he doesn't have an effective plan.

14. $\mathbb{Q}ad1!$

Meanwhile, White has successfully completed his opening plan: all his pieces are ready for the e4-e5 break.



14... ♜ h5 15. ♜ h2 ♜ xc3?!

In order to prevent e4-e5, Black exchanges his best piece.

16. ♜ xc3 b5 17. ♜ a2! f6 18. ♜ e3 ♜ a8 19.c4?!

White needs to strengthen the d5-point.

19... ♜ c8



EXERCISE: How should White continue?

20.e5!

A strong thematic break in the centre, which opens the position for the two white bishops and decides the game.

20...fxe5

20...bxa4 21.e6±.

21. ♜ xe5!

This knight sacrifice is logical. The bishop pair is a significant advantage in an open position, controlling the board.

21...dxe5 22.cxb5 axb5 23.d6+! c4

If 23... ♜ e6 24.d7!.

24.dxc7 ♜ xc7 25.b3!?



The bishop on a2 returns to life.

25...e6

It is difficult to find a recipe for Black: 25... $\mathbb{Q}f4$ 26. $\mathbb{Q}xe5+-$.

26. $\mathbb{Q}xe5$ $\mathbb{Q}a7$ 27. $\mathbb{Q}d4$ $\mathbb{Q}f7$ 28. $bxc4$ $\mathbb{Q}xa4$ 29. $\mathbb{Q}b3$ $\mathbb{Q}xc4$ 30. $\mathbb{Q}xc4$ $bxc4$ 31. $\mathbb{Q}e5$ $\mathbb{Q}g7$ 32. $\mathbb{Q}c3!$

And Black finally resigned, since he can no longer breathe.

SUMMARY:

Once the white pieces are placed correctly ($h3/\mathbb{Q}e1/\mathbb{Q}f4/\mathbb{Q}c4$ etc.), the rest of the game only confirms the rules mentioned above, and in some cases White can also enjoy the benefits of the bishop pair.

Viktor Moskalenko

Jaime Cuartas

Catalonia tt 2012 (2)

In the Catalonian Team Championship of 2012, my opponent was a Colombian grandmaster, who specializes in an anti set-up against the Panov Attack.

1.c4 c6 2.e4 e5

With this advance Black avoids the Panov Attack with 2...d5 3.exd5 cxd5 4.d4.

3. $\mathbb{Q}f3$ $\mathbb{Q}f6$ 4. $\mathbb{Q}c3$ $\mathbb{Q}b4$



The key bishop manoeuvre. I had noticed that Cuartas had been quite successful with this line in many games, but it seemed to me that White should have some advantage.

4...d6 5.d4 is normal.

5.♗xe5! 0-0

The main alternative is not better: 5...♝e7 6.♗d3±.

6.♗e2!?

I think White also has a slight edge after immediate 6.♗d3!?.

6...♝e8 7.♗d3!

Thus gaining the ‘two bishops’.

7...♝xc3 8.dxc3 ♘xe4 9.0-0 ♘a6



An improvement. Black had experienced some problems after 9...d6 and 9...d5.

10.f3!?

An aggressive way to treat the position, but there should be some other good moves for White.

10...♝f6

10...♝ec5 11.♗e1!?.

11.♗g5

I like this pinning move, developing and attacking. 11.♗e1!?; 11.♗f2!?.

11...♝c7 12.♗f2!?↑

Threatening 13.♗e4 or 13.♗g4.

12...d5 13.♗g4

Quite good was 13.cxd5!? ♘cxd5 14.c4 h6 15.♗d2!↑.

13...♝xg4 14.fxg4 ♘e6 15.♗d3! dxс4

15...h6 16.♗h4↑.

16.♗xc4 ♘cd5

If 16...♚xd1 17.♗axd1↑.



17. ♜d4!

White has an evident advantage in the form of the bishop pair and several nasty pins. The doubled pawn on g4 is of little consequence – the more so because the f-file offers White even stronger pressure on the black position. But my opponent's next reply surprised me:

17... ♜e8

Had Cuartas seen my 19th move, he would no doubt have gone into the rook ending... I was expecting the tough 17... ♜b6, when after 18. ♜xb6 axb6 White can simplify to an advantageous rook ending with 19. ♜xf6 ♜xf6 20. ♜xd5 ♜xfl+ 21. ♜xf1 cxd5 22.a3!?

Black may not be lost, but he would certainly have a difficult defence ahead of him.

18. ♜xf6 ♜e4

Note that instead 18... ♜xf6 19. ♜xd5± would simply leave White a pawn up.



How to continue?

19. ♜xg7!!

The second ‘!’ was given by my teammate, Canadian GM Kevin Spraggett, for the elegance of the concept! ‘White gets Rook, Pawn and Bishop in return for the Queen, but more importantly, the Black Kingside will have been weakened due to the disappearance of the g-pawn. Moskalenko needed to see deeply into the position that he could indeed make this factor a decisive influence on the outcome’, Spraggett commented in his popular blog. He had no doubt expected the queen to retreat: 19. ♜f2 ♜xf6 20.g5, leaving White with just a slight

initiative.

19... ♜xd4 20. ♜xd4



It turns out that White's coming ♜f5 (!) cannot be stopped for very long.

20... ♜d7

My opponent tries to keep his position together. To any other move, 21. ♜f5 or 21. ♜ae1 would have been the responses. For instance: 20... ♜e4 21. ♜ae1 ♜xg4 22. ♜xd5 cxd5 23. ♜f3!+—.

21. ♜f5!

The threat is 22. ♜g5 and 23. ♜c5, winning.

21... h6

What else?

22. ♜xd5! cxd5 23. ♜f6!



'With very subtle finesse, Moskalenko has found the right path for the Rook to infiltrate the Black Kingside.' – Spraggett

23... ♜e8 24. ♜xh6 f6 25. ♜f1! ♜xg4 26. ♜hxf6 ♜h5 27. ♜6f3 ♜e4 28. ♜f8+



The author, pondering over the move 19. $\mathbb{Q}xg7!!$

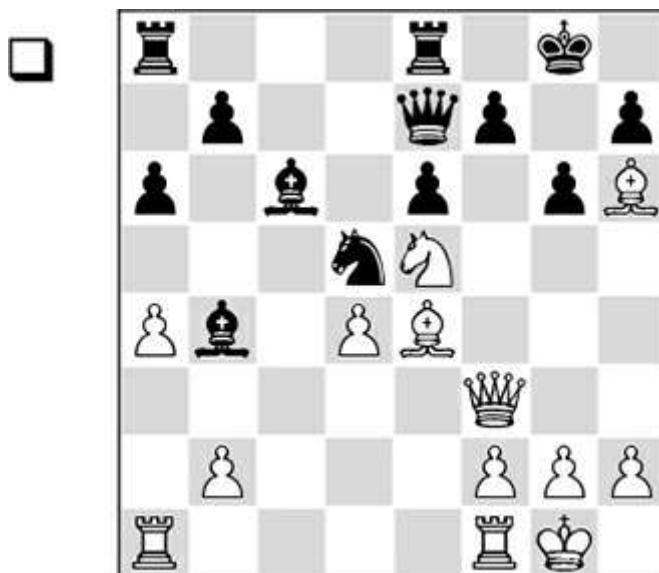
Bishops of opposite/same colour

- It is not correct to claim that endings with opposite-coloured bishops are always drawn – but sometimes it is true!
- In positions with opposite-coloured bishops, the attacking bishop has a great advantage over the passive one.

Let's take a look at an extraordinary example, in a position where there are also other pieces and an isolated d-pawn:

**Alexander Grischuk
Boris Gelfand**

Linares 2010 (2)



EXERCISE: How should White continue? Black has successfully blocked the isolated pawn and developed his pieces. The only drawback are the weak squares (f6, g7) on his kingside.

19. $\mathbb{Q}xd5!$

A very deep strategic idea: the $\mathbb{Q}x\mathbb{Q}$ exchange weakens the important square f6. There is also a difference between the value of the minor pieces: the e5-knight dominates the d5-bishop (\mathbb{N} vs. \mathbb{B}), and the other black bishop on b4 is temporarily out of play (over-

developed!).

19...♝xd5

Gelfand accepts the challenge. In the symmetrical position after 19...exd5, the bishop on c6 looks bad.

20.♝f4 f5

20...♝d6 21.♝g5 ♜f8 22.♝h4↑.

21.h4!



A combined attack with pieces and pawns will be more powerful. The problem for the defending side is how to find counterplay (or simplifications) as soon as possible. In the end, Gelfand does not find it:

21...♛ac8 22.♜ac1 ♛d6 23.♜fe1 ♛f6

If, for example, 23...b5, White can continue in a way similar to the game.

24.♞c3 ♞xc3 25.bxc3 ♛c8 26.♝g3!

Here the queen defends c3 and helps the kingside attack.

26...♝e4

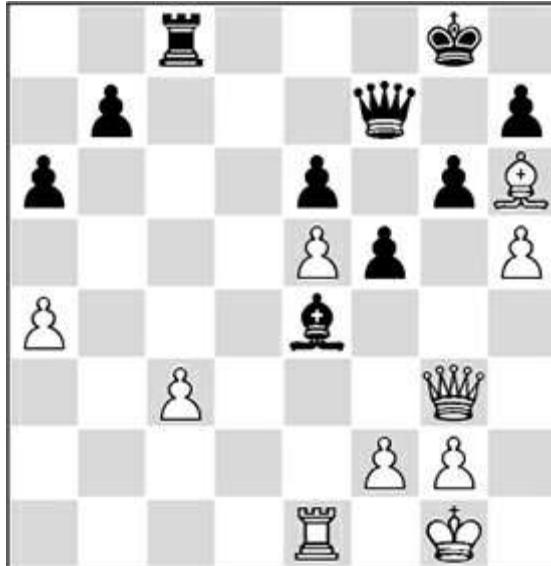


EXERCISE: It seems as if Black does not feel the danger, or perhaps he does not know exactly how to defend against the enemy kingside initiative. How should White continue?

27.h5!

The h-pawn marches on.

27... ♜xe5 28.¤xe5 ♚f7



The exchange on e5 has not been any help to Black. In positions with bishops of a different colour, the attacker has the advantage (in our case, the defending side cannot protect the weak dark squares).

EXERCISE: How should White continue?

29.♖e3!

The rook lift to the third rank is the decisive resource (learn to play with the major pieces).

29.♖d1!? was also interesting.

29... ♛h8?

The withdrawal of the king from the g-file does not help. But there is no clear solution:

29... ♕d8 30.♗h4!→; 29... ♕c7 30.hxg6!? hxg6 31.♗g5↑.

30.♗h4

Threatening 31.hxg6.

30...gxh5 31.♕g3 ♔d5 32.a5!

There is still time for prophylaxis! As the battle on the other side has already been won, Grischuk first fixes the queenside.



32...f4 33.♖g7 ♗f5 34.♗e7 ♗e4 35.♗f6

1-0

SUMMARY:

While the position was about equal, White managed to find new resources to develop an initiative on the kingside. The main factors were: the weakness of the dark squares (f6, g7, h8), and the difference in value (disposition) between the minor (and later the major) pieces.



Alexander Grischuk

Bishop versus knight – ♕ vs. ♟

One of the most interesting positional themes in chess is how positions should be handled where one side has a bishop and the other side a knight.

Nowadays, players usually prefer the bishop. This was, however, not always the case. For example, Chigorin and his followers preferred the knight. We might say that the Chigorin Defence is based on this opinion.

Properties of the bishop

- A bishop can dominate the squares where a knight wants to jump to.
- The superiority of bishop over knight is more evident when there are pawns on both the king- and the queenside in an open position.
- A bishop is stronger than a knight when it comes to supporting passed pawns and fighting enemy passed pawns.
- No bishop should be exchanged for a knight unless it yields a clear benefit.
- However, in a closed and blocked position, the domination of knight over bishop is also evident.

Properties of the knight

‘A badly placed knight is always a positional disaster’ – Aron Nimzowitsch.

- Knights are more powerful than bishops in closed and static positions.
- Knights are short-range pieces, you should avoid placing them on the edges of the board (a knight is wrongly placed when it is far from the centre).
- Knights coordinate better with the queen than bishops.
- The knight is the best piece to block a pawn with – especially one of the central pawns.
- The knight is not useful for stopping advanced passed pawns, especially on a rook file.

- With each move, the knight changes the colour of its square, and this is why in situations where the kings are in opposition it is hard to win with a knight.

Keep in Mind

In most cases, the decisive factor in the struggle of bishop versus knight is the positioning of the rest of the army, including the pawn structure (placement).

The bad bishop

Viktor Moskalenko

Marc Narciso Dublan

Vila de L'Ampolla rapid 2008 (8)



EXERCISE: The highlight of the game: Black is ready to advance the a- and b-pawns. So White has to take urgent action. How should he continue?

22.♘e4!

This dynamic knight jump decides the game in White's favour. The tactical justification is the hanging position of the black rook on c4.

22...♝f8

22...♜c7 23.♞c1!±.

23.♝c5!



The great knight dominates all the black pieces.

23... ♜ c6 24. ♞ e3!

Creating a double threat: 25. ♜ xe6+ and 25.b3.

24... ♛ e8 25.b3!+–



The black rook on c4 suffers from claustrophobia. The game is over.

25... ♜ f5+

25... ♛ b4 26. ♜ b2+–.

26. ♜ d3! ♜ b5

On 26... ♛ b4 27.g4! wins the rook on b4.

27. bxc4 dxc4 28.g4!

An unpinning/decoy. Black resigned.

In my books on the French Defence I discussed a sharp system for White, with 11.0-0-0. Now we get to see how Black should play against it!

Aramis Alvarez Pedraza

Viktor Moskalenko

Catalonia tt 2011 (5)

1.e4 e6 2. ♜ f3 d5 3. ♜ c3 ♜ f6 4.e5 ♜ fd7 5.d4 c5 6.dxc5 ♜ c6 7. ♜ f4 ♜ xc5 8. ♜ d3 f6 9.exf6 ♜ xf6 10. ♜ e2 0-0 11.0-0-0



The critical opening position: White wants to play $\mathbb{Q}e5$ and $g2-g4$, while Black has to find a plan to neutralize this dangerous attack.

11...a6!?

Quite a useful move in these structures: defending the b5-square and preparing the advance ...
b7-b5.

12.♘e5

My opponent won't wait.

12...♝d6!



Continuing in true French style, fighting for the control of the central square e5, and preparing
13...♛c7.

13.♝g3 ♛c7! 14.♝g4

Black's pressure forces White to abandon the e5-square. 14.f4? is weak because of 14...g6!,
intending 15...♞h5.



TRICK: 14.♞he1? reveals the key of Black's defence: 14...♝xe5 15.♝xe5 ♜xe5
16.♝xe5 ♜xe5 17.♝xe5 ♜g4! and Black wins the f2-pawn.

14...♝xg4!?

This exchange reduces White's initiative.

15.♝xg4 ♘e5!

Now the black knight dominates on e5 (threatening ... ♜xg4 and ... ♜xd3).

16.♘d4 ♜d7 17.♗he1 ♜xd3+! 18.♕xd3 ♜ac8!



The placement of the major pieces of both armies is almost perfect: therefore, the minor pieces and the pawns, and certainly also the time factor, will decide the battle.

19.a3 b5! 20.♔b1 ♜f7!

Prophylaxis against the tactical threat 21.♗xd5!.

21.♖ee3

White continues aggressively. The second rook on e3 increases his attacking potential. Objectively, better was 21.♗xd6 ♜xd6 22.g3!?, intending f2-f4, but my opponent was afraid to become the passive side after, for example, 22... ♜c4!? 23.♗e3 b4↖.



EXERCISE: How should Black continue?

21...♝c5!

From the beginning Black has been using simplification as the best defensive method in this ‘Russian Roulette’ game.

22.♗xd6 ♜xd6 23.♗f3 ♜e8

A bit premature. 23... ♜c4! first was more accurate.

24.♗xf7

24.♗e4!↖ was the last chance for White to improve his knight.

24...♝xf7 25.♗e3



EXERCISE: How should Black continue?

25...♝g6!

Maximally improving the bishop. Now Black's strategy becomes more clear: the fight of ♜ vs. ♞. According to the engines, simply gaining material with 25...♜xh2!? was better.

26.g3 ♕c6 27.f4 h6

Again, prophylaxis. 27...a5! → is hard to meet – John Watson.

28.h4 ♕c4 29.♝e5 ♜xe5 30.♞xe5 ♛f7†



John Watson: ‘With the 2:0 central pawn majority and bishop-versus knight, only Black can win this.’

31.h5 ♜f5 32.♕e2 ♛f6 33.♕e3 ♕c5 34.♕e5 ♕c6

The usual time-trouble came, but I managed to keep control. 34...a5!†.

35.♕e2 ♕c4 36.♕e3

Finally allowing the winning move.

36...a5! 37.♗xb5 ♜xc2+ 38.♔a2 a4

38...d4!.

39.♗e1 d4 40.♗d6 ♕c6 41.♗e4+ ♛f5 42.♗f2 d3 43.♗e5+ ♛f6 44.♗e4+ ♛f7

45.♗d2



PUZZLE: How to play?

45... ♜ b3+! 46. ♛ b1

If 46. ♜ xb3 axb3+ 47. ♛ xb3 d2, queening.

46... ♜ c2! 47. ♜ xb3 axb3 48. ♜ e1 ♜ e2!

The key rook manoeuvre.

49. ♜ d1 d2

0-1

SUMMARY:

A flank attack should be met by an attack in the centre! Following this classical concept, Black played ... a7-a6/... ♜ d6/... ♜ c7, and defended against Zakharov's dangerous plan: ♜ e5 and g2-g4. After this White had neither the time nor the resources to attack the opponent's king.

2) Major pieces (queen, rook)

Properties of the rook

The rook is a very strong piece with great attacking potential – similar to the artillery in an army.

- Rooks need open files to maximize their effectiveness.
- In the opening, the rooks are ‘switched off’, standing on their original squares behind the pawns.
- Rooks must be activated by placing them on open or half-open files.
- Apart from open files, the best places for a rook to become active and/or attack are the 6th-8th ranks.
- The invasion of a rook on the seventh rank is often a great achievement – because there is so much enemy material there!
- Two connected rooks on the seventh or eighth rank have a devastating effect on the enemy forces.
- The rook can easily be boxed in when there are many pieces on the board.
- Rooks are slow starters – they are more effective in the final phase of the game, when there are open spaces on the board.

Properties of the queen

‘The main feature of the queen is its high mobility’ – Ludek Pachman.

- The queen is the most powerful chess piece with the greatest playing capacity.
- The queen is the best qualified piece to pose twin threats to distant places on the board.
- In only two moves, the queen can reach any square on the board.
- The queen can also be useful as a blockader, for instance in the ‘Black Queen Blues’ variation (... ♕a5/... ♕a4) of the Winawer French.



Keep in Mind

- Try to centralize your queen, since if it is centrally placed it will be stronger. But keep in mind that this is usually only favourable when most of the minor pieces have already been exchanged (= a chess rule).
- Opening: Beware of eating pawns with the queen; they may be ‘poisoned’. Remember Tarrasch’s axiom: ‘Any win of a pawn with the queen in the opening is a mistake’.
- Two rooks almost always outperform a queen if they are well coordinated and actively placed.

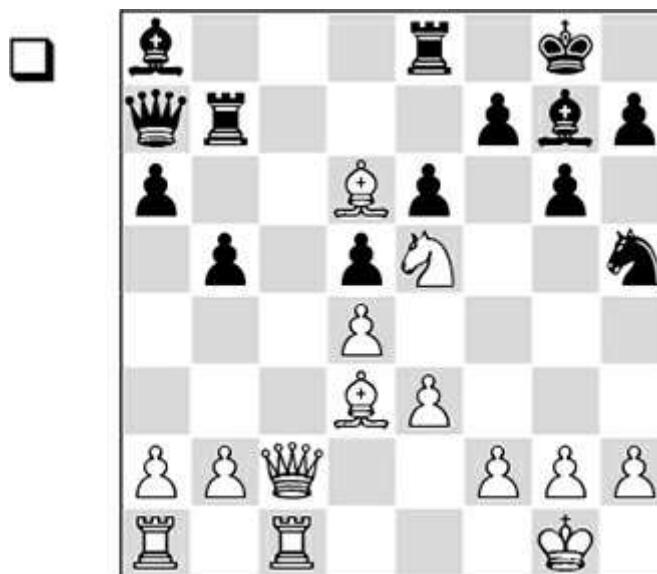
The most attractive display of well-coordinated pieces in my practice occurred in the following position:

Open file

Viktor Moskalenko

Azer Mirzoev

Barcelona Sants 2001 (7)



EXERCISE: How can White increase his advantage? He has two different plans here.

23. ♜c8!!

A typical attack along the eighth rank, exploiting the insecure position of the black king. The strategic solution was 23.a4!?+–.

23... ♜f6

If 23... ♜xc8 24. ♜xc8+ ♜f8 25. ♜xf8 and Black has to give a lot of material to avoid mate.

24. ♜g4!



Decoy of the defending knight, elaborating on the same theme.

24... ♕be7 25. ♘xe7

Winning material and, soon after, the game.

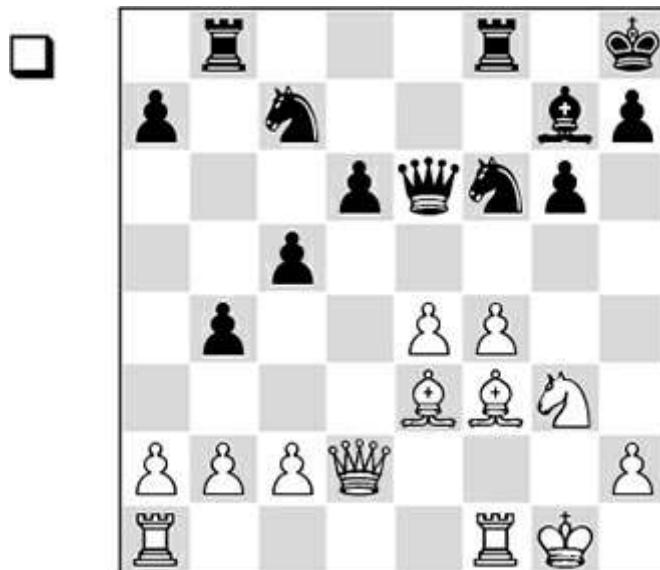
Miscellaneous ideas

The next fragment combines several interesting aspects of piece play.

Viktor Moskalenko

Lars Karlsson

Salou 2010 (8)



EXERCISE: How should Black play here? The whole d6/c5/b4 formation is a strategic weakness, while the central white pawns on e4 and f4 are real attackers, posing the threat of pushing f4-f5.

19... ♘g4!?

With this knight jump, Black tries to solve his problems in a dynamic way by sacrificing the d6-pawn. If 19... ♕b5 20.f5↑ or 19... ♕be8 20. ♕ae1± with central pressure.

20. ♕xg4 ♔xg4



EXERCISE: How should White continue?

21. ♔xd6!

White has to accept the material, and plays the most aggressive option.

21... ♕e6?

This is a tactical mistake, since it allows a very strong reply. Can you see it? A better option was 21... ♜b5 22. ♜xc5 ♜fc8! with compensation, since the black pieces are active.

22. f5! gxf5

Maybe Black had not calculated all the consequences of this operation properly, but this move leads to quick defeat. However, removing the knight from e6 or defending it does not solve the problems either: 22... ♜g5 23. ♜d1!± or 22... ♜b6 23. ♜d1!±.

23. ♔xe6!

The queen is devouring black pieces and defending the white position at the same time.

23... ♜be8 24. ♜d7!

Keeping the pin against the black queen on g4 intact.

24... ♜e5

24... ♜d8 25. ♜c7.



EXERCISE: The decisive moment. White unleashes the rest of his army for the final attack. How should he play?

25. ♜xf5!

Another major piece joins the fight, and the white combination, based on intermediate moves, continues.

25... ♕g8

If 25... ♜xg3 26. ♖xf8+, winning the black queen.

26. ♖f7!

Threatening mate on h7. 26. ♖f2 was also good enough.

26... ♔h4



EXERCISE: How should White continue?

27. ♖g5!!

A tactical resource with a double motif: it diverts the black pieces from both the attack and the defence. Black resigned immediately, since the white bishop is untouchable.

SUMMARY:

The move 2. ♖g5 avoids all the main lines of the Dutch Defence, and you can sometimes use it as a sharp Anti-Dutch weapon. I prefer to play this variation with the white pieces – I like to attack!

It is quite remarkable that the suspect ... ♜f6 against this tricky bishop move is the second-most popular move with black defenders of the Dutch: about a thousand losing games in MegaBase. Unfortunately for these players, the statistics clearly indicate that they ignore – or do not know, or simply do not respect – the true chess rules.

17 Training: Static and dynamic characteristics

‘Tactics is knowing what to do when there is something to do. Strategy is knowing what to do when there is nothing to do’ – Savielly Tartakower, French grandmaster (1887-1956).

Strategy and Tactics in Chess

During the game, while we are working on useful manoeuvres and pawn advances, we need to be very careful and keep a watchful eye on all the Touchstones in order to keep the dynamic balance on the board, and we must be conscious that the ‘chess rules’ can be broken only when this is the signal for immediate tactical operations or combinations.

Here they are once more:

THE FIVE TOUCHSTONES

T1 Material

T2 Development

T3 Placement of Pieces and Pawns

T4 King Position

T5 Time

Directions

To conclude this part of the book, I have prepared five model games that survey the information presented above, and once again show the strategic and tactical resources that are most important in modern chess.

- 1) Dutch Defence
- 2) English Opening
- 3) Czech Benoni
- 4) Benko Gambit
- 5) Larsen Opening 1.b3

1) Model game – Dutch Defence

The first game was played in the traditional Summer Open of Sitges (2009), against the then tournament leader (7 out of 7), grandmaster and former Swedish champion Lars Karlsson (in Training no. 16, a dynamic fragment from a game with the same player can be found).

Viktor Moskalenko

Lars Karlsson

Sitges 2009 (8)

1.d4 f5

The theoretical discussion in this game was very short:

2.♘g5!



Applying Trompowsky's attacking move against the Dutch.

2...d5?!

This is a big strategic lapse, as everybody knows that in the normal Queen's Gambit, Black

never plays 2...f5? as a second move. In fact, Black does not have time to construct a Stonewall defence, so White can simply continue with 3.e3 and c2-c4, with a huge positional advantage. The same goes for the ‘natural developing move’ 2... $\mathbb{B}f6?$ 3. $\mathbb{Q}xf6!$, spoiling the enemy pawn structure.

If 2...d6, 3.e4! would be a thematic pawn sac.



Grandmaster and former Swedish champion Lars Karlsson: the theoretical discussion in our Dutch game was short.

The best thing is to respond with the fianchetto move 2...g6!?, or first 2...h6 (see my book The Diamond Dutch).

3.e3

Here Black cannot respond with the trusted Stonewall scheme. So, my opponent played

3... $\mathbb{B}f6$ 4. $\mathbb{Q}xf6!$

Here is the main idea of the bishop system: after the $\mathbb{Q}x\mathbb{B}$ exchange, there are too many holes in Black’s camp.

4...exf6 5.c4!↑



The same story as with 2... $\mathbb{B}f6?$. Now it is easy to attack the centre – White has at least a long-term positional advantage.

5... $\mathbb{B}b4+$

5...dxc4 6. $\mathbb{Q}xc4$ leads to a disagreeable position for Black: there are flaws according to

almost all the chess rules, and in addition his development is severely delayed, Moskalenko-Bosch Porta, Badalona 2001.

6.♘c3 0-0 7.♗b3!

With pressure on the centre.

7...♝xc3+ 8.bxc3 dxc4

Black could try to balance the game with the help of tactics:

 TRICK: 8...♞c6 9.cxd5 ♞a5 10.♔a4!N b6 11.c4 f4 12.♕d3! and White should be better anyway: 12...fxe3 13.fxe3 ♞e7 14.♔f2!±.

9.♝xc4+ ♔h8 10.♘e2±



Grandmaster Tyomkin commented on a similar position in ChessBase Magazine 75: ‘White has a clear and permanent advantage – better pawn structure, better bishop, better other pieces. Black does not have anything in compensation.’

10...c5N

A novelty that does not change the position. Earlier, Black preferred 10...♞c6 with the idea ...♞a5 11.♔c2!? ♞e7 12.0-0± Kasparov-Moscovich, Cordoba simul 1992.

11.h4!

 PLAN: The usual development with 11.0-0 could secure White a lasting advantage, but he wants more and intends to attack on the kingside with ♘f4, h4-h5 and ♘g6+!.

11...cxsd4 12.cxd4 g6 13.♘f4! ♜c6 14.♘c1!

With the activation of the rook the preparation of the attack is completed.

14...♝d6



EXERCISE: White to move! After an easy opening, in the arising desirable position White wins with an unstoppable Grand Prix attack.

15.h5!

This required some deep calculation.

15...g5 16.♘g6+!

A winning knight sac.

16...hxg6 17.hxg6+ ♔g7 18.♗f7!



A simple and wonderful move: the black king is caught in a mating net.

18...♖h8 19.♖xh8 ♔xh8 20.♔e2!

Making room for ♖h1+.

20...♚h2

The only move, but...

21.♚b1!



The key idea, after which there is no defence. Of course, the tactical trick 21. $\mathbb{Q}e8!$ also wins.

21... $\mathbb{Q}g7$ 22. $\mathbb{Q}h1$ $\mathbb{Q}xg2$ 23. $\mathbb{Q}h7+$ $\mathbb{Q}f8$ 24. $\mathbb{Q}c4$ $\mathbb{Q}e8$ 25. $g7$ $\mathbb{Q}e7$ 26. $\mathbb{Q}b4!$

Black resigned.

2) Model game – English Opening

Usually with this opening the game starts pretty quietly, and the set-up of the pieces and pawns is always flexible. Up to a certain moment, the position seems balanced. However, these lines contain a lot of poison, and ultimately, success will be achieved by the player who knows best how to implement strategic concepts and tactical tricks.

Viktor Moskalenko

Camilo Gomez Garrido

Torredembarra 2010 (6)

1.c4 e5 2.g3 $\mathbb{Q}c6$ 3. $\mathbb{Q}g2$ $\mathbb{Q}c5$



This development of the bishop, though quite suitable for attacking players, may be wrong. White can close in the c5-bishop with his pawns.

4. $\mathbb{Q}c3$ d6 5.e3

5. $\mathbb{Q}a4!?$ is also interesting: to exchange $\mathbb{Q}x\mathbb{Q}$.

5...a6 6. $\mathbb{Q}ge2!$

The knight is more flexible on e2.

6... ♜a7 7.a3!?

Preparing b2-b4. 7.d4 is premature: 7...exd4 8.exd4 ♜ge7 and Black has counterplay along the a7-g1 diagonal.

7... ♜e6 8. ♜d5! h5

It is difficult to criticize this move, but attacking with the h-pawn against a fianchetto is not always a good idea!



EXERCISE: What to play?

9.h3!?

Prophylaxis, slowing down this typical advance (see also next game).

9...f5

Preparing ...h5-h4. If 9...h4 10.g4!.

10. ♜c2! ♜d7

Again, 10...h4 11.g4!.

11.b4!?

This coincides with White's strategy – threatening b4-b5.

11... ♜d8!?

Defends against b4-b5 and prepares ...c7-c6, attacking the active knight on d5.

12.e4



An intuitive choice: after ...c7-c6 the white knight will have a free square on e3.

12... ♔f7?!

Tactically a wrong manoeuvre. There is no time to attack c4 and f2. 12...c6∞ was the principled answer.

13.d4!



Suddenly White has obtained a strong centre.

13...c6

Too late. 13...exd4? 14. ♔ef4!±.

14. ♔e3

White carries out his plans with great consistency.

14... ♔e7 15.d5

At this moment I had some doubts about how to make progress. Alternatively, 15.c5!?.

15...cxd5 16.exd5! ♔d7



EXERCISE: How should White continue?

17.c5!

A new break, which also helps to create a strong threat: 18. ♔c4!..

17...0-0?

Slightly startled, my opponent loses his way definitely. Actually, Black has no time to finish his development. The battle of pawns already began a few moves earlier. 17...dxc5 18. ♔c4! ♔f6 19.h4!↑ with many tactical possibilities.

18.♘ c4!±

White has won the strategic battle, but there is no time to relax.

18...♞ xd5 19.♞ xd6 ♔ e6 20.0-0!

Castling on move 20 requires an understanding of dynamic chess!

20...♝ b8

Trying to exchange off the annoying knight on d6.

21.♜ d1 ♕ c6 22.♝ a2!

The pin is a basic preparation before starting combinations. 22.♝ xf5!? was a direct tactic, winning some material.

22...♞ e7



EXERCISE: How should White continue?

23.♞ xf5!?

Starting a series of tactical blows, based on intermediate moves. 23.♞ xe6+ could have won another pawn: 23...♞ xe6 24.♞ xb7±.

23...♞ xf5 24.♞ xd8! ♕ xa2 25.♞ xf8+ ♔ xf8 26.♞ xa2 ♕ c7 27.♞ d2±

After a good job in the middlegame, transposing to the ending with an extra pawn.

27...♚ e7 28.♞ c3! ♜ xg2 29.♚ xg2 ♕ e6 30.♞ d5 ♜ d8 31.♞ b2 a5



EXERCISE: How should White continue? The position still requires precise technique.

32.♞ e2!

Attacking the weakest point: the pawn on e5.

32... ♜ h4+ 33. gxh4 ♛ xd5 34. ♜ xe5+ ♛ c4 35. ♜ xh5 axb4 36. axb4

With three extra pawns, the rest is easy. White won on move 53.

3) Model game – Czech Benoni

How to distinguish between a real attack and a false one?

By making use of his own experience and analysing games (for example, with the system of ‘Touchstones’ offered by your author), any player can improve his level of understanding in many positions until he understands them intuitively – especially the key moments in a game.

Viktor Moskalenko

Artur Kogan

Barbera del Valles 2000 (7)

1.d4 ♜ f6 2.c4 c5 3.d5 e5



The Czech Defence works well for players who prefer a closed game.

4. ♜ c3 d6 5.g3 h5?!

An attack? Should I be worried? Calm down: this is a premature advance. I guess that my opponent’s intention is to attack on the kingside. But he lacks advantages on any of the five Touchstones to succeed.

6.h3!?

A typical blocking move, after which the h-pawn cannot proceed any further. 6. ♜ f3!?.

6...g6

If 6...h4?! 7.g4±.

7. ♜ g2 ♜ h6?!



Another strange idea. The fact is that in this kind of position it is very important to play more solidly.

8. ♜xh6 ♕xh6 9. ♜d2 ♕h8 10. f4!

Following the classic rules: against any flank action it is recommended to counterattack in the centre, opening up the position. This becomes especially effective if the enemy has not castled yet.

10... ♜e7 11. fxe5!

The alternative was 11. ♜f3 e4!? 12. ♜g5 ♜f5, but the game has a closed character.

11... ♜xe5 12. ♜f4!



The right move. Despite the exchange of queens, White has good prospects to develop his central initiative.

12... ♜bd7 13. ♜f3 ♜xf4

If 13... ♜e7? 14. ♜b5!.

14. gxf4



Strategically White's position is already winning. It is hard to find a defence against the planned e4-e5. And this is definitely a real attack!

14... ♜ b6 15. b3 h4!?

Looking for a square for his knight (h5).

16. 0-0 ♜ d7

There is no time to complete development: 16... ♜ h5 17. e4! ♜ xf4 18. ♜ b5 ♛ e7 19. e5+–.

17. e4!

The attack begins.

17... ♜ h5



EXERCISE: How to continue with white?

18. e5!

The pawn on f4 does not matter, the prevalent Touchstone here is Time.

18... ♜ xf4 19. ♜ e4!+–

More white pieces approach the centre.

19... ♜ c8 20. exd6 ♜ e2+ 21. ♛ h2 ♜ g3 22. ♜ f6+ ♛ d8 23. ♜ xd7!

The simplest. 23. ♜ e5!?

23... ♜ xf1+ 24. ♜ xf1



The battle is over. The black pieces have not really participated in this game.

24...b6

Too quiet a move for such a desperate situation. 24... \mathbb{Q} xd7 25. \mathbb{Q} e5++–; 24... \mathbb{Q} xd6 25. \mathbb{Q} xc5+–.

**25. \mathbb{Q} de5 \mathbb{Q} xd6 26. \mathbb{Q} g5 \mathbb{Q} h5 27. \mathbb{Q} exf7+ \mathbb{Q} d7 28. \mathbb{Q} f3! \mathbb{Q} xf7 29. \mathbb{Q} g4+ \mathbb{Q} e8
30. \mathbb{Q} xf7 \mathbb{Q} h7 31. \mathbb{Q} e5 \mathbb{Q} d8 32. \mathbb{Q} xg6**

Finally, my opponent resigned; mate is inevitable.

4) Model game – Benko Gambit

‘A gambit does not need to be accepted to be refuted’ – GM Rainer Knaak (co-author of 1000 Opening Traps).

There will always be new opening weapons, and books written about them. Here is one more story.

Viktor Moskalenko

Sergei Soloviov

Cullera 2001 (8)

1.d4 \mathbb{Q} f6 2.c4 c5 3.d5 b5



In the famous Benko Gambit, Black sacrifices a pawn, to activate his game along the a- and b-

files (dynamics vs. material).

4. ♕f3

White prefers to develop. This anti-gambit idea coincides with my strategic mindset.

WEAPON: However, the early queen move 4. ♕c2!? might in fact be more effective (with the idea 5.e4), since it gains an extra tempo compared to our main game. See my Survey in Yearbook 92 – ‘My Old Weapon Reloaded’.

4... ♜b7 5. ♜c2 ♞a6!?



The most dynamic option. With this knight jump, Black tries to exploit the position of the queen at once, looking for immediate complications.

5... bxc4 6.e4 e6 7. ♜xc4 is another critical line.

6. ♜c3!?

‘The idea is brilliant: the text-move exploits the fact that Black can only place one piece on b4 – either the pawn or the knight. But this is far from meaning that White has achieved the advantage’ – Knaak.

A more positional move is 6.a3!?, to prevent Black’s ... ♜b4 jump.

6... ♜b4 7. ♜d1 bxc4 8. e4 e6!∞

The typical centre break, which is here reinforced by the black knight’s placement on b4.

9. ♜g5!?

This pinning move is the most dynamic choice for White.

TRICK: 9. ♜xc4 ♜xe4! 10. ♜xe4 exd5↔.

9... exd5



EXERCISE: How should White continue? Spectacular positions like this almost always require a good calculation level together with a sense of dynamism.

10.e5

Here, White is going to win a piece, but in return Black will get plenty of central pawns.

WEAPON: Surprisingly, 10.exd5!?N ♕e7+ 11.♕e2 ♘d3+ 12.♔f1 would have led to a totally new position in this variation!

10...♘b6

10...h6!?N.



EXERCISE: What should White play here?

11.a3!

PUZZLE: This intermediate move attacks another knight and multiplies White's tactical options. After 11.exf6 gxf6∞ Black is the dynamic side, and White, a static defender, with a knight against three pawns.

11...♗e4!?

11...♘d3+? 12.♘xd3 cxd3 13.exf6 gxf6 14.♗f4 d4 15.0-0!±.

12.axb4



The knight should finally be removed, but I was planning to return the piece in exchange for an advantage according to the other Touchstones.

EXERCISE: This is the key moment of the game. What should Black play?

12...cxb4?

A conceptual and calculational error, which costs Black the game. 12...Qxg5! was necessary, when the sharp struggle continues.

Less good is 12...Qxb4?! 13.Qa4! Qxb2 14.Qxe4 dxe4 15.Qc1!↑.

13.Qxe4 dxe4 14.Qe3

Black loses the battle: his pawns will be blocked.

14.Qd2!? was a strong alternative.

14...Qc7 15.Qd2 Qd5

If 15...c3 16.bxc3 bxc3 17.Qc4+–.

16.Qxc4!



A simple combination, making use of a pin.

16...Qxc4 17.Qc1

White's advantage is already decisive.

17...Qxe5 18.Qxc4 Qd6 19.g3 Qe7 20.Qd5 Qd8 21.Qc4 f5 22.0-0 Qf6 23.Qxa7

1-0

SUMMARY:

4. $\mathbb{Q}f3$ (recently reloaded into the queen move 4. $\mathbb{Q}c2!?$) is a rare but highly aggressive way of declining the Benko Gambit. White strives for a more positional struggle with control of the centre.

A gambit does not need to be accepted to be refuted... and in practice my anti-gambit style has brought me more success than other methods – at least in the Benko.

5) Model game – Larsen Opening 1.b3

A sensational game!

During the Spanish team championship in Linares, when I faced Spain's number 1, Paco Vallejo Pons (2706), I opted for Bent Larsen's move 1.b3!?. This opening doesn't seem to require a lot of theoretical knowledge, and recently it has been quite popular in blitz games as well as normal games by players like Hikaru Nakamura and Baadur Jobava.

However, my mood changed when the sharpest line appeared on the board, which included a rook sacrifice. And the bad news for me was that my opponent came up with a big surprise on move eight: 8... $\mathbb{Q}g4!.$ Vallejo played this strong novelty quickly, but later failed to find the best moves for his attack.

Viktor Moskalenko

Francisco Vallejo Pons

Linares tt 2013 (3)

1.b3 d5



PUZZLE: The true Larsen Opening begins with 1...e5 2. $\mathbb{Q}b2$ $\mathbb{Q}c6$ 3.e3 d5 4. $\mathbb{Q}b5$ $\mathbb{Q}d6$ 5.f4! etc.

2.e3

2. $\mathbb{Q}b2!?$ $\mathbb{Q}g4!?$ is often seen.

2...e5! 3. $\mathbb{Q}b2$ $\mathbb{Q}d6$ 4.f4!?



Provocative! This idea is known with reversed colours in the English Defence, and Ilya Odessky devotes a lot of analysis to it in his book Play 1.b3!, but only with the inclusion of the moves ... $\mathbb{Q}c6$ and $\mathbb{Q}b5$ (after 2. $\mathbb{Q}b2$ $\mathbb{Q}c6$).

4...exf4

4... ♜d7!??; 4... ♜e7!??.

5. ♜xg7

This looks like a game between two amateurs who have no idea what they are doing! However, White is carrying out the basic idea of 1.b3 – to create tactics on the a1-h8 diagonal. 5. ♜b5+?! ♛f8!..

5... ♜h4+



This had actually been played before on numerous occasions. Definitely not for the faint-hearted!

6. ♜g3! ♜fxg3 7. ♜g2! ♜gxh2+ 8. ♛f1 ♜g4!!N

A powerful novelty that changes the evaluation of the position. The game goes crazy! In all the games in my database, Black took on g1, which leads to some advantage for White, e.g.: 8... hxg1 ♜+ 9. ♛xg1 ♜g5 10. ♜xh8 ♜g4 11. ♜e1 h5 12. ♜h4 ♜g6 13. ♜c3± Blatny-Maslak, Dos Hermanas 2004.

9. ♜f3 ♜h5 10. ♜c3! ♜e7 11. ♜xh8 ♜d7!

The premature 11... ♜f5 is quite fine for White: 12. ♜b5 ♜g3 13. ♜bd4 ♜h4 14. ♜e2! ♜xf3 15. ♜xg3 ♜xg2+ 16. ♛f2 ♜xd1 17. ♜axd1 ♜xh1 18. ♜xh1±.



EXERCISE: What should White play here?

12.e4

Almost all of White's moves have been forced up to now. But my last move is a mix of logic

and intuition. The following computer lines have little in common with ‘human thinking’:

A) 12. $\mathbb{Q}b5!?$ $\mathbb{Q}g3$ 13. $\mathbb{Q}b2$ (13. $\mathbb{Q}c3$ c5!) 13... $\mathbb{Q}g6$ 14. $\mathbb{Q}bd4$ 0-0-0 15. $\mathbb{Q}e2$ $\mathbb{Q}d6$ 16. $\mathbb{Q}xh2$ $\mathbb{Q}xh2$ 17. $\mathbb{Q}e1$ $\mathbb{Q}f5+$ 18. $\mathbb{Q}f2$ $\mathbb{Q}xc2$ 19. $\mathbb{Q}a3$ $\mathbb{Q}e5$ 20. d4 $\mathbb{Q}f6$ – in the end the position is balanced;

B) Or, for instance, 12. $\mathbb{Q}f2?$ $\mathbb{Q}f5!$ (12...0-0-0 13. $\mathbb{Q}b5!$) 13. $\mathbb{Q}xd5$ $\mathbb{Q}g3+$ 14. $\mathbb{Q}f1$ 0-0-0 15. $\mathbb{Q}f6$ $\mathbb{Q}e5!+.$

12...0-0-0

12...f6!? 13. d4∞.

13. $\mathbb{Q}d4$ $\mathbb{Q}g8$

Now Black is also better, but after the game I realized that Black can get the advantage with either 13... $\mathbb{Q}c6!$ 14. $\mathbb{Q}f2$ d4 15. $\mathbb{Q}d5$ $\mathbb{Q}g8 \rightarrow$ or 13... $\mathbb{Q}g6!?$ 14. $\mathbb{Q}f2$ d4! 15. $\mathbb{Q}d5$ c6! \rightarrow .



14. $\mathbb{Q}e2!?$ $\mathbb{Q}g6?$

It's unbelievable, but this move is losing. Black's last chance to retain the upper hand was

A) 14... $\mathbb{Q}h3!$ 15. $\mathbb{Q}xh3$ (15. $\mathbb{Q}e1$ $\mathbb{Q}g4!$ Vallejo) 15... $\mathbb{Q}xh3+$ 16. $\mathbb{Q}e1$ $\mathbb{Q}g2$ 17. $\mathbb{Q}f1$ c5 \rightarrow ;

B) Also, 14... $\mathbb{Q}c6!?$ 15. $\mathbb{Q}b5$ $\mathbb{Q}e5!$ 16. c3 dx e4 17. $\mathbb{Q}xe4$ $\mathbb{Q}f5$ 18. $\mathbb{Q}e3$ $\mathbb{Q}xg2! \rightarrow$ etc.

15. $\mathbb{Q}f2!+.$



Suddenly Black's attack is over.

15... $\mathbb{Q}h3$

15... ♜f4 16. ♜xh2 or 15... c5 16. ♜b5 ♜b8 17. ♜xc5+–.

16. ♜xh3 ♜f4

A bit more complicated was 16... ♜xh3+ 17. ♜g2 ♜xg2+ 18. ♜xg2 c5 (18... ♜h4+ 19. ♜f2! ♜g2+ 20. ♜f1+) 19. ♜f2! cxd4 20. ♜xd5 and White is winning.

17. ♜xd7+ ♜xd7 18. ♜xh2 ♜h3 19. ♜xd5 ♜g6 20. e5 ♜f5 21. ♜e3 ♜g1+

One last desperate trick: if 22. ♜e2 ♜f4 is mate!



Moskalenko-Vallejo Pons



22. ♜xg1!

1-0

SUMMARY:

A game that deserves careful study. If Paco's 8th move is as strong as my analysis shows, then this line should not be played, except under the most extreme circumstances, i.e. when White absolutely has to play for a win at all cost.

Let me point out that White has good alternatives, such as 2. ♜b2, 4.c4, 4. ♜f3 or even 12. ♜b5.

Epilogue to Parts 1 and 2

In real chess, statics are always in conflict with dynamics, and there are always numerous arguments for and against both of them. So the discussion remains open, in theory as well as in practice!

I recommend the reader to improve his strategic and tactical skills by analysing his own games. It is also helpful to study classic games and annotations by strong players who have a good understanding of the game.

Strategy Exam

After finishing our discussion on strategy topics, with plenty of examples and exercises to enhance your understanding of chess, here we will offer you a mixture of ideas in a sizable collection of exercises like we did in Part 1. Solutions and comments are again given at the end.

Good luck!



2.1



Is it a good idea to advance e2-e4?

(Solution on page 189)



2.2



How to continue?

(Solution on page 189)

■ 2.3



How to continue?
(Solution on page 189)

■ 2.4



How to continue?
(Solution on page 189)

2.5



How to continue?
(Solution on page 189)

2.6



White threatens $\mathbb{Q}d4$, $\mathbb{Q}xf6$ and then $\mathbb{Q}xh7+$ with a probable mate: how to defend against this?
(Solution on page 190)

■ 2.7



This seems like a common position of the Tarrasch French. However, Black has lost a tempo, which allows White to obtain a significant positional advantage. How?
(Solution on page 190)

□ 2.8



How to continue?
(Solution on page 190)

□



2.9

How to continue?

(Solution on page 191)

□



2.10

How to continue?

(Solution on page 191)



2.11

White is somewhat better, but Black's position will be very solid after ... $\mathbb{Q}d6$. Find the best plan for White to take the lead.

(Solution on page 191)



2.12

How should White continue?

(Solution on page 191)



2.13

This position occurred in the Candidates match Timman-Karpov, 1990. What is White's best option?

(Solution on page 192)



2.14

How can White take advantage of the two bishops?

(Solution on page 192)



2.15

How to start the attack?
(Solution on page 192)



2.16

How to finish off?
(Solution on page 192)



2.17

Attacking on opposite sides: is it possible to take the knight on c5?
(Solution on page 193)



2.18

White is a little better, but with such a symmetrical structure he has to play accurately, or his advantage will disappear. How to continue?
(Solution on page 193)

2.19



How to continue?
(Solution on page 193)

2.20



How to continue?
(Solution on page 194)

□

2.21

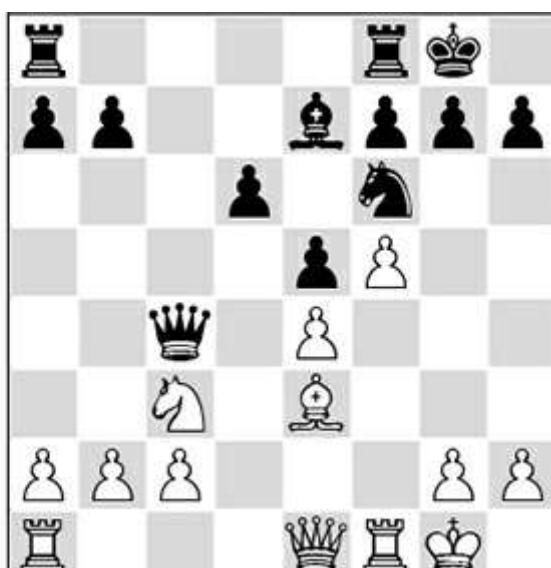


This looks like a normal Sicilian position, but some details in it allow White to carry out a plan that secures him a clear advantage. How?

(Solution on page 194)

□

2.22



How to continue?

(Solution on page 194)

2.23



How to continue?
(Solution on page 195)

2.24



We are in a sharp Sicilian. Black's last move was the defensive advance ...f7-f5. How should White proceed?
(Solution on page 195)



2.25

How to continue?
(Solution on page 195)



2.26

Again, the Sicilian Defence, with similar motifs. What is the plan of attack for White?
(Solution on page 196)

□

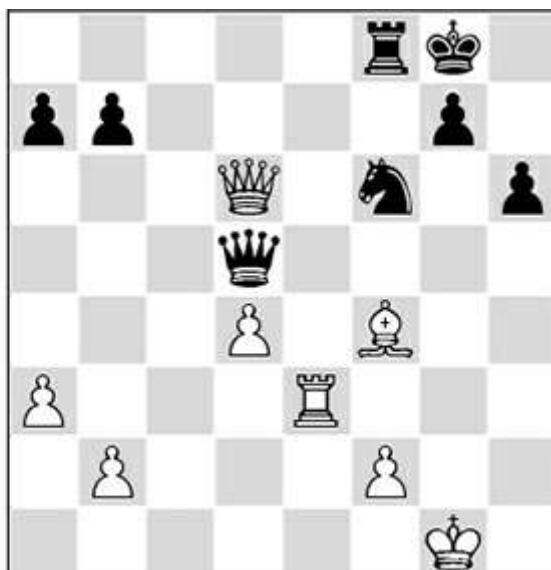
2.27



How to continue?
(Solution on page 196)

■

2.28



How to force a position with a bad bishop and good knight?
(Solution on page 196)

2.29



How can Black increase his advantage?
(Solution on page 197)

2.30



French Defence, Tarrasch Variation: what are you going to do here?
(Solution on page 197)

□



2.31

□



2.32

How to defend against the mate on h2, and then win the game?

(Solution on page 197)

Bishop vs. knight: find a plan that is in key with the characteristics of the position.
(Solution on page 198)



2.33

The issue is the bishop pair. How to continue?

(Solution on page 198)



2.34

Black has dangerously advanced his pawns on the kingside. How to fight this attack?

(Solution on page 199)



2.35

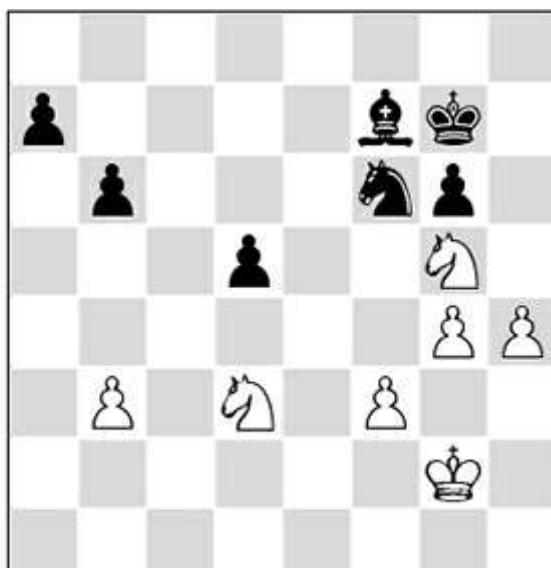


What is the best move: 45. $\mathbb{Q}xc6$ or 45. $\mathbb{Q}xa7$?

(Solution on page 199)



2.36



How to continue?

(Solution on page 199)

□

2.37



How to continue?
(Solution on page 200)

□

2.38



What is best plan for White?
(Solution on page 200)

■ 2.39



We are in the French Winawer, the ‘Black Queen Blues’ Variation. Is it imperative for Black to take the pawn on h6?
(Solution on page 201)

■ 2.40



How to continue?
(Solution on page 201)



2.41

How should White continue?
(Solution on page 201)



2.42

How to continue?
(Solution on page 202)



2.43

How to continue?
(Solution on page 202)



2.44

How to continue?
(Solution on page 203)

2.45



How to continue?
(Solution on page 203)

Strategy

Solutions to Exam

**Josep Oms Pallisse
Viktor Moskalenko**

Paretana 2009 (1)



2.1

6.e4?

White is not well enough developed to start an action in the centre.

6...fxe4 7.♘xe4 ♗xe4 8.♕xe4



2.2

8...d5!

We need to open the centre as soon as possible.

9.♘c2 ♗c6! 10.♗e3?

The decisive mistake. I guess White wanted to prepare queenside castling, but he won't have time:

10...♝b4+! 11.♗d2

2.3



11...e5!

Another central blow.

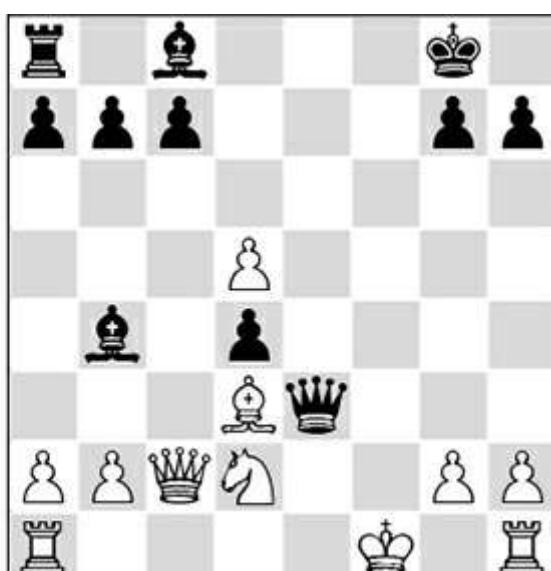
12.cxd5 ♜ xd4 13.♝ xd4 exd4 14.♝ d3 ♕ e7+ 15.♚ f1

2.4



15...♜ xf2+! 16.♚ xf2 ♕ e3+ 17.♚ f1

2.5



17...♝ xd2

I had planned 17...♝ h3!!+ but during this rapid game I did not see all the lines clearly

enough.

18.♕xh7+ ♔h8 19.♔e4 ♔h6 20.♗d1? ♕d7 21.♗xd2 ♕xd2 22.h3 ♗e8 23.♔h4 g5!

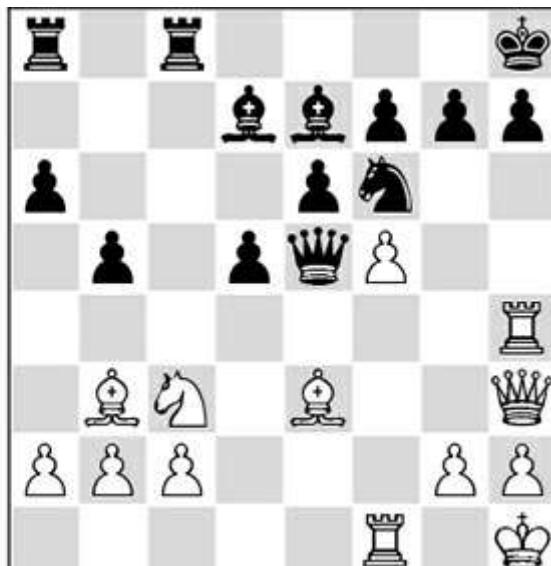
And Black won.

Shakhriyar Mamedyarov

Boris Gelfand

Kazan Candidates 2011 (1)

2.6



20... ♗xc3!

This thematic exchange sacrifice solves both problems: it defends, and creates counterplay.

21.bxc3 ♔xc3†

White can no longer attack on the kingside.



Boris Gelfand

Svetozar Gligoric

Gideon Stahlberg

Split/Belgrade m 1949 (3)

□

**2.7****11. ♜d4! f6**

11... ♜f6 12. ♜e1+ ♜e6 13. ♜f4! is also advantageous for White.

12. ♜f4!

To exchange the bishop, the defender of the weak dark squares.

12... ♜e7 13. ♜fe1 0-0 14. ♜xd6 ♜xd6 15. ♜c5!

The black queen also defends the mentioned squares.

15... ♜xc5 16. ♜xc5

With a classic advantage for White in the ending: the black hanging pawns on the c- and d-file are blocked, and the bishop on c8 is too passive.

Viktor Moskalenko**Miguel Munoz Pantoja**

Catalonia tt 2011 (11)

□

**2.8**

We have a good example with an isolated pawn position here:

15. ♜xf6!

A typical exchange, preparing ♜e4. Also, 15. ♜a4!?.

15... ♜xf6 16. ♜e4 ♜d5 17. ♜e5! ♜e7



2.9

18.♘c5↑

With the threat 19.♘cd7.

18...♝xc5

18...♝a7 19.♝e4↑.



TRICK: 18...♝d6 19.♘cd7 ♜fd8 20.♝xh7+!+-.

19.dxc5 ♜c7

2.10

20.♝e4!

Exchanging the best black piece.

20...♝xe4 21.♝xe4 ♜fd8 22.♝xb4

Winning a pawn and, soon after, the game.

**Laszlo Szabo
Bogdan Sliwa**

Prague zt 1954 (10)

2.11



15.f4!

White has the bishop pair, and so his plan should be to open up the game.

15...♝d6

If 15...exf4 16.♞f3 g5 17.e5!.

16.♝a2 c4

A desperate measure. 16...f6 17.fxe5 fxe5 18.♝h5 is bad for Black, because 18...♝f7 fails to 19.d6!.

17.fxe5 ♜b5 18.♝h5+–

Boris Gulko

Walter Browne

Denver ch-USA 1998 (4)

2.12



Here is a miniature from a position with a symmetrical pawn structure (see also Training no. 14).

17.♝xf7!!

A decisive tactical blow.

17...♝a5

If 17...♜xf7 18.♜xc8 ♜xc8 19.♜e8+, winning.

18.♝xd6 ♜xc3 19.bxc3 ♜e4 20.♝g4

1-0

Jan Timman
Anatoly Karpov

Kuala Lumpur Candidates 1990 (3)

2.13



16.♘d4!!

The correct solution is the Trojan Horse. In the game 16.c4?! a6! 17.♕a4 ♘xc4↑ was played, with a draw on move 61.

16.♖d5 ♘bc6!?↑; 16.0-0?! ♔b3↑.

16...exd4 17.cxd4↑

With excellent compensation for the sacrificed knight.

Viktor Moskalenko
Pedro Toledano Luna

Catalonia tt 2009 (2)

2.14



34.d6!

The entire game leading up to this position was discussed in my book Revolutionize Your Chess, the King's Indian Four Pawns Attack.

34...♘xd6 35.♕c4+ ♔h8 36.♘xd6

And Black resigned in view of 36...♔xd6 37.♕g5!. The key to the combination is the double threat: ♕x♘ and ♕f6 mate.

Laurent Fressinet

Nicolas Brunner

France tt 2011 (4)

□

2.15



16. ♜g6!!

A fascinating blow that starts an attack with the white ♜ + ♕ + ♙.

16...0-0

On 16...fxg6, 17. ♜xe6 wins the queen.

17. ♜xh7+ ♙h8 18.dxc5 ♜xc5 19. ♜xc5 ♕xc5 20. ♜xc5 ♜xc5 21. ♜g6+ ♙g8

□

2.16



22. ♜xf7+ ♕xf7 23. ♜h8+!

1-0

Wonderful!

Viktor Moskalenko

Marcelo Panelo

Barbera del Valles 2003 (5)

2.17



24. ♕c2?

This was played in the game. But White should have accepted the knight. 24.dxc5! is the winning move: 24...♝xa2 25.♛xa2 ♜a8+ 26.♚b3! with a decisive advantage in all lines.

24...♝e4 25.♞h6+ ♜xh6 26.♜xh6 ♜xh6 27.♜g4 ♜xf4! 28.♜xf4 ♜a6

And suddenly Black is much better.

**Mikhail Botvinnik
Alexander Alekhine**

AVRO 1938 (7)

2.18



19. ♕c2!

Dominating on the open files.

19...♜e7

After 19...♜d7 20.♝c6 ♜xc6 21.♜xc6 the ending is difficult for Black.

20.♜xe7 ♜xe7 21.♝c7 ♜xc7 22.♜xc7

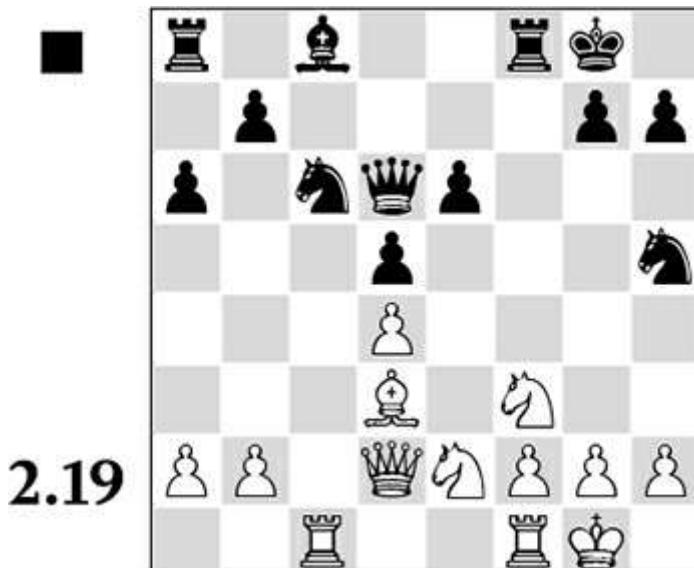


Now the white rook dominates on the seventh rank. White is clearly better and ended up winning.

Jesus Garrido Dominguez

Viktor Moskalenko

Roquetas de Mar 2006 (3)



15... ♜xf3!?

A typical exchange sacrifice. In the Tarrasch French, it is the main resource for Black. White has many weaknesses in his pawn structure and the position of his king is now insecure. The alternative is 15... ♛d7 16. ♔e3 ♜f4 with equality.

16.gxf3 ♜d7 17. ♜g5 g6 ≡ 18. ♔h1 ♜f8! 19. ♜g1 ♜f4!

The game is complex, and both sides have their ideas.

20. ♜g3 ♜b8!? **21. ♜gd1 ♜f6!**

Preparing ... ♜f8.

22.b4?! ♜xb4 23. ♜b1??T

2.20



23... ♗a4!--

A decoy.

24. ♜xb4 ♗xd1 25. ♜c3 ♛c8 26. ♜xd1 ♗xd3 27. ♜b3

27. ♜b1 ♛c2 28. ♜a1 ♛e2--.

27... ♛c2--

SUMMARY:

After ... ♜xf3 Black has good prospects. Otherwise, or if White avoids this typical sacrifice, the position has a balanced character, there are not many attacking resources for either side.

**Vassily Smyslov
Iosif Rudakovsky**

ch-USSR 1945

2.21



13.f5!

The goal is the square d5, and from there to attack one of the defenders.

13... ♗c4

Better was 13... ♗d7, to preserve the bishop.

14. ♜xc4 ♛xc4

□



2.22

15.♘g5!

With the idea of trading off the other defender.

15...♗fe8 16.♘xf6! ♗xf6 17.♘d5!



The result of White's strategy: the knight dominates the passive bishop on f6.

17...♝d8

If 17...♛xc2 18.♕f2± and then ♕c1 and ♕c7, winning the exchange.

18.c3 b5 19.b3 ♛c5+ 20.♔h1 ♜c8 21.♕f3 ♛h8 22.f6!+-



22...gxf6 23.♕ h4 ♕ g8 24.♕ xf6 ♕ g7 25.♕ g3 ♕ xf6 26.♕ xf6 ♕ cg8 27.♕ d1 d5
28.♕ xg7

1-0

Milan Novkovic
Yannick Pelletier
Switzerland tt 2002 (5)

2.23



20...d4!

This break prevents the defence by the white queen via b4.

21.exd4 ♕ ac8 22.♕ e3 ♕ fe8 23.♕ e2 ♕ d7†



Yannick Pelletier

Alexander Morozevich
Jonathan Rowson
England 4NCL 1999/2000 (10)

2.24



18. ♜c4+!

Creating the attack on the opposite side, with pieces and pawns:

18... ♕h8 19.g6 h6

If 19...f4 20.h6!.

2.25



20. ♜xh6!

A structure-destroying sacrifice which serves well in such situations.

20...fxe4 21. ♜dg1 e3 22. ♜xe3 d5 23. ♜xg7+!



Again, the sac of the same bishop paves the way for the white pawns.

23... ♜xg7 24.h6+ ♜f6 25.g7 dxc4 26.h7!

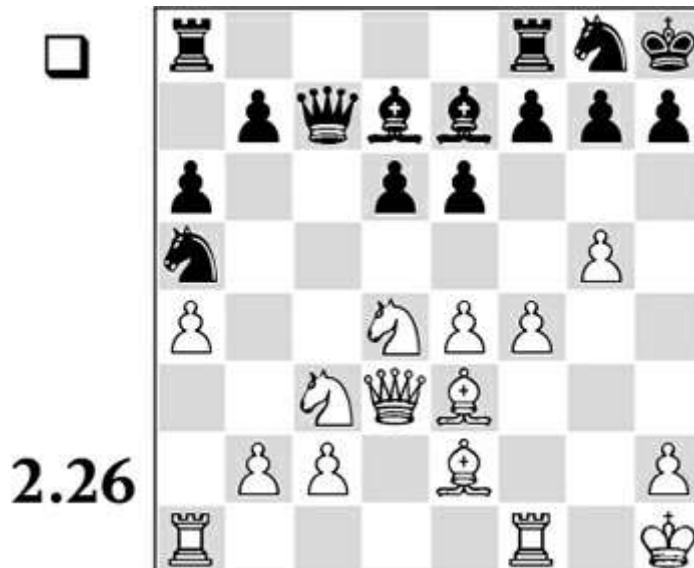
1-0

A disastrous end for the black king!

Vladimir Tukmakov

Oscar Panno

Buenos Aires 1970 (6)



2.26

15. ♜f3!

Preparing an attack on the weak point h7.

15... ♜c6 16. ♜g1 ♜xd4 17. ♜xd4 f5 18. ♜h3!



18...e5

Trying to block the attack, but it's an impossible mission by now...

19. ♜d5 ♜d8 20.fxe5 fxe4



2.27

21.e6!!

A thematic intermediate break that enables a nice mate.

21...h6

Obviously, 21...exd3 22.Qxd3 is Qxh7 mate.

If 21...Qxe6, 22.Qxg7+! Rxg7 23.Qd4+ also wins.

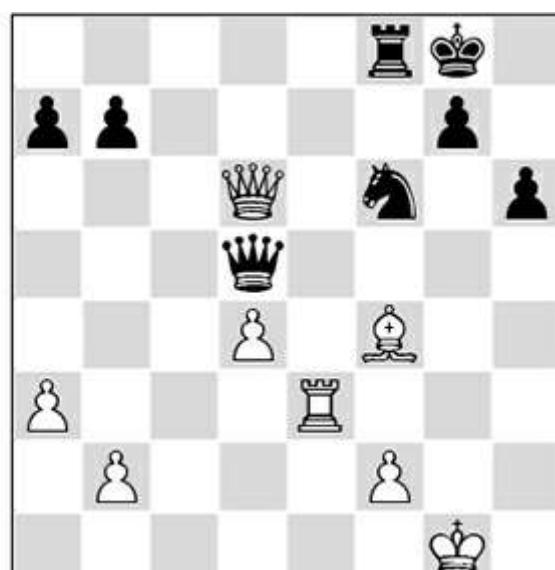
22.gxh6

1-0

Viktor Moskalenko

David Navara

Spain tt 2011 (2)



2.28

24...Rd8!

Forcing exchanges is the simplest method here.

25.Qxd5+

If 25.Qc7 Rxd4 26.Re7 Rd7#.

25...Rxd5 26.Re4

2.29



26... ♜ f6! 27. ♜ e7 ♜ d7! 28. ♜ xd7 ♜ xd7

Here the black knight is decisively superior. Black can set up a blockade and wins after centralizing his king, etc.

29. ♛ g2 ♛ f7 30. ♛ f3 ♛ e6 31. ♜ d2 b5 32. ♛ f4 a6—+

And White soon resigned.

**Orelvis Perez Mitjans
Viktor Moskalenko**

Sitges 2010 (3)

2.30



22... ♜ xf3!

Again, the theme sacrifice QxN . This can be an important resource in the middlegame, but also after the exchange of queens.

23. gxNf3 ♜ xd4

The black pieces will soon dominate the play.

24. ♜ e2 ♜ f8 25. ♜ e1 ♜ 6f5 26. ♜ b3 ♜ xb3 27. ♜ xb3 ♜ c6 28. ♜ d1 ♜ d4 29. ♜ d3 ♜ f4
+



It's almost zugzwang for White! – Black, on the other hand, will continue ... \mathbb{Q} g8-g7-f6 and then ...e6-e5/g6-g5/h7-h5, etc.

**Viktor Moskalenko
Jorge Gonzalez Rodriguez**
Montcada 2006 (5)



22.h3!

Prophylaxis!

22... \mathbb{R} xh3

Now what? Again Black threatens mate on h2.

23. \mathbb{R} xe6+!!

A tremendous blow.

23... \mathbb{Q} xe6 24. \mathbb{Q} d7

And the rook on h3 is lost.

**Paul Keres
Laszlo Szabo**
Hastings 1954/55 (8)



2.32



A classic example.

14.h4!



PLAN: To take advantage of his superior position, White attacks on the kingside, as the knight on a5 will take a long time to arrive there.

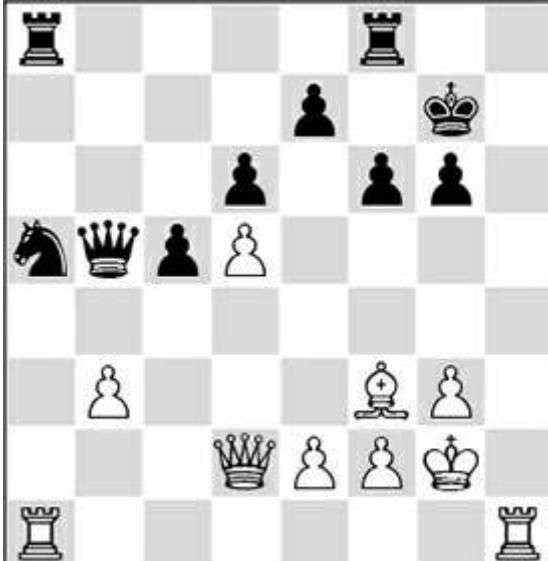
14...b5?!

If 14...h5!? 15. $\mathbb{Q}g2$!? and then g2-g4.

15.cxb5 $\mathbb{Q}b6$ 16.a4 a6 17.h5↑ axb5 18.hxg6 hxg6

18...fxg6 19. $\mathbb{Q}g4$!.

19. $\mathbb{Q}g2$ f6 20. $\mathbb{Q}h1$ $\mathbb{Q}g7$ 21.axb5 $\mathbb{Q}xb5$ 22. $\mathbb{Q}d2$!+–



22...g5 23. $\mathbb{Q}e3$ $\mathbb{Q}d7$ 24. $\mathbb{Q}g4$! $\mathbb{Q}c7$ 25. $\mathbb{Q}f5$ $\mathbb{Q}f7$ 26. $\mathbb{Q}h7+$ $\mathbb{Q}e8$ 27. $\mathbb{Q}ah1$ $\mathbb{Q}b7$
28. $\mathbb{Q}h8$

1-0

**Viktor Moskalenko
Alexander Khalifman**
Lviv ch-URS U26 1985 (12)

□



2.33

17.f4!

White's attack is unstoppable.

17... ♜xe4 18. ♜xe4 fxe4 19. fxe5 dxe5 20. ♜xe4 ♜b7



The black pieces are very passively placed on the queenside and can only look on while White fires the final shot.

21.d6! ♔d7

If 21... ♜xd6 22. ♜d5+ ♜f7 (22... ♔h8 23. ♜xd6) 23. ♜xf7!, winning.

22. ♜h5

Black resigned.

Viktor Moskalenko

Alexander Ipatov

Barbera del Valles 2009 (6)



2.34

21.f4!!

It's amazing, but the f-pawn blocks the entire black army.

If 21.a5 f4 22.♕xb6 e4↑.

21...gxf3

21...exf4 22.♕xf4 ♕xf4 23.♕xf4 ♕xb2 24.♖b1 ♕f6 25.♖xb2!±.

Better was 21...♗g3 22.♕xe5! ♗xe5 23.fxe5 f4! 24.♕xf4 ♕xh1 25.♔d4!↑.

22.gxf3 f4 23.♕f2±



White will have the g-file for the final attack.

23...♗f5

23...e4 24.♖g1!.

24.♖g1 ♗f6 25.a5!

25.0-0-0!?

25...bxa5 26.♘c5 ♗g3 27.c3 ♔h8 28.♗d3 ♖ab8 29.♗xf5 ♗xf5 30.♘e6!

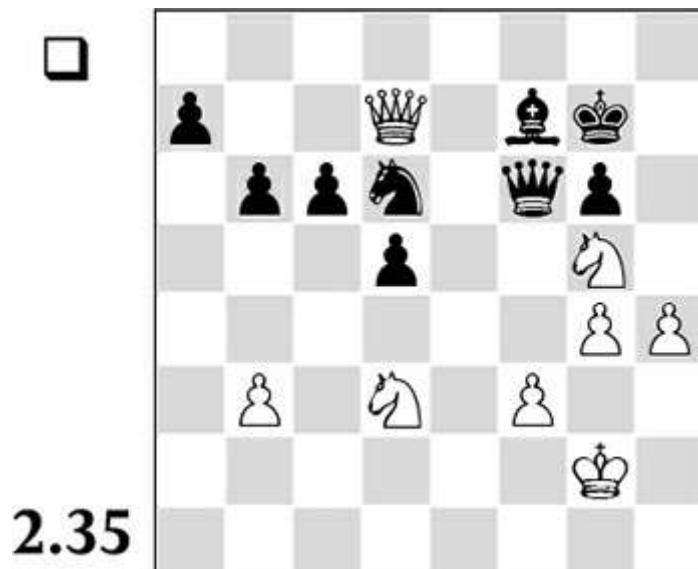


With a decisive advantage.

Viktor Moskalenko

Boris Gelfand

Norilsk 1987 (11)



45. ♜ xc6

This option is not bad, but it allows Black to exchange queens. Winning material was stronger: 45. ♜xa7! c5 46. ♜xb6 c4 47.bxc4 dxc4 48. ♜c5± and White's advantage is large.

45... ♜e4 46. ♜xf6+ ♜xf6

2.36



47.♗e5?!

This allows Black to escape defeat. White should have exchanged the ‘bad’ bishop: 47.♗xf7! ♕xf7 48.♗e5+ ♔g7 49.♗f2 a5 50.♗e3 and the two knights ending is advantageous for White.

47...♝g8 48.♗c6 a5 49.♗d4 ♜d7↓

There is little material left on the board, and the game ended in a draw precisely on move 64 (the chess number).

**Viktor Moskalenko
Orestes Rodriguez Vargas**
Catalonia tt 2011 (8)

2.37



29.♖bc1!

This simple strategic trick allows White to take control of the c-file and practically win the game.

29...♜xc2 30.♝xc2

A technical solution. 30.♜xc2! was interesting, in order to attack: 30...♝xa4 31.b3 ♜d7 32.♜c7 ♜d8 33.♝a6↑ and White dominates.

30...♝xc2 31.♜xc2 ♜g7 32.♝xg7 ♛xg7 33.♜c5! ♜a8±

A two-rooks ending with a classical advantage for White (the ♜a8 is too passive). White did not have many problems converting:

34. ♔ f1

34.f4!?

34... ♕ f6 35. ♔ e2 ♕ e5 36. ♕ d3 g5 37.g3 h5 38.f4+! gxf4 39.gxf4+ ♕ d6 40. ♕ b5 ♕ g8 41. ♕ xa5 ♕ g2 42. ♕ a6+ ♕ c5 43. ♕ xe6 ♕ xb2 44.a5!+-



The passed pawns on the a- and f-files are unstoppable.

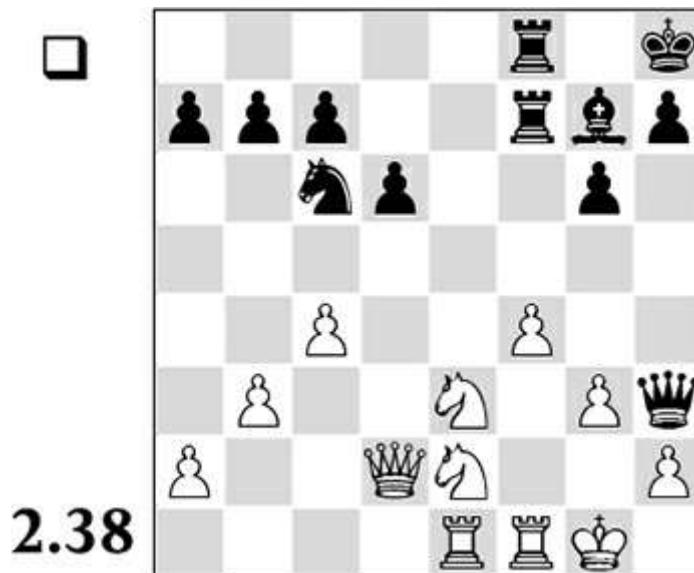
44... ♕ a2 45.a6 ♕ a3+ 46. ♕ c2 ♕ c4 47.f5! d4 48.exd4 ♕ d5 49. ♕ b6

Winning.

Viktor Moskalenko

Karen Movsziszian

Salou 2010 (4)



21. ♔ h1!

The hidden idea behind this move is to prepare the manoeuvre ♕ g1-f3, improving White's pieces.

21...a6 22. ♕ g1 ♕ h5 23. ♕ f3 h6 24. ♕ g2!

With a clear advantage (the end of this game can be found in Part 1, Tactics).

Joan Canal Oliveras

Viktor Moskalenko

2.39



18...f6!

This counter-break with the f-pawn is the strongest option. Less clear would be 18...gxh6 19.♘h7 and the white knight will be placed on f6, although 19...♗g8! also gives some advantage to Black.

19.exf6

The key of the combination is 19.hxg7 fxg5 20.gxf8♕ ♕xf8 21.♖f3 f4! and the white rook is trapped on f3.

19...gxh6 20.♘h3 ♕xf6±



21.♖h4 ♕g8 22.♗xh6? f4

22...♗g4!.

23.♔d2 ♕h8 24.♗g5 ♕xh4 25.♗xh4 ♕h6

And Black won a piece.

Viktor Moskalenko

Damian Lemos Sarro

Salou 2009 (6)



2.40

20.h4!

Attacking the black castle with the h-pawn, taking advantage of the position of the rook on h1.

20... ♜f5 21. ♜xf5 ♜xf5 22.h5! g5

Understandably Black did not want to allow an opening of the h-file, but he forgets about a tactical resource made possible by the hanging ♜f5. Black had to play 22... ♔d7 and pray for a miracle. However: 23.hxg6 hxg6 24.f3!+–, threatening g2-g4.



2.41

23. ♜xd5! ♔d7

23...cxd5? 24. ♜xd5+ ♜f7 25. ♜xf5, with two additional pawns and an overwhelming initiative, would be winning for White.

24. ♜xe7+ ♔xe7 25. ♜d6! ♜e4 26.0-0 ♜bd8 27. ♜g3 ♜g4



Hoping to escape in the endgame.

28.♘xg4

White doesn't need to bother with other lines.

28...♗xg4 29.♖a6! ♖c8

29...♖d3 30.♖c1 ♗d7 31.♔f1± and 32.♗e2, to expel the rook.

30.h6 ♔f7 31.f3 ♗e6 32.♖d1 ♖fd8 33.♖xd8 ♖xd8 34.♖xc6+–



The ending is basically solved, but my opponent still tries to resist and kick destination.

**34...♖d3 35.♗d4 g4 36.♔f2 gxf3 37.gxf3 ♖b3 38.♖c7+ ♔g6 39.♖g7+ ♔xh6
40.♗xf6 ♖xb4 41.♖e7 ♗g8 42.c6 ♖c4 43.c7 ♔g6 44.♗e5 ♗d5 45.e4 ♗b7
46.♖g7+ ♔h6 47.♖g8 ♖c5 48.♗f4+ ♔h5 49.♖b8!**

Black resigned.

Viktor Moskalenko

Raul Gonzalez

Mollet del Valles 2011 (7)

2.42



15.e5!±

The attack begins.

15...dxe5 16.fxe5 ♜h5

The simplification 16...♜xe5 17.♝xe5 ♛xe5 18.♝xc5 is also clearly advantageous for White.

2.43



17.e6!?

White is trying to break open the kingside. However, 17.g4! was a very nice alternative: 17...♜g3 18.♞f2± with the idea 18...f5 (18...♝xe5 19.♝f4+– and Black loses his knight on g3) 19.♝g5! ♜xe5 20.♝df3 ♛d6 21.♝e6+–.

17...fxe6

2.44



18...Qxg6!!

Practically winning.

18...hxg6 19.Qxg6 Qdf6?

A natural, but losing defence.

If 19...exd5 20.Qxh5 Qd6 21.Qh4! Qf6 22.Qe2±.

The most critical line is offered by the engine: 19...Qf4!? 20.Qxf4 Qxf4 21.Qxe6+ Qh8 22.Qxe7 and with three pawns for a piece White keeps a dangerous initiative. For instance, 22...Qf6 (22...Qd8 23.Qd6±) 23.Qe2!↑.

2.45



20.Qh6!

With this surprising pin, the game is over, Black has no time for anything. The lethal threat is 21.Qxg7 and 22.Qg5.

20...exd5

20...Qd7 21.Qxg7 (21.Qg5!?) 21...Qxg7 22.Qg5 Qe8 23.Qxf6! is also winning for White.

21.Qxg7! Qxg7 22.Qg5

Followed by 23.Qxf6! and 24.Qh7+ and 25.Qh8#.

Black resigned.

Part 3

Chess Endgames – Concepts, Exercises, Studies



Introduction

‘The study of the endgame is not only relevant to the endgame, but to chess in general. In the endgame we can study each piece in its pure form and gain a more intimate understanding of their individual properties’ – José Raul Capablanca.

This understanding will benefit the active chess player in every part of the game.

There are many manuals on the theory and practice of the endgame. I recommend studying endgames chiefly with the aim to learn about the properties of pieces, pawns and squares. This will improve your technique.

In modern chess, with its fast time-controls, most endings are handled badly when the players are in time-trouble. The study of endgames is a good investment, which will gain you extra points in tournaments.

To play the endgame well, you have to fulfill the following requirements. You should:

- Know many theoretical positions (their assessment as well as tactical tricks and methods of playing in these positions), and continuously increase this field of knowledge.
- Memorize typical positions, to be able to plan the right transition to the ending from the opening and the middlegame (liquidation / transpositions).
- Train: solve exercises, problems and studies.
- Study the best games of classical and modern players, to understand their skills.
- Study the endings from your own practice and identify and correct your errors.



World Champion José Raul Capablanca (1888-1942) – hero of classical chess and king of the endgame.

Directions

This part of the book consists of a collection of the best studies by famous chess composers, fragments of practical endings, comments and exercises for each example.

- Trainings no. 18-26, with many examples and exercises
- Exam: 50 tests (some of the solutions are also presented partly in the form of exercises)

At its best, the endgame is a jewel in the crown of our game, and it was a great pleasure to prepare this exclusive material for you!

18 Training: Dynamics between pieces, pawns and squares in the endgame

‘My favourite piece is the one that wins’ – Bobby Fischer.

The value of a piece changes during a game, as it always depends on its placement on the board. On the other hand, the level of any player always depends on his knowledge and understanding of the properties of pieces, pawns and squares.

A good understanding of these properties is very useful in practice, during a game, or when solving (or even creating!) a study.

Directions

- 1) Pieces against pawns
- 2) Bishop and knight, two knights
- 3) Coordination between major pieces
- 4) Rook vs. bishop and/or knight
- 5) Queen vs. rook and/or other pieces
- 6) Building a fortress

1) Pieces against pawns

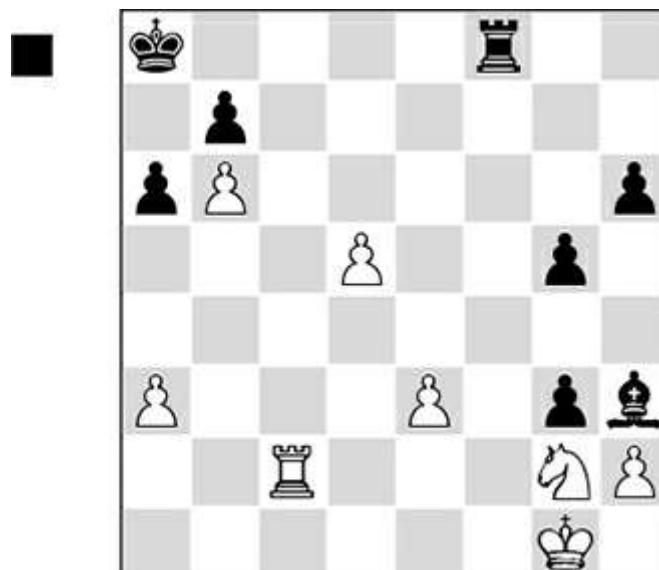
A minor piece tends to be better than three pawns in the middlegame, but in the ending three pawns are often more powerful. They can be very dangerous and may even defeat a rook in certain circumstances.

Here are a few instructive examples:

Promotion

The motif of promotion of a passed pawn is of influence in most endgames (see also Training no. 25, as well as Parts 1 and 2 of this book).

Promotion



EXERCISE: Black wins. With a little trick Black can promote his g-pawn.

1... ♕f1+!

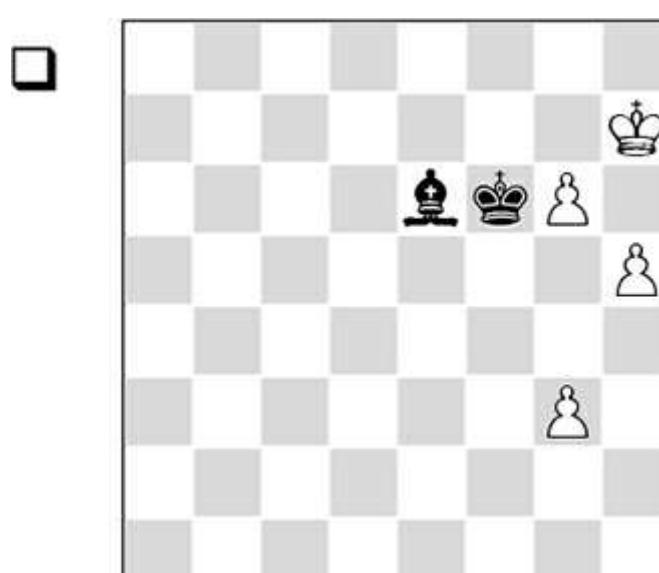
Applying the tactical motif of decoy.

2. ♕xf1 gxh2+-

There is no white piece that can defend the key square h1.

Study by Knud Harald Hannemann

1925

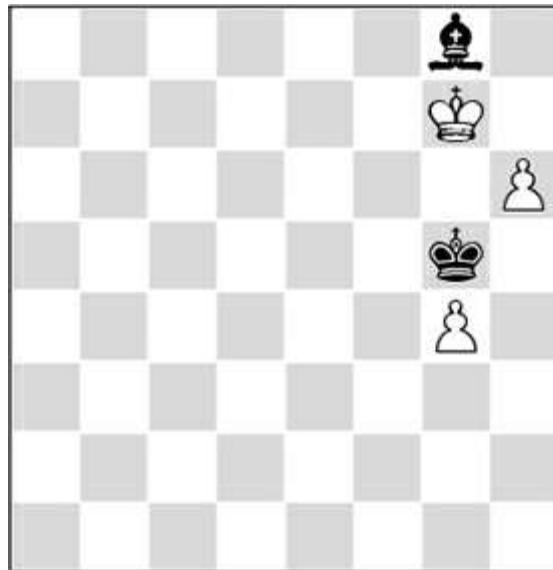


EXERCISE: A fight of three pawns versus one bishop. Give the winning variation.

1.g7!

Although White has two doubled pawns, he can win with accurate play:

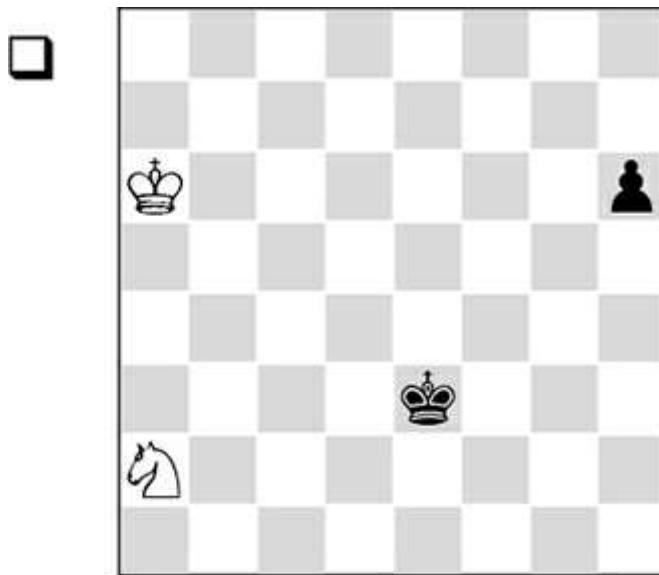
1... \mathbb{Q} g5 2.h6 \mathbb{Q} d5 3.g4 \mathbb{Q} e6 4.g8 \mathbb{Q} + \mathbb{Q} xg8+ 5. \mathbb{Q} g7!!+-



It's zugzwang for Black's king and bishop!

Study by Ramon Rey Ardid

1926



EXERCISE: How to start: with 1. \mathbb{Q} c3 or 1. \mathbb{Q} b4? Such typical endings show the weakness of the knight against a rook's pawn.

1. \mathbb{Q} b4



PLAN: The defensive technique consists in the fact that the knight has to be removed at least two squares from the opponent's king: Insufficient would be 1. \mathbb{Q} c3? h5 2. \mathbb{Q} d5+ \mathbb{Q} f3! and the h-pawn cannot be stopped: 3. \mathbb{Q} c7 h4 4. \mathbb{Q} e6 \mathbb{Q} g4!+-.

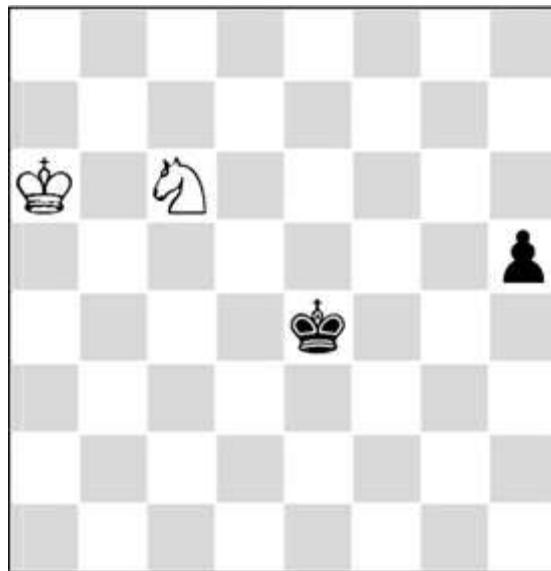
1...h5 2. \mathbb{Q} c6!

The key square: White prepares 3. \mathbb{Q} e5. Again, 2. \mathbb{Q} d5+? \mathbb{Q} f3! 3. \mathbb{Q} c7 h4 4. \mathbb{Q} e6 \mathbb{Q} g4!+-.

2... \mathbb{Q} e4!

2...h4? allows the standard drawing line 3. \mathbb{Q} e5 h3 4. \mathbb{Q} g4+ \mathbb{Q} f3 5. \mathbb{Q} h2+ \mathbb{Q} g2 6. \mathbb{Q} g4 \mathbb{Q} g3

7. \mathbb{N} e3=.



On the other hand, the king is the piece with which Black should try to disturb the defence and help his passed pawn.

EXERCISE: How should White continue now?

3. \mathbb{N} a5!!

Another surprising manoeuvre, but it is the only way to get the knight to the desired square:
3. \mathbb{N} d8? h4 4. \mathbb{N} e6 \mathbb{Q} f5! 5. \mathbb{N} d4+ (5. \mathbb{N} c5 h3 6. \mathbb{N} d3 h2 7. \mathbb{N} f2 \mathbb{Q} f4+) 5... \mathbb{Q} g4 6. \mathbb{N} c2 \mathbb{Q} f3! 7. \mathbb{N} d4+ \mathbb{Q} f2!+-.

3...h4 4. \mathbb{N} c4!

The successful finish to a dynamic knight defence: Black cannot win now.

4...h3

4... \mathbb{Q} f3 5. \mathbb{N} e5+ \mathbb{Q} g3 6. \mathbb{N} c4! is a draw.

5. \mathbb{N} d2+ \mathbb{Q} e3 6. \mathbb{N} f1+

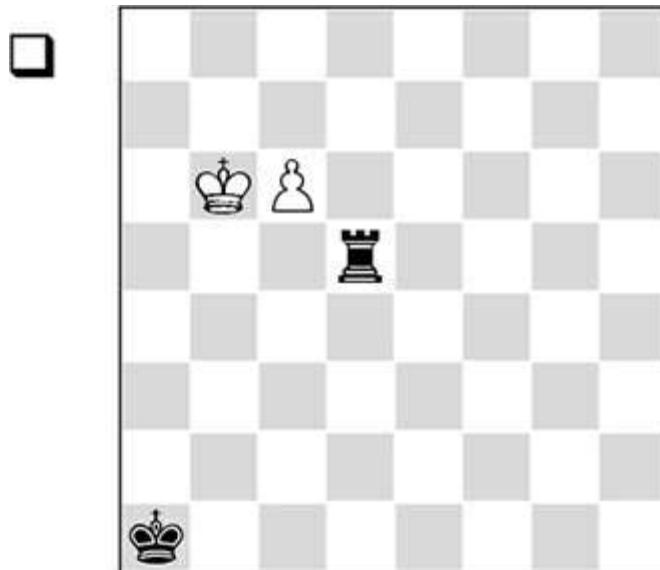
And the theoretical draw is reached.

SUMMARY:

In this type of ending, the dynamic knight combines checks with the attack on the passed pawn. We will see many more examples with the magic knight in this Part (here, and, especially, in Training no. 20).

Study by Fernando Saavedra

1895



EXERCISE: White wins! The solution is like a Russian doll, each trick covering up the next, but actually it all comes down to a good knowledge of chess properties.

1.c7

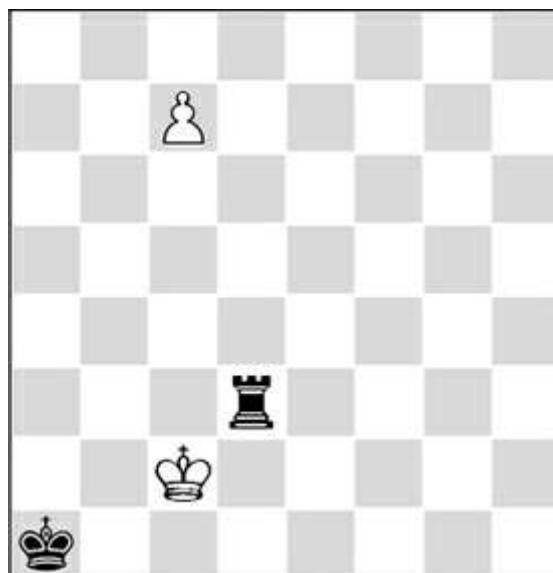
Forced, otherwise Black plays 1... ♕d6 and draws.

1... ♕d6+ 2. ♔b5!

The white king goes to the magic square c2 to avoid the check from behind. For example: 2. ♔c5? ♕d1, threatening 3... ♕c1, with a draw.

2... ♕d5+ 3. ♔b4 ♕d4+ 4. ♔b3 ♕d3+ 5. ♔c2!

The moment of truth.



EXERCISE: Now the promotion of the c-pawn is inevitable, but there is still a defensive resource.

What is it?

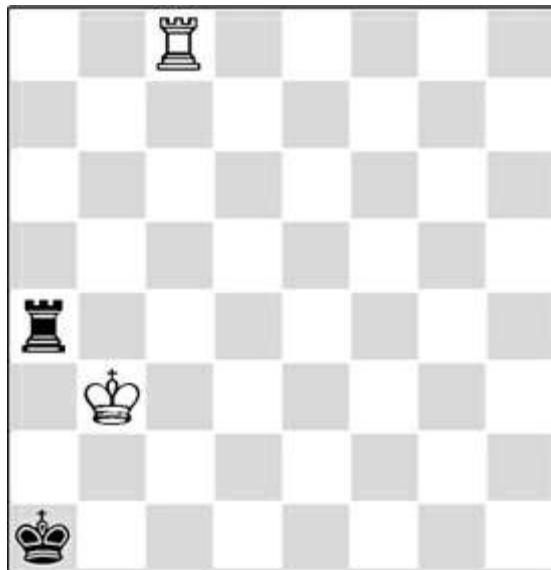
5... ♕d4!

This is the great trick, but Saavedra saw further: why can't White play 6.c8♕?

6.c8♕!!

Threatening mate on a8. If 6.c8♕?? ♕c4+! 7. ♕xc4 with stalemate.

6... ♕a4□ 7. ♔b3!



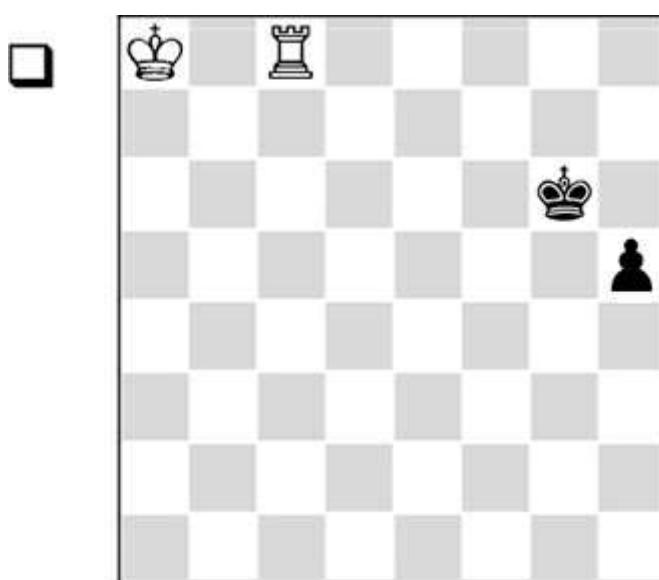
And finally White wins because of the double threat. And so the author of this study became immortal with this excellent ploy.

Two Spanish players are among the chess immortals. The best-known is Ruy Lopez, who was considered the unofficial World Champion in the second half of the sixteenth century. The other, Fernando de Saavedra, is the author of the most published study of all time. As certain works of musical or pictorial art, it is so beautiful that we never tire of looking at it.

A bit of theory: ♕ + ♔ vs. ♙ + ♔

However, when the passed pawn and/or the king are not sufficiently advanced, the rook can overcome the pawn in an elegant but ruthless way. It's like watching a turtle or a snail racing a car!

A bit of theory



♕ ♔ vs. ♙ ♔

EXERCISE: With which of his pieces should White start: king or rook?

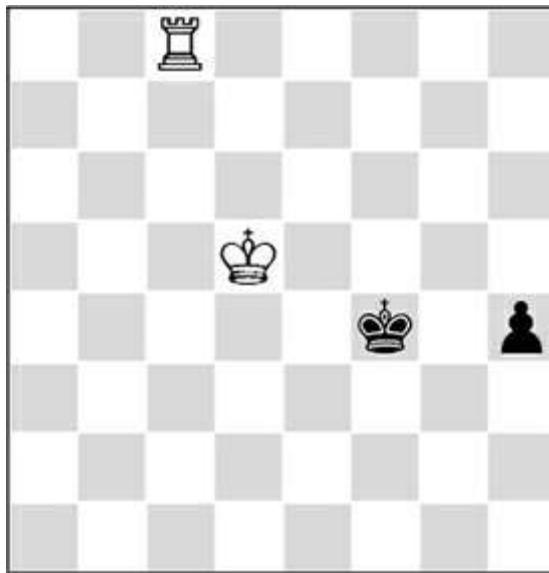
1. ♕ c5!



PLAN: In this case, there is a well known technique: the white rook cuts off the black

king on the fourth rank, not allowing any counterplay, and waiting for the advance of the passed pawn. In the meantime, the white king hardly does anything, watching the winning ploy from afar.

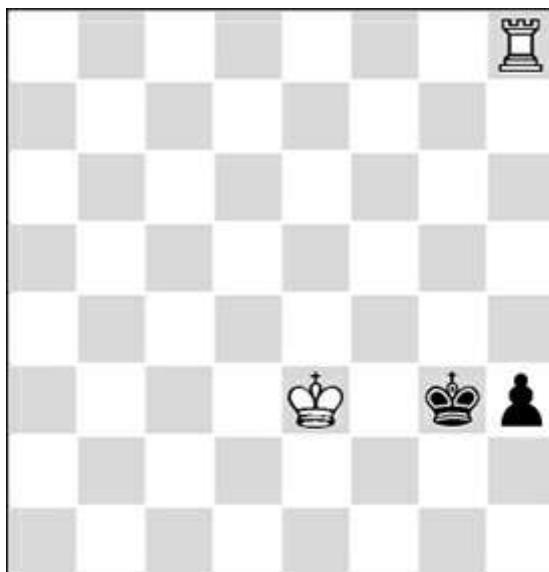
Slow is 1. $\mathbb{Q}b7?$ $\mathbb{Q}g5$ 2. $\mathbb{Q}c6$ $h4$ 3. $\mathbb{Q}d5$ $\mathbb{Q}f4!$.



analysis diagram

This leads to a theoretical draw:

- A) 4. $\mathbb{Q}f8+$ $\mathbb{Q}g3$ 5. $\mathbb{Q}e4$ $h3$ 6. $\mathbb{Q}e3$ $\mathbb{Q}g2!=;$
- B) 4. $\mathbb{Q}d4$ $h3$ 5. $\mathbb{Q}h8$ $\mathbb{Q}g3$ 6. $\mathbb{Q}e3$ $\mathbb{Q}g2!=;$
- C) 4. $\mathbb{Q}h8$ $\mathbb{Q}g3$ 5. $\mathbb{Q}e4$ $h3$ 6. $\mathbb{Q}e3$.



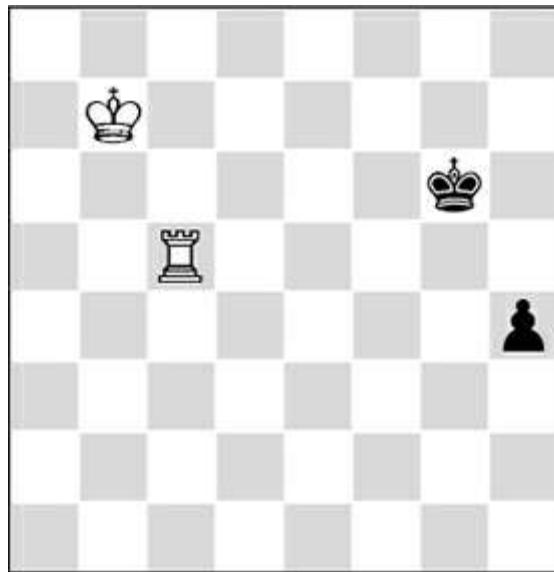
analysis diagram

EXERCISE: How should Black continue?

6... $\mathbb{Q}g2!$ (here we learn more about properties and transpositions. A serious mistake would be 6... $h2??$ 7. $\mathbb{Q}g8+$ $\mathbb{Q}h3$ 8. $\mathbb{Q}f2$ $h1\mathbb{Q}+\square$ 9. $\mathbb{Q}f3$ $\mathbb{Q}h2$ 10. $\mathbb{Q}g7$, winning the knight on $h1$) 7. $\mathbb{Q}e2$ (7. $\mathbb{Q}g8+$ $\mathbb{Q}f1=$) 7... $h2$ 8. $\mathbb{Q}g8+$ $\mathbb{Q}h1!=$ 9. $\mathbb{Q}f2$ and stalemate.

1...h4 2. $\mathbb{Q}b7$

Still staying put for one more tempo: now it's zugzwang for the h-pawn.



2...h3 3. ♕c3

The moment has come. 3. ♕c6 h2 4. ♕c1 ♔g5 5. ♕h1 also wins.

3...h2 4. ♕h3+–

Further on, in Training no. 23, we will see many fantastic positions with rook against pawns, including a few theoretical studies.

Ending: ♔ vs. ♙ ♙ ♙

Positions with queen against pawn(s) are easy to evaluate – you just have to know a few defensive tricks and attacking techniques. However, in practice many players make mistakes...

**Zhu Chen
Zhao Xue**

Ulaanbaatar W 2010 (3)



EXERCISE: The passed c-pawn is White's only hope. How should Black continue?

58... ♔e7+?



PLAN: 58... ♔e4!, exploiting the pin to bring his king closer and give checkmate, is the critical resource here: 59.b5 ♕c5 60.♔b8 ♔xa4 61.c7 ♔xb5+ 62.♔a8 ♔b6! 63.c8 ♔

♔a5+ 64. ♕b8 ♔a7\# .

59.c7



EXERCISE: Again, how should Black continue?

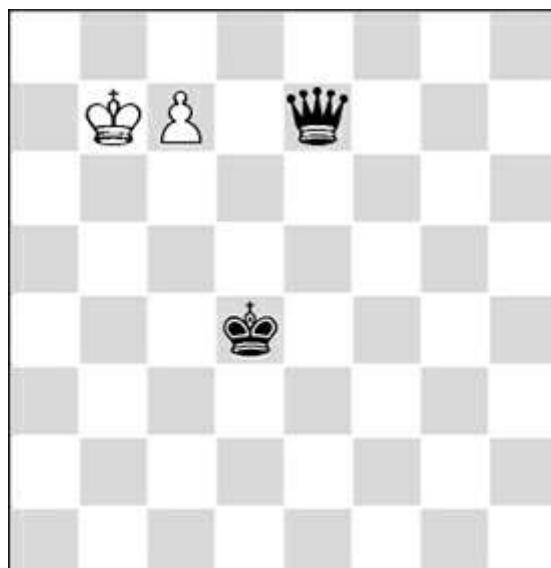
59... ♕xb4+?

Eating pawns is natural, but here it leads to a theoretical draw.



PLAN: Black should play 59... ♕d5! when the victory is not trivial, but it is possible: 60.b5 ♕c5 61.b6 ♕e4+ 62. ♕b8 ♕e5! 63. ♕a7 ♕e8 64.b7 ♕xa4+ 65. ♕b8 ♕b6! and wins.

60. ♔a7 ♕xa4+ 61. ♔b7 ♕b4+ 62. ♔a7 ♕f8 63. ♔b7 ♕e7!?



EXERCISE: And how should Black continue here?

64. ♕b8??

It's amazing that two strong players commit such foolish mistakes!

The drawing square is 64. ♕a8! ♕xc7 stalemate.



Zhu Chen

64... ♕ c5!

Now the white king is caught in a mating net.

65. ♔ a8

Too late. Queening does not save the game: 65.c8 ♔ + ♔ b6 and mate is inevitable.

65... ♕ d7 66. ♔ b8

66. ♔ b7 ♔ b5, etc.

66... ♔ b6

0-1

Keep in Mind

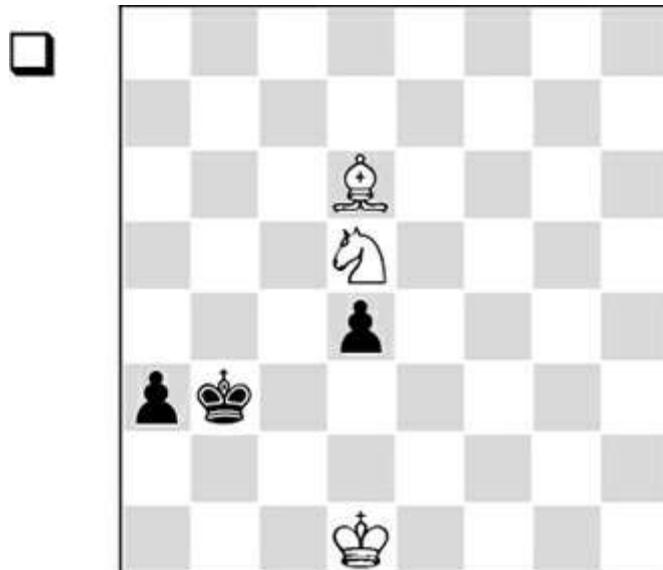
We begin our study with several instructional examples. But remember that in endgames, pawns are always fighting pieces! We will find these themes in almost all the training sections below, also in positions with mixed material.

2) Bishop and knight, two knights

Bishop and knight against lone king can only give mate in the corner of the bishop's colour (squares a1 or h8 for the dark-squared bishop, and h1 or a8 for the light-squared bishop).

Study by Ladislav Prokes

Prague 1940



EXERCISE: White wins – if he has a good knowledge of the properties of the pieces.

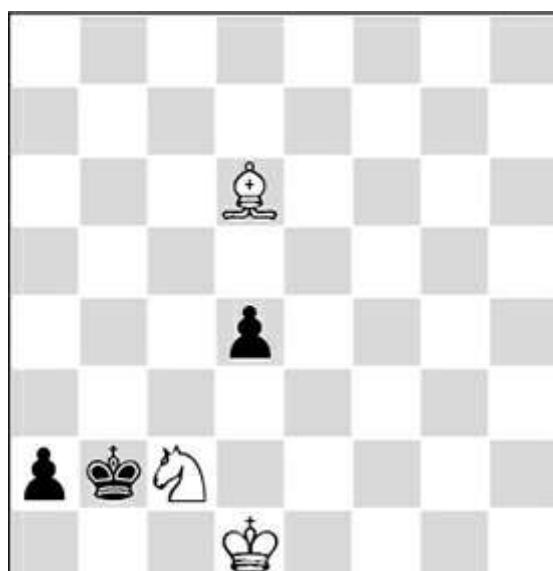
1. ♕ b4

1. ♕e5? allows Black to escape: 1...a2 2. ♕xd4 ♔c4 with a double attack.

1...a2

1...d3 2. ♕xd3 a2 3. ♕e5+–.

2. ♕ c2 ♔ b2



EXERCISE: How should White continue?

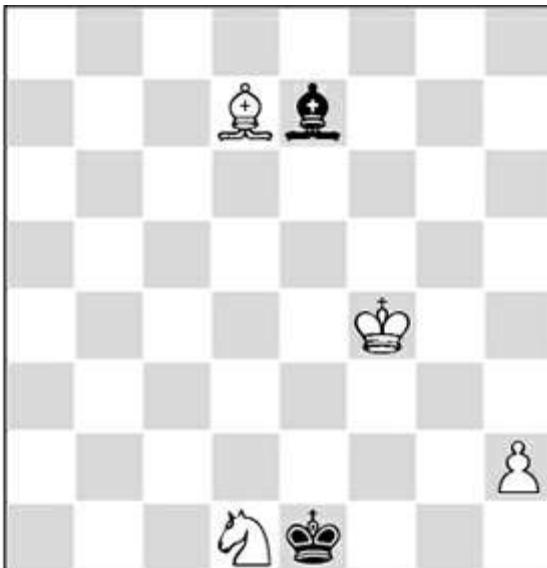
3. ♕ a1!!

This planned sacrifice helps White to lock in the black king on the key square a1.

3... ♔xa1 4. ♔c1 d3 5. ♕e5#

Study by Enrico Paoli

Third prize La Scacchiera, 1950



Mate ♕ + ♜ vs. ♔

EXERCISE: White to play and win.

1. ♜ b2!

White cannot save his only pawn, but he takes advantage of the tempo to optimize the placement of his pieces – and to attack!

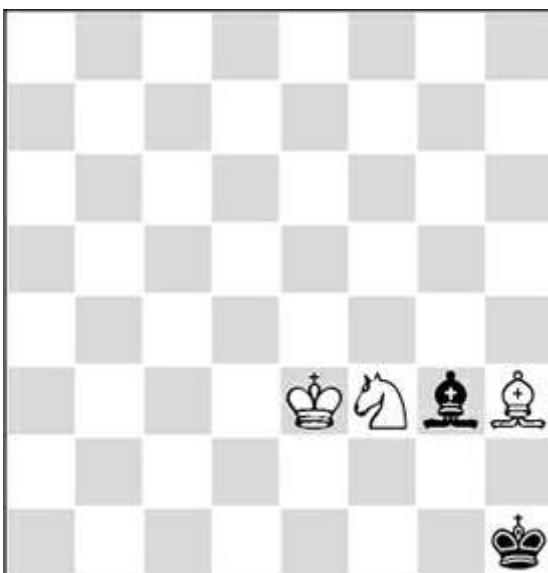
1... ♔ d6+ 2. ♛ e3 ♜ xh2 3. ♜ d3+ ♔ f1

3... ♔ d1 4. ♜ a4#.

4. ♜ h3+ ♔ g1 5. ♜ e1!

The white knight + bishop have caught the black king.

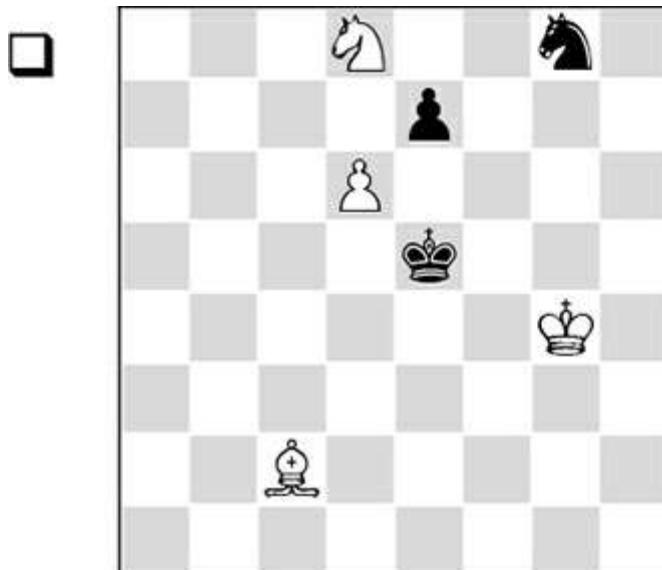
5... ♔ g3 6. ♜ f3+ ♔ h1



In this case, this is the perfect placement of the white pieces: the black king can no longer leave its corner and will be mated in a few moves. Importantly, the black bishop is useless and only annoying for its own army – with a lone king the position would be stalemate.

7. ♛ e2 ♜ f4 8. ♛ f1 ♜ g3 9. ♜ g2#

Study by Harald Lommer



EXERCISE: White wins.

1. ♔f7+!

Defending his last pawn.

1... e6

- A) 1... ♕f6? 2.d7;
 B) 1... ♕d4 2. ♜h7! ♘f6+ 3. ♕f5;
 C) 1... ♕d5 2. ♜h7! ♘f6+ 3. ♕f5, winning in all cases.

2. ♕ b3+ ♔ d7 3. ♕ a4+ ♔ e6□



EXERCISE: How can White make progress?

4.97!!

Threatening to promote the pawn.

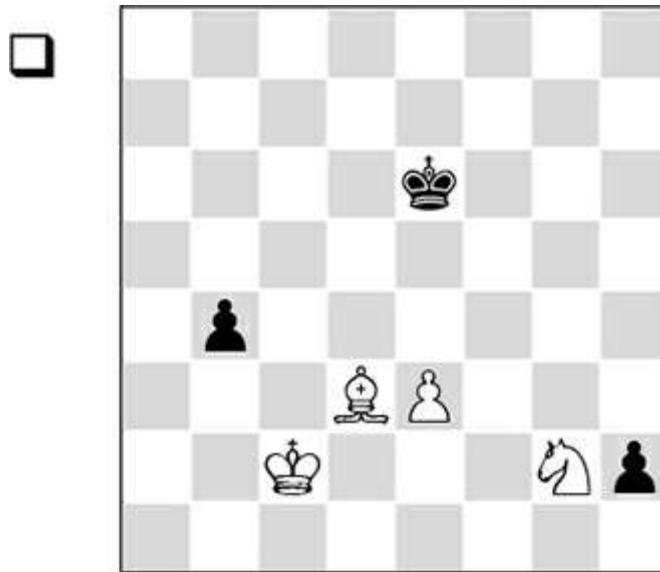
4... ♘f6+ 5. ♙q5!

The white king helps its army in the attack.

5... ♔xd7 6. ♕b3#

Study by Hermann Mattison

1923



White to play and win. In this beautiful example, the properties of the bishop and knight work together perfectly.

1.♘f4+!

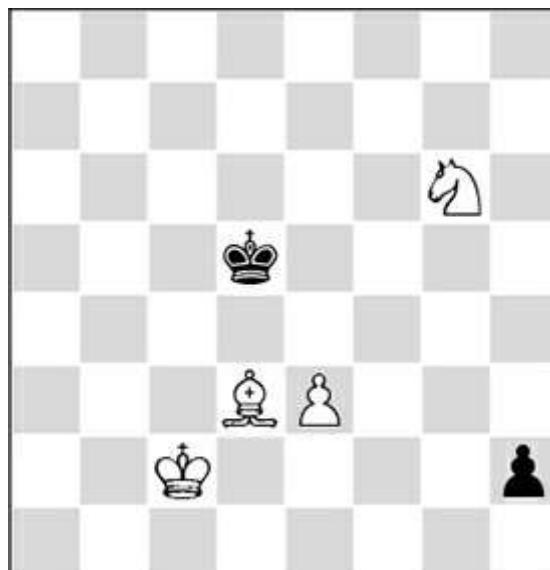
The knight starts a kind of windmill roundabout, taking advantage of the fact that the black king has to keep controlling the e4-square.

1.♗e4? ♜e5!—.

1...♜e5 2.♘g6+ ♜d5 3.♘e7+!

The knight first takes the b-pawn and then returns to g6:

3...♜e5 4.♘c6+ ♜d5 5.♘xb4+ ♜e5 6.♘c6+ ♜d5 7.♘e7+ ♜e5 8.♘g6+ ♜d5



EXERCISE: Now you have to find new resources. We have the same position now, only without the black pawn on b4.

9.♗a6!! ♜c6

9...♜e4 10.♗d2+—.

10.♗e2!



Preparing the final combination: attraction and double attack.

10...h1 ♕ 11.♘f3+! ♕xf3 12.♗e5+

Winning the queen.

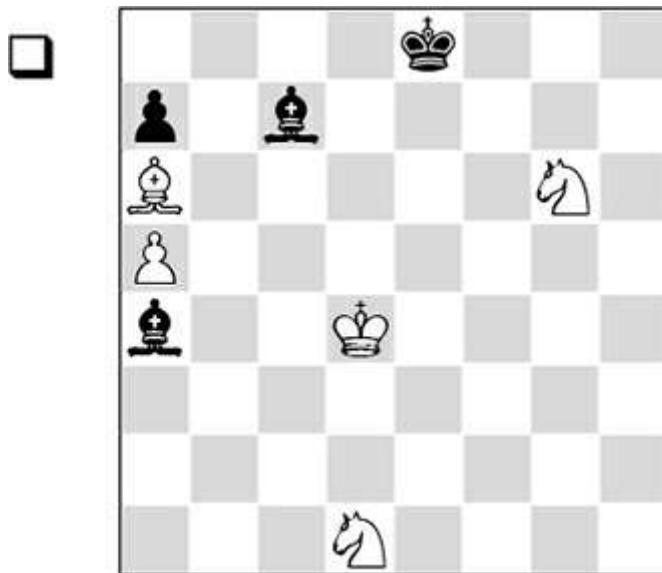
12...♕d5 13.♗xf3 ♔e4 14.♔d2! ♕xf3 15.♔d3+-

While the mate with two bishops is clear and forced, checkmate with two knights is only possible when the opponent has one or more pawns to avoid stalemate.

According to endgame theory, ♔ ♔ ♕ vs. ♔ ♕ is winning if the opponent's pawn has not passed the diameter on the board (the 4th resp. 5th rank), and it has to be blocked by a knight.

Study by Sergei Tkachenko and Anatoly Kuznetsov

1996



White to play and win. According to the authors, White can force a theoretically winning position: mate with two knights, with a blocked pawn.

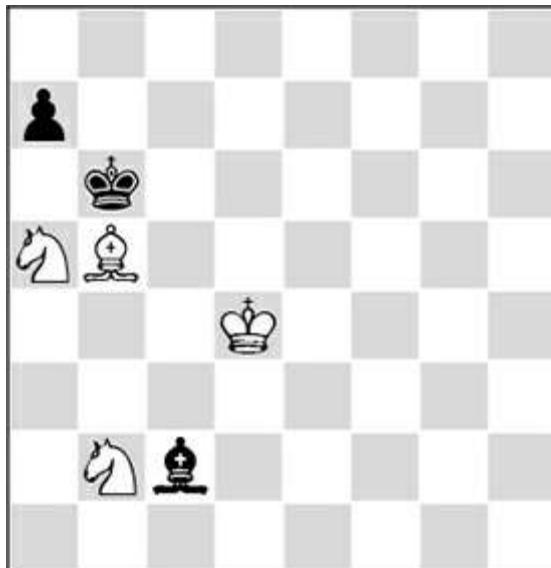
1.♘b2!

Worse would be 1.♘c3?! ♕d7! (1...♕c2? 2.♘b5+ ♕d8 3.♘e5!+-) 2.♘b5! ♕xa5 3.♘d6+ ♕d8 4.♘b7+ ♕c7 5.♘xa5 ♕b6 6.♘b3! ♕xa6 7.♘c5+ ♕b5 8.♘xd7 a5!= when White cannot prevent 9...a4 and 10...a3 with a theoretical draw.

1...♕c2! 2.♘b5+ ♕d8!

Black prefers to remove the opponent's last pawn. If 2... ♜f7 3. ♜e5+ ♜f6 4. ♜c6 White has an extra piece and wins.

3. ♜e5! ♜xa5 4. ♜c6+ ♜c7 5. ♜xa5 ♜b6



EXERCISE: How should White continue?

6. ♜a4!!

The only move that allows White to fight for a win. 6. ♜ac4+? ♜xb5 7. ♜a3+ ♜b4 8. ♜xc2+ ♜b3=.

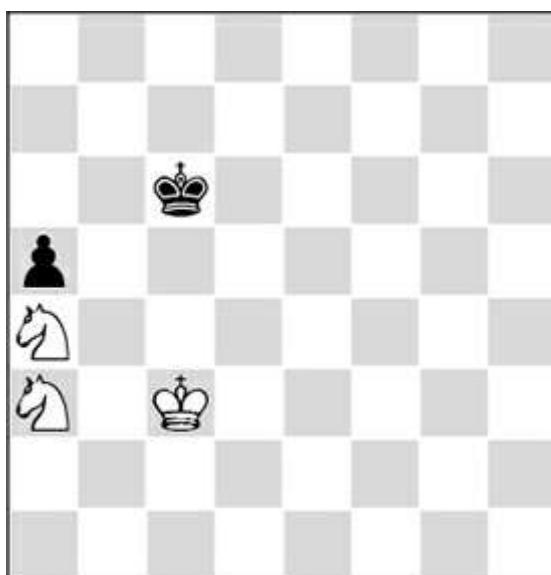
6... ♜xa4 7. ♜ac4+ ♜b5 8. ♜c3!

Zugzwang: Black cannot protect his bishop on a4.

8...a5

8...a6 9. ♜a3+ ♜a5 10. ♜bc4#.

9. ♜a3+ ♜c6 10. ♜xa4



If endgame theory does not lie, this position is winning: ♜ ♜ ♜ vs. ♜ ♜, and the black pawn cannot pass the middle line.



PLAN: While one of the knights keeps blocking the pawn, the other knight and the king have to trap the opponent's king in the corner (with two free squares, not allowing stalemate), and then release the other knight to give checkmate. The plan is quite simple, but the implementation phase is hard work – good luck!

3) Coordination between major pieces

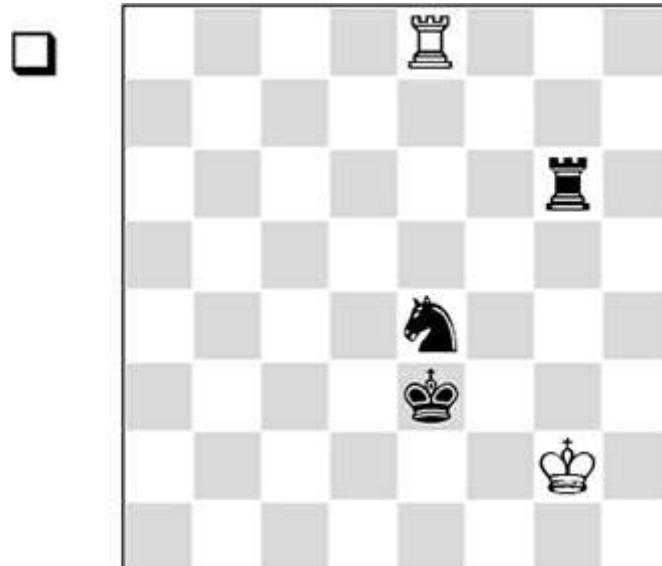
As a general rule, rook and bishop coordinate better than rook and knight, but in practice everything depends on the position.

■ ♜ vs. ■ ♕ is a theoretical draw, if there is not a tactic or an immediate checkmate.

Vassily Ivanchuk

Anatoly Karpov

Cap d'Agde rapid 2012 (2)



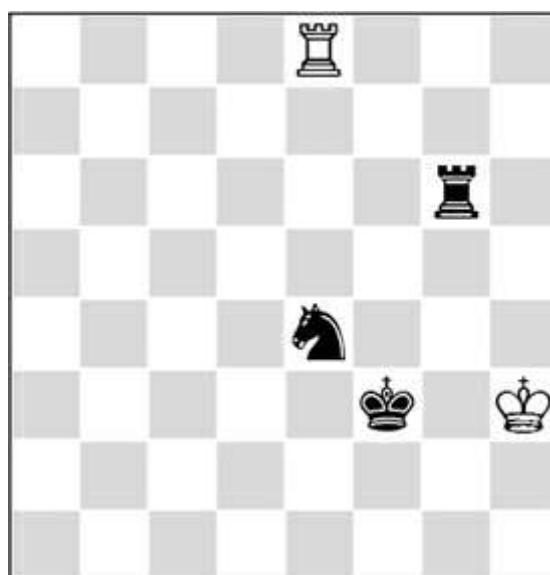
EXERCISE: How should White continue?

64. ♜ h3??

The losing move. After 64. ♜f1 the position is a theoretical draw: on 64... ♜g7, 65. ♜e6, maintaining the pin on the black knight, would be enough.

64... ♜f3

From this side the white rook becomes useless as a defender.



65. ♜h2

Or 65. ♜f8+ ♜f6 66. ♜h2 (66. ♜h4 ♜g2!) 66... ♜f2 67. ♜h8 ♜g2+ 68. ♜h3 ♜g3+ 69. ♜h4 ♜g2!—+, threatening 70... ♜g4 mate.

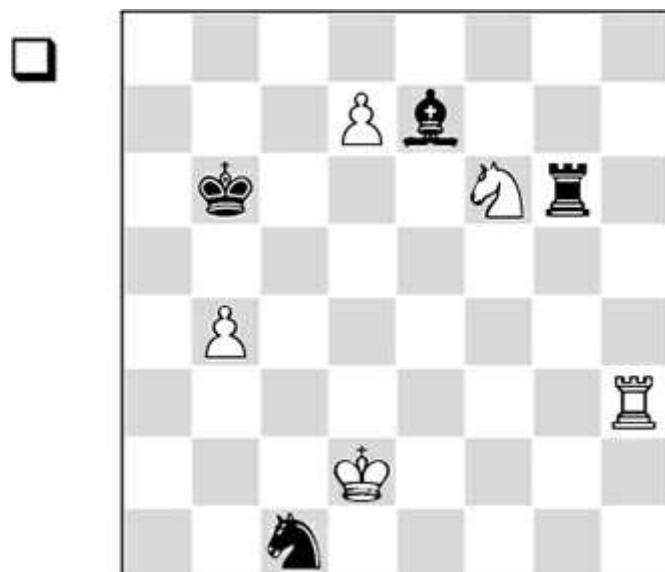
65... ♜g2+ 66. ♜h3 ♜g5+ 67. ♜h4 ♜f7 68. ♜h5 ♜g5+ 69. ♜h4 ♜g6 70. ♜h8 ♜xh8

0-1



Study by Enrico Paoli

Second prize Joseph JT EG 1965

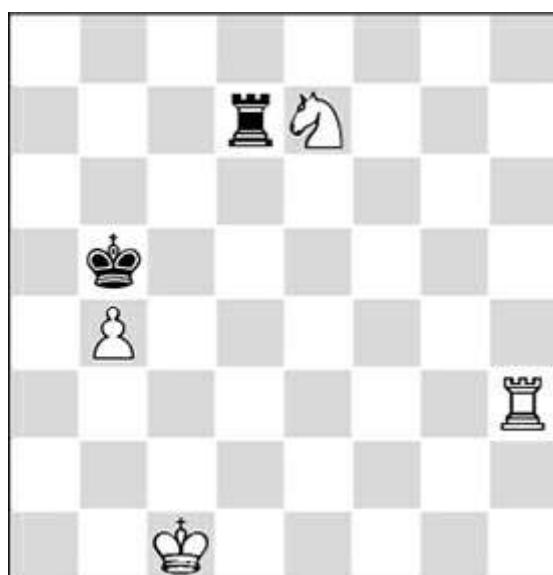


White to play and win. The situation is quite chaotic. First White needs to coordinate his resources. Then he should use his turn and gain the initiative.

1. ♕d5+ ♔b5

To attack the b-pawn.

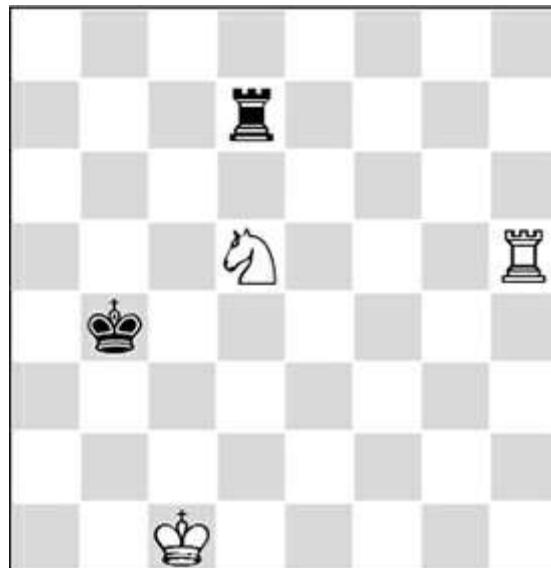
2. ♕xe7 ♕d6+ 3. ♕xc1 ♕xd7



EXERCISE: How should White continue? After a massive removal of material, White loses

his last pawn, which normally means a draw. However, the position of the black rook on d7 is still vulnerable...

4. ♜ h5+! ♛ xb4 5. ♜ d5+!



Domination by the white pieces, and now a miracle mate is possible since the black king has no good square:

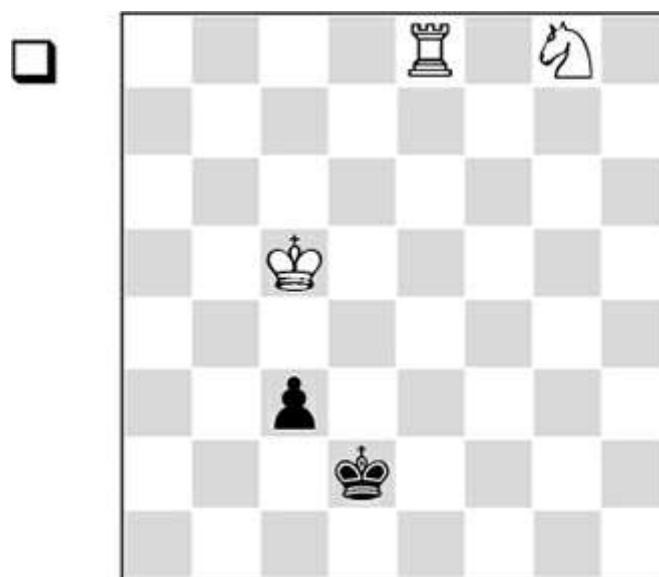
5... ♜ b3

Going down to the third (and then the second) rank, as otherwise Black loses his rook with ♜ b6+.

6. ♜ h3+ ♛ a2 7. ♜ b4+ ♛ a1 8. ♜ a3#

Study by David Gurgenidze

1975



Coordination: ♜ ♜ ♛ vs ♜ ♛

White to play and win. The black c-pawn has the green light, but White has time to coordinate his pieces and attack.

1. ♜ f6 c2 2. ♜ e4+ ♛ d3

If 2... ♛ d1 3. ♜ c3+ and 4. ♜ a2+–.

3. ♜ f2+

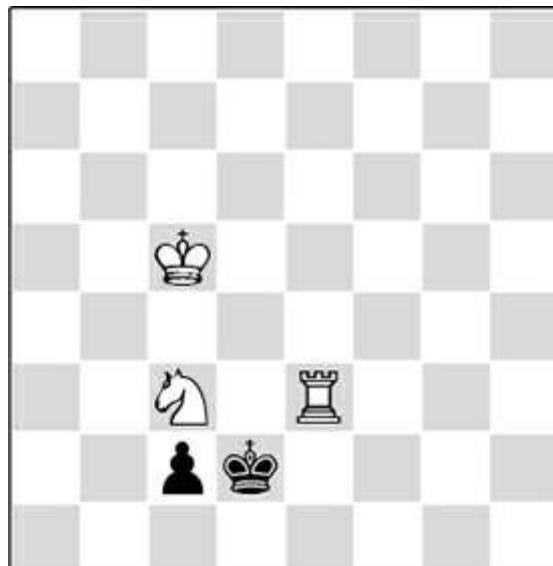
Now all white pieces enter the play.

3... ♜ c3

3... ♜ d2? 4. ♜ d8+ ♜ e2 5. ♜ d3+--.

4. ♜ e3+ ♜ d2 5. ♜ d3+ ♜ e2 6. ♜ c3 ♜ d2 7. ♜ e4+ ♜ d1 8. ♜ d3+ ♜ e1 9. ♜ e3+ ♜ d1

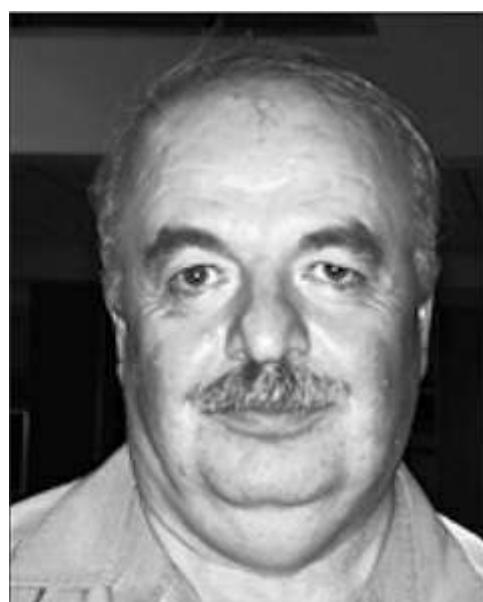
10. ♜ c3+ ♜ d2



EXERCISE: How should White continue?

11. ♜ d4! c1♛ 12. ♜ e2#

Finishing with a nice mate with three pieces.

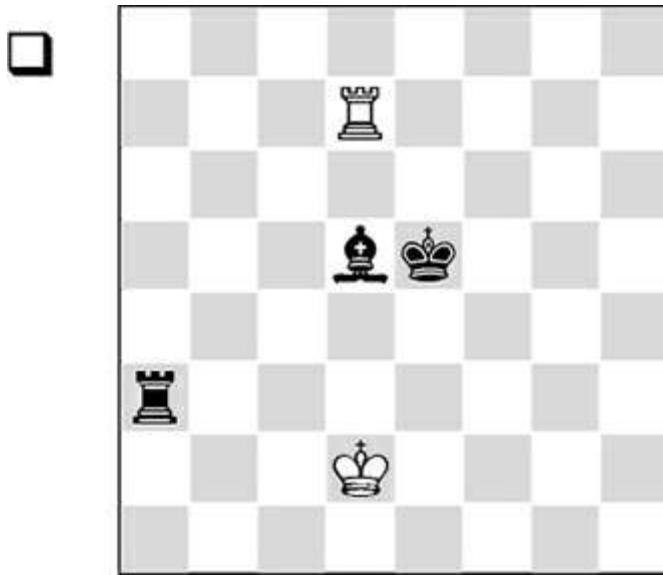


David Gurgenidze, Georgian grandmaster composer and two-time World Champion (1998 and 2002), concocted a captivating battle of pieces against pawn(s).

♜ ♛ ♜ vs. ♜ ♛ is also a draw, but in practice there is more reason to play for a win, as there are positions with mating constructions, such as the Philidor position.

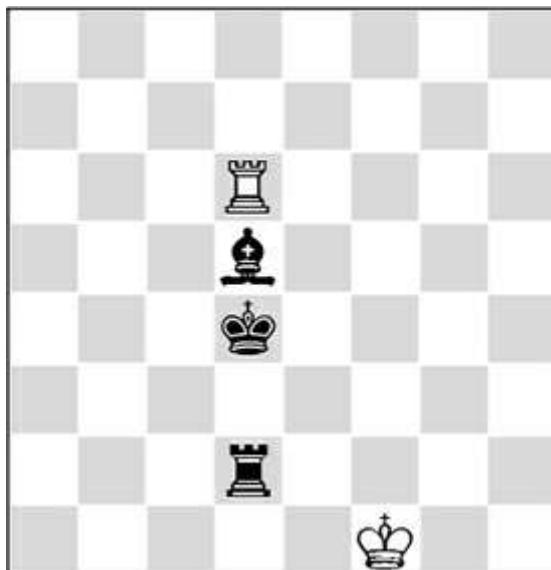
**Jan Christian Schröder
Viktor Moskalenko**

Hoogeveen 2013 (3)



If White's rook were on b2 or f2, then he could use the 'second-rank defence'. Here the defender has to rely on the so-called Cochrane Defence, which involves pinning the bishop.

66.♕e2 ♕d4 67.♕f2 ♜f3+ 68.♕e2 ♜g3 69.♖d6 ♜g2+ 70.♕f1 ♜d2!

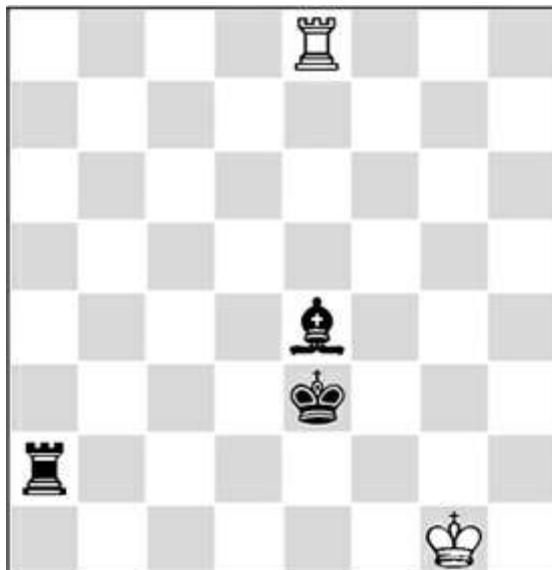


EXERCISE: How should White continue?

71.♕g1□ ♕e3 72.♖a6 ♜f3 73.♖a3+ ♕f4 74.♖a7 ♕g3 75.♖g7+ ♜g4 76.♖f7 ♜d8 77.♖f2 ♜d1+

77...♜f3 78.♜g2+! ♜xg2 is stalemate.

78.♖f1 ♜d2 79.♖f8 ♜e2 80.♖f7 ♜a2 81.♖f8 ♜f3 82.♖g8+ ♔f4!? 83.♖f8+ ♕e3 84.♖e8+ ♔e4



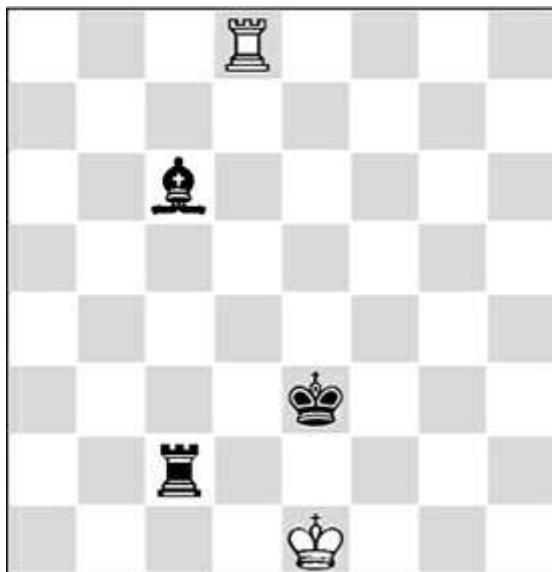
EXERCISE: How should White continue?

85. ♕f8?

Only 85. ♕c8!! would have held the draw.

85... ♕a7?

PLAN: 85... ♕g2+! 86. ♔f1 ♕h2 87. ♔e1 ♕c2 88. ♕d8 ♖c6!



analysis diagram

89. ♕d6!? (89. ♔d1 ♕c5 90. ♔e1 ♕h5 91. ♕f8 ♖b5 92. ♔d1 ♕c5!+) 89... ♖f3 90. ♕e6+ ♖e4 91. ♕d6 ♕e2+ 92. ♔d1 (92. ♔f1? ♕h2) 92... ♕h2 93. ♔c1 ♕c2+ 94. ♔d1 ♕c5 95. ♕e6 ♕b5+.

86. ♕f6?

86. ♕b8=; 86. ♔h2=.

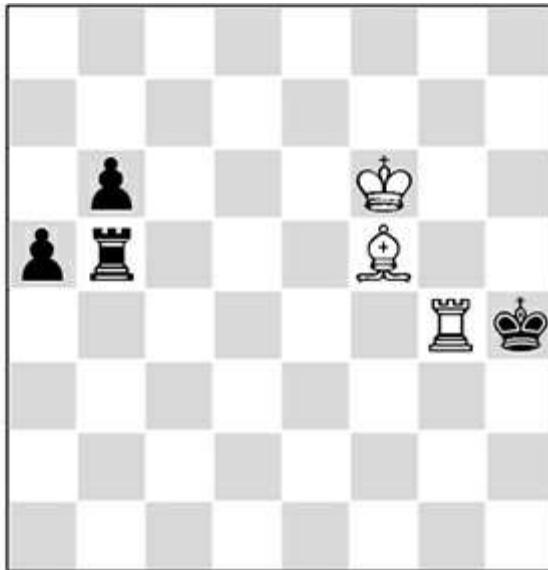
86... ♕h7

 STATISTICS: Throughout my chess career I won all my ♕ ♖ vs. ♕ endings (5-7 games in total). Fortunately, I was never on the defending side!

Thi Nhu Y Hoang

Ebru Kaplan

Mardin tt W 2011 (6)



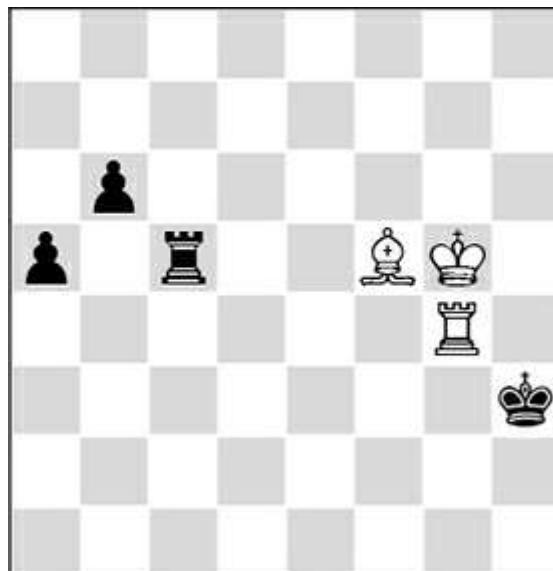
The Dragon's Eye ($\blacksquare + \blacksquare$) is a formidable combination, even in the endgame. The defender often has to be very careful.

EXERCISE: Which square is safer for the black king: h5 or h3?

98... \mathbb{K} h5?

The king had to run into the minefield: 98... \mathbb{K} h3!!, taking advantage of a tactic: 99. \mathbb{R} g5 (99. \mathbb{R} b4+? \mathbb{R} xf5+!) and now:

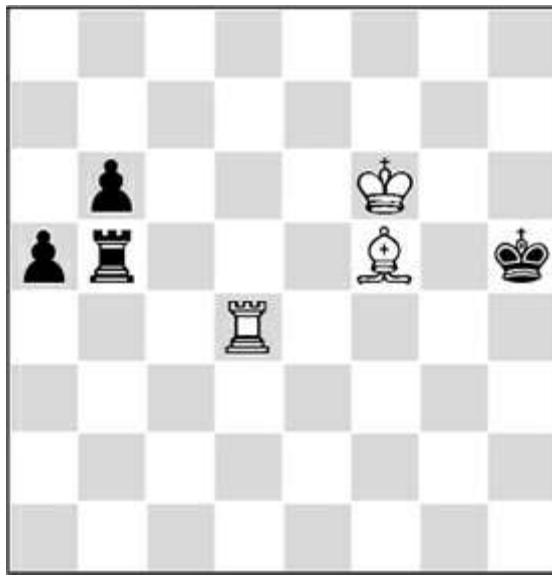
- A) After 99... \mathbb{K} h2? 100. \mathbb{R} f4 the black king cannot escape: 100... a4 101. \mathbb{Q} e4 a3 102. \mathbb{R} h4+ \mathbb{K} g1 103. \mathbb{Q} e3! \mathbb{R} b3+ 104. \mathbb{Q} e2 \mathbb{R} b2+ 105. \mathbb{Q} e1, winning;
- B) 99... \mathbb{R} c5!.



analysis diagram

The king is still in the eye of the dragon! 100. \mathbb{R} a4+ \mathbb{K} g3 101. \mathbb{R} a3+ \mathbb{K} f2 102. \mathbb{R} f4 \mathbb{R} c4+ 103. \mathbb{Q} e4 \mathbb{K} e2 104. \mathbb{R} a2+ \mathbb{K} d1 105. \mathbb{Q} e3 \mathbb{K} c1 106. \mathbb{R} d3 \mathbb{K} b1 107. \mathbb{R} e2 b5=.

99. \mathbb{R} d4!



A winning Philidor position. Black loses even with two extra pawns.

99... ♜ c5

99... ♜ b4 100. ♜ g6+ ♔ h6 101. ♜ d7 ♜ f4+ 102. ♜ f5+–.

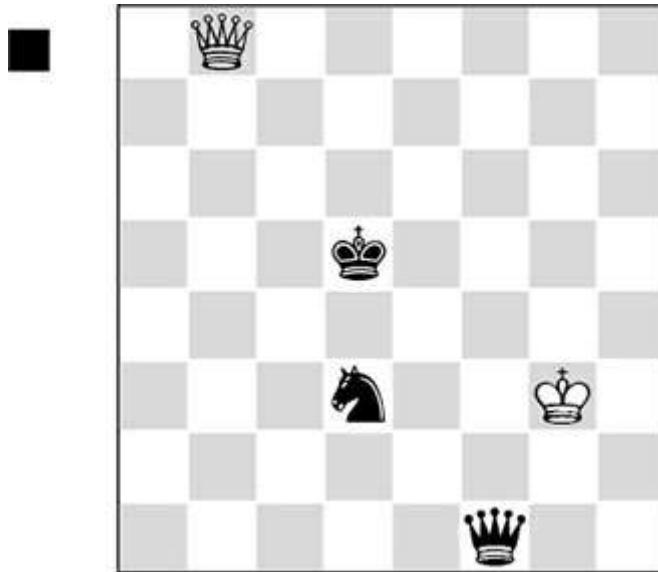
100. ♜ g6+ ♔ h6 101. ♜ h4+ 1-0

Generally, the queen combines better with a knight than with a bishop, as long as the knight is centrally placed, or near the object of attack.

Zdenko Kozul

Alexei Shirov

Sarajevo 2004 (2)



Coordination: ♔ + ♜

EXERCISE: Black to play and win. Normally such endings are drawn, but in certain positions the ♜ + ♜ + ♔ can force checkmate to the opponent's king or win the enemy queen.

66... ♜ f2+ 67. ♔ h3

If 67. ♜ g4 ♜ e5+ and mate in five moves.

67... ♜ f4+ 68. ♔ g4 ♜ g2+ 69. ♔ f5

The white king starts its journey across the board. The black knight is untouchable: 69. ♜ xf4 ♜ h2+ and White loses the queen.

69... ♜ h3+ 70. ♔ f6 ♜ h4+ 71. ♔ f5 ♜ h5+ 72. ♔ f6 ♜ g6+ 73. ♔ e7 ♜ g7+ 74. ♔ d8

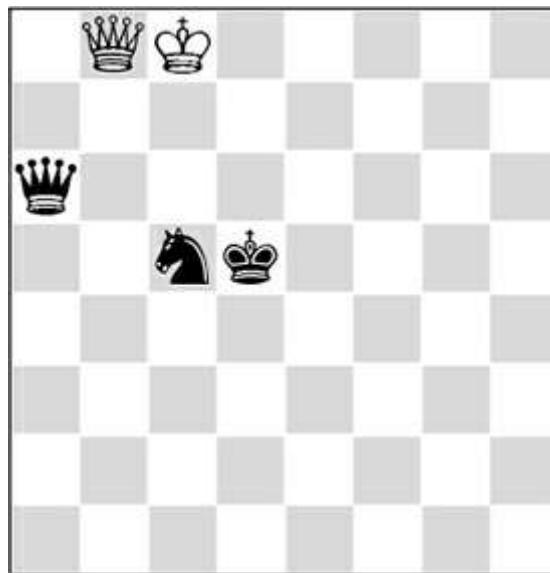
e6+

The knight helps in the decisive attack, the goal is nearly reached.

75. c8 c3+ 76. b7

If 76. d7 c5+ wins.

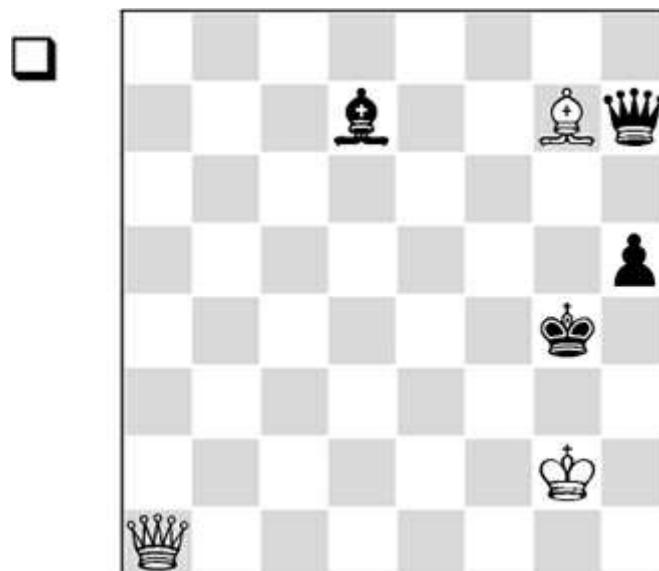
76... c6+ 77. a7 a4+ 78. b6 b4+ 79. a7 a5+ 80. b7 c5+ 81. c8 a6+



White resigned due to mate in 7.

Study by Alexey Troitzky

Chess Amateur 1916



vs. , opposite-coloured bishops

EXERCISE: Queen + bishop can also do terrible things. White to play and win.

1. d4+! g5

If 1... f5 2. d3+, winning the queen on h7.

2. f6+ g4 3. f3+ g5 4. g3+! g4



EXERCISE: How should White continue? It seems that Black has defended all the squares, but there is still a nice hole for the white queen.

5. ♔ h4+!!

Attraction of the king.

5... ♕ f5

5... ♕ xh4 6. ♔ f6# – how nice!

6. ♔ f6+ ♕ e4 7. ♔ d4+ ♕ f5 8. ♔ e5+ ♕ g6 9. ♔ f6#

A beautiful study by the most famous chess composer of the Soviet era.



Keep in Mind

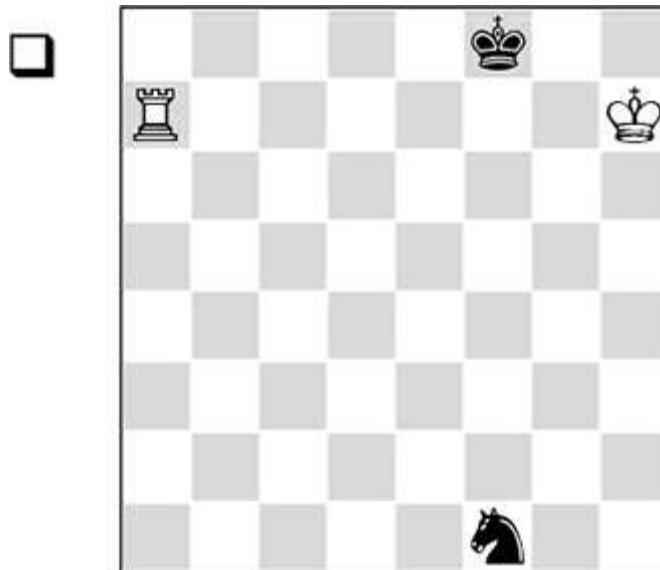
As we have seen, the key to dynamic chess is the activity of the pieces and pawns, and the initiative, which allows you to find hidden resources on the board.

4) Rook vs. bishop and/or knight

Rook against knight without pawns is a theoretical draw. The defending side always has to keep the ♜ + ♕ close to each other. In practice there are many positions where the knight and/or the king is poorly placed...

Study by V. Pevit

London 1862

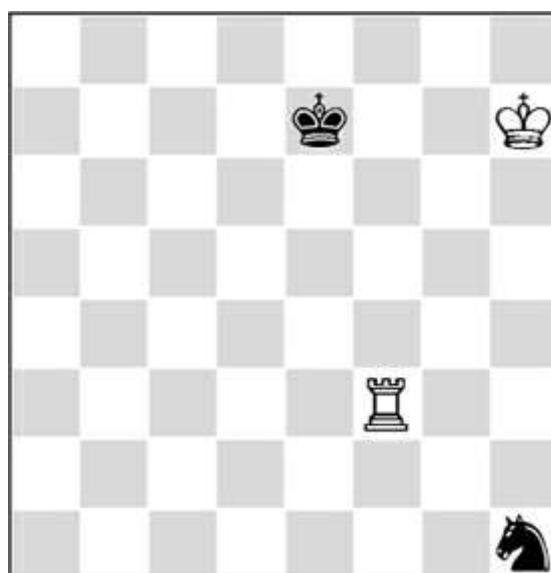


EXERCISE: White to play and win. The two black men are positioned on opposite sides of the board. This allows the white rook to use its properties to the maximum.

1. ♜ a2! ♛ e7

1... ♕ g3 amounts to the same. And if 1... ♕ e3 2. ♜ f2+ ♛ e7 3. ♜ e2+-- the winning pin.

2. ♜ f2 ♕ g3 3. ♜ f3! ♕ h1□

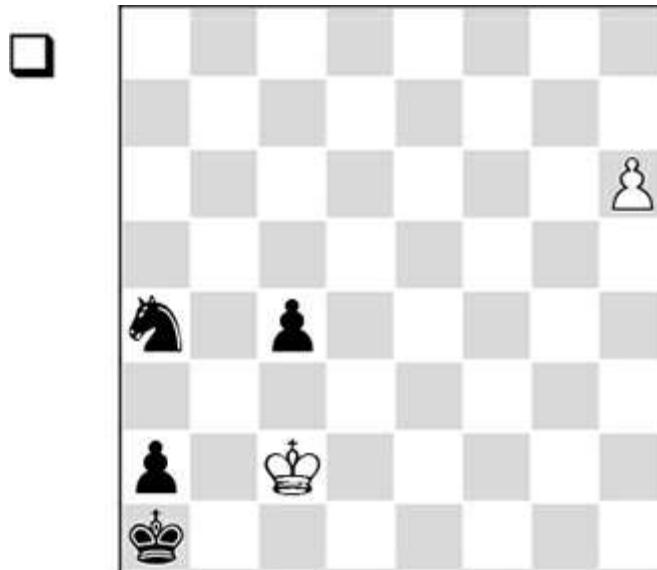


This square is the deadlock for all knights!

4. ♛ g6 ♛ e6 5. ♛ g5 ♛ e5 6. ♛ g4 ♛ e4 7. ♜ f1+--

And the black king has to continue on its own.

Promotion – a study



♞ ♔ vs. ♜ ♞ ♟ ♖

EXERCISE: White to play and win.

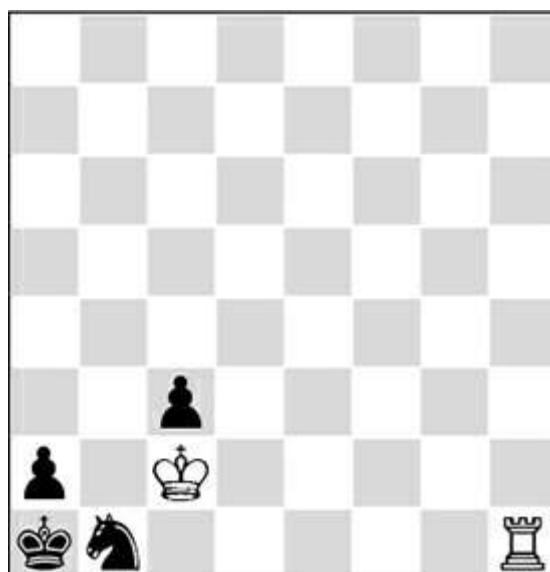
1.h7

White will queen on the next move, but there are still defensive resources:

1...♝ c3! 2.h8♛!

2.h8♛? is stalemate. 2.♝ xc3?? ♔ b1+.

2...♝ b1 3.♜ h1 c3



EXERCISE: White still needs to play precisely. How should he continue?

4.♜ h4!!

In fact, this is the only winning square.

4...♝ a3+

4...♝ d2 5.♔ xc3 ♜ b1+ is the same.

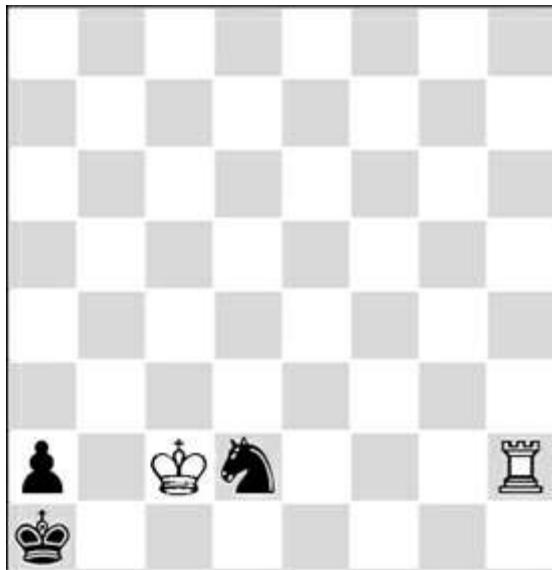
5.♔ xc3 ♜ b1+

If 5...♝ b5+ 6.♔ b3! and the white rook on h4 cuts off the knight.

6.♚ c2 ♜ d2

6...♝ a3+ 7.♔ b3 ♜ b1 8.♜ h2 zugzwang.

7.♜ h1+ ♜ b1 8.♜ h2! ♜ d2!?



EXERCISE: How should White continue?

9. ♕f2!

Zugzwang: White forces the knight back to b1. But not 9. ♕xd2? ♔b1=.

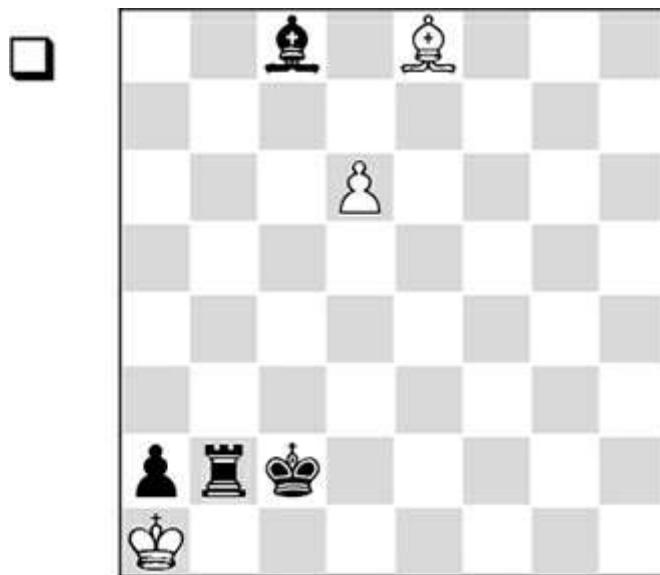
9... ♜b1 10. ♕b3

And mate in two moves.

In a rook versus bishop ending, the defending king should try to move to a corner square of a different colour than its bishop.

Study by Werner Keym

1971



EXERCISE: White to play and draw. It seems incredible that White can save this position. But still...

1. ♜a4+!

It's important first to defend the key square b3. The immediate 1.d7? fails to 1... ♜b3!, threatening mate on b1.

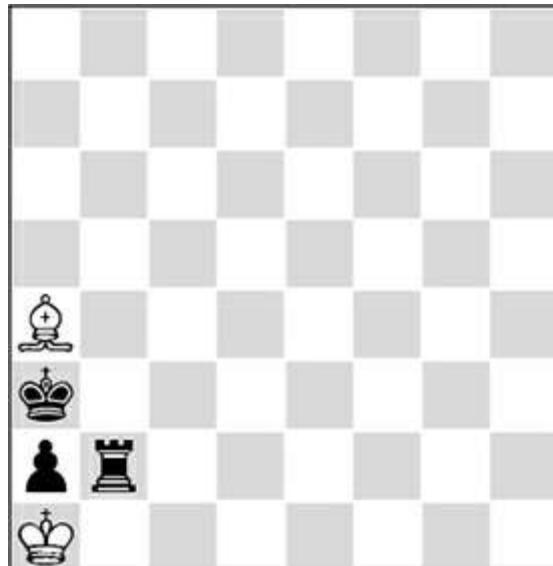
1... ♜c3

1... ♜c1? does not work: 2.d7 ♜xd7 3. ♜xd7 and bishop will find a way to capture the pawn on a2, with a theoretical draw.

2.d7 ♜xd7 3. ♜xd7 ♔b3

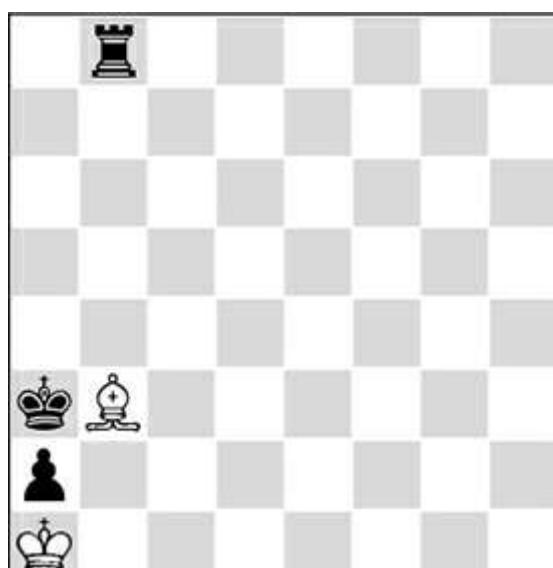
Another attempt is 3... ♕e2 4. ♘g4! ♕d2 5. ♘e6= and White wins the pawn again.

4. ♘a4+! ♔a3



EXERCISE: It seems that White can simply resign, but now is the time for his bishop to work wonders. How should White continue?

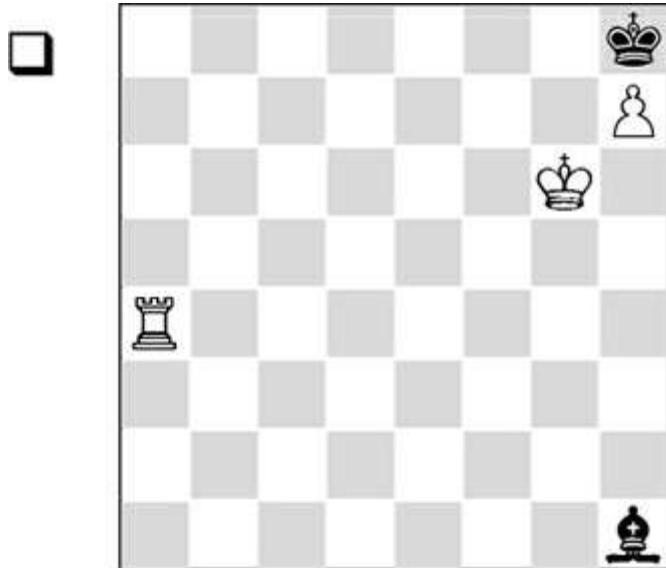
5. ♘c2! ♕b8 6. ♘b3!=



The bishop is untouchable because of stalemate. So White wins the pawn on a2, obtaining a theoretically drawn position. This beautiful bishop manoeuvre ($\text{N}a4+$, $\text{N}c2-\text{N}b3$) may be useful to know in practice.

Study by Josef Vancura

1924



In this counter-example, White can prevent the bishop from performing the miracle:

EXERCISE: Is it a draw, or can White win?

1. ♔g5!!

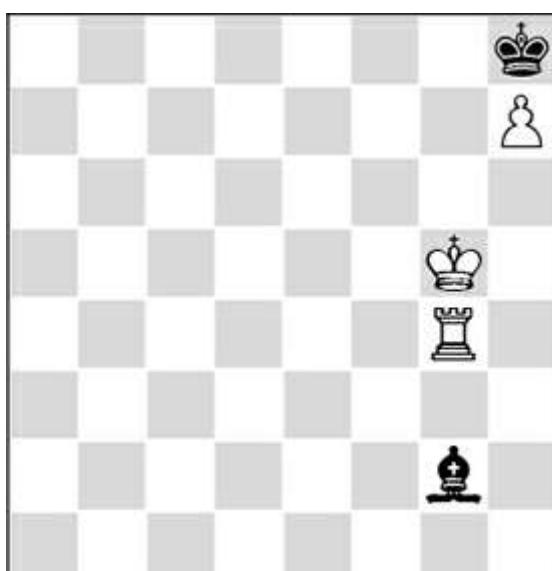
To gain time by attacking the bishop, in order to move his rook to a better file.

- A) 1. ♕d4? ♗e4+! 2. ♔h6 ♗xh7 3. ♕d8+ ♗g8=;
- B) 1. ♔h6? ♗e4! 2. ♕a7 ♗b7!! 3. ♕g6 ♗e4+ 4. ♔f7 ♗g6+! 5. ♔f6 ♗xh7 draw!;
- C) 1. ♔f6? ♗c6! 2. ♕c4 ♗b5 3. ♕b4 ♗d3 4. ♔f7 ♗g6+! (4... ♗xh7? 5. ♕b8+) 5. ♔f6 ♗xh7=.

1... ♗g2

- A) 1... ♔xh7? 2. ♕h4+;
- B) 1... ♗f3 2. ♕f4+-;
- C) 1... ♗b7 2. ♕f4!+-;
- D) 1... ♗d5 2. ♕d4 ♗c6 3. ♕h6 ♗e8 4. ♕d6 ♗d7 5. ♕f6! and mate.

2. ♕g4!

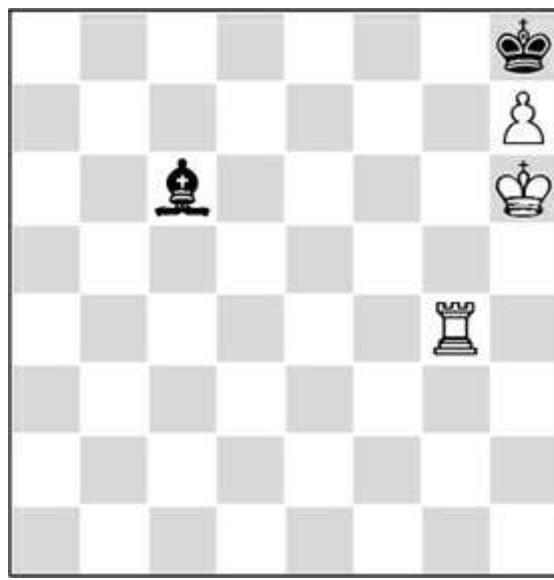


The key resource. Now the bishop has no good square:

2... ♗c6

2... ♗h3 3. ♕e4 ♗d7 4. ♔h6+-.

3. ♔h6!



Threatening 4. \mathbb{R} g8.

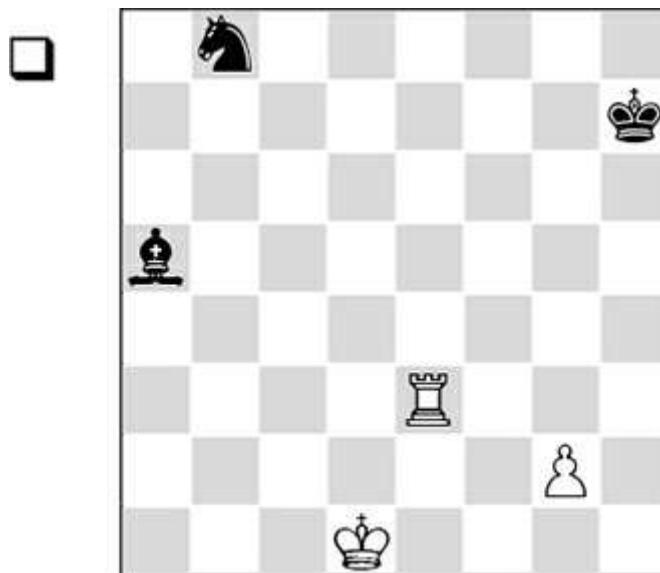
3... \mathbb{B} d5 4. \mathbb{R} d4

And mate is inevitable.

A rook + pawn outweigh a bishop + knight only at the end of the game – not in the middlegame.

Study by Leonid Kubbel

1923



White wins. The poor coordination of the three black pieces allows the white rook to show who is the boss in this situation.

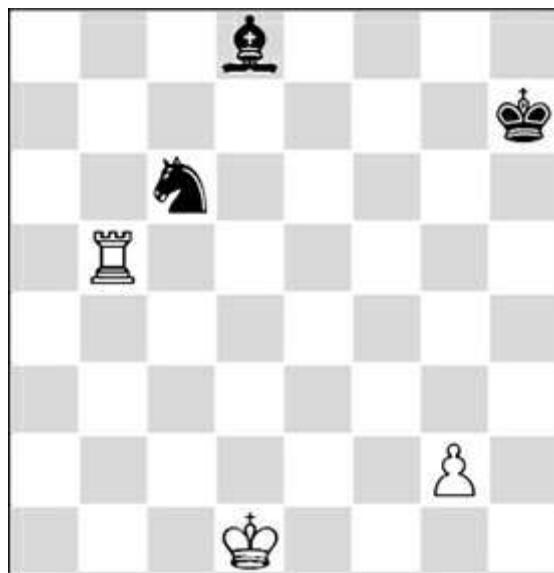
1. \mathbb{R} b3! \mathbb{B} c6

1... \mathbb{B} d7 2. \mathbb{R} b7+–; 1... \mathbb{B} a6 2. \mathbb{R} a3+–.

2. \mathbb{R} b5

The threat is 3. \mathbb{R} c5.

2... \mathbb{B} d8



How to continue?

3. ♜ d5!

The most precise move; now the punishment is inevitable.

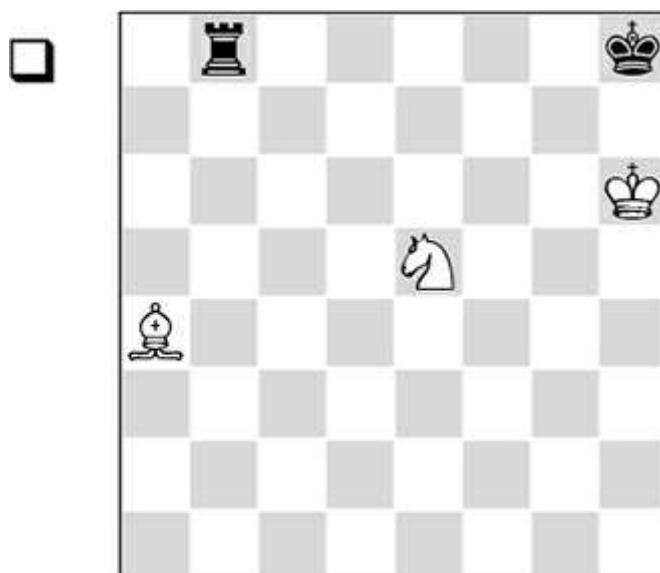
3... ♛ e7 4. ♜ d7

And White wins one of the black pieces after 5. ♜ c7.

There are curious endings where two pieces dominate a rook. In these cases, the position of the king and the coordination of $\text{R} + \text{N}$ are always of influence.

Study by O. Danielsson

1929



EXERCISE: White to play and win.

1. ♛ c6!!

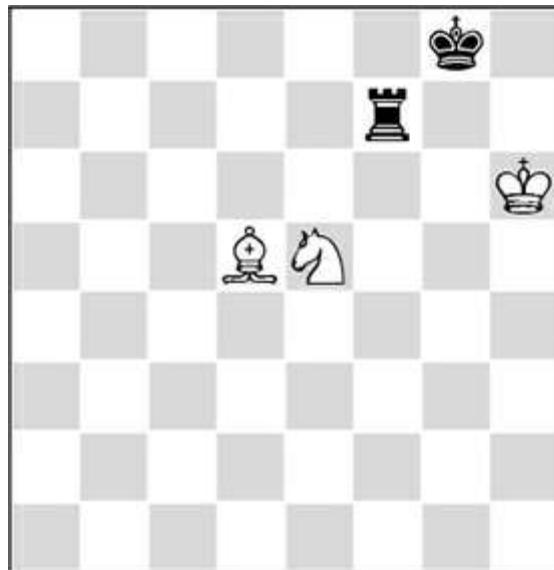
With the idea 2. ♜ g6+ and 3. ♜ d5 mate. The rest is easy:

1... ♜ f8

A) 1... ♜ g8 2. ♜ d5+ ♛ f8 3. ♜ d7+, winning the rook on b8;

B) 1... ♜ b6 2. ♜ g6+ ♛ g8 3. ♜ d5+ ♜ e6 4. ♜ xe6#.

2. ♜ g6+ ♛ g8 3. ♜ d5+ ♜ f7 4. ♜ e5



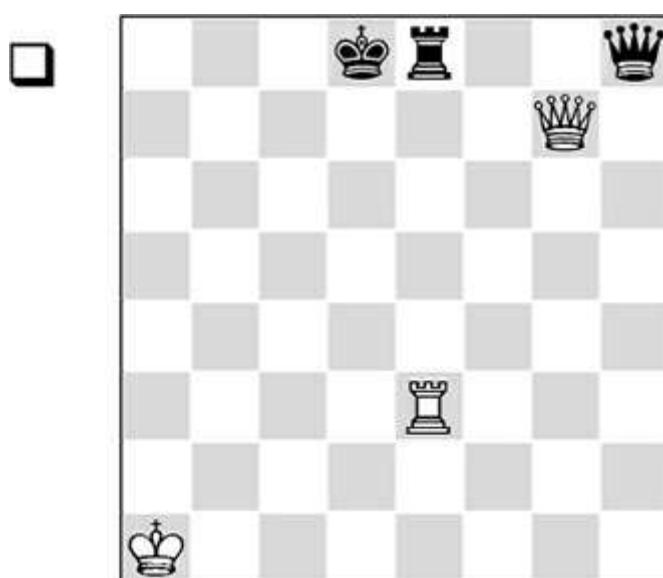
The black rook is lost due to the pin, and then White will give mate with ♜ + ♕.

5) Queen versus rook and/or other pieces

In open positions, major pieces (for example, ♔ + ♜) are like sharks.

Study by A. Muterd

La Stratégie 1922



EXERCISE Mate in 8 moves. Here White uses the squares on the board as a ladder, moving up and down.

1. ♜ d3+ ♔ c8 2. ♜ c3+! ♔ b8 3. ♜ c7+ ♔ a8

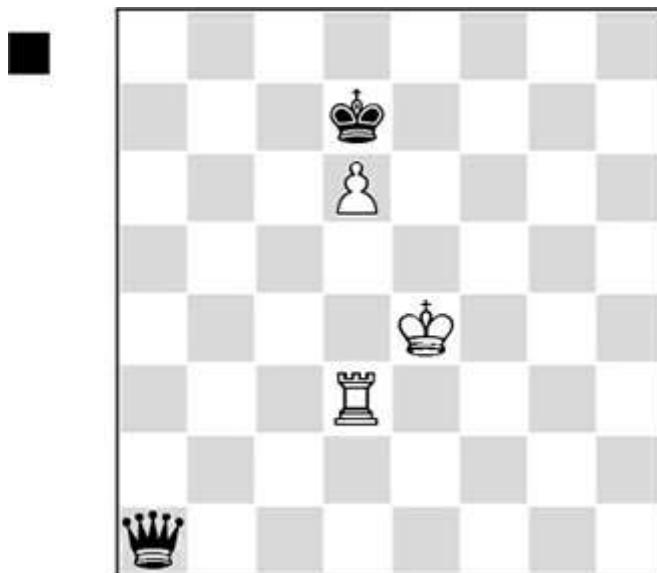


EXERCISE: How should White continue?

4. ♔ a5+ ♕ b8 5. ♔ b4+ ♕ a8 6. ♔ a3+ ♕ b8 7. ♔ b2+ ♕ a8 8. ♕ a3#

Queen+king usually beat rook+king, but there are stalemate positions and certain rook checks to be avoided; while in certain positions, rook and pawn have good chances to hold against the queen.

Analysis by Nikolay Grigoriev



Black to play and win. The well-known composer, the Soviet master Nikolay Grigoriev (1895-1938), in his book Art of Chess (1934), provides a comprehensive analysis of a game where the two players agreed a draw here. In fact, Black wins without problems: the important thing is to learn the mechanics of playing with the queen against pieces.

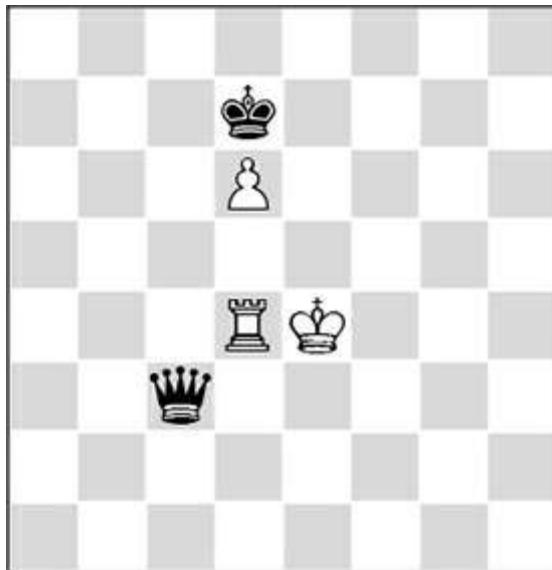
1... ♔ g1! 2. ♔ f3!?

Other squares are worse: 2. ♔ e5? ♔ e1+!; 2. ♔ f5? ♔ e1 3. ♕ d4 ♔ e3=+.

2... ♔ e1! 3. ♕ d4

The second phase is when the black king enters the game (... ♔ e6!) and helps its queen. For example, 3. ♔ f4 ♔ e2 4. ♕ d4 ♔ f2+ 5. ♔ e4 ♔ e6! and White is in zugzwang: 6. d7 ♔ e2+ 7. ♔ f4 ♔ e5+, winning.

3... ♔ c3+ 4. ♔ e4



EXERCISE: How should Black continue?

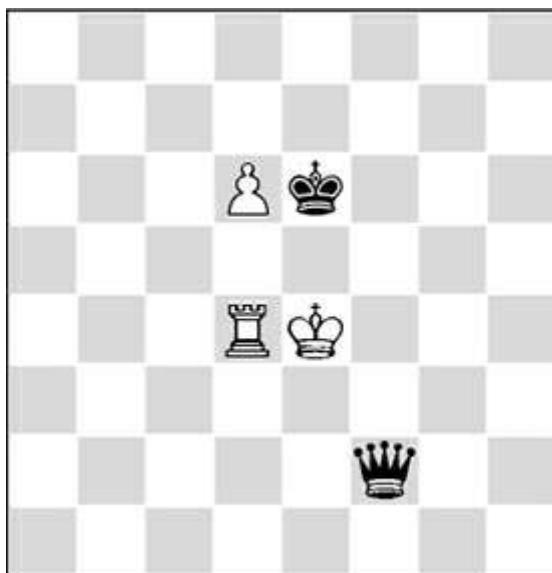
4... ♜g3!

Preparing the second phase:

5. ♖d3 ♜f2! 6. ♖d4

On 6. ♖d5 ♜e6! 7. ♖d3 ♜e2+! wins the pawn.

6... ♜e6!



White is more or less in zugzwang.

7. ♖d3

On 7.d7, 7... ♜e2+ 8. ♖f4 ♜e5+ wins.

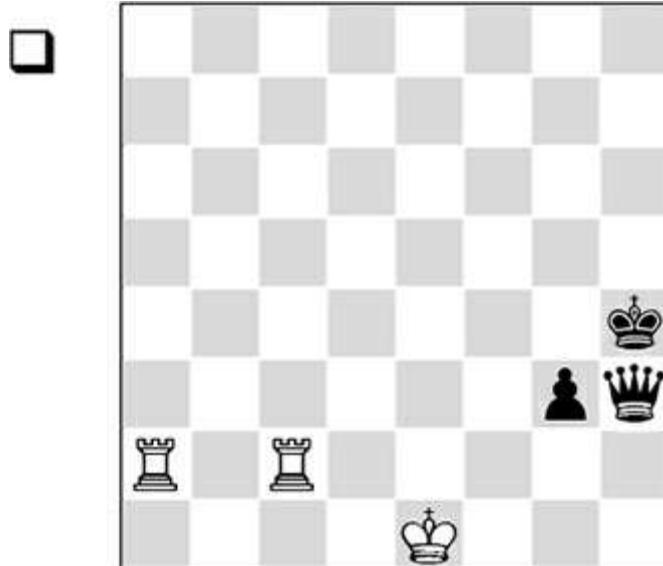
7... ♜e5!

And Black wins the pawn and then the ending: ♜ ♕ vs. ♖ ♔.

Two rooks almost always outweigh a queen if they are well coordinated and actively placed.

Study by Vasily and Mihail Platov

1927



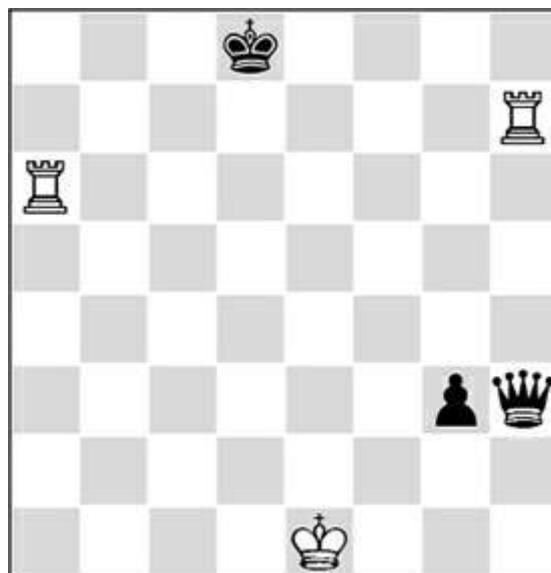
The brothers Vasily (1881-1952) and Mihail (1883-1942) Platov were pioneers of modern chess composition. The focus of attention in their studies were the properties of the pieces.

EXERCISE: White to play and win. With which rook should he start?

1. ♜ a4+!

1. ♜ c4+? ♛ g5 2. ♜ a5+ ♛ f6 3. ♜ c6+ ♛ e7 4. ♜ a7+ ♛ d8= and White does not have the key move 5. ♜ h7, as in the other line.

1... ♛ g5 2. ♜ c5+ ♛ f6 3. ♜ a6+ ♛ e7 4. ♜ c7+ ♛ d8 5. ♜ h7!!



5... ♛ xh7

5... ♛ g2 6. ♜ a8+!+-.

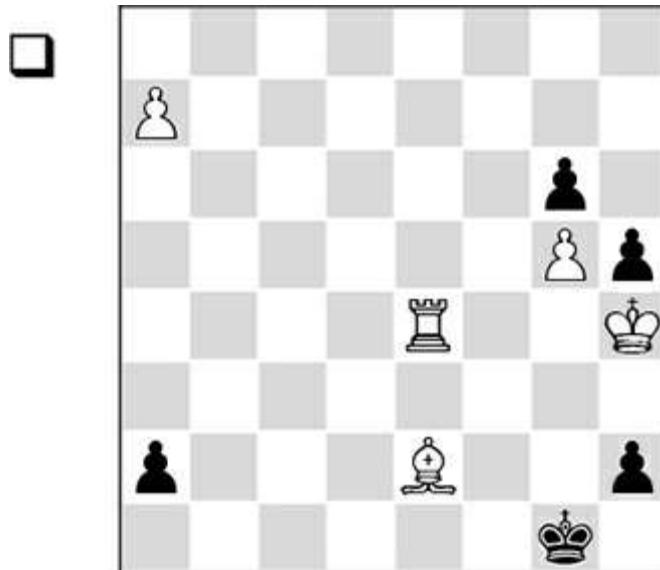
6. ♜ a8+

Winning the black queen.

When the queen has to fight against other material, everything depends on factors such as initiative and available targets.

Study by Nikolay Kralin and Andrey Kuznetsov

1966



White to play and win. The position is very sharp. Both sides are ready to promote to new queens.

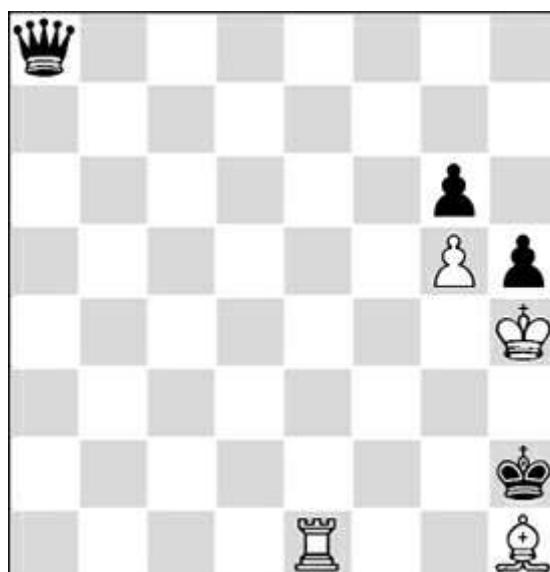
1. ♕f3

1.a8♕?? h1♕+ 2. ♔g3 ♕h2+ 3. ♔f3 ♕f2#.

1...a1♕ 2.a8♕ h1♕ +!

A good try. After 2... ♕xa8 3. ♕e1+ ♔f2 4. ♕xa8 ♕xe1 5. ♕g3 the ending is lost for Black.

3. ♕xh1 ♕xa8 4. ♕e1+ ♔h2!

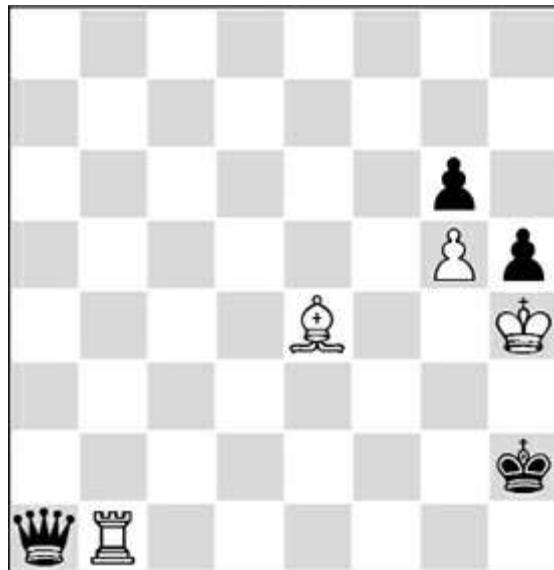


EXERCISE: The key position. If White now takes the queen, it's stalemate! But...

5. ♕e4! ♕a1!

Black is still fighting!

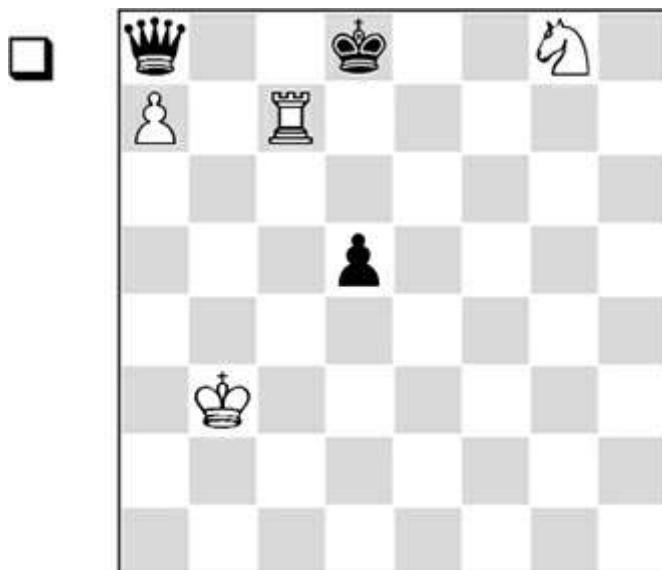
6. ♕b1!



A cold shower. Black is in zugzwang: he either loses his queen or receives checkmate.

Study by Gia Nadareishvili

1987



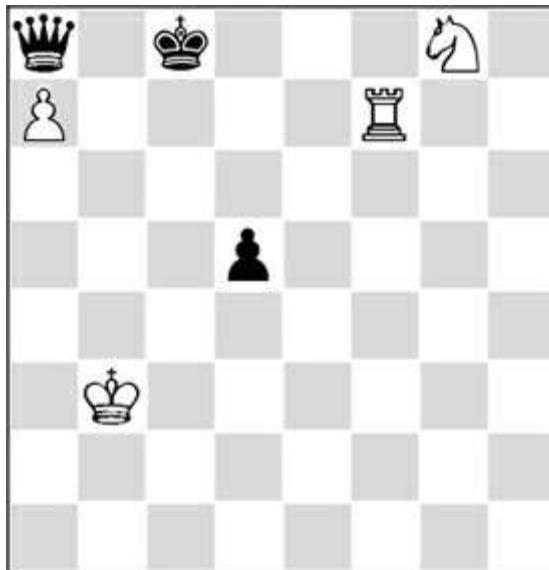
White to play and win. White applies various motifs here. The pawn on a7 has terrific value, while the black queen is passive.

1. ♕f7!

Threatening to give check from f8.

1... ♛c8!

1... ♛e8 2. ♕h7+— ♔c6 3.a8♛+! ♔xa8 4. ♕f6+, winning the lady with 5. ♕h8+.



EXERCISE: How should White continue?

2. ♕ b4!!

New resources for the attack!

2... ♜ b7+!

A curious variation is 2...d4 3. ♔ c5! d3 4. ♔ b6 d2 5. ♕ f8+ ♔ d7 6. ♕ xa8 d1 ♔ 7. ♕ d8+! ♕ xd8 8.a8 ♕ + ♔ d7 9. ♕ c6+ ♔ d8 10. ♕ c7+ ♔ e8 11. ♕ e7#.

3. ♔ c5!!

The king marches on. 3. ♕ xb7 ♔ xb7=.

3... ♜ xf7

3... ♕ a6 4. ♔ e7+!+-. Now it seems as if Black can draw, but...

4.a8 ♕ + ♔ d7 5. ♜ b7+



Finally, the black king is caught in a mating net. Again, domination by ♕ + ♔.

5... ♜ e6

5... ♕ e8 6. ♜ c8#.

6. ♜ xd5#

In other training sections we will find more endings with queen versus various pieces.

6) Building a fortress

An important defensive method in the endgame is to build a besieged but unassailable

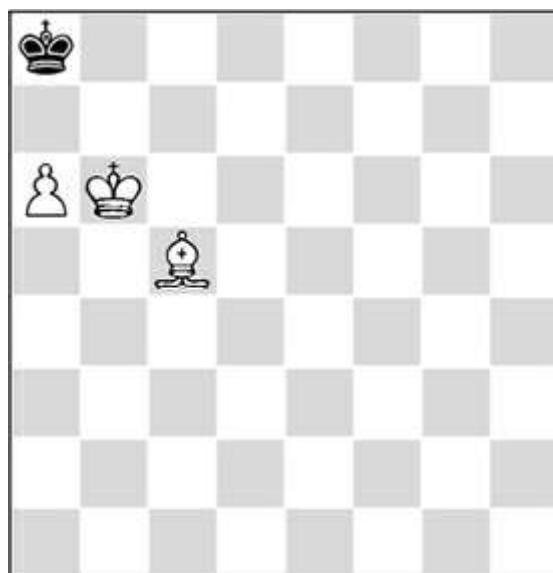
position, where the weaker side can limit himself to passive defence.

Some types of fortress, especially with limited material, are well known in chess theory. The following (12) diagrams show the most important fortresses that are available to the defender:

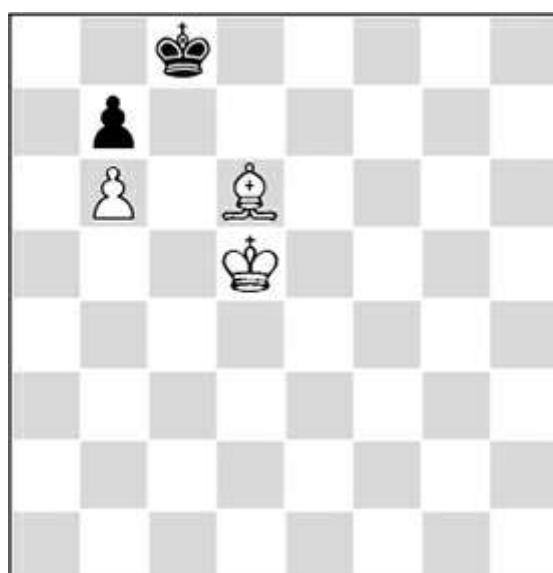
Bishop and pawn(s) versus king

A bishop of the wrong colour allows the defender to create a special kind of fortress, highlighting the problem of the solitary bishop: it can control only half of the squares on the board.

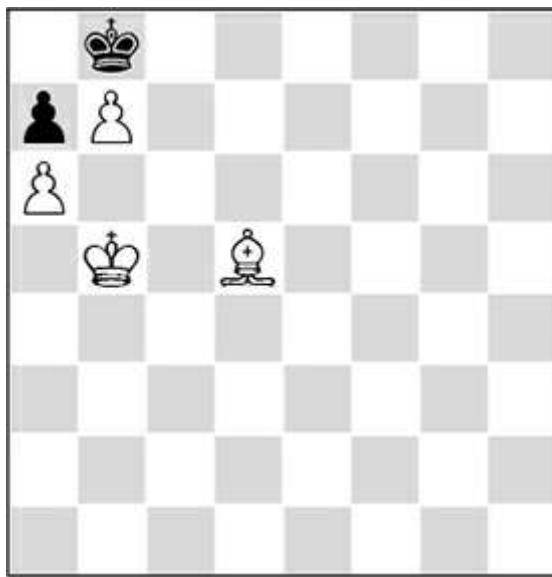
Fortress no. 1



Fortress no. 2

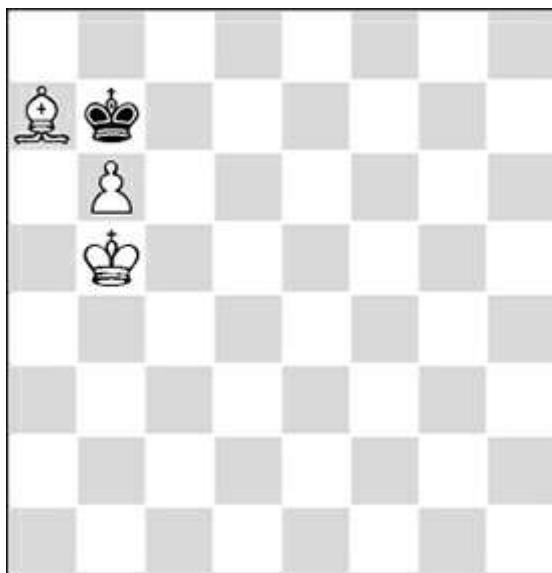


Fortress no. 3



In diagrams 1-3, the draw is inevitable because any offensive manoeuvre by White will cause stalemate.

Fortress no. 4



This is a special case. Black draws here due to the very unfortunate placing of White's bishop:

1. ♜ b8

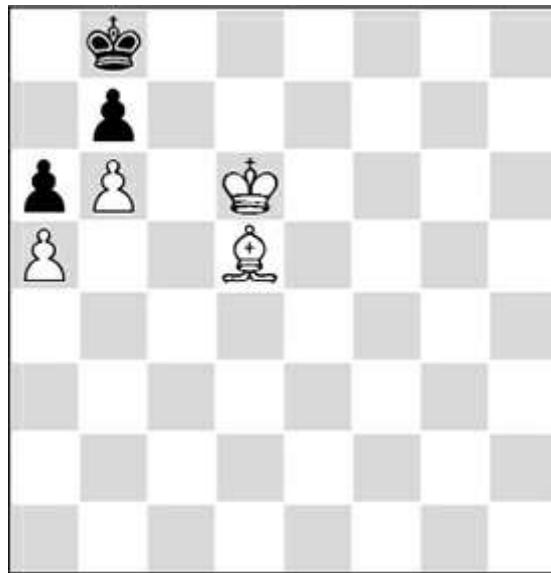
What else? 1. ♔ c5 ♕ a8! and advancing to a6 or c6 with the white king leads to stalemate.

1... ♕ xb8

With a drawn king and pawn ending:

2. ♔ c6 ♕ c8 3. b7+ ♕ b8 4. ♔ b6=

Fortress no. 5



Without the pawns on a5 and a6, this is also a draw. The black king simply moves between b8 and a8:

1. ♔ d7 ♔ a8 2. ♕ c6 ♔ b8!



TRICK: 2...bxc6?? 3. ♔ c7!+-.

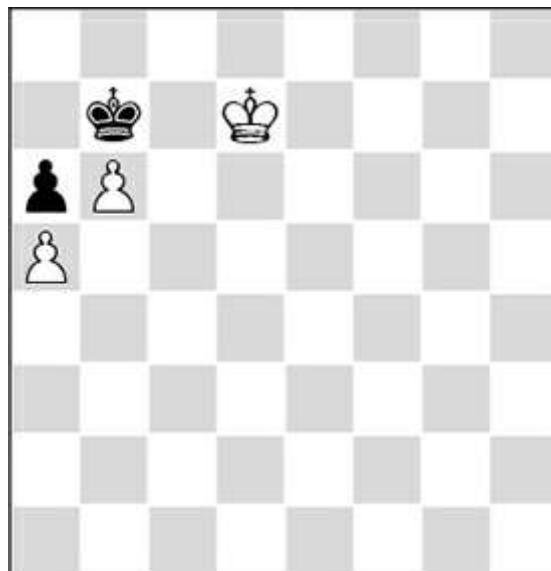
3. ♕ xb7

The only attempt.

3... ♔ xb7=

Leading to:

Fortress no. 6



This is a draw: a fortress in the pawn ending.

4. ♔ d6 ♔ b8

Or even 4... ♔ c8 5. ♔ c6 ♔ b8 6.b7 ♔ a7 7. ♔ c7 stalemate.

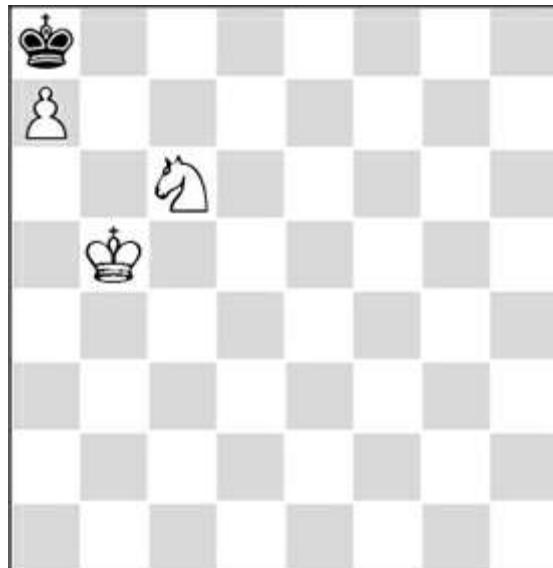
5. ♔ c6 ♔ c8 6.b7+ ♔ b8 7. ♔ b6

And stalemate.

Knight and pawn versus king

Remember the bad relationship between the knight and the rook pawn:

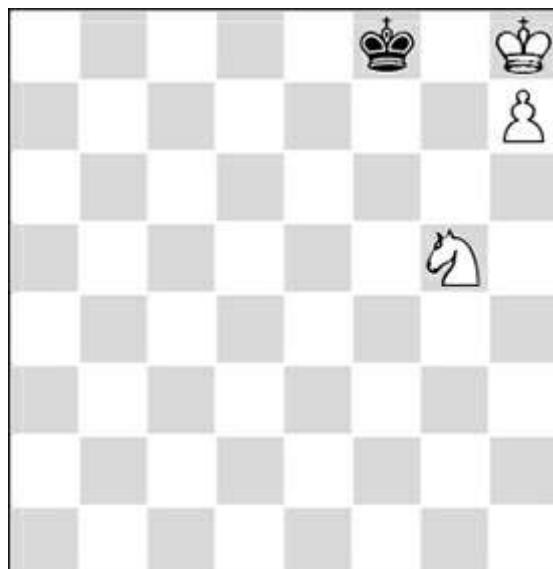
Fortress no. 7



The white king cannot defend his a7-pawn, it would be stalemate.

After each move the knight changes the colour of its square, and this is why in situations where the kings are in opposition, it is difficult to win with the knight.

Fortress no. 8



1. ♜ e6+ ♛ f7

And White's pieces are in zugzwang. The knight can cross the entire board, but it cannot win a tempo, and so the opposition can never be changed in White's favour.

Several minor pieces and pawns

Fortress no. 9

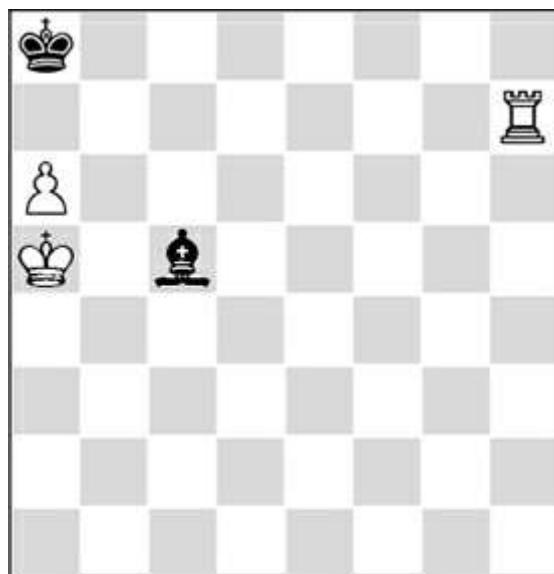


A curious fortress: tactically, White cannot make any progress, and he cannot win the black g-pawn.

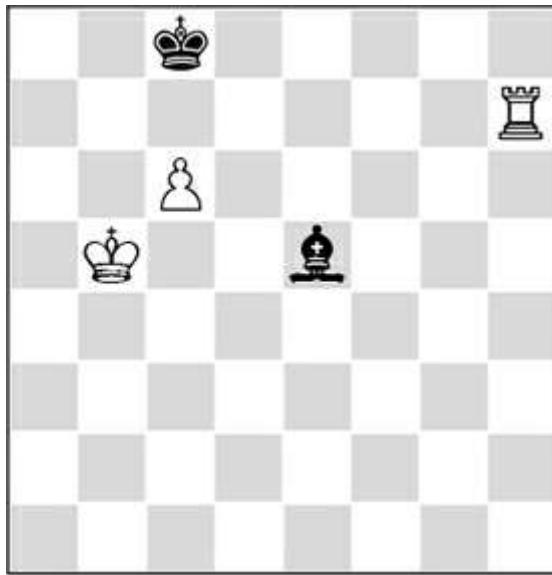
Rook and pawn versus bishop

There is a fortress when a rook pawn, or a bishop pawn, is too far advanced (e.g. to a6 or c6), preventing the white king from taking part in the attack:

Fortress no. 10

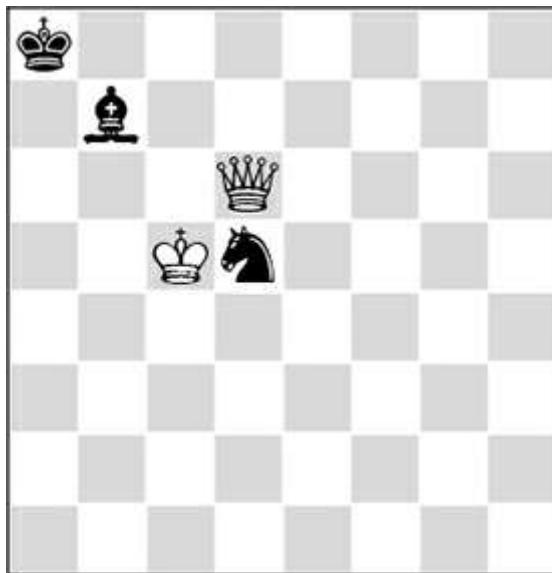


Fortress no. 11



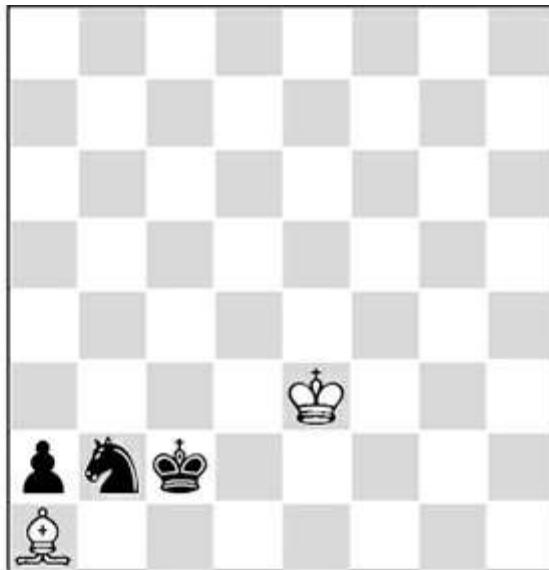
Queen versus bishop and knight

Fortress no. 12



These are 12 theoretical positions where the defender has a guaranteed draw. Now let's see how this works in practical games, or in products from the creative minds of chess composers:

**Vugar Gashimov
Ruslan Ponomariov**
Khanty-Mansiysk 2011 (5)



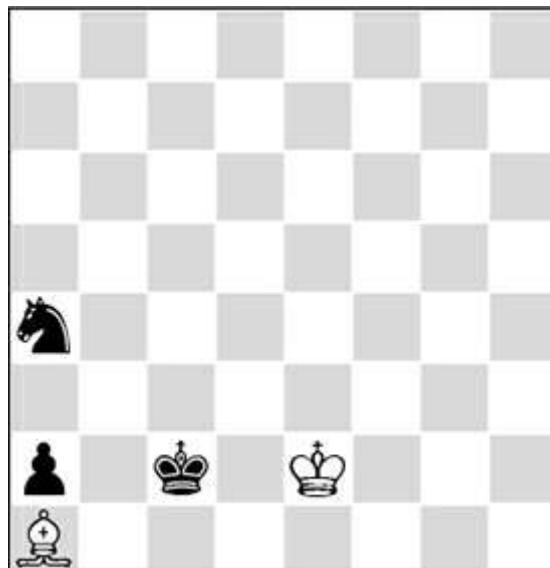
The Horwitz manoeuvre

EXERCISE: Black to play and win. Ukrainian super GM Ruslan Ponomariov demonstrates a classic winning technique here.

98...♞a4!

98...♚b1? immediately fails to 99.♞d2! with zugzwang: 99...♚xa1 100.♚c1! (100.♚c2? ♜d3+) 100...♞d3+ 101.♚c2 with a draw: the properties of the knight dictate that it cannot lose or win a tempo.

99.♚e2



EXERCISE: How should Black continue?

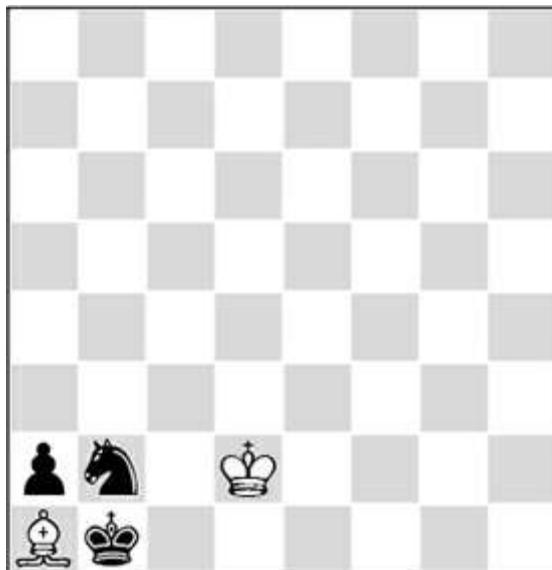
99...♚c1!

Black wins with a triangle: the properties of the king make this possible.

100.♞d3

The key manoeuvre found by the old master Bernard Horwitz: 100.♚e1 ♜c5! 101.♚e2 ♚b1 102.♚d2 (102.♚d1 ♜a4+, Gashimov) 102...♜b3+-.

100...♚b1 101.♚d2 ♜b2!



Compared to the initial position, it is White who is in zugzwang now. But not 101... $\mathbb{Q}x a 1$?
102. $\mathbb{Q}c 2 =$.

102. $\mathbb{Q}c 3$ $\mathbb{Q}x a 1$ 103. $\mathbb{Q}c 2$ $\mathbb{Q}d 3!$

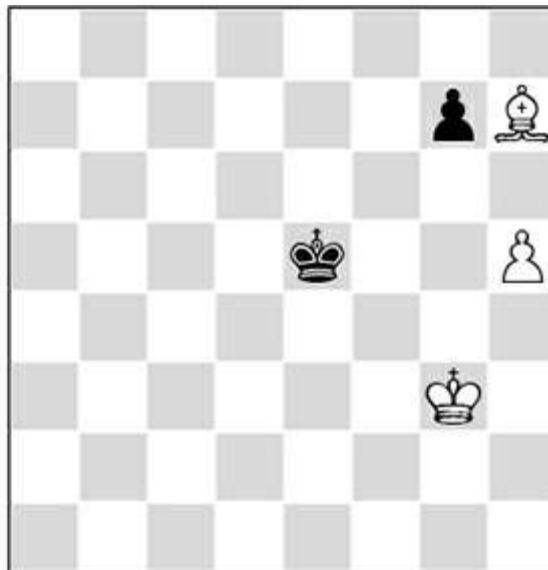
0-1



Ruslan Ponomariov

Study by Johann Jacob Lowenthal

New Chess Player 1852



♝ ♕ ♗ vs ♔ ♚

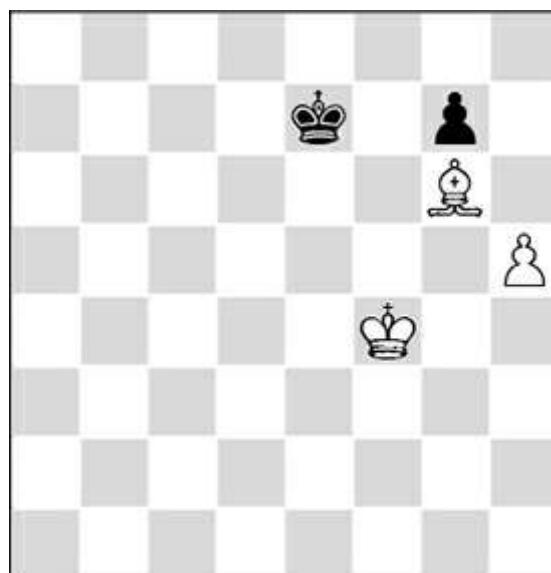
EXERCISE: The corner trick. This is an old study, with several winning moves. However, its practical value is important because it shows some tricks you should know in the bishop and opposite-coloured rook pawn ending.

1. ♘g6!?

Common sense dictates that White should block the g7-pawn, to avoid unpleasant surprises such as those which will soon appear.

A complementary method is 1. ♕f3 g6 (1... ♕f6 2. ♕g4 g6 3. h6 g5 4. ♕h5!+–) 2. h6 ♕f5 3. ♘g8 ♕f6 4. ♕g4 g5 5. ♘h7, and Black loses the pawn without reaching the safe square h8.

1... ♕f6 2. ♕f4 ♕e7

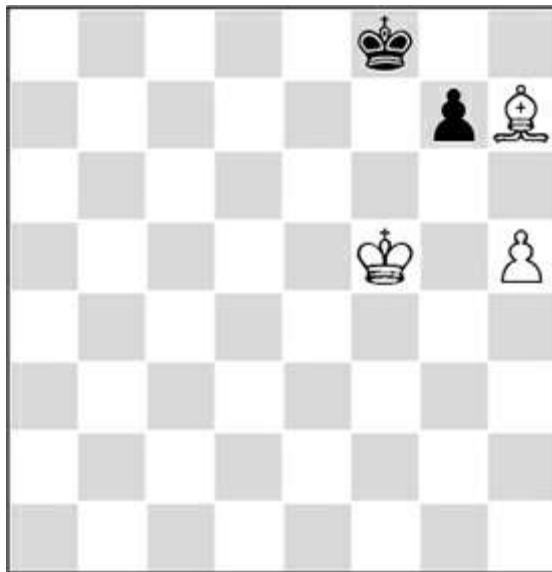


EXERCISE: What is the best square for the white king?

3. ♕f5!

TRICK: Worse is 3. ♘g5?! ♕f8 4. ♘h7 ♕f7 5. ♕f5?? (5. ♕g4) 5...g6+! 6. hxg6+ ♕g7 with a theoretical draw: see Fortress no. 4 with the enclosed bishop.

3... ♕f8 4. ♘h7!



Watch out! If the black king reaches g8, it's over.

4... \mathbb{Q} f7

- A) 4...g5 5.h6!+–;
- B) 4...g6+ 5. \mathbb{Q} xg6+–.

5. \mathbb{Q} g5

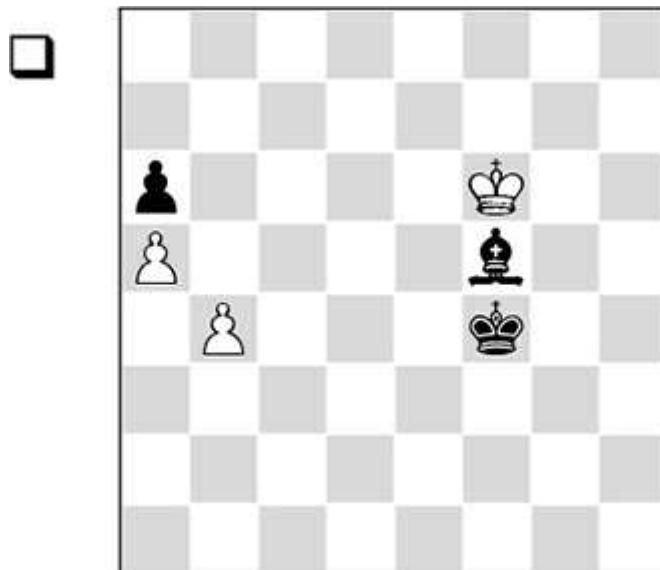
Just in time, preventing its black colleague finding refuge in the corner.

5...g6 6.h6!+–

Niclas Huschenbeth

Sahaj Grover

Chennai Wch jr 2011 (11)



\mathbb{Q} \mathbb{Q} \mathbb{Q} vs. \mathbb{Q} \mathbb{Q} \mathbb{Q}

EXERCISE: White to play and draw: should he start with 95. \mathbb{Q} e7, 95. \mathbb{Q} f7 or 95. \mathbb{Q} g7?

To save the game, the king has to run to a1. In positions of this type there are safe squares and files – the king cannot leave the ‘green zone’.

A) 95. \mathbb{Q} e7?

A misguided attempt.

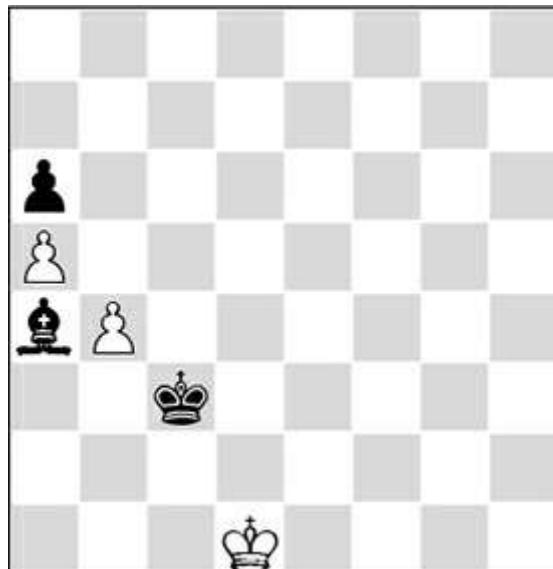
B) Also wrong is 95. \mathbb{Q} f7?, because it loses a decisive tempo in the king journey: 95... \mathbb{Q} e5 96. \mathbb{Q} g7 \mathbb{Q} d5 97. \mathbb{Q} f6 \mathbb{Q} h7 98. \mathbb{Q} g5 \mathbb{Q} c4 99. \mathbb{Q} f4 \mathbb{Q} xb4 100. \mathbb{Q} e3 \mathbb{Q} xa5 101. \mathbb{Q} d2

$\mathbb{Q} b4$ 102. $\mathbb{Q} c1$ $\mathbb{Q} c3$, winning for Black;

C) Indeed, the king has to run along the edge of the board: 95. $\mathbb{Q} g7\Box$ $\mathbb{Q} e5$ (95... $\mathbb{Q} g5!?$ 96. $\mathbb{Q} f7!$ $\mathbb{Q} g4$ 97. $\mathbb{Q} e7$ $\mathbb{Q} f5$ 98. $\mathbb{Q} d6$ $\mathbb{Q} e4$ 99. $b5!$ $a \times b5$ 100. $\mathbb{Q} c5=$)

 TRICK: After 96. $\mathbb{Q} h8?$ the king is imprisoned: 96... $\mathbb{Q} f6$ 97. $\mathbb{Q} g8$ $\mathbb{Q} g6$ 98. $\mathbb{Q} f8$ $\mathbb{Q} f7$ 99. $b5$ $a \times b5$ 100. $a6$ $\mathbb{Q} d5-+$.

96. $\mathbb{Q} h6!$ $\mathbb{Q} f6$ (96... $\mathbb{Q} d4$ 97. $\mathbb{Q} g5$ $\mathbb{Q} c4$ 98. $\mathbb{Q} x f5$ $\mathbb{Q} x b4$ 99. $\mathbb{Q} e4$ $\mathbb{Q} x a5$ 100. $\mathbb{Q} d3$ $\mathbb{Q} b4$ 101. $\mathbb{Q} c2=$) 97. $\mathbb{Q} h5$ (the white king has reached the drawing zone) 97... $\mathbb{Q} d7$ 98. $\mathbb{Q} h4!$ $\mathbb{Q} f5$ 99. $\mathbb{Q} g3$ $\mathbb{Q} e4$ 100. $\mathbb{Q} f2$ $\mathbb{Q} d4$ 101. $\mathbb{Q} e2$ $\mathbb{Q} c3!?$ (101... $\mathbb{Q} c4$ 102. $\mathbb{Q} d2$ $\mathbb{Q} x b4$ 103. $\mathbb{Q} c2=$) 102. $\mathbb{Q} d1$ $\mathbb{Q} a4+$.



analysis diagram

EXERCISE: How should White continue?

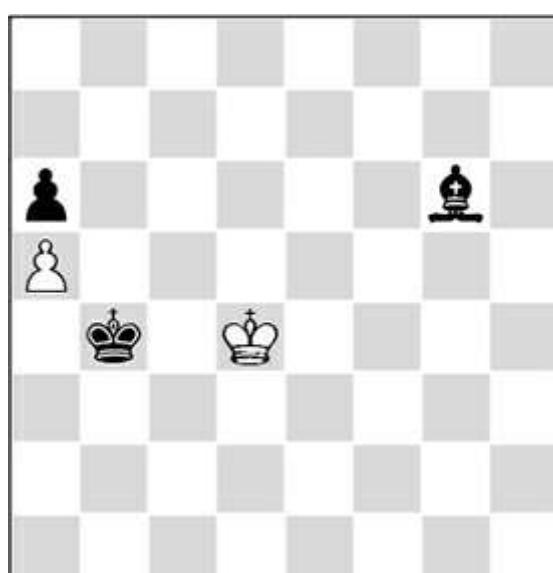
103. $\mathbb{Q} c1??$ (beware of traps! With 103. $\mathbb{Q} e1$ or 103. $\mathbb{Q} e2$ the king stays in the green area without problems) 103... $\mathbb{Q} c2$ 104. $b5$ $a \times b5$ 105. $a6$ $b4$ 106. $a7$ $b3$ 107. $a8\mathbb{Q}$ $b2\#$.

95... $\mathbb{Q} e5$ 96. $\mathbb{Q} f7$ $\mathbb{Q} h7$ 97. $\mathbb{Q} e7$

97. $\mathbb{Q} g7$ $\mathbb{Q} d4-+$.

97... $\mathbb{Q} d5$ 98. $\mathbb{Q} f6$ $\mathbb{Q} c4$ 99. $\mathbb{Q} e5$ $\mathbb{Q} x b4$ 100. $\mathbb{Q} d4$ $\mathbb{Q} g6!$

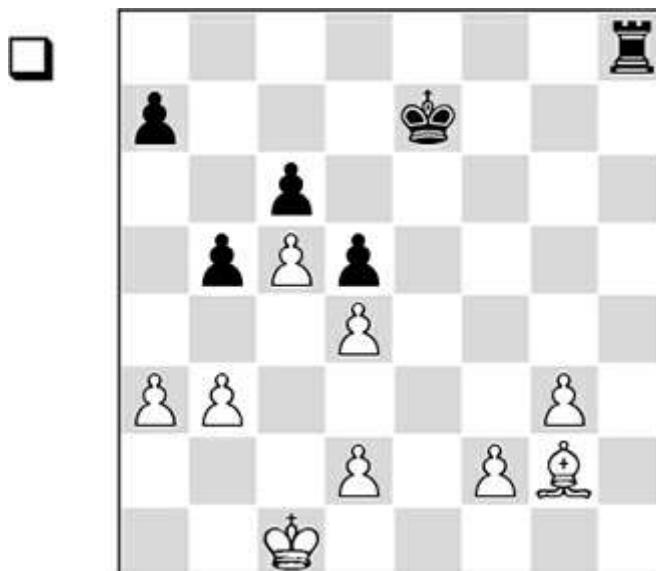
0-1



The zugzwang is lethal: 101. $\mathbb{Q}e3$ $\mathbb{Q}xa5$ 102. $\mathbb{Q}d2$ $\mathbb{Q}b4$ 103. $\mathbb{Q}c1$ $\mathbb{Q}c3-$.

Study by Vitaly Chekhover

1947



Fortress: \mathbb{R} vs. \mathbb{K} with pawns

White to play and draw. In this composition, master Chekhover (1908-1965) has composed a paradoxical solution, as usual in his studies:

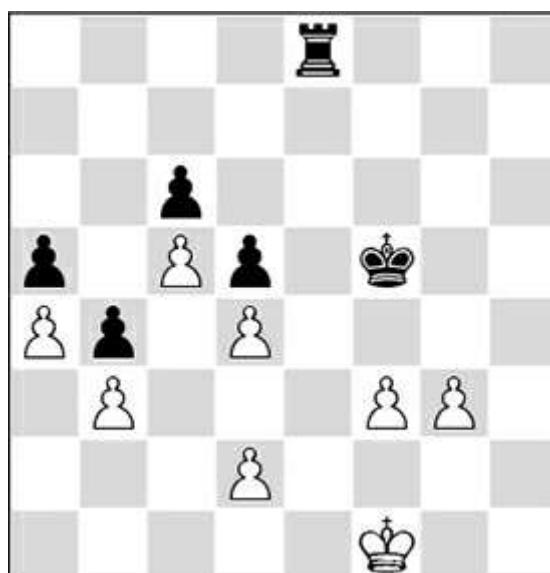
1. $\mathbb{Q}d1!!$

If White tries to maintain the position with other moves, he will probably lose: 1. $\mathbb{Q}c2$ $\mathbb{R}h2\#$; 1.g4 $\mathbb{R}h2\#$; 1. $\mathbb{Q}f3$ $\mathbb{R}f8\#$.

1... $\mathbb{R}h2$ 2. $\mathbb{Q}e1!$ $\mathbb{R}xg2$ 3. $\mathbb{Q}f1$ $\mathbb{R}h2$ 4. $\mathbb{Q}g1$ $\mathbb{R}h3$ 5. $\mathbb{Q}g2$ $\mathbb{R}h8$ 6.f3!

Now the rook remains expelled from White's camp.

6... $\mathbb{Q}f6$ 7. $\mathbb{Q}g1$ $\mathbb{Q}f5$ 8. $\mathbb{Q}g2$ $\mathbb{R}e8$ 9. $\mathbb{Q}f2$ b4 10.a4 a5 11. $\mathbb{Q}f1$



With a draw, thanks to the fortress. The powerful black rook can do nothing to disrupt or threaten White's position. The white king monitors all the access squares. If, for example, Black tries to sacrifice his rook (11... $\mathbb{R}e4$ 12.dxe4=), this does not lead to anything.

In the following training sections we will deepen our study of the properties of each of the six

pieces.

19 Training: The King: Pawns and Squares –

‘The fewer pieces there are on the board, the more important the pawns and the king become’
– Revolutionize Your Chess

Directions

- 1) The dynamic king
- 2) Pawn endings
- 3) King and pawns in action

1) The dynamic king

The endgame is the phase of the game where the king really starts playing. It is possible for it to cross the entire board and reach any square within 7 moves – and, what’s more, by using different squares. Knowledge of this fact may facilitate your calculation in the endgame.

Properties of the king

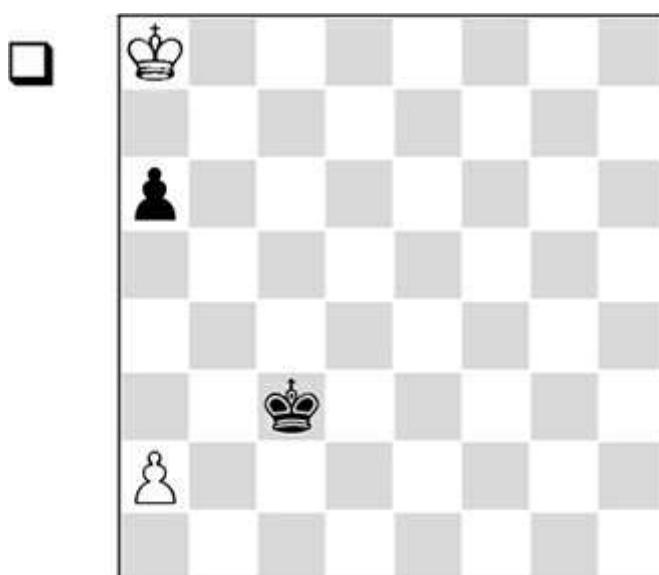
- A king can win the opposition, putting the opposing king into zugzwang.
- A king can make a triangulation in order to force his opponent to move.
- A drawing resource in many endings is stalemate to the king.

The player with the worse king position always has to defend – but not in the endgame!

Here are some dynamic struggles with kings, combined with pawn play:

Study by Ladislav Prokes

1947



  vs  , rook pawns

White to play and draw. It is clear that the white king won’t succeed if it attacks the black pawn from behind along the a-file. So you have to try to find another way.

1.  b7!

1. $\mathbb{Q}a7?$ $a5$ 2. $\mathbb{Q}a6$ $a4$ 3. $\mathbb{Q}a5$ $a3+$.

1... $a5$ 2. $\mathbb{Q}c6!$ $a4$ 3. $\mathbb{Q}d5!$

A property of the king is that it can approach from all sides! On the other hand, 3. $\mathbb{Q}b5?$ would be a decisive loss of tempo: 3... $a3$ 4. $\mathbb{Q}c5$ $\mathbb{Q}b2$ 5. $\mathbb{Q}d4$ $\mathbb{Q}xa2$ 6. $\mathbb{Q}c3$ $\mathbb{Q}b1$ and Black wins.

3... $\mathbb{Q}b2$

Or 3... $a3$ 4. $\mathbb{Q}e4$ $\mathbb{Q}b2$ 5. $\mathbb{Q}d3$ $\mathbb{Q}xa2$ 6. $\mathbb{Q}c2=$.

4. $\mathbb{Q}c4$

Also, 4. $\mathbb{Q}d4=$.

4... $\mathbb{Q}xa2$ 5. $\mathbb{Q}c3!$

A zugzwang position for Black.

5... $a3$

5... $\mathbb{Q}b1$ 6. $\mathbb{Q}b4=$.

6. $\mathbb{Q}c2$

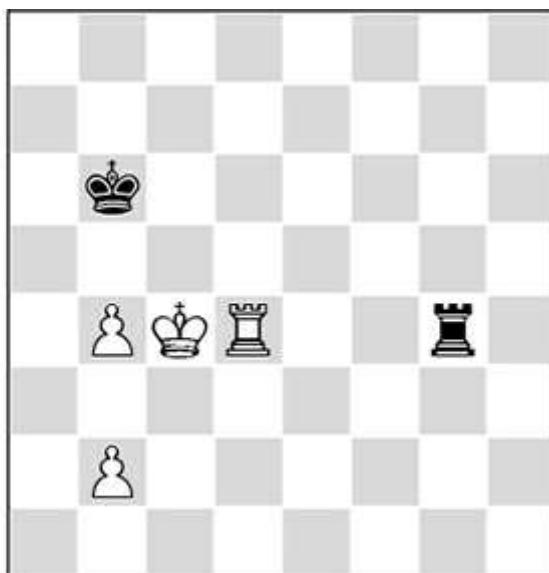
With a draw according to the properties of squares – the black king cannot leave the corner.

Opposition

Vugar Gashimov

Evgeny Postny

Germany Bundesliga 2010/11 (15)

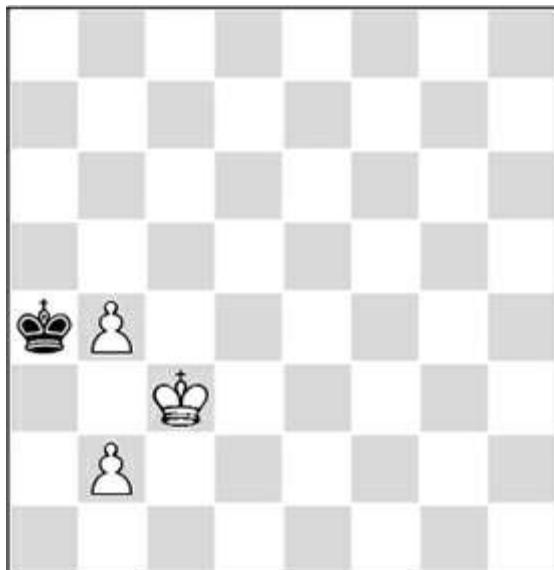


Question: What happens if Black exchanges the rooks: is it a draw or a loss?

75... $\mathbb{R}xd4+??$

It is an easy draw with the rooks on the board, but even very strong players have their moments of chess madness...

76. $\mathbb{Q}xd4$ $\mathbb{Q}b5$ 77. $\mathbb{Q}c3$ $\mathbb{Q}a4$



How should White continue?

78.b5!

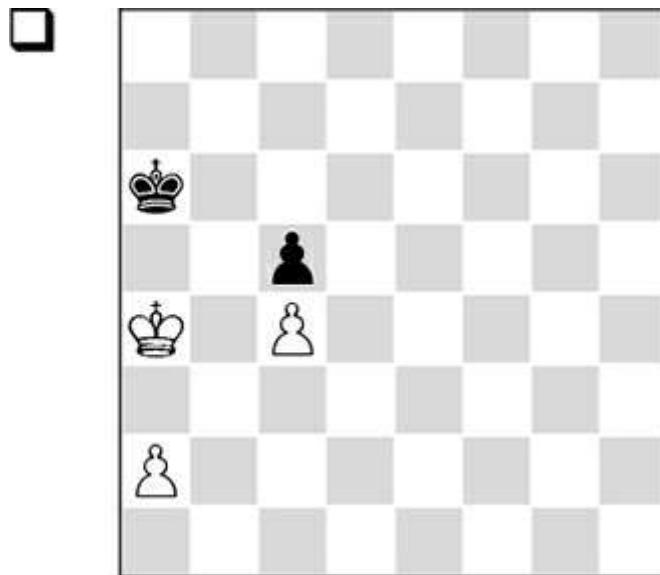
1-0

Obviously, Black had missed this simple move. But not 78. $\mathbb{Q}c4?$ and stalemate. If, after the text, 78... $\mathbb{Q}xb5$ 79. $\mathbb{Q}b3!$ and White wins by opposition.

Triangulation

Study by George Walker

1832



Triangulation (\mathbb{K} \mathbb{P} \mathbb{Q} vs \mathbb{K} \mathbb{P})

White to play and win.

A bit of history

If, reader, you believe that this is a position for beginners, you're in for a big surprise. In fact, the Englishman George Walker (1803-1879) once claimed in a publication that this is a draw. Years later, his compatriot Josef Kling (1811-1876) found that White wins.

Obviously, the white plan is to attack the pawn c5 from the middle, making a detour. But

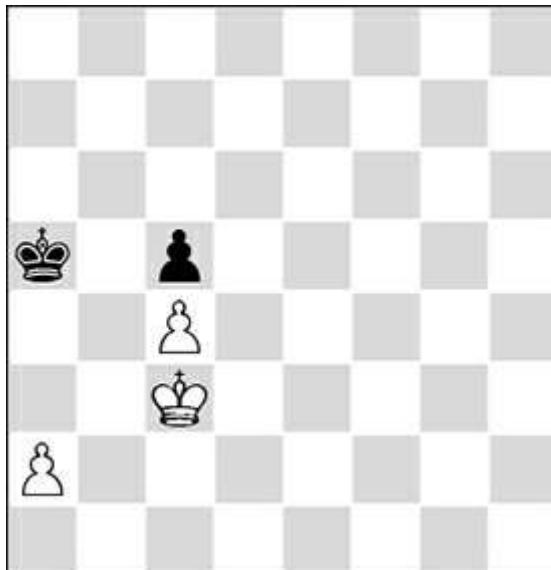
while doing this, White has to prevent the black king winning the a2-pawn and arriving on the critical b4-square in time. That is precisely what happens if White does not manoeuvre with painstaking care. In such endings, two useful resources are key: triangulation, to ‘lose’ time, and a good use of conjugate squares.

1. \mathbb{Q} a3! \mathbb{Q} b6 2. \mathbb{Q} b2! \mathbb{Q} a5 3. \mathbb{Q} b3!

A triangulation. Let’s see why this was imperative.

If 3. \mathbb{Q} c3? \mathbb{Q} a4 4. \mathbb{Q} d3 \mathbb{Q} b4= and zugzwang. White has to sacrifice his a-pawn, but it doesn’t bring him any benefit.

3... \mathbb{Q} a6 4. \mathbb{Q} c3 \mathbb{Q} a5

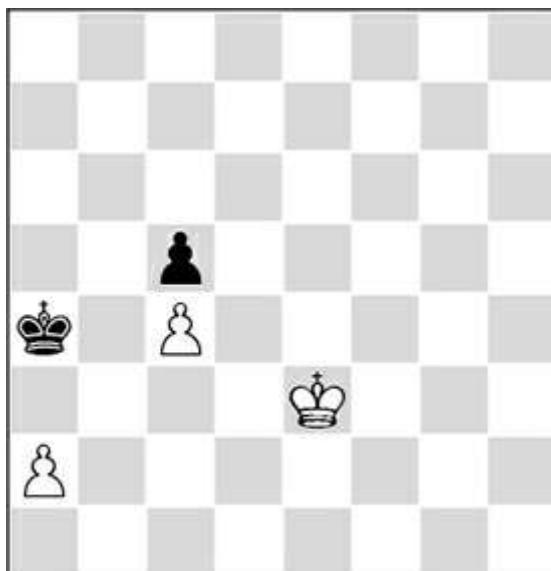


How should White continue? Walker concluded here that the position was a draw after 5.a3 \mathbb{Q} a4 6. \mathbb{Q} d3 \mathbb{Q} xa3 7. \mathbb{Q} e4 \mathbb{Q} a4 etc., as we have seen. But Kling discovered that White wins by taking the diagonal opposition with his king:

5. \mathbb{Q} d2!! \mathbb{Q} a4

Here we see the principle of conjugate squares: a4, which allows Black access to a3 and b4, corresponds with e3, where the white monarch controls e4 and d3. Now 5... \mathbb{Q} b4 6. \mathbb{Q} d3 would leave White in a winning position – due to the same zugzwang motif.

6. \mathbb{Q} e3!



6... \mathbb{Q} b4 7. \mathbb{Q} d3 \mathbb{Q} a3 8. \mathbb{Q} e4

and White wins, easily now.

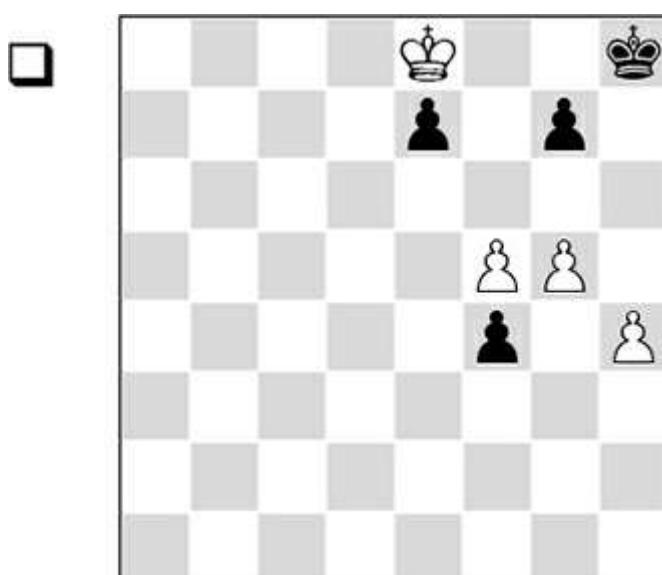
2) Pawns and squares

Properties of the pawn (see also Part 2, Training no. 14)

- On their original squares, pawns only defend their pieces, but when they move to the eighth rank they can promote to any other piece except the king.
- Advanced pawns are stronger, as they gain space on the board and also become attacking pieces.
- But take care when moving your pawns; they are the only pieces that cannot move backwards!

Study by Leopold Mitrofanov

1971



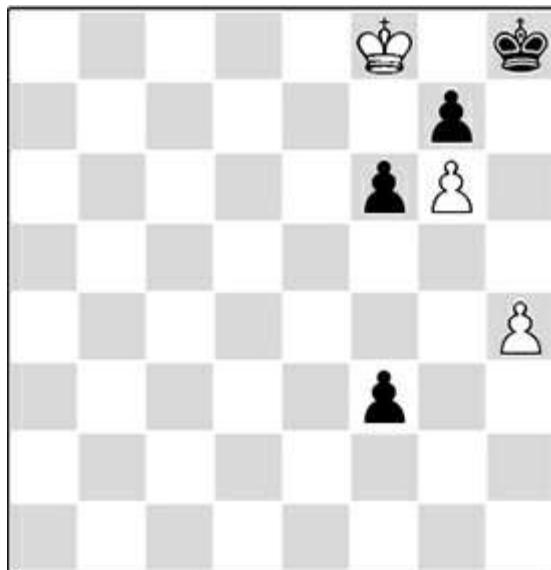
How should White continue?

White wins thanks to his active king and advanced pawns:

1. ♔f8!

The optimum square. But not 1. ♔f7? f3 2.f6 exf6 3.g6 f2 4.h5 f1 ♕ 5.h6 ♕c4+ and Black wins, nor 1. ♔xe7?! f3=.

1...f3 2.f6! exf6 3.g6!



Now we see White's idea.

3...f2 4.h5 f1 \checkmark 5.h6

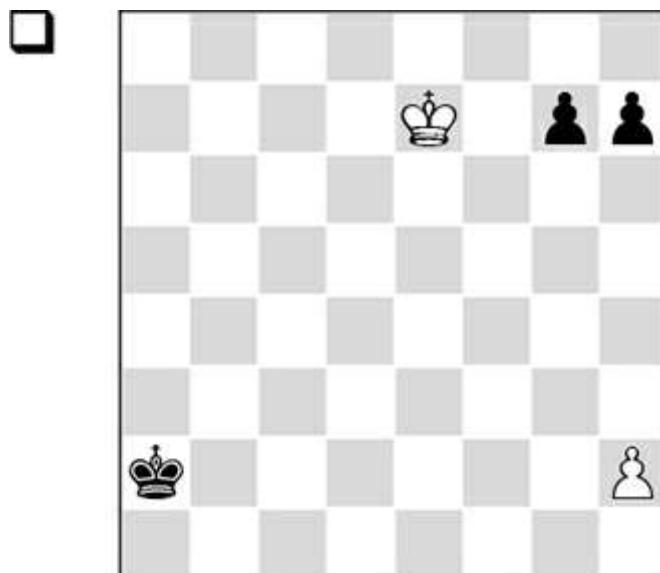
After any move by the black queen, 6.hxg7 is mate.

5...gxh6 6.g7+ \checkmark h7 7.g8 \checkmark #

A pawn can block two enemy pawns when one of them is backward. See the following study.

Study by Nikolay Grigoriev

1931



Mined square (\checkmark \checkmark \checkmark vs \checkmark \checkmark)

How should White continue?

This is a classic study. White wins by using two motifs: the black king is very sadly tucked away in a far corner, and is also standing on a mined square: i.e., a square where the king will be in check.

1.h4!

It is important to block the movements of the black g-pawn. Here's why a direct attack with the king doesn't work: 1. \checkmark f7 g5 2. \checkmark g7 \checkmark b3 3. \checkmark xh7 \checkmark c4 4. \checkmark g6 g4! 5. \checkmark f5 \checkmark d5 6. \checkmark xg4 \checkmark e6 with a draw.

1...h5!

Tactical defence is the only choice for Black. There is no time for anything else:

A) 1...h6? 2.h5!+–;

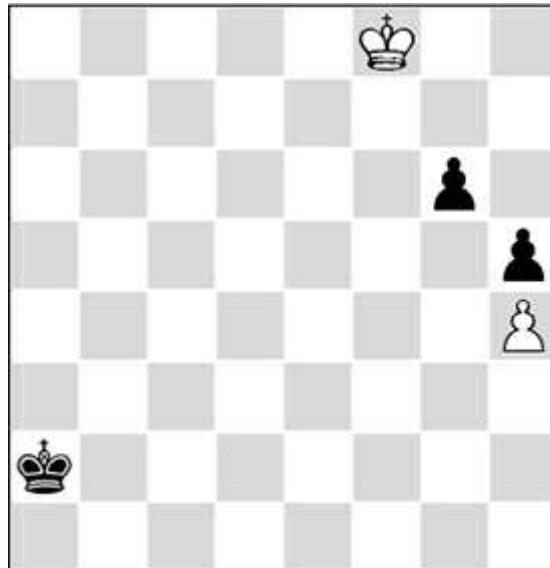
B) 1... \mathbb{Q} b3 2. \mathbb{Q} f7 \mathbb{Q} c4 3. \mathbb{Q} xg7 h5 4. \mathbb{Q} g6 \mathbb{Q} d5 5. \mathbb{Q} xh5 \mathbb{Q} e6 6. \mathbb{Q} g6, winning.

2. \mathbb{Q} f8!

Take care of the mined square! If 2. \mathbb{Q} f7? g5 3.hxg5 h4 4.g6 h3 with a draw, as White queens without check.

2...g6!?

The last trap. After 2...g5 3.hxg5 h4 4.g6 h3 5.g7 h2 6.g8 \mathbb{Q} + White wins due to the check along the a2-g8 diagonal.



How should White continue?

3. \mathbb{Q} e7!

A triangulation of the king is required to avoid the mined squares: 3. \mathbb{Q} g7? g5= 3. \mathbb{Q} f7? g5=.

3...g5

For 3... \mathbb{Q} b3, see 1... \mathbb{Q} b3.

4.hxg5 h4 5.g6 h3 6.g7 h2 7.g8 \mathbb{Q} +

And White wins, queening with check.

Pawns enable you to make breaks.

Silvano Bonino

Domenico Acunzo

Courmayeur ch-EUR sr 2011 (5)

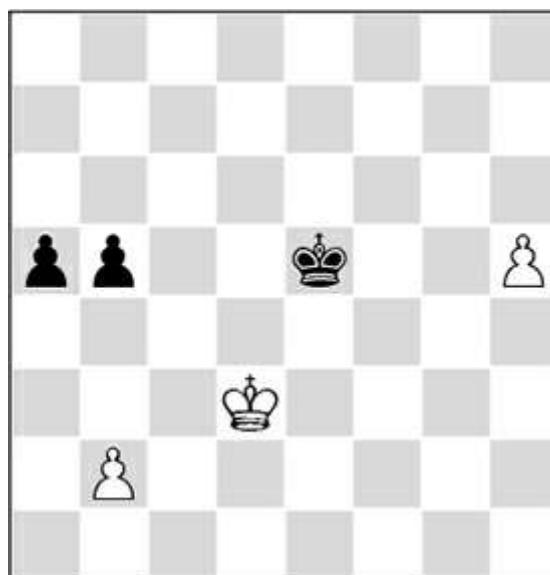


With his last move (40.g3) White tried to create his own passed pawn, but both players did not see the simple tactic refutation. What is it?

40...hxg3??

This move turns a won position in a lost one. With 40...g4! – a very standard trick! – Black could create a passed pawn on the kingside. The game would have been over soon. Black also wins with 40...b5 41.gxh4 gxh4 42.f4 a4. The more advanced h-pawn is a big advantage in this line.

41.fxg3 b5 42.h4 gxh4 43.gxh4 ♜e5 44.h5



Now it is White who has a great advantage on the h-file. The pawn diverts the enemy king, and White wins the black pawns on the queenside.

44...♜f5 45.♚d4 ♜g5 46.♚c5 ♜xh5 47.♚xb5 ♜g5 48.♚xa5

SUMMARY:

In most of the common pawn endings, the distant passed pawn guarantees a decisive advantage.

3) King and pawns in action

Pawn structures and formations

- passed pawn (who are stronger when they are also connected)
- doubled pawns
- isolated pawns
- hanging pawns
- pawn chains
- pawn majorities and minorities

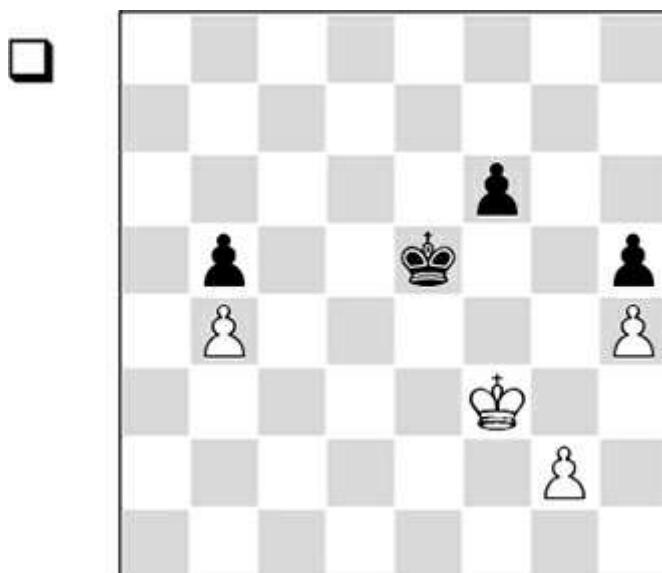
Keep in Mind

- Isolated, backward or doubled pawns are serious strategic weaknesses, especially in endings.
- The creation of a passed pawn is an important resource in chess. It is also the key to victory in most endgames.

On this subject I have selected six complex endings with a large number of pawns: first three studies, and then three fragments from real games.

Study by Mikhail Botvinnik

1945



Distant passed pawn

White to play and win. An instructive analysis by the sixth World Champion and patriarch of the Soviet school:

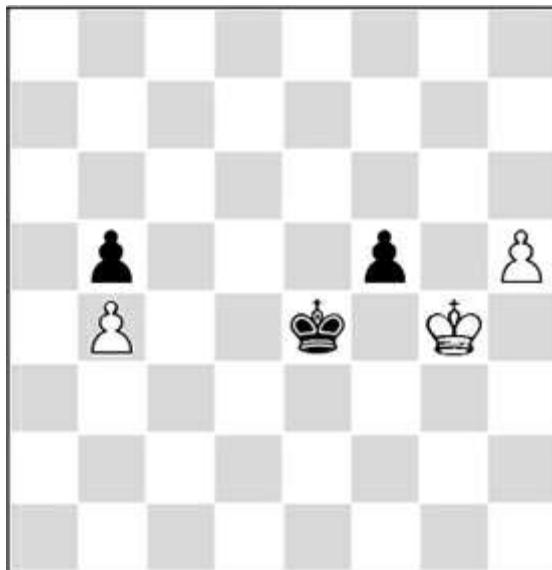
1.g4!

The first move is clear: creating the passed pawn.

1...hxg4+ 2.♕xg4 ♕e4!

The only active way for Black to defend is by promoting his f-pawn. However, the direct 2...f5+? doesn't work due to 3.♕f3!+–, see the main variation.

3.h5 f5+



How should White continue?

4. \mathbb{Q} h3!!

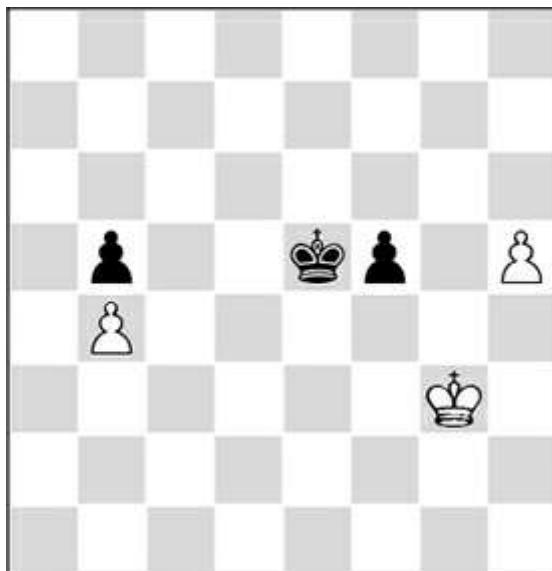
Triangulation is also a key element in the fight of \mathbb{Q} vs. \mathbb{K} .

4. \mathbb{Q} g3? is not sufficient: 4... \mathbb{Q} e3 5. \mathbb{Q} g2 \mathbb{Q} e2! 6. \mathbb{Q} g3 \mathbb{Q} e3 7. h6 f4+ 8. \mathbb{Q} h2 f3 with a draw.

4... \mathbb{Q} e5

Now 4...f4 fails to 5. h6 f3 6. h7 f2 7. \mathbb{Q} g2!, winning.

5. \mathbb{Q} g3!



After all these king manoeuvres, a winning endgame emerges. The rest is easy:

5... f4+

5... \mathbb{Q} e6 does not change the situation: 6. \mathbb{Q} f4 \mathbb{Q} f6 7. h6 \mathbb{Q} g6 8. h7 and White wins.

6. \mathbb{Q} f3 \mathbb{Q} f5 7. h6 \mathbb{Q} g6 8. \mathbb{Q} xf4 \mathbb{Q} xh6 9. \mathbb{Q} e5 \mathbb{Q} g6 10. \mathbb{Q} d5 \mathbb{Q} f6 11. \mathbb{Q} c5 \mathbb{Q} e7 12. \mathbb{Q} xb5 \mathbb{Q} d7 13. \mathbb{Q} b6!+-

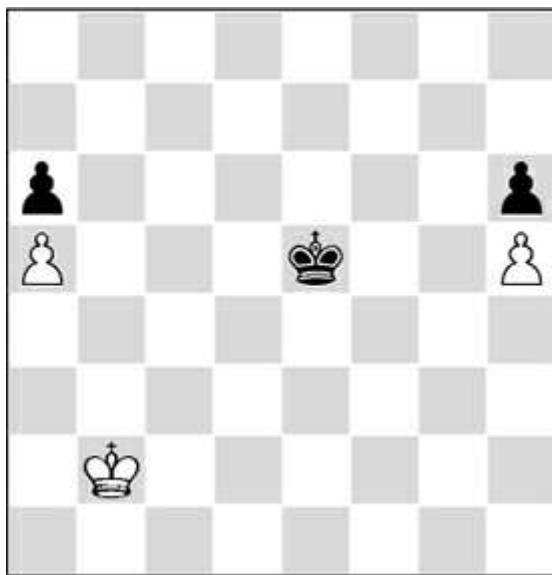
Guaranteeing the opposition for White.



Mikhail Botvinnik

Analysis by Nikolay Grigoriev

1927



The advantage of advanced pawns

Who comes first in this race of kings and pawns? According to the author, this position occurred in an old game played in Moscow. A brief look at the position is enough to conclude that the black king is very well placed, and it can easily win one of the two white pawns.

1. ♔c3! ♔f5

After the game the black player complained that he had lost due to a mistake, attacking the h-pawn instead of going to the other side to win the a-pawn. Let's see what would happen then:
1... ♔d5 2. ♔d3 ♔c5 3. ♔e4 ♔b5 4. ♔f5 ♔xa5 5. ♔g6 ♔b4 6. ♔xh6 a5 7. ♔g5 a4 8. h6 a3 9. h7 a2 10. h8 ♔+– and White promotes just one move earlier.

**2. ♔d4 ♔g5 3. ♔c5 ♔xh5 4. ♔b6 ♔g4 5. ♔xa6 h5 6. ♔b5 h4 7. a6 h3 8. a7 h2 9. a8 ♔
1-0**

SUMMARY:

Advanced pawns ensure a dynamic advantage in the endgame, especially if they are placed on both sides of the board.

Study by Mark Liburkin

1950



Triangulation: ♔ vs. ♔ with several pawns

White to play and win. As we have seen previously in this training (the Mitrofanov study), in the endgame, if the pawns are on one flank, advanced pawns also signify an important advantage, but the battle is decided by the kings themselves:

1.♔e7 c4!?

Setting a trap. In the variation 1...d6 2.♔d7 ♔c4 3.♔xc7 ♔xc3 4.♔b7! c4 5.♔xa7 ♔d4 6.♔b8 c3 7.a7 c2 8.a8♚+– c1♚ White wins the queen ending thanks to the passed a-pawn.

2.♔d8!

 TRICK: Black's defensive trick comes to light after 2.♔xd7?! ♔c5 3.♔c8! c6! 4.dxc6? (4.♔b7! cxd5 5.♔xa7 d4 6.cxd4+ ♔xd4 7.♔b8±) 4...♔xc6 5.♔b8 ♔d7 6.♔xa7 ♔c7! 7.♔a8 ♔c8 with a draw.

2...♔c5



How should White continue? So far the kings haven't eaten any of the pawns yet!

3.♔c8!!



TRICK: If 3. $\mathbb{Q}xc7?$ $\mathbb{Q}xd5$ 4. $\mathbb{Q}xd7$ $\mathbb{Q}c5!$ 5. $\mathbb{Q}c7$ $\mathbb{Q}d5$ 6. $\mathbb{Q}b7$ $\mathbb{Q}d6$ 7. $\mathbb{Q}xa7$ $\mathbb{Q}c7=.$

3...c6 4.d6!! $\mathbb{Q}xd6$ 5. $\mathbb{Q}b8!$ c5 6. $\mathbb{Q}b7!$

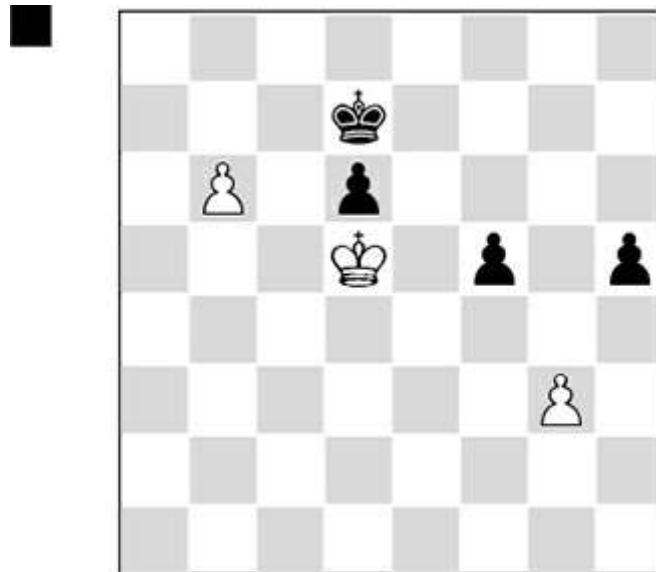
Zugzwang. But not 6. $\mathbb{Q}xa7??$ $\mathbb{Q}c7-.$

Now let's have a look at some fragments from real games, and see how many mistakes are made even by the strongest players:

Mariano Garcia Sanchez Navarro

Alberto Perez Ortego

Collado Villalba 2011 (6)



Pawn race (\mathbb{P} \mathbb{P} \mathbb{Q} vs. \mathbb{P} \mathbb{P} \mathbb{P} \mathbb{Q})

How should Black continue? Despite his minus pawn White has the initiative. His pawn on g3 blocks the f- and h-pawn couple, and the b6-pawn has extra value as it is far advanced.

63...f4?

Only 63... $\mathbb{Q}c8!$ saves the day, as both sides manage to promote their pawns: 64. $\mathbb{Q}xd6$ (64. $\mathbb{Q}c6?$ f4 65. gxf4 h4 and the black pawn promotes with check) 64...h4 65. gxh4 f4 66. h5 f3 67. h6 f2 68. h7 f1 \mathbb{Q} 69. h8 $\mathbb{Q}+$ $\mathbb{Q}b7$ with a draw.

64.gxf4 h4 65. $\mathbb{Q}e4$ d5+!?

65... $\mathbb{Q}c6?$ doesn't work due to 66. f5+-.



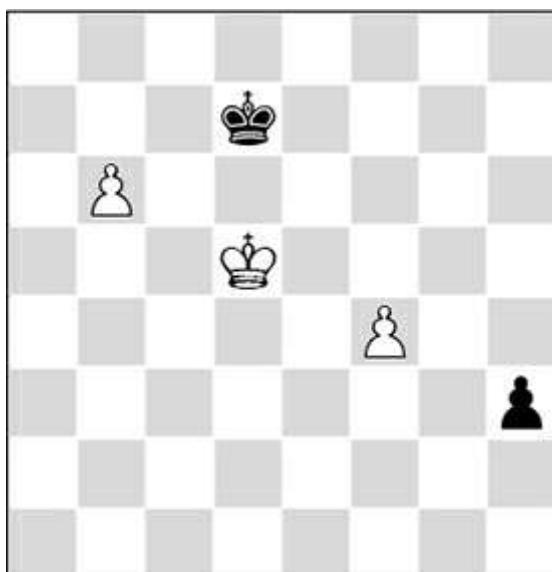
How should White continue? Black's last move is a common resource: in the middle of the pawn race he tries to divert the white king.

66. ♔xd5??

With this greedy capture White loses the pawn race, while 66. ♔f3! would have kept the two black pawns under control just long enough: 66...d4 (66... ♔c6 67.f5 ♔xb6 68.f6+-) 67.f5 h3 68.b7 ♔c7 69.b8 ♔+ ♔xb8 70.f6 and now the white pawn promotes with check.

66...h3

It's over. The white king should have been on e4 to reach the black h-pawn.



67.b7 ♔c7 68. ♔e4

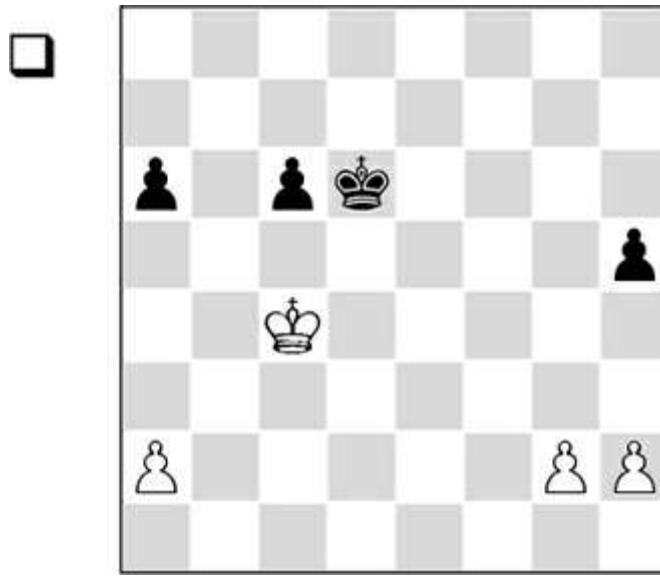
68.f5 h2 69.f6 h1 ♕+--.

68...h2

0-1

**Sophie Milliet
Natasa Bojkovic**

Porto Carras Ech tt W 2011 (7)



$\text{P} + \text{P}$ vs. $\text{P} + \text{P}$ with pawns on different flanks

This position occurred in a recent European Women's team Championship. How should White continue?

38.g3?

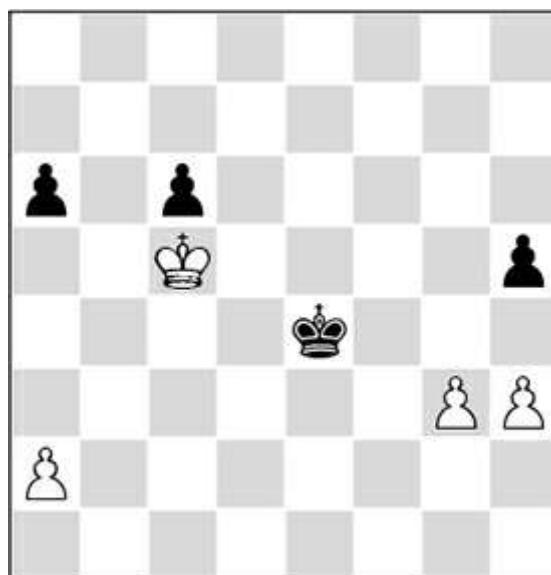
The most natural move (creating a passed pawn), but White misses an important counter-chance for Black.

The winning move was 38.a4! – the further advanced pawn is the prevailing rule here: 38...h4 39.a5! c5 40.g4 (also 40.g3 h3 41.g4 Qe5 42. Qxc5 Qf4 43. Qd4!+ – with this trick White first wins the black pawn on h3) 40...h3 41.g5 Qe5 42. Qxc5 Qf5 43. Qb6 Qxg5 44. Qxa6 Qf4 45. Qb5 Qf3 46.a6 Qg2 47.a7 Qxh2 48.a8 Q and Black loses by one tempo.

38... Qe5 39.h3

39. Qc5 Qe4 40.h3 would amount to the same.

39... Qe4 40. Qc5



How should Black continue? The position not only requires precise calculation, but also knowledge of the properties of the king and the pawn.

40... Qf3??

At the key moment Black returns the favour and makes a decisive mistake. He should have adhered to the same rule of the further advanced pawn: 40...a5!= 41. Qxc6 (41.a4 Qf3=)

41...a4! 42.♔b5 a3 43.♔b4 ♔f3 44.♔xa3 (44.g4 hxg4 45.hxg4 ♔xg4=) 44...♔xg3 45.♔b4 ♔xh3 46.a4 h4 47.a5 ♔g2! 48.a6 h3 49.a7 h2 50.a8♚+ ♔g1 with a theoretical draw.

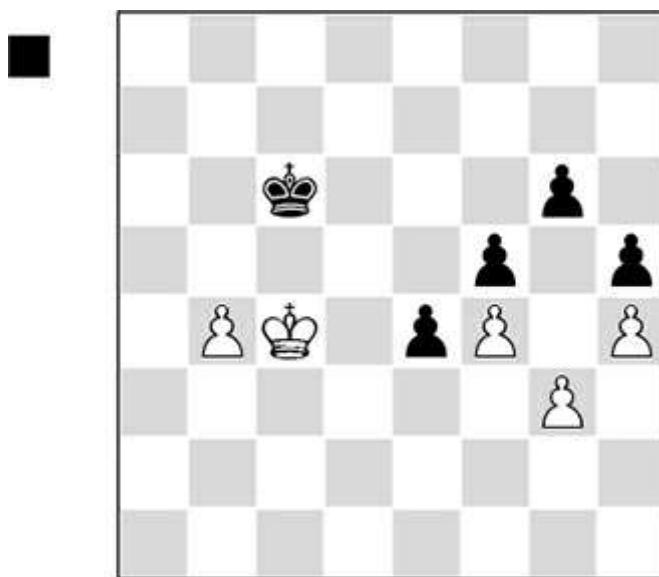
⚠️ Keep in Mind

In order to win this endgame, the white king has to be placed on one of the following squares: d1, d2, d3, d4, e4, e5, f5, g5 and h5, or closer. Then White can win with the well-known attack ($\text{Pawn} + \text{King}$) in the corner.

41.g4 hxg4 42.hxg4 ♔xg4 43.♔xc6 a5 44.♔b5

Black resigned. His king is too distant to face the last samurai (the white a-pawn).

**Vladimir Potkin
Alexander Grischuk**
Khanty-Mansiysk 2011 (4)

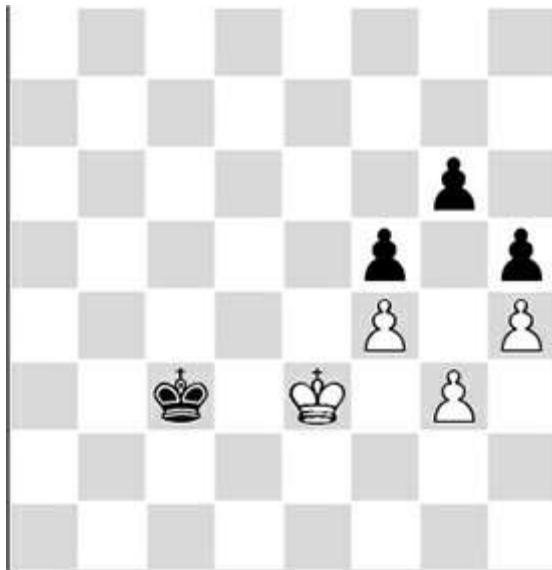


Triangulation and opposition

A recent game between two heavy-weights (Elo 2682 vs. 2746). Black is better, thanks to his protected passed pawn on e4. However, the first move is of decisive importance. How should he continue?

47...♔b6?

Despite his high level as a player, Grischuk does not find the right solution. To win the opposition, first he needed to use a king triangulation: 47...♔c7! 48.♔c3 (we also need to add the variation 48.b5 ♔b6 49.♔b4 e3 50.♔c3 ♔xb5 51.♔d3 ♔b4 52.♔xe3 ♔c3–+ – opposition) 48...♔b6! 49.♔c4 ♔c6 and White is in zugzwang. Now, for example: 50.♔d4 ♔b5 51.♔c3 e3 52.♔d3 ♔xb4 53.♔xe3 ♔c3–+, leading to Opposition no. 1. This is the desired position for Black. See also the main game after the move 51.♔c3!.

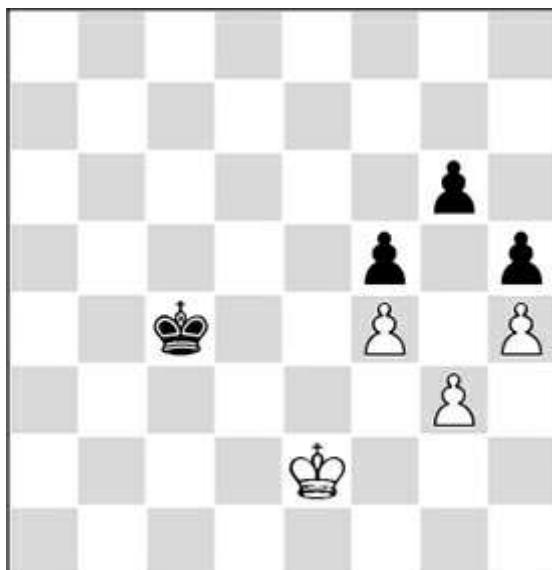


analysis diagram

48. $\mathbb{Q}b3??$

White also goes wrong.

Here, passive defence fails. After 48.b5! the advanced pawn would have saved the game:
48... $\mathbb{Q}c7$ (48... $\mathbb{Q}a5$ 49. $\mathbb{Q}c5$ e3 50.b6 e2 51.b7 e1 \mathbb{Q} 52.b8 $\mathbb{Q}=$) 49. $\mathbb{Q}d4$ $\mathbb{Q}b7$ 50. $\mathbb{Q}c3!$
 $\mathbb{Q}b6$ 51. $\mathbb{Q}c4$ e3 52. $\mathbb{Q}d3$ $\mathbb{Q}xb5$ 53. $\mathbb{Q}xe3$ $\mathbb{Q}c4$ 54. $\mathbb{Q}e2=$.

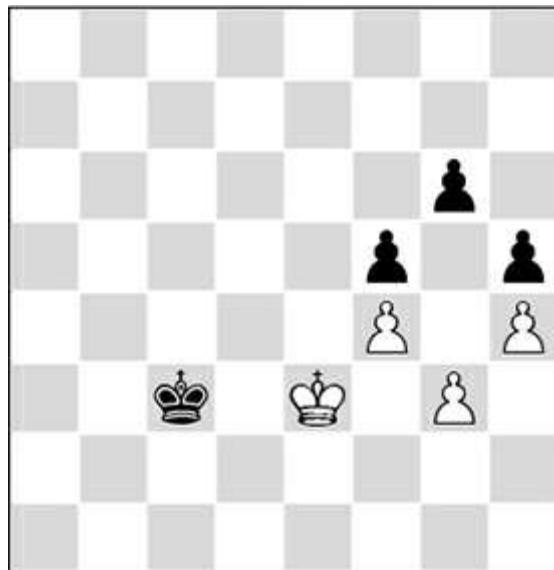


analysis diagram

Diagonal opposition. The opposition applies when all the corners of the rectangle around the kings are of the same colour: in this case they are all light-squared. The side that is not to move has the opposition – in this case, White.

48... $\mathbb{Q}b5$ 49. $\mathbb{Q}c3$ e3 50. $\mathbb{Q}d3$ $\mathbb{Q}xb4$ 51. $\mathbb{Q}xe3$ $\mathbb{Q}c3!+-$

Opposition no. 1 again: the key squares are e1, e2, e3 and f3.



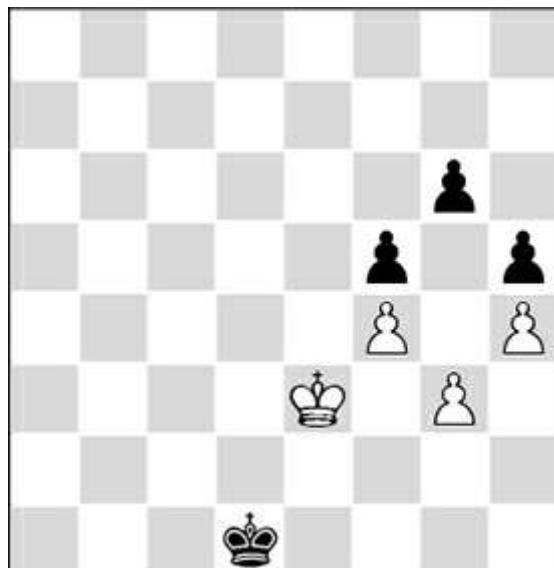
52. \mathbb{Q} e2 \mathbb{Q} c2!

Opposition no. 2: passing through the centre and eventually conquering the three main squares e1, e2 and e3.

53. \mathbb{Q} e3

53. \mathbb{Q} e1 \mathbb{Q} d3—+.

53... \mathbb{Q} d1!



The typical way to exploit the opposition: the black king penetrates to the winning square g1.

54. \mathbb{Q} f2

 TRICK: The counterattack 54. \mathbb{Q} d4 \mathbb{Q} e2 55. \mathbb{Q} e5 \mathbb{Q} f3 56. \mathbb{Q} f6 \mathbb{Q} xg3 57. \mathbb{Q} xg6 is met by 57... \mathbb{Q} g4! with opposition/zugzwang.

54... \mathbb{Q} d2

Opposition no. 3: there is no way to save White.

55. \mathbb{Q} f3

55. \mathbb{Q} f1 \mathbb{Q} e3—+.

55... \mathbb{Q} e1 56. \mathbb{Q} e3

56. \mathbb{Q} g2 \mathbb{Q} e2 57. \mathbb{Q} g1 \mathbb{Q} f3 58. \mathbb{Q} h2 \mathbb{Q} f2 59. \mathbb{Q} h3 \mathbb{Q} g1, zugzwang.

56... \mathbb{Q} f1 57. \mathbb{Q} f3 \mathbb{Q} g1

0-1

20 Training: The Knight

The knight can jump over the other pieces on the board!

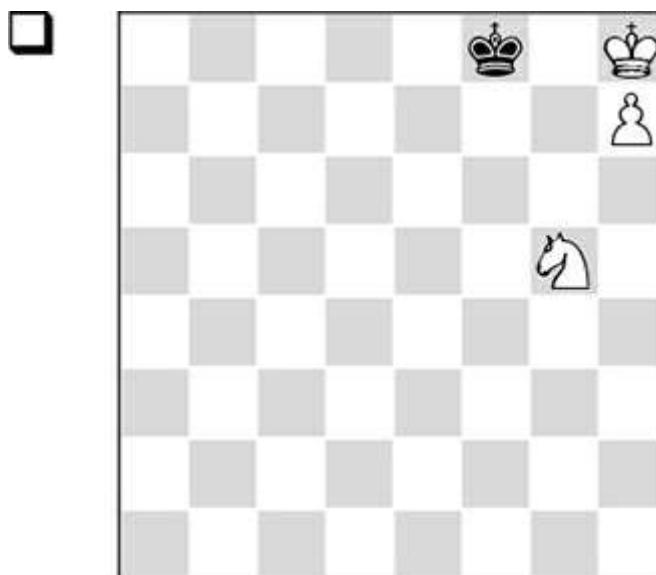
Properties

- Knights are more powerful than bishops in closed, static positions.
- Knights are short-range pieces. You should avoid placing them on the edge of the board (a knight is wrongly placed when it is far from the centre).
- Knights coordinate better with the queen than bishops.
- The knight is the best piece to block a pawn with – especially one of the central pawns.
- The knight is not useful for stopping advanced passed pawns, especially on a rook file.



Keep in Mind

- Conceptually, knight endings are often quite similar to pawn endings.
- After each move the knight changes the colour of its square, and this is why in situations where the kings are in opposition it is difficult to win with the knight.



(White to move: as, for example, in Fortress no. 8, Training no. 18)

Directions

- 1) Zugzwang, jumps and manoeuvres
- 2) Domination and mate
- 3) Fighting with king and knight

1) Zugzwang, jumps and manoeuvres

Study by Carlo Francesco Cozio

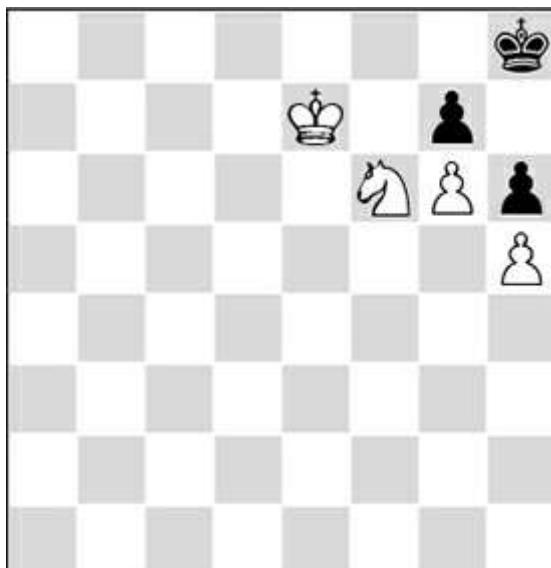
1792



Zugzwang by the knight

White to play and win. Without the knight, this is a theoretical draw. Even the pawn endgame after, for example, 1. \mathbb{Q} xh6? gxh6 is a draw – see Training no. 18, Fortress no. 6. But there is a winning square for the knight. Let's try and find it:

1. \mathbb{Q} d6 \mathbb{Q} g8 2. \mathbb{Q} e8 \mathbb{Q} h8 3. \mathbb{Q} f6!



Forcing the attack with king + pawn. Black is in zugzwang and has to accept the knight:

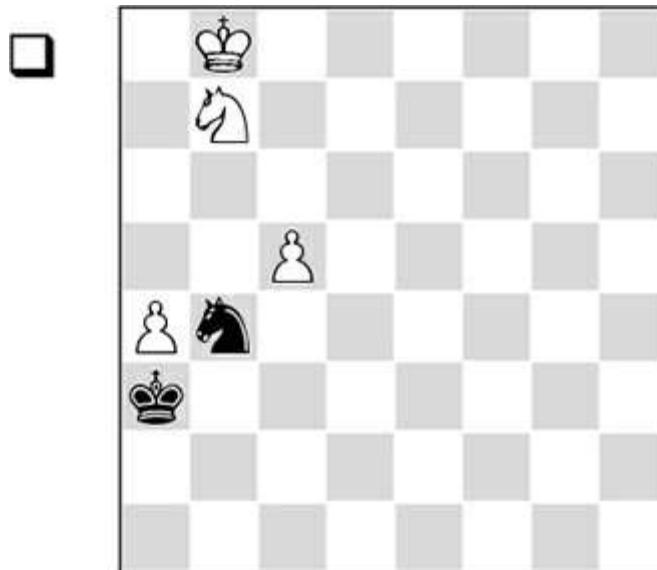
3...gxf6 4. \mathbb{Q} f7!

4. \mathbb{Q} xf6? \mathbb{Q} g8=.

4...f5 5. g7+ \mathbb{Q} h7 6. g8#

Study by Michael Grushko

2nd prize Moscow 2012



Mutual zugzwang

White to play and win. It is difficult to advance the white pawns without applying some tricks.

1.a5 ♜a4 2.♕c7 ♜b5 3.♕d6!

Now the black king cannot move, so it's the knight's turn.

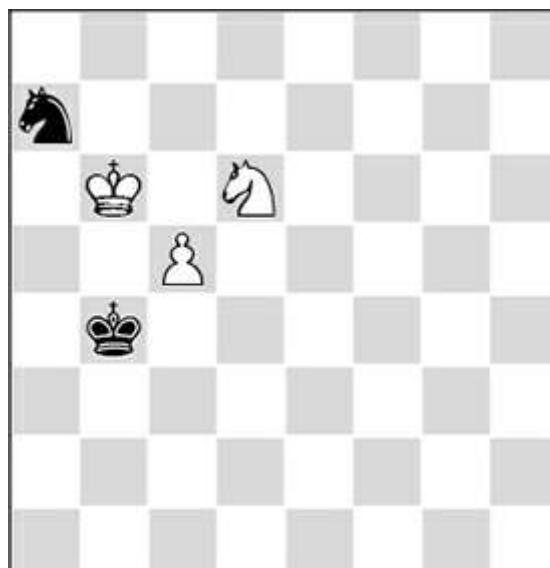
3...♞c6 4.a6! ♜a7 5.♕c7 ♜xa6

Or 5...♞c6 6.♞a5! ♜a7 7.♕b7 and White wins.

6.♞d6! ♜a5 7.♕b7 ♜b4

Now what?

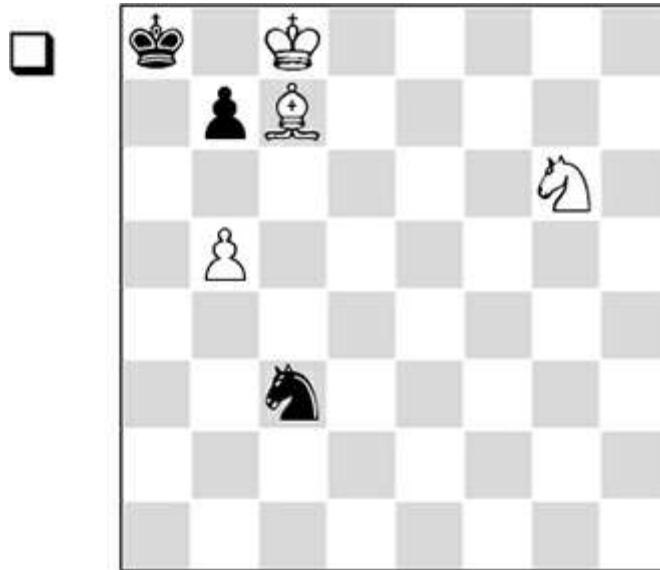
8.♕b6!



The game ends with a nice mutual zugzwang.

Study by Alexey Troitzky (fragment)

1936



Jumping knights

White to play and win. We have seen a similar position in the context of the Fortress (Training no. 18), but here Black has a knight instead of a light-squared bishop, which seems to promise him a draw.

3. $\mathbb{B}b6 \mathbb{N}d5$

With the threat 4... $\mathbb{B}xb6$ stalemate.

4. $\mathbb{K}d7 \mathbb{N}e7!$

The black knight goes rampant and chases the white pieces. To win this position, the white knight has to make a jump to the key square: d8!

5. $\mathbb{N}f4 \mathbb{N}g6$ 6. $\mathbb{N}h3!$

6. $\mathbb{N}d5?$ would be similar; 6. $\mathbb{N}e6?$ $\mathbb{N}f8+!=$.

6... $\mathbb{N}f4$ 7. $\mathbb{N}f2 \mathbb{N}h3$ 8. $\mathbb{N}h1 \mathbb{N}f2$ 9. $\mathbb{N}g3 \mathbb{N}h1$ 10. $\mathbb{N}f5 \mathbb{N}g3$ 11. $\mathbb{N}g7 \mathbb{N}f5$ 12. $\mathbb{N}e6 \mathbb{N}g7$ 13. $\mathbb{N}d8!$



White achieves the desired position, but still it's not easy!

13... $\mathbb{N}e6$ 14. $\mathbb{N}xb7! \mathbb{N}c5+$

14... $\mathbb{K}xb7$ 15. $\mathbb{K}xe6+-$.

15. $\mathbb{N}c6!$

15. $\mathbb{N}xc5?$ stalemate.

15... $\mathbb{N}xb7$ 16. $\mathbb{K}b5!$

Zugzwang: White wins the knight.

2) Domination and mate

The knight is a magical piece. Its properties enable combinations with multiple threats to targets, even in endings with few pieces.

Study by Leonid Kubbel

Petrogubkommuna chess paper, 1921



Knight – domination in combinations

White wins. First he has to try and approach the black king.

1. ♔e4+ ♕b8 2. ♜b6+! ♖xb6 3. ♔a6! ♜d7



How to continue?

4. ♔a8+!!+-

A thematic combination of the double attack (fork) with the knight:

4... ♕xa8 5. ♜xb6+ ♕b8 6. ♜xd7++-

Study by Eduard Kudelich

1999



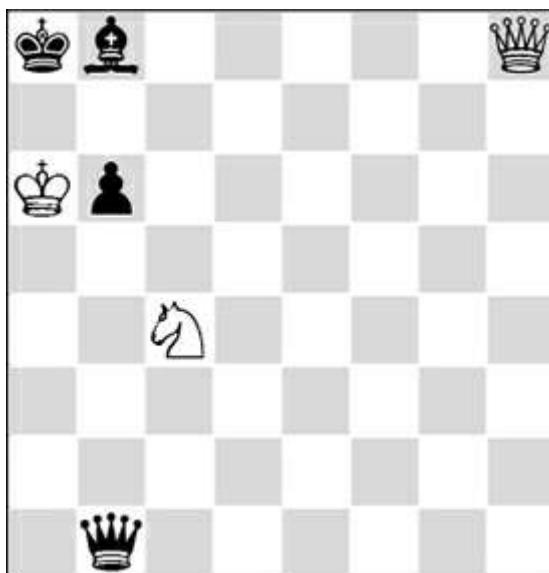
Mate with the knight

White to play and win.

1.h6 b2

If 1... ♔d8 2.h7 ♔f6 3.♕xb6+ ♔b8 4.♕d7+ with a double attack: 4... ♔c7 5.♕xf6 b2 6.♕d5+! ♔d6 7.♕c3+—.

2.h7 b1 ♕ 3.h8 ♕ + ♔ b8



How should White continue?

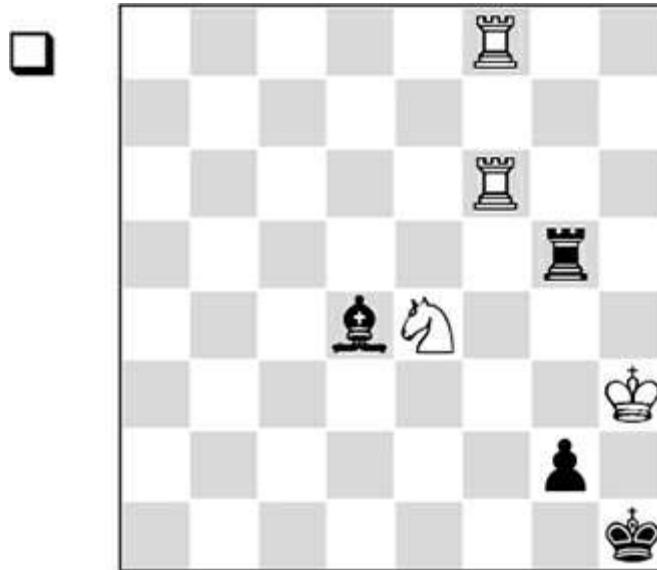
4.♔h1+!

A decoy of the black queen. The natural 4.♕xb6+? would be too naïve: 4... ♕xb6+ 5.♕xb6 stalemate.

4... ♕xh1 5.♕xb6#

Study by Gia Nadareishvili

1983



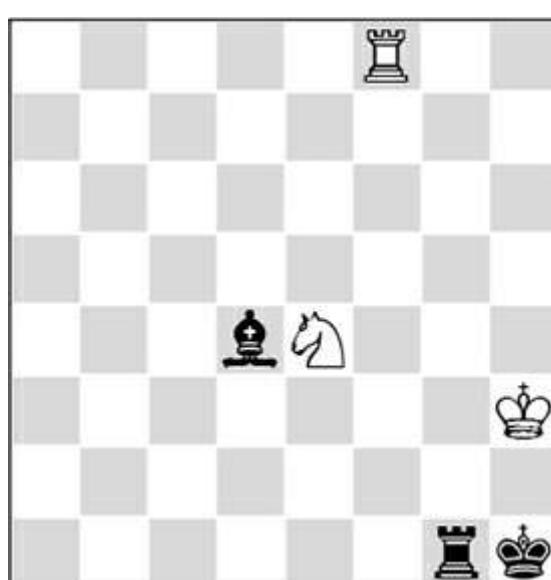
Domination (R + N)

White to play and win. Black is about to queen his pawn, but his king is not safe in the same corner: find the way to punish him!

2. ♜ f1+ g1 ♕ +!

The only defence.

- A) 2...g1 ♔ 3. ♜ xg5+–;
 - B) 2...gxfl ♕ + 3. ♜ xf1+ ♜ g1 (3... ♜ g1 4. ♜ f2#) 4. ♜ g3#.
- 3. ♜ xg1+! ♜ xg1**



What to do?

4. ♜ f2!!

The attack continues.

4. ♜ g3+? ♜ xg3+ 5. ♜ xg3 is a theoretical draw.

4... ♜ e5

To defend the h2-square. Again:

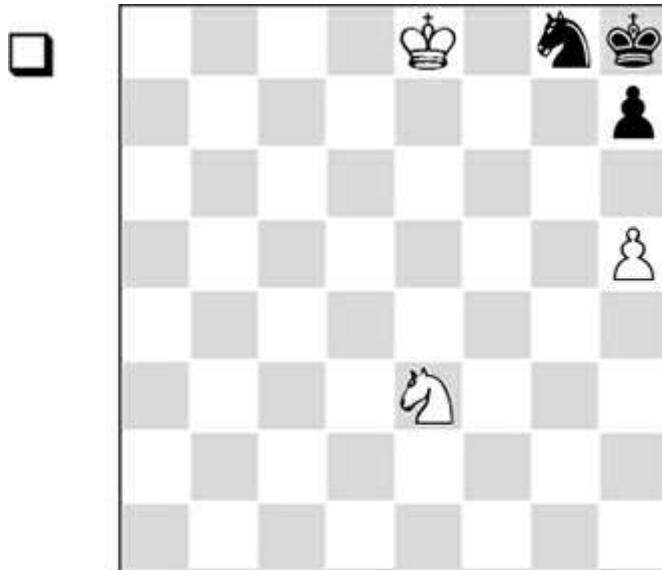
- A) 4... ♜ xf2 5. ♜ xf2#;
 - B) 4... ♜ a1 5. ♜ g3+ ♜ g1 6. ♜ g2#;
 - C) 4... ♜ g8 5. ♜ f1+ ♜ g1 (5... ♜ g1 6. ♜ f2#) 6. ♜ g3#.
- 5. ♜ h2+! ♜ xh2 6. ♜ f2#**

3) Fighting with king and knight

Here are some examples of dynamic cooperation by king and knight.

Study by Vladimir Bron

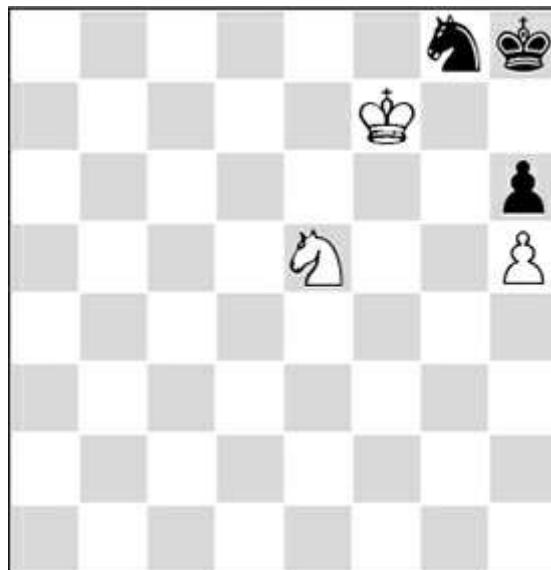
1948



Triangulation + zugzwang

White to play and win. Despite the minimum material on the board, the black pieces are too passively placed. But to gain victory White has to find an intricate manoeuvre.

1. ♔f7! ♕h6+ 2. ♔f8 ♕g8 3. ♕g4! h6□ 4. ♔f7 ♕h7 5. ♕e5 ♔h8



How to pass the turn to Black? After 6. ♕g6+ ♔h7, White is in zugzwang (weakness of the knight). To overcome this situation he has to triangulate his king!

6. ♕c4!



PLAN: First White has to move his knight to e8, to control the two black pieces. And then he can move his king.

6... ♔h7 7. ♕d6 ♕h8 8. ♕e8!



The first phase of the plan is completed, but this is still not enough to win.

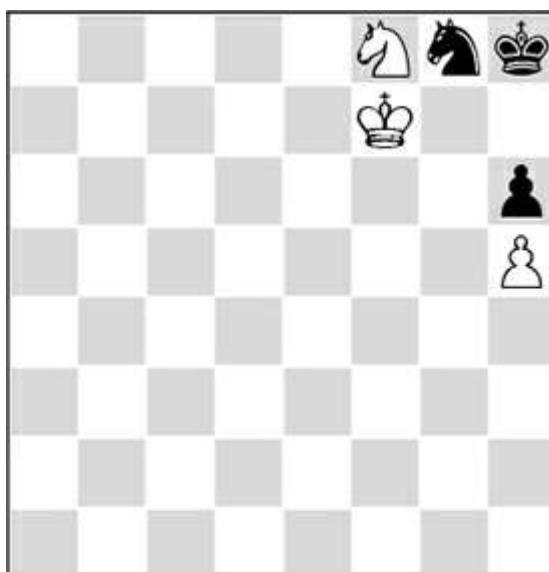
8... ♕ h7 9. ♕ e6! ♕ h8 10. ♕ d6 ♕ h7 11. ♕ d7!!

One step forward, two steps back! Thus White passes the turn to Black.

11... ♕ h8 12. ♕ e6 ♕ h7 13. ♕ f7 ♕ h8

Now the white king stops, and he can move the knight again:

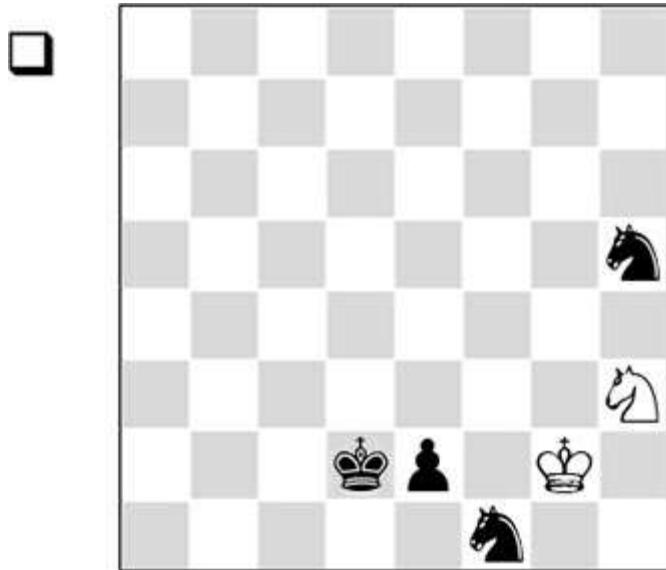
14. ♔ c7 ♕ h7 15. ♔ e6 ♕ h8 16. ♔ f8



The culmination of the ♕ + ♔ manoeuvres: Black has to play, and is forced to surrender his knight.

Study by Arvid Kubbel

Concours Troitzky 1937



A dance of steeds. For the reader to make the most of the aesthetic beauty of this composition, which won the first prize in the contest referred to, I should previously clarify that three knights and king are enough to give mate, and they even win against a king and a knight. Instead, two knights against king is only a draw because you cannot avoid stalemate.

In the diagram position, White can only avoid the promotion of the pawn with the check on f3. Then Black can cap a third knight, which looks decisive. However, there is a very nice resource for White.

1. ♕g1

Attacking the black pawn. Much worse would be 1. ♕g5? among others because of 1... ♛e3!, forcing surrender.

1... ♜e3+

Or 1... ♜f4+ 2. ♔h1! e1 ♜□ 3. ♜f3+! ♜xf3 and here we have a nice stalemate position. But there is more.

2. ♔h3!

After 2. ♔h2? e1 ♜! there is no stalemate, and Black wins.

2... ♜f4+

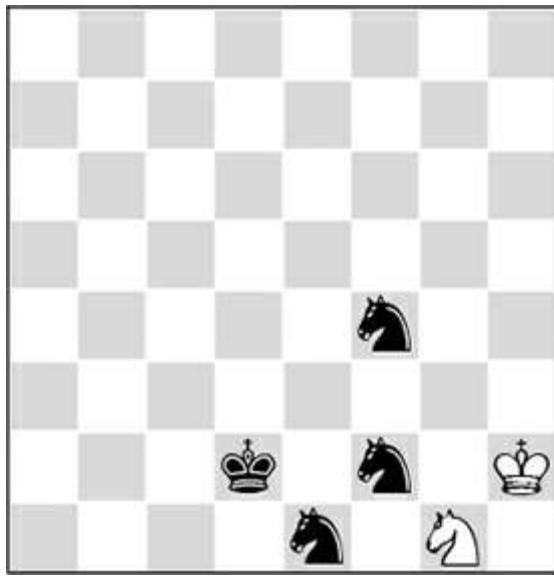
Now the direct promotion does not work: 2... e1 ♜? 3. ♜f3+! ♜xf3 stalemate.

3. ♔h2 ♜g4+

Not enough is 3... e1 ♜ because after 4. ♜f3+! ♜xf3+ 5. ♔g3 one of the knights is lost.

Nor does 3... ♜f1+ work in view of 4. ♔h1! e1 ♜ 5. ♜f3+! ♜xf3 stalemate.

4. ♔h1 ♜f2+ 5. ♔h2 e1 ♜



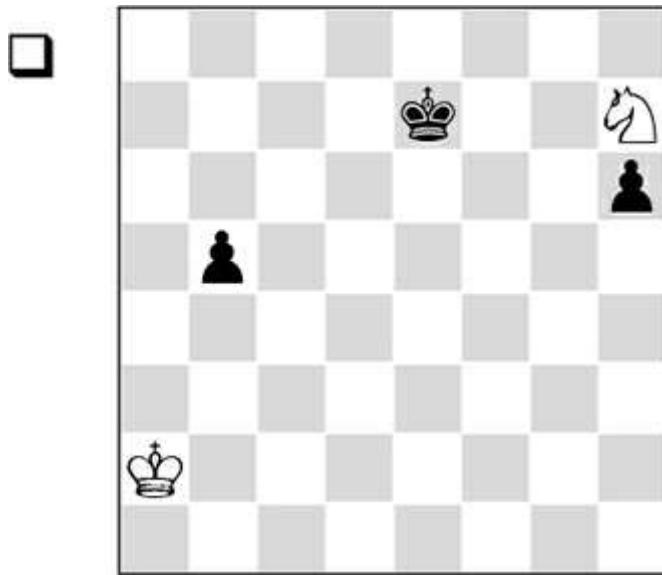
At last Black can promote without stalemate or loss of a knight! But now comes the surprise:

6. ♕f3+!! ♕xf3+ 7. ♕g3 ♔e3

And the game ends in a draw with a beautiful immobilization of the white monarch among the three black steeds.

Study by David Gurgenidze

1970



♕ vs. ♔

How should White continue? The position seems lost for White. The knight is caught, while Black will be able to promote his h-pawn after the preliminary ... ♕e6-♕f5.

1. ♔a3!!

To save his only piece, White has to immediately attack the b5-pawn with his king. However, the natural alternative 1. ♕b3? would actually put the king on a losing square, as we will see later.

1... ♕e6!

Winning the piece with 1... ♕f7 leads to a draw: 2. ♕b4 ♕g7 3. ♕xb5 ♕xh7 4. ♕c4 and the white king comes in time.

2. ♔f8+!

Now the white knight starts running, and the king can take a rest.

If 2. $\mathbb{Q}b4?$ $\mathbb{Q}f5!$ 3. $\mathbb{Q}f8$ h5 4. $\mathbb{Q}d7$ h4 5. $\mathbb{Q}c5$ h3 6. $\mathbb{Q}d3$ h2 7. $\mathbb{Q}f2$ $\mathbb{Q}f4$ 8. $\mathbb{Q}xb5$ $\mathbb{Q}f3$ 9. $\mathbb{Q}h1$ $\mathbb{Q}g2$ and Black wins.

2... $\mathbb{Q}f5!$ 3. $\mathbb{Q}d7$ h5 4. $\mathbb{Q}c5$ h4

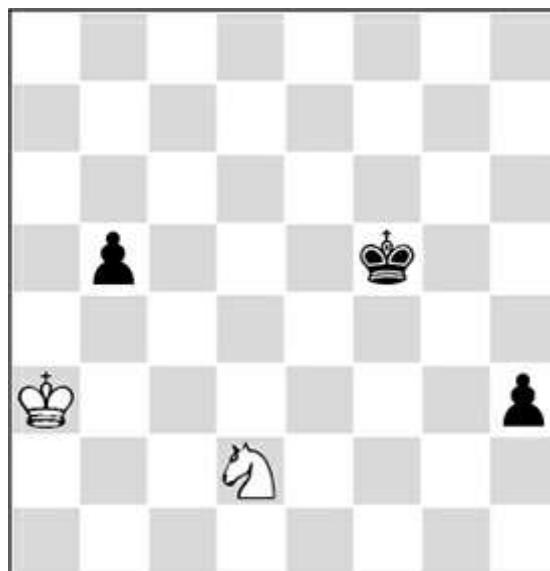


How should White continue? The h-pawn still seems unstoppable, but now we are going to see the true value of White's first move.

5. $\mathbb{Q}b3!$

Only through this square can the knight be in the right place at the right time. If the white king were on b3, the only square that would remain for the knight is 5. $\mathbb{Q}d3$ h3 6. $\mathbb{Q}f2$ h2+ followed by ... $\mathbb{Q}f5$ - $\mathbb{Q}f4$ - $\mathbb{Q}f3$, as in the previous sub-variation.

5...h3 6. $\mathbb{Q}d2$



6...h2

If 6... $\mathbb{Q}f4$, then the knight can stop the pawn: 7. $\mathbb{Q}f1$ $\mathbb{Q}f3$ 8. $\mathbb{Q}b4$ $\mathbb{Q}f2$ 9. $\mathbb{Q}h2$ $\mathbb{Q}g2$ 10. $\mathbb{Q}g4$ $\mathbb{Q}g3$ 11. $\mathbb{Q}e3$ with a theoretical draw.

7. $\mathbb{Q}f1!$

And White has miraculously saved the game!

More topics on the knight can be found in Trainings no. 22 and 26, and in the Exam.

21 Training: Bishop vs bishop: two colours –

For a bishop there are two different types of squares on the board: those of its colour, and those of the opposite colour.

Properties

- The bishop is a piece that can only move along and attack same-coloured squares.
- The advantage of having the bishop pair is mainly that one bishop is able to defend the other's weakness. Together they can control and attack many squares on the board.
- Bishops are better suited to play in open positions.
- The pair of bishops is a significant advantage in open positions.
- In case of opposite-coloured bishops, the attacking bishop has a great advantage over the passive bishop.
- Bishops are best placed behind their pawns or, even more effective, fianchettoed.
- Your pawns are best placed on squares of a different colour than your bishop's.
- Bishops can be locked in by pawns.
- Try to exchange your ‘bad’ bishop when you approach the endgame.

Directions

- 1) Bishops of same colour
- 2) Bishops of opposite colour

1) Bishops of same colour

Here are some advantages that can play a role in endings with bishops of the same colour:

Static:

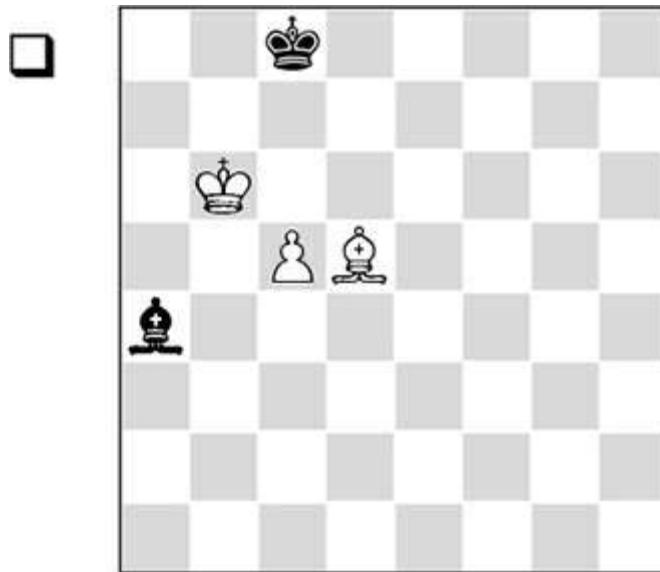
- Placing pawns on squares of the opposite colour

Dynamic:

- Passed and advanced pawn(s)
- Distant passed pawn
- King activity

Theoretical position

2012



Theoretical position ($\text{K} + \text{P}$ vs. K)

White to play and win.

Generally in these endings, if the weaker side's king is placed on the promotion square, the game is drawn. But this position is an exception – the promotion square matches the colour of White's bishop.

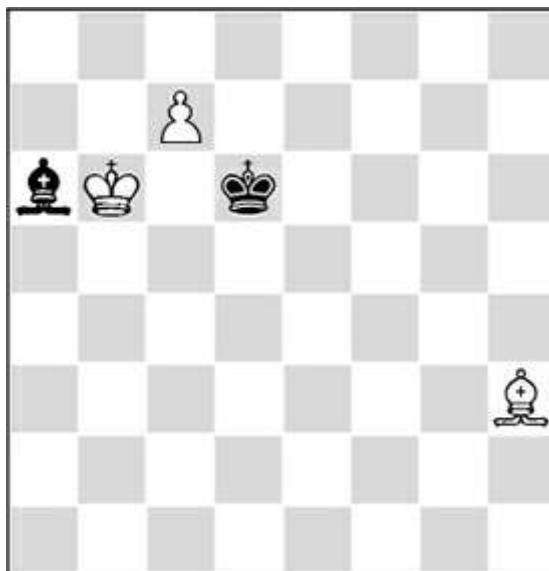
1. Bc6 Kc2

1... Bxc6 2. Kxc6+ ; opposition.

2. Bb7+ Kd7

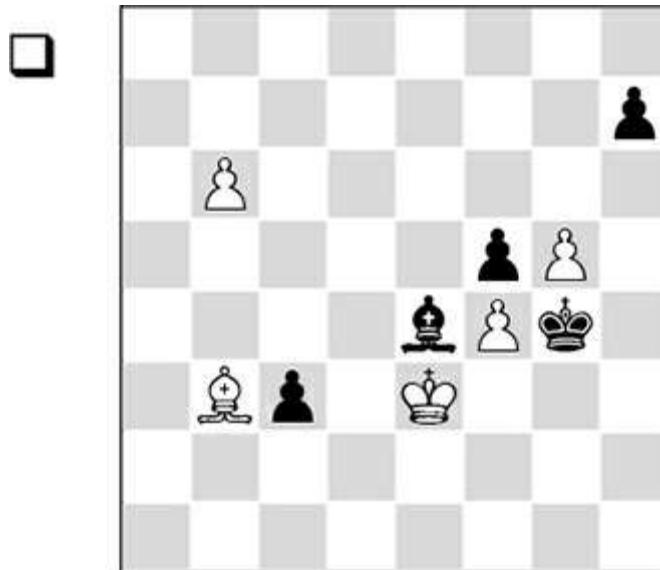
2... Kd8 would be similar: 3. c6 Bf5\Box 4. c7+ Ke7 5. Ka7! Kd6 6. Nb8 Bg4 7. Nc8 Be2 8. Nf5 Ba6 9. Nd3! , winning.

3. c6+ Kd6 4. Bc8! Ke4 5. c7 Bd3 6. Bg4 Ka6 7. Nh3



Zugzwang.

**Viktor Moskalenko
Joan Fluvia Poyatos**
Catalonia tt 2013 (5)



EXERCISE: White wins. The black pawns on f5 and h7 are the main (static) weaknesses. But White has to play dynamically.

68. ♜d1+!

Decoy of a defender of f5.

68... ♛g3 69. ♜c2!

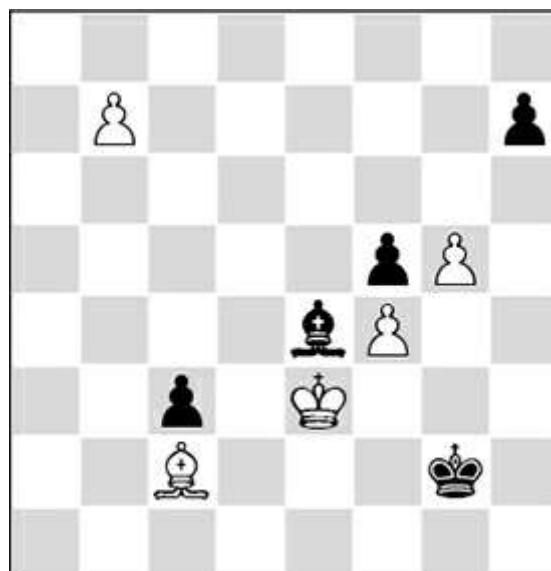
Decoy of the black bishop.

69... ♛g2!?

69... ♜xc2 70.b7+–; 69... ♛g4 70. ♜xe4 fxe4 71.b7 c2 72. ♛d26+–.

70.b7!

Again, decoy. 70. ♜xe4+?! allows counterplay: 70...fxe4 71.b7 c2 72. ♛d2 e3↔ and Black also queens.



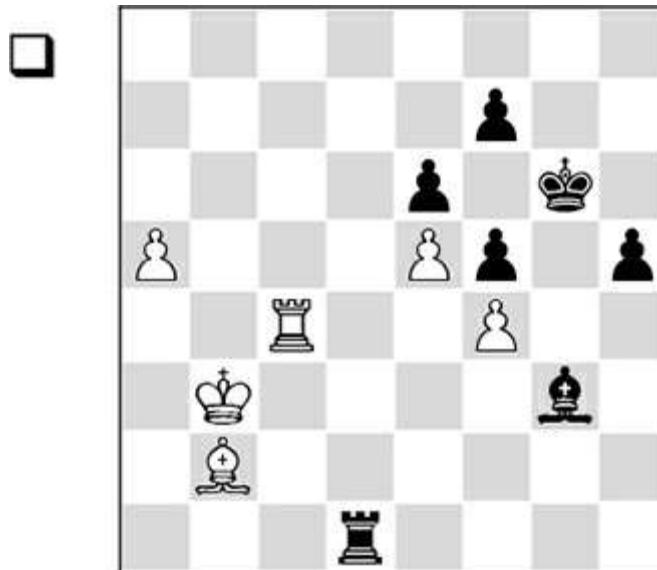
70... ♜xb7 71. ♜xf5 ♛g3 72. ♜xh7 ♛g4 73. ♜c2 ♜d5 74.g6 ♜e6 75.f5! 1-0

Two mixed fragments: ♜ + ♛

Viktor Moskalenko

Vinay S Bhat

Benasque 2007 (9)



EXERCISE: White to play and win. The decisive factor is the white a-pawn, since it is one square further advanced than its rival on the h-file.

50. ♜d4!

Offering to exchange the rooks.

50... ♜b1

My basic idea was 50... ♜xd4 51. ♜xd4 h4 52.a6 h3 53.a7 and the a-pawn promotes first.

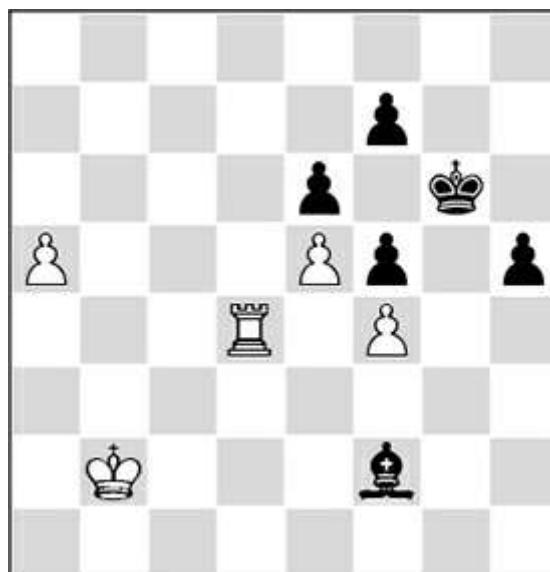
51. ♛a2!

Again attacking the rook. 51.a6? ♜f2←.

51... ♜xb2+!?

If, for example, 51... ♜f1 52.a6 ♜f2 53.a7 and the pawn queens.

52. ♛xb2 ♜f2



How should White continue? My opponent still had hopes in this position.

53. ♛c3!

But after this surprise blocking...

53... ♜e1+

and the next one:

54. ♜d2!

he resigned immediately. The bishop is not able to stop the a-pawn.

Karen Movsziszian

Sitges 2010 (6)



EXERCISE: Find the way for White to gain an advantage.

After a tense struggle in the opening and the middlegame, this was my desired position: the white king is centralized, but the black rook provides counterplay on the second rank.

With only seconds left on the clock I had to choose between two possible moves.

In the game I played poorly: 34. $\mathbb{R}d2?$! $\mathbb{R}xd2$ 35. $\mathbb{Q}xd2$ $\mathbb{Q}xb2$ 36. $\mathbb{Q}e3$ a6 37. $\mathbb{Q}xc5$ with equality.

In fact, White's advantage was decisive, as he could create a passed pawn:

34.b4! $\mathbb{R}xa2$ **35. $\mathbb{Q}d5!$**

This strong move had escaped my attention: the king attacks the bishop and the pawn.

35... $\mathbb{R}c2$

35... g5 36. $\mathbb{Q}d6!$.

36. $\mathbb{Q}d6$



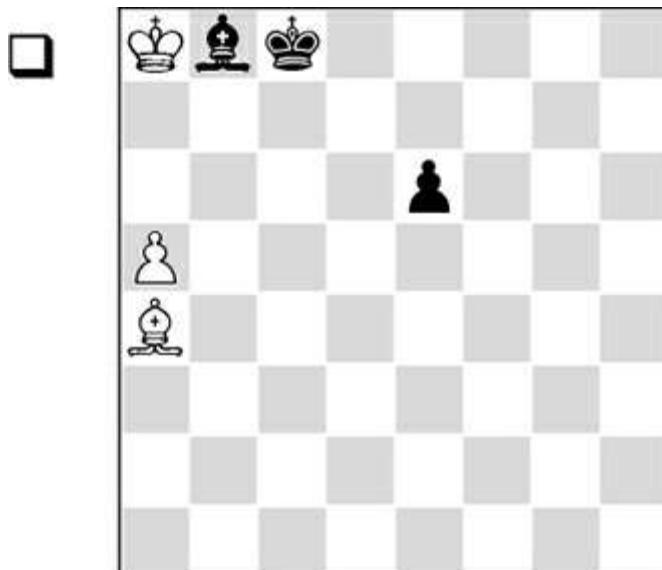
The threat is to take $\mathbb{R}xc5$, and with the passed c-pawn White should win easily.

2) Bishops of opposite colour

It is not correct to claim that endings with opposite-coloured bishops are always drawn – but sometimes it is true!

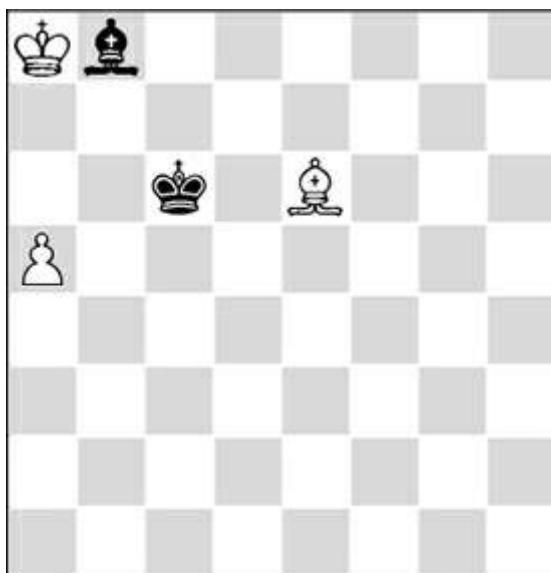
Study by Alexander Hildebrand

Skakbladet 1955



White to play and win. Although there is very little material left on the board and there are opposite-coloured bishops, the decisive factor consists of Black's misplaced pieces. The solution is fun:

1. \mathbb{Q} d7+! \mathbb{K} c7 2. \mathbb{Q} xe6 \mathbb{K} c6



How should White continue?

The bishop on b8 is untouchable: 3. \mathbb{Q} xb8? \mathbb{K} b5=. But White applies the motif of a diversion of the enemy king:

3. \mathbb{Q} d7+! \mathbb{K} c7 4. \mathbb{Q} b5! \mathbb{K} c8 5. \mathbb{Q} a6+ \mathbb{K} c7 6. \mathbb{Q} b7!+-

Zugzwang.

**Parimarjan Negi
Elshan Moradiabadi**
Mashhad Ach 2011 (7)

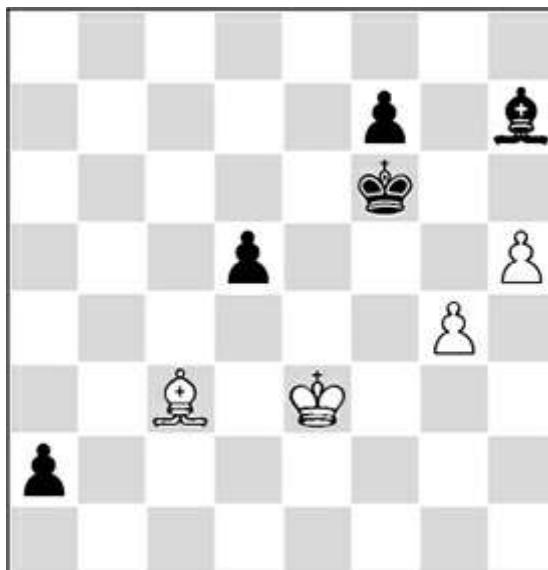


In this position, White resigned. Why did he give up without waiting for the opponent's response? A diagonal pawn structure controlled by a bishop of the opposite colour has a great drawing tendency. If the defender secures the free squares for his own bishop, his fortress usually cannot be taken by force. But there is no rule without an exception:

52...d4+!!

With this deflecting advance Black destroys the white fortress in a radical way.

- A) If 52...a2? 53. \mathbb{Q} d4=;
- B) 52... \mathbb{Q} e5? 53.g5=;
- C) 52... \mathbb{Q} xf6? 53. \mathbb{Q} xb4 a2 54. \mathbb{Q} c3+.



analysis diagram

The bishop controls the a1-h8 diagonal and cannot fall into zugzwang: 54... \mathbb{Q} g5 55. \mathbb{Q} f3 f5 56.gxf5 \mathbb{Q} xf5 57. \mathbb{Q} e3, with a fortress.

53. \mathbb{Q} xd4

53. \mathbb{Q} xd4 a2-+.

53...b3 54. \mathbb{Q} d2 b2



And the b-pawn promotes. Now the black bishop, controlling the h7-b1 diagonal, is in command.

A curiosity

Fidel Corrales Jimenez

Viktor Moskalenko

Sabadell 2008 (7)



Here is an example from my own practice, with a typical Winawer pawn structure. After checking everything, my opponent had exchanged the rooks a few moves before, in order to play 55. $\mathbb{Q}h6??$ (see above diagram), expecting the answer 55... $\mathbb{Q}e6?!$, and thinking he was playing for only two results, a draw or a win. However, after

55... $\mathbb{Q}g4!!$

this assessment changes dramatically. The black king enters the white fortress, and White is completely helpless!

56. $\mathbb{Q}g6 \mathbb{Q}f3 57. \mathbb{Q}xf6 \mathbb{Q}e2 58. \mathbb{Q}e7 \mathbb{Q}d2 59. \mathbb{Q}f8 \mathbb{Q}h7! 60. g8\mathbb{Q} \mathbb{Q}xg8 61. \mathbb{Q}xg8$
 $\mathbb{Q}xc3 62. \mathbb{Q}f7 b4?!$

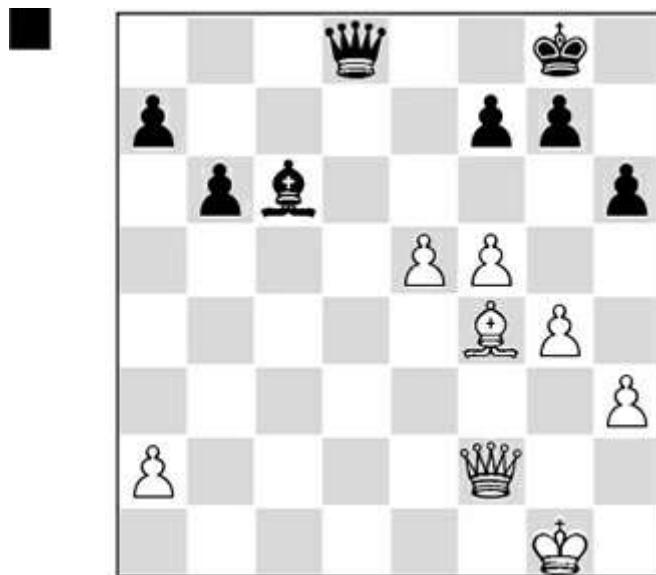


The black queen was soon resurrected and the game finished with a full point in my favour.

Mixed fragment: ♕ + ♙

**Tatiana Kononenko
Viktor Moskalenko**

Villa Salou 2004 (2)



♕ ♙ vs. ♔ ♔, opposite colours

EXERCISE: The prevalent factor here is the difference between the activity of the pieces and the position of the king. As indicated by their ‘properties’, the presence of opposite-coloured bishops only increases the initiative of the attacker:

33... ♙ d3!

The two black pieces (♕ + ♙) dominate the white army.

33... ♙ d5 allows White counterplay: 34. ♔ h2 b5 35. ♕ e2 a5 36. e6↑.

34. ♔ h2 ♙ d5! 35. a4 ♕ e4! 36. ♕ d2 ♙ c6!†



Black will soon win the a-pawn and will continue the attack.

More on ♕ versus ♟ endings can be found under Training no. 26 and, of course, in the Exam.

22 Training: Bishop versus Knight – ♕ vs. ♟

In most cases, the decisive factor in the fight of bishop versus knight is the placement of the rest of the army, including the pawn structure.

Properties of the bishop versus the knight

- A bishop can dominate the squares where the knight wants to jump.
- The superiority of bishop over knight is more evident when there are pawns on both the king- and the queenside in an open position.
- A bishop is stronger than a knight when it comes to supporting passed pawns and fighting enemy passed pawns.
- A bishop should not be exchanged for a knight unless there is a clear benefit.
- However, in a closed and blocked position, the domination of the knight over the bishop is also evident.

Directions

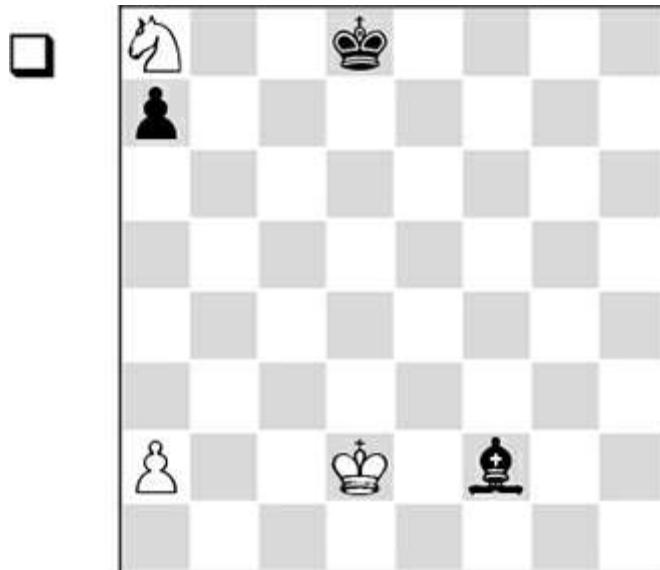
- 1) Balance
- 2) Domination by the bishop
- 3) Domination by the knight
- 4) Mixed fragments (♕ versus ♟)

Here are a few typical examples of the struggle between bishop and knight.

1) Balance

Study by Hermann Mattison

1924



White has to fight for a draw. The black king threatens to win the white knight, which is trapped in the corner. How can White mobilize all his resources?

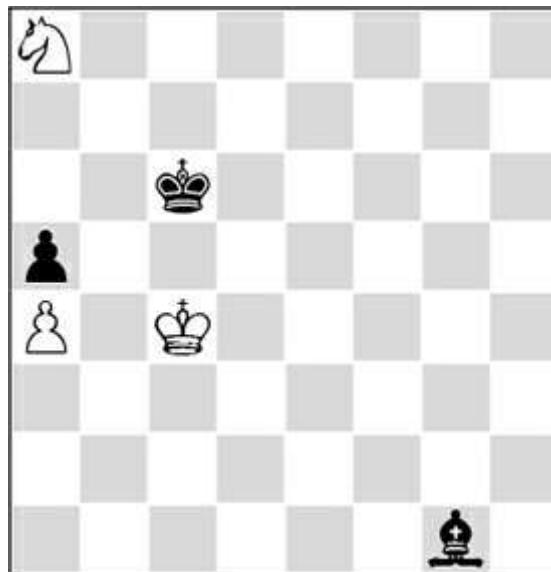
1.a4! a5!

1... \mathbb{Q} c8?! is not sufficient due to 2.a5 \mathbb{Q} b7 3. \mathbb{B} b6! \mathbb{R} xb6 4.axb6 axb6 5. \mathbb{Q} c3 \mathbb{Q} a6 6. \mathbb{Q} b4 with a draw – no opposition.

2. \mathbb{Q} e2!

A highly subtle manoeuvre, which prevents the black bishop from defending its pawn from the front.

2... \mathbb{B} g1 3. \mathbb{Q} d3 \mathbb{Q} d7 4. \mathbb{Q} c4 \mathbb{Q} c6



How should White continue? The white pieces suffer from zugzwang, but there is one more defensive resource:

5. \mathbb{B} c7! \mathbb{Q} xc7 6. \mathbb{Q} b5 \mathbb{B} b6 7. \mathbb{Q} a6!

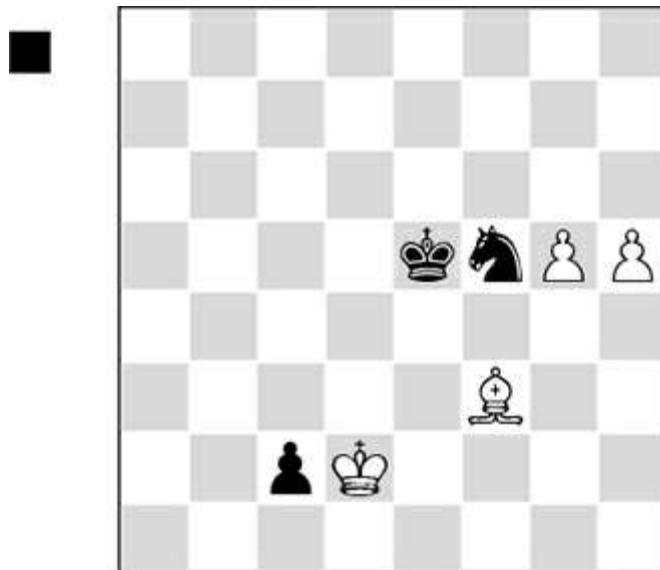
Now Black is in zugzwang!

7... \mathbb{Q} c6

Stalemate.

Typical errors in practical endings (\mathbb{Q} versus \mathbb{B})

**Ernesto Inarkiev
Igor Kurnosov**



How can Black save the game?

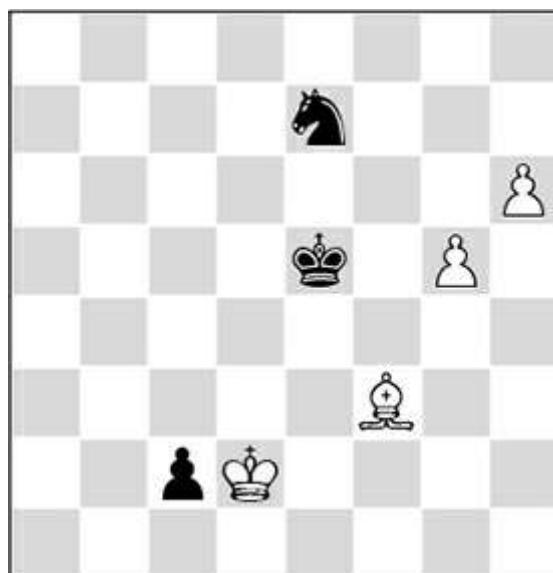
In this quite simple position, even the strong grandmaster Igor Kurnosov confused the ideas (or perhaps his calculation), and here initiated a losing manoeuvre:

68...♞e7??

The saving square for the knight was 68...♞d6! 69.♚xc2 (69.h6 ♞f7 70.h7 ♜f5=) 69...♜f4! 70.g6 ♜f5□ 71.♝e2 (71.g7 ♞h6! is also a draw) 71...♜g5 72.♚c3 ♞e7 and the draw is obvious. Black will soon eliminate both weak pawns.

69.h6!

Now the white pawns become unstoppable:



69...♞g6

69...♜f5 70.♝h5+–; 69...♜e6 70.♝h5+–.

70.♝h5 ♞h8 71.g6 ♞xg6 72.♝xg6 ♜f6 73.♝h5!

Zugzwang: the black king cannot reach the corner.

Gabriel Battaglini

Laurent Fressinet

Bastia rapid 2011 (1)

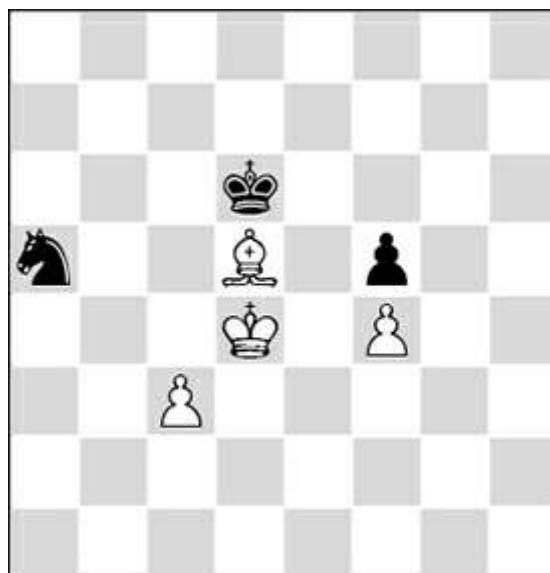


EXERCISE: How can White win the game? In this example, the French player did not find the right solution:

51. ♔d4?

The white king enters a mined square. Instead, he had to apply the triangulation motif with the king: 51. ♔d3! ♔d7 (51... ♔d6 52. ♔d4+– zugzwang) 52. ♔c2 ♔d6 53. c4! ♕c6 (53... ♕c5 54. ♕c3 ♕b6 55. ♕b4+–) 54. ♕xc6 ♕xc6 55. ♕c3 ♕c5 56. ♔d3 ♕c6 57. ♔d4 and White wins easily.

51... ♔d6



Mutual zugzwang, with White to move.

52. ♕g8

52.c4 allows a blockade on the dark squares: 52... ♕b3+ 53. ♕c3 ♕c1! 54. ♕d2 ♕b3+ 55. ♕c2 ♕d4+ 56. ♕d3 ♕c5=.

52... ♕c6+ 53. ♕c4 ♕e7 54. ♕h7

54. ♕f7 ♕c6 55. ♕d4 ♕d6=.

54... ♕c6



Now the knight dominates the bishop, which allows Black to save the game.

55.♘d4 ♜d6 56.c4 ♜c6+ 57.♘c3 ♜e7

With a draw.

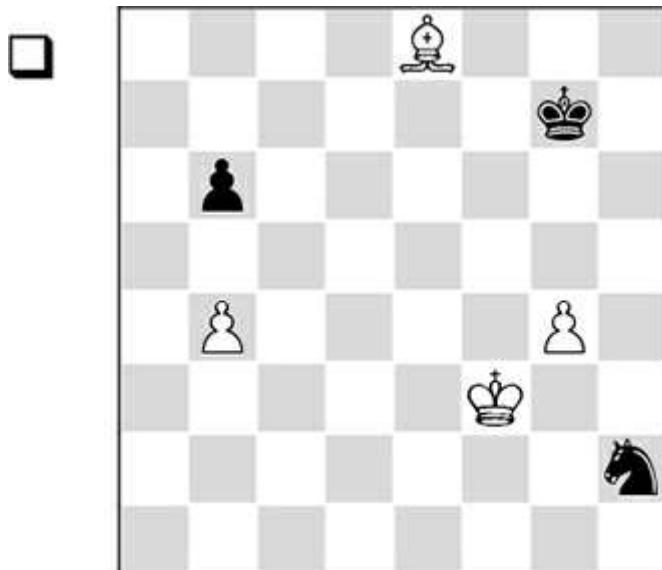
2) Domination by the bishop

‘A badly placed knight is always a positional disaster’ – Aaron Nimzowitsch.

Alexander Beliavsky

Matej Sebenik

Ljubljana 2011 (8)

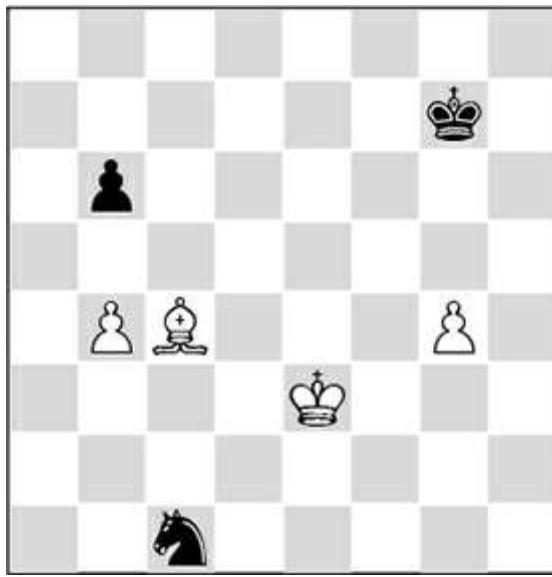


A typical formation: the king restricts the enemy knight, while the bishop threatens to cut it off along the diagonals:

67.♔f4!

67.♔g3 would be less precise, as it gives the knight more free squares to jump to.

67...♝f1 68.♝b5! ♜d2 69.♝d3 ♜b3 70.♚e3 ♜c1 71.♝c4



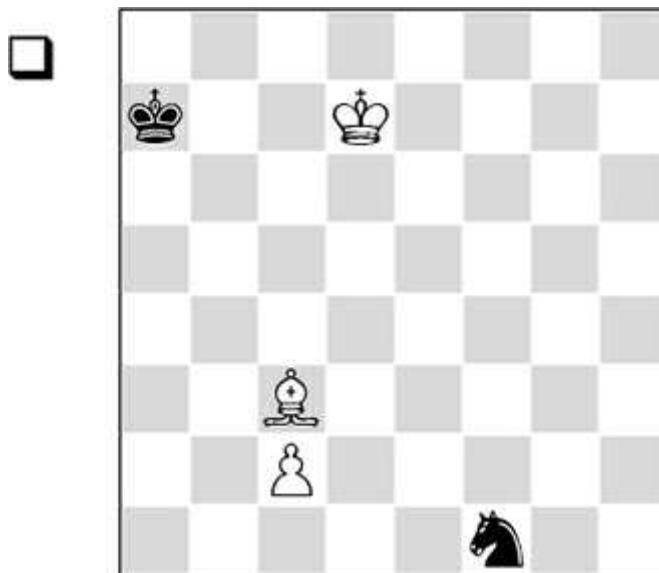
This corraling of the knight is also typical.

71...b5 72.♘d5!

Of course not 72.♗xb5?? ♗a2 73.♔d4 ♗xb4 and the knight escapes.
Now the knight is lost, as is the game for Black.

Study by Hugh Blandford

1949



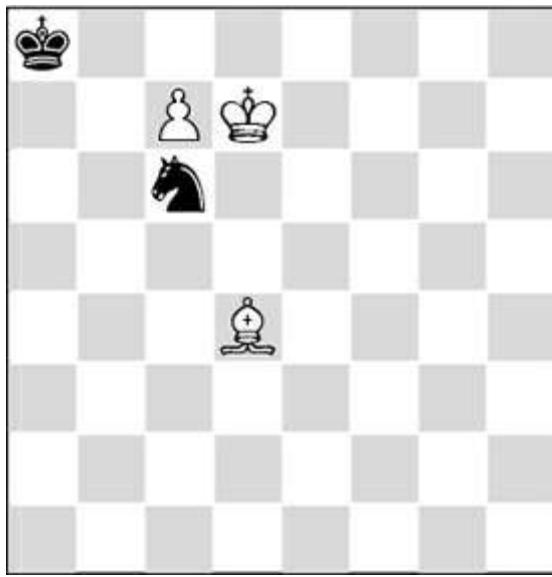
Domination (♙ ♗ ♔ vs ♘ ♔)

White to play and win. In this curious example, we first witness the forced passage of the c-pawn from its starting square almost all the way to promotion.

1.♗d4+ ♔a8!?

1...♔a6 2.c4 ♗d2 3.c5 ♗b3 4.c6 ♗xd4 5.c7+–.

2.c4 ♗d2 3.c5 ♗b3 4.c6 ♗a5 5.c7 ♗c6!



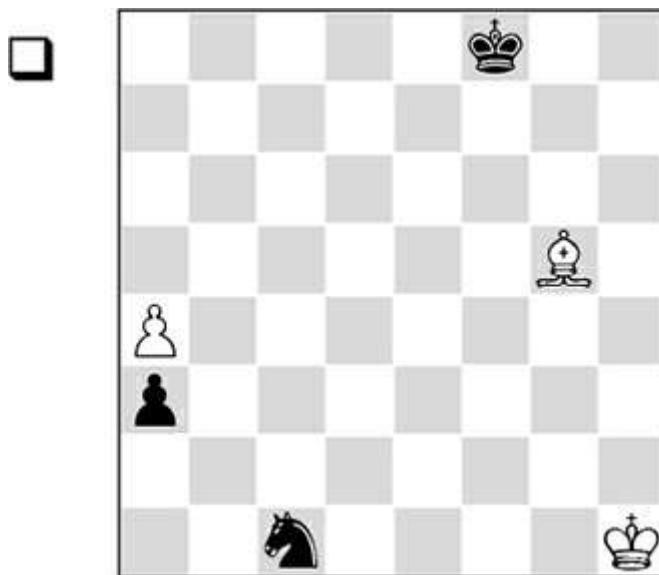
How should White continue? Although the position is won anyway, the climax is attractive:

6.c8 ♕ +!+-

If White promotes to queen, naturally 6.c8 ♔+? ♔b8+ 7.♔d6 stalemates.

Study by E. Acaba

1982



White to play and win. By virtue of its long-range property, the bishop cooperates better with pawns in open positions – it can attack and defend faster:

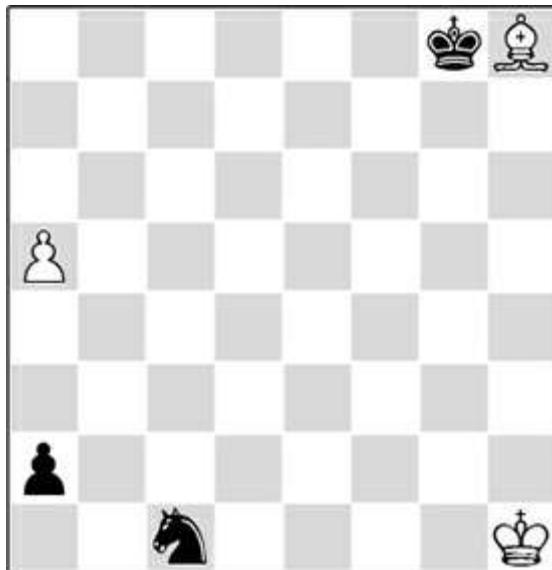
1.a5!

1.♗xc1? a2 2.♗b2 ♔e7=.

1...a2

1...♔f7 2.♗xc1 and the black king cannot stop the a-pawn.

2.♗f6 ♔f7 3.♗h8! ♔g8



How should White continue?

4. ♜ a1!!

Incredibly, this is the only winning square. On any other square the bishop would allow the black knight to enter the game.

4... ♛ b3 5.a6 ♛ xa1 6.a7

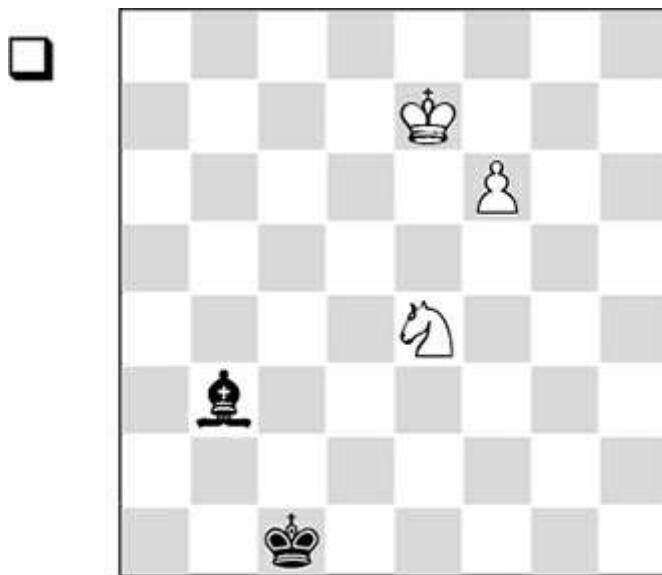
And White promotes with check.

3) Domination by the knight

Favourable positions for the knight, and some technical tricks.

Study by V. Koshec

1927



White to play and win. In this type of position, the only winning technique is to force the bishop to move to the shorter diagonal (h5-e8) and then combine the attacks on it ($\text{♝} + \text{♚}$ vs ♞).

1. ♜ g5!

Threatening to block with 2. ♜ e6.

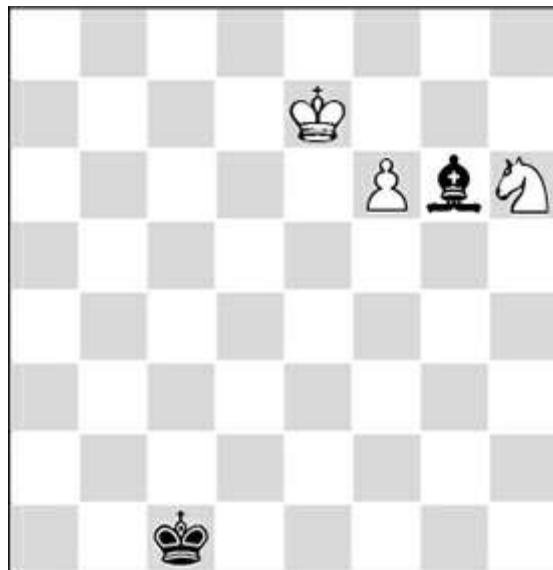
1... ♜ g8 2. ♜ f7!

This is how the main idea works:

2...♝h7

If 2...♝d2 3.♛f8 ♚h7 4.♝d6! ♜g6 (4...♝c2 5.♝c4+ ♚c3 6.♛g7!+-) 5.♛g7 ♚h5 6.♚h6+-.

3.♝h6! ♜g6



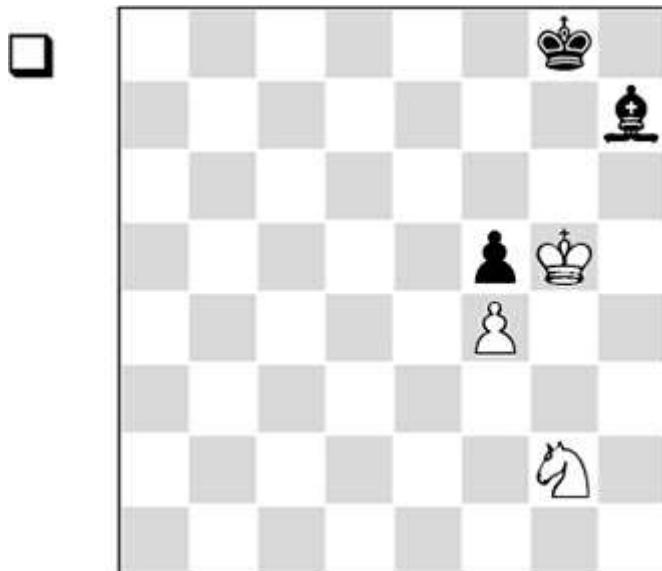
From here the white knight has to jump to the key square f4.

4.♝f5! ♜d2 5.♝h4 ♚h5 6.♝g2! ♜g6 7.♝f4

And the black bishop does not have any safe squares on the h5-e8 diagonal.

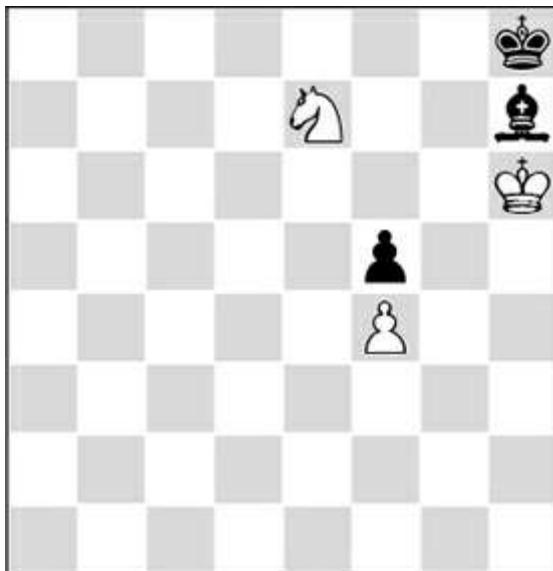
Study by Alexey Troitzky

1924



White to play and win. The black pawn on f5 is blocking its own army – without this pawn it would be a draw. The solution is found in a direct attack ($\text{R} + \text{K}$):

- 1. $\text{R} h6!$ $\text{R} h8$ 2. $\text{N} h4$ $\text{R} g8$**
- 2... $\text{R} g8$ 3. $\text{N} g6\#$.
- 3. $\text{N} f3$ $\text{R} h8$ 4. $\text{N} e5$ $\text{R} g8$ 5. $\text{N} c6$ $\text{R} h8$ 6. $\text{N} e7!$**

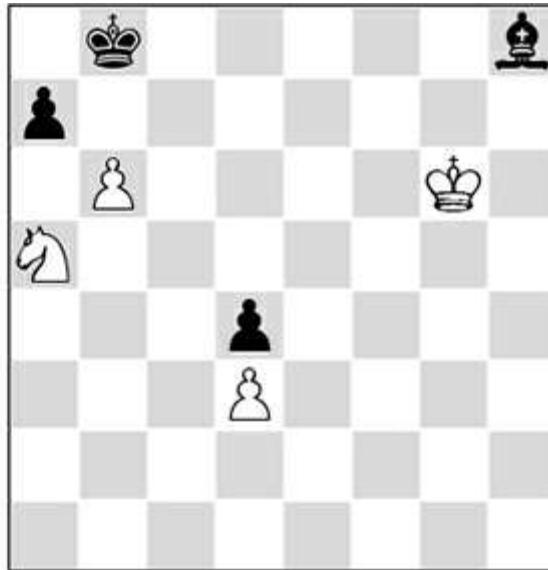


It's over; the black pieces are in zugzwang.

- 6... $\text{R} g8$ 7. $\text{N} g6\#$

Study by Mark Liburkin

1947



White to play and win. Strategically, the black bishop on h8 does not have much value, and so tactical motifs arise with the help of good ♜+♚ coordination:

1. ♜ c6+ ♚ b7 2. bxa7 ♚ a8

How should White continue? Now we need a plan or a trick that transforms the advantage:

3. ♚ f7! ♜ b7 4. a8 ♜ +! ♜ xa8 5. ♜ g6!

White has sacrificed the a-pawn to force zugzwang!

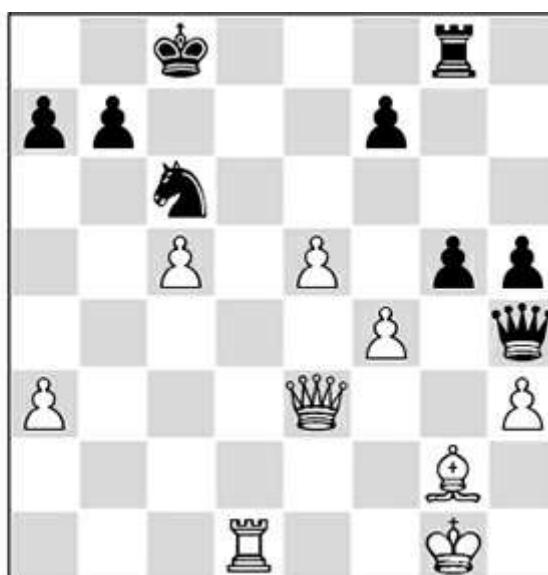
5... ♜ b7 6. ♜ d8+ ♜ b6 7. ♜ f7+–

Winning the bishop on h8.

4) Mixed fragments (♝ versus ♜)

**Viktor Moskalenko
Davor Komljenovic**

Motril 2005 (9)



EXERCISE: How should White continue? Black has started counterplay on the g-file, so it is time to force some favourable exchanges:

29. e6! ♜ xf4

29... gxf4 30. exf7!+–.

30. ♜ xf4 gxf4 31. exf7 ♜ f8 32. ♜ d5!

Supporting the f7-pawn.

32... ♜ e5

32... ♔ d7 33. ♕ b1+–.

33. ♜ e6+ ♔ b8 34. ♕ d5! ♜ xf7 35. ♕ f5 ♜ g8+ 36. ♕ f2 ♜ h6 37. ♕ f6



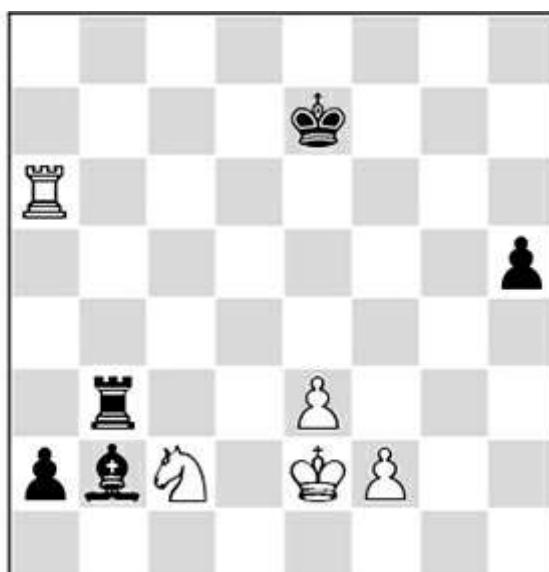
Domination ($\text{R} + \text{N}$): Black cannot save his knight.

37... ♜ h8 38. ♕ f3 ♔ c7 39. ♜ xf4 1-0

Roberto Aloma Vidal

Viktor Moskalenko

Sabadell 2010 (5)

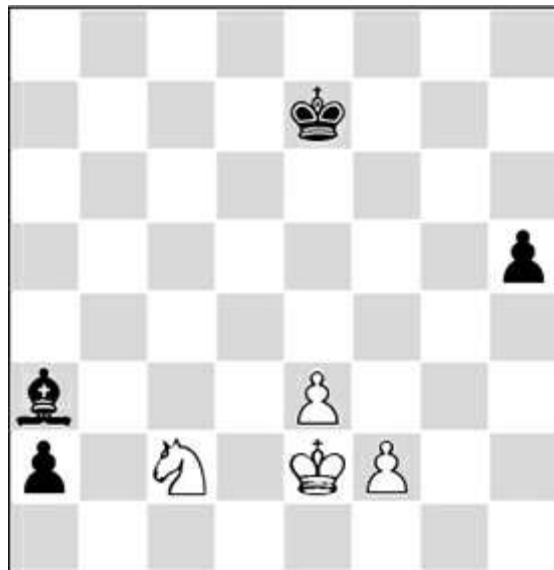


EXERCISE: How should Black continue?

65... ♜ a3!

An obstruction tactic. After 65... ♜ c3? 66. ♜ b4 a1 ♔ (66... ♜ a3 67. ♜ xa2 ♜ c2+ 68. ♕ f3 ♜ xa2 69. ♔ g2=) 67. ♜ xa1 ♜ xa1 68. ♜ d5+ ♔ e6 69. ♜ xc3 ♜ xc3 it's a draw: the h1-corner is bad for the dark-squared bishop.

66. ♜ xa3 ♜ xa3



Black is winning, according to the mentioned properties. The black a- and h-pawns will decide the game:

67.f4 ♜d6!

The king needs to be active.

68.e4 ♟b2 69.♔e3 ♜c5! 70.e5 ♔c4 71.♔d2 h4! 72.e6 ♟f6 73.♔c1 h3

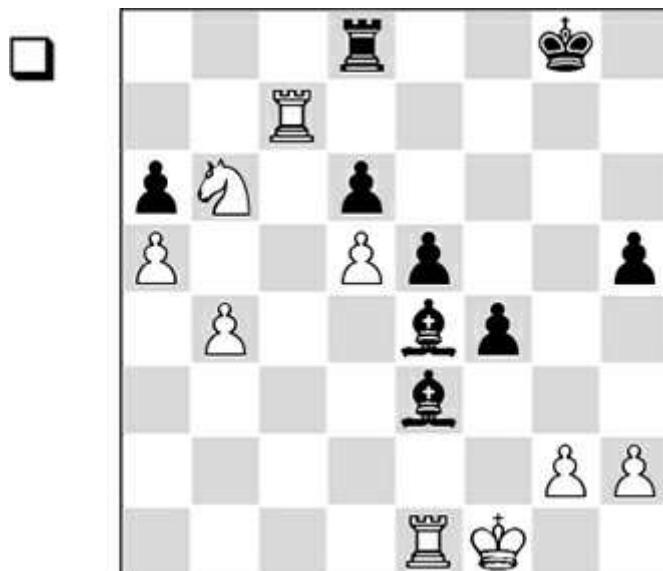
73...♚c3 also wins.

74.e7 ♗xe7

0-1

**Viktor Moskalenko
Jean Baptiste Mullon**

Cap d'Agde 2012 (6)



EXERCISE: Find the best plan for White.

36.♘xe3!

Simplifications: White transposes to a winning ♘ vs ♗ ending.

36...fxe3 37.♔e2! ♗xg2



How should White continue?

38. ♜c8!

Another exchange, avoiding all black counterplay. For example, after 38.b5!? Black would have 38... ♜f8!?.

38... ♜xc8 39. ♜xc8 ♛f8

39... ♜xd5? 40. ♜e7+.

40. ♜b6 1-0

Domination by the knight: there is no defence against 41.b5!.

More on the struggle of bishop versus knight can be found in Training no. 26 (and also in the Exam).

23 Training: The Rook –

The rook is a very strong piece with great attacking potential – similar to the artillery in an army.

Properties

- Rooks need open files to maximize their effectiveness.
- In the opening they are ‘switched off’, standing on their original squares behind the pawns.
- Rooks must be activated by placing them on open or half-open files.
- Apart from open files, the best places for a rook to become active and/or attack are the 6th-8th ranks.
- The invasion with a rook on the seventh rank is often a great achievement – because there is so much enemy material there!
- Two connected rooks on the seventh or eighth rank have a devastating effect on the enemy forces.
- The rook can easily be boxed in when there are many pieces on the board.
- Rooks are slow starters – they are most effective in the final phase of the game, when there are open spaces on the board.

- The best place for a rook in the endgame is behind its own passed pawns, or also behind an enemy passed pawn. Rooks are most useful behind their own pawn chain.
- Endings with rooks occur much more often than other endings.
There are certain theoretical positions with little material (or a mixture of material: rook vs. pawn, rook and bishop vs. rook, etc.) that I highly recommend to study in books on endings. This way you can improve your overall technique.

Directions

- 1) A bit of theory
- 2) Defending (a tragicomedy of errors)
- 3) Attacking (material vs. initiative)
- 4) Transposing
- 5) Four-rook endings

1) A bit of theory

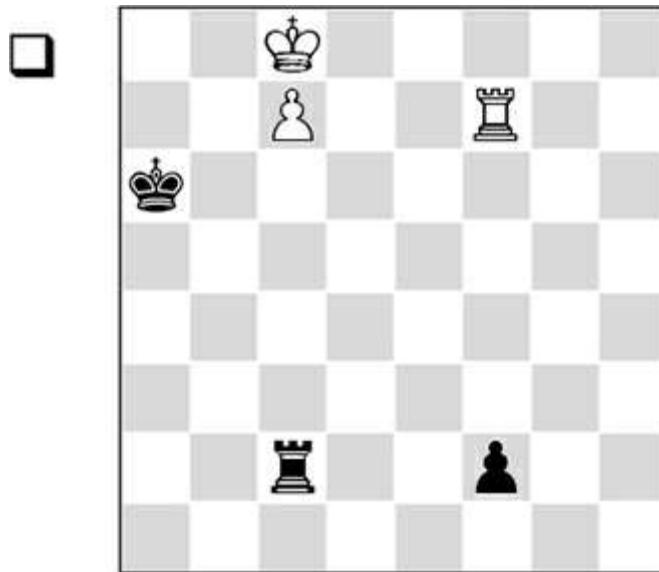
Here I will explain the most useful ideas in rook endings with few pawns.



Emanuel Lasker

Study by Emanuel Lasker

1892



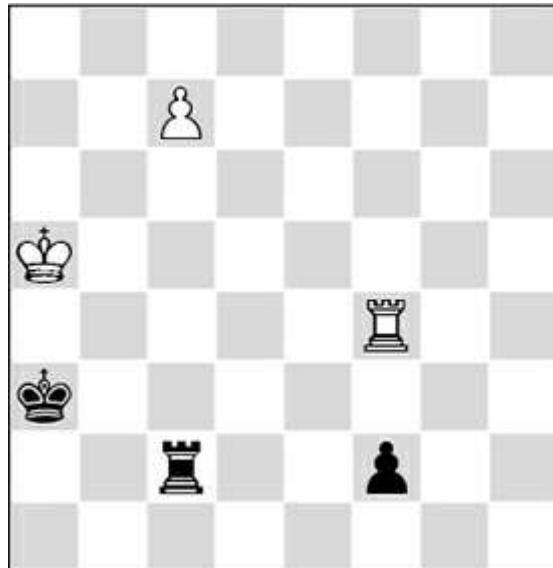
A classic ♕ vs ♜ endgame.

White to play and win. The solution is aesthetically very curious, although the method seems to be clear: to climb up the ladder.

1.♕b8 ♜b2+ 2.♕a8 ♜c2 3.♖f6+ ♔a5

3...♔b5 4.♔b7+—.

**4.♕b7 ♜b2+ 5.♕a7 ♜c2 6.♖f5+ ♔a4 7.♕b6 ♜b2+ 8.♕a6 ♜c2 9.♖f4+ ♔a3
10.♕b6 ♜b2+ 11.♕a5! ♜c2**



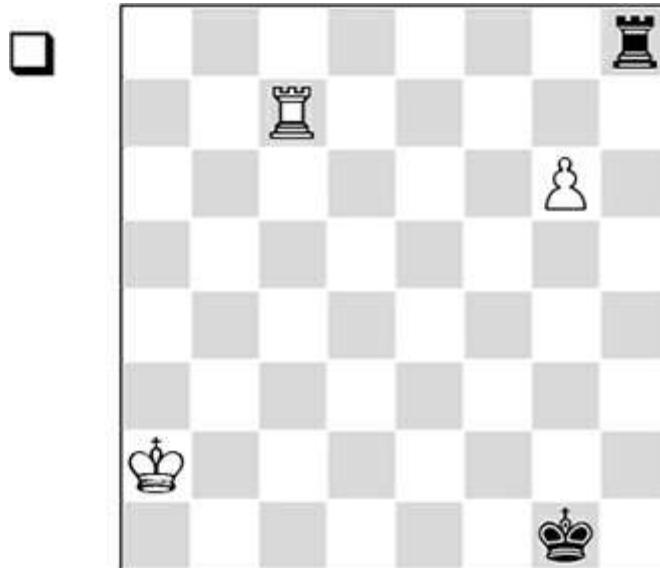
How should White continue? To complete the plan discovered by the classic World Champion, Emanuel Lasker, there now follows a tactical blow, bringing down the defences:

12.♖f3+ ♔a2 13.♖xf2!

Finishing off, White deflects the black rook and promotes the c-pawn.

Study by David Gurgenidze

1981



White vs. Black

White to play and win. In this example, the staircase technique offered by Lasker also works perfectly:

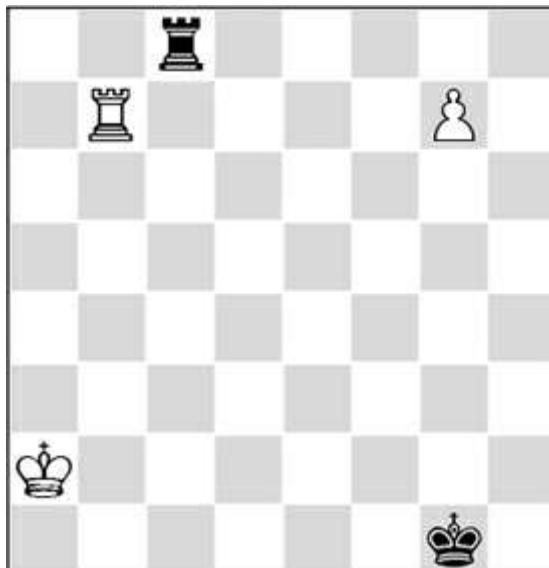
1.g7 ♜ b8!

The two kings have to run to the g-pawn, but the black rook controls the white king's passage along the b-file.

2. ♜ b7!

Deflecting the rook. A mistake would be 2. ♜ f7? ♜ g8 and the black king will arrive first.

2... ♜ c8!



See you soon on the same ladder!

3. ♜ b3 ♜ g2

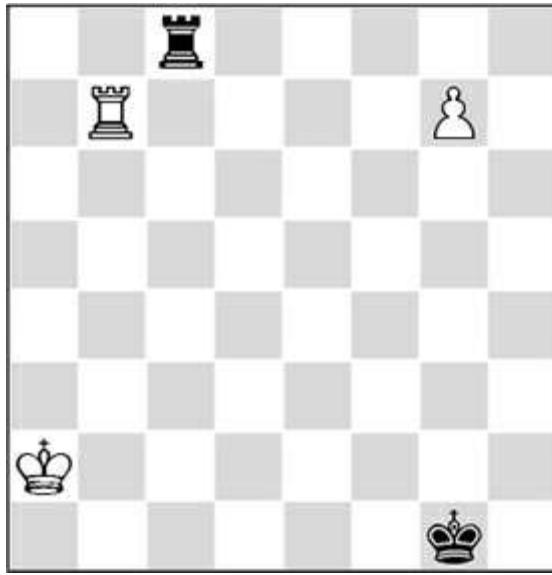
3... ♜ f2? 4. ♜ f7+ ♜ g3 5. ♜ f8+—.

4. ♜ c7! ♜ d8 5. ♜ c4 ♜ g3 6. ♜ d7 ♜ e8 7. ♜ d5 ♜ g4 8. ♜ e7 ♜ g8 9. ♜ e6

And the white king triumphs.

Study by Richard Réti

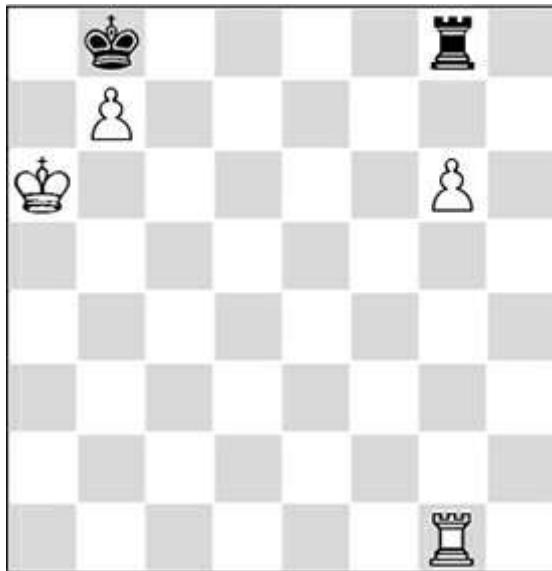
1929



♖ ♕ ♗ ♘ vs. ♖

White to play and win. The practical relevance of this ending is clear. Understanding its solution requires a thorough analysis:

A) Supporting the b-pawn by 1. ♔a5?! ♕f2 2. ♕g1 ♕f8□ 3. ♔a6 (3. ♔b6? ♕f1!= 4. ♕g5 ♕g1! 5. ♕xg1 stalemate) 3... ♕g8=



analysis diagram

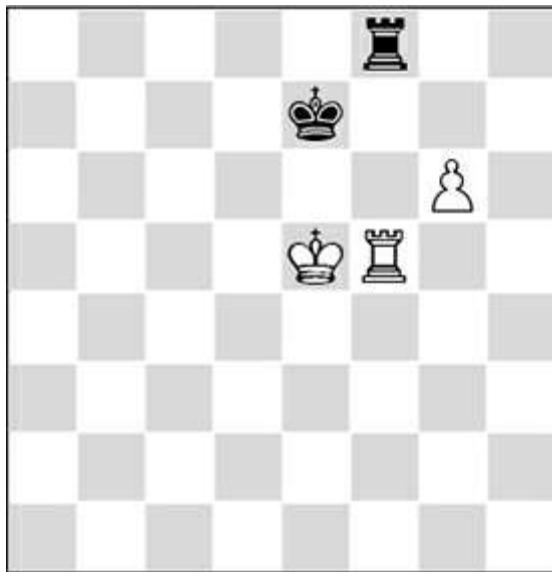
4. ♕g2 (4.g7 ♕xg7! 5. ♕xg7 stalemate) 4... ♕g7 5. ♕g1 (5. ♔b5 ♔xb7=) 5... ♕g8 6.g7 ♕xg7 7. ♕xg7 leads to stalemate;

B) Lateral defence of the pawn with 1. ♕b6?! and then playing the king to the right flank. But Black prevents this pilgrimage: 1... ♕f1 2. ♔a3 (2. ♔b5? ♕b1+ 3. ♔c5 ♕xb6 4. ♔xb6 stalemate) 2... ♕c1 3. ♔b2 ♕c5 4. ♔b3 ♕c1= 5.g7 ♕g1 with a draw.

Now for the solution:

1. ♕b5!! ♕f1 2. ♕g5 ♕f8 3. ♔b5 ♔xb7 4. ♔c5 ♔c7 5. ♔d5 ♔d7 6. ♔e5 ♔e7 7. ♕f5!

Here is a small detail that puts the white rook to maximum use.



7... ♜ a8

If 7... ♜g8 8. ♜f7+ ♔e8 9. ♜f6+-; or 7... ♜xf5+ 8. ♔xf5 followed by opposition on the sixth rank: 8... ♔f8 (8... ♔e8 9. ♔e6!) 9. ♜f6 ♔g8 10. g7+-.

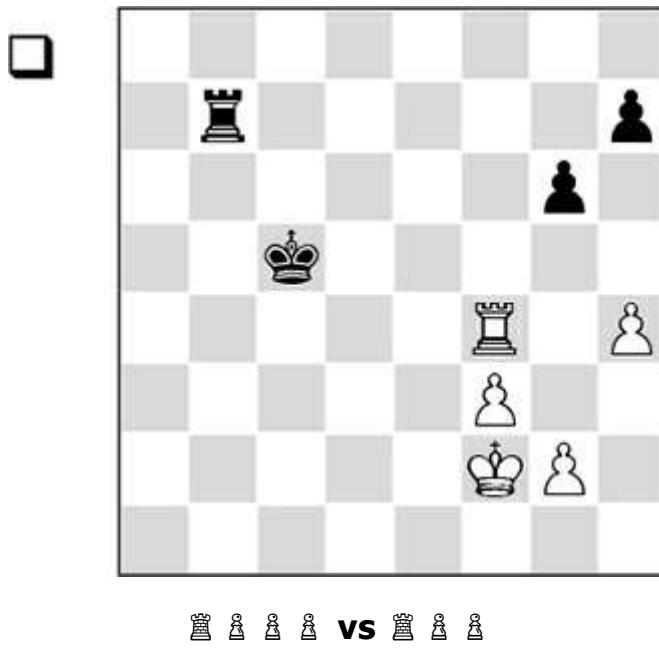
8. ♜f7+ ♔e8 9. ♜f6

And White wins easily, using the Lucena bridge. To hold the draw, the black king must be on the g-file.

Dennis Breder

Felix Levin

Germany Bundesliga 2010/11 (15)



EXERCISE: With the black king on g7, this would be a fairly simple draw. With the king so far from the kingside, Black is probably lost:

50. ♜e4! ♔d6 51. ♔g3 ♜b2 52. ♜e1

52. ♜e8!?.

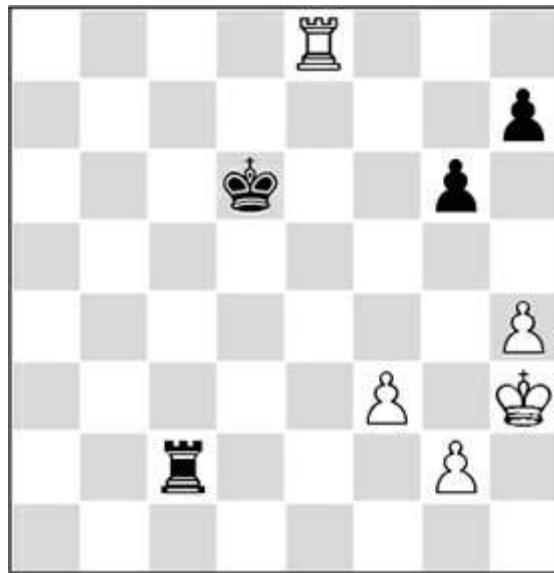
52... ♔d7 53. ♔h3 ♜c2 54. ♜e5!

The break 54.h5!? helps to weaken the black structure, and then attack.

54... ♔d6

If 54... ♜a2, then 55.h5!.

55. ♕ e8!



PLAN: Here is the second plan: the threat is 56. ♕ h8, and then penetrate with the king.

55... ♜ c4

55... ♜ c6 56. h5!?

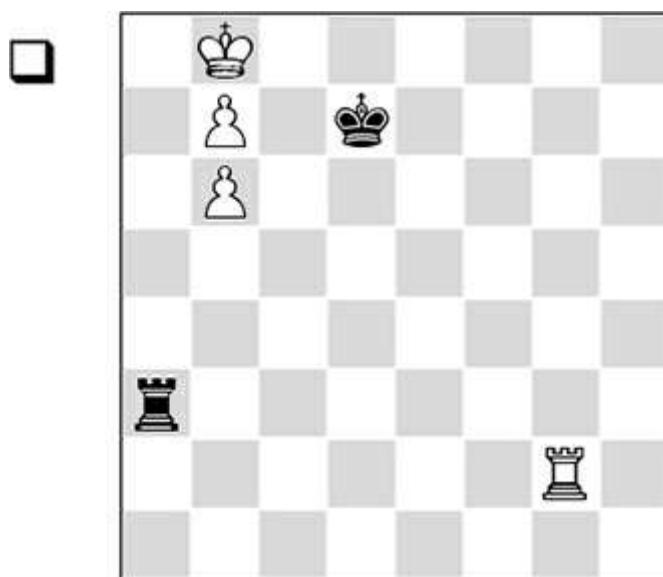
56. ♔ g3 ♜ a4 57. ♜ h8!+– ♜ a7 58. ♔ f4 ♔ e6 59. ♔ g5 1-0

Theory (♕ ♜ ♜ vs. ♜)

Doubled b- and g-pawns: endings with doubled pawns on the knight files are fairly frequent in practice.

Study by Oldrich Duras

1903

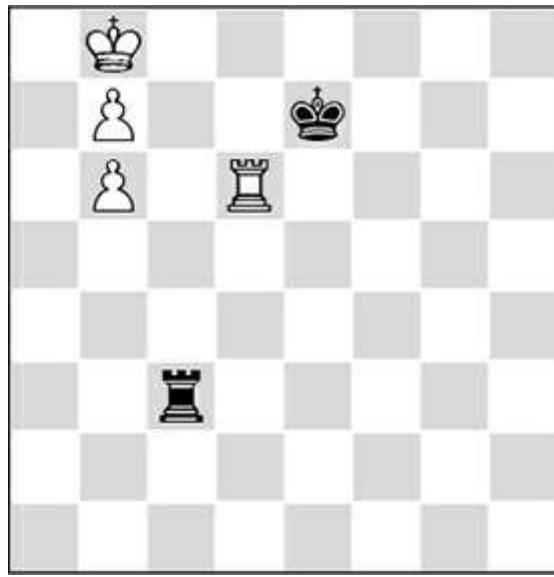


White to play and win. Without the pawn on b6 this is a theoretical winning position – just remember the technique of the famous Lucena bridge. But here, the b6-square is not available for the white king, to escape the checks. The solution is pretty violent:

1. ♜ d2+ ♔ e7 2. ♜ d6!!

Threatening 3. ♜ c7.

2... ♜ c3



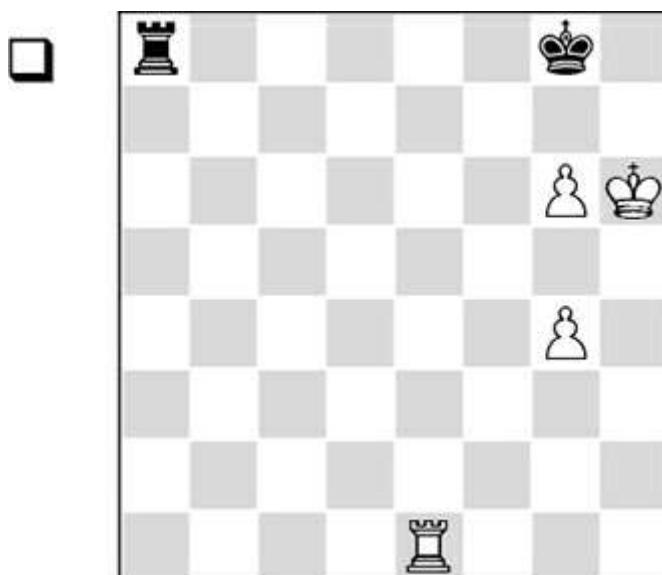
If Black accepts the rook by $2 \dots \mathbb{Q}xd6$, after $3. \mathbb{Q}c8$ White queens with check.
How should White continue?

3. $\mathbb{R}c6!$ $\mathbb{R}xc6$ 4. $\mathbb{Q}a7!$

And the b7-pawn will promote on the next move.

Study by Yuri Averbakh

1970



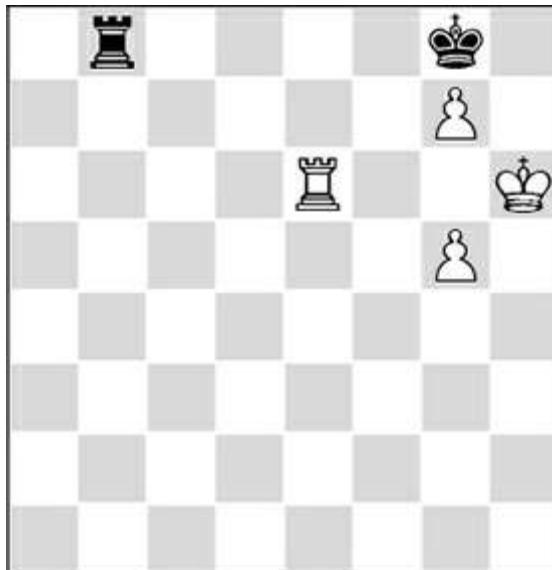
White to play and win. Here, the black king is blocking the promotion square, but the second g-pawn decides the game.

1. $\mathbb{R}e6!$ $\mathbb{R}f8$ 2. $g5!$



TRICK: It would be rash to play 2.g7? due to $2 \dots \mathbb{R}f6+!$ 3. $\mathbb{R}xf6$ stalemate.

2... $\mathbb{R}a8$ 3. $g7$ $\mathbb{R}b8$



How should White continue?

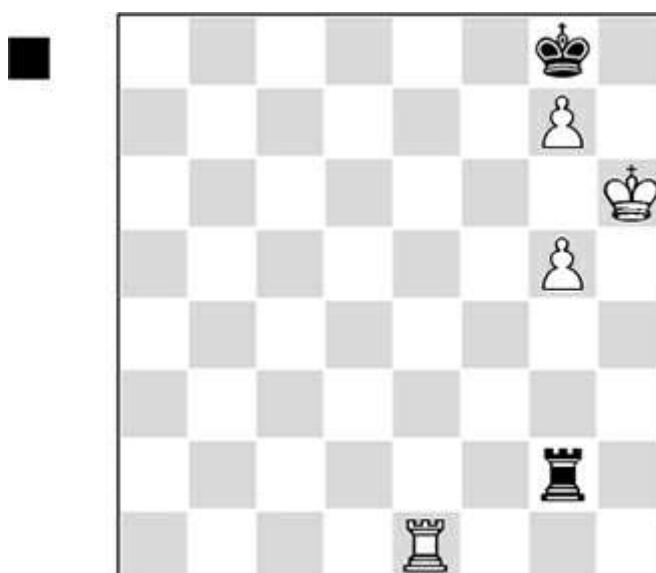
4. ♜ f6! ♜ a8 5. ♜ f8+!

Forcing a winning pawn ending.

5... ♜ xf8 6. gx f8 ♔ + ♔ xf8 7. ♕ h7+-

Study by Alessandro Salvio

1634



However, there are cases where the defender has the time and the opportunity to save himself.
Black to play and draw:

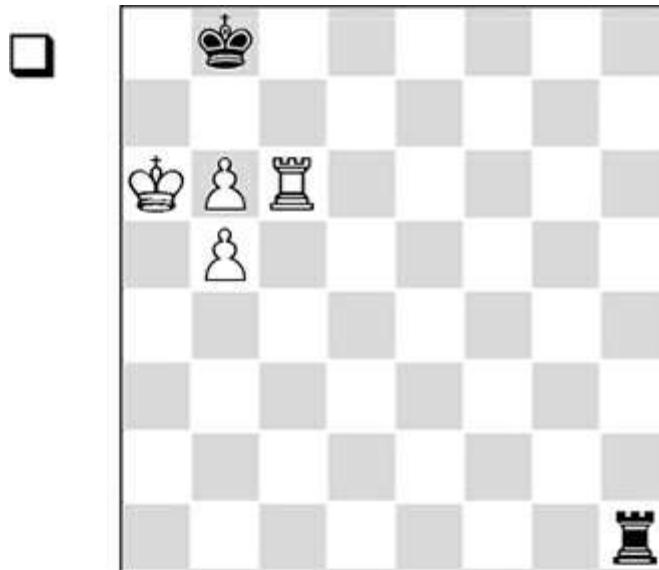
1... ♜ h2+! 2. ♛ g6 ♜ e2!=

The black rook pursues its colleague along the second rank, and is untouchable: if

3. ♜ xe2

stalemate.

Theoretical exercise



White to play and win. We combine the resources of attack and defence:

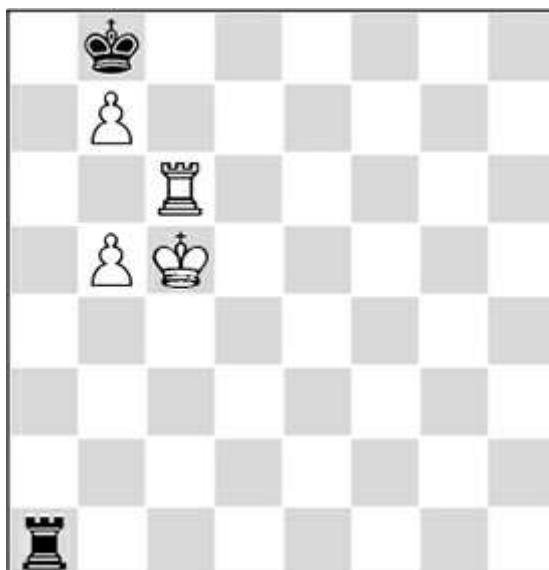
2. $\mathbb{R}b7 \mathbb{N}a1+!?$

2... $\mathbb{R}h8$ 3. $\mathbb{R}c8+!$.

3. $\mathbb{K}b6 \mathbb{N}a6+!$

A rampant rook!

4. $\mathbb{R}c5 \mathbb{N}a1$



How should White continue? The only way forward is to sacrifice the pawn on b7.

5. $\mathbb{R}d6!!$

But careful: if 5. $\mathbb{R}h6?$ $\mathbb{R}g1$ 6. $\mathbb{K}c6$ (6. $\mathbb{K}b6?$ $\mathbb{R}g6+!$) 6... $\mathbb{R}g8$ is a positional draw thanks to Black's fortress.

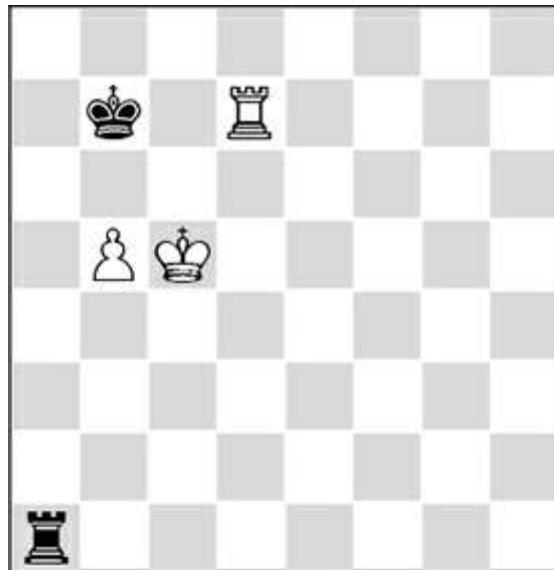
5... $\mathbb{K}xb7$



TRICK: Now the ‘rampant rook’ defence does not work: 5... $\mathbb{R}h1$ 6. $\mathbb{K}b6 \mathbb{R}h6!$ 7. $\mathbb{R}c6!$ $\mathbb{R}g6$ 8. $\mathbb{K}a6$, winning by zugzwang.

6. $\mathbb{R}d7+$

And now White gets the theoretical position.



6... ♜c8

6... ♜b8 7. ♜b6! ♜c8 8. ♜c7+ ♜b8 9. ♜h7+– etc.

7. ♜h7 ♜g1 8. ♜b6!

With the black king on b8 it would be a draw, but without this tempo Black loses.

8... ♜b1

8... ♜g6+ 9. ♜a7+–.

9. ♜h8+ ♜d7 10. ♜b8+–

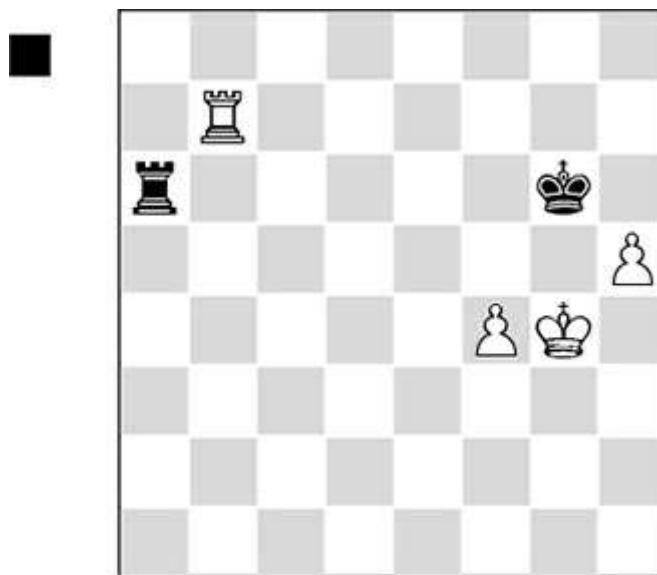
And White wins by applying the Lucena bridge.

Also important are endings with pawns on the rook and bishop files (a+c, h+f).

Zhou Jianchao

Yu Yangyi

Xinghua Jiangsu ch-CHN 2011 (10)



This position is a theoretical draw. White cannot move his f-pawn without losing the h-pawn. However, in practice the defence is tough – there is always room for an error.

62... ♜h6

62... ♜f6!?= – see the next example.

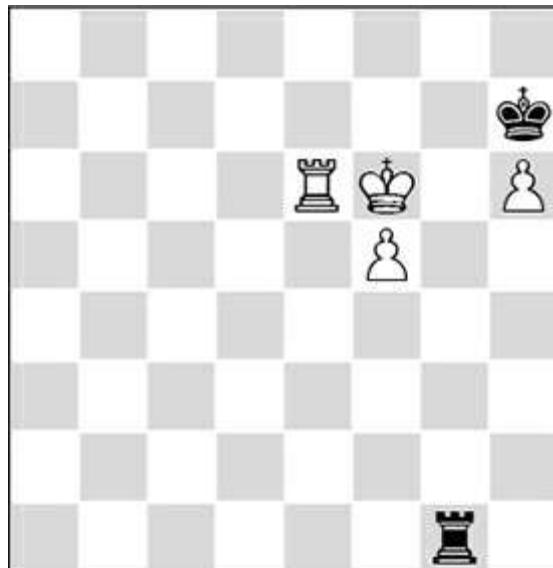
63. ♜e7 ♜a5 64. ♜e6+ ♜g7!

64... ♜h7 65.f5+–.

65.h6+ ♔ h7

65... ♕f7!?

66.f5 ♕a1! 67.♔g5 ♕g1+ 68.♔f6



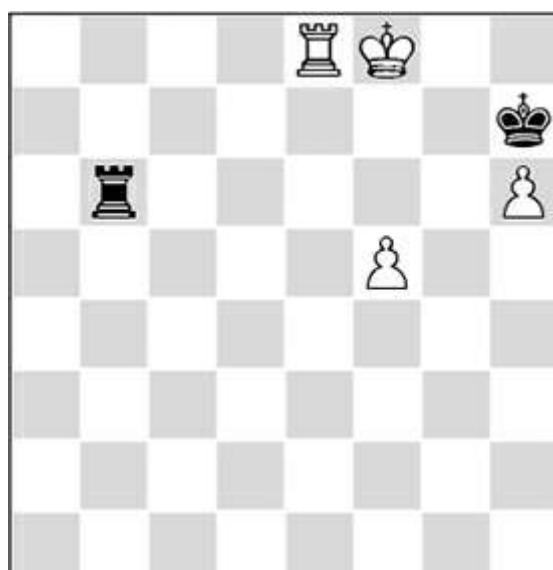
Black has defended admirably, but now he commits a fatal error:

68... ♕a1?

A) The black rook has to attack the f-pawn from behind: 68... ♕f1! – then the white king will be tied to the defence of that pawn: 69. ♕e2 ♕a1↑ with good chances of a draw;

B) 68... ♕xh6? 69. ♕e7+ ♔h7 70.f6 ♕a1 71.f7 ♕a7+ 72.♔f6 ♕a8 73.♔e8, winning.

69.♔f7+— ♕a8 70.♕e8 ♕a7+ 71.♕e7 ♕a8 72.♕e6 ♕b8 73.♕e7 ♕b7+ 74.♕f8 ♕b8+ 75.♕e8 ♕b6



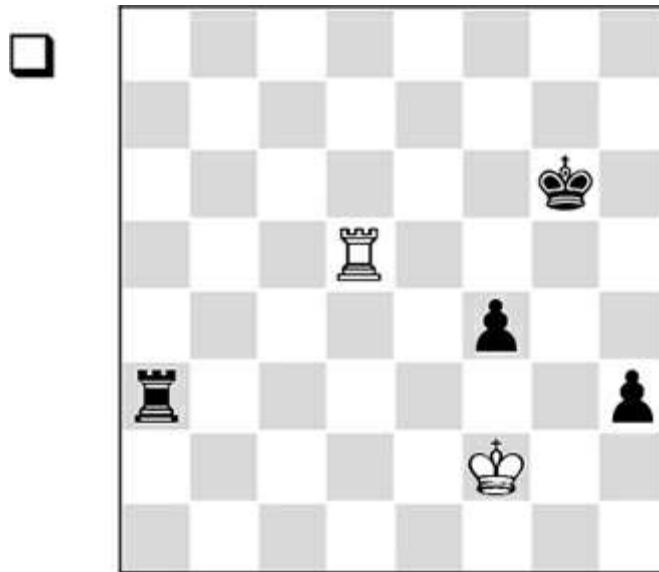
How should White continue?

76.♕e7+! ♔h8□ 77.♕e6! ♕b8+ 78.♕e8 ♕b7 79.f6 ♕a7 80.f7 ♔h7 81.♕d8 1-0

Roeland Pruijssers

Alexander Berelowitsch

Germany Bundesliga 2010/11 (15)



This is a theoretical draw. A similar ending appears with reversed colours. Here White is trying to defend with the king on the f-file.

69. ♖d8 ♜a7!? **70. ♖d5??**

A terrible tactical blunder! White should play 70. ♜g1= or just wait with 70. ♖b8=.

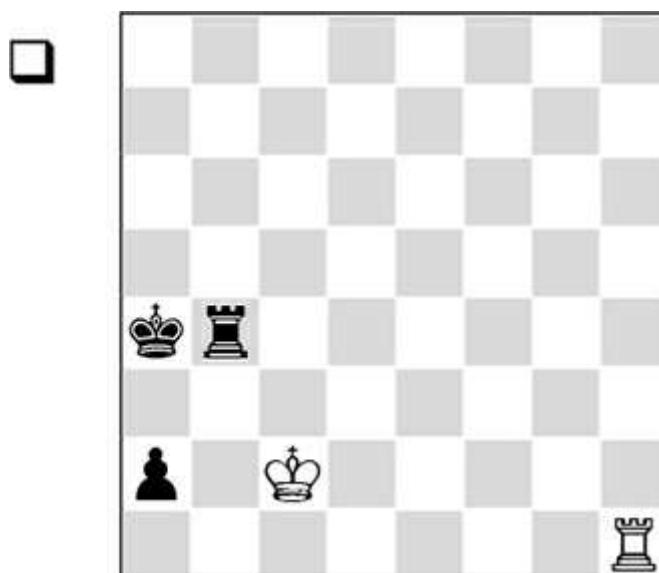
70... ♜a1!

But after this surprising manoeuvre, White had to resign, as the h-pawn promotes.

2) Defending (a tragicomedy of errors)

In the practice of rook endings, at key moments you have to know how to choose between passive (static) and active (dynamic) defence – it all depends on the position.

Maya Porat
Ivan Hausner
Teplice 2011 (4)



♖ ♜ vs. ♜

EXERCISE: What is the best defence?

62. ♖g1?

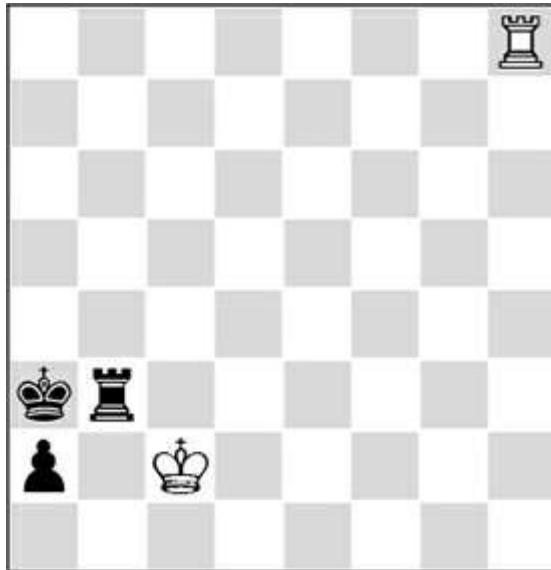
A losing move – White is just waiting for his defeat. But 62. ♖h8! would have saved the game: 62...a1+ (62... ♜a3 63. ♖a8+ ♜a4 64. ♖xa4+ ♜xa4 65. ♜b2=) 63. ♜c3= (♖ ♜ ♜)

vs ♜). Without pawns or a mating net, this is a draw.

62... ♜ b3! 63. ♜ h1

63. ♜ g8 ♜ a3!—+.

63... ♜ a3 64. ♜ h8?!



How should Black continue? A tougher defence was 64. ♜ h5 ♜ c3+! 65. ♜ xc3 a1 ♜ + and Black has to win a ♜ vs. ♜ final almost from an initial position. He would have to break the defence along the 4th, 3rd and 2nd ranks to finally reach the winning position of Philidor.

64... ♜ c3+! 65. ♜ d2

If 65. ♜ xc3 a1 ♜ +, winning the rook on a1.

65... ♜ b2! 66. ♜ h1 ♜ b3

Petar Popovic

Ralf Schnabel

Germany Bundesliga 2010/11 (15)



♜ ♜ ♜ ♜ vs. ♜ ♜

How should Black continue? Black can overcome his small material deficit and save the game, but some precision is required:

65... ♜ h3??

An unforgivable lapse. The right defensive plan was to place the black rook on the eighth rank: 65... $\mathbb{R}b3+!$ 66. $\mathbb{Q}c6$ (66. $\mathbb{Q}c7$ $\mathbb{R}h3!=$) 66... $\mathbb{R}b8$ 67. $a7$ $\mathbb{R}h8!$ with an easy draw.

66.a7

Forcing the \mathbb{Q} vs \mathbb{R} ending:

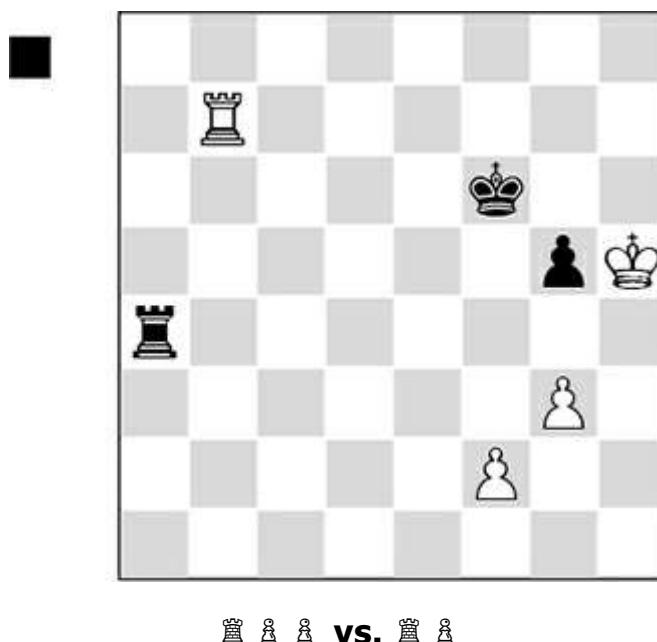
66...f1 \mathbb{Q} 67. $\mathbb{R}xf1$ $\mathbb{Q}xf1$ 68. $a8\mathbb{Q}$ $\mathbb{R}xh7$ 69. $\mathbb{Q}f3+$ $\mathbb{Q}g1$ 70. $\mathbb{Q}d1+$

And White wins the rook on h7 (continuing with 71. $\mathbb{Q}c2+$).

Alexander Grischuk

Vassily Ivanchuk

Khanty-Mansiysk 2011 (6)



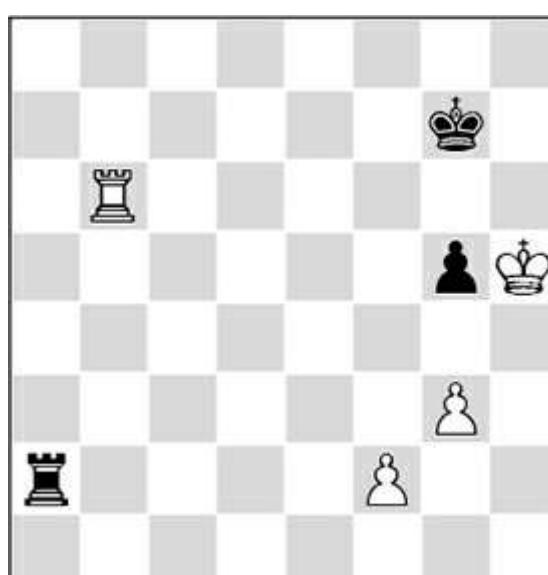
\mathbb{R} \mathbb{Q} \mathbb{P} \mathbb{P} vs. \mathbb{R} \mathbb{Q}

What is the best defence for Black here?

42...g4??

Incredibly, Ivanchuk exposes his g-pawn.

Only active defence can save the game: 42... $\mathbb{R}a2!$ with a drawn ending – White cannot win the g-pawn without losing one of his own. For example: 43. $\mathbb{R}b6+$ $\mathbb{Q}g7!?$.



analysis diagram

The easiest. 44. $\mathbb{Q}xg5$ (44. $f3$ $\mathbb{R}a3=$) 44... $\mathbb{R}xf2$ 45. $\mathbb{R}b7+$ $\mathbb{Q}g8$ 46. $\mathbb{Q}g6$ $\mathbb{R}f8!=$. Against the

g-pawn, passive defence suffices.

43. \mathbb{R} b6+!

This unexpected intermediate check breaks Black's defence.

43... \mathbb{Q} f5

43... \mathbb{Q} e5 44. \mathbb{R} g5+–; 43... \mathbb{Q} f7 44. \mathbb{R} g5+–.

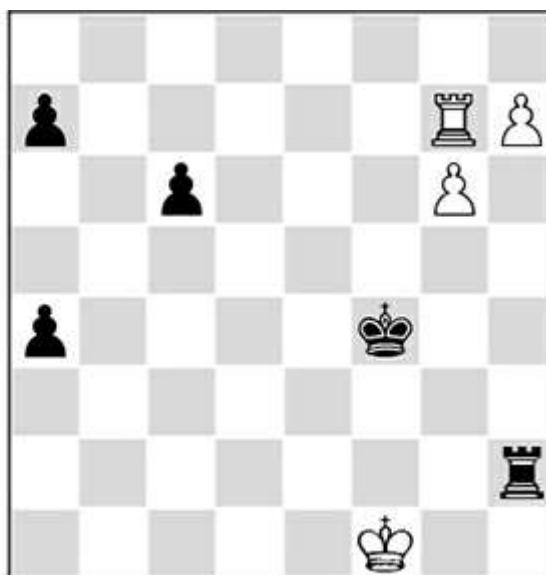
44. \mathbb{R} b8!

And the white rook enters via the f-file with decisive effect.

Viktor Moskalenko

Juan Borges Mateos

Sitges 2004 (8)



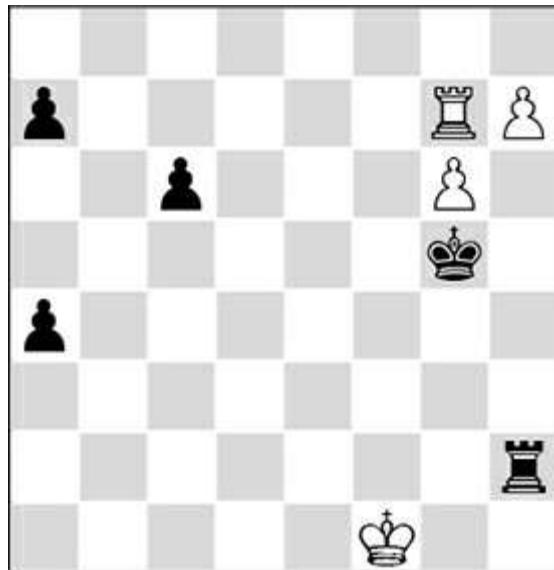
Advanced pawns (\mathbb{P} \mathbb{P} \mathbb{P} vs \mathbb{P} \mathbb{P} \mathbb{P} \mathbb{P})

EXERCISE: How should Black continue? Despite being a pawn up, Black needs to find some miraculous salvation here – the white g- and h-pawns are just one step away from promotion.

52...a3??

This occurred in the game.

- A) 52...a5? 53. \mathbb{R} f7+–;
- B) 52... \mathbb{Q} f5? 53. \mathbb{R} g8 a3 54.h8 \mathbb{Q} \mathbb{R} xh8 55. \mathbb{R} xh8 a2 56. \mathbb{R} h5+ \mathbb{Q} xg6 57. \mathbb{R} a5+–;
- C) The only defence was 52... \mathbb{Q} g5!



analysis diagram

as now 53. $\mathbb{R}g8?$ (53. $\mathbb{R}xa7 \mathbb{Q}xg6$ 54. $\mathbb{R}xa4=$) does not work due to 53...a3 54.h8 $\mathbb{Q}??$ $\mathbb{R}xh8$ 55. $\mathbb{R}xh8$ a2 and Black queens first with check.

53. $\mathbb{R}xa7+- a2$ 54.g7

54. $\mathbb{R}xa2+-$.

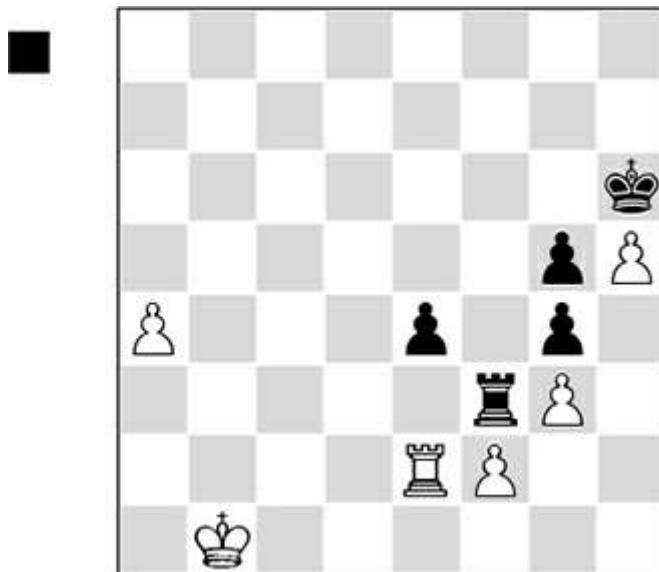
54... $\mathbb{R}xh7$ 55. $\mathbb{R}a4+!$ $\mathbb{Q}f3$ 56. $\mathbb{R}a3+!$

Winning.

Viktor Moskalenko

Nino Batsiashvili

Elgoibar 2012 (8)



\mathbb{R} \mathbb{P} \mathbb{P} \mathbb{P} \mathbb{P} \mathbb{P} vs. \mathbb{R} \mathbb{P} \mathbb{P} \mathbb{P}

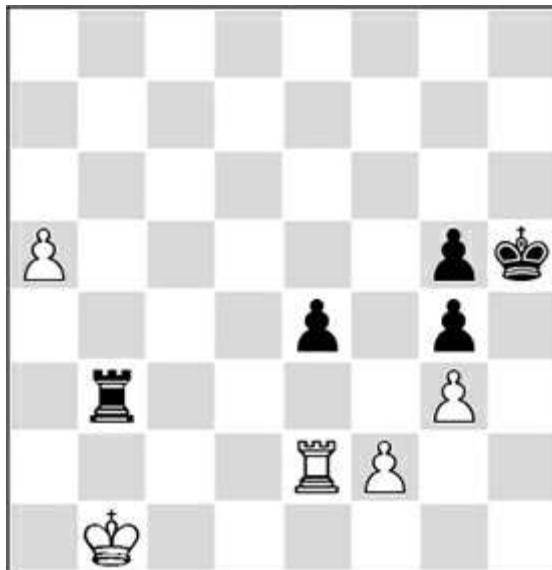
EXERCISE: How should Black continue? This is a quite interesting position with a hidden defensive idea!

51...e3??

Of course Black has to do something, but this break is too hasty.



TRICK: The solution is curious: 51... $\mathbb{Q}xh5!$ (no hurry) 52.a5 $\mathbb{R}b3+$



analysis diagram

53. $\mathbb{R}b2$ (here is an amazing line: 53. $\mathbb{Q}a1!?$ $\mathbb{R}f3!!$ (a waiting move) 54. $a6$ $\mathbb{R}a3+ 55. \mathbb{R}a2 e3! 56. fxe3 \mathbb{R}xa6!=) 53...e3! (53... \mathbb{R}f3!?=) 54. fxe3 \mathbb{R}xe3 55. a6 \mathbb{R}e1+! 56. $\mathbb{Q}c2 \mathbb{R}a1 57. \mathbb{R}b6 \mathbb{R}xa6! 58. \mathbb{R}xa6$ stalemate!$

52. $\mathbb{R}xe3 \mathbb{R}xf2 53. \mathbb{R}a3! \mathbb{Q}xh5 54. a5 \mathbb{R}f3$

54... $\mathbb{R}f6 55. \mathbb{Q}b2!$.

55. $\mathbb{Q}b2 \mathbb{R}f2+ 56. \mathbb{Q}b3 \mathbb{R}f3+ 57. \mathbb{Q}b4 \mathbb{R}f6!?$



58. $\mathbb{R}a1!+-$

Now the stalemate idea doesn't work:



TRICK: 58. $a6?$ $\mathbb{R}xa6!=.$

58... $\mathbb{R}e6$



EXERCISE: Show the winning plan for White.

59. \mathbb{Q} c5!



PLAN: The white king is going to f5, creating the threat of mate (\mathbb{Q} h1 or \mathbb{Q} h2).

The game saw 59. \mathbb{Q} c1 \mathbb{Q} g6? and White won on move 67.

59... \mathbb{Q} f6 60. \mathbb{Q} d5 \mathbb{Q} a6 61. \mathbb{Q} e5 \mathbb{Q} c6

61... \mathbb{Q} g6 62. \mathbb{Q} a2! zugzwang.

62. \mathbb{Q} a2!



Zugzwang. If 62. \mathbb{Q} f5 \mathbb{Q} c5+ \leftarrow .

62... \mathbb{Q} a6 63. \mathbb{Q} f5!

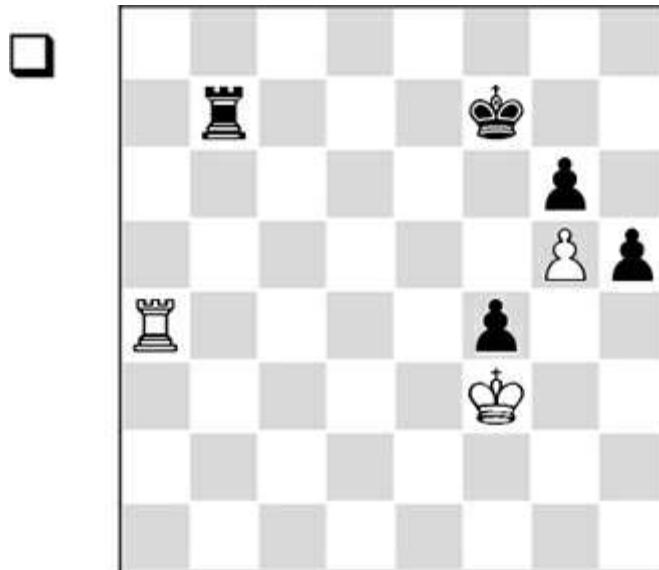
The desired position: White is threatening mate with 64. \mathbb{Q} h2.

63... \mathbb{Q} h6 64. \mathbb{Q} xg4 \mathbb{Q} g6 65. \mathbb{Q} a1+—

Zugzwang.

**Vital Samolins
Viktor Moskalenko**

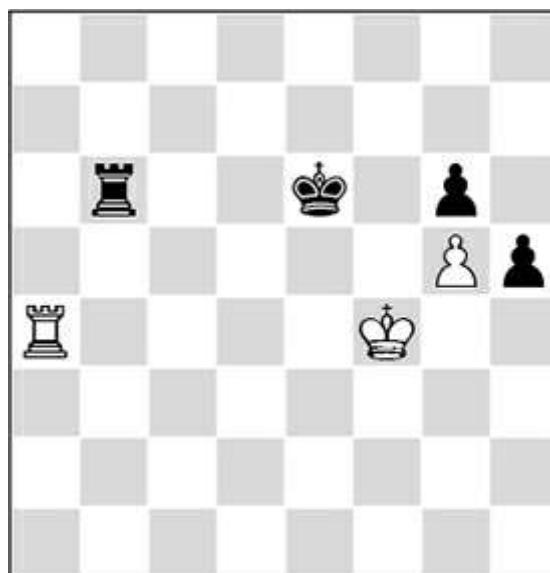
Renedo 2010 (5)



What is the best defence for White?

54. ♜xf4+??

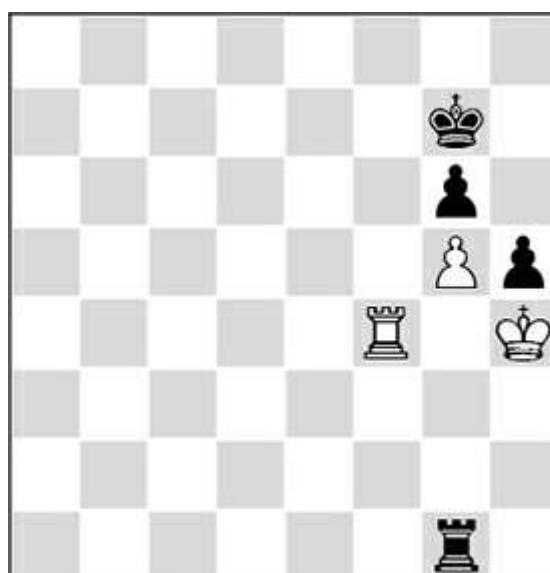
54. ♜xf4□ ♜b6 55. ♜a5 ♛e6 56. ♜a4.



analysis diagram

Trying to build a kind of fortress. There is no clear plan to improve for Black.

54... ♛g7 55. ♛g3 ♜b1! 56. ♛h4 ♜g1



Zugzwang; White has to allow Black to activate his king.

57. $\blacksquare e4$ $\blacksquare f7!$ 58. $\blacksquare a4$ $\blacksquare d1!$ 59. $\blacksquare e4$ $\blacksquare d5$

Again, zugzwang.

60. $\blacksquare f4+$ $\blacksquare e7$ 61. $\blacksquare e4+$ $\blacksquare d6$ 62. $\blacksquare f4$ $\blacksquare e5$ 63. $\blacksquare f6$ $\blacksquare d6$ 64. $\blacksquare f8$ $\blacksquare d4+$

0-1

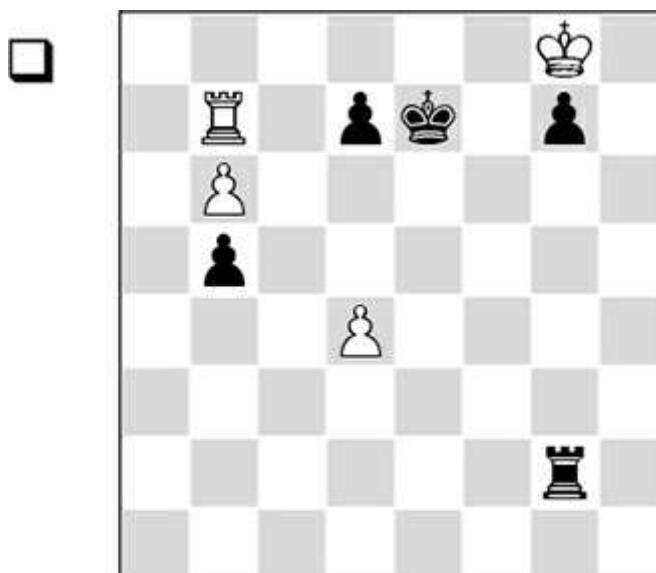
White loses his pawn on g5.

3) Attacking (material vs. initiative)

In dynamic endings, a material advantage does not guarantee victory if the opposing army has a passed and advanced pawn(s), the initiative, or an attack.

Study by Timur Khamitov

1991



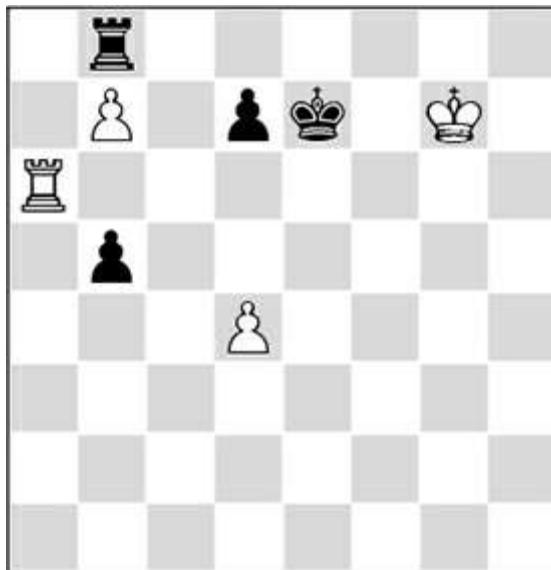
White to play and win. This is a rook endgame that looks like a position from a practical game. White is a pawn down, but his b6-pawn looks strong. However, the reader will be surprised to discover that this is not the main cause of Black's defeat:

1. $\blacksquare a7$ $\blacksquare g6$ 2. $\blacksquare a6!$ $\blacksquare f6$

The only way to stop the b-pawn.

3. $\blacksquare b7$ $\blacksquare f8+$ 4. $\blacksquare xg7$ $\blacksquare b8$

It seems as if everything is fine – the dangerous passed pawn is stopped, while the white king is a bit far removed from the queenside...



How should White continue?

5.d5!!

A wonderful idea. The natural 5. $\mathbb{Q}b6?$ leads to a draw after 5...d5! 6. $\mathbb{Q}xb5 \mathbb{Q}d6$ 7. $\mathbb{Q}f7 \mathbb{Q}c6=.$

5... $\mathbb{Q}xb7$

Now 5...d6 does not work: 6. $\mathbb{Q}b6 \mathbb{Q}d7$ 7. $\mathbb{Q}xb5 \mathbb{Q}c7$ 8. $\mathbb{Q}f7$ and White wins the pawn endgame thanks to the lateral opposition on the seventh rank.

6. $\mathbb{Q}f6!$



Suddenly, the black king is in trouble, whereas the white king is still quite useful!

6... $\mathbb{Q}d8$

If 6...d6 7. $\mathbb{Q}f7+$, winning the rook on b7.

7.d6!

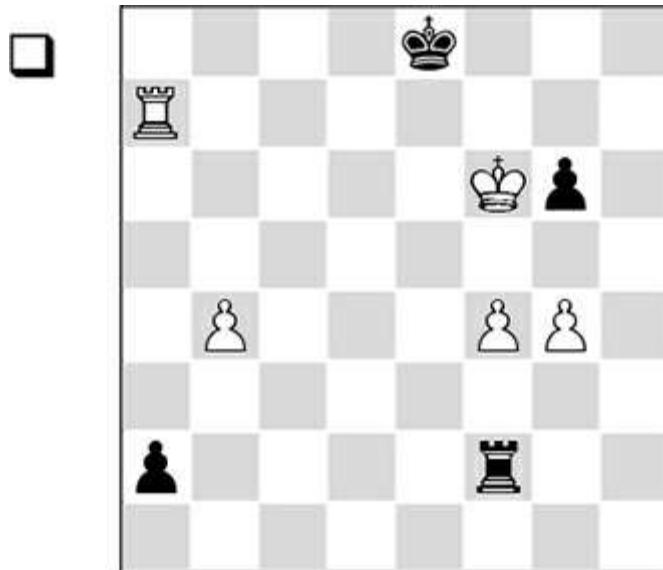
With unavoidable mate: the black rook on b7 occupies the escape square of its king.

7... $\mathbb{Q}c8$ 8. $\mathbb{Q}f8\#$

Niclas Huschenbeth

Rainer Buhmann

Bonn ch-GER 2011 (8)



♕ ♜ ♜ ♜ ♜ vs. ♛ ♜ ♜ ♜

How should White continue? This ending shows the typical resources involved when pushing passed pawns:

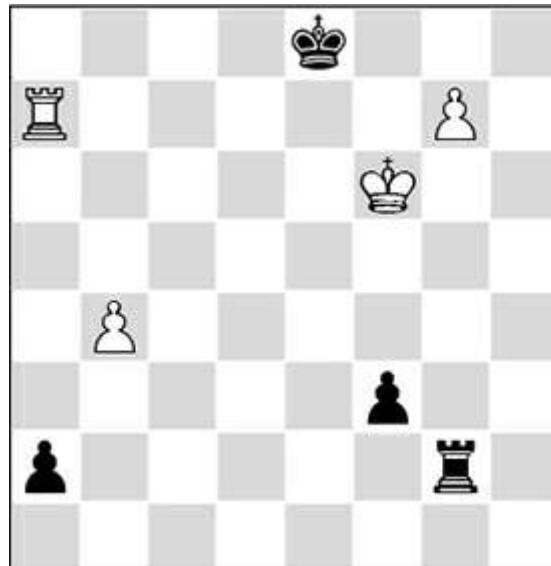
52.f5!

52.♕xg6? ♜xf4 53.g5 ♜f2 would be only a draw.

52...gxsf5 53.g5!!

The black f-pawn should remain on the board. 53.gxf5? would be an error: 53...♛d8 54.b5 ♛c8 55.♛g6 ♛b8 56.♜a6 ♜g2+ 57.♛f7 ♜f2 58.f6 ♛b7 59.♛g7 ♜g2+ 60.♛f8 ♜f2 61.f7 ♜e2 62.♛g7 ♜g2+ and White cannot stop the checks in a satisfactory way.

53...f4 54.g6 ♜g2 55.g7 f3



How should White continue? The black f-pawn is also running, but not fast enough.

56.♜xa2! f2 57.♜a1 ♜g3



TRICK: 57...♜g1 58.♜f1!+-.

58.♜f1 ♜f3+

58...♜g2 59.b5+-.

59.♛g6 ♜g3+ 60.♚h7 ♜h3+ 61.♛g6 ♜g3+ 62.♚f6 ♜f3+ 63.♚e6!

Finally, White finds the winning plan.

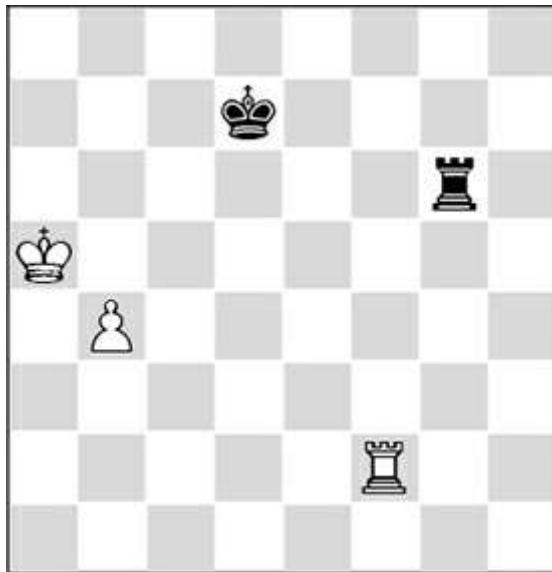
63...♜g3 64.♜xf2 ♜xg7 65.♛d6 ♜g6+

65... $\mathbb{Q}b7$ 66. $\mathbb{Q}f4+-.$

66. $\mathbb{Q}c7!$

Cutting off the enemy king.

66... $\mathbb{Q}g7+$ 67. $\mathbb{Q}c6$ $\mathbb{Q}g6+$ 68. $\mathbb{Q}b7$ $\mathbb{Q}g7+$ 69. $\mathbb{Q}a6$ $\mathbb{Q}g6+$ 70. $\mathbb{Q}a5$ $\mathbb{Q}d7$



How should White continue?

71. $\mathbb{Q}c2!$

This cutting off by the rook decides the game:

71... $\mathbb{Q}e6$

- A) 71... $\mathbb{Q}c6$ 72. $\mathbb{Q}xc6$ $\mathbb{Q}xc6$ 73. $\mathbb{Q}a6!$ winning by opposition;
- B) 71... $\mathbb{Q}g8$ 72. $b5$ (only two squares between the checking rook and the king) 72... $\mathbb{Q}a8+$ 73. $\mathbb{Q}b6$ $\mathbb{Q}b8+$ 74. $\mathbb{Q}a6$ $\mathbb{Q}a8+$ 75. $\mathbb{Q}b7$, winning.

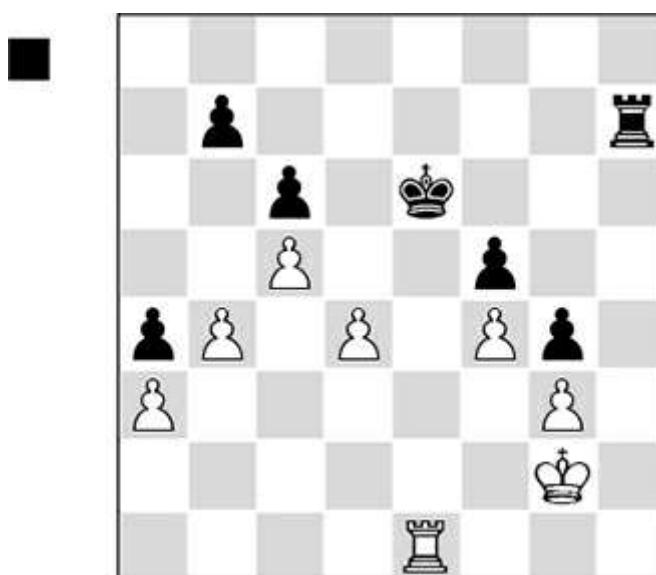
72. $b5$ 1-0

Now I will present to you three complex endings from my own practice, with more pawns:

Josep Oms Pallisse

Viktor Moskalenko

Catalonia tt 2005 (9)



Should Black defend with 35... $\mathbb{Q}f6$ or attack with 35... $\mathbb{Q}d5$? With limited time on the clock

it is difficult to correctly assess the consequences:

35... ♕d5!

The modest 35... ♕f6?! leads to a balanced position: 36. ♖d1 ♔e6 37.d5+!.

36. ♖e5+

36. ♖e8 ♔c4!!?

36... ♕xd4 37. ♖xf5 ♖e7!



This was my first desired position. However, White can still defend. How should he continue?

38. ♖f2?

A passive move and a waste of time. White should have immediately searched for counterplay, attacking the annoying ‘screw’ on g4: 38. ♖g5! ♖e2+ 39. ♔f1 ♖e3 40. ♖xg4 ♖xa3



analysis diagram

41.f5+! (41. ♖g7? ♔c4 42. ♖xb7 ♖xg3+) 41... ♔e5 42. ♖g7! with a probable draw.

38... ♖e3 39. ♖f7?

A decisive mistake, but not the last one!

39. ♖g5 ♖f3+ 40. ♔g2 ♖xa3 41. ♖xg4 ♖b3 42. ♖g8 ♖xb4 43. ♖d8+!?

39... ♖f3+

39... \mathbb{Q} xa3!?

40. \mathbb{Q} g2 \mathbb{Q} xa3 41. \mathbb{Q} xb7 \mathbb{Q} a2+

I became interested in the idea of attacking. 41... \mathbb{Q} b3! was a simple win.

42. \mathbb{Q} g1?

42. \mathbb{Q} f1 was the only move.

42...a3 43. \mathbb{Q} a7



How to continue with black? The attack with $\mathbb{Q} + \mathbb{K}$ finishes the struggle:

43... \mathbb{Q} e4! 44. \mathbb{Q} a4 \mathbb{Q} f3 45.f5 \mathbb{Q} xg3 46. \mathbb{Q} f1 \mathbb{Q} f3 47. \mathbb{Q} e1 g3

0-1

**Ana Matnadze
Viktor Moskalenko**

Sant Marti 2010 (4)



The position seems balanced, but Black has a favourable structure (arising from the Stonewall Dutch), and the white rook is not playing. How should Black continue?

34...e5!

34...h5 35.e4!?

35.b4

A standard advance, but as we will see it leads to defeat. An interesting idea was 35. \mathbb{Q} f2!?,

trying to activate the rook: if 35...exd4 (35...h5!?) 36.exd4 $\mathbb{R}g4$ 37. $\mathbb{R}f3!$ $\mathbb{R}xd4$ 38. $\mathbb{R}b3\leq$.

35...h5![↑]

After Black has advanced his two pawns, the threats are growing.

36. $\mathbb{R}h3 \mathbb{R}g4!$

36... $\mathbb{R}g6!?$.

37. $\mathbb{R}d2?$

Again, passive. 37.dxe5!? $\mathbb{R}f7!?$ \mathbb{T} .

37... $\mathbb{R}f6!$



Domination by the black pieces: $\mathbb{R} + \mathbb{K}$.

38.a4 $\mathbb{R}f5!$ 39. $\mathbb{R}f2+$ $\mathbb{R}e4$ 40. $\mathbb{R}f7$

40.dxe5 $\mathbb{R}xe3!-$.

40... $\mathbb{R}xe3$ 41.dxe5 d4!-+42.e6 d3 43. $\mathbb{R}f4 \mathbb{R}g8$

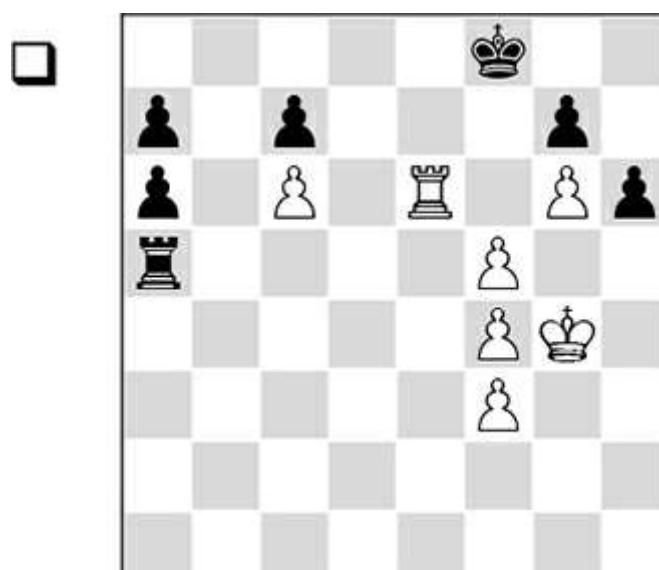
The tactical 43... $\mathbb{R}xf4$ 44.gxf4 d2 45.e7 d1 \mathbb{R} 46.e8 $\mathbb{R}+$ $\mathbb{R}f2!$ also wins.

44.e7 $\mathbb{R}e8$

0-1

**Viktor Moskalenko
Alexander Panchenko**

Sitges 2004 (4)



How should White proceed? We have a rather amusing structure, with tripled white pawns on the f-file.

44. $\mathbb{R} e1!$

The only plan is to reactivate the white rook, preparing $\mathbb{R} e1-d1-d8+$. Alternatively, after 44.f6?! Black has good chances to defend: 44...h5+ 45. $\mathbb{Q} g3$ gxf6 46. $\mathbb{R} xf6+$ $\mathbb{Q} g7$ 47. $\mathbb{R} f7+$ $\mathbb{Q} xg6$ 48. $\mathbb{R} xc7$ $\mathbb{Q} c5$ 49. $\mathbb{R} c8$ $\mathbb{Q} f6$ 50.c7 $\mathbb{Q} e7\leq$.

44... $\mathbb{R} d5$

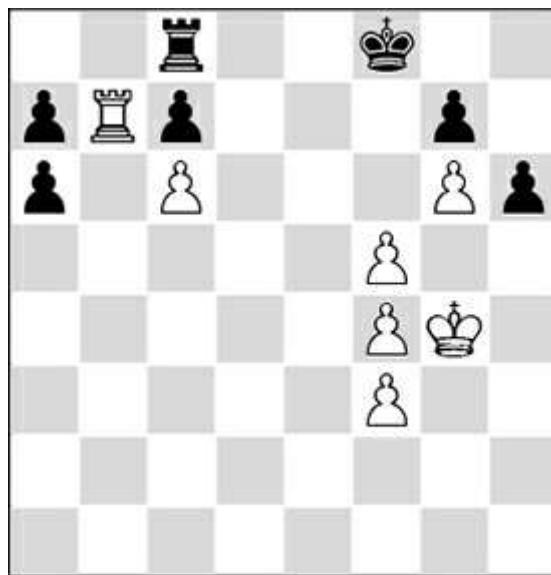
For example, 44... $\mathbb{Q} c5$ 45. $\mathbb{R} d1$ $\mathbb{R} xc6$ 46. $\mathbb{R} d8+$ $\mathbb{Q} e7$ 47. $\mathbb{R} g8+-$.

45. $\mathbb{R} b1!$ $\mathbb{R} d8$

45... $\mathbb{Q} e7$ 46. $\mathbb{R} b8+-$; 45... $\mathbb{R} b5$ 46. $\mathbb{R} d1!$.

46. $\mathbb{R} b7$ $\mathbb{R} c8$

How should White continue? Black can block the pawns with his king, by playing ... $\mathbb{Q} e7$, ... $\mathbb{Q} f6$ and then ...h6-h5+ with counterplay.



47.f6!

This typical break causes a positive (for White) change in the structure, converting the g-pawn into a protected passed pawn.

47...gxf6 48.f5! a5 49. $\mathbb{R} xa7$ $\mathbb{Q} g7$ 50. $\mathbb{Q} h5$ 1-0

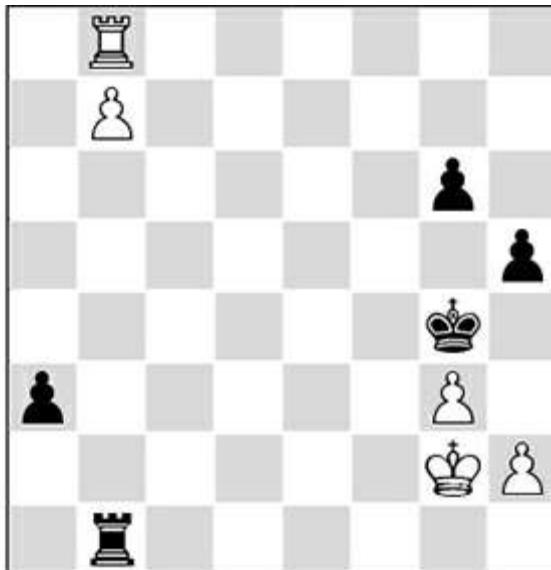
Zugzwang.

4) Transpositions

Often a rook ending transposes into a pawn endgame, or, for example, a queen ending, after both sides promote a pawn.

Study by Alexey Selezniev

1912



♖ ♘ ♗ ♕ ♖ ♜ vs. ♖ ♘ ♗ ♕ ♖ ♜

White to play and win. The white rook needs a check, but the g-file is closed.

1.h3+! ♔g5 2.h4+! ♔g4

2... ♔f6? 3. ♖f8+!.

3. ♖f8!

Threatening mate with 4. ♖f4.

3... ♖b2+ 4. ♖f2!

Zugzwang!

4... ♖xf2+ 5. ♔xf2 a2 6.b8♔ a1♔ 7. ♔c8#

Vladimir Titenco

Jacob Murey

Moscow-ch sf 1963



How can Black save the game? The only dynamic resource is to activate his rook and take advantage of the pawn on d3:

47... ♖f8! 48.c7 ♖f2+ 49. ♔e1 d2+ 50. ♖xf2 d1♔ 51. ♖e6+!

If White promotes 51.c8♔, then 51... ♔d2+ is a draw by perpetual check.

51... ♔d3! 52.c8♔ ♔d2+ 53. ♔g1



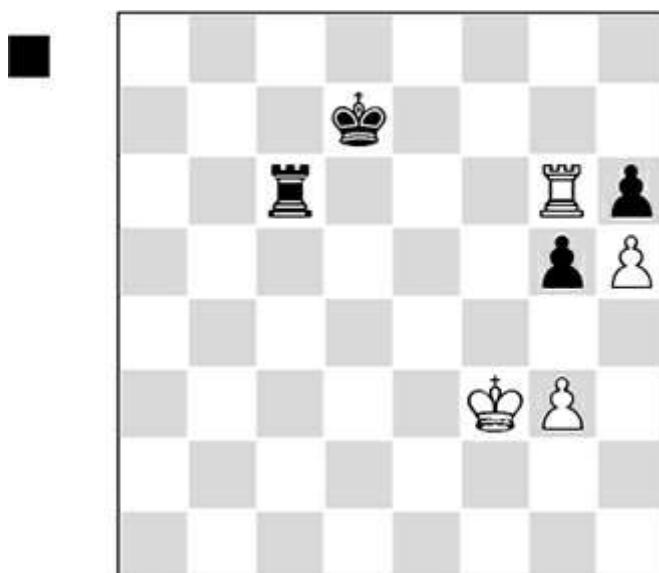
What should Black do? It seems that his counterplay has failed, but...

53... ♜c1+!! 54. ♜xc1

Stalemate.

**Boris Maryasin
Gunnar Gunnarsson**

Thessaloniki Ech tt 2011 (1)

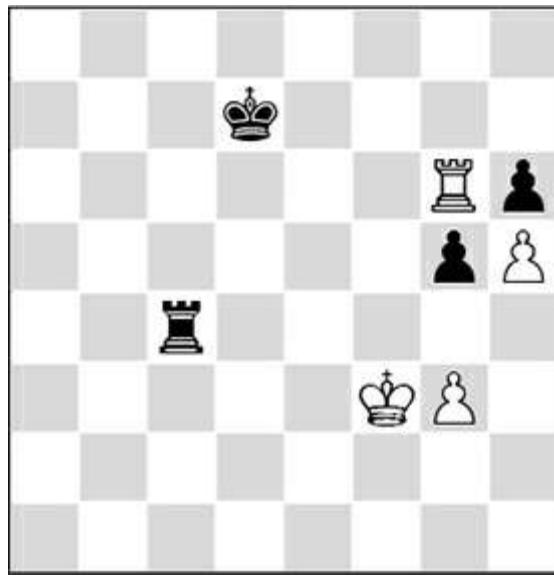


Should Black exchange the rooks? What are the alternatives? Before trading, you should calculate the pawn endgame well!

45... ♜xg6??

This allows the white king to enter via the vacated h5-square. There were two better ways to defend:

- A) 45... ♜e6!? 46. ♛g4 ♜e7 47. ♛f5 ♜e3 is playable, but still complicated;
- B) Best is 45... ♜c4!.



analysis diagram

The rook cuts the white king off from the fourth rank: 46. \mathbb{R} xh6 g4+ 47. \mathbb{K} e3 \mathbb{K} e7 48. \mathbb{R} g6 \mathbb{K} f7=.

46.hxg6 \mathbb{K} e7

46...h5 47.g7+-.

47. \mathbb{K} g4 \mathbb{K} f6 48. \mathbb{K} h5 \mathbb{K} g7 49.g4 1-0

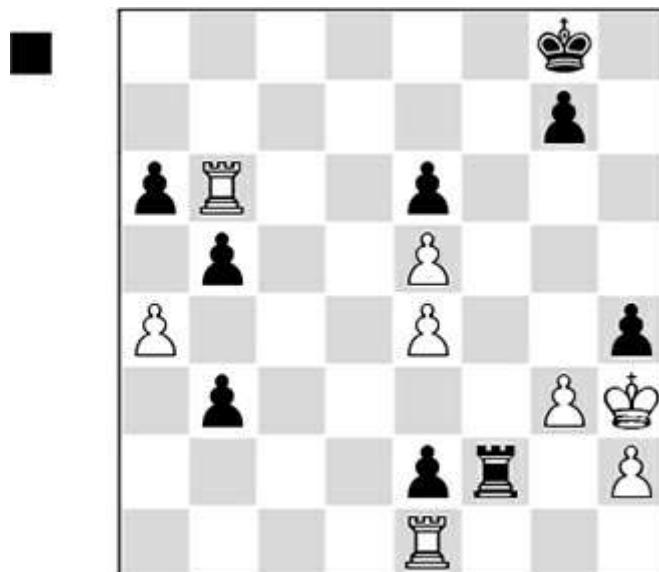
A mutual zugzwang, with Black to move.

An ending with 3 rooks

SP Sethuraman

Magesh Chandran Panchanathan

Paris 2011 (3)



Who is better here? How should Black continue?

37...b2!

37...bxa4?? 38. \mathbb{R} xh4+- and in many lines the white king supports the rooks to weave a mating net.

38.axb5



How should Black continue?

38...a5!

Now the white rook on b6 cannot join the defence. The counterattack with the b5-pawn is also too slow: 38... \mathbb{R} f1? 39.bxa6! \mathbb{R} xe1 40. \mathbb{R} xb2 hxg3 41.a7 \mathbb{R} a1=.

39. \mathbb{R} b8+

39. \mathbb{R} a6 \mathbb{R} f1=+.

39... \mathbb{Q} h7 40.b6 \mathbb{R} f1 41. \mathbb{R} b1

41.b7 b1 \mathbb{Q} =+.

41...e1 \mathbb{Q}

0-1

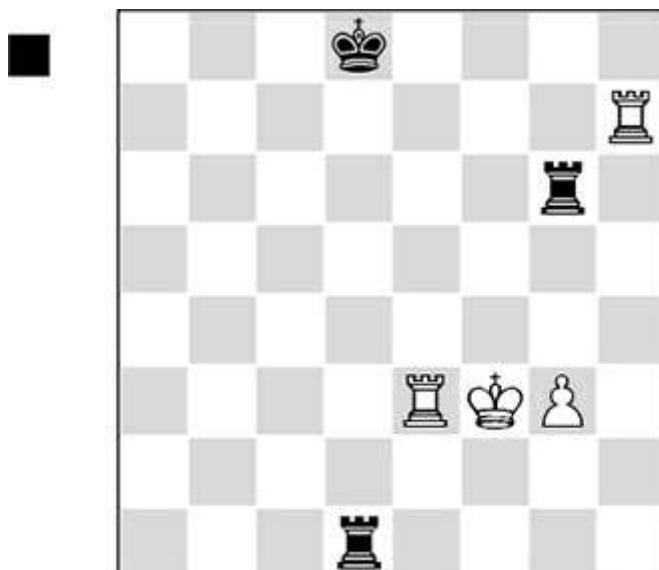
5) Four-rook endings

In endings with four rooks there is always the possibility of a mating attack ($\mathbb{R} + \mathbb{R}$).

Dmitry Bocharov

Francisco Vallejo Pons

Moscow 2007 (7)



\mathbb{R} \mathbb{R} \mathbb{R} vs \mathbb{R} \mathbb{R}

How should Black continue? Be careful, the black king is placed on the eighth rank!

55... ♜ d4??

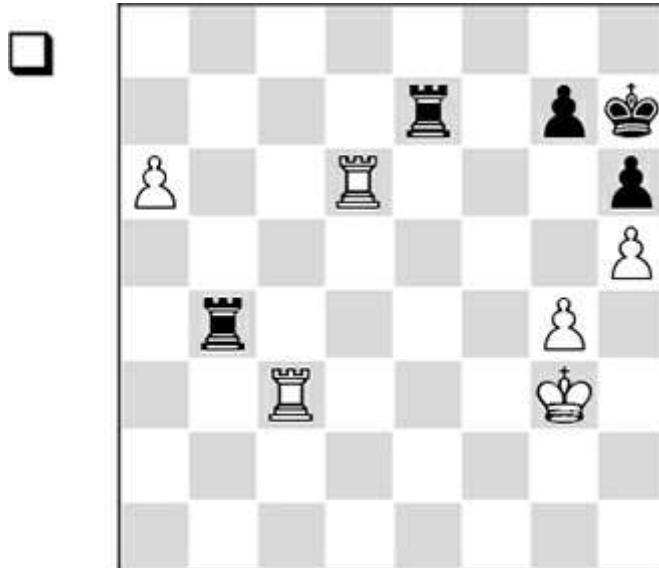
A terrible mistake. White should have played 55... ♜ f1+ 56. ♚ g2 ♜ ff6! when a draw would have been the most likely outcome.

56. ♜ a3!

Now there is no defence against the threat of 57. ♜ a8.

**Sergey Karjakin
Liviu-Dieter Nisipeanu**

Medias 2011 (6)



♜ ♜ ♜ ♜ ♜ vs ♜ ♜ ♜ ♜

How should White continue? We have previously seen a tragicomedy of errors by defenders. In this example, both players fail in the attack as well as the defence:

52. ♜ d8!

Still good, for the moment. If first 52. ♜ c8? ♜ b3+ 53. ♚ h4? (53. ♚ f2 ♜ b2+=) 53... ♜ ee3+– would mean mate for the white king.

52... ♜ b6



How should White continue?

53. ♜ a8?

Losing time, and this square is too passive for the rook. Continuing the attack with 53. $\mathbb{R}cc8!$ would have won by force: 53... $\mathbb{R}b3+$ (53...g5 54. $\mathbb{R}h8+$ $\mathbb{Q}g7$ 55. $\mathbb{R}cg8+$ $\mathbb{Q}f7$ 56. $\mathbb{R}b8!+-$)



54. $\mathbb{Q}h4$ g5+ 55. $hxg6+$ $\mathbb{Q}xg6$ 56. $\mathbb{R}d6+$ $\mathbb{Q}g7$ 57. $\mathbb{R}cc6+-$.

53... $\mathbb{R}f7$ 54. $\mathbb{R}cc8$ $\mathbb{R}b3+$ 55. $\mathbb{Q}h4$ g5+ 56. $hxg6+$ $\mathbb{Q}xg6$ 57. $\mathbb{R}c6+$



How should Black continue?

57... $\mathbb{Q}g7?$

The king is depriving the rook of the g7-square.

The deep 57... $\mathbb{Q}h7!$ was the best defence.

58. $\mathbb{R}d8!$

Activating the rook again.

58... $\mathbb{R}b1$ 59. $\mathbb{R}dd6!$ $\mathbb{R}h1+$ 60. $\mathbb{Q}g3$ $\mathbb{R}g1+$ 61. $\mathbb{Q}h3$ $\mathbb{R}f3+$ 62. $\mathbb{Q}h2$ $\mathbb{R}gf1$

62... $\mathbb{R}xg4$ 63. a7 $\mathbb{R}f8$ 64. $\mathbb{R}d7+$ $\mathbb{Q}h8$ 65. $\mathbb{R}a6$ $\mathbb{R}a8$ 66. $\mathbb{R}b6+-$.

63. $\mathbb{R}d7+$ $\mathbb{R}f7$ 64. $\mathbb{R}xf7+$ $\mathbb{R}xf7$

How should White continue? Karjakin follows the famous adage of Dr. Tarrasch: the rook should be placed behind the passed pawn.



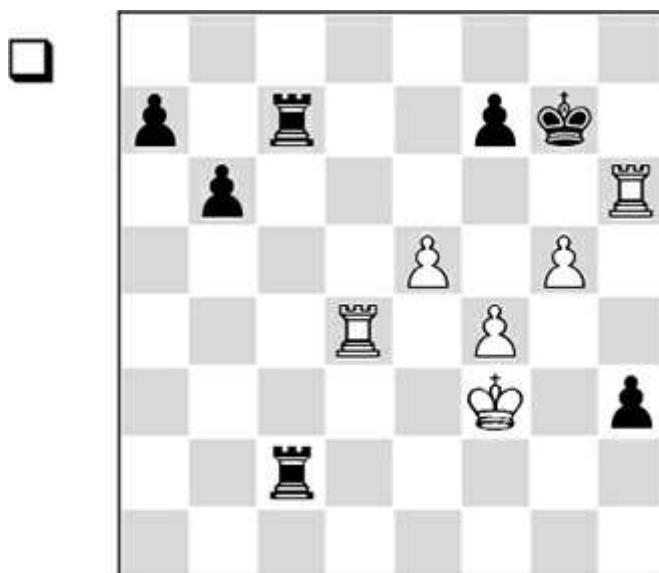
65. ♜c2! h5

If 65... ♜a7 66. ♜a2 ♕g6 67. ♜a5!+ – the rook controls the 5th rank.

66. ♜a2! 1-0

From my own practice:

**Viktor Moskalenko
José Gonzalez Garcia**
Sant Marti 2010 (8)

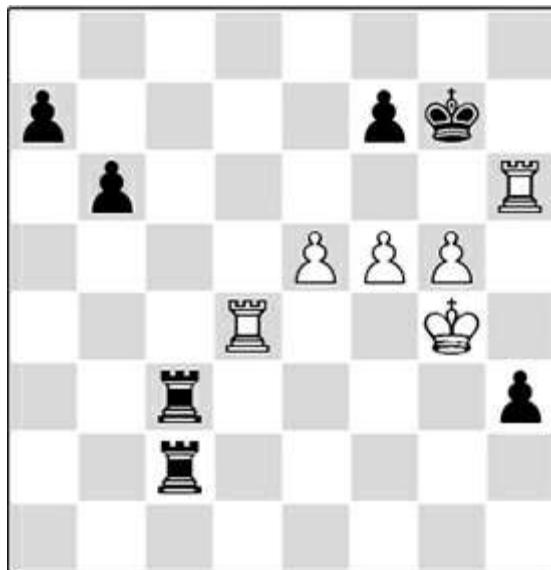


How should White continue? In this penultimate round of the tournament I needed to win, so only offensive options came into consideration.

45.f5!?

The threat f5-f6+ is quite annoying. The alternative 45. ♜xh3 allows the exchange of one rook pair and simplification: 45... ♜7c3+ 46. ♔g4 ♜xh3 47. ♔xh3 a5↖.

45... ♜7c3+ 46. ♔g4



How to defend with black?

46... ♜c4?

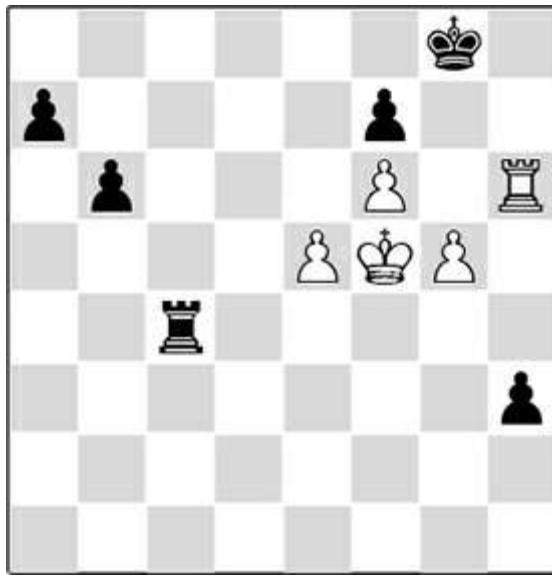
The psychological effect of White's aggressive moves generates mistakes! My opponent feared a possible attack with the two rooks and advanced pawns. The correct defence was 46... ♜g2+ 47. ♛h5 ♜c8=. The black pawn on h3 diverts White's pieces and allows Black to breathe easy.



47.f6+!

There was a tactical win: 47. ♜xc4!? ♜xc4+ 48. ♛xh3+-, making use of the thematic break after 48... ♜e4 49.e6 fxe6 50.f6+!+-.

47... ♛g8 48. ♜xc4 ♜xc4+ 49. ♛f5+-



Black is not able to fight the pawn trio e5/f6/g6.

49... ♜c1 50. ♜xh3

Nerves and time pressure – 50.g6!.

50... ♜f1+ 51. ♛g4 ♜g1+ 52. ♛h5 ♛h7

52... ♜e1 53. ♜d3! ♜h1+ 54. ♛g4 ♜g1+ 55. ♛h3 ♜xg5 56. ♜d8+ ♛h7 57.e6+–.

53.e6! fxe6



Now, finally, White's advanced pawns should decide quickly.

54. ♜f3

54.g6+!? ♜xg6 55.f7+–.

54... ♜h1+ 55. ♛g4 ♜g1+ 56. ♛h4! ♜h1+ 57. ♛g3 ♛g8 58. ♜c3! ♜g1+ 59. ♛f4 ♜f1+ 60. ♛g4 1-0

**Joost Michielsen
Viktor Moskalenko**

Banyoles 2006 (3)



EXERCISE: Find the plan or move that will annoy White the most. We are in a fairly balanced ending with four rooks, which has emerged from the Winawer French, the Black Queen Blues Variation.

33... ♜c4!

There are two useful ideas behind this manoeuvre:

1) Black defends the d4-pawn;

2) Black can advance ...d4-d3 as soon as the white king no longer defends his g4-pawn.

This pawn exchange will give Black a favourable structure.

34. ♛g2?!

This helps me to realize my second idea. He had to release his rook on h3 with a king move. But 34. ♛h4!? was more accurate, although the white king would be quite far from the centre.

34...d3!

34... ♜d5 35. ♜hd3??.

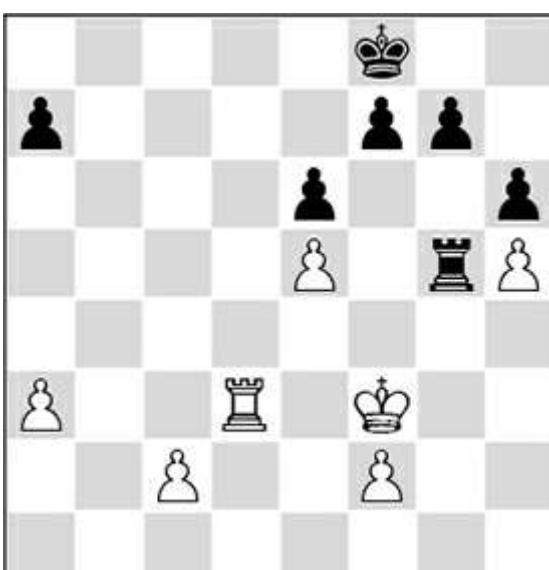
35. ♜hxd3

This seems to be the only option. However, White had a hidden defence: 35. ♜g3!?, with the idea 35...dxc2 (35... ♜e4!?) 36. ♜xd8+ ♔e7 37. ♜gd3! ♜c7 38. ♜d1, maintaining the balance.

35... ♜xg4+ 36. ♜f3 ♜xd3+

Transposing to a two-rook ending.

37. ♜xd3 ♜g5!



My desired position: White has many weaknesses in his structure. The only defensive option for him is to win the black a-pawn and aim for a dynamic ending.

38.♔e4!

It is important to defend the central pawn, otherwise White will have four isolated pawns!

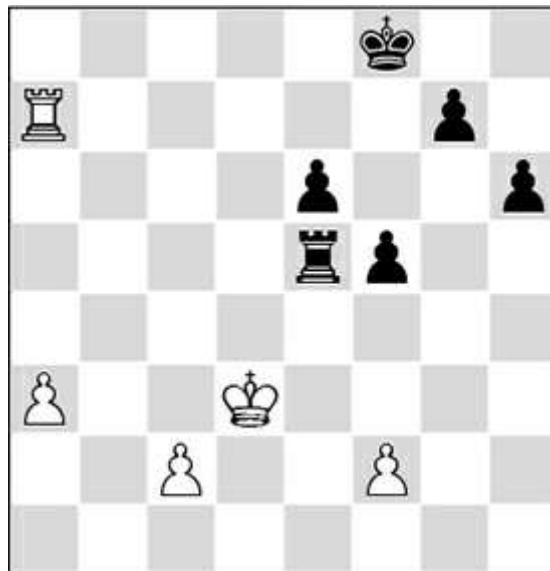
38...♜xh5 39.♜d8+ ♔e7 40.♜b8 ♜h4+ 41.♚e3

41.f4 g5–+.

41...f5!

This advance I liked better than 41...♜h3+!? 42.♚d4 g5 43.c4 with counterchances.

42.♜b7+ ♔f8 43.♜xa7 ♜e4+ 44.♚d3 ♜xe5



And now the inevitable race between the passed pawns starts:

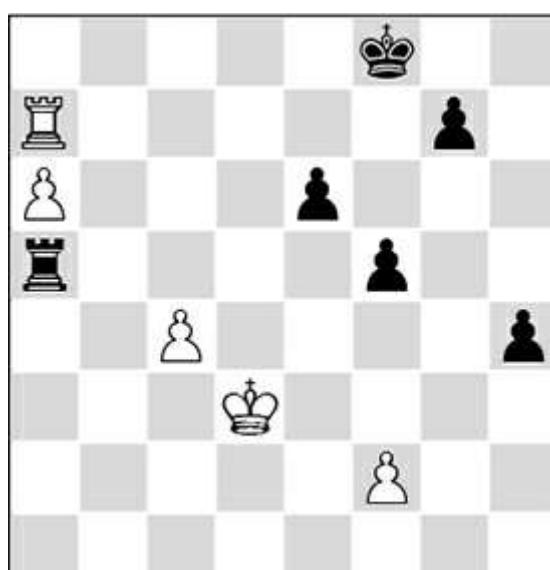
45.a4

45.c4 h5 is similar.

45...h5! 46.a5 h4! 47.a6 ♜a5!

According to the classic rule: the rook behind the opponent's passed pawn.

48.c4



How should Black continue?

48...♔g8!

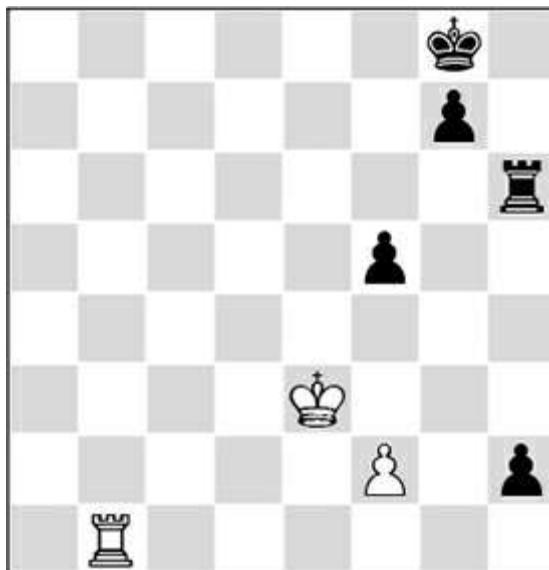
This preliminary manoeuvre by the king (a prophylaxis against the ♜a8 check) virtually decides the game. 48...h3 49.♜a8+ would only complicate matters unnecessarily.

49.c5 ♜ xc5

The simplest, although now 49...h3!? was also possible.

50.♖ e7 ♜ a5! 51.♕ xe6 h3 52.♗ b6 h2 53.♗ b1 ♜ xa6 54.♔ e3 ♜ h6!

The same rule: rook behind the own passed pawn.



**55.♖ h1 ♜ h3+ 56.f3 ♔ f7 57.♔ f2 ♔ f6 58.♔ g2 ♜ h8 59.♔ g3 g5 60.♔ g2 ♜ a8!
61.♔ g3 ♜ a2 62.♔ h3 ♔ e5 63.♔ g3 f4+ 64.♔ h3 ♜ f2**

0-1

24 Training: The Queen –

‘The main feature of the queen is its high mobility’ – Ludek Pachman.

Properties

- The queen is the most powerful chess piece with the greatest capacities.
- The queen is the best qualified piece to pose twin threats to distant places on the board.
- In only two moves, the queen can reach any square on the board.
- The queen can also be quite useful as a blockader.

Keep in Mind

Try to centralize your queen, since in a central position it is stronger. But keep in mind that this circumstance is usually only favourable when most of the minor pieces have already been exchanged (= a chess rule).

Directions

- 1) Queen + pawn vs queen
- 2) Attack or mate with the queen

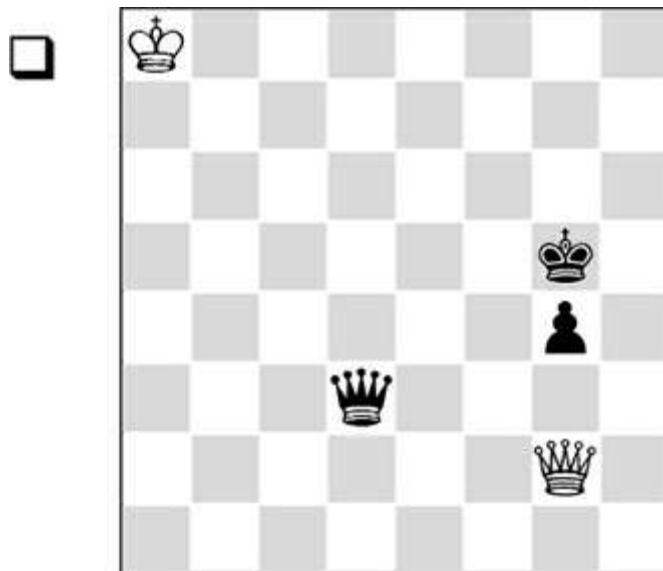
1) Queen + pawn vs queen

Such endings ( vs. ) are usually very difficult to play. Many times, both kings keep crossing the board, in all directions.

A Bit of Theory

Robin Swinkels
Ludwig Deglmann

Germany Bundesliga 2010/11 (14)



It seems that Black can make progress, but the position remains a theoretical draw! The defender must know that the best area for his king (in this case) is around the a7- and a8-squares. If the king reaches that corner it's usually a draw.

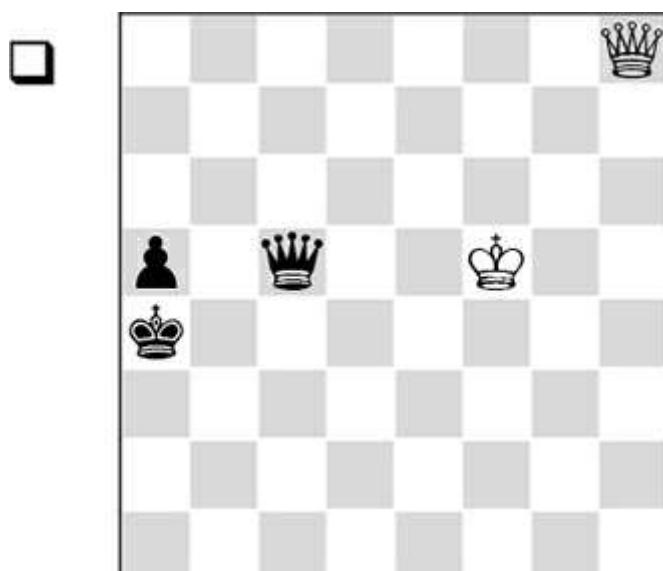
103. ♔b7??

It's hard to understand how White could make such a mistake. Most likely he was tired – and maybe short of time too. 103. ♔a7 was the correct move.

103... ♕f3

And White had to resign.

Dmitry Sklyarov
Nisha Mohota
Pattaya 2011 (3)

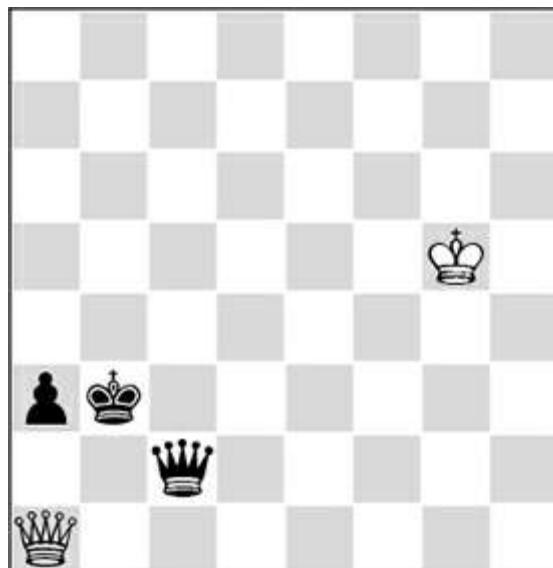


How should White continue? The rook pawn offers still less chances of winning than the knight pawn, but this is not the norm in practice:

66. ♜ e4?

Although this move is not losing yet, it is a mistake. If the defender cannot get his king in front of the passed pawn, then the king should be placed as far away as possible: 66. ♜ g6! – would be the corner of salvation.

66... ♜ b3 67. ♜ a1 ♜ c2+ 68. ♜ f4 a4 69. ♜ g5 a3



How should White continue?

70. ♜ h5??

White probably thought that his queen could block the pawn forever! The only safe move was 70. ♜ e5!, activating the queen: 70... ♜ d2+ 71. ♜ g6 a2 72. ♜ e6+!? and then combining diagonal with vertical checks, so as not to let the black queen come into play. However, it would be a long story anyway...

70... a2

Now Black will queen his pawn in a few moves.

71. ♜ h6

Or 71. ♜ d4 ♜ e2+ 72. ♜ h6 ♜ a6+ 73. ♜ h7 a1 ♜ -+.

71... ♜ b1 72. ♜ e5 ♜ c1+ 73. ♜ h5 a1 ♜ 74. ♜ b5+ ♜ a2 75. ♜ a6+ ♜ a3 76. ♜ c4+ ♜ b3 77. ♜ a6+ ♜ b2 78. ♜ e2+ ♜ c1!

0-1

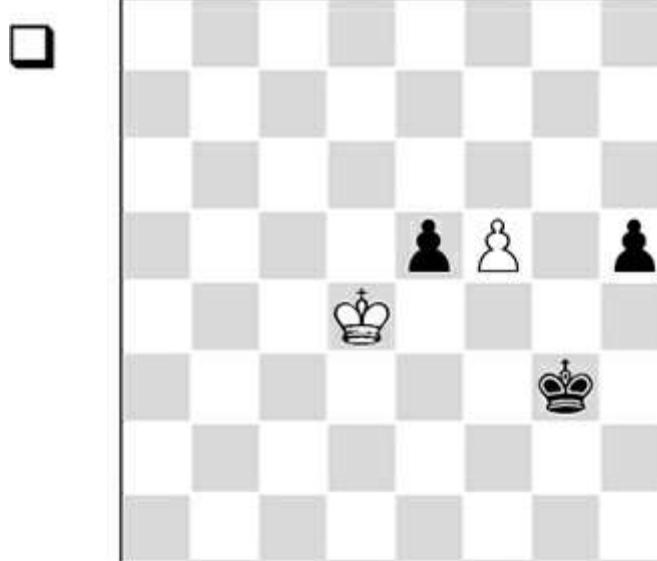
There are no more useful checks.

2) Attack or mate with the queen

Below are a few examples of the queen's abilities. In Training no. 18.5 (♕ versus ♕ and other pieces), I selected mostly counter-examples. But in the following fragments, the queen dominates the board.

Transposition

**Sandro Mareco
Nicolas Mayorga
Asuncion zt 2011 (9)**

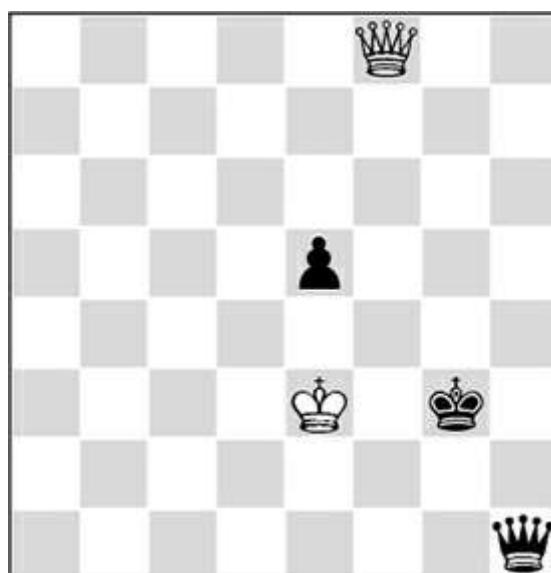


White to play and win. A transposition to our attacking theme ($\text{王} + \text{兵}$) occurred in the following ending:

69. Qe3!!

69. Qxe5? does not win: 69... h4 70. f6 h3 71. f7 h2 72. f8Q $\text{h1Q} =$.

69... $\text{h4 70.f6 h3 71.f7 h2 72.f8Q h1Q}$



Both sides promote to queen, but the black king is caught in a mating net:

73. Qg7+ Qh3

73... Qh2? 74.Qf2+- .

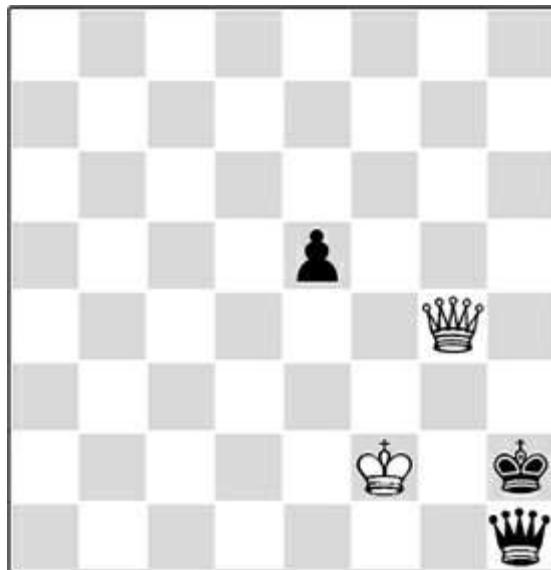
74. $\text{Qh6+ Qg2 75.Qg5+ Qf1}$

75... $\text{Qh3 76.Qh5+ Qg2 77.Qg4+ Qh2 78.Qf2+-}$.

76. Qf5+ Qg2

76... $\text{Qg1 77.Qf2#; 76...Qe1 77.Qb1#}$.

77. Qg4+ Qh2 78.Qf2

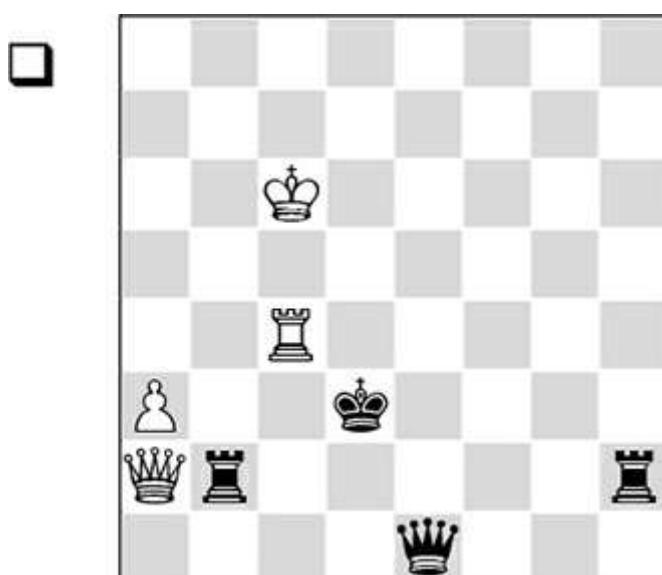


The famous zugzwang corner – the black pawn on e5 does not change anything.
Black resigned.

Domination

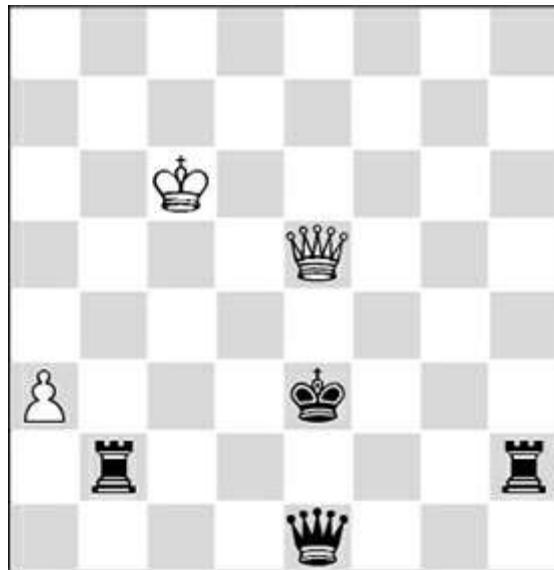
Study by L. Kantselso (fragment)

1st Prize Szachy 1970



White to play and draw. It looks as if he has no resources left, but:

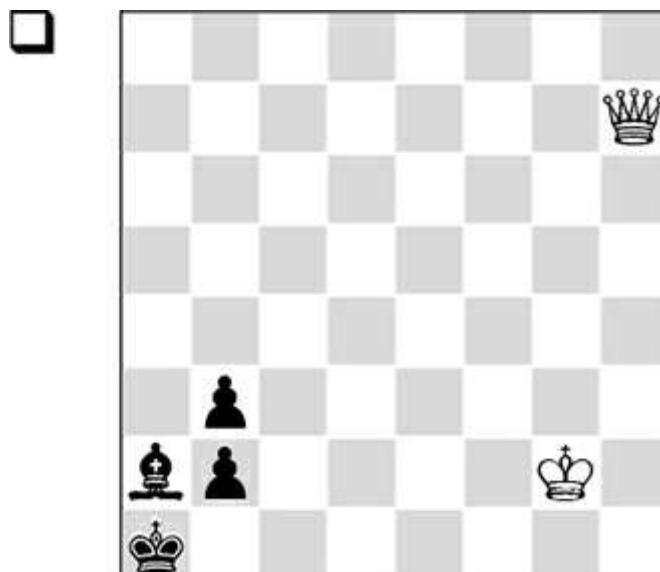
5. ♕d4+!! ♜xd4 6. ♕d5+ ♜e3 7. ♕e5+!



A spectacular draw: the lone queen dominates the three pieces.

Study by Alexandre Galitzky

1892



White to play and give mate in 5.

1. ♔g7! ♕b1

1... ♛b1 leads to the same position after 2. ♔a7+ ♛a2 3. ♔d4.

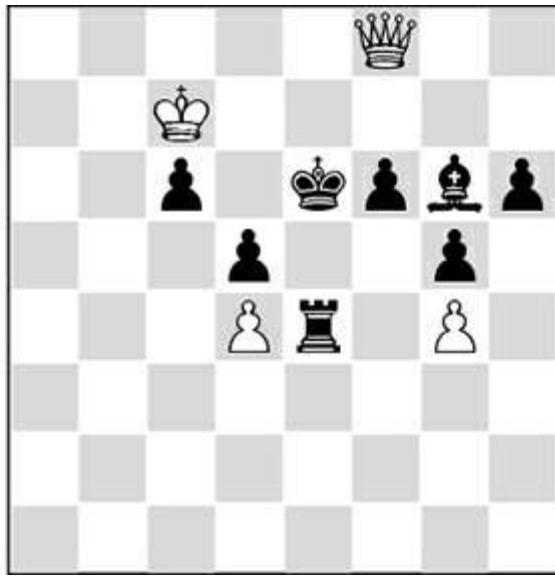
2. ♔c3 ♕a1 3. ♔d4! ♛b1 4. ♔g1! ♕a2 5. ♔a7#

A nice miniature, on the theme of zugzwang.

Raul Sanguinetti

Miguel Najdorf

Mar del Plata 1956



♚ ♚ vs ♜ ♛ ♕

How should White continue? White has organized an attack in the cramped enemy camp.

1. ♜g8+! ♜f7

1... ♜e7 2. ♜xg6 ♜xd4 (2... ♜xg4 3. ♜g7+ ♜e8 4. ♜d6 ♜e4 5. ♜g8#) 3. ♜g7+ ♜e6 4. ♜d7+ ♜e5 5. ♜f5#.

2. ♜c8+ ♜e7 3. ♜d8+ ♜e6 4. ♜d6#

Denis Rombaldoni

Fernando Braga

Alghero 2011 (9)



EXERCISE: Find the winning variation for White. I recommend you to always calculate through to the end, thus improving your imagination.

51. ♜c8+!

The right way. Both alternatives, 51. ♜f8+? ♜g4= and 51. ♜b1+? e4=, lead nowhere.

51... ♜e4

51... ♜f6? 52. ♜f8#.

52.f3+!



Rombaldoni wins the tactical argument, flying with his queen over the entire board:

52... ♕xf3

52... ♔xd5 53. ♔g8+ wins the black queen on c4.

53. ♔h3+ ♔e4 54. ♔h1+ ♔f5 55. ♔f3+ ♔f4 56. ♔xf4 1-0

25 Training: The sparkle of miniature studies

This section includes material from previous lessons, combining some brilliant ideas about the properties of pieces, pawns and squares.

Directions

- 1) Dynamic transpositions
- 2) More topics on the knight
- 3) Promotion combinations (knight, bishop and rook)
- 4) Stalemate

1) Dynamic transpositions



The Armenian Genrikh Moiseyevich Kasparian (1910-1995), one of the greatest composers of endgame studies, created many fantastic themes. Some of these were even elaborated upon in works by other great masters of composition.

Study by Genrikh Kasparian

Schachmaty v SSSR 1934



Pieces against pawns

White to play and win. The situation on the board is completely unbalanced: two passed black pawns and the king are battling it out against White's rook and bishop. However, as in many endings, the king's position turns out to be the decisive factor.

1. ♜ h2+! ♔ h4

1... ♕ f2? 2. gxf3+-.



How should White continue now? Without a good knowledge of the properties of pieces it is almost impossible to find the solution.

2. ♜ xe2!!

This is the hidden resource. In case of 2. ♜ b1? f2 3. ♜ c7 g4 (3...e1 ♜ +?? is similar to the main line; 3...f1 ♜ +?? 4. ♜ h2+-) 4. ♜ d8+ ♜ g3= 5. ♜ c7+ it would end in a draw by repetition.

2...fxe2 3. ♜ c7!!

The key square for the bishop – White is threatening 4. ♜ xa5.

3...e1 ♜ + 4. ♜ h2 ♜ f2

4...g4 5. ♜ d8+ ♜ e7 6. ♜ xe7#.



Preventing the checkmates on g3. How should White continue?

5. d6!

Zugzwang! The black queen no longer has any good squares.

5... ♕f4+!

The last chance for Black. 5... ♕xg2+ 6. ♔xg2 g4 7. ♕e7#.

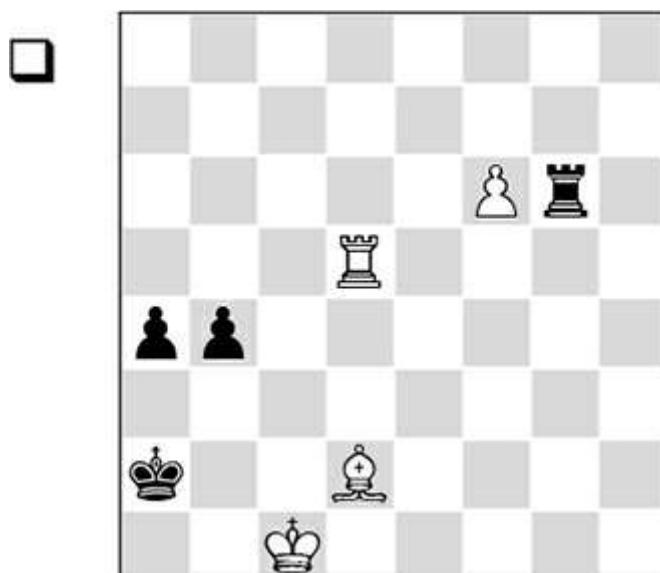
6.g3+!

Finally, the g-pawn decides the game.

6... ♕ xq3+ 7. ♔ xq3#

Study by Genrikh Kasparian

1st prize Shakhmaty v SSSR 1939



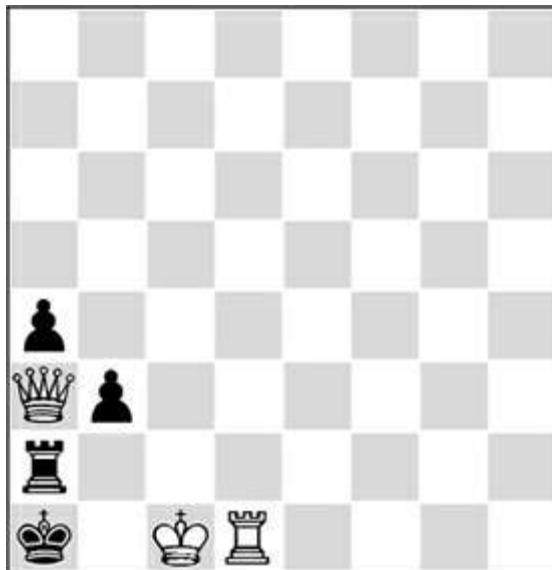
Mate on the stalemate square

White to play and win. This ending starts with mixed material, but then transposes into a curious attack by the white rook:

1. ♕g5! b3 2. ♔d2+ ♕a1 3. f7 ♕xg5 4. f8 ♕ ♕g1+! 5. ♔d1 ♕g2!

5...b2+? 6. c2+ xd1 7. a3#.

6. a3+ a2



The black army (and especially the rook) successfully fights against the material superiority. How should White continue? Here is the climax:

7. ♕d2!!

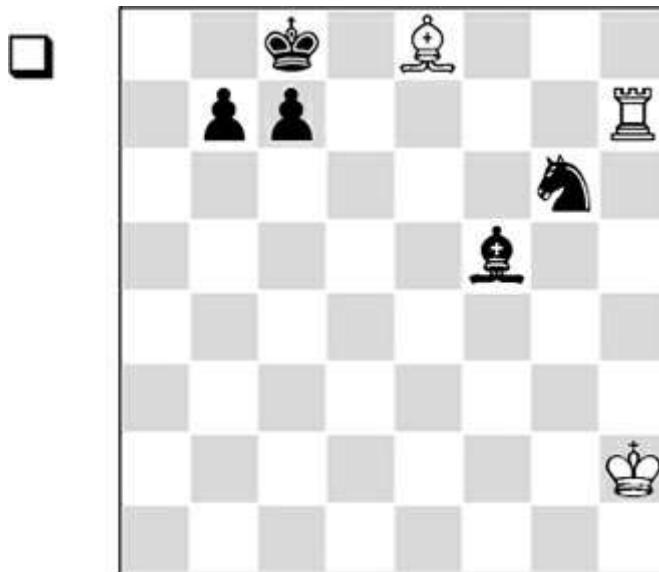
An amazing resource that combines mutual zugzwang with mate in the corner. The white queen had no good moves. For example:

- A) 7. ♔c5? ♕h2! 8. ♕d2 ♕h1+ 9. ♕d1 ♕h2=;
- B) 7. ♔xa2+? ♕xa2 8. ♕d2+ ♕a1! 9. ♕b2 a3 10. ♕xb3 a2=.

7... ♕xa3 8. ♕b2! ♕a2 9. ♕b1#

Study by M. Eisenstadt

Shakhmaty v SSSR 1932



♕ ♔ vs ♙ ♔ ♕ ♘

White to play and win. A surprising attack:

1. ♕g7! ♘e5

1... ♘f4? 2. ♕g8+–.

2. ♕d7+!!

With this sacrifice White makes use of a tactical motif: the weakness of the eighth rank. If 2. ♕g8? ♘e6=.

2... ♘xd7

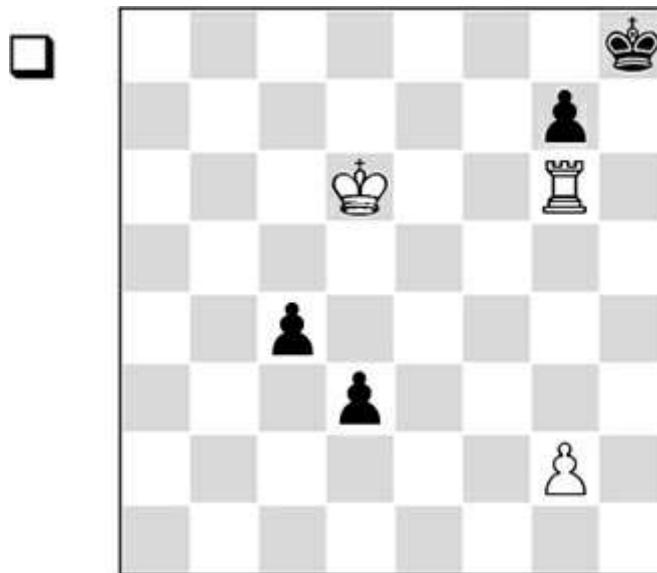
2... \mathbb{Q} xd7 3. \mathbb{Q} g8+ \mathbb{Q} f8 4. \mathbb{Q} xf8+ \mathbb{Q} d7 5. \mathbb{Q} xf5.

3. \mathbb{Q} g8+ \mathbb{Q} e8 4. \mathbb{Q} xe8+ \mathbb{Q} d7 5. \mathbb{Q} xe5

Winning (\mathbb{Q} vs. \mathbb{Q} \mathbb{Q}).

Study by Pal Benko

1981



\mathbb{Q} vs. \mathbb{Q} \mathbb{Q} , advanced passed pawns

White to play and win. In this ending the white rook cannot prevail against the c- and d-pawns, but White decides the game with a nice attack with the rest of his army:

1. \mathbb{Q} e7! d2

1...c3 2. \mathbb{Q} f7!+– would be similar to the main line.

2. \mathbb{Q} d6 c3 3. \mathbb{Q} f7 \mathbb{Q} h7

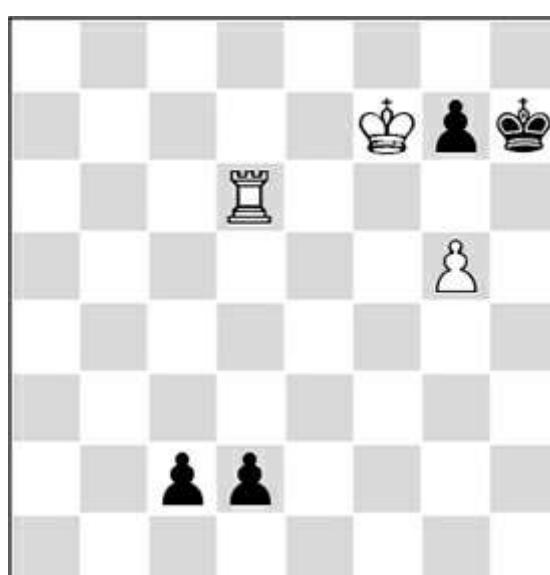
3...c2 4. \mathbb{Q} d3 and mate in 2 (5. \mathbb{Q} h3).

4.g4!

A new resource.

4...c2 5.g5

With this advance White weaves a mating net:



5...d1 \mathbb{Q}

- A) 5...c1 \checkmark 6. \mathbb{R} h6+!;
 B) 5...g6 6. \mathbb{R} xg6 d1 \checkmark 7. \mathbb{R} h6#.

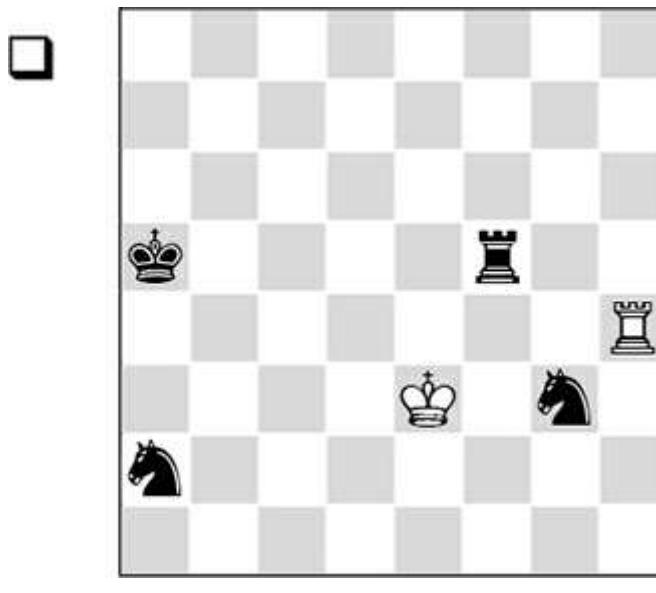
6. \mathbb{R} h6+! $\mathfrak{g}x\mathfrak{h}6$ 7. $\mathfrak{g}6+$ $\mathfrak{w}h8$ 8. $\mathfrak{g}7+$ $\mathfrak{w}h7$ 9. $\mathfrak{g}8\#$

2) More topics on the knight

This will complement Trainings no. 18.3 (dynamic relationship – knight with major pieces) and 20 (knight properties).

Study by Alexander Hildebrand

Komsomolskaja Iskra 1963



\mathbb{R} \mathfrak{Q} \mathfrak{R} vs. \mathbb{R}

White to play and draw. Normally, with the presence of rooks, this endgame is winning, but the bad placement of the knights allows White a tactical escape:

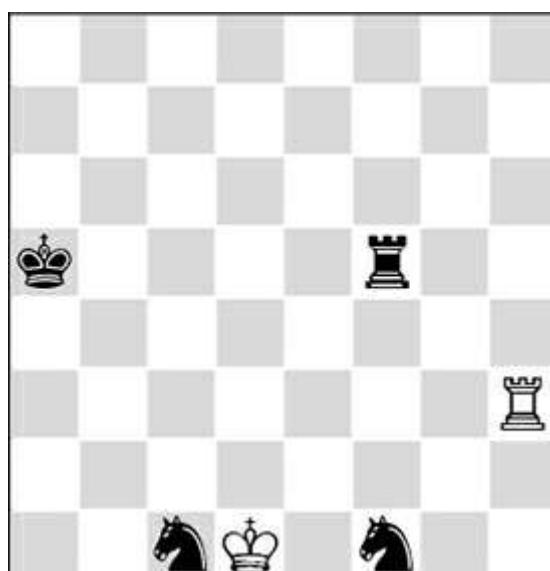
1. \mathbb{R} h3 $\mathfrak{Q}f1+$

1... $\mathfrak{Q}h5$? 2. $\mathfrak{Q}e4=$ and Black loses one of his knights (3. $\mathbb{R}a3+$).

2. $\mathfrak{Q}e2$ $\mathfrak{Q}c1+$

The second defensive idea is 2... $\mathfrak{Q}b4$ 3. $\mathbb{R}f3!$ $\mathfrak{Q}c3+$ 4. $\mathfrak{Q}e1$ $\mathbb{R}xf3$ stalemate.

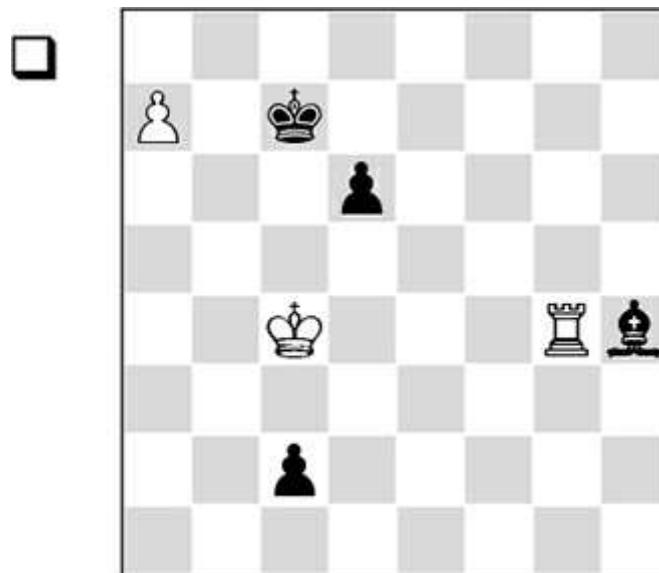
3. $\mathfrak{Q}d1$ $\mathbb{R}c5$ 4. $\mathfrak{Q}e1$ $\mathbb{R}f5$ 5. $\mathfrak{Q}d1$



It's a fortress: Black cannot defend his two knights in one move.

Study by Zinovy Birnov

2nd prize Trud 1947



Domination (R + N)

White to play and win. As always the solution contains several ideas:

1. Rg7+

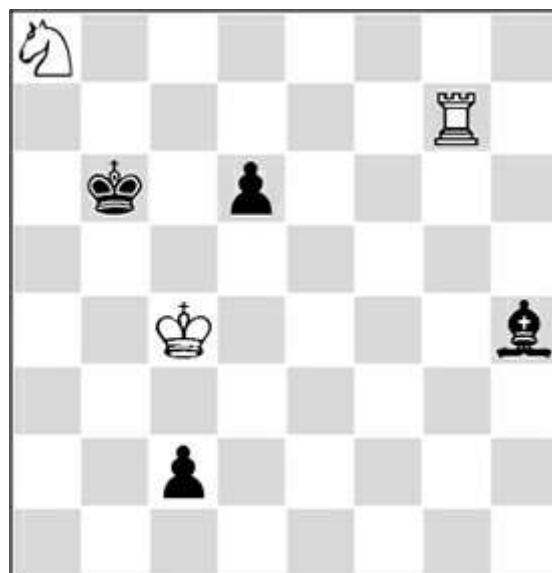
1. Rg1? only leads to equality: 1... Kb7 2. Ra1 c1# 3. Rxcl Kxa7 is a draw (R vs. N).

1... Kb6

The only square where the king is not in check after the promotion. But there is a remedy:

2. a8N+!

Underpromoting with check (for more on the issue of 'promotion' see the next section, no. 3).



2... Ka6

2... Kc6? 3. Rc7#; 2... Ka5? 3. Ra7#.

3. Nc7+ Ka5

A) 3... Kb7 4. Ne6+ Kc6 5. Nd4++-;

B) 3... Kb6 4. Nd5+ Ka6 5. Nb4++-.

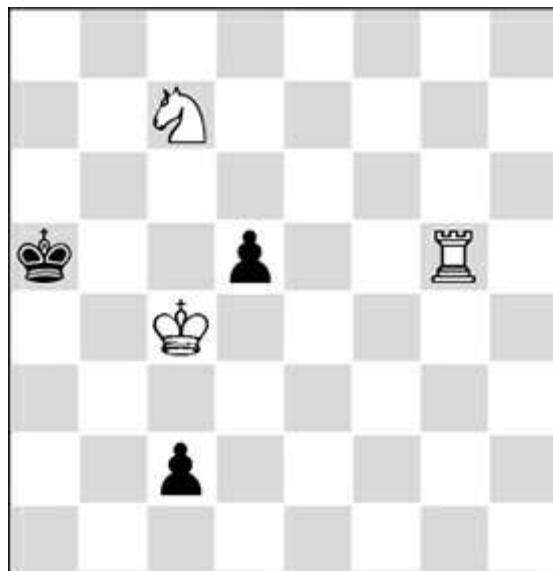
4. Rg1! Ng5!

Deflecting the white rook from c1.

5. ♜xg5+

This was the first secret – take the bishop with check (intermediate move).

5...d5+!



Maximum resistance. Black prevents the white rook from returning to the first rank – again, a decoy.

6. ♜xd5+ ♔a4

If 6... ♛b6 7. ♜b5+! ♛xc7 8. ♜c5+ and White wins.

7. ♜b5!

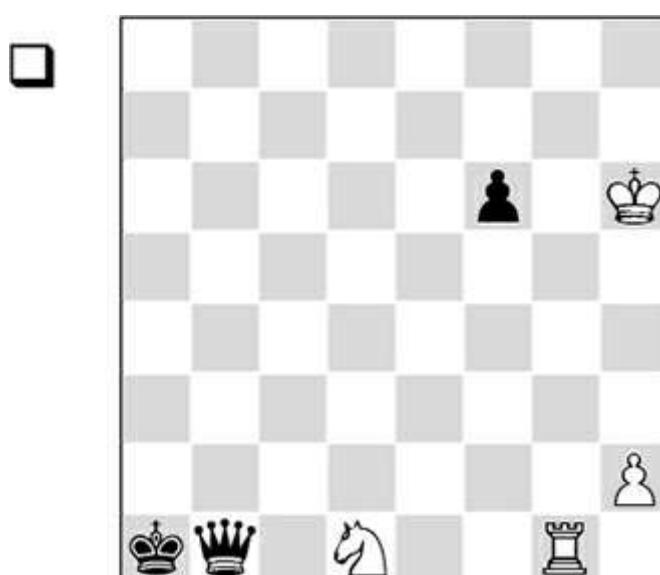
White weaves a mating net with three of his pieces (perfect coordination):

7...c1♛ + 8. ♜c3+ ♔a3 9. ♜a5+ ♔b2 10. ♜a2#

What a beautiful miniature!

Fragment of a study (unknown author)

Shakhmaty v SSSR 1970



White to play and win.

The major protagonist in this study is the white knight on d1:

1. ♜e1!!

The rook moves to the key square, putting Black in zugzwang: domination ($\text{R}+\text{N}$).

1... ♜ c1+

A) 1... f5 2. ♜ e3! ♜ xe1 3. ♜ c2++–;

B) 1... ♜ b4 2. ♜ c3+ ♛ b2 3. ♜ b1+ ♛ xc3 4. ♜ xb4 ♛ xb4 5. ♛ g6+–.

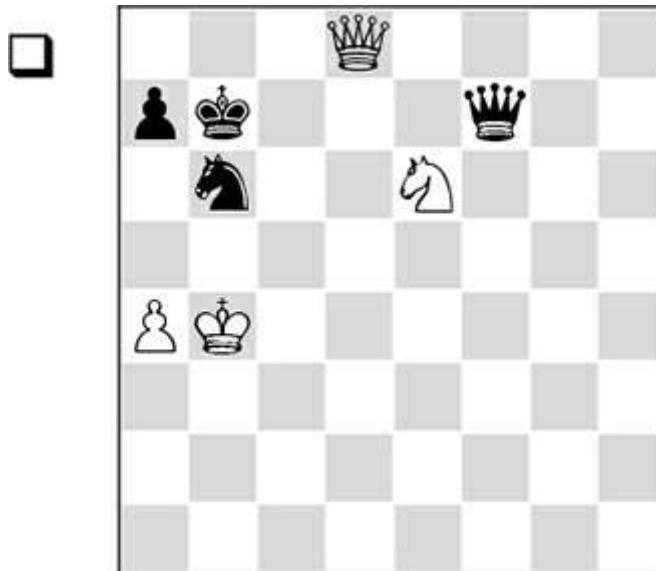
2. ♜ e3!

Combining defence with attack: winning the black queen.

2... ♜ xe1 3. ♜ c2++–

Study by Ernst Pogosiants (fragment)

1963



Dynamic ♜ + ♟ cooperation & attack

How to convert this into a full point? The white pieces provide a clear initiative, but the 1. ♜ c5 check yields nothing.

1. ♜ xb6+!!

A bolt from the blue!

1... ♛ xb6

1... axb6? 2. ♜ d8++–.

2. a5+! ♛ a6

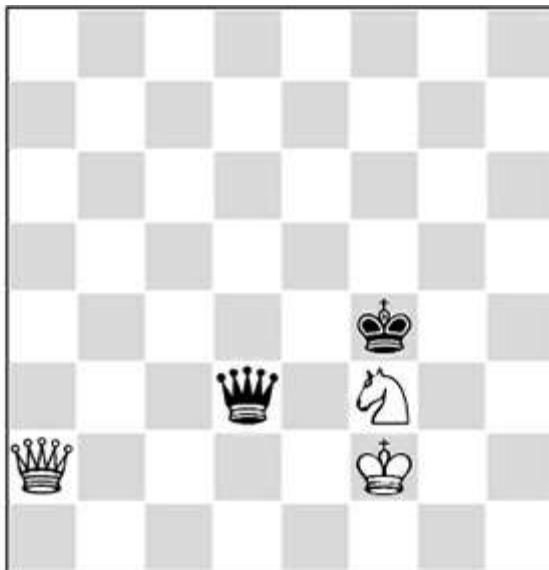
If the black king withdraws to b7 or c6, 3. ♜ d8+ and 4. ♜ xf7 wins the queen.

3. ♜ c5#

Checkmate!

Study by Henri Rinck

1902



♚ ♛ ♜ ♚ vs. ♚ ♛ ♜

What's the plan? Earlier, in Training no. 18, we saw an ending with the same pieces, won by GM Alexei Shirov. This miniature also confirms the rule – even though there is little material on the board, White can still win in the attack. First he needs to improve the position of his queen, by bringing it closer to the enemy king:

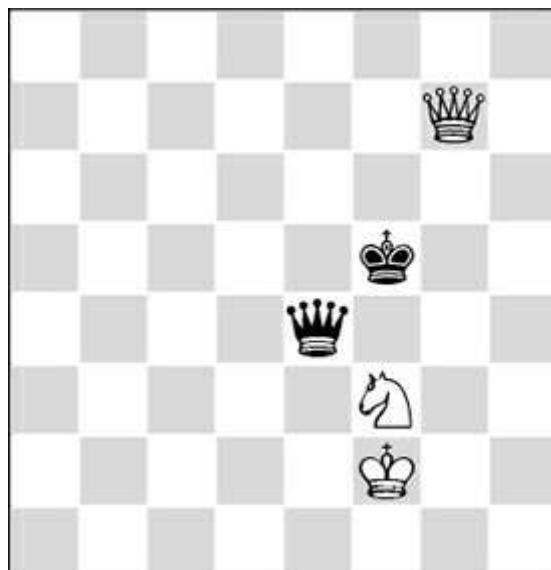
1. ♔ f7+ ♕ f5 2. ♔ c4+ ♔ e4 3. ♔ c7+!

This new diagonal check is the key to White's attack (using the queen's properties).

3... ♕ f5

3... ♔ g4 4. ♔ g7+ amounts to the same.

4. ♔ f7+ ♕ g4 5. ♔ g7+ ♕ f5



How should White continue?

6. ♔ d4+

After the first phase has been completed, now the knight helps to round off the attack:

6... ♕ f4

Moving to the only free square.

7. ♔ g3#

3) Promotion combinations (knight, bishop and rook)

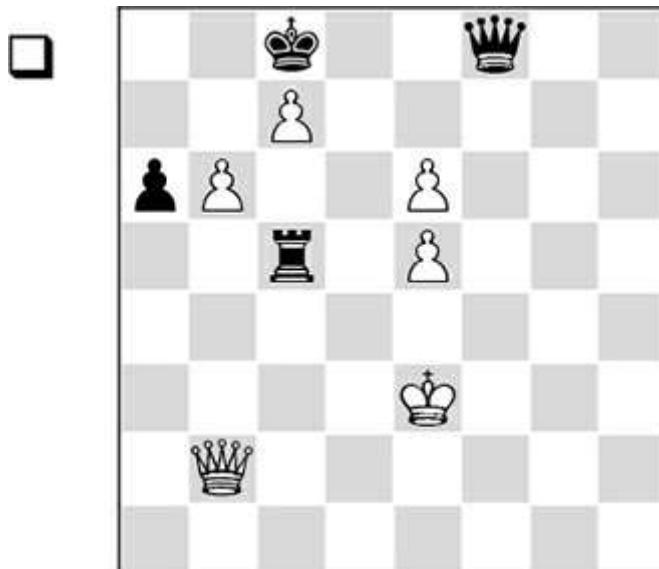
In most cases, a passed pawn gets promoted in the ending, when the defender has no forces

left to prevent it.

The promotion of a pawn is an important material gain. We can get a new queen, or another piece that is even more interesting for us. Therefore, the threat of a pawn promotion often forms the basis of many tactical possibilities.

Study by Tigran Gorgiev

Tidsskrift for Schack 1958



White to play and win. Clearly the white pawns are very strong, but the black army is covering the important squares on the eighth rank.

1.e7!

Deflecting the black queen.

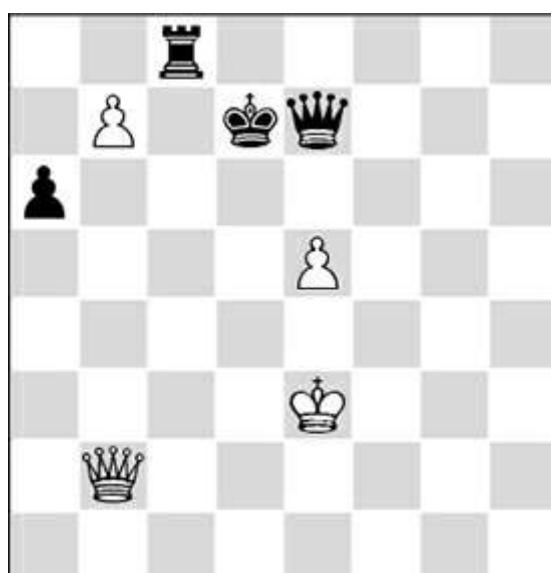
1... ♕ xe7

1... ♕ h6+ 2. ♔ d4+-; 1... ♕ e8 2. b7+ ♕ xc7 3. b8 ♕ +!.

2.b7+! ♔ d7 3.c8 ♕ +!

After 3.b8 ♕ ? ♕ xe5+ White cannot win.

3... ♕ xc8



How should White continue? Black is looking for an escape by sacrificing his rook, but there are other tactical motifs in the position:

4. ♕ d4+! ♔ c7 5. ♕ b6+!

The queen is sacrificed, diverting the black king from the promotion square.

5... ♕ b8

5... ♕ xb6 6.bxc8 ♕ +!.

6. ♕ a7+!!

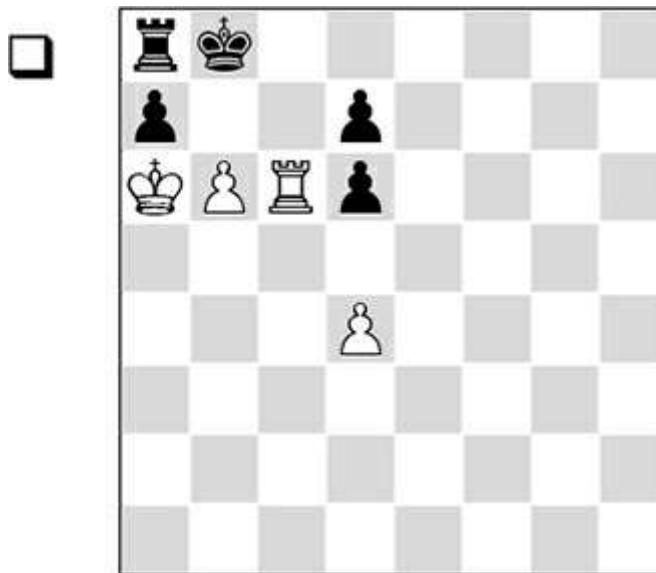
Forcing:

6... ♕ xa7 7.bxc8 ♕ +!

The underpromotion to a knight wins the queen on e7. Wonderful!

Study by Alexey Selezniev

1935



White to play and win.

If no miracle happens, Black threatens to trade off the b6-pawn, with a quick draw.

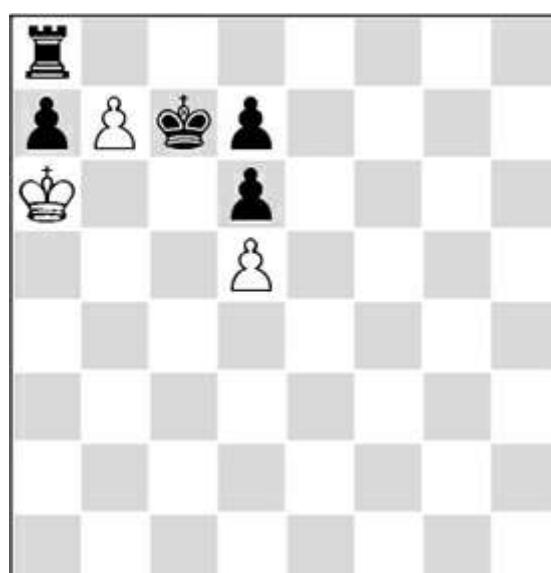
1. ♕ c8+!

This rook sacrifice is typical and not so surprising.

1... ♕ xc8 2.b7+ ♔ b8 3.d5!

Zugzwang-1: but this is really nice!

3... ♕ c7



How should White continue now?

4.bxa8 ♕ !

The key to the whole combination – underpromotion to a bishop. 4.bxa8 \mathbb{Q} ? would be stalemate; or 4.bxa8 \mathbb{Q} +? $\mathbb{Q}b8=$.

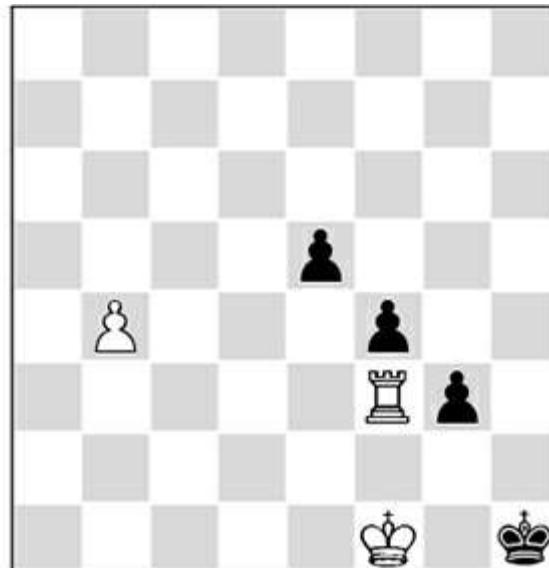
4... $\mathbb{Q}b8$ 5. $\mathbb{Q}b7$

Zugzwang-2: the ending is winning now.

5... $\mathbb{Q}c7$ 6. $\mathbb{Q}xa7+-$

Study by Alexander Hildebrand

1st prize Schackbulletinen 1963



White to play and win.

The three black pawns have serious power, but the white rook is not to be trifled with:

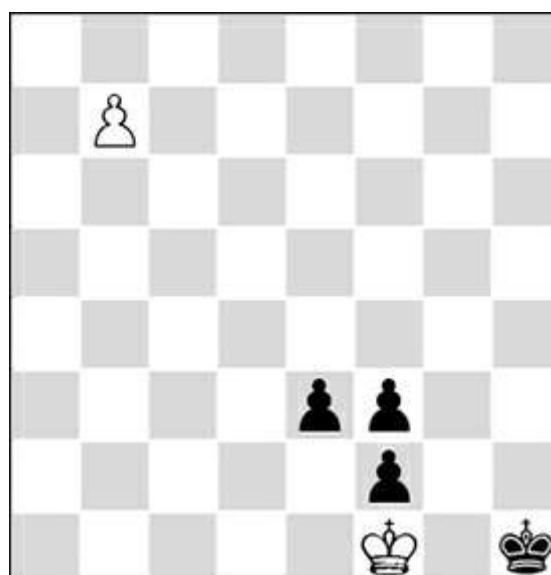
1. $\mathbb{Q}f2!!$

1.b5? is refuted by 1...g2+ 2. $\mathbb{Q}e2$ g1 \mathbb{Q} 3. $\mathbb{Q}f1$ f3+! 4. $\mathbb{Q}e1$ f2+ 5. $\mathbb{Q}e2$ $\mathbb{Q}g2!+-$.

1...gxf2

Black has to accept the rook. If 1...f3 2. $\mathbb{Q}xf3$ g2+ 3. $\mathbb{Q}e2$ g1 \mathbb{Q} 4. $\mathbb{Q}f1+-$.

2.b5 e4 3.b6 e3 4.b7 f3



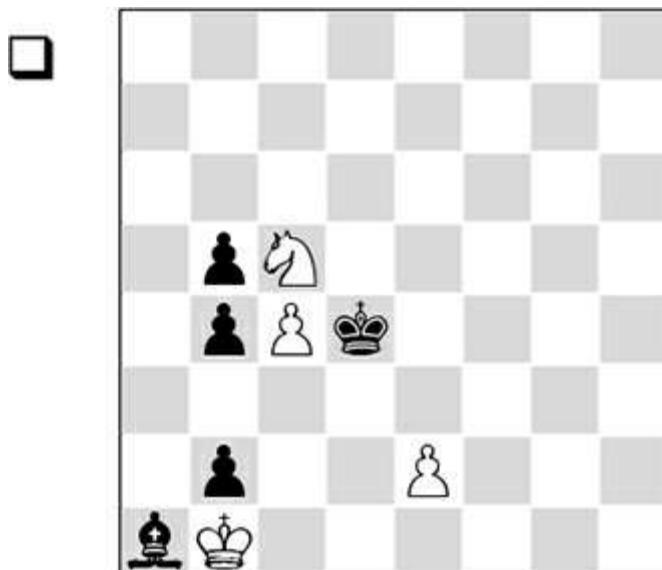
How should White continue? In a rapid game, he might start looking around for a queen, but...

5.b8 \mathbb{Q} !

Recovering the beloved rook he just sacrificed! Promotion to queen would be a tactical mistake: 5.b8 \mathbb{Q} ? e2+ 6. $\mathbb{Q}xf2$ e1 \mathbb{Q} + 7. $\mathbb{Q}xe1$ f2+ 8. $\mathbb{Q}e2$ f1 \mathbb{Q} + 9. $\mathbb{Q}xf1$ stalemate.

Study by Alexander Hildebrand and Bengt Lindgren

1962



White to play and win.

The black army, with the exception of the king, is suffering from a blockade in the corner. The solution to this study resembles a horror movie:

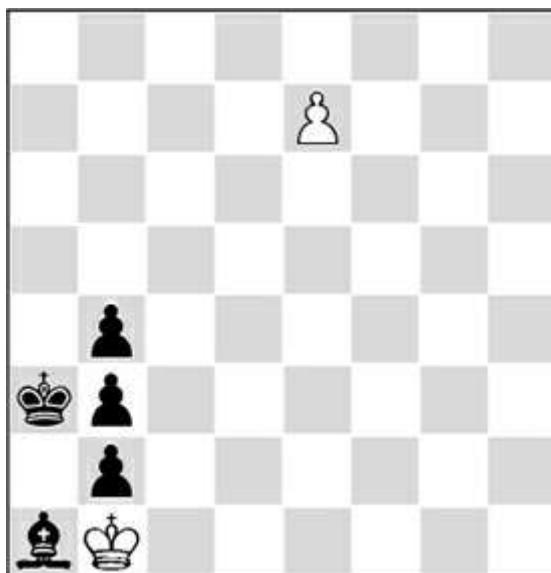
1. ♜ b3+

1. cxb5 ♔ xc5=.

1... ♔ xc4 2.e4!

Zugzwang no.1. Now the black king also has nightmares, but he still has a little trick to save his life:

2... ♕ xb3 3.e5 ♔ a3! 4.e6 b3 5.e7 b4



How should White continue?

6.e8 ♜!

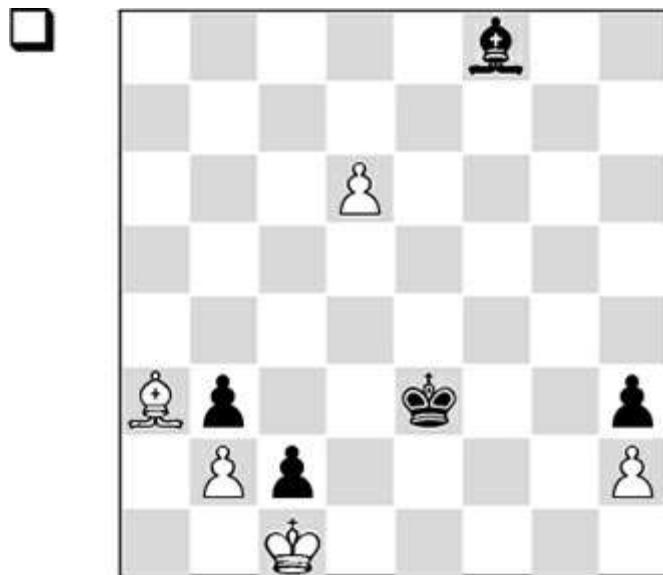
Only a special piece can finish the punishment – the rook. 6.e8 ♜? would be stalemate!

6... ♔ a4 7. ♜ e5!

Zugzwang no. 2: there is only one move for the black king.

7... ♔ a3 8. ♜ a5#

Study by Frederic Lazard



White to play and draw.

White has problems, facing an unavoidable threat: 1... $\mathbb{Q}h6$. His only recourse is to promote the passed d-pawn.

1.d7

1. $\mathbb{Q}b4?$ $\mathbb{Q}d3$ 2. $\mathbb{Q}d2$ $\mathbb{Q}xd6-$.

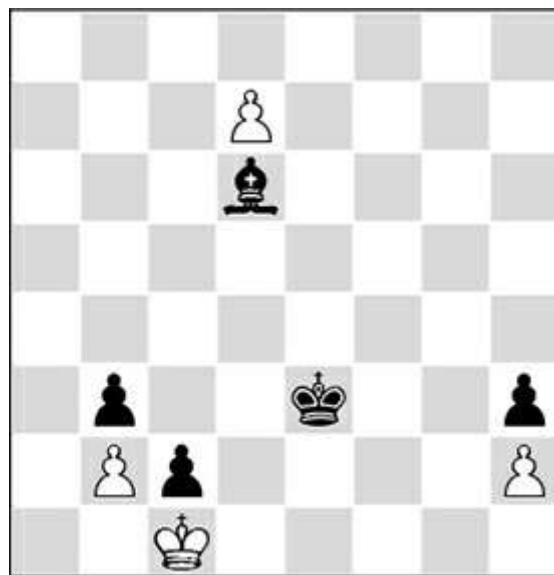
1... $\mathbb{Q}h6!$ 2. $\mathbb{Q}f8!$

A defensive decoy. There is no time for promotion: 2.d8 \mathbb{Q} ? $\mathbb{Q}e2+$ with a checkmate by discovery.

2... $\mathbb{Q}f4!$

2... $\mathbb{Q}g5?$ 3.d8 \mathbb{Q} ! $\mathbb{Q}xd8$ 4. $\mathbb{Q}e7!$ with a machine-like draw: a perpetual attack on the black bishop. Now White does not allow the black bishop to escape, finishing with the same motif.

3. $\mathbb{Q}d6!$ $\mathbb{Q}xd6!$



Finally, Black allows the d-pawn to promote to queen... How should White continue?

4.d8 \mathbb{R} !!

White prefers to have a rook! This offers him an extraordinary defensive idea. 4.d8 \mathbb{R} ? would not be enough in view of 4... $\mathbb{Q}f4$ 5. $\mathbb{Q}d2+$ $\mathbb{Q}f3$ 6. $\mathbb{Q}xf4+$ $\mathbb{Q}xf4-$.

4... $\mathbb{Q}f4!$ 5. $\mathbb{Q}d2!$

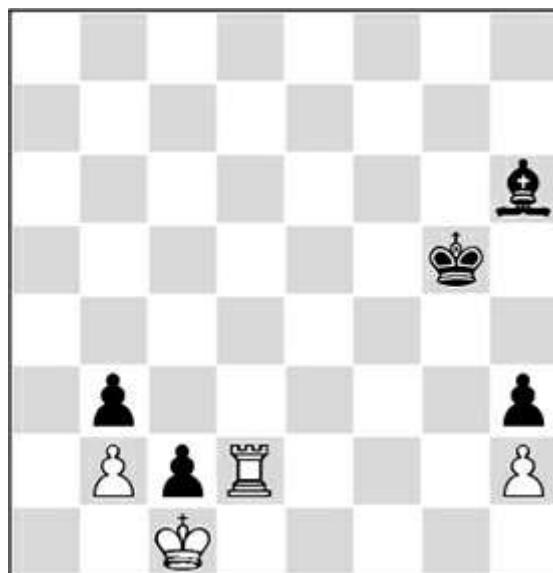
Zugzwang for Black: his king cannot move because of stalemate. The only attempt left to him

is:

5... ♕g5

5... ♔e5 6. ♖d3+!=.

6. ♖d5! ♔f4 7. ♖d2! ♔h6 8. ♖d6! ♔g5 9. ♖d2!

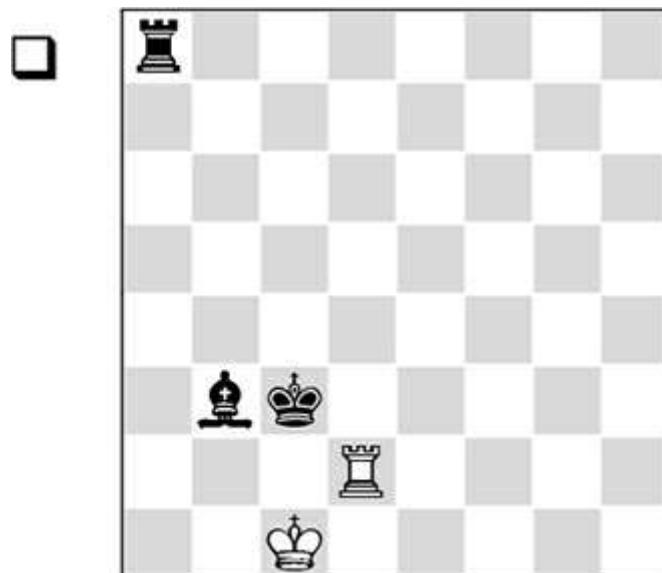


It's a fortress: Black cannot make progress. A really wonderful defence!

4) Stalemate

This is an important defensive resource that allows the defender to survive an inferior ending. In some theoretical positions it is the only resource left to the defender.

Theory ♖ ♔ vs ♖



How should White defend?

1. ♖c2+!

An important resource in this ending.

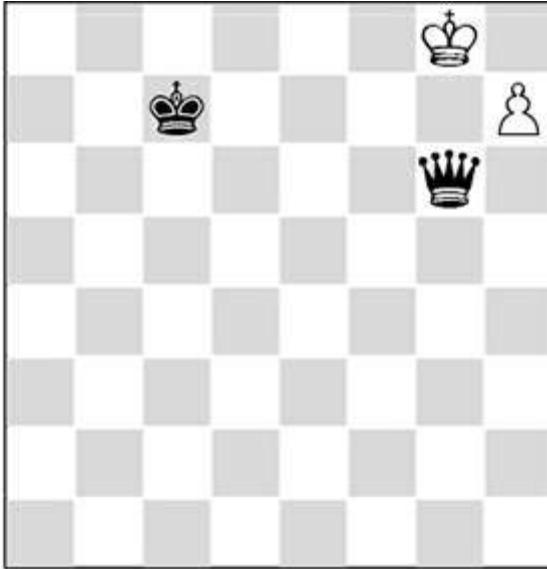


TRICK: Even more tricky is 1. ♖b2!? ♖a1+ (1... ♖h8 2. ♖c2+) 2. ♖b1 ♖a2 3. ♖b2! ♖xb2 and stalemate.

1... ♔xc2

Stalemate.

Theory ♕ ♜ vs ♔ ♙ – rook pawn



1. ♔ h8!

This is a draw, because of stalemate. The black king is not in the mating area (it has to be closer to give mate), and Black cannot make progress with the queen alone. If, for example, the black king were placed one square closer, on d7, then it would be a win for Black: 1... ♗f6+ 2. ♔g8 ♗e7! 3. h8 ♗ ♗f7.

Study by Hans Joachim Beyer

1983



White to play and draw. Here is a study that recalls the famous pawn endgame invented by the classic grandmaster Richard Réti (see Revolutionize Your Chess, The Endgame). The properties of the king are White's main resource here:

1. c7!

1. b7? ♗a7 2. ♗e7 ♗e5! –+.

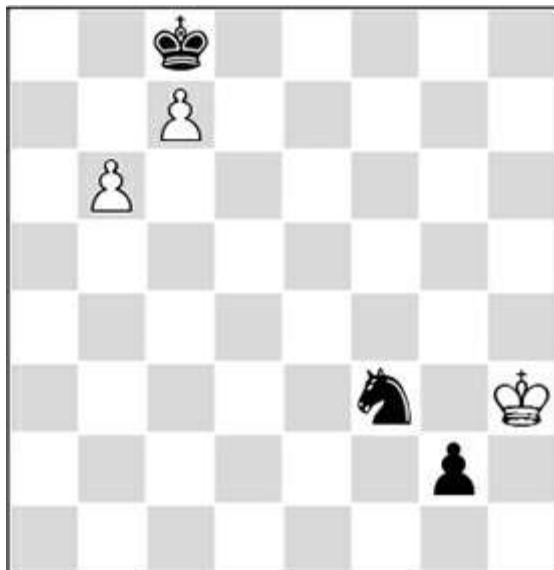
1... ♗b7 2. ♗e6! ♗c8!

Avoiding the counterplay with 3. ♗d7.

3. ♗f5!

Running across the board. 3. ♗d6? does not work: 3... g3 4. b7+ ♗xb7 5. ♗d7 ♗e5+ and Black wins.

3...g3 4.♔g4 g2 5.♔h3!



After a snake-like manoeuvre, the king reaches the saving square.

5...g1

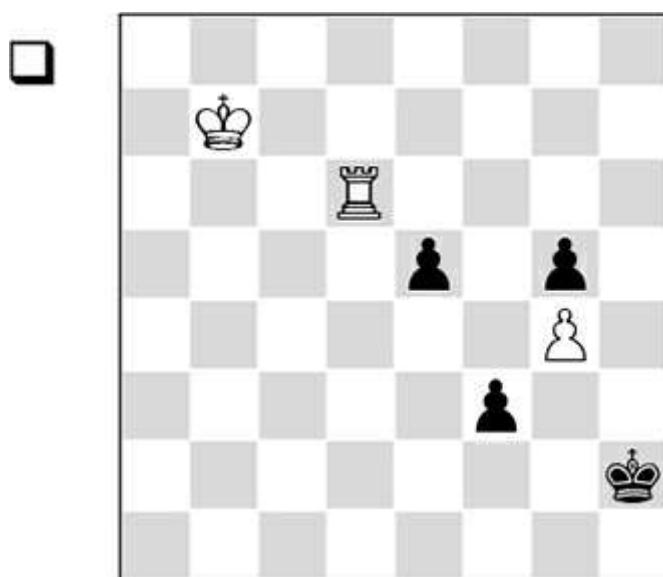
- A) 5...g1 ♕ would amount to the same after 6.b7+! etc., with stalemate;
- B) 5...g1 ♔ 6.♔g2=;
- C) 5...g1 ♕ + 6.♔g2=.

6.b7+! ♕ xb7 7.c8♕ + ♕ xc8

And stalemate.

Study by Szaja Kozłowski

Świat Szachowy 1931



♙ vs advanced pawns

White to play and draw.

In these endings, where the pawns are running to promote, a tempo is worth more than gold:

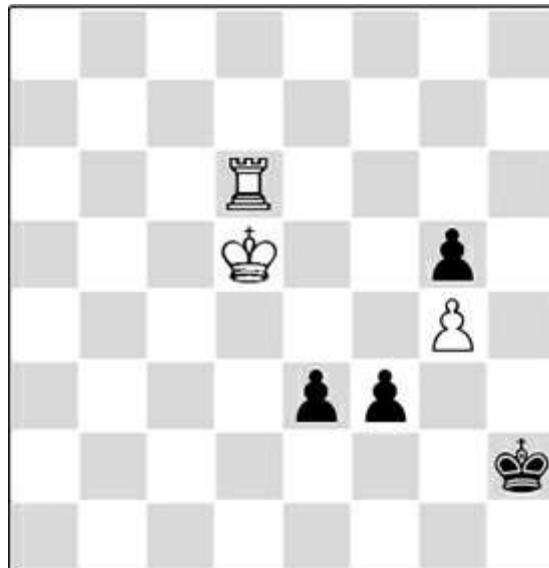
1.♔c6

The king can also run, but he has the exclusive right of not having to run in a straight line! By the way, 1.♕f6? is losing: 1...♔g2 2.♔c6 e4+.

1...e4!

But now 1...f2?? is losing for Black: 2. $\mathbb{Q} f6$ $\mathbb{Q} g2$ 3. $\mathbb{Q} d5$ f1 \mathbb{Q} 4. $\mathbb{Q} xf1$ $\mathbb{Q} xf1$ 5. $\mathbb{Q} xe5+-$.

2. $\mathbb{Q} d5$ e3!



How can White save the game? The white pieces will never be able to keep up with the two black pawns. So – resign or continue!

3. $\mathbb{Q} e4!$ e2!

3...f2? 4. $\mathbb{Q} f6+-$.

4. $\mathbb{Q} xf3$ e1 \mathbb{Q}

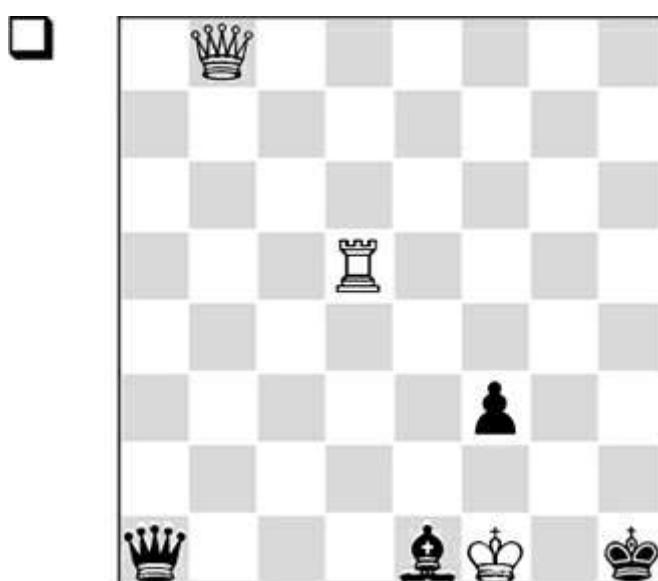
So, that was it? No, it is time for the punchline:

5. $\mathbb{Q} h6+$ $\mathbb{Q} g1$ 6. $\mathbb{Q} h1+!!$ $\mathbb{Q} xh1$

and, once again, stalemate.

Study Sergey Tkachenko (fragment)

4th prize Shakhmaty v SSSR 1986



Fortress and mutual zugzwang

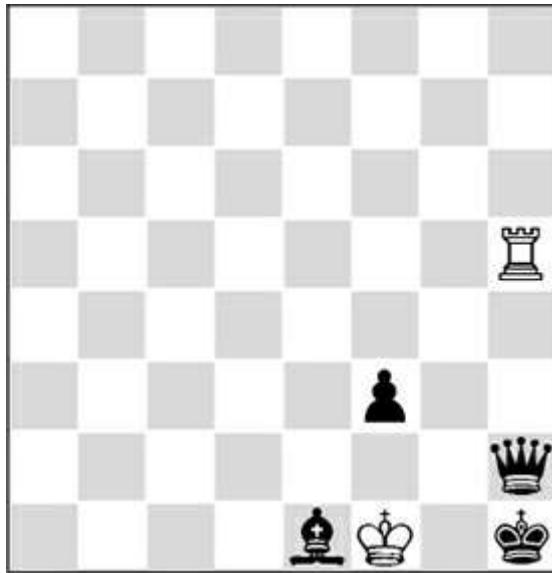
Black has moved his troops far inside the enemy camp, and threatens to give checkmate by discovery. This is a good moment to take drastic measures:

1. $\mathbb{Q} b2!$

This radical decoy of the black queen is the appropriate method here. It's interesting to look

at the alternatives, as they lead to very attractive lines:

- A) 1. \mathbb{Q} a5? \mathbb{Q} d1! 2. \mathbb{Q} b3 \mathbb{Q} e2#;
 - B) 1. \mathbb{Q} d1? \mathbb{Q} a6+! (1... \mathbb{Q} xd1? 2. \mathbb{Q} h2+!=) 2. \mathbb{Q} xe1 \mathbb{Q} e2#;
 - C) 1. \mathbb{Q} a8? \mathbb{Q} a5+ 2. \mathbb{Q} f2 \mathbb{Q} b6+!-+;
 - D) 1. \mathbb{Q} b3? \mathbb{Q} d2+ 2. \mathbb{Q} f2 \mathbb{Q} g1+ 3. \mathbb{Q} xf3 \mathbb{Q} g2#!
- 1... \mathbb{Q} xb2 2. \mathbb{Q} h5+ \mathbb{Q} h2**



How should White continue?

Here is the miracle:

3. \mathbb{Q} h4!!

3. \mathbb{Q} xh2+? \mathbb{Q} xh2 4. \mathbb{Q} xe1 \mathbb{Q} g2-+.

3...f2!

The rook is untouchable: 3... \mathbb{Q} xh4 or 3... \mathbb{Q} xh4 are both a draw by stalemate.

4. \mathbb{Q} h5!!

Mutual zugzwang, with Black to move!

4... \mathbb{Q} xh5

That was the last stalemate in this training!

26 Training: Endgame technique

‘The endgame is the part of the game where the advantages achieved in the opening and the middlegame are turned into victory’ – Paul Keres.

In this final training section, I would like to present some fragments extracted mainly from my own practical experience, in order to improve your overall endgame technique and, at the same time, to demonstrate the dynamic qualities of the pieces on the board.

- In practical endings, passive defence will lead to defeat!
- The player who has an advantage (permanent or temporary) has to choose between static and dynamic plans. In dynamic move sequences, we always have to try to control any active counterplay by the opponent. This is a general rule of modern chess that has special value in endgames.
- In complex endgames we have to play in accordance with the properties of pieces, pawns

and squares.

Directions

- 1) Differences between the art of endgame studies and practical endgames – playing positions
- 2) Liquidation – simplification – favourable transposition
- 3) Realization of an advantage – defence

1) Differences between the art of endgame studies and practical endgames – playing positions

When we are solving chess studies (either miniatures or compositions), we train our imagination, our ability to discover the intentions of the opponent, our calculating abilities, our readiness to take decisions in the process of dynamic transpositions, etcetera.

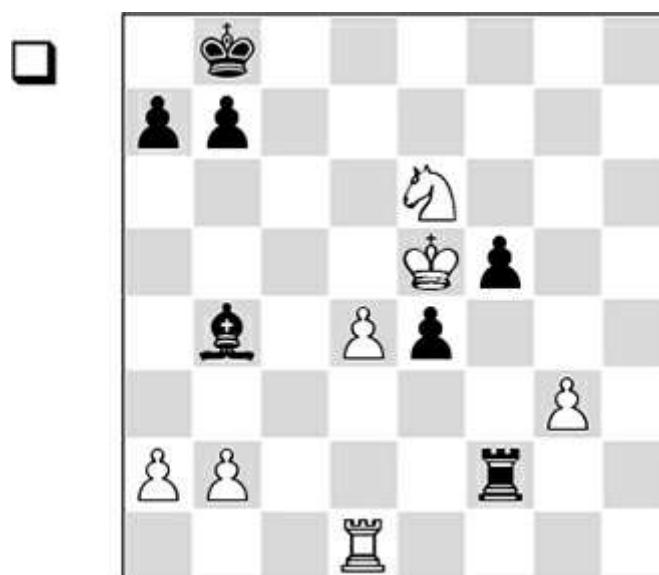
Some studies also help us to expand our knowledge of endgames, but they always have one defect compared to practical chess: the objectives (and, therefore, the resources) of studies are basically pure tactics – they are full of forced play: win, draw, checkmate, zugzwang, opposition, fortress... etc. (see Part 1 of this book). In their striving for artistry, composers cannot use the elements of Strategy (Part 2), nor do they set out to teach us general techniques.

However, in practical endings, a microscopic advantage often enables you to win the point!

Bishop versus knight

**Viktor Moskalenko
Christopher Debray**

Banyoles 2007 (4)



Bishop vs. knight

Who is better? And how can White find the best move in this position? Black threatens to promote his e-pawn, which is a quite annoying tactical factor. For example, 31.d5? e3! would be dangerous for White.

31.a3!

White attacks the key piece. It's a prophylactic move that diverts the bishop from the two major diagonals.

31...♝d2?

My opponent still dreams about his e-pawn, but he neglects my counterplay. 31...♝a5 was the only good square, although after 32.♖h1! White maintains a slight initiative.

32.♖h1!



This unexpected rook manoeuvre (intending to attack on the eighth rank) practically wins the battle. Black won't have time to stop White's d-pawn, nor to move his own e-pawn:

32...b6?

A new error, this time perhaps generated by despair. The best defence was 32...a6 33.d5 e3 34.d6 ♜a5 35.b4! ♜b6 36.♘f4!+– and the white pieces dominate.

33.d5!

The d-pawn is unstoppable.

33...e3 34.d6 ♛c8

34...e2 35.d7!–.

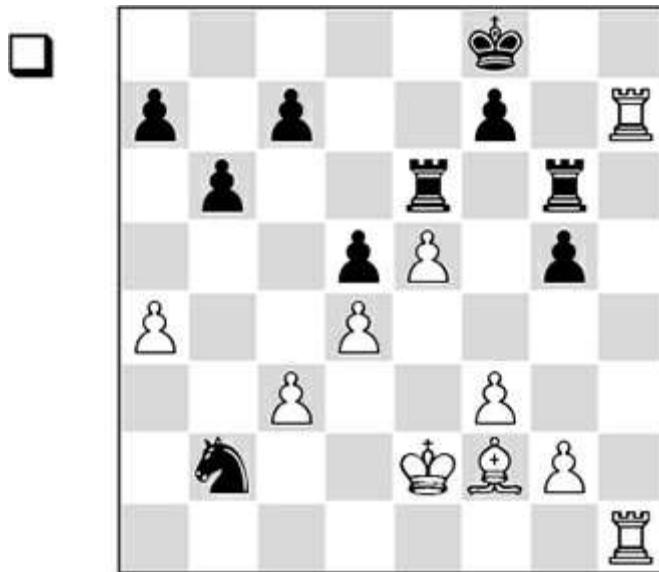
35.♖h7!

Black resigned.

Viktor Moskalenko

Luis Rojas

Sant Marti 2010 (7)



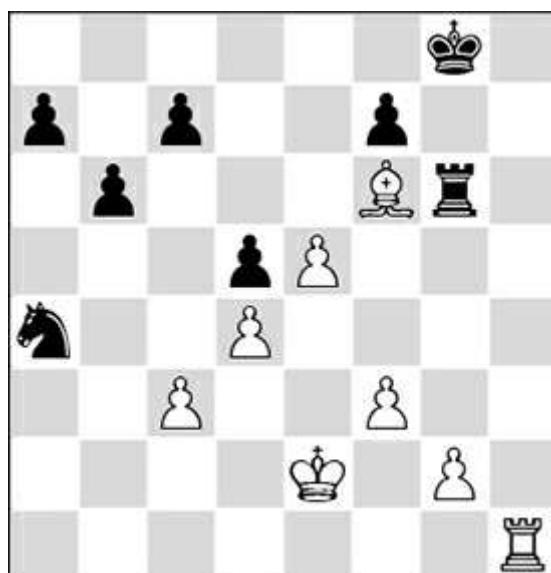
How should White continue? The black knight attacks the helpless pawns on the queenside. The only active option for White is to go about his own business in another part of the board:

29.♘e3!

With an eye on the black g5-pawn and a possible attack on the dark squares.

29...♝xa4 30.♜1h5

This manoeuvre seems the most appropriate and the most logical: my strategic idea was to keep the four rooks on the board to have better attacking chances. And I still stand by this view. However, the engine keeps recommending 30.♞h8+!?, which is tactically interesting, though it simplifies the game: 30...♜g8 (30...♚e7 31.♞1h5↑) 31.♞xg8+ ♚xg8 32.♝xg5 ♜g6 33.♝f6



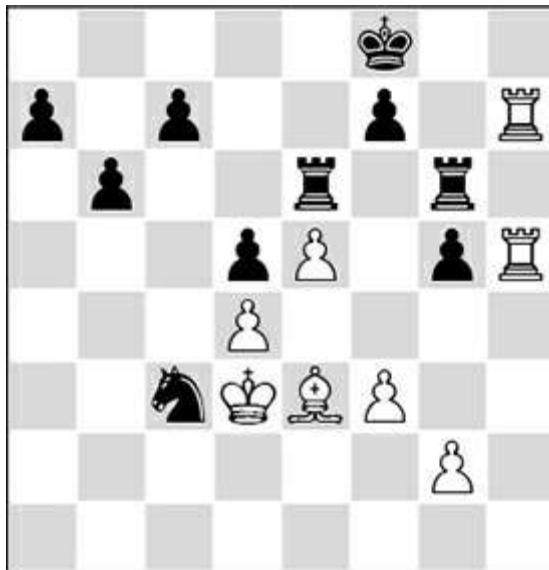
analysis diagram

33...♚f8 34.g4, and White has made more progress on the kingside: his pieces and pawns are also more active than Black's.

30...♝xc3+

30...♞g8!? was the defensive alternative, also found by the engine, but difficult to implement during an over-the-board game.

31.♚d3



We have reached the critical position of this ending. How should Black continue: 31... ♕a2 or 31... ♕b5?

31... ♕b5?

This retreat allows me to show the advantages of my initial concept. The more tenacious alternative was 31... ♕a2!? 32. ♜h8+ (32. ♜xg5!?) 32... ♜g8 33. ♜xg8+ ♔xg8 34. ♜xg5↑ and White continues to have the initiative, but now with fewer rooks on the board.

32. ♜xg5

The attack becomes dangerous.

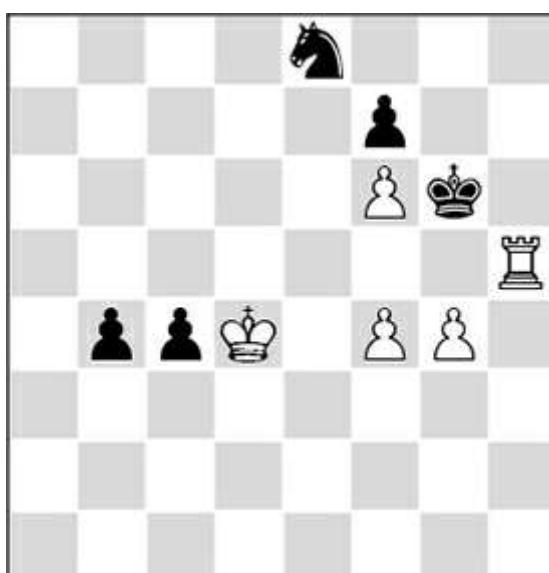
32...c5?

32... ♜g8□ 33. ♜f6!→.

33. ♜h8+ ♜g8 34. ♜f6!+-

The rest of the game requires just one more diagram to show the technique of realization (♜ vs. ♕):

34... ♜xf6 35.exf6 ♕xd4 36. ♜xd5! ♕e6 37. ♜xg8+ ♔xg8 38.g3 b5 39.f4 c4+ 40.♔c3 a6 41. ♜h5 ♕c7 42. ♜g5+ ♔h8 43. ♜c5 ♕e6 44. ♜c6 ♔h7 45. ♜xa6 ♕c5 46. ♜a5 ♕e4+ 47. ♜d4 ♕d6 48.g4 b4 49. ♜d5 ♕e8 50. ♜h5+ ♔g6



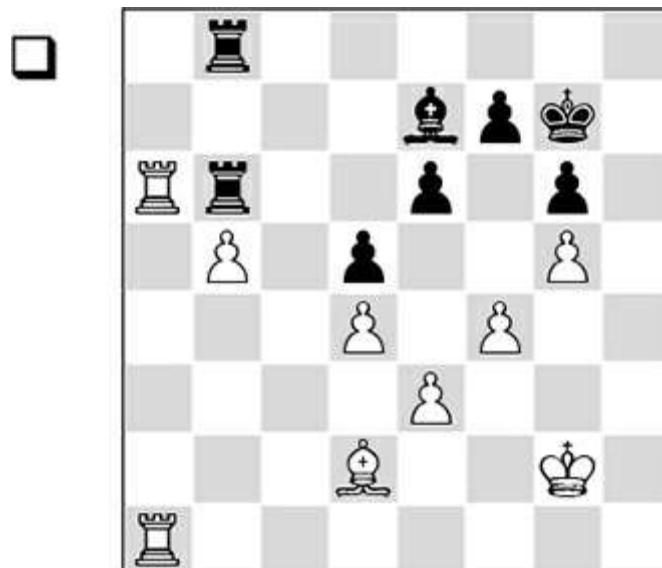
How to continue? Well, it turns out that it is even possible to give mate in 6 moves:

51. ♔e5! ♕xf6 52. ♜g5+ ♔h7 53. ♜xf6

Followed by 54. ♜xf7 and 55. ♜h5 mate.

Bishops of same colour

**Gabriel Sargissian
Radoslaw Wojtaszek**
Wijk aan Zee 2011 (9)



What is the best plan for White here?

In this position, the white bishop cannot take any advantage of its properties (mentioned in Training no. 21.1), but with the presence of the rooks it can be of assistance in the attack (dynamic relationship between pieces – Training no. 18.3), taking advantage of the very specific pawn structure:

46. $\mathbb{Q}a5!$ $\mathbb{N}xb5$ 47. $\mathbb{Q}c7!$ $\mathbb{N}b2+$ 48. $\mathbb{Q}f3$ $\mathbb{N}f8$ 49. $\mathbb{N}a7!$ $\mathbb{Q}g8$ 50. $\mathbb{Q}e5!$



Pure strategy!

Black resigned.

Bishops of opposite colour

**Raul Gonzalez
Viktor Moskalenko**
Catalonia tt 2010 (3)



How should Black continue? White has an extra pawn, but his entire pawn structure is unhealthy (the doubled f- and h-pawns, and the rather vulnerable queenside pawns). However, and perhaps due to the presence of opposite-coloured bishops, all my teammates thought a draw was the inevitable result. But I was of a different opinion.

27...c5!?

This push blocks the white c4-pawn.

28.♔d2 ♜c8 29.♗c3 ♔e6

Centralizing the king. A nice alternative was 29...♝e6!? 30.♔d3 ♔g6↑.

30.♗f2 ♜c7 31.♗e3+ ♔d7 32.♗c3 ♔c6!



The first phase of my plan: the idea is to push ...b6-b5, or ...d6-d5.

33.b5+?

The strange thing is that the engines do not yet understand this position well, and continue to evaluate it as equal.

However, I think that White's last move is a major strategic error: the c4/b5-pawn formation will be a great target for my bishop!

33...♗d7 34.♗e3 a6!

With this break the problems arise. Black threatens 35...axb5, creating two passed pawns on the c- and d-file.

35.a4

In the event of 35.bxa6 ♕a7 36.♔c3 ♕xa6 37.♔b3 ♔e6 Black has a clear initiative.

35...  e6!

A natural attacking move, forcing the white rook to defend passively.

36. ♜ c3

36. \mathbb{Q} c3 axb5 37. axb5 \mathbb{Q} a7 is winning for Black.



How should Black continue?

36... ♜ a7!

Preparing to open the a-file, and shoot with the rook! The game is basically lost for White.

37. $\text{d}3$ $\text{axb}5$ 38. $\text{axb}5$ $\text{f}5+$ 39. $\text{e}3$ $\text{a}1$ 40. $\text{g}3$ $\text{e}6$ 41. $\text{h}5$



How to continue with black?

41...d5! 42.cxd5+ ♔xd5 43.♔h4 ♔e6! 44.♔f2 ♕a2+ 45.♔g3 ♕a5! 46.♔e3+ ♔f7
 47.♕b3 c4 48.♕c3 ♔d3 49.♔f2 ♕xb5 50.♔a3 ♕xh5

SUMMARY:

Firstly, both my computer and my teammates did not correctly assess this ending and its practical possibilities – the presence of bishops of opposite colour only increased Black's positional advantage. Finally, it was difficult to find any active counterplay for White, and he committed an impulsive strategic error with 33.b5?. The engine still doesn't understand that this is a mistake, but it decided the outcome of the game!

2) Liquidation – simplification – favourable transposition

These are three basic concepts of technique for chess in general, and they are also common resources in the endgame. Often they help us to convert an opening or middlegame advantage in the ending – either winning or saving the game.

The following example shows a typical liquidation of pieces, transposing into a pawn ending.

Viktor Moskalenko

Carlos Matamoros

Motril 2005 (3)



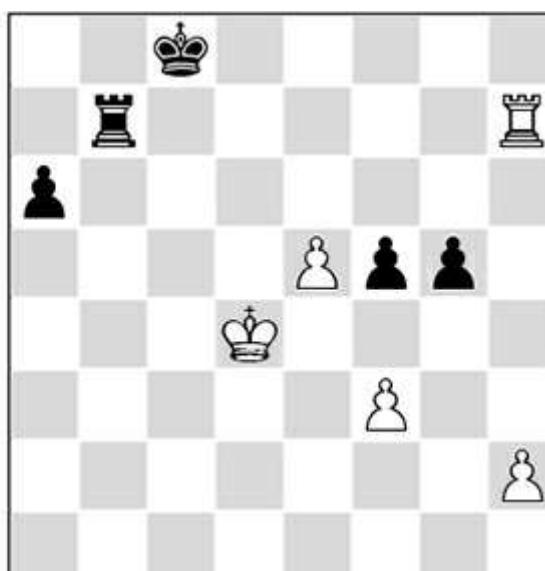
Despite his great material advantage, White prefers to maximally simplify the game:

45. ♕xf8+!? ♕xf8 **46. ♖xf8+** ♕xf8 **47. ♔f3 ♕e7** **48. ♔e4 ♕e6** **49. b4!+-**

Vassily Ivanchuk

Anish Giri

Wijk aan Zee 2012 (9)



To exchange the rooks or not to exchange? Sometimes, a liquidation is forced, if there are no other favourable options. In this case you would have to calculate the resulting ending with great precision:

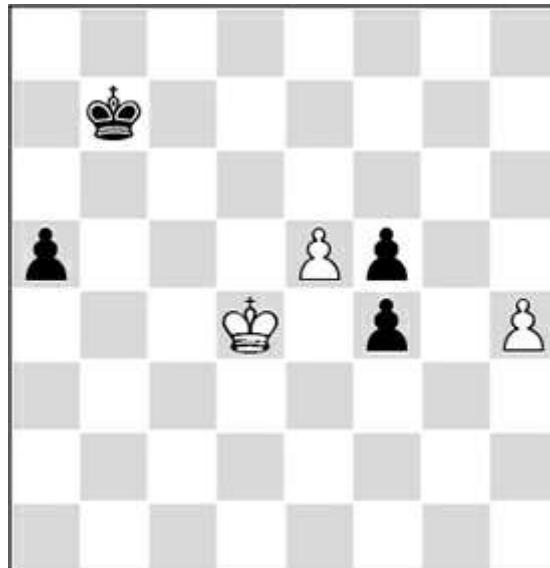
51. ♖xb7! ♕xb7 52. f4!

Only this breakthrough wins the race without having to play a queen ending. For example, 52. $\mathbb{Q}d5$ a5 53. $\mathbb{Q}d6$ a4 54. e6 a3 55. e7 a2 56. e8 \mathbb{Q} a1 \mathbb{Q} 57. $\mathbb{Q}b5+$ $\mathbb{Q}a7$ 58. $\mathbb{Q}xf5$ $\mathbb{Q}d4+$, and it's still not so easy to win this.

52...gxf4

- A) 52...a5 53. fxe5 a4 54. g6 a3 55. $\mathbb{Q}c3+$ –;
B) 52...g4 53. e6 $\mathbb{Q}c7$ 54. $\mathbb{Q}e5$ $\mathbb{Q}d8$ 55. $\mathbb{Q}xf5$ $\mathbb{Q}e7$ 56. $\mathbb{Q}e5$ a5 57. f5+–.

53.h4 a5



How should White continue? The black king is in the square of the e-pawn, but not in that of the h-pawn. However, White should start with the king's pawn:

54.e6!

54. h5? a4 and both pawns promote without check.

54... $\mathbb{Q}c7$

54...f3 55. $\mathbb{Q}e3$ $\mathbb{Q}c7$ 56. h5 $\mathbb{Q}d6$ 57. h6 $\mathbb{Q}xe6$ 58. h7+–.

55.h5!

The passed pawns are advanced in the right order.

55...a4 56.e7!

Again, an intermediate advance with the e-pawn. After 56. h6? a3 57. $\mathbb{Q}c3$ a2 58. $\mathbb{Q}b2$ f3 59. e7 a1 $\mathbb{Q}+$ 60. $\mathbb{Q}xa1$ f2 61. e8 \mathbb{Q} f1 $\mathbb{Q}+$ both pawns arrive just in time.

56... $\mathbb{Q}d7$ 57.h6

And Black resigned, as his opponent will queen with check.

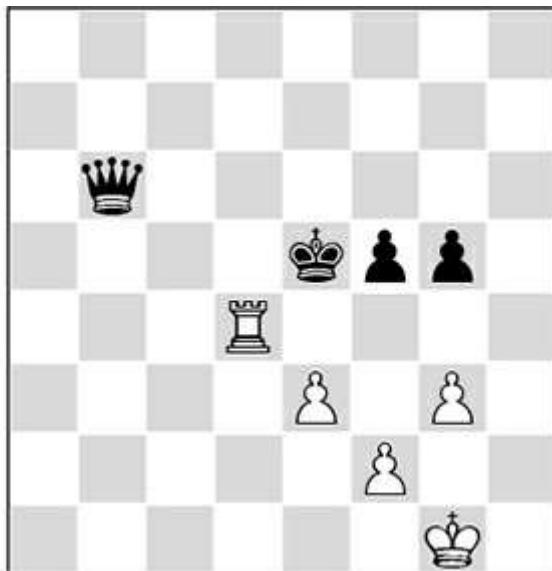


Vassily Ivanchuk

Nino Khurtsidze

Thi Nhu Y Hoang

Mardin Wch tt W 2011 (3)



How should Black continue? World Champion Mikhail Botvinnik once reached this position in his analysis of an adjourned game, against Romanian IM Octavio Troianescu (in 1952), and published the results. Sixty years later, the Vietnamese player follows in Botvinnik's footsteps:

57... ♕xd4!

Transposing (liquidation) to a winning pawn ending, as the great Botvinnik had shown.

58. exd4+ ♔xd4 59. ♔f1

59. ♔g2 ♔d3 60. ♔f3 ♔d2 61. g4 f4—+.

59... ♔d3!

The decisive invasion.

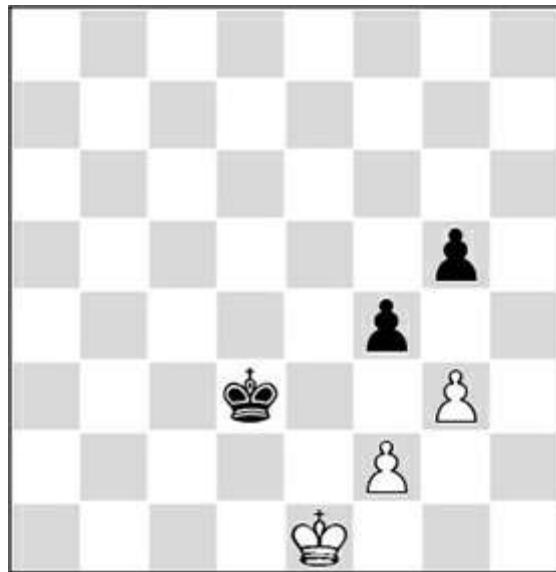
60. ♔e1

A) 60. g4 f4—+;

B) 60. f4 g4—+;

C) The most interesting line is 60. ♔g2 ♔e2 61. ♔g1 ♔d2! 62. ♔h2 ♔d1 63. ♔h1 f4! 64. gxf4 gxf4 65. ♔h2 f3! 66. ♔h3 ♔e1 67. ♔g3 ♔e2—+.

60...f4!



Black wins according to the rule of opposition, on the sixth rank.

61.g4

A) 61. $\mathbb{Q}d1$ $f \times g3$ 62. $f \times g3$ $g4$;

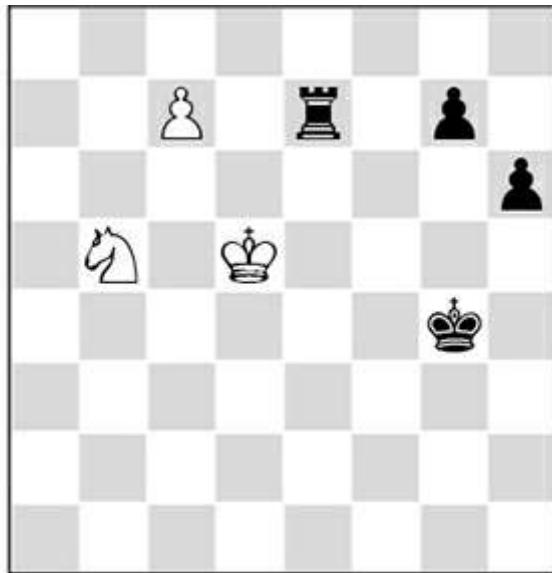
B) 61. $g \times f4$ $g \times f4$ 62. $\mathbb{Q}f1$ (62. $f3$ $\mathbb{Q}e3$ 63. $\mathbb{Q}f1$ $\mathbb{Q}x f3 -+$) 62... $f3$ 63. $\mathbb{Q}e1$ $\mathbb{Q}c2 -+$.

61... $\mathbb{Q}c2$ 62. $\mathbb{Q}e2$ $\mathbb{Q}c1$ 63. $\mathbb{Q}d3$ $\mathbb{Q}d1$ 64. $\mathbb{Q}e4$ $\mathbb{Q}e2$ 65. $\mathbb{Q}f5$ $\mathbb{Q}x f2$ 66. $\mathbb{Q}x g5$ $\mathbb{Q}g3$ 67. $\mathbb{Q}h5 f3$

0-1

**Migchiel de Jong
Viktor Moskalenko**

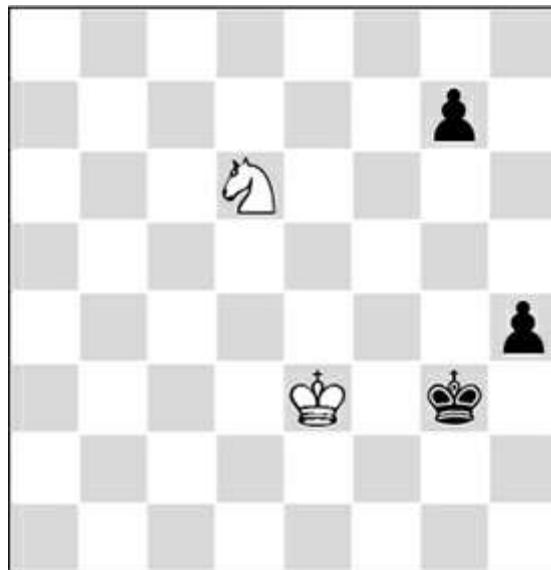
Hoogeveen 2010 (3)



EXERCISE: Should Black liquidate with 55... $\mathbb{R}xc7$, or play the flexible 55... $\mathbb{R}e8$? With little time on the clock, and tired after a long and tough game, I had to decide between these two lines.

55... $\mathbb{R}xc7$?

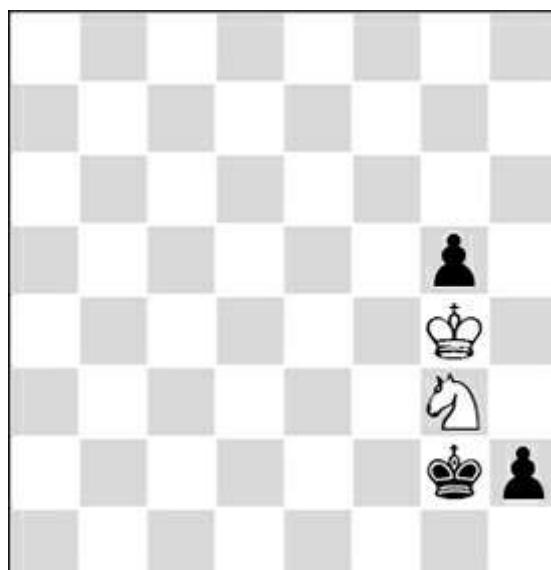
Without doubt, eliminating the last white pawn is the fundamental option, but still it's weak! It was better to wait with the sacrifice of the rook: 55... $\mathbb{R}e8$!. The solution is as pretty as it is instructive: 56. $\mathbb{Q}d6$ $\mathbb{R}f8$! 57. $c8\mathbb{Q}$! $\mathbb{R}xc8$ 58. $\mathbb{Q}xc8$ $h5$ 59. $\mathbb{Q}e4$ $h4$ 60. $\mathbb{Q}e3$ $\mathbb{Q}g3$ 61. $\mathbb{Q}d6$.



analysis diagram

How should Black continue now?

61...g6!! (61...h3 62.♘f5+ ♔g4 63.♘h6+! gxh6 64.♘f2=) 62.♘e4+ ♔g2 63.♘f4 (63.♘g5 h3 64.♘f3 g5!–+) 63...h3 64.♔g4 h2 65.♘g3 g5–+.



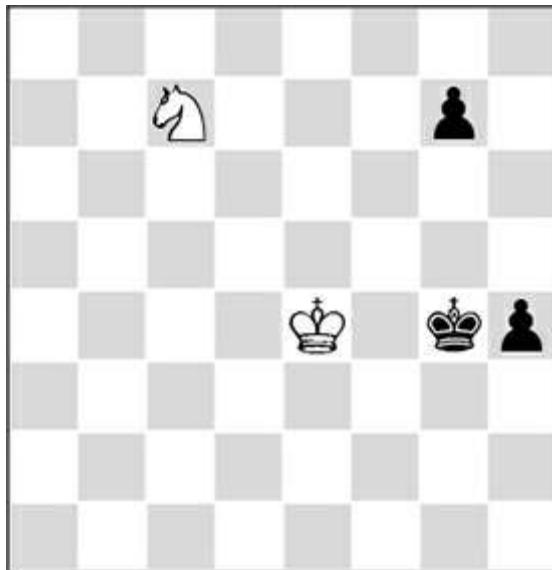
analysis diagram

Winning – the white pieces suffer from zugzwang.

56.♘xc7

Now, however, the struggle continues.

56...h5 57.♔e4 h4



How should White continue? This would have been a good time to remember some endings with the knight facing several pawns, which I offered in previous trainings in this book...

58.♘e3??

Our reflexes betray us. My opponent was also very tired, though he was very close to salvation. The right option was to bring the knight into the game: 58.♘d5! h3 59.♘e3+ ♜g3 60.♘f5 with a draw.

58...♜g3

Now White is lost in all lines:

59.♘e6 h3 60.♘g5 h2 61.♘e4+ ♜g2 62.♘f2 g5!

0-1

Again, zugzwang.

The ‘liqui-simpli-favo’ theme is very broad, but once you have learned the three mentioned basic concepts, you can play the endgame like a machine!

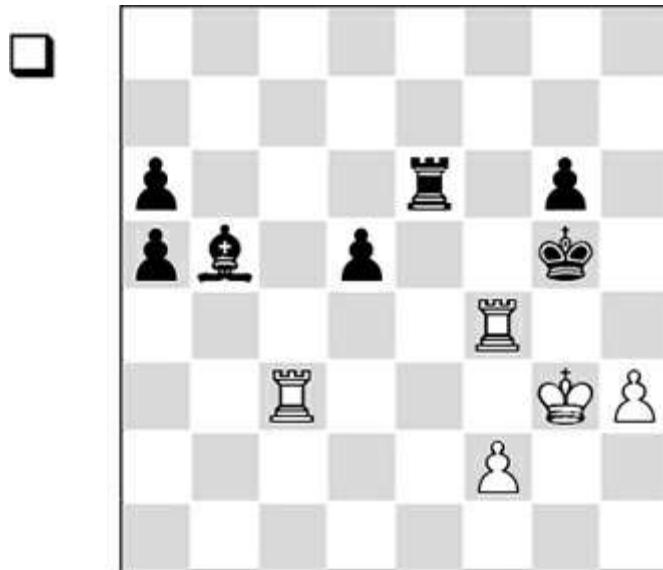
3) Realization of an advantage – defence

Depending on the position (static or dynamic), you have to correct your plans for the attack and/or the defence – and you have to be accurate about it.

Sipke Ernst

Vladimir Potkin

Wijk aan Zee 2012 (6)



How should White continue? This seems like a fairly quiet ending. However, two rooks together have a formidable strike force and can create a mating net at any moment:

55. $\mathbb{R}c7!$

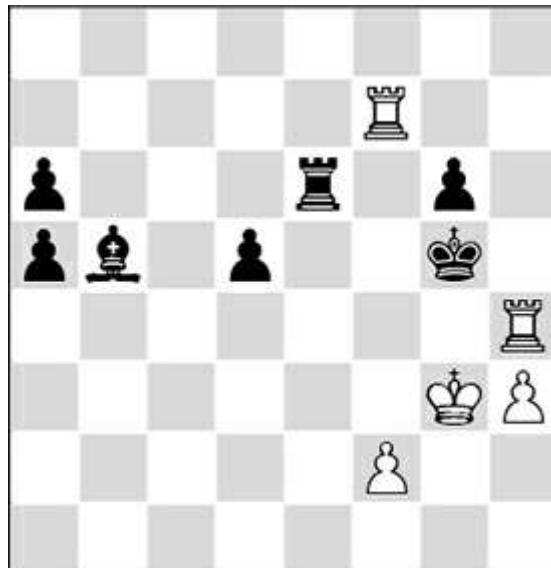
The seventh rank is usually the best place for a rook. For example, 55. $\mathbb{R}c8?!$ allows Black to escape with 55... $\mathbb{Q}h6$.

55... $\mathbb{Q}h6$

The attack comes from all angles:

- A) 55... $\mathbb{Q}d3$ 56. $\mathbb{R}f8!+-;$
- B) 55... $\mathbb{R}e4$ 56. $h4+$ $\mathbb{Q}h6$ 57. $\mathbb{R}ff7!+-.$

56. $\mathbb{R}h4+$ $\mathbb{Q}g5$ 57. $\mathbb{R}f7$

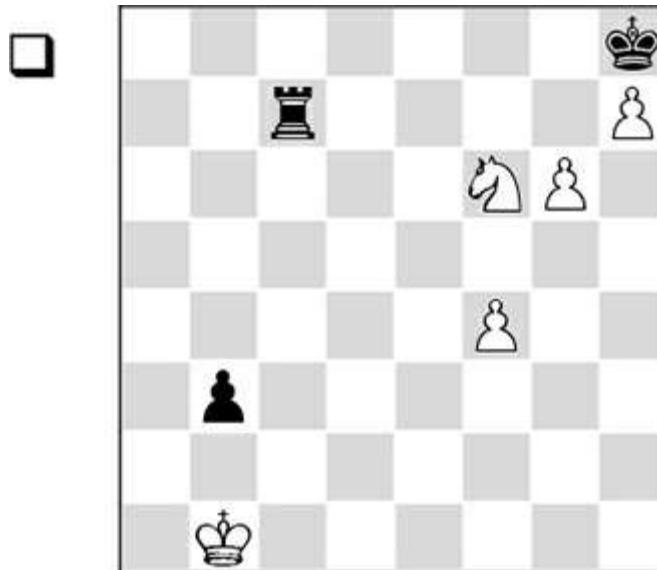


And Black resigned, in view of 57... $\mathbb{R}f6$ 58. $\mathbb{R}g4+$ $\mathbb{Q}f5$ 59. $\mathbb{R}f4+$ etc.

Kai Tuorila

Myo Naing

Pattaya 2011 (2)

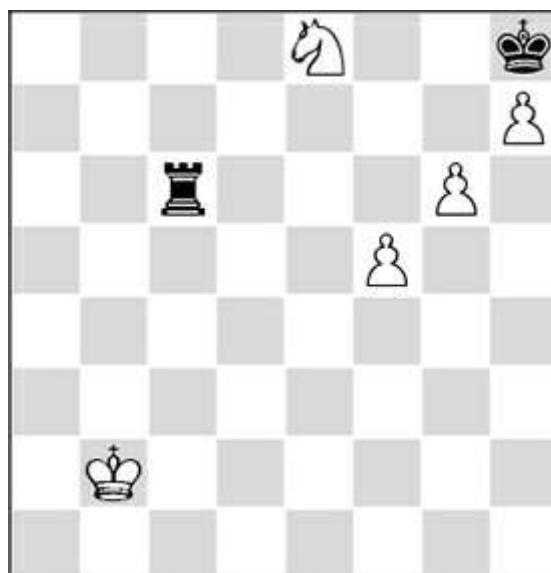


How should White continue? The three passed pawns, advanced and supported by a knight, should provide a large enough advantage to win the battle.

72.♘e8??

But White began to succumb to tactics: he forgot that a knight on the edge is misplaced! Of course, easily winning were both 72.♘e4! and 72.♘g4 ♛g7 73.f5.

72...♜c6 73.f5 b2! 74.♚xb2



And now it is my privilege to show the reader the devastating effect of the ‘rampant rook’ as a defensive resource:

**74...♜c2+! 75.♚b3 ♜c3+ 76.♚b4 ♜c4+ 77.♚b5 ♜c5+ 78.♚b4
78.♚b6 ♜xf5.**

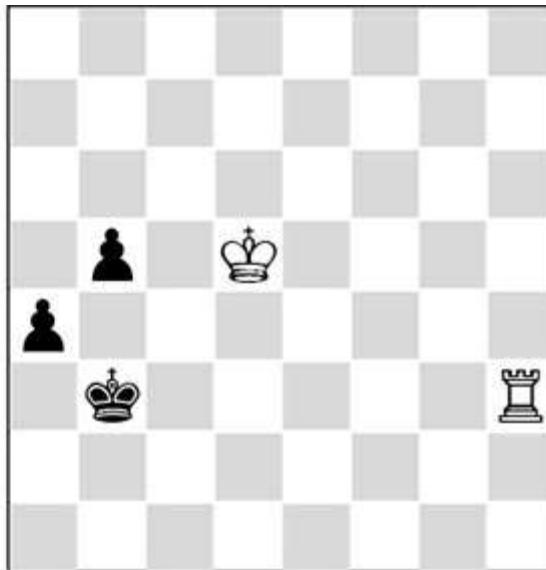
78...♜c4+ 79.♚xc4

Stalemate.

Ruslan Musalov

Nikolai Shukh

Taganrog ch-RUS HL 2011 (5)

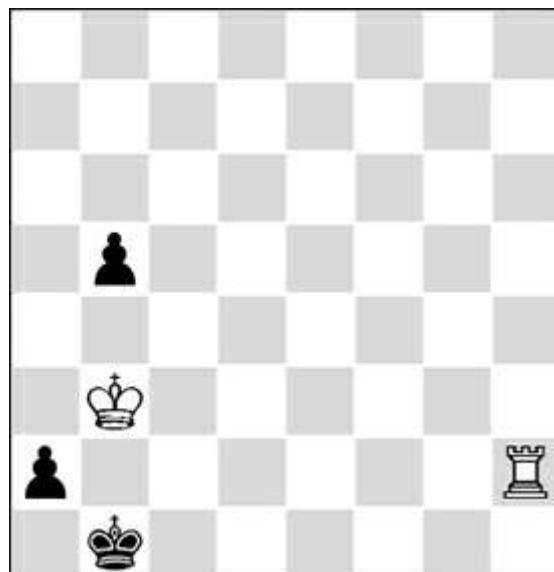


How to defend this ending with black? The king position is the key to evolution at the end of this game...

56... ♜b2??

Allowing the white king to join the attack. He had to defend with a ‘bodycheck’: 56... ♜b4! 57. ♜h4+ (57. ♜h1 a3 58. ♜d4 ♜b3 59. ♜b1+ ♜c2!=) 57... ♜b3 58. ♜c5 a3 59. ♜h3+ ♜a4! draw!

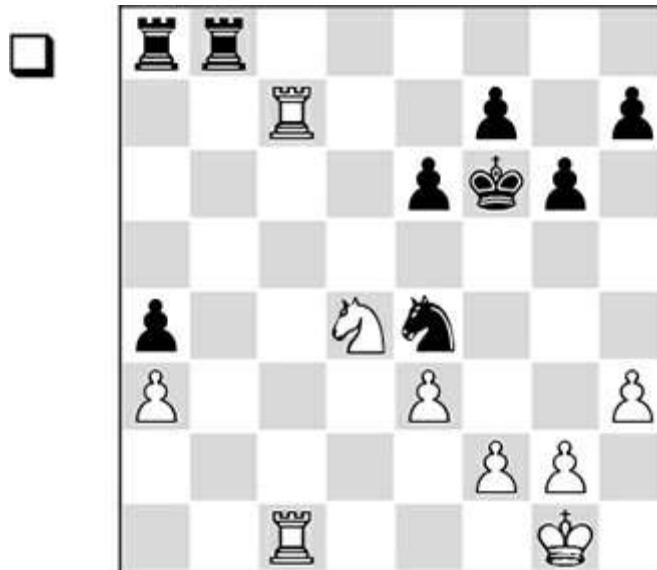
57. ♜c5! a3 58. ♜b4 a2 59. ♜h2+ ♜b1 60. ♜b3!



Forcing the promotion to a knight, which is insufficient for the draw: Black’s knight and king will have too little room to escape defeat.

Finally, here are two examples of the strategic realization of an advantage from two of my recent games:

**Viktor Moskalenko
Christian Cruz
Sabadell 2009 (2)**



How should White continue?

There are no serious weaknesses in the position at the moment, but there is a noticeable difference between the placement of the pieces. Black has no counterplay, while the white rooks control the c-file.

25. \mathbb{R} 1c2!?

This prophylactic manoeuvre does not change much. But the rook now defends the second rank and, most importantly, I'm giving my opponent the chance to make a wrong decision! The computer's option is, as always, more radical: 25.f4!?.

25... \mathbb{R} b1+ 26. \mathbb{Q} h2 \mathbb{R} a1

Of course, the black rook attacks the pawn on a3, but now it is far removed from its army – ergo, with this move Black has decreased his defensive potential.

27.f3! \mathbb{Q} d6 28. \mathbb{R} d7! \mathbb{Q} f5

28... \mathbb{Q} e8 29. \mathbb{R} c3 \mathbb{R} b8 30.f4→.

29. \mathbb{R} cc7!



How should Black defend this position? Suddenly the situation has changed, the attack on the seventh rank ($\mathbb{R} + \mathbb{R}$) is dangerous.

29... \mathbb{Q} xd4?

Simplifying is the wrong idea here: it allows White a strong initiative with his rooks.

A) 29... \mathbb{Q} h6?! is too passive;

B) Patience was the best defence: 29... $\mathbb{R}f8$ 30. $\mathbb{Q}c2$ $\mathbb{R}a2$ and it's still not clear how White can create specific threats in the near future.

30. $\mathbb{R}xf7+$ $\mathbb{Q}e5$ 31. $\mathbb{Q}xd4+$ $\mathbb{Q}xd4$ 32. $\mathbb{R}fd7+!$ $\mathbb{Q}e5$ 33. $\mathbb{R}c3!$ $\mathbb{R}b8$ 34. $\mathbb{R}e3+$ $\mathbb{Q}f6$ 35. $\mathbb{R}d6$

After a good technical job, White has achieved a notable advantage. The black rook is still lingering on a1.

35... $\mathbb{R}b2$

35... $\mathbb{R}e8$ 36. $\mathbb{R}a6\pm$.



EXERCISE: Which rook should take on e6?

36. $\mathbb{R}dxe6+! \mathbb{Q}g5$

36... $\mathbb{Q}g7$ 37. $\mathbb{R}e7+$ $\mathbb{Q}f8$ 38. $\mathbb{R}xh7$ $\mathbb{R}aa2$ 39. $\mathbb{Q}g3$ $\mathbb{R}xg2+$ 40. $\mathbb{Q}f4$ $\mathbb{R}ac2$ 41. $\mathbb{R}d3$ $\mathbb{Q}g8$ 42. $\mathbb{R}a7\pm$.

37. $\mathbb{R}6e4$



TRICK: 37. $f4+!\pm$ with the idea 37... $\mathbb{Q}xf4??$ 38. $\mathbb{R}6e5!$ and $\mathbb{R}3e4$ mate.

37... $\mathbb{R}b3$

37... $\mathbb{R}aa2$ 38. $\mathbb{R}g4+ \mathbb{Q}f6$ 39. $\mathbb{R}c3\uparrow$.

38. $\mathbb{R}g4+ \mathbb{Q}f6$

38... $\mathbb{Q}f5$ 39. $\mathbb{R}e7\pm$.

39. $\mathbb{R}f4+ \mathbb{Q}g5$ 40. $\mathbb{R}ee4!+-$



Renewing the attack with the two rooks, and this time it is decisive:

40... ♜axa3 41. ♜f7 ♜e3 42. ♜g4+ ♔h6 43. ♜h4+

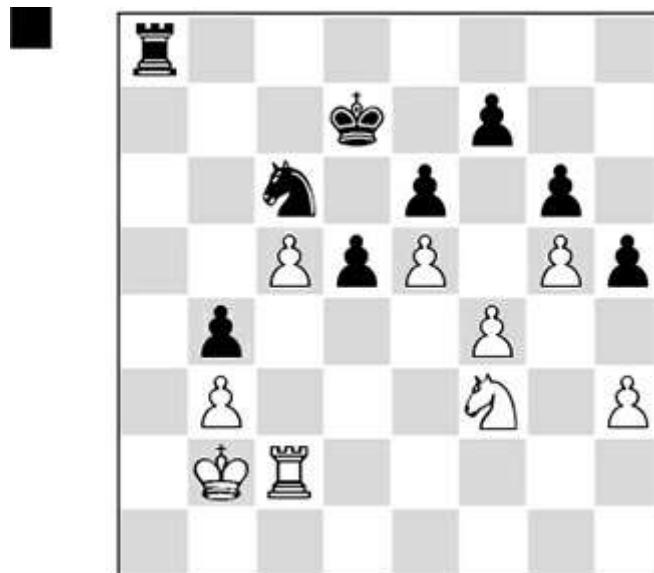
And Black resigned, as it's mate in two moves:

43... ♔g5 44. f4+ ♔xh4 45. ♜xh7#

Alfonso Jerez Perez

Viktor Moskalenko

Catalonia tt 2011 (1)



What is the winning plan here?

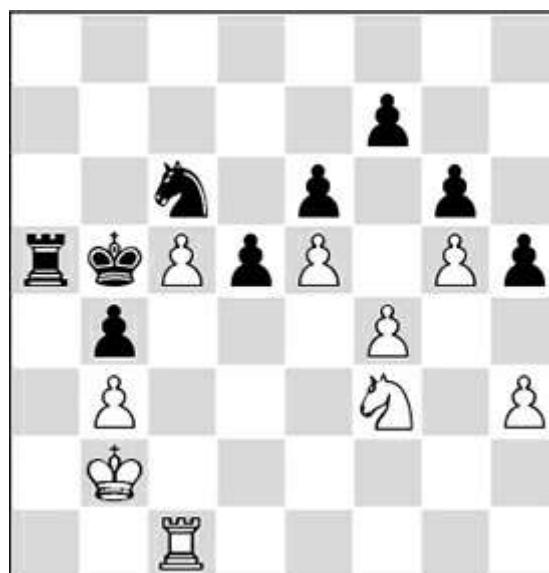
Black has a clear static advantage: he has a much better structure in this blocked pawn formation, and there is no counterplay for his opponent.

38... ♜a5!



PLAN-1: The first phase of the plan is to bring the black king to the b5-square. Let's go:

39. ♜c1 ♔c7 40. ♜c2 ♔b7 41. ♜c1 ♔a6 42. ♜c2 ♔b5! 43. ♜c1



So we have achieved that. Now, how should we continue?

43... ♜a8!



PLAN-2: The second phase is to prepare the advance ...d5-d4. White remains passive.

44. ♜ c2 ♜ d8! 45. ♜ c1 d4!

It's easy, when you know the plan!

46. ♜ d2

46. ♜ c2 d3+ 47. ♜ d2 ♜ a5 48. ♜ b1 ♜ b7+–.

46...d3 47. ♜ e4 d2 48. ♜ d1 ♜ d4!



Next, Black is going eat all the white pawns – one by one, and almost without losing any of his own pawns.

49. ♜ xd2 ♜ a5

49... ♜ xf4!?

50. ♜ c2 ♜ xf4 51. ♜ e1 ♜ xc5 52. ♜ d3 ♜ c6 53. ♜ e4+ ♜ b6 54. ♜ d6 ♜ f3+ 55. ♜ e4 ♜ xb3 56. ♜ xf7 ♜ xh3 57. ♜ d6 ♜ g3 58. ♜ c4+ ♜ c5 59. ♜ e3 ♜ xg5 60. ♜ c1+ ♜ b5 61. ♜ f4 ♜ xe5



And White resigned.

This is not the end of our story about Endgames and Properties. There are still a number of attractive exercises on the following Exam pages!

Tactics

Exam

Here I present to you a collection of 50 exercises and solutions. Also, included in the solutions, there are more questions to test your skills.

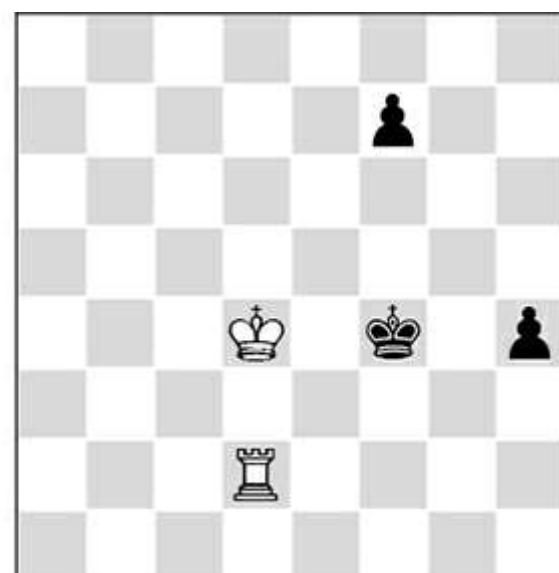
Usually, in studies (miniatures and compositions) the first move is made by White, with three fixed objectives: to win material, give checkmate, or escape from a worse position to a draw.

Instead, in exercises derived from practical games, the player who is to move may vary (White or Black), and of course the range of motifs is much wider as they also include strategic elements, such as finding a good plan, or simply finding the best square for a piece, etc.

However, with the studies chosen for this test, most of the positions are quite similar to real games – while some practical fragments look like studies...

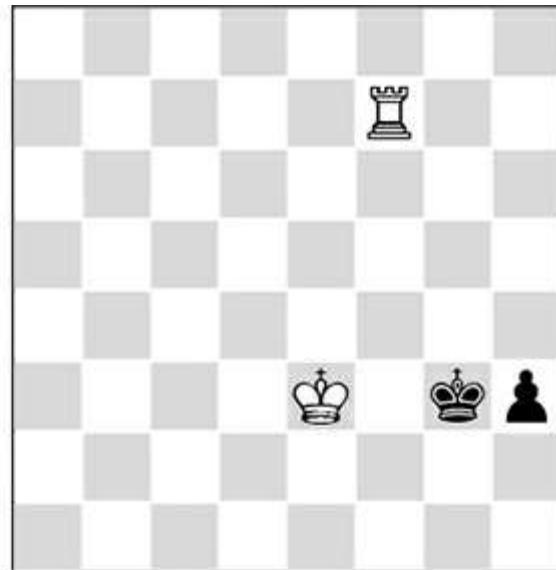
Good luck with this Endgame Exam!

3.1



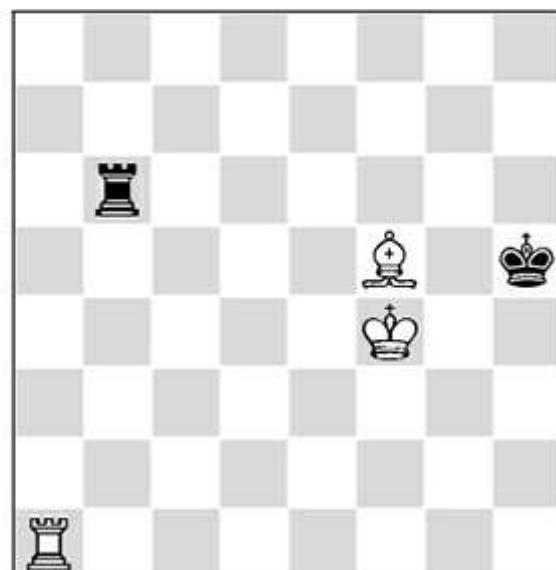
How to continue?
(solution on page 321)

■
3.2



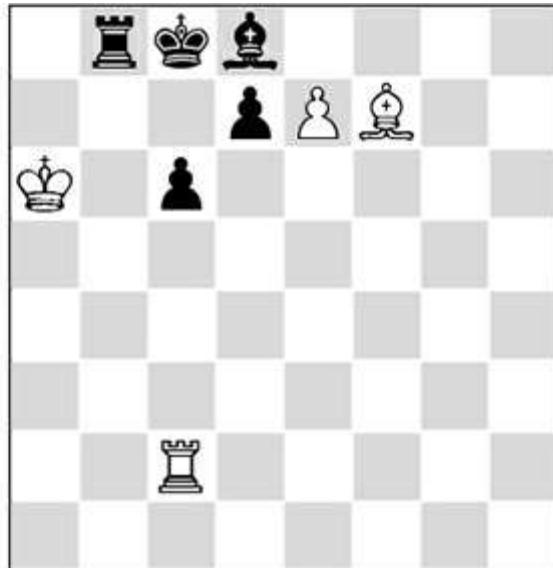
How to continue?
(solution on page 321)

■
3.3



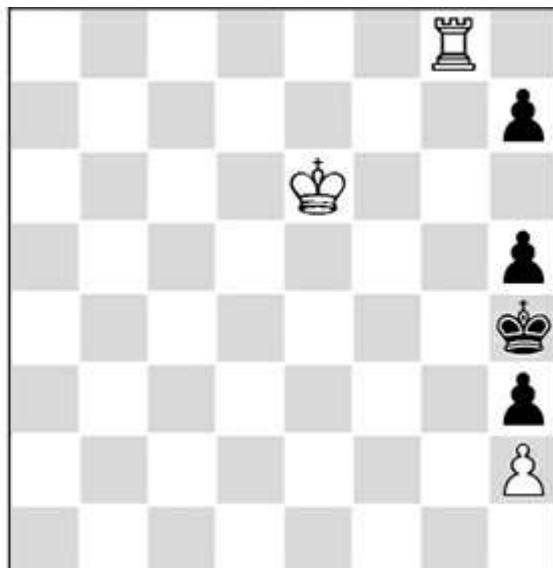
How should Black defend?
(solution on page 322)

3.4



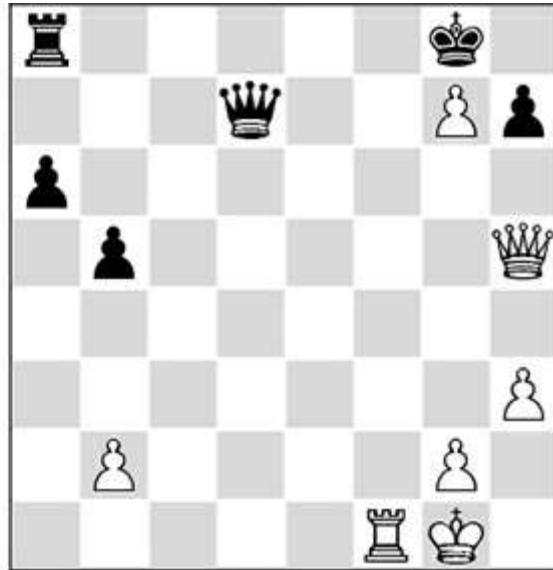
How to continue?
(solution on page 322)

3.5



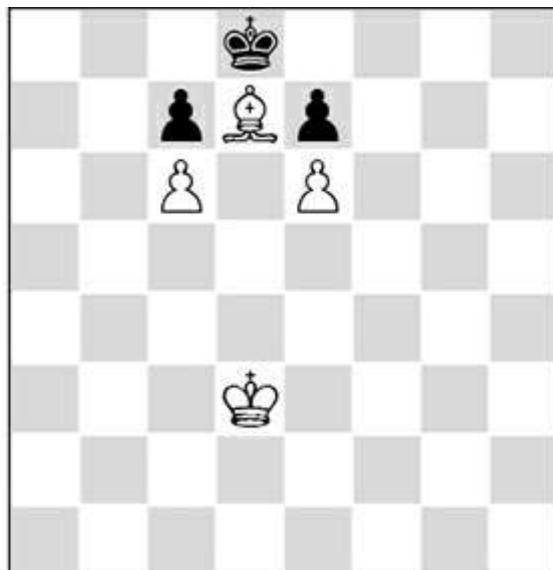
White to play and give mate in 5 moves.
(solution on page 322)

3.6



How to continue?
(solution on page 322)

3.7



How to continue: 1. \mathbb{Q} c8 or 1. \mathbb{Q} e8?
(solution on page 323)

3.8



White to play and give mate in 6 moves.
(solution on page 323)

3.9



How to continue?
(solution on page 323)



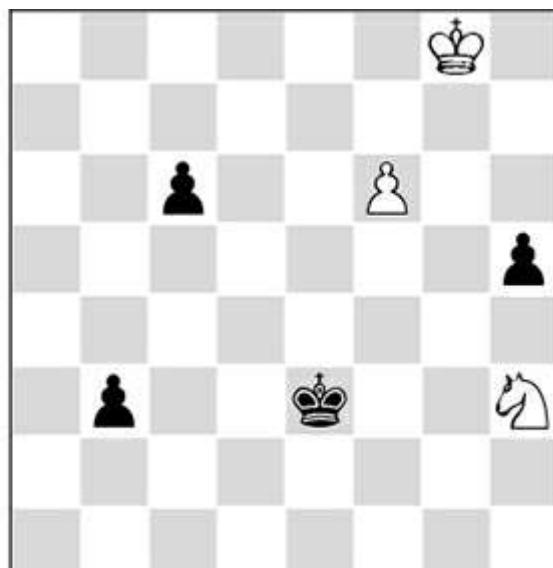
3.10



How to continue?
(solution on page 324)



3.11



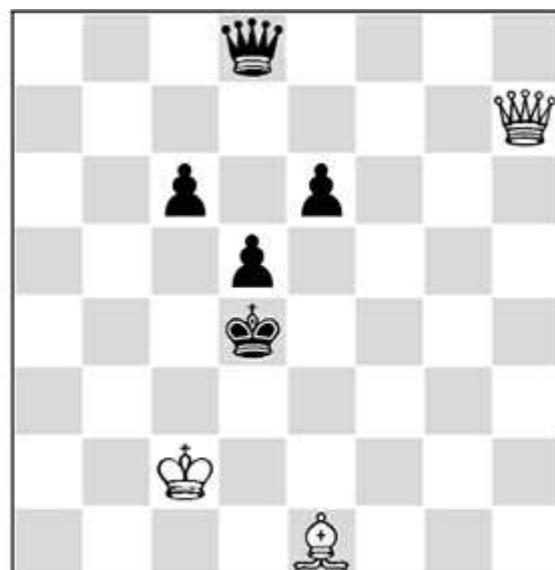
How to continue?
(solution on page 324)

3.12



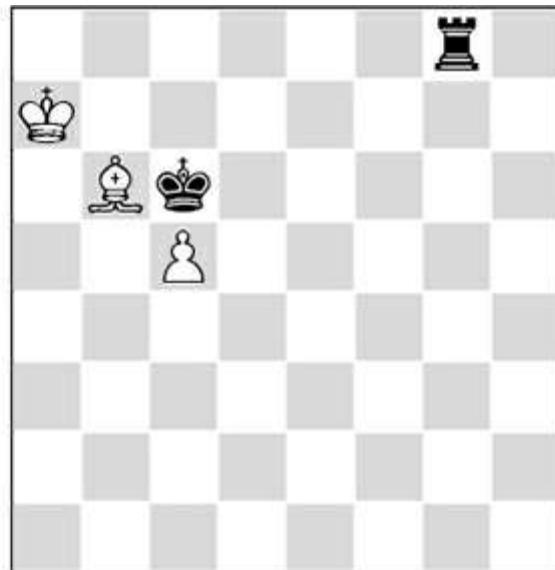
White to play and win.
(solution on page 324)

3.13



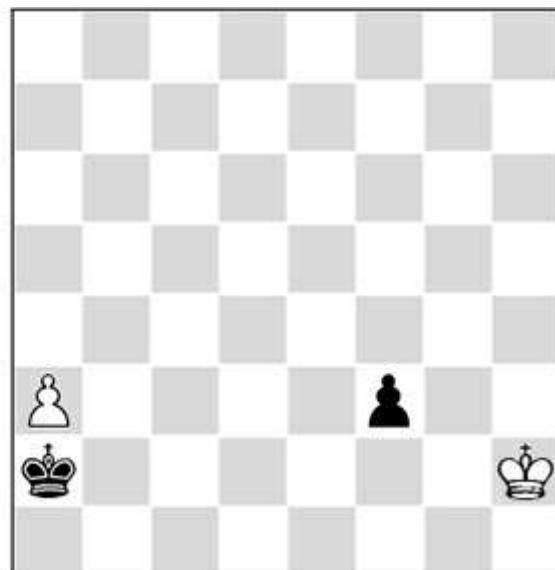
White to play and win, using the coordination between his + .
(solution on page 325)

3.14



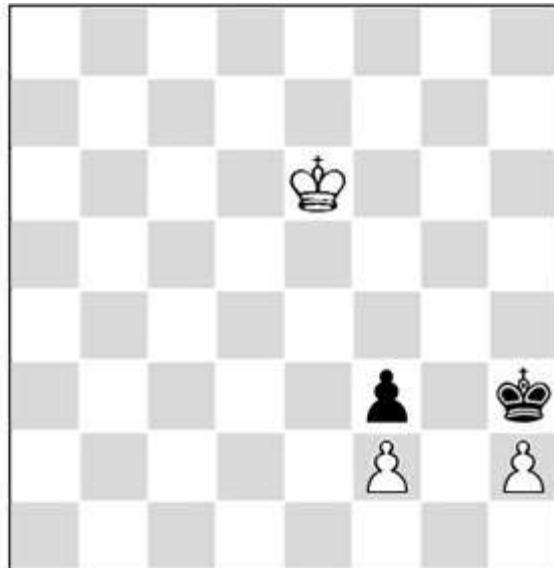
How to defend?
(solution on page 325)

3.15



Is it a draw, or can White win?
(solution on page 325)

3.16

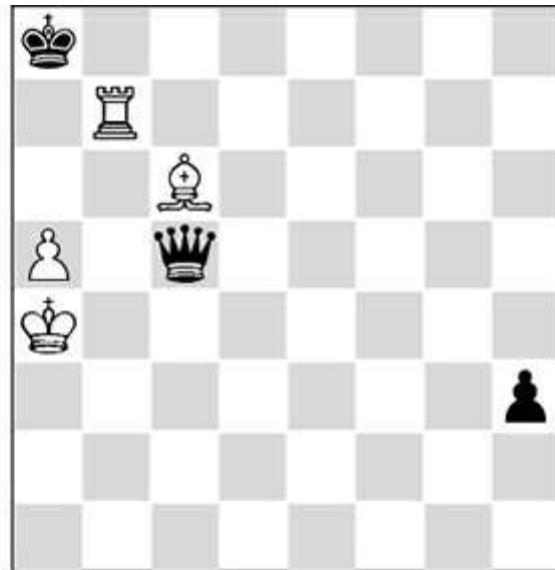


White to play and draw. What is the best square for his king: d5, e5, or f5?
(solution on page 326)

3.17

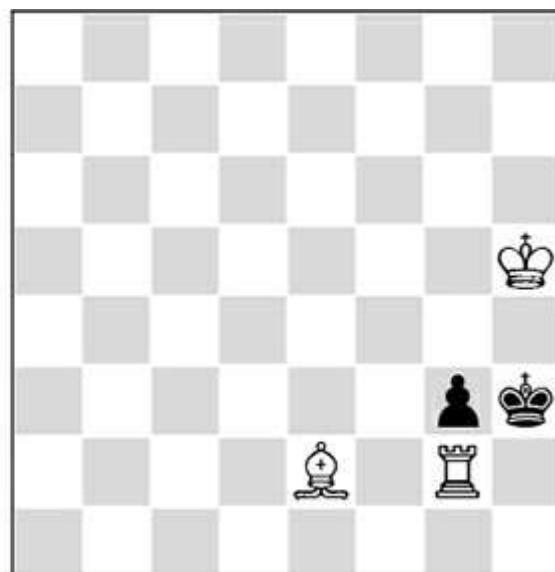


How to continue?
(solution on page 326)



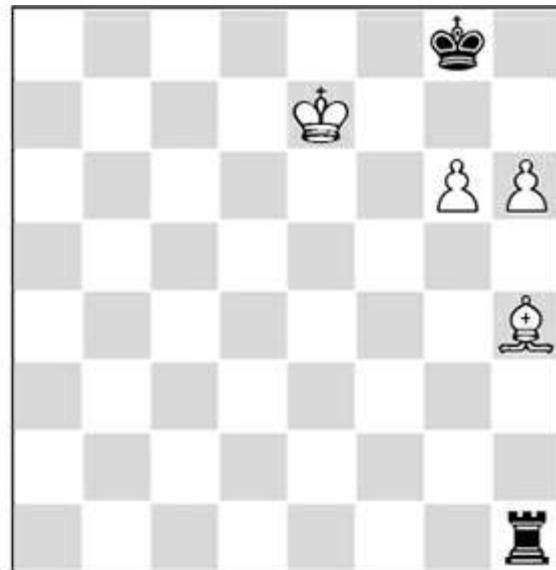
3.18

White wins: how to use the Dragon's Eye?
(solution on page 326)



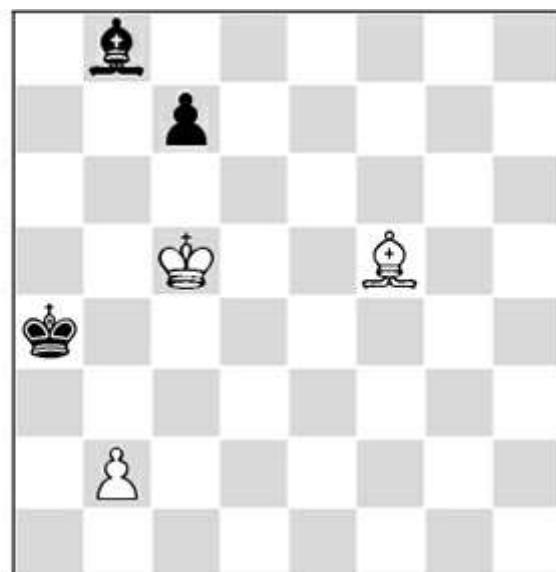
3.19

White wins.
(solution on page 327)



3.20

How can White win the game?
(solution on page 327)



3.21

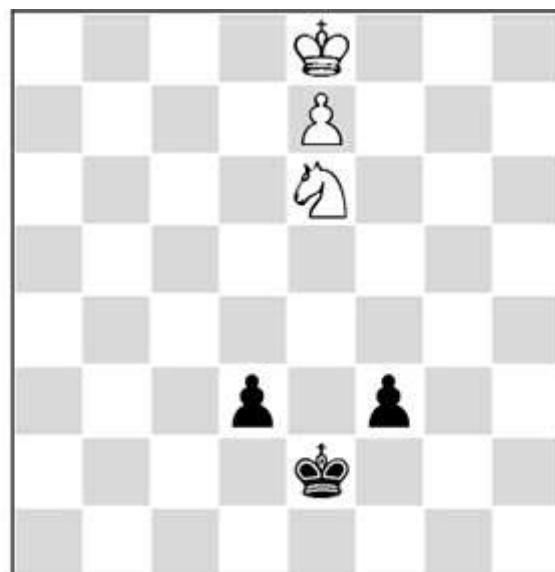
White to play and give mate in 8 moves.
(solution on page 327)

3.22



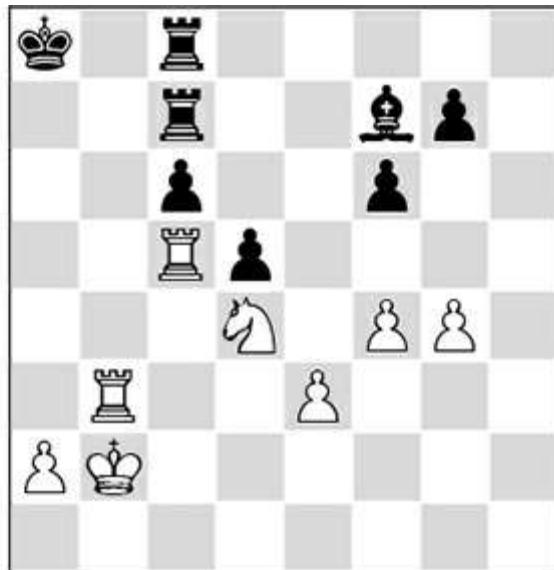
How to continue?
(solution on page 328)

3.23



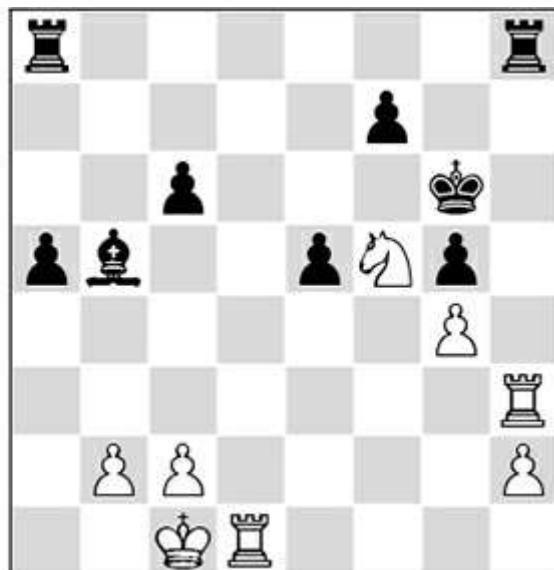
How to continue: 1. ♜d4+ or 1. ♜f4+?
(solution on page 328)

3.24



How to continue?
(solution on page 328)

3.25



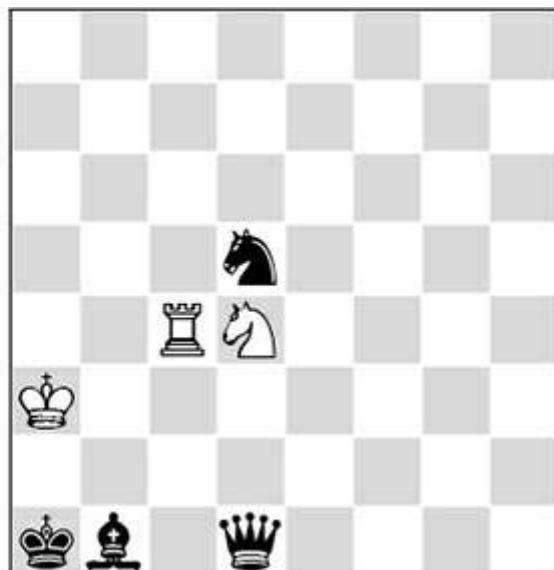
Domination ($\mathbb{Q} \mathbb{R} \mathbb{N}$ vs. $\mathbb{Q} \mathbb{R} \mathbb{N}$). White to play and win.
(solution on page 328)

3.26



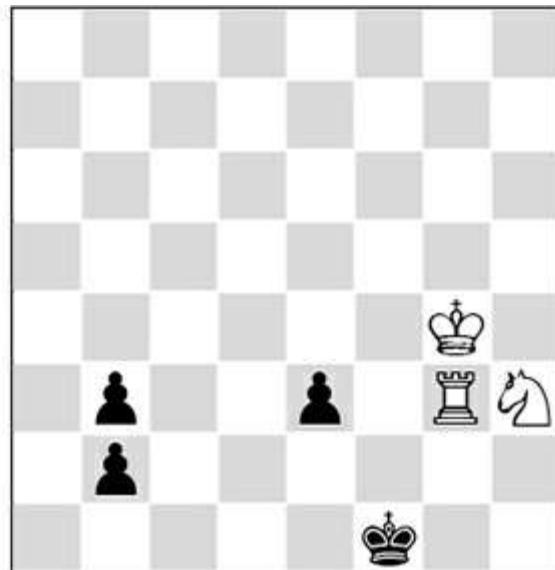
Domination ($\text{P} \text{ P}$ vs. $\text{K} \text{ K}$). White to play and win.
(solution on page 329)

3.27



White to play and draw.
(solution on page 329)

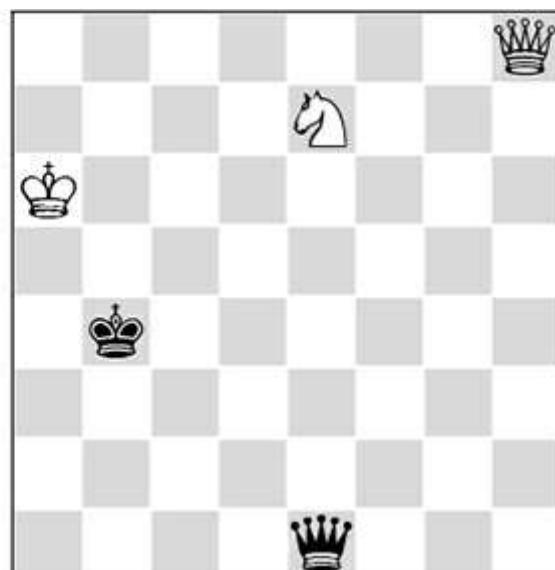
3.28



White wins.

(solution on page 329)

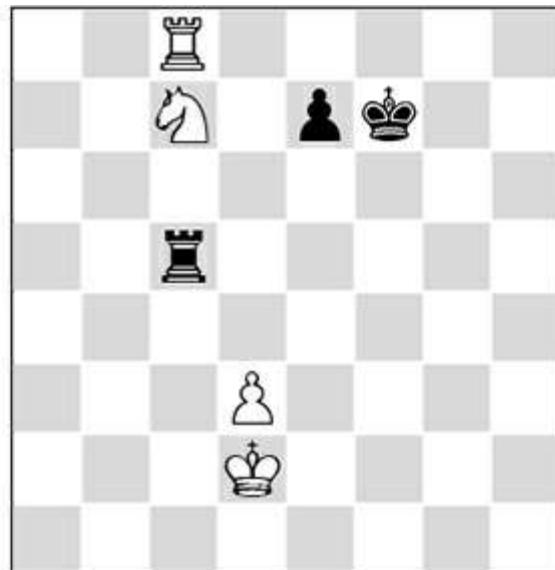
3.29



White wins.

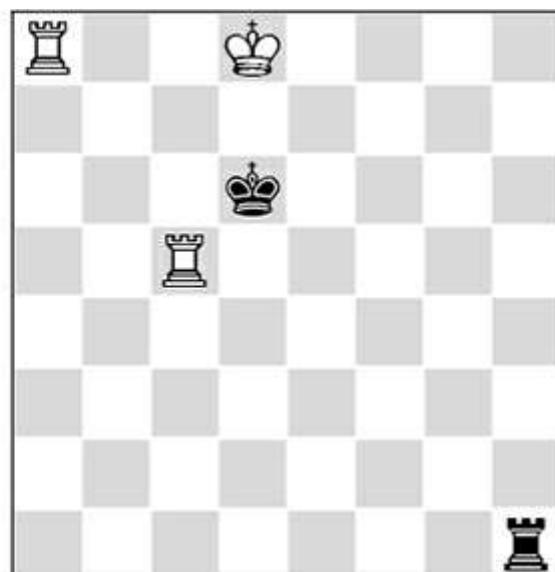
(solution on page 330)

3.30



How to continue?
(solution on page 330)

3.31



White wins.
(solution on page 330)

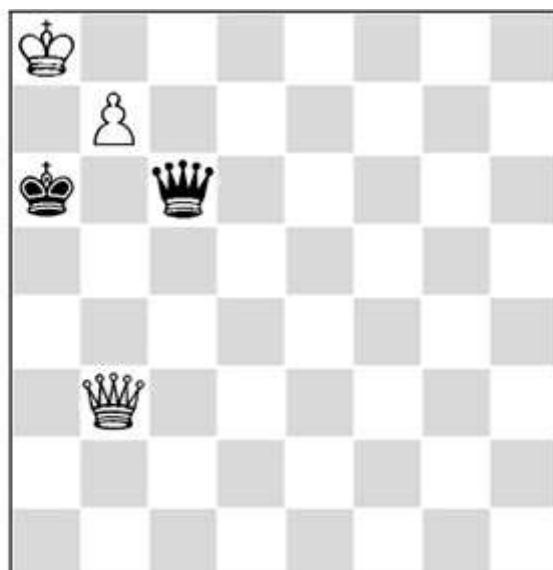
3.32



White wins.

(solution on page 330)

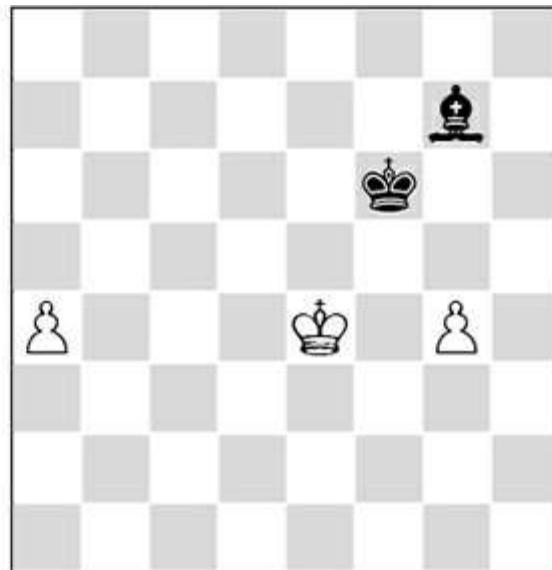
3.33



White wins.

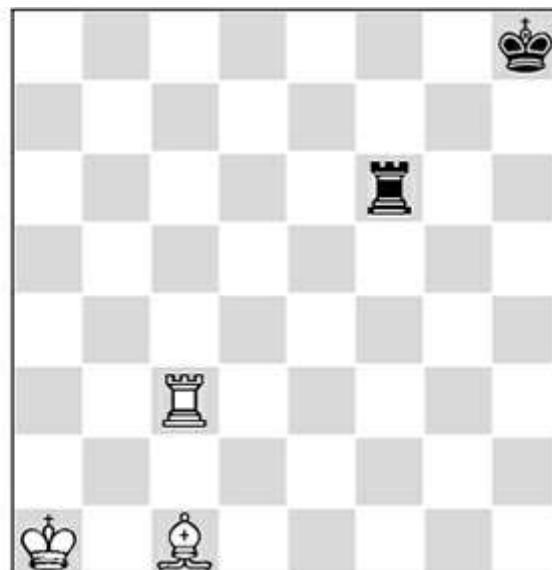
(solution on page 331)

3.34



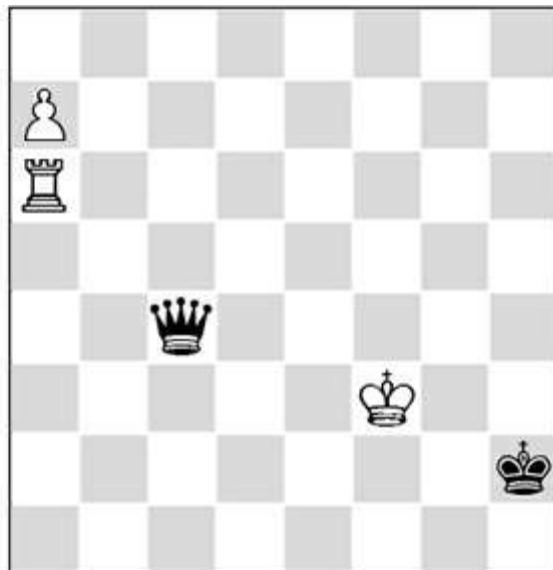
White wins: give the entire line.
(solution on page 331)

3.35



How to continue?
(solution on page 331)

3.36



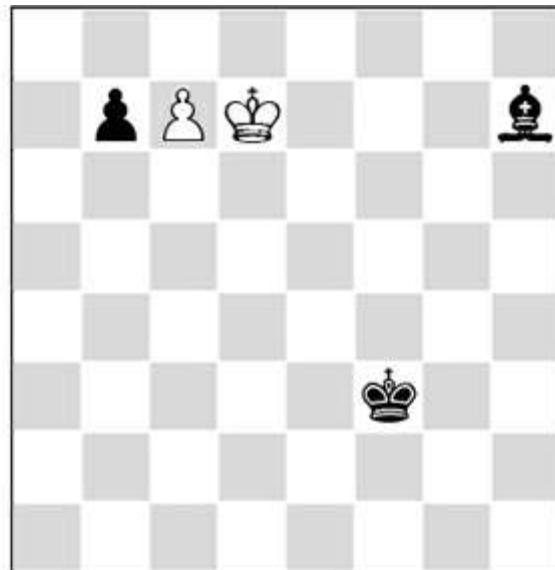
White to play and give mate in 9 moves.
(solution on page 332)

3.37



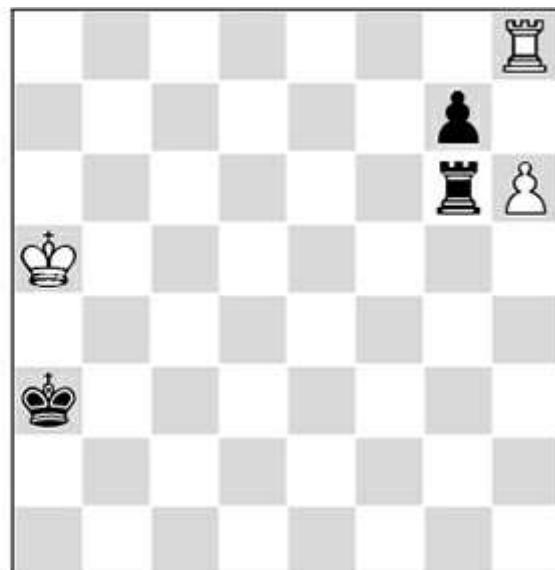
Write down the entire winning line for White.
(solution on page 332)

3.38



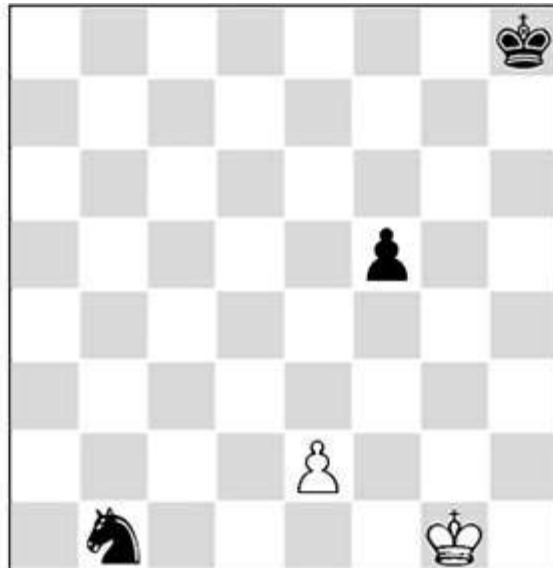
White to play and draw.
(solution on page 332)

3.39



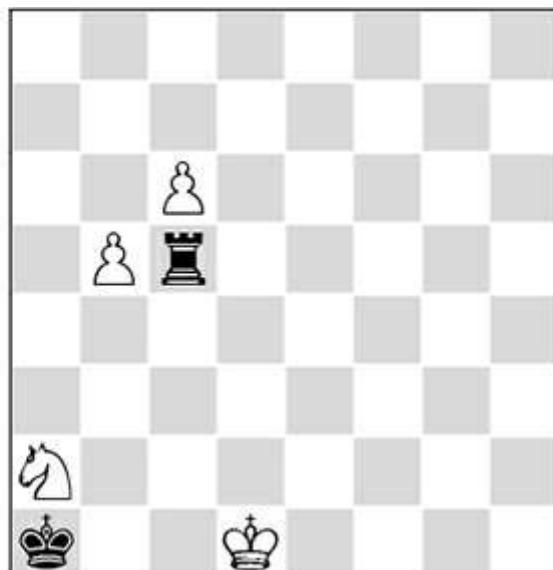
How to win this ending?
(solution on page 332)

3.40



White to play and draw.
(solution on page 333)

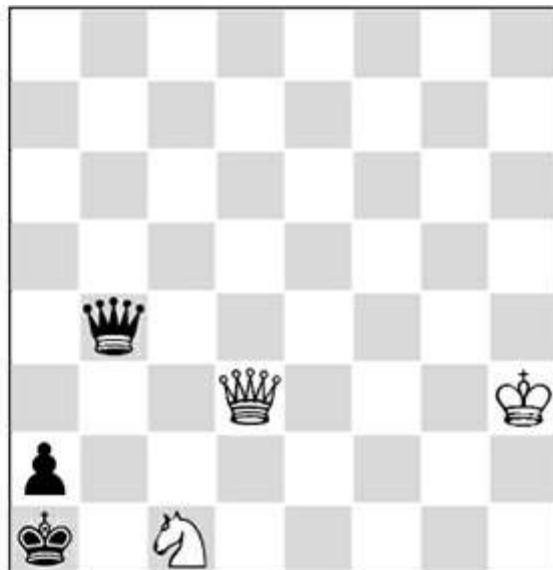
3.41



White wins.
(solution on page 333)



3.42

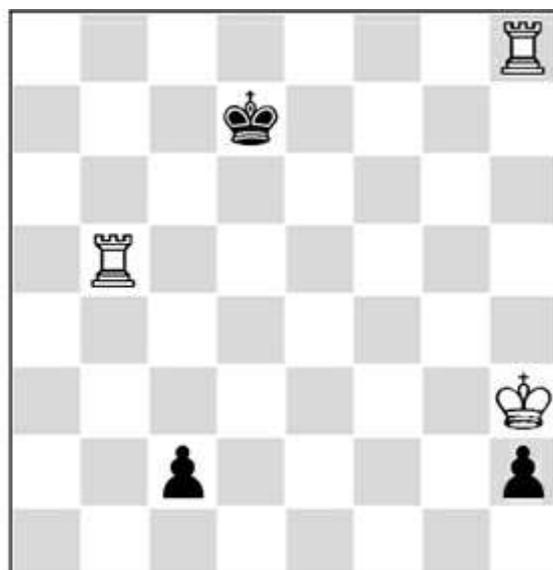


White wins.

(solution on page 333)



3.43

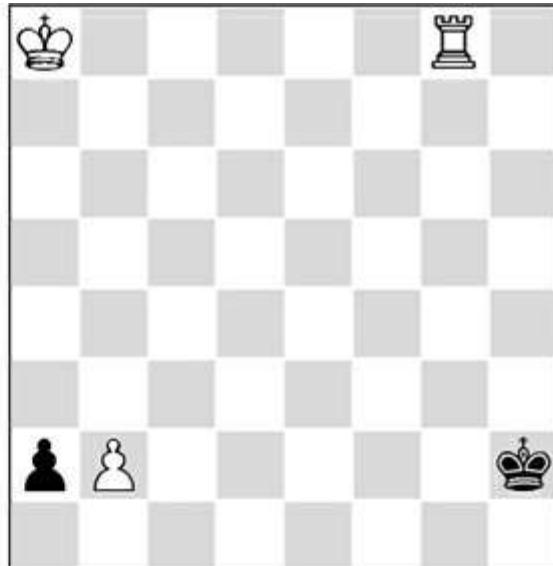


White wins.

(solution on page 334)



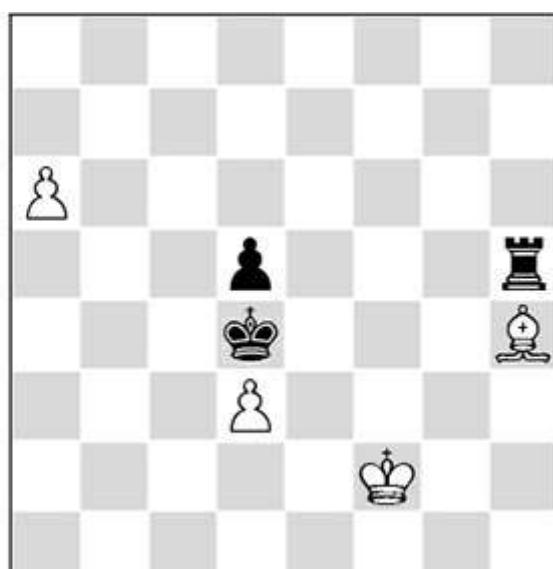
3.44



Draw. This is about the geometry of the chessboard and the squares.
(solution on page 334)



3.45



White wins.
(solution on page 334)

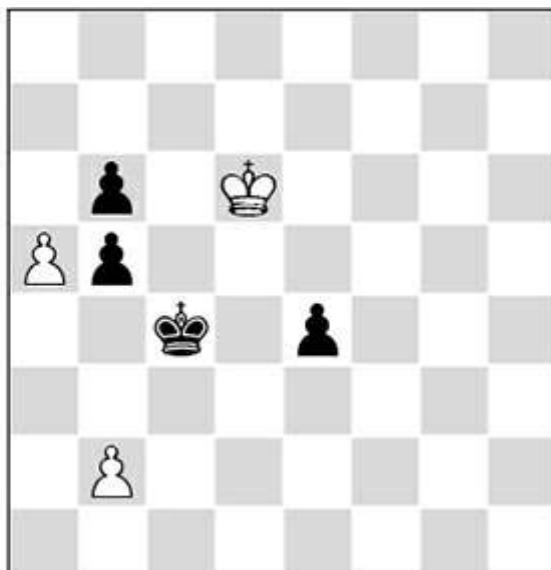
3.46



White wins.

(solution on page 335)

3.47

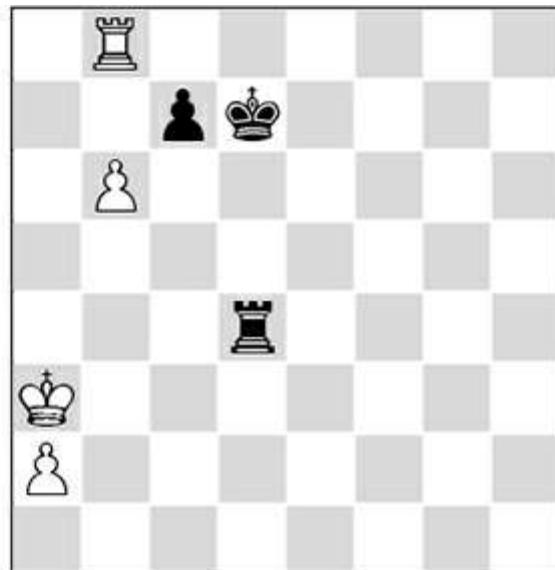


White wins: give the entire line!

(solution on page 335)



3.48

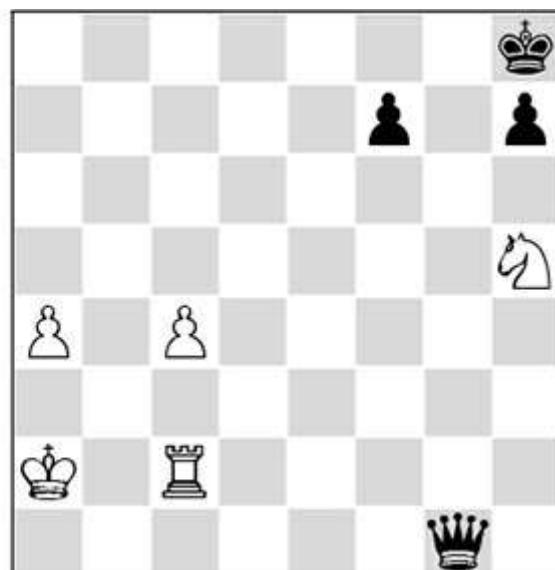


White wins.

(solution on page 336)



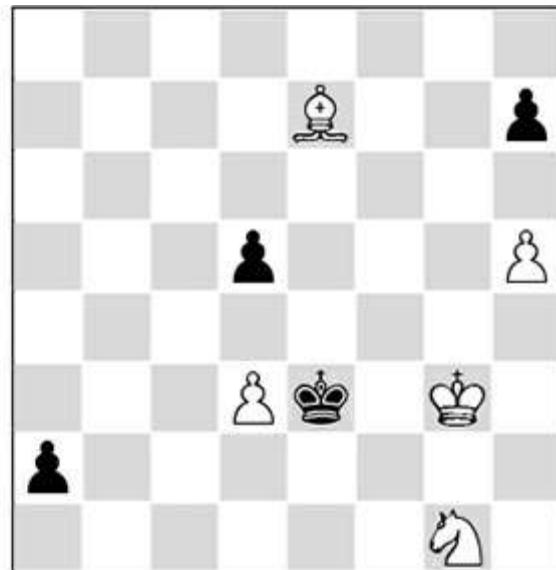
3.49



How to continue?

(solution on page 336)

3.50



White wins.

(solution on page 337)

Tactics

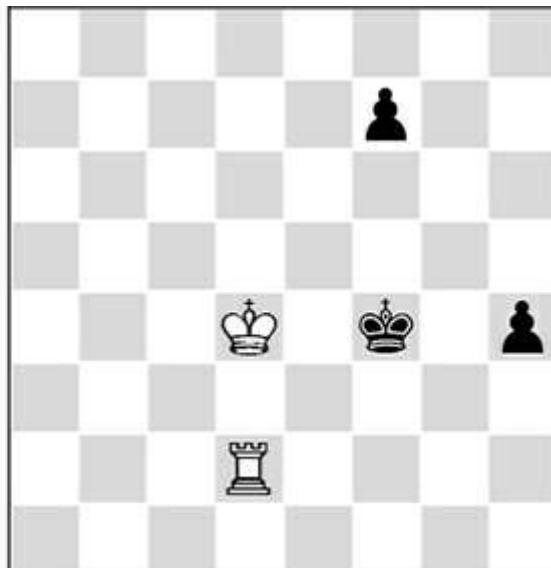
Solutions to Exam

Viktor Bologan

Markus Ragger

Greece tt 2011 (4)

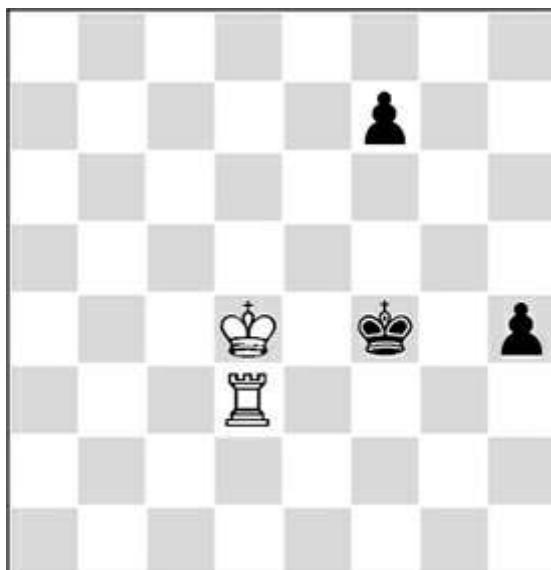
3.1



69. ♜f2+?

The wrong cut-off.

The correct direction is 69. ♜d3! and now:



analysis diagram

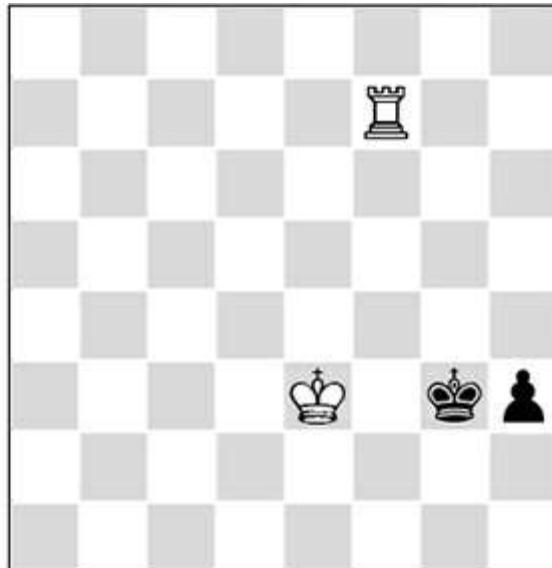
69...f5 (69...♛g4 70.♚e3 ♛g3 71.♚e2+ ♛g2 72.♜d8 h3 73.♜g8+ ♛h1 74.♚f2+-)
70.♜a3 ♛g4 71.♚e3 ♛g3 72.♚e2+ ♛g2 73.♜a8! h3 74.♜g8+ ♛h1 75.♚f2+-.

69...♛g3 70.♚e3

70.♜xf7 h3 71.♜g7+ ♛f2=.

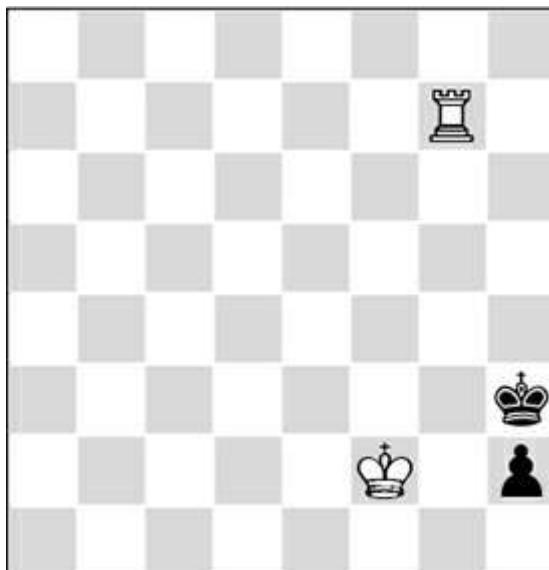
70...h3 71.♜xf7

3.2



71... ♕g2!=

The alternative 71...h2?? would be a typical error, transposing into a lost ending: 72. ♖g7+ ♔h3 73. ♖f2+-.



Now any promotion (to queen or knight) leads to defeat.

72. ♖g7+

72. ♖f2+ ♔g3!= (the ‘bodycheck’ defence, ‘shouldering’ the white king. If 72... ♔g1? 73. ♖f3 h2 74. ♖g2+ ♔h1 75. ♖e2 ♔g1 76. ♖e1#).

72... ♕f1!

72... ♔h1? 73. ♖f3 h2 74. ♖e7 ♔g1 75. ♖e1#.

73. ♖h7 ♔g2 74. ♖e2 h2 75. ♖g7+ ♔h1! 76. ♖f2

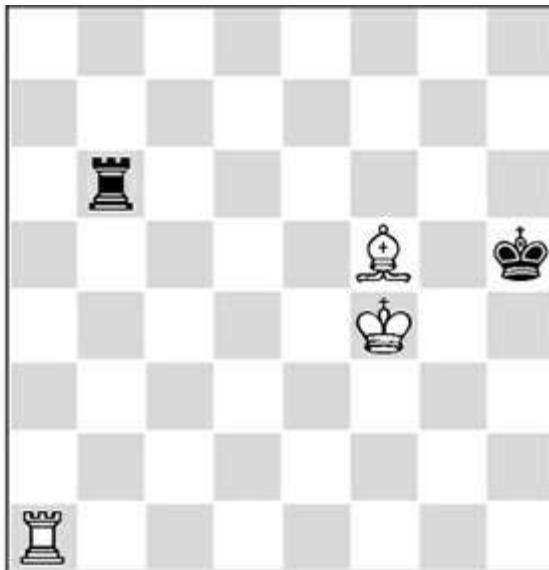
Stalemate.

Jon Ludvig Hammer

Bogdan Lalic

Cappelle-la-Grande 2010 (9)

3.3



101... ♜ b4+??

101... ♛ h6 102. ♜ a7 ♛ h5 is a theoretical draw.

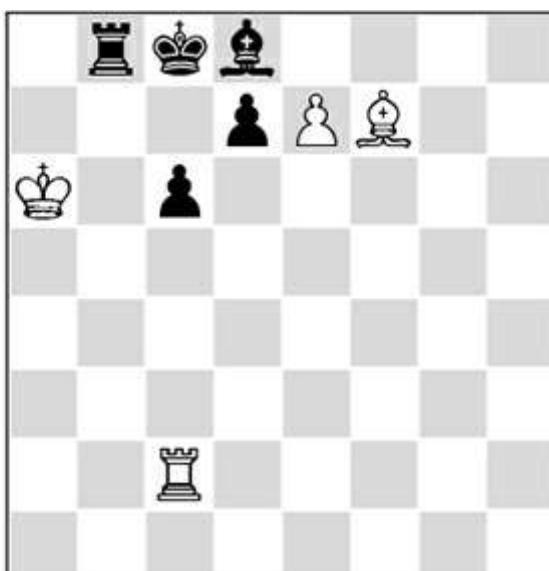
102. ♜ e4 ♛ h6 103. ♜ a7!

And White wins.

Fragment of a study by Genrikh Kasparian

Tidskrift for Schack 1961

3.4



5. ♜ xc6+!

Actually it is mate in 3 moves (**♝+♞**), after the correct promotion.

5.e8♛? ♜ a8#.

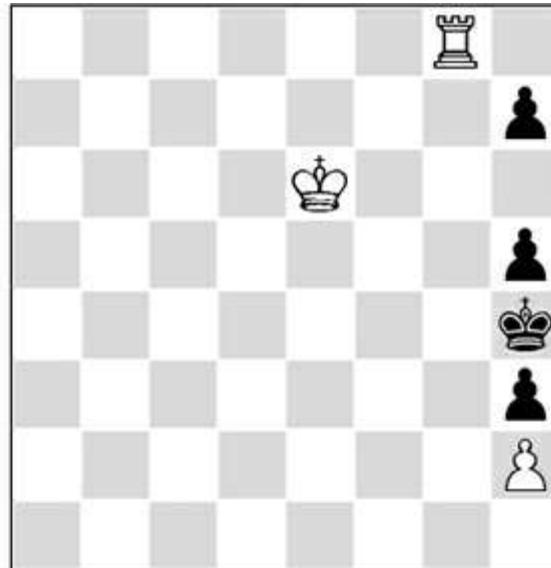
5...dxc6 6. ♜ e6+ ♛ c7 7.e8♛

Checkmate!

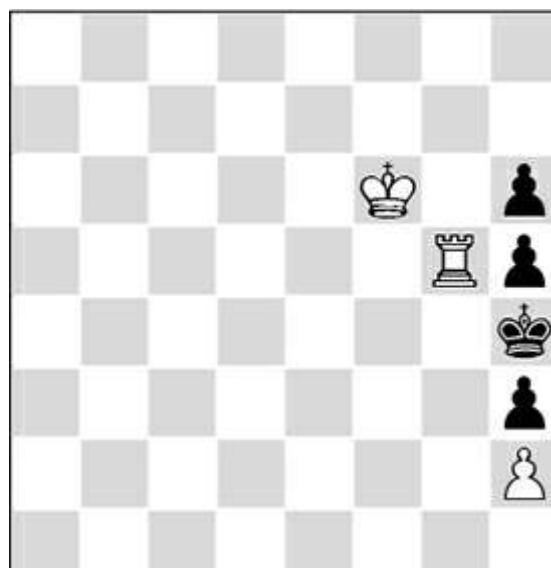
Study by Wilhelm Hagemann

1939

□

3.5

1. ♔f6! h6 2. ♕g5!!



The key idea: zugzwang.

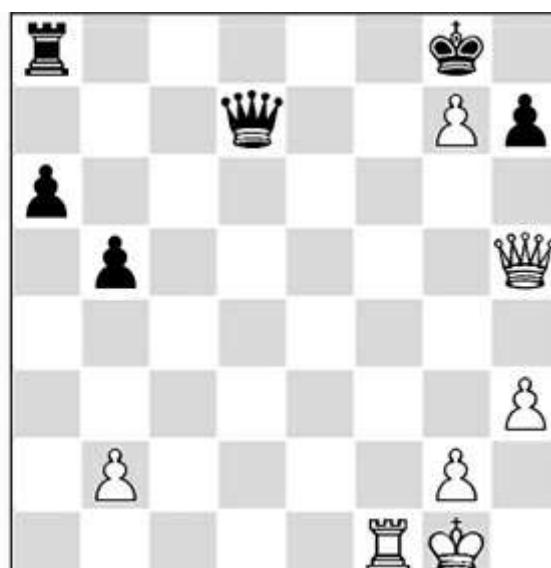
2...hxg5 3. ♔f5 g4 4. ♔f4 g3 5.hxg3#

Oliver Labone

NN

1887

□

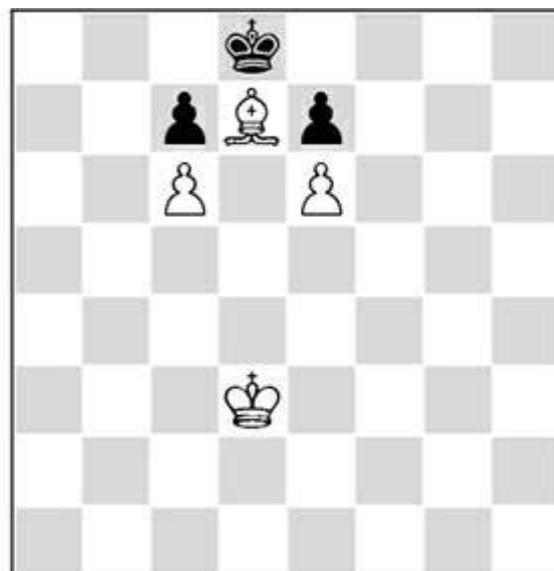
3.6

1. ♜ f8+! ♜ xf8 2. ♜ xh7+!! ♛ xh7 3. gxf8 ♜+

Study by Alexander Hildebrand

Springaren 1954

□



3.7

1. ♜ c8!

The 'left' square is the right square. 1. ♜ e8? ♛ xe8 2. ♜ c4 ♛ d8 3. ♜ b5 ♛ c8 4. ♜ a6 ♛ b8=.

1... ♛ xc8 2. ♜ e4 ♛ d8 3. ♜ f5 ♛ e8 4. ♜ g6 ♛ f8 5. ♜ h7+-

Study by unknown author

1792

□



3.8

1. ♜ f5!

The bishop blocks the f-pawn, forcing it to embark upon a long journey:

1... f6 2. ♜ a3!

While the other bishop is waiting at the exit...

2... fxe5 3. ♜ e4! exd4 4. ♜ d3! dxc3 5. bxc3

Zugzwang.

5... b2+ 6. ♜ xb2#

Fernando Peralta

Viktor Moskalenko

Catalonia tt 2011 (3)

□

3.9



30. ♕c8!

Tactics: good coordination between White's $\text{Q} + \text{N}$.

30... ♕xc8 31. ♔e7+ ♔h7 32. ♔xc8

With a clear advantage (weak black pawns), although later on Black escaped to a draw in the time trouble phase...



Fernando Peralta

Study by Adriano Chicco

1947



3.10

1. ♜d5!

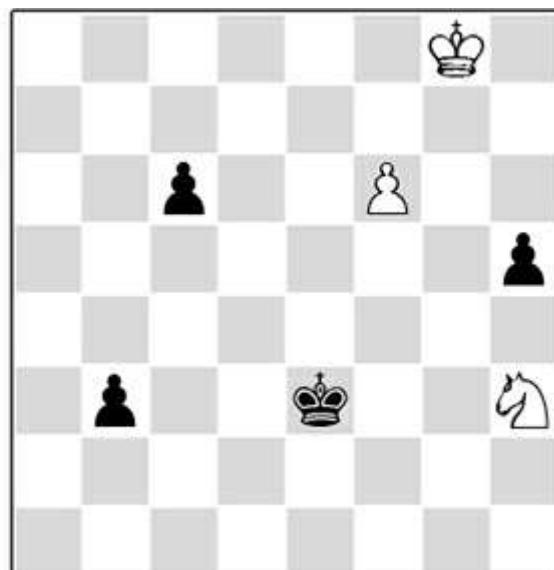
Blocking the a2-g8 diagonal.

1.f7? loses to 1... ♜b3! 2. ♛g7 ♜xf7 3. ♛xf7 a3.

1... ♜b3

1...cxd5? 2.f7+–.

2. ♜xb3 axb3



3.11

3. ♜f2!

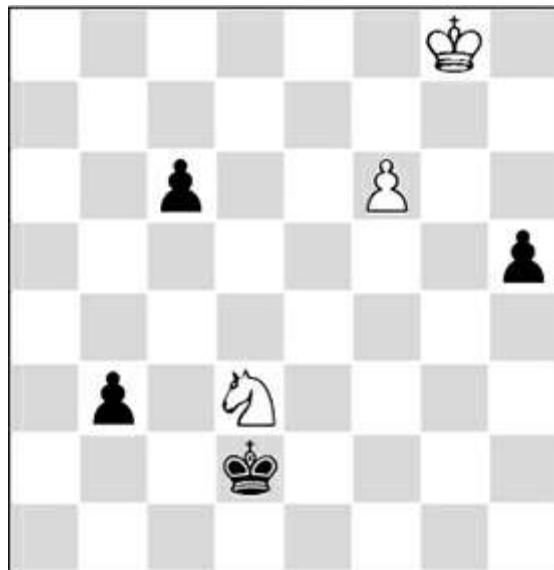
Tactics: attraction of the black king. 3.f7? b2 4.f8♕ b1♕=.

3... ♛d2

A) 3... ♜xf2 4.f7 b2 5.f8♕ +–;

B) 3... ♜e2? 4. ♜e4 b2 5. ♜c3+ ♛d3 6. ♜b1 ♛c2 7.f7 ♜xb1 8.f8♕ also wins for White.

4. ♜d3!



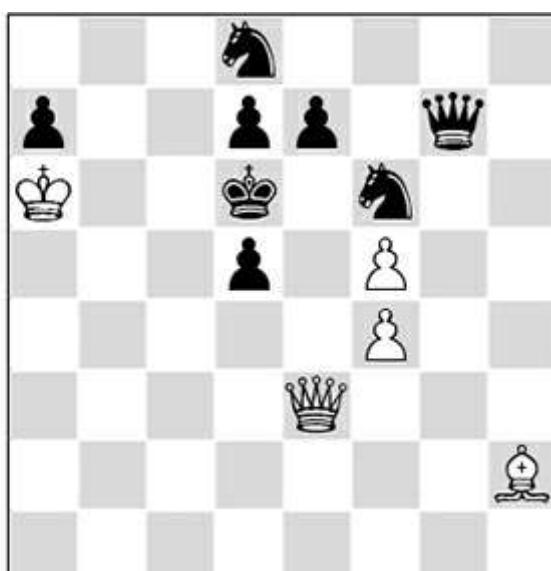
The same motif.

4... ♜xd3 5.f7 b2 6.f8♕ b1♕ 7.♕f5++-

Study by Leonid Kubbel

Shakhmaty v SSSR 1934

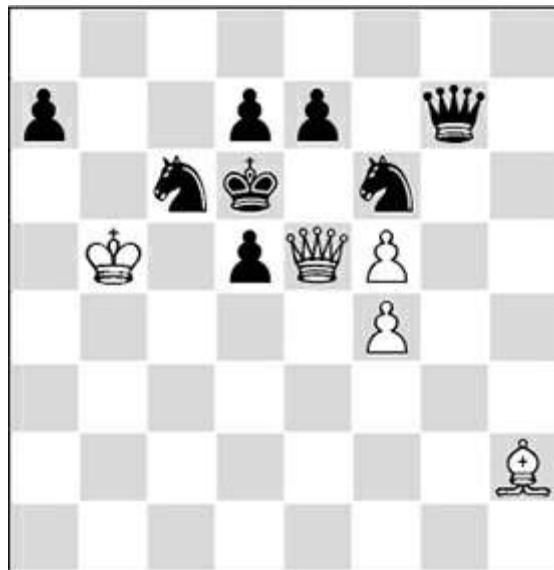
3.12



1. ♜e5+ ♛c5 2. ♜c3+! ♛d6 3. ♜b5! ♜c6

3...a6+? 4. ♜b6 ♜c6 5. ♜c5#.

4. ♜e5+!!

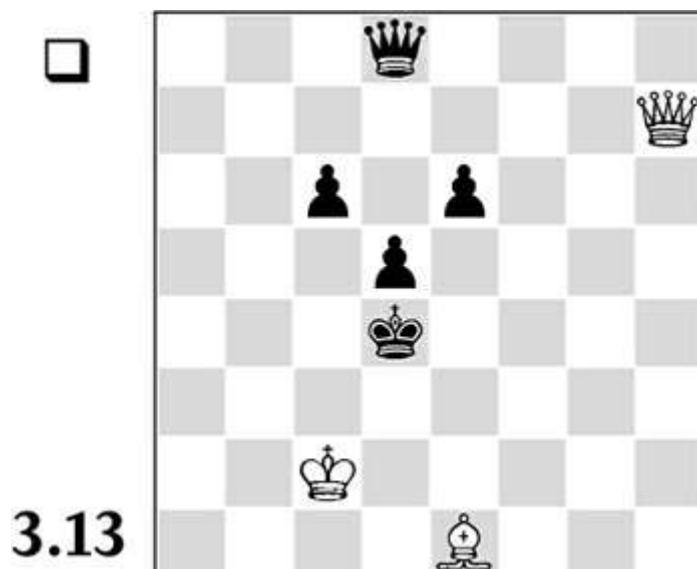


Tactics: a queen sacrifice with a discovered check as the final point.

4... ♕xe5 5.fxe5+ ♔c7 6.exf6++-

Study by Henri Rinck

Deutsche Schachzeitung 1908



1. ♕f2+ ♔e5

1... ♕c4 2. ♕b7 d4 3. ♕xc6+ ♕b4 4. ♕e1+ ♕a3 5. ♕a6+ ♕a5 6. ♕xa5#.

2. ♕g3+ ♔d4 3. ♕d6!



The idea is to lure the black queen to the d6-square.

3... ♕xd6

3... ♕e3 4. ♔h3+ leads to a forced mate in 12 moves: can you find it?

4. ♔d3+ ♕e5

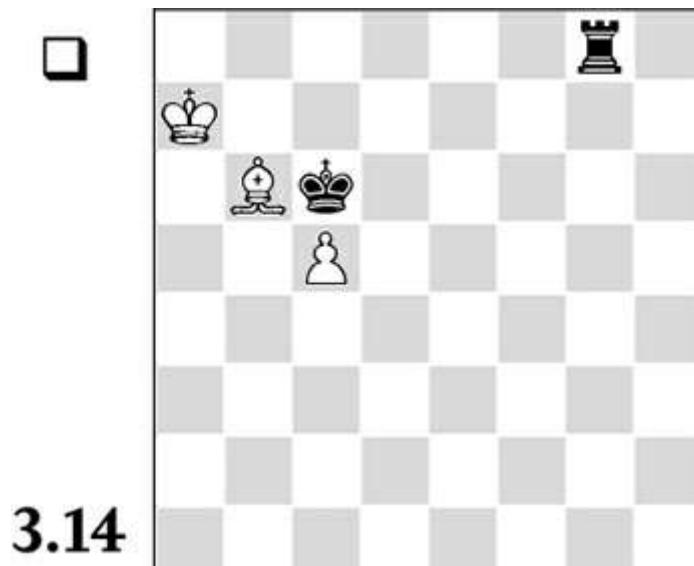
4... ♕c5 5. ♔a3+.

5. ♔g3+

Winning the queen on d6.

**Sebastien Cossin
Viktor Moskalenko**

El Ejido 2008 (5)



A curious counter-example. My opponent did not see the danger:

111. ♔a6??

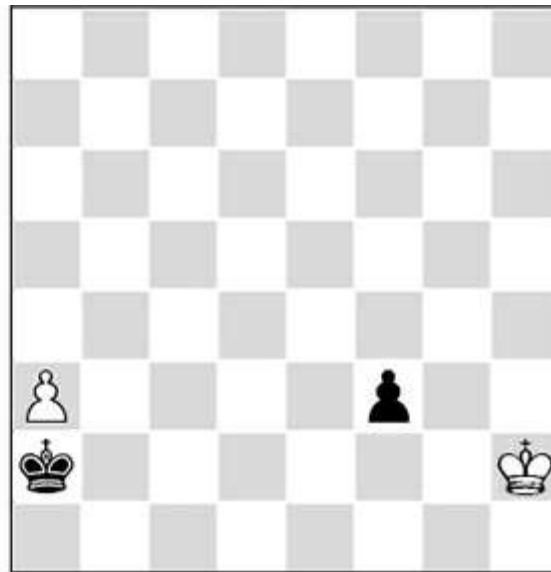
111. ♔a5!= was the only move.

111... ♕a8+ 112. ♔a7 ♕c7!

Zugzwang.

Study by Henri Rinck

Revue Swiss d'Echecs 1922



3.15

This is similar to Richard Réti's famous study (if the kings were on a1 and h3), but here White wins with precise play:

1.a4 ♕ b3 2.a5 ♕ c3!

2... ♕ c4 3.a6 ♕ d3 4.a7 f2 5.a8 ♕ f1 ♕ 6. ♕ a6+, winning the black queen.

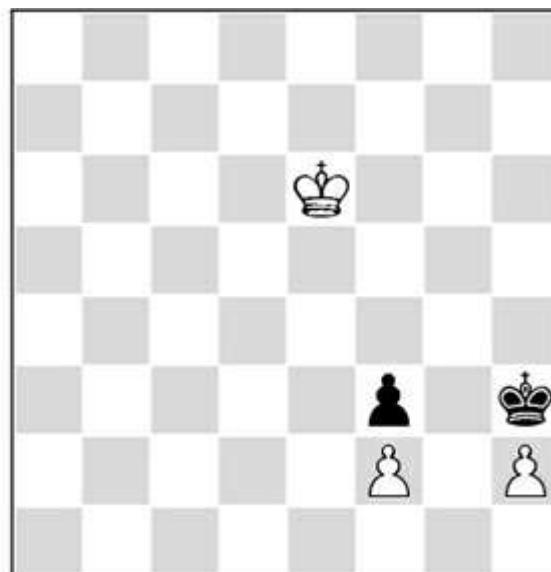
3. ♕ g1!

3.a6? ♕ d2=; 3. ♕ g3? ♕ d4=.

3... ♕ d4 4.a6 ♕ e3 5. ♕ f1!+-

Study by Josef Moravec

1925



3.16

1. ♕ d5!

The only good square for the white king:

1. ♕ f5? ♕ g2! 2.h4 ♕ xf2 3.h5 ♕ g3 4.h6 f2 5.h7 f1 ♕ + 6. ♕ g6 ♕ f8+-.

1. ♕ e5? ♕ g2! 2.h4 ♕ xf2 3.h5 ♕ g3 4.h6 f2 5.h7 f1 ♕ 6.h8 ♕ ♕ a1+, winning the white queen on h8.

1... ♕ g2!

Now both sides will queen without check. Not 1... ♕ xh2?? 2. ♕ e4 ♕ g2 3. ♕ e3+- with zugzwang for Black.

2.h4 ♕ xf2 3.h5 ♕ g2 4.h6 f2 5.h7 f1 ♕ 6.h8 ♕ =

Gerald Bonner
Antonio Angel Medina Garcia
Haifa ol 1976 (13)

3.17



41...♞c3!

The knight sacrifice serves to deflect the defender: the pawn on b2.

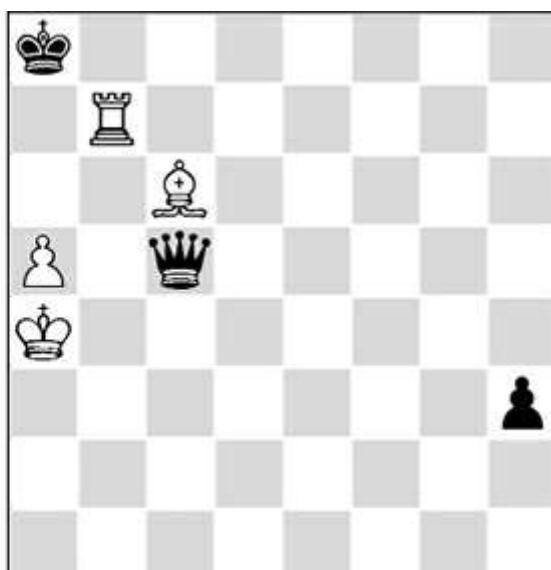
42.bxc3 a4! 43.cxd4 cxd4 44.c3 a3–+

Properties: the weakness of the knight against the a-pawn is decisive here.

Study by Sonomun Chimedzeren

L'Italia Scacchistica 1975

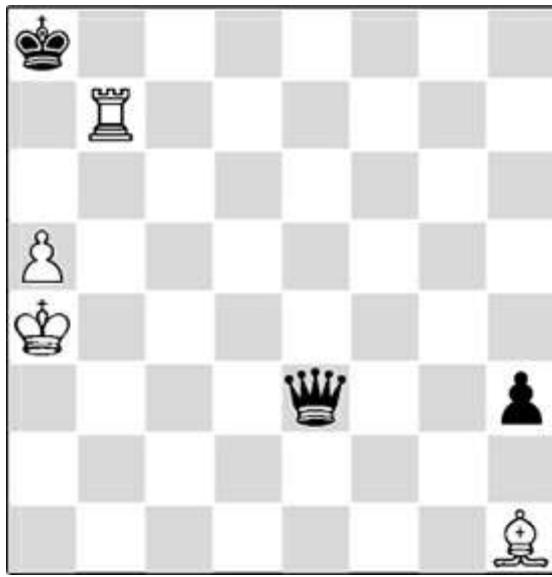
3.18



1.♝e4!

First wait a bit. 1.♝h1? does not work due to 1...♝c2+ 2.♝b3+ ♛a7–+.

1...♝e3 2.♝h1!



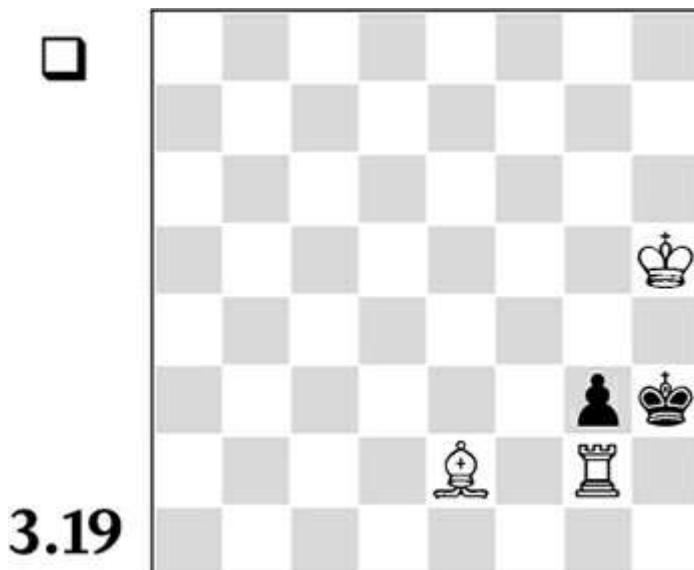
Now this is the best square, because the black queen has no check on c2.

2... ♕e8+ 3. ♔a3 ♕f8+ 4. ♔a2 ♕g8+ 5. ♔a1 ♕h8+ 6. ♔b1+-

Zugzwang.

Study by David Gurgenidze

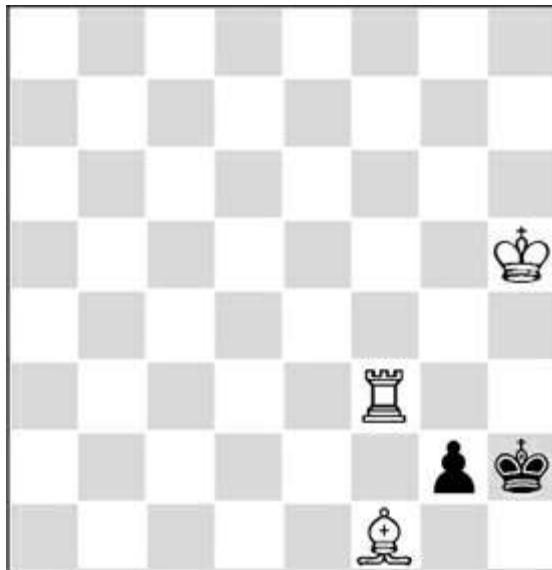
1976



1. ♕g1 ♔h2 2. ♕f1! g2 3. ♕f2 ♔g3

3... ♔h3? 4. ♕f1+-.

4. ♕f3+ ♔h2 5. ♕f1!

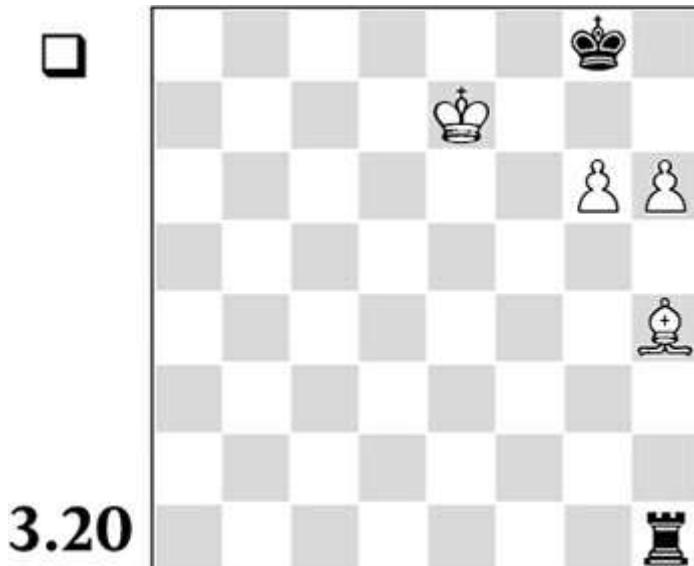


A nice mating construction!

5...g1♕ 6.♕ h3#

Exercise by William Steinitz

1862



1.h7+ ♕ g7 2.h8♕ +!

The winning pawn sacrifice.

2...♕ xh8 3.♕ f7 ♕ f1+

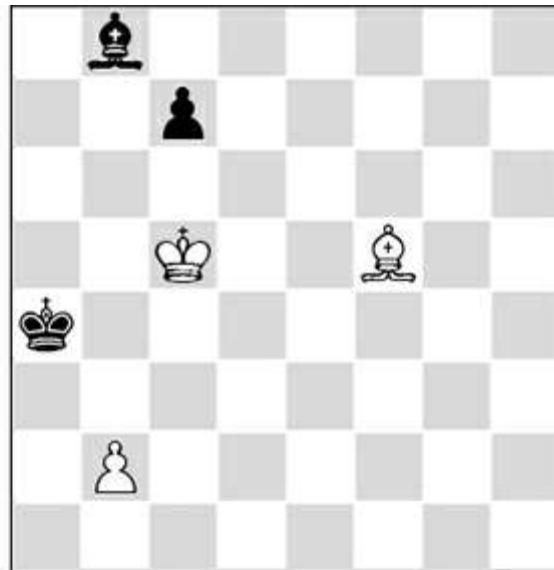
3...♕ xh4 4.g7+ ♕ h7 5.g8♕ + ♕ h6 6.♕ g6#.

4.♕ f6+ ♕ xf6+ 5.♕ xf6 ♕ g8 6.g7

Opposition/zugzwang. White is winning.

Study by Bernhard Horwitz

1889



3.21

1. ♜c2+ ♕a5 2. b4+ ♕a6 3. ♜c6 ♕a7

3... ♜a7 4. ♜d3#.

4. b5 ♔a8 5. ♜e4 ♔a7 6. ♜d5

(or f3-g2-h1)



Zugzwang.

6... ♕a8 7. b6! cxb6

7... ♜a7 8. ♜xc7#.

8. ♜xb6#

Fragment of a study by Alexey Troitzky

1895

□



3.22

3.g8+!! ♕xg8 4.♕e6 ♕h8 5.♕f7 e5 6.♕g7#

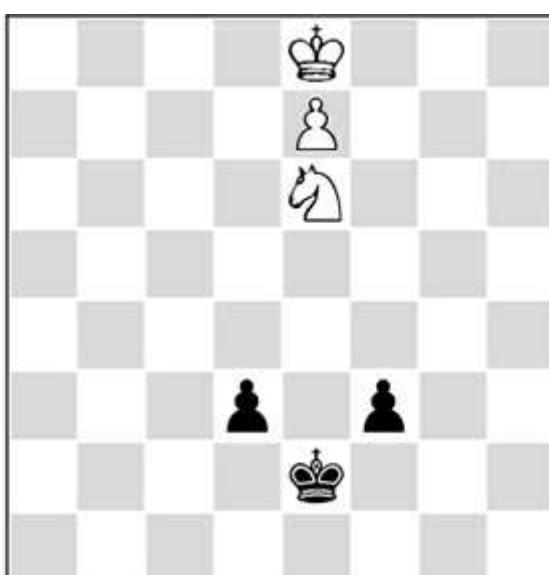


Alexey Troitzky

Study by Thomas Dawson

1924

□



3.23

1.♘d4+!

1.♘f4+ ♔d2=.

1...♔e3 2.♘xf3! ♔xf3 3.♔f8 d2 4.e8♔ d1♔ 5.♔h5+

Winning the black queen.

Vassily Ivanchuk
Pablo Lafuente
Gibraltar 2011 (2)

□

3.24



35.♘ xc6!

The threat of 36.♖ a5+ shows that the black rook on c7 is overloaded as the sole defender of the a-file.

35...♜ a7

35...♜ xc6 36.♖ a5+ ♜ a6 37.♖ xa6#.

36.♖ cb5!

Black resigned.

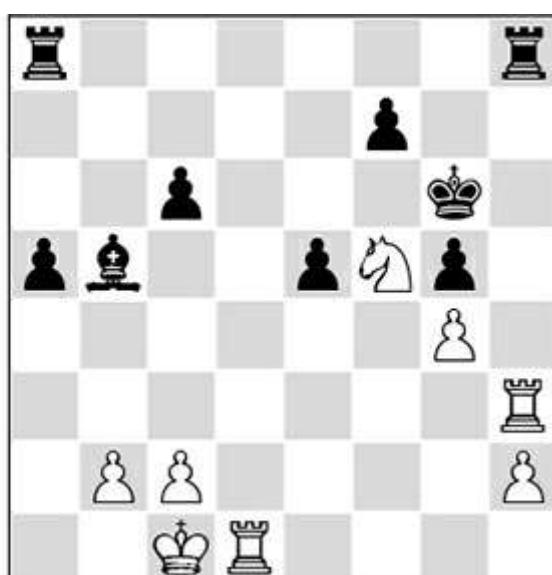
If 36...♜ xc6 37.♖ b8#.

Jens Kristiansen
Nigel Short

Copenhagen 2006 (4)

□

3.25



34.♖ d6+! f6 35.♖ d7!

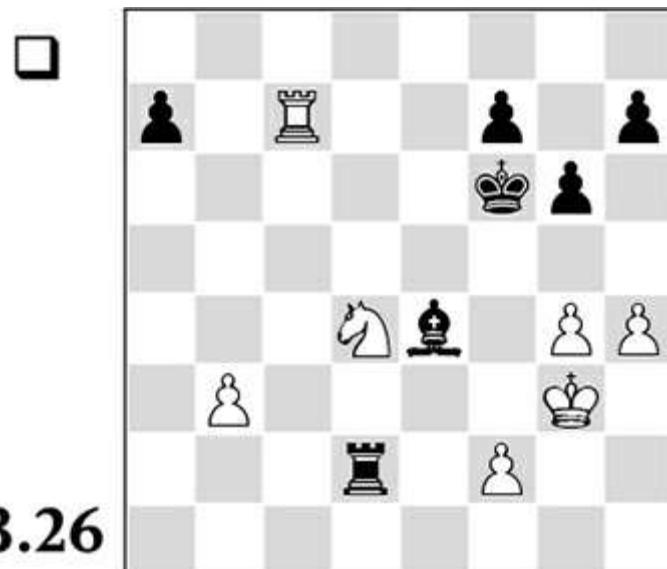
With mate on either g7 or h6:

35... ♜ xh3 36. ♜ g7#

Mikhail Golubev

Pablo Zarnicki

Internet blitz 2004



3.26

33. ♜ d7!+– ♜ b2

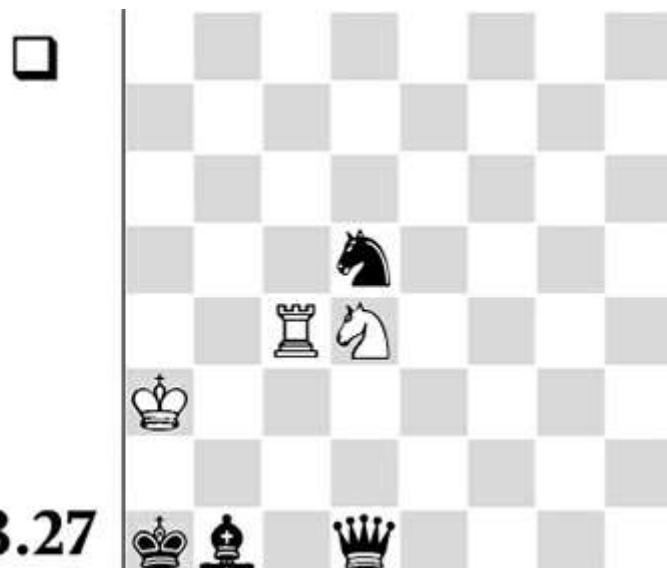
33... ♜ d3+ 34. ♛ f4+–.

34. g5+ ♔ e5

34... ♔ g7 35. ♜ e6+ ♔ g8 36. ♜ d8#.

35. f4#

Study by Alexander Manvelyan



3.27

1. ♜ c2! ♜ xc2

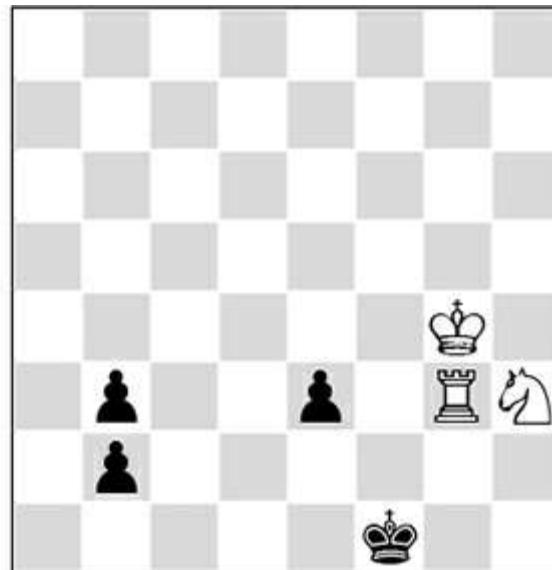
1... ♜ xc2 2. ♜ xc2+ ♜ xc2 stalemate.

2. ♜ b3+ ♔ b1 3. ♜ d2+ ♔ c1 4. ♜ b3+ ♜ xb3

Stalemate.

Study by I. Yarmonov

1999

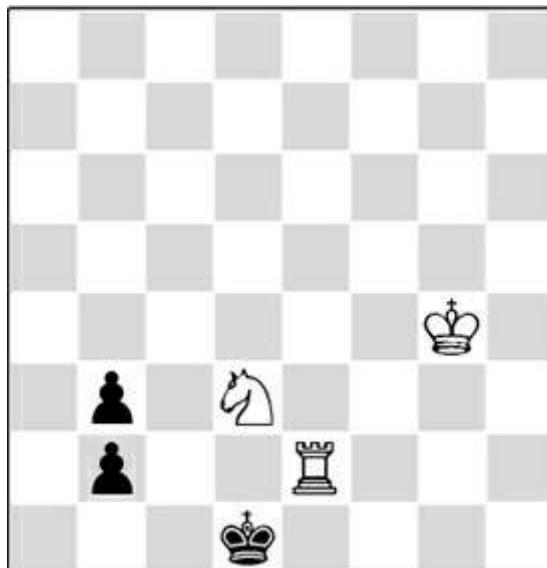


3.28

1. $\mathbb{R}g1+$ $\mathbb{Q}e2$ 2. $\mathbb{N}f4+$ $\mathbb{Q}d2$ 3. $\mathbb{R}g2+$ $e2$

3... $\mathbb{K}c3$ 4. $\mathbb{N}d5+$.

4. $\mathbb{R}xe2+$ $\mathbb{Q}c1$ 5. $\mathbb{N}d3+$ $\mathbb{Q}d1$



How to build the mating net?

6. $\mathbb{K}f3!$

6. $\mathbb{R}xb2?$ is stalemate.

6... $\mathbb{B}b1\#$ 7. $\mathbb{Q}e3\#$ $\mathbb{A}a2$

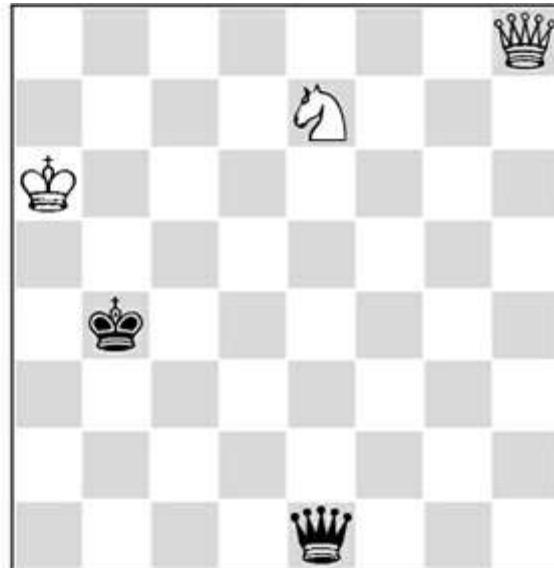
7... $\mathbb{K}c1+$ 8. $\mathbb{N}xc1$ $\mathbb{K}xc1$ 9. $\mathbb{R}d3$ b2 10. $\mathbb{R}e1\#.$

8. $\mathbb{R}e1+$ $\mathbb{K}c2$ 9. $\mathbb{R}c1\#$

Study by Alexey Troitzky

1910

□



3.29

3. ♜b2+! ♜c5!

3... ♛a4 4. ♜a2+ ♛b4 5. ♜a5++–.

3... ♛c4 4. ♜b5+ ♛d4 5. ♜f5+ ♛e4 (5... ♛c3 6. ♜a5+) 6. ♜e8++–.

4. ♜b6+ ♛c4 5. ♜b5+ ♛d4 6. ♜f5+! ♛c3

6... ♛e4 7. ♜e8++–.

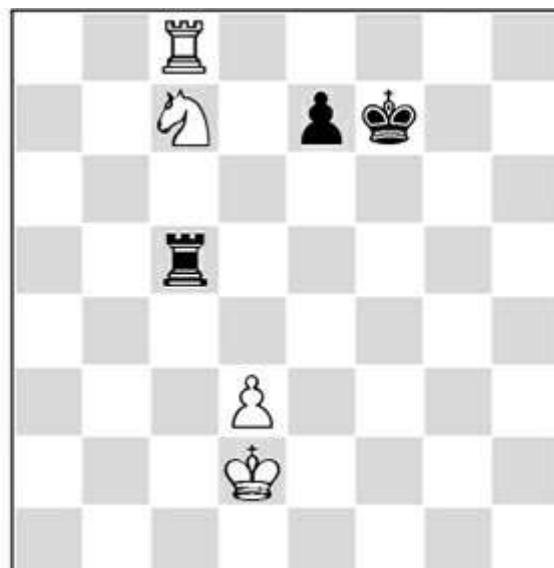
7. ♜a5+

Winning the black queen.

Fragment from a study by Genrikh Kasparian

Leonid Kubbel Memorial 1946

□



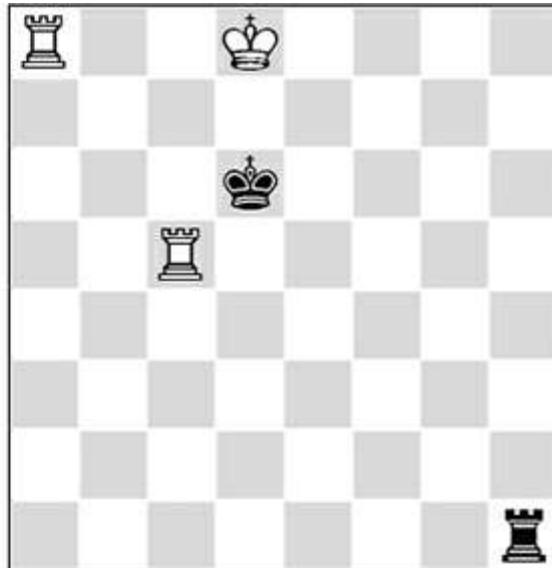
3.30

10. ♜f8+!+–

Study by unknown author

14th century

3.31



1. $\mathbb{R} h5!$

Tactics: attraction.

1... $\mathbb{R} xh5$ 2. $\mathbb{R} a6+$ $\mathbb{K} e5$ 3. $\mathbb{R} a5+$

Winning the black rook.

Study by Josef Kling

1864

3.32



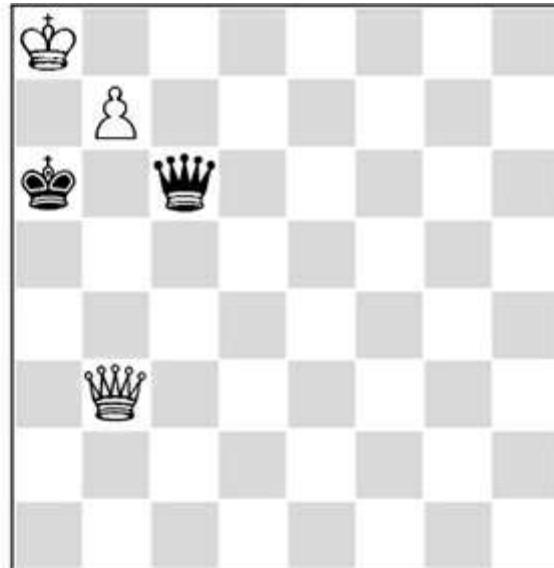
The solution is curious:

1. $c7 \mathbb{R} c1$ 2. $\mathbb{Q} c6 \mathbb{R} d1+$ 3. $\mathbb{K} e7 \mathbb{R} e1+$ 4. $\mathbb{K} f7 \mathbb{R} f1+$ 5. $\mathbb{K} g7! \mathbb{R} g1+$ 6. $\mathbb{K} h7+-$

And no more checks.

Study by Louis van Vliet

1888



3.33

1. ♔ b4!

Zugzwang. It is important to learn the winning mechanism:

1... ♕ h1

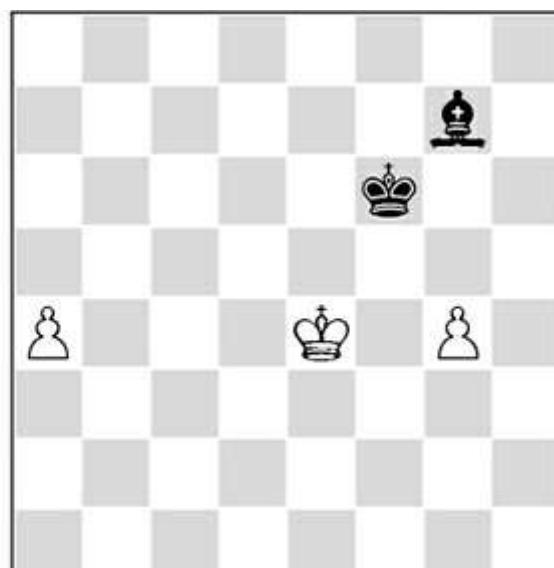
1... ♕ g2 2. ♕ a3+ ♔ b6 3. ♕ b2+ ♕ xb2 4. b8 ♕ ++–.

1... ♕ d5 2. ♕ a4+ ♔ b6 3. ♕ b3+ ♕ xb3 4. b8 ♕ ++–.

2. ♕ a3+ ♔ b6 3. ♕ b2+ ♔ c7 4. ♕ h2+! ♕ xh2 5. b8 ♕ ++–

Study by Henry Otten

1892



3.34

1. a5 ♕ f8 2. ♔ d5 ♕ h6 3. g5+!



A decoy of both Black's pieces.

3... ♜xg5 4. ♔e4 ♜h4 5. ♕f3

And White wins.

Study by Rinaldo Bianchetti

1925



1. ♜b2!

Again, the Dragon's Eye. With this pin Black has no way to save the position:

1... ♜h6

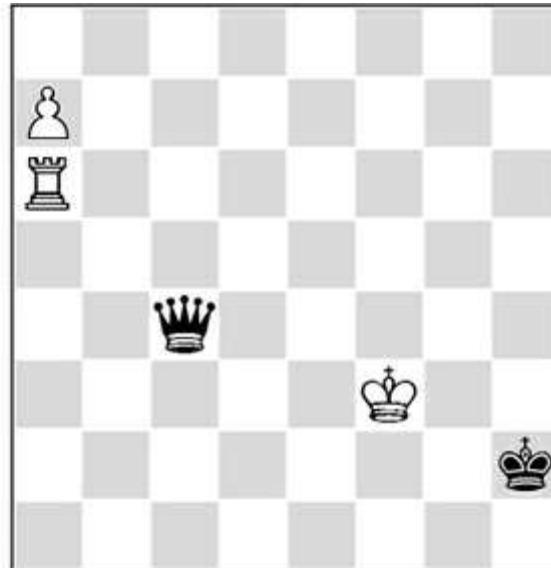
- A) 1... ♜g6 2. ♜c8+ ♔h7 3. ♜h8#;
- B) 1... ♜f7 2. ♜h3+ ♔g8 3. ♜h8#;
- C) 1... ♜f8 2. ♜c7+ ♔g8 3. ♜g7+ ♔h8 4. ♜a2+-.

2. ♜g3+ ♔h7 3. ♜g7+ ♔h8 4. ♜b1+-

Zugzwang.

Study by L. Kantorovich

1978

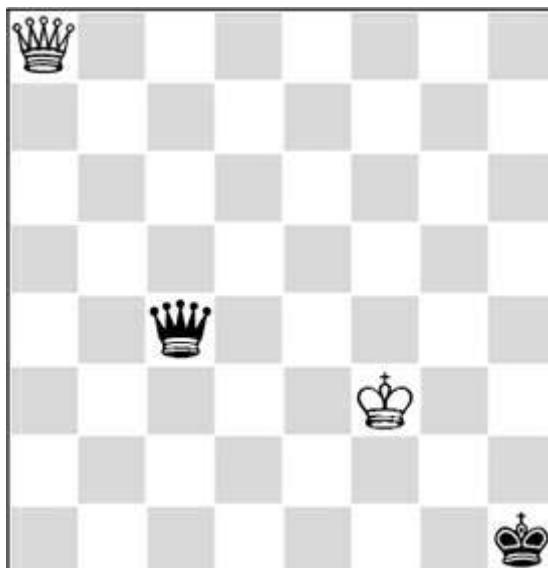


3.36

1. $\mathbb{Q} h6+$

After 1.a8 \mathbb{Q} ?! $\mathbb{Q} d3+$ Black has a lot of checks.

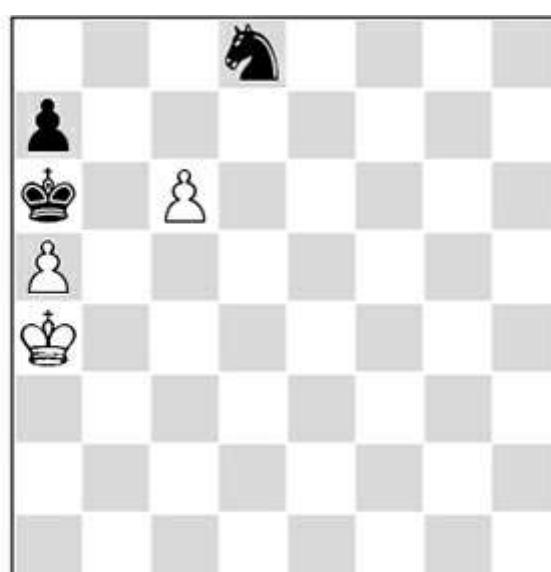
1... $\mathbb{Q} g1$ 2. $\mathbb{Q} h1+!$ $\mathbb{Q} xh1$ 3. a8 \mathbb{Q}



And from here it's mate in 6 moves!

Study by Henri Weenink

1918



3.37

1.c7 ♜ b7 2.c8 ♛!

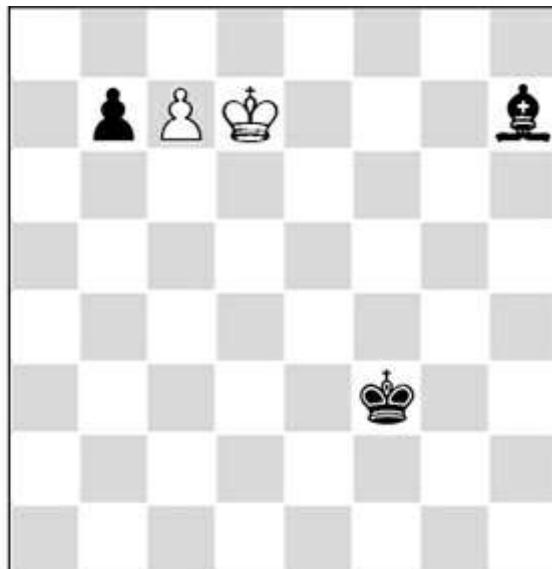
2.c8 ♛? is stalemate.

2... ♜ xa5 3. ♛ c5! ♜ b7 4. ♛ c6#

Study by Alexander and Kirill Sarychev

1928

□



3.38

1. ♛ c8

The white king is the main protagonist in this ending.

1. ♛ e6? ♛ e4—+.

1... b5 2. ♛ d7! b4 3. ♛ d6

3. ♛ e6? ♛ e4—+.

3... ♜ f5 4. ♛ e5 ♜ c8 5. ♛ d4

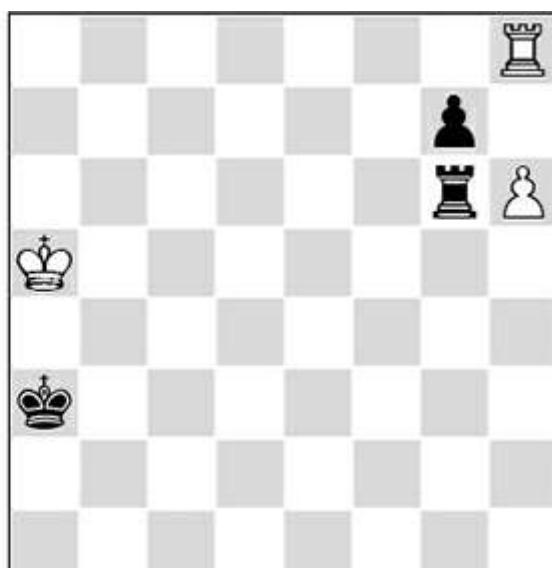
Winning the black pawn.

5... ♜ e6 6. c8 ♛ ♜ xc8 7. ♛ c4=

Study by Nicolas Rossolimo

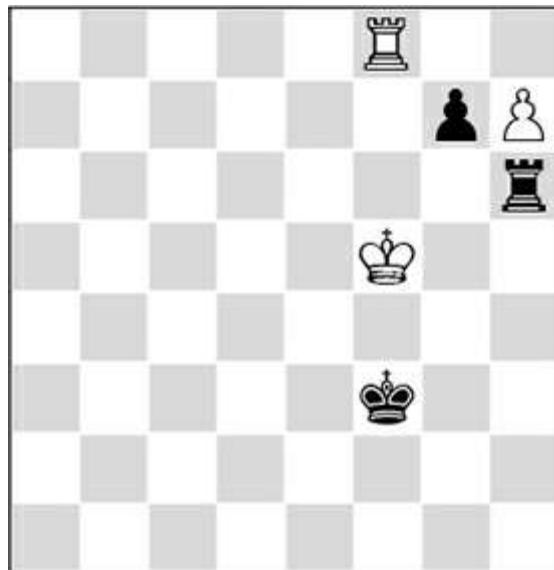
1927

□



3.39

1. h7 ♜ h6 2. ♜ b5 ♛ b3 3. ♜ c5 ♛ c3 4. ♜ d5 ♛ d3 5. ♜ e5 ♛ e3 6. ♜ f5 ♛ f3 7. ♜ f8!

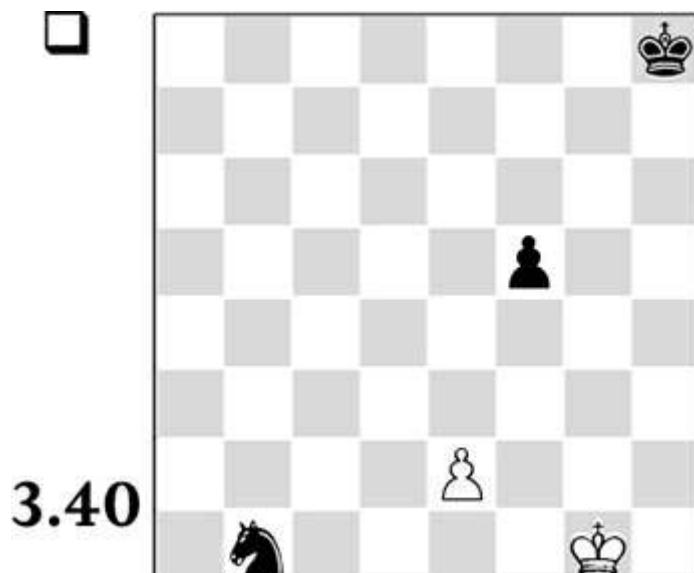


7... \mathbb{Q} xh7 8. \mathbb{Q} g6+

Winning the black rook.

Study by Alexander Grin

1995



1.e4!

1. \mathbb{Q} f2 \mathbb{Q} c3 2. \mathbb{Q} e3 \mathbb{Q} g7+.

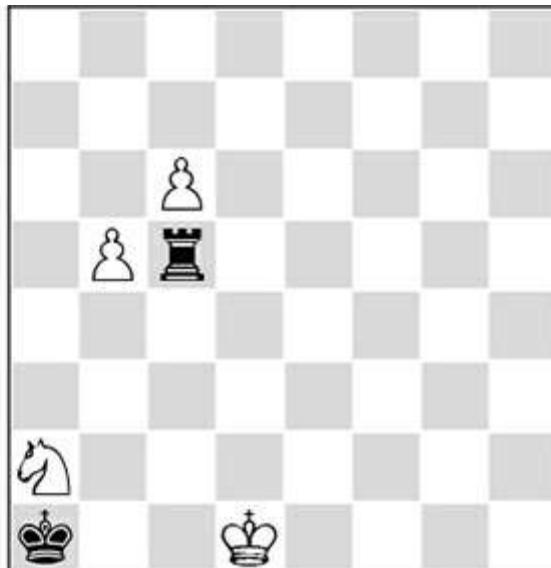
1...fxe4

1...f4 2. \mathbb{Q} f2 \mathbb{Q} d2 3. \mathbb{Q} e2=.

2. \mathbb{Q} f2 \mathbb{Q} c3 3. \mathbb{Q} e3 \mathbb{Q} g7 4. \mathbb{Q} d4=

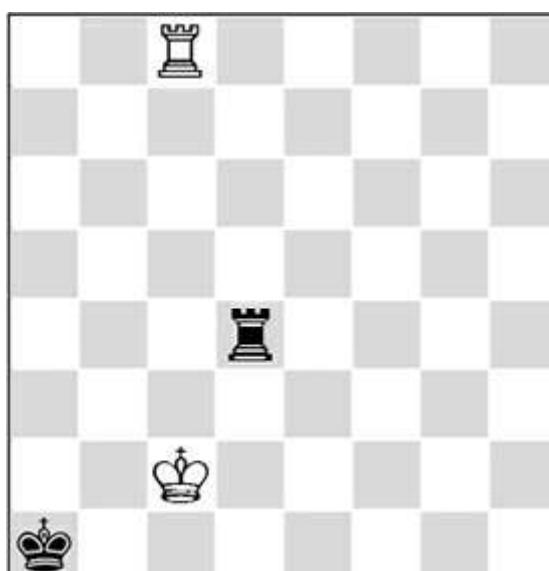
Study by Mark Liburkin

1931



3.41

1. ♜ c1! ♜ xb5 2. c7 ♜ d5+ 3. ♜ d3 ♜ xd3+ 4. ♛ c2 ♜ d4 5. c8 ♜!



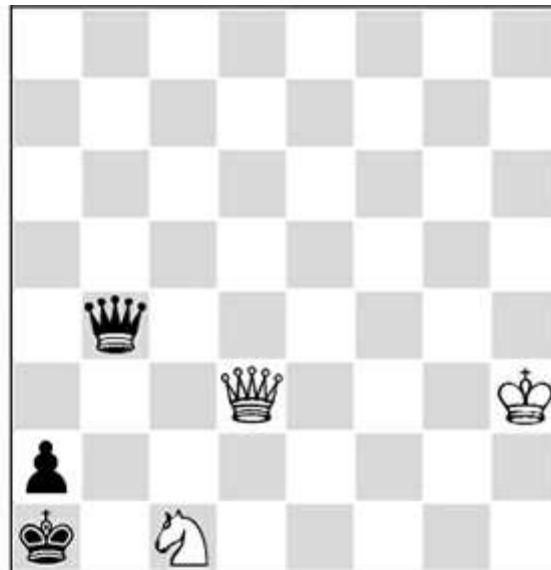
Obviously, the Soviet author used the motif of (or maybe even dedicated this study to) the immortal study by Saavedra (Training no. 18).

5... ♜ a4 6. ♛ b3

Winning by a double threat.

Study by Julios Gunst

1933



3.42

1. ♕f1

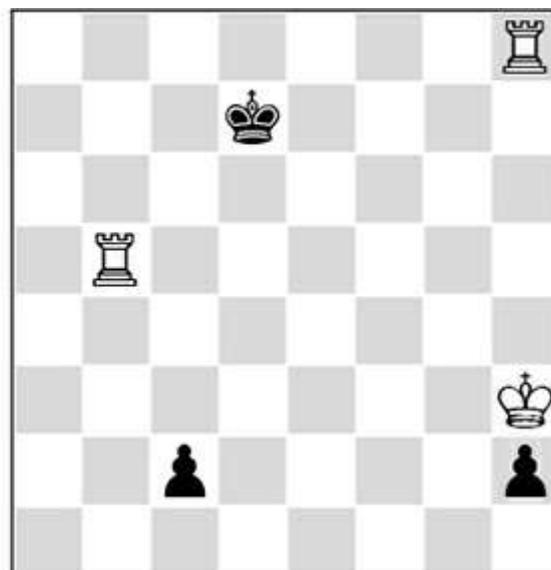
1. ♕d1? ♕b6 2. ♕d3+ ♕b1 3. ♕f3 ♕xd3!= leads to a theoretically drawn endgame ($\text{Q} \text{ vs. } \text{Q}$).

1... ♕b1 2. ♕f6+ ♕b2 3. ♕b3+ ♕b1 4. ♕f1+ ♕c2 5. ♕a1+ ♕c3 6. ♕f6++-

Winning the black queen.

Study by Ladislav Prokes

1947



3.43

1. ♔g3!!

The only winning move.

1... c1 ♕ 2. ♕b7+ ♕e6 3. ♕h6+! ♕f5

3... ♕xh6 4. ♕b6+.

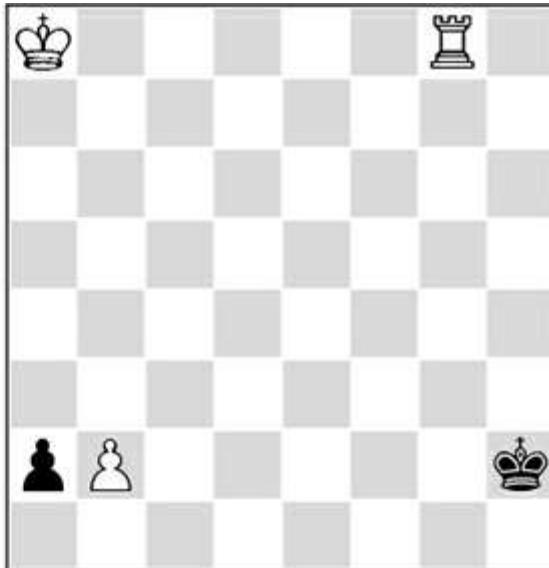
4. ♕b5+ ♕e4 5. ♕h4+ ♕d3 6. ♕b3+ ♕e2 7. ♕xh2++-

For this reason, 1. ♔g3! was better than 1. ♔g2?. White wins the black queen on the next move.

Study by Velmir Kalandadze

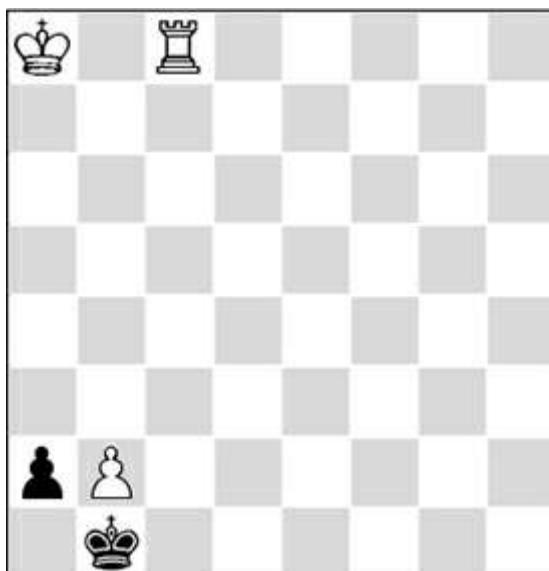
1958

□



3.44

1. $\mathbb{Q}h8+$ $\mathbb{Q}g2$ 2. $\mathbb{Q}g8+$ $\mathbb{Q}f2$ 3. $\mathbb{Q}f8+$ $\mathbb{Q}e2$ 4. $\mathbb{Q}e8+$ $\mathbb{Q}d2$ 5. $\mathbb{Q}d8+$ $\mathbb{Q}c2$ 6. $\mathbb{Q}c8+$ $\mathbb{Q}b1!$
6... $\mathbb{Q}xb2?$ 7. $\mathbb{Q}b8+$ $\mathbb{Q}a3$ 8. $\mathbb{Q}b7=.$



How to continue now?

7. $\mathbb{Q}c7!! \mathbb{Q}a1\mathbb{Q} + 8. \mathbb{Q}a7$

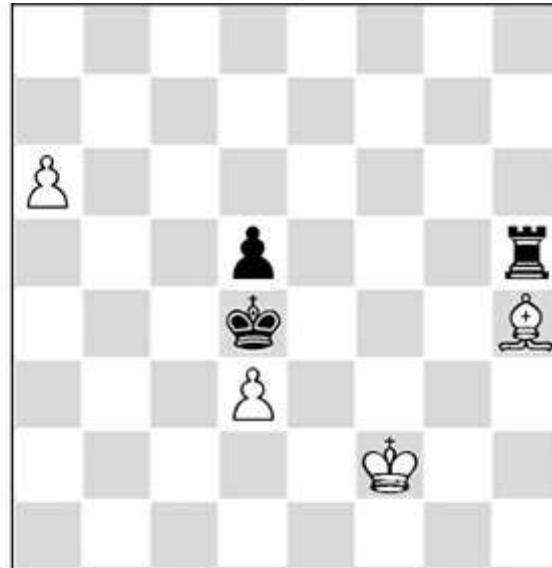
and the black queen is trapped by the white rook:

8... $\mathbb{Q}xb2$ 9. $\mathbb{Q}b7$

With a draw.

Study by Leonid Kubbel

1909



3.45

1.a7 ♜f5+ 2.♕e2 ♜e5+

On 2... ♜f8?, 3. ♜f6+ ♛c5 4. ♜e7+ wins the rook.

3.♔d2 ♜e8 4.♗f2+ ♛e5 5.♗g3+ ♔d4 6.♗b8+-

The bishop blocks the promo square a8.

White wins.

Study by Sergey Abramenco

1996



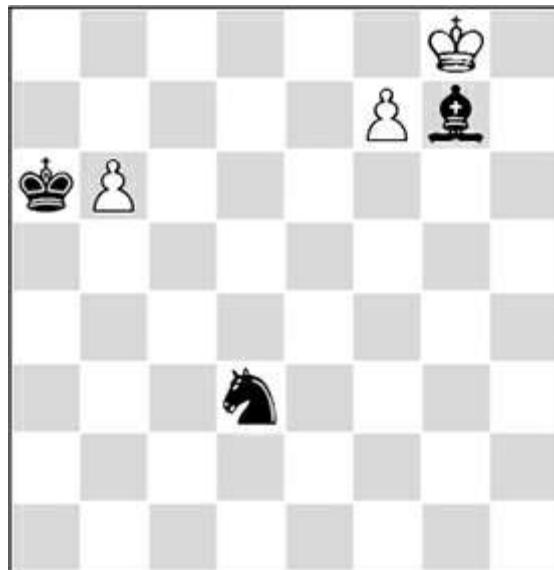
3.46

1.♔g8!

And the show begins:

1...♝d3 2.f7 ♗g7!

An unexpected resource.



3. ♕ xg7 ♜ c5!

The struggle continues.

4. ♔ f8 ♜ d7+ 5. ♔ e8!

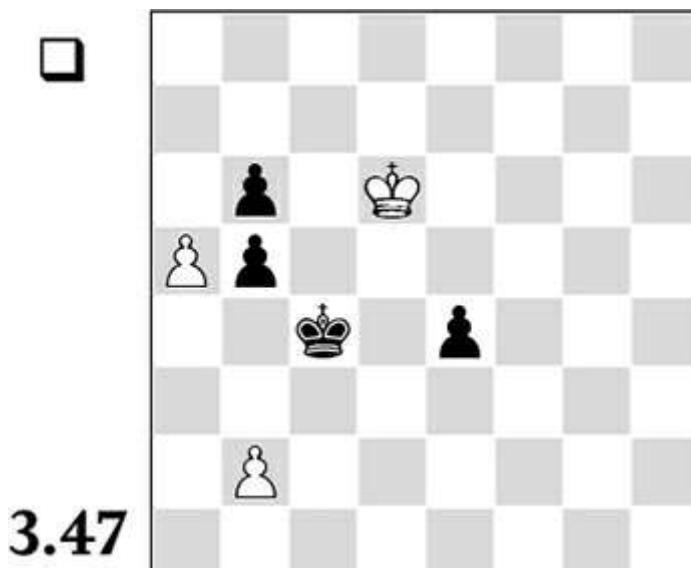
5. ♔ e7? ♜ e5!=.

5... ♜ f6+ 6. ♔ d8! ♜ h7 7. ♔ c7!

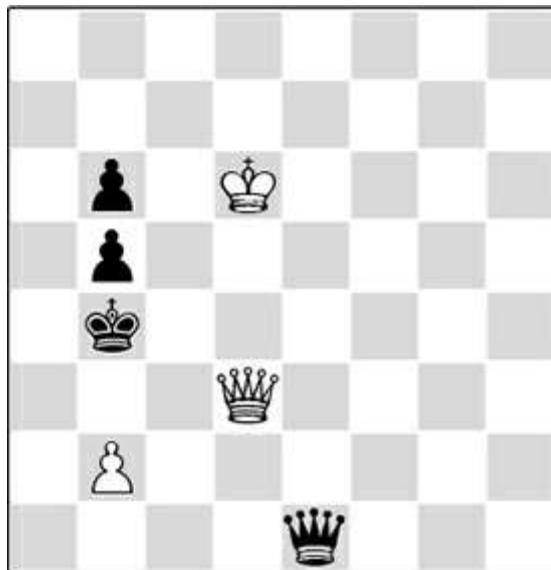
And finally, White promotes not the f-pawn, but the b-pawn!

Study by Leonid Kubbel

1927



1. a6! e3 2. a7 e2 3. a8 ♜ e1 ♜ 4. ♜ d5+ ♔ b4 5. ♜ d3!!+-



Zugzwang. To avoid mate the black queen would have to defend two squares: a3 and c3.

5... ♕a1

- A) 5... ♕c1 6. ♕a3+ ♔c4 7.b3++–;
- B) 5... ♕h4 6. ♕c3+ ♔a4 7. ♕a3#.

6. ♕c3+ ♔a4 7.b3+

Winning the black queen.

Study by Josef Moravec

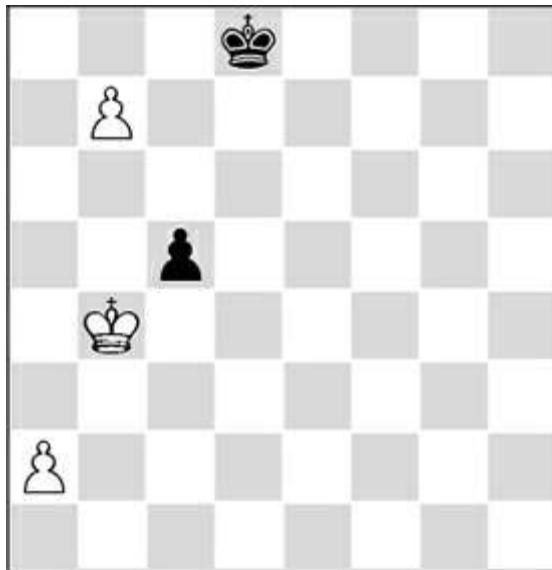
1937



1. ♜d8+! ♔xd8 2. b7 ♜b4!

Black has found a defensive resource:

3. ♜xb4 c5+!



Now, how should White continue?

4. ♔ b5!

4. ♔ xc5? ♕ c7=.

4... ♕ c7 5. ♔ a6 ♕ b8 6. ♔ b6!+–

And the white a-pawn decides the issue:

6...c4 7.a4 c3 8.a5 c2 9.a6 c1 ♕ 10.a7#

Study by David Przepiorka

1921



1. ♕ e2!

Typical tactics: good coordination between ♕ + ♜.

1... ♕ g8

1...h6 2. ♜ e8+ ♔ h7 3. ♜ f6+ ♔ g6 4. ♜ g8+, winning the black queen.

2. ♜ g7!!

A great resource. The misleading line was 2. ♜ f6? ♜ g1 3. ♜ e8+ ♔ g7 4. ♜ g8+ ♔ h6 5. ♜ xg1 stalemate.

2... ♜ xg7

2...h5 3. ♜ e8+–; 2...f5 3. ♜ e8+–; 2... ♜ xg7 3. ♜ g2++–.

3. ♜ e8+ ♕ g8 4. ♜ xg8+ ♔ xg8 5.a5!+–

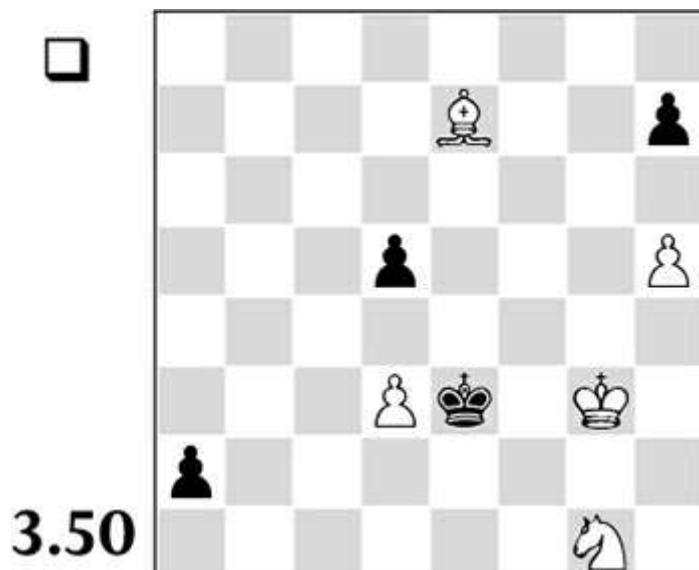
And White promotes with check.



David Przepiorka

Study by Vasily and Mikhail Platov

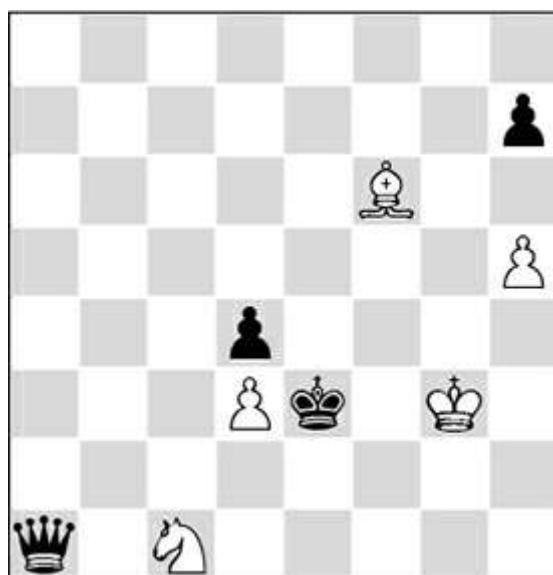
1909



1. f6

With this simple move starts one of the most famous studies by the Platov brothers:

1...d4 2.♘ e2! a1♔ 3.♘ c1!!



Great ♕+♝ coordination. The threat is 4. ♜g5 mate.

3...♝a5

3...h6 4. ♜e5 ♛xc1 5. ♜f4++–.

4. ♜xd4+ ♛xd4

4...♚d2 5. ♜b3++–.

5. ♜b3++–

Winning the black queen.

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A Brief Biography

Viktor Moskalenko

- Born April 12, 1960 in Odessa, Ukraine
- Champion of Ukraine in 1987
- Champion Catalonia (Spain) in 2001, 2005, 2007
- Chess Grandmaster since 1992
- Residing in Barcelona since 2000
- Winner of numerous international tournaments
- Chess coach, FIDE Senior Coach (recently working in UAE as Federal Youth Coach)
- Specialist in theoretical articles
- E-mail: gm.moskalenko@gmail.com

Published books, with New In Chess

2007, The Fabulous Budapest Gambit

2008, The Flexible French

2009, Revolutionize Your Chess

2010, The Wonderful Winawer

2013, The Perfect Pirc

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